THE GUIDE TO COLLECTIBLE CARD GAMES

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JULY 1996 • 15

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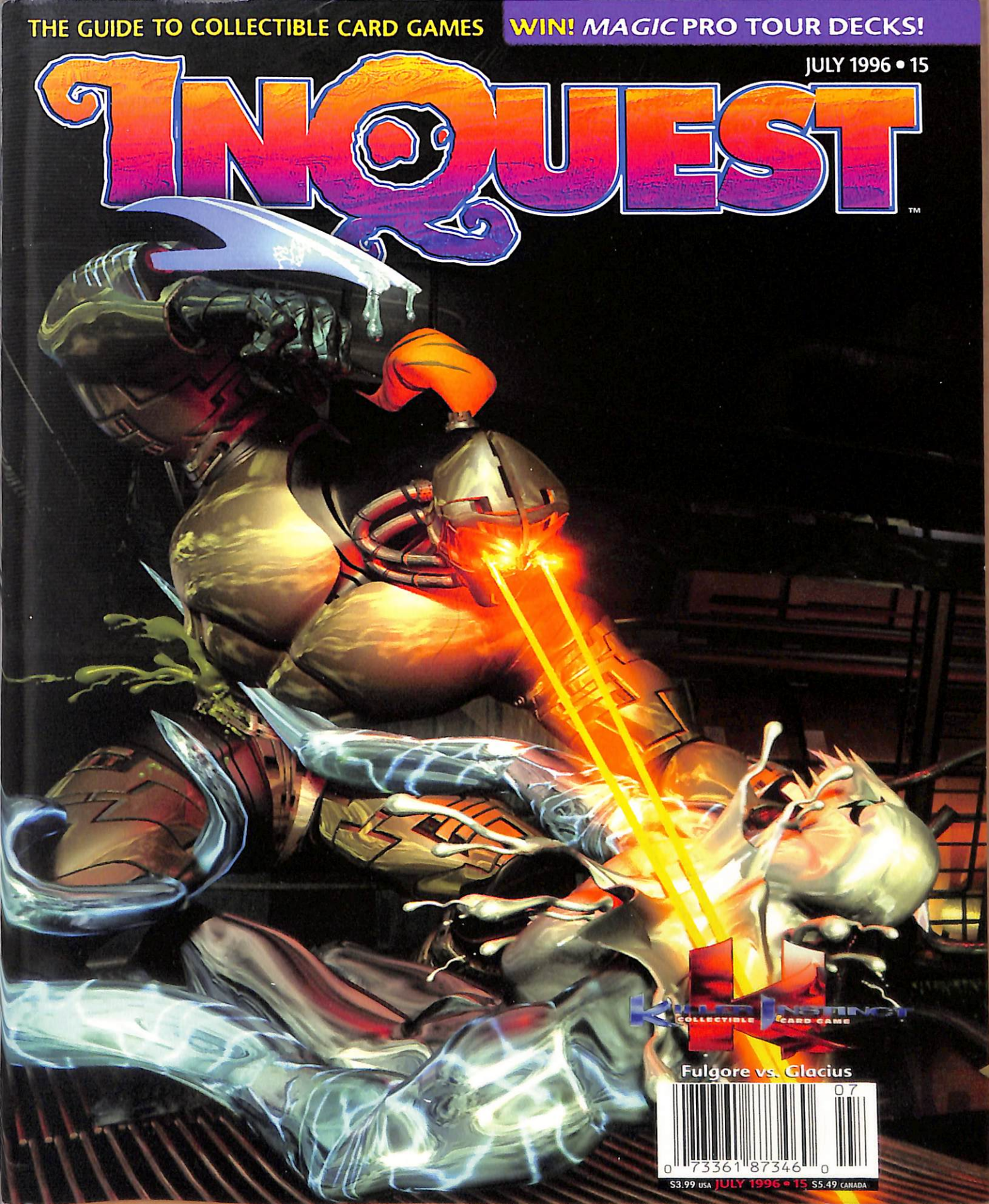

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InQuest

Number 15
JULY 1996

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Fulgore vs. Glacius from Topps' new *Killer Instinct* CCG. Check out our *Killer Instinct* game review on **page 46.**

"Monty Python and the Holy Grail" courtesy of Everett Collection. Thror's Map™ & © Iron Crown Enterprises.

anime-mayhem
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EDITOR'S LETTER

Beware: Gamers

When I got started with this whole *InQuest* gig some 10 months ago, I knew very little about collectible card games. And as time rolled on, I realized that I knew even less about the people who play them.

While I've learned a thing or two about the games—y'know, things like being able to decipher the difference between *Wyvern* and *Middle-earth* and how to use a giant *Magic* Chaos Orb card to my advantage—I still can't figure out those gamers.

There oughta be some sort of an investigation here. Some of these people cannot possibly be from this planet. They should be locked up for good. Some of them seem downright dangerous, and the last thing I need is my life jeopardized by a freak attacking me because of a dispute over an Icy Manipulator card.

So I've put together the following list of the Top 10 most baffling CCG-related things I've witnessed during my time here at *InQuest*:

10. A pimple-faced, pudgy teenager running around a retail store's parking lot, wearing nothing but *Heresy* cards to cover his privates, yelling "I am the king of Spain!" at the top of his lungs.

9. A beat-up old van, looking much like the Mystery Machine from "Scooby-Doo," barreling past me on the highway with a sign on the back that read "*Wyvern* or Bust."

8. A skinny old man from Lima, Peru, vehemently insisting that he was Crenshaw the Mortificator from the *Doomtrooper* card set.

7. A psychotic mother, who looked like the Chaos Orb from the neck up, standing in a remote corner of a Shop-Rite, mercilessly taunting her infant child with a Shivan Dragon card.

6. *Hyborian Gates.*

5. Price Guide Director Stephen Shamus lying in a bowl of his own urine.

4. A hefty 12-year-old trying desperately to exchange his Marvel *Over-Power* cards for a chocolate dip cone at the local Dairy Queen.

3. A father who named his first-born "Jyhad" (hey, it could've been a lot worse—he could've been a *Blood Wars* fan).

2. Baron Sengir himself throwing a portly midget clear across the room at a local pool hall.

1. A sizable middle-aged man at the local 7-11 eating a *Guardians* card. "I thought it was a beef jerky," he said.

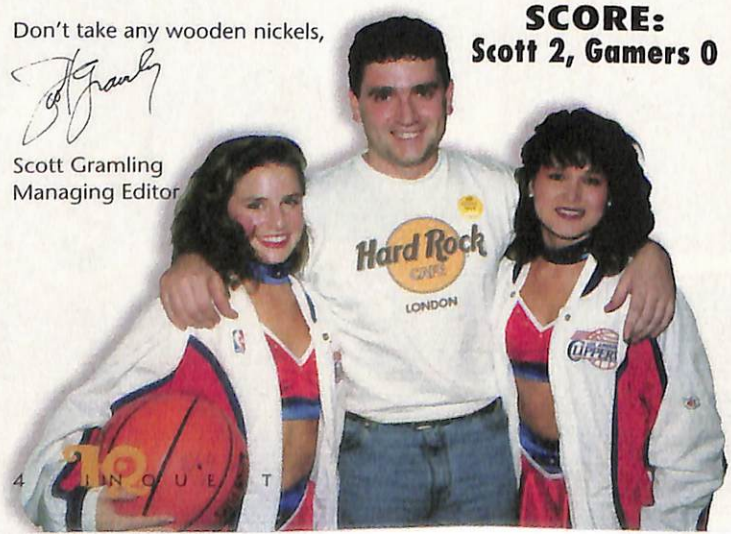
Are there rational explanations for these actions? Do you gamers out there consider this type of behavior "normal"? I am begging you to please contact me and fill me in on this life of yours. I demand an explanation.

But as baffled as I am by these and other actions (I had to keep this list to a PG-13 rating, y'know), you gamers seem like swell guys and gals. Kinda makes me feel bad about rounding up some buddies to pants the college *D&D* club before chasing the members around campus while smacking them with lacrosse sticks....

Don't take any wooden nickels,

Scott Gramling
Managing Editor

SCORE:
Scott 2, Gamers 0



THE GUYS AND GALS WHO MAKE THIS M/T+

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middle earth
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—The Lord of the Rings

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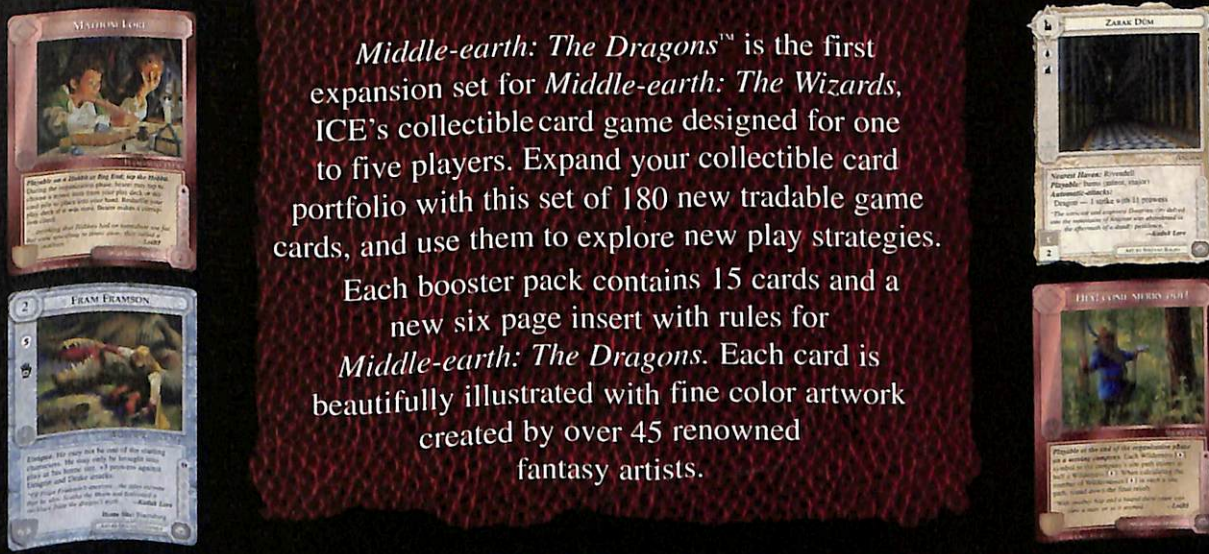

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- Rick Berry
- John Bolton
- Tim Bradstreet
- Brom
- Dave Dorman
- Phil Hale
- Bob Eggleton
- Henry Higginbotham (sculptures)
- John Zeleznik

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InQuisition

Letters to the Editors

GUESS WHO'S READING YOUR MAIL

Okay, listen up. This is Rick Swan talking, the new overseer of "InQuisition." Yep, I've been pushed—er, promoted—from the back of the mag to the front (but I'll still be yakkin' at you on the last page, same as always). From here on out, I'm the guy who'll be sifting through your scrawls, picking out the cream o' the crop to share with the drooling multitudes. But, of course, I can't print 'em if you don't write 'em! Matter of fact, right now I'm perched on the roof, binoculars in hand, looking for the mail truck.

So whadda ya think? Will CCGs be the death of roleplaying? Is *Magic: The Gathering* getting too big for its own good? Is Richard Garfield a special effect whipped up by Industrial Light and Magic? Well, how the heck would I know? Wrap your tentacle around a pencil and fill me in. While you're at it, tell me what you thought of this ish. What tickled your fancy? What made you see red?

And speaking of seeing red…

RPGs R.I.P.?

I am quite sick of the people who claim that *Magic* and other card games like it have killed roleplaying. The only way roleplaying will die is if you, the roleplayer, let it die. If all of you decide to stop playing your *Dungeons & Dragons* and games like that, roleplaying will die. And not because of us, but because of you. We are not your scapegoats for the diminishing interest in roleplaying and the increasing interest in card games. Keep your afternoon-long, very boring, backpack-filling roleplaying games. I believe I'll stick to my pocket-sized deck of *Magic* cards. And please don't knock me for it. After all, how can you criticize someone for playing a game that is fun for him?

LiveEv
Cyberspace

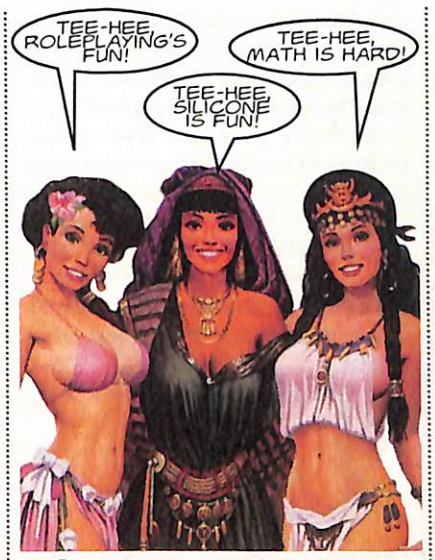
Once and for all, card games and roleplaying games aren't in competition. Did Trivial Pursuit *kill* Monopoly*? Did miniature golf kill field hockey? Did video games kill pinball machines? (Er, scratch that last example.)*

Why We Can't Get Dates, Part One

I am a woman, and I believe that the all-too-large-breasted females in your magazine are quite offensive (particularly in the advertisements). Why aren't there men like that in there?

Arkangel16
Cyberspace

Good question. If you're a large-breasted man, please get in touch with us immediately.



Why We Can't Get Dates, Part Two

I don't play *Magic*, or any other stupid card game for that matter, but my brother does. I read the "InQuisition" part of your mag because the letters (and answers) written by weirdoes, freaks, quacks, psychos and otherwise mentally unbalanced people are funny. But I have a big problem with your mag. It's full of pictures of half-naked women which I find extremely demeaning.

Will you stop with the nasty pictures already?!!

And I don't want a cute little answer. I want you to stop printing these offensive pictures.

Gen Flieger
Lakewood, OH

I think I love you.

Orb Biz

You might be interested to know that the issue with the oversized Chaos Orb in it (*InQuest* #12) disappeared from the shelves of my local comic book store before I even saw it. The story I heard was that two men came in and bought all the copies earlier that day. I'd been waiting for it since I saw the announcement several months ago. Steve Jahner at Capital City Comics and Books in Lansing was nice enough to call his distributor, find out that they were out of it (so he couldn't reorder), and call around to three stores in the area. He managed to locate one copy.

If I remember right, the tournament rules only require that cards have "identical card-back design." The rules don't say anything about a size difference. Does this mean the oversized Chaos Orb is tournament legal?

Kenneth M. Kawamura
E. Lansing, MI

Hmm. Would a Chaos Orb the size of a TV Guide *be allowed in a tournament? I'd say that'd be about as likely as an Orb sprouting wings and flying around the room. Tell you what, try it out at your next tourney and let us know what happens.*

End of the World Imminent

Yes, that's right, there's a crisis in the making for the CCG industry. What is it, you ask? Well, game designers are going to run out of synonyms for "tap." So far there are six different ways to tap a card, namely: tap (*Magic: The Gathering, Jyhad*), crank (*On the Edge*), drain (*Ultimate Combat*), open (*Heresy: Kingdom Come*), turn (*Shadowfist*) and

engage (*Galactic Empires*).

My word processor lists only two other options: employ and draw upon, which both kind of suck. I suggest that *InQuest* run a contest asking for the best synonym for "tap," and the winner would get a copy of every card that has an existing rip-off synonym printed somewhere in its text box.

Colin Byrum
Dayton, OH

We'll take your contest idea under advisement (but don't hold your breath). Meanwhile, here are some more options: tweeze, disgorge, expectorate and poot.

Chaos Clarified

Every day at lunch we play. There's usually a game or two of *Magic* going on, with *Star Trek* at the far end, a good portion of the table taking up a *Middle-earth: The Wizards* duel, and some trading on the floor. Kids walk by and laugh at us, and we throw apples. (You'd be surprised how good our aim has become over the past year.)

So when we read the "Ultimate Chaos" article (*InQuest* #12), we were just like, "We really have to do this." So we did. And it sucked. Really, really sucked. For something that seemed so simple, it was really hard. This led us to the conclusion that we were doing something wrong.

So could you please explain how to play Ultimate Chaos in a little more depth? I mean, if my friend is playing *Blood Wars* and I'm doing *Middle-earth* and I attack him with an Orc Patrol, what happens?

Linnea Graybill
Phoenix, AZ

Well, you might consider clobbering him with an apple.

Just Wondering

I've been wondering about something. What will happen when *Magic* cards go out, and are they going out? Me and my friends really like to play, but we're going to lose a lot of money if they go out.

Jacob Whalen and John Selickman
Cyberspace

Uh, go out where?

Sticky Fingers

I have a question regarding my copy of *InQuest* #11. I had just picked up this mag and some cards at a store in my town. When I got home and tried to open up the mag, I couldn't, because the pages were glued together by some sort of white liquid. I am just wondering what it is that have the pages stuck together.

Kevin Null
Tower City, PA

Hobbit snot. It won't happen again.

Doofus Alert

Whoever wrote the article on the 10 most-desirable *Middle-earth: The Wizards* cards ("Lore of the Rings," *InQuest* #12) is a complete doofus! They got all the good cards right but really messed up on the worst card. They said the Anduin River is the most worthless card in the set. Granted, it's no The One Ring, but it's not useless.

Okay, here is what I want you to do. Pick up the Anorien region card. Go ahead, pick it up. Does it say at the bottom that you can move from Anorien to Dagorlad? No! Do you know why? Because there is a very large geographical boundary called the Anduin River. Do you make the connection?

Don't take any of this the wrong way, because I do love the magazine. Somebody just goofed. It's okay. It happens.

Teddy
Cyberspace

Like anybody would wanna go from Anorien to Dagorlad in the first place. But, yeah, yeah, we get the point.

Note from the Vatican

May your descendants be as numerous as the stars in the sky and as many as the sands on the Earth. May they be blessed, yea, even unto the tenth generation. May your names never fall by the wayside. For truly you are great.

Patrick Holloway
Cyberspace

Yes, and you oughta see us pick our teeth with our toes.

Wallet Killer

I've played *Magic* for more than a year now and was glad when the store I work at began carrying *InQuest*. Besides being an entertaining read (I put it ahead of *Time*), it gave me a chance to see how a deck could be built beyond my typical Weenie World.

But most of your articles seemed to assume that every player had four copies of every rare card in existence. Maybe you should list how much it would cost to build one of your killer decks. I'd rather make my monthly mortgage payment, thank you.

My hopes went up when I saw Jeff Hannes' "Killer Instinct: How to Build a Killer Deck in Nine Easy Steps" (*InQuest* #11). When he asked, "What's the best way to make a killer deck if you don't already own four of every *Magic* card?" I thought, "Finally! An article that hits me right where I live—namely, my wallet." But no! Hannes describes his easy deck as containing four Jokulhaupses, four Erhnam Djinns, four Black Vises and a fistful of other rare/uncommon cards. His solution, if you don't already own four of every card, is to go out and buy them?!?

Rob Buchler
Alma, MI

Hey, we feel your pain. But even if you're on a budget, the fundamentals of killer decks still apply, namely (1) choose (and stick with) a theme, (2) stay close to the 60-card minimum, (3) try to include four-card sets of your strongest stuff, and (4) concentrate on preventing damage and gaining life. It's sad but true: Any killer deck, even the simplest, requires time, effort and, yes, money. This is war, pal. You can't go up against a bazooka with a pea shooter.

Couch Potato Dept.

When they say, "Tap the Rockies" in those Coors Lite commercials, are they talking about tapping their snow-covered mountains to add red mana to their mana pool?

Gman23464
Cyberspace

Turn off the damn TV.

P E N P A L S

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

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Suggestion Box

1. Could you include a Top 10 list of weird-looking cards from different CCGs?

2. Could you include poster-sized inserts of *Magic* card pictures?

3. Could you have Boris Vallejo do some covers?

4. Could you include a list of all CCGs out there that are worth knowing about?

5. Could you tell Rick Swan that I like mozzarella, jack and ricotta, in that order too?

6. Could you please tell us about any new campaigns coming out for *AD&D* or about any new roleplaying games in general?

Ben Jacobs
Springfield, MA

1. We've never seen a weird-looking card.
2. Probably not.
3. Maybe.
4. They're all worth knowing about. Except maybe one. Or two.
5. He's changed his mind. Now he likes cottage, cheddar and goat.
6. If enough of you want it, there's no telling what we'll do.

Letter to Santa

I started playing *Magic* just after the *Ice Age* and Fourth Edition expansions came out. I missed a lot of good cards and expansions that are nearly impossible to find or afford now. I was wondering if you could send me a few Juzam Djinns, one Chaos Orb and some Sinkholes. (I'm working on a land destruction deck.)

G. Forbes
Mahtomedi, MN

Oh, sure. And while we're at it, we'll send you Richard Garfield's home phone number, a semi full of M&Ms, and the keys to the office. Sheesh.

Music Appreciation

I agree with those people who are against *Magic* tournaments offering such huge monetary prizes. *Magic* is still a game that should be played for fun. Later, when it has established a firm base and reputation, it may be well to play for higher stakes. But this kind of large monetary remuneration reeks of insecurity, as if the Duelists' Convocation and Wizards of the Coast somehow have to make *Magic* "respectable" by offering a bloated reward. I feel that this behavior will only encourage cheating, greed and humorlessness on the part of cutthroat players who are out for one thing: the almighty dollar.

In reply to Nathan Hunter, who wrote that the only music he and his friends could think of playing was metal and alternative ("InQuisition," *InQuest* #12): Get an education! Yes, if you are playing *Cyberpunk* or *On the Edge*, your music is indeed appropriate. But for *Magic* (and many other CCGs), you need to listen to *InQuest*'s advice and go further. What could be a more perfect compliment to *Magic* than Wagner's Ring cycle, from whence Tolkien's own mythos was partly derived? Put in "Das Rheingold" and press play; it is, after all, the "heavy metal" of opera! How can you pass up "The Ride of the Valkyries" or "Siegfried's Funeral March"? Follow that up with Orff's "Carmina Burana," any Sibelius symphony, any of Arvo Part's works, and add the most tremendous Dies Irae available (Berlioz's "Symphony Fantastique" and Verdi's "Requiem") and you'll never go back to metal. At least not for card games.

Charles Bartholomew
New York, NY

Dies Irae...isn't that a White Zombie tune?

Purpose of Life

Everyone I know is engaged in this horrible debate. Perhaps you can solve it for us. Is the object of *Magic* to kill your opponent or to have fun? We are at each other's throats about the whole thing.

Jim Chandler O'Neal
Cleveland, MS

It depends. If you're winning, the object is to kill your opponent. If you're losing, the object is to have fun.

Solitary Man

I'm a die-hard CCG collector. I collect

The Name of the Game

True stories behind the names of game cards

Magic: The Gathering—Fallen Empires

Creature names: The *Fallen Empires* designers (Skaff Elias, Dave Pettey and Jim Lin) chose Thrull for its similarity to "thrall," or slave. Thallid is an actual type of fungus, and Saproling comes from another type of fungus, saprophyte. Homarid derives from the Latin name for the lobster genus, Homarus, while Camarid (created by the Homarid Spawning Bed), comes from a crayfish genus, Cambarus.

Order of Leitbur: Children use Lite-Brites (backlighted plastic pegs) to create colorful pictures. *Fallen Empires*' designers, who own this toy, decided to introduce "Leitburrites" into *Magic*.

Orgg: *Magic* playtester and designer Chris Page constantly mispronounced "ogre" as "org," so the designers created an Orgg.

Thelonite Monk: Tribute to great jazz pianist/composer Thelonius Monk (1917-82).

Vodalian Knights/Soldiers/Mage/War Machine: "Voda" is Russian for "water."

Guardians

Hair-de-hobbins: "Scary Mary, Hair-de-hobbins" is a nickname given to co-designer Keith Parkinson's wife by his brother.

Soooooooul Mirror: A tribute to Don Cornelius, host of the 1970s TV show "Soul Train."

Crook End, Iron Crag, Blackwaithe, Goldwaithe: These fairies have names of actual locations in England's lake district.

Floyd the Flying Pig: A flying porker graced the cover of Pink Floyd's 1977 *Animals* album, and has figured prominently in their concerts since. Scott Moser, a playtester and Pink Floyd fan, suggested the card name and flying ability.

Thanks go out this issue to FPG's Dave Gentzler and Keith Parkinson.

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 E N P A L S

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Chesterfield, VA 23832
E-mail: Sethron@aol.com
Likes: *Doomtrooper*

MAGIC: The Creations

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

GRAND PRIZE WINNER!

SERRA

Wayne Mittlestead, Toronto, Ontario, Canada

ELK-IN BOTTLE

Ryan Kuptz, Fenton, MI

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

Julie Reed of Kent, Wash., won *IQ* #11's "Win a Date with Cthulhu" contest, taking home a complete set of *Mythos* cards, the *Call of Cthulhu* rulebook, a Miskatonic University T-shirt and a bunch of other Elder God stuff.

Jordan Frank of Fort Salonga, N.Y., is top banana from *IQ* #11's "Meet Your Destini" contest, taking home an original Ed Beard Jr. painting and a whole mess of other keen Destini stuff.

Magic, OverPower and *Mortal Kombat* cards. It's not that I can't find any cards to buy, but I can't find anyone to play with. I know people in my town play. I've seen them around school playing during break.

It's not that I'm trying to sound like a whiner, but I'm just getting bored sitting around with no one to play with.

Dan Tunseth
Mayville, ND

Now wait a sec. You see people at school playing, yet you say you have no one to play with? What are you waiting for? Introduce yourself! And if they don't treat you nice, let us know, and we'll come over and beat them senseless.

Indigestion, Part One

I was reading *InQuest* #8 or #10 or something, and I came across a letter from some irate gamer saying how she collected like 12 games, and she only played four of them. None were *Magic*. Also, she said too much of your magazine was based around *Magic*.

First off, what kind of gamer doesn't play *Magic*? It is THE game. Sure, I've played plenty of other games, and they were pretty good. However, *Magic* will always reign as High Djinn.

Second, if you only play 1/3 of the games you collect, you suck! Ever heard of an idea called "having fun"?

Third, how dare you mock the great *InQuest*? I'll admit that when I picked up #3 (I have been a faithful reader ever since), all I played was *Jyhad*. Now, thanks to this mag, I play several more games, especially *Magic*.

This upsets me too much.

Nathan Hermecz
Cyberspace

Easy, Nathan. Try some Pepto-Bismol.

Indigestion, Part Two

My friend and I have a strict *Magic* diet. We start off in the morning with a few Dingus Eggs. As we work our way into brunch, we much on that big Merfolk hoagie we keep in the freezer. For lunch, we have some Spitting Slugs, but we usually spit them out; they taste like crap! When we are thirsty, we guzzle down Alabaster Potions. Later for dinner, we like a feast of Unicorn cooked medium-rare. It is usually a Pearled Unicorn, but if we're in a spicy mood, we devour Adarkar Unicorns. Our absolute favorite is Thallid Stew. If anyone wants to know how to cook it, here is the recipe:

Four Thallids
Four Thorn Thallids
Four Thallid Devourers
Three cups of hot water

Add the ingredients one at a time to the hot water. (It helps if you tear them up first.) Stir and eat. For all you guys that like a little bit of a kick, add a couple of Chub Toads or a Leaping Lizard.

Mike Pettengill and Dietz Shaffer
Epping, NH

Hey, Nathan...pass that Pepto, would ya?

Coincidence or Conspiracy?

I am collecting *Homelands*, and I almost have the whole set. But one night I found out some startling news. Only white legends have white copyright dates on them, but other white cards have black copyright dates. Please find out why Wizards of the Coast is doing this.

Roy Villavicencio
South San Francisco, CA

Presumably, it's an aesthetic decision to make the cards look nice and pretty. Or maybe it's a plan to drive guys like you insane.

That's it, boys and girls. Don't forget: Arrange the alphabet into words, form the words into sentences and send us the results. See ya next time!

Des Moines, Iowa-based Rick Swan has designed and edited nearly 50 gaming products, is the author of The Complete Guide to Roleplaying Games *(St. Martin's Press) and can eat his weight in Howler Monkeys.*

WIN THE MOXES!

The first annual *InQuest* costume contest is underway 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. (For instance, you can dress up like a Serra Angel and use a regular sheet for a toga.)

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

And as we said, the Grand Prize Winner takes home a set of Moxes. But keep in mind that if you don't get us your photos by **July 22, 1996**, you don't get bupkiss!

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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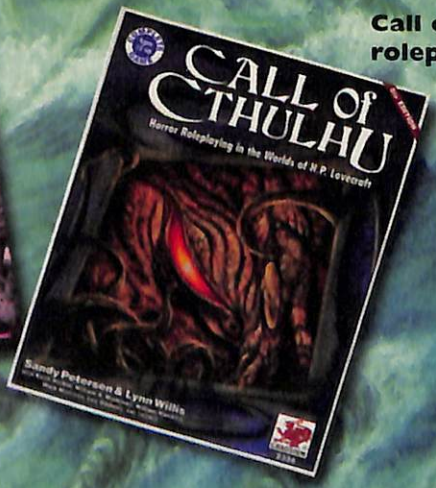
Lester Smith of INQUEST Magazine rates Mythos a 6 of 6

Chaosium's Cthulhu Cycle fiction presents many of the original stories of the Cthulhu Mythos on which the Mythos card game is based, as well as many new stories by modern authors.



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WotC LAUNCHES NATIONWIDE *MAGIC* LEAGUE

Wizards of the Coast is launching a new program for its hit collectible card game, *Magic: The Gathering*. Beginning in August 1996, participating retailers in selected cities will offer in-store league play, organized and administrated by the Renton (Wash.)–based company.

Rob Voce, director of strategic projects in WotC's Events Division, believes that Arena is an "unprecedented" event in the gaming industry. "Players [in Arena] will have a national ranking system, standardized formats of play across the system, and eventually throughout the world, and unique extremely cool prizes and giveaways only offered to players participating in Arena."

Upon joining Arena players will get one of five basic lands, each illustrated with a detail from one large painting by *Alliances* artist Tony Roberts. Top league finishers will receive a Disenchant or Fireball with new art, while judges can earn pins and uncut card sheets.

Retailers, Voce said, can expect increased foot traffic and sales as well as improved communication with WotC. And WotC itself hopes to achieve closer contact with its customers "at the grassroots level," which should lead to a better product.

According to Voce, Arena is part of an attempt to position *Magic* as an "intellectual sport," similar to chess. So far, most of that attempt has targeted the high-level *Magic* player via championship tourneys and the Pro Tour. In contrast, Voce likens Arena to "the playground of *Magic*," allowing players to "work [their] way up through the system," with exceptional players qualifying for the *Magic* Pro Tour through local tournaments associated with Arena.

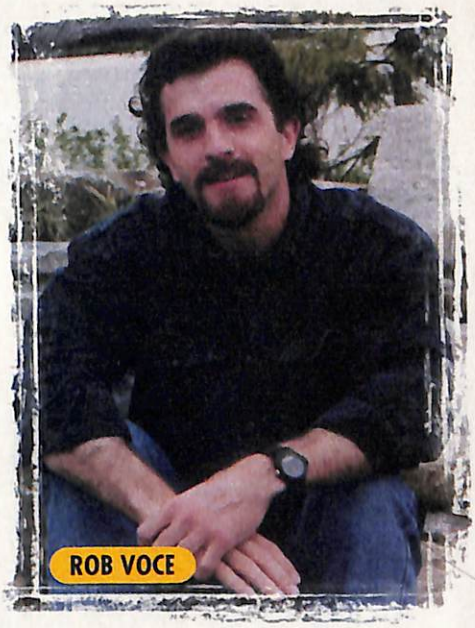
WotC President Peter Adkison envisions Arena as eventually spreading worldwide. "Within 12 months, we expect Arena to be running in 30 or 40 cities... Within a couple years, it should be everywhere: fully automated, instant feedback, worldwide." He also notes that Arena need not be limited to *Magic*. "There's no reason we wouldn't do it for other games as well... We think *Netrunner* would work well in a league environment."

WotC is actively testing Arena in Seattle, Tacoma and Olympia, Wash.; league formats have included sealed deck, Type II and continuous draft. The response so far has been quite favorable, and WotC is considering the comments of players and retailers.

WotC recommends that interested players ask their local retailers about participating in Arena, contact WotC via e-mail at league@wizards.com or "surf" http://www.wizards.com/Arena. Retailers should call their merchant customer service number to request inclusion in the league.

■ *Andy Collins*

Editor's note: *When Andy Collins wrote this article, he was a volunteer for the Arena program. He has since become a full-time employee of Wizards of the Coast working on Arena.*



ROB VOCE

NEW ARENA FIREBALL CARD ART FOR TOP LEAGUE FINISHERS

WHAT'S AHEAD

Details on the new "Star Wars" trilogy. See page 14.

Hero is back with new *Champions* products. See page 14.

"Aliens: Resurrection," the fourth Aliens movie, will star Ripley. Impossible, you say? See page 16.

Magic: The Gathering is a registered trademark of Wizards of the Coast Inc. Robert Voce photo courtesy of Wizards of the Coast.

Star Wars: A New Version

As George Lucas prepares to film the next installment in the legendary "Star Wars" series, Fox is planning to re-release the original trilogy to movie theaters, replete with brand new special effects and scenes that didn't make it into the original release.

Called "The Star Wars Trilogy Special Edition," the retooled movies will mark the 20th anniversary of "Star Wars"' release.

The first of the retooled movies, "Star Wars: A New Hope," will hit the theaters in spring 1997, with new digital effects from Lucasfilm's Industrial Light and Magic studio and a new digital soundtrack using the THX sound system.

"The digital technology that ILM pioneered in films like 'Jurassic Park' and 'Forrest Gump' allows me to revise a few scenes, which bring the movie closer to my original vision," said George Lucas, creator of the "Star Wars" series.

JABBA THE HUTT

Among those modified scenes are the Mos Eisley spaceport and the Tatooine desert, all of which will be re-populated with aliens created entirely by digital technology. There will also be new vehicles and new droids.

Most important, however, is the scene in which Jabba the Hut confronts Han Solo before the *Millennium Falcon* escapes from Tatooine. Lucas originally filmed it with Harrison Ford and a human stand-in for Jabba but could not complete it because he lacked the special effects technology at the time.

Now, however, Lucas has restored the scene, adding more than four minutes to the original movie, with a digitized Jabba the Hut seamlessly overlayed onto the screen. While the original Jabba, which debuted in 1983's "Return of the Jabba," was an oversized puppet, this computer-animated version will be able to slither across the screen.

The second and third movies in the original trilogy, "The Empire Strikes Back" and "Return of the Jedi," will also feature fully restored prints, enhanced visual effects and sound remastered in THX dubbing at the Skywalker Sound studios. Both are slated for re-release later in 1997. ■ *Andrew Steven Harris*

Star Wars ™ © Lucasfilm Ltd.

Hero Partners with R. Talsorian

Hero Games, the champion of superhero gaming, has a new set of teammates. R. Talsorian Games will be handling production and distribution of Hero's paper-based products.

Under the agreement, Hero will supply fully edited manuscripts that R. Talsorian will produce and distribute. In February, Hero ended its 10-year team-up with Iron Crown Enterprises, with whom they had a similar relationship ("Hero Splits from ICE," "*InQuest* News," *InQuest* #14).

The first planned Hero-R. Talsorian release will be a new edition of *Champions*, Hero's popular superhero RPG, initially published in 1981. "The new *Champions* will be foremost a campaign book, the first systematic campaign world we've published for the game," said Steve Peterson, co-designer of the Hero System, the universal rules system on which Hero products are based.

"Simplified mechanics will focus on the numbers you functionally need and will be very easy to pick up, but the new edition will be completely upward-compatible with existing rules," Peterson added.

When asked if the new *Champions* is going to look as stunning as R. Talsorian's acclaimed *Castle Falkenstein* RPG, Peterson responded, "That's what we're shooting for."

Mike Pondsmith, president of R. Talsorian Games, summed up the project in a tone of calm conviction: "What we've got for *Champions* is going to be killer."

After *Champions* appears in December 1996, Hero hopes to adhere to about the same production schedule it had with ICE: one new product every month or two.

Hero is currently working on another product line, Hero Plus, which will be a series of full-color books in electronic format featuring a variety of genres, especially fantasy and science fiction. For more information on the team-up with R. Talsorian, Hero Plus and Hero's other adventure book licenses, check out the Hero Web site at http://www.herogames.com. ■ *Bob Kruger*

CHAMPIONS

Champions ™ & © Hero Games

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"ALIENS: RESURRECTION"

Just when you thought it was safe to go back into hypersleep, the goop-dripping, acid-blooded, face-hugging xenobrood of 20th-Century Fox's successful "Aliens" movies return in a fourth installment of the series, "Aliens: Resurrection," due in the spring of 1997.

The movie will focus on Ripley, the heroine of the first three movies, played by actress Sigourney Weaver. That leads to all sorts of questions, since Ripley died at the end of the third movie.

Fox isn't saying anything definite, but it points to the title of the movie—"Resurrection"—as a clue, and it notes that it is generally assumed that the movie will involve some form of clone-related plot device to bring Ripley back to life. The story itself, Fox says, involves interstellar pirates and their encounter with the Aliens. ■ *Andrew Steven Harris*

White Wolf Investigates Virtual Magic

White Wolf Game Studios is looking into a recently advertised game, *Spheres of Ascension*, and its manufacturer, Virtual Magic Inc., because of concerns over copyright and trademark infringement.

White Wolf Vice President of Sales and Marketing Michael Krause called the presentation of *Spheres of Ascension* "confusingly similar" to White Wolf's own *Mage: The Ascension* roleplaying game and tarot deck.

Wes Harris, White Wolf's vice president of licensing, said that calls to the toll-free number in the *Spheres of Ascension* ad went to an answering service hired to take orders. "What you got was a voice that said, '*Spheres of Ascension*. How many decks would you like?,' and then they'd ask for your credit card number," he said.

Harris checked with several Florida organizations, including the Better Business Bureau and the Occupational License Office, none of which had any information on Virtual Magic.

"We wouldn't want a fan to have a problem with this company and have no way to get in touch with them," Harris said. "We're concerned that no one knows this company or who is running it." He noted that Virtual Magic had not responded to messages left at the toll-free number or to a registered letter sent by White Wolf.

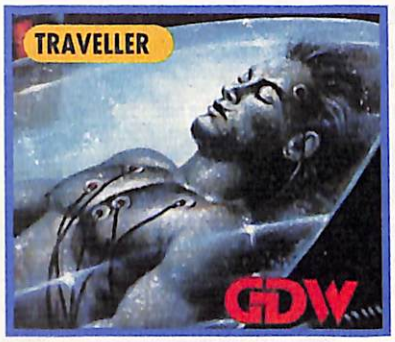
InQuest's attempts to contact Virtual Magic through the toll-free number were also unavailing. ■ *Patrick Daniel O'Neill*

Aliens™ & © 20th Century Fox. Spheres of Ascension ™ & © Virtual Magic?

GDW Goes Under

Game Designers' Workshop has gone out of business.

Launched in June 1973, GDW produced a wide variety of products, including the *Traveller*, *Twilight: 2000*, *Dark Conspiracy* and *2300 A.D.* roleplaying games and the *Command Decision* and *Harpoon* miniatures games. GDW has already found new homes for most of its games.



"The market was, and is, changing, and for a variety of reasons we were unable to change with them," Frank Chadwick, GDW president and co-founder, said of his business' demise.

However, the venerable company's death knell may have been a lawsuit by roleplaying giant TSR.

"Probably the single most significant event for us was the [1992 copyright infringement] lawsuit with TSR over the *Dangerous Journeys* RPG," said Chadwick. Although *Dangerous Journeys*' licenser paid GDW's legal expenses and TSR purchased the remaining games in a 1994 out-of-court settlement, "the entire incident knocked about two years out of our product development plan.... We never quite found our footing again."

"Although we never had the No. 1 roleplaying game, we had a couple of good solid No. 2s which became classics," said Chadwick. "I don't know of anyone else who worked in as wide a variety of forms as we did or who did it so well."

The company declared bankruptcy in January and closed Feb. 29. ■ *Teeuwynn*

Traveller ™ & © GDW

Games Workshop, Distributors Go to Court

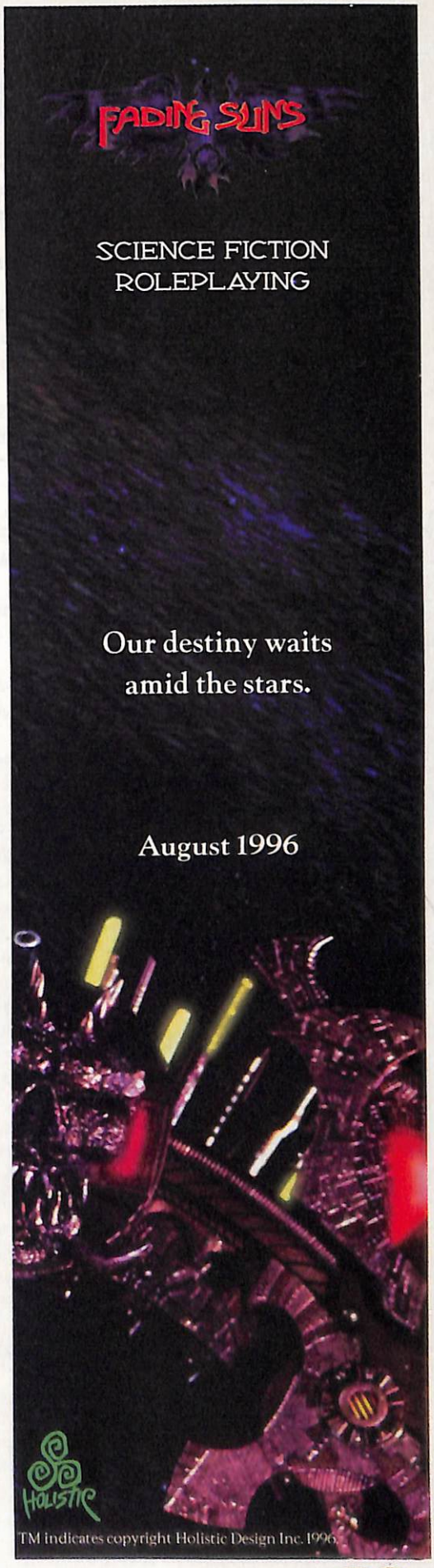
The lawsuit against Games Workshop by three Southwestern games distributors is moving into the discovery phase and will go from there to trial.

Games Workshop, which makes *Warhammer* and other games, began acting as its own distributor to retail outlets in September 1995 ("Distributors Sue Games Workshop," "News & Notes," *InQuest* #8). The three plaintiffs—Wargames West, The Armory and Greenfield Hobby Distributors—have charged Games Workshop with breach of contract, fraud and violation of anti-trust regulations, claiming that the company's self-distribution could unfairly drive up the price of its products.

After settlement talks broke down, Judge E.L. Meechem of the U.S. District Court denied the distributors' motion for a preliminary injunction that would have forced Games Workshop to continue to sell them products.

Games Workshop spokesman Mark Hall had no comment on the developments except to say that his company would continue to do business as it had since September.

The case now goes into the discovery phase, as each party attempts to gain information from the other in preparation for trial, which is not likely to begin before the summer. ■ *Patrick Daniel O'Neill*



In Other News...

☞ Topps has delayed its *Killer Instinct* CCG until June, when the martial arts video game will be released for the Nintendo 64 entertainment system.

The 1996 *Killer Instinct* CCG champion will win a *Killer Instinct II* arcade game. (See page 46 for a review of the *Killer Instinct* CCG.)

☞ Pinnacle's purchase of competing card-maker Donruss has thrown plans for *Top of the Order '96* into doubt. Ron Kent of Donruss' game design firm, NXT Games, says that *X-Files* and *Red Zone '96* will definitely appear this summer.

☞ West End Games' *Star Wars: Shadows of the Empire* novel tie-in appears in June. Twenty smackers gets you a 128-page hardcover sourcebook detailing the time between the "Empire Strikes Back" and "Return of the Jedi" movies.

Star Wars: Classic Adventures Vol. 3, to appear in June, will contain three long-out-of-print *Star Wars* roleplaying scenarios. The 128-page West End paperback features a murder/espionage romp on the Mon Calamari homeworld and costs $18.

☞ In June, White Wolf will release a $22, 192-page players guide for its *Changeling* RPG. It has new facts on Native American changelings, revised magic rules and other stuff.

White Wolf plans five historical settings for its "World of Darkness" games, starting with *Vampire: The Dark Ages* this spring. Look for an Old West *Werewolf* in 1997.

White Wolf showcases more undead dread in two anthologies. *The Art of Gore* ($15) features new tales from Clive Barker and others. *Tombs* ($6) has stories by Michael Moorcock, Neil Gaiman, Nancy Collins and Ben Bova.

Ill Met in Lankhmar, a $6 White Wolf paperback, features Fritz Leiber's Fafhrd and Gray Mouser. (Gray Mouser takes on Zorro in "Contest of Champions" on page 36.)

FOR THE FIRST TIME EVER, *MAGIC* IS BEING RELEASED SIMULTANEOUSLY IN ENGLISH, FRENCH AND GERMAN WITH *ALLIANCES*.

☞ Test drive TSR's upcoming *Advanced Dungeons & Dragons* CD-ROM on America Online (keyword: TSR). The product can generate characters, maps and monsters and contains TSR's five most popular *AD&D* handbooks.

☞ FPG's June release uses metallic printing to showcase art from the *Guardians* CCG. The cards also feature play hints, killer combos and background info. There are five *Guardians* game cards exclusive to this release.

☞ *Knights of the Isles*, the first *Quest for the Grail* expansion from Stone Ring Games, has been delayed till June.

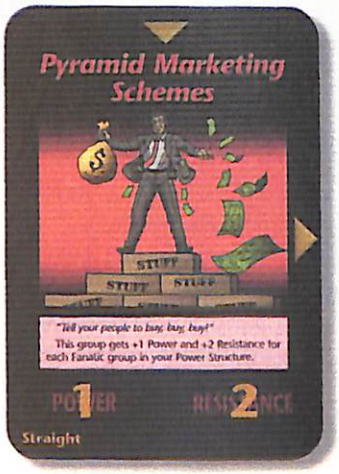
The Order of the Round Table is Stone Ring's new organization for *Quest for the Grail* players. For info write 1416 E. 37th St., Austin, TX 78722.

☞ Thunder Castle Games' cutting-edge *Highlander* CCG products include an expansion, *The Watcher's Chronicle*, and a strategy book, *Watcher's Field Guide*.

☞ The *Fantasy Adventures* expansion based on the "Wheel of Time" novels has been delayed till late summer to coincide with the release of Robert Jordan's newest book.

☞ In June Mayfair is releasing 98 sets of five limited edition *Fantasy Adventures* press sheets. Each goes for a cool $250.

☞ "Showdown in New York" is a 90-minute videotape from Wizards of the Coast covering the first *Magic: The Gathering* Pro Tour event in New York. The $14.95 cassette will keep you up to speed on the winning tourney deck strategies. (For news on the second Pro Tour stop, see page 24.)



THANKS IN NO SMALL PART TO *ILLUMINATI* STEVE JACKSON GAMES HAD A RECORD-BREAKING YEAR.

Magic: The Puzzling is a $14 book featuring 25 *Magic* brain teasers.

French and German versions of *Magic*'s new *Alliances* expansion, the sequel to the *Ice Age* stand-alone set, are being released in June, the same time the English-language edition debuts.

WotC has sold the *SLA Industries* RPG line to a new Seattle company, Jageeda Publishing.

☞ "That's no moon!" Parker Bros. gives you a close look at the Empire's secret weapon in its *Star Wars: Death Star Assault* board game.

The next *Star Trek: The Next Generation Customizable Card Game* expansion, *Q-Continuum*, has been pushed back till August. *Holodeck Adventures* will follow in four to six months. The final *Next Generation* CCG product, *All Good Things...*, will appear before '97 is through.

☞ *Art of Mythos* presents art and strategies from Chaosium's new CCG. The $12.95 softcover appears in June.

Bowen Designs is releasing a Cthulhu statue designed by illustrator Stephen Hickman. Call (503) 786-0548 for more information.

☞ New *GURPS* products from Steve Jackson Games include *GURPS Dinosaurs* and *GURPS Compendium I: Character Creation*.

Some *INWO: Assassins* packs contained identical common cards. Others had identical uncommon cards. Finally, some cards were printed with the wrong backs. For questions or replacements call (512) 447-7866.

SJG credits the *INWO* CCG for pushing its 1995 sales over $3 million for the first time ever.

☞ The 1996 Gen Con Game Fair will be held at the Wisconsin Center (formerly MECCA) Aug. 8-11. For registration information call (414) 248-3525 and ask for Gen Con or e-mail TSRInc@aol.com.

☞ Wanna be a hero? With the coupon from the *WildStorms Player's Guide*, a photo of yourself and $19.95 you can become a member of WildC.A.T.s, StormWatch, Gen13 or WetWorks.

☞ How'd you like to have a Battlechimp Potemkin on your back? For info on *Shadowfist* T-shirts write Digitech International, 1110 Hamilton St., Vancouver, British Columbia, Canada V6B 2S2.

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This summer, the greatest planeswalkers of Dominia converge on Wizards of the Coast.

THE 1996 MAGIC: THE GATHERING® WORLD CHAMPIONSHIP

AUGUST 16-18

Watch top players from twenty nations vie for a cash purse of $200,000, and a trophy-display of the rarest Magic card in existence! Navigate the Empire Grid-Widget factory and the wonderlands of net-space in sideline games of RoboRally™ and the Netrunner™ TCG! Duel WotC "gunslingers," and meet a throng of celebrities, including Alexander Blumke, Bertrand Lestrée, and Richard Garfield!

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New MicroProse *Magic*, Old LucasArts Classics

MicroProse's *Magic: The Gathering* PC CD-ROM game is due this month. It'll boast hundreds of cards from the original card game and 12 "never before seen" ones. This software is the most eagerly anticipated product since sliced bread. Wouldn't it be funny if all the copies were sent to the same store in Seattle?

LucasArts' first volume of *LucasArts Macintosh Archives* (June, $40) features *Indiana Jones, Day of the Tentacle, Rebel Assault* and other goodies previously available only to PC gamers.

In June look for *The Settlers II* from Blue Byte ($48; SSI distributed, and poorly marketed, the prequel, *Serf City*). With this very detailed god sim you can help your people survive, build and develop an economy in a mission-based real-time campaign.

***THE SETTLERS II* OFFERS A RICH ECONOMIC SIMULATION BASED IN REAL TIME.**

Koei doesn't seem to understand the concept of sequel. In *Romance of the Three Kingdoms IV: Wall of Fire* (June, $45), as in the previous games, you start with a small domain in China; you must unite the nation through economic, diplomatic and especially military methods. This has better graphics but few surprises if you've played the classic first game in the series. Tweaks include new characters, new weapons and—in a major break from the series' historical accuracy—magic.

In August, Viacom New Media hopes to release *Snow Crash* (tentatively $50), based on Neal Stephenson's cyberpunk classic and supposedly showcasing awesome graphics.

Viacom New Media, makers of the *Beavis & Butt-Head Virtual Stupidity* PC game, will unleash another game based on another MTV cartoon—"Aeon Flux"—this August (tentatively $50). Show creator Peter Chung is working on the game; expect some racy shots of Aeon's three-dimensional real-time gymnastics.

Blue Byte has already published *Battle Isle 2220*, another sequel ($44). Set in the year 2220 (duh), this complex turn-based strategy game, a European cult favorite, features tutorials and networking capability.

Thinking about moving to the Klingon homeworld? Then get Simon & Schuster's recently released *Star Trek Klingon* ($38). This, er, eduware provides extensive training in the Klingon spoken language and the ultraviolent Klingon culture. A Mac version is due later this year.

In Sega's *Panzer Dragoon* (May, $45) you shoot stuff from atop a radar-equipped dragon. This is one of the first games to exploit accelerator cards that bring PC video to arcade-game quality. Despite obvious glitches, *Panzer Dragoon* should go down as a benchmark.

Duke Nukem 3D's jet packs, scuba gear and pipe bombs make it more than another *DOOM* clone. If you don't want to risk carpal tunnel syndrome or $48 without a test drive, Apogee is selling demos at software stores. ■ *Rick Moscatello*

PLUGGED IN

The Incredible Expanding OGF

America Online's Online Gaming Forum (OGF) has expanded so much since we first previewed it that it has an additional forum. The Collectible Card Forum (Keyword: Collect Cards) focuses specifically on CCGs, with special emphasis on *Magic*. The new forum has message boards and tons o' downloadable files and—tada!—a chat room.

Make Yer Own Damn Game

Wanna create your own video game? A new book, *NetWarriors Online: The Game Programmer's Guide to Online Resources*, by Joe Gradecki (Wiley, $27.95) could help. Even if you're not a brainy type, *NetWarriors Online* can get you to incredible online sites.

The unpretentious tone and layout of this book make it useful to programming novices. It discusses stuff accessible through online services, the Internet and other channels.

Info for New *Magic* Players

New *Magic* players are often confused by the complexity of the game and the culture. Online newbies should check out the rec.games.deckmaster FAQ (http://www.itis.com:80/other-games/deck_faq.html) to get their bearings.

InQuest Brags

In our not-so-humble opinion, the *InQuest* forum on America Online is the best place to talk about gaming. We've got message boards for discussion on every freakin' game under the sun. We've even got a regular chat hour every Thursday at 6 p.m. EDT in the Special Events Chat Room. For Wizard World and *InQuest* Online, use keyword: *InQuest*.

Ahem. And *InQuest*'s staff could beat OGF's in *Magic* any day o' the week.

■ Buddy Scalera (WizardTGTC@aol.com)

The Settlers II™ & © Blue Byte. *Duke Nukem 3D*™ & © Apogee

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ON THE SHELVES

THE GUIDE TO UPCOMING GAME RELEASES

By Matt Forbeck

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NAME: **Ancient Hearts**
PUBLISHER: Wizards of the Coast
SET SIZE: Over 150 cards
RELEASE: June 1996
PACKAGING: 12-card booster packs
SUGGESTED RETAIL: $2.25 per booster pack

Here's the Deal: The second expansion set for *Vampire: The Eternal Struggle* (the CCG formerly known as *Jyhad*), *Ancient Hearts* ushers two vampire clans into the *V:TES* mix: the Assamites and the Followers of Set. Followers of the *Vampire: The Masquerade* role-playing game might already be familiar with these clans, which you can now use in this card game inspired by that popular RPG. *Ancient Hearts* also introduces some new mechanics to liven the game up even more.

™ & © TSR Inc.

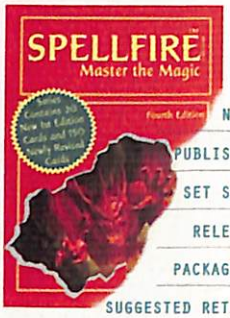
NAME: **Draconomicon**
PUBLISHER: TSR
SET SIZE: 100 cards plus 25 chase cards
RELEASE: June 1996
PACKAGING: 12-card booster packs
SUGGESTED RETAIL: $2.50 per booster pack

Here's the Deal: This 10th expansion set for *Spellfire* concentrates, not surprisingly, on the coolest critters of all: the dragons. Up until now, *Spellfire* dragons have been something to beat on, but this set puts them back at the top of the game. It features new spells, realms, artifacts and magical items, all for use with the great big flying lizards. Cooler yet, each card has all-new, never-before-seen artwork!

Courtesy of Everett Collection

NAME: **Monty Python and the Holy Grail**
PUBLISHER: Kenzer & Co.
SET SIZE: Around 250 cards
RELEASE: June 1996
PACKAGING: 60-card starter decks; 15-card booster packs
SUGGESTED RETAIL: $10.95 per starter deck; $3.45 per booster pack

Here's the Deal: Hey, it's Monty Python. You're either going to love it or you won't! The object of the game is to have fun. Secondarily, you can win by being the first player to locate the Holy Grail. The cards feature stills from the classic movie of the same name. Some cards require you to do things like sing songs from the film to activate them, so fans of the comedy troupe will have a definite advantage. (For more information, see "300-Card Monty" on page 50.)



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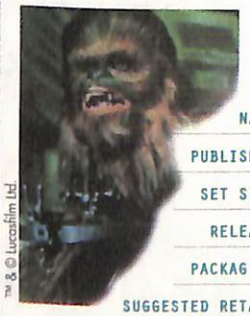
NAME: **Spellfire Fourth Edition**
PUBLISHER: TSR
SET SIZE: 500 cards
RELEASE: June 1996
PACKAGING: 55-card starter decks; 12-card booster packs
SUGGESTED RETAIL: $9.95 per starter deck; $2.50 per booster pack

Here's the Deal: This whopping release includes not only cards from the original set but also those from many out-of-print sets like *Artifacts* and *Forgotten Realms*. Oh, and there're new cards too, all of which feature brand new artwork. The rules have been updated, and now each deck can only have one copy of each card. When you pick up a starter deck, you also get a free booster pack of the latest expansion set, *Draconomicon*.

™ & © TSR Inc.

NAME: **Undead**
PUBLISHER: TSR
SET SIZE: 20 dice
RELEASE: June 1996
PACKAGING: 8-dice kicker packs
SUGGESTED RETAIL: $6.95 per kicker pack

Here's the Deal: This latest *Dragon Dice* set introduces the creatures from the other side of the black veil of death: the undead! The dice are colored black and green, so get ready for some neat magical spell use. Each set comes complete with four common, two uncommon, one rare and one monster die as well as new rules for the new dice. One of the monsters is actually an ultrarare that's going to be ultrahard to find.



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NAME: **A New Hope**
PUBLISHER: Decipher
SET SIZE: 162 cards
RELEASE: July 1996
PACKAGING: 15-card booster packs
SUGGESTED RETAIL: $3 per booster pack

Here's the Deal: The first expansion to the *Star Wars* collectible card game takes its subtitle from the first "Star Wars" film. Accordingly, it focuses on material from that film. Chewbacca and R2-D2 both premiere in this set, as does the mother of all cards: the Death Star, capable, like its movie counterpart, of destroying planets! There are also cards that allow the Light side to destroy the Death Star. Each display box features a rules sheet that explains how to use the new cards.

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Pro Tour 2

The skinny on the Magic Pro Tour's southern California showdown

by Beth Moursund

Long Beach, California. May '96. The Queen Mary: an anchored luxury liner converted to a unique hotel, surrounded by beaches, shops and a 260-foot-high bungee jump. Inside: tourists, dressed-to-the-gills Senior Prom boys and girls...and several hundred *Magic* players.

Welcome to Pro Tour II.

Wizards of the Coast certainly went all out for this one. Banners featuring the Pro Tour logo, mana symbols and expansion symbols festooned the ramps leading into the ship and all three floors of the huge exhibit hall. Once inside, we could have challenged a WotC gunslinger to an ante game, learned to play *Netrunner*, visited the Dominia Diner for lunch, traded cards with a *Legends* designer, viewed original card art, purchased WotC products—including *Magic* in six languages—or played in any number of open tournaments (including a Japanese Sealed Deck tournament and the first-ever *Alliances* preview tournament).

Instead, we wandered down to the bottom floor to watch the core of the event: 177 top *Magic* players from around the world competing for a total of $100,000 in cash.

But wait, what's this we see on the tables? An Ironclaw Orc? Pearled Unicorn?? Cyclopean Mummy??? No serious player would put these in a tournament deck. What've these guys been smokin'?

Welcome to the world of booster drafts. This format, like sealed decks, tests a player's ability to make the most of a very limited set of cards. The draft begins with eight players seated around a table. As a judge calls out instructions and keeps track of time, each player opens a booster pack, selects one card and then passes the pack to his neighbor. When the first eight packs are empty, the process repeats for two more rounds of packs, switching directions each time. (For the Pro Tour, they used two rounds of Fourth Edition packs and one round of *Homelands*; all the boosters were pre-opened and stamped in special patterns to prevent card substitution.)

Players had to make their decisions quickly: a minute and a half for the first card from each pack, decreasing to a few seconds as the packs shrank to the last "What garbage am I stuck with?" card. After drafting, the players were escorted to a deck-building area, given 20 of each basic land and had half an hour to construct 40-card-minimum decks from their gleanings.

Friday's Swiss-pairings tournament eliminated nearly two thirds of the players, leaving the top 64 to continue on to the second day. Saturday followed the same format. The top 64 (now assured of at least $400 apiece) re-drafted for another day of Swiss pairings. Every game—indeed, nearly every card!—was critical, as only the top eight would continue to the playoffs.

Sunday morning, the top eight players drafted one last time for the single-elimination, best-of-five playoffs (see sidebars). No spectators were allowed in their playing area, but a huge closed-circuit TV screen in the exhibit hall showed the key matches, with running commentary and play analysis by Mark Rosewater (of WotC R&D) and Mark Justice (1995 U.S. National Champion).

Finally, it came down to two: Thomas Guevin, the favorite, a 22-year-old software engineer from New Hampshire, vs. underdog Shawn "Hammer" Regnier, a 27-year-

The Top

Shawn "Hammer" Regnier
Winner ($17,000)
Blue(12)/White(7)/Black(4)
18 spells, 7 creatures (2 walls)

Strategy: Take control of the game. Prevent opponent's creatures from dealing damage by using Flood and multiple Gaseous Forms. Chew on them with a Giant Oyster. Win by running opponent out of cards or by a creature attack after opponent runs out of blockers. Control Magic or Animate Dead opponent's best creature. Four assorted counters for stopping enemy spells.

Thomas Guevin
Runner-Up ($10,000)
Red(12)/White(6)/Blue(4)
5 spells, 19 creatures (no walls)

Strategy: Get a creature advantage, then Armageddon. The other key cards were Immolations, Lightning Bolt and An-Zerrin Ruins, all for taking out opponent's creatures. His creatures also included three pokers: two Prodigal Sorcerers and an Anaba Shaman. The gem of the deck: a Shivan Dragon.

Darwin Kastle
Semifinalist ($5,900)
Red(9)/Black(10)
6 spells, 16 creatures (no walls)

Strategy: Medium-sized and large creatures to win the ground war. Two X spells (Fireball and Drain Life), either of which can win the game with enough mana in play. Flight was a major weakness, since his only flier was a Sengir Bat, but he had a Grapeshot Catapult and was prepared to use the X spells to take out fliers if necessary.

Mark Venhaus
Semifinalist($5,900)
Green(17)/Red(8)
8 spells, 18 creatures (1 wall)

Strategy: Swarm opponent with small creatures before he can get out anything big. If that doesn't work, win the air war with a Regenerating Cockatrice or a Firebreathing Willow Fairie. Giant Growth, Lightning Bolt and Retribution helped remove opponent's creatures.

old former wrestler turned game-and-comic store owner. Guevin was #7 the first day and #1 the second day, and swept his first two playoff opponents 3-0 in fast games, while Hammer had just squeaked by both days at #61 and #7.

In the Juniors tournament (18 and under), 102 Juniors drafted and played in a separate tournament for $30,000 in scholarships. Max Szlagor defeated runner-up Paul McCabe for the Juniors championship.

Back on the Seniors side, Guevin had won the first duel, and many spectators thought that he'd repeat his sweep. But Hammer took the second duel by Power Sinking Guevin's Shivan, then Animating it.

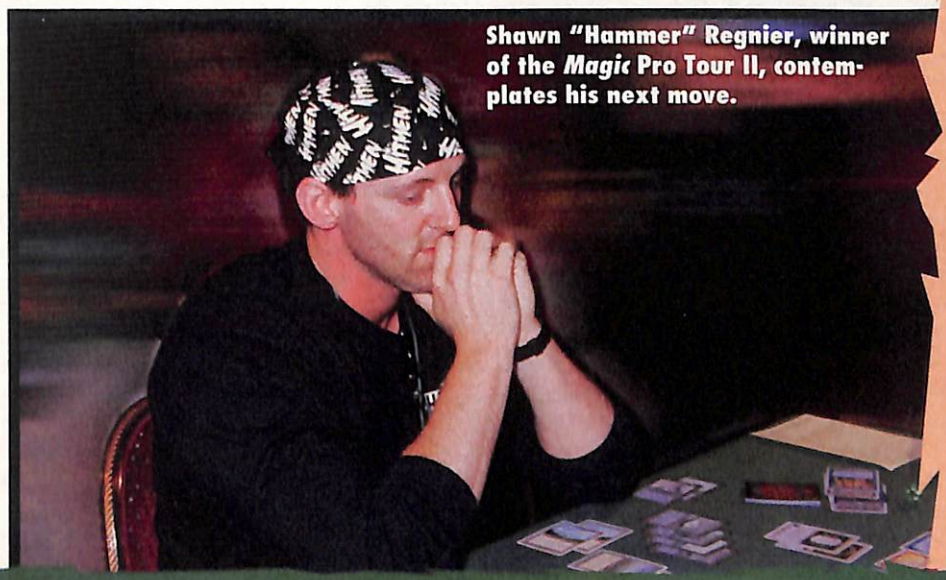
As the third duel went on (and on...and on...), Guevin became a bit flustered, making several mistakes. This duel lasted nearly two hours, ending when Guevin's library ran out.

Still, Guevin would not go down and came back to win the fourth, tying it all up at two games apiece.

So it came down to one final game to decide it all. At the fifth hour, the crowd erupted with cheers and applause as Hammer ended the last duel with the same Shivan Sink/Animate play he used in the second game, winning the championship.

"You had to make choices early on in the draft, what routes you wanted to go," the champion Shawn "Hammer" Regnier had said after building his deck before the start of the first matches in the finals. "There were definitely some other paths I could have gone down. I had a Lightning Bolt in my early pack. Everybody says, 'Give me direct damage'—this was the first direct damage I'd seen all weekend. But I chose to go with a slow, controlling game. That's more my style.

"I'm not playing the typical 'smash deck' that a lot of people play in sealed deck. A lot of people grab the fast creatures. They grab the Ironclaw Orcs, they grab the Ogres, they grab the Brothers of Fire because it's creature control. There's a lot of mean cards that went by [in the draft] that I could have grabbed, but I'd rather control the game, get it past 20 turns and make it mine."



Shawn "Hammer" Regnier, winner of the *Magic* Pro Tour II, contemplates his next move.

The Winning Deck

Here's Shawn "Hammer" Regnier's blue/white/black control deck that won him a whopping $17,000.

CREATURES
1 Dark Maze
1 Giant Oyster
1 Giant Tortoise
1 Grapeshot Catapult
1 Samite Healer
1 Wall of Bone
1 Yotian Soldier

SPELLS
2 Alabaster Potions
1 Animate Dead
1 Blue Elemental Blast
1 Counterspell
1 Circle of Protection: Black
1 Circle of Protection: Green
1 Control Magic
1 Disenchant
1 Feast of the Unicorn
1 Flood
4 Gaseous Forms
1 Power Sink
1 Spell Blast
1 Swords to Plowshares

LAND
9 Islands
5 Plains
4 Swamps

Scott Johns
Quarterfinalist ($3,500)
Red(9)/Green(10)/Black(2)
8 spells, 15 creatures plus a Mishra's Factory (no walls)

Strategy: Mind Twist opponent, then win with medium to large creatures. No fliers (except a Leaping Lizard), but two Sandstorms for flier control.

Preston Poulter
Quarterfinalist ($3,500)
Black(12)/Blue(7)/Red(2)
7 spells, 15 creatures (1 wall)

Strategy: A mixed bag of creatures including two pokers (Anaba Shaman and Prodigal Sorcerer), four small fliers and two pumpables (Frozen Shade and Carrion Ants). Four creature-control spells: Immolation, two Weaknesses and Torture.

Vaughn Sandor
Quarterfinalist ($3,500)
Black(14)/Blue(9)
16 spells, 11 creatures (3 walls)

Strategy: Unblockable creatures—two fliers, one swampwalker, Tawnos's Wand, Jump, Flight and Fear—backed up by a Howl from Beyond, three Dark Rituals and Energy Tap. Walls and Uncle Istvan to hold off opponent's forces. Other star cards: Pestilence and Drain Life.

Jeffrey Wood
Quarterfinalist ($3,500)
Green(19)/Black(6)
12 spells, 14 creatures (no walls)

Strategy: A very balanced deck, with half the creatures costing one or two mana, the other half medium to large, topped by a Black Carriage and Craw Wurm. Regeneration, Carapace, Giant Growth and two Fogs to help win the creature war. Stream of Life, Living Artifact and Simulacrum to save his own life. Plus, Sylvan Library.

Assault and Battery

By Beth Moursund and Max Suver

This deck, played by Max Suver, tied for third place in the Juniors division of the first *Magic* Pro Tour tournament. The tournament used standard Type II deck construction rules with one extra twist: each deck had to include at least five cards apiece from *Fallen Empires*, *Chronicles*, *Ice Age* and *Homelands*.

Your goal when playing this deck is simple: destroy anything your opponent puts into play, nibble away with two points of damage here and there when the opportunity strikes, and finish him off with a sneak attack from Eron the Relentless or a massive Stormbind blitz.

One of the main concepts behind this deck is that it doesn't need very many ways to damage its opponent, because the ones it has are hard to stop (Eron the Relentless, Blinking Spirit, Mishra's Factories and Stormbind).

Wait a sec—what about all those red, direct-damage spells? Don't they count? Well, yes, the Lightning Bolts, Incinerates and Fireballs can be used to damage your opponent, but don't think of them that way. These spells are primarily for creature control. With 10 direct-damage spells and four Swords to Plowshares, you should be able to destroy just about anything your opponent can field in the way of creatures. But don't waste the direct damage on shooting your opponent unless you can finish him off. (Of course, if he's playing a creatureless deck, blast him with everything you've got!)

You may be wondering how useful Stormbind can be with only five green mana sources in the deck. Relax. Since one of them is a basic Forest, all you need is one use of Land Tax and you're set. Use the Stormbind the same way as the Lightning Bolts and Incinerates. Once it's in play, every card in your hand is almost a mini-Bolt.

Attack with the Mishra's Factories as soon as you've gotten rid of any initial wave of creatures your opponent may have had. Some decks use Factories mainly as colorless mana sources, and only turn them into creatures when they really need a blocker or when an opponent's tapped out. This deck isn't so cautious with them. With close to half the deck being lands (and with three Land Taxes, you've got a good chance of getting one near the beginning of the game), you shouldn't have too many mana problems.

Blinking Spirits are loads of fun, and nearly impossible to get rid of if your opponent isn't playing blue. Cast a Blinky as soon as you've got enough mana. Use it for a blocker if you have to (like when you're waiting to pull a Swords to Plowshares to get rid of your opponent's Repentant Blacksmith). Once you've gotten rid of your opponent's creatures, keep hitting him with Blinky for two points a shot.

Be careful of your timing with Eron the Relentless. If you can catch your opponent with his pants down—that is, tapped out and with no creatures to block—Eron does more damage than a Fireball for the same cost. If you can keep him alive long enough to attack more than once, even better, but don't count on it; he's a magnet for every creature-killing spell in your opponent's deck. But if your opponent isn't considerate enough to tap out for you, try testing the waters by activating a Mishra's Factory; this should hopefully draw out your opponent's Lightning Bolts. If

Relentless Raiders

Creatures

RED
3 Erons the Relentless
WHITE
3 Blinking Spirits

Spells

GOLD
2 Stormbinds
RED
2 Fireballs
4 Incinerates
4 Jokulhaupses
4 Lightning Bolts
WHITE
1 Balance
2 Disenchants
3 Land Taxes
4 Swords to Plowshares

Artifacts

1 Feldon's Cane
1 Zuran Orb

Lands

2 Brushlands
4 Dwarven Ruins
1 Forest
2 Karplusan Forests
4 Mishra's Factories
6 Mountains
7 Plains
1 Ruins of Trokair

Sideboard

3 Circles of Protection: Red
3 Circles of Protection: Black
2 Disenchants
3 Divine Offerings
2 Pyroblasts
2 Serrated Arrows

If it moves, incinerate it.

the Assembly Worker doesn't get Bolted, it may be safe to play Eron.

Jokulhaups is your "reset button." Cast it when things start to tilt in favor of your opponent, when he overextends himself in any way or when he puts out annoying artifacts like Disrupting Scepters or Jayemdae Tomes. Try to keep some land in your hand (Land Tax works wonders for this) so you can quickly get started again after Jokulhaups.

Jokulhaups also forms a "god combo" with two other cards in this deck: Land Tax and Stormbind. Get those two enchantments in play and then cast Jokulhaups. By the time he gets enough land back out to become dangerous, you'll have filled your hand with land and be flinging them at him (or any weenie creatures he puts out) with Stormbind.

Balance is another "reset button," and combines well with Stormbind since you can respond to your own Balance by throwing as many cards as you have mana for. Then, of course, there's the Zuran Orb combo: sacrifice all your lands to the Orb after casting Balance, and really ruin your opponent's day. (If playing against a blue deck, don't make the mistake of sacrificing the land first—wait until it's too late for your opponent to counter the Balance!) Also, when you've got the Orb out, remember to sacrifice any land that's about to be destroyed by anything else.

The Dwarven Ruins and Ruins of Trokair are in here mostly to fill the five-card *Fallen Empires* requirement, but they turn out to work well for some combos. Jokulhaups takes six mana to cast; if you're just using normal lands, you may have a tough time getting enough mana to cast it before your opponent does some serious mauling. A sacrifice-land or two makes a big difference here. Also, if you get into one of those Land Tax standoffs where neither player wants to put out another land because it will let the other player tax, you can sacrifice a Ruins to break the tie.

Sideboard strategies: pull in the Disenchants if your opponent is using any artifacts or enchantments at all. Against artifact-heavy decks, bring in Divine Offering as well. Pyroblast is for blue decks, of course, and Serrated Arrows are for weenie decks. If your opponent uses Circle of Protection: Red, take Eron the Relentless out; the chance of him getting to deal any damage becomes low enough that it's not worth the space.

Since both Beth Moursund and Max Suver neglected to put in a writer's bio, we could be real cruel and tell you about the time Beth had that little "accident" with nacho cheese, a VCR and a squirrel, or the time we caught Max playing with Barbie dolls. But we won't.

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THE NON-KILLER DECK

THEME DECKS

Zero Intolerance

The point here isn't to win.

With every card in this deck having a zero casting cost, you can't expect too much from it. And, by golly, you won't be disappointed.

As pathetic as it may sound, the goal of this deck is just to see how long you can keep your head above water. Your creatures are sacrificial blockers and everything else falls into the category of delaying the inevitable: your death.

All pumped to play? Here are some quick gaming tips:

Delif's Cone: Super-duper useless! "Sacrifice to gain in life the damage your unblocked creature does to opponent." Yeah, that works pretty good with a Kobold. (Yeah, yeah, I know, you can use Mishra's Factory, but it ruins the joke. Leave me alone.)

Creatures: Try and save the Ornithopters to block flyers. Don't be afraid to sacrifice a Kobold by stopping a weenie, but try and keep the Mishra's alive. As sad as it sounds, they're your big guns.

Mana Crypt: Don't put this into play! You don't need the mana it generates and it may end up stinging you for three points a turn.

Tormod's Crypt: Maybe, just maybe, you can win by staying alive until your opponent runs out of cards. Keep toasting his graveyard to prevent him from using Feldon's Cane.

Zuran Orb: Don't put this out till you've got plenty of land. It's one of the few artifacts that your opponent will care enough about to blow up.

Glacial Chasm: Later in the game, these become your last-ditch effort to drag things out. Hell, if you've got a couple in your hand, don't pay one's upkeep, ditch it, then drop another out.

Moxes & Lotus: Hey, relax. If you don't have these, just put in more Jeweled Amulets or something.

Safe Haven: Block with one of your creatures, then suck it into Safe Haven. (Remember what I said about delaying the inevitable?)

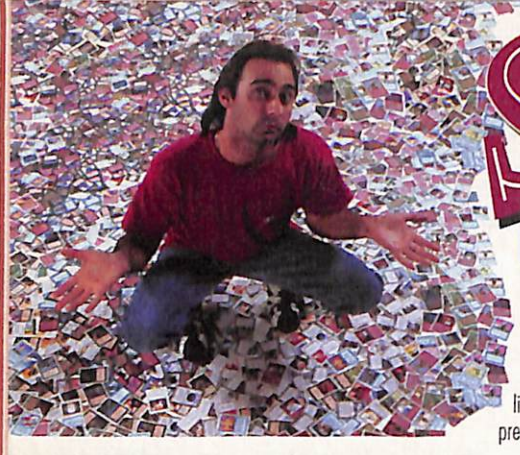
Pat McCallum
A Total Zero

Benchwarmers

Creatures
4 Crookshank Kobolds
4 Kobolds of Kher Keep
4 Crimson Kobolds
4 Ornithopters

Artifacts
1 Mana Crypt
1 Jeweled Amulet
1 Black Lotus
1 Mox Ruby
1 Mox Jet
1 Mox Sapphire
1 Mox Emerald
1 Mox Pearl
1 Delif's Cone
4 Dark Spheres
1 Urza's Bauble
2 Tormod's Crypts
4 Fountains of Youth
1 Zuran Orb

Land
4 Mishra's Factories
4 Strip Mines
1 Maze of Ith
4 Ice Floes
4 Deserts
4 Oases
4 Safe Havens
4 Glacial Chasms



Stumpers

By Beth Moursund

Frequently asked questions on *Magic: The Gathering*

Stumper of the Month

Q: My Seasinger takes control of my opponent's Force of Nature during his turn. Can I untap my Seasinger during my untap phase, then tap it again to take the Force of Nature during my draw phase and keep repeating this process and never have to pay the Force's upkeep ever?! Can I also attack?!?

—Robert Acevedo, Wilmington, CA

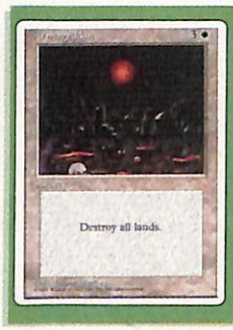
A: Yes and no. You can avoid paying upkeep that way, but you won't be able to attack, since you're giving the Force a fresh case of summoning sickness every turn. Still, an 8/8 blocker is nothing to sneeze at!

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

Q: I have an Ali from Cairo out and I'm at one life. My opponent Lava Bursts me, which cannot be prevented or redirected. Do I die?

—Brian Travis, Manchester, CT

A: Read that Lava Burst again. It can't be prevented or redirected if aimed at a *creature*. If it's aimed at a player, you can prevent or redirect it all you want, so Ali prevents it. (Your opponent should have aimed the Lava Burst at Ali!)



Living Lands + Armageddon = Lots of dead trees

Q: If I cast a Living Lands and then an Armageddon, do all my forests live through it?

—Josh Ballard, Concordia, KS

A: No. They're still lands.

Q: I have a White Knight out and I cast Deathlace on my opponent's Maze of Ith. Can the maze be used to untap the White Knight?

—Michael Jahn, Hamilton, Ontario

A: No. It's black, so it can't target a creature with protection from black.

Q: I have no Forests. If Wild Growth is put on my land and the opponent has forestwalk, can he be blocked?

—Duane Hutchins, Moscow, PA

A: You said it yourself—you have no forests. Forestwalk only works if you have a Forest.

Q: With Goblin Warrens, can the goblins sacrificed be token goblins?

—Steven Burke, Watertown, NY

A: Yep. If you have enough mana, you can turn two goblins into a whole horde.

Q: If I have two Lords of the Pit out and no other creatures, what do I do during my upkeep?

—Sieu Ha, Bethlehem, PA

A: Cry? No, seriously, you sacrifice one Pitlord to the other. On your next upkeep, if you still have no other creatures, you cry.

Q: If Zelyon Sword was on a creature killed in combat, would it go to the graveyard too?

—Jeremy Mayo, Gleason, TN

A: Nope. Zelyon Sword is an artifact, not an enchantment, so it's never "on" a creature. Some artifacts, like Flying Carpet, have a special clause saying they're destroyed if the creature they're helping gets destroyed. But since Zelyon Sword doesn't say that, it's safe.

Q: If I cast Stasis, Kismet and Psychic Venom on my opponent's land, does Psychic Venom do two damage to my opponent?

—Adi Yuwano, Jakarta, Indonesia

A: Psychic Venom does damage each time the land it's on changes from an untapped to a tapped state. If the land just sits there tapped and never gets untapped, the Venom can't do any damage.

Q: I have a Blight on a land. I use a Twiddle to tap the land that Blight enchants so it will be destroyed. But my opponent uses a Juniper Order Druid to untap that land. Will it still be destroyed at the end of the turn?

—Wes Dulaney, Bristol, VA

A: Yes. Blight says "If target land becomes tapped," not "If target land is still tapped at the end of the turn."

Q: May I use Jinx with Glacial Chasm so all damage to me is reduced to zero and I don't have to pay the upkeep?

—D'haese Tlo, Belgium

A: If you cast Jinx on your Glacial Chasm during your upkeep, you won't have to pay its upkeep, and the upkeep will start back at two life again on your next turn. But until the end of the Jinx turn, you don't have a Glacial Chasm anymore, so you take damage as normal.

A simple Sleight of Mind turns Justice into a wild card.

Q: My opponent has a Justice that has been Sleight of Minded to white. If I attack with my Serra Angel and the Serra Angel deals damage, what happens if I decide to Eye for an Eye the Justice?

—Dome Vongvises, Pikeville, KY

A: You and your opponent each take four more points of damage.

Q: If you put first strike on a Venomed creature, does it deal its damage first and destroy the other creature, staying alive itself?

—Aaron Pasisz, Niagara Falls, NY

A: The first-striking creature deals its damage first. If this is enough to kill the other creature, you're fine. If it's not, then the other creature deals its damage. The Venom effect doesn't happen until the very end of combat—the first strike makes no difference for that.

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Even the mighty Shivan Dragon can be annihilated by Venom.

Q: My opponent attacks with two Shivan Dragons. I block one with my Llanowar Elves and the other with my Land Leeches, which are enchanted with Venom. If I use General Jarkeld to switch my blockers, do both Shivans die at the end of combat?

—David Ahern, Westerly, RI

A: Yes, they do. But we're still wondering how those Elves and Leeches managed to block the flying Dragons...

Q: What would happen if you Boomeranged a Saproling token? Would it go into your hand or would it go to the graveyard?

—Daniele Nanni, Elmhurst, NY

A: It goes into your hand for one brief moment. Then, as soon as it gets there, it vanishes, because the rules say any token that leaves play is removed from the game entirely.

Q: I'm controlling five of my opponent's lands with my Orcish Squatters. The next turn I cast another Orcish Squatters. The next my opponent casts Fireball on my first Orcish Squatters. Do I need to return the land?

—Donny Low, Selangor, Malaysia

A: Yes. Each Squatters keeps track of which land it stole. If that particular Squatters leaves play, you give back all of its land.

Q: Can Rashka the Slayer block a card like Elven Riders?

—Alexander Lubinski, Rocklin, CA

A: Elven Riders can't be blocked by any creatures except walls and flying creatures. Rashka the Slayer isn't a wall and isn't a flying creature, even though it has the special ability of blocking flyers. No.

Q: If I play Underworld Dreams on my opponent and then use my Vexing Archanix, does my opponent take damage even if she guesses right?

—Tom Carey, Omaha, NE

A: No. Underworld Dreams only does damage when a player "draws" a card, and it's very literal. Quite a few spells and effects put cards into a player's hand without using the word "draw"; Vexing Arcanix is one of them.

Q: Say you have a Feldon's Cane (out of *Chronicles*) in play. My friend says that if you Disenchant it right after tapping it you would still shuffle, but you wouldn't have to remove the cane from the game. Is this true?

—Alex Gilmore, Cabool, MO

A: That used to work, but the Wizards issued errata for the Cane at the beginning of February. Now it says to sacrifice the Cane but remove it from the game instead of putting it into the graveyard. So it can't be recycled by anything short of a Ring of Ma'ruf.

Q: My opponent attacks with his Force of Nature. I block with my Blinking Spirit, then bring it back to my hand. How much damage do I take? I say none, my brother says six and my friend says eight.

—Charles Starling, Castlegar, British Columbia

A: And the winnah is... your friend! If there's nothing there to soak up any of the trample damage, all of it spills over to the defending player. If the Force of Nature didn't have trample, then you'd be right.

Q: If I cast Mana Short during my opponent's upkeep, can they tap land to pay the upkeep costs their cards require as a response? Mana Short says "empties target player's mana pool," so it seems that this would negate their response and their upkeeps would go unpaid, right?

—Todd Hammerstrom, Midwest City, OK

A: Wrong. Mana Short follows the same rules as any other instant. Your opponent can use all the fast effects he wants to as a response, then everything resolves in last-to-first order. At the very end, when the Mana Short resolves, it eats any mana that's still left in his pool.

Q: My good "friend" Jim Channel/Fireballs me for roughly 19, and I Fork the Fireball right back at him. This is enough to kill us both, so do I win because my Fork is an interrupt?

—Russell Eggenberger, Plainfield, IL

A: No such luck. You don't check to see if someone is at zero or fewer life until the end of a phase or the beginning or end of an attack. If you're both at zero or fewer at that time, the game is a draw.

Q: If I Channel all my life for a Braingeyser to my opponent and my opponent doesn't have enough cards, do I win automatically or is it a draw because I have no life?

—D. Boswell, Santa Clarita, CA

A: You win. When someone tries to draw a card from an empty library, the game ends. You never get to the end of the phase, so you never check your life total.

Seraph can take control of a Veteran Bodyguard without even touching 'im.

Q: Would a Seraph take control of a Veteran Bodyguard if your opponent didn't block it and allowed the bodyguard to be killed by the damage?

—Travis Akins, Durango, CO

A: Yes. The Veteran Bodyguard redirects all damage to you from unblocked creatures onto itself. Redirection doesn't change the source of the damage, so the unblocked Seraph damaged the Bodyguard.

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

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SPOTLIGHT:

STAR WARS CUSTOMIZABLE CARD GAME™

Stumpers

Q: Do I need a Death Star system card to play the Death Star sites?

A: No. You never need the space system card in order to play a site and vice versa. Some systems, such as Alderaan, have no planet sites.

Q: Isn't Electrobinoculars a game breaker? If you pay one to look at your top card and put it back anywhere, even to the top of your Force pile, can't you keep doing that until you have the card you want on top?

A: Actually, it's a misprint. Instead of deploying for two, using one to peek, it should say "Use 1 Force to deploy on any warrior. At any time, you may peek at the top card of your Reserve Deck by using 2 Force..."

Q: Do you have to Force drain if you can? Do you have to activate all the Force you can? Do you have to fire all weapons during battle? Can you move a guard once he's in place?

A: You needn't always drain; if you do, a deck with a lot of Counter/Surprise Attacks will bite you back. If you activate all the Force you can, you might not have any cards to draw for destiny. If you fire all weapons, you might soon be out of Force. And guards never move.

Q: What's the difference between "Add 1 battle destiny" and "Add 1 to battle destiny"?

A: "Add 1 destiny" means you get to draw one extra destiny card during battle, even if you normally can't draw any. For example, playing "The Force is Strong in This One" on Luke gives him an extra destiny draw besides the one he naturally gets. "Add 1 to destiny" means if you draw a two, it's now a three. If you draw a four, it's now a five.

Q: How do I get my pilots to their ships?

A: Several ways. You can play the ship and directly deploy the pilot onto the ship. Or you can deploy the pilot to a planet and have him wait for a ship. You can shuttle planetside pilots up to any ship for one Force if the ship has "ship-docking" ability. If not, you need to play a ship with docking, dock this second ship with the first ship, shuttle the pilot to the second ship and then move him onto the first ship. That's because fighters aren't designed to take new people aboard in the middle of space.

Thanks to Myles S. Hildebrand and Decipher's Jason Winter. For additional answers to your *Star Wars* questions, send your comments via e-mail to JediMaster@decipher.com or via standard mail to Decipher, *Star Wars* Questions, P.O. Box 56, Norfolk, VA 23501.

UP YOUR SLEEVE

Surprise strategies for unappreciated *Magic* cards

Zur's Weirding

By David Joyce

Zur's Weirding is a card less valued than many of the rares in *Ice Age*, and the reason is simple: it looks like a card that hurts *you* as much as it does your opponent. It's a subtle card, yet powerful. When you play it, both players lay their hands face up on the table, and when it's time to draw, any opponent may pay two life to force the person drawing to discard the card. It works both ways, so your opponent'll be able to prevent you from drawing cards toox.

So why bother?

The answer is simple: it's the ultimate "lock" card. You get a "lock" when your opponent can do nothing to win. Zur's Weirding lets you get that lock with several different types of decks.

Hey, not only can you see up this guy's robe, but Zur's Weirding can give you the lock!

A discard/Rack deck is probably the ideal deck to slip some Weirdings into. Get your opponent to below three cards with at least one Rack on him and then play the Weirding. He can't get any more cards into his hand if you don't want him to. He's dead. *Finito*. No chance. Most players, once they realize this, will go ahead and concede, unless they're unbelievably stubborn.

This approach works similarly with landkill and critterless decks. How many of you playing landkill decks would love to keep your opponent from drawing and using land? Well, get your opponent low on land, slap down the Weirding and watch him squirm as he takes damage from your Vise. The advantage of preventing him from drawing land outweighs the minor loss of a card to his hand in that sort of deck.

What about insuring that there are fewer creatures for you to kill? Play the Weirding any time and then, suddenly, you have the unparalleled luxury of being able to choose when your opponent gets a creature into his hand. It's ideal in creatureless decks. Wait till you get that Wrath of God and then go ahead and let him have one or two creatures. You'll get a lot more entertainment that way.

There are some cards that make the Weirding even more powerful. Any of the life-giving cards'll give you more points to spend on blocking cards, so those can be handy. Ivory Tower, Healing Salve, Stream of Life, Alabaster Potion, Drain Life and Fountain of Youth are all great for guaranteeing that you can afford to bump his cards, though I'd recommend the Fountains over the spells, since they're permanents, and thus, re-usable.

Truth to tell, with enough life-giving cards, you can afford to put the Weirding into almost any type of deck. A weenie deck can benefit from the fact that your opponent can't get out any bullies large enough to snack on your pets. Cook a burn deck by denying him Fireballs. Keep a Goblin deck from ever getting those Kings and Grenades out. The uses are endless, as long as you have the life to support it. And when you figure the amount of damage you can avoid, it's almost always worth it. Pay two life to prevent your opponent from being able to throw a five-point Fireball your way? Sure it's worth it!

Want to pull a vicious trick? Combine this card with Necropotence, which means you don't use a normal draw phase (and thus, he can't strip you of any cards). Necropotence actually stops you from having a draw phase, and it states that the cards are *placed* into your hand just before your discard phase. Thus, you never draw and your opponent can't force you to discard! Elkin Bottle works similarly.

Another nasty trick is to use Boomerang or Time Elemental to bounce the Weirding back to your hand before your turn—you get around the effect, but your opponent doesn't when you replay it at the end of your turn. Rather like with Stasis, this play can frequently cause frothing at the mouth in unsuspecting enemies.

So you see, once you understand what's really going on with the card, there are very few decks that you can't manage to fit Zur's Weirding into. After all, who wouldn't want to lock in the win early?

David Joyce prefers his locks on a garlic bagel with cream cheese and a touch of onion.

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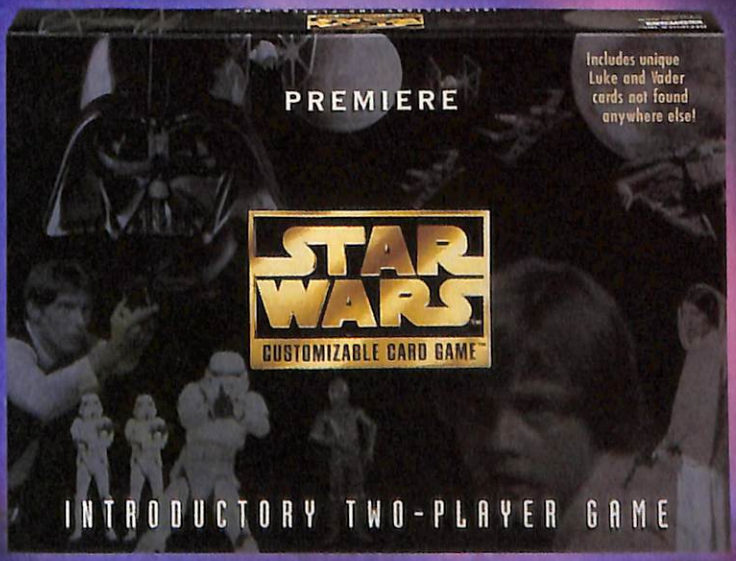

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A League of Their Own

Top 10 most powerful ALLIANCES cards for *Magic: The Gathering*

by Jeff Hannes, Pat McCallum and Michael Searle

The best expansion set...ever? That's what some players argue. What all players do agree on is that *Alliances* has some of the most powerful cards ever produced for *Magic: The Gathering*. From the monstrous creatures with lightning-fast casting costs to the crushing spells with NO casting cost, *InQuest* played them all and separated the men from the boys to present the 10 most powerful *Alliances* cards.

Balduvian Horde

Well, every expansion has at least one card that has people saying, "What the heck were they thinking?" Judging from the Balduvian Horde, Wizards of the Coast wasn't thinking about much. At four mana for a 5/5 creature, who cares if you have to discard a card when you cast it? The Horde might be the biggest playable creature to come out since *Arabian Nights*. With a Tinder Wall, you can get it out on the second turn, it doesn't do a point of damage to you every turn and it doesn't cost seventy bucks. As good as a Juzam? Try "better."

Lim-Dûl's Vault

Yikes! And you thought Demonic Tutor was useful. With Lim-Dûl's Vault, you can find just about any card in your library for only a few life. But wait, there's more! Why just settle for one good card on the top of your library when you can have as many as five? Let's face it, most of the time you play Demonic Tutor, you don't REALLY need that card right away. Lim-Dûl's Vault lets you get a bunch of useful cards at the top of your library, *and* it's an Instant! If we have to explain why this card rocks, go back to playing your all-Homarid deck.

Force of Will

The guy across the table says, "Okay, I won the coin toss so I go first. I play a Lotus, a Mox Emerald, a Mox Ruby and a Land, and I tap it all to play a Shivan." Has this every happened to you? If so, then your first inclination was probably to beat the guy senseless and rip up his cards. Using your better judgment, you kept quiet and prayed for a Swords to Plowshares so you could give him five life. Now, with Force of Will, the solution is much simpler. Just counter the damn thing! And if you're tapped out? No prob! Just chuck a Dandan to let you counter any spell for free!

MAGIC: THE GATHERING, ALLIANCES AND THE ALLIANCES LOGO ARE REGISTERED TRADEMARKS OF WIZARDS OF THE COAST

Helm of Obedience

A lot of people play creatureless decks in tournaments...a lot of people are gonna have to come up with a new deck. Wizards of the Coast has been trying to discourage creatureless decks with cards like Autumn Willow, and now Helm of Obedience puts the nail in the coffin. "Not playing with any creature? Okay, I Millstone you for eight...every turn!" And if your opponent is playing with creatures? "Hey, is that a Polar Kraken in your deck? Put that puppy into play on *my* side!" Who knows...people may start playing with Demonic Hordes in an all-blue deck just so your opponent gets control of it.

Diminishing Returns

Noticing a theme yet? We've already got a Juzam and a Tutor, so why not throw in a Timetwister? Diminishing Returns is the mass-card-drawing tool everyone's been waiting for, and it's every bit as good as its out-of-print cousin. Sure it costs one more mana, and you have to chuck 10 cards from the game, but that doesn't change what the card does. Only have one card in your hand? Grab seven new ones. Yup, that sucks.

Yavimaya Ants

What do you get when you cross a Ball Lightning with a Hungry Mist? A misty ball of hungry lightning? Not quite. The combination looks more like the butt-kicking Yavimaya Ants. With all of green's fast mana, the Ants are just as easy to play as a Ball Lightning, do almost as much damage AND they stick around for a while. Even if you can only pay the cumulative upkeep once, 10 damage in two turns ain't too shabby.

Ritual of the Machine

What's up with taking control of your opponent's creatures without having to worry about getting thwarted by a Disenchant? There's Helm of Obedience, False Demise and, of course, Ritual of the Machine. "Ooh...that's a lovely looking Serra Angel you've got there! Think I'll put my Thrull through this little machine here..." It's like a Terror, only better. Hey, this card's almost as cool as Changeling! ("Magic: The Creations," *InQuest* #7.) Ya think those guys over at Wizards of the Coast are reading *InQuest*?

Lake of the Dead

How would you like it if each of your swamps could produce five mana? Don't think they'd ever make a card like that? Guess again. Lake of the Dead takes a couple of turns to get into play, but once it's there, all your mana troubles will be history. Third turn Sengir Vampire without a Dark Ritual? No problem. Ihsan's Shade? No problem. Lord of the Pit? Cosmic Horror?? Baron Sengir??! We're talking serious mana production here. Now you can get all the stupidest, most expensive creatures out with no trouble.

Elvish Spirit Guide

Wow! A 2/2 creature for three mana! This thing rocks!!! Oh, wait a sec...while that may be ALL the Gray Ogre has going for it, the Elvish Spirit Guide has this one other nifty ability that's worth mentioning. Want to get a big creature out early in the game? Use the Spirit for an explosive start. Need some green mana in a pinch when you're tapped out? Once again, Elvish Spirit Guide to the rescue. Just got Power Sunk for one? Cast the Spirit Guide and beat the crap out of him.

Scars of the Veteran

Biggest problem with Reverse Damage? You have to save three mana to use it and it can't even protect your creatures. Not only can you cast Scars of the Veteran with zero mana and protect your creatures from an untimely Fireball, you can also make them HUGE in the process. You Fireball my Serra for four? I make it a 4/8! With its ability to protect up to seven points of damage for almost no cost, Scars of the Veteran is a must for any white deck.

Honorable Mention

Stromgald Spy

Speaking of cool, the Stromgald Spy may not be the most powerful card in *Alliances*, but his ability is just too funky to not mention. Sure, you could take the easy route and use a Glasses of Urza and look at your opponent's hand, but it's so much cooler to send the spy in for a little bit of espionage. Now all we need is a white Summon Spy card so we can get the Spy vs. Spy deck going...

Worst Card

Mishra's Groundbreaker

Let's get this straight...with Mishra's Groundbreaker you get to pay four mana and use up a card to make one of your lands Lightning Bolt bait. This is a good thing? Wouldn't you rather draw a Bog Wraith or a Phantom Monster? Heck, we'd even settle for a Hill Giant or, gasp, Mercenaries. Oh yeah, we suppose you could use it to kill your opponent's lands, but, um, wouldn't it just be easier to use a Stone Rain or something? If you didn't have to sacrifice the Groundbreaker to use its special ability it MIGHT be a decent card...

Ranking the Colors

1. Red

Big creatures, mass destruction, cards that do damage for zero mana...red's just about got it all in this expansion. Red still can't deal with enchantments, but MAN can it handle artifacts and lands. Forget Goblins, Kobolds and Dwarves...the apes are the big boys in red now. The best thing about the red cards in *Alliances* is that there are very few that are outright worthless. In fact, there are quite a few cards that will make an impact on the tournament scene.

2. Blue

Between Diminishing Returns, Library of Lat-Nam and Force of Will, blue has the most powerful cards of the five colors (though fewer of them). Complemented by a nice mix of countering ability, library manipulation and creature control, blue's got a nice set of cards. *Alliances* didn't really do anything to make all-blue decks viable, but it certainly made blue a color to be reckoned with.

3. Green

Once again, green gained a bunch of really good creatures. Deadly Insect and Elvish Ranger may not be very exciting, but they pack a lot of punch. And although Kaysa's a legend, green finally got a card to give all of its creatures a boost. However, green got shafted on just about everything else. Tornado is practically unusable, and the various new enchantments just aren't exciting enough to put green any higher than third on the list.

4. Black

Black's got some really funky new abilities with cards like Ritual of the Machine and Stromgald Spy. Lim-Dûl's High Guard is another useful weenie (2/1 first strike for three mana) and Dystopia is a horrifically powerful hoser—a must for the sideboard of any straight black deck. Still, overall, *Alliances* just doesn't add that much to this color. There are a few really good cards, but there are just too many that aren't terribly exciting.

5. White

White's got a lot of interesting cards, but nothing that'll really turn any heads. Scars of the Veteran is funky because of its zero-cost, but every color's got that. As always, white's got some interesting, over-priced creatures, but nothing that's going to shake up the play environment. Of course, white players shouldn't complain. With white dominating the tournament scene, it's about time Wizards of the Coast held back a little.

The Other Stuff:

The artifact mix in *Alliances* is pretty good. There are some worthwhile artifact creatures, and a lot of twisted new abilities that can be added to any deck. For the most part, the gold cards are usable, with none costing more than four mana to cast, and no more than one of each color mana. As for lands, each color got a specific land. Some are great, some are okay, but none of them suck. It's always nice to see new lands, so no complaints here.

InQuest editors Jeff Hannes, Pat McCallum & Michael Searle patiently await the tournament-winning Mishra's Groundbreaker deck.

RAGE

LEGACY OF THE TRIBES

The might of the Silver Fangs. / The moots of the Shadow Lords.
The rites the Black Spiral Dancers. / The mysteries of the Garou.

THE LEGACY OF THE TRIBES.

Feel the RAGE

WHITE WOLF GAME STUDIO

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WORLD OF DARKNESS

CONTEST OF CHAMPIONS

Fantasy heroes, villains, gods and monsters square off in the First Annual *InQuest* Invitational Tournament.

By Rick Swan

Forget your World Series, your Super Bowl, your frog baseball tournament. You want action? Well, pal, here's as much as you can handle. We've rounded up the greatest fantasy figures of literature and legend, paired 'em off and turned 'em loose in a little something we like to call the First Annual *InQuest* Invitational Tournament. The result? Just some of the nastiest no-holds-barred brawls this side of Bill Clinton vs. Bob Dole.

As full-service fight promoters, we've included the pertinent physical statistics along with round-by-round breakdowns of the actual battles. And of course we'll tell you who won and how they pulled it off.

We didn't specify the lengths of the rounds, but you can assume they range from a few seconds to, in the case of Sauron and Cthulhu, a few weeks (some guys take forever to throw a punch). The heights and weights, however, are guaranteed accurate; we checked 'em ourselves with a tape measure and a bathroom scale.

There's the bell. Let's go ringside!

Godzilla

Height: **40 stories**
Weight: **One gazillion lbs.**
Reach: **20 stories**
Hygiene Tip: **Always clean the pedestrians out of your toenails**

vs.

The Kraken

Height: **Undetermined (wouldn't stop wiggling)**
Weight: **Ditto**
Reach: **Double Ditto**
Hygiene Tip: **Runny nose? Use a hankie, not your tentacle**

Here we have two spawn of the sea who've overdosed on ugly pills. When he's not sparring with Mothra and King Kong, fitness-conscious Godzilla likes to use Tokyo for a trampoline. The Kraken, divine instrument of vengeance, enjoys capsizing ships and scarfing down sailors. Today, they're meeting off the coast of Norway, giving the Kraken a home court advantage. But I wouldn't worry too much about old tall, green and repulsive.

Round One: Bellowing and snorting, Godzilla splashes toward the awaiting Kraken.

Round Two: The Kraken hurls itself forward, encoiling Godzilla in its tentacles.

Rounds Three–Nine: A couple of rounds of thrashing and snapping give way to a few rounds of pounding and writhing.

Rounds 10–12: The Kraken generates a whirlpool that sucks Godzilla under. Godzilla is dazed. The Kraken opens its jaws and hauls Godzilla toward its gaping beak.

Round 13: Godzilla blasts a cone of radioactive breath right between the Kraken's eyes. The Kraken makes a funny gurgling sound.

Round 14: Godzilla admires the sunset through the hole in the Kraken's head, then paddles away.

Winner: Godzilla

Battle illustrations © Brian Douglas Ahern

Cthulhu

Height: **Ate the tape measure**
Weight: **Ate the scale**
Reach: **Ate the second tape measure**
Turn-Ons: **Bubble baths, back rubs, a smoldering pile of burning cultists**

vs.

Sauron

Height: **5'11"**
Weight: **180 lbs.**
Reach: **37"**
Turn-Ons: **Walks on the beach, soft jazz, a head on a stick**

"A monster of vaguely anthropoid outline, but with an octopus-like head whose face was a mass of feelers, a scaly, rubbery-looking body, prodigious claws on hind and fore feet..." Nope, that's not an *InQuest* editor after an office party. That's Cthulhu, the cosmic abomination described by fright maestro H.P. Lovecraft. Facing off against the Unspeakable One is Sauron, Tolkien's prince of darkness, lord of all things dank and stinky. Cthulhu longs to polish off the human race. Sauron, would-be conqueror of Middle-earth, longs to wipe the smirks off the faces of those snotty little hobbits. First, though, they've gotta deal with each other.

Round One: Cthulhu challenges Sauron to a sack race. (Just kidding.)

Round One: Devious creep that he is, Sauron decides to let his minions do his fighting for him. He rallies a horde of followers—corrupt warriors, dark spellcasters, cutthroat assassins—and sends them after Cthulhu.

Round Two: Cthulhu eats them.

Round Three: Undeterred, Sauron summons Balrog, the Demon of Might, along with a pack of dragon-like fell creatures.

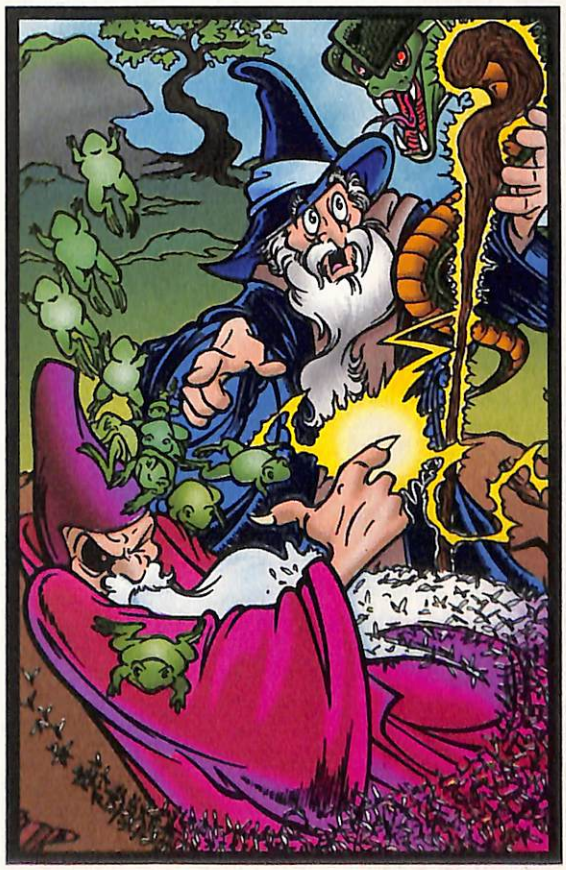
Round Four: Cthulhu eats them.

Round Five: Frustrated but determined, Sauron rounds up an army of orcs, led by his trusted lieutenants, the murderous Nazgûl.

Round Six: Cthulhu eats them.

Round Seven: Sauron stands alone. Cthulhu opens a few of his mouths. Sauron turns yellow and slithers away. Cthulhu has a sandwich.

Winner: Cthulhu



Merlin

Height: **5'9"**
Weight: **155 lbs.**
Reach: **34"**
Job Title: **Quintessential Good Guy Magician**

vs.

Gandalf the Grey

Height: **5'10"**
Weight: **165 lbs.**
Reach: **35"**
Job Title: **Quintessential Good Guy Magician**

In this clash of the geezers, will experience and virtue triumph over virtue and experience? Or will it be the other way around? Merlin, the all-knowing archmage of Camelot, has been a mentor to sorcerers and an adviser to kings. But Gandalf ain't exactly a slouch. As chronicled in J.R.R. Tolkien's "Lord of the Rings," the mighty Gandalf has defended Middle-earth from the forces of evil for untold eons. This should be good.

Round One: Merlin suggests they call off their duel. "I have seen the future, and it is I who will win, so what's the point?" Gandalf declines the offer. "Send me through the veil of death," he warns, "and I will return, stronger than before." Then he pelts Merlin with a hail of frogs just for being a wise guy.

Round Two: Merlin turns Gandalf's staff into a snake. Gandalf turns Merlin's beard into a wasp nest, complete with wasps.

Rounds Three–Eight: The battle escalates into a flurry of thunderbolts, wind storms and energy blasts. Neither mage seems much affected.

Round Nine: Merlin conjures a gaping crevasse that swallows Gandalf, then closes. Flush with victory, Merlin teleports back to Camelot.

Much Later: Merlin is snoozing in his quarters when a daisy-fresh Gandalf materializes at the foot of his bed. "Told ya!" says Gandalf, then incinerates Merlin with a fireball.

Winner: Gandalf the Grey

Elric

Height: **5'10"**
Weight: **160 lbs.**
Reach: **32"**
Pet Peeve: **Girls who like him just for his sword**

vs.

King Arthur

Height: **6'1"**
Weight: **185 lbs.**
Reach: **33"**
Pet Peeve: **Lancelot's bad breath**

Elric, the tormented hero of the Michael Moorcock novels, is in a bad mood. Of course, you'd be cranky too if you had accidentally killed your girlfriend and been forced to destroy your hometown. Arthur, on the other hand, feels great. And why shouldn't he? He's got the Round Table and all those cool knights. He's got Guinevere, the Cindy Crawford of Camelot. He easily outmuscles Elric, who needs special potions to pump himself up. In fact, he's pretty much got Elric beat all the way around except, perhaps, in the sword department. Sure, Excalibur is one heck of a pig-sticker. But Elric's Stormbringer literally sucks—souls, that is.

Round One: Elric sees Arthur rubbing a smudge from his helm. Convinced that Arthur has just given him the finger, Elric unsheathes Stormbringer.

Round Two: Arthur stands his ground, Excalibur held high. Elric charges.

Rounds Three–Nine: A whirlwind of clanking, lunging and jabbing ensues, with neither man managing a scratch. That's especially good news for Arthur, who no longer has the enchanted scabbard that protects him from harm; Morgan le Fay heaved it into a lake. (Whatta crum!)

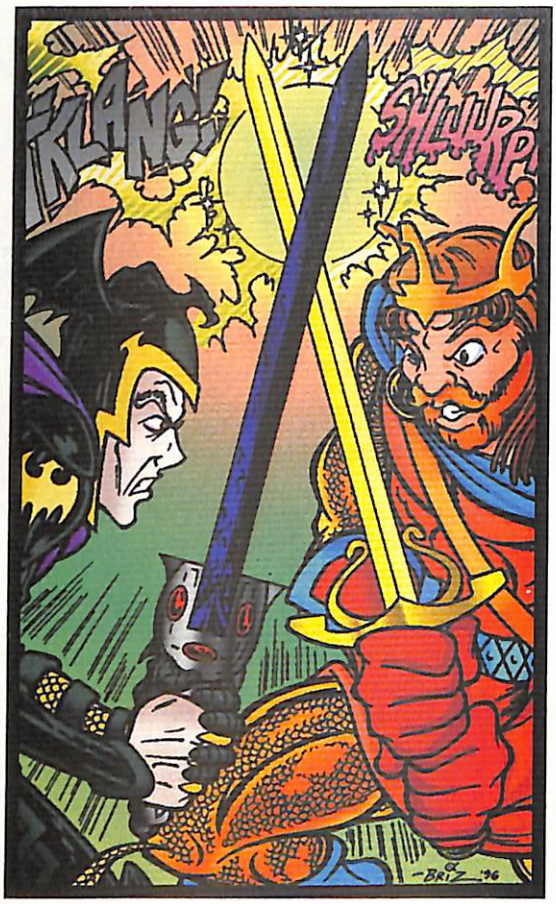
Round 10: Stormbringer emits a soft, black glow. Wonders Arthur, *What did Merlin say about that sword?*

Round 11: Arthur nicks Elric's elbow. Stormbringer moans. *Think, Artie!*

Round 12: Arthur hacks off Elric's earlobe. Stormbringer trembles and howls. *Oh yeah!* The damn thing's alive!

Round 13: Elric scores, a slice to the cheek. Stormbringer commences to suck. Arthur kisses his soul goodbye.

Winner: Elric



Gray Mouser

Height: **5'1"**
Weight: **135 lbs.**
Reach: **24"**
Most Embarrassing Moment: **Tried to pick his own pocket**

vs.

Zorro

Height **6'**
Weight: **180 lbs.**
Reach: **36"**
Most Embarrassing Moment: **Put his mask on backwards, walked off a cliff**

In this corner, the rogue: Zorro, the masked vigilante. And in this corner, the runt: Gray Mouser, master thief and trickster supreme. The suave and sophisticated Zorro (played by Douglas Fairbanks in the movies and Guy Williams on TV) is accompanied by his loyal companion, the deaf mute Bernardo. The conniving Mouser (star of Fritz Leiber's "Lankhmar" stories) also has a loyal companion, Fafhrd, who today, unfortunately, is attending a Viking convention.

Round One: Zorro instructs Bernardo to watch his horse, Tornado, and stay out of the way. The Mouser checks his belt; his dagger, Cat's Claw, is safe and sound.

Round Two: Zorro spends a round making fun of the Mouser's name. The Mouser spends a round deciding which one of Zorro's organs he'll skewer first.

Round Three: "Draw your weapon!" shouts Zorro. The Mouser brandishes his sword, Scalpel. Zorro smoothes his mustache.

Rounds Four–Nine: Thrust, parry, thrust, parry, smooth mustache, parry, thrust.

Round 10: Zorro lunges, attempting to carve his trademark Z in the Mouser's tunic. Mouser backs off at the last moment. Zorro only manages a 7.

Round 11: Rattled by his incomplete trademark, Zorro hesitates. The Mouser whips out Cat's Claw and heaves it at Zorro, zapping him a new belly button.

Round 12: Bernardo rushes to comfort the fallen Zorro, who gasps, "How come you never learned to do that?" The Mouser swipes Zorro's billfold and Tornado's feed bag, then slips away.

Winner: Gray Mouser

Odin

Height: **6'9"**
Weight: **295 lbs.**
Reach: **40"**
Favorite Practical Joke: **Giving wedgies to Thor**

vs.

Zeus

Height: **6'10"**
Weight: **315 lbs.**
Reach: **42"**
Favorite Practical Joke: **Scaring tourists with rubber dragons**

This is gonna be close. They're both gods, virtually omnipotent and all but invulnerable. Olympian heavyweight Zeus favors thunderstorms, eagles and beautiful women. Asgardian bigwig Odin prefers blood-drenched battlefields, ravens and Sleipnir, his eight-legged horse. Odin wields Gungnir, a magical spear. Zeus is prone to—oh, who are we kidding? They're practically the same guy.

Rounds One–718: After agreeing to use Earth as a battleground, they warm up with a few plagues, floods and earthquakes. Neither Odin nor Zeus suffers any damage, but the human race is wiped out.

Rounds 719–12,043: The fight rages on inconclusively. Earth can't handle the stress and falls to pieces.

Rounds 12,044–850,214: The battle shifts to the heavens. Planets explode, stars are extinguished, civilizations collapse. Zeus and Odin remain pretty much unscathed.

Round 850,215: Getting nowhere, they agree to settle their differences with a coin flip. Zeus calls heads; he's the victor. Too bad there's nothing left to win.

Winner: Zeus

Conan

Height: **6'4"**
Weight: **235 lbs.**
Reach: **37"**
Age of Loincloth: **11 years**

vs.

Tarzan

Height: **6'2"**
Weight: **210 lbs.**
Reach: **35"**
Age of Loincloth: **13 years**

It's the Battle of the Beefcake as the lord of the jungle takes on the barbarian butt-kicker. They're two of a kind, uncivilized skull-crushers who share a penchant for savagery, an instinct for viciousness and an aversion to haircuts. Tarzan, the star of umpteen Edgar Rice Burroughs novels and a slew of lousy movies, is more agile and arguably more cunning. Conan, invented by Texan-born tale-spinner Robert E. Howard, has the edge in brute strength. Conan also carries a sword, which today he's gonna have to leave at home; otherwise he'd turn Tarzan into Purina Chimp Chow. To make it fair, we'll give 'em both knives.

Round One: Tarzan crouches, moves around Conan in a slow circle. Conan, eyes ablaze, allows his warrior's rage to churn and rise.

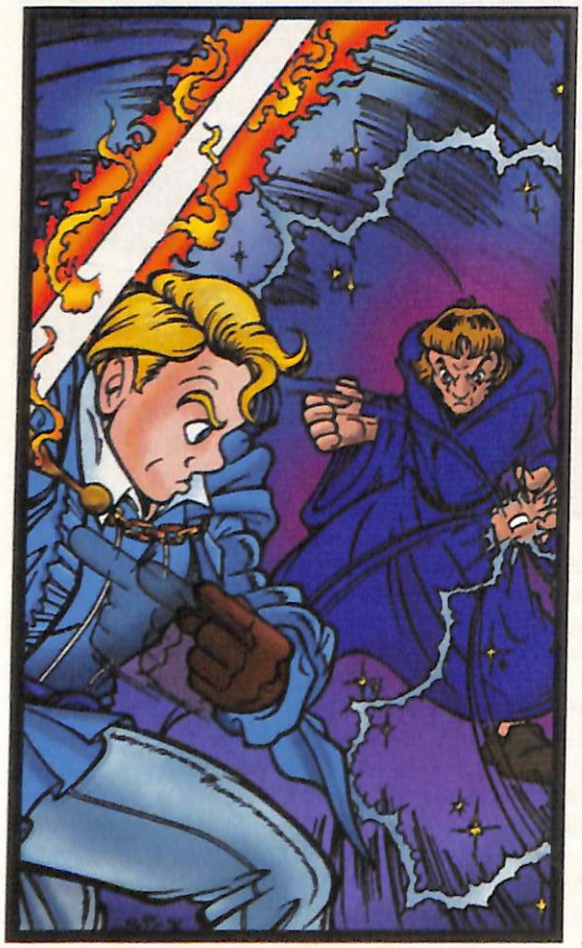
Round Two–Six: With a snarl, Tarzan leaps at Conan. They crash to the ground, a tangle of flailing arms and flapping loincloths.

Round Seven: "By Crom!" shouts Conan. Tarzan looks around for Crom, doesn't see him, resumes the battle.

Round Eight: Tarzan reverts to his animalistic self and sinks his teeth into Conan's neck. Big mistake, monkey boy!

Round Nine: Conan goes ballistic. Consumed with barbarian bloodlust, he filets Tarzan like a flounder. Memo to Tarzan: Never tick off a Cimmerian.

Winner: Conan



Thomas Covenant

Height: **5'11"**
Weight: **190 lbs.**
Reach: **34"**
Adversary with the Goofiest Name (Creature Division): **Drool Rockworm**

vs.

Rand al'Thor

Height: **6'**
Weight: **185 lbs.**
Reach: **36"**
Adversary with the Goofiest Name (Insect Division): **Biteme**

Thomas Covenant, the tortured hero of Stephen R. Donaldson's epic novels, is the defender of the Land and nemesis of the wretched Lord Foul. Rand, warrior supreme and sheepherder extraordinaire, comes to us courtesy of Robert Jordan's "Wheel of Time" series. In addition to their literary pedigrees, these fellows have a lot in common. They're both lover boys; Rand's head over heels for the dishy Elayne, Tom's got it bad for his beloved Joan. They're both handy with a sword. And when it comes to magic—well, let's put it this way: On a good day, either one of 'em could make Merlin pull the sheets over his head and whine for his mommy.

Round One: "I have endured starvation, beatings and leprosy," Thomas proclaims.

"I wield the power of the One Source!" answers Rand.

"I have risked death in the Spoiled Plains, in Hotash Slay, in Kurash Qwellinir!"

"And I wield the power of the One Source!"

"I command the almighty magic of the White Gold!"

"Uh, did I mention that I wield the power of the One Source?"

Rounds Two–Seven: Rand fires up his Blade of Light. Tom infuses himself with the magic of the White Gold. They assault each other with bolts of green lightning and sheets of shimmering flame.

Round Eight: Though he's bruised, scorched and mangled, Tom keeps on coming. Rand gets nervous. *Doesn't this schmuck know when to quit?*

Round Nine: No, he doesn't. After all, what's a few whacks from a Light Blade to a guy who's had leprosy? Tom perseveres. Rand withdraws to lick his wounds and fight another day.

Winner: Thomas Covenant

Garet Jax

Height: 5'10"
Weight: 170 lbs.
Reach: 33"
Number of Scars: 312

vs.

Benedict

Height: 6'4"
Weight: 175 lbs.
Reach: 37"
Number of Scars: 91 (but his are bigger)

Bring out the Band-Aids! Two of fantasy's premier fighters are about to feed each other a bag of knuckle sandwiches. Garet Jax, whose exploits are detailed in Terry Brooks' *Wishsong of Shannara*, is sort of a medieval ninja. Flint-eyed and cat-quick, he's as adept with his hands as he is with a blade. Tall, thin Benedict, from Roger Zelazny's "Amber" books, may look a bit scrawny next to Jax, but don't be fooled: He's a master tactician and weapons virtuoso. He can use anything—and I mean *anything*—to send his enemies to the cemetery.

Round One: Jax suggests hand-to-hand combat—no weapons. "Fine with me," snickers Benedict, who sets aside his lance. Jax lays down his walnut staff, his sword and his knife.

Rounds Two–Eight: And they're off. A left to the jaw. A right to the kidney. A knee to the groin. Who's winning? Who knows?

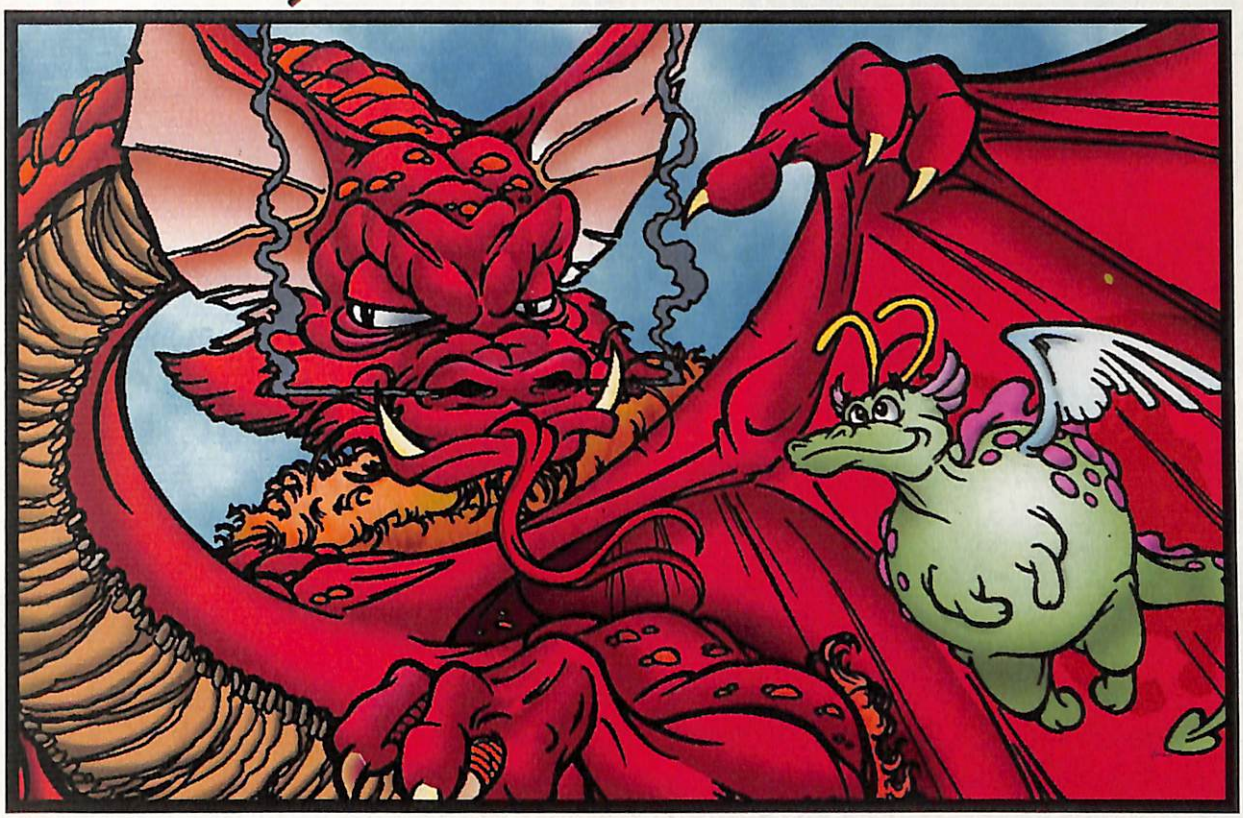
Round Nine–19: They continue to beat the crap out of each other. This could go on all day.

Round 20: Late for an appointment, Benedict decides to end it. He whips off his boot, clobbers Jax over the head, then stuffs the boot down Jax's throat.

Round 21: Jax collapses, choking, cursing himself for his ineptitude. But really, he never had a chance. How do you stop somebody who can kill you with a shoe?

Winner: Benedict

And finally...



Smaug

Height: **Er... You measure him**
Weight: **Umpteen tons**
Reach: **Long enough**
Likes: **Nags of gold, barbecued hobbits**

vs.

Puff the Magic Dragon

Height: **Knee-high to a grasshopper (a really big grasshopper)**
Weight: **Pleasingly plump**
Reach: **For the sky**
Likes: **Living by the sea, frolicking**

At first, this might seem like a classic mismatch. Puff, the bright-eyed rascal immortalized in the excruciating—I mean, excellent—folk song, epitomizes benevolence and friendship. Tolkien's Smaug, the granddaddy of nasty red dragons, symbolizes avarice and doom. True, Smaug is bigger and stronger, and he has that flame breath going for him. But Puff has something better: the power of love. For inside Puff resides the potentiality of all humanity—nay, the entire universe—and with it the idea of utmost goodness, the durability of moral law and the triumph of hope over despair.

Round One: Smaug toasts Puff like a marshmallow.
Winner: Smaug. Okay, so it *is* a classic mismatch.

And so it ends, at least for now. We've got plenty of other bouts on tap: Samson vs. Hercules, the Loch Ness Monster vs. Bigfoot (see "Famous Hoaxes" on page 66 for a preview), William Tell vs. Robin Hood, Rin Tin Tin vs. Lassie. But they'll have to wait until we hose down the arena—Cthulhu left a stain.

Rick Swan, who also leaves a stain, urges you to turn to the last page of this magazine as quickly as you can.

CONTEST

Wizards OF THE COAST presents:

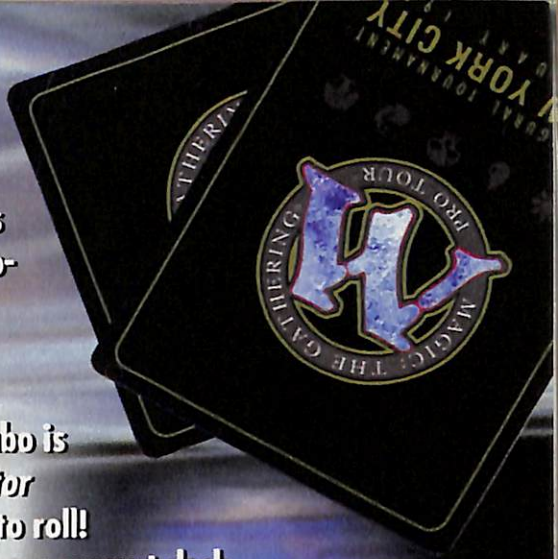
The "Play It Like the Pros" contest

In the wake of the first *Magic: The Gathering* professional tournament comes the coolest *Magic* product since the Craw Giant: *The Pro Tour Collector Set—Inaugural Edition.*™

This limited-edition (only 20,000 made, kids!), slipcased set features the top eight decks from the inaugural *Magic* pro tournament. Each deck features the signature of its champion, and each card features the Pro Tour card back design (Not legal for tournament play. Whaddaya think we are? Crazy?). With this set, you and seven of your buddies can recreate a top-flight *Magic* tournament any day of the week. That is, if you're worthy of a set like this.

Huh? What's That Mean?

Think you're good enough to hang with the best in the biz and win these decks? Then you've gotta prove it! Show us your knowledge by telling us what your favorite killer two-card *Magic* combo is. The best combos can win these...



...Professional Prizes

GRAND PRIZE (1): One reader whose card combo is deemed the best will receive a *Magic Pro Tour Collector Set—Inaugural Edition*. That's all eight decks, ready to roll! And just 'cause we're such nice guys, we'll spice up your current deck with a booster box of *Alliances* ™ packs, *Magic*'s newest expansion.

Second Prize (10): Ten readers whose combos are still lethal, but not the tops, will each receive 10 *Alliances* booster packs. Still not too shabby for writing down two card names.

This month's contest is sponsored by Wizards of the Coast®, the pros in the know.

MAGIC: THE GATHERING® PRO TOUR™

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

Play It Like the Pros Contest

c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118. **Deadline is July 31, 1996.**

Deadline is **July 31, 1996**

PLAY IT LIKE THE PROS

CONTEST

Name: _____

Age: _____

Address: _____

City: _____

State: _____

ZIP: _____

Phone: ( ) _____

Best Killer Two-card Combo _____

Professional Legal Maneuvers

No purchase necessary. Contest is open to anyone except employees of Wizard Press, Wizards of the Coast and their immediate families or *pro bono* lawyers. Print your name, date of birth, address, city, state, zip, telephone number with area code and two-card *Magic* combo on the official entry form or a 3-by-5-inch index card. Enter as many times as you like. Mail each entry separately to: Play It Like the Pros Contest, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118. No mechanical reproductions of completed forms are accepted, but you can photocopy the entry form before filling it out if you don't want to mess up your magazine. All entries become property of Wizard Press and none will be returned. All taxes (federal, state and local, if any) will be the responsibility of the prize winners. No cash equivalent or substitute prizes will be offered. Prizes are awarded in the 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. Sometimes I live in the country, sometimes I live in town. Sometimes I have a great notion to jump in the river and drown. **All entries must be received at contest headquarters by July 31, 1996.** Wizard Press is not responsible for lost, late, misdirected or mutilated entries. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. Prize winners will be selected based on quality among all properly completed entries by Wizard Press. Judging will take place on August 15, 1996.

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

[on deck] Netrunner

Reviewing the latest releases in collectible card games

The most precious commodity in the world is something that cannot be registered in any bank account. It is bought and sold daily, but truly owned by none who possess it. It's information, and the battle to control it is the core of Wizards of the Coast's latest masterpiece, *Netrunner*.

Netrunner's world is derived from *Cyberpunk 2020*, R. Talsorian Games' vision of a dark future when the capabilities of technology have been bent to ends that are both astonishing and terrible. The Corporations plot in their skyscrapers, working to achieve their Agendas—some beneficial, some malign, but always profitable. Opposing them are the Netrunners, datathieves out to stop the Corporate plots or just sell them to the highest bidder.

These two rivals meet in The Net, the global computer network where the lines between digital dream and reality are blurred. In *Netrunner*, each player assumes the role of one side.

Netrunner is played using modular turns. Instead of having a draw phase, an attack phase and so on, each side is permitted a certain number of actions in its turn. An action can consist of drawing a card, drawing a "bit"—a token representing money, power and influence—from the "bit bucket," placing a card into play or any of a dozen other things. These actions can be duplicated or ignored as you choose; you design your own turn. The Netrunner starts with four actions per turn. The Corporation gets a mandatory card draw and three actions. Extra actions can be obtained through cards in play.

As the Corporation, your game revolves around the establishment and protection of data forts, where all plans and assets are kept. Three of these are permanent Central Data Forts: Research & Development (your deck), Headquarters (your hand) and the Archives (your discard pile).

The other data forts are subsidiaries. Think of them as World Wide Web pages on speed. In subsidiary data forts, you'll find either an agenda or a node. Agendas are the real prizes; they are the secret plans, the corporate takeovers, the private wars and the boardroom dealings that are the life and death of any company. Nodes represent the other projects the company is involved in, things like advertising, recruitment and development. Nodes are not as important as agendas for victory, but they're easier to use and can provide lots of assets for the Corporation.

The Corporation can spend an action and a bit to advance an agenda or node, bringing it closer to fruition. Each node and agenda has a difficulty number to indicate how many times it must be advanced in order to take effect. A node that has been sufficiently advanced is activated and can be used repeatedly, but stays in play in its data fort. An advanced agenda is taken out of the game and gives the Corporation points toward victory, although some maintain an effect on the game even after they're achieved. The Corporation wins by advancing seven points' worth of agendas to completion. (Or by frying the Netrunner to a crisp. But that comes later.)

The data forts are protected by intrusion countermeasures electronics—ICE. These are programs designed to keep the Runner from accessing the agendas and nodes in the forts. Some of these simply prevent the Runner from going further into the fort. Others erase his programs and destroy his equipment. Still others, called Black ICE, are programmed to kill the intruder or wipe his mind completely.

The Runner's game is simpler—he must break into the Corporation's data forts. Once he gets in, he can access a single card. If this card is a node, he can pay a cost in bits and cause it to be discarded. If this card is an agenda, he can "expose" it, taking it out of play with no benefit to the Corporation and keeping the victory points to himself. If the card is neither, he places it back where he found it. The Runner wins by stealing seven points' worth of agendas from the Corporation.

As the Runner, you can attempt a break-in on any data fort, including R&D and the Headquarters—yes, this means you can search your opponent's hand and deck for agendas. However, all ICE and cards in data forts are played face-down, so you never know what you're up against

[the box]

netrunner

Publisher: Wizards of the Coast in collaboration with R. Talsorian Games
Genre: Cyberpunk
Set Size: 374 cards
Release: April 1996
Packaging: Starter sets containing one 60-card Corporate deck and one 60-card Runner deck; booster packs of 15 cards
Suggested Retail: $17.95 per starter set; $2.95 per booster deck

[ratings] THE BEST · TOP NOTCH · GOOD · OKAY · WEAK · POOR

[breakdown]

netrunner card description

A. Rez Cost: The number of bits required to turn the card face-up and allow its effects to take place.

B. Card Name: Hmmmm...

C. Art: The pretty stuff.

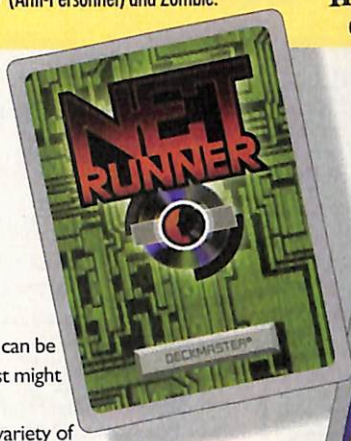
D. Keywords: The keywords indicate into which of the various categories the card falls. This card is Ice, Black Ice, Sentry, AP (Anti-Personnel) and Zombie.

E. Ice Subroutines: What the Ice does. All encountered subroutines take effect unless bypassed by a Runner's programs.

F. Ice Strength: The power of the Ice. A subroutine can only be bypassed by an Icebreaker with a strength equal to or higher than its own.

G. Commentary: Flavor text.

H. Illustrator: The person who did the pretty stuff.



until you take a chance and confront it. Is that card an agenda that can be stolen for victory or just a node that you can trash? That Node just might be a trap, waiting to destroy you.

In order to slip past Corporate ICE, the Runner assembles a variety of software and hardware, which he powers by spending bits. It's vital to have an offense to get past each defense—otherwise the Runner will find himself looking on as the Corporation advances itself to victory. However, software takes up space (one memory unit per program), and the Runner initially only has four memory units that can be filled.

Each piece of software—called an ICEbreaker—is tuned to a particular type of defense; some are built to break through walls, others to get past artificially intelligent hunters. If the strength of the ICEBreaker is equal to or greater than that of the ICE, the Runner can use the ICEBreaker to turn off one of the ICE's effects, or subroutines. Since most ICE have more than one subroutine, it can cost many bits to overcome a single piece. Get past all the pieces of ICE and you can reap your reward.

The Corporation has two other defenses that the Runner must keep in mind. The first is the threat of a Trace; if the Corporation manages to "tag" the Runner, it knows where he is and can cut him off from his resources. The second is the threat of damage—each point of damage done to the Runner forces him to discard a card from his hand. If the Runner is forced to discard more cards than he has, he's dead. As if that weren't scary enough, there's a type of damage called, appropriately enough, brain damage which reduces his maximum hand size by one, making it easier to kill him later.

One of the beautiful characteristics of *Netrunner* is that, even though each side has powerful cards that might be considered "game-breakers" in other systems, the game balances itself without resorting to forced card limits or other arbitrary measures.

The Corporation gets to go first, and may have an unlimited amount of resources in play—after all, it has billions of dollars to spend and has been in business long before the Netrunner bought a Fisher-Price My First Cyberdeck. However, the Corporation gets fewer actions in its turn, and must worry about defending its sprawling areas of virtual real estate.

The Runner has more actions and, some would say, more freedom in play because all he has to worry about is himself, rather than the management of a conglomerate. The Runner can also set the pace of the game, choosing when to attack and when to stay home. What's the Runner 's weakness? The Runner can die.

Richard Garfield has already sent us to the heights of fantasy with *Magic: The Gathering* and through the blood-stained city streets in *Vampire: The Eternal Struggle*. Now, he completes the hat trick in the digital dreamscape of *Netrunner*. Download this one to your hard drive—it's a keeper.

—Jason Schneiderman

[the good]

- How can you tell this game is a classic waiting to be discovered? Because even the most degenerate deck designs aren't undefeatable. The balance is built into the system, not imposed from outside.
- No instants or fast effects—which means no endless timing arguments. And no tapping!
- The computer-generated art is spine-chillingly beautiful.
- The game is playable straight from the box, and is easily taught. Once the basics are learned, you can make the game as complex or as simple as you prefer. But see below.

[the bad]

- Wizards of the Coast doesn't seem to know what to do with the game. The instruction manual is interesting to read, but trying to learn the rules from it is an exercise in frustration. (What does "accessing" mean exactly?)
- This is a nit, but there's no provision for multiplayer play.

[the ugly]

- The tournament rules have just been developed and posted on the Wizards of the Coast Web page. Look for them to sprout up at your local *Magic* haunts.
- Speaking of *Magic*, there are lots of inside jokes for planeswalkers. I'm not going to give them away, but here's a clue: Check out the coffee cup on the Raven: Microcyb Owl card.

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[on deck] Reviewing the latest releases in collectible card games

Killer Instinct

Good news, video game fans: You no longer have spend all your hard-earned cash on your favorite video game *Killer Instinct*. You can now spend it on the collectible card game instead. That's right, no more having your head handed to you by a four-year-old with freakishly fast reflexes. With the card game, you get the added bonus of keeping your cards after someone playing Glacius whips your butt.

The first offering from Topps, a company more known for its sports cards then trading card games, does a good job of capturing the feel of *Killer Instinct*, far better than Brady Games did late last year with its *Mortal Kombat* CCG. Topps worked closely with Rareware and Midway on the creation of the game and filled in a lot of blanks surrounding the *Killer Instinct* world. They provided a lot of the artwork as well as more background information on all the characters and Ultratech, the dark mega-corporation that seems to control most of the 21st century. Ultratech is everything one has nightmares about. It's big. It's all-powerful. The Law doesn't apply to them because they own most of the police force. They perform atrocities in genetic mutation, like the experiment that created Riptor.

Who will stop this evil? You, hopefully...but hey, no pressure.

Each player takes the role of a shadow corporation, a company living on the fringes of Ultratech's influence. You're looking to gain enough credits to topple the mega- corporation, and in the 21st century the easiest way of scoring large amounts of cash is the *Killer Instinct* world-wide fighting circuit. Fighters from every corner of life meet to turn each other into bloody pulps. Its television ratings are like the Super Bowl, the World Series and the O.J. verdict rolled into one. The shadow corps that finances a winner becomes filthy rich in no time.

How do you enter the circuit? Each player stacks his deck with one fighter that your corps has signed. And don't worry if you and your opponent are playing the same warrior: Cloning in the 21st century is apparently widespread. In addition to your fighters, your deck will contain important fast effects and some of your other personnel like hackers or cheerleaders.

The card game, much like the video game, is all about duking it out with your opponent. You begin the game with one fighter already signed. This is called a "fighter stack." Each stack contains seven moves, one of which must be that warrior's special attacks. This move card must be face up on the stack to show your opponents which fighter you've signed. The move card must also be a special move, and all the special moves in a single fighter stack must be for the same fighter.

When you're ready to begin combat, one of your fighters faces off against one of your opponent's. Each warrior begins the combat phase with 28 hit points. Combat is played out in sequences of seven moves—cards revealed simultaneously with your opponent—with the players attempting to play moves they think will hit the other fighter.

All moves have speed (quick, medium, fierce) and placement (low, high, jumping) values. Moves will land based on three things: how fast your move is, where you place your move and what move your opponent plays. Fast moves will usually land, but do very little damage, one or two points at most. The slower moves rarely land, but pack a punch. Shot placement is also very important. High moves hit jumping moves. Jumping moves hit low moves. Low moves hit high moves. After the moves are revealed, players match the top of their card against the top of their opponent's card. If your "bloodline," the splatters of blood across the top of most move cards, hits his damage number, you've hit him. If not, chances are you've just been smacked.

If you can string together the proper sequences of moves together, you can wallop your oppo-

[the box]

killer instinct*

Publisher: Topps
Designers: Greg Gordon and Shane Hensley
Genre: Fighting Video Game
Set Size: 363 cards
Release: June 1996
Packaging: 60-card starter decks; 12-card booster packs
Suggested Retail: $9.95 per starter deck; $2.75 per booster pack

* Review and rating based on play-test cards

[ratings] THE BEST · TOP NOTCH · GOOD · OKAY · WEAK · POOR

[breakdown]

killer instinct card description

A. Fighter Name: Fulgore.
B. Bloodline: If your opponent's damage number falls within this puddle o' blood, your move hits him.
C. Damage: If you manage to hit your opponent, this is how much damage the move deals.
D. Card Name: Laserstorm!
E. Combo Markers: The left combo marker represents the move that's being played. The right combo marker is only used when a move hits. If they hit, you get a free 'virtual' hit equal to the lesser of the two hits.
F. Artwork: Screen shot of Fulgore blastin' somebody.
G. Card Type: Special move.
H. Special Rules: Explains what kind of attack it is: High Medium Energy Attack.
I. Card Quote: In this case, some kinda computer jargon we're not hip to.

nent with a combo. Yep, that's right, just like in the game. If your opponent falls below four hit points, you may be able to land a danger move, which usually results in a gruesome and instant end for him.

Effects remain in your hand, unless they are a permanent effect such as shadow corps personnel, weak spot or enhancement, in which case they may be put in play. Weak spots have qualifiers such as "high fierce," which adds a blood splotch to any one move being played that would allow that move to hit high fierce moves in addition to what it already can hit. After it is used once, the effect is discarded.

During a match, fighters each play seven move cards per sequence. After each fighter has played the seven moves, the sequence is over and both players pick up the moves, discard any effects played during the sequence and begin a new sequence using the same stack with all the moves from the previous sequence available again. Fighters continue to battle this way, taking as many sequences as necessary to deal 28 points of damage to their opponent. As soon as one fighter has suffered 28 points of damage, the match ends, and the other fighter is the winner. The loser holds up the cards in his fighter stack, and the winner pulls out one at random and throws it in the discards pile. If the loser was unlucky enough to be hit by a danger move, the entire stack gets discarded.

A turn works in the following order:

Draw Phase: Each player draws two cards and adds them to his hand. Hand size is unlimited. Players may exchange cards between hands and fighter stacks. Stacks with less that seven move cards are unsigned. Since you may add any number of moves during the draw phase, stacks become signed when they contain seven or more moves.

Promotion Phase: This phase determines who fights who. Each player will have one warrior fight. This can be random or player's can start a bidding war. In a bidding war, all bids are made with victory points. Players make their bids in secret and reveal them at once. The highest bid wins. If there is a tie, no one wins. A player who wins the bidding war may choose who fights who this turn.

Combat Phase: The player in each combat with the most signed fighter stacks may play an arena card. Arenas determine where the fighters will duke it out, and often favor one fighter, and give him added bonuses. Since each individual fight takes place separately, several fights can be going on at once and be in different arenas.

Killer Instinct™ & © 1996 Nintendo/Rare ™Nintendo

End Phase: Each player checks for victory. If any player (i.e., Bob) or single fighter(i.e., Fulgore, Orchid, etc.) earns three wins, the game ends and all victory points are totaled up. The player that can account for the most victory points wins. Example: If Bob controls Fulgore and Joe controls Fulgore, and Bob's won a match, while Joe's won two matches, the game ends. If it was just between Bob and Joe, the player with the most victory points wins. Since there are no individual turns in *Killer Instinct*, this is a simultaneous check for all players.

A minor flaw in the game is that the top card of your fighter stack is shown to your opponent. This is easily remedied, however. During playtesting, we resorted to using each fighter's draw effect to cover the stack. Thus revealing the fighter's identity, but not a move.

Overall, *Killer Instinct* is a good game. It is quite possibly the best fight simulation game on the market. Its minor flaws are hidden by an easy, exciting and fun combat system. It mirrors the video game well enough to attract the coin-op game fans, and well worth the money veteran gamers as well.

–Wil Chase

[the good]

- Close enough to the video game, you feel you should be giving your opponent quarters for each game.
- Combat is simple to learn and exciting to play.
- Expands on the *Killer Instinct* Universe for fans who just can't get enough.

[the bad]

- When you're not in combat, the game drags a little.
- The top card of your fighter stack is shown to your opponent and tips your hand to what the first move will be.
- Artwork leaves a lot to be desired.

[the ugly]

- The game could fall prey to cheesy players, those who are more interested in winning than having fun.

InQuest profile

LIZ DANFORTH

By Andy Collins

"Older than dirt." That's how Liz Danforth describes herself, noting that the only fantasy game she had growing up was cowboys and Indians. Though she loved fantasy and science fiction, she majored in anthropology at Arizona State University and expected that art would be "nothing more than a hobby."

The birth of fantasy gaming turned that hobby into a vocation. For most of her career, Danforth has been known primarily for her black-and-white ink work for Iron Crown, FASA, Game Designer's Workshop ("Rest in peace," she comments) and others. Her first professional work, in 1975, was a cover for a Flying Buffalo magazine called *Supernova*. "I did a 'supernovaing' sun with spaceships fleeing away from it."

Her work for Wizards of the Coast's breakthrough collectible card game, *Magic: The Gathering*, has allowed Danforth to expand her painting range. "If I were a writer, I'd say I was still finding my voice [in color work]. *Magic* cards provide the perfect venue to hone my skills."

Danforth lists 19th-century English artist Aubrey Beardsley as a strong influence on her early ink work. "Everything was very sinuous and organic," she says. "Clean line work, strong lights and darks—that definitely affected my black-and-white work."

She also aspires to the "otherworldliness" of 19th-century American painter Howard Pyle, Maxfield Parrish and N.C. Wyeth (who studied under Pyle). "I want to achieve the...sense of [an] 'other place' where you could almost step into the painting."

Her strangest experience involved a piece called *With a Knot in My Stomach*. Begun as a sketch done "in an emotional furor" ("I'm glad I don't feel that way anymore" is all she reveals now), she later painted it for a gallery show. Danforth says the piece, which shows a human body twisted as if it were made of rags, gets more response than any of her other work. The reaction surprised her, since she thought the unusual art wouldn't interest others. One viewer reportedly said, "A lot of the pieces in this art show are supposed to scare you, but that one really does."

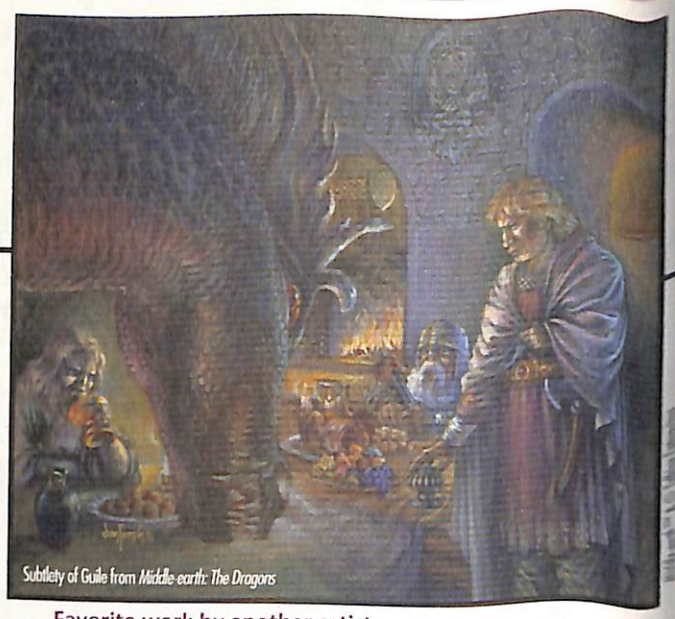
Danforth has authored a few stories published in various game-related anthologies, but laments that she has little time to write. "I can show pictures, but I can't tell stories about them. I'd like to share that aspect of my imagination with people."

Look for upcoming examples of Danforth's work in the *Alliances* expansion for *Magic*, the *Dragons* expansion for Iron Crown's *Middle-earth* CCG and the *Mirage* stand-alone set for *Magic*.

Vital Stats: Liz Danforth

Photo courtesy of Liz Danforth

Name: Liz Danforth
Birth: 1953 in Rockford, Ill.
Occupation: Artist and writer
Base of Operations: Phoenix, Ariz.
Career Highlights: Artwork for *Magic: The Gathering*; longtime personal and collaborative relationship with game designer and author Mike Stackpole



Subtlety of Guile from *Middle-earth: The Dragons*

Favorite work by another artist...

Hans Holbein's *The Ambassadors* is a picture of wealthy, powerful men in full Renaissance costumes—fur, gold, velvet—but at the bottom of the painting is a gray smudge. When viewed at an angle, the foreshortening effect creates the image of a skull, a symbol of death hidden among the symbols of power.

Favorite munchie at 2 a.m....

Bread, especially rye and multigrain. I'm a "breadaholic."

Things you collect...

Unusual things—crayfish claws, strange rocks, odd jewelry—to look at for ideas while I'm working.

Favorite TV shows...

"The X-Files," "The Simpsons."

Last good book you read...

The 1811 *Dictionary of the Vulgar Tongue*, which is full of university slang and underworld dialect. I'd like to write a story with characters using that sort of speech.

Last good movie you saw...

"Braveheart." I appreciated the realistic sword-fighting—none of this silly "Oh, you've poked me in the shoulder" stuff, but swords really slashing into people's faces. That makes up for the factual inaccuracies.

Favorite roleplaying game...

I started with [Flying Buffalo's] *Tunnels and Trolls*. With so little free time, I don't play much, but my friends and I enjoy using Stellar Games' *Destiny Deck*: Draw a few cards to create the atmosphere and the goal, and then just make up the adventure as you go.

Favorite comic strips...

Calvin and Hobbes, *Sally Forth* and *Dilbert*.

Nickname and how you got it...

Just Liz. I've always wanted a nickname—I have friends nicknamed Bear and Ugly John—but I've never had one.

Favorite musical performers...

I especially like the Celtic styles; also Jethro Tull, Alan Parsons.

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

During my freshman year in high school, I dressed up as Willy Wonka, and my friend dressed as an Oompa-Loompa, and we went door-to-door passing out candy to the people in their houses. We got a lot of really strange looks!

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

I would create tolerance in all people. I'd solve ecological problems. On a more selfish note, I'd make myself weigh 120 pounds.

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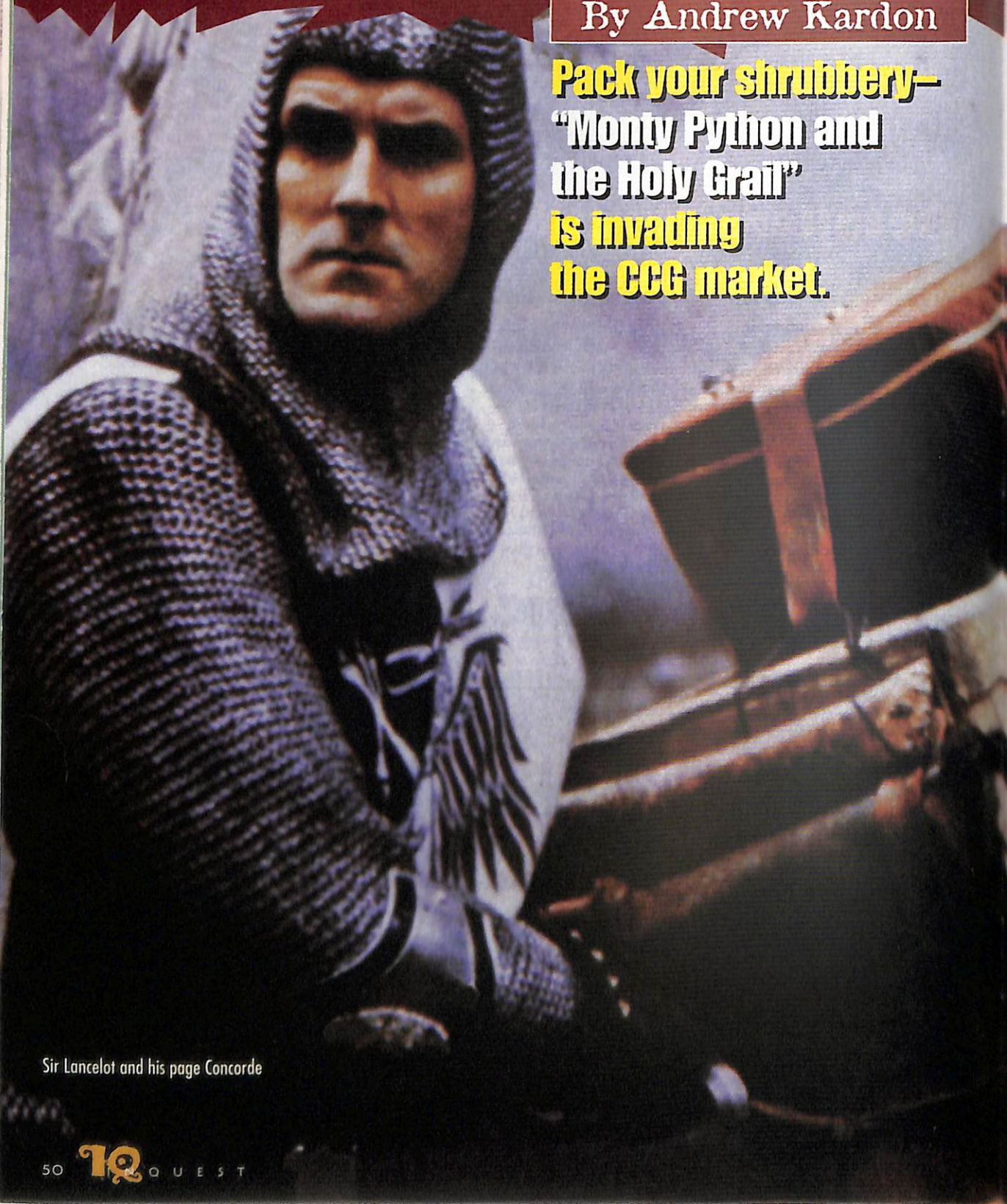
300-CARD MONTY

By Andrew Kardon

Pack your shrubbery—"Monty Python and the Holy Grail" is invading the CCG market.



Sir Lancelot and his page Concorde

And now for something completely different...

No, it's not a man with three nostrils, it's an all-new collectible card game based on "Monty Python and the Holy Grail," the 1975 movie by the wacky British comedy troupe known to them and us as Monty Python.

Put out by Illinois-based Kenzer & Co., the proposed 300-card set should find its way into stores everywhere this June. So dump all your Shivans and Moxes—all you need for this game (besides a starter and some boosters, of course) is a quick wit and a bit of levity.

So How Do Ya Play?

As King Arthur, your objective in the *Monty Python and the Holy Grail* CCG is to lead your Knights of the Round Table in search of the Holy Grail.

"The way you start," says co-designer Brian Jelke, "is by laying out 14 cards [from your deck] in front of you, sort of shaped like England. You need to move your knights through [your own] England one space at a time. Once you get through those cards, you get to an area on the board in front of you that we call Avalon, which we refer to as the Grail Level. There you have a chance at finding the Holy Grail."

As you move through England, you'll encounter such familiar adversaries as hostile knights that go "Nih!" and others that'll bite your leg off even after you've dismembered them, a killer rabbit with nasty big pointy teeth, the Legendary Black Beast of Aaaarrrgggg! and all kinds of monsters. You either combat them or try to outwit them. Meanwhile, your opponent's doing the same thing. And all the while, you're playing cards on each other to stop one another from reaching his goal.

Deck building can be a bit tricky, says Kenzer President and *Python* co-designer David Kenzer. "The tougher you make your deck," he says, "the more likely your England's gonna be really hard to get through. If you go ahead and buy tons of cards and you've got all the Killer Rabbits and Legendary Black Beasts and Frenchmen you can get your hands on, you may have to fight those guys yourself.

"But there's still strategy, because when you build your deck, if you put in a Legendary Black Beast or two, you're probably gonna want to put in a couple of Cartoonist Dies cards. The animator has a fatal heart attack and it eliminates the cartoon peril. It's just additional strategy."

One of the key points of the game is that each card has two abilities on it. "You'll have a primary aspect of the card," Jelke explains, "like an event or a taunt or something. It'll have a picture for example of the Frenchman, the quote on there and some effect that would generally harm the other player. If you don't want to use it for that, there'll be a smaller box on the side that just says something like 'or plus one combat.'

"We think that's gonna be a pretty strong aspect of the game. It'll mean that every turn, you should be able to use a card for something. You won't just be sitting there waiting to draw out a particular type of card."

If you like waiting for specific cards, don't worry: There'll be plenty of item and weapon cards such as the Trojan Rabbit, a Shrubbery and the Holy Hand Grenade. Of course, these things are pretty heavy to carry around, but Jelke offers a solution. "All the knights have to have a page. In order [for a knight to join your party], you have to bring out a page from your hand, because somebody has to carry his stuff.

"That brings another element to the game. Maybe you can't hurt the guy's knight, but if you somehow kill his page, then his knight will go away."

Deceased characters go straight to the discard pile, or, as Kenzer & Co. call it, the dead cart. You'll have at least a slim chance of resurrecting your characters, however: The game contains an "I'm Not Dead Yet" card.

Something Completely Different

Kenzer & Co. has added a number of unique aspects to the game to ensure that the zaniness found in the movie transfers over to the CCG. "We have a quote on almost every card," Jelke reveals, "and we're gonna put in the rules that you have to read the quote in order to make the card take effect. If you wanna be a rules lawyer

King Arthur and the Knights of the Round Table

and your friend's not reading the quote, well, you can say it doesn't work.

"The other thing that's kinda popular, but some [play-testers] didn't want to do it, are these song cards. There's a limited number of songs in the movie, like 'Brave Sir Robin.' And the idea of the card is that it'll have a verse. You play it on the other player and he needs to stand up and sing the song; otherwise, some bad effect takes place. It's nothing too extreme, but at the same time it'll be kind of silly if we start doing tournaments and we've got people standing up singing songs."

That's not all. Players should be sure they know such complex facts as their own names and their favorite colors. That's right, you'll be facing the Bridge Keeper—who has trouble differentiating between African and European swallows—and he won't let you pass until you've answered three questions.

"The first ones, of course, will be easy," Jelke says, "like 'What's your name?' or 'What's your quest?' And the third one will be a trivia question on the movie, the Pythons or something else. For example: Name five characters that John Cleese played in the movie. And if you answer the question then that's fine; if you fail to answer the question then you're subject to some nasty effect like losing a knight. It's a pretty unique type of card that I haven't seen in any other card game."

Plenty of strange cards abound, including the one Jelke's currently working on, Intermission. "You play it and your opponent has to go take a break. You're allowed to take your turn while they're gone, so I guess you're on your honor. The main point is that he can't play cards on you then. We're gonna test that and see how it works. I can't guarantee that it'll be in the final version."

But quite possibly the most intriguing (and potentially cheesy) card is one that can win it all for you in one shot. "If you have the right card," says Kenzer, "you can win the game on turn one. There's a card that lets you jump all the way to Avalon from wherever you're at and lets you make a roll for the Grail. It's called Last Chance." Obviously, you're supposed to save the card for a last-ditch effort when your opponent's mere moments away from winning the game, but you can take a shot at winning right away if you're dealt the card in your first hand. If you don't succeed in finding the Grail with it, you're sent all the way back to the bottom level.

Can You Picture That?

The art for the cards is largely being taken straight from laserdisc, with only a small amount of original art being used for borders, card backs, symbols and a few other things. With some 90 minutes' worth of film, there are plenty of pictures available.

"The more time I spend going through this movie and trapping pictures," Kenzer says, "the more funny stuff I find. There's gonna be cards that people look at and say, 'I don't know where that came from in the movie.'

"I was working on one last night, the part where they just ran away from the Frenchmen and Lancelot says something like, 'The fiends, I'll tear them apart.' And Arthur's like, 'No, no, no,' and he holds him down.

"When you're watching the movie, you're always looking at Lancelot and Arthur because that's where the action is. But when trapping a shot for the game, I'm looking at the other people's faces to make sure they aren't blurry and stuff.

"In that particular scene, Brave Sir Robin is hilarious. He's got his shield half up, he's hiding behind it, he's got this petrified look on his face. I was just cracking up. That stuff you just don't see when you're watching the movie because your eyes are attracted to the action. So we've got virtually an infinite number of cards we can come out with."

That being the case, the company has tentatively scheduled its first expansion set for March of next year.

How The Quest Was Won

Back in 1993, Jelke, Kenzer, Steve Johansson, Mark Schultz and Adam Niepomnik decided to turn their hobby, roleplaying, into a business, and thus was

Sir Bedivere the Wise confronts a witch

born Kenzer & Co. The company's fantasy roleplaying campaign product line, *The Kingdoms of Kalamar*, is slowly gaining speed thanks to some positive word of mouth, and the company's hoping that *Monty Python* will really put them on the map.

Initially, the group wanted to put out a board game, so they all began searching for certain licenses, reveals Kenzer. "Brian [Jelke] actually made this big list of movies, and we were kicking around some ideas. Then we decided to seriously think about something we might want to license. Hell, [I'm] an attorney that does intellectual properties licensing for a living, so why don't we use that?

"I think I went through my movie collection and started looking at them, and I was like, 'Holy cow, Monty Python! If we can't sell that to gamers, then we know we should just quit.'

Dirty peasants

"So I called Brian up and he started going through his list, and I told him to stop because I had the ultimate game. As I described it to him he agreed that it was the ultimate license. The funny thing was, it was on his list, but it was like 30 down—under 'The X-Files' and above 'The Lion King.'"

So Kenzer & Co. called up Python Pictures and, since nobody was doing anything with the license, got the rights. It didn't take long for the group to change its mind and do a CCG instead of a board game. And Kenzer & Co.'s been happy ever since.

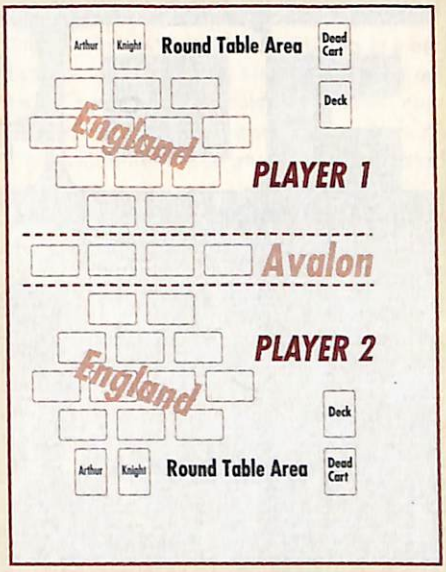
"We want people to be laughing out loud when they play this," sums up Jelke. "We're having a great time designing it and if people have half as much fun playing it as we've had designing it so far, then I think it's really gonna be a success."

Andrew Kardon, teen heartthrob and copy editor for Wizard: The Guide to Comics, *claims his favorite color is black—no, blu...aaaiiiiiiiiieeee!*

THE CHOSEN ONES

Monty Python and the Holy Grail's Coolest Cards

Y'know, sometimes the best cards in a game aren't the most powerful or expensive ones. Sometimes they're just the most fun. So we asked *Monty Python and the Holy Grail* game designer Brian Jelke for his opinion on the neatest cards in the set. Here's what he said:



Famous Historian and Slaying of the Historian: While the Historian can help you out during the game, if your opponent tosses out a Slaying of the Historian card, your game ends in a certain number of turns. "This is a game winner and darkly hilarious at the same time."

Knights of the Round Table Song (three cards, one verse on each): Stand up and sing or suffer the consequences! "I love to hear Adam [Niepomnik] butcher this song. Especially the word 'indefatigable.'"

Get On With It: If your opponent's moving too slow, you play it on him and it becomes your turn. "The perfect card to use on Mark [Schultz] and all other slow indecisive people."

Grail-Shaped Beacon: Castle Anthrax and its residents, like Zoot, distract your opponent with false, uh, leads. "Knights are drawn to it like moths to a flame. Another game winner, and one of the cards developed early on."

Sir Robin: "Weak as a child but he can't be killed in combat because he just runs away. Pretty cool indeed."

The Legendary Black Beast of Aaaarrrgggg!: Sacrifice someone from the Round Table just for encountering the beast. Then face a nearly hopeless battle. "This is probably the toughest monster in the game short of the killer rabbit—another cool card, but you'll have to wait to hear about that one."

Repression: "Allows a knight to throw chivalry out the window and get rid of those pesky peasants such as Dennis."

The Holy Hand Grenade of Antioch: "'O Lord, bless this thy hand grenade that with it thou mayest blow thine enemies to tiny bits, in thy mercy.' 'Nuff said."

Get Slop Poured on You: Rude Frenchman at Castle Aaarrgg dump... slop... on Arthur in the movie. In the game, your humiliated knight must fight an opponent. "If used in conjuction with a tough monster, your opponent is almost guaranteed to lose his best knight."

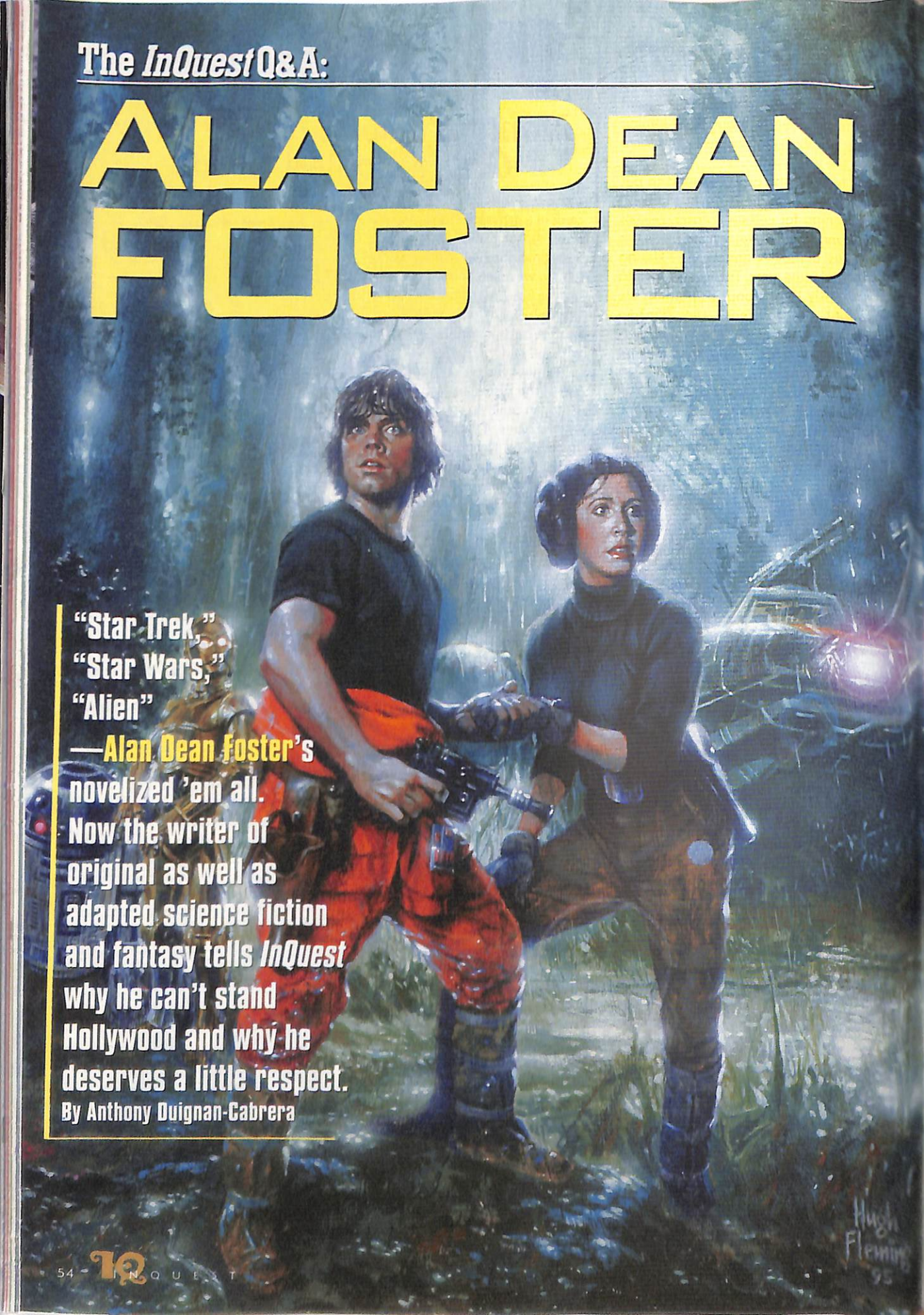
All the taunt cards: "I love to read the quotes. The effects are pretty useful too. I was teaching these Swedish guys to play at the GAMA trade show. Imagine the sound of a Swede speaking English but doing a French accent. We're going to be really big in Sweden."

—Andrew Kardon

The damn French

The *InQuest* Q&A:

ALAN DEAN FOSTER



"Star Trek," "Star Wars," "Alien" —Alan Dean Foster's novelized 'em all. Now the writer of original as well as adapted science fiction and fantasy tells *InQuest* why he can't stand Hollywood and why he deserves a little respect.

By Anthony Duignan-Cabrera

THE PROFESSOR IS IN.

Dressed in a dark gray/green flannel shirt, jeans and a pair of black slip-on canvas shoes, the stocky Foster appears to sit in conflict with his Saturday morning audience, spectators at the science fiction and fantasy convention I-Con IV. Foster is pugnacious, articulate and at times impatient with the kind of naive fawning Trek fans seem to heap on the legendary TV show.

Case in point: the panel that Foster, Star Trek novelist Barbara Hambly, comics writer Peter David and fantasy writer Doug Murray are chairing: "Star Trek: Is This Our Future?"

"It isn't," says Foster.

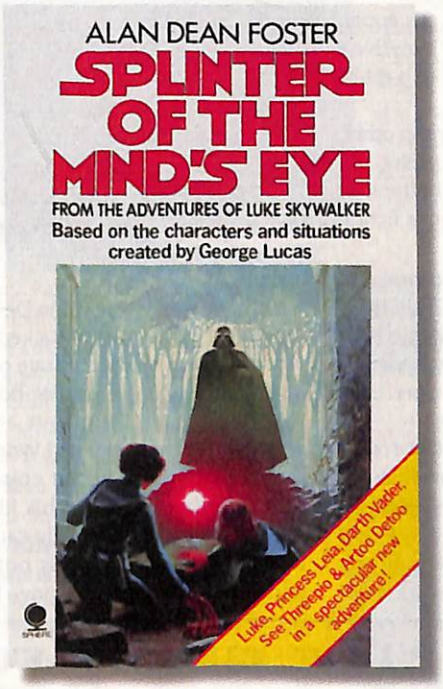
"The quest for the stars, like all of mankind's previous explorations, will be driven by the need to make profit," Foster says simply. The audience, full of Trek fans, gives up a collective groan at the harsh reality. Foster shrugs.

"I'm a realist," he says. "But philosophically, I'm an optimist."

It's a fitting and accurate self-description.

For the last 20 years, Foster, 49 and the author of more than 50 books, his latest being *Dinotopia Lost* (Turner; $21.95), has suffered the slings and arrows of both fans and critics in his attempt to bring credibility to a much-maligned art form: screenplay novelization.

From his first book in the genre, transforming the Italian schlock-female-Tarzan movie "Luana" into something halfway readable, to his "Star Wars"-inspired bestseller *Splinter of the Mind's Eye* on through the *Star Trek Logs* and the "Alien" trilogy, Foster says he has worked to craft those books with all the skill, imagination and effort he would devote to his own personal projects. Now he would like some respect.



The highly successful *Splinter of the Mind's Eye* novel has been translated into a comic book series from Dark Horse (left).

***INQUEST*: How did you become involved in novelizations?**

ALAN DEAN FOSTER: Ballantine had bought the rights to one of the worst movies ever made, a film called "Luana." It was a really hideous, purported female Tarzan movie that combined all the worst aspects of Italian filmmaking and, because I had a masters in film and knew my way around a film script, Ballantine asked if I would be interested in making it into a book. They didn't even have a copy of a script for me to look at.

I watched the film, in Italian, and it was so bad that I threw out the whole thing, except for the bare outlines of the plot. Basically, all I did was novelize the cover which was painted by Frank Frazetta. And that's how I began to do film novelization.

Do you give novelizations the same commitment as screenplays or your personal work?

I approach them all with the same seriousness and I think that's why my novelizations have been so successful.

People know. You don't fool the reader. The readers accept a book and if somebody has obviously slapped it together in a few weeks for a quick paycheck, people can tell.

I'll put *Alien* up against a lot of books as a book and say this is a good book. Nevermind that it originated as a movie. You would be surprised about the prejudice that there is about novelization. Part of it is because there is so much quickie, bad stuff churned out.

Also, people don't think about novelization in the same light. You take a book and make it into a movie, you get an Academy Award, Best Screenplay Adaptation. You take a movie and turn it into a book, you don't get anything. You don't get no respect.

How did you get involved in writing the "Star Wars" novelization and *Splinter of the Mind's Eye*?

It was a two-book contract, the novelization and *Splinter*. Working with George Lucas was one of the most pleasurable experiences I've ever had working with anyone in the movie business.

George said, "I want a sequel book. It needs to be a book that can be filmed on a low budget." The idea being that nobody knew how "Star Wars" was going to do, and George, thinking ahead and obviously having studied Walt Disney, wanted to be able to make a sequel utilizing existing props.

That's why the story is set on a fog-shrouded planet; it cuts down on expensive backgrounds. I originally had a fairly large space battle in there, but it was cut. That was the only major change.

Do fans still come up to you and ask you to explain Luke and Leia's now incestuous kissing scene and Darth Vader's near death in *Splinter*?

Nobody ever asks me about that. They either tell me they liked the book or they didn't like the book. They were more concerned about Vader losing his arm in *Splinter* as opposed to him losing it in "Jedi." I did get questions about that, but it's something I have no response for.

When you start out writing a story and it ends up becoming a mythology, it's very difficult to go back retroactively and fix things. But these are questions you should ask George. What I suspect is that

he thought he was going to make a certain movie and he wasn't too concerned with what he was going to do with the 23rd sequel or whatnot.

What was it like working with Lucas?

I had a ball working with him. He's just a regular guy. He just happens to be a visionary filmmaker with lots of money, and frankly I think he makes the movies he makes because those are what he wants to see and nobody else is making them.

I haven't seen him in a great many years and, unless he's changed, he's still the nicest guy I've ever worked with in the business.

Which universe do you prefer: Star Wars or Star Trek's?

I would prefer Aliens'. [*Laughs*] Actually, I prefer Star Wars'. But really, it's apples and oranges. One is more of a mythical young hero thing and the other is much more versatile.

I can't really pick one over the other. There are other things that I prefer, like "Forbidden Planet." That's a better idea for me of what I want a science fiction film to be about.

Sure, it's a Hollywood execution, but at least there's something a little deep there. Yes, you have the scantily clad gal, you have the funny robot, but behind it all, there's something much bigger. Even if it is a rip-off of Shakespeare.

Actually, before the *Star Trek Logs*, I hardly ever watched "Star Trek." I watched "The Twilight Zone." I *still* watch "The Twilight Zone." I watch it over and over again. They did more with one guy in a room, shot in black and white, than a lot of the shows today make with big budgets and a big cast.

What is it about "The Twilight Zone" that sets it apart from other shows like "The Outer Limits" or "Star Trek"?

The writing. The writing and the acting as well. My favorite "Twilight Zone" episode was called "The Howling Man." It was written by Charles Beaumont, a writer who died young, around 42. You talk to writers like Harlan Ellison and Norman Spinrad, all these guys looked up to Beaumont.

It's about a man lost in Europe in the mountains in a terrible storm, and he's taken into a monastery and he hears a man howling, he hears this horrible howling sound.

He goes up, finds a man in the cell [who] tries to tell him the monks are mad and they're going to lock him up too.

Photo by Ross Hillman

Vital Stats

Name: **Alan Dean Foster**
Birth: **November 18, 1946, in the Bronx, N.Y.**
Occupation: **Author**
Base of Operations: **Prescott, Ariz.**
Career Highlights: **"Selling the fantasy novel *Spellsinger*. It was about rock music and dope, but it wasn't Tolkien. I sold it to Warner Books, but they wanted two straight science fiction books as well, so it was a three-book contract. It was a $100,000 contract, which at that time, 1977, and for a young writer, was quite substantial."**

But the monks say he is the Devil and as long as they keep him locked up, the world will be a reasonably safe place. The last time he was out was World War I.

The guy let's him out and, sure enough, it's the Devil and World War II starts. At the end of the episode, the guy spends the rest of his life doing penance for this. He finally catches the Devil, locks him up in his hotel room and as he's preparing to move him, you see the maid's hand reach for the key to the hotel room door because of the howling coming from the room. It was very, very eerie and done with practically no money.

How about "Star Trek"? You obviously watched enough episodes to familiarize yourself with the characters. Do you have a favorite Star Trek character?

That's a good question. Nobody has ever asked me that before. I was always very fond of Nichelle Nichols' character. I didn't care what she was playing. She just happened to be a Star Trek character.

I liked Scotty, Jimmy Doohan's character. He struck me as being less Olympian and more human than any of the other characters. He was the blue collar guy, or the officer blue collar equivalent, down there in the dumps slaving away. Doing the hard work while everyone else was hopping around getting all the glamour.

Following the *Star Trek Logs* series, you were heavily involved with the first "Star Trek" movie.

I wrote the treatment for the first film. The first five minutes of "Star Trek: The Motion Picture," are mine. But after that, it was all changed. You see, as soon as "Star Trek" became a big-budget movie, I became an instant non-person. Nobody asked me my opinion, and as a fan, I would have given it freely, which probably would have puzzled them a bit more.

But that experience precipitated my move to Arizona. I just got fed up. They tried to keep my name off the script and I had to go to arbitration with the Writer's Guild.

How do you go about adapting scripts or screenplays? Do you have to follow any guidelines laid out by the film or TV show's producers?

Generally, I'm left alone and I approach it as a fan, as someone sitting in a movie theater who wants to see the best movie possible.

When I'm doing a novelization, I essentially get to rewrite the movie and I try to fix as many of the mistakes as I can, and add as much interesting material as I can.

Those are the two main things you try to do. Sometimes they let you get away with it and sometimes, like with "Alien 3," which I wrote a completely different ending for and a whole bunch of different stuff, they say, "No, you can't get away with that."

Your approach to film novelization has sometimes put you at odds with the movie industry's powers-that-be. What happened with your novelization of "Alien 3"?

I can't tell you that because of the 20th Century Fox contract. But let me see what I can tell you. There's no gratuitous death of the little girl, which was Ripley's motivation for living and fighting. Ripley doesn't die in the end. And little things, like you don't have 23rd

> **"THE QUEST FOR THE STARS, LIKE ALL OF MANKIND'S PREVIOUS EXPLORATIONS, WILL BE DRIVEN BY THE NEED TO MAKE PROFIT."**

century guys looking for batteries for a flashlight—those common 20th century anachronisms that Hollywood doesn't deal with.

Obviously you're a big sci-fi film fan. Do you have any favorite movies?

My favorite? "Forbidden Planet." But I have too much of a soft spot for it. It was kind of a formative film for me. I think it was for a lot of people my age. I saw it at a drive-in movie when it came out.

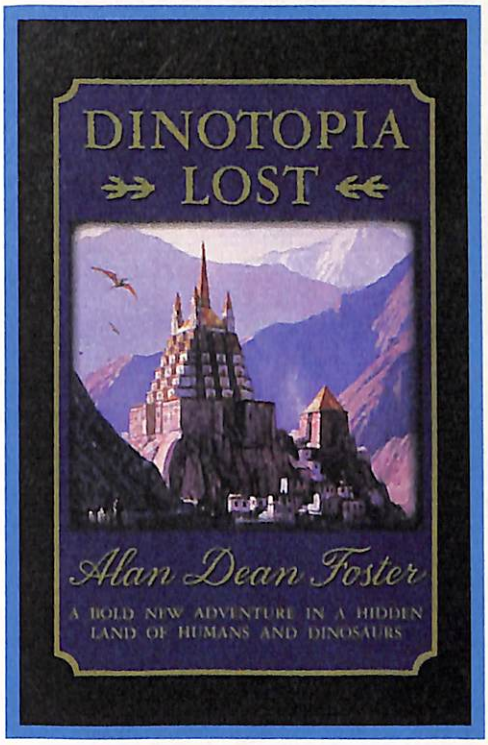
There are two excellent science fiction movies and one pretty good one that came out in the 1950s. The two biggies were "Forbidden Planet" and "The Day the Earth Stood Still." The other is "This Island Earth." It has very good special effects; the aliens were not horrible monsters. But "Star Wars" is up there and "Close Encounters" is also up there.

Do you have a favorite science fiction book?

I have to give you a handful of stuff. *Men, Martians and Machines* by Eric Frank Russell which contains the first great story in science fiction that uses ecology, in my opinion. Any collection of Robert Sheckley short stories, Arthur C. Clarke's *Childhood's End* and Asimov's *Foundation Trilogy*.

Where do you take your inspiration from?

A lot of it comes from my travels. I was amazed that when I met these literary gods of mine that they never traveled. They were very much stay-at-homes. Their idea of a big trip was to go from L.A. to New York. There were few exceptions like Harry Harrison and his wife, but not many. So my travels do inspire.



I just finished a novel that's set in contemporary Papua, New Guinea, that is neither science fiction or fantasy. It's called *The Last Paradise*. I just turned it in and my agent's going to option it.

It's a contemporary adventure story about an American guy who is having a tough time of it because his wife and children were killed in an accident and he goes there to find himself.

Which is easier for you to write: characters or situations and plotting?

The easiest thing for me is describing alien worlds. I have a good time describing aliens and alien worlds. For me to do *Midworld* and 20 years later do a sequel, well, that jungle is as familiar to me as any on Earth. I love to travel and I travel where I can. And where I can't, I make it up.

Which characters are the most difficult?

The human characters are the toughest to develop. Aliens I find very easy, or fantasy creatures, but real human beings are difficult. Maybe because they're so familiar to people. You can fudge more with an alien, but with humans, everyone is a critic.

Do you keep up with any of the current crop of science fiction TV shows now airing?

I try. The "Star Trek" stuff is very well done, it's beautifully done. They've got a proper budget. The special effects they can do today are wonderful, but I find it's very repetitious and I find it's a lot of shoot-'em-up.

I had very high hopes for "Third Rock from the Sun." It's very nicely acted. John Lithgow is, of course, wonderful, as is Jane Curtin, but it's terribly written. You get these huge disappointments one after another.

I'll tell you a TV show I watch religiously, "Re-Boot." I know it's canceled, but how they did that week after week was incredible. It's wonderful stuff.

You've written extensively in both the science fiction and fantasy genres. Which do you prefer?

I prefer to write science fiction. The fantasy novels are very light. I have a book that just came out called *Mad Amos*, which is all western fantasy. It's a series of stories about a mountain man who is a little more than he appears to be. But those stories are all light and fun.

There's more meat to science fiction.

From dinosaurs to giant ostriches, Foster's populated his universes with a wealth of fantastic creatures.

Anthony Duignan-Cabrera never really cared too much about the infamous "Luke and Leia Kiss." He was much more concerned with the "Han and Chewie Hug."

FREE ASSOCIATION

We gave Alan Dean Foster a word association test and asked him to fire off the first things that came into his head after each concept.

Star Wars: George Lucas. Proof science fiction could make money at the movies.
Time travel: H.G. Wells. Great concept. Probably impossible.
Asimov: Robots. A wonderful man who lived to write.
Aliens: Some of my favorite people.
The Future: I wish I could live another 500 years to see what it could bring.
Star Trek: Tired. Important in its day; has become a weight around its own shoulders.
Bradbury: A 14-year-old with the soul of a poet.
Space: Nice place to visit but I wouldn't want to live there.
War of the Worlds: A great *Classics Illustrated* comic. I never read the book, but it was a great comic.
Artificial Intelligence: I'd like a non-human friend, whether it's an alien or a machine. I'd prefer an alien, but I'd settle for a machine that can talk back to me. Maybe I can speak with someone who can speak reasonably. —ADC

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basic training

SIMPLE STRATEGIES and DECK DESIGNS for BEGINNERS by david williams

Legend of the Five Rings is a game of strategy, skill and honor. The Emperor lies dying and it's your job to win the throne for your clan. We'll start by talking about the strategy involved, then branch off into how a deck is constructed with nothing more than the common cards you already have. Gather your clan and read on!

Strategy

Fiefs: In the first few turns of any game, you'll want to focus on your fief. Bringing new gold-producing holdings into play is always more important than bringing in personalities. Holdings will give you the gold you need to bring in other cards. If a personality is your first turn's "purchase," then you'll be one turn behind your opponent in your gold production.

Dynasties: You want to go through your dynasty deck quickly. It may be painful to discard a personality like Ogre Bushi or your Clan Champion, but if you don't have the money or honor necessary to bring him into play, he's simply filling a province that might provide a better card. The provinces give you the ability to draw up to four cards a turn from your dynasty deck. If your opponent is putting two, three or four dynasty cards into play per turn, you won't survive very long by bringing out one card per turn.

Once you have a few holdings in play, hire some personalities and look for combat. It's important to attach followers to your personalities, since they provide a buffer against ranged attacks as well as the sheer numbers that are often the keys to victory.

Battles: When you enter battle, you need to realize that it can be won or lost in several different places. Before the battle begins, cavalry units can use their speed to attack an undefended province. To defend against cavalry, your own cavalry is best, but

LEGENED OF THE FIVE RINGS

PUBLISHER: Alderac Entertainment
DESIGNERS: David Williams, Ryan S. Dancey, Matt Wilson, Matt Staroscik, John Wick and John Zinser
GENRE: Feudal Japanese Fantasy
SET SIZE: 300 cards
PACKAGING: 60-card starter decks; 15-card booster packs
SUGGESTED RETAIL: $7.95 per starter; $1.95 per booster

Legend of the Five Rings™ & © 1996 Alderac Entertainment Group and Innovation

basic training

battle actions that allow you to change provinces are also useful. This will allow you to match your more powerful infantry up against the speedy but less numerous cavalry.

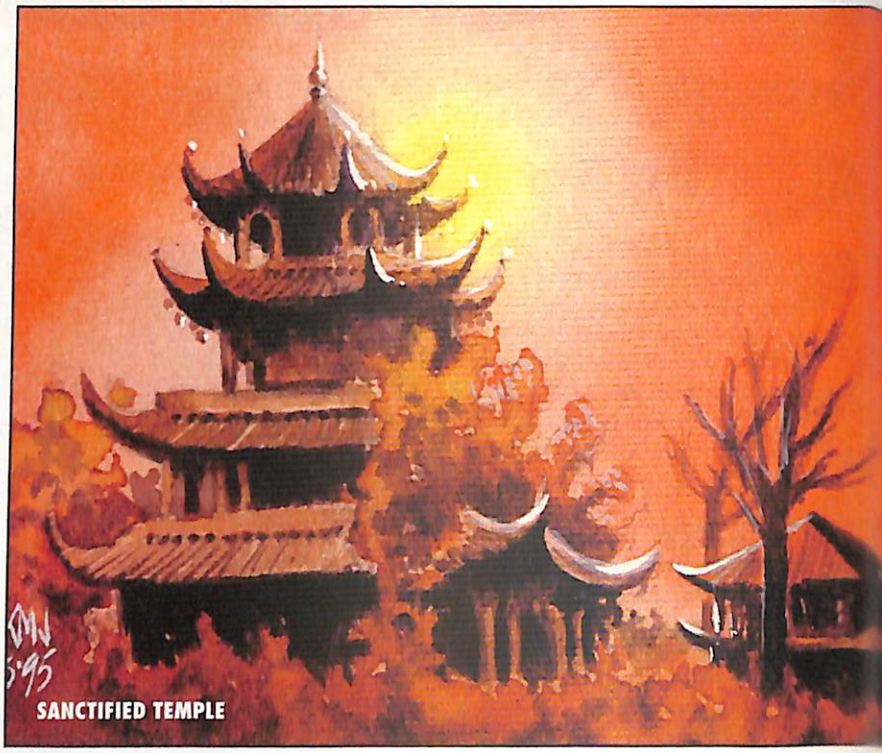
Once battle is engaged, it's time for the first battle action. Since the defender always goes first, this advantage can be used to win the battle a great deal of the time. This is the best time to play a terrain card, because your opponent can't play one while yours is in play. It's also a good time to use ranged attacks or Fear. Since this action is before your opponent can add bonuses to his personalities or followers, your ranged attack can kill them before they get too big. Also, if both sides have archers, letting loose your arrows first will make sure he can't release his.

When you're being attacked by a large army, it's probably not to your advantage to throw your units in front of the province if you know they'll be killed. Even if the province is saved from destruction, you won't be able to defend your other provinces. Your best bet is to combine your defenders to win one battle rather than split them up. You might have fewer provinces, but you'll have enough troops to keep the remaining ones around. Also, if you do win the battle, you'll have reduced your opponent's number of troops.

After the defender's made the first move, plenty of tactics can still affect the battle's outcome. For instance, play Deadly Ground if you're ahead on force so no new battle actions can be played.

Two things to remember: Your opponent can't do anything until you resolve your action. And *when* you play a card or action is as important as *what* you play.

Duels: Duels are another good way to gain honor and eliminate the deadlier personalities in your opponent's family. Never challenge a personality with a higher chi than your own, since they can strike immediately and win. Remember, you can



SANCTIFIED TEMPLE

Anatomy

Legend of the Five Rings Card Dissection

A. Force: How big and bad your personality is.

B. Character Name: The name of your personality. In Rokugan, like Japan, the family name comes first.

C. Chi: The personality's power and strength. Used for duels against other personalities and by the shugenja for casting spells.

D. Minimum Family Honor: Your personality won't work for any family with less honor than this.

E. Gold Cost: How much a personality's services will cost.

F. Personal Honor: The honor rating of your personality.

G. Text: Gives clan affiliation (if the personality is a samurai or a shugenja) and tells what special abilities the personality possesses.

increase your personality's chi by adding the focus value of cards you discard from your hand.

If you can create two duels in a battle, try using low focus values in the first duel and saving your big numbers for the second, more important foe. If you're going to be challenging your opponent to duels, you should have some cards that penalize dishonored personalities. If their personalities refuse the duels, then you can bring shame upon their family or they may even commit *seppuku* in a fit of despair.

Honor: The imperial favor is a big benefit for the most honorable player. You can get the favor unopposed when you have more honor than your opponent, so you should do it whenever you can afford to. Even if you use the favor simply to draw an extra card from your fate deck, this can be very beneficial.

The ability to prevent honor loss or restore a personality's honor are important and occasionally very valuable. The best use of the favor is to remove a unit from a battle. This can be used to win close battles by removing a single big unit from combat or saving a unit that's about to be destroyed. Finally, the favor is very useful in protecting your provinces from destruction. By removing the attacker's largest unit, they may not have enough force to destroy the province.

Diplomacy: In a multiplayer game, diplomacy with the other players is as important as the cards you play. In a two-player game, overwhelming force is a viable strategy, but if in a multiplayer game you anger the entire empire—the other players—your family is destined to be short-lived. The first player to race toward political victory (40 points of honor) is likely to be attacked by one, if not all, of the other players. On the other hand, it's very difficult to destroy all the provinces in the game, so political victory is common in multiplayer games.

Deck Construction

Your first decision in constructing a deck is which clan to play. This is going to be the biggest decision you make, so a few comments on each clan are in order:

• **Crab:** Lots of defense and force but little honor, chi or magic. This clan fits best with quick strike or defensive decks.

• **Crane:** Honor—and to a certain extent gold—is the focus of a Crane deck. It isn't good at combat but is formidable in a multiplayer game or for a fast honor victory.

• **Dragon:** Dragon does everything fairly well. It is probably the best of the clans at dueling but not particularly great at amassing honor.

• **Lion:** The Lion clan has some of the best attacking personalities, and the house ability adds to this. Lion is strong in honor, so both victory conditions are represented. However, Lion is weak in magic and has little money with which to begin.

• **Phoenix:** Phoenix tends to start slowly, and you will need some samurai to support the shugenja, but when their magic is released the game is probably over.

the Deck

Thundering Hooves

Thundering Hooves has one objective: Use the speed advantage of cavalry to destroy one or two undefended provinces early. Once you've done that, be patient until you've built an overwhelming advantage, then send the thundering hooves down to crush your opponent.

• Stables, Jade Works and Small Farms are basic gold-producing holdings.

• The Sanctified Temples are included in case your honor slips below zero and you need to bring out some personalities that require honor.

• The Master Smith and Retired General add force to your faster but less-powerful cavalry.

• Oni no Tsuburu is wonderful early in the game, since he gets a six-force bonus when attacking an undefended province. If he's facing a single personality, the Shuriken of Serpents can almost assure him a clear path.

• Reserve assassins for use against cavalry personalities that could slow you down.

• Explosives and Breach of Etiquette slow down decks that try to race to 40 honor.

• Rallying Cry will bring an army home unbowed, ready to defend against a counterattack.

• Block Supply Lines can bow your opponent's largest unit and send it home or keep one of your units alive.

Ingredients

Clan

Unicorn

Dynasty Cards

1 Chrysanthemum Festival
2 Diamond Mines
1 Glimpse of the Unicorn
1 Inheritance
1 Iuchi Daiyu
3 Jade Works
1 Master Smith
3 Matsu Agetokis
1 Moat
3 Moritos
1 Ogre Bushi
1 Oni no Tsuburu
1 Oracle of Earth
3 Otaku Kamokos
1 Retired General
3 Sanctified Temples
2 Sanzos
2 Shinjo Hanaris
3 Shinjo Yasamuras
1 Shinjo Yokatsu
3 Small Farms
3 Stables

Fate Cards

1 Ancestral Sword of Unicorn
1 Barbarian Mercenaries
2 Block Supply Lines
2 Bountiful Harvests
2 Breaches of Etiquette
1 Cavalry Archers
3 Charges
1 Explosives
2 Frenzies
2 Geisha Assassins
1 Hawk Riders
2 Heavy Cavalries
2 Kolat Assassins
1 Light Cavalry
3 Medium Cavalries
2 Rallying Cries
1 Ring of Earth
1 Ring of the Void
1 Shuriken of Serpents
2 Superior Tactics
3 Wyrm Riders

basic training

• **Unicorn:** Nearly all Unicorn personalities are on horseback, and the ability to attack and destroy undefended provinces will give you a resource advantage later in the game. The Unicorn clan has the highest starting gold production, which makes up for mediocre magical ability and low honor.

Design your clan's deck in two parts: your dynasty deck and your fate deck. The former should be the focus of your attention.

The first thing to look at is the ratio of cards. Having the same number of personalities and holdings is a good mix for the dynasty deck. You don't want to have more than 15 to 20 percent of your dynasty deck made up of event cards. Events are wonderful, but they don't add to your fief's resources.

In a 40-card dynasty deck, a good design would be four events, 18 personalities, 16 gold-producing holdings and two holdings that produce special abilities.

You'll want to have some of the holdings specific to your clan, but that only makes up a few of your cards. Make sure that your stronghold can bring in most of your holdings. You'll want to get a gold-producing holding out on the first turn, and you'll need about 40 percent of your dynasty deck to be gold producers for that to be likely. If you don't get a gold producer out on the first turn, consider discarding all four cards from your provinces.

If you plan on winning via honor, you'll want a handful of honor-producing holdings in your deck as well—about 10 to 25 percent of your dynasty deck. Of course, this depends on how quickly you're trying to gain honor and how many of your honor-producing holdings can give you gold.

Choose personalities based on what you're trying to do. Decide early if you want to use magic and how often. The shugenja are the only personalities that can do magic, but they are useless in battles (except for their spells, of course). You need to decide if force is more important than chi (battles vs. duels) and whether you want to save some gold on personalities with higher honor requirements.

Make sure that some of your personalities have low or no honor requirements because an unfortunate honor loss could make it difficult to bring in enough personalities to protect yourself.

Mastering Legend of the Five Rings

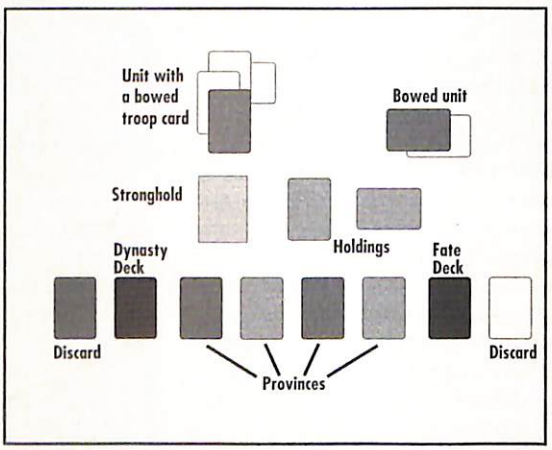
Learning *Legend of the Five Rings* is not difficult, but mastering it is another thing entirely. Those looking for more advanced tips should begin by reading the two books that were primary source material and inspirations for the game: *The Art of War* by Sun Tzu and *The Books of Five Rings* by Miyamoto Masashi. They were invaluable in creating *Legend of the Five Rings* and are a must for the player who wants to be a master.

Legend of the Five Rings *designer David Williams was born and raised in Syracuse, N.Y., by his loving parents, but the incessant rain kept him inside too often and games were the only thing to do. He recently turned away from a lucrative career in engineering to be poor and happy playing games.*

The Card to Get
Free Play

School of Wizardry

This is a terribly popular card because it allows a player to bring human shugenja—elemental wizards—into play for free. As my great uncle once told me, "Free is a very good price."



The Playing Field
Layout

A. Personality Cards: The characters who do your fighting.
B. Units: The cards attached to your personality.
C. Stronghold: Your clan's home. It's the card shown on the back of the box.
D. Holdings: The cards that tell you how rich you are.
E. Provinces: Your lands. You want to keep these around at all costs.
F. Dynasty Deck: Where your personalities, provinces and holding cards come from.
G. Fate Deck: Cards that support your personalities.
H. Dynasty Discard Pile: This one ain't too hard to figure out. Yep, it's where you discard your dynasty cards.
I. Fate Discard Pile: C'mon, think about it.

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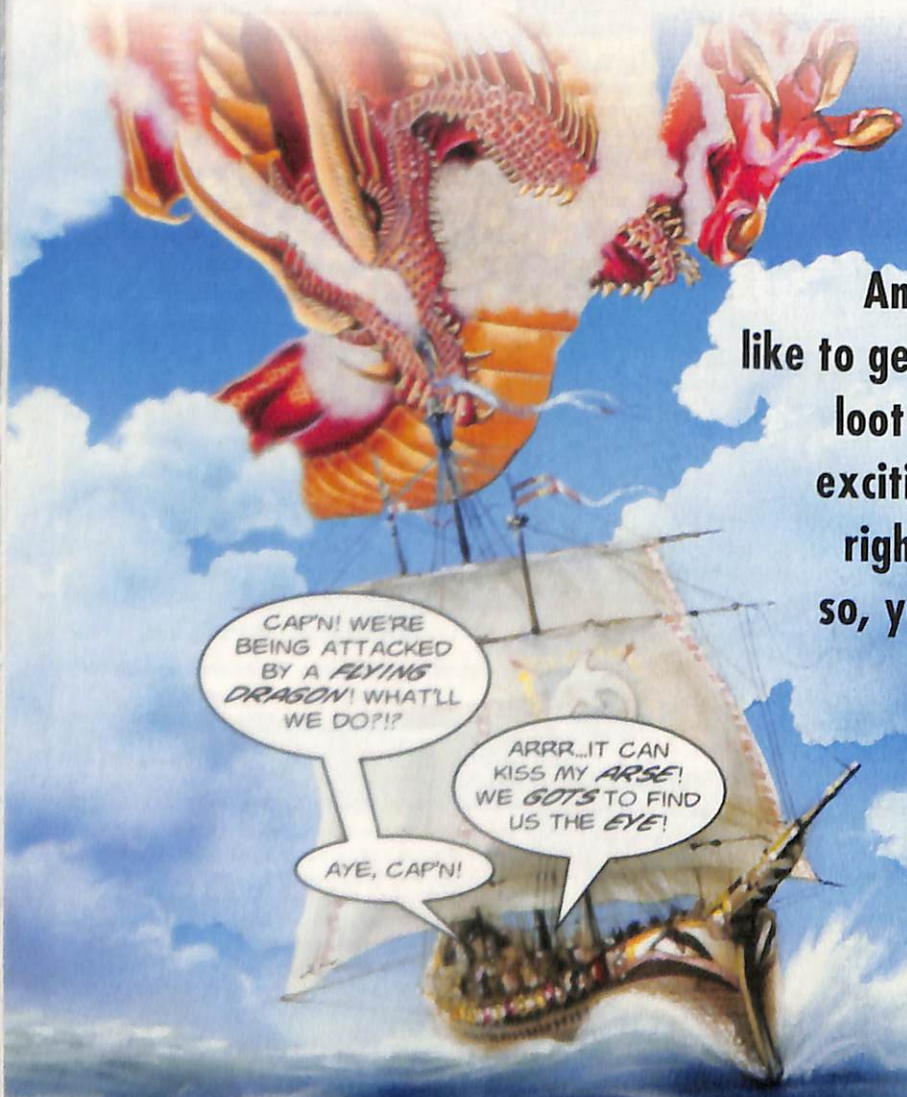
CONTEST

Iron Crown Enterprises Presents:

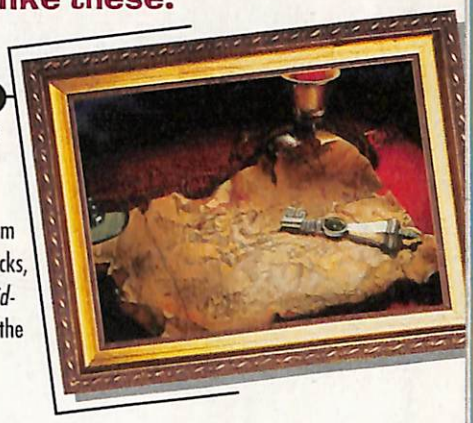
Find the Eye, Win the Treasure!



Middle-earth: The Wizards **has a new expansion set called *The Dragons*. And we thought you'd like to get some considerable loot connected with this exciting set. So we were right, huh? Okay. To do so, you won't even need to match wits with Agburanar or steal artifacts from Scatha while he lies sleeping.**

You can win just by looking around this issue of *InQuest*. On pages other than these two, you'll find three images of the Eye of Sauron (the famous—and disturbing—*Middle-earth* icon) that look just like the one below. But what pages are they on? Fill out the coupon below and tell us. A random drawing from among all entries that discover the eyes will determine who gets lots of cool prizes like these:

Cool Prizes



Grand Prize (1): One lucky winner will get a specially recreated framed version of "Thrór's Map" (complete with moon letters), signed and numbered by artist Audrey Corman! Only three of these exist, and the *InQuest* contest winner will get #1!

The grand prize winner will also get a *Middle-earth: The Dragons* Limited Edition complete set (all 180 cards), two display boxes of *Middle-earth: The Dragons* Limited Edition booster packs, a rare press sheet from the *Middle-earth: The Dragons* Limited Edition set, four *Middle-earth: The Wizards* Limited Edition starter decks, eight *Middle-earth: The Wizards* Limited Edition booster packs, three each of all existing promo cards for *Middle-earth* (including *The Wizards* Limited and Unlimited and *The Dragons*), and a "Thrór's Map" card (from the *Middle-earth: The Dragons* set) autographed by Audrey Corman! Whew!

Second Prize (3): Each of the three lucky winners will get a display box of *Middle-earth: The Dragons* Limited Edition booster packs, four *Middle-earth: The Wizards* Unlimited starter decks, eight *Middle-earth: The Wizards* Unlimited booster packs, one each of all those *Middle-earth* promo cards, and that wacky "Thrór's Map" card autographed by Audrey Corman.

Third Prize (20): Each of 20 winners gets 10 *Middle-earth: The Dragons* boosters, two *Middle-earth: The Wizards* Unlimited Ed. starter decks, four *Middle-earth: The Wizards* Unlimited Ed. boosters, one each of all those *Middle-earth* promo cards, and our ol' friend, the autographed "Thrór's Map" card.

Zonk! (1): One—ahem!—lucky randomly drawn winner will get a silly, tacky, cheesy, stuffed plush dragon doll. Enjoy.

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

Find the Eyes, Win the Treasure

c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118. **Deadline is July 31, 1996.**

This month's contest is sponsored by Iron Crown Enterprises, tamers of dragons.

The three eyes you gotta find look like this, and *do not* have a black border! They're just stand-alone eyes!

Legal Loot

No purchase necessary. Contest is open to anyone except employees of Wizard Press, Iron Crown Enterprises and their immediate families or that pee-pee head Smaug. He's got enough treasure already. Print your name, date of birth, address, city, state, zip and telephone number with area code on the official entry form or a 3-by-5-inch index card and attach your answer. Enter as many times as you like. Mail each entry separately to: Find the Dragons, Win the Treasure! Contest, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118. No mechanical reproductions of completed forms are accepted, but you can photocopy the entry form before filling it out if you don't want to mess up your magazine. All entries become property of Wizard Press and none will be returned. All taxes (federal, state and local, if any) will be the responsibility of the prize winners. No cash equivalent or substitute prizes will be offered. Prizes are awarded in the names of the contest winners and are not transferable. Offer void where prohibited, regulated or restricted by law in a manner inconsistent with the purposes and rules hereof. Can you guess what I've got in my pocketses? **All entries must be received at contest headquarters by July 31, 1996.** Wizard Press is not responsible for lost, late, misdirected or mutilated entries. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. Prize winners will be selected by random drawing from among all properly completed entries by Wizard Press. Drawing will take place on August 15, 1996.

For a list of winners, available after August 15, 1996, send a self-addressed stamped envelope to: Find the Dragons, Win the Treasure! Winners, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118.

Deadline is **July 31, 1996**

FIND THE EYES, WIN THE TREASURE

CONTEST

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Famous Hoaxes

The truth behind the mysteries of the Loch Ness Monster, the Cardiff Giant and the walking rhinoceros waste basket that haunted Cornell University

By Eric Black

Bigfoot or Big Joke? This shot was taken in California in the 1960s.

One of the greatest fantasy creatures of all time is one you've probably never heard of: the Egress.

The great circus promoter P.T. Barnum created this monstrosity one St. Patrick's Day nearly 150 years ago. Barnum was renowned for his freakish sideshow exhibits, so when he added a new attraction to his exhibition hall that day, a buzz went through the milling crowds. Amid the various displays of two-headed sheep and fossilized mermaids, Barnum had hung a mysterious-looking curtain next to one of the walls. A sign above read, "This Way to the Egress."

Eager to see what hideous mistake of nature an Egress might be—some mad cross between an eagle and a tigress?—people lined up and started filing through the curtain...only to find themselves deposited in a barren alley behind the hall. As promised, they had been shown the egress—it means "exit"—and to rejoin their families inside they would have to cough up another admission fee.

For hundreds of years, and for probably much longer than that, the public has proven notoriously willing to believe the most preposterous claims of ghosts, sea serpents, aliens and other supernatural phenomena. All you really need to start a hoax is a good piece of fake evidence and a well-executed PR campaign. Heck, you don't even need the fake evidence.

Don't believe me? Well, welcome to the mysterious world of...the Egress.

Cue "National Geographic" theme.

The Yeti, Bigfoot and Sasquatch

Nothing seems to bring out the public's gullibility quite like hairy apemen running around in a forest. People, in fact, are much pickier about details in movies than they are about reality. All it takes to ruin believability in a movie is one shot of, say, a giant zipper running down Chewbacca's back. But whenever some redneck gets liquored up and goes stomping around the woods with a big wooden foot, half the country goes on Sasquatch alert.

In North America, Bigfoot and Sasquatch sightings date as far back as 1840, while in Tibet and Nepal, Yeti sightings go back hundreds of years. Believers claim these enormous hairy bipeds are "missing links"—primate creatures somewhere between apes and humans—that have survived in tiny isolated colonies since whenever they first evolved. While this may well be true, a lot of the evidence that's been turned up is, well, about as genuine as aerosol cheese.

Yeti scalps purchased at great expense and smuggled out of Nepal have proved to be ordinary goat skin, a yeti hand found on display in a monastery turned out to be a snow leopard's paw, and a famous photo of a yeti taken in 1986 was later shown to be a photo of a rock. How anyone could mistake a rock for a Yeti is unclear. But then again, people used to think Billy Joel was good, so go figure.

Meanwhile a little closer to home, in 1982, Washington state park ranger Rant Mullens admitted that ever since he started working in forestry in 1928, he had been planting fake Bigfoot evidence. Mullens had carved a pair of big feet out of wood and would walk around leaving tracks near Mount St. Helen's. Hikers got so excited about finding Bigfoot trails, he decided to enlist some accomplices. Together, using about six pairs of wooden feet, they spread tracks across the Pacific Northwest. Somehow, you just knew a guy named Rant would be behind the whole thing.

Speaking of fake tracks, students at Cornell University awoke one morning in the '20s to find a strange creature had roamed around the Ithaca, N.Y., campus the night before, leaving a trail in the fresh snowfall. The science department came out and examined the footprints, which they announced were from a rhinoceros. The trail led to nearby Beebe Lake, where it ended abruptly at the edge of a large hole in the ice. The professors decided that somehow a rhino had gotten loose and ran across campus, only to fall in the frozen lake, where presumably it drowned.

Since Beebe Lake was Cornell's water source, students immediately began reporting a distinctive rhino taste in the drinking water. Concerns for public health were raised and some of the students started to get hysterical, but the matter was soon resolved. Student Hugh Troy admitted to faking the whole thing with a wastepaper basket shaped like a rhino foot.

Reports of rhino flavor in the water dropped off sharply.

The Loch Ness Monster

Like Bigfoot, the Loch Ness Monster is frightening not so much because of its alleged size and sheer physical power but because it's just so '70s. CB radio, Billy Beer, sideburns, the Loch Ness Monster...they all kind of run together in a syrupy haze that leaves a bad taste in your mouth, like Tang mixed with Count Chocula.

Anyway, Nessie believers claim that 10,000 years ago when Scotland's Loch Ness was still part of the sea, something big swam in there and got stuck. Maybe it was a plesiosaur, maybe it was a zeuglodon, maybe it was a big fat slug. Whatever it was, it survived and had a little family and now it spends all day posing for grainy photographs while cleverly avoiding radar detection. As with Bigfoot, Nessie may really exist, but she's not doing much about discouraging hoaxes.

In 1933, the British press started receiving reports that a flippered beast with a snake-like head had been spotted in Loch Ness. Reporters sent to investigate made no direct sightings, but when they found a trail of unusual prints along the shore, they declared the creature was real. But when the British Museum examined the prints, they found they had been made with an umbrella stand shaped like a hippopotamus foot.

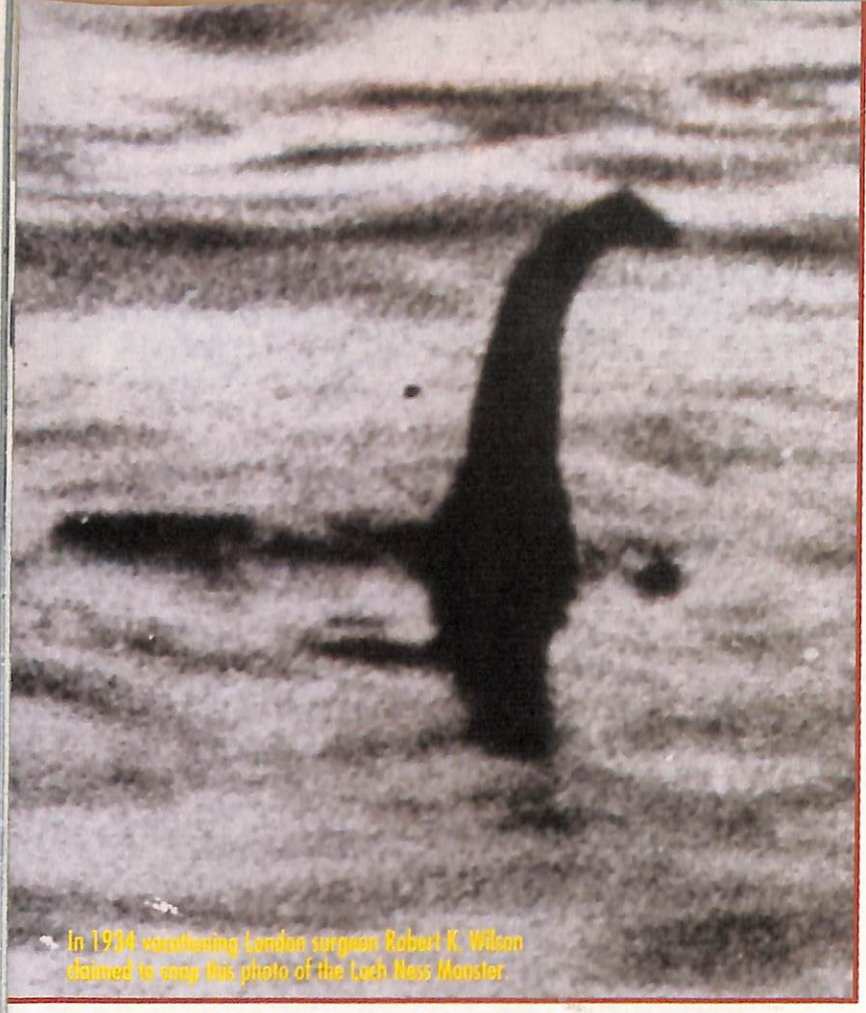
More recently, in 1975, naturalist Sir Peter Scott held a press conference where he presented "conclusive" evidence of Nessie's existence: Three photos that he claimed were genuine pictures of a pointy-finned Ness creature he named *Nessiteras rhombopteryx*. The press was less convinced than Scott, and when somebody figured out that *Nessiteras rhombopteryx* was an anagram of "Monster hoax by Sir Peter S," the whole thing fell apart.

Loch Ness is not the only lake in the world to sport such monsters (or such absence of monsters, as the case may be). Perry, N.Y., was terrorized in the summer of 1855 by a hideous serpent lurking in nearby Silver Lake. The town formed armed patrols to defend against the creature, while tourists came from around the country, hoping to catch a glimpse of it.

Finally the beast's reign of terror ended when flames broke out at one of the local hotels and firemen discovered a canvas sea serpent hidden in the attic. The hotel owner had created a fake scare in order to attract visitors to his hotel. (And you thought that only happened on "Scooby Doo"!) Today, Perry celebrates a Sea Serpent Festival each year. So there.

Ghosts

Sea serpents weren't the only slimy mon-



In 1934 vacationing London surgeon Robert K. Wilson claimed to snap this photo of the Loch Ness Monster.

Photo courtesy of Everett Collection

sters crawling around in the 1800s; ghosts were popular too. In fact, spiritualism was big business in the 19th century. If you could convince people you had a gift for contacting the spirit world, you were pretty much set for life. The wealthy were only too happy to hand over large sums of cash for the privilege of communing with their deceased relatives in séances. This begs the question "Why?" After all, isn't Aunt Gladys' spirit just going to talk about her gall bladder operation over and over, the same way she did when she was alive?

Anyway, whether or not there's a spirit world, there were certainly plenty of people willing to capitalize on it. American medium Daniel Home, for instance, managed to amass a fortune based entirely on ordinary sleight of hand techniques. Spectacular events were common during Home's séances: The table would mysteriously rise and spectral hands would appear, caressing Home's trance-wracked face. In fact, Home had learned how to acrobatically balance a table on his knees and lift it without showing any sign of effort, and he would smear his own hands with olive oil and phosphorus to create the "spectral hands" effect.

People were ready to pay Home handsomely for his services, but he knew that if anyone ever caught him he could be arrested for fraud, so he never actually asked for money. Instead, he set out a bowl and let people make whatever "love offerings" they saw fit. Social propriety being what it was, Home collected anywhere from $500 to $1,000 worth of "love offerings" a night.

Home did come close to getting caught once. While conducting a séance with the British poets Robert and Elizabeth Barrett Browning, Home managed to conjure up the face of a little boy who claimed to be their deceased son. The spirit encouraged the poets to keep writing.

The next day, Home learned that while the Brownings had in fact lost a child, it was due to a miscarriage. The baby had never been born, much less become a young boy. At Home's next séance, the ghost of the Browning child returned and explained that he had grown into a boy during his time in the afterlife. Suddenly, someone at the table reached over and grabbed the spirit, only to discover he was now holding Home's foot painted with the face of a little boy. Home quickly snatched his foot away and went on as if nothing had happened. Somehow, his reputation was never hurt by this.

Perhaps inspired by Home's brazen techniques, Boston medium Hannah Ross began offering her distinctive services to grieving parents in the 1880s. During a séance, she could make the spirit of a parent's deceased baby actually materialize in real human flesh. Ross would stand in a curtained cubicle in a darkened room while the parents sat nearby. As Ross called to the baby, suddenly the child's face would appear in front of the curtain. The parents were welcome to touch and kiss the spirit, and those who did remarked on how warm it seemed. Ross continued this for years until finally, in 1887, a newspaper revealed that she was painting baby faces on her breasts and poking them through the curtain.

The Cardiff Giant

Another traditional arena for fakery is the carnival sideshow. It's not enough that we have to shell out four bucks for a runny corn dog only to lose it on the Tilt-a-Whirl, we also have to pony up to find out that Nature's Cruelest Mistake is really just some thumbless tailor from Cleveland wearing a prosthetic head. Oh well—you live, you learn.

One of the most famous sideshow hoaxes in history was the Cardiff Giant, which successfully fooled most of the American public. In 1871, New York cigar manufacturer George Hull had a midlife crisis. Worried that all his life amounted to was a big pile of cigars, he set out to find a way to startle the world and make a name for himself. Thus, the Cardiff Giant was born.

Hull hired an artist and a mason to cut a 12-foot-long, 5-ton block of gypsum into the shape of a naked giant and then artificially "age" it with acid. When they were finished, he shipped the sculpture to Cardiff, N.Y., where he buried it in a field belonging to his cousin.

After a few months, Hull badgered his cousin into digging a well and sure enough, the construction team unearthed what appeared to be the fossilized remains of an ancient giant. Hull set up a tent around the dig and began charging admission. Scientists examined the body, and while many of them concluded it was a fake, two professors from Yale pronounced it authentic. Word of the amazing find quickly spread across the world.

Thousands upon thousands of people came to see the giant, one of whom was P.T. Barnum. Barnum watched as Hull raked in $3,000 worth of admission fees in under five hours. He immediately offered to rent the giant for $60,000, but Hull refused.

So Barnum built his own Cardiff Giant and started displaying it in Brooklyn. Hull sued Barnum, but newspaper reporters had already tracked down Hull's gypsum purchase and followed the trail to the mason. Confronted by the reporters, the mason confessed his part in the hoax, which in turn prompted Hull to confess. Without missing

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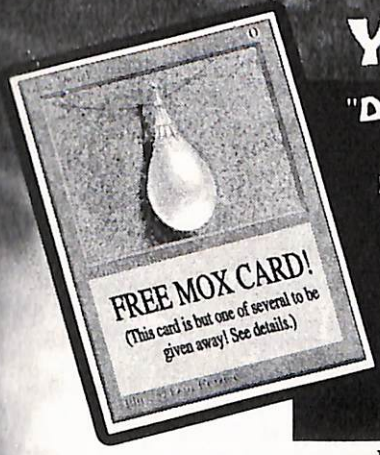

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a beat, Barnum began advertising his copy of the giant as an "authentic fake" and continued making money off of it. If you're curious what all the fuss was about, the original is still on display in Cooperstown, N.Y.

More recently, in 1968, biologists Ivan Sanderson and Bernard Heuvelmans, investigators of Bigfoot-type claims, were called to a Minnesota farm to view a Cro-Magnon-like specimen encased in a block of ice. The specimen was part of a sideshow (you can see where this is going), and after examining it, Sanderson and Heuvelmans believed they had found a new "missing link," which they dubbed *Homo pongoides*. Defending their conclusions in a scientific journal, Sanderson went so far as to write, "I defy anyone to fool Bernard Heuvelmans in a case like this. You just cannot 'make' a corpse like this."

Unless of course you happen to be Howard Ball, a former designer of prehistoric models for Disneyland. Ball had been commissioned by a promoter to build a fake iceman, and when he saw Sanderson's article and the accompanying photos, he recognized his creation and had a good chuckle. Sanderson has since passed away, but Heuvelmans maintains the specimen they examined was real and has since been switched with a fake.

Sure. We'll have Scully and Mulder get right on that.

The Mostest vs. The Ghostest

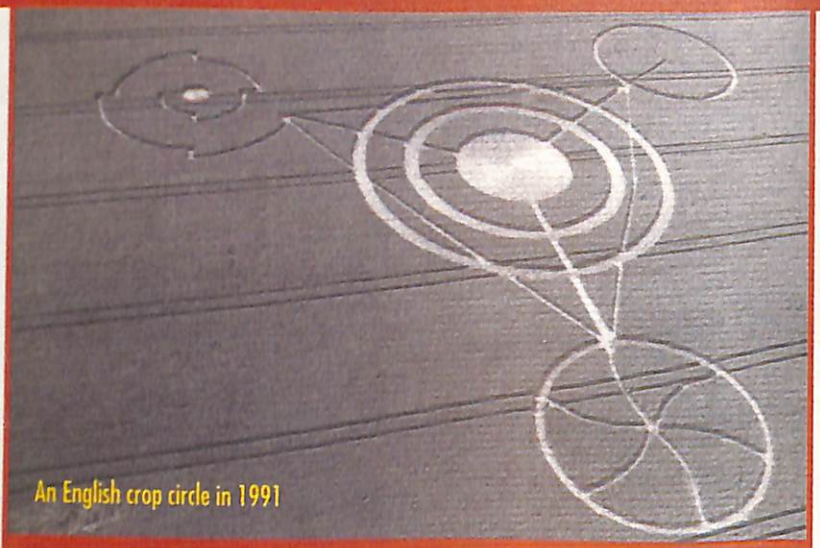
Of course, we all know the truly compelling question about mysterious beings such as the Yeti, lake monsters and ectoplasmic spirits. The issue that deserves every available research dollar we as a people can muster is not whether these creatures are real or fake or what insights we stand to gain by learning from their ways but rather which creature could beat the pants off the other in a fight.

Nessie may have the advantage of sheer physical size—all she has to do is roll around and she could squash Sasquatch, Bigfoot and their entire extended family—but does that do any good against the intangible ghost of the Brownings' lost child?

The only way to know for sure is a pay-per-view special. We could advertise it as the Texas Death Match. Better yet, we could make it a sequel to the First Annual *InQuest* Invitational Tournament (see "Contest of Champions" on page 36). Yeah, that's the ticket!

My money's on the Egress.

Eric Black was raised in the wilds of Borneo by a pack of Egresses. He now travels the country as Feral Boy, Wonder of Science.



An English crop circle in 1991

REAL WEIRDNESS

Of course, just because the world is full of con artists doctoring phony photos and manufacturing bogus evidence doesn't mean there isn't a lot of genuinely weird stuff going on out there. Here are a few phenomena with which science has yet to reckon:

Falling Ice. In 1958, Dominick Bacigalupo was sitting in his home in Madison Township, N.J., when a 70-pound chunk of ice crashed through his roof. In 1965, a 50-pound chunk smashed into the Phillips Petroleum Plant in Woods Cross, Utah. Are these anomalous falls the result of icy build-up on airplanes? According to the FAA, the possibility of aircraft accumulating even a 10-pound chunk is extremely small. Meteorologists who have examined such pieces of fallen ice have determined they are made up of normal cloud water, but how they formed, nobody knows.

Embedded Amphibians. Living toads have been found embedded in rocks and seams of coal. In 1865, a team of miners in England were breaking up a block of limestone 25 feet underground when the block suddenly split open to reveal a live toad that had been encased in the stone. The miners turned it over to the Natural History Society, which found that if it wasn't exactly the Hell Toad of Satan, it was definitely odd-looking and not from the area. More recently, in 1975, construction workers in Fort Worth, Texas, tore up a patch of year-old concrete and found a living turtle that had been imprisoned there with no source of air, water or food. The turtle died four days after being unearthed.

Crop Circles. Crop circles are geometric formations found in fields of wheat or other tall grains caused by something that presses a patch of the wheat down in a winding, circular fashion. Usually the patch is shaped like an ellipse, circle, dumbbell or some other simple form. The largest ones have measured an eighth of a mile across. While many of the 2,000 crop circles that have appeared since 1980 were made by human hoaxers, some of the formations remain mysteries. In 1991, a team of Japanese scientists rigged a British field with an impressive surveillance setup, including night-vision video cameras, motion sensors and radar antennae. A crop circle appeared, obscured by fog, but none of the monitoring equipment detected any type of intruder.

Really Big Squid. Giant species of squid live in deep parts of the ocean and are rarely seen by humans. As a result, no one knows for sure just how big a squid can get. Dead squid washed onto beaches ranging from Massachusetts to New Zealand have measured up to 65 feet long, and some fishermen claim to have seen 90-foot specimens. Even more unsettling are tentacle scars found on whales that suggest there may be squids as long as 150 feet swimming around out there! Some scientists dismiss the notion of any squid longer than 65 feet. But then again, you don't see scientists dressing up as tasty fish and hanging out in deep water to prove their point, now do you?

—Eric Black

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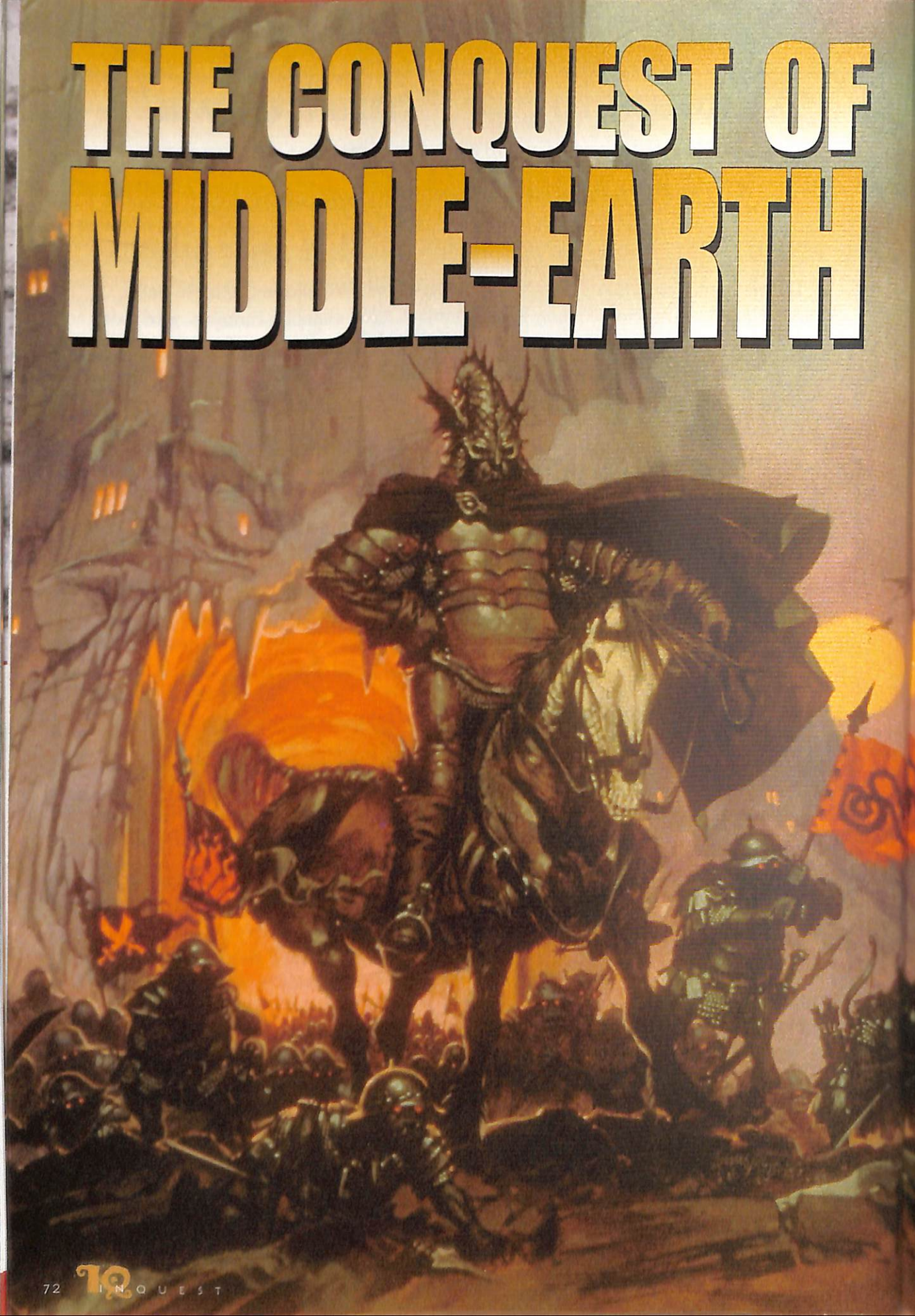

A Middle-earth: The Wizards game variant of warfare and diplomacy

By Jeff Hannes

The third age of Middle-earth was marked by many great events, the most noteworthy of which was the destruction of Sauron's ruling ring. However, what if the Istari—the five wizards—had never come to Middle-earth? What if Bilbo had never found the One Ring in the caves of Goblin-Gate?

Without the likes of Gandalf and Saruman roaming around, the third age of Middle-earth would have had a very different ending. Without any knowledge of the ring, the free people wouldn't have been so quick to unite against Sauron. They would have continued to fight amongst themselves, until one ruler stood strong...

Overview

In this four- to five-player variant for *Middle-earth: The Wizards*, you assume the role of one of the great generals and leaders of Middle-earth. The various races of the land are at war with one another, and only the strongest will survive. As a general, you control a great army. But one army won't be enough to claim ultimate rule of Middle-earth—you will need the help of the land's many neutral factions.

You can take one of five roles: Aragorn, leader of the Dúnedain Rangers of the North; Thranduil, master of the woodland Elves; Théoden, king of the Mark and sovereign of the Riders of Rohan; Imrahil, prince of the South and leader of the Knights of Dol Amroth; or Thorin, king under the mountain and ruler of the Dwarves.

In this variant the 29 faction cards represent armies that can move through the regions of Middle-earth. The object is to eliminate your opponents by taking control of their home regions with your armies and then taking over their home sites.

Setup

The seating and play order is as follows: Riders of Rohan, Knights of Dol Amroth, Rangers of the North, Wood-Elves and Blue Mountain Dwarves. (If only four people are playing, leave out the Dwarves.) Your best bet is to use some sort of prop—say, a gauntlet or dagger—to designate whose turn it is.

During the game, feel free to pass notes to other players, or even to huddle in a corner of the room for secret negotiations. Alliances can tip the balance of power in your favor—but beware that your compatriots may not be as honorable as you!

Each player starts with the following cards in play: the army's main faction, the army's general, the army's home site and up to 12 mind's worth of characters. (The "Starting Cards" sidebar gives the opening elements for each army.) No player may use another player's starting character or army in his deck.

To determine the starting characters besides the generals, have a randomly chosen player play one card from the pool of characters in his deck, then continue around the table in order until no one wishes to put out any more characters. Duplicates are not allowed, and you cannot have more than five characters, including your general. Your general's mind score *never* counts against your general influence.

Each player may start with one minor item, except the Horn of Anor. This is in addition to the items Théoden, Imrahil and Thranduil automatically get (see "Starting Cards").

Each play deck must consist of an equal number of hazards and resources, with at least 25 of each and no more than 10 characters. Only one Dwarven Ring may be used in each deck. None of the cards listed in the "Banned Cards" sidebar may be used in this variant. It's easier but not necessary if you have all 69 sites available in a location deck and if each player has at least one copy of each region.

Rules

The game begins much like a standard multiplayer game, with players moving companies of characters around the map to pick up items, recruit allies and factions, and handle other business. However, there are several fundamental changes to the rules. Except for army movement, which isn't allowed for the first five turns, all these rules remain in effect throughout the game:

- All companies must move using region-movement rules.
- Companies can only move three regions per turn (instead of the normal four).
- Characters can be brought into play only at their home site and only if one of your characters is already at that site. (You needn't use direct influence to bring characters into play.)
- The home site of all Blue Mountain Dwarf characters is considered to be the Lonely Mountain.
- Your characters may not enter or pass through the home region of another player unless they're traveling with an army (more on that in the next section).
- Any time a faction is brought into play, it remains in the region where it was brought into play, which is considered its home region. Armies can move after the first five turns are done.
- No companies may enter or pass through any region occupied by an opponent's army (whether it's that army's starting region or not).
- You may not make any influence checks against your opponent's factions.
- Your general needn't roll on an attempt to influence a faction—it's considered automatically successful. However, you must still tap your general to bring the faction into play.
- There is no corruption in this variant. It's never necessary to roll for corruption checks. However, no character may have more than six corruption points' worth of items at one time.
- Your home site counts as a haven

for your characters for all purposes, including healing, playing hazards and storing items. It counts as a normal site for any other player's characters. Edhellond, the Grey Havens, Lorien and Rivendell still count as neutral havens that can be utilized by any player.

• Each player's hand size is 10. Cards like Book of Mazarbul may be used to increase hand size.

• No player ever draws cards for a company's movement. Instead, at the end of the communal turn, once *all* players have finished their turns, each player may discard up to three cards. All players then replenish their hand to 10 cards.

Turns

Certain aspects of the turn are taken simultaneously. For example, everyone takes their untap and organization phase at the same time. Play continues when everyone has played a site card for each of their moving companies. Company movement is then resolved one at a time. On the first turn, the Riders of Rohan go first; on the second, the Knights of Dol Amroth go first; and so on.

Before any hazards are played, all players must reveal their site cards. Hazard limits for companies are determined as they normally would be. The player to the left of the player who is moving has the first option to play hazards. He may play as few or as many as he wishes up to the hazard limit. If when he finishes there are any hazards left on the limit, the option passes to the next player. This continues until the limit has been reached or all players have had the chance to play hazards.

Once the acting player has dealt with hazards for each of his companies, move on to the next player. When everyone is done with movement, go around the table again, this time having each player take his site phase. When everyone is done, each player may discard up to three cards and then draw back up to 10.

"In this variant, you assume the role of one of the great generals of Middle-earth. The various races of the land are at war, and only the strongest will survive."

Play continues in this manner for five turns. At the start of the sixth turn, the war begins!

The war is signified by several new rules. Doors of Night is permanently considered to be in play, and cards like Twilight have no effect on Doors of Night's status. (Gates of Morning is banned from the game.) The most significant change, however, is army movement.

Armies

The most important element in this variant is the factions, which represent your armies. Each faction has a battle score equal to its marshalling point value plus the number you need to beat to bring it into play. **Example:** The Rangers of the North is worth three MP and you need to beat a nine to bring them into play. Its battle score is 12.

An army can't move unless it's controlled by one of your characters. Any character can control an army, but few will be as effective as your general. When in combat, the character controlling an army adds his unused direct influence, including any specific bonuses he might have to influence the army he controls, to the army's battle score. **Example:** Aragorn controls the Rangers of the North. He has three free direct influence and a +2 bonus against the Rangers of the North. Under his control, the Ranger army's battle score rises five points to 17.

Once the war begins, an army-movement phase is added to each turn. After the organization phase but before players put down site cards for their companies, each player gets to play hazards and then move (and attack!) with each of his armies.

The hazard limit of a company containing an army is three, regardless of the number of characters in the company, and the site path includes the region the army moved from and the region to which it's moving. Hazards are played in the same fashion as they are for regular companies. The player who will be moving his character companies first this turn is the first to face hazards.

There are a few changes for dealing with army attacks. First, only the army is affected by attacks against the company. Characters traveling with an army can never be attacked unless they leave the army to enter a site (more on this below).

If an attack has multiple strikes, the player controlling the defending army must divide his army into sections of at least one each and take each of the strikes separately. The divisions need not be equal. **Example:** The Hillmen army (10 battle score) is attacked by a band of Wolves (three strikes at eight). The player controlling the Hillmen divides the army into sections of three, three and four and then rolls against the Wolves' eight prowess three times, once for each section. (The Hillmen can also be divided into two companies of one and another of eight if their general so desires.)

If a section of the army is wounded

Starting Cards

Faction	General	Home Site	Items
Riders of Rohan	Théoden	Edoras	Great Shield of Rohan
Knights of Dol Amroth	Imrahil	Dol Amroth	Horn of Anor
Rangers of the North	Aragorn	Bree	None
Wood-Elves	Thranduil	Thranduil's Halls	Horn of Anor
Blue Mountain Dwarves	Thorin	The Lonely Mountain	None

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Banned Cards

Characters
Alatar
Gandalf
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Hazards
Balance of Things, The
Burden of Time, The
Despair of the Heart
Greed
Lure of Creation
Lure of Expedience
Lure of Nature
Lure of Power
Lure of the Senses
Muster Disperses
Precious, The
Ring's Betrayal, The
Smaug (in this scenario he's dead)
Traitor

Resources
Arkenstone, The
Army of the Dead
Bridge
Cracks of Doom
Gates of Morning
Gollum's Fate
Great-road
Great-shield of Rohan
Iron Crown, The
Narya
Old Road
Red Arrow
Roäc the Raven
Stone of Erech
All wizard-only spells

by a strike (ties count as wounds), the army takes a hit; use counters or dice to keep track. For every hit on an army, it must subtract one from its battle score. If an army's battle score ever reaches zero, it is eliminated. If an army is in its home region during your organization phase, it heals and removes one hit.

Armies can move to an adjacent province or remain where they are. Each player should take a region card and everyone should flip their cards over simultaneously to show where their armies are going.

Resolving army movement is simple. If an army attempts to move to an empty adjacent province, it gets in. If two armies attempt to move to the same province, they go to war, the winner gets in and the loser stays where it is. If an army tries to move to an occupied province, it goes to war with the opposing force. If the army trying to move into the region *completely* destroys the occupying army, it moves in; otherwise both factions stay where they are.

When two armies fight, each player rolls 2d6 (two six-sided dice) and adds the results to his army's battle score. The higher total wins, and the loser takes an amount of hits equal to the difference between the totals. Adjacent armies that haven't moved this turn and aren't involved in a battle can support either the attacking or defending army. Just add the supporting army's total battle score to the army it's helping. All hits are still taken from the main army involved in the battle. You can support another player's army—in fact, it's one of the key strategic aspects of the game. **Example:** Suppose the Knights of Dol Amroth (current battle value 17) attack the Riders of Rohan (18) and the attack is supported by the Wood-Elves (16). The Knights of Dol Amroth player rolls a three, the Riders of Rohan player rolls a seven. (The Wood-Elves player doesn't roll because he's only supporting the attack.) The Knights' total is 36 (17+16+3), while the Riders' total is 25 (18+7). The Riders of Rohan would take 11 hits of damage, reducing its total to seven.

Once all army movement and battling has been resolved, all players should draw back up to 10 cards and then do regular company movement. At this time, players can send characters that have been traveling with an army into a site in the army's region. However, a character that separates from the army is susceptible to attacks keyed to either the region or site he is in.

Attacking

During your site phase, if you have a character at the same site as another player's character, you may enter the site and, after facing the automatic attack, tap one of your characters to attack another character at the site. Each player rolls 2d6 and adds the result to his character's prowess. The higher total wins; the loser is wounded (roll a body check). If there's a tie, continue rolling until someone wins.

Winning the Game

In order to knock another player out of the game, you must do two things. First, you must have an army occupying his home region. Next, you must send one or more characters to take over his home site. If the defending player has any characters at the site, you must wound the toughest defending character (defending player's choice) with one of your characters (per the rules above). If you win the battle, the defending player is eliminated, along with all of his cards. (Once the site's champion is defeated the rest don't feel much like fighting.)

The game ends when there's only one player left or when the last two players decide to share the victory in an alliance, although they better have good reason to do so.

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Jeff Hannes signs all his letters "Anonymous" but always puts his name and return address on the envelope.

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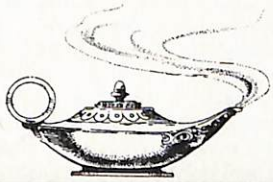

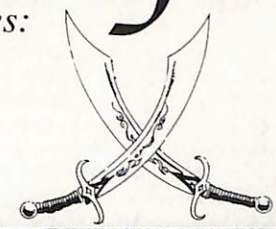

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JUNE 21-23, **SAN FRANSISCO**

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 (hosting Wizards of the Coast Professional Tournament qualifier round). 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: Tom Wylie and Mark Rosewater of Wizards of the Coast, artist Randy Gallegos and many others. 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 again. 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 to 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 accomodations, 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.

GEORGIA

JUNE & JULY, **ALPHARETTA**

Collector's Dream Sports Cards presents *Magic* Tournaments, (call for exact dates and times). Tournament types change monthly, prize money is awarded for the 1st, 2nd and 3rd places, entry fee varies on tournament type. We will soon be entering tournaments for *Star Wars* and *OverPower*. For more information or to be added to our mailing list call 770-569-2083 or come into 11585 Jones Bridge Rd., suite 410, Alpharetta, GA 30202.

JUNE 20-23, **ATLANTA**

Dragon*Con '96, Atlanta Hilton and Towers, Westin Peachtree Plaza and the Atlanta Civic Center, 350 tables (sold out) and 120 exhibit booths (few remaining), $45 for a 4 day pass (in advance), dealer hours: Thurs: 12Noon-6pm, Fri.-Sat: 10am-6pm, Sun.: 10am-5pm. Over 300 guests some include: Neil Gaiman, Gareb Shamus, Al Feldstein, Mark Hamill, John Kricfalusi, Kevin Smith, Dr. Timothy Leary, Bruce Sterling, R.U. Sirius, R.A. Salvatore, Patricia Kennealy, Larry Elmore, Clyde Caldwell and many more. Programming runs a full twenty-four hours on Thursday, Friday and Saturday with multiple musical performances each night (featuring GWAR, The Flash Girls, Glass Hammer). Gaming highlights include: $1,000 *AD&D* 5-player team tournament, $1,000 *Starfleet Battles* Tournament, 21 RPGA Events, 7 Living City Events (including five first-run tournaments), 2 *Living Jungle* Events, 1 Virtual Seattle Event, *House of Thud, Living City* Poker, World Crisis Role-Playing simulation, 3rd annual 4 day *Super Battletech* Tournament, complete Puffing Billy Tournament, *Magic: The Gathering* events officially sanctioned by the Wizards of the Coast Duelists' Convocation, Four Live role-playing events featuring Dark Confrontation and Liquid Dreams' Wraith and Mage, a room full of the latest computer games, with special demonstrations of the latest Origin Systems games from Richard "Lord British" Garriott. Contact: Dragon*Con @ 770-925-0115 or link to our World Wide Web site at http://www.dscga.com/~dragoncon.

MASSACHUSETTS

JUNE 15, **BOSTON**

Gray Matter, 57 Park Plaza Hotel, 200 Stuart Street, 617-482-1800, M:TG convention & tournament: GRAND PRIZE - $1,000 in CASH or THE BIG TEN (5 Moxes, Black Lotus, Time Walk, Timetwister, Ancestral Recall and a Time Vault) over 15 tournaments throughout the day. Huge dealers area. Doors open 9am, $14 in advance, $17 at the door. Contact: Glen Friedman, Gray Matter, 291 7th Avenue, 9th floor, NY, NY 10001, 212-633-1288, E-mail graymatter@expressways.com.

JUNE 22, **LYNNFIELD**

The Saturday Gathering, Our Lady of Assumption—Church Hall, 17 Grove Street, take Rt. 1, 11am - ????, $5 admission or $4.50 admission for Duelists Convocation Members, 18 tables @ $20 each. *Magic* Type 1 Tournament, prize is a box of *Homelands*, *Wyvern* demonstration, award ceremony to follow. Contact: James Bridgham @ 617-598-6811.

NEW JERSEY

JUNE 29, **EDISON**

Gray Matter in New Jersey (formerly East Coast Magic), Raritan Inn, exit 10 off NJ Turnpike, M:TG tournament: GRAND PRIZE - $1,000 in CASH or THE BIG TEN (5 Moxes, Black Lotus, Time Walk, Timetwister, Ancestral Recall and a Time Vault), over 15 tournaments throughout the day. Big dealers area. Doors open 9am, $12 in advance, $15 at the door. Contact: Jim Pernicone, Gray Matter, 291 7th Avenue, 9th floor, NY, NY 10001, 212-633-1288, E-mail graymatter@expressways.com.

NEW YORK

JUNE 8, **NEW YORK**

Gray Matter in NYC (formerly NY Magic) New Yorker Hotel, 34th Street & 8th Avenue, M:TG convention & tournament: GRAND PRIZE - $1,000 in CASH or THE BIG TEN (5 Moxes, Black Lotus, Time Walk, Timetwister, Ancestral Recall and a Time Vault) over 25 tournaments throughout the day. Huge dealers area. Doors open 9am, $14 in advance, $17 at the door. Contact: Glen Friedman, Gray Matter, 291 7th Avenue, 9th floor, NY, NY 10001, 212-633-1288, E-mail graymatter@expressways.com.

JUNE 15, **LONG ISLAND**

Gray Matter in Long Island (formerly NY Magic) Long Island Marriott, exit M4 off Meadowbrook Pkwy (next to Nassau Coliseum), M:TG convention & tournament: GRAND PRIZE - $1,000 CASH or THE BIG TEN (5 Moxes, Black Lotus, Time Walk, Timetwister, Ancestral Recall and a Time Vault) over 15 tournaments throughout the day. Huge dealers area. Doors open 9am, $14 in advance, $17 at the door. Contact: Glen Friedman, Gray Matter, 291 7th Avenue, 9th floor, NY, NY 10001, 212-633-1288, E-mail graymatter@expressways.com.

JUNE 22, **NEW YORK**

Gray Matter presents the Northeast Regional Collectible Card Gaming Championships, New Yorker Hotel, 34th Street & 8th Avenue, over 25 different games and tournaments including: *Star Wars, Wyvern, Middle-earth, OverPower, Shadowfist, WildStorms, Galactic Empires, Netrunner, Vampire: TES, Guardians, Red Zone, On the Edge, Star Trek:TNG, Top of the Order, Rage,* and others, PRIZES include FREE trips to GenCon, CASH, artist prints, boxes of cards, and more. Meet over a dozen CCG artists in our artists' alley including Quinton Hoover, Anson Maddocks, and Mark Tedin. Over 25 tournaments throughout the day, huge dealers area, doors open 9am, $10 entry fee. Contact: Glen Friedman, Gray Matter, 291 7th Avenue, 9th floor, NY, NY 10001, 212-633-1288, E-mail graymatter@expressways.com.

TEXAS

JUNE 30, **HOUSTON**

Comic Carnival '96 6th Annual Summer Spectacular Collectible Convention, 9100 Gulf Frwy, take I-45 So. exit College Airport—stay on feeder, 11am-4:30pm, $5 admission, children 14 and under are free, discount admission tickets available at over 20 Houston comic shops (just ask). Comics and promo items to the first 250 fans, $15 value. Gamemasters unlimited will be hosting our gaming program and will provide live play demonstrations for: *Mega Chess, Minature War Gaming, Warhammer Quest, Space Hulk, Warhammer 40K, Necromunda* and others. 2 BIG *MAGIC* Tournaments—prizes include trophies, wax boxes, rare cards, and more. Registration begins at 10am, seating limited $15 entry fee. Huge dealers room over 100 tables of comics, *Magic* and gaming cards, modules, *Star Wars, Star Trek*, non-sports and sports, toys, T-shirts, premium and unique items from the past to present. Fun for the whole family! Other activities include free autographs from our guest lineup. A comic and *Magic* card auction at 3pm. An open gaming area and plenty of dealers to buy from, sell to or trade with! For more information call 713-335-SHOW (7469) 24 hours, for dealer information call DJ @ Carnival Promotions 713-335-0148.

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Card Stock

Tracking trends in the card game market

ALLIANCES: BEST EXPANSION EVER?

By Dan Albaugh

Alliances, the latest expansion set for *Magic*, hasn't even hit the shelves and it's already making waves. Thanks to several *Alliances* pre-release tournaments, the *Magic* community is already a-buzz with speculation as to what the new cards will do to the game environment.

The most surprising card in the set is the Balduvian Horde. At four mana for a 5/5 creature, the Horde is just as much of a bargain as the Juzam Djinn. The price of the Juzam has been steadily on the rise, but now there's a new bad boy in town, and the Balduvian Horde will be much easier to get a hold of. Watch for the price of the Juzam to drop back into reality.

Wizards of the Coast also introduced "fixed" versions of Timetwister (Diminishing Returns) and Ancestral Recall and Demonic Tutor (Library of Lat-Nam). These new cards should prove to be very popular, but they probably won't hurt the value of their more powerful counterparts.

Millstone decks should keep churning along in popularity, thanks to cards like Helm of Obedience and Ashnod's Cylix. With nasties like the Balduvian Horde, Yavimaya Ants and Surge of Strength (the fixed Berserk), red/green decks may climb back into the limelight.

Despite the addition of another land-kill card (Pillage), land destruction decks will take a serious hit thanks to the cheap and effective Loadstone Bauble. Creatureless decks better watch out as well. If enough people start using Helm of Obedience, the value of cards like The Abyss may take a serious dip.

No one's sure exactly what effect *Alliances* will have on the card market and the play environment, but one thing's sure — it's definitely going to make an impact.

WotC's latest CCG, *Netrunner*, is disappearing faster than *Doom* shareware.

Sewers of Estark, one of those "special offer" *Magic* cards.

Netrunner on Fast Track

Initial reports indicate that *Netrunner*, the newest CCG from Wizards of the Coast, is enjoying brisk sales.

"It's a refreshing game," says Avrom Oliver, co-owner of Adventures in Games and Comics in Carmichael, Calif. "It's very clear-cut on how to play the game—the right mixture of being not too complex but not too simple. My customers can play an enjoyable game with the purchase of just one dual starter deck. That's not always the case with other CCGs."

Adds Scott Olman of Pegasus Games in Madison, Wis., "*Netrunner* is filled with the jargon and nomenclature associated with the computer age. I know that quite a few gamers are netsurfers, so this CCG ought to be a big seller. The fact that it's a Wizards of the Coast product will automatically generate sales."

Netrunner brings a new commonality to the world of CCGs: Add "vital" to common, uncommon and rare labels for cards. In terms of rarity, it appears vital cards fall between uncommons and rares. In the price guide, vitals are valued between $1 and $4, while rares range from $2 to $12.

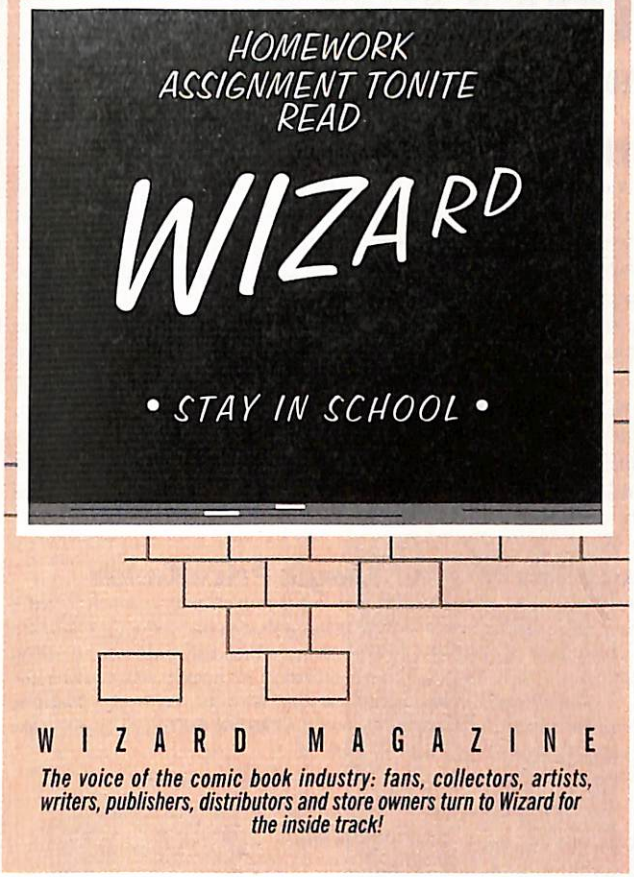
"Special Offers" Explained

On the last page of the *Magic: The Gathering* price guide are six cards under the heading "Special Offers." Nalathni Dragon was a convention and magazine giveaway; the other five cards were available through mail-in offers found in *Magic* paperback books published by HarperPrism. Each novel runs 300 to 400 pages and retails in the $5 range.

The most popular of the exclusive cards is Mana Crypt, a zero-casting-cost artifact with excellent playability. Most gamers mailing in the coupon found in the *Ashes of the Sun* book received a Mana Crypt card in return. Because of the card's effectiveness and the fact that reportedly only 10,000 were produced, Mana Crypt has become a highly sought-after card, now selling in the $15 to $25 range. The remaining "special offer" cards have attracted limited interest and are valued from $6 to $10.

Top 5 Hottest CCGs

1. ***Magic: The Gathering*** **(WotC)**
High expectations for *Alliances* have created a steady, although not spectacular, stream of preorders.
2. ***Star Wars*** **(Decipher)**
Interest remains high. It seems "Star Wars" is everywhere—TV, books, comics, action figures, video games...
3. ***Netrunner*** **(WotC)**
Retailers are reporting excellent sales for the latest release from WotC. It lets you become either a hacker or corporation seeking control in the cyberfrontier.
4. ***Middle-earth: The Wizards*** **(ICE)**
Certain single cards have escalated in value. Check out this month's "*InQuest* Collectible Card Games Price Guide."
5. ***Rage: War of the Amazon*** **(W. Wolf)**
The third expansion for *Rage*, this supplement pits the Garou against the Wyrm in a battle for the Amazon rainforests.



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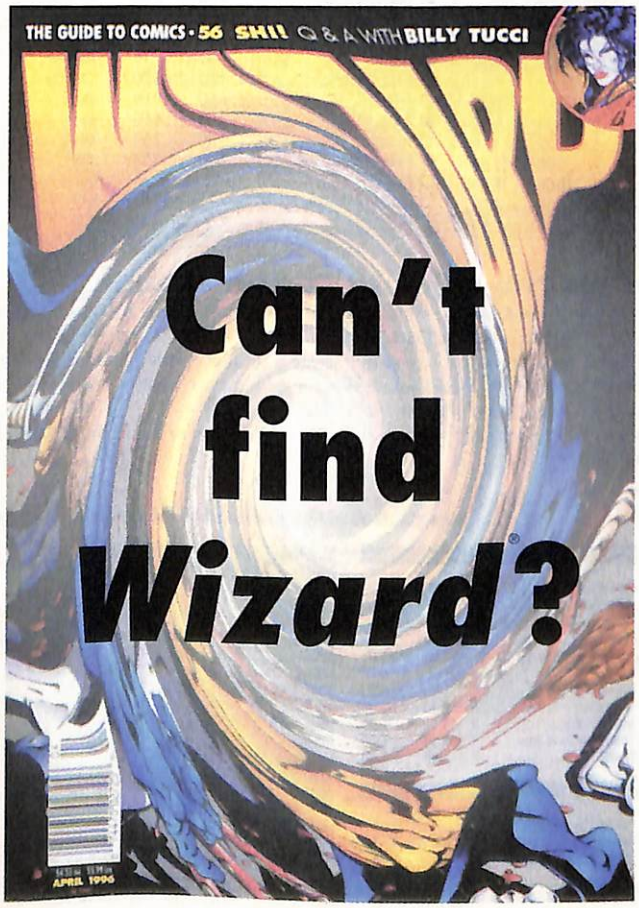

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GUIDELINES

WHAT YOU NEED TO KNOW ABOUT THE *INQUEST* PRICE GUIDE

CONDITION GUIDE

The prices listed are for cards in Near Mint condition. How can you tell a card's condition, and how can you use this price guide to grade your cards? Glad you asked…

One person's Mint is another one's Ex-Mint. That said, since grading can be a subjective thing, each person should take into account what he feels important. Without further ado, here are the grades:

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

Near Mint (NR-MT): 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 percent of the low price to 90 percent of the high price listed in this guide.

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 percent of the low price to 70 percent of the high price listed in this guide.

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 percent of the low price to 40 percent of the high price listed in this guide.

Good (GD), Fair (F), Poor (P): A card that's graded Good isn't really good. Think of it as an okay 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 V in Tempe, AZ; All American Comics in St. Louis, MO; All Pro Sports in Newark, DE; Augusta Comics & Cards in Carmel, IN; B&R Baseball Cards in Suffern, NY; Barry's Collectors Corner in Grand Forks, ND; 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, Coins & Collectibles in Monroe, LA; Cards & Comics, Inc. in Twinsburg, OH; Castle Archon in Erie, PA; Castle Comics in Portsmouth, OH; Chimera Comics & Cards in Fond Du Lac, WI; Classic Comics in San Angelo, TX; Claude's Comics in Hatboro, PA; Coastside Comics in Pacifica, CA; Collector's Choice in Athens, TN; Collector's Lair in Lynchburg, VA; Collector's World in Anderson, IN; Comic City in San Diego, CA; Comic Cubicle in Williamsburg, VA; Comic Dreams in Manteca, CA; Comic Dungeon in Riverside, CA; The Comic Shop in Fairbanks, AR; The Comic Shop in Garden City, KS; Comics on Parade in Santa Barbara, CA; Comic Town in Reynoldsburg, OH; Comic World, Inc. in Stafford VA; Comics Warehouse in Albuquerque, NM; Comics & Comix Inc. in Rocklin CA; Comics Inc. in Fayetteville, NC; Comically Speaking in Maynard, MA; DR 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; The Dugout in Corpus Christi, TX; 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-Alot in Santa Cruz, CA; Games, Crafts, Hobbies & Stuff in Overland, MO; Games Plus in Woodinville, WA; Gator Country Cards & Comics in Gainesville, FL; Golden Comics in Acton, MA; Golden State in Sebastopol, CA; The Great Escape in Louisville, KY; Gridiron Comics & Games in Manchester, CT; Hansen's Hobbies in Wilmette, IL; Heroes and Fantasies in San Antonio, TX; High Five Sport Cards in Fremont, CA; Hobby Center in Hattiesburg, MS; Hobbytown USA in Las Vegas, NV; Home Field Inc. in Portland, OR; Jennings Collectibles in Huntsville, AL; Key's Games & Hobbies in Moline, IL; La Jolla Sportscards in La Jolla, CA; 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; Nostalgia Ink in Jackson, MI; Oak Leaf Comics in Cuyahoga Falls, OH; Odin's Cosmic Bookshelf in Lilburn, Ga. and Stone Mountain, GA; Outer Limits in Clifton, NJ; Paul & Judy's in Arthur, IL; Pee Wee Comics in Canoga Park, CA; Premier Collectibles in Greenwood, IN; R & B Newsstand Co. in Bowling Green, OH; Sean's Locker Room in Somerset, PA; Shahrazad Games in Lexington, KY; Shinder's in Minneapolis, MN; Sidelines in Dayton, TN; Slam Dunk in Oceans Springs, MS; S N S Collectibles in Lake Ridge, VA; Soarre Comics & Games in St. Paul, MN; Tabletop Game & Hobby in Lenexa, KS; The Time Tunnel in Statesville, NC; Thunderation Comics in Henderson, NV; Titan Games and Comics III in Smyrna, GA; TJ's in Middletown, NY; Troll and Toad in Keavy, KY; WarGamer & Fantasy in Metairie, LA; Who's on First in Westhaven, CT; Wizard World in Nanuet, NY; Yang & Dell's Sports Cards in Lacey, WA; 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

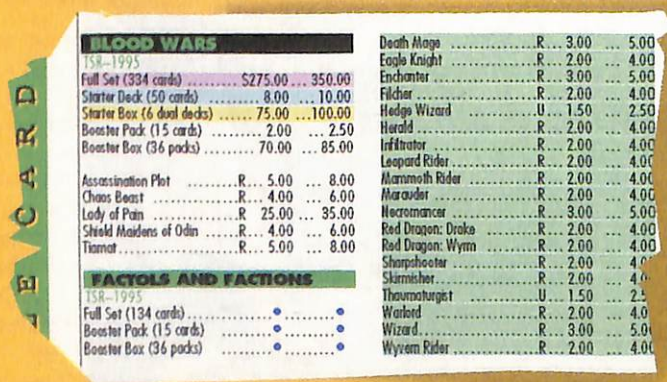
It's easy. When a card has changed value since last month's listing, or when a card is experiencing heavy sales without a price change, it has a shaded bar. If the card has risen in value, it has a pink bar. If it has fallen in value, it has a blue bar. If the card is selling briskly but has not risen 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.

How to use the *InQuest* CCG Price Guide

In this example, **Blood Wars** is the name of the game, **TSR** is the name of the manufacturer, and **Factols and Factions** is the title of the expansion set. In addition to the pink and blue bars, a green bar is used to indicate a set that is being listed for the first time in the price guide. A yellow bar indicates that a set has been heavily traded with no price change. A • indicates that a price was not available at this time.

Remember, color bars do not indicate whether a card will rise or fall in the future. We ain't no fortune tellers.



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
Basalt Monolith	2.50	4.00
Bayou	20.00	30.00
Benalish Hero	.50	1.25
Berserk	30.00	55.00
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	.50	1.25
Blue Ward	1.25	2.00
Bog Wraith	2.00	3.50
Braingeyser	15.00	20.00
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	85.00	110.00
Chaoslace	4.00	7.00
Circle of Protection: Blue	.50	1.25
Circle of Protection: Green	.50	1.25
Circle of Protection: Red	.50	1.25
Circle of Protection: White	.50	1.25
Clockwork Beast	7.00	10.00
Clone	12.00	20.00
Cockatrice	12.00	18.00
Consecrate Land	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
Craw Wurm	.50	1.25
Creature Bond	.50	1.25
Crusade	8.00	12.00
Crystal Rod	1.50	2.50
Cursed Land	1.25	2.00
Cyclopean Tomb	90.00	125.00
Dark Ritual	.50	1.25
Darkpact	6.00	10.00
Death Ward	.50	1.25
Deathgrip	1.25	2.00
Deathlace	4.00	6.00
Demonic Attorney	8.00	12.00
Demonic Hordes	20.00	30.00
Demonic Tutor	10.00	15.00
Dingus Egg	8.00	15.00
Disenchant	.50	1.25
Disintegrate	.50	1.25
Disrupting Scepter	6.00	10.00
Dragon Whelp	3.50	5.00
Drain Life	.50	1.25
Drain Power	8.00	12.00
Drudge Skeletons	.50	1.25
Dwarven Demolition Team	15.00	20.00
Dwarven Warriors	.50	1.25
Earth Elemental	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	.50	1.25
Feedback	1.50	2.50
Fire Elemental	2.50	4.00
Fireball	.50	1.25
Firebreathing	.50	1.25
Flashfires	1.25	2.00
Flight	.50	1.25
Fog	.50	1.25
Force of Nature	18.00	25.00
Forcefield	100.00	150.00

TOP TEN HOTTEST CARDS

10) Arena

WotC should get Rob Alexander to draw more cards. Maybe that way we'd end up with less card art like Stasis. Anyhoo, Arena, a send-away card exclusive to the *Magic* novels, pops up more in friendly games than in tournament play.

Forest	.35	.75
Fork	35.00	45.00
Frozen Shade	.50	1.25
Fungusaur	8.00	12.00
Gaea's Liege	15.00	20.00
Gauntlet of Might	100.00	150.00
Giant Growth	.50	1.25
Giant Spider	.50	1.25
Glasses of Urza	1.25	2.00
Gloom	1.25	2.00
Goblin Balloon Brigade	1.25	2.00
Goblin King	15.00	20.00
Granite Gargoyle	15.00	20.00
Gray Ogre	.50	1.25
Green Ward	1.25	2.00
Guardian Angel	1.50	2.50
Grizzly Bears	.50	1.25
Healing Salve	.50	1.25
Helm of Chatzuk	6.00	10.00
Hill Giant	.50	1.25
Hive, The	8.00	12.00
Holy Armor	.50	1.25
Holy Strength	.50	1.25
Howl from Beyond	.50	1.25
Howling Mine	10.00	15.00
Hurloon Minotaur	.50	1.25
Hurricane	1.25	2.00
Hypnotic Specter	3.50	5.00
Ice Storm	18.00	25.00
Icy Manipulator	35.00	60.00
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	.50	1.25
Island (Dark Blue Sky)	.60	1.00
Island	.35	.75
Island Sanctuary	7.00	10.00
Ivory Cup	1.25	2.00
Jade Monolith	4.00	6.00
Jade Statue	18.00	25.00
Jayemdae Tome	6.00	10.00
Juggernaut	9.00	12.00
Jump	.50	1.25
Karma	1.25	2.00
Keldon Warlord	3.50	5.00
Kormus 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
Lifelace	4.00	6.00
Lifetap	1.25	2.00
Lightning Bolt	.50	1.25
Living Artifact	7.00	10.00
Living Lands	6.00	10.00
Living Wall	3.00	5.00
Llanowar Elves	.50	1.25
Lord of Atlantis	12.00	18.00
Lord of the Pit	15.00	20.00
Lure	1.25	2.00
Magical Hack	10.00	15.00
Mahamoti Djinn	12.00	18.00
Mana Flare	8.00	12.00
Mana Short	6.00	10.00
Mana Vault	6.00	10.00
Manabarbs	6.00	10.00
Meekstone	7.00	10.00
Merfolk of the Pearl Trident	.50	1.25
Mesa Pegasus	.50	1.25
Mind Twist	10.00	15.00
Mons's Goblin Raiders	.50	1.25
Mountain	.35	.75
Mox Emerald	140.00	200.00
Mox Jet	140.00	200.00
Mox Pearl	140.00	200.00
Mox Ruby	140.00	200.00
Mox Sapphire	140.00	200.00
Natural Selection	40.00	55.00
Nether Shadow	7.00	10.00
Nettling Imp	6.00	10.00
Nevinyrral's Disk	8.00	15.00
Nightmare	20.00	30.00
Northern Paladin	15.00	20.00
Obsianus Golem	1.25	2.00
Orcish Artillery	2.50	4.00
Orcish Oriflamme	10.00	20.00
Paralyze	.50	1.25
Pearled Unicorn	.50	1.25
Personal Incarnation	10.00	15.00
Pestilence	.50	1.25
Phantasmal Forces	1.25	2.00
Phantasmal Terrain	.50	1.25
Phantom Monster	1.25	2.00
Pirate Ship	7.00	12.00
Plague Rats	.50	1.25
Plains	.35	.75
Plateau	20.00	30.00
Power Leak	.50	1.25
Power Sink	.50	1.25
Power Surge	7.00	10.00
Prodigal Sorcerer	.50	1.25
Psionic Blast	18.00	25.00
Psychic Venom	.50	1.25
Purelace	4.00	6.00
Raging River	50.00	70.00
Raise Dead	.50	1.25
Red Elemental Blast	.50	1.25
Red Ward	1.25	2.00
Regeneration	.50	1.25
Regrowth	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	.50	1.25
Savannah	20.00	30.00
Savannah Lions	7.00	10.00
Scathe Zombies	.50	1.25
Scavenging Ghoul	1.25	2.00
Scrubland	20.00	30.00
Scryb Sprites	.50	1.25
Sea Serpent	.50	1.25
Sedge Troll	15.00	20.00
Sengir Vampire	7.00	10.00
Serra Angel	10.00	15.00
Shanodin Dryads	.50	1.25
Shatter	.50	1.25
Shivan Dragon	30.00	40.00
Simulacrum	1.25	2.00
Sinkhole	10.00	18.00
Siren's Call	2.00	3.50
Sleight of Mind	7.00	10.00
Smoke	6.00	10.00
Sol Ring	10.00	15.00
Soul Net	1.25	2.00
Spell Blast	.50	1.25
Stasis	6.00	10.00
Steal Artifact	1.25	2.00
Stone Giant	1.25	2.00
Stone Rain	.50	1.25
Stream of Life	.50	1.25
Sunglasses of Urza	8.00	12.00
Swamp	.35	.75
Swords to Plowshares	2.00	3.50
Taiga	20.00	30.00
Terror	.50	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
Timetwister	90.00	120.00
Tranquility	.50	1.25
Tropical Island	20.00	30.00
Tsunami	1.25	2.00
Tundra	20.00	30.00
Tunnel	1.25	2.00
Twiddle	3.50	5.00
Two-Headed Giant of Foriys	60.00	80.00
Underground Sea	20.00	30.00
Unholy Strength	.50	1.25
Unsummon	.50	1.25
Uthden Troll	3.50	5.00
Verduran Enchantress	8.00	12.00
Vesuvan Doppelganger	35.00	50.00
Veteran Bodyguard	18.00	25.00
Volcanic Eruption	8.00	12.00
Wall of Air	1.25	2.00
Wall of Bone	1.25	2.00
Wall of Brambles	1.25	2.00
Wall of Fire	1.25	2.00
Wall of Ice	1.25	2.00
Wall of Stone	1.25	2.00
Wall of Swords	2.50	4.00
Wall of Water	1.25	2.00
Wall of Wood	.50	1.25
Wanderlust	1.25	2.00
War Mammoth	.50	1.25
Warp Artifact	6.00	10.00
Water Elemental	2.50	4.00
Weakness	.50	1.25
Web	6.00	10.00
Wheel of Fortune	12.00	20.00
White Knight	3.50	5.00
White Ward	1.25	2.00
Wild Growth	.50	1.25
Will-O'-The-Wisp	10.00	15.00
Winter Orb	6.00	10.00
Wooden Sphere	1.25	2.00
Word of Command	60.00	80.00
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
Basalt Monolith	2.00	3.50

Key

ARTIFACT | BLACK | BLUE | GOLD | GREEN | RED | WHITE | LAND

COMMON | UNCOMMON | RARE

IQ price guide

★ Bayou	15.00	25.00
❑ Benalish Hero	.50	1.00
● Berserk	25.00	45.00
★ Birds of Paradise	10.00	15.00
● Black Knight	2.00	3.50
★ Black Lotus	180.00	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
★ Braingeyser	12.00	18.00
● 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	75.00	100.00
★ Chaoslace	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
■ Craw Wurm	.50	1.00
■ Creature Bond	.50	1.00
☆ Crusade	7.00	10.00
● Crystal Rod	1.00	1.75
● Cursed Land	1.00	1.75
★ Cyclopean Tomb	65.00	95.00
■ Dark Ritual	.50	1.00
★ Darkpact	5.00	8.00
❑ Death Ward	.50	1.00
● Deathgrip	1.00	1.75
★ Deathlace	3.00	4.00
★ Demonic Attorney	7.00	10.00
★ Demonic Hordes	18.00	25.00
● Demonic Tutor	10.00	15.00
★ Dingus Egg	8.00	12.00
❑ Disenchant	.50	1.00
■ Disintegrate	.50	1.00
★ Disrupting Scepter	5.00	8.00
● Dragon Whelp	2.50	4.00
■ 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	12.00	18.00
■ Gray Ogre	.50	1.00
○ Green Ward	1.00	1.75
■ Grizzly Bears	.50	1.00
❑ Guardian Angel	1.25	2.00
❑ Healing Salve	.50	1.00
★ Helm of Chatzuk	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	9.00	15.00
■ Hurloon 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
■ Invisibility	8.00	12.00
● Iron Star	1.00	1.75
■ Ironclaw Orcs	1.00	1.75
■ Ironroot Treefolk	.50	1.00
■ Island (Dark Blue Sky)	.30	.60
■ Island	.20	.40
☆ Island Sanctuary	6.00	10.00
● Ivory Cup	.50	1.00
★ Jade Monolith	3.00	5.00
● Jade Statue	15.00	20.00
★ Jayemdae Tome	5.00	8.00
● Juggernaut	7.00	10.00
■ Jump	.50	1.00
○ Karma	1.50	2.50
● Keldon Warlord	2.50	4.00
★ Kormus Bell	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
★ Lifelace	3.00	4.00
● Lifetap	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
★ Manabarbs	4.00	6.00
★ Mana Flare	7.00	10.00
★ Mana Short	4.00	6.00
★ Mana Vault	4.00	6.00
★ Meekstone	5.00	8.00
■ Merfolk of the Pearl Trident	.50	1.00
❑ Mesa Pegasus	.50	1.00
★ Mind Twist	8.00	12.00
■ Mons's Goblin Raiders	.50	1.00
■ Mountain	.20	.40
★ Mox Emerald	120.00	160.00
★ Mox Jet	120.00	160.00
★ Mox Pearl	120.00	160.00
★ Mox Ruby	120.00	160.00
★ Mox Sapphire	120.00	160.00
★ Natural Selection	30.00	40.00
★ Nether Shadow	6.00	10.00
● Nettling Imp	4.00	7.00
★ Nevinyrral's Disk	7.00	12.00
★ Nightmare	18.00	25.00
☆ Northern Paladin	12.00	18.00
● Obsianus Golem	1.00	1.75
● Orcish Artillery	2.00	3.00
● Orcish Oriflamme	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
■ Prodigal Sorcerer	.50	1.00
● Psionic Blast	15.00	20.00
■ Psychic Venom	.50	1.00
☆ Purelace	3.00	4.00
★ Raging River	45.00	60.00
■ Raise Dead	.50	1.00
■ Red Elemental Blast	.50	1.00
○ Red Ward	1.00	1.75
■ Regeneration	.50	1.00

TOP TEN HOTTEST CARDS

9) Howling Mine

Who kneed the mime in the nuts? Poor little French guy, just 'cause he likes snails is no reason to...what? Mines? Not Howling Mime? Oh. Our mistake. Anyway, Millstone decks are heatin' up, and Mines are a definite plus in a good 'stone deck.

● Regrowth	6.00	10.00
○ Resurrection	3.00	4.00
☆ Reverse Damage	8.00	12.00
☆ Righteousness	8.00	12.00
★ Roc of Kher Ridges	10.00	15.00
★ Rock Hydra	20.00	30.00
● Rod of Ruin	1.00	1.75
★ Royal Assassin	20.00	30.00
● Sacrifice	2.00	3.50
❑ Samite Healer	.50	1.00
★ Savannah	15.00	25.00
☆ Savannah Lions	5.00	8.00
■ Scathe Zombies	.50	1.00
● Scavenging Ghoul	1.00	1.75
★ Scrubland	15.00	25.00
■ 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
■ Shanodin 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
● Steal 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
★ Thoughtface	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
★ Timetwister	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
★ Web	5.00	8.00
★ Wheel of Fortune	10.00	18.00
○ White Knight	3.00	4.00
○ White Ward	1.00	1.75
■ Wild Growth	.50	1.00
★ Will-O'-The-Wisp	8.00	12.00
★ Winter Orb	5.00	8.00
● Wooden Sphere	1.00	1.75
★ Word of Command	40.00	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	35.00
★ Birds of Paradise	8.00	12.00
● Black Knight	2.00	3.00
★ Black Lotus	160.00	190.00
● 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
★ Braingeyser	10.00	15.00
● 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
★ Chaoslace	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

Key: ■ ARTIFACT ■ BLACK ■ BLUE ■ GOLD ■ GREEN ■ RED ❑ WHITE ■ LAND ■ COMMON ● UNCOMMON ★ RARE

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
Craw 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	2.00	3.00
Drain Life	.50	1.00
Drain Power	5.00	8.00
Drudge Skeletons	.50	1.00
Dwarven Demolition Team	10.00	15.00
Dwarven Warriors	.50	1.00
Earth Elemental	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	55.00	90.00
Forest	.10	.25
Fork	25.00	30.00
Frozen Shade	.50	1.00
Fungusaur	5.00	8.00
Gaea's Liege	10.00	15.00
Gauntlet of Might	50.00	80.00
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	10.00	15.00
Granite Gargoyle	8.00	12.00
Gray Ogre	.50	1.00
Green Ward	1.00	1.75
Grizzly Bears	.50	1.00
Guardian Angel	1.00	1.75
Healing Salve	.50	1.00
Helm of Chatzuk	4.00	6.00
Hill Giant	.50	1.00
Hive, The	5.00	8.00
Holy Armor	.50	1.00
Holy Strength	.50	1.00
Howl from Beyond	.50	1.00
Howling Mine	8.00	12.00
Hurloon Minotaur	.50	1.00
Hurricane	1.00	1.75
Hypnotic Specter	2.00	3.00
Ice Storm	12.00	18.00
Icy Manipulator	15.00	30.00
Illusionary Mask	30.00	45.00
Instill Energy	1.00	1.75
Invisibility	5.00	8.00
Iron Star	1.00	1.75
Ironclaw Orcs	1.00	1.75
Ironroot Treefolk	.50	1.00
Island (Dark Blue Sky)	.15	.30
Island	.10	.25
Island Sanctuary	5.00	8.00
Ivory Cup	1.00	1.75
Jade Monolith	2.50	4.00
Jade Statue	10.00	15.00
Jayemdae Tome	4.00	6.00
Juggernaut	6.00	8.00
Jump	.50	1.00
Karma	1.00	1.75
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	60.00
Lifeforce	1.00	1.75
Lifelace	2.50	3.50
Lifetap	1.00	1.75
Lightning Bolt	.50	1.00
Living Artifact	5.00	8.00
Living Lands	3.50	5.00
Living Wall	2.00	3.00
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
Manabarbs	3.50	5.00
Meekstone	4.00	6.00
Merfolk of the Pearl Trident	.50	1.00
Mesa Pegasus	.50	1.00
Mind Twist	6.00	10.00
Mons's Goblin Raiders	.50	1.00
Mountain	.10	.25
Mox Emerald	95.00	125.00
Mox Jet	95.00	125.00
Mox Pearl	95.00	125.00
Mox Ruby	95.00	125.00
Mox Sapphire	95.00	125.00
Natural Selection	20.00	30.00
Nether Shadow	4.00	6.00
Nettling Imp	3.00	5.00
Nevinyrral's Disk	6.00	10.00
Nightmare	12.00	20.00
Northern Paladin	12.00	18.00
Obsianus Golem	1.00	1.75
Orcish Artillery	1.25	2.50
Orcish Oriflamme	2.50	3.50
Paralyze	.50	1.00
Pearled Unicorn	.50	1.00
Personal Incarnation	6.00	10.00
Pestilence	.50	1.00
Phantasmal Forces	1.00	1.75
Phantasmal Terrain	.50	1.00
Phantom Monster	1.50	2.50
Pirate Ship	4.00	6.00
Plague Rats	.50	1.00
Plains	.10	.25
Plateau	12.00	20.00
Power Leak	.50	1.00
Power Sink	.50	1.00
Power Surge	5.00	8.00
Prodigal Sorcerer	.50	1.00
Psionic Blast	12.00	15.00
Psychic Venom	.50	1.00
Purelace	2.50	3.50
Raging River	30.00	45.00
Raise Dead	.50	1.00
Red Elemental Blast	.50	1.00
Red Ward	1.00	1.75
Regeneration	.50	1.00
Regrowth	5.00	8.00
Resurrection	2.50	3.50
Reverse Damage	6.00	10.00
Righteousness	6.00	10.00
Roc of Kher Ridges	8.00	12.00
Rock Hydra	18.00	25.00
Rod of Ruin	1.00	1.75
Royal Assassin	18.00	25.00
Sacrifice	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
Shanodin Dryads	.50	1.00
Shatter	.50	1.00
Shivan Dragon	20.00	30.00
Simulacrum	1.00	1.75
Sinkhole	7.00	12.00
Siren's Call	1.25	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
Steal Artifact	1.50	2.50
Stone Giant	1.00	1.75
Stone Rain	.50	1.00
Stream of Life	.50	1.00
Sunglasses of Urza	4.00	6.00
Swamp	.10	.25
Swords to Plowshares	1.25	2.50
Taiga	12.00	20.00
Terror	.50	1.00
Thicket Basilisk	2.00	3.00
Thoughtlace	2.50	3.50
Throne of Bone	1.00	1.75
Timber Wolves	4.00	6.00
Time Vault	40.00	55.00
Time Walk	80.00	110.00
Timetwister	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	30.00	45.00
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
Basalt 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
Braingeyser	7.00	10.00
Brass Man	.75	1.50
Burrowing	.75	1.50
Castle	1.50	2.50
Celestial Prism	.75	1.50
Channel	.15	.50
Chaoslace	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
Craw 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) Ball Lightning

Forget Sandra Bullock in a sundress, real speed is *Magic* red/green. Teamed with Tinder Wall, who wouldn't want a second-turn Ball? (Note: How many of you are still picturing Sandra Bullock in that sundress? Mmmm...sundress.)

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	1.50	3.00
Drain Life	.15	.50
Drain Power	4.00	6.00
Drudge Skeletons	.15	.50
Dwarven Warriors	.15	.50
Dwarven Weaponsmith	1.50	2.50
Earth Elemental	1.25	2.50
Earthbind	.75	1.50
Earthquake	3.50	5.00
Ebony Horse	2.50	3.50
El-Hajjaj	4.00	6.00
Elvish Archers	3.00	4.00
Energy Flux	.75	1.50
Erg Raiders	.15	.50
Evil Presence	.75	1.50

WENT UP | WENT DOWN | HEAVILY TRADED

IQ price guide

☆ Eye for an Eye	3.50	5.00
☆ Farmstead	5.00	8.00
★ Fastbond	6.00	10.00
■ Fear	.15	.50
● Feedback	.75	1.50
● Fire Elemental	1.25	2.50
■ Fireball	.15	.50
■ Firebreathing	.15	.50
● Flashfires	.75	1.50
■ Flight	.15	.50
★ Flying Carpet	3.50	5.00
■ Fog	.15	.50
★ Force of Nature	8.00	12.00
■ Forest	.05	.10
★ Fork	15.00	25.00
■ Frozen Shade	.15	.50
★ Fungusaur	4.00	6.00
★ Gaea's Liege	8.00	12.00
■ Giant Growth	.15	.50
■ Giant Spider	.15	.50
● Glasses of Urza	.75	1.50
● Gloom	.75	1.50
● Goblin Balloon Brigade	.75	1.50
★ Goblin King	8.00	10.00
★ Granite Gargoyle	6.00	8.00
■ Gray Ogre	.15	.50
○ Green Ward	.75	1.50
■ Grizzly Bears	.15	.50
❑ Guardian Angel	.75	1.50
❑ Healing Salve	.15	.50
★ Helm of Chatzuk	3.00	4.00
■ Hill Giant	.15	.50
★ Hive, The	4.00	6.00
❑ Holy Armor	.15	.50
❑ Holy Strength	.15	.50
■ Howl from Beyond	.15	.50
★ Howling Mine	7.00	10.00
★ Hurkyl's Recall	3.50	5.00
■ Hurloon Minotaur	.15	.50
● Hurricane	.75	1.50
● Hypnotic Specter	1.50	2.50
● Instill Energy	.75	1.50
● Iron Star	.75	1.50
■ Ironroot Treefolk	.15	.50
★ Island	.05	.10
■ Island Fish Jasconius	3.50	5.00
☆ Island Sanctuary	3.50	5.00
● Ivory Cup	.75	1.50
★ Ivory Tower	4.00	6.00
★ Jade Monolith	1.50	3.00
★ Jandor's Ring	5.00	8.00
★ Jandor's Saddlebags	2.50	3.50
★ Jayemdae Tome	3.00	4.00
● Juggernaut	4.00	7.00
■ Jump	.15	.50
● Karma	.75	1.50
● 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	.75	1.50
● Library of Leng	.75	1.50
● Lifeforce	.75	1.50
★ Lifelace	2.00	3.00
● Lifetap	.75	1.50
■ Lightning Bolt	.15	.50
★ Living Artifact	3.25	5.00
★ Living Lands	3.50	4.00
● Living Wall	1.50	2.50
■ Llanowar Elves	.15	.50
★ Lord of Atlantis	6.00	10.00
★ Lord of the Pit	8.00	12.00
● Lure	.75	1.50
★ Magical Hack	5.00	8.00
★ Magnetic Mountain	2.50	3.50
★ Mahamoti Djinn	7.00	10.00
★ Mana Flare	4.00	6.00
★ Mana Short	3.50	5.00
★ Mana Vault	3.00	4.00
★ Manabarbs	3.00	4.00
★ Meekstone	3.50	5.00
■ Merfolk of the Pearl Trident	.15	.50
❑ Mesa Pegasus	.15	.50
★ Mijae Djinn	4.00	6.00
★ Millstone	3.50	5.00
★ Mind Twist	5.00	8.00
★ Mishra's War Machine	3.00	4.00
■ Mons's Goblin Raiders	.15	.50
■ Mountain	.05	.10
★ Nether Shadow	3.50	5.00
● Nettling Imp	2.50	3.50
★ Nevinyrral's Disk	5.00	8.00
★ Nightmare	10.00	15.00
☆ Northern Paladin	8.00	12.00
● Obsianus Golem	.75	1.50
★ Onulet	1.25	2.00
● Orcish Artillery	1.00	2.00
● Orcish Oriflamme	2.00	3.00
● Ornithopter	.75	1.50
■ Paralyze	.15	.50
❑ Pearled Unicorn	.15	.50
☆ Personal Incarnation	5.00	8.00
■ Pestilence	.15	.50
● Phantasmal Forces	.75	1.50
■ Phantasmal Terrain	.15	.50
● Phantom Monster	.75	1.50
★ Pirate Ship	3.50	5.00
■ Plague Rats	.15	.50

TOP TEN HOTTEST CARDS

7) Mahamoti Djinn

We don't buy that "Chicks think bald guys are sexy" line. We're losing our hair *and* we're really good at *Magic*, and we can't score for S*%@. Anyways, the nearly hairless Mahamoti, a 5/6 flyer, is arguably blue's best creature.

■ Plains	.05	.10
★ Plateau	10.00	18.00
■ Power Leak	.15	.50
■ Power Sink	.15	.50
★ Power Surge	3.50	5.00
★ Primal Clay	2.50	3.50
■ Prodigal Sorcerer	.15	.50
■ Psychic Venom	.15	.50
☆ Purelace	2.00	3.00
● Rack, The	1.25	2.00
■ Raise Dead	.15	.50
■ Reconstruction	.75	1.50
■ Red Elemental Blast	.15	.50
● Red Ward	.75	1.50
■ Regeneration	.15	.50
● Regrowth	3.50	5.00
○ Resurrection	2.00	3.00
☆ Reverse Damage	5.00	8.00
○ Reverse Polarity	.75	1.50
☆ Righteousness	5.00	8.00
★ Roc of Kher Ridges	6.00	10.00
★ Rock Hydra	12.00	18.00
★ Rocket Launcher	4.00	6.00
● Rod of Ruin	.75	1.50
★ Royal Assassin	12.00	18.00
● Sacrifice	1.25	2.50
❑ Samite Healer	.15	.50
★ Savannah	10.00	18.00
★ Savannah Lions	3.50	5.00
■ Scathe Zombies	.15	.50
● Scavenging Ghoul	.75	1.50
★ Scrubland	10.00	18.00
■ Scryb Sprites	.15	.50
■ Sea Serpent	.15	.50
★ Sedge Troll	8.00	12.00
● Sengir Vampire	3.50	5.00
★ Serendib Efreet	10.00	15.00
○ Serra Angel	5.00	8.00
■ Shanodin Dryads	.15	.50
■ Shatter	.15	.50
● Shatterstorm	4.00	6.00
★ Shivan Dragon	15.00	20.00
● Simulacrum	.75	1.50
● Siren's Call	1.00	2.00
★ Sleight of Mind	3.50	5.00
★ Smoke	3.00	4.00
● Sol Ring	6.00	8.00
★ Sorceress Queen	5.00	8.00
● Soul Net	.75	1.50
■ Spell Blast	.15	.50
★ Stasis	3.00	4.00
● Steal Artifact	.75	1.50
● Stone Giant	.75	1.50
■ Stone Rain	.15	.50
■ Stream of Life	.15	.50
★ Sunglasses of Urza	3.00	4.00
■ Swamp	.05	.10
○ Swords to Plowshares	1.00	2.00
★ Taiga	10.00	18.00
■ Terror	.15	.50
● Thicket Basilisk	1.50	2.50
★ Thoughtface	2.00	3.00
● Throne of Bone	.75	1.50
★ Timber Wolves	3.00	4.00
★ Titania's Song	2.50	3.50
■ Tranquility	.15	.50
★ Tropical Island	10.00	18.00
● Tsunami	.75	1.50
★ Tundra	10.00	18.00
● Tunnel	.75	1.50
★ Underground Sea	10.00	18.00
■ Unholy Strength	.15	.50
■ Unstable Mutation	.15	.50
■ Unsummon	.15	.50
● Uthden Troll	1.50	2.50
★ Verduran Enchantress	4.00	6.00
★ Vesuvan Doppelganger	12.00	20.00
☆ Veteran Bodyguard	7.00	12.00
★ Volcanic Eruption	4.00	6.00
★ Volcanic Island	10.00	18.00
● Wall of Air	.75	1.50
● Wall of Bone	.75	1.50
● Wall of Brambles	.75	1.50
● Wall of Fire	.75	1.50
● Wall of Ice	.75	1.50
● Wall of Stone	.75	1.50
○ Wall of Swords	1.50	2.50
● Wall of Water	.75	1.50
■ Wall of Wood	.15	.50
● Wanderlust	.75	1.50
■ War Mammoth	.15	.50
★ Warp Artifact	3.00	4.00
● Water Elemental	1.25	2.50
■ Weakness	.15	.50
★ Web	3.00	4.00
★ Wheel of Fortune	7.00	12.00
○ White Knight	1.50	2.50
○ White Ward	.75	1.50
■ Wild Growth	.15	.50
★ Will-O'-The-Wisp	5.00	8.00
★ Winter Orb	3.00	4.00
● Wooden Sphere	.75	1.50
☆ Wrath of God	4.00	6.00
★ Zombie Master	5.00	8.00

FOURTH EDITION

WIZARDS OF THE COAST-1995

Cards contain a copyright date beneath the artist's name on the front of the card.

Full Set (378 cards)	$250.00	350.00
Starter Deck (60 cards)	8.00	12.00
Starter Box (10 decks)	75.00	100.00
Booster Pack (15 cards)	2.50	3.50
Booster Box (36 packs)	85.00	110.00

Name	Low	High
● Abomination	2.00	3.00
● Air Elemental	.75	1.50
❑ Alabaster Potion	.10	.40
★ Aladdin's Lamp	2.50	3.50
★ Aladdin's Ring	3.00	4.00
● Ali Baba	3.00	4.00
❑ Amrou Kithkin	.10	.40
■ Amulet of Kroog	.10	.40
○ Angry Mob	1.50	2.50
● Animate Artifact	.35	.75
● Animate Dead	.35	.75
☆ Animate Wall	2.00	3.00
★ Ankh of Mishra	2.50	3.50
■ Apprentice Wizard	.10	.40
★ Armageddon	3.50	5.00
★ Armageddon Clock	2.50	3.50
● Ashes to Ashes	.35	.75
● Ashnod's Battle Gear	1.50	2.50
★ Aspect of Wolf	3.50	5.00
● Backfire	1.50	2.50
★ Bad Moon	3.50	5.00
☆ Balance	3.00	4.00
★ Ball Lightning	5.00	9.00
■ Battering Ram	.10	.40
❑ Benalish Hero	.10	.40
■ Bird Maiden	.10	.40
★ Birds of Paradise	5.00	8.00
● Black Knight	1.25	2.00
★ Black Mana Battery	3.50	5.00
● Black Vise	.75	1.50
○ Black Ward	.35	.75
☆ Blessing	2.50	3.50
● Blight	1.50	2.50
■ Blood Lust	.10	.40
■ Blue Elemental Blast	.10	.40
★ Blue Mana Battery	3.50	5.00
● Blue Ward	.10	.40
■ Bog Imp	.10	.40
● Bog Wraith	.75	1.50
★ Battle of Suleiman	2.50	3.50
❑ Brainwash	.10	.40
● Brass Man	.60	1.00
★ Bronze Tablet	2.50	3.50
■ Brothers of Fire	.10	.40
■ Brute, The	.10	.40
● Burrowing	.60	1.00
■ Carnivorous Plant	.10	.40
● Carrion Ants	5.00	8.00
○ Castle	1.25	2.00
● Cave People	1.25	2.00
● Celestial Prism	.60	1.00
● Channel	.10	.40
★ Chaoslace	1.50	2.50
○ Circle of Protection: Artifact	3.00	4.00
❑ Circle of Protection: Black	.10	.40
❑ Circle of Protection: Blue	.10	.40
❑ Circle of Protection: Green	.10	.40
❑ Circle of Protection: Red	.10	.40
❑ Circle of Protection: White	.10	.40
■ Clay Statue	.10	.40
★ Clockwork Avian	4.00	6.00
★ Clockwork Beast	2.50	3.50
★ Cockatrice	4.00	6.00
★ Colossus of Sardia	4.00	6.00
● Conservator	.60	1.00
● Control Magic	1.25	2.00
● Conversion	1.25	2.00
★ Coral Helm	2.50	3.50
★ Cosmic Horror	3.50	5.00
● Counterspell	1.25	2.00
■ Craw Wurm	.10	.40
■ Creature Bond	.10	.40
★ Crimson Manticore	3.00	4.00
● Crumble	.35	.75
☆ Crusade	3.50	5.00
● Crystal Rod	.60	1.00
● Cursed Land	.35	.75
● Cursed Rack	1.50	2.50
■ Cyclopean Mummy	.10	.40
★ Dancing Scimitar	2.50	3.50
■ Dark Ritual	.10	.40
❑ Death Ward	.10	.40
● Deathgrip	.60	1.00
★ Deathlace	1.50	2.50
● Desert Twister	1.25	2.00
● Detonate	1.25	2.00
● Diabolic Machine	1.25	2.00
★ Dingus Egg	3.50	5.00
❑ Disenchant	.10	.40
■ Disintegrate	.10	.40
★ Disrupting Scepter	2.50	3.50
○ Divine Transformation	3.00	4.00
★ Dragon Engine	.75	1.50
● Dragon Whelp	1.25	2.00
■ Drain Life	.10	.40
★ Drain Power	3.50	5.00
■ Drudge Skeletons	.10	.40
■ Durkwood Boars	.10	.40
■ Dwarven Warriors	.10	.40
● Earth Elemental	.75	1.50
★ Earthquake	3.00	4.00
★ Ebony Horse	2.00	3.00
★ El-Hajjaj	3.50	5.00
☆ Elder Land Wurm	3.50	5.00
● Elven Riders	3.50	5.00
★ Elvish Archers	3.00	4.00
● Energy Flux	.60	1.00
■ Energy Tap	.10	.40
■ Erg Raiders	.10	.40
■ Erosion	.10	.40
■ Eternal Warrior	.10	.40

Key

ARTIFACT | BLACK | BLUE | GOLD | GREEN | RED | WHITE | LAND

COMMON | UNCOMMON | ★ RARE

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
Fungusaur	3.50	5.00
Gaea'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	6.00	10.00
Hurkyl's Recall	3.00	4.00
Hurloon Minotaur	.10	.40
Hurr Jackal	2.00	3.00
Hurricane	.60	1.00
Hypnotic Specter	1.25	2.00

TOP TEN HOTTEST CARDS

6) Land Tax

"Fox tracks...rabbit tracks...train tracks!" Easily one of the best Bugs Bunny cartoons. Land Tax, on the other hand, is easily one of the best *Magic* cards. Draw three basic lands when your opponent's lands outnumber yours? One word: Holycrap!

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 Jasconius	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
Jandor's Saddlebags	2.00	3.00
Jayemdae Tome	2.50	3.50
Jump	.10	.40
Junun Efreet	3.50	5.00
Karma	.60	1.00
Keldon Warlord	1.25	2.00
Killer Bees	5.00	8.00
Kismet	3.50	5.00
Kormus Bell	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
Lifeforce	.60	1.00
Lifelace	1.50	2.50
Lifetap	.60	1.00
Lightning Bolt	.10	.40
Living Artifact	2.50	3.50
Living Lands	2.50	3.50
Llanowar Elves	.10	.40
Lord of Atlantis	5.00	8.00
Lord of the Pit	7.00	10.00
Lost Soul	.10	.40
Lure	.60	1.00
Magical Hack	4.00	6.00
Magnetic Mountain	2.00	3.00
Mahamoti Djinn	6.00	8.00
Mana Clash	1.50	2.50
Mana Flare	3.50	5.00
Mana Short	3.00	4.00
Mana Vault	2.50	3.50
Manabarbs	2.50	3.50
Marsh Gas	.10	.40
Marsh Viper	.10	.40
Meekstone	3.00	4.00
Merfolk of the Pearl Trident	.10	.40
Mesa Pegasus	.10	.40
Millstone	3.00	5.00
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
Murk Dwellers	.10	.40
Naf's Asp	.10	.40
Nether Shadow	3.00	4.00
Nevinyrral's Disk	3.50	5.00
Nightmare	7.00	12.00
Northern Paladin	6.00	10.00
Oasis	2.00	3.00
Obsianus Golem	.60	1.00
Onulet	.75	1.50
Orcish Artillery	.75	1.50
Orcish Oriflamme	1.50	2.50
Ornithopter	.35	.75
Osai Vultures	.35	.75
Paralyze	.10	.40
Pearled Unicorn	.10	.40
Personal Incarnation	4.00	6.00
Pestilence	.10	.40
Phantasmal Forces	.60	1.00
Phantasmal Terrain	.10	.40
Phantom Monster	.60	1.00
Piety	.10	.40
Pikemen	.10	.40
Pirate Ship	3.00	4.00
Pit Scorpion	.10	.40
Plague Rats	.10	.40
Plains	.05	.10
Power Leak	.10	.40
Power Sink	.10	.40
Power Surge	2.50	3.50
Pradesh 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
Rack, The	.75	1.50
Radjan Spirit	2.00	3.00
Rag Man	2.50	3.50
Raise Dead	.10	.40
Rebirth	2.50	3.50
Red Elemental Blast	.10	.40
Red Mana Battery	3.50	5.00
Red Ward	.35	.75
Regeneration	.10	.40
Relic Bind	3.00	4.00
Reverse Damage	4.00	6.00
Righteousness	4.00	6.00
Rod of Ruin	.60	1.00
Royal Assassin	9.00	15.00
Samite Healer	.10	.40
Sandstorm	.10	.40
Savannah Lions	3.00	4.00
Scathe Zombies	.10	.40
Scavenging Ghoul	.60	1.00
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
Shanodin 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
Sleight 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 Shackle	.75	1.50
Stasis	2.50	3.50
Steal Artifact	.60	1.00
Stone Giant	.60	1.00
Stone Rain	.10	.40
Stream of Life	.10	.40
Strip Mine	3.00	5.00
Sunglasses of Urza	2.50	3.50
Sunken City	.10	.40
Swamp	.05	.10
Swords to Plowshares	.75	1.50
Sylvan Library	4.00	6.00
Tawnos's Wand	1.25	2.00
Tawnos's Weaponry	1.25	2.00
Tempest Efreet	3.00	4.00
Terror	.10	.40
Tetravus	4.00	6.00
Thicket 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	.10	.40
Wanderlust	.60	1.00
War Mammoth	.10	.40
Warp Artifact	2.50	3.50
Water Elemental	.75	1.50
Weakness	.10	.40
Web	2.50	3.50
Whirling Dervish	3.00	4.00
White Knight	1.25	2.00
White Mana Battery	3.50	5.00
White Ward	.35	.75
Wild Growth	.10	.40
Will-O'-The-Wisp	4.00	6.00
Winds of Change	4.00	6.00
Winter Blast	2.50	3.50
Winter Orb	2.50	3.50
Wooden Sphere	.35	.75
Word of Binding	.10	.40
Wrath of God	3.50	5.00
Xenic Poltergeist	1.25	2.00
Yotian Soldier	.10	.40
Zephyr Falcon	.10	.40
Zombie Master	4.00	6.00

ARABIAN NIGHTS

WIZARDS OF THE COAST- 1994

Full Set (78 cards)	$600.00	800.00
Booster Pack (8 cards)	50.00	70.00
Booster Box (60 packs)	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	10.00	18.00
Cuombajj Witches	.75	1.50
Cyclone	5.00	8.00
Dancing Scimitar	5.00	8.00
Dandan	.75	1.50
Desert	4.00	6.00
Desert Nomads	2.50	3.50
Desert Twister	2.50	3.50
Diamond Valley	30.00	40.00
Drop of Honey	20.00	35.00
Ebony Horse	5.00	8.00
El-Hajjaj	6.00	10.00
Elephant Graveyard	20.00	35.00
Erg Raiders	.75	1.50
Erhnam Djinn	5.00	8.00
Eye for an Eye	6.00	10.00
Fishliver Oil	.50	1.00
Flying Carpet	5.00	8.00
Flying Men	3.00	4.00
Ghazban Ogre	.50	1.00
Giant Tortoise	.75	1.50
Guardian Beast	40.00	65.00
Hasran Ogress	.75	1.50
Hurr Jackal	1.00	2.00
Ifh-biff Efreet	15.00	25.00
Island Fish Jasconius	6.00	10.00
Island of Wak-Wak	25.00	35.00
Jandor's Ring	5.00	8.00
Jandor's Saddlebags	6.00	10.00
Jeweled Bird	4.00	6.00
Jihad	25.00	40.00
Junun Efreet	10.00	15.00
Juzam Djinn	45.00	80.00
Khabal Ghoul	20.00	30.00
King Suleiman	12.00	18.00
Kird 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
Mijae Djinn	8.00	12.00
Moorish Cavalry	4.00	6.00
Mountain	4.00	6.00
Naf's Asp	.50	1.00
Oasis	3.50	5.00
Old Man of the Sea	25.00	35.00
Oubliette	3.50	5.00
Piety	.50	1.00
Pyramids	20.00	30.00
Repentant Blacksmith	3.00	5.00
Ring of Ma'ruf	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 Efreet	12.00	18.00
Shahrazad	12.00	20.00
Sindbad	5.00	8.00
Singing Tree	25.00	40.00
Sorceress Queen	8.00	12.00
Stone-Throwing Devils	4.00	6.00
Unstable Mutation	.75	1.50
War Elephant	.50	1.00
Wyluli Wolf	3.50	5.00
Ydwen Efreet	10.00	15.00

ANTIQUITIES

WIZARDS OF THE COAST- 1994

Full Set (100 cards)	$300.00	400.00
Booster Pack (8 cards)	12.00	18.00

WENT UP | WENT DOWN | HEAVILY TRADED

IQ price guide

Booster Box (60 packs) ..... 700.00 ... 900.00

Name	Low	High
Amulet of Kroog	.15	.50
Argivian Archaeologist	20.00	35.00
Argivian Blacksmith	.40	1.00
Argothian Pixies	.15	.50
Argothian Treefolk	1.00	2.00
Armageddon Clock	3.50	5.00
Artifact Blast	.40	1.00
Artifact Ward	.40	1.00
Artifact Possession	.40	1.00
Ashnod's Altar	1.00	2.00
Ashnod's Battle Gear	2.50	3.50
Ashnod's Transmogrant	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	6.00	8.00
Citanul Druid	3.00	4.00
Clay Statue	.40	1.00
Clockwork Avian	7.00	10.00
Colossus of Sardia	10.00	15.00
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
Drafna's Restoration	1.00	2.00
Dragon Engine	1.50	2.50
Dwarven Weaponsmith	2.00	3.00
Energy Flux	1.00	2.00
Feldon's Cane	2.25	3.00
Goea's Avenger	12.00	20.00
Gate to Phyrexia	2.50	3.50
Goblin Artisans	1.00	2.00
Golgothian Sylex	7.00	10.00
Grapeshot Catapult	.15	.50
Haunting Wind	2.50	3.50
Hurkyl's Recall	6.00	8.00
Ivory Tower	7.00	10.00
Jalum Tome	4.00	6.00
Martyrs of Korlis	4.00	6.00
Mightstone	2.50	3.50
Millstone	4.00	6.00
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
Orcish 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 of Yawgmoth	.75	1.50
Primal Clay	3.50	5.00
Rack, The	1.00	2.00
Rakalite	2.00	3.00
Reconstruction	1.50	2.50
Reverse Polarity	1.50	2.50
Rocket Launcher	4.00	6.00
Sage of Lat-Nam	.40	1.00
Shapeshifter	7.00	10.00
Shatterstorm	5.00	8.00
Staff of Zegon	.40	1.00
Strip Mine	4.00	6.00
Strip Mine (Tower)	5.00	9.00
Su-Chi	3.00	4.00
Tablet of Epityr	.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	10.00
Titania's Song	4.00	6.00
Transmute Artifact	3.50	5.00
Triskelion	8.00	10.00
Urza's Avenger	8.00	12.00
Urza's Chalice	.15	.50
Urza's Mine	.40	1.00
Urza's Miter	7.00	10.00
Urza's Power Plant	.40	1.00
Urza's Tower	.40	1.00
Wall of Spears	.75	1.50
Weakstone	2.50	3.50
Xenic Poltergeist	2.50	3.50
Yawgmoth Demon	8.00	12.00
Yotian Soldier	.75	1.50

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	35.00
Acid Rain	12.00	18.00
Active Volcano	.40	1.00
Adun Oakenshield	10.00	15.00
Adventurers' Guildhouse	2.50	3.50
Azathi Berserker	4.00	6.00
Aisling Leprechaun	.75	1.50
Akron Legionnaire	5.00	8.00
All Hallow's Eve	25.00	35.00
Al-abara's Carpet	10.00	15.00
Alabaster Potion	.40	1.00
Alchor's Tomb	10.00	15.00
Amrou Kithkin	.15	.50
Angelic Voices	7.00	10.00
Angus Mackenzie	10.00	15.00
Anti-Magic Aura	2.00	3.00
Arboria	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
Ayesha 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
Carrion Ants	10.00	18.00
Cat Warriors	.40	1.00
Cathedral of Serra	2.50	3.50
Caverns of Despair	8.00	12.00
Chain Lighting	1.25	2.00
Chains of Mephistopheles	10.00	15.00
Chromium	10.00	18.00
Cleanse	12.00	18.00
Clergy of the Holy Nimbus	.15	.50
Cocoon	3.00	5.00
Concordant Crossroads	6.00	10.00
Cosmic Horror	7.00	10.00
Crow Giant	5.00	8.00
Crevasse	3.50	5.00
Crimson Kobolds	.40	1.00
Crimson Manticore	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
Dishartmony	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 Boars	.15	.50
Dwarven Song	3.50	5.00
Elder Land Worm	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	18.00	25.00
Evil Eye Orms-By-Gore	5.00	8.00
Fallen Angel	4.00	6.00
Falling Star	10.00	15.00
Feint	1.00	2.00
Field of Dreams	10.00	15.00
Fire Sprites	.40	1.00
Firestorm Phoenix	18.00	30.00
Flash Counter	.75	1.50
Flash Flood	.40	1.00
Floral Spuzzem	4.00	6.00
Force Spike	.40	1.00
Forethought Amulet	10.00	15.00
Fortified Area	.75	1.50

TOP TEN HOTTEST CARDS

5) Baron Sengir

Y'know... you read the first two words of the Baron's quote and you begin to wonder what this guy's hobbies are: "Beast. Defiler." Beast-defiler? Hey, man—we don't wanna know. We'll just leave this guy alone and jump over to No. 4.

Name	Low	High
Frost Giant	4.00	6.00
Gabriel Angelfire	5.00	8.00
Gaseous Form	.15	.50
Gauntlets of Chaos	6.00	8.00
Ghosts of the Damned	.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
Gwendlyn Di Corei	12.00	15.00
Halfdane	8.00	12.00
Hammerheim	4.00	6.00
Hazezon Tamar	12.00	20.00
Headless Horseman	.15	.50
Heaven's Gate	3.50	5.00
Hell Swarm	.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 Gjornersen	3.50	5.00
Hyperion Blacksmith	3.50	5.00
Ichneumon Druid	4.00	6.00
Immolation	.75	1.50
Imprison	8.00	12.00
In the Eye of Chaos	10.00	15.00
Indestructible Aura	.40	1.00
Infernal Medusa	5.00	8.00
Infinite Authority	10.00	15.00
Invoke Prejudice	12.00	18.00
Ivory Guardians	2.00	3.00
Jacques le Vert	10.00	15.00
Jasmine Boreal	4.00	6.00
Jedit Ojanen	4.00	6.00
Jerrard of the Closed Fist	4.00	6.00
Johan	6.00	8.00
Jovial Evil	10.00	15.00
Juxtapose	5.00	8.00
Karakas	3.50	5.00
Kasimir the Lone Wolf	4.00	6.00
Keepers of the Faith	.40	1.00
Kei Takahashi	4.00	6.00
Killer Bees	9.00	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
Livonya Silone	10.00	15.00
Lord Magnus	4.00	6.00
Lost Soul	.15	.50
Mana Drain	18.00	25.00
Mana Matrix	10.00	15.00
Marble Priest	3.50	5.00
Marhault Elsdragon	2.50	3.50
Master of the Hunt	18.00	25.00
Mirror Universe	45.00	70.00
Moat	20.00	30.00
Mold Demon	8.00	12.00
Moss Monster	.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 Maliki	4.00	6.00
Pendelhaven	3.50	5.00
Petra Sphynx	5.00	8.00
Pit Scorpion	.15	.50
Pixie Queen	10.00	15.00
Planar Gate	10.00	15.00
Pradesh Gypsies	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
Quanum Trench Gnomes	8.00	12.00
Rabid Wombat	4.00	6.00
Radjan Spirit	3.50	5.00
Raging Bull	.40	1.00
Ragnar	10.00	15.00
Ramirez DePietro	4.00	6.00
Ramses Overdark	10.00	15.00
Rapid Fire	8.00	12.00
Rasputin Dreamweaver	10.00	15.00
Rebirth	4.00	6.00
Recall	7.00	10.00
Red Mana Battery	2.50	3.50
Reincarnation	3.50	5.00
Relic Barrier	4.00	6.00
Relic Bind	3.00	4.00
Remove Enchantments	1.00	2.00
Remove Soul	.40	1.00
Reset	5.00	8.00
Revelation	6.00	8.00
Reverberation	10.00	15.00
Righteous Avengers	4.00	6.00
Ring of Immortals	10.00	15.00
Riven Turnbull	4.00	6.00
Rohgahh of Kher Keep	12.00	18.00
Rubinia Soulsinger	8.00	10.00
Rust	.40	1.00
Sea King's Blessing	3.50	5.00
Seafarer's Quay	2.00	3.00
Seeker	1.00	2.00
Segovian Leviathan	2.50	3.50
Sentinel	5.00	8.00
Serpent Generator	8.00	10.00
Shelkin Brownie	.40	1.00

Key: ARTIFACT | BLACK | BLUE | GOLD | GREEN | RED | WHITE | LAND

COMMON | UNCOMMON | RARE

Shield Wall	2.00	3.00
Shimian Night Stalker	2.50	3.50
Silhouette	3.50	5.00
Sir Shandlar of Eberyn	4.00	6.00
Sivitri Scarzam	3.00	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 Shackle	.40	1.00
Spiritual Sanctuary	8.00	12.00
Stangg	5.00	8.00
Storm Seeker	5.00	7.00
Storm World	8.00	12.00
Subdue	.75	1.50
Sunastian Falconer	4.00	6.00
Sword of the Ages	20.00	30.00
Syphon Soul	.75	1.50
Sylvan Library	4.00	6.00
Sylvan Paradise	3.50	5.00
Tabernacle of Pendrell Vale	10.00	18.00
Takklemaggot	3.00	5.00
Telekinesis	10.00	18.00
Teleport	4.00	6.00
Tempest Efreet	5.00	8.00
Tetsuo Umezawa	12.00	18.00
Thunder Spirit	15.00	25.00
Time Elemental	10.00	15.00
Tobias Andrion	3.00	5.00
Tolaria	3.50	5.00
Tor Wauki	3.00	5.00
Torsten Von Ursus	4.00	6.00
Touch of Darkness	3.50	5.00
Transmutation	.40	1.00
Triassic Egg	5.00	8.00
Tuknir Deathlock	8.00	12.00
Tundra Wolves	.40	1.00
Typhoon	8.00	12.00
Undertow	3.00	4.00
Underworld Dreams	12.00	20.00
Unholy Citadel	2.00	3.00
Untamed Wilds	2.00	3.00
Urborg	3.50	5.00
Ur-Drago	8.00	12.00
Vaevictis Asmadi	10.00	15.00
Vampire Bats	.15	.40
Venarian Gold	.40	1.00
Visions	3.00	4.00
Voodoo Doll	6.00	10.00
Walking Dead	.40	1.00
Wall of Caltrops	.40	1.00
Wall of Dust	3.00	4.00
Wall of Earth	.40	1.00
Wall of Heat	.40	1.00
Wall of Light	3.50	5.00

TOP TEN HOTTEST CARDS

4) Autumn Willow

Nope, no bestiality here. What you do have is one of the four *Homelands* cards that are worth their salt. With the special ability to be untargetable by *anything*, Ms. Willow finds her way into almost every green deck.

Wall of Opposition	3.00	4.00
Wall of Putrid Flesh	3.50	5.00
Wall of Shadows	.40	1.00
Wall of Tombstones	3.00	4.00
Wall of Vapor	.40	1.00
Wall of Wonder	2.00	3.00
Whirling Dervish	5.00	8.00
White Mana Battery	2.50	3.50
Willow Satyr	10.00	15.00
Winds of Change	4.00	6.00
Winter Blast	7.00	10.00
Wolverine Pack	.75	1.50
Wood Elemental	8.00	12.00
Wretched, The	10.00	15.00
Xira Arien	8.00	12.00
Zephyr Falcon	.40	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	.75	1.50
Ashes to Ashes	.15	.40
Ball Lightning	8.00	12.00
Banshee	1.50	2.50
Barl's Cage	4.00	6.00
Blood Moon	6.00	8.00
Blood of the Martyr	2.00	3.00
Bog Imp	.15	.40
Bog Rats	.15	.40
Bone Flute	1.00	2.00
Book of Rass	2.00	3.00
Brainwash	.15	.40
Brothers of Fire	1.00	2.00
Carnivorous Plant	.15	.40
Cave People	1.50	2.50
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	.15	.40
Dark Sphere	3.50	5.00
Deep Water	.15	.40
Diabolic Machine	2.00	3.00
Drowned	.15	.40
Dust to Dust	.15	.40
Eater of the Dead	4.00	6.00
Electric Eel	1.50	2.50
Elves of Deep Shadow	2.50	3.50
Erosion	.15	.40
Eternal Flame	3.50	5.00
Exorcist	6.00	10.00
Fallen, The	1.50	2.50
Fasting	1.50	2.50
Fellwar Stone	2.50	3.50
Festival	.15	.40
Fire and Brimstone	2.00	3.00
Fire Drake	1.50	2.50
Fissure	.15	.40
Flood	.75	1.50
Fountain of Youth	1.50	2.50
Frankenstein's Monster	8.00	12.00
Gaea's Touch	.75	1.50
Ghost Ship	.15	.40
Giant Shark	.15	.40
Goblin Caves	.15	.40
Goblin Digging Team	.15	.40
Goblin Hero	.15	.40
Goblin Rock Sled	.15	.40
Goblin Shrine	.15	.40
Goblin Wizard	6.00	8.00
Goblins of the Flarg	.15	.40
Grave Robbers	5.00	8.00
Hidden Path	5.00	8.00
Holy Light	.15	.40
Inferno	4.00	6.00
Inquisition	.15	.40
Knights of Thorn	6.00	8.00
Land Leeches	.15	.40
Leviathan	5.00	8.00
Living Armor	1.50	2.50
Lurker	4.00	6.00
Mana Clash	3.50	5.00
Mana Vortex	5.00	8.00
Marsh Gas	.15	.40
Marsh Goblins	.15	.40
Marsh Viper	.15	.40
Martyr's Cry	5.00	8.00
Maze of Ith	7.00	12.00
Merfolk Assassin	4.00	6.00
Mind Bomb	3.00	4.00
Miracle Worker	.15	.40
Morale	.15	.40
Murk Dwellers	.15	.40
Nameless Race	4.00	6.00
Necropolis	1.50	2.50
Niall Silvain	4.00	6.00
Orc General	2.50	3.50
People of the Woods	3.00	4.00
Pikemen	.15	.40
Preacher	10.00	15.00
Psychic Allergy	4.00	6.00
Rag Man	4.00	6.00
Reflecting Mirror	3.50	5.00
Riptide	.15	.40
Runesword	1.50	2.50
Safe Haven	3.00	4.00
Savaen Elves	.15	.40
Scarecrow	3.50	5.00
Scarwood Bandits	5.00	8.00
Scarwood Goblins	.15	.40
Scarwood Hag	2.50	3.50
Scavenger Folk	.15	.40
Season of the Witch	5.00	8.00
Sisters of the Flame	.75	1.50
Skull of Orm	4.00	6.00
Sorrow's Path	3.00	4.00
Spitting Slug	1.50	2.50
Squire	.15	.40
Standing Stones	2.50	3.50
Stone Calendar	5.00	8.00
Sunken City	.15	.40
Tangle Kelp	1.50	2.50
Tivadar's Crusade	1.50	2.50
Tormod's Crypt	1.50	2.50
Tower of Coireall	1.50	2.50
Tracker	6.00	8.00
Uncle Istvan	1.50	2.50
Venom	.15	.40
Wand of Ith	3.00	4.00
War Barge	3.50	5.00
Water Wurm	.15	.40
Whippoorwill	2.50	3.50
Witch Hunter	5.00	8.00
Word of Binding	.15	.40
Worms of the Earth	4.00	7.00
Wormwood Treefolk	4.00	7.00

FALLEN EMPIRES

WIZARDS OF THE COAST- 1994

Full Set (187 cards)	$40.00	60.00
Booster Pack (8 cards)	.60	1.25
Booster Box (60 packs)	30.00	55.00

Name	Low	High
Aeolipile	1.00	2.00
Armor Thrull	.10	.40
Balm of Restoration	1.00	2.00
Basal Thrull	.10	.40
Bottomless Vault	2.50	4.00
Brassclaw Orcs	.10	.40
Breeding Pit	1.00	2.00
Combat Medic	.10	.40
Conch Horn	.75	1.50
Deep Spawn	.50	1.25
Delif's Cone	.10	.40
Delif's Cube	.75	1.50
Derelor	1.00	2.00
Draconian Cylix	2.00	3.00
Dwarven Armorer	2.00	3.00
Dwarven Catapult	.50	1.25
Dwarven Hold	2.50	3.50
Dwarven Lieutenant	.50	1.25
Dwarven Ruins	.50	1.25
Dwarven Soldier	.10	.40
Ebon Praetor	3.00	5.00
Ebon Stronghold	.75	1.50
Elven Fortress	.10	.40
Elvish Farmer	2.00	3.00
Elvish Hunter	.10	.40
Elven Lyre	.75	1.50
Elvish Scout	.10	.40
Farrel's Mantle	.50	1.25
Farrel's Zealot	.10	.40
Farrelite Priest	.10	.40
Feral Thallid	.75	1.50
Fungal Bloom	3.00	5.00
Goblin Chirurgeon	.10	.40
Goblin Flotilla	2.00	3.00
Goblin Grenade	.10	.40
Goblin Kites	.50	1.25
Goblin War Drums	.10	.40
Goblin Warrens	2.50	3.50
Hand of Justice	4.00	6.00
Havenwood Battleground	.75	1.50
Heroism	.50	1.25
High Tide	.10	.40
Hollow Trees	2.50	4.00
Homarid	.10	.40
Homarid Shaman	1.50	2.50
Homarid Spawning Bed	.50	1.25
Homarid Warrior	.10	.40
Hymn to Tourach	.10	.40
Icatian Infantry	.10	.40
Icatian Javelineers	.10	.40
Icatian Lieutenant	2.00	3.00
Icatian Moneychanger	.10	.40
Icatian Phalanx	.50	1.25
Icatian Priest	.50	1.25
Icatian Scout	.10	.40
Icatian Skirmishers	2.50	4.00
Icatian Store	2.50	4.00
Icatian Town	3.00	5.00
Implements of Sacrifice	1.00	2.00
Initiates of the Ebon Hand	.10	.40
Merseine	.10	.40
Mindstab Thrull	.10	.40
Necrite	.10	.40
Night Soil	.10	.40
Orcish Captain	.50	1.25
Orcish Spy	.10	.40
Orcish Veteran	.10	.40
Order of Leitbur	.10	.40
Order of the Ebon Hand	.10	.40
Orgg	2.50	4.00
Raiding Party	.50	1.25
Rainbow Vale	3.00	4.00
Ring of Renewal	2.00	3.00
River Merfolk	2.00	3.00
Ruins of Trokair	.75	1.50
Sand Silos	1.50	2.50
Seasinger	1.25	2.00
Soul Exchange	.75	1.50
Spirit Shield	2.00	3.00
Spore Cloud	.10	.40
Spore Flower	.50	1.25
Svyelunite Priest	.50	1.25
Svyelunite Temple	.50	1.25
Thallid	.10	.40
Thallid Devourer	.50	1.25
Thelon's Chant	.50	1.25
Thelon's Curse	2.00	3.00
Thelonite Druid	.50	1.25
Thelonite Monk	2.00	3.00
Thorn Thallid	.10	.40
Thrull Champion	3.00	5.00
Thrull Retainer	.50	1.25
Thrull Wizard	.50	1.25
Tidal Flats	.10	.40
Tidal Influence	.10	.40
Tourach's Chant	.10	.40
Tourach's Gate	2.00	3.00
Vodalian Knights	3.00	5.00
Vodalian Mage	.10	.40
Vodalian Soldiers	.10	.40
Vodalian War Machine	2.50	3.50
Zelyon Sword	2.00	3.00

ICE AGE

WIZARDS OF THE COAST- 1995

Full Set (383 cards)	$375.00	450.00
Starter Deck (60 cards)	10.00	16.00
Starter Box (10 decks)	90.00	150.00
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	.15	.40
Adarkar Wastes	4.00	6.00
Aegis of the Meek	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	.15	.40
Arcum's Sleigh	1.50	2.50
Arcum's Weathervane	1.50	2.50
Arcum's Whistle	1.50	2.50
Arenson's Aura	.15	.40
Armor of Faith	.15	.40
Arnjlof's Ascent	.15	.40
Ashen Ghoul	1.50	2.50
Aurochs	.15	.40
Avalanche	2.00	3.00
Balduvian Barbarians	.15	.40
Balduvian Bears	.15	.40
Balduvian Conjurer	1.50	2.50
Balduvian Hydra	6.00	8.00
Balduvian Shaman	.15	.40
Barbarian Guides	.15	.40
Barbed Sextant	.15	.40
Baton of Morale	2.00	3.00
Battle Cry	1.50	2.50

WENT UP | WENT DOWN | HEAVILY TRADED

IQ 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
☆ Caribou 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	18.00
● Demonic Consultation	2.00	3.00
★ Despotic 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	2.00	3.00
☆ Formation	5.00	7.00
■ Foul Familiar	.15	.40
■ Foxfire	.15	.40
● Freyalise Supplicant	1.50	2.50
● Freyalise's Charm	1.50	2.50
★ Freyalise's Winds	4.00	6.00
● Fumarole	2.00	3.00
❑ Fylgja	.15	.40
● Fyndhorn Bow	1.50	2.50
■ Fyndhorn Brownie	.15	.40
● Fyndhorn Elder	2.00	3.00
■ Fyndhorn Elves	.15	.40
★ Fyndhorn Pollen	4.00	6.00

TOP TEN **HOTTEST** CARDS

3) Deflection

Inchworming its way back towards its former No. 1 slot, the impossibly useful Deflection, which retargets a spell to something else of your choosing, helps cement blue as the most annoying *Magic* color.

★ 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
○ Hippariion	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	9.00	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
● Johtull Wurm	2.00	3.00
★ Jokulhaups	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	8.00
❑ Kelsinko Ranger	.15	.40
■ Kjeldoran Dead	.15	.40
○ Kjeldoran Elite Guard	2.00	3.00

TOP TEN **HOTTEST** CARDS

2) Icy Manipulator

Who replaced the cool hand-holding-the-ball Icy art with this crappy Tinker-Toy nonsense? "Bone crank," my ass! Gimme the old Icy!! Well, regardless of the art, the Icy remains one of *Magic*'s most versatile, bestest cards.

● Kjeldoran Frostbeast	2.00	3.00
❑ Kjeldoran Guard	.15	.40
☆ Kjeldoran Knight	5.00	7.00
☆ Kjeldoran Phalanx	5.00	7.00
☆ Kjeldoran Royal Guard	5.00	7.00
● Kjeldoran Skycaptain	2.00	3.00
❑ Kjeldoran Skyknight	.15	.40
❑ Kjeldoran 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-Dûl	.15	.40
● Leshrac's Rite	1.50	2.50
● Leshrac's Sigil	1.50	2.50
★ Lhurgoyf	6.00	10.00
☆ Lim-Dûl's Cohort	.15	.40
■ Lim-Dûl's Hex	1.50	2.50
● Lightning Blow	4.00	6.00
☆ Lost Order of Jarkeld	5.00	7.00
● Lure	1.50	2.50
● Maddening Wind	1.50	2.50
★ Magus of the Unseen	5.00	8.00
● Malachite Talisman	1.50	2.50
★ Marton Stromgald	8.00	12.00
● Melee	1.50	2.50
● Melting	1.50	2.50
☆ Mercenaries	3.00	5.00
● Merieke Ri Berit	5.00	7.00
★ Mesmeric Trance	4.00	6.00
■ Meteor Shower	.15	.40
■ Mind Ravel	.15	.40
● Mind Warp	2.50	3.50
★ Mind Whip	3.00	5.00
★ Minion of Leshrac	6.00	8.00
★ Minion of Tevesh Szat	5.00	7.00
■ Mistfolk	.15	.40
● Mole Worms	1.50	2.50
● Monsoon	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
● Nacre Talisman	1.50	2.50
★ Naked Singularity	5.00	7.00
● Nature's Lore	1.50	2.50
★ Necropotence	5.00	7.00
■ Norritt	.15	.40
★ Oath of Lim-Dûl	4.00	6.00
● Onyx Talisman	1.50	2.50
● Orcish Cannoneers	1.50	2.50
■ Orcish Conscripts	.15	.40
■ Orcish Farmer	.15	.40
● Orcish Healer	1.50	2.50
★ Orcish Librarian	4.00	6.00
■ Orcish Lumberjack	.15	.40
★ Orcish 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
■ Pyknite	.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 Subdual	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
★ Stromgald Cabal	4.00	6.00
★ Stunted Growth	4.00	6.00
★ Sulfurous Springs	4.00	6.00
● Sunstone	1.50	2.50
■ Swamp	.05	.10
○ Swords to Plowshares	1.50	2.50
■ Tarpan	.15	.40
● Thermokarst	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

Key

■ ARTIFACT ■ BLACK ■ BLUE ■ GOLD ■ GREEN ■ RED ❑ WHITE ■ LAND

■ COMMON ● UNCOMMON ★ RARE

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
Venemous Breath	1.50	2.50
Vertigo	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
Wiitigo	5.00	7.00
Wild Growth	.15	.40
Wind Spirit	2.00	3.00
Wings of Aesthir	2.00	3.00
Winter's Chill	5.00	7.00
Withering Wisps	1.50	2.50
Woolly Mammoths	.15	.40
Woolly Spider	.15	.40
Word of Blasting	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 Weirding	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	2.50
Booster Box (45 packs)	75.00	110.00

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 Transmogrant	.25	.75
Axelrod Gunnarson	3.00	5.00
Ayesha Tanaka	2.00	3.00
Azure Drake	.75	1.50
Banshee	.25	.75
Barl's Cage	1.50	2.50
Beasts of Bogardan	.75	1.50
Blood of the Martyr	.25	.75
Blood Moon	4.00	6.00
Bog Rats	.15	.40
Book of Rass	1.50	2.50
Boomerang	.15	.40
Bronze Horse	2.00	3.00
Cat Warriors	.15	.40
Chromium	5.00	8.00
City of Brass	5.00	8.00
Cocoon	1.50	2.50
Concordant Crossroads	4.00	6.00
Craw Giant	2.00	3.00
Cuombajj Witches	.15	.40
Cyclone	2.00	4.00
D'Avenant Archer	.25	.75
Dakkon Blackblade	5.00	8.00
Dance of Many	2.00	3.00
Dandan	.15	.40
Divine Offering	.15	.40
Emerald Dragonfly	.15	.40
Enchantment Alteration	.25	.75
Erhnam Djinn	3.00	5.00
Fallen, The	.75	1.50
Fallen Angel	2.00	3.00
Feldon's Cane	.25	.75
Fire Drake	.75	1.50
Fishliver Oil	.15	.40
Flash Flood	.15	.40
Fountain of Youth	.25	.75
Gabriel Angelfire	4.00	6.00
Gauntlets of Chaos	4.00	6.00

TOP TEN HOTTEST CARDS

1) Jester's Cap

The next person to Cap us gets a bat to the head and a punch in the throat. Stupid card. Unless it's in tournament play, feel free to take a hole-puncher and go to town on this annoying piece of cardboard whenever it's used against you.

Ghazban Ogre	.15	.40
Giant Slug	.15	.40
Goblin Artisans	.25	.75
Goblin Digging Team	.15	.40
Goblin Shrine	.15	.40
Goblins of the Flarg	.15	.40
Hasran Ogress	.15	.40
Hell's Caretaker	5.00	8.00
Horn of Deafening	2.50	4.00
Indestructible Aura	.15	.40
Ivory Guardians	.75	1.50
Jalum 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	1.00
Land's Edge	4.00	6.00
Living Armor	.75	1.50
Marhault Elsdragon	.75	1.50
Metamorphosis	.15	.40
Mountain Yeti	.15	.40
Nebuchadnezzar	4.00	6.00
Nicol Bolas	5.00	7.00
Obelisk of Undoing	3.00	5.00
Palladia-Mors	5.00	7.00
Petra Sphynx	2.50	4.00
Primordial Ooze	.75	1.50
Puppet Master	.75	1.50
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	1.50
Shimian Night Stalker	.75	1.50
Sivitri Scarzam	.50	1.00
Sol'kanar the Swamp King	5.00	7.00
Stangg	3.00	5.00
Storm Seeker	1.50	2.50
Takklemaggot	1.50	2.50
Teleport	2.00	4.00
Tobias Andrion	.50	1.00
Tor Wauki	.50	1.00
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
Vaevictis Asmadi	5.00	7.00
Voodoo Doll	2.50	4.00
Wall of Heat	.15	.40
Wall of Opposition	.75	1.50
Wall of Shadows	.15	.40
Wall of Vapor	.15	.40
Wall of Wonder	.75	1.50

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	2.75
Booster Box (60 packs)	90.00	150.00

Name	Low	High
Abbey Gargoyles	1.00	2.00
Abbey Matron (ver. 1)	.15	.50
Abbey Matron (ver. 2)	.15	.50
Æther 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-Havva Constable	2.00	4.00
An-Havva Inn	1.00	2.00
An-Havva Township	2.00	4.00
An-Zerrin 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	7.00	12.00
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
Baki's Curse	2.00	4.00
Baron Sengir	7.00	12.00
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 Stasis	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	6.00
Death Speakers	2.00	3.00
Didgeridoo	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
Faerie 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-Havva (ver. 1)	.15	.50
Folk of An-Havva (ver. 2)	.15	.50
Forget	2.00	4.00
Funeral March	.15	.50
Ghost Hounds	2.00	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
Irini Sengir	2.00	3.00
Ironclaw Curse	2.00	4.00
Jinx	.15	.50
Joven	.15	.50
Joven's Ferrets	.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
Narwhal	3.00	5.00
Orcish Mine	2.00	3.00
Primal Order	7.00	10.00
Prophecy	.15	.50
Rashka 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
Reyeka, Wizard Savant	3.00	5.00
Root Spider	2.00	3.00
Roots	2.00	3.00
Roterothopter	.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
Veldrane 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	15.00	25.00
Nalathni Dragon	6.00	10.00
Sewers of Estark	6.00	10.00
Windseeker Centaur	6.00	10.00

FACTORY SETS

M:TG Beta Factory Set (363 cards) $200.00 ... 250.00

This set is known as the "Domestic Edition." Cards have square borders with gold trim. Backs also have the words "Collector's Edition" in gold letters. These cards are not tournament legal. 10,000 printed.

M:TG Beta International Factory Set (363 cards) $275.00 ... 350.00

Known as the "International Edition," this set is the same as above except the cards have "International Collectors Editon" on them. Cards are also not tournament legal. 5,000 printed.

M:TG Revised Boxed Set ..... $20.00 ... 25.00

This set contains two 60-card Revised starter decks, 30 counters and a Revised checklist

M:TG Fourth Ed. Boxed Set ... $18.00 ... 25.00

This set contains two 60-card Fourth Edition starter decks, 30 counters and a Fourth Edition checklist.

WENT UP | WENT DOWN | HEAVILY TRADED

INQUEST price guide

BLOOD WARS—WERETIGER

BLOOD WARS
TSR–1995

Full Set (334 cards)		$275.00	350.00
Starter Deck (50 cards)		8.00	10.00
Starter Box (6 dual decks)		75.00	100.00
Booster Pack (15 cards)		2.00	2.50
Booster Box (36 packs)		70.00	85.00
Assassination Plot	R	5.00	8.00
Chaos Beast	R	4.00	6.00
Lady of Pain	R	25.00	35.00
Shield Maidens of Odin	R	4.00	6.00
Tiamat	R	5.00	8.00

FACTOLS AND FACTIONS
TSR–1995

Full Set (134 cards)		$40.00	60.00
Booster Pack (15 cards)		2.00	2.50
Booster Box (36 packs)		70.00	80.00

PROXIES & POWERS
TSR–1995

Full Set (134 cards)		$40.00	60.00
Booster Pack (15 cards)		2.00	2.50
Booster Box (36 packs)		70.00	85.00

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
Alakhai the Cunning	R	7.00	10.00
Cardinal Dominic	R	7.00	10.00
Crenshaw the Mortificator	R	7.00	10.00
Nimrod Autocannon	R	5.00	8.00
Personal Anti-Personnel Mines	R	7.00	10.00

INQUISITION EXPANSION
HEARTBREAKER–1995

Full Set (170 cards)		$175.00	225.00
Booster Pack (8 cards)		2.00	2.50
Booster Box (60 packs)		95.00	130.00

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	1.50
Unlisted Rare dice		1.50	2.50
Assassin	R	2.00	4.00
Black Dragon: Drake	R	2.00	4.00
Black Dragon: Wyrm	R	2.00	4.00
Blue Dragon: Drake	R	2.00	4.00
Blue Dragon: Wyrm	R	2.00	4.00
Champion	R	2.00	4.00
Conjuror	U	1.50	3.00
Conqueror	R	2.00	4.00
Crack-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
Herald	R	2.00	4.00
Infiltrator	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: Wyrm	R	2.00	4.00
Sharpshooter	R	2.00	4.00
Skirmisher	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

DRAGON DICE: MONSTERS & AMAZONS EXPANSION
TSR–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		1.50	2.50
Unlisted Rare dice		3.00	5.00
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

DRAGON DICE: FIREWALKERS EXPANSION
TSR–1996

Full Set (46 dice)		$110.00	160.00
Kicker Pack (8 dice)		6.00	7.00
Kicker Box (12 packs)		70.00	80.00
Unlisted Common dice		.25	.50
Adventurer	U	1.50	2.50
Ashbringer	R	3.00	5.00
Daybringer	R	3.00	5.00
Expeditioner	R	3.00	5.00
Firemaster	U	1.50	2.50
Fireshadow	C	1.50	2.50
Firestormer	R	3.00	5.00
Genie	U	3.00	5.00
Gorgon	C	1.50	2.50
Nightsbane	U	1.50	2.50
Phoenix	R	7.00	10.00
Salamander	U	3.00	5.00
Sentinel	R	3.00	5.00
Sunflare	U	1.50	2.50
Watcher	U	1.50	2.50

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
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
Full *Fury* Set (57 cards)		30.00	50.00
Fury Starter Deck (65 cards)		8.00	12.00
Fury Starter Box (10 decks)		75.00	100.00
Fury Booster Pack (15 cards)		2.50	3.00
Fury Booster Box (36 packs)		85.00	110.00

FLIGHTS OF FANTASY
DESTINI PRODUCTIONS–1994

Full Set (108 cards)		$25.00	50.00
Booster Pack (10 cards)		1.75	2.50
Booster Box (36 packs)		60.00	80.00

GALACTIC EMPIRES
COMPANION GAMES–1995

Full Set (440)		$165.00	200.00
Starter Deck (55 cards)		8.00	9.00
Starter Box (10 decks)		75.00	100.00
Booster Pack (12 cards)		2.00	2.50
Booster Box (36 packs)		70.00	85.00
Dragon 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

GANGLAND!
CORGLENBURG–1996

Starter Set (170 cards)		$18.00	20.00

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
Control Destiny	U	1.50	3.00
Death	R	4.00	6.00
Dragon Wing Lord	R	3.00	5.00
Grand Avatar	R	3.00	5.00
Smoke Spirit, The	U	1.50	3.00

DAGGER ISLE EXPANSION
FPG–1996

Full Set (120 cards)		$80.00	120.00
Booster Pack (14 cards)		2.50	2.75
Booster Box (36 packs)		80.00	95.00
Champs the Wonder Dog	R	4.00	6.00
Elandor, Mighty Wizard	R	4.00	6.00
Farmer Brown	R	3.00	5.00
Santa's Beer Sled	C	1.50	2.50
Supermodeloid	C	1.00	2.00

DRIFTER'S NEXUS EXPANSION
FPG–1996

Full Set (120 cards)		•	•
Booster Pack (8 cards)		1.75	2.00
Booster Box (60 packs)		100.00	115.00

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
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
Nefertiri	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
CARDZ–1995

Full Set (450 cards)		$200.00	300.00
Starter Dual 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	UR	50.00	75.00
Angel Storm	UR	20.00	30.00
Winning	UR	20.00	30.00

ILLUMINATI: NEW WORLD ORDER LIMITED EDITION
STEVE JACKSON GAMES–1994

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	1.50
Unlisted Rare cards		2.50	3.50

Card names are printed in gold

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

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
Card names are printed in various colors.

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 including 10 chase cards)		$125.00	200.00
Starter Deck (60 cards)		8.00	10.00

• PRICE NOT AVAILABLE

Starter Box (10 decks)		75.00	95.00
Booster Pack (15 cards)		2.75	3.00
Booster Box (36 packs)		90.00	100.00
Alec Trevelyn–006	UR	8.00	12.00
Aston Martin "Volante"	UR	8.00	12.00
Connections	UR	8.00	12.00
Destroy Cocaine Factory	R	6.00	8.00
Ernst Stavro Blofeld	UR	8.00	12.00
Hidden Agenda	R	6.00	8.00
Jaws	R	4.00	6.00
Leadership	UR	8.00	12.00
Legend, The	UR	10.00	15.00
Octopussy	R	4.00	6.00
One Step Forward, Two...	UR	8.00	12.00
Pam Bouvier	UR	10.00	15.00
Save Gold Reserve	UR	8.00	12.00
Soviet War Room	UR	8.00	12.00
Stop Heroin Flow	R	6.00	8.00

JYHAD

WIZARDS OF THE COAST–1994

Full Set (438 cards)	$300.00	400.00
Starter Deck (76 cards)	8.00	9.00
Starter Box (10 decks)	75.00	90.00
Booster Pack (19 cards)	2.00	2.50
Booster Box (36 packs)	70.00	90.00

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 ECLECTIC 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
Bayushi Kachiko	R	3.00	5.00
Imperial Gift	R	3.00	5.00
Inheritance	R	4.00	6.00
Kolat Master	R	4.00	6.00
School of Wizardry	R	4.00	6.00

MARVEL OVERPOWER

FLEER–1995

Full Set (345 cards including 42 Mission cards)	$300.00	400.00
Starter Deck (62 cards)	$8.00	10.00
Starter Box (12 decks)	90.00	110.00
Booster Pack (9 cards)	2.00	2.50
Booster Box (36 Packs)	70.00	90.00
42-card Missions set (1 per pack)	1.00	2.00
Unlisted Uncommon cards	.20	.40
Unlisted Uncommon cards	1.50	2.50
Unlisted Rare cards	3.00	4.00

Some names are abbreviated. P rarity denotes Promo.

Apocalypse Hero Card	R	3.00	5.00
Apoc Mega Morph	R	3.00	5.00
Bishop Spectrum Blast	R	3.00	5.00
Cable Hero Card	R	3.00	5.00
Captain America Hero Card	R	4.00	6.00
Cyclops Ground Blast	R	3.00	5.00
Death From Above	P	1.00	2.00
Gambit Charm	R	3.00	5.00
Gamma Terror	P	1.00	2.00
God of Mischief	P	1.00	2.00
Guardian Angel	P	1.00	2.00
Hulk Enraged	R	3.00	5.00
Hulk Intimidate	R	3.00	5.00
Iron Man Hero Card	R	4.00	6.00
IM Tactical Computer	R	4.00	6.00
Jean Grey Tele. Unity	R	3.00	5.00
Jubilee Plasmoid Flash	R	3.00	5.00
Magneto Hero Card	R	5.00	8.00
Magneto Paralyze Opp.	R	5.00	8.00
Mystique Hero Card	R	4.00	6.00
Mystique Surprise Attack	R	4.00	6.00
Professor X Hero Card	R	3.00	5.00
Prof X Psionic Hold	R	3.00	5.00
Prof X Tele. Coord.	R	3.00	5.00
Psylocke Hero Card	R	3.00	5.00
Psylocke Mental Hold	R	3.00	5.00
Psylocke Psychic Knife	R	3.00	5.00
Rogue Mutagenic Drain	R	3.00	5.00
Rogue Super Strength	U	3.00	5.00
Sabretooth Blood Hunt	R	4.00	6.00
Spider-Man Hero Card	R	10.00	18.00
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
Storm Hero Card	R	3.00	5.00
Storm Emotional Outburst	R	3.00	5.00
Storm Summon...Power	R	3.00	5.00
Unlucky at Love	P	1.00	2.00
Venom Hero Card	R	5.00	8.00
Venom Alien Webbing	U	3.00	5.00
Venom Creepy Crawler	U	3.00	5.00
Venom Panic Attack	R	5.00	8.00
Venom Symbiotic Snare	R	5.00	8.00
Web-Headed Wizard	P	3.00	5.00
Wolverine Hero Card	R	10.00	18.00
Wolvie Berserk Attack	C	1.00	2.50
Wolvie Fighting Instinct	C	1.00	2.50
Wolvie Heal	C	1.00	2.50
Wolvie Snikt!	C	1.00	2.50
Wolvie Wounded Animal	R	10.00	18.00

POWERSURGE EXPANSION

FLEER- 1995

Full Set (269 cards including 14 Mission cards)	$200.00	300.00
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

P rarity denotes Promo.

Captain Universe	P	1.00	2.00
Confusion	P	3.00	5.00
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
Savage Land	P	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

MISSION CONTROL EXPANSION

FLEER–1996

Full Set (142 cards including 14 Mission cards)	$40.00	60.00
Booster Pack (9 cards)	1.40	1.75
Booster Box (36 packs)	48.00	55.00
Single Mission cards	.25	.75
Unlisted Common cards	.15	.40
Unlisted Uncommon cards	.75	2.00
Unlisted Rare cards	2.00	4.00

P rarity denotes Promo.

Black Widow Avenging Agent	R	3.00	5.00
Black Widow Combat Gymnast	R	3.00	5.00
Black Widow Hero card	U	2.00	4.00
Hawkeye Hero card	U	1.50	3.00
Infestation Incident–Alien Creature Rampages	P	1.00	2.00
Morbius Hero card	U	1.50	3.00
Morph Hero card	U	2.00	3.00
Mutant Rebels Held Captive	P	1.00	2.00
Nightcrawler Hero card	U	1.50	3.00
Quicksilver Hero card	U	1.50	3.00

MIDDLE-EARTH: THE WIZARDS

IRON CROWN ENTERPRISES–1995

Full Set (484 cards)	$350.00	500.00
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

P rarity denotes Promo.

Adunaphel	R	7.00	10.00
Agburanar	R	3.00	5.00
Akhôrahil	R	7.00	10.00
Align Palantír	U	1.50	3.00
Anborn	U	1.50	3.00
Andúril, Flame of the West	R	2.00	4.00
Arinmîr	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
Balrog 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-wight	U	1.50	3.00
Beretar	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	P	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
Carn Dûm	R	2.50	4.00
Caves of Ulund	U	1.50	2.50
Cirdan	R	2.50	5.00
Cirith Ungol	R	2.50	4.00
Clear Skies	R	3.50	5.00
Clouds	R	3.00	6.00
Cock Crows, The	U	2.00	4.00
Corsairs of Umbar	U	1.50	3.00
Cracks of Doom	U	2.00	4.00
Daelomin	R	3.00	5.00
Dûin II	R	2.50	5.00
Damrod	U	1.50	3.00
Dancing Spire	U	1.50	2.50
Dead Marshes	U	1.50	2.50
Denethor II	R	2.50	5.00
Dimrill Dale	U	1.50	2.50
Dol Guldur	R	2.50	4.00
Dori	U	1.50	3.00
Dragon's Desolation	U	1.50	3.00
Drowning Seas	U	2.00	4.00
Dunharrow	R	2.50	4.00
Durin's Axe	U	1.50	3.00
Dwar of Waw	R	7.00	10.00
Dw. Ring of Barin's Tribe	R	5.00	8.00
Dw. Ring of Bavor's Tribe	R	3.00	6.00
Dw. Ring of Drúin'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 Thelor's Tribe	U	2.00	4.00
Dw. Ring of Thrór's Tribe	U	2.00	4.00
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
Elrond	R	5.00	8.00
Elves of Lindon	R	1.50	3.00
Ent-draughts	U	1.50	2.50
Éomer	U	1.50	3.00
Éowyn	U	1.50	3.00
Evenstar, The	U	1.50	3.00
Eye of Sauron	R	3.00	6.00
Fair Sailing	R	3.00	6.00
Fair Travels in Dark-domains	R	3.00	6.00
Fair Travels in Free-domains	R	3.00	6.00
Favor of the Valar	R	5.00	8.00
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
Fury of The Iron Crown	P	2.50	4.00
Galadriel	R	3.00	5.00
Galva	R	2.50	5.00
Gamling the Old	U	1.50	3.00
Ghân-buri-Ghân	U	1.50	3.00
Glamdring	U	1.50	3.00
Glittering Caves	U	1.50	2.50
Glóin	U	1.50	3.00
Glorfindel II	R	2.00	4.00
Goldberry	U	.75	1.00
Gollum	U	3.00	5.00
Gollum's Fate	R	3.00	6.00
Great Eagles, The	U	.75	1.00
Great Goblin, The	R	3.50	5.00
Great-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
Haldalam	R	2.50	5.00
Haldir	U	1.50	3.00
Half-trolls of Far Harad	U	1.50	3.00
Hiding	R	3.00	6.00
Hillmen	U	.75	1.00
Himring	U	1.50	2.50
Hoarmurath 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 Dawndeath	R	7.00	10.00
Irerock	U	1.50	2.50
Iron Crown, The	P	2.50	4.00
Isles of the Dead that Live	R	3.50	5.00
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
Leucaruth	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	5.00	8.00
Mumak (Oliphant)	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
Neeker- Breekers	P	2.50	4.00
Nenya	R	3.00	6.00
New Moon	U	2.00	4.00
Ôin	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	18.00	30.00
Orc-lieutenant	U	1.50	2.50
Orcrist	U	2.00	4.00
Ost-in-Edhil	U	1.50	2.50
Óvatha the Horseman	R	7.00	10.00
Palantír of Amon Sul	R	2.00	4.00
Palantír of Annúminas	R	2.00	4.00
Palantír of Elostirion	U	1.50	3.00
Palantír of Minas Tirith	U	1.50	3.00
Palantír of Orthanc	U	1.50	3.00
Palantír of Osgiliath	R	2.00	4.00
Pale Sword, The	R	3.00	6.00
Paths of the Dead	R	3.50	5.00
Pick-pocket	U	1.50	3.00
Pippin	U	1.50	3.00
Plague of Wights	U	2.00	4.00
Praise to Elbereth	U	2.00	4.00
Precious, The	R	3.00	6.00
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

price guide

WENT UP | WENT DOWN | HEAVILY TRADED

IQ price guide

Ring's Betrayal, The	U	2.00	4.00
Ringlore	U	2.00	4.00
Roäc 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	3.50	5.00
Shelob	R	7.00	12.00
Shelob's Lair	R	2.50	4.00
Siege	R	4.00	6.00
Silent Watcher	R	2.50	5.00
Skinbark	R	2.00	4.00
Slayer	U	1.50	3.00
Smaug	R	5.00	8.00
Snowstorm	R	3.00	6.00
Southron Oasis	R	2.50	4.00
Southrons	R	1.50	3.00
Star-glass	U	1.50	3.00
Stars	U	1.50	3.00
Sting	U	1.50	3.00
Stone-circle	R	2.50	4.00
Stone of Erech	R	3.00	6.00
Stones, The	R	2.50	4.00
Storms of Ossë	R	3.00	6.00
Sun	U	1.50	3.00
Thief	R	2.00	4.00
Thorin II	R	2.50	5.00
Tolfalas	R	2.50	4.00
Tom Bombadil	R	2.00	4.00
Tom (Tuma)	U	1.50	3.00
Torque of Hues	U	2.00	4.00
Traitor	R	3.00	6.00
Treebeard	U	.75	1.00
True Fána	R	3.00	6.00
Use Palantír	U	2.00	4.00
Vale of Erech	R	3.00	5.00
Variag Camp	R	2.50	4.00
Variags of Khand	R	1.50	3.00
Vilya	R	3.00	6.00
Vygavril	R	2.50	5.00
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
William (Wuluag)	U	1.50	3.00
Will of Sauron, The	R	5.00	8.00
Will of the Ring, The	R	3.00	6.00
Witch-king of Angmar	R	7.00	10.00
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 Ring	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 Pûkel-Hand	R	1.50	3.00
Woses of the Drúadan Forest	U	.75	1.00

MORTAL KOMBAT

BRADYGAMES–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

MYTHOS: CALL OF CTHULHU

CHAOSIUM–1996

Full Set (217 cards including 18 Investigative cards)	•	•
Starter Deck (60 cards)	9.00	10.00
Starter Box (10 decks)	85.00	100.00
Booster Pack (13 cards)	3.00	3.25
Booster Box (36 packs)	95.00	110.00

EXPEDITIONS OF MISKATONIC UNIVERSITY EXPANSION

CHAOSIUM–1996

Full Set (67 cards)	•	•
Booster Pack (13 cards)	3.00	3.25
Booster Box (36 packs)	95.00	110.00

NETRUNNER

WIZARDS OF THE COAST–1996

Full Set (374 cards)	•	•
Starter Dual Deck (120 cards)	18.00	20.00
Starter Box (6 dual decks)	100.00	115.00
Booster Pack (15 cards)	3.00	3.25
Booster Box (36 packs)	90.00	110.00
Unlisted Common cards	.10	.30
Unlisted Uncommon cards	.60	1.25
Unlisted Vital cards	1.00	2.00
Unlisted Rare cards	2.00	4.00

The V rarity denotes Vital, and the commonality of these cards is between Uncommon and Rare.

Access to Arasaka	V	2.00	4.00
Access to Kiribati	V	2.00	4.00
Anonymous Tip	R	3.00	5.00
Arasaka Owns You	R	3.00	5.00
Back Door to Orbital Air	V	2.00	4.00
Bartmoss Memorial Icebreaker	R	5.00	8.00
Bodyweight Data Creche	R	3.00	5.00
City Surveillance	R	4.00	6.00
Corporate Ally	R	3.00	5.00
Corporate Downsizing	V	2.00	4.00
Corporate Negotiating Center	R	7.00	10.00
Corporate War	V	2.00	4.00
Crybaby	R	4.00	6.00
Cyfermaster	V	2.00	4.00
Data Masons	R	4.00	6.00
Deal with Militech	R	7.00	10.00
Desperate Competitor	R	7.00	10.00
Dieter Esslin	R	7.00	10.00
Diplomatic Immunity	R	4.00	6.00
Disinfectant, Inc.	R	7.00	10.00
Dupre	R	4.00	6.00
Emergency Self-Construct	R	6.00	8.00
Encoder, Inc.	R	3.00	5.00
Endless Corridor	R	3.00	5.00
False Echo	R	6.00	8.00
Falsified Transactions Expert	R	3.00	5.00
Fatal Attractor	R	6.00	8.00
Field Reporter for Ice and Data	R	6.00	8.00
Forged Activation Orders	R	4.00	6.00
Fortress Respecification	R	4.00	6.00
Full Body Conversion	R	4.00	6.00
Hammer	V	2.00	4.00
Haunting Inquisition	R	3.00	5.00
Hostile Takeover	V	2.00	4.00
Hot Tip for WNS	R	7.00	10.00
Incubator	R	4.00	6.00
Jenny Jett	R	4.00	6.00
Joan of Arc	R	6.00	8.00
Lifesaver Nanosurgeons	R	3.00	5.00
Marine Arcology	V	2.00	4.00
Microtech "Trade Set	R	3.00	5.00
Microtech AI Interface	R	4.00	6.00
misc.for-sale	R	7.00	10.00
MIT West Tier	R	4.00	6.00
N.E.T.O.	R	4.00	6.00
Nerve Labyrinth	R	4.00	6.00
New Galveston City Grid	R	4.00	6.00
Omni Kismet, Ph.D	R	7.00	10.00
On-Call Solo Team	V	2.00	4.00
Organ Donor	R	7.00	10.00
Pacifica Regional AI	R	4.00	6.00
Piledriver	V	2.00	4.00
Playful AI	R	3.00	5.00
Poltergeist	R	4.00	6.00
Preying Mantis	R	4.00	6.00
Priority Wreck	R	4.00	6.00
Ramming Piston	V	2.00	4.00
Record Reconstructor	R	4.00	6.00
Reflector	R	3.00	5.00
Scatter Shot	R	3.00	5.00
Schlaghund	R	3.00	5.00
Shell Traders, The	R	5.00	8.00
Silver Lining Recovery Protocol	R	4.00	6.00
Singapore City Grid	R	8.00	12.00
Skalderviken SA Beta Test Site	R	7.00	10.00
Stumble through Wilderspace	R	4.00	6.00
Synchronized Attack on HQ	R	4.00	6.00
Terrorist Reprisal	R	4.00	6.00
Tesseract Fort Construction	R	3.00	5.00
Tokyo-Chiba Infighting	R	8.00	12.00
Too Many Doors	R	4.00	6.00
Top Runners Conference	R	4.00	6.00
Total Genetic Retrofit	R	4.00	6.00
Tutor	R	4.00	6.00
Twenty-Four-Hour Surveillance	R	4.00	6.00
Tycho Expansion	V	2.00	4.00

ON THE EDGE

ATLAS GAMES–1994

Full Set (269 cards)	$125.00	200.00
Starter Deck (60 cards)	7.00	9.00
Starter Box (10 decks)	70.00	90.00
Booster Pack (10 cards)	1.75	2.25
Booster Box (60 packs)	90.00	120.00

Asha Ryder	R	3.00	5.00
Constance D'Aubainne	R	2.00	3.00
Cyril Doros	R	3.00	5.00
Debora Grierson	R	3.00	4.00
Havenii Shagasemi	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)	$400.00	700.00
Starter Deck (50 cards)	9.00	11.00
Starter Box (8 decks)	70.00	85.00
Booster Pack (12 cards)	2.00	2.75
Booster Box (36 packs)	70.00	95.00
Unlisted Commons (1-110)	.10	.50
Unlisted Uncommons (111-220)	.75	2.00
Unlisted Rares (221-330)	3.00	6.00

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	2.00	3.00
55	Patrick Roy	C	.75	1.50
76	Eric Lindros	C	2.00	3.00
78	Jaromir Jagr	C	1.00	2.00
79	Mario Lemieux	C	1.50	2.50
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 Federov	U	2.00	4.00
159	Wayne Gretzky	U	5.00	8.00
166	Patrick Roy	U	2.00	4.00
182	Eric Lindros	U	4.00	7.00
185	Jaromir Jagr	U	3.00	5.00
186	Mario Lemieux	U	4.00	6.00
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	40.00	70.00
224	Todd Krygier	URS	4.00	8.00
226	Ray Bourque	URB	8.00	15.00
228	Cam Neely	URB	8.00	15.00
229	Adam Oates	URB	8.00	15.00
232	Bob Sweeney	URS	4.00	6.00
236	Jeremy Roenick	URB	15.00	30.00
239	Peter Forsberg	URB	25.00	50.00
241	Owen Nolan	URB	6.00	10.00
242	Joe Sakic	URS	10.00	18.00
248	Kevin Hatcher	URS	4.00	8.00
250	Mike Modano	URB	7.00	12.00
252	Paul Coffey	URS	8.00	15.00
253	Sergei Fedorov	URS	20.00	40.00
259	Doug Weight	URB	4.00	8.00
263	Rob Niedermayer	URS	4.00	8.00
266	Geoff Sanderson	URS	4.00	8.00
269	Wayne Gretzky	URB	80.00	150.00
274	Patrick Roy	URB	30.00	60.00
275	Martin Brodeur	URB	20.00	40.00
281	Scott Lachance	URS	4.00	8.00
283	Brian Leetch	URB	4.00	8.00
284	Mark Messier	URB	10.00	20.00
286	Luc Robitaille	URS	7.00	10.00
288	Jim Paek	URS	4.00	8.00
291	Rod Brind'Amour	URS	4.00	8.00
294	Eric Lindros	URB	70.00	125.00
297	Jaromir Jagr	URS	40.00	70.00
298	Mario Lemieux	URB	70.00	125.00
302	Arturs Irbe	URB	8.00	15.00
305	Geoff Courtnall	URS	5.00	8.00
307	Brett Hull	URB	18.00	35.00
311	Petr Klima	URS	4.00	8.00
313	Paul Ysebaert	URB	4.00	8.00
315	Doug Gilmour	URB	10.00	18.00
316	Pavel Bure	URB	20.00	35.00
318	Alexander Mogilny	URS	10.00	18.00
323	Keith Jones	URS	4.00	8.00
329	Teemu Selanne	URB	15.00	30.00
330	Alexei Zhamnov	URS	10.00	15.00

PACIFIC CAMPAIGN

MEDALLION SIMULATIONS–1996

Full Set (110 cards)	•	•
Starter Deck (65 cards)	8.00	10.00
Starter Box (10 boxes)	75.00	95.00

Fuel X2	R	9.00	15.00
Japanese "George" Fighter	R	3.00	4.00
Japanese Mini-sub	R	5.00	7.00
Shore Bombardment	R	2.00	3.00
U.S. Kingfisher	R	2.00	3.00

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 (1 starter deck + 3 booster packs)	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–ORGAN PUNCTURE

RAGE

WHITE WOLF–1995

Full Set (321 cards)	$200.00	275.00
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
Alias	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
Anna-Eyes of the Sun-Pelfrey	U	2.50	3.50
Antonine Teardrop	U	2.50	3.50
Aurgra Gurahl	R	3.00	5.00
Balor'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

• PRICE NOT AVAILABLE

Bottlecap 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 Grimsson	U	2.50	3.50
Cernonous	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 Mokolé	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
Faerie Kin	R	2.50	3.50
Fang Dagger	R	5.00	7.00
Fast Strike	R	2.50	3.50
Feather of the Phoenix	R	2.50	3.50
Fenris' Bite	R	2.50	3.50
Flower of Aphrodite	R	2.50	3.50
Frenzy	U	2.50	3.50
Gaia's Vengeance	R	4.00	6.00
Gangrel Ally	R	3.00	5.00
Geas	U	2.50	3.50
Gere-Hunts-the-Hunters	U	2.50	3.50
Get Medieval	R	6.00	8.00
Glib Tongue	R	2.50	3.50
Golgol Fangs-First	R	3.00	5.00
Goll Mac Mourna	U	2.50	3.50
Grand Klaive	R	3.00	5.00
Greater Banishment	R	3.00	5.00
Grek Twice-Tongue	U	2.50	3.50
Greyfist	U	2.50	3.50
Grimfang	R	3.00	5.00
Growls-at-Moon	U	2.50	3.50
Guides-to-Truth	R	2.50	3.50
Gunnar Draughrbane	UR	25.00	35.00
Harano 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 Debiltongu	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
Klaital Stargazer	UR	25.00	35.00
Klaive	R	2.50	3.50
Knife Wind	R	3.00	5.00
Lamurun	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
Mamu	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
Mokolé Hide	R	2.50	3.50
Moon Sign	R	2.50	3.50
Morihei High-Mountain	R	3.00	5.00
Mother Larissa	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 Gaia'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
Shogeka Hunter Moon	UR	25.00	35.00
Shotgun	R	4.00	6.00
Shu Horus	UR	25.00	35.00
Silhouette	R	2.50	3.50
Silver Ammo	R	2.50	3.50
Sister Judith Paws-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 Wyrmfoe	R	4.00	6.00
Umbral 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
Wyrm Skin	R	2.50	3.50
Wyrm Slayer, Ronin Garou	R	3.00	5.00
Wyrm Taint	R	2.50	3.50
Yuri Tvarivich	UR	25.00	35.00
Zachary Ellison	U	2.50	3.50

UMBRA EXPANSION

WHITE WOLF–1995

Full Set (90 cards including 5 ultra-rare chase cards) ... $70.00 ... 125.00

Booster Pack (12 cards)		2.00	2.50
Booster Box (36 packs)		70.00	85.00
Unlisted Common cards		.15	.40
Unlisted Uncommon cards		.75	1.25
Amanda Withers-in-Sun	R	1.50	2.50
Banishment by the Council	R	2.50	3.50
Battleground, The	UR	12.00	20.00
Bjorn-Blood-from-Stone	R	1.50	2.50
Caern of Bygone Visions	R	1.00	2.00
Caern of Ichiyo Modoribashi	R	1.00	2.00
Caern of the Painted Sands	R	1.00	2.00
Caern of the Weeping Daughter	R	1.00	2.00
Cassandra Shadow-Watcher	R	1.50	2.50
Childling	U	1.50	2.50
Deep Journey	C	1.00	2.00
Dreamspeaker Mage	R	3.00	5.00
Dr. S. "Mindbender" Garrison	R	1.50	2.50
Faerie Armor	R	1.50	2.50
Flux	UR	12.00	20.00
Heart of Midnight	R	2.50	3.50
Jennifer Moon-Wizened	R	1.00	2.00
Ka Spirit	R	1.50	2.50
Laughs-at-Death	R	1.50	2.50
Legendary	UR	12.00	20.00
Memory Ribbon	U	1.50	2.50
Naomi	R	1.50	2.50
Nexus Crawler	R	2.50	3.50
Nightmaster	R	1.50	2.50
Pack Reprimand	U	4.00	6.00
Pangea	UR	12.00	20.00
Petrov Tzarovitch	R	1.50	2.50
Phantasmi	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	12.00	20.00
Umbral Wave	R	2.00	3.00
Wahya-Ohni	R	1.50	2.50
Wyldstorm	R	2.50	3.50

WYRM EXPANSION

WHITE WOLF–1995

Full Set (186 cards including 6 ultra-rare chase cards) ... $150.00 ... 175.00

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
Alonzo Montoya	R	4.00	6.00
Amella	R	2.00	4.00
Beast-of-War	U	1.25	2.00
Breath of the Defiled	R	3.00	5.00
Caern of Rytthiku	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
Glade Child	U	1.25	2.00
Heart Breaker	R	3.00	5.00
Hunts at Night	U	1.25	2.00
Incarna Avatar	R	2.00	4.00
Kills the Weak	U	1.25	2.00
Kiss of the Wyrm	R	3.00	5.00
Latonia the Temptress	U	1.25	2.00
Longtooth Soulkiller	R	4.00	6.00
Lord of the Realm	R	2.00	4.00
Mage's Talisman	R	5.00	7.00
Malfess	UR	12.00	20.00
Mookmaw	UR	12.00	20.00
Morgen	R	2.00	4.00
Mr. Iguana	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 Wyrm	U	1.25	2.00
Skin of the Hellbound	U	2.00	4.00
Snickers	U	1.25	2.00
Spiritual Revelation	R	2.00	4.00
Subjugation of Gaia	U	1.25	2.00
Survival Nut	U	1.25	2.00
Sybil	U	1.25	2.00
Taannik	R	3.00	5.00
Telemarketing Campaign	U	1.50	2.50
T.F. MacNeil	R	3.00	5.00
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
Zhyznak	UR	12.00	20.00

WAR OF THE AMAZON EXPANSION

WHITE WOLF–1995

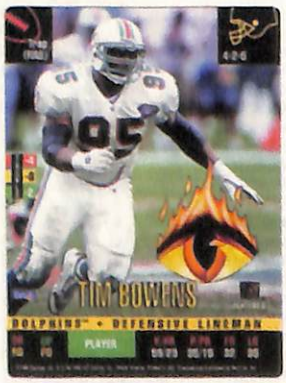
Full Set (140 cards including 5 ultra-rare chase cards) ... $100.00 ... 150.00

Booster Pack (10 cards)		1.75	2.00
Booster Box (24 packs)		40.00	48.00
Unlisted Common cards		.15	.40
Unlisted Uncommon cards		.75	1.50
Alestro	U	2.00	3.00
Ambush	U	1.50	2.50
"Atahualpa," "Blood of the Incas"	R	2.00	4.00
Athena	U	1.50	2.50
Barnaby Shadrack	R	3.00	5.00
Battle Fervor	R	2.00	4.00
Battle of Screaming Mud	R	1.50	2.50
Bellow	C	.75	1.50
Black Claw	R	3.00	5.00
Brazilian Bureaucrat	U	1.50	2.50
Breath of Fire	R	2.00	4.00
Candomble Witch Doctor	R	1.50	2.50
Cataclysm	R	1.50	2.50
Cleaner, The	U	1.50	2.50
Conquistador's Sword	UR	12.00	20.00
Dorado Realm	UR	12.00	20.00
Dragon	U	1.00	2.00
Dragon's Breath	U	1.50	2.50
"Dr. Pearvos Smythe, the Hunter"	C	1.50	2.50
Ectoplasmic Extrusion	U	1.50	2.50
El Dorado	UR	12.00	20.00
El Guapo	R	1.50	2.50
Excitable Good Ol' Boy	U	1.00	2.00
Experimental Cybernetics	U	1.50	2.50
Eyes of Hate	U	1.50	2.50
Fancy Footwork Combat	R	2.00	4.00
Fangs-Through-Eye	C	.75	1.50
Feline Grace	C	.75	1.50
Fetish Sundering	U	1.50	2.50
Fool's Gold	U	2.00	3.00
Fortuna	R	1.50	2.50
Frenar	C	.75	1.50
Gaia's Breath	U	1.00	2.00
Gaia's Will Corrupted	R	1.50	2.50
Ghost Raptor Attack	U	1.00	2.00
Ghost Raptor Membership	U	1.00	2.00
Guidance From Below	U	1.50	2.50
Heavy Machine Gun	U	1.50	2.50
Hell's Hand Hive	R	1.50	2.50
Hollow Heart	U	1.50	2.50
Iron Will	U	2.00	3.00
Jaguar	U	1.00	2.00
Joseph Herlech	UR	12.00	20.00
Juicy Johnes	C	.75	1.50
"Juki," "Sun Halo"	C	.75	1.50
Kiss of Life	U	2.00	3.00
Legal Chicanery	R	1.50	2.50
Liberal Pop Singer	R	1.50	2.50
Lord of the Jungle	U	2.00	3.00
Lost in the Jungle	R	2.00	4.00
Lost Map	U	1.00	2.00
Maim	U	2.00	3.00
Mantle of El Dorado	R	4.00	6.00
Markhat	U	1.50	2.50
Mists of Vengeance	U	1.50	2.50
Nerve Agent	U	1.50	2.50
Night Terror	U	1.50	2.50
Nuclear Sauna	U	1.00	2.00
Operation Blight	U	1.50	2.50
Orville	R	1.50	2.50
Outcast Bastet	R	1.50	2.50
Pentex Headquarters	R	1.50	2.50
Pentex Strip Miners	C	.75	1.50
Pentex Supply Lines	U	1.00	2.00
Prentice Turner	U	1.50	2.50
Ranch Apocalypse	R	1.50	2.50
Reinforcements	U	1.00	2.00
Rends-the-Innocent	U	1.50	2.50
Ribs Crushed	U	2.00	3.00
Roars Like Thunder	U	1.50	2.50
Rocket Launcher	R	2.00	4.00
"Rytti," "Horned Thunder"	C	.75	1.50
Sept of Gold	UR	12.00	20.00
Shroud of the Jungle	R	1.50	2.50
Sky River	R	2.00	4.00
Spiral Boomerang	U	1.50	2.50
Spirit Backlash	R	2.00	4.00
Spirit Tiger	U	1.50	2.50
Stand Like A Fool	R	2.00	4.00
Suicide Fomori Team	R	1.50	2.50
Superior Tactics	C	1.50	2.50
Svajda	C	.75	1.50
Swift Reconnaissance	R	2.00	4.00
Tamara Lovegrove	C	.75	1.50
Tremere Warlock	R	2.00	4.00
Unseelie Troll	U	1.50	2.50
Visit from White Father	U	2.00	3.00
War of Attrition	U	2.00	3.00
Wild Animals	U	1.50	2.50

REDEMPTION

CACTUS GAME DESIGN–1995

Full Set (300 cards)	$200.00	250.00
Starter Dual Deck (100 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–TIM BOWENS

RED ZONE

DONRUSS–1995

Full Set (336 cards)	$200.00	300.00
Starter Deck (80 cards)	9.00	10.00
Starter Dual Deck(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

WENT UP | WENT DOWN | HEAVILY TRADED

IQ price guide

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
Dilfer, Trent	U	2.00	3.00
Dishman, Cris	R	2.00	4.00
Ellard, Henry	R	2.00	4.00
Elway, John	R	6.00	8.00
Esiason, Boomer	C	.50	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
Hostetler, Jeff	C	.50	1.00
Hurst, Maurice	R	3.00	5.00
Irvin, 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
Perrimann, 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, Errict	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, Darnay	R	4.00	6.00
Searcy, Leon	R	2.00	3.00
Seau, Junior	R	4.00	6.00
Shuler, Heath	U	2.50	3.50
Slade, Chris	R	2.00	3.00
Smith, Bruce	R	3.00	5.00
Smith, Neil	R	2.00	4.00
Stubblefield, Dana	R	2.00	3.00
Taylor, John	R	3.00	5.00
Thomas, William	R	2.00	3.00
Tuinei, Mark	R	2.00	3.00
Turnbull, Renaldo	R	2.00	3.00
Turner, Eric	R	2.00	3.00
Vincent, Troy	R	2.00	3.00
Wallace, Steve	R	2.00	3.00
Warren, Chris	R	4.00	6.00
Webb, Richmond	R	2.00	3.00
White, Reggie	R	4.00	6.00
Whitfield, Bob	R	2.00	3.00
Widell, Doug	R	2.00	3.00
Williams, Aeneas	R	2.00	3.00
Williams, David	R	2.00	3.00
Williams, Harvey	C	.50	1.00
Wolford, Wil	R	2.00	3.00
Wooden, Terry	R	2.00	3.00
Woodson, Rod	R	4.00	6.00
Woolford, Donnell	R	2.00	3.00
Young, Steve	R	8.00	12.00
Zordich, Michael	R	2.00	3.00

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
Bettis, Jerome	U	1.00	2.00
Blake, Jeff	U	2.00	3.00
Carrier, Mark	R	1.50	2.50
Carter, Ki-Jana	R	3.00	5.00
Clark, Vinnie	R	1.50	2.50
Collins, Kerry	U	2.50	3.50
Davis, Terrell	U	1.50	2.50
Favre, Brett	UR	7.00	12.00
Galloway, Joey	R	4.00	6.00
Green, Eric	R	2.00	3.00
Harper, Alvin	UR	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
Metcalf, Eric	U	1.50	3.00
Morris, Bam	U	1.00	2.50
Poup, Bryce	UR	3.00	5.00
Potts, Roosevelt	R	1.50	2.50
Rison, Andre	R	2.00	3.00
Salaam, Rashaan	R	4.00	6.00
Sanders, Deion	UR	7.00	12.00
Sanders, Frank	R	2.00	3.00
Sargent, Kevin	R	2.50	3.50
Smith, Emmitt	UR	8.00	15.00
Stewart, Kordell	UR	5.00	7.00
Thomas, Henry	R	1.50	2.50
Watters, Ricky	UR	2.50	3.50
Westbrook, Michael	U	2.00	3.00
Wheatley, Tyrone	U	1.00	2.00

RUINSWORLD

MEDALLION SIMULATIONS–1996

Full Set (213 cards)		•	•
Starter Deck (65 cards)		9.00	10.00
Starter Box (10 boxes)		80.00	95.00
Attack Rune	R	4.00	6.00
Great Red Dragon	R	3.00	5.00
Gregors Dagger	R	3.00	5.00
Horn of Sounding	R	3.00	5.00
Survival Gear	R	4.00	6.00

SHADOWFIST

DAEDALUS GAMES–1995

Full Set (325 cards)		$200.00	275.00
Starter Deck (60 cards)		8.00	10.00
Starter Box (12 decks)		90.00	110.00
Booster Pack (12 cards)		2.50	3.00
Booster Box (38 packs)		85.00	110.00
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
Furious George	R	7.00	10.00
Ice Pagoda	R	7.00	10.00
Ice Shards	R	7.00	10.00
Ting Ting	R	8.00	12.00
Zebotelho	R	8.00	12.00

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

CHICAGO EXPANSION

MAYFAIR GAMES–1996

Full Set (120 cards)		$14.00	16.00
Starter Dual Deck (120 cards)		14.00	16.00
Starter Box (6 dualdecks)		80.00	90.00

SPELLFIRE

TSR–1994

Ful 1st Ed. Set (445 cards including 25 booster exclusive cards)		$150.00	225.00
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
Full 3rd Edition Set (420 cards)		125.00	175.00
3rd Ed. Starter Deck (110 cards)		8.00	10.00
3rd Ed. Starter Box (6 dual decks)		45.00	60.00
3rd Ed. Booster Pack (15 cards)		1.25	1.75
3rd Ed. Booster Box (36 packs)		45.00	55.00
Invisibility	R	1.50	2.50
Midnight Goddess of Magic	R	1.50	2.50
Potion of Firebreathing	R	1.50	2.50
Siege!	R	1.50	2.50
Sa-ut	R	1.50	2.50

SET 2–RAVENLOFT

Full Set (100 cards)		$80.00	110.00
Booster Pack (15 cards)		1.50	1.75
Booster Box (36 packs)		50.00	60.00

SET 3–DRAGONLANCE

TSR–1994

Full Set (100 + 25 Chase cards)		$75.00	100.00
Booster Pack (15 cards)		1.50	1.75
Booster Box (36 packs)		50.00	60.00

SET 4–FORGOTTEN REALMS

TSR–1994

Full Set (100 + 25 Chase cards)		$90.00	130.00
Booster Pack (15 cards)		2.00	2.50
Booster Box (36 packs)		70.00	90.00

SET 5–ADV. DUNGEONS & DRAGONS ARTIFACTS

TSR–1995

Full Set (100 + 20 Chaes cards)		$75.00	100.00
Booster Pack (15 cards)		2.00	2.50
Booster Box (36 packs)		70.00	90.00

SET 6–ADV. DUNGEONS & DRAGONS POWERS

TSR–1995

Full Set (100 + 20 Chase cards)		$75.00	100.00
Booster Pack (15 cards)		2.00	2.50
Booster Box (36 packs)		70.00	90.00

SET 7–UNDERDARK

TSR–1995

Full Set (100 + 25 Chase cards)		$75.00	100.00
Booster Pack (15 cards)		2.00	2.50
Booster Box (36 packs)		70.00	90.00

SET 8–RUNES & RUINS

TSR–1996

Full Set (100 + 25 Chase cards)		$75.00	100.00
Booster Pack (12 cards)		2.25	2.50
Booster Box (36 packs)		75.00	90.00

SET 9–BIRTHRIGHT

TSR–1996

Full Set (100 + 25 Chase cards)		$75.00	100.00
Booster Pack (12 cards)		2.25	2.50
Booster Box (36 packs)		75.00	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	10.00
Starter Box (10 decks)		90.00	110.00
Booster Pack (15 cards)		2.50	3.00
Booster Box (36 packs)		85.00	100.00

STAR TREK: THE NEXT GENERATION LIMITED

DECIPHER–1994

Full Set (363 cards)		$750.00	1,000.00
Starter Deck (60 cards)		18.00	25.00
Starter Box (12 decks)		200.00	300.00
Booster Pack (15 cards)		8.00	12.00
Booster Box (36 packs)		250.00	400.00
Unlisted Common cards		.30	.60
Unlisted Common Personnel cards		.75	1.50

Cards are black-bordered.

Albert Einstein	R	5.00	8.00
Alexander Rozhenko	U	1.25	2.00
Alidar Jarok	R	5.00	8.00
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
Amarie	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
Bochra	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
Devinoni Ral	U	1.50	2.50
Devoras	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
El-Adrel Creature	U	1.50	2.50
Engineering Kit	C	1.50	2.50
Etana 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 Typhone 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'lhr	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

• PRICE NOT AVAILABLE

STAR TREK:TNG–GAPS IN NORMAL SPACE

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
Horga'hn	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. Hegh'ta	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. Qu'Vat	R	7.00	10.00
Iconia 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
Interphase Generator	R	8.00	12.00
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
Kahless	R	6.00	10.00
Korgan	R	5.00	8.00
K'Ehleyr	R	7.00	10.00
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
Ktarian Game	R	4.00	6.00
Kurak	R	5.00	8.00
Kurlan Naikos	R	8.00	12.00
Kurn	R	7.00	10.00
K'Vada	U	1.25	2.00
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
Lwaxanna 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
Mendak	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
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
Nutational Shields	U	1.25	2.00
N'Vek	U	1.25	2.00
Ocett	U	2.25	3.00
Pardek	U	2.25	3.00
Parem	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
Satelk	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
Shelby	R	7.00	10.00
Sir Isaac Newton	R	8.00	12.00
Sirna Kolrami	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
Taibak	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
T'Pan	U	1.50	2.50
Transworp Conduit	U	1.25	2.00
Traveler, The: Transcendence	U	2.25	3.00
Tsiolkovsky 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
Vagh	U	1.50	2.50
Varon-T Disruption	R	8.00	12.00
Vash	R	8.00	10.00
Vulcan Mindmeld	U	1.25	2.00
Vulcan Stone of Gol	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
Worf	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

DECIPHER–1995

Full Set (122 cards)	$70.00	100.00
Booster Pack (15 cards)	2.75	3.25
Booster Box (36 packs)	90.00	110.00
Unlisted Common cards	.30	.60
Unlisted Common Personnel cards	.75	1.50
Unlisted Uncommon cards	1.50	2.50

Berlingoff Rasmussen	R	3.00	5.00
Beverly Picard	R	9.00	12.00
Brute Force	R	7.00	10.00
Coalescent Organism	R	3.00	5.00
Commander Tomalak	R	3.00	5.00
Compromised Mission	R	4.00	6.00
Cryosatellite	R	7.00	10.00
Data's Head	R	5.00	8.00
Dathon	R	3.00	5.00
Decius	R	6.00	9.00
Devidian Doorway	R	8.00	12.00
Diplomatic Conference	R	3.00	5.00
Echo Papa 607 Killer Drone	R	4.00	6.00
Edo Vessel	R	6.00	8.00
FGC-47 Research	R	7.00	10.00
Fissure Research	R	3.00	5.00
Future Enterprise	UR	40.00	70.00
Gomtuu	R	6.00	9.00
Governor Worf	R	10.00	15.00
I.K.C. Fek'lhr	R	4.00	6.00
Ian Andrew Troi	R	3.00	5.00
Iconian Gateway	R	7.00	10.00
Interrogation	R	3.00	5.00
Jack Crusher	R	3.00	5.00
K'mtar	R	3.00	5.00
Lokanta	U	2.00	4.00
Lt. (j.g.) Picard	U	3.00	5.00
Major Rakal	R	3.00	5.00
Ophidian Cane	R	3.00	5.00
Quash Conspiracy	R	4.00	6.00
Rachel Garrett	R	3.00	5.00
Receptacle Stones	R	3.00	5.00
Ressikan Flute	R	3.00	5.00
Reunion	R	7.00	10.00
Revolving Door	R	3.00	5.00
Risa Shore Leave	R	3.00	5.00
Samuel Clemens' Pocketwatch	R	6.00	9.00
Seize Wesley	R	4.00	7.00
Stefan DeSeve	R	4.00	6.00
Tasha Yar-Alternate	R	4.00	7.00
U.S.S. Enterprise-C	R	10.00	15.00
Vorgon Raiders	R	3.00	5.00
Warped Space	R	3.00	5.00
Wartime Conditions	R	3.00	5.00

STAR WARS–LIMITED EDITION

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

Cards are black-bordered.

A Disturbance 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
A Tremor in the Force	U	1.50	2.50
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	5.00	8.00
Black 2	R	4.00	6.00
Black 3	U	1.50	2.50
Blast Door Controls	U	1.00	2.00
Blaster Rack	U	1.50	2.50
Blaster Scope	U	1.50	2.50
Boosted TIE Blaster Cannon	U	1.50	2.50
Boring Conversation Anyway	R	4.00	6.00
BoShek	U	1.50	2.50
C-3PO	R	18.00	35.00
Caller	U	1.00	2.00
Cantina Brawl	R	4.00	6.00
Charming to the Last	R	2.00	4.00
Chief Bast	U	1.50	2.50
Circle is Now Complete	R	4.00	6.00
Colonel Wulff Yularen	U	1.50	2.50
Commander 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
Darth Vader	R	25.00	50.00
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	10.00	15.00
Dice Ibegon	R	2.00	4.00
Disarmed	R	4.00	6.00
Disarmed	R	4.00	6.00
Djas Puhr	R	2.00	4.00
Don't Get Cocky	R	4.00	6.00
Dr. Evazan	R	4.00	7.00
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
Feltiparn Trevagg	U	1.50	2.50
Figrin D'an	U	1.00	2.00
SD6-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
Garindan	R	2.00	4.00
General Dodonna	U	1.50	2.50
General Tagge	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	10.00	18.00
Gravel Storm	U	1.00	2.00
Han's Back	U	1.00	2.00
Han's Heavy Blaster Pistol	R	4.00	7.00
Han Seeker	R	3.00	5.00
Han Solo	R	20.00	40.00
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 Artoo!	U	1.50	2.50
Imperial-Class Star Destroyer	U	1.50	2.50
Into...Chute, Flyboy	R	2.00	4.00
Ion Cannon	U	1.50	2.50
Jawa Pack	U	1.50	2.50
Jawa Siesta	U	1.50	2.50
Jedi Lightsaber	U	1.50	2.50
Jedi Presence	R	4.00	6.00
Jek Porkins	U	1.50	2.50
Juri Juice	R	2.00	4.00
Kabe	U	1.50	2.50
Kal'Falnl C'ndros	R	4.00	6.00
Kessel Run	R	2.00	4.00
Kessel	U	1.00	2.00
Kessel	U	1.00	2.00
Kirik Keed'kak	R	4.00	6.00
K'lor'slug	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	20.00	40.00
Leia's Back	U	1.00	2.00
Leia's Sporting Blaster	U	1.50	2.50

WENT UP | WENT DOWN | HEAVILY TRADED

IQ price guide

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	40.00
Luke's X-34 Landspeeder	U	1.50	2.50
Mantellian Savrip	R	2.00	4.00
M'iiyoom Onith	U	1.00	2.00
Millennium Falcon	R	15.00	25.00
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	18.00	35.00
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
Panic	U	1.50	2.50
Physical Choke	R	4.00	6.00
Plastoid Armor	U	1.00	2.00
Ponda Baba	U	1.50	2.50
Pops	U	1.50	2.50
Presence of the Force	R	4.00	6.00
Prophetess	U	1.50	2.50
Quad Laser Cannon	U	1.50	2.50
Reactor Terminal	U	1.00	2.00
Rebel Planners	R	2.00	4.00
Red Leader	R	4.00	6.00
Red 1	U	1.50	2.50
Red 3	R	2.00	4.00
Restricted Deployment	U	1.50	2.50
Return of a Jedi	U	1.00	2.00
Revolution	R	4.00	6.00
Rycar Ryjerd	U	1.50	2.50
Sandcrawler	R	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
Sunsdown	U	1.50	2.50
Tactical Re-Call	R	2.00	4.00
Tagge Seeker	R	2.00	4.00
Targeting Computer	U	1.50	2.50
Tarkin Seeker	R	2.00	4.00
Tatooine: Cantina	R	2.00	4.00
Tatooine: Cantina	R	2.00	4.00
Tatooine: Lars' Moisture Farm	U	1.00	2.00
Tatooine: Mos Eisley	U	1.00	2.00
Tatooine: Obi-Wan's Hut	R	4.00	6.00
Thank the Maker	R	2.00	4.00
This is All Your Fault	U	1.50	2.50
TIE Advanced x1	U	1.00	2.00
TIE Fighter	C	.50	.75
Tonnika Sisters	R	4.00	6.00
Traffic Control	U	1.00	2.00
Trinto Duaba	U	1.50	2.50
Trooper Charge	U	1.00	2.00
Turbolaser Battery	R	2.00	4.00
Tusken Breath Mask	U	1.50	2.50
2X-3KPR	U	1.50	2.50
Utinni!	R	4.00	6.00
Utinni!	R	4.00	6.00
Vader's Custom TIE	R	4.00	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 Drd.	R	2.00	4.00
Wioslea	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: Massasi 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

STAR WARS-UNLIMITED EDITION

PARKER BROTHERS/DECIPHER–1996

Full Set (330 cards including 6 new, exclusive cards)	$300.00	400.00
Starter Dual Deck (120 cards)	18.00	20.00
Starter Box (5 dual decks)	90.00	100.00
Booster Pack (15 cards)	3.00	3.50
Booster Box		NONE

(Booster Packs are found one per dual deck.)
Cards are white-bordered.

SUPER DECK!

CARD SHARKS–1994

Full Set (160 cards)	$30.00	50.00
Starter Deck (60 cards)	3.00	5.00
Starter Box (10 decks)	30.00	50.00

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 Deck (160 cards)		18.00	20.00
Starter Box (five 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
Baerga, Carlos	R	4.00	6.00
Bagwell, Jeff	U	2.50	3.50
Bell, Derek	R	2.00	3.00
Belle, Albert	R	8.00	12.00
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
DiSarcina, Gary	R	2.00	3.00
Dunston, Shawon	R	2.00	3.00
Eckersley, Dennis	C	.75	1.50
Edmonds, Jim	R	3.00	5.00
Fielder, Cecil	U	1.50	2.50
Finley, Steve	R	2.00	3.00
Fryman, Travis	U	1.50	2.50
Galarraga, 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	2.00	3.00
Knoblauch, Chuck	R	2.00	4.00
Larkin, Barry	R	2.00	4.00
Lofton, Kenny	R	5.00	8.00
Maddux, Greg	R	12.00	20.00
Martinez, Edgar	R	2.00	4.00
Martinez, Pedro	R	2.00	3.00
Mattingly, Don	R	7.00	10.00
McGriff, Fred	R	3.00	5.00
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	4.00	6.00
Murray, Eddie	R	2.00	4.00
Mussina, Mike	U	1.50	2.50
Myers, Randy	R	2.00	4.00
Naehring, Tim	R	2.00	3.00
Nomo, Hideo	R	8.00	12.00
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	6.00	9.00
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
Saberhagen, Bret	U	1.50	2.50
Salmon, Tim	R	2.00	4.00
Sanders, Deion	R	3.00	5.00
Sanders, Reggie	R	2.00	4.00
Schilling, Curt	R	2.00	3.00
Scott, Tim	R	2.00	3.00
Sheffield, Gary	R	2.00	4.00
Smith, Lee	R	2.00	4.00
Smith, Ozzie	U	2.50	3.50
Smoltz, John	R	2.00	4.00
Sosa, Sammy	R	2.00	4.00
Stottlemyre, Todd	R	2.00	3.00
Thomas, Frank	R	12.00	20.00
Thome, Jim	R	3.00	5.00
Valentin, John	R	2.00	3.00
Vaughn, Mo	R	4.00	6.00
Walker, Larry	R	2.00	4.00
Wetteland, John	R	2.00	4.00
Whitaker, Lou	R	2.00	3.00
Williams, Matt	R	4.00	7.00
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

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 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 (173 cards)	$90.00	125.00
Booster Pack (15 cards)	2.00	2.50
Booster Box (36 packs)	70.00	85.00

WILDSTORMS–BLITZ

WILDSTORMS

WILDSTORM PRODUCTIONS–1995

Full Set (315 cards)	$250.00	350.00
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	8.00	12.00
Mysterious Disappearance R	8.00	12.00
Old Rivalry Resurfaces R	6.00	10.00
Pitt R	8.00	12.00
Second Wind R	4.00	8.00

CONFLICT! EXPANSION

WILDSTORM PRODUCTIONS–1996

Full Set (150 cards)	$80.00	100.00
Booster Pack (15 cards)	2.00	2.25
Booster Box (36 packs)	70.00	80.00
Chase Cards	10.00	15.00
Angela UR	10.00	15.00
Ash UR	8.00	12.00
Avengelyne UR	10.00	15.00
Caitlin Fairchild UR	10.00	15.00
Coda Voodoo UR	8.00	12.00
Glory UR	8.00	12.00
Homage Studios UR	8.00	12.00
Mindblast R	5.00	8.00
Rainmaker UR	8.00	12.00
Recharging The Deck R	4.00	7.00
Roxy "Freefall" UR	10.00	15.00
Timeline Manipulator R	5.00	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

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	9.00
Starter Box (12 decks)	75.00	110.00
Booster Pack (15 cards)	2.00	3.00
Booster Box (36 packs)	75.00	110.00
Gold Card UR	75.00	150.00
Silver Card UR	40.00	60.00

PHOENIX EXPANSION

U.S. GAMES SYSTEMS–1995

Full Set (90 cards)	$50.00	80.00
Booster Pack (8 cards)	1.25	1.75
Booster Box (60 packs)	85.00	95.00

• PRICE NOT AVAILABLE

INQUEST™

THE GUIDE TO COLLECTIBLE CARD GAMES

#16: THE SCI-FI ISSUE!

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INQUEST checklists

DOOM TROOPER

DOOMTROOPER—MORTIFICATOR EXPANSION

HEARTBREAKER HOBBIES-1996
Full Set (123 cards)
All cards that are C2 are twice as common as those that are C1. This holds true with all other rarities.

Name	Rarity
❑ Admonish Resistance	C2
❑ Air-to-Ground Missile	C2
❑ Amnesia	U2
❑ And Stay Dead!	U1
❑ Antidote	C3
❑ Armor-Piercing Ammo	U2
❑ Autogyro	C2
❑ Back Door	C2
❑ Battle Cry	C2
❑ Bauhaus Security Guard	C2
❑ Bite the Dust	U2
❑ Black Venom	U2
❑ Blasting Away	C2
❑ Blessed Blood	C3
❑ Blessed by Apostle	C2
❑ Bluff	C2
❑ Booby Trap	U2
❑ Bribery	U2
❑ Burglary	U2
❑ Cardinal's Blood	C2
❑ Carnage	U1
❑ Censor Drops	C2
❑ Certified Operator	C2
❑ Club Arkadin	C2
❑ Concealed Weapon	C2
❑ Cornered	U2
❑ Crenshaw the Redeemer	U2
❑ Curator's Gift, The	C3
❑ Currency Exchange	C2
❑ Cursed Artifact	C2
❑ Day of Mourning	C2
❑ Dead Zone	C2
❑ Deal With It	U1
❑ Death Maze	C2
❑ Defensive Barrier	C2
❑ Deja Vu	C2
❑ Don't Call Again!	U2
❑ Dwindling Faith	C2
❑ Eat This!	U2
❑ Economic Breakdown	U2
❑ Embassy	C2
❑ Entitlement	C2
❑ Erwin Stahler	C2
❑ Falling Market	U2
❑ Fill 'Em Up	C2
❑ Foreseeing Talisman	U2
❑ Ghost in the Machine	U2
❑ Golgotha Unleashed	U2
❑ Golgotha's Citadel	U2
❑ Gung Ho	U2
❑ Hasty Getaway	U1
❑ Hidden	C2
❑ Holy Protector	C2
❑ Illumination	U2
❑ Inconvenient Phone Call	C2
❑ Inferior Technology	U2
❑ Informants	C2
❑ Into the Dark	C2
❑ It Shall Be Done, Excellency	U2
❑ Jake Kramer	U2
❑ Joker!	U1
❑ Lifeguard Armor	U2
❑ Life Insurance	C2
❑ Listen Up!	C2
❑ Living on the Edge	U2
❑ Local Thug	C2
❑ Lotus Blossom	U2
❑ Luna Memorial Hospital	C2
❑ Master of Disguise	U2
❑ Mercenary	U2
❑ Metropolitan Prophet	U2
❑ Mindslayer	U2
❑ Moral Decay	U2
❑ No Loose Ends	C3
❑ Oh Yeah?!	U2
❑ Pandora's Box	C3
❑ Panic Button	C2
❑ Platinum Dream	U2
❑ Play It Again	U2
❑ Pound of Flesh	U1
❑ Powerful Command	U2
❑ Punch Drunk	C2
❑ Pursuit	C2
❑ Rage	C2
❑ Reactive Armor Plates	C2
❑ Reflection	C2
❑ Replicant Lab	U2
❑ Repudiate	U2
❑ Rising Market	C2
❑ Robbed Blind	U2
❑ Russian Roulette	C2
❑ Sachs 9000	C2
❑ Secret	U2
❑ Shore Leave	C2
❑ Smoke Screen	C2
❑ Solidarity	U2
❑ Special Orders	C2
❑ Spiraling Death	U2
❑ Spirit of Nathaniel	U2
❑ Stahler Palace, The	U2
❑ Stun Grenade	U2
❑ Superior Quality	U2
❑ Suppressing Fire	U2
❑ Surface-to-Air Missile	C2
❑ Surveillance Ship	U2
❑ Switched Labels	U2
❑ Symmetry Flow	U2
❑ Temporary Insanity	U2
❑ Terrorist Attack	C2
❑ Think Again	U2
❑ Throwing It All Away	U2
❑ To Be or Not To Be	C2
❑ Trail of Evidence	C2
❑ Training	C2
❑ Trust in the Arms	U2
❑ Try And Stop Me!	U2
❑ Untouchable	U2
❑ Wanna Play?	U1
❑ Watch Tower	C2
❑ Watchful Eye	U2
❑ What Have We Here?	U2
❑ Wolf	U2

DRAGON DICE

DRAGON DICE—FIREWALKERS EXPANSION

TSR - 1996
Full Set (46 dice)

Name	Type	Rarity
❑ Adventurer	Firewalker	U
❑ Ashbringer	Firewalker	R
❑ Black Drake	Dragon	R
❑ Black Wyrm	Dragon	R
❑ Blue Drake	Dragon	R
❑ Blue Wyrm	Dragon	R
❑ Coastland City	Terrain	R
❑ Coastland Standing Stones	Terrain	R
❑ Coastland Temple	Terrain	R
❑ Coastland Tower	Terrain	R
❑ Daybringer	Firewalker	R
❑ Expeditioner	Firewalker	R
❑ Explorer	Firewalker	C
❑ Firemaster	Firewalker	U
❑ Fireshadow	Monster	R
❑ Firestarter	Firewalker	C
❑ Firestormer	Firewalker	R
❑ Flatland City	Terrain	R
❑ Flatland Standing Stones	Terrain	R
❑ Flatland Temple	Terrain	R
❑ Flatland Tower	Terrain	R
❑ Genie	Monster	R
❑ Gorgon	Monster	R
❑ Green Drake	Dragon	R
❑ Green Wyrm	Dragon	R
❑ Guardian	Firewalker	C
❑ Highland City	Terrain	R
❑ Highland Standing Stones	Terrain	R
❑ Highland Temple	Terrain	R
❑ Highland Tower	Terrain	R
❑ Nightsbane	Firewalker	U
❑ Phoenix	Monster	R
❑ Red Drake	Dragon	R
❑ Red Wyrm	Dragon	R
❑ Salamander	Monster	R
❑ Sentinel	Firewalker	R
❑ Shadowchaser	Firewalker	C
❑ Sunburst	Firewalker	C
❑ Sunflare	Firewalker	U
❑ Swampland City	Terrain	R
❑ Swampland Standing Stones	Terrain	R
❑ Swampland Temple	Terrain	R
❑ Swampland Tower	Terrain	R
❑ Watcher	Firewalker	U
❑ Yellow Drake	Dragon	R
❑ Yellow Wyrm	Dragon	R

DRIFTER'S NEXUS

GUARDIANS—DRIFTER'S NEXUS

FPG- 1996
Full Set (120 cards)

Name	Rarity
❑ Alarm Bells	U3
❑ Al' Jabah	U1
❑ Altar of Takuli	C4
❑ Amazing Cider-Man, The	U1
❑ Angel of Righteousness	C1
❑ Annoying Gnats in the Hood	C4
❑ Arnath, Lord of the Skies	U1
❑ Baezhu, Overlord of Twisted Ways	C4
❑ Bagpipes of Fear	U3
❑ Barnacle Bazulee'	R4
❑ Black Locust	R1
❑ Bob, Snapping Gob	R4
❑ Bruno Smashmouth, Union Boss	C1
❑ Buzz, Vampire Mosquito	U3
❑ Caddy	C1
❑ Captain South America	R1
❑ Carrag the Black	R2
❑ Chickenhead McCracken	U1
❑ Clamjack Bomber	C3
❑ Crackhatch, at Large	U1
❑ Cratur Hobbs	U2
❑ Dead-eye McGrue	U3
❑ Delilah Rangoon	C1
❑ Dem Bones	U3
❑ Dem Bones	C4
❑ Dem Bones Standard (15)	U1
❑ Dem Bones Standard (19)	R2
❑ Demorgan the Inciter	R2
❑ Disc of Siin	C3
❑ Disgruntled Postal Worker	U2
❑ Drifter's Nexus (c)	R3
❑ Drifter's Nexus (l)	R3
❑ Drifter's Nexus (r)	R3
❑ "Eats", Cockroach King	U2
❑ Etherwave Magna Lock	U1
❑ Garuda Kahn, First Disciple	R4
❑ Gateway to Mystfall	R1
❑ Giant Babe	C1
❑ Giant Shaman	R3
❑ Gnorg, Overlord of Swamps	U2
❑ Goat	U3
❑ Golden Fleecer	U3
❑ Golfer	U2
❑ Gopher	U4
❑ Grunwald The Usurper	R4
❑ Handles O'Rourke	R1
❑ Head of Gudea	R4
❑ Hollens Grove	C2
❑ Hostage Crisis	U2
❑ Icky Bugs	C3
❑ Initiate of Entropy	U4
❑ Iron Crag Brew Mountain	C2
❑ Ix, Overlord of the Waters	C3
❑ Jalupee Labo	U4
❑ Karnis the Transender	U2
❑ Little Voodoo Hat	R1
❑ Lizards of the Toast	R3
❑ Longshot Louie	U3
❑ Maitz Motel	C2
❑ Master Tactician	C1
❑ Medallion of Skyphos	U2
❑ Medicine Man	C3
❑ Mendu Sada, the Havoc	R4
❑ Mighty Tiki God	U4

DRIFTER'S NEXUS MINISTRY OF TAX COLLECTION

Name	Rarity
❑ Ministry of Tax Collection	R1
❑ Mu Kir' Agavati, Second Disciple	U3
❑ Nob, Rapicious Gob	R4

DRIFTER'S NEXUS ORELLA OF THE MIST

Name	Rarity
❑ Orella of the Mist	R2
❑ Oscar the Wonder Chimp	R1
❑ Phil, Bar Fly	C2
❑ Planes of Entropy	C1
❑ Press Leak	U4
❑ Prince of the Lost	C2
❑ Professor Heisenburg	R2
❑ Pulse Wave	C4
❑ Ragmort's Engineers	U2
❑ Randy Creek Regulars	R1
❑ Red Master of Shadow	C3
❑ Rey, Overlord of Trees	C1
❑ River Giant	C3
❑ Rock of Far Rolling	C4
❑ Rosetta Stone	R1
❑ S.S. House of Babes	C2
❑ Saboteurs	C3
❑ Sarcophagus of Haidra	C4
❑ Secret Catacombs	R3
❑ Sewage Backup	U1
❑ Shadow Strike	C2
❑ Shin Chios, Third Disciple	R2
❑ Shroud of Grahzue	R2
❑ Sikura, Preceptor of Prophets	R2
❑ Slatch Willer	C3
❑ Slor, Overlord of the Wastes	U4
❑ Small Max	C1
❑ Soggybottom Gertz	R3
❑ Spirit Mountain	C2
❑ Standard of the Elements	U1
❑ Summon Entropy Storm	R3

Name	Rarity
❑ Tablet of Ancathus	R1
❑ Tanniker Smith	C1
❑ 10 Gallon Voodoo Hat	U3
❑ Thief of Shadow	U4
❑ Tiger Baloo	C4
❑ Tree Ogre	C2
❑ Uras, Overlord of Mountains	C3
❑ Urufa, Queen of Goblins	R4
❑ Vek-Nadra, Master of Disciples	R2
❑ Vesuvious Rex	R3
❑ Vikia Tso'Shan'Lu	R3
❑ Voodoo Hat	R2
❑ Warwick's Banishment	U1
❑ Whalebone Rick	U4
❑ Wheel of Law	U4
❑ Wizard's Tower	U2
❑ Woodland Troll	C4
❑ Wolverine	C4
❑ Xaz, Thief of Twilight	R4
❑ You Can't See Me, I'm a Vampire	U4
❑ Zelda, Bag Lady Bug	C2
❑ Zob, Gurgling Gob	R4

RAGE-THE WAR OF THE AMAZON EXPANSION

WHITE WOLF- 1996

Full Set (140 cards)

Ac	Action	En	Enemy
Ba	Battlefield	Eq	Equipment
BM	Board Meeting	Ev	Event
CE	Combat Event	Vi	Victim
Ch	Character		

Name	Type	Rarity
❑ Alestro	Ch	U
❑ Amazon Warriors	Ally	U
❑ Ambush	Ac	U
❑ Anaconda Gafflings	En	C
❑ "Atahualpa," "Blood of the Incas"	Ch	R
❑ Athena	Ch	U
❑ Avahuasca	Ally	C
❑ Bane Infestation	Gift	C
❑ Barnaby Shadrack	Ch	R
❑ Battle Fervor	CE	R

THE WAR OF THE AMAZON BATTLE OF SCREAMING MUD

Name	Type	Rarity
❑ Battle of Screaming Mud	Ba	R
❑ Battle of Vista Cataract	Ba	U
❑ Bellow	Gift	C
❑ Bivouac	Eq	C
❑ Black Claw	Ch	R
❑ Board of Directors	BM	U
❑ Border Territory Skirmish	Ba	C
❑ Brazilian Bureaucrat	Ally	U
❑ Breath of Fire	Ch	R
❑ Candomble Witch Doctor	Vi	R
❑ Cataclysm	Ev	R
❑ Cityboy Kinfolk	Vi	C
❑ Cleaner, The	Ally	U
❑ Clever Diversion	Ac	U
❑ Conquistador's Sword	Eq	UR
❑ "Den of Rorth, Son of Bast"	Ba	U
❑ Distracting Spirits	Ev	C
❑ Dorado Realm	Realm	UR
❑ Dragon	Ev	U

THE WAR OF THE AMAZON DRAGON'S BREATH

Name	Type	Rarity
❑ Dragon's Breath	Gift	U
❑ "Dr. Pearvos Smythe, the Hunter"	Ch	C
❑ Ectoplasmic Extrusion	Gift	U
❑ El Dorado	Ally	UR
❑ El Guapo	En	R
❑ Environmental Action Group	Vi	U
❑ Ewaipanoma	Ally	C
❑ Excitable Good Ol' Boy	En	U
❑ Experimental Cybernetics	Eq	U
❑ Eyes of Hate	Gift	U
❑ Fancy Footwork Combat	Ac	R
❑ Fangs-Through-Eye	Ch	C
❑ Feather Mound Skirmish	Ba	U
❑ Feline Grace	Gift	C
❑ Fetish Sundering	Gift	U
❑ Fool's Gold	Eq	U
❑ Forestry Development	Quest	C
❑ Forestry Outpost Raid	Ba	C
❑ Fortuna	Gift	R
❑ Frenar	Ch	C
❑ Gaia's Breath	Ev	U
❑ Gaia's Will Corrupted	Gift	R
❑ Ghost Raptor Attack	Ev	U
❑ Ghost Raptor Membership	Ev	U
❑ Granola Pete	Vi	C
❑ Grrash tak'hyrrr	Ba	U
❑ Guidance From Below	Gift	U
❑ Hapless Villagers	Vi	C
❑ Heavy Machine Gun	Eq	U
❑ Hell's Hand Hive	Caern	R
❑ Hellhole Assault	Ba	U
❑ Hidden Supplies	Ev	C
❑ Hollow Heart Caern	Caern	U
❑ Iron Will	Ev	U
❑ Jaguar	Ev	U
❑ Joseph Herlech	Ally	UR
❑ Juicy Johnes	Ch	C
❑ "Juki," "Sun Halo"	Ch	C
❑ Kiss of Life	Gift	U
❑ Leap of the Kangaroo	Gift	C
❑ Legal Chicanery	Ac	R
❑ Liberal Pop Singer	Vi	R
❑ Lord of the Battlefield	Gift	C
❑ Lord of the Jungle	Gift	U
❑ Lost in the Jungle	Ev	R
❑ Lost Map	Eq	U
❑ Machete	Eq	C
❑ Maim Combat	Ac	U
❑ Mantle of El Dorado	Eq	R
❑ Markhat	Ch	U
❑ Misfit Fomori	Ally	C
❑ Mists of Vengeance	Gift	U
❑ Monsoon	Ev	C
❑ Nerve Agent	Eq	U
❑ Night Terror	Gift	U
❑ Nuclear Sauna	Ev	U
❑ Operation Blight	Caern	U
❑ Orville	Ally	R
❑ Outcast Bastet	Vi	R
❑ Panthesilea	Ev	C
❑ Pentex Headquarters	Ba	R
❑ Pentex Patrol	En	C
❑ Pentex Strip Miners	En	C
❑ Pentex Supply Lines	En	U
❑ Prentice Turner	Ch	U
❑ Ranch Apocalypse	Ba	R
❑ Reinforcements	CE	U
❑ Rends-the-Innocent	Ch	U
❑ Rescue Mission	Quest	U
❑ Retaking the Field	Ev	C
❑ Ribs Crushed Combat	Ac	U
❑ Ring of Fire	Ba	C
❑ Ritual of the Dark Spiral	Rite	R
❑ Riverbank Enfilade	Ba	U
❑ Roars Like Thunder	Ch	U
❑ Rocket Launcher	Eq	R
❑ Routing Deforestation	Ba	C
❑ "Rytti," "Horned Thunder"	Ch	C
❑ Sept of Gold	Caern	UR
❑ Shriek	Gift	C
❑ Shroud of the Jungle	Gift	R
❑ Sky River Caern	Caern	R
❑ Spiral Boomerang	Eq	U
❑ Spirit Backlash	Ev	R
❑ Spirit of the Tiger	Gift	C
❑ Spirit Tiger	Ally	U
❑ Stand Like A Fool	Ac	R
❑ Suicide Fomori Team	En	R
❑ Superior Tactics	CE	C
❑ Supply Station Raid	Ba	U
❑ Surveillance Foray	Ba	U
❑ Svajda	Ch	C
❑ Swift Reconnaissance	Gift	R
❑ Tamara Lovegrove	Ch	C
❑ Temple Ruins Ambush	Ba	C
❑ Throat Bare	Ac	C
❑ Tourist Litterbug Lout	En	C
❑ Tracer Rounds	Eq	C
❑ Tremere Warlock	Ally	R
❑ Tribal Warriors	Ally	C
❑ Tribal Wisdom	Gift	U
❑ Unbound Bane	Ally	C
❑ Unseelie Troll	Ally	U
❑ Urban Clash	Ba	U
❑ Village Annexation	Ba	C
❑ Visit from White Father	Ev	U
❑ Walking Between Worlds	Gift	U
❑ War Council Moot	Gift	U
❑ War of Attrition	Ba	U
❑ Warehouse Brawl	Ba	U
❑ Wild Animals	Vi	U

SPELLFIRE—BIRTHRIGHT BOOSTER 9TH SET

TSR - 1996

Full Set (100 cards + 25 chase cards)

Ar	Artifact	Mo	Monster
BA	Blood Ability	RC	Rule Card
CS	Cleric Spell	Re	Realm
Ev	Event	Rg	Regent
Ho	Holding	WS	Wizard Spell
MI	Magical Item		

#	Name	Type	Rarity
❑ 1	Roesone	Re	C
❑ 2	Ilien	Re	C
❑ 3	The Spiderfall	Re	U
❑ 4	The Gorgon's Crown	Re	R
❑ 5	Avanil	Re	U
❑ 6	Ghoere	Re	R
❑ 7	Tuarhievel	Re	C
❑ 8	Mur-Kilad	Re	C
❑ 9	Baruk-Azhik	Re	R
❑ 10	The Impregnable Heart of Haelyn	Re	C
❑ 11	Tower of the Sword Mage	Re	C
❑ 12	Imperial City of Anuire	Ho	U
❑ 13	The Heartland Outfitters	Ho	C
❑ 14	Proudglaive	Ho	U
❑ 15	Kal-Saitharak	Ho	R
❑ 16	Magical Source	Ho	C
❑ 17	Maze of Maalvar the Minotaur	Ho	C
❑ 18	Espionage!	Ev	C
❑ 19	Chaos!	Ev	R
❑ 20	Investiture Ceremony	Ev	C
❑ 21	Forge Ley Line	Ev	R
❑ 22	Biding Your Time	Ev	U
❑ 23	In Search of Adventure	Ev	U
❑ 24	Revolution!	Ev	C
❑ 25	The Kraken Attacks!	Ev	R
❑ 26	Crown of Regency	MI	C
❑ 27	Armor of The High King	MI	C
❑ 28	Dragon's Teeth	MI	C
❑ 29	Bracers of Brachiation	MI	C
❑ 30	Ring of Human Influence	MI	U
❑ 31	Ring of Spell Storing	MI	R
❑ 32	Rod of Lordly Might	MI	C
❑ 33	Amulet of Plane Walking	MI	C
❑ 34	Cloak of Displacement	MI	U
❑ 35	Alertness	BA	U
❑ 36	Animal Affinity	BA	C
❑ 37	Battlewise	BA	R
❑ 38	Courage	BA	C
❑ 39	Divine Wrath	BA	C
❑ 40	Regeneration	BA	U
❑ 41	Touch of Decay	BA	U
❑ 42	Unreadable Thoughts	BA	C
❑ 43	Death Touch	BA	R
❑ 44	Detect Life	BA	C
❑ 45	Invulnerability	BA	U
❑ 46	Tighmaevril Sword	Ar	R
❑ 47	Wintering	Ar	R
❑ 48	Emperor's Crown of Anuire	Ar	R
❑ 49	Kingstopper	Ar	R
❑ 50	Bless Land	CS	U
❑ 51	Blight	CS	C
❑ 52	Investiture	CS	C
❑ 53	Control Weather	CS	U
❑ 54	Transmute Metal to Wood	CS	C
❑ 55	Part Water	CS	C
❑ 56	Speak with Monsters	CS	C
❑ 57	Summon Insects	CS	C
❑ 58	Legion of Dead	WS	U
❑ 59	Raze	WS	R
❑ 60	Blood Drain	WS	C
❑ 61	Otto's Irresistible Dance	WS	C
❑ 62	Clone	WS	R
❑ 63	Drawmij Instant Summons	WS	U
❑ 64	The Gorgon	Mo	R
❑ 65	The Spider	Mo	U
❑ 66	Banshegh	Mo	R
❑ 67	The Lamia	Mo	R
❑ 68	The Siren	Mo	R
❑ 69	The White Witch	Mo	C
❑ 70	The Hag	Mo	U
❑ 71	Cerilian Dragon	Mo	U
❑ 72	The Shadow World	RC	C
❑ 73	Divine Right	RC	C
❑ 74	Orogs	Ally	C
❑ 75	Green Slime	Ally	R
❑ 76	Nightmare	Ally	C
❑ 77	Unicorn	Ally	C
❑ 78	Wraith	Ally	U
❑ 79	Stirge Swarm	Ally	R
❑ 80	Ankheg	Ally	C
❑ 81	Wood Nymph	Ally	C
❑ 82	Giant Squid	Ally	U
❑ 83	Lord Cronal	Rg	C
❑ 84	Grimm Graybeard	Rg	C
❑ 85	Teodor Profiev	Rg	C
❑ 86	Darien Avan	Rg	R
❑ 87	Caliedhe Dosiere	Rg	C
❑ 88	Tomkin Dross	Rg	C
❑ 89	The Elf Fhileraene	Rg	R
❑ 90	Tie'skar Graecher the Goblin King	Rg	C
❑ 91	The Noble Outlaw	Rg	R
❑ 92	High Mage Aelies	Rg	U
❑ 93	The Sword Mage	Rg	C
❑ 94	The Wizard	Rg	U
❑ 95	Nadia Vasily	Rg	C
❑ 96	Moergan	Rg	C
❑ 97	Barak the Dark	Rg	C
❑ 98	Jana Orel	Rg	U
❑ 99	The Flower of Roesone	Hero	C
❑ 100	Gwenyth the Bard	Hero	U

Chase Cards

❑ 1	It's Good to be the King	Ev	UR
❑ 2	The Shadow World	Ev	UR
❑ 3	Forced Conscription	Ev	UR
❑ 4	Sphere of Annihilation	MI	UR
❑ 5	Vacuous Grimoire	MI	UR
❑ 6	Manual of Puissant Skill at Arms	MI	UR
❑ 7	Book of Infinite Spells	MI	UR
❑ 8	Libram of Ineffable Damnation	MI	UR
❑ 9	The Count of Muden	Rg	UR
❑ 10	The Wizardess Carrie	Rg	UR
❑ 11	The Pontiff of the Southern Coast	Rg	UR
❑ 12	Olaf the Sly	Rg	UR
❑ 13	Targoth the Unarmedclean	Rg	UR
❑ 14	Rhuobhe the Manslayer	Rg	UR
❑ 15	Kaerinen Whiteheart	Rg	UR
❑ 16	Adara Addlepate	Rg	UR
❑ 17	The Blood of Azrai	Ev	UR
❑ 18	Taxation	RC	UR
❑ 19	Diplomacy	Ev	UR
❑ 20	Blood Challenge!	Ev	UR
❑ 21	Festival	Ev	UR
❑ 22	And a Child Shall Lead Them	Ev	UR
❑ 23	The Fates	Ev	UR
❑ 24	War is Declared!	Ev	UR
❑ 25	Mebhaigl Surge	Ev	UR

HANDBOOK

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.

SAMPLE LISTING

Book of Ro[illegible] AKT U •• SEv 6 DK
2: Sacrifice 2 life to draw 1 card.
Bottle of Suleiman ART R ••• JMy 4 AN,R
1: Flip a coin. If opponent wins, do 5 damage to you and discard Bottle of Suleiman. Otherwise, immediately replace Bottle of Suleiman with a Djinn token, which is a 5/5 flying artifact creature.
• Bronze Tablet ART R • TWa 6 AQ,4TH
4: Target an opponent's card in play; remove target and Bronze Tablet from game (play as an interrupt). You now own target card, and your opponent now owns Bronze Tablet. Exchange is permanent. Opponent may counter Bronze Tablet by sacrificing 10 life. Bronze Tablet enters play tapped.
• Candelabra of Tawnos ART R ••••• DSh 1 AQ
X: Untap X separate lands.
Celestial Prism ART U •••• AWe 3 A,B,U,R,4TH
2, T: Provides 1 mana of any color (play as an interrupt).
• Chaos Orb ART R •••• MTe 2 A,B,U
1: Flip card from height of one foot. If it rotates 360 degrees, any
Disrupting Scepter ART
3, T: Opponent must discard
during turn of controller.
Draconian Cylix ART
2, T: Randomly discard a
target creature.
Dragon Engine
2: +1/+0 until end of
Ebony Horse
2: Untap one of your att
attacked, except that de
another creature.
Elven Lyre
1, T: Sacrifice Elven Lyre
of turn.
• Feldon's Cane
0: Reshuffle your grave
from game when it is

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Bottle of Suleiman is a rare artifact, it has a three power rating, and it was painted by Jesper Myrfors. Its casting cost is four mana; it's available in *Arabian Nights* and Revised. Flip a coin and, if the coin ends up in your favor, you get a 5/5 flying artifact creature; otherwise, you take five damage. How do we know all that? Because our Lord Zuul told us. No, no, just kidding. We know all that cool stuff because we've read all the cool reference charts below. Zuul 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.

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 momma! You only usually get one of these per pack, and some of the price tags attached to these babies make Donald Trump say "Wow."

UR Ultra-Rare
These are chase cards that usually are found one per box and sometimes even less frequently.

POWER RATINGS

••••• The Best. These cards should fit nicely into most decks. Frequently game-breakers, it's often worth finding a way to include five-star cards.

•••• Excellent. These are cards that go into winning decks. They're not always worth going out of your way to accommodate, but if the color is right, these cards should find a place in most decks.

••• Average. These cards generally round out a well-tuned deck. Many cards in this category complement a variety of other cards that may be in your deck. Which cards you use from this category depend largely on what your deck concept is, and whether or not they complement the four- and five-star cards your deck contains.

•• Poor. This category includes many common creatures and spells that are often passed over in favor of more powerful cards with similar casting costs. It also includes cards that may seem powerful at first glance, but are actually discarded more often than played.

• The Worst. There are three basic types of cards in this category. The first are those that can duplicate the abilities of another card, but at a higher casting cost or other demand on the caster. The second includes spells whose uses are very obscure. There may be an average card combination that includes these cards, but they are often too difficult to execute in order to be worth your while. Finally, there are cards that seem to be "fillers." They often leave players wondering if there is a good use for such cards. Usually, there isn't.

— Inapplicable. These cards are basic resources. You can't win a game playing only these cards, but you can't win without 'em, either.

ARTIST ABBREVIATIONS

The following is a list of artist abbreviations.

Alexander, Rob	RAl
Asplund-Faith, Randy	RAF
Baroh, Julie	JBa
Beard, Edward Jr.	EBe
Benson, Melissa	MBe
Bishop, Kristen	KBi
Brockschmidt, Kev	KBr
Brudi, Cornelius	CBr
Buck, Catherine	CBu
Danforth, Liz	LDa
Detwiler, Denise	DDe
Emond, Rick	REd
Ernest, James	JEr
Everingham, Sandra	SEv
Foglio, Kaja	KFo
Foglio, Phil	PFo
Frazier, Dan	DFr
Gallegos, Randy	RGa
Gelon, Daniel	DGe
Hampton, Justin	JHa
Hoover, Quinton	QHo
Hudson, Heather	HHu
Jones, Fay	FJo
Kaman, Kerstin	KKa
Kane-Ferguson, Richard	RKF
Kimble, Mike	MKi
Kirschner, Scott	SKi
Leonard, Nicola	NLe
Maddocks, Anson	AMa
Masness, Phillip	PMa
McNeill, Harold	HMc
Menges, Jeff A.	JMe
Meyer, Ken Jr.	KMe
Morrissey, Pat	PMo
Myrfors, Jesper	JMy
Organ-Kean, Margaret	MOK
Poole, Mark	MPo
Raabe, Mike	MRa
Rush, Christopher	CRu
Rusu, Andi	ARu
Shuler, Douglas	DSh
Snoddy, Brian	BSn
Spencer, Ron	RSp
Tedin, Mark	MTe
Thomas, Né Né	NTh
Thomas, Richard	RTh
Thompson, Ruth	RTp
Tucker, Drew	DTu
Van Camp, Susan	SVC
Venters, Pete	PVe
Wackwitz, Bryon	BWa
Wänerstrand, Tom	TWä
Waters, Anthony	AWa
Weber, Amy	AWe
Whelan, Michael	MWe
Williams, L.A.	LWi
Willich, Dameon	DWi

CARD TYPES

AC	Artifact Creature
ART	Artifact
CU	Cumulative Upkeep
EA	Enchant Artifact
EC	Enchant Creature
EE	Enchant Enchantment
EL	Enchant Land
EN	Enchantment
EW	Enchant World
INS	Instant
INT	Interrupt
LAN	Land
SC	Summon Creature
SL	Summon Legend
SOR	Sorcery

SET ABBREVIATIONS

A	Alpha Limited
AI	*Alliances*
AQ	*Antiquities*
AN	*Arabian Nights*
B	Beta Limited
DK	*The Dark*
FE	*Fallen Empires*
4th	Fourth Edition
HL	*Homelands*
IA	*Ice Age*
LG	*Legends*
R	Revised
U	Unlimited

SPOTLIGHT:

Hold the faith, *Magic* fans! *Alliances*, the sequel to last year's *Ice Age*, certainly comes through with flying colors.

Your favorite races are back—Kjeldorans, Balduvians, Soldevi—along with a brand-new cast of kick-ass apes, lightning-fast knights and overpowering elves. There are zero-casting spells in all colors and a handful of cards you'd bet your life WotC'd never print! Along with a slew of wacky cards that bring the fun back to *Magic*, like the Stromgald Spy and the Rogue Skycaptain, there are enough tournament must-haves—the red Juzam Djinn, Balduvian Hordes, comes to mind—that *Alliances* cards may end up dominating tournaments for some time to come. It just might be the most powerful set ever.

MAGIC: THE GATHERING ALLIANCES CARD DESCRIPTION

FORCE OF WILL

A—Card Name. Force of Will.

B—Kind. Interrupt.

C—Description. The description of exactly what the card can do.

D—Artist.

E—Casting Cost. Force of Will costs two blue and three other mana to summon into play.

F—Expansion Symbol. This tells you what set the cards belongs to. Force of Will, of course, is from the new *Alliances* set.

G—Power/Toughness. Only for creatures.

HEY!

Check out those other cool-looking *Alliances* cards. You can find killer combos using the new *Alliances* cards in the *Magic* Players Guide, starting on page 104. We also have an *Alliances* Players Guide, which begins on page 124. Check it out to get the latest info on the hottest new *Magic: The Gathering* expansion set.

INQUEST

players guide

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found

ARTIFACTS

Adarkar Sentinel AC U ●●● MBe 5 IA
1: +0/+1 until end of turn. 3/3.

Aegis of the Meek ART R ●●● LWi 3 IA
1, T: Give a 1/1 creature +1/+2 until end of turn.

Aeolipile ART R ●●● HHu 1 FE
1, T: Sacrifice Aeolipile to deal 2 damage to any target.

Al-abara's Carpet ART R ●●● KFo 5 LG
5, T: Prevent all damage done to you by attacking non-flying creatures.

Aladdin's Lamp ART U ●●● MTe 10 AN,R,4TH
X, T: Instead of usual draw, draw X cards but take only one into hand. Shuffle the leftovers and put them at bottom of library.

Aladdin's Ring ART U ●●● DFr 8 AN,R,4TH
8, T: Do 4 damage to any target.

Alchor's Tomb ART R ●●● HMc 4 LG
2, T: Change the color of target permanent you control.

Amulet of Kroog ART C ● MOK 2 AQ,4TH
2, T: Prevent 1 damage to any target.

Amulet of Quoz ART R ●● DFr 6 IA
1, T: Sacrifice Amulet of Quoz and flip a coin. If flip ends up in your favor, target opponent loses the game. Otherwise, you lose the game. You may only use this ability during upkeep. Opponent may ante an additional card to counter this effect.

Ankh of Mishra ART R ●● AWe 2 A,B,U,R,4TH
Do 2 damage to any player who puts a new land into play.

Ashnod's Battle Gear ART U ●● MPo 2 AQ, 4TH
2: Make one of your creatures +2/-2 for as long as Ashnod's Battle Gear is tapped. You may choose to leave Ashnod's Battle Gear tapped.

Ashnod's Transmogrant ART C ●●● MTe 1 AQ, CH
Make target non-artifact creature an artifact creature with +1/+1 (it retains its original color as well). Discard Ashnod's Transmogrant after it has been used.

Balm of Restoration ART R ●● MOK 2 FE
1, T: Sacrifice Balm of Restoration to take 2 life or prevent up to 2 damage to any target.

Barbed Sextant ART C ●●●● AWe 1 IA
1, T: Sacrifice Barbed Sextant to add one mana of any color to your mana pool. Draw a card at the beginning of the next turn.

Barl's Cage ART R ●●●● TWä 4 DK, CH
3: Target creature does not untap as usual in its controller's next untap phase.

Basalt Monolith ART U ●●● JMy 3 A,B,U,R
T: Add 3 to your mana pool. Spend 3 to untap at any time.

Baton of Morale ART U ●●● DSh 2 IA
2: Give target creature banding until end of turn.

Battering Ram AC C ●● JMe 2 AQ,4TH
Bands when attacking. Battering Ram destroys any wall blocking it, but walls deal their damage before dying. 1/1.

• **Black Lotus** ART R ●●●●● CRu 0 A,B,U
T: Discard to add 3 mana of any single color to your mana pool.

• **Bronze Tablet** ART R ● TWä 6 AQ,4TH
4: Target an opponent's card in play; remove target and Bronze Tablet from game (play as an interrupt). You now own target card, and your opponent now owns Bronze Tablet. Exchange is permanent. Opponent may counter Bronze Tablet by sacrificing 10 life. Bronze Tablet enters play tapped.

• **Candelabra of Tawnos** ART R ●●●●● DSh 1 AQ
X: Untap X separate lands.

Celestial Prism ART U ●●● AWe 3 A,B,U,R,4TH
2, T: Provides 1 mana of any color (play as an interrupt).

Celestial Sword ART R ●● AWe 6 IA
3, T: Give a creature you control +3/+3. Bury that creature at end of turn.

• **Chaos Orb** ART R ●●●● MTe 2 A,B,U
1: Flip card from height of one foot. If it rotates 360 degrees, any card Chaos Orb lands on or touches is removed from play.

City in a Bottle ART R ●●● DTu 2 AN
Remove all Arabian Nights cards from play; prevent new ones from being put into play.

Clay Statue AC C ●●● JMy 4 AQ,4TH
2: Regenerates. 3/1.

Clockwork Avian AC R ●●● RAF 5 AQ,4TH
Flying. Put four +1/+0 counters on Clockwork Avian. Whenever Avian attacks or blocks, discard a counter. During his or her upkeep, controller may purchase lost counters for 1 per counter, which taps Avian. 0/4.

Clockwork Beast AC R ●●● DTu 6 A,B,U,R,4TH
Put 7 +1/+0 counters on Beast when cast. Discard a counter after Beast attacks or blocks. During upkeep controller may pay 1 and tap Beast to regain a lost counter. 0/4.

Clockwork Gnomes AC C ●●● DSh 4 HL
3, T: Regenerate target artifact creature. 2/2.

Clockwork Steed AC C ●● AWe 4 HL
Cannot be blocked by artifact creatures. Put 4 +1/+0 counters on Steed. Remove one counter at the end of any combat in which Steed attacked or blocked. X, T: Add X counters to Steed: Maximum four counters. 0/3.

Clockwork Swarm AC C ●● AWe 4 HL
Cannot be blocked by walls. Put 4 +1/+0 counters on Swarm. Remove one counter at the end of any combat in which Swarm attacked or blocked. X, T: Add X counters to Swarm: Maximum four counters. 0/3.

STROMGALD SPY

STORM CAULDRON

AWESOME PRESENCE

Stromgald Spy, Storm Cauldron and Awesome Presence: There are many ways to get your spy through so you can use his cool special ability. One way to do it is to use Awesome Presence so your foe has to pay extra mana to be able to block. Stir in a Storm Cauldron and if he does pay the three mana, all those lands go back into his hand. Eventually, he won't have the mana to block your spy and your opponent'll have to play with his cards down for all to see.

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 ●● TWä 1 IA
2, T: Target attacking creature does not tap. You may only use this ability if defending player controls snow-covered lands.

Arcum's Weathervane ART U ●● TWä 2 IA
2, T: Turn a snow-covered land into a non-snow-covered land of the same type. 2,T: Turn a non-snow-covered land into a snow-covered land of the same type.

Arcum's Whistle ART U ●●● QHo 3 IA
3, T: Target non-wall creature must attack or be destroyed at end of turn. The creature's controller may counter this effect by paying X, where X is the creature's casting cost. Play during opponent's turn before his or her attack.

Arena of the Ancients ART R ● TWä 3 LG, CH
Tap all Legends when casting Arena. Legends do not untap normally during untap phase.

Armageddon Clock ART U ●● AWe 6 AQ,R,4TH
Add counter during upkeep. At the end of your upkeep, do 1 damage for each counter on Clock. Anyone may spend 4 during any upkeep to remove a counter.

Ashnod's Altar ART C ●● AMa 3 AQ, CH
0: Sacrifice one of your creatures in play to add 2 to your mana pool (play as an interrupt).

Black Mana Battery ART R ●●● AMa 4 LG,4TH
2, T: Add a counter to Black Mana Battery. T: Add B to your mana pool. Remove as many counters as you wish, add B for each counter removed (play as an interrupt).

• **Black Vise** ART U ●●●● RTh 1 A,B,U,R,4TH
Do 1 damage for each card over four opponent has in hand during upkeep.

Blue Mana Battery ART R ●●● AWe 4 LG,4TH
2, T: Add a counter to Blue Mana Battery. T: Add U to your mana pool. Remove as many counters as you wish, add U for each counter removed (play as an interrupt).

Bone Flute ART U ●● CRu 2 DK
T: Give all creatures -1/-0 until end of turn.

Book of Rass ART R ●● SEv 6 DK, CH
2: Sacrifice 2 life to draw 1 card.

Bottle of Suleiman ART R ●●● JMy 4 AN,R,4TH
1: Flip a coin. If opponent wins, do 5 damage to you and discard Bottle of Suleiman. Otherwise, immediately replace Bottle of Suleiman with a Djinn token, which is a 5/5 flying artifact creature.

Brass Man AC U ●●● CRu 1 AN,R,4TH
Pay 1 during upkeep to untap. 1/3.

Bronze Horse AC R ●● MPo 7 LG, CH
Trample. Reduce to 0 all damage to Bronze Horse by spells targeting it whenever you control an additional creature. 4/4

Coal Golem AC U ● CRu 5 DK
3: Sacrifice Golem to add RRR to your mana pool.3/3.

Colossus of Sardia AC R ●●● JMy 9 AQ,4TH
Trample. Colossus does not untap as normal in your untap phase; you may spend 9 in your upkeep to untap Colossus. 9/9.

Conch Horn ART R ●●● PFo 2 FE
1, T: Sacrifice Conch Horn to draw 2 cards. Place any single card from your hand back on top of your library.

Conservator ART U ● AWe 4 A,B,U,R,4TH
3, T: Negate up to 2 damage.

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. Treat enchantment as if just cast.

Crystal Rod ART U ●● AWe 1 A,B,U,R,4TH
1: Gain 1 life for any blue spell cast. Can only give 1 life for each time a blue spell is cast.

Cursed Rack ART U ●● RTh 4 AQ,4TH
Opponent must discard to 4 cards during discard phase.

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Cyclopean Tomb 2: Turn a land into a basic swamp. If Cyclopean Tomb leaves play, each subsequent turn one land transformed by Cyclopean Tomb returns to normal.	ART	R	●●●	AMa	4	A,B,U
Dancing Scimitar Flying. 1/5.	AC	R	●●●	AMa	4	AN,R,4TH
Dark Sphere T: Sacrifice Sphere to prevent half of the damage done to you by a single source, rounded down.	ART	U	●●	MTe	0	DK
Forethought Amulet Pay 3 during upkeep or destroy Forethought Amulet. Prevent all damage over 2 done to you by a sorcery or instant.	ART	R	●●●	MBe	5	LG
Fountain of Youth 2, T: Gain 1 life.	ART	C	●●●●	DGe	0	DK, CH
Fyndhorn Bow 3, T: Give target creature first strike until end of turn.	ART	U	●●●	RAI	2	IA
Gauntlet of Might All mountains produce an extra mana. Give all red creatures +1/+1.	ART	R	●●●●●	CRu	4	A,B,U
Iron Star 1: Gain 1 life for any red spell cast. Can only give 1 life for each time a red spell is cast.	ART	U	●●	DFr	1	A,B,U,R,4TH
Ivory Cup 1: Gain 1 life for any white spell cast. Can only give 1 life for each time a white spell is cast.	ART	U	●●	AMa	1	A,B,U,R,4TH
•**Ivory Tower** Take 1 life for each card over four you have in hand during upkeep.	ART	U	●●●●●	MOK	1	AQ,R,4TH
Jade Monolith 1: Take all damage done to any creature on yourself instead.	ART	R	●●	AMa	4	A,B,U,R,4TH
Jade Statue 2: Make Jade Statue a 3/6 artifact creature that may only attack or block.	ART	U	●●●●	DFr	4	A,B,U
Jalum Tome 2,T: Draw a card from your library and discard a card of your choosing to your graveyard.	ART	R	●●●	TWa	3	AQ, CH
Jandor's Ring 2, T: Discard a card you just drew, and draw another to replace it.	ART	R	●	DFr	6	AN,R
Jandor's Saddlebags 3, T: Untap a creature.	ART	R	●●●	DWi	2	AN,R,4TH
Jayemdae Tome 4, T: Draw 1 extra card.	ART	R	●●●●●	MTe	4	A,B,U,R,4TH
Jester's Cap 2, T: Sacrifice to look through target player's library and remove any three cards from the game. Reshuffle that library afterward.	ART	R	●●●●●	DFr	4	IA
Jester's Mask Comes into play tapped. 1, T: Sacrifice to switch opponent's hand with the same number of cards of your choice from his or her library. Reshuffle the library and old hand afterwards.	ART	R	●●●	DFr	5	IA
Jeweled Amulet 1, T: Place a charge counter on Jeweled Amulet, noting what type of mana was used. You may not use this ability if there is a charge counter on Jeweled Amulet. T: Remove the charge counter to add 1 mana of the type last used to your mana pool.	ART	U	●●●	DFr	0	IA
•**Jeweled Bird** T: Exchange Bird for your ante, then draw a new card.	ART	R	●	AWe	1	AN, CH
Joven's Tools 4, T: Target creature cannot be blocked except by walls until end of turn.	ART	R	●●●	NLe	6	HL
Juggernaut Must attack each turn if possible. Can't be blocked by walls. 5/3.	AC	U	●●●●	DFr	4	A,B,U,R
Knowledge Vault 2, T: Place a card from your library under Knowledge Vault without looking at it. Sacrifice Vault to discard your entire hand, replacing it with the cards under Knowledge Vault.	ART	R	●●●	AWe	4	LG
Kormus Bell Treat all swamps in play as 1/1 creatures that can be tapped for B.	ART	R	●●	CRu	4	A,B,U,R,4TH
Kry Shield 2, T: Give target creature you control +0/+X until end of turn, where X is the target's casting cost. Target deals no damage this turn.	ART	U	●●	RTh	2	LG
Lapis Lazuli Talisman 3: Untap a permanent. Use this ability only when a blue spell is successfully cast and only once for each blue spell cast.	ART	U	●●	AWe	2	IA
Library of Leng Skip your discard phase. If forced to discard, you can choose to discard to the top of your library rather than your graveyard. If discard is random, look at card before deciding where to discard it.	ART	U	●●●	DGe	1	A,B,U,R,4TH
Life Chisel During your upkeep, sacrifice a creature you control to gain life equal to creature's toughness.	ART	U	●●●	AWe	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 T: Add 2 to your mana pool. Every upkeep flip a coin, opponent calls it. If he calls it correctly, you lose 3 life.	ART	R	●●●●	MTe	0	PR
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

ELVISH RANGER

NOBLE STEEDS

Elvish Ranger and Noble Steeds: The Elvish Ranger is a powerful attacker which can kill off most creatures or put a hurtin' on your foe. Trouble is, with her toughness of one, she can be blocked and killed by a 1/1 Bog Rat. To make your Elvish Ranger a terror on the board, merely mount the Ranger on your Noble Steeds. Now you have a Ranger that can first strike Craw Wurms dead and live to tell the story back at the An-Haava Inn.

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Delif's Cone T: Sacrifice Delif's Cone. If target creature you control attacks and isn't blocked, you may take its power in life. If so, it deals no damage to opponent this turn.	ART	U	●●	MTe	0	FE
Delif's Cube 2, T: If target creature you control attacks and isn't blocked, it deals no damage to opponent this turn; instead put a cube counter on Delif's Cube. Pay 2 and remove a cube counter to regenerate a target creature.	ART	R	●●●●	MTe	1	FE
Despotic Scepter T: Bury target permanent you own.	ART	R	●●●	RTh	1	IA
Diabolic Machine 3: Regenerates.4/4.	AC	U	●●	AMa	7	DK,4TH
Didgeridoo 3: Take Minotaur from your hand and put it directly into play. Treat it as if it were just summoned.	ART	R	●●	MBe	1	HL
Dingus Egg Whenever anyone loses a land, do 2 damage to that player for each lost land.	ART	R	●●	DFr	4	A,B,U,R,4TH
Disrupting Scepter 3, T: Opponent must discard 1 card of his choice. Can only be used during turn of controller.	ART	R	●●●●	DFr	3	A,B,U,R,4TH
Draconian Cylix 2, T: Randomly discard a card from your hand to regenerate target creature.	ART	R	●●	EBe	2	FE
Dragon Engine 2: +1/+0 until end of turn. 1/3.	AC	C	●●	AMa	3	AN,R,4TH
Ebony Horse 2: Untap one of your attacking creatures. Treat target as if it never attacked, except that defenders assigned to block it may not block another creature.	ART	R	●	DWi	3	AN,R,4TH
Ebony Rhino Trample. 4/5.	AC	C	●●	AWe	7	HL
Elven Lyre 1, T: Sacrifice Elven Lyre to make a target creature +2/+2 until end of turn.	ART	R	●●	KFo	2	FE
Elkin Bottle 3, T: Place the top card of your library face up in front of you. You may play that card as though it were in your hand. If you do not play it by your next upkeep, remove it from the game.	ART	R	●	QHo	3	IA
•**Feldon's Cane** 0: Reshuffle your graveyard into your library. Remove Feldon's Cane from game when it is used, returning it to its owner's deck after the game is over.	ART	C	●●●●	MTe	1	AQ, CH
Fellwar Stone T: Produce 1 mana of any color that opponent's lands may produce (play as an interrupt).	ART	U	●●●●	QHo	2	DK,4TH
Feroz's Ban Summon spells cost an 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
Golgothian Sylex 1: Discard all Antiquities cards, including Golgothian Sylex, from play.	ART	R	●	KKa	4	AQ
Grapeshot Catapult T: Do 1 damage to a target flying creature. 2/3.	AC	C	●●●	DFr	4	AQ,4TH
Green Mana Battery 2, T: Add a counter to Green Mana Battery. T: Add G to your mana pool. Remove as many counters as you wish, add G for each counter removed (play as an interrupt).	ART	R	●●●	CRu	4	LG,4TH
Helm of Chatzuk 1, T: Give one creature banding ability until end of turn.	ART	R	●●●	MTe	1	A,B,U,R,4TH
Hematite Talisman 3: Untap a permanent. Use this ability only when a red spell is successfully cast and only once for each red spell cast.	ART	U	●●	LWi	2	IA
Hive, The 5, T: Create a Giant Wasp token, a 1/1 flying artifact creature.	ART	R	●●●	SEv	5	A,B,U,R,4TH
Horn of Deafening 2, T: Target creature deals no damage in combat this turn.	ART	R	●●●●	DFr	4	LG, CH
Howling Mine Everyone must draw an extra card during his or her draw phase.	ART	R	●●●●	MPo	2	A,B,U,R,4TH
Ice Cauldron X, T: Put a spell on Ice Cauldron if there are no charge counters on it. Put charge counters on the Cauldron in the amount of mana spent on the spell you wish to play. You may cast that spell card as though it were in your hand. T: Remove the charge counter to add mana of the type used to put the counter on Ice Cauldron to your mana pool. This mana can only be used to cast the spell on top of Ice Cauldron.	ART	R	●●●●	DFr	4	IA
Icy Manipulator 1, T: Tap any land, creature, or artifact.	ART	U	●●●●●	AWe	4	IA
Icy Manipulator 1, T: Tap one land, creature, or artifact.	ART	U	●●●●●	DSh	4	A,B,U
Illusionary Mask X: Summon a creature face down. You may add X mana to the casting to hide the creature's true cost. Once the creature does damage, taps, or takes damage you must flip the creature over.	ART	R	●●●	AWe	2	A,B,U
Implements of Sacrifice 1, T: Sacrifice Implements of Sacrifice to add 2 mana of any color to your mana pool.	ART	R	●●●	MOK	2	FE
Infinite Hourglass Put a time counter on Infinite Hourglass during your upkeep. Any player may pay 3 during upkeep to remove a time counter. All creatures gain +1/+0 for each time counter on Infinite Hourglass.	ART	R	●●●	HMc	4	IA

Key

•/• Restricted/Banned
AC Artifact Creature
ART Artifact
CR Current Rarity
CU Cumulative Upkeep
EA Enchant Artifact
EC Enchant Creature
EE Enchant Enchantment
EL Enchant Land
EN Enchantment
EW Enchant World
INS Instant
INT Interrupt
LAN Land
SC Summon Creature
SOR Sorcery

players guide

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Millstone 2, T: Take the top 2 cards from target player's library and place them in target player's graveyard.	ART	U	●●●●	KFo	2	AQ,R,4TH
• **Mirror Universe** T: Sacrifice Mirror Universe during your upkeep to trade life points with opponent. The exchange of life may not be countered. Mirror Universe comes in tapped.	ART	R	●●●●●	PFo	6	LG
Mishra's War Machine Bands. Discard 1 card from your hand during upkeep or Mishra's War Machine taps to do 3 damage to you. 5/5.	AC	R	●	AWe	7	A,B,U,R,4TH
• **Mox Emerald** T: Add G to your mana pool.	ART	R	●●●●●	DFr	0	A,B,U
• **Mox Jet** T: Add B to your mana pool.	ART	R	●●●●●	DFr	0	A,B,U
• **Mox Pearl** T: Add W to your mana pool.	ART	R	●●●●●	DFr	0	A,B,U
• **Mox Ruby** T: Add R to your mana pool.	ART	R	●●●●●	DFr	0	A,B,U
• **Mox Sapphire** T: Add U to your mana pool.	ART	R	●●●●●	DFr	0	A,B,U
Nacre Talisman 3: Untap a permanent. Use this ability only when a white spell is successfully cast and only once for each white spell cast.	ART	U	●●	MTe	2	
Naked Singularity CU: 3. Instead of their normal mana, plains produce R, islands produce G, swamps produce W, mountains produce U, and forests produce B.	ART	R	●●	MTe	5	IA
Necropolis Counts as a wall. 0: Choose a creature in your graveyard and remove it from the game. Put X +0/+1 counters on Necropolis, where X equals the removed creature's casting cost. 0/1.	AC	U	●●	NTh	5	DK
Nevinyrral's Disk 1: Destroy all creatures, enchantments, and artifacts in play, including Nevinyrral's Disk. Nevinyrral's Disk enters play tapped.	ART	R	●●●●●	MTe	4	A,B,U,R,4TH
North Star 4, T: You may cast one spell this turn using mana of any color.	ART	R	●●●	KFo	4	LG
Nova Pentacle 3, T: Redirect all damage done to you by one source to target creature of opponent's choice.	ART	R	●●●	RTh	4	LG
Obelisk of Undoing 6: Take any of your permanents in play back to your hand, destroying enchantments on such cards.	ART	R	●●	TWa	1	AQ, CH
Obsianus Golem 4/6.	AC	U	●●●	JMy	6	A,B,U,R,4TH
Onulet If Onulet is placed in graveyard, its controller gains 2 life. 2/2.	AC	U	●●	AMa	3	AQ,R,4TH
Onyx Talisman 3: Untap a permanent. Use this ability only when a black spell is successfully cast and only once for each black spell cast.	ART	U	●●	SEv	2	IA
Ornithopter Flying. 0/2.	AC	U	●●	AWe	0	AQ,R,4TH
Pentagram of the Ages 4, T: Prevent all damage done to you from one source.	ART	R	●●●●	DSh	4	IA
Pit Trap 2, T: Sacrifice to bury target non-flying creature that is attacking you.	ART	U	●●●	AMa	2	IA
Planar Gate Pay 2 colorless mana less when casting a summon spell.	ART	R	●●●	MBe	6	LG
Primal Clay When cast, choose whether to make Primal Clay a 1/6 wall, 3/3 ground creature, or 2/2 flying creature.	AC	U	●●	KFo	6	AQ,R,4TH
Pyramids 2: Prevent a land from being destroyed. 2: Remove an enchantment from a land.	ART	R	●●	AWe	6	AN
Rack, The Do 1 damage for each card under three opponent has in hand during upkeep.	ART	U	●●●	RTh	1	AQ,R,4TH
Rakalite 2: Prevent 1 damage to any target. Rakalite returns to owner's hand when used.	ART	R	●●	CRu	6	AQ, CH
Red Mana Battery 2, T: Add a counter to Red Mana Battery. T: Add R to your mana pool. Remove as many counters as you wish, add R for each counter removed (play as an interrupt).	ART	R	●●●	MTe	4	LG,4TH
Reflecting Mirror X, T: Redirect spell targeting you to player of your choice (play as an interrupt). X is two times the casting cost of target spell.	ART	U	●●	MPo	4	DK
Relic Barrier T: Tap target artifact.	ART	U	●●●●	HMc	2	LG
Ring of Immortals 3, T: Counter interrupt or enchantment targeting a permanent you control (play as an interrupt).	ART	R	●	MBe	5	LG
Ring of Ma'ruf 5: Sacrifice Ring of Ma'ruf to select a card from outside the game instead of drawing.	ART	R	●●●●	DFr	5	AN
Ring of Renewal 5, T: Randomly discard a card from your hand to draw two cards.	ART	R	●●●	DSh	5	FE
Rocket Launcher 2: Do 1 damage to any target. If it is used, Rocket Launcher is destroyed at end of turn. Rocket Launcher may not be used until it begins a turn in play on your side.	ART	U	●●●	PVe	4	AQ,R
Rod of Ruin 3, T: Do 1 damage to any target.	ART	U	●●●	CRu	4	A,B,U,R,4TH
Roterothopter Flying. 2: +1/+0 until the end of turn. You cannot spend more than 4 this way each turn. 0/2.	AC	C	●●	AWe	1	HL
Runed Arch Comes into play tapped. X, T: Sacrifice to make X creatures with power no greater than 2 unblockable this turn.	ART	R	●●●●	PFo	3	IA
Runesword 3, T: Give target attacking creature +2/+0 until end of turn. Any creature damaged by target creature must be removed from game if it dies before the turn ends. Destroy Runesword if target creature leaves play before end of turn.	ART	C	●●	CRu	6	DK, CH
Sandals of Abdallah 2: Give islandwalk to a creature until end of turn. If target creature is destroyed before end of turn, so is Sandals of Abdallah.	ART	R	●●	DFr	4	AN
Scarecrow 6, T: Negate all damage done to you by flying creatures until end of turn. 2/2.	AC	U	●●●	AMa	5	DK
Sentinel *=1 when cast. When blocking, you may make * equal 1 + the power of the creature Sentinel blocks. When attacking, you may make * equal 1 + the power of creature blocking Sentinel. 1/*.	AC	R	●●●	RAF	4	LG, CH
Serpent Generator 4, T: Put a Poison Snake token, which is a 1/1 artifact creature, in play. If Poison Snake damages opponent, opponent gets 1 poison counter. Opponent loses game if he or she ever has 10 or more poison counters.	ART	R	●●●●	MTe	6	LG, CH
Serrated Arrows When Serrated Arrows comes into play, put three arrow counters on it. Bury Serrated Arrows if there are no longer any counters on it. T: Remove counter to give -1/-1 to target creature.	ART	C	●●●●	DCh	4	HL
Shapeshifter *=any number from 0 to 6. Choose * when Shapeshifter is cast and during your upkeep. */(7-*).	AC	U	●●●●	DFr	6	AQ,4TH
Shield of the Ages 2: Prevent 1 damage to you.	ART	U	●●●●	AMa	2	IA
Skull Catapult 1, T: Sacrifice a creature to do 2 damage to any target.	ART	U	●●●	BWa	4	IA
Skull of Orm 5, T: Bring an enchantment card from your graveyard into your hand.	ART	U	●●●	TWa	3	DK
Snow Fortress Counts as wall. 1: +1/+0 until end of turn. 1: +0/+1 until end of turn. 3: Do 1 damage to a non-flying creature that is attacking you. 0/4.	AC	R	●●●●	JMe	5	IA
Soldevi Golem Does not untap during your untap phase. 0: Untap one of opponent's creatures to untap Soldevi Golem. Use this ability only at the end of your upkeep. 5/3.	AC	R	●●●	AMa	4	IA
Soldevi Simulacrum CU: 1. 1: +1/+0 until end of turn. 2/4.	AC	U	●●●●	DFr	4	IA
• **Sol Ring** T: Add 2 to your mana pool (play as an interrupt).	ART	U	●●●●●	MTe	1	A,B,U,R
Soul Net 1: Gain 1 life each time a creature is placed in the graveyard. Can only give 1 life for each time a creature is placed in the graveyard.	ART	U	●●	DWi	1	A,B,U,R,4TH
Spirit Shield 2, T: Make target creature +0/+2 as long as Spirit Shield is tapped. You may leave Spirit Shield tapped during your untap phase.	ART	R	●●●	SKi	3	FE
Staff of Zegon 3: Make target creature -2/-0 until end of turn. Creatures with power less than 1 deal no damage.	ART	C	●	MPo	4	AQ
Standing Stones 1, T: Sacrifice 1 life to add 1 mana of any color to your mana pool.	ART	U	●	SEv	3	DK
Stone Calendar Your spells cost 1 less to cast; casting cost cannot go below 0.	ART	R	●●	AWe	5	DK
Su-Chi When Su-Chi goes to the graveyard, its controller gets 4 colorless mana. 4/4.	AC	U	●●●	CRu	4	AQ
Sunglasses of Urza Your plains may generate either a white or red mana.	ART	R	●●●	DFr	3	A,B,U,R,4th
Staff of the Ages Creatures with landwalk ability may be blocked as if they did not have that ability.	ART	R	●●	DGe	3	IA
Sunstone 2: Sacrifice a snow-covered land to make all creatures deal no damage in combat this turn.	ART	U	●●	PFo	3	IA
Sword of the Ages Enters play tapped. T: Sacrifice Sword of the Ages and any number of creatures to do damage to one target equal to combined amount of creature's power. Remove Sword of the Ages and sacrificed creatures from the game.	ART	R	●●●●	CRu	6	LG
Tablet of Epityr 1: Gain 1 life each time an artifact is placed in the graveyard. Can only give 1 life for each time an artifact is placed in the graveyard.	ART	C	●	CRu	1	AQ
Tawnos's Coffin 3, T: Take a creature out of play. Target is considered out of play for as long as Coffin remains tapped. If Coffin is untapped or removed, creature returns to play tapped. You may choose not to leave Coffin tapped.	ART	R	●●●●	CRu	4	AQ
Tawnos's Wand 2: Make a target creature with power no greater than 2 unblockable except by artifact creatures until end of turn. Target's power may be increased after defense is chosen.	ART	U	●●	DSh	4	AQ,4TH
Tawnos's Weaponry 2,T: Target creature gets +1/+1 as long as Tawnos's Weaponry remains tapped. You may choose not to untap Tawnos's Weaponry during untap phase.	ART	U	●●●	DFr	2	AQ,4TH
Tetravus Flying. Give Tetravus three +1/+1 counters when cast. In your upkeep, you may move some of these counters on or off Tetravus. Counters that are off of Tetravus become independent 1/1 flying artifact creatures that, when killed, are removed from play. The counters may not be targeted by enchantments cast or share enchantments on Tetravus. 1/1.	AC	R	●●●	MTe	6	AQ,4TH
Throne of Bone 1: Gain 1 life each time a black spell is cast. Can only give 1 life for each time a black spell is cast.	ART	U	●●	AMa	1	A,B,U,R,4TH
Time Bomb Put a time counter on Time Bomb during your upkeep. 1, T: Sacrifice Time Bomb to have it deal * damage to each creature and player, where * equals the number of time counters on Time Bomb.	ART	R	●●●	AWe	4	IA
Time Vault T: Take an extra turn. Comes into play tapped, and may only be untapped if controller forfeits a turn.	ART	R	●●●●	MTe	2	A,B,U
Tormod's Crypt T: Sacrifice Tormod's Crypt to remove all cards in target player's graveyard from the game.	ART	C	●●●●	CRu	0	DK, CH
Tower of Coireall T: Make target creature unblockable by walls until end of turn.	ART	U	●●	DFr	2	DK
Triassic Egg 3, T: Put a counter on Triassic Egg. When there are 2 counters on Triassic Egg, sacrifice it to put any creature in hand or graveyard directly in play. Treat this creature as if just summoned.	ART	R	●●●	DFr	4	LG, CH
Triskelion Give Triskelion three +1/+1 counters when cast. Discard a +1/+1 counter to do 1 damage to any target. 1/1.	AC	R	●●●●	DSh	6	AQ,4TH

PHANTASMAL FIEND

BESTIAL FURY

Phantasmal Fiend and Bestial Fury: The Phantasmal Fiend is a 1/5 black creature that can swap power and toughness. The problem: if your opponent blocks a 1/5 Fiend, they'll probably bounce, or you'll switch the Fiend to a 5/1, killing the blocker but dying as well. Just slap a Bestial Fury on it and have some fun. If it's blocked, it's a 5/5 trampler. If it's not blocked, swap power and toughness and it's a 5/1. Either way, your opponent's in a world of hurt.

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Urza's Avenger 0: Avenger loses -1/-1 and you may give it either flying, banding, first strike, or trample until end of turn. Attribute losses and ability gains are not cumulative. 4/4.	AC	R	••••	AWe	6	AQ,4TH
Urza's Bauble T: Sacrifice Urza's Bauble to look at a random card from opponent's hand. Draw a card at the beginning of the next turn.	ART	U	••	CRu	0	IA
Urza's Chalice 1: Gain 1 life for any artifact cast. Can only give 1 life for each time an artifact is cast.	ART	C	••	JMe	1	AQ
Urza's Miter 3: Draw one card from your library whenever one of your artifacts goes to the graveyard. You may only draw one card per artifact destruction. Urza's Miter may not be used when you destroy an artifact to gain benefits from another card.	ART	R	••	RAF	3	AQ
Vexing Arcanix 3, T: Make target player name a card and turn over the top card of his or her library. If the player's guess matches the card, it is placed in his or her hand. Otherwise, it is put in the graveyard and that player takes 2 damage.	ART	R	••••	RGa	4	IA
Vibrating Sphere During your turn, all your creatures gain +2/+0. During all other turns, all your creatures get -0/-2.	ART	R	••	RTh	4	IA
Voodoo Doll Put a counter on Voodoo Doll during upkeep. If Voodoo Doll is untapped at the end of your turn, it does X damage to you and is destroyed. X is the number of counters on Doll. XX, T: Do X damage to one target.	ART	R	••	SEv	6	LG, CH
Walking Wall Counts as wall. 3: Give Walking Wall +3/-1 and enable it to attack. This ability may only be used once per turn. 0/6. Wall cannot attack the turns it comes under your control.	AC	U	••••	AWa	4	IA
Wall of Shields Counts as wall. Banding. 0/4.	AC	U	••	RGa	3	IA
Wall of Spears First strike, counts as a wall. 2/3.	AC	C	••	SEv	3	AQ,4TH
Wand of Ith 3, T: Examine a randomly chosen card from target player's hand. Unless the card is a land, the target player must either discard it or sacrifice life equaling its casting cost. If the card is a land, the target player must either discard it or sacrifice 1 life. Wand of Ith may only be used during controller's turn.	ART	U	••••	QHo	4	DK
War Barge 3: Give target creature islandwalk until end of turn. Bury target if War Barge leaves play this turn.	ART	U	••••	TWa	4	DK
War Chariot 3, T: Give target creature trample until end of turn.	ART	U	••••	DWi	3	IA
Weakstone All attacking creatures lose -1/-0. Those creatures with power less than 1 deal no damage.	ART	U	••	JHa	4	AQ
Whalebone Glider 2, T: Give one of your creatures with power no greater than 3 flying until end of turn.	ART	U	•••	AWe	2	IA
White Mana Battery 2, T: Add a counter to White Mana Battery. T: Add W to your mana pool. Remove as many counters as you wish, add W for each counter removed (play as an interrupt).	ART	R	•••	AWa	4	LG,4TH
Zelyon Sword 3, T: Make target creature +2/+0 as long as Zelyon Sword is tapped. You may leave Zelyon Sword tapped during your untap phase.	ART	R	•••	SKi	3	FE
•**Zuran Orb** 0: Sacrifice a land to gain 2 life.	ART	U	•••••	SEv	0	IA

BLACK

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Abomination Green or white creatures blocking or blocked by Abomination are destroyed after combat. 2/6.	SC	U	•••	MTe	BB3	LG,4TH
Abyss, The Each player must bury a target non-artifact creature he or she controls during upkeep.	EW	R	••••	PVe	B3	LG
Abyssal Specter Flying. Opponent damaged by Abyssal Specter must discard a card of his or her choice. 2/3.	SC	U	•••	RTp	BB2	IA
All Hallow's Eve Put 2 counters on All Hallow's Eve when cast. Remove a counter during your upkeep. After the last counter is removed, everyone takes all creatures in their graveyards and puts them directly into play. Treat them as if just summoned.	EN	R	•••	CRu	BB2	LG
Animate Dead Bring a creature from any graveyard into play on your side with -1 power.	EC	U	••••	AMa	B1	A,B,U,R,4TH
Armor Thrull T: Sacrifice Armor Thrull to add a +1/+2 counter to target creature. Artists: SKi, JMe, RSp, PVe. 1/3.	SC	C	••••	Multi	B2	FE
Artifact Possession Do 2 damage to target artifact's controller whenever target artifact is tapped or its activation cost is paid. Has no effect when cast on a continuous artifact.	EA	C	••	CRu	B2	AQ
Ashen Ghoul Ashen Ghoul can attack the same turn it comes into play. B: Return Ashen Ghoul to play under your control if there are at least three creatures above it in your graveyard. 3/1.	SC	U	•••	RSp	B3	IA
Ashes to Ashes Remove two non-artifact creatures from the game and take 5 damage.	SOR	U	•••	DTu	BB1	DK,4TH
Bad Moon All black creatures in play get +1/+1.	EN	R	••••	JMy	B1	A,B,U,R,4TH
Banshee X, T: Banshee does X damage, half to you (round up) and half to any one target (round down). 0/1.	SC	U	••	JMy	BB2	DK, CH
Baron Sengir Flying. Gets +2/+2 for each creature sent to graveyard on turn where Baron damaged it. T: Regenerate target vampire.	SL	R	••••	PVe	BBB5	HL
Basal Thrull T: Sacrifice Basal Thrull to add BB to your mana pool. Artists: KFo, PFo, RKF, CRu. 1/2.	SC	C	•	Multi	BB	FE
Black Carriage Trample. Doesn't untap as normal during untap phase. 0: Sacrifice a creature to untap Black Carriage. Do this only during your upkeep.	SC	R	•	DCh	BB3	HL
Black Knight Protection from white, first strike. 2/2.	SC	U	•••••	JMe	BB	A,B,U,R,4TH
Blight If target land is tapped, destroy it at end of turn.	EL	U	••	PVe	BB	LG,4TH
Breeding Pit Put a 0/1 Thrull token in play at the end of each of your turns. Pay BB during upkeep or bury Breeding Pit.	EN	U	••••	AMa	B3	FE
Brine Shaman T: Sacrifice a creature to give a creature +2/+2 until end of turn. UU1: Sacrifice a creature to counter a summon spell. 1/1.	SC	C	•••	CBr	B1	IA
Broken Visage Bury target non-artifact attacking creature and put Shadow token into play. Treat this token as a black creature with power and toughness equal of the attacking creature. Bury token at the end of turn.	INS	R	••	MKi	B4	HL
Burnt Offering Sacrifice a creature to add to your mana pool any combination of black and red mana equal to that creature's casting cost.	INT	C	••	DGe	B	IA
Carrion Ants 1: +1/+1 until end of turn. 0/1.	SC	U	••••	RTh	BB2	LG,4TH
Cemetery Gate Protection from black. 0/5. (Two versions)	SC	C	•••	MBe	B2	HL
Chains of Mephistopheles Except for the first card drawn in draw phase, every player must discard a card in hand before drawing. A player without cards in hand must place top card in library in graveyard instead of drawing.	EN	R	••	HHu	B1	LG
Cloak of Confusion If target creature you control attacks and is not blocked, you may have it deal no damage this turn. If you do so, defending player must discard a card at random from his or her hand.	EC	C	••	MOK	B1	IA
• **Contract from Below** Discard your hand; draw a new ante card plus seven cards.	SOR	R	••••	DSh	B	A,B,U,R
Cosmic Horror First strike. Pay BBB3 during upkeep or Cosmic Horror does 7 damage to you and is destroyed. 7/7.	SC	R	•••	JMy	BBB3	LG,4TH
Cuombajj Witches T: Each player does 1 damage to any target you choose first. 1/3.	SC	C	•••	KFo	BB	AN, CH
Curse Artifact Controller of target artifact must bury it during upkeep or lose 2 life.	EA	U	•	MTe	BB2	DK
Cursed Land Do 1 damage to controller of target land during upkeep.	EL	U	•••	JMy	BB2	AB,U,R,4TH
Cyclopean Mummy Remove Mummy from game if it goes to graveyard. 2/1.	SC	C	•	EBe	B1	LG,4TH
Dance of the Dead Bring a creature from any graveyard into play on your side tapped and with +1/+1. Creature does not untap during its controller's untap phase. Its controller may pay 1B to untap it.	EC	U	••••	RGa	B1	IA
Dark Banishing Bury target creature. Cannot target black creatures.	INS	C	••••	DTu	B2	IA
Darkness Creatures attack and block as normal but deal no damage.	INS	C	•••	HMc	B	LG
• **Darkpact** Swap your topmost undrawn card with either ante card.	SOR	R	••••	QHo	BBB	A,B,U,R
Dark Ritual Add BBB to your mana pool. Artists: JHa, SEv	INT	C	•••••	Multi	B	A,B,U,R,4th,IA
Deathgrip BB: Counter a green spell (play as an interrupt).	EN	U	•••	AMa	BB	A,B,U,R,4TH
Deathlace Change the color of one card being played or in play to black.	INT	R	•••	SEv	B	A,B,U,R,4TH
• **Demonic Attorney** Unless opponent concedes game, both players must draw an extra ante card.	SOR	R	••	DGe	B	A,B,U,R
Demonic Consultation Name a card and remove the top six cards of your library from the game. If the next card is the one you named, add it to your hand. If not, remove it from the game and continue doing this until the named card appears.	INS	U	••	RAI	B	IA
Demonic Hordes T: Destroy one land. Pay BBB during upkeep or Hordes are tapped and your opponent chooses a land of yours to be destroyed. 5/5.	SC	R	••••	JMy	BBB3	A,B,U,R
Demonic Torment Target creature deals no damage during combat and may not attack.	EC	U	•••	AMa	B2	LG
• **Demonic Tutor** Choose one card from your library, then reshuffle your library.	SOR	U	•••••	DSh	B1	A,B,U,R
Derelor Your black spells cost an additional B. 4/4.	SC	R	•••	AMa	B3	FE
Drain Life Do 1 damage to any target for each B spent above casting cost. Gain 1 life for each damage inflicted. You cannot gain more life from a creature than its current toughness.	SOR	C	•••	DSh	B1X	A,B,U,R,4TH
Dread Wight At the end of combat, put a paralyzation counter on any creature blocked by or blocking Dread Wight and tap it. If the creature has a paralyzation counter, it does not untap during untap phase. The creature's controller may pay 4 to remove a paralyzation counter at any time. 3/4.	SC	R	•••	DGe	BB3	IA
Drift of the Dead Counts as a 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

ASHNOD'S CYLIX

SOLDIER OF FORTUNE

Ashnod's Cylix and Soldier of Fortune: The Cylix is a versatile little toy. Used on yourself, it works like a Sylvan Library. On your opponent, it can work like a Millstone, except you don't want your opponent to keep drawing the best of his three cards. So it's time to hire the Soldier of Fortune. Once your opponent picks the card he wants to keep by putting it on top of his library, use the Soldier to make sure that card goes back down deep into his deck.

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
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: Gain 1 life for any green spell is cast. Can only give 1 life for each time a green spell is cast.	ART	U	••	MTe	1	A,B,U,R,4TH
Yotian Soldier Yotian Soldier does not tap when attacking. 1/4.	AC	C	•••	CRu	3	AQ,4TH
Bog Imp Flying. 1/1.	SC	C	••	RSp	B1	DK, 4TH
Bog Rats Cannot be blocked by walls. 1/1.	SC	C	•••	RSp	B	DK, CH
Bog Wraith Swampwalk. 3/3.	SC	U	•••	JMe	B3	A,B,U,R,4TH

Key

•/• Restricted/Banned
AC Artifact Creature
ART Artifact
CR Current Rarity
CU Cumulative Upkeep
EA Enchant Artifact
EC Enchant Creature
EE Enchant Enchantment
EL Enchant Land
EN Enchantment
EW Enchant World
INS Instant
INT Interrupt
LAN Land
SC Summon Creature
SOR Sorcery

players guide

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Drudge Spell 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.	EN	U	••	NTh	BB	HL
Dry Spell Dry Spell deals 1 damage to each creature and player. (Two versions)	SOR	C	•••	BSn	B1	HL
Eater of the Dead Choose a creature in any graveyard and remove it from the game. Untap Eater of the Dead. 3/4.	SC	U	•••	JMy	B4	DK
Ebon Praetor 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.	SC	R	•••	RAF	B4	FE
El-Hajjaj Gain 1 life for every point of damage El-Hajjaj inflicts. 1/1.	SC	R	•••	DWi	BB1	AN,R,4TH
Erg Raiders Lose 2 life at end of turn if Erg Raiders don't attack, except in the turn when they're summoned. 2/3.	SC	C	••	DWi	B1	AN,R,4TH
Evil Eye of Orms-By-Gore Your creatures may not attack, except for Evil Eye. Evil Eye may only be blocked by walls. 3/6.	SC	U	••	JMy	B4	LG
Evil Presence Target land is now a basic swamp.	EL	U	•••	SEv	B	A,B,U,R,4TH
Fallen, The During controller's upkeep, does 1 damage to every opponent it has previously damaged. 2/3.	SC	U	••	JMy	BBB1	DK, CH
Fallen Angel Sacrifice a creature to give Fallen Angel +2/+1 until end of turn. 3/3.	SC	U	••••	AMa	BB3	LG, CH
Fear Only black or artifact creatures may block target creature. Artists: MPo, REm	EC	C	••••	Multi	BB	A,B,U,R,4th, IA
Feast of the Unicorn Target creature gets +4/+0. (Two versions)	EC	C	•••	DDe	B3	HL
Flow of Maggots CU: 1. May not be blocked by non-wall creatures. 2/2.	SC	R	••••	RSp	B2	IA
Foul Familiar Foul Familiar may not block. B: Sacrifice 1 life to return Foul Familiar to its owner's hand. 3/1.	SC	C	•••	AMa	B2	IA
Frankenstein's Monster 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.	SC	R	•••	AMa	BBX	DK
Frozen Shade B: +1/+1 until end of turn. 0/1.	SC	C	•••	DSh	B2	A,B,U,R,4TH
Funeral March When target creature leaves play, that creature's controller must sacrifice a creature he controls. Ignore this effect if he controls no other creatures.	EC	C	•••	MBe	BB1	HL
Gangrenous Zombies 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.	SC	C	•••	BSn	BB1	IA
Gate to Phyrexia Sacrifice one of your creatures during your upkeep to destroy any one artifact.	EN	U	•••	SEv	BB	AQ
Gaze of Pain 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.	SOR	C	•••	AMa	B1	IA
Ghost Hounds Attacking does not cause Ghost Hounds to tap. Gains first strike if blocking or blocked by white creature(s). 1/1.	SC	U	••	JMe	B1	HL
Ghosts of the Damned T: Make target creature -1/-0 until end of turn. 0/2.	SC	C	•	EBe	BB1	LG
Giant Slug 5: Give Slug landwalk ability of your choice on your next turn. 1/1.	SC	C	•••	AMa	B1	LG, CH
Gloom White spells and white enchantment activation costs now require 3 extra mana.	EN	U	•••••	DFr	B2	A,B,U,R,4TH
Glyph of Doom Creatures blocked by target wall are destroyed after combat.	INS	C	•	SVC	B	LG
Grandmother Sengir B1, T: Target creature -1/-1 until end of turn. 3/3.	SC	R	••	PVe	B4	HL
Gravebind Target creature may not regenerate this turn. Draw a card at the beginning of the next turn.	INS	R	••	DTu	B	IA
Grave Robbers B, T: Choose an artifact in any graveyard and remove it from the game. Take 2 life. 1/1.	SC	R	•••	QHo	BB1	DK
Greater Werewolf After combat, put a -0/-2 counter on all creatures that blocked werewolf. 2/4.	SC	C	•••	DDer	B4	HL
Greed B: Draw an extra card and sacrifice 2 life.	EN	R	•••	PFo	B3	LG, 4TH
Guardian Beast If untapped, prevents the stealing, destruction, or enchantment of your non-creature artifacts. 2/4.	SC	R	••••	KMe	B3	AN
Hasran Ogress Pay 2 when Hasran Ogress attacks or lose 2 life. 3/2.	SC	C	•	DFr	BB	AN, CH
Haunting Wind Do 1 damage to artifact's controller each time an artifact in play is tapped or its activation cost is paid.	EN	U	••	JMe	B3	AQ
Headless Horseman 2/2.	SC	C	•	QHo	B2	LG
Headstone Remove target card in any graveyard from game. Draw a card during next turn's upkeep.	INS	C	•••	DCh	B1	HL
Hecatomb Sacrifice four creatures when Hecatomb comes into play. 0: Tap a swamp you control to have Hecatomb deal 1 damage to any target.	EN	R	•••••	Nth	BB1	IA
Hellfire Destroy all non-black creatures. Hellfire does X+3 damage to you, where X is the number of creatures placed in the graveyard.	SOR	R	••••	PVe	BBB2	LG
Hell's Caretaker T: Sacrifice a creature to put a creature in your graveyard directly in play. 1/1.	SC	R	•••••	SEv	B3	LG, CH
Hell Swarm Make all creatures -1/-0 until end of turn.	INS	C	•	CRu	B	LG
Hoar Shade B: +1/+1 until end of turn. 1/2.	SC	C	•••	RTh	B3	IA
Horror of Horrors Sacrifice a swamp to regenerate a black creature.	EN	U	•••	MTe	BB3	LG
Howl from Beyond Target creature gains +X/+0 until end of turn.	INS	C	••••	MPo	BX	A,B,U,R,4th,IA
Hyalopterous Lemure O: Gains flying and -1/-0 until end of turn. 4/3.	SC	U	•••	RTh	B4	IA
Hymn to Tourach Target player randomly discards two cards in hand. Artists: LDa, QHo, SKi,SVC.	SOR	C	•••••	Multi	BB	FE
Hypnotic Specter Flying. Opponent damaged by Specter must randomly discard a card from hand. 2/2.	SC	U	•••••	DSh	BB1	A,B,U,R,4TH
Icequake Destroy a land. If it is a snow-covered land, Icequake does 1 damage to the land's controller.	SOR	U	•••	RKF	BB1	IA
Ihsan's Shade Protection from white. 5/5.	SC	U	•••••	CRu	BBB3	HL
Imprison 1: Prevent target creature from attacking, blocking, or tapping. Imprison is destroyed if mana is not paid.	EC	R	••••	CRu	B	LG
Infernal Darkness CU: B and 1 life. All mana-producing lands produce B instead of their normal mana.	EN	R	••	PFo	BB2	IA
Infernal Denizen During your upkeep, you must sacrifice two swamps or Infernal Denizen becomes tapped, and target opponent may gain control of a creature you control of his or her choice. T: Gain control of target creature. 5/7.	SC	R	•	DTu	B7	IA
Infernal Medusa Destroy all non-wall creatures blocking or blocked by Medusa. 2/4.	SC	U	•••	AMa	BB3	LG
Initiates of the Ebon Hand 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.	SC	C	•••	Multi	B	FE
Inquisition Examine target player's hand. Do 1 damage to for each white card in hand.	SOR	C	•	AMa	B2	DK
Irini Sengir All white and green enchantments cost an extra 2 to cast. 2/2.	SC	U	•	PVe	BB2	HL
Jovial Evil Do 2 damage to opponent for each white creature opponent controls.	SOR	R	••	CRu	B2	LG
Junun Efreet Flying. Pay BB during upkeep or Junun Efreet is destroyed. 3/3.	SC	U	•••	CRu	BB1	AN,4TH
Juzam Djinn Take 1 damage during upkeep. 5/5.	SC	R	•••••	MTe	BB2	AN
Khabal Ghoul Gets a +1/+1 token at end of turn for each creature that was destroyed that turn. 1/1.	SC	R	••••	DSh	B2	AN
Kjeldoran Dead You must sacrifice a creature when Kjeldoran Dead comes into play. B: Regenerate. 3/1.	SC	C	••••	MBe	B	IA
Knights of Stromgald Protection from white. BB: +1/+0 until end of turn. B: First strike until end of turn. 2/1.	SC	U	•••••	MPo	BB	IA
Koskun Falls 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.	EW	R	••	RAI	BB2	HL
Krovikan Elementalist 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.	SC	U	•••	DSh	BB	IA
Krovikan Fetish Target creature gets +1/+1. Draw a card at the beginning of the next turn.	EC	C	••	HHu	B2	IA
Krovikan Vampire 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.	SC	U	•••	QHo	BB3	IA
Legions of Lim-Dûl Snow-covered swampwalk. 2/3.	SC	C	••	AMa	BB1	IA
Leshrac's Rite Give target creature swampwalk.	EC	U	•••	RTh	B	IA
Leshrac's Sigil 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.	EN	U	••••	DTu	BB	IA
Lesser Werewolf 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.	SC	U	•••	QHo	B3	LG
Lich 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.	EN	R	••	DGe	BBBB	A,B,U
Lim-Dûl's Cohort Creatures blocking or blocked by Lim-Dûl's Cohort cannot regenerate this turn. 2/3.	SC	C	••	DSh	BB1	IA
Lim-Dûl's Hex 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.	EN	U	•••	LDa	B1	IA
Lord of the Pit 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.	SC	R	•••	MTe	BBB4	A,B,U,R,4TH
Lost Soul Swampwalk. 2/1.	SC	C	••	RAF	BB1	LG,4TH
Marsh Gas Make all creatures -2/-0 until end of turn.	INS	C	•	DSh	B	DK,4TH

CHAOS HARLEQUIN

LIM-DUL'S VAULT

Chaos Harlequin and Lim-Dûl's Vault: The Chaos Harlequin can pump up to a huge size if you can just keep from drawing land. Lim-Dûl's Vault lets you order your next five cards or even pay life to look at another five or maybe even the five after that. Once you find the five you want, feed them to the Harlequin and pound your opponent good. Keep in mind that Dwarven Warriors or Tawnos's Wand can make this clown unblockable.

Name	Kind	CR	Rating	Artist	Cost	Sets Found

Mind Ravel SOR C • MTe B2 IA
Target player must discard a card from his or her hand. Draw a card at the beginning of the next turn.

Mindstab Thrull SC C •• Multi BB1 FE
If Mindstab Thrull attacks without being blocked, you may sacrifice it to force the player under attack to discard three cards. If so, Mindstab Thrull deals no damage. Artists: HHu, RKF, MTe. 2/2.

• **Mind Twist** SOR R ••••• JBa BX A,B,U,R,4TH
Opponent must randomly discard X cards from hand. All cards in hand should be discarded if they number less than X.

Mind Warp SOR U ••• LDa B3X IA
Look at a player's hand and discard X cards of your choice from that hand.

Mind Whip EC R ••• DTu BB2 IA
During target creature's controller's upkeep, Mind Whip does 2 damage to that player if he or she does not pay 3. That creature is tapped if Mind Whip deals damage in this way.

Minion of Leshrac SC R •••• LWi BBB4 IA
Protection from black. During your upkeep, sacrifice a creature or Minion of Leshrac does 5 damage to you and becomes tapped. T: Destroy target creature or land. 5/5.

Minion of Tevesh Szat SC R ••••• JBa BBB4 IA
Pay BB during upkeep or take 2 damage. T: Give target creature +3/-2 until end of turn. 4/4.

Mold Demon SC R • JMy BB5 LG
Sacrifice 2 swamps when casting Mold Demon or bury Mold Demon. 6/6.

Mole Worms SC U ••• DGe B2 IA
T: Tap a land. As long as Mole Worms remain tapped, that land does not untap normally during its controller's untap phase. You may choose not to untap Mole Worms. 1/1.

Moor Fiend SC C ••• AMa B3 IA
Swampwalk. 3/3.

Murk Dwellers SC C ••• DTu B3 DK,4TH
If Murk Dwellers attack and are not blocked, they gain +2/+0. 2/2.

Nameless Race SC R ••• QHo B3 DK
Trample. Sacrifice * life when casting Nameless Race, where * is at most the total number of white cards all your opponents have in play and in their graveyards. */*.

Necrite SC C •• Multi BB1 FE
If Necrite attacks without being blocked, you may sacrifice it to bury a target creature controlled by the player under attack. If so, Necrite deals no damage. Artists: CRu, RSp, DTu. 2/2.

Necropotence EN R •••• MTe BBB IA
Skip your draw phase. 0: Sacrifice 1 life to set aside the top card of your library. Add that card to your hand at the beginning of your next discard phase.

Nether Shadow SC R ••• CRu BB A,B,U,R,4TH
If three creatures are above Nether Shadow in graveyard, it can return to play during controller's upkeep. Shadow can attack the same turn as it enters or re-enters play. 1/1.

Nether Void EW R •••• HMc B3 LG
Counter all spells unless their casters pay an extra 3.

Nettling Imp SC U ••• QHo B2 A,B,U,R
T: Opponent's target non-wall creature must attack or die at end of turn. Play during opponent's turn before his or her attack. 1/1.

Nightmare SC R •••• MBe B5 A,B,U,R,4TH
Flying. Power and toughness equal number of swamps controller has in play. */*.

Norritt SC C •••• MRa B3 IA
T: Untap a blue creature. T: Opponent's target non-wall creature must attack or be destroyed at end of turn. Play during opponent's turn before his or her attack. 1/1.

Oath of Lim-Dûl EN R ••• DSh B3 IA
For each point of damage you take or life you lose, sacrifice one of your permanents or discard a card from your hand. BB: Draw a card.

Order of the Ebon Hand SC C ••••• Multi BB FE
Protection from white. BB: +1/+0 until end of turn. B: First strike until end of turn. Artists: MBe, CRu, RSp. 2/1.

Oubliette EN C •••• DSh BB1 AN
Place target creature out of play.

Paralyze EC C ••• AMa B A,B,U,R,4TH
Target creature doesn't untap as normal. Creature's controller may spend 4 to untap during upkeep. Tap target creature when Paralyze is cast.

Pestilence EN C ••••• JMy B2 A,B,U,R,4TH
B: Do 1 damage to each creature and all players. Discard Pestilence if there are no creatures in play at the end of any turn.

Pestilence Rats SC C •• JMe B2 IA
* equals the number of other Rats in play. */3.

Phyrexian Gremlins SC C ••• AWe B2 AQ
T: Tap an artifact. As long as Gremlins remain tapped, that artifact does not untap normally during its controller's untap phase. You may choose not to untap Gremlins. 1/1.

Pit Scorpion SC C •• SKi B2 LG, 4TH
If Pit Scorpion damages opponent, opponent gets 1 poison counter. Opponent loses game if he or she ever has 10 or more poison counters. 1/1.

Plague Rats SC C •• AMa B2 A,B,U,R,4TH
Power and toughness equal number of Plague Rats in play. */*.

Pox SOR R •••• CBr BBB IA
Each player sacrifices 1/3 of their life; then they must discard 1/3 of the cards in their hand; then they must sacrifice 1/3 of their creatures; finally they must sacrifice 1/3 of their lands. Round each loss up.

Priest of Yawgmoth SC C • MTe B1 AQ
T: Sacrifice an artifact and add to your mana pool enough black mana to equal its casting cost. 1/2.

Quagmire EN U •• DFr B2 LG
Creatures with swampwalk may be blocked.

ERRAND OF DUTY

Errand of Duty: What's so hot about this card? Well, for one thing, it's an instant. Think of the surprise factor: you can block an incoming big creature when your opponent thinks you're helpless. You can off a tougher attacker when you band your 1/1 "Insta-Knight" with one of your big creatures (hopefully keeping your big critter alive in the process). Face it, man, this is a good card.

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 ••••• TWä BB1 A,B,U,R,4TH
T: Destroy any tapped creature. 1/1.

Sacrifice INT U • DFr B A,B,U,R
Sacrifice a creature to add to your mana pool black mana equal to that creature's casting cost.

Scathe Zombies SC C • JMy B2 A,B,U,R,4TH
2/2.

Scavenging Ghoul SC U ••• JMe B3 A,B,U,R,4TH
At the end of turn, add a counter for each other creature placed in the graveyard that turn. Use a counter to regenerate Ghoul. 2/2.

Season of the Witch EN R •• JMy BBB DK
At the end of each player's turn, destroy all untapped creatures that could have attacked but did not. Sacrifice 2 life during your upkeep or Season of the Witch is destroyed.

Seizures EC C ••• JBa B1 IA
When target creature becomes tapped, that creature's controller must pay 3 or Seizures does 3 damage to him or her.

Sengir Autocrat SC R ••• DCh B3 HL
When Sengir Autocrat comes into play, put three serf tokens into play. Treat these tokens as 0/1 black creatures. If Sengir Autocrat leaves play, bury all serf tokens. 2/2.

Sengir Bats SC C ••• DFr BB1 HL
Flying. For each creature put into the graveyard in the same turn that it was damaged by the Bats. Sengir Bats Receive +1/+1. 1/2. (Two versions)

Sengir Vampire SC U ••••• AMa BB3 A,B,U,R,4TH
Flying. Gets +1/+1 counter if a creature dies in turn Vampire damaged it. 4/4.

Sewars of Estark INS R ••• MBe BB2 PR
If target creature is attacking, it may not be blocked until end of turn. If target creature is blocking, it neither deals damage to nor takes damage from blocking creatures.

Shimian Night Stalker SC U ••• JMy BB3 LG, CH
Redirect all damage done to you from a creature to Shimian Night Stalker instead. 4/4.

Simulacrum INS U •••• MPo B1 A,B,U,R,4TH
Retroactively redirect all damage done to you this turn to one of your creatures.

Sinkhole SOR C •••• SEv BB A,B,U
Destroy a land.

Songs of the Damned INT C •• PVe B IA
Add B to your mana pool for every creature in your graveyard.

Sorceress Queen SC R ••• KFo BB1 AN,R,4TH
T: Make another creature 0/2 until end of turn. Special characteristics and enchantments on creature are not affected. 1/1.

Soul Burn SOR C ••• RAI B2 IA
Do 1 damage to any target for each B or R spent above the casting cost. Gain 1 life for each B spent in this way. You cannot gain more life from a creature than its current toughness and you cannot gain more life from a player than his or her total life.

Soul Exchange SOR U •••• AWa BB FE
Remove a creature from the game to put a creature from your graveyard in play as if just summoned. Add a +2/+2 counter to this creature if a Thrull was removed from the game.

Soul Kiss EC C •••• NLe B2 IA
B: Sacrifice 1 life to give creature +2/+2 until end of turn. You may spend no more than BBB in this way each turn.

Spirit Shackle EC U •• EBe BB LG,4TH
Put a -0/-2 counter on target creature every time it taps. Counters remain even if Spirit Shackle is removed.

Spoils of Evil INT R ••• QHo B2 IA
Add one colorless mana to your mana pool and gain 1 life for each artifact or creature in target opponent's graveyard.

Spoils of War SOR R •••• PVe BX IA
Put X +1/+1 counter on any number of creatures, distributed any way you choose. X is equal to the number of creatures and artifacts in target opponent's graveyard.

Stench of Evil SOR U •••• MTe BB2 IA
Destroy all plains. Each player takes 1 damage for each plains he or she loses this way. Each player may pay 2 for each 1 damage he or she wishes to prevent.

Stone-Throwing Devils SC C •••• KMe B AN
First strike. 1/1.

Stromgald Cabal SC R ••••• AMa BB1 IA
T: Sacrifice 1 life to counter a white spell. 2/2.

Syphon Soul SOR C ••• MBe B2 LG
Do 2 damage to all players except caster. Caster takes life points equal to damage done by the Syphon Soul.

Takklemaggot EC U •• DGe BB2 LG, CH
Put a 0/-1 counter on target creature during controller's upkeep. If creature goes to graveyard, its controller chooses a new target for Takklemaggot. If no new targets exist, Takklemaggot permanently becomes an enchantment and does 1 damage during upkeep to the controller of the last creature Takklemaggot enchanted.

Terror INS C •••• RSP B1 A,B,U,R,4TH
Bury target creature. Cannot target black or artifact creatures.

Timmerian Fiends SC R •• MKi BB1 HL
Remove Timmerian Fiends from your deck if not playing for ante. BBB: Sacrifice Timmerian Fiends to bury target artifact owned by any opponent into your graveyard. Put Timmerian Fiends into that opponent's graveyard. This card change is permanent. The opponent may ante an additional card to counter this effect. 1/1.

Thrull Champion SC R ••• DGe B4 FE
All Thrulls get +1/+1. T: Take control of target Thrull. When Thrull Champion leaves your control or leaves play, you lose control of Thrull Champion. 2/2.

Thrull Retainer EC U •••• RSp B FE
Give target creature +1/+1. Sacrifice Thrull Retainer to regenerate the creature it enchants.

Thrull Wizard SC U •• AMa B2 FE
B1: Counter target black spell unless caster pays an additional B or 3 (play as an interrupt). 1/1.

Torture EC C ••• MTe B HL
B1: Place -1/-1 token on creature Torture enchants. (Two versions)

Touch of Darkness INS U ••• PVe BO LG
Change the color of one or more target creatures to black until end of turn. Choose which and how many creatures are targeted.

Touch of Death SOR C •• MBe B2 IA
Touch of Death does 1 damage to any player and gives you 1 life. Draw a card at the beginning of the next turn.

Tourach's Chant EN U •• RKF BB1 FE
Do 3 damage to any player who puts a forest into play without putting a -1/-1 counter on a creature he controls.

Tourach's Gate EL R •• SEv BB1 FE
You may only cast Tourach's Gate on a land you control. Sacrifice a Thrull to put 3 time counters on target land. Remove a time counter during upkeep, burying Tourach's Gate when there are no time counters on it. 0: Tap the land Tourach's Gate enchants to give all your attacking creatures +2/-1 until end of turn.

Transmutation INS C ••• SVC B1 LG, CH
Target creature's power and toughness are switched until end of turn. Effects altering power alter toughness instead, and vice versa.

Uncle Istvan SC U ••• DGe BBB1 DK,4TH
Creatures cannot damage Uncle Istvan. 1/3.

• **Underworld Dreams** EN U ••••• JBa BBB LG
Do 1 damage to opponent for each card drawn.

Unholy Strength EC C •••• DSh B A,B,U,R,4TH
Target creature gains +2/+1.

Vampire Bats SC C •• AMa B LG,4TH
Flying. B: Give Bats +1/+0 until end of turn. Only BB may be spent this way per turn. 0/1.

Veldrane of Sengir SC R •• SVC BB5 HL
BB1: Forestwalk and -3/-0. 5/5.

Key

•/• Restricted/Banned
AC Artifact Creature
ART Artifact
CR Current Rarity
CU Cumulative Upkeep
EA Enchant Artifact
EC Enchant Creature
EE Enchant Enchantment
EL Enchant Land
EN Enchantment
EW Enchant World
INS Instant
INT Interrupt
LAN Land
SC Summon Creature
SOR Sorcery

players guide

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Walking Dead 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
Weakness Target creature loses -2/-1.	EC	C	●●●●	DSh	B0	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 Tap 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

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Acid Rain Destroy all forests in play.	SOR	R	●●●	NTh	U3	LG
Æther Storm No summon spells may be cast. Any player may pay 4 life to bury Æther Storm. Effects that prevent or redirect damage may not be used to counter this loss of life.	EN	U	●●●	MTe	U3	HL
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
Arnjlot'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
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 destroy 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
• **Braingeyser** Target player must draw X cards.	SOR	R	●●●●	MTe	UUX	A,B,U,R
Brainstorm Draw three cards, then put any two cards from your hand on top of your library in any order.	INS	C	●●●●	CRu	U	IA
Breath of Dreams CU: U. Green creatures require an additional CU: 1.	EN	U	●●●	PFo	UU2	IA
Brine Hag If Brine Hag goes to the graveyard, all creatures that dealt damage to Hag that turn become 0/2. 2/2.	SC	U	●	QHo	UU2	LG
Chain Stasis Tap or untap target creature. Controller of target creature may pay U2 to have Chain Stasis tap or untap another target creature.	INS	R	●●●	PMo	U	HL
Clairvoyance Look at target player's hand. Draw a card at the beginning of the next turn.	INS	C	●●●	KMe	U	IA
Clone Clone acquires all characteristics, including color, of target creature in play. Clone retains these charateristics even if target creature is destroyed. */*.	SC	U	●●●●●	JBa	U3	A,B,U,R
Control Magic Control target creature until enchantment is discarded or game ends.	EC	U	●●●●●	DWi	UU2	A,B,U,R,4TH
• **Copy Artifact** Duplicate any artifact in play. Treat duplicate as both enchantment and artifact.	EN	R	●●●●	AWe	U1	A,B,U,R
Coral Reef Put four polyp counters on Coral Reef. 0: sacrifice an Island for 2 polyps. U: tap and place +0/+1 counter on target blue creature you control. Remove 1 polyp counter.	EN	C	●●	AWe	UU	HL
Counterspell Counter target spell as it is being cast. Artists: MPo, LWi	INT	U	●●●●●	Multi	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 0: Dark Maze can attack this turn. At the end of turn, remove Dark Maze from the game. Dark Maze cannot attack the turn it comes under your control. (Two versions)	SC	C	●	RAI	U4	HL
Deep Spawn Trample. Take top 2 cards from your library and put them in your graveyard during upkeep or destroy Deep Spawn. U: Deep Spawn may not be target of spells or effects until end of turn. Tap Deep Spawn if it was untapped. Do not untap Deep Spawn as normal during your next untap phase. 6/6.	SC	U	●●●	MTe	UUU5	FE
Deep Water U: All mana-producing lands under your control produce U until end of turn instead of their usual mana.	EN	C	●●	JMe	UU	DK
Deflection Target spell with one target now targets a legal target of your choice.	INT	R	●●●●●	MRa	U3	IA
Devouring Deep Islandwalk. 1/2.	SC	C	●●	LDa	U2	LG
Drafna's Restoration Take as many artifacts as you like from target player's graveyard and place them on top of his or her library in any order.	SOR	C	●●	AWe	U	AQ
Drain Power Opponent must draw all mana from available lands. All mana in opponent's mana pool is added to yours.	SOR	R	●●●●	DSh	UU	A,B,U,R,4TH
Dream Coat Change target creature's color to another color (play as an interrupt).	EC	U	●●●	AWa	U	LG
Dreams of the Dead U1: Put a white or black creature from your graveyard into play as though it were just summoned. That creature now has an additional CU: 2. If the creature leaves play, remove it from the game.	EN	U	●●●	HHu	U3	IA
Drowned B: Regenerates. 1/1.	SC	C	●	QHo	U1	DK
Elder Spawn Cannot be blocked by red creatures. Sacrifice an island during upkeep or bury Elder Spawn and lose 6 life. 6/6.	SC	R	●	JMy	UUU4	LG
Electric Eel RR: Give Eel +2/+0 and Electric Eel does 1 damage to you. Take 1 damage 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 upkeeps.	EC	C	●●●	RKF	U	IA
Feedback Do 1 damage to controller of target enchantment during upkeep.	EE	U	●●	QHo	U2	A,B,U,R,4TH
Field of Dreams The top card in every library plays face up.	EW	R	●●●	KFo	U	LG
Fishliver Oil Give target creature islandwalk.	EC	C	●●●	AMa	U1	AN, CH
Flash Counter Counter target interrupt or instant spell.	INT	C	●●●	HMc	U1	LG
Flash Flood Destroy red permanent or return mountain to owner's hand. Destroy enchantments on target land.	INS	C	●	TWa	U	LG, CH
Flight Target creature now has flying.	EC	C	●●●●	AMa	U	A,B,U,R,4TH
Flood UU: Tap target non-flying creature.	EN	C	●●●	DDe	U	DK,4TH
Flying Men Flying. 1/1.	SC	C	●●●●	CRu	U	AN

LORD OF TRESSERHORN

SURGE OF STRENGTH

Lord of Tresserhorn and Surge of Strength: The Lord is a fairly obscene 10/4 creature which can regenerate. However, since it can be successfully held off by a Drudge Skeleton or Uthden Troll, your foe may not show his Lordship the proper respect. To make your opponent know the true meaning of fear, whip out Surge of Strength (the new Berserk!). Now the Lord is a 14/4 trampler that regenerates! That'll learn 'im.

Name Kind CR Rating Artist Cost Sets Found
Description

Force Spike INT C •• BWa U LG
Counter target spell unless its caster spends 1 extra colorless mana.

Force Void INT U • MTe U2 IA
Counter target spell unless its caster spends 1 extra colorless mana. Draw a card at the beginning of the next turn.

Forget SOR R ••• MKi UU HL
Target player chooses and discards 2 cards from his or her hand. If that player doesn't have enough cards, discard the whole hand. Player then draws as many new cards as were discarded.

Gaseous Form EC C •• PFo U2 LG,4TH
Target creature deals nor receives damage in combat.

Ghost Ship SC U •••• TWä UU2 DK,4TH
Flying. UUU: Regenerates. 2/4.

Giant Albatross SC C •• DCh U1 HL
Flying. U1: Bury all creatures that damaged Giant Albatross this turn. The controller of any of those creatures may pay 2 life to prevent that creature from being buried. Effects that prevent or redirect damage cannot be used to counter this loss of life. Use this ability only when Albatross is put into the graveyard from play. (Two versions)

Giant Oyster SC U •••• NLe UU2 HL
You may choose not to untap Giant Oyster during your untap phase. T: Target tapped creature does not untap during its untap phase as long as Giant Oyster remains tapped. During your upkeep, place a - 1/-1 counter on target creature. if Giant Oyster leaves play, all counters are discarded.

Giant Shark SC C •• TWä U5 DK
When Giant Shark blocks or is blocked by a creature that has been damaged this turn, Giant Shark gets +2/+0 and trample until end of turn. Giant Shark cannot attack unless opponent controls an island. Giant Shark is buried immediately whenever its controller controls no islands. 4/4.

Giant Tortoise SC C •• KFo U1 AN,4TH
+0/+3 while untapped. 1/1.

Glacial Wall SC U ••• DWi U2 IA
0/7.

Glyph of Delusion INS C • SVC U LG
Put X counters on 1 target creature blocked by target wall, where X is the power of the blocked creature. Creature does not untap as normal while it has any such counter on it. Remove a counter during creature controller's upkeep.

High Tide INS C •• Multi U FE
All islands produce an additional U until end of turn.
Artists: AMa, DTu, AWe.

Homarid SC C • Multi U2 FE
Put a tide counter on Homarid when bringing it into play and during upkeep. Homarid gets -1/-1 if it has one tide counter and +1/+1 when it has three tide counters. Remove all counters when there are four tide counters on Homarid. Artists: QHo, HHu, MTe, BWa. 2/2.

Homarid Shaman SC R ••• AWe UU2 FE
U: Tap target green creature. 2/1.

Homarid Spawning Bed EN U •••• DSh UU FE
UU1: Sacrifice a blue creature to put X Camarids, which are 1/1 blue creatures, in play, where X is the casting cost of the sacrificed creature.

Homarid Warrior SC C •• Multi U4 FE
U: Homarid Warrior may not be the target of spells or effects until end of turn. If Homarid Warrior is untapped, tap it. Do not untap Homarid Warrior as normal during your next untap phase.
Artists: RAF, DGe, DSh. 3/3.

Hurkyl's Recall INS R ••• NTh U1 AQ,R,4TH
Return all artifacts in play owned by target player to owner's hand; enchantments on those artifacts are discarded.

Hydroblast INT C ••• KFo U IA
Counter a spell being cast or destroy a red permanent if it's red.

Iceberg EN U ••• JMe UUX IA
Put X ice counters on Iceberg when it comes into play. 3: Put an ice counter on Iceberg. 0: Remove an ice counter to add one colorless mana to your mana pool.

Icy Prison EN R ••• AMa UU IA
Place target creature out of play. During your upkeep, destroy Icy Prison. Any player may pay 3 to prevent this.

Illusionary Forces SC C ••• JHa U3 IA
Flying. CU: U. 4/4.

Illusionary Presence SC R ••• KFo UU1 IA
CU: U. During your upkeep, Illusionary Presence gets the landwalk ability of your choice until next turn. 2/2.

Illusionary Terrain EN U ••• RAl UU IA
CU: 2. All basic lands of one type are changed to basic lands of a different type of your choice.

Illusionary Wall SC C ••• MPo U4 IA
Flying, first strike. CU: U. 7/4.

Illusions of Grandeur EN R ••• QHo U3 IA
CU: 2. Gain 20 life when Illusions of Grandeur comes into play. If Illusions of Grandeur leaves play, you must sacrifice 20 life.

Infuse INS C • RGa U2 IA
Untap target creature, land, or artifact. Draw a card at the beginning of the next turn.

In the Eye of Chaos EW R • CRu U2 LG
Counter all instants and interrupts unless caster pays an extra X, where X is the cost of the spell being cast.

Invisibility EC C •••• AMa UU A,B,U
Target creature may only be blocked by walls.

Name Kind CR Rating Artist Cost Sets Found
Description

Invoke Prejudice EN R •• HMc UUUU LG
Counter an opponent's spell summoning a creature of a color different from one of the creatures you control unless caster pays an extra X, where X is the cost of the spell being cast.

Island Fish Jasconius SC R •• JMy UUU4 AN,R,4TH
Pay UUU during upkeep to untap. Cannot attack unless opponent has islands in play. Destroyed immediately if controller has no islands in play. 6/8.

Jinx INS C •• MKi U1 HL
Target land becomes basic land of your choice until end of turn. Draw a card at the begining of the next turn's upkeep.

Jump INS C •• MPo U A,B,U,R,4TH
Target creature has flying until end of turn.

Juxtapose SOR R ••• JHa U3 LG, CH
Caster and target player each choose their highest-casting-cost creature and exchange control of them, then doing the same for artifacts. Do not trade artifacts or creatures if one player has none of them.

Krovikan Sorcerer SC C ••• PMo U2 IA
T: Discard a card from your hand and draw a card. If you discarded a black card, draw two cards instead, keeping one and discarding the other. 1/1.

Labyrinth Minotaur SC C •• AMa U3 HL
Creatures blocked by Labyrinth Minotaur do not untap as normal during their controller's next untap phase. 1/4 (Two versions)

Land Equilibrium EN R •••• JMy UU2 LG
If opponent has at least as much land in play as you, he or she must sacrifice a land for each new one opponent puts in play.

Leviathan SC R ••• MTe UUUU5 DK,4TH
Trample. Leviathan enters play tapped. Sacrifice two islands during upkeep to untap Leviathan. Sacrifice two islands to attack with Leviathan. 10/10.

Lifetap EN U •••• AMa UU A,B,U,R,4TH
Gain 1 life whenever opponent taps a forest.

Lord of Atlantis SC R ••• MBe UU A,B,U,R,4TH
While Lord of Atlantis is in play, all Merfolk in play gain islandwalk and +1/+1. 2/2.

Name Kind CR Rating Artist Cost Sets Found
Description

Merchant Scroll SOR C ••• LDah U1 HL
Search library for blue instant or interrupt. Show cards to all opponents and place in your hand. Reshuffle library afterwards.

Merchant Ship SC R •• TWä U AN
Gain 2 life if Merchant Ship attacks and is not blocked. Cannot attack if opponent has no islands. Destroyed if you have no islands. 0/2.

Merfolk Assassin SC U ••• DDe UU DK
T: Destroy target creature that has islandwalk. 1/2.

Merfolk of the Pearl Trident SC C • JMe U A,B,U,R,4TH
1/1.

Merseine EC C ••• Multi UU2 FE
Put 3 net counters on Merseine when it is cast. Target creature does not untap as normal if any counters remain. Creature's controller may pay casting cost of target creature to remove counters.
Artists: HHu, MOK, DTu, PVe.

Mesmeric Trance EN R ••• DFr UU1 IA
CU: 1. U: Discard a card from your hand to draw a card.

Mind Bomb SOR U •• MTe U DK,4TH
Do 3 damage to each player. Players may discard up to 3 cards. Each discarded card prevents 1 damage from Mind Bomb to that player.

Mistfolk SC C ••• QHo UU IA
U: Counter any spell that targets Mistfolk. 1/2.

Musician SC R ••• DTu U2 IA
CU: 1. T: Put a music counter on target creature. During that creature's controller's upkeep, he or she pays 1 for each music counter or the creature is destroyed. 1/1.

Mystic Decree EW R ••• LDa UU2 HL
All creatures lose flying and islandwalk.

Mystic Might EL R • NLe U IA
CU: U1. 0: Tap land Mystic Might enchants to give a creature +2/+2 until end of turn.

Mystic Remora EN C •• KMe U IA
CU: 1. You may draw a card whenever target opponent successfully casts a non-creature spell. That player may pay 4 to counter this effect.

Narwhal SC R ••• DCh UU2 HL
First strike, Protection from red. 2/2.

SOLDEVI STEAM BEAST

FORESIGHT

Soldvi Steam Beast and Foresight: So your Soldevi Steam Beast Deck is getting romped by an Icy Manipulating foe. In fact, by tapping the Beast, he's gaining two life a turn. Finally, you draw a Lightning Bolt to kill off your stupid Steam Beast. Suddenly you realize you've got three more of these useless things in your deck. Quickly you cast Foresight and remove all those Steam Beasts and draw a card to boot! Of course, now your deck will need a new name…

Magical Hack INT R •••• JBa U A,B,U,R,4TH
Change the text of a card being played or in play by switching one basic land type with another.

Magus of the Unseen SC R •••• KFo U1 IA
U1, T: Untap one of opponent's artifacts and gain control of it until end of turn. If it is an artifact creature, it may attack and you may use any abilities that require tapping to activate. 1/1.

Mahamoti Djinn SC R ••••• DFr UU4 A,B,U,R,4TH
Flying. 5/6.

Mana Drain INT U ••••• MTe UU LG
Counter target spell. At the beginning of your next turn, add to your mana pool colorless mana equal to casting cost of spell.

Mana Short INS R •••• DWi U2 A,B,U,R,4TH
All opponent's lands are tapped; opponent's mana pool is emptied. Opponent is not damaged by unspent mana.

Mana Vortex EN R •• DSh UU1 DK
Sacrifice a land when casting Mana Vortex or it is countered. All players who control land must sacrifice a land during upkeep. Mana Vortex is destroyed whenever there are no lands in play.

Marjhan SC R •••• DGe UU5 HL
Does not untap during your untap phase. Cannot attack if defending player controls no islands. If you control no islands, bury Marjhan. UU: Sacrifice a creature to untap Marjhan. Use this ability only during your upkeep. UU: -1/-0 until the end of turn. Marjhan deals 1 damage to target attacking creature without flying. 8/8.

Memory Lapse INT C ••• MTe U1 HL
Counter target spell. Put that spell on top of its owner's library. (Two versions)

Old Man of the Sea SC R •••• SVC UU1 AN
T: Control creature of power less than or equal to the Old Man's. May choose not to untap Old Man. You lose control of target creature if Old Man becomes untapped or if its power becomes greater than the Old Man's. 2/3.

Part Water SOR U ••• NTh UXX LG
Give X target creatures islandwalk until end of turn.

Phantasmal Forces SC U •• MPo U3 A,B,U,R,4TH
Flying. Pay U during upkeep or card is destroyed. 4/1.

Phantasmal Mount SC U •••• MBe U1 IA
Flying. T: Target creature you control, which has toughness less than 3, gains flying and gets +1/+1 until end of turn. If either creature leaves play before end of turn, bury the other. 1/1.

Phantasmal Terrain EL C •••• DWi UU A,B,U,R,4TH
Target land switches to any basic land type chosen by caster.

Phantom Monster SC U •••• JMy U3 A,B,U,R,4TH
Flying. 3/3.

Pirate Ship SC R ••• TWä U4 A,B,U,R,4TH
T: Do 1 damage to any target. Cannot attack unless opponent has islands in play. Destroyed immediately if controller has no islands in play. 4/3.

Polar Kraken SC R ••• MTe UUU8 IA
Trample. CU: Sacrifice a land. Comes into play tapped. 11/11.

Portent SOR C •••• LDa U IA
You may look at the top three cards of one player's library. Either shuffle that library or put the three cards back on top of the library in any order. Draw a card at the beginning of the next turn.

Key
•/• Restricted/Banned
AC Artifact Creature
ART Artifact
CR Current Rarity
CU Cumulative Upkeep
EA Enchant Artifact
EC Enchant Creature
EE Enchant Enchantment
EL Enchant Land
EN Enchantment
EW Enchant World
INS Instant
INT Interrupt
LAN Land
SC Summon Creature
SOR Sorcery

IQ

players guide

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Power Artifact Reduce the activation cost of a target artifact by 2. Activation cost becomes 1 if Power Artifact would reduce activation cost below 1. Has no effect on artifacts with an activation cost of 1 or less.	EA	U	••	DSh	UU	AQ
Power Leak Target enchantments requires 2 during upkeep. Power Leak does 1 damage to target enchantment's controller for each unpaid mana.	EE	U	••	DTu	U1	A,B,U,R,4TH
Power Sink Counter target spell unless its caster spends X more mana. Target spell's caster must spend all available mana from lands and mana pool until X is met.	INT	C	••••	RTh	UX	A,B,U,R,4TH,IA
Prodigal Sorcerer T: Do 1 damage to any target. 1/1.	SC	C	•••	DSh	U2	A,B,U,R,4TH
Psionic Blast Do 4 damage to any target and 2 damage to you.	INS	U	•••••	DSh	U2	A,B,U
Psionic Entity T: Do 2 damage to any target and 3 damage to itself. 2/2.	SC	R	••	JHa	U4	LG,4TH
Psychic Allergy Choose a color when Psychic Allergy is cast. Do 1 damage for each card of this color an opponent controls during his or her upkeep. Sacrifice two islands during your upkeep or destroy Psychic Allergy.	EN	R	••••	MTe	UU3	DK
Psychic Purge Do 1 damage to any target. If opponent causes you to discard Psychic Purge, opponent must sacrifice 5 life.	SOR	C	•••	SVC	U	LG
Psychic Venom Do 2 damage to target land's controller whenever target land is tapped.	EL	C	••	BSn	U1	A,B,U,R,4TH
Puppet Master If target creature goes to the graveyard, return creature to owner's hand and destroy all enchantments on it. You may pay UUU to return Puppet Master to its owner's hand if this happens.	EC	U	•••	SEv	UUU	LG, CH
Ray of Command Untap target creature controlled by opponent and take control of it until end of turn. You can use that creature to attack or use abilities that require tapping.	INS	C	•••••	HMc	U3	IA
Ray of Erasure Target player must take the top card of his or her library and place it in his or her graveyard. Draw a card at the beginning of the next turn.	INS	C	••	MRa	U	IA
Reality Twist CU: 1UU. Instead of their normal mana, plains produce R, swamps produce G, mountains produce W, and forests produce B.	EN	R	••	JEr	UUU	IA
• **Recall** Sacrifice X cards in hand to bring X cards from your graveyard into your hand, then remove Recall from game.	SOR	U	•••••	BSn	UXX	LG, CH
Reconstruction Bring an artifact from your graveyard into your hand.	SOR	C	•••	AMa	U	AQ,R
Reef Pirates If Reef Pirates damage an opponent, opponent takes the top card from his library and puts it in his graveyard. 2/2. (Two versions)	SC	C	••	TWa	UU1	HL
Relic Bind When target artifact is tapped, Relic Bind's controller may do 1 damage or give 1 life to any player.	EA	R	••	CRu	U2	LG,4TH
Remove Soul Counter target summon spell.	INT	C	•••	BSn	U1	LG, CH
Reset Untap all your lands. Reset may only be played during opponent's turn after his or her upkeep.	INT	U	••	NLe	UU	LG
Reveka, Wizard Savant T: Reveka does 2 damage to creature or player and does not untap during your next untap phase. 0/1.	SL	R	•••	SVC	UU2	HL
Reverberation Redirect damage from a sorcery to its caster.	INS	R	•••	JHa	UU2	LG
Riptide Tap all blue creatures.	INS	C	•	RAF	U	DK
River Merfolk U: Give River Merfolk mountainwalk .until end of turn. 2/1.	SC	R	•••	DSh	UU	FE
Sage of Lat-Nam T: Draw a card from your library. Each time you do this, place one of your artifacts in play in the graveyard.1/1	SC	C	•	PVe	U1	AQ
Sea King's Blessing Change the color of any number of target creatures to blue until end of turn.	INS	U	••	RAF	U	LG
Sea Serpent Cannot attack unless opponent has islands in play. Bury it immediately if controller has no islands in play. 5/5.	SC	C	••	JMe	U5	A,B,U,R,4TH
Seasinger T: Gain control of target creature if its controller controls at least one island. You lose control of target creature when Seasinger leaves play, leaves your control, or becomes untapped. You may choose to leave Seasinger tapped. Bury Seasinger whenever you have no islands. 0/1.	SC	U	•••	AWe	UU1	FE
Sea Spirit U: +1/+0 until end of turn. 2/3.	SC	U	•••	RAI	U4	IA
Sea Sprite Flying. Protection from red. 1/1.	SC	U	•••	SVC	U1	HL
Sea Troll U: Regenerate. Use this ability only during a turn in which Sea Troll was blocked or in which Sea Troll blocked a Creature. 2/1.	SC	U	•	DGe	U2	HL
Segovian Leviathan Islandwalk. 3/3.	SC	U	•••	MBe	U4	LG,4TH
Serendib Djinn Flying. Destroy one of your lands during upkeep. Take 3 damage if the destroyed land is an island. 5/6.	SC	R	•••	AMa	UU2	AN
Serendib Efreet Flying. Does 1 damage to you during upkeep. 3/4.	SC	R	••••	AMa	U2	AN,R
Shyft During your upkeep, you may change the color of Shyft to any color or combination of colors. 4/2.	SC	R	•••	RTh	U4	IA
Sibilant Spirit Flying. When Sibilant Spirit attacks, defending player may draw a card. 5/6.	SC	R	••••	RSp	U5	IA
Silhouette Prevent all damage done until end of turn to target creature by spells or effects targeting it.	INS	U	•	KFo	U	LG
Silver Erne Flying, trample. 2/2.	SC	U	•••	MBe	U3	IA
Sindbad T:Draw new card, you may only keep it if it's a land.1/1.	SC	U	•	JBa	U1	AN,4TH
Siren's Call All of opponent's creatures that can attack must do so or die at end of turn. Siren's Call can only be played on opponent's turn before his or her attack. Just-summoned creatures are not affected by Siren's Call.	INS	U	•••	AMa	U	A,B,U,R,4TH
Sleight of Mind Change the text of a card being played or in play by switching one color word with another.	INT	U	•••••	NLe	U	A,B,U,R,4th,IA
Snow Devil Target creature gains flying. As long as you control any snow-covered lands, that creature also gains first strike when blocking.	EC	C	•••	KMe	U1	IA
Snowfall CU: U. Islands may produce an addition U when tapped for mana. Snow-covered islands may produce either an additional UU or an additional U when tapped for mana. This mana is usable only for cumulative upkeep.	EN	C	••	PFo	U2	IA
Soldevi Machinist T: Add 2 colorless mana to your mana pool. Use this mana for artifact activation costs only. 1/1.	SC	U	••	JMe	U1	IA
Soul Barrier Target opponent takes 2 damage whenever he or she casts a summon spell. That player may pay 2 to prevent this damage.	EN	U	•	HMc	U2	IA
Spectral Cloak Target creature may not be targeted by spells or fast effects unless it is tapped.	EC	U	••••	RAI	UU	LG
Spell Blast Counter target spell; X is casting cost of target spell.	INT	C	••••	BSn	UX	A,B,U,R,4TH
Stasis Cards do not untap as normal. Pay U during upkeep or Stasis is destroyed; cards still don't untap until next untap phase.	EN	R	•••	FJo	U1	A,B,U,R,4TH
Steal Artifact Take control of target artifact.	EA	U	•••	AWe	UU2	A,B,U,R,4TH
Sunken City All blue creatures gain +1/+1. Pay UU during your upkeep or destroy Sunken City.	EN	C	•••	JMy	UU	DK,4TH
Svyelunite Priest UU, T: Target creature may not be targeted by spells or effects until end of turn. Use this ability only during upkeep. 1/1.	SC	U	••	RSp	U1	FE
Tangle Kelp Target creature stays tapped during untap phase if it attacked last turn. Tap target creature when Tangle Kelp is cast.	EC	U	••	RAI	U	DK
Telekinesis Target creature deals no damage in combat this turn. It is tapped and may not untap normally during its controller's following two untap phases.	INS	R	••	DGe	UU	LG
Teleport Target creature may not be blocked this turn. Play after attack is declared but before blocking is chosen.	INS	R	•••	DSh	UUU	LG, CH
Thoughtlace Change the color of a card being played or already in play to blue.	INT	R	•••	MPo	U	A,B,U,R,4TH
Thunder Wall Flying. U: +1/+1 until end of turn. 0/2.	SC	U	•••	RTh	UU1	IA
Tidal Flats UU: All of your creatures that are blocking non-flying creatures get first strike until end of turn. Attacking player may pay 1 for each attacking creatures to prevent Tidal Flats from imparting first strike to that creature's blocker. Artists: RAI (two versions), SEv.	EN	C	••	Multi	U	FE
Tidal Influence Put 1 tide counter on Tidal Influence when casting it and during upkeep. When there is 1 tide counter on Tidal Influences, all blue creatures get -2/-0. When there are 3 tide counters, all blue creatures get +2/+0. Remove all tide counters when there are 4 on Tidal Influence.	EN	U	••	TWä	U2	FE
Time Elemental Pay UU2, T: Return target permanent to owner's hand. Cannot target enchanted permanents. Destroy Time Elemental and do 5 damage to its controller if it blocks or attacks. 0/2.	SC	R	•••	AWe	U2	LG,4TH
• **Timetwister** Put Time Twister in a new graveyard. Shuffle your hand, library, and graveyard together and draw 7 cards.	SOR	R	•••••	MTe	U2	A,B,U
• **Time Walk** Take an extra turn immediately after the end of the one in which you cast Time Walk.	SOR	R	•••••	AWe	U1	A,B,U
Transmute Artifact Choose an artifact from your library and immediately place it in play; also, choose an artifact in play that you control and put it in its owner's graveyard. If the new artifact's casting cost exceeds the discarded one's, pay the difference or Transmute Artifact doesn't succeed and both artifacts are discarded. Shuffle your library after playing Transmute Artifact.	SOR	U	•••	AMa	UU	AQ
Twiddle Tap or untap any single land, creature, or artifact in play. This does not generate an effect from the target card.	INS	C	••••	RAI	U	A,B,U,4TH
Undertow Creatures with islandwalk may be blocked.	EN	U	••	RAF	U2	LG
Unstable Mutation Target creature gains +3/+3. Put -1/-1 counter on card during upkeep. These counters remain until creature dies or game ends, even if Unstable Mutation is removed.	EC	C	••••	DSh	U	AN,R,4TH
Unsummon Return target creature to the hand of its owner. Discard enchantments on creature.	INS	C	•••	DSh	U	A,B,U,R,4TH
Updraft Give target creature flying until end of turn. Draw a card at the beginning of the next turn.	INS	U	••	LWi	U1	IA
Venarian Gold Put X counters on target creature and tap it. Creature does not untap normally while a counter remains. Remove a counter during creature controller's upkeep.	EC	C	•••	DGe	UUX	LG
Vesuvan Doppelganger Duplicates all characteristics except color of any one creature in play. May duplicate a different creture during upkeep phase. */*.	SC	R	•••••	QHo	UU3	A,B,U,R
Vodalian Knights First strike. U: Give Vodalian Knights flying ability until end of turn. Bury Vodalian Knights whenever you control no islands. Knights can not attack if your opponent controls no islands. 2/2.	SC	R	••••	SVC	UU1	FE

YAVIMAYA ANTS

REINFORCEMENTS

Yavimaya Ants and Reinforcements: Just what green needed, a psuedo Ball Lightning—and like a certain TV rabbit, it can keep going and going. After a while, your Ant pals might get killed off or you won't be able to upkeep them. No worry... Reinforcements to the rescue! Put the Ants back on top of your library (along with up to two other creatures). If they were fun to use once, they'll be a real hoot the second or third time around.

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Vodalian Mage — U, T: Counter a target spell unless caster pays an additional 1. QHo, SVC, MPo 1/1.	SC	C	••	Multi	U2	FE
Vodalian Soldiers — Artists: MBe, RKF, JMe, SVC. 1/2.	SC	C	•	Multi	U1	FE
Vodalian War Machine — Tap Target Merfolk you control to allow War Machine to attack until end of turn or give War Machine +2/+1 this turn. If War Machine goes to the graveyard, all Merfolk tapped in this manner this turn are destroyed. 0/4.	SC	R	•••	AWe	UU1	FE
Volcanic Eruption — Destroy X mountains of your choice and do 1 damage to each player and creature in play for each mountain destroyed.	SOR	R	•••	DSh	UUUX	A,B,U,R,4TH
Wall of Air — Flying. 1/5.	SC	U	•••	RTh	UU1	A,B,U,R,4TH
Wall of Kelp — UU, T: Put a kelp token into play. Treat this as a 0/1 wall. 0/3.	SC	R	•••	ARa	UU	HL
Wall of Vapor — Cannot be damaged by creatures it blocks. 0/1.	SC	C	•••	RTh	U3	LG, CH
Wall of Water — U: +1/+0. 0/5.	SC	U	••	RTh	UU1	A,B,U,R,4TH
Wall of Wonder — UU2: Give Wall of Wonder +4/-4 and enable it to attack. 1/5.	SC	U	••	RTh	UU2	LG, CH
Water Elemental — 5/4.	SC	U	••	JMe	UU3	A,B,U,R,4TH
Water Wurm — Water Wurm gains +0/+1 if opponent controls an island. 1/1.	SC	C	••	RSp	U	DK
Arcades Sabboth — Flying. All creatures on Sabboth's side gain +2 defense when untapped. W: Give Sabboth +0/+1 until end of turn. Pay WGU during upkeep or bury Arcades Sabboth. 7/7.	SL	R	•••	EBe	UUGGWW2	LG, CH
Axelrod Gunnarson — Trample. Each time a creature is placed in graveyard during a turn in which Axelrod damaged it, take 1 life and do 1 damage to target player. 5/5.	SL	R	•••	SKi	BBRR4	LG, CH
Ayesha Tanaka — T: Counter artifact effect requiring activation cost unless artifact controller spends W. 2/2.	SL	R	•••	BWa	UUWW	LG, CH
Barktooth Warbeard — 6/5.	SL	U	••	ARu	BRR4	LG
Bartel Runeaxe — Cannot be target of enchant creature spells. Does not tap to attack. 6/5.	SL	R	••••	ARu	BGR3	LG
Boris Devilboon — BR2, T: Put a minor demon token, which is a 1/1 red and black creature, into play. 2/2.	SC	R	•••	JMy	BR3	LG
Centaur Archer — T: Deal 1 damage to target flying creature. 3/2.	SC	U	•••	MBe	GR1	IA
Chromatic Armor — Put a sleight counter on Chromatic Armor when it comes into play and choose a color. All damage done to target creature by that color is reduced to 0. X: Put a sleight counter on Chromatic Armor and change the color that it protects against. X equals the number of sleight counters on Chromatic Armor.	EC	R	••••	MPo	UW1	IA
Giant Trap Door Spider — GR1, T: Giant Trap Door Spider and target non-flying creature which is attacking you are removed from the game. 2/3.	SC	U	•••	HHu	GR1	IA
Glaciers — All mountains become plains.	EN	R	••••	MTe	UW2	IA
Gosta Dirk — First strike. Creatures with islandwalk may be blocked as normal while Gosta Dirk is in play. 4/4.	SL	R	•••	RTh	UUWW3	LG
Gwendlyn Di Corci — T: Target player randomly discards a card in hand (play only during your turn). 3/5.	SL	R	•••••	JBa	BBUR	LG
Halfdane — Make Halfdane 3/3 when cast. During upkeep, Halfdane may acquire the current power and toughness of a target creature besides itself. When there are no legal targets, Halfdane is 3/3. */*.	SL	R	••••	RKF	GRW4	LG
Hazezon Tamar — On your first upkeep after Hazezon Tamar is put in play, put * Sand Warrior tokens in play, where * is the number of lands you control. Treat each token as a 1/1 red, white, and green creature. Remove all Sand Warriors if Hazezon Tamar leaves play. 2/4.	SL	R	••••	RKF	GRW4	LG
Hunding Gjornersen — Rampage: 1. 5/4.	SL	U	••	RTh	UUW3	LG
Hymn of Rebirth — Take a creature from any graveyard and put it directly into play under your control as if it were just summoned.	SOR	U	••••	RKF	GW3	IA
Jacques le Vert — Make all your green creatures +0/+2. 3/2.	SL	R	•••	ARu	GRW1	LG

VISERID DRONE

MYSTIC COMPASS

KJELDORAN OUTPOST

Viserid Drone, Mystic Compass and Kjeldoran Outpost: Finally, a Homarid we can love—and best of all, you don't have to put those stupid tide counters on it. To use the Drone, though, you need to sacrifice a swamp and a creature, which is tough if you're not playing black or have no other creatures. The Mystic Compass will solve your swamp dilemma and the Outpost will solve your creature problem. Suddenly life is good.

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Wind Spirit — Flying. Wind Spirit cannot be blocked by less than two creatures. 3/2.	SC	U	••••	KFo	U4	IA
Winter's Chill — Destroy X attacking creatures at the end of combat. X cannot be greater than the number of snow-covered lands you control. The creatures' controller may pay 1 or 2 for each creature to prevent it from being destroyed. If only 1 is paid, the creature deals and receives no damage during combat.	INS	R	•••	EBe	UX	IA
Word of Undoing — Return target creature to its owner's hand. Any white enchantments you own on that creature go to your hand.	INS	C	••••	CRu	U	IA
Wrath of Marit Lage — Tap all red creatures when Wrath of Marit Lage comes into play. Red creatures do not untap during their controller's untap phase.	EN	R	••••	MRa	UU3	IA
Zephyr Falcon — Flying. Does not tap to attack. 1/1.	SC	C	••	HHu	U1	LG,4TH
Zuran Enchanter — B2, T: Opponent must discard 1 card of his or her choice. Can only be used during your turn. 1/1.	SC	C	•••	DSh	U1	IA
Zuran Spellcaster — T: Do 1 damage to any target. 1/1.	SC	C	•••	EBe	U2	IA
Zur's Weirding — All players play with cards in hand face up. Whenever a player draws a card, any other player may sacrifice 2 life to force the drawing player to discard that card.	EN	R	•••••	LDa	U3	IA

GOLD

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Adun Oakenshield — GRB, T: Take a creature from your graveyard into your hand. 1/2.	SL	R	••••	JMe	BGR	LG
Altar of Bone — Sacrifice a creature to choose one creature card from your library and add it to your hand. Reshuffle your library afterwards.	SOR	R	••••	MBe	GW	IA
Angus Mackenzie — UGW, T: Attacking and blocking creatures deal no damage during combat. 2/2.	SL	R	•••	BWa	UGW	LG
Chromium — Flying, rampage: 2. Pay BUW during upkeep or bury Chromium. 7/7.	SL	R	•••	EBe	BBUUWW2	LG, CH
Dakkon Blackblade — * equals the number of lands you control. */*.	SL	R	••••	RKF	BUUW2	LG, CH
Dark Heart of the Wood — Sacrifice a forest to gain 3 life.	EN	C	••••	CRu	BG	DK
Diabolic Vision — Look at the top five cards of your library and put one in your hand. Put the other four on top of your library in any order.	SOR	U	••••	AWa	BU	IA
Earthlink — Pay 2 during upkeep or bury Earthlink. Whenever a creature is put into the graveyard from play, that creature's controller must sacrifice a land.	EN	R	•	RKF	BGR3	IA
Elemental Augury — 3: Look at the top three cards of any player's library and put them back in any order.	EN	R	••••	AWa	BUR	IA
Essence Vortex — Bury target creature. Creature's controller may counter Essence Vortex by sacrificing life equal to the creature's toughness.	INS	U	•••	MOK	BU1	IA
Fiery Justice — Do 5 damage divided any way you choose among any number of targets. Target opponent gains 5 life.	SOR	R	•••	MBe	GRW	IA
Fire Covenant — Fire Covenant deals X damage, divided any way you choose among any number of target creatures, where X is equal to the amount of life you sacrifice.	INS	U	•••	DFr	BR1	IA
Flooded Woodlands — No green creature can attack unless its controller sacrifices a land when that creature attacks.	EN	R	•••	KFo	BU2	IA
Fumarole — Sacrifice 3 life to destroy a land and a creature.	SOR	U	••••	DTu	BR3	IA
Gabriel Angelfire — During upkeep, Angelfire gains either flying, first strike, trample, or rampage: 3 until your next upkeep. 4/4.	SL	R	••	DGe	GGWW3	LG, CH
Ghostly Flame — Black and red permanents and spells are considered colorless sources of damage.	EN	R	••••	RGa	BR	IA
Jasmine Boreal — 4/5.	SL	U	••	RKF	GW3	LG
Jedit Ojanen — 5/5.	SL	U	•	MPo	UWW4	LG
Jerrard of the Closed Fist — 6/5.	SL	U	••	ARu	GGR3	LG
Johan — If Johan is not tapped, any of your creatures besides Johan may attack without tapping. 5/4.	SL	R	••••	MTe	GRW3	LG, CH
Kasimir the Lone Wolf — 5/3.	SL	U	•	RKF	UW4	LG
Kei Takahashi — T: Prevent up to 2 damage to target creature. 2/2.	SL	R	••	SKi	GW2	LG, CH
Kjeldoran Frostbeast — Any creature blocking or blocked by Kjeldoran Frostbeast is destroyed at end of combat. 2/4.	SC	U	••••	MPo	GW3	IA
Lady Caleria — T: Do 3 damage to target attacking or blocking creature. 3/6.	SL	R	••••	BWa	GGWW3	LG
Lady Evangela — BW, T: Target creature deals no damage this turn during combat. 1/2.	SL	R	•••	MPo	BUW	LG
Lady of the Mountain — 5/5.	SL	U	••	RKF	GR4	LG
Lady Orca — 7/4.	SL	U	••	SEv	BR5	LG
Livonya Silone — First strike, legendary landwalk. 4/4.	SL	R	•••	RKF	GGRR2	LG
Lord Magnus — First strike. Creatures with plainswalk or forestwalk may be blocked. 4/3.	SL	U	•••	MTe	GWW3	LG
Marhault Elsdragon — Rampage: 1. 4/6.	SL	U	••	MPo	GRR3	LG, CH
Marsh Goblins — Swampwalk. 1/1.	SL	C	••	QHo	BR	DK
Merieke Ri Berit — Merieke does not untap during its controller's untap phase. T: Gain control of target creature. If Merieke Ri Berit leaves play, leaves your control, or becomes untapped, that creature is buried. 1/1.	SL	R	•••	HHu	BUW	IA

•/• Restricted/Banned — ART Artifact — CU Cumulative Upkeep — EC Enchant Creature — EL Enchant Land — EW Enchant World — INT Interrupt — SC Summon Creature
AC Artifact Creature — CR Current Rarity — EA Enchant Artifact — EE Enchant Enchantment — EN Enchantment — INS Instant — LAN Land — SOR Sorcery

players guide

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Monsoon	EN	R	●●●●	Nth	GR2	IA
If an island is untapped at the end of its controller's turn, Monsoon deals 1 damage to that player and the island becomes tapped.						
Mountain Titan	SC	R	●●●	MBe	BR2	IA
RR1: For the rest of the turn, put a +1/+1 counter on Mountain Titan whenever you successfully cast a black spell. 2/2.						
Nebuchadnezzar	SL	R	●●●●●	RKF	BU3	LG, CH
Pay X, T: Name a card. Opponent randomly reveals X cards in hand. Opponent must discard any such cards that match the one you named. (Play only during your turn.) 3/3.						
Nicol Bolas	SL	R	●●●	EBe	BBUURR2	LG, CH
Flying. An opponent damaged by Nicol Bolas must her discard entire hand. Pay BUR during upkeep or bury Nicol Bolas. 7/7.						
Palladia-Mors	SL	R	●●●	EBe	GGRRWW2	LG, CH
Flying, trample. Pay WGR during upkeep or bury Palladia-Mors. 7/7.						
Pavel Maliki	SL	U	●	ARu	BR4	LG
BR: Give Pavel Maliki +1/+0 until end of turn. 5/3.						
Princess Lucrezia	SL	U	●	SEv	BUU3	LG
T: Add U to your mana pool (play as an interrupt). 5/4.						
Ragnar	SL	R	●●●	MBe	BGW	LG
UGW, T: Regenerate target creature. 2/2.						
Ramirez DePietro	SL	U	●●●	PFo	BBU3	LG
First strike. 4/3.						
Ramses Overdark	SL	R	●●●	RKF	BBUU2	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 can attack unless its controller sacrifices 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	●●●●●	RAl	UGW2	LG
T: Gain control of target creature. You lose control of target creature when Rubinia Soulsinger leaves play, leaves your control or becomes untapped. You may choose to leave Rubinia Soulsinger tapped. 2/3.						
Scarwood Goblins	SC	C	●●	RSp	GR	DK
2/2.						
Sir Shandlar of Eberyn	SL	U	●●	ARu	GW4	LG
4/7.						
Sivitri Scarzam	SL	U	●●	NTh	BU5	LG, CH
6/4.						
Skeleton Ship	SL	R	●●●●	Multi	BU3	IA
Bury immediately if controller has no islands in play. T: Put a -1/-1 counter on a creature. 0/3. Artists: AWe & TWo						
Sol'kanar the Swamp King	SL	R	●●●●●	RKF	BUR2	LG, CH
Swampwalk. Controller gains 1 life each time a black spell is cast. 5/5.						
Spectral Shield	EC	U	●●●●	MOK	UW1	IA
Target creature gains +0/+2 and it cannot be the target of further spells.						
Stangg	SL	R	●●●●	MPo	GR4	LG, CH
Put Stangg Twin token in play when casting Stangg. Stangg Twin token is a 3/4 green and red legend. Remove Stangg Twin token from game if Stangg leaves play. 3/4.						
Stormbind	EN	R	●●●	Multi	GR1	IA
2: Discard a card at random from your hand to do 2 damage to any target. Artists: NTh & PMo						
Storm Spirit	SL	R	●●●●	PVe	UGW3	IA
Flying. T: Do 2 damage to target creature. 3/3.						
Sunastian Falconer	SL	U	●●●	CRu	GR3	LG
T: Add 2 to your mana pool. 4/4.						
Tetsuo Umezawa	SL	R	●●●●●	JBa	BUR	LG
BUR, T: Destroy target tapped or blocking creature. Tetsuo Umezawa may not be targeted by an enchant creature spell. 3/3.						
Tobias Andrion	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	●●	MPo	GGW3	LG
5/5.						
Tuknir Deathlock	SL	R	●●●●	LDo	GGRR	LG
Flying. GR, T: Give target creature +2/+2 until end of turn. 2/2.						
Ur-Drago	SL	R	●●●	CRu	BBUU3	LG
First strike. Creatures with swampwalk may be blocked. 4/4.						
Vaevictis Asmadi	SL	R	●●●	ARu	BBRRGG2	LG, CH
Flying. B: Gain +1/+0 until end of turn. R: Gain +1/+0 until end of turn. G: Gain +1/+0 until end of turn. Pay BGR during upkeep or bury Vaevictis 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

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
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.						
Balduvian 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	●●●●●	MPo	G	A,B,U,R,4TH
Flying. T: Add one mana of any color to your mana pool. 0/1.						
Blizzard	EN	R	●●	AMa	GG	IA
CU: 2. You cannot cast Blizzard if you do not control any snow-covered lands. Flying creatures do not untap.						
Brown 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.						
Cat Warriors	SC	C	●●●	MBe	GG1	LG, CH
Forestwalk. 2/2.						
Chub Toad	SC	C	●●●	DGe	G2	IA
Gains +2/+2 until end of turn when blocked or blocking. 1/1.						
• **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.						
Craw Wurm	SC	C	●●	DGe	GG4	A,B,U,R,4TH
6/4.						
Crumble	INS	C	●●●●	JMy	G	AQ,R,4TH
Bury target artifact. Artifact's controller gains life points equaling target artifact's casting cost.						
Cyclone	EN	R	●●	MTe	GG2	AN,CH
Add 1 token per upkeep. Pay G for each token to do 1 damage per token to all players and creatures. Destroy Cyclone if G is not paid for each token.						
Daughter of Autumn	SC	R	●●	MOK	GG2	HL
W: Redirect 1 damage from white creature to Daughter of Autumn. 2/4.						
Deadfall	EN	U	●●	NTh	G2	LG
Creatures with forestwalk may be blocked.						
Desert Twister	SOR	U	●●●●	SVC	GG4	AN,R,4TH
Destroy any permanent 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.						
Durkwood Boars	SC	C	●●●	MKi	G4	LG,4TH
4/4.						
Earthlore	EL	C	●●●	DTu	G	IA
O: Tap target land to give target blocking creature +1/+2 until end of turn.						
Elder Druid	SC	R	●●●●	RKF	G3	IA
G3, T: Tap or untap one creature, land, or artifact. 2/2.						
Elven Fortress	EN	C	●●●	Multi	G	FE
G1: Give target blocker +0/+1 until end of turn. Artists: RAF, MPo, PVe, TWo.						
Elven Riders	SC	U	●●●	MBe	GG3	LG,4TH
Cannot be blocked except by walls and flying creatures. 3/3.						
Elves of Deep Shadow	SC	U	●●●	JMy	G	DK
T: Add B to your mana pool and lose 1 life (play as an interrupt). 1/1.						
Elvish Archers	SC	R	●●●●	AMa	G1	A,B,U,R,4TH
First strike. Misprint: Alpha version listed power and toughness as 1/2. 2/1.						
Elvish Farmer	SC	R	●●●	RKF	G1	FE
Put a spore counter on Elvish Farmer during your upkeep. Remove 3 spore counters to put a Saproling token, which is a 1/1 green creature, into play. Sacrifice a Saproling to gain 2 life. 0/2.						
Elvish Hunter	SC	C	●●●●	Multi	G1	FE
G1, T: Target creature does not untap normally during controller's untap phase. Artists: AMa, MPo, SVC. 1/1.						
Elvish Scout	SC	C	●●●	Multi	G	FE
G, T: Untap a target attacking creature under your control. Creature neither deals nor receives damage in combat. Artists: MPo, CRu, PVe. 1/1.						

FEVERED STRENGTH

REPRISAL

Fevered Strength and Reprisal: Reprisal is a lot like Swords to Plowshares, only it won't kill off weenies. Does your opponent have an irritating creature you want to send packing? Up the pest's power by using Fevered Strength, then use Reprisal to bury it. One less creature for you to worry about and you get to draw a card. Best of all, your foe doesn't get the life-bump that Swords to Plowshares gives.

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Emerald Dragonfly (Flying. GG: First strike until end of turn. 1/1.)	SC	C	•	QHo	G1	LG, CH
Erhnam Djinn (Give forestwalk to an opponent's creature until next upkeep. 4/5.)	SC	U	•••••	KMe	G3	AN, CH
Essence Filter (Destroy all enchantments or destroy all enchantments that are not white.)	SOR	C	••••	REm	GG1	IA
Eureka (Both players may put a permanent from their hand directly in play. Players take turns playing cards until neither wants to play any more permanents. No other spells or effects may be used while Eureka is in effect. If a spell has an X in its casting cost, X is 0.)	SOR	R	••••	KFo	GG2	LG
Faerie Noble (Flying. All faeries gain +0/+1. T: All faeries gain +1/+0 till the end of turn. 2/2.)	SC	R	•••	SVC	G2	HL
Fanatical Fever (Give a creature +3/+0 and trample until end of turn.)	INS	U	•••	JBa	GG2	IA
Fastbond (Put as many lands in play as you like. Does 1 damage to you for each land beyond the first you play in one turn.)	EN	R	•••	MPo	G	A,B,U,R
Feral Thallid (Put a spore counter on Feral Thallid during your upkeep. Remove 3 counters to regenerate Feral Thallid. 6/3.)	SC	U	••	RAI	GGG3	FE
Fire Sprites (Flying. G, T: Add R to your mana pool (play as an interrupt). 1/1.)	SC	C	••	JBa	G1	LG
Floral Spuzzem (If Floral Spuzzem attacks and is not blocked, you may destroy a target artifact under opponent's control without dealing damage. 2/2.)	SC	U	••	RAI	G3	LG
Fog (Creatures do not damage one another in combat.)	INS	C	•••	JMy	G	A,B,U,R,4TH
Folk of An-Havva (If assigned as a blocker, Folk of An-Havva get +2/+0 until end of turn. 1/1. (Two versions))	SC	C	•••	JBa	G	HL
Folk of the Pines (G1: +1/+0 until end of turn. 2/5. Artists: Nth & CBu)	SC	C	••••	Multi	G4	IA
Forbidden Lore (0: Tap land enchanted by Forbidden Lore to give target creature +2/+1 until end of turn.)	EL	R	••••	CRu	G2	IA
Force of Nature (Trample. Pay GGGG during upkeep or Force of Nature does 8 damage to you. 8/8.)	SC	R	••••	DSh	GGGG2	A,B,U,R,4TH
Forgotten Lore (Have an opponent choose a card from your graveyard. You may pay G to have the opponent choose another card that he or she has not already chosen. Put the last card chosen into your hand.)	SOR	U	••••	HMc	G	IA
Foxfire (Untap target attacking creature. Creature neither deals nor receives damage during combat this turn. Draw a card at the beginning of the next turn.)	INS	C	••	MOK	G2	IA
Freyalise's Charm (GG: Draw a card when any opponent successfully casts a black spell. GG: Return Freyalise's Charm to your hand.)	EN	U	•••	MOK	GG	IA
Freyalise Supplicant (T: Sacrifice a red or white creature to deal damage equal to half the creature's power, rounded down, to any target. 1/1. Artists: LDa & DSh)	SC	U	••	Multi	G1	IA
Freyalise's Winds (Put a wind counter on any permanent whenever it becomes tapped. Permanents with wind counters do not untap. Instead, remove all wind counters on those permanents.)	EN	R	•••	MTe	GG2	IA
Fungal Bloom (GG: Put a spore counter on target Fungus.)	EN	R	••••	DGe	GG	FE
Fungusaur (Gets a +1/+1 counter after any turn when Fungusaur has been damaged but not destroyed. 2/2.)	SC	R	•••	DGe	G3	A,B,U,R,4TH
Fyndhorn Brownie (G2, T: Untap a creature. 1/1.)	SC	C	•••	RTh	G2	IA
Fyndhorn Elder (T: Add GG to your mana pool. 1/1.)	SC	U	••••	CRu	G2	IA
Fyndhorn Elves (T: Add G to your mana pool. 1/1.)	SC	C	••••	JHa	G	IA
Fyndhorn Pollen (CU: 1. All creatures get -1/-0. G1: All creatures get -1/-1 until end of turn.)	EN	R	•••	PFo	G2	IA
Gaea's Avenger (*=number of artifacts opponent has in play. *+1/*+1.)	SC	R	•••	PVe	GG1	AQ
Gaea's Liege (T: Turn any land into a basic forest. All target lands return to normal when Gaea's Liege leaves play. Power and toughness equal # of forest controller has in play; when attacking, power and toughness equal number of forests defending opponent has in play. */*.)	SC	R	•••••	DWi	GGG3	A,B,U,R,4TH
Gaea's Touch (You may put one extra land into play in each of your turns, if that land is a basic forest. Sacrifice Gaea's Touch to add GG to your mana pool (play as an interrupt).)	EN	C	•••	MPo	GG	DK
Ghazban Ogre (During controller's upkeep, Ghazban Ogre switches to the control of the player with the most life. 2/2.)	SC	C	••	JMy	G	AN, CH
Giant Badger (Badger gets +2/+2 until end of turn if assigned as a blocker. 2/2.)	SC	R	•••	LDa	GG1	PR
Giant Growth (Target creature gets +3/+3 until end of turn.)	INS	C	••••	SEv	G	A,B,U,R,4TH,IA
Giant Spider (Does not fly, but can block flying creatures. 2/4.)	SC	C	••••	SEv	G3	A,B,U,R,4TH
Giant Turtle (Giant Turtle may not attack if it did so during your last turn. 2/4.)	SC	C	•	JMe	GG1	LG
Glyph of Reincarnation (Bury all surviving creatures blocked by target wall this turn. For each such creature, choose a creature from attacker's graveyard and return it to play under attacker's control. Play after combat.)	INS	C	••	SVC	G	LG
Gorilla Pack (Cannot attack unless opponent has forests in play. Bury Gorilla Pack immediately if you control no forests. 3/3.)	SC	C	••	AWa	G2	IA
Grizzly Bears (2/2.)	SC	C	•••	JMe	G1	A,B,U,R,4TH
Hidden Path (All green creatures gain forestwalk.)	EN	R	••••	RAI	GGGG2	DK
Hornet Cobra (First strike. 2/1.)	SC	C	•	SEv	GG1	LG
Hot Springs (0: Tap land Hot Springs enchants to prevent 1 damage to any target.)	EL	R	•••	NLe	G1	IA
Hungry Mist (6/2. During your upkeep, pay GG or bury Hungry Mist. (Two versions))	SC	C	••••	HHu	GG2	HL
Hurricane (Do X damage to all players and flying creatures.)	SOR	U	••••	DWi	GX	A,B,U,R,4TH,IA
Ice Storm (Destroy any one land.)	SOR	U	•••	DFr	G2	A,B,U
Ichneumon Druid (Do 4 damage to any player casting an instant, except for the first one cast by that player that turn. 1/1.)	SC	U	•	MBe	GG1	LG
Ifh-Biff Efreet (Flying. G: Do 1 damage to all players and flying creatures; this ability may be used by any player. 3/3.)	SC	R	•••	JMy	GG2	AN
Instill Energy (Untap target creature one extra time per turn; target may attack when it comes into play.)	EC	U	••••	DWi	G	A,B,U,R,4TH
Ironroot Treefolk (3/5.)	SC	C	•••	JMy	G4	A,B,U,R,4TH
Jokhull Wurm (Jokhull Wurm gets -2/-1 for each creature assigned to block it beyond the first. 6/6.)	SC	U	•••	DGe	G5	IA
Joven's Ferrets (If Joven's Ferrets attack, they get +0/+2 until the end of turn. At the end of combat, tap all creatures which blocked Joven's Ferrets. These creatures do not untap as normal during their controller's next untap phase. 1/1)	SC	C	•••	AWe	G	HL
Juniper Order Druid (T: Untap a land of your choice at the speed of an interrupt. 1/1.)	SC	C	•••	JMe	G2	IA
Killer Bees (Flying. G: Give Bees +1/+1 until end of turn. 0/1.)	SC	U	••••	PFo	GG1	LG,4TH
Kudzu (When target land is tapped, it is destroyed. Unless that was the last land in play, the player who just lost a land to Kudzu must place it on any other land in play. Kudzu is discarded when all lands in play are discarded.)	EL	R	•	MPo	GG1	A,B,U,R
Land Leeches (First strike. 2/2.)	SC	C	••	QHo	GG1	DK,4TH
Leaping Lizard (1G: Flying and -0/-1 until the end of turn.)	SC	C	••	AWe	GG1	HL
Ley Druid (T: Untap a land of your choice (play as an interrupt). 1/1.)	SC	U	•••	SEv	G2	A,B,U,R,4TH
Lhurgoyf (* equals the total number of creatures in all graveyards. */*+1.)	SC	R	••••	PVe	GG2	IA
Lifeforce (GG: Counter a black spell as it is being cast (play as an interrupt).)	EN	U	••••	DWi	GG	A,B,U,R,4TH
Lifelace (Changes the color of one card in play to green.)	INT	R	•	AWe	G	A,B,U,R,4TH
Living Artifact (Put 1 counter on target artifact per life you lose. During upkeep, you may trade one and only one counter for 1 life.)	EA	R	•••	AMa	G	A,B,U,R,4TH
Living Lands (Treat all forests in play as 1/1 creatures that can be tapped for G.)	EN	R	••	JMy	G3	A,B,U,R,4TH
Living Plane (Consider all lands in play both lands and 1/1 creatures that may not be tapped when first put in play.)	EW	R	••••	BWa	GG	LG
Llanowar Elves (T: Add G to your mana pool. Played as an interrupt. 1/1.)	SC	C	••••	AMa	G	A,B,U,R,4TH
Lure (All creatures that can block target creature must do so.)	EC	U	•••••	AMa	GG1	A,B,U,R,4TH,IA
Lurker (Lurker cannot be the target of spells unless it attacked or blocked this turn. 2/3.)	SC	R	•••	AMa	G2	DK
Maddening Wind (CU: G. During target creature's controller's upkeep, Maddening Wind does 2 damage to that player.)	EC	U	•••	DWi	G2	IA
Mammoth Harness (Target creature loses flying. Creatures assigned to block or who are blocked by Mammoth Harness get first strike until the end of turn.)	EC	R	•	MBe	G3	HL
Marsh Viper (Opponent takes 2 poison counters when damaged by Viper. Opponent loses whenever he or she has 10 or more poison counters. 1/2.)	SC	C	•••	RSp	G3	DK,4TH
Master of the Hunt (GG2: Put a Wolves of the Hunt token, a 1/1 green creature that may band with other Wolves of the Hunt, in play. 2/2.)	SC	R	•••••	JMe	GG2	LG
Metamorphosis (Sacrifice creature for casting cost + 1 mana of any color, which can only be used for summon spells.)	SOR	C	•	CRu	G	AN, CH
Moss Monster (3/6.)	SC	C	••	JMy	GG2	LG
Nafs Asp (If Nafs Asp hits opponent, it does 1 point of damage during opponent's next upkeep unless 1 is paid. 1/1.)	SC	C	••	CRu	G	AN,4TH
Natural Selection (Look at the top 3 cards of any library. You may then shuffle that library.)	INS	R	•	MPo	G	A,B,U
Nature's Lore (Search your library for one forest and put it in play. This does not count against your normal lands-played limit. Reshuffle your library afterwards.)	SOR	U	•••	REm	G1	IA
Niall Silvain (GGGG, T: Regenerate target creature. 2/2.)	SC	R	•••	CRu	GGG	DK
Night Soil (1: Take two creatures in any graveyard and remove them from the game to put a Saproling token, which is a 1/1 green creature, in play. Artists: SEv, HHu, DTu.)	EN	C	•••	Multi	GG	FE
Pale Bears (Islandwalk. 2/2.)	SC	R	•••	AWa	G2	IA
People of the Woods (*=number of forests controlled by controller of People of the Woods. 1/*.)	SC	U	•••	DTu	GG	DK
Pixie Queen (GGG, T: Give target creature flying until end of turn. 1/1.)	SC	R	••	QHo	GG2	LG

RITUAL OF THE MACHINE

INSIDIOUS BOOKWORM

Ritual of the Machine and Insidious Bookworm: Ritual of the Machine is one of the most powerful *Alliances* cards of all. It's a Black Control Magic which can't be disenchanted. You do have to sacrifice a creature, though, which can be a bit annoying. Turn that disadvantage around with the Bookworms. When you sacrifice them, you get to use their cool power. Let's see, I get your Erhnam Djinn and I get to make you chuck one card away at random. Seems fair.

Key

•/• Restricted/Banned
AC Artifact Creature
ART Artifact
CR Current Rarity
CU Cumulative Upkeep
EA Enchant Artifact
EC Enchant Creature
EE Enchant Enchantment
EL Enchant Land
EN Enchantment
EW Enchant World
INS Instant
INT Interrupt
LAN Land
SC Summon Creature
SOR Sorcery

players guide

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Powerleech	EN	U	●●●	CRu	GG	AQ
Gain 1 life each time an opponent's artifact becomes tapped, or each time the activation cost of an opponent's artifacts is paid. Powerleech is not triggered by continuous artifacts.						
Pradesh Gypsies	SC	C	●●	QHo	G2	LG,4TH
G1, T: Give target creature -2/-0 until end of turn. 1/1.						
Primal Order	EN	R	●●●●	RAl	GG2	HL
During player's upkeep, Primal Order deals 1 damage to that player for each non-basic land he or she controls.						
Pygmy Allosaurus	SC	R	●●●	AMa	G2	IA
Swampwalk. 2/2.						
Pyknite	SC	C	●	EBe	G2	IA
Draw a card at the beginning of the turn after Pyknite comes into play. 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.						
Radjan Spirit	SC	U	●●●●	CRu	G3	LG,4TH
T: Target creature loses flying ability until turn ends. 3/2.						
• **Rebirth**	SOR	R	●●	MTe	GGG3	LG,4TH
Each player may be healed to 20 life. Any player so choosing antes an additional card from the top of his or her library. Remove if not playing for ante.						
Regeneration	EC	C	●●●	QHo	G1	A,B,U,R,4TH,IA
G: Target creature regenerates.						
• **Regrowth**	SOR	U	●●●●●	DWi	G1	A,B,U,R
Bring a card from your graveyard into your hand.						
Reincarnation	INS	U	●●●	EBe	GG1	LG
If target creature goes to the graveyard this turn, put a creature from that graveyard directly into play under the control of the target creature's owner.						
Renewal	SOR	C	●	KFo	G2	HL
Sacrifice a land to search your libarary and put a basic land into play. This does not count towards your one land per turn limit. Reshuffle your library afterwards. Draw a card at the beginning of the next turn's upkeep.						
Revelation	EW	R	●●	KFo	G	LG,CH
Play with all cards in hand face up.						
Rime Dryad	SC	C	●●●	HHu	G	IA
Snow-covered forestwalk. 1/2.						
Ritual of Subdual	EN	R	●●●	JHa	GG4	IA
CU: 2. All mana-producing lands produce colorless mana instead of their normal mana.						
Root Spider	SC	U	●	MKi	G3	HL
If assigned as a blocker, Root Spider gains first strike and +1/+0 until the end of turn. 2/2.						
Roots	EC	U	●●	NLe	G3	HL
Tap target creature without flying. That creature does not untap during its controller's untap phase.						
Rust	INT	C	●●	LDa	G	LG
Counter target artifact effect that requires an activation cost.						
Rysorian Badger	SC	R	●●	HHu	G2	HL
If Rysorian Badger attacks and is not blocked, you may choose to have it deal no damage this turn. Instead, remove from the game no more than Two creatures from opponent's graveyard. Gain 1 life for each creature removed. 2/2.						
Sandstorm	INS	C	●●	BSn	G	AN,4TH
Do 1 damage to all attacking creatures.						
Savaen Elves	SC	C	●●	RSp	G	DK
GG, T: Destroy target enchant land. 1/1.						
Scaled Wurm	SC	C	●●●	DGe	G7	IA
7/6.						
Scarwood Bandits	SC	R	●●●●	MPo	GG2	DK
Forestwalk. G2, T: Control target artifact. Opponent may counter this by paying 2. You lose control of target artifact whenever Scarwood Bandits leave play. 2/2.						
Scarwood Hag	SC	U	●●●	AMa	G1	DK
GGGG, T: Give target creature forestwalk until end of turn. T: Remove forestwalk from target creature until end of turn. 1/1.						
Scavenger Folk	SC	C	●●●	DDe	G	DK, CH
G1: Sacrifice Scavenger Folk to destroy target artifact. 1/1.						
Scryb Sprites	SC	C	●●●●	AWe	G	A,B,U,R,4TH
Flying. 1/1.						
Shambling Strider	SC	C	●●●	DSh	GG4	IA
GR: +1/-1 until end of turn. 5/5.						
Shanodin Dryads	SC	C	●●●●	AMa	G	A,B,U,R,4TH
Forestwalk. 1/1.						
Shelkin Brownie	SC	C	●	DSh	G1	LE
T: Remove the banding ability from target creature until end of turn. 1/1.						
Shrink	INS	C	●●	LDa	G	HL
Target creature gets -5/-0 until the end of turn. (Two versions)						
Singing Tree	SC	R	●●●●	RAl	G3	AN
T: Reduce attacking creature's power to 0 until end of turn. 0/3.						
Snowblind	EC	R	●	DSh	G3	IA
Target creature gets -*/-*. * equals the number of snow-covered lands the defender controls when the creature attacks. Otherwise, * equals the number of snow-covered lands the creature's controller owns. Creature's toughness cannot be reduced below 1 this way.						
Spectral Bears	SC	U	●●●●	PMo	G1	HL
If Spectral Bears is declared as an attacker and defending player controls no black cards, Spectral Bears do not untap during controller's next untap phase. 3/3.						
Spitting Slug	SC	U	●●	AMa	GG1	DK
G1: Give Slug first strike until end of turn. If this ability is not used, every creature blocking or blocked by Spitting Slug gains first strike until end of turn. 2/4.						
Spore Cloud	INS	C	●●●●	Multi	GG1	FE
Tap all blocking creatures. No creatures in combat deal damage this turn. No creatures now in combat untap as normal during their controller's next untap phase. Artists: JMy, SVC, AWe.						
Spore Flower	SC	U	●●●	MOK	GG	FE
Put a spore counter on Spore Flower during upkeep. Remove three counters from Spore Flower to prevent creatures from dealing damage in combat. 0/1.						
Stampede	INS	R	●●●●●	JMe	GG1	IA
All attacking creatures get trample and +1/+0 until end of turn.						
Storm Seeker	INS	U	●●●●	MPo	G3	LG, CH
Do 1 point of damage to opponent for every card he or she has in hand.						
Stream of Life	SOR	C	●●●●	MPo	GX	A,B,U,R,4TH
Target player gains X life.						
Stunted Growth	SOR	R	●●●●	Nth	GG3	IA
Target player must choose three cards from his or her hand and put them on top of his library in any order.						
Subdue	INS	C	●●	BSn	G	LG
Target creature deals no damage. It gains X toughness, where X equals its casting cost.						
Sylvan Library	EN	R	●●●●	HMc	G1	LG,4TH
You may draw 2 extra cards during your draw phase, then either put two of the cards back or sacrifice 4 lives per card not replaced.						
Sylvan Paradise	INS	U	●●	RAF	G	LG
Change the color of one or more target creatures to green until end of turn.						
Tarpan	SC	C	●●	MOK	G	IA
You gain 1 life if Tarpan goes to the graveyard from play. 1/1.						
Thallid	SC	C	●●●	Multi	G	FE
Put a spore counter on Thallid during upkeep. Remove three counters from Thallid to put a Saproling token, which is a 1/1 green creature, in play. Artists: EBe, DGe, JMy, RSp. 1/1.						
Thallid Devourer	SC	U	●●	RSp	GG1	FE
Put a spore counter on Thallid Devourer during upkeep. Remove three counters to put a Saproling token, which is a 1/1 green creature, into play. Sacrifice a Saproling to make Thallid Devourer +1/+2 until end of turn. 2/2.						
Thelonite Druid	SC	U	●●●	MOK	G2	FE
G1, T: Sacrifice a green creature to turn your forests into 2/3 creatures until end of turn. 1/1.						
Thelonite Monk	SC	R	●●●	BWa	GG2	FE
T: Sacrifice a green creature to transform a target land into a basic forest. 1/2.						
Thelon's Chant	EN	U	●●●	MBe	GG1	FE
Do 3 damage to any player who puts a swamp into play without putting a -1/-1 counter on a creature he controls.						
Thelon's Curse	EN	R	●●●	PVe	GG	FE
Blue creatures do not untap as normal. During upkeep, a blue creature's controller may pay U, in addition to other untap costs, to untap one and only one creature.						
Thermokarst	SOR	U	●●●	KMe	GG1	IA
Destroy target land. You gain 1 life if that land is snow-covered.						
Thicket Basilisk	SC	U	●●●●	DFr	GG3	A,B,U,R,4TH
Any non-wall creature blocking or blocked by Basilisk is destroyed. 2/4.						
Thorn Thallid	SC	C	●●●	Multi	GG1	FE
During your upkeep, put a spore counter on Thorn Thallid. Remove 3 counters to have it deal 1 damage to any target. Artists: DGe, HHu, JMy, MTe. 2/2.						
Thoughtleech	EN	U	●●●●	MTe	GG	IA
Gain 1 life whenever target opponent taps an island.						
Timber Wolves	SC	R	●●●	MBe	G	A,B,U,R,4TH
Bands. 1/1.						
Tinder Wall	SC	C	●●●●	REm	G	IA
Sacrifice Tinder Wall to add RR to your mana pool. R: Sacrifice Tinder Wall to do 2 damage to target creature it blocks. 0/3.						
Titania's Song	EN	U	●●●	KKa	G3	AQ,R,4TH
Every non-creature artifact in play loses its usual abilities and becomes an artifact creature with power and toughness equal to its casting cost. Should Titania's Song leave play, artifacts revert to normal just before the next turn's untap phase.						
Touch of Vitae	INS	U	●●●	LWi	G2	IA
Target creature may untap an additional time this turn. That creature may attack or use abilities requiring the tap 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
Destroy all enchantments in play.						
Tsunami	SOR	U	●●	RTh	G3	A,B,U,R,4TH
Destroy all islands in play.						
Typhoon	SOR	R	●●	AMa	G2	LG
Do 1 damage to opponent for each island he or she controls.						
Untamed Wilds	SOR	U	●●	NTh	G2	LG,4TH
Search your library for one basic land and put it in play. This does not count as your normal land-played. Reshuffle your library afterward.						
Venom	EC	C	●●●	TWa	GG1	DK,4TH
All non-wall creatures blocking or blocked by target creature are destroyed after combat.						
Venomous Breath	INS	U	●●●	LWi	G3	IA
All creatures blocking or being blocked by target creature are destroyed after combat.						
Verduran Enchantress	SC	R	●●	KBr	GG1	A,B,U,R,4TH
Draw a card each time you cast an enchantment. 0/2.						
Wall of Brambles	SC	U	●●●	AMa	G2	A,B,U,R,4TH
G: Regenerates. 2/3.						
Wall of Ice	SC	U	●●●	RTh	G2	A,B,U,R,4TH
0/7.						
Wall of Pine Needles	SC	U	●●●	BSn	G3	IA
G: Regenerate. 3/3.						
Wall of Wood	SC	C	●●	MTe	G	A,B,U,R,4TH
0/3.						
Wanderlust	EC	U	●●●	CBr	G2	A,B,U,R,4TH
Do 1 damage to controller of target creature during upkeep.						
War Mammoth	SC	C	●●●●	JMe	G3	A,B,U,R,4TH
Trample. 3/3.						
Web	EC	R	●●●●	RAl	G	A,B,U,R,4TH
Target creature gains +0/+2 and may block flying creatures.						
Whippoorwill	SC	U	●●●●	DSh	G	DK
GG, T: Target creature may not regenerate or be the target of damage-preventing or damage-redirecting spells or effects. If target creature goes to the graveyard, remove it from the game. 1/1.						
Whirling Dervish	SC	U	●●●●	SVC	GG	LG,4TH
Protection from black. Gains +1/+1 after each turn in which it damages opponent. 1/1.						

DIMINISHING RETURNS

GUSTHA'S SCEPTER

Diminishing Returns and Gustha's Scepter: Diminishing Returns is the brand-spankin'-new Timetwister. The bad part about Twisting…er, Diminishing…is that if you had any good cards in your hand, they could be lost. Now you can safely store a card in the Scepter and after you use Timetwist…er, ah… Diminishing Returns, you can get the card back! (Timetwister sounded so much cooler, didn't it?)

YAVIMAYA ANCIENTS

SCARS OF THE VETERAN

MARTYRDOM

Yavimaya Ancients, Scars of the Veteran and Martyrdom: The Ancients are a great blocker, but get weak on defense pretty fast. To get more pumping power, wait till your opponent attacks you with either direct damage or a bunch of creatures. Use Martyrdom to redirect the damage you would take to the Ancients. Use Scars of the Veteran to make the Ancients a permanent 2/14 creature. Now you can pump 'em to a monstrous 8/2!

Whiteout INS U ●●●● Nth G1 IA
All flying creatures lose flying until end of turn. If Whiteout is in your graveyard, you may sacrifice a snow-covered land to return it to your hand.

Wiitigo SC R ●●● MBe GGG3 IA
Put six +1/+1 counters on Wiitigo when it comes into play. During your upkeep, put a +1/+1 counter on Wiitigo if it has been blocked or has blocked since your last upkeep. Otherwise, remove a +1/+1 counter from Wiitigo. 0/0.

Wild Growth EL C ●●● MRa G A,B,U,R,4th,IA
Whenever target land is tapped for mana, Wild Growth provides an extra G.

Willow Faerie SC C ●● SVC G1 HL
Flying. 1/2.

Willow Priestess SC R ●●●● SVC GG2 HL
T: Take Faerie from your hand and put it directly into play as if it were just summoned. G2: Target green creature gains protection from black until the end of turn. 2/2.

Willow Satyr SC R ● JMe GG2 LG
T: Gain control of target legend. Lose control of this legend if Willow Satyr untaps, leaves play, or leaves your control. You may leave Willow Satyr tapped. 1/1.

Winter Blast SOR U ●●●● KFo GX LG,4TH
Tap X target creatures. Do 2 damage to each target creature with flying.

Wolverine Pack SC C ●● JMe GG2 LG
Rampage: 2. 2/4.

Wood Elemental SC R ● BSn G3 LG
*=the number of untapped forests you sacrificed when casting Wood Elemental. */*.

Woolly Mammoths SC C ●●● DFr GG1 IA
Gains trample if you control any snow-covered lands. 3/2.

Woolly Spider SC C ●●●● DGe GG1 IA
Does not fly, but can block flying creatures. Woolly Spider gets +0/+2 until end of turn if it blocks a flying creature. 2/3.

Wormwood Treefolk SC R ●●● JMy GG3 DK
BB: Give Wormwood Treefolk forestwalk until end of turn and take 2 damage GG: Give Wormwood Treefolk swampwalk until end of turn and take 2 damage. 4/4.

Wyluli Wolf SC C ●●●● SVC G1 AN
T: Give a creature +1/+1 until end of turn. 1/1.

Yavimaya Gnats SC U ●●●● DFr G2 IA
Flying. G: Regenerate. 0/1.

RED

Active Volcano INS C ● BSn R LG, CH
Destroy blue permanent or return island to owner's hand. Destroy enchantments on target land.

Ærathi Berserker SC U ●● MBe RRR2 LG
Rampage: 3. 2/4.

Aggression EC U ●●●● REm R2 IA
Target non-wall creatures gains first strike and trample. Destroy that creature at the end of any turn in which it did not attack.

Aladdin SC R ●●●● JBa RR2 AN.CH
RR1: Steal an artifact. 1/1.

Ali Baba SC U ●● JBa R AN,4TH
R: Tap a wall. 1/1.

Aliban's Tower INS C ●● JMe 1R HL
Target defending creature gains +3/+1 till end of turn. (Two versions)

Ali from Cairo SC R ●●●● MPo RR2 AN
You cannot be reduced below 1 life due to damage while Ali is in play. 0/1.

Ambush INS C ●●● ARa 3R HL
All blocking creatures get first strike.

Ambush Party SC C ●● PoR 4 HL
First strike. May attack the turn it comes into play on your side. 3/1. (Two versions)

An-Zerrin Ruins EN R ●●● DDe RR2 HL
Choose a creature type. That creature type does not untap during untap phase.

Anaba Ancestor SC R ●● AMa R1 HL
T: Target Minotaur gets +1/+1 till end of turn.

Anaba Bodyguard SC C ●● AMa R3 HL
First strike. 2/3. (Two versions)

Anaba Shaman SC C ●●● AMa R3 HL
R, T: Anaba Shaman deals 1 damage to target creature or player. 2/2. (Two versions)

Anaba Spirit Crafter SC R ●●● AMa RR2 HL
All minotaurs are +2/+0. 1/3.

Anarchy SOR U ●●●●● PFo RR2 IA
Destroy all white permanents.

Artifact Blast INT C ● MPo R AQ
Counter any artifact as it is being cast.

Atog SC C ●●● JMy R1 AQ,R
O: +2/+2; sacrifice one of your artifacts in play. 1/2.

Avalanche SOR U ●●● BSn RR2X IA
Destroy X snow-covered lands.

Backdraft INS U ●●● BSn R1 LG
Do half the damage (round down) done by one sorcery to the sorcery's caster.

Balduvian Barbarians SC C ●● MPo RR1 IA
3/2.

Balduvian Hydra SC R ●●● MBe RRX IA
Put X +1/+0 counters on Balduvian Hydra when it comes into play. O: Remove a +1/+0 counter to prevent 1 damage to Balduvian Hydra. RRR: Put a +1/+0 counter on Balduvian Hydra during your upkeep. 0/1.

Ball Lightning SC R ●●●● QHo RRR DK,4TH
Trample. Ball Lightning may attack in the turn in which it is summoned. Bury Ball Lightning at the end of the turn in which it was summoned. 6/1.

Barbarian Guides SC C ●●● RTh R2 IA
R2, T: Give target creature a snow-covered landwalk ability of your choice until end of turn. Return that creature to its owner's hand at end of turn. 1/2.

Battle Frenzy INS C ●●● BSn R2 IA
All your green creatures gain +1/+1 until end of turn. All your other creatures gain +1/+0 until end of turn.

Beasts of Bogardan SC U ●●● DGe R4 LG, CH
Protection from red. Gains +1/+1 if opponent controls white cards. 3/3.

Bird Maiden SC C ●● KFo R2 AN,4TH
Flying. 1/2.

Blazing Effigy SC C ●● SVC R1 LG
When placed in the graveyard from play, Blazing Effigy does 3 damage to target creature plus additive effects. 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 ●●●● TWä R2 DK, CH
Turn all non-basic lands into basic mountains while Blood Moon is in play.

Bone Shaman SC C ●● AMa RR2 IA
B: Creatures damaged by Bone Shaman this turn cannot regenerate. 3/3.

Brand of Ill Omen EC R ●●● RAl R3 IA
CU: R. Target creature's controller may not cast summon spells.

Brassclaw Orcs SC C ● Multi R2 FE
Cannot be assigned to block creatures of power greater than 1. Artists: RAl (two versions), DFr, HHu. 3/2.

Brothers of Fire SC C ●● MTe RR1 DK,4TH
RR1: Do 1 damage to any target as well as 1 damage to you. 2/2.

Brute, The EC C ●● MPo R1 LG,4TH
Target creature gains +1/+0. RRR: Regenerates.

Burrowing EC C ●●● MPo R A,B,U,R,4TH
Target creature gains mountainwalk.

Cave People SC U ●●● DTu RR1 DK,4TH
Cave People get +1/-2 until end of turn when they are declared an attacker. RR1, T: Give target creature mountainwalk until end of turn. 1/4.

Caverns of Despair EN R ●● HMc RR2 LG
No player may attack with more than 2 creatures, nor block with more than 2 creatures, per turn.

Chain Lightning SOR C ●● SEv R LG
Do 3 damage to a target. Whenever Chain Lightning does damage, the target or target controller may pay RR for Chain Lightning to do 3 damage to a target of his or her choosing.

Chandler SL C ●●● DSh R4 HL
RRR, T: Destroy target artifact creature. 3/3.

Chaoslace INT R ●● DWi R A,B,U,R,4TH
Changes the color of a card being played or in play to red.

Chaos Lord SC R ●●● BSn RRR4 IA
First strike. Chaos Lord can attack the first time it comes into play on a side, but not the first time it comes into play. Count the number of permanents during your upkeep. If it is even, target opponent gains control of Chaos Lord. 7/7.

Chaos Moon EN R ●●● DTu R3 IA
Count the number of permanents during each upkeep. If it is odd, all red creatures gain +1/+1 and all mountains produce an additional R when tapped for mana. If it is even, all red creatures get -1/-1 and all mountains produce colorless mana.

Crevasse EN U ●● RAl R2 LG
Creatures with mountainwalk may be blocked.

Conquer EL U ●●●●● RGa RR3 IA
Take control of target land.

Crimson Kobolds SC C ● AMa 0 LG
Crimson Kobolds are red creatures. 0/1.

Crimson Manticore SC R ●●● DGe RR2 LG,4TH
Flying. R, T: Do 1 damage to target attacking or blocking creature. 2/2.

Crookshank Kobolds SC C ● CRu 0 LG
Crookshank Kobolds are red creatures. 0/1.

Curse of Marit Lage EN R ●●●● AWe RR3 IA
Tap all islands when Curse of Marit Lage comes into play. Islands do not untap during their controller's untap phase.

Desert Nomads SC C ●● CRu R2 AN
Desertwalk. Immune to damage from Deserts. 2/2.

Detonate SOR U ●● RAF RX AQ,4TH
Target an artifact; X is the casting cost of the target artifact. Detonate destroys target artifact, doing X points of damage to artifact's controller. Artifact creatures destroyed by Detonate may not be regenerated.

Disharmony INS R ●●● BWo R2 LG
Target attacking creature is untapped and placed under your control until end of turn. It is no longer considered an attacker. Play before blocking is chosen.

Disintegrate SOR C ●●●●● AMa RX A,B,U,R,4TH
Do X damage to a target. If target dies this turn, it is removed from game. Creatures affected cannot be regenerated.

Dwarven Song INS U ●● DFr R LG
Change the color of any number of target creatures to red until end of turn.

Dragon Whelp SC U ●●●● 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.

Key
●/● Restricted/Banned | ART Artifact | CU Cumulative Upkeep | EC Enchant Creature | EL Enchant Land | EW Enchant World | INT Interrupt | SC Summon Creature
AC Artifact Creature | CR Current Rarity | EA Enchant Artifact | EE Enchant Enchantment | EN Enchantment | INS Instant | LAN Land | SOR Sorcery

players guide

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Dwarven Armorer R, T: Discard a card from your hand to put a +0/+1 or a +1/+0 counter on target creature. 0/2.	SC	R	●●●	BWa	R	FE
Dwarven Armory 2: Sacrifice a land to put a +2/+2 counter on a creature. You may only use this ability during your upkeep.	EN	R	●●●	RTh	RR2	IA
Dwarven Catapult Does X damage, divided evenly among all of your opponent's creatures (round down) .	INS	U	●●●	JMe	RX	FE
Dwarven Demolition Team T: Destroy a wall. 1/1.	SC	U	●●	KBr	R2	A,B,U
Dwarven Lieutenant R1: Give target Dwarf +1/+0 until end of turn. 1/2.	SC	U	●	JMe	RR	FE
Dwarven Pony R, T: Target Dwarf gets mountainwalk until the end of turn. 1/1.	SC	R	●	MOK	R	HL
Dwarven Sea Clan T: At the end of combat, Dwarven Sea Clan Deals 2 damage to target attacking or blocking creatures. Only use this ability if creature's controller controls any islands.	SC	U	●●	AWe	R2	HL
Dwarven Soldier If Dwarven Soldier blocks or gets blocked by Orcs, it gains +0/+2 until end of turn. Artists: RAI, RAF, OSH. 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
False Orders Choose if and how one defending creature blocks. The block, if any, must be legal. Play after defense is chosen but before damage is dealt.	INS	C	●●●●	AMa	R	A,B,U
Feint Tap all creatures blocking target attacking creature. Target and its blockers deal no damage in combat.	INS	C	●●	BSn	R	LG
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	●●●	MBe	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
Giant Strength Make target creature +2/+2.	EC	C	●●●●	JHa	RR	LG,4TH
Glacial Crevasses 0: Sacrifice a snow-covered mountain to have no creatures deal damage in combat this turn.	EN	R	●●	MRa	R2	IA
Glyph of Destruction Make target wall you control +10/+0 when blocking. Target wall takes no damage in combat but is destroyed at end of turn.	INS	C	●●	SVC	R	LG
Goblin Artisans 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.	SC	U	●●	JBa	R	AQ, CH
Goblin Balloon Brigade R: Gains flying until end of turn. 1/1.	SC	U	●●●	ARu	R	A,B,U,R,4TH
Goblin Caves If target land is a basic mountain, all Goblins gain +0/+2.	EL	C	●●●	DTu	RR1	DK
Goblin Chirurgeon Sacrifice a Goblin to regenerate a creature. Artists: PFo, DFr, DGe. 0/2.	SC	C	●●●	Multi	R	FE
Goblin Digging Team T: Sacrifice Digging Team to destroy target wall. 1/1.	SC	C	●●	RSp	R	DK
Goblin Flotilla 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.	SC	R	●●●	TWä	R2	FE
Goblin Grenade Sacrifice a Goblin to deal 5 damage to a target. Artists: DFr, CRu, RSp	SOR	C	●●●	Multi	R	FE
Goblin Hero 2/2.	SC	C	●●	MTe	R2	DK
Goblin King While Goblin King is in play, all Goblins acquire mountainwalk and +1/+1. 2/2.	SC	R	●●●	JMy	RR1	A,B,U,R,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	●●	DDe	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	●	MPo	R1	IA
Goblins of the Flarg Mountainwalk. Bury Goblins of the Flarg if its controller controls any Dwarves. 1/1.	SC	C	●●●	TWä	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, HHu, RKF, JMe.	EN	C	●●●●●	Multi	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	●●	CBr	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
Hurloon 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 Make 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	●●●	DDe	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	●●●●	MPo	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
Karplusan Giant 0: Tap a snow-covered land you control to give Karplusan Giant +1/+1 until end of turn. 3/3.	SC	U	●●	DGe	R6	IA
Karplusan Yeti T: Karplusan Yeti does damage equal to its power to target creature. Target creature does damage equal to its power to Karplusan Yeti. 3/3.	SC	R	●●●●	QHo	RR3	IA
Dwarven Weaponsmith T: During upkeep, add a +1/+1 counter to any creature. Sacrifice an artifact each time you use this ability. 1/1.	SC	U	●●	MPo	R1	AQ,R
Earthbind Do 2 damage to and removes flying ability from target creature. Does not affect non-flying creatures.	EC	C	●●●	QHo	R	A,B,U,R
Earth Elemental 4/5.	SC	U	●●●	DFr	RR3	A,B,U,R,4TH
Earthquake Do X damage to all players and non-flying creatures in play.	SOR	R	●●●	DFr	RX	A,B,U,R,4TH
Eron the Relentless RRR: regenerates. Can attack the turn it comes into play on your side. 5/2.	SL	U	●●●●	CRu	RR3	HL
Errantry Target creature gets +3/+0. No other creatures can attack this turn if target creature attacks.	EC	C	●●●	LWi	R1	IA
Evaporate Deal 1 damage to each blue and white creature.	SOR	U	●●	ARa	R2	HL
Eternal Flame Damage your opponent by the number of mountains you control. Lose half that amount of life, rounding up.	SOR	R	●	MPo	RR1	DK
Eternal Warrior Target creature does not tap to attack.	EC	C	●●●●	AMa	R	LG,4TH
• **Falling Star** From a height of at least a foot, flip Falling Star onto playing area. Any creature Falling Star touches takes 3 damage and taps if it survives. Falling Star has no effect if it doesn't turn at least 360 degrees.	SOR	R	●●	DSh	R2	LG

GARGANTUAN GORILLA

LODESTONE BAUBLE

Gargantuan Gorilla and Lodestone Bauble: That's one big monkey. Donkey Kong's Daddy here is big and bad, but you've got to feed him forests or he gets a bit surly on your buttocks. The Lodestone Bauble allows you to put four basic lands on top of target player's library. How about the forests you've been sacking? That'll keep the big monkey happy and your opponent going... ahem...ape.

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Keldon Warlord	SC	U	●●●	KBr	RR2	A,B,U,R,4TH
Power and toughness equal number of non-wall creatures in play on your side, including Warlord. */*.						
Kird Ape	SC	C	●●●●●	KMe	R	AN,R
Kird Ape gains +1/+2 while controller has forests in play. 1/1.						
Kobold Drill Sergeant	SC	U	●●	JBa	R1	LG
Give all your Kobolds +0/+1 and trample. 1/2.						
Kobold Overlord	SC	R	●●	JBa	R1	LG
First strike. Give all your Kobolds first strike. 1/2.						
Kobolds of Kher Keep	SC	C	●	JBa	0	LG
0/1.						
Kobold Taskmaster	SC	U	●●	RAF	R1	LG
Give all your Kobolds +1/+0.1/2.						
Land's Edge	EW	R	●●	BSn	RR1	LG, CH
Any player may discard a card from hand at any time and do 2 damage to a player of his or her choice if the card discarded is a land.						
Lava Burst	SOR	C	●●●●	TWä	RX	IA
Do X damage to any target. If the target is a creature, effects that prevent or redirect damage cannot be used to protect that creature.						
Lightning Bolt	INS	C	●●●●●	CRu	R	A,B,U,R,4TH
Do 3 damage to one target.						
Magnetic Mountain	EN	R	●●●	SVC	RR1	AN,R,4TH
To untap a blue creature, controller must spend 4 during upkeep in addition to other requirements. Big blue-deck killer!						
Manabarbs	EN	R	●●	CRu	R3	A,B,U,R,4TH
Do 1 damage to controller whenever he or she draws mana from any land.						
Mana Clash	SOR	R	●	MTe	R	DK,4TH
Choose a target player. You and he or she should flip a coin. Any player whose coin comes up tails loses a life. Repeat until both players' coins come up heads simultaneously.						
Mana Flare	EN	R	●●●●	CRu	R2	A,B,U,R,4TH
Each land produces an extra mana of its normal type whenever it is tapped for mana.						
Mârton Stromgald	SL	R	●●●●●	MPo	RR2	IA
If Mârton Stromgald attacks, all other attacking creatures gain +*/+* until end of turn, where * equals the number of other attacking creatures. If Mârton blocks, all other blocking creatures gain +*/+* until end of turn. 1/1.						
Melee	INS	U	●●●●	DWi	R4	IA
Cast on your turn during combat, but before defense is chosen. Choose how your attacking creatures are blocked. After declaring blockers, untap any unblocked attacking creature. Treat those creatures as if they had not attacked.						
Melting	EN	U	●●	RGa	R3	IA
All snow-covered lands turn into non-snow-covered lands of the same type.						
Meteor Shower	SOR	C	●●●●	REm	RXX	IA
Meteor Shower does X+1 damage divided any way you choose to any number of targets.						
Mijae Djinn	SC	R	●●●	SVC	RRR	AN,R
If Mijae Djinn attacks, flip a coin. If opponent wins flip, Mijae Djinn taps but does not attack. 6/3.						
Mons's Goblin Raiders	SC	C	●	JMe	R	A,B,U,R,4TH
1/1.						
Mountain Goat	SC	C	●●●	CBr	R	IA
Mountainwalk. 1/1.						
Mountain Yeti	SC	C	●●●●	DFr	RR2	LG, CH
Mountainwalk, protection from white. 3/3.						
Mudslide	EN	R	●●	BSn	R2	IA
Non-flying creatures do not untap unless their controller pays 2 for each creature he or she wishes to untap.						
Nalathni Dragon	SC	R	●●●	MWe	RR2	PR
Flying, bands. R: +1/+0 until end of turn. Bury Nalathni Dragon if more than RRR is spent in this manner in one turn. 1/1.						
Orc General	SC	U	●	JMy	R2	DK
T: Sacrifice an Orc or Goblin to give all Orcs +1/+1 until end of turn. 2/2.						
Orcish Artillery	SC	U	●●●	AMa	RR1	A,B,U,R,4TH
T: Does 2 damage to any target and 3 damage to you. Misprint: Alpha version lists casting cost as R1. 1/3.						
Orcish Cannoneers	SC	U	●●●	DFr	RR1	IA
T: Does 2 damage to any target and 3 damage to you. 1/3.						
Orcish Captain	SC	U	●	MTe	R	FE
1: Choose target Orc, then flip a coin. If opponent wins flip, target Orc gets +2/+0 until end of turn. Otherwise, the Orc gets -0/-2 until end of turn. 1/1.						
Orcish Conscripts	SC	C	●	DSh	R	IA
Cannot attack unless at least two other creatures attack. Cannot block unless at least two other creatures block. 2/2.						
Orcish Farmer	SC	C	●●●	DFr	RR1	IA
T: Turn target land into a swamp until its controller's next untap phase. 2/2.						
Orcish Healer	SC	U	●●●	QHo	RR	IA
RR, T: Target creature may not regenerate this turn. RBB, T: Regenerate target black or green creature. RGG, T: Regenerate target black or green creature. 1/1.						
Orcish Librarian	SC	R	●●●●	PFo	R1	IA
R, T: Take the top eight cards of your library and randomly remove four from the game. Put the remaining four in any order on top of your library. 1/1.						
Orcish Lumberjack	SC	C	●●●●	DFr	R	IA
T: Sacrifice a forest to add three mana to your mana pool. This mana can be any combination of green and red mana. 1/1.						
Orcish Mechanics	SC	C	●●●	PVe	R2	AQ
T: Do 2 points of damage to any target. Each time you use this ability, place one of your artifacts in play in the graveyard. 1/1.						
Orcish Mine	EL	U	●●●	KFo	RR1	HL
When Orcish Mine comes into play, place three ore counters on it. During upkeep remove one counter when ever target land is tapped. Destroy land Orcish Mine enchants when last counter is removed. Orish Mine Deals 2 damage to land's controller.						
Orcish Oriflamme	EN	U	●●●	DFr	R3	A,B,U,R,4TH
All of your attacking creatures gain +1/+0 during your attack. Misprint: Alpha version lists casting cost as R1.						
Orcish Spy	SC	C	●●●●	Multi	R	FE
T: Look at the top 3 cards in target player's library. Return them in order. Artists: DGe, SVC, PVe. 1/1.						
Orcish Squatters	SC	R	●●●●	RKF	R4	IA
If Orcish Squatters attacks and is not blocked, you may gain control of a land controlled by the defending player. If you do so, Orcish Squatters deal no damage this turn. 2/3.						
Orcish Veteran	SC	C	●●	Multi	R2	FE
Cannot be assigned to block white creatures of power greater than 1. R: Give Orcish Veteran first strike until end of turn. Artists: MBe, DFr, QHo, DSh. 2/2.						
Orgg	SC	R	●●●	DGe	RR3	FE
Trample. Orgg can not attack if opponent controls an untapped creature with power greater than 2. Orgg cannot block creatures of power greater than 2. 6/6.						
Panic	INS	C	●●	MKi	R	IA
Target creature may not block this turn. Draw a card at the beginning of the next turn.						
Power Surge	EN	R	●●●●	DSh	RR	A,B,U,R,4TH
Before untap phase, player must count untapped lands. During upkeep phase, player takes 1 damage for each untapped land.						
Primordial Ooze	SC	U	●●	SEv	R	LG, CH
Must attack whenever possible. Add a +1/+1 counter as your upkeep ends. Then pay 1 per counter or Primordial Ooze deals 1 damage to you per counter and taps. 1/1.						
Pyroblast	INT	C	●●●●●	KFo	R	IA
Counter target blue spell or destroy target blue permanent.						
Pyroclasm	SOR	U	●●●●	PMo	R1	IA
Do 2 damage to each creature.						
Pyrotechnics	SOR	U	●●●●	AMa	R4	LG,4TH
Do 4 damage divided any way among any number of targets.						
Quarum Trench Gnomes	SC	R	●●●	DFr	R3	LG
T: Target plains produce 1 instead of W until end of game. 1/1.						
Raging Bull	SC	C	●	RAF	R2	LG
2/2.						
Raging River	EN	R	●●●	SEv	RR	A,B,U
When attacking, divide opponent's ground creatures on either side of Raging River. Attacker can then choose on which side of River to place each attacking creature, and attacking creatures can only be blocked by flying creatures or those on the same side of River.						
Raiding Party	EN	U	●●●	QHo	R2	FE
Raiding Party may not be targeted by white spells or effects. Sacrifice an Orc to destroy all plains. Any player may tap a white creature to save 1 or 2 plains from destruction. Any number of white creatures may be tapped for this purpose.						
Red Elemental Blast	INT	C	●●●●●	RTh	R	A,B,U,R,4TH
Counter a blue spell being cast or destroy a blue card in play. Misprint: Alpha version listed type as Instant.						
Retribution	SOR	U	●●●	MTe	RR2	HL
Choose two creatures controlled by opponent. Bury one of these creatures and put a -1/-1 counter on the other. That opponent chooses which creature is buried.						
Rock Hydra	SC	R	●●●	JMe	R	A,B,U,R
Put X +1/+1 head counters on Hydra. Each point of damage to Hydra destroys one counter unless controller spends R per head. During upkeep, new heads may be grown for RRR apiece. 0/0.						
Roc of Kher Ridges	SC	R	●●●●	ARu	R3	A,B,U,R
Flying. 3/3.						
Rukh Egg	SC	C	●●●●	CRu	R3	AN
If destroyed, a 4/4 flying red token creature is put into play at end of turn. 0/3.						
Sabretooth Tiger	SC	C	●●	MBe	R2	IA
First strike. 2/1.						
Sedge Troll	SC	R	●●●●	DFr	R2	A,B,U,R
B: Regenerates. When controller has swamps in play, Sedge Troll gains +1/+1. 2/2.						
Shatter	INS	C	●●●●	AWe	R1	A,B,U,R,4TH,IA
Destroy target artifact.						
Shatterstorm	SOR	R	●●●	MPo	RR2	AQ,R
Bury all artifacts in play. Artifact creatures may not be regenerated.						
Shivan Dragon	SC	R	●●●●●	MBe	RR4	A,B,U,R,4TH
Flying. R: +1/+0. 5/5.						
Sisters of the Flame	SC	C	●●●	JMy	RR1	DK,4TH
T: Add R to your mana pool (play as an interrupt). 2/2.						
Smoke	EN	R	●●	JMy	RR	A,B,U,R,4TH
Each player may only untap one creature during untap phase.						
Spinal Villain	SC	R	●●●	AMa	R2	LG
T: Destroy target blue creature. 1/2.						
Stone Giant	SC	U	●●●	DWi	RR2	A,B,U,R,4TH
T: Give one of your creatures with toughness less than Stone Giant's power flying until end of turn. Target creature, which can increase its toughnesss after it gains flying ability, is killed at end of turn. 3/4.						
Stonehands	EC	C	●●●	DFr	R2	IA
Target creature gains +0/+2. R: Gains +1/+0 until end of turn.						
Stone Rain	SOR	C	●●●	DGe	R2	A,B,U,R,4TH,IA
Destroy any one land.						
Stone Spirit	SC	U	●●●	JMe	R4	IA
Stone Spirit cannot be blocked by flying creatures. 4/3.						
Storm World	EW	R	●●	CRu	R	LG
Do 1 damage to any player for each card below 4 in hand during upkeep.						
• **Tempest Efreet**	SC	R	●	NTh	RRR1	LG,4TH
T: Pick a card randomly from opponent's hand and place it in yours, burying Tempest Efreet in opponent's graveyard. Opponent may prevent this permanent change in ownership by sacrificing 10 life or conceding game before the switch is made. If so, bury Tempest Efreet in caster's graveyard. 3/3.						
Tor Giant	SC	C	●●	DSh	R3	IA
3/3.						
Total War	EN	R	●●●	DTu	R3	IA
Whenever any player declares an attack, destroy all untapped non wall creatures that don't attack. Creatures that the player did not control at the beginning of the turn are not affected by Total War.						
Tunnel	SOR	U	●●	DFr	R	A,B,U,R,4TH
Bury one wall.						
Two-Headed Giant of Foriys	SC	R	●●●●	AMa	R4	A,B,U
Trample. May block two creatures in combat. 4/4.						
Uthden Troll	SC	U	●●●●	DSh	R2	A,B,U,R,4TH
R: Regenerates. 2/2.						

WHIP VINE GIFT OF THE WOODS

Whip Vine and Gift of the Woods: The Whip Vine is a neat blocker against wimpy fliers, but the ones we all fear are powerful 4/4s or better—Serra Angel, Sengir Vampire, Mahamoti Djinn. With Gift of the Woods, your Whip Vine becomes a 1/7 blocker which gains you one life every time it blocks some unwanted guest from getting too up-close-and-personal.

• / • 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

IQ

players guide

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Vertigo	INS	U	●●●	DTu	R	IA
Do 2 damage to target flying creature, which loses flying until end of turn.						
Wall of Dust	SC	U	●●	RTh	R2	LG,4TH
Creatures blocked by Wall may not attack during opponent's next turn. 1/4.						
Wall of Earth	SC	C	●●●●	RTh	R1	LG
0/6.						
Wall of Fire	SC	U	●●●	RTh	RR1	A,B,U,R,4TH
R: +1/+0. 0/5.						
Wall of Heat	SC	C	●●●	RTh	R2	LG,CH
2/6.						
Wall of Lava	SC	U	●●●	PVe	RR1	IA
R: +1/+1 until end of turn. 1/3.						
Wall of Opposition	SC	U	●●●	HMc	RR3	LG, CH
1: +1/+0 until end of turn. 0/6.						
Wall of Stone	SC	U	●●●	DFr	RR1	A,B,U,R,4TH
0/8.						
• **Wheel of Fortune**	SOR	R	●●●●●	DGe	R2	A,B,U,R
All players must discard their hands and draw seven new cards.						
Windseeker Centaur	SC	R	●●●	AMa	RR1	BOOK
Does not tap to attack. 2/2.						
Winds of Change	SOR	R	●●●	JHa	R	LG,4TH
All players must shuffle their hands into their libraries, then draw as many cards as they originally had.						
Winter Sky	SOR	R	●●	MKi	R	HL
Flip a coin. Opponent calls heads or tails. If call is in your favor, Winter Sky does one damage to each creature and player. Otherwise each player draws a card.						
Word of Blasting	INS	U	●●●	KMe	R1	IA
Bury target wall. Word of Blasting does X damage to the wall's controller, where X equals the casting cost of the wall.						
Ydwen Efreet	SC	R	●●	DTu	RRR	AN
Flip a coin when defending. If opponent wins flip, opponent may decide whether or not Ydwen Efreet blocks. 3/6.						

WHITE

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Abbey Gargoyles	SC	U	●●●●	CRu	WWW2	HL
Flying. Protection from red. 3/4.						
Abbey Matron	SC	C	●●●	MKi	2WW	HL
W, T: +0/+3 till end of turn. 1/3. (Two versions)						
Abu Ja'far	SC	U	●●●●	KMe	W	AN, CH
If Abu Ja'far is destroyed in combat, all creatures blocked or blocking Abu are destroyed and cannot regenerate. 0/1.						
Adarkar Unicorn	SC	C	●●●	QHo	WW1	IA
T: Add either U or U and 1 to your mana pool. This mana can only be used for cumulative upkeep. 2/2.						
Akron Legionnaire	SC	R	●	MPo	WW6	LG, CH
Of your non-artifact creatures, only Akron Legionnaire may attack. 8/4.						
Alabaster Potion	INS	C	●●●●	HMc	WWX	LG,4TH
Give target player X life or prevent X damage to target creature or player.						
Amrou Kithkin	SC	C	●●	QHo	WW	LG,4TH
Creatures with power greater than 2 may not block Amrou Kithkin. Blocker's power may later be increased. 1/1.						
Angelic Voices	EN	R	●●●●	JBa	WW2	LG, CH
Give all your creatures +1/+1 if you control only white or artifact creatures.						
Angry Mob	SC	U	●●●●	DTu	WW2	DK,4TH
Trample. During Angry Mob's controller's turn, *=total number of swamps all opponents control. Otherwise, *=0. 2+*/2+*.						
Animate Wall	EC	R	●●	DFr	W	A,B,U,R,4TH
Target wall may now attack.						
Arctic Foxes	SC	C	●●	MPo	W1	IA
If defender controls any snow-covered lands, Arctic Foxes may not be blocked by any creature with power greater than 1. 1/1.						
Arenson's Aura	EN	C	●●	NLe	W2	IA
W: Sacrifice an enchantment to destroy another enchantment. 3UU: Counter an enchantment as it is being cast.						
Argivian Archaeologist	SC	R	●●●●●	AWe	WW1	AQ
2, T: Bring an artifact from your graveyard to your hand. 1/1.						
Argivian Blacksmith	SC	C	●●	KKa	WW1	AQ
T: Negate 2 damage to target artifact creature. 2/2.						
Armageddon	SOR	R	●●●●●	JMy	W3	A,B,U,R,4TH
Destroy all lands in play.						
Armor of Faith	EC	C	●●●	AMa	W	IA
Target creature gains +1/+1. W: +0/+1.						
Army of Allah	INS	C	●●●●	BSn	WW1	AN
+2/+0 to all attacking creatures until end of turn.						
Artifact Ward	EC	C	●●	DSh	W	AQ
Target creature may not be blocked by artifact creatures. damage taken from an artifact source is reduced to 0. Target creature is not affected by artifact effects that target it.						
Aysen Bureaucrats	SC	C	●●●	ARa	W1	HL
Tap target creature with power no greater than 2. 1/1.						
Aysen Crusader	SC	R	●●	NTh	WW2	HL
X equals number of heroes in play. 2+X/2+X.						
Aysen Highway	EN	R	●●●	NTh	WWW3	HL
All white creatures gain plainswalk.						
• **Balance**	SOR	R	●●●●●	MPo	W1	A,B,U,R,4TH
All players must discard enough lands, cards in hand, and creatures so that everyone has the same number as the player with the lowest number of lands, cards in hand, and creatures, respectively.						
Battle Cry	INS	U	●●●	DSh	W2	IA
Untap all your white creatures. All creatures that block this turn get +0/+1 until end of turn.						
Beast Walkers	SC	R	●●	HHu	WW1	HL
G: Banding until end of turn. 1/1.						
Benalish Hero	SC	C	●●●	DSh	W	A,B,U,R,4TH
Bands. 1/1.						
Black Scarab	EC	U	●●●	KFo	W	IA
Target creature gets +2/+2 as long as any other player has any black cards. Target creature cannot be blocked by black creatures.						
Black Ward	EC	U	●●●●	DFr	W	A,B,U,R,4TH
Target creature gains protection from black.						
Blaze of Glory	INS	R	●●	RTh	W	A,B,U
Target creature must block all creature that it is legally eligible to block. Blocker's controller chooses how to distribute damage. Play before defense is chosen.						
Blessed Wine	INS	C	●●	KFo	W1	IA
Gain 1 life. Draw a card at the beginning of the next turn.						
Blessing	EC	R	●●●●	JBa	WW	A,B,U,R,4TH
W: +1/+1.						
Blinking Spirit	SC	R	●●●●●	LWi	W3	IA
0: Blinking Spirit returns to its owner's hand. 2/2.						
Blood of the Martyr	INS	U	●	CRu	WWW	DK, CH
Until end of turn, you may redirect damage done to your creatures to yourself instead.						
Blue Scarab	EC	U	●●●	AWe	W	IA
Target creature gets +2/+2 as long as any other player has any blue cards. Target creature cannot be blocked by blue creatures.						
Blue Ward	EC	U	●●●	DFr	W	A,B,U,R,4TH
Target creature gains protection from blue.						
Brainwash	EC	C	●●	PVe	W	DK,4TH
Target creature may not attack unless its controller spends 3. Other requirements for the creature to attack must also be met.						
Call to Arms	EN	R	●●●	RGa	W1	IA
Choose a color. As long as target opponent controls more cards of that color than of any other, all white creatures get +1/+1. Bury Call to Arms if at any time that opponent does not control more cards of that color than any other color.						
Camel	SC	C	●	SEv	W	AN
Bands. Camel gives immunity to Desert damage to all those banded with it. 0/1.						
Caribou Range	EL	R	●●●●	RTp	WW2	IA
WW: Tap land Caribou Range enchants to put a Caribou token into play. Treat this token as a 0/1 white creature. 0: Sacrifice a Caribou token to gain 1 life.						
Castle	EN	U	●●●	DWi	W3	A,B,U,R,4TH
Your untapped creatures gain +0/+2. Attacking creatures don't get this bonus.						
Circle of Protection: Artifacts	EN	U	●●●●	PVe	W1	AQ,4TH
2: Prevent all damage against you from an artifact source.						
Circle of Protection: Black	EN	C	●●●●	JMy	W1	B,U,R,4TH,IA
1: Prevent all damage to you from one black source.						
Circle of Protection: Blue	EN	C	●●●	DWi	W1	A,B,U,R,4TH,IA
1: Prevent all damage to you from one blue source.						
Circle of Protection: Green	EN	C	●●●	SEv	W1	A,B,U,R,4TH,IA
1: Prevent all damage to you from one green source.						
Circle of Protection: Red	EN	C	●●●●	MTe	W1	A,B,U,R,4TH,IA
1: Prevent all damage to you from one red source.						
Circle of Protection: White	EN	C	●●●	DSh	W1	A,B,U,R,4TH,IA
1: Prevent all damage to you from one white source.						
Cleanse	SOR	R	●●●●	PFo	WW2	LG
Destroy all black creatures in play.						
Cleansing	SOR	R	●●●	PVe	WWW	DK
All land is destroyed. Anyone who wishes to preserve specific lands may do so by sacrificing 1 life per land to be saved.						
Clergy of the Holy Nimbus	SC	C	●●	DGe	W	LG
If killed or destroyed, Clergy of the Holy Nimbus regenerate unless opponent pays 1. 1/1.						
Cold Snap	EN	U	●●	RGa	W2	IA
CU: 2. During each player's upkeep, Cold Snap does 1 damage to that player for each snow-covered land he or she controls.						
Combat Medic	SC	C	●●●●	Multi	W2	FE
W1: Prevent 1 damage to a player or creature. Artists: EBe, LDa, AMa,SVC. 0/2.						
Consecrate Land	EL	U	●●●●	JMe	W	A,B,U
Target land is immune from all effects that would destroy it.						
Conversion	EN	U	●●●●	JMy	WW2	A,B,U,R,4TH
All mountains are considered basic plains. Pay WW during upkeep or discard Conversion.						
Cooperation	EC	C	●●●	PFo	W2	IA
Target creature gains banding.						
Crusade	EN	R	●●●●	MPo	WW	A,B,U,R,4TH
All white creatures gain +1/+1.						

PHELDDAGRIF NATURE'S CHOSEN

Phelddagrif and Nature's Chosen: The Phelddagrif can fly, trample, unsummon itself; it's a dessert topping, it's a floor wax...Use Nature's Chosen on it and it can untap itself after the attack so you can use it as an Infuse. Everyone has a deep-seeded human need to play with flying purple hippos. Don't deny yourself. Play with the Hippo. Be the Hippo.

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
D'Avenant Archer	SC	C	●●●	DSh	W2	LG, CH
T: Do 1 damage to attacking or blocking creature. 1/2.						
Damping Field	EN	U	●	JHa	W2	AQ
No one may untap more than one artifact in each of his or her own untap phases.						
Death Speakers	SC	U	●●●	DSh	W	HL
W: Protection from black. 1/1.						
Death Ward	INS	C	●●●	HMc	W	A,B,U,R,4th,IA
Regenerates target creature.						
Disenchant	INS	C	●●●●●	BSn	W1	A,B,U,R,4th,IA
Destroy target enchantment or artifact.						
• **Divine Intervention**	EN	R	●●●	AWe	WW6	LG
Put 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 a draw a creature from your library, discard it. Whenever a creature goes to your graveyard from play, return it to your hand.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Energy Storm	EN	R	••••	SEv	W1	IA
CU: 1. Damage done by instants, interrupts, and sorceries is reduced to 0. Flying creatures do not untap during their controller's untap phase.						
Equinox	EL	C	••	SVC	W	LG
Tap target land to counter a spell that destroys your land (play as an interrupt).						
Exorcist	SC	R	•••	DTu	WW	DK
W1, T: Destroy target black creature. 1/1.						
Eye for an Eye	INS	R	••••	MPo	WW	AN,R,4TH
Do as much damage to controller of a creature, spell, or effect as said creature, spell, or effect does to you.						
Farmstead	EL	R	•	MPo	WWW	A,B,U,R
Target land's controller gains 1 life but no more if WW is spent during controller's upkeep.						
Farrel's Mantle	EC	U	••••	AWa	W2	FE
If target creature attacks and is not blocked it may deal X + 2 damage to any other target creature where X is the power of the creature Farrel's Mantle enchants.						
Farrel's Zealot	SC	C	••	Multi	WW1	FE
If Zealot attacks without being blocked, you may deal 3 damage to a target creature. If so, Farrel's Zealot deals no damage. Artists: EBe, MBe, RKF. 2/2.						
Farrelite Priest	SC	U	•	PFo	WW1	FE
1: Add W to your mana pool (play as an interrupt). Bury Farrelite Priest if more than 3 is spent in this way in one turn. 1/3.						
Fasting	EN	U	••	DSh	W	DK
Gain 2 life if you skip your draw phase. Destroy Fasting if you draw a card for any reason or when it has been in play for 5 of your upkeeps.						
Festival	INS	C	•••	MPo	W	DK
Opponent may not declare an attack this turn. Play during opponent's upkeep.						
Fire and Brimstone	INS	U	•	JMe	WW3	DK
Do 4 damage to target player and do 4 damage to you. Fire and Brimstone may not be used unless opponent has declared an attack that turn.						
Formation	INS	R	••	KMe	W1	IA
Give target creature banding until end of turn. Draw a card at the beginning of the next turn.						
Fortified Area	EN	C	••	RAF	WW1	LG
Give all your walls +1/+0 and banding.						
Fylgja	EC	C	•••	EBe	W	IA
Put four healing counters on Fylgja when it comes into play. 0: Remove a healing counter to prevent 1 damage to the creature Fylgja enchants. 2W: Put a healing counter on Fylgja.						
General Jarkeld	SL	R	•••	RTh	W3	IA
T: Exchange two blocking creatures without creating an illegal block. 1/2.						
Glyph of Life	INS	C	•	SVC	W	LG
Add to your life points damage done to target wall by attacking creatures.						
Great Defender	INS	U	••	MPo	W	LG
Give target creature +0/+X until end of turn, where X is the creature's casting cost.						
Great Wall	EN	U	•	SEv	W2	LG
Creatures with plainswalk may be blocked.						
Greater Realm of Preservation	EN	U	••••	NTh	W1	LG
W1: Prevent all damage to you from a red or black source.						
Green Scarab	EC	U	•••	NLe	W	IA
Target creature gets +2/+2 as long as any other player has any green cards. Target creature cannot be blocked by green creatures.						
Green Ward	EC	U	•••	DFr	W	A,B,U,R,4TH
Target creature gains protection from green.						
Guardian Angel	INS	C	•••	AMa	WX	A,B,U,R
Negate X damage dealt to a target. Psst: put this card next to Paralyze.						
Hallowed Ground	EN	U	••	DSh	W1	IA
WW: Return a non-snow-covered land you control to its owner's hand.						
Hand of Justice	SC	R	••••	MBe	W5	FE
T: Tap 3 target white creatures you control to destroy any target creature. 2/6.						
Hazduhr the Abbot	SC	R	•••	DFr	WW3	HL
X, T: Redirect to Hazduhr X damage dealt to a white creature you control. 2/5.						
Heal	INS	C	••	MTe	W	IA
Prevent 1 damage to any target. Draw a card at the beginning of the next turn.						
Healing Salve	INS	C	•••	DFr	W	A,B,U,R,4TH
Gain 3 life, or negate up to 3 damage dealt to a target.						
Heaven's Gate	INS	U	••	DSh	W	LG
Change the color of one or more target creatures to white until end of turn.						
Heroism	EN	U	•	MPo	W2	FE
Sacrifice a white creature to prevent attacking red creatures from dealing damage in combat this turn. The attacker may pay R2 so an attacking creature may deal damage normally.						
Hipparion	SC	U	••	DWi	W1	IA
Hipparion cannot block creatures with power 3 or greater unless you pay an additional 1. 1/3.						
Holy Armor	EC	C	•••	MBe	W	A,B,U,R,4TH
Target creature gains +0/+2. W: +0/+1.						
Holy Day	INS	C	•••	JHa	W	LG
Creatures attack and block as normal but deal no damage.						
Holy Light	INS	C	••	DTu	W2	DK
Give all non-white creatures -1/-1 until end of turn.						
Holy Strength	EC	C	•••	AMa	W	A,B,U,R,4TH
Target creature gains +1/+2.						
Icatian Infantry	SC	C	••	Multi	W	FE
1: Gains banding until end of turn. 1: Gains first strike until end of turn. Artists: EBe, CRu, DSh, DTu. 1/1.						
Icatian Javelineers	SC	C	••••	Multi	W	FE
When cast, put a javelin counter on Javelineers. T: Remove the counter to deal 1 damage to any target. Artists: EBe, MBe, SKi. 1/1.						
Icatian Lieutenant	SC	R	•	PVe	WW	FE
W1: Give target Soldier +1/+0 until end of turn. 1/2.						
Icatian Moneychanger	SC	C	•••	Multi	W	FE
Lose 3 life when casting and put 3 counters on Icatian Moneychanger. During your upkeep, put a counter on Moneychanger. Sacrifice Moneychanger during your upkeep to gain 1 life for each counter on it. Artists: EBe, MBe, DTu. 0/2.						
Icatian Phalanx	SC	U	•••	KFo	W4	FE
Bands. 2/4.						
Icatian Priest	SC	U	•••	DTu	W	FE
WW1: Make target creature +1/+1 until end of turn. 1/1.						
Icatian Scout	SC	C	••••	Multi	W	FE
1, T: Give target creature first strike until end of turn. Artists: RAl, PFo, RKF, DSh. 1/1.						
Icatian Skirmishers	SC	R	•••	HHu	W3	FE
Bands, first strike. All creatures that band with Skirmishers gain first strike until end of turn. 1/1.						
Icatian Town	SOR	R	••••	TWa	W5	FE
Put 4 Citizen tokens, which are 1/1 white creatures, in play.						
Indestructible Aura	INS	C	••	MPo	W	LG
Reduce to 0 all damage dealt to target creature until end of turn.						
Infinite Authority	EC	R	••	DSh	WWW	LG, CH
After combat, destroy all creatures with toughness 3 or less blocking or blocked by target creature. Put a +1/+1 counter on target creature for each creature so destroyed.						
Island Sanctuary	EN	R	•••	MPo	W1	A,B,U,R,4TH
If you don't draw a card, only flying or islandwalking creatures may attack you until your next turn.						
Ivory Guardians	SC	U	•••	MBe	WW4	LG, CH
Protection from red. Make all guardians +1/+1 if opponent controls red cards. 3/3.						
Jihad	EN	R	••••	BSn	WWW	AN
+2/+1 to white creatures while chosen color of opponent's is in play. Discard Jihad if no cards of that color are in play.						
Justice	EN	U	•••••	RTp	WW2	IA
Pay WW during your upkeep or destroy Justice. Whenever a red spell or creature deals damage, Justice deals an equal amount of damage to the controller of that creature or spell.						
Karma	EN	U	•••••	RTh	WW2	A,B,U,R,4TH
Do 1 point of damage to a player for each swamp he or she has in play during his or her upkeep.						
Kjeldoran Elite Guard	SC	U	•••	MBe	W3	IA
T: Give target creature +2/+2 until end of turn. Bury Kjeldoran Elite Guard if that creature leaves play this turn. 2/2.						
Kjeldoran Guard	SC	C	••	AWa	W1	IA
T: Give target creature +1/+1 until end of turn. If that creature leaves play, bury Kjeldoran Guard. Use only when attack or defense is announced, and only if defending player controls no snow-covered lands. 1/1.						
Kjeldoran Knight	SC	R	••••	RSp	WW	IA
Banding. W1: +1/+0 until end of turn. WW: +0/+2 until end of turn. 1/1.						
Kjeldoran Phalanx	SC	R	•••	RKF	W5	IA
First strike, banding. 2/5.						
Kjeldoran Royal Guard	SC	R	••••	LWi	WW3	IA
T: Redirect all damage done to you by unblocked creatures this turn to Kjeldoran Royal Guard instead. 2/5.						
Kjeldoran Skycaptain	SC	U	••••	MPo	W4	IA
Flying, banding, first strike. 2/2.						
Kjeldoran Skyknight	SC	C	••••	MPo	W2	IA
Flying, banding, first strike. 1/1.						
Kjeldoran Warrior	SC	C	•••	MPo	W	IA
Banding. 1/1.						
Knights of Thorn	SC	R	•••	CRu	W3	DK
Protection from red, banding. 2/2.						
Lance	EC	U	••	RAl	W	A,B,U,R
Target creature gains first strike.						
Land Tax	EN	R	•••••	BSn	W	LG,4TH
If opponent controls more land than you during upkeep, you may remove up to 3 basic lands from your library and put them in your hand. Reshuffle your library afterward.						
Leeches	SOR	R	•	ARa	WW1	HL
Target player removes all poison counters. Player takes 1 damage for each poison counter removed.						
Lifeblood	EN	R	••••	MTe	WW2	LG
Take 1 life whenever opponent taps a mountain.						
Lightning Blow	INS	R	•••	HMc	W1	IA
Give target creature first strike until end of turn. Draw a card at the beginning of the next turn.						
Lost Order of Jarkeld	SC	R	•••	ARu	WW2	IA
* equals the number of creatures controlled by target opponent. 1+*/1+*.						
Martyr's Cry	SOR	R	•••	JMe	WW	DK
Remove all white creatures from the game. Each player must draw a card for each white creature her or she controlled.						
Martyrs of Korlis	SC	U	•••	MOK	WW3	AQ
Damage done to you by artifacts is instead done to Martyrs of Korlis unless Martyrs of Korlis is tapped. Only one Bodyguard of your choice may take damage for you in this manner per turn. 1/6.						
Mercenaries	SC	R	•	CBr	W3	IA
If Mercenaries damages a player, that player may pay 3 to prevent that damage. 3/3.						
Mesa Falcon	SC	C	•••	MPo	W1	HL
Flying. W1: +0/+1 until end of turn. 1/1. (Two versions)						
Mesa Pegasus	SC	C	••••	MBe	W1	A,B,U,R,4TH
Flying, bands. 1/1.						

BALDUVIAN HORDE

UINDERGROWTH

Balduvian Horde and Undergrowth: Juzam's lost brother is a big, bad 5/5 which can be mighty hard to get rid of. When your enemy finally gets enough blockers to kill the Hordes, use Undergrowth. That way, the Hordes will do their five points of whackage, while the blockers won't be able to hurt your beloved monstrosity in return. Just make sure your opponent's not playing red too.

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Keepers of the Faith	SC	C	••	DGe	WW1	LG, CH
2/3.						
Kelsinko Ranger	SC	C	•	MPo	W	IA
W1: One green creature gains first strike until end of turn. 1/1.						
King Suleiman	SC	R	••	MPo	W1	AN
T: Destroy an Efreet or Djinn. 1/1.						
Kismet	EN	U	••••	KFo	W3	LG,4TH
All opponent's creatures, lands, and artifacts enter play tapped.						
Miracle Worker	SC	C	•••	RSp	W	DK
T: Destroy target enchantment on one of your creatures. 1/1.						
Moat	EN	R	•••••	JMe	WW2	LG
Non-flying creatures cannot attack.						
Moorish Cavalry	SC	C	•••	DWi	WW2	AN
Trample. 3/3.						
Morale	INS	C	••	MPo	WW1	DK, 4TH
Give all attacking creatures +1/+1 until end of turn.						

Key

•/• Restricted/Banned
AC Artifact Creature
ART Artifact
CR Current Rarity
CU Cumulative Upkeep
EA Enchant Artifact
EC Enchant Creature
EE Enchant Enchantment
EL Enchant Land
EN Enchantment
EW Enchant World
INS Instant
INT Interrupt
LAN Land
SC Summon Creature
SOR Sorcery

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Northern Paladin WW, T: Destroy a black card in play. 3/3.	SC	R	●●●●	DSh	WW2	A,B,U,R,4TH
Order of Leitbur Protection from black. WW: +1/+0 until end of turn. W: First strike until end of turn. Artists: RAF, BWa (two versions). 2/1.	SC	C	●●●●●	Multi	WW	FE
Order of the Sacred Torch T: Sacrifice 1 life to counter a black spell. 2/2.	SC	R	●●●●●	RTp	WW1	IA
Order of the White Shield Protection from black. WW: +1/+0 until end of turn. W: First Strike until end of turn. 2/1.	SC	U	●●●●●	RTp	WW	IA
Osai Vultures Flying. After a turn in which a creature went to the graveyard, add a counter to Osai Vultures. Remove 2 counters to make Osai Vultures +1/+1 until end of turn. 1/1.	SC	U	●	DFr	W1	LG,4TH
Pearled Unicorn 2/2.	SC	C	●	CBr	W2	A,B,U,R,4TH
Personal Incarnation If desired, redirect any or all damage suffered by Personal Incarnation to controller instead. If Personal Incarnation is sent to graveyard, its owner loses half of his or her remaining life (round up the loss). 6/6.	SC	R	●●●	KBr	WWW3	A,B,U,R,4TH
Petra Sphinx T: Make target player name a card and then turn over the top card in his or her library. If the opponent's guess matches the card, it is put into his or her hand; otherwise, it goes to the graveyard. 3/4.	SC	R	●●	SEv	WWW2	LG, CH
Piety +0/+3 to all defending creatures until end of turn.	INS	C	●●	MPo	W2	AN,4TH
Pikemen Banding, first strike. 1/1.	SC	C	●●●	DDe	W1	DK,4TH
Preacher T: Gain control of an opponent's creature. Opponent chooses which creature you control. If Preacher untaps or leaves play, you lose control of creature. You may choose to leave Preacher tapped.	SC	R	●●●●●	QHo	WW1	DK
Presence of the Master Counter all new enchantments cast whenever Presence of the Master is in play.	EN	U	●●●	PFo	W3	LG
Prismatic Ward Choose a color when Prismatic Ward comes into play. All damage dealt to target creature by sources of that color is reduced to 0.	EC	C	●●●	LWi	W1	IA
Prophecy Reveal the top card of opponent's library to all players. If it is a land, gain one life. That opponent then shuffles his library. Draw a card at the beginning of the next turn's upkeep.	SOR	C	●●	CRu	W	HL
Purelace Change the color of one card being played or in play to white.	INT	R	●●●	SEv	W	A,B,U,R,4TH
Rally All blocking creatures gain +1/+1 until end of turn.	INS	C	●●	HHu	WW	IA
Rapid Fire Give target creature first strike and rampage: 2 until end of turn. Play before defense is chosen.	INS	R	●	JHa	W3	LG
Rashka the Slayer Can block creatures with flying. if Rashka the Slayer blocks a black creature, it gains +1/+2 unitl the end of turn. 3/3.	SC	U	●●	CRu	WW3	HL
Red Scarab Target creature gets +2/+2 as long as any other player has any red cards. Target creature cannot be blocked by red creatures.	EC	U	●●●	SEv	W	IA
Red Ward Target creature gains protection from red.	EC	U	●●●●	DFr	W	A,B,U,R,4TH
Remove Enchantments Return all enchantments you control to your hand and destroy all enchantments played on permanents you control. If cast during opponent's attack, destroy all opponent's enchantments played on attacking creatures. All enchantments you own are returned to your hand; all other enchantments are destroyed.	INS	C	●●	BSn	W	LG
Repentant Blacksmith Protection from red. 1/2.	SC	C	●●●●	DTu	W1	AN, CH
Resurrection Take a creature from your graveyard and put it directly into play as if just summoned.	SOR	U	●●●●	DWi	WW2	A,B,U,R
Reverse Damage All damage you have taken from any one source is added to, not subtracted from, your life total.	INS	R	●●●●●	DWi	WW1	A,B,U,R,4TH
Reverse Polarity All damage you have taken from all artifacts this turn is retroactively added to, not subtracted from, your life total. Treat subsequent damage this turn normally.	INS	C	●●●	JHa	WW	AQ,R
Righteous Avengers Plainswalk. 3/1.	SC	U	●●●	HHu	W4	LG
Righteousness Target defending creature gets +7/+7 until end of turn.	INS	R	●●●	DSh	W	A,B,U,R,4TH
Sacred Boon Negate up to 3 damage dealt to target creature. At end of turn put a +0/+1 counter on that creature for each damage negated.	INS	U	●●●●	MRa	W1	IA
Samite Alchemist WW,T: Prevent up to 4 damage to a creature you control. Tap creature. That creature does not untap during your next untap phase. 0/2. (Two versions)	SC	C	●●	TWa	W3	HL
Samite Healer T: Prevent 1 damage to any target. 1/1.	SC	C	●●●	TWa	W1	A,B,U,R,4TH
Savannah Lions 2/1.	SC	R	●●●●●	DGe	W	A,B,U,R,4TH
Seeker Target creature may only be blocked by white or artifact creatures.	EC	C	●●●	MPo	WW2	LG,4TH
Seraph Flying. If a creature dies during a turn in which Seraph damaged it, it is put into play under your control. Bury the creature if Seraph leaves play or your control. 4/4.	SC	R	●●●●	CRu	W6	IA
Serra Angel Flying. Does not tap to attack. 4/4.	SC	U	●●●●●	DSh	WW3	A,B,U,R,4TH
Serra Aviary All creatures with flying get +1/+1.	EW	R	●●●●	NLe	W3	HL
Serra Bestiary Pay WW during your upkeep or bury Serra Bestiary. Target creature cannot block, attack or use any abilities that have T: in their activation cost.	EC	C	●●	AMa	WW	HL

MISINFORMATION

Misinformation: There are a million and one great uses for this powerful new card. Whatever your opponent is digging for, you can make sure it will take him a little longer to find it. Whether your victim needs a Disenchant, creature, spell or whatever, this potent little beauty will buy you some time. And in *Magic*, a few turns can make all the difference!

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Serra Inquisitors If blocking or blocked by black creatures, Inquisitors get +2/0. 3/3.	SC	U	●●	DDe	W4	HL
Serra Paladin T: Prevent 1 damage to any creature or player. WW1, T: Attacking does not cause target creature to tap this turn. 2/2.	SC	C	●●	PVe	WW2	HL
• **Shahrazad** Players must suspend game in progress and play a game of *Magic* with their current libraries. Loser of that game loses half of life points in the original game.	SOR	R	●	KFo	WW	AN
Shield Bearer Banding. 0/3.	SC	C	●●	DFr	W1	IA
Shield Wall Give all your creatures +0/+2 until end of turn.	INS	U	●●	DSh	W1	LG, CH
Snow Hound 1, T: Return Snow Hound and target blue or green creature you control to their owner's hand. 1/1.	SC	U	●●●	PMo	W2	IA
Soraya the Falconer All falcons get +1/+1. W1: Target falcon gains banding until the end of turn. 2/2.	SL	R	●●	DDe	WW1	HL
Spirit Link Take 1 life for every point of damage target creature does.	EC	U	●●●●●	KFo	W	LG,4TH
Spiritual Sanctuary Any player controlling plains takes 1 life during his or her upkeep.	EN	R	●●●	AWe	WW2	LG
Squire 1/2.	SC	C	●	DDe	W1	DK
Swords to Plowshares Remove target creature from game. Creature's controller gains life points equal to the creature's power.	INS	U	●●●●●	KFo	W	A,B,U,R,4th,IA
Thunder Spirit Flying, first strike. 2/2.	SC	R	●●●●	RAF	WW1	LG
Tivadar's Crusade All Goblins are destroyed.	SOR	U	●	DDe	WW1	DK
Trade Caravan During your upkeep, put a currency counter on Trade Caravan. 0: Remove two currency counters from Trade Caravan to untap target basic land. Use this ability only during any opponent's upkeep. 1/1. (Two versions)	SC	C	●	KFo	W	HL
Truce Each player may draw up to two cards. For each card less than two the player draws, player gets 2 life.	INS	R	●●	MBe	W2	HL
Tundra Wolves First strike. 1/1.	SC	C	●●●	QHo	W	LG,4TH
Veteran Bodyguard Damage done to you by unblocked creatures is instead done to Bodyguard unless Bodyguard is tapped. 2/5.	SC	R	●●●●	DSh	WW3	A,B,U,R
Visions Look at the top five cards of any library, then reshuffle it if you so choose.	SOR	U	●●	NTh	W	LG,4TH
Wall of Caltrops If Wall of Caltrops blocks a creature with other creatures that are all walls, Wall of Caltrops gains banding until end of turn. 2/1.	SC	C	●●	BSn	W1	LG
Wall of Light Protection from black.1/5.	SC	U	●●●	RTh	W2	LG
Wall of Swords Flying. 3/5.	SC	U	●●●●	MTe	W3	A,B,U,R,4TH
War Elephant Bands, trample. 2/2.	SC	C	●●●●	KBi	W3	AN, CH
Warning Target attacking creature does no damage in combat this turn.	INS	C	●	PMo	W	IA
White Knight Protection from black, first strike. 2/2.	SC	U	●●●●●	DGe	WW	A,B,U,R,4TH
White Scarab Target creature gets +2/+2 as long as any other player has any white cards. Target creature cannot be blocked by white creatures.	EC	U	●●●	PFo	W	IA
White Ward Target creature gains protection from white.	EC	U	●●●	DFr	W	A,B,U,R,4TH
Witch Hunter T: Witch Hunter does 1 damage to target player. WW1, T: Return target creature opponent controls to owner's hand. Destroy enchantments on target creature. 1/1.	SC	U	●●●●	JMy	WW2	DK, CH
Wrath of God Bury all creatures in play.	INS	R	●●●●	QHo	WW2	A,B,U,R,4TH

LANDS

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Adventurers' Guildhouse All your green legends may band with other legends.	LAN	U	●	TWa		LG
Adarkar Wastes T: Add 1 to your mana pool. T: Add U to your mana pool and take 1 damage. T: Add W to your mana pool and take 1 damage.	LAN	R	●●●●	MRa		IA
An-Havva Township T: Add 1 colorless mana to your pool. 1, T: Add G to your pool. 2, T: Add W to your pool. 2, T: Add R to your pool.	Land	R	●	LDa		HL
Arena 3, T: Pick one of your creatures and have your opponent pick a creature. Both creatures are tapped and deal damage to one another as if one had attacked and the other blocked in combat.	LAN	R	●●●●	RAl		PR
Aysen Abbey T: Add 1 colorless mana to pool. 1, T: Add W to your pool. 2, T: Add U to your pool. 2, T: Add G to your pool.	Land	U	●	LDa		HL
Badlands T: Add either R or B to your mana pool. Treat as both a Mountain and a Swamp.	LAN	R	●●●●●	RAl		A,B,U,R
Bayou T: Add either B or G to your mana pool. Treat as both a Swamp and a Forest.	LAN	R	●●●●●	JMy		A,B,U,R
Bazaar of Baghdad T: Draw 2 cards from your library; immediately discard 3 cards from your hand.	LAN	R	●●	JMe		AN
Bottomless Vault Comes into play tapped. You may leave Bottomless Vault tapped to put a storage counter on it. T: Remove any number of storage counters, adding B for each storage counter removed.	LAN	R	●●●	PMo		FE
Brushland T: Add 1 to your mana pool. T: Add G to your mana pool and take 1 damage. T: Add W to your mana pool and take 1 damage.	LAN	R	●●●●	BWa		IA
Castle Sengir T: Add 1 colorless mana to your pool. 1, T: Add B to your pool. 2, T: Add U to your pool. 2, T: Add R to your pool.	LAN	R	●	PVe		HL
Cathedral of Serra All your white legends may band with other legends.	LAN	U	●	MPo		LG
City of Brass T: Add 1 mana of any color. Take 1 damage when City of Brass is tapped.	LAN	R	●●●●●	MTe		AN, CH
City of Shadows T: Remove one of your creatures from the game and put 1 counter to City of Shadows. T: Add X colorless mana to your mana pool, with X equaling the number of counters on City of Shadows.	LAN	R	●●	TWa		DK
Desert T: Add 1. T: Do 1 damage to any attacking creature after it deals damage.	LAN	C	●●●	JMy		AN
Diamond Valley T: Sacrifice a creature to gain life equal to its toughness.	LAN	R	●●●●●	BSn		AN
Dwarven Hold Comes into play tapped. You may leave Dwarven Hold tapped to put a storage counter on it. T: Remove any number of storage counters, adding R for each storage counter removed.	LAN	R	●●●	PMo		FE
Dwarven Ruins Comes into play tapped. T: Add R to your mana pool. T: Sacrifice Dwarven Ruins to add RR to your mana pool.	LAN	U	●●	MPo		FE

Name	Kind	CR	Rating	Artist	Cost	Sets Found

Ebon Stronghold LAN U •• MPo FE
Comes into play tapped. T: Add B to your mana pool. T: Sacrifice Ebon Stronghold to add BB to your mana pool.

Elephant Graveyard LAN R •• RAI AN
T: Add 1mana to your mana pool. T: Regenerate an Elephant or Mammoth.

Forest LAN C — Multi A,B,U,R,4TH,IA
T: Add G to your mana pool. Two Alpha versions, three in other sets. Artists: CRu, PMo (Ice Age)

Glacial Chasm LAN U •••• LDa IA
CU: 2 life. Sacrifice a land when Glacial Chasm comes into play. You may not attack. All damage done to you is reduced to 0.

Halls of Mist LAN R ••• MPo IA
CU: 1. No creature may attack if it attacked during its controller's last turn.

Hammerheim LAN U •••• BWa LG
Legendary. T: Add R to your mana pool. T: Remove landwalking from target creature until end of turn.

Havenwood Battleground LAN U •• MPo FE
Comes into play tapped. T: Add G to your mana pool. T: Sacrifice Havenwood Battleground to add GG to your mana pool.

Hollow Trees LAN R ••• PMo FE
Comes into play tapped. You may leave Hollow Trees tapped to put a storage counter on it. T: Remove any number of storage counters, adding G for each storage counter removed.

Icatian Store LAN R ••• PMo FE
Comes into play tapped. You may leave Icatian Store tapped to put a storage counter on it. T: Remove any number of storage counters, adding W for each storage counter removed.

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.

• **Mishra's Workshop** LAN R •••• KFo AQ
T: Add 3 to your mana pool. This mana may only be used to cast artifacts.

Mountain LAN C — Multi A,B,U,R,4TH,AN,IA
T: Add R to your mana pool. Two Alpha versions, three versions in other sets. Artists: DSh, TWä (Ice Age)

Mountain Stronghold LAN U • TWä LG
All your red legends may band with other legends.

Oasis LAN U ••• BSn AN,4TH
T: Prevent 1 damage to any creature.

Pendelhaven LAN U •••• BWa LG
Legendary. T: Add G to your mana pool. T: Make target 1/1 creature +1/+2 until end of turn.

Plains LAN C — Multi A,B,U,R,4TH,IA
T: Add W to your mana pool. Two Alpha versions, three versions in other sets. Artists: JMy, CRu (Ice Age)

Plateau LAN R ••••• DTu A,B,U,R
T: Add either R or W to your mana pool. Treat as both a Mountain and a Plains.

Rainbow Vale LAN R ••• KFo FE
T: Add 1 mana of any color to your pool; Rainbow Vale passes to opponent at end of turn.

KJELDORAN HOME GUARD

KJELDORAN PRIDE

Kjeldoran Home Guard and Kjeldoran Pride: The Home Guard can block just about anything, and as it winds down, you'll end up with lots of little 0/1s that'll be great with Crusade. Use Kjeldoran Pride to give the Home Guard a little more staying power and some offensive might. When the Guard is finally killed, merely move the Kjeldoran Pride to something else.

Ice Floe LAN U ••• JMe IA
You may choose not to untap Ice Floe. T: Tap target non-flying creature that attacks you. That creature does not untap as long as Ice Floe is tapped.

Island LAN R — Multi A,B,U,R,4TH,IA
T: Add U to your mana pool. Artists: MPo, AMa (Ice Age)

Island of Wak-Wak LAN R ••••• DSh AN
T: Reduce the power of one flying creature to 0 until end of turn.

Karakas LAN U •••• NLe LG
Legendary. T: Add W to your mana pool. T: Return target legend to owner's hand, destroying enchantments on target land.

Karplusan Forest LAN R •••• NLe IA
T: Add 1 to your mana pool. T: Add R to your mana pool and take 1 damage. T: Add G to your mana pool and take 1 damage.

Koskun Keep LAN U • PMo HL
T: Add 1 colorless mana to your pool. 1, T: Add R to your pool. 2, T: Add B to your pool. 2, T: Add G to your pool.

Land Cap LAN R ••• LWi IA
If there are any depletion counters on Land Cap, it does not untap. Remove a depletion counter from Land Cap at the end of your upkeep. T: Add U to your mana pool and put a depletion counter on Land Cap. T: Add W to your mana pool and put a depletion counter on Land Cap.

Lava Tubes LAN R ••• BWa IA
If there are any depletion counters on Lava Tubes, it does not untap. Remove a depletion counter from Lava Tubes at the end of your upkeep. T: Add B to your mana pool and put a depletion counter on Lava Tubes. T: Add R to your mana pool and put a depletion counter on Lava Tubes.

• **Library of Alexandria** LAN R ••••• MPo AN
T: Add 1 to your mana pool. T: Draw one card from your library if you have exactly seven cards in hand.

• **Maze of Ith** LAN U ••••• AMa DK
T: Untap target attacking creature. Creature neither deals nor receives damage as a result of combat.

River Delta LAN R ••• SEv IA
If there are any depletion counters on River Delta, it does not untap. Remove a depletion counter from River Delta at the end of your upkeep. T: Add B to your mana pool and put a depletion counter on River Delta. T: Add U to your mana pool and put a depletion counter on River Delta.

Ruins of Trokair LAN U •• MPo FE
Comes into play tapped. T: Add W to your mana pool. T: Sacrifice Ruins of Trokair to add WW to your mana pool.

Safe Haven LAN R •••• CRu DK
2, T: Remove target creature you control from game (play as an interrupt). During upkeep, sacrifice Safe Haven to return all creatures it has removed from game to play. Treat these creatures as if they were just summoned.

Sand Silos LAN R ••• PMo FE
Comes into play tapped. You may leave Sand Silos tapped to put a storage counter on it. T: Remove any number of storage counters, adding U for each storage counter removed.

Savannah LAN R ••••• RAI A,B,U,R
T: Add either W or G to your mana pool. Treat as both a Plains and a Forest.

Scrubland LAN R ••••• JMy A,B,U,R
T: Add either W or B to your mana pool. Treat as both a Plains and a Swamp.

Seafarer's Quay LAN U • TWä LG
All your blue legends may band with other legends.

Snow-Covered Forest LAN U — PMo IA
T: Add G to your mana pool.

Snow-Covered Island LAN U — AMa IA
T: Add U to your mana pool.

Snow-Covered Mountain LAN U — TWä IA
T: Add R to your mana pool.

Snow-Covered Plains LAN U — CRu IA
T: Add W to your mana pool.

Snow-Covered Swamp LAN U — DSh IA
T: Add B to your mana pool.

Sorrow's Path LAN R • RAF DK
T: Exchange two of opponent's blocking creatures without creating an illegal block. Whenever Sorrow's Path is tapped, it does 2 damage to you and 2 to each creature you control.

Strip Mine LAN U ••••• DGe AQ,4TH
T: Add 1 to your mana pool or place Strip Mine in your graveyard and destroy one land of your choice.

Sulfurous Springs LAN R ••• PFo IA
T: Add 1 to your mana pool. T: Add B to your mana pool and take 1 damage. T: Add R to your mana pool and take 1 damage.

Svyelunite Temple LAN U •• MPo FE
Comes into play tapped. T: Add U to your mana pool. T: Sacrifice Svyelunite Temple to add UU to your mana pool.

Swamp LAN C — Multi A,B,U,R,4TH,IA
T: Add B to your mana pool. Two Alpha versions, three versions in other sets. Artists: DFr, DSh (Ice Age)

Taiga LAN R ••••• RAI A,B,U,R
T: Add either G or R to your mana pool. Treat as both a Forest and a Mountain.

The Tabernacle at Pendrell Vale LAN R ••• NLe LG
Legendary. All creatures require an upkeep cost of 1 in addition to other upkeep costs. Destroy a creature if its upkeep is not paid.

Timberline Ridge LAN R ••• JMe IA
If there are any depletion counters on Timberline Ridge, it does not untap. Remove a depletion counter from Timberline Ridge at the end of your upkeep. T: Add G to your mana pool and put a depletion counter on Timberline Ridge. T: Add R to your mana pool and put a depletion counter on Timberline Ridge.

Tolaria LAN U ••• NLe LG
Legendary. T: Add U to your mana pool. T: During upkeep, remove banding ability from target creature until end of turn.

Tropical Island LAN R ••••• JMy A,B,U,R
T: Add either G or U to your mana pool. Treat as both a Forest and an Island.

Tundra LAN R ••••• JMy A,B,U,R
T: Add either U or W to your mana pool. Treat as both an Island and a Plains.

Underground River LAN R •••• Nth IA
T: Add 1 to your mana pool. T: Add B to your mana pool and take 1 damage. T: Add U to your mana pool and take 1 damage.

Underground Sea LAN R ••••• RAI A,B,U,R
T: Add either B or U to your mana pool. Treat as both a Swamp and an Island.

Unholy Citadel LAN U • MPo LG
All your black legends may band with other legends.

Urborg LAN U ••• BWa LG
Legendary. T: Add B to your mana pool. T: Remove first strike or swampwalk ability from target creature until end of turn.

Urza's Mine LAN C •• AMa AQ
T: Add 1 to your mana pool If you have Urza's Mine, Urza's Tower and Urza's Power Plant in play at the same time, tap to add 2 to your mana pool.

Urza's Power Plant LAN C •• MTe AQ
T: Add 1 to your mana pool If you have Urza's Mine, Urza's Tower and Urza's Power Plant in play at the same time, tap to add 2 to your mana pool.

Urza's Tower LAN C •• MPo AQ
T: Add 1 to your mana pool If you have Urza's Mine, Urza's Tower and Urza's Power Plant in play at the same time, tap to add 3 to your mana pool.

Veldt LAN R ••• BWa IA
If there are any depletion counters on Veldt, it does not untap. Remove a depletion counter from Veldt at the end of your upkeep. T: Add G to your mana pool and put a depletion counter on Veldt. T: Add W to your mana pool and put a depletion counter on Veldt.

Volcanic Island LAN R ••••• BSn B,U,R
T: Add either U or R to your mana pool. Treat as both an Island and a Mountain.

Wizards' School Land U • PMo HL
T: Add 1 colorless mana to your pool. 1, T: Add U to your pool. 2, T: Add W to your pool. 2, T: Add B to your pool.

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•/• Restricted/Banned ART Artifact CU Cumulative Upkeep EC Enchant Creature EL Enchant Land EW Enchant World INT Interrupt SC Summon Creature
AC Artifact Creature CR Current Rarity EA Enchant Artifact EE Enchant Enchantment EN Enchantment INS Instant LAN Land SOR Sorcery

INQUEST

players guide

ALLIANCES™

MAGIC: THE GATHERING: ALLIANCES
WIZARDS OF THE COAST- 1996

Full Set (144 cards + 55 variants)

ARTIFACTS

Name — Kind — Cost
Description

Aesthir Glider — AC — 3
Flying. Cannot be assigned to block. Two versions. 2/1.

Ashnod's Cylix — ART — 2
3, T: Target player looks at the top three cards of his library and puts one of them on top of that library. Remove the remaining two from the game.

Astrolabe — ART — 3
1, T: Sacrifice Astrolabe to add two mana of any one color to your mana pool. Play this ability as an interrupt. Draw a card at the beginning of the next turn's upkeep. Two versions.

Floodwater Dam — ART — 3
XX1, T: Tap X target lands.

Gustha's Scepter — ART — 0
If Gustha's Scepter leaves play or you lose control of it, put all cards under Gustha's Scepter into your graveyard. T: Put any card from your hand face down under Gustha's Scepter. You may look at that card at any time. T: Return any card under Gustha's Scepter to your hand.

Helm of Obedience — ART — 4
X, T: Put the top card of target opponent's library into his graveyard. Continue doing this until you have put X cards or a creature card into that graveyard, whichever occurs first. If the last card put into the graveyard is a creature card, bury Helm of Obedience and put that creature into play under your control as though it were just cast. X can't be equal to zero.

Lodestone Bauble — ART — 0
1, T: Sacrifice Lodestone Bauble to put up to four target basic lands from any player's graveyard on top of his library in any order. That player draws a card at the beginning of the next turn's upkeep.

Mishra's Groundbreaker — ART — 4
T: Sacrifice Mishra's Groundbreaker. Target land becomes a 3/3 artifact creature. That creature still counts as a land.

Mystic Compass — ART — 2
1, T: Target mana-producing land becomes a basic land type of your choice until end of turn.

Phyrexian Devourer — AC — 6
If Phyrexian Devourer's power is seven or greater, bury it. 0: Remove the top card of your library from the game to put a +X/+X counter on Phyrexian Devourer, where X is equal to that card's casting cost. 1/1.

Phyrexian Portal — ART — 3
3: Target opponent looks at the top 10 cards of your library and separates them into two face-down piles. Choose one of those piles and remove it from game. Search the remaining pile and put one of those cards into your hand. Shuffle the remaining cards into your library. Ignore this effect if you have fewer than 10 cards in your library.

Phyrexian War Beast — ART — 3
If Phyrexian War Beast leaves play, sacrifice a land, and Phyrexian War Beast deals one damage to you. Two versions. 3/4.

Scarab of the Unseen — ART — 2
T: Sacrifice Scarab of the Unseen to return all enchantments on target permanent you own to their owners' hand. Draw a card at the beginning of the next turn's upkeep.

Shield Sphere — AC — 0
Counts as a wall. If Shield Sphere is assigned as a blocker, put a -0/-1 counter on it. 0/6.

Sol Grail — ART — 3
When Sol Grail comes into play, choose a color. T: Add one mana of the chosen color to your mana pool. Play this ability as an interrupt.

Soldevi Digger — ART — 2
2: Put the top card of your graveyard on the bottom of your library.

Soldevi Sentry — AC — 1
1: Regenerate. Target opponent may draw a card. Two versions. 1/1.

Soldevi Steam Beast — AC — 5
Whenever Soldevi Steam Beast becomes tapped, target opponent gains two life. 2: Regenerate. Two versions. 4/2.

Storm Cauldron — ART — 5
During each player's turn, that player may put one additional land into play. Whenever a land is tapped for mana, return that land to owner's hand.

Urza's Engine — AC — 5
Trample. 3: Bonding until end of turn. 3: All creatures banded with Urza's Engine gain trample until end of turn. 1/5.

Name — Kind — Cost
Description

Whirling Catapult — ART — 4
2: Remove the top two cards of your library from the game to have Whirling Catapult deal one damage to each creature with flying and each player.

BLACK

Balduvian Dead — SC — B3
2R: Remove target summon card in your graveyard from the game to put a Graveborn token into play. Treat this token as a 3/1 black and red creature that can attack the turn it comes into play. Bury Graveborn token at end of turn. 2/3.

Casting of Bones — EC — B2
If enchanted creature is put into the graveyard, draw three cards. Choose and discard one of those cards. Two versions.

Contagion — INS — BB3
You may pay one life and remove a black card in your hand from the game instead of paying Contagion's casting cost. Effects that prevent or redirect damage cannot be used to counter this loss of life.

Diseased Vermin — SC — B2
During your upkeep, Diseased Vermin deals one damage to a single target opponent it has previously damaged for each infection counter on Diseased Vermin. If Diseased Vermin damages a player in combat, put an infection counter on it. 1/1.

Dystopia — EN — BB1
CU: One life. During each player's upkeep, if that player controls any green or white permanents, he sacrifices a green or white permanent.

Fatal Lore — SOR — BB2
Target opponent chooses effect: Either you draw three cards or you choose and bury up to two target creatures that opponent controls and he draws up to three cards.

Feast or Famine — INS — B3
Bury target non-black, non-artifact creature or put a Zombie token into play. Treat this token as a 2/2 black creature. Two versions.

Fevered Strength — INS — B2
Target creature gets +2/+0 until end of turn. Draw a card at the beginning of the next turn's upkeep. Two versions.

Insidious Bookworms — SC — B
B1: Target player discards a card at random from his hand. Use this ability only when Insidious Bookworms is put into the graveyard from play. You cannot spend more than B1 in this way each turn. Two versions. 1/1.

Keeper of Tresserhorn — SC — B5
If Keeper of Tresserhorn attacks and is not blocked, it deals no damage to defending player this turn and that player loses two life. Effects that prevent or redirect damage can not be used to counter this loss. 6/6.

Krovikan Horror — SC — B3
At the end of any turn, if Krovikan Horror is in your graveyard with a summon card directly above it, you may put Krovikan Horror into your hand. 1: Sacrifice a creature to have Krovikan Horror dead one damage to target creature or player. 2/2.

Krovikan Plague — EC — B2
Play on a non-wall creature you control. Draw a card at the beginning of the upkeep of the turn after Krovikan Plague comes into play. 0: Tap enchanted creature to have Krovikan Plague deal one damage to target creature or player. Put a -0/-1 counter on enchanted creature.

Lim-Dûl's High Guard — SC — BB1
First strike. B1: Regenerate. Two versions. 2/1.

Misinformation — INS — B
Put up to three target cards from an opponent's graveyard on top of his library in any order.

Phantasmal Fiend — SC — B3
B: +1/-1 until end of turn. U1: Switch Phantasmal Fiend's power and toughness until end of turn. Effects that alter Phantasmal Fiend's power alter its toughness instead, and vice versa. Two versions. 1/5.

Phyrexian Boon — EC — B2
As long as enchanted creature is black, it get +2/+1; otherwise it gets -1/-2. Two versions.

Ritual of the Machine — SOR — BB2
Sacrifice a creature to gain control of target non-black, non-artifact creature.

Soldevi Adnate — SC — B1
T: Sacrifice a black or artifact creature to add an amount of B equal to that creature's casting cost to your mana pool. Play this ability as an interrupt. Two versions. 1/2.

Stench of Decay — INS — BB1
All non-artifact creatures get -1/-1 until end of turn. Two versions.

Stromgald Spy — SC — B3
If Stromgald Spy attacks and is not blocked, you may choose to have it deal no damage to defending player this turn. If you do so, defending player must play with his hand face up on the table until Stromgald Spy leaves play. 2/4.

Swamp Mosquito — SC — B1
Flying. If Swamp Mosquito attacks and is not blocked, defending player gets a poison counter. If a player has 10 or more poison counters, he loses the game. Two versions. 0/1.

Name — Kind — Cost
Description

BLUE

Arcane Denial — INT — U1
Counter target spell. That spell's caster may draw up to two cards at the beginning of the next turn's upkeep. Draw a card at the beginning of the next turn's upkeep. Two versions.

Awesome Presence — EC — U
Enchanted creature can't be blocked unless defending player pays an additional three for each creature assigned to block enchanted creature. Two versions.

Benthic Explorers — SC — U3
T: Untap target tapped land an opponent controls to add one mana of any type that land produces to your mana pool. Two versions. 2/4.

Browse — EN — UU2
2UU: Look at the top five cards of your library and put one of them into your hand. Remove the remaining four from the game.

Diminishing Returns — SOR — UU2
Each player shuffles his hand and graveyard into his library. Remove the top 10 cards from your library from the game. Each player draws up to seven cards.

False Demise — EC — U2
If enchanted creature is put into the graveyard, return that creature to play under your control as though it were just cast. Two versions.

Force of Will — INT — UU3
You may pay one life and remove a blue card in your hand from the game instead of paying Force of Will's casting cost. Effects that prevent or redirect damage cannot be used to counter this loss of life. Counter target spell.

Foresight — SOR — U1
Search your library for any three cards and remove them from the game. Shuffle your library afterwards. Draw a card at the beginning of the next turn's upkeep. Two versions.

Lat-Nam's Legacy — INS — U1
Choose a card from your hand and shuffle that card into your library to draw two cards at beginning of the next turn's upkeep. Two versions.

Library of Lat-Nam — SOR — U4
Target opponent chooses effect: Either you draw three cards at the beginning of the next turn's upkeep or you search your library for a card, put it into your hand and then shuffle your library.

Phantasmal Sphere — SC — U1
Flying. At the beginning of the upkeep, put a +1/+1 counter on Phantasmal Sphere. During your upkeep, pay one for each of these +1/+1 counters or bury Phantasmal Sphere. If Phantasmal Sphere leaves play, put an Orb token into play under your opponent's control. Treat this token as a */* blue creature with flying, where * is equal to the number of these +1/+1 counters on Phantasmal Sphere. 0/1.

Soldevi Heretic — SC — U2
W, T: Prevent up to two damage to any creature. Target opponent may draw a card. Two versions. 2/2.

Soldevi Sage — SC — U1
T: Sacrifice two lands to draw three cards. Choose and discard one of those cards. Two versions. 1/1.

Spiny Starfish — SC — U2
U: Regenerate. At the end of any turn in which Spiny Starfish regenerated, put a Starfish token into play for each time it regenerated that turn. Treat these tokens as 0/1 blue creatures. 0/1.

Storm Crow — SC — U1
Flying. Two versions. 1/2.

Storm Elemental — SC — U5
Flying. U: Remove the top card of your library from the game to tap target creature with flying. U: Remove the top card of your library from the game. If that card is a snow-covered land, Storm Elemental gets +1/+1 until end of turn. 3/4.

Suffocation — INS — U1
Play only when a red sorcery or instant deals damage to you. Suffocation deals four damage to that spell's caster. Draw a card at the beginning of the next turn's upkeep.

Thought Lash — EN — UU2
CU: Remove the top card of your library from the game. If you do not, remove your library from the game and bury Thought Lash. 0: Remove the top card of your library from game to prevent one damage to you.

Tidal Control — EN — UU1
CU: 2. Any player may pay two or two life to counter target red or green spell. Play this ability as an interrupt. Effects that prevent or redirect damage cannot be used to counter this loss of life.

Viscerid Armor — EC — U1
Enchanted creature gets +1/+1. 1U: Return Viscerid Armor to owner's hand. Two versions.

Viscerid Drone — SC — U1
T: Sacrifice a creature and a Swamp to bury target non-artifact creature. T: Sacrifice a creature and a snow-covered Swamp to bury target creature. 1/2.

GOLD

Energy Arc — INS — WU
Untap any number of target creatures. Those creatures neither deal nor receive damage in combat this turn.

Lim-Dûl's Paladin — SC — RB2
Trample. During your upkeep, choose and discard a card from your hand, or bury Lim-Dûl's Paladin and draw a card. If any creatures are assigned to block it, Lim-Dûl's Paladin gets +6/+3 until end of turn. If Lim-Dûl's Paladin attacks and is not blocked, it deals no damage to defending player this turn and that player loses four life. Effects that prevent or redirect damage cannot be used to counter this loss. 0/3.

Lim-Dûl's Vault — INS — UB
Look at the top five cards of your library. As many times as you choose, you may pay one life to put those cards on the bottom of you library and look at the top five cards of your library. Shuffle all but the top five cards of your library; put those five on top of your library in any order. Effects that prevent or redirect damage cannot be used to counter this loss of life.

Name / Description — Kind — Cost

Lord of Tresserhorn — SC — RBU1
When Lord of Tresserhorn comes into play, pay two life and sacrifice two creatures; and target opponent draws two cards. Effects that prevent or redirect damage cannot be used to counter this loss of life. B: Regenerate. 10/4

Misfortune — SOR — GRB1
Target opponent chooses effect: Either you put a +1/+1 counter on each creature you control and gain four life; or you put a -1/-1 counter on each creature that opponent controls and Misfortune deals four damage to him.

Nature's Blessing — EN — GW2
WG: Choose and discard a card from your hand to have target creature gain banding, first strike, or trample or get a +1/+1 counter.

Phelddagrif — SC — GUW1
W: Flying until end of turn. Target opponent gains two life. U: Return Phelddagrif to owner's hand. Target opponent may draw a card. G: Trample until end of turn. Put a Hippo token into play under target opponent's control. Treat this token as a 1/1 green creature. 4/4.

Surge of Strength — INS — RG
Choose and discard a red or green card from your hand to have target creature gain trample and get +X/+0 until end of turn, where X is equal to that creature's casting cost.

Wandering Mage — SC — WUB
W: Pay one life to prevent up to two damage to any creature. Effects that prevent or redirect damage cannot be used to counter this loss of life. U: Prevent one damage to any Cleric or Wizard. B: Put a -1/-1 counter on target creature you control to prevent up to two damage to any player. 0/3.

Winter's Night — EW — WRG
Whenever a snow-covered land is tapped for mana, it produces one additional mana of the same type and does not untap during its controller's next untap phase.

GREEN

Bounty of the Hunt — INS — GG3
You may remove a green card in your hand from the game instead of paying Bounty of the Hunt's casting cost. Put three +1/+1 counters, distributed any way you choose, on any number of target creatures. Remove these counters at end of turn.

Deadly Insects — SC — G4
Cannot be the target of spells or effects. Two versions. 6/1.

Elvish Bard — SC — GG3
All creatures able to block Elvish Bard must do so. If this forces a creature to block more attackers than allowed, defending player assigns that creature to block as many of those attackers as allowed. 2/4.

Elvish Ranger — SC — G2
Two versions. 4/1.

Elvish Spirit Guide — SC — G2
If Elvish Spirit Guide is in your hand, you may remove it from the game to add G to mana pool. Play this ability as an interrupt. 2/2.

Fyndhorn Druid — SC — G2
If Fyndhorn Druid is put into graveyeard the same turn it was blocked, gain four life. Two versions. 2/2.

Gargantuan Gorilla — SC — GGG4
During your upkeep, sacrifice a forest, or bury Gargantuan Gorilla and Gargantuan Gorilla deals seven damage to you. If you sacrifice a snow-covered Forest in this way, Gargantuan Gorilla gains trample until end of turn. T: Gargantuan Gorilla deals an amount of damage equal to its power to any other target creature. That creature deals an amount of damage equal to its power to Gargantuan Gorilla. 7/7.

Gift of the Woods — EC — G
If enchanted creature blocks or is blocked by any creatures, enchanted creature gets +0/+3 until end of turn and you gain one life. Two versions.

Gorilla Berserkers — SC — GG3
Trample, rampage: 2. Cannot be blocked by fewer than three creatures. Two versions. 2/3.

Gorilla Chieftain — SC — GG2
1G: Regenerate. Two versions. 3/3.

Hail Storm — INS — GG1
Hail Storm deals two damage to each attacking creature and one damage to you and each creature you control.

Kaysa — SC — GG3
All green creatures you control get +1/+1. 2/3.

Nature's Chosen — EC — G
Play on a creature you control. 0: Untap enchanted creature. Use this ability only during your turn and only once each turn. 0: Tap enchanted creature to untap target artifact, creature or land. Use this ability only if enchanted creature is white and only once each turn.

Nature's Wrath — EN — GG4
During your upkeep, pay G or bury Nature's Wrath. Whenever a player puts a Swamp or black permanent into play, he sacrifices a Swamp or black permanent. Whenever a player puts an Island or a blue permanent into play, he sacrifices an Island or a blue permanent.

Splintering Wind — EN — GG2
2G: Splintering Wind deals one damage to target creature. Put a Splinter token into play. Treat this token as a 1/1 green creature with flying and CU: G. If this token leaves play, it deals one damage to you and to each creature you control.

Taste of Paradise — SOR — G3
Gain three life. Gain three life for each G1 you pay in addition to the casting cost. Two versions.

Tornado — EN — G4
CU: G. G2: Pay three life for each velocity counter on Tornado. Destroy target permanent and put a velocity counter on Tornado. Use this ability only once each turn. Effects that prevent or redirect damage cannot be used to counter this loss of life.

Undergrowth — INS — G
No creatures deal damage in combat this turn. If you pay R2 in addition to casting cost, Undergrowth doesn't affect red creatures. Two versions.

Whip Vine — SC — G2
Can block creatures with flying. You may choose not to untap Whip Vine during your untap phase. T: Tap target creature with flying blocked by Whip Vine. Creature does not untap during its controller's untap phase as long as WV remains tapped. Two versions. 1/4.

Yavimaya Ancients — SC — GG3
G: +1/-2 until end of turn. Two versions. 2/7.

Yavimaya Ants — SC — GG2
Trample. CU: GG. Yavimaya Ants can attack the turn it comes into play on your side. 5/1.

RED

Agent of Stromgald — SC — R
R: Add B to your mana pool. Play this ability as an interrupt. Two versions. 1/1.

Balduvian Horde — SC — RR2
When Balduvian Horde comes into play, discard a card at random from your hand or bury Balduvian Horde. 5/5.

Balduvian War-Makers — SC — R4
Rampage: 1. Balduvian War-Makers can attack the turn it comes into play on your side. Two versions. 3/3.

Bestial Fury — EC — R2
Draw a card at the beginning of the upkeep of the turn after Bestial Fury comes into play. If enchanted creature attacks and is blocked, it gains trample and gets +4/+0 until end of turn. Two versions.

Burnout — INT — R1
Counter target spell if it is blue. Draw a card at the beginning of the next turn's upkeep.

Chaos Harlequin — SC — RR2
R: Remove the top card of your library from the game. If that card is a land, Chaos Harlequin gets -4/-0 until end of turn; otherwise, Chaos Harlequin gets +2/+0 until end of turn. 2/4.

Death Spark — INS — R
Death Spark deals one damage to target creature or player. At the end of your upkeep, if Death Spark is in your graveyard with a creature card directly above it, you may pay one to put Death Spark into your hand.

Enslaved Scout — SC — R2
2: Mountainwalk until end of turn. Two versions. 2/2.

Gorilla Shaman — SC — R
XX1: Destroy target non-creature artifact with casting cost equal to X. Two versions. 1/1.

Gorilla War Cry — INS — R1
Attacking creatures cannot be blocked by only one creature this turn. Play only during combat before defense is chosen. Two versions.

Guerrilla Tactics — INS — R1
Guerrilla Tactics deals two damage to target creature or player. If a spell or effect controlled by an opponent causes you to discard Guerrilla Tactics from you hand, reveal Guerrilla Tactics to all players, and it deals four damage to target creature or player. Two versions.

Omen of Fire — INS — RR3
Return all islands to their owners' hands. Each player sacrifices a plains or a white permanent for each white permanent he controls.

Pillage — SOR — RR1
Bury target artifact or land.

Primitive Justice — SOR — R1
Destroy target artifact. Destroy a target artifact for each 1R you pay in addition to the casting cost. Destroy a target artifact and gain one life for each G1 you pay in addition to the casting cost.

Pyrokinesis — INS — RR4
You may remove a red card in your hand from the game instead of paying Pyrokinesis's casting cost. Pyrokinesis deals four damage, divided any way you choose among any number of target creatures.

Rogue Skycaptain — SC — R2
Flying. At the beginning of you upkeep, put a wage counter on Rogue Skycaptain. During your upkeep, pay two for each wage counter on Rogue Skycaptain, or remove all wage counter from Rogue Skycaptain and target opponent gains control of Rogue Skycaptain. 3/4.

Soldier of Fortune — SC — R
RT: Target player shuffles his library. 1/1.

Storm Shaman — SC — R2
R: +1/+0 until end of turn. Two versions. 0/4.

Varchild's Crusader — SC — R3
0: Varchild Crusader cannot be blocked, except by walls this turn. Bury Varchild's Crusader at the end of turn. Two versions. 3/2.

Varchild's War-Riders — SC — R1
Trample, rampage: 1. CU: Put a survivor token into play under target opponent's control. Treat this token as a 1/1 red creature. 3/4.

Veteran's Voice — EC — R
Play on a creature you control. 0: Tap enchanted creature to give any other target creature +2/+1 until end of turn. Two versions.

WHITE

Carrier Pigeons — SC — W3
Flying. Draw a card at the beginning of the upkeep of the turn after Carrier Pigeons comes into play. Two versions. 1/1.

Errand of Duty — INS — W1
Put a Knight token into play. Treat this token as a 1/1 white creature with banding. Two versions.

Exile — INS — W2
Remove target non-white attacking creature from the game. Gain life equal to that creature's toughness.

Inheritance — EN — W
3: Draw a card. Use this ability only when a creature is put into the graveyard from play, and only once for each creature put into the graveyard.

Ivory Gargoyle — SC — W4
Flying. If Ivory Gargoyle is put into the graveyard from play, put it into play under owner's control at end of turn and skip your next draw phase. 4W: Remove Ivory Gargoyle from the game. 2/2.

Juniper Order Advocate — SC — W2
As long as Juniper Order Advocate is untapped, all green creatures you control get +1/+1. 1/2.

Kjeldoran Escort — SC — WW2
Banding. Two versions. 2/3.

Kjeldoran Home Guard — SC — W3
At the end of any combat in which Kjeldoran Home Guard attacked or blocked, put a -0/-1 counter on Kjeldoran Home Guard and put a Deserter token into play. Treat this token as a 0/1 white creature. 1/6.

Kjeldoran Pride — EC — W1
Enchanted creature gets +1/+2. 2U: Switch Kjeldoran Pride from creature it enchants to another creature. Kjeldoran Pride's new target must be legal. Treat Kjeldoran Pride as though it were just cast on the new target. Two versions.

Martyrdom — INS — WW1
Until end of turn, you may redirect to target creature you control any amount of damage. Two versions.

Noble Steeds — EN — W2
1W: Target creature gains first strike until end of turn. Two versions.

Reinforcements — INS — W
Put up to three target creature cards from you graveyard on top of your library in any order. Two versions.

Reprisal — INS — W1
Bury target creature with power four or greater.

Royal Decree — EN — WW2
CU: W. Whenever a swamp, mountain, black permanent, or red permanent becomes tapped, Royal Decree deals one damages to that permanent's controller.

Royal Herbalist — SC — W
2: Remove the top card of your library from the game to gain one life. Two versions. 1/1.

Scars of the Veteran — INS — W4
You may remove a white card in your hand from the game instead of paying Scars of the Veteran's casting cost. Prevent up to seven damage to target creature or player. For each one damage to a creature prevented by Scars of the Veteran put a +0/+1 counter on that creature at end of turn.

Seasoned Tactician — SC — W2
3: Remove the top four cards of you library from the game to prevent all damage to you from one source. 1/3.

Sustaining Spirit — SC — W1
CU: W1. Any damage that would reduce your life total to less than one instead reduces it to one. 0/3

Sworn Defender — SC — WW2
1: Change Sworn Defender's power to the toughness of target creature blocking or being blocked by Sworn Defender, minus 1, until end of turn. Change Sworn Defender's toughness to one plus the power of that creature, until end of turn. 1/3.

Unlikely Alliance — EN — W1
W1: Target non-attacking, non-blocking creature gets +0/+2 until end of turn.

Wild Aesthir — SC — W2
Flying, first strike. WW: +2/+0 until end of turn. You cannot spend more than WW in this way each turn. Two versions. 1/1.

LANDS

Balduvian Trading Post — LAN
When Balduvian Trading Post comes into play, sacrifice an untapped mountain or bury Balduvian Trading Post. T: Add 1R to your mana pool. 1, T: Balduvian Trading Post deals one damage to target attacking creature.

Heart of Yavimaya — LAN
When Heart of Yavimaya comes into play, sacrifice a forest or bury Heart of Yavimaya. T: Add G to your mana pool. T: Target creature gets +1/+1 until end of turn.

Kjeldoran Outpost — LAN
When Kjeldoran Outpost comes into play, sacrifice a plains or bury Kjeldoran Outpost. T: Add W to your mana pool. W1, T: Put a soldier token into play. Treat this token as a 1/1 white creature.

Lake of the Dead — LAN
When Lake of the Dead comes into play, sacrifice a Swamp or bury Lake of the Dead. T: Add B to your mana pool T: Sacrifice a Swamp to add BBBB to your mana pool.

School of the Unseen — LAN
T: Add one colorless mana to your mana pool. 2, T: Add one mana of any color to your mana pool.

Sheltered Valley — LAN
When Sheltered Valley comes into play, bury any other Sheltered Valley you control. During your upkeep, if you control three or fewer lands, gain one life. T: Add one colorless mana to your mana pool.

Soldevi Excavations — LAN
When Soldevi Excavations comes into play, sacrifice an untapped island or bury Soldevi Excavations. T: Add U1 to your mana pool. 1, T: Look at the top of your library. You may put that card on the bottom of your library.

Thawing Glaciers — LAN
Comes into play tapped. 1, T: Search your library for a basic land and put it into play tapped. This does not count toward your one-land-per-turn limit. Shuffle your library afterwards. At the end of your turn, return Thawing Glaciers to owner's hand.

Key

•/• Restricted/Banned	ART Artifact	CU Cumulative Upkeep	EC Enchant Creature	EL Enchant Land	EW Enchant World	INT Interrupt	SC Summon Creature
AC Artifact Creature	CR Current Rarity	EA Enchant Artifact	EE Enchant Enchantment	EN Enchantment	INS Instant	LAN Land	SOR Sorcery

PLAYERS GUIDE HAND BOOK

SPOTLIGHT:

One of this month's bonus Spotlights is Wizard of the Coast's *Netrunner*. It's a game set in the world of R. Talsorian's *Cyberpunk* roleplaying game. There are two roles in *Netrunner*: the Runner, a high-tech data thief, and the Corporation. The goal of the Corporation is to score agendas despite the Runner's attempts at theft and vandalism. The goal of the Runner is to liberate the agendas from the Corporation and expose its operations.

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NETRUNNER

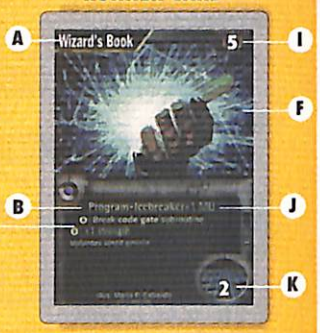
NETRUNNER CARD DESCRIPTION

A. Card Name: This is, and forever will be, the name of the card.
B. Keywords: This identifies the category to which a card belongs. In these two cases, Wizard's Book is a Program and Cortical Scrub is an Ice card.
C. Subroutines: The defensive capabilities of an Ice card.
D. Ice Strength: More is better. The higher the strength, the harder it is to sabotage.
E. Rez Cost: A one-time cost in bits to activate an installed card.
F. Art: This is in case you wanna look at some neat pictures.
G. Comment: Usually a sarcastic remark or saying courtesy of the *NetRunner* editors.
H. Effects: What the card can actually accomplish.
I. Installation Cost: The cost for putting a Runner card into play.
J. Memory Units: You can only install the number of programs up to the amount of MU (Memory Units) you have.
K. Strength: This strength must be equal to or higher than the Ice Strength in order to affect it.

***NOTE:** There are eight different types of cards in all, and they can all be found in the *Netrunner* Rulebook that comes packed in every starter deck of *Netrunner*.

CORPORATION CARD

RUNNER CARD

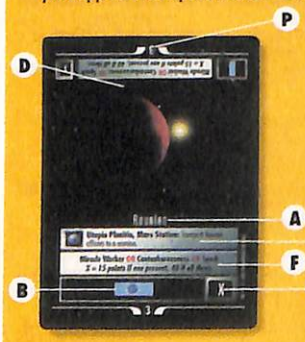


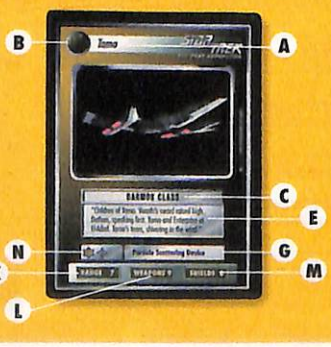
STAR TREK THE NEXT GENERATION ALTERNATE UNIVERSE

This month's other bonus spotlight takes us where no one has gone before. *Star Trek: The Next Generation: Alternate Universe*, is the first expansion of the high-flying *Star Trek: TNG* card game. Play the Federation, Klingons or the Romulan empire, encountering episode-based dilemmas, treacherous missions and all of your favorite (and least favorite) *Star Trek* personnel. Pilot your ships across the spaceline, completing missions, collecting points toward victory and smashing your opponent's ships to rubble—all in the interests of intergalactic peace.

STAR TREK: TNG: ALTERNATE UNIVERSE CARD DESCRIPTION

A. Name: This is the name of your card. Not much more to it than that.
B. Affiliation: Wily Romulan, fierce Klingon, noble Federation—this symbol tells all. Also indicates if the card is non-aligned, or if it's an artifact, dilemma, equipment, event or interrupt card.
C. Type: Describes the type of starship or the type of crew member. Certain types are useful against certain dilemmas.
D. Category: Artifacts, dilemmas, equipment and events, oh my! All in big print so you don't get confused and try to use your tricorder as an interrupt.
E. Flavor Text: So you never lose the feeling of being in an episode. Not helpful for playing the game, but it'll make the stream of Romulan characters in your deck seem more important.
F. Description: This box will describe all manner of good and bad effects on certain cards.
G. Skills or Devices: Exclusive to characters and ships, a skill or device can help you overcome dilemmas or give you an edge over your opponent.
H. Integrity: How honorable your character is.
I. Cunning: How clever your character is.
J. Strength: Clutch in away-team combat.
K. Range: How far a ship can travel per turn.
L. Weapons: How effective your ship is in combat.
M. Shields: How well your ship can defend.
N. Ability: Denotes staff- (four-point star) and command-level (six-point star) ability on personnel. On a ship, the minimum number of staff- and command-level personnel required to take that baby out of Spacedock. Command-level personnel can serve as staff, but not vice versa.
O. Points: The bread and butter of *Star Trek: The Next Generation*, these are what you receive when you overcome a mission. One hundred points makes you the new Captain Picard, or the winner—your choice.
P. Span: The distance from one end of a mission to the other. To move two cards to your left in the same turn, your ship's range must equal or exceed the total span of those two cards. (Don't count the span of the card you're starting from.)
Q. Alternate Universe Icon: These cards can only be played as part of the Alternate Universe.





INQ BONUS PLAYERS GUIDES

players guide

NETRUNNER
WIZARDS OF THE COAST- 1996

Full Set (374 cards)

CORPORATION CARDS

AGENDAS

Name / Description	Type	Diff	Pts	Player	Rarity
AI Chief Financial Officer Action: Shuffle cards stored in HQ and the Archives into R&D; then draw five cards.	Ass	5	2	Corp	R
Artificial Security Directors Difficulty of Black Ops agendas is reduced by 1.	Res	3	1	Corp	R
Bioweapons Engineering Each source of meat damage inflicts +1 meat damage.	Res	4	3	Corp	R
Black Ice Quality Assurance All black ice has +2 strength.	Res	5	2	Corp	R
Corporate Boon Put four boon counters on Corporate Boon when you score it. Boon Counter: Gain an action. Use this ability only once per turn and only during your turn.	Ass	6	2	Corp	V
Corporate Coup Put 15 bits from the bank on Corporate Coup when you score it. Action: Take 3 bits from Corporate Group, if it has any bits.	Bla	5	2	Corp	V
Corporate Downsizing When you score Corporate Downsizing, show to Runner any number of agenda cards stored in HQ. Gain bits equal to twice the combined agenda points of these cards; then shuffle them into R&D.	Gra	3	2	Corp	V
Corporate Retreat You lose the following ability as soon as you rez or install any card. Action: Gain 2 bits.	Gra	4	3	Corp	V
Corporate War If you have 12 or more bits in your pool when you score Corporate War, gain 12 bits; otherwise, lose all bits.	Bla	3	3	Corp	V
Data Fort Reclamation Gain 10 bits and choose up to four cards stored in HQ when you score Data Fort Reclamation. Create a new data fort using the cards chosen. Install cards one at a time; you may rez them when you install them.	Gra	4	2	Corp	V
Detroit Police Contract Put 12 bits from the bank on Detroit Police Contract when you score it. Take 2 bits from Detroit Police Contract, if it has any bits, at the start of each of your turns.	Bla	4	1	Corp	V
Employee Empowerment You may choose to draw an additional card at the start of each of your turns. Action: Draw two cards.	Gra	3	1	Corp	V
Encryption Breakthrough All code gates have +1 strength. When you score Encyprtion Breakthrough, reveal as many code gates as you wish. Then, gain 1 bit for each revealed or rezzed code gate.	Res	5	2	Corp	R
Executive Extraction Difficulty of Gray Ops agendas is reduced by 1.	Bla	3	1	Corp	R
Genetics Visionary Acquisition Difficulty of Research agendas is reduced by 1.	Gra	3	1	Corp	R
Hostile Takeover Gain 5 bits when you score Hostile Takeover.	Gra	3	1	Corp	V
Ice Transmutation Choose a piece of rezzed ice when you score Ice Transmutation. That ice now has +1 strength and each subroutine on it is repeated once.	Res	5	3	Corp	V
Main Office Relocation Hand Size +2.	Gra	4	3	Corp	V
Marine Arcology Action, Action: Gain 3 bits.	Ass	3	2	Corp	V
Netwatch Operations Office Action: Trace (2). If trace is successful, give Runner a tag.	Ass	5	2	Corp	V
On-Call Solo Team Action: Do 1 meat damage. Use this ability only if Runner is tagged.	Ass	4	3	Corp	V
Political Coup Put 12 bits from the bank on Political Coup when you score it. Action: Take 3 bits from Political Coup, if it has any bits.	Bla	4	2	Corp	V
Political Overthrow Action: Gain 3 bits.	Bla	9	6	Corp	R
Polymer Breakthrough Gain 1 bit at the start of each of your turns.	Res	6	3	Corp	V
Priority Requisition You may rez a piece of ice, at no cost, when you score Priority Req.	Gra	5	3	Corp	V
Private Cybernet Police Action: Trace (5). If trace is successful, give Runner a tag.	Ass	7	2	Corp	V
Project Babylon Score 1 additional agenda point for every two advancement counters over Project Babylon's difficulty that are on Project Babylon when you score it.	Bla	3	1	Corp	V
Security Net Optimization Choose a fort when you score Security Net Optimization. That fort gives all ice installed on it +1 strength.	Gra	5	3	Corp	V
Security Purge Show the top three cards of R&D to Runner when you score Security Purge. If any of those cards are ice, install and rez them, at not cost. Trash the rest of those cards.	Gra	3	2	Corp	R
Strike Force Kali Action: Do 2 meat damage. Use this ability only if Runner is tagged.	Ass	6	3	Corp	R
Subsidiary Branch Gain an action during each of your turns.	Gra	6	1	Corp	V
Superior Net Barriers All walls have +1 strength. When you score Superior Net Barriers, reveal as many walls as you wish. Then, gain 1 for each revealed or rezzed wall.	Res	6	3	Corp	R
Tycho Extension	Ass	4	4	Corp	V

SECURITY PURGE

PLANNING CONSULTANTS

Security Purge and Planning Consultants: Being able to rez ice cards for free is something we always want to take advantage of, especially if we can rez an expensive piece of ice like Zombie. However, we don't want to end up trashing agendas or important operation cards, so employ the useful Planning Consultants first to make sure we get the cards we want for the Security Purge.

ICE

Name / Description	Type	Cost	Str	Plyr	Rarity
Asp >Trace (5). If trace is successful, end the run, and the Runner cannot run again until he takes an action to pay 1 bit.	Sen	4	4	Corp	C
Ball and Chain >For the remainder of the run, Runner must pay 2 when encountering a piece of ice, in addition to any other costs, or end the run.	Gate	2	5	Corp	U
Banpei >Trash a program. >End the run.	Sen	4	0	Corp	C
Bolter Clusters >Do 4 Net damage. >Runner cannot break any subroutines of the next piece of ice encountered during the run.	Sen	7	4	Corp	C
Canis Major >For remainder of run, all further ice is encountered at +2 strength.	Sen	0	4	Corp	U
Canis Minor >For the remainder of the run, all further ice is encountered at +1 strength.	Sen	0	5	Corp	U
Cerberus >Do 3 Net damage. >Trace (5). If trace is successful, give Runner a Cerberus counter. Each Cerberus counter does 2 Net damage at the start of each run. Runner may remove a Cerberus counter by taking an action to spend 4 bits. >End the run.	Sen	11	5	Corp	C
Cinderella >Trace (6). If trace is successful, end the run, trash a piece of hardware, and do 2 meat damage. This damage cannot be prevented.	Sen	8	6	Corp	U
Code Corpse >Do 1 brain damage. >Do 1 brain damage. >End the run.	Sen	10	5	Corp	U
Cortical Scanner >End the run. >End the run. >End the run.	Gate	7	3	Corp	R
Cortical Scrub >Do 1 brain damage. >End the run.	Sen	7	3	Corp	C
Crystal Wall >End the run.	Wall	4	3	Corp	C
D'Arc Knight >Trash a program. >End the run.	Sen	6	2	Corp	C
Data Darts >Do 3 Net damage. >Runner cannot break any subroutines of the next piece of ice encountered during the run.	Sen	5	3	Corp	U
Data Naga >Trash a program. >End the run.	Sen	9	5	Corp	U
Data Raven >Trace (5). If trace is successful, give Runner a tag and a Data Raven counter. Each Data Raven counter gives Runner a tag at the start of each of his or her turns. Runner may remove a Data Raven counter by taking an action to pay 1.	Sen	5	5	Corp	U
Data Wall >End the run.	Wall	1	0	Corp	C
Data Wall 2.0 >End the run.	Wall	2	1	Corp	C
Endless Corridor >End the run. >End the run.	Gate	4	2	Corp	R
Fang >Trace (4). If trace is successful, end the run, and the Runner cannot run again until he or she takes an action to pay 2 bits.	Sen	5	4	Corp	C
Fang 2.0 >Trace (5). If trace is successful, end the run, and the Runner cannot run again until he or she takes an action to pay 2 bits.	Sen	6	5	Corp	C
Fatal Attractor >The next time Runner encounters a piece of ice during the run, do 3 Net damage unless Runner breaks all subroutines of that piece of ice.	Sen	1	4	Corp	R
Fetch 4.0.1 >Trace (3). If trace is successful, give Runner a tag.	Sen	0	3	Corp	C

Adv	Advertisement	Amb	Ambush	Bla	Black Ops	Det	Detection	Gate	Code Gate	Ice	Icebreaker	Sen	Sentry	Tra	Transaction
AI	Artificial Intelligence	Ass	Assa'	Dae	Daemon	Diff	Difficulty	Gra	Gray Ops	Res	Research	Ste	Stealth	Vir	Virus

Key:

IQ

players guide

Name / Description	Type	Cost	Str	Player	Rarity
Filter	Gate	0	0	Corp	C
>End the run.					
Fire Wall	Wall	5	4	Corp	C
>End the run.					
Fragmentation Storm	Sen	6	4	Corp	U
>Trace (4). If trace is successful, end the run and trash a program, and Runner cannot run again until he takes an action to pay 1 bit.					
Haunting Inquisition	Gate	8	6	Corp	R
>Runner cannot make another run during his next six actions.					
>End the run.					
Homewrecker	Sen	7	5	Corp	C
>Trace (5). If trace is successful, end the run, trash a piece of hardware, and do 2 meat damage. This damage cannot be prevented.					
Hunter	Sen	2	5	Corp	U
>Trace (5). If trace is successful, give Runner a tag.					
Ice Pick Willie	Sen	5	1	Corp	C
>Trash a program.					
>End the run.					
Jack Attack	Sen	3	3	Corp	U
>For the remainder of the run, Runner cannot jack out.					
>Trace (5) If trace is successful, give Runner a tag.					
Keeper	Gate	4	4	Corp	C
>End the run.					
Laser Wire	Wall	4	2	Corp	R
>Do 1 Net damage.					
>End the run.					
Liche	Sen	14	6	Corp	U
>Do 1 brain damage.					
>Do 1 brain damage.					
>Do 1 brain damage.					
>End the run.					
Mastiff	Sen	12	5	Corp	U
>Do 1 brain damage.					
>Do 1 Net damage.					
>For the reminader of the run, all ice is encountered at +1 strength.					
>Trace (5). If trace is successful, give Runner a Mastiff counter. Each Mastiff counter does 1 brain damage at the start of each run. Runner may remove a Mastiff counter by taking an action to spend 4 bits.					
>End the run.					
Mazer	Gate	5	5	Corp	U
>End the run.					
Nerve Labyrinth	Gate	6	4	Corp	R
>Do 2 Net damage.					
>End the run.					
Neural Blade	Sen	4	4	Corp	C
>Do 1 Net damage.					
>Runner cannot break any subroutines of the next piece of ice encountered during the run.					
Pi in the 'Face	Sen	5	3	Corp	C
>End the run.					
Pocket Virtual Reality	Sen	7	4	Corp	U
>Trace (6). If trace is successful, give Runner a tag.					
>Trace (6). If trace is successful, give Runner a tag.					
Whenever Poecket Virtual Reality is encountered, gain 4 bits. Use these bits only to pay for above traces, and only during this encounter.					
Quandary	Gate	2	2	Corp	C
>End the run.					
Razor Wire	Wall	6	3	Corp	R
>Do 2 Net damage.					
>End the run.					
Reinforced Wall	Wall	8	4	Corp	R
>End the run.					
>End the run.					
Rex	Sen	4	3	Corp	C
>Trace (3). If trace is successful, end the run, and Runner cannot run again until Runner takes an action to pay 2 bits.					
Rock is Strong	Wall	6	5	Corp	U
>End the run.					
Scramble	Gate	3	3	Corp	C
>End the run.					
Sentinels Prime	Sen	8	4	Corp	U
>Trash a program.					
>End the run.					
Shock.r	Sen	1	3	Corp	U
>Runner cannot break any subroutines of the next piece of ice encountered during the run, and cannot jack out until after that encounter.					
Shotgun Wire	Wall	8	5	Corp	R
>Do 2 Net damage.					
>End the run.					
Sleeper	Gate	1	1	Corp	C
>End the run.					
TKO 2.0	Sen	7	4	Corp	C
>End the run, and Runner forgoes his or her next action.					
Too Many Doors	Sen	1	3	Corp	R
>Secretly spend 0,1, or 2 bits; Runner does the same. Then you and Runner reveal how much you spent. End the run unless you spent as many bits as Runner spent.					
Triggerman	Sen	7	3	Corp	C
>Trash a program.					
>End the run.					
Tutor	Gate	4	5	Corp	R
>For the remainder of the run, all ice encountered has an additional subroutine, ">End the run," after all subroutines.					
Vaccum Link	Sen	3	5	Corp	R
>Roll a die. If you roll a 1,2, or 3, Runner resumes the run fro mthat many pieces of rezzed ice back, or jacks out, If there are not that many pieces of ice, Runner returns to the first piece of ice.					
Viral 15	Sen	5	3	Corp	U
>For the remainder of the run, Runner must pay 1 bit to jack out.					
>For the remainder of the run, Runner trashes an installed program after passing each piece of rezzed ice, including Viral 15, unless Runner jacks out.					
Virizz	Sen	2	4	Corp	U
>For the remainder of the run, Runner must pay an additional 1 bit to break each ice subroutine.					
Wall of Ice	Wall	13	6	Corp	R
>Do 2 Net damage.					
>Do 2 Net damage.					
>End the run.					
>End the run.					
Wall of Static	Wall	3	2	Corp	C
>End the run.					
Zombie	Sen	9	4	Corp	C
>Do 1 brain damage.					
>Do 1 brain damage.					
>End the run.					

NODES

Name / Description	Type	Cost	Trash	Player	Rarity
ACME Savings and Loan	Tra	0	0	Corp	U
Rezzing ACME S&L costs 1 agenda point. When you rez ACME S&L, gain 12 bits and trash ACME S&L. For the remainder of the game, pay 1 bit at the end of each of your turns or lose the game. You can remove this effect and score 1 agenda point by taking an action to pay 12 bits.					
BBS Whispering Campaign	Adv	0	4	Corp	C
Put 16 bits from the bank on BBS Whispering Campaign when you rez it. When all the bits have been removed, trash this card. Action: Take 2 bits from BBS Whispering Campaign.					
Corporate Negotiating Center	Ass	0	3	Corp	R
At the start of each of your turns, gain 1 bit for each agenda card stored in HQ that you show to Runner.					
Corprunners Shattered Remains	Amb	2	0	Corp	U
You may advance Shattered Remains before and after you rez it. When Runner accesses Shatterd Remains, it destroys one piece of hardware for each advancement counter on it.					
Cowboy Sysop	—	0	3	Corp	U
Action: Choose 1 of your installed cards to be uninstalled. Store in HQ.					
Data Masons	—	1	1	Corp	R
Cost to rez walls is reduced by 2 bits. All walls have +1 strength.					
Department of Truth Enhancement	Gra	2	1	Corp	U
Action: Put 3 bits from the bank on Truth Enhancement. Action: Take all the bits from Dpartment of Truth Enhancement.					
Disinfectant, Inc.	—	0	4	Corp	R
You may pay 1 bit to avoid receiving a virus counter. Use this ability only once each turn.					
Encoder, Inc.	—	1	0	Corp	R
Cost to rez code gates is reduced by 1 bit. All code gates have an additional subroutine, ">End the run," after all other subroutines.					
ESA Contract	—	0	3	Corp	U
Action: Draw two cards.					
Euromarket Consortium	—	2	4	Corp	U
Hand size +2. Action, 1 bit: Draw two cards.					
Experimental AI	Amb	2	0	Corp	U
You may advance Experimental AI before and after you rez it. When Runner accesses Experimental AI, it destroys one program for each advancement counter on it.					
Fortress Architects	—	0	3	Corp	R
Cost to install ice is reduced by 1 bit.					
Hacker Tracker Central	Ass	0	2	Corp	U
After each trace attempt, whether successful or not, put 1 bit from the bank on Hacker Tracker Central. During a trace attempt, each bit you spend from Hacker Tracker Central increases by 1 both your trace strength and your trace limit.					
Holovid Campaign	Adv	4	7	Corp	C
Put 12 bits from the bank on Holovid Campaign when you rez it. Take 1 bit from Holovid Campaign at the start of each of your turns. When all the bits have been removed, trash Holovid Campaign.					
I Got a Rock	Bla	3	2	Corp	R
Action, 3 agenda points: Do 15 meat damage to Runner. Use this ability only if Runner has two or more tags.					
Information Laundering	Tra	0	1	Corp	U
You may advance Information Laundering before and after you rez it. Action, Trash: Gain 4 bits for each advancement counter on Information Laundering.					
Investment Firm	Tra	1	2	Corp	U
Take 1 bit from Investment Firm, if it has any bits, at the start of each of your turns. Whenever 1 or more bits are added to your pool, you may put 2 bits from the bank on Investment Firm for each 1 bit you choose not to add to your pool.					

DATA DARTS

LICHE

Data Darts and Liche: Liche is our biggest and baddest piece of ice, but a Runner with enough bits and a strong enough Icebreaker can still get past it unscathed. For maximum protection, protect Liche with a piece of ice like Data Darts. If the Runner doesn't break the second subroutine on Data Darts, he'll be in for a world of pain…

Name / Description	Type	Cost	Trash	Player	Rarity
Blood Cat	AI	6	0	Corp	R
Action: Trace (5). If trace is successful, give Runner a tag.					
Braindance Campaign	Adv	6	7	Corp	C
Put 12 bits from the bank on Braindance Campaign when you rez it. Take 2 bits from Braindance Campaign at the start of each of your turns. When all the bits have been removed, trash Braindance Campaign.					
Chicago Branch	Ass	2	1	Corp	U
Action, 3: Add two advancement counters to an installed card that can be advanced.					
City Surveillance	Gra	1	2	Corp	R
For each card Runner draws, give Runner a tag unless runner pays 1 bit, in addition to any other costs, to avoid receiving that tag. You may rez City Surveillance just before the card is drawn.					
Krumz	AI	0	2	Corp	R
Put 1 bit from the bank on Krumz when you rez it. Use this bit only to pay for traces. If you use this bit, replace it at start of your next turn.					
Nevinyrral	AI	3	5	Corp	R
Unique. Gain an action during each of your turns. If Nevinyrral leaves play while rezzed, you lose the game.					
Newsgroup Taunting	—	1	0	Corp	U
At the start of each run, Runner must pay 1 bit in addition to any other costs, or end the run.					
Omniscience Foundation	Gra	0	1	Corp	U
Give Runner a tag at the end of each turn during which Runner received a tag.					
Pacifica Regional AI	AI	0	0	Corp	R
You may advance Pacifica Regional AI before and after you rez it. Regional AI advancement counter: Gain an action.					

Name	Type	Cost	Trash	Player	Rarity
Remote Facility — Gain an action during each of your turns.	Ass	5	1	Corp	U
Rescheduler — Action: Note the number of cards stored in HQ. Shuffle those cards into R&D and then draw that many cards.	Gra	0	3	Corp	U
Rockerboy Promotion — Put 15 bits from the bank on Rockerboy Promotion when you rez it. When all the bits have been removed, trash Rockerboy Promotion. Action: Take 3 bits from Rockerboy Promotion.	Adv	4	3	Corp	C
Rustbelt HQ Branch — Hand size +2.	Ass	0	2	Corp	U
Schlaghund — Action: Roll a die. If you roll less than or equal to the number of tags Runner has, Schlaghund does 10 meat damage and you trash Schlaghund.	Bla	2	4	Corp	R
Setup! — When Runner accesses Setup!, it does 2 Net damage, even if it is not installed. If Setup! is accessed from R&D, Runner must show it to you.	Amb	0	0	Corp	C
Skalderviken SA Beta Test Site — Cost to rez black ice is reduced by 2 bits.	—	0	2	Corp	R
Solo Squad — Action: Do 1 meat damage. Use this ability only if Runner is tagged.	—	0	3	Corp	U
South African Mining Corp. — Action, Action, Action: Gain 6 bits.	Tra	0	1	Corp	U
Spinn Public Relations — Take 1 bit from Spinn Public Relations, if it has any bits, at the start of each of your turns. Action: Put 3 bits from the bank on Spimm Public Relations.	Tra	1	4	Corp	C
TRAP! — If you pay 4 bits when Runner accesses TRAP!, it does 3 Net damage and gives Runner a tag. If TRAP! is accessed from R&D, Runner must show it to you.	Amb	0	0	Corp	U
Vacant Soulkiller — You may advance Vacant Soulkiller before and after you rez it. When Runner accesses Vacant Souliller, it does 1 brain damage for each advancement counter on it.	Amb	2	0	Corp	U
Vapor Ops — You may advance Vapor Ops before and after you rez it. Vapor Ops advancement counter: Gain 1 bit. Action: Move any number of advancement counters from Vapor Ops to another installed card that can be advanced.	—	0	1	Corp	U
Virus Test Site — You may advance Virus Test Site before and after you rez it. When Runner accesses Test Site, it does 2 Net damage per advancement counter on it, or 1 Net damage if it has no counters. If Test Site is accessed from R&D, runner must show it to you.	Amb	0	0	Corp	U

Name	Cost	Player	Rarity
Corporate Detective Agency — Play only if Runner is tagged. Trash up to two resources, at no cost.	1	Corp	U
Datapool by Zetatech — Play only if Runner is tagged. Give Runner two tags.	1	Corp	U
Day Shift — Draw two cards and gain 1 bit.	0	Corp	U
Edgerunner, Inc., Temps — Gain three consecutive actions, which you may use only to install cards. You are not required to take all three of these actions.	1	Corp	U
Efficiency Experts — Gain 3 bits	0	Corp	C
Falsified Transactions Expert — Move up to three advancement counters from one card to another installed card that can be advanced.	1	Corp	R
Management Shake-Up — Add three advancement counters to any combination of installed cards that can be advanced.	10	Corp	C
Netwatch Credit Voucher — Play only if Runner is tagged. Give Runner a tag, and gain 1 bit.	0	Corp	C
New Blood — Conceal revealed but unrezzed ice; then rearrange your installed ice by swapping pairs of ice while Runner looks away.	0	Corp	R
Night Shift — Gain 2 bits and draw one card.	0	Corp	C
Off-Site Backups — Bring any card from the Archives into HQ.	0	Corp	U
Overtime Incentives — Gain two actions.	4	Corp	U
Planning Consultants — Look at the top five cards of R&D and arrange them in any order you choose.	0	Corp	C
Power Grid Overload — Play only if Runner is tagged. Trash X pieces of hardware, other than cybernetics.	X	Corp	U
Project Consultants — Add four advancement countes to any combination of installed cards that can be advanced.	12	Corp	U
Punitive Counterstrike — Play only if runner is tagged. Do 2 meat damage.	0	Corp	U
Scorched Earth — Play only if Runner is tagged. Do 4 meat damage.	3	Corp	U
Silver Lining Recovery Protocol — If any agendas were stolen during Runner's last turn, gain bits equal to three times the number of advancement counters those agendas had.	0	Corp	R
Systematic Layoffs — Add two advancement counters to any combination of installed cards that can be advanced.	5	Corp	C

NETWATCH CREDIT VOUCHER — I GOT A ROCK

Netwatch Credit Voucher and I Got a Rock: It's important to keep the Corporation going by scoring agendas, but sometimes it's more effective to deal with those pesky Runners on a permanent basis. That's why we've got heavy hitters like I Got a Rock. However, it only works if the Runner has two tags, so pop a Netwatch Credit Voucher on the Runner to make him vulnerable to our whims.

OPERATIONS

Name	Cost	Player	Rarity
Accounts Receivable — Gain 9 bits.	5	Corp	C
Annual Reviews — Draw three cards.	0	Corp	U
Audit of Call Records — Play only if Runner attempted two or more runs during his or her last turn. Trace (5). If trace is successful, give Runner a tag.	0	Corp	C
Chance Oversvation — Play only if Runner attempted a run during his or her last turn. Trace (5). If trace is successful, give Runner a tag.	2	Corp	C
Closed Accounts — Play only if Runner is tagged. Runner loses all bits.	1	Corp	U
Team Restructuring — Add one advancement counter to each of up to two installed cards that can be advanced.	1	Corp	U
Trojan Horse — Play only if Runner stole any agendas during turn. Give Runner a tag.	2	Corp	C
Urban Renewal — Play only if Runner is tagged. Do 5 meat damage.	6	Corp	C

UPGRADES

Name	Cost	Trash	Player	Rarity
Aardvark — Runner cannot use worms during runs on this fort. If Runner uses a worm before Aardvark is rezzed, you may rez Aardvark to trash that worm, and any bits spent using that worm on the curent piece of ice are lost to no effect.	0	4	Corp	R
Antiquated Interface Routines — All ice on this fort has +1 strength.	2	1	Corp	U
Bizarre Envryption Scheme — Runner does not score any agendas on a run during which Bizarre Encryption Scheme is accessed; return that agenda to the fort instead. Runner scores that agenda at the start of his or her next turn if neither you nor the Runner has scored it by then.	0	1	Corp	U
Chester Mix — Cost to install ice on this fort is reduced by up to 2 bits.	0	3	Corp	R
Chimera — When runner accesses Chimera, trash a daemon.	2	3	Corp	R
Crybaby — When Runner accesses Crybaby, give Runner a Crying counter. Each Crying counter reduces Runner's link by 2 during each trace attempt. Runner can remove a Crying counter by taking an action to pay 2 bits.	1	2	Corp	R
Crystal Palace Station Grid — Runner must pay 1 bit, in addition to the normal cost, to break each subroutine of each piece of ice encountered during runs on this fort.	5	5	Corp	U
Dedicated Response Team — When Runner accesses Dedicated Response Team, it does 3 meat damage. Ignore this effect unless Runner is tagged.	1	2	Corp	U
Dieter Esslin — When Runner accesses Dieter Esslin, Dieter does 1 Net damage.	0	3	Corp	R
Dr. Dreff — Whenever Runner makes a successful run on this fort, you may choose an ice card stored in HQ. Pay half of that card's rez cost, rounded down, to force Runner to encounter it. Trash the ice after the encounter ends.	0	3	Corp	U
Jenny Jett — Whenever Runner makes a successful run on this fort, you may choose an ice card stored in HQ. Install that ice on this fort in the innermost position, paying a cost of 1 bit for each piece of ice already on the fort.	1	1	Corp	R
Jerusalem City Grid — Cost to rez walls on this fort is reduced by 2 bits. All walls on this fort have +1 strength.	2	5	Corp	R
Namatoki Plaza — Rez Namatoki Plaza when you install it. Install Namatoki Plaza only if you can pay to rez it. Data fort containing Namatoki Plaza may have an additional agenda or node installed inside it.	3	1	Corp	U
New Galveston City Grid — All nodes and other upgrades installed inside this fort cost 2 bits to trash, in addition to the normal cost.	1	4	Corp	R
Olivia Salazar — For half cost, rounded down, rez a piece of ice installed on this fort. Derez that ice at the end of the run.	0	1	Corp	U
Omni Kismet, Ph.D — Swap a piece of unrezzed ice on this fort with an ice card stored in HQ. The new ice card comes into play concealed.	0	3	Corp	R
Paris City Grid — Put 3 bits from the bank on Paris City Grid when you rez it. Use these bits only to pay for traces made during runs on this fort. If you use any of these bits, replace them at the start of your next turn.	2	6	Corp	U
Red Herrings — Runner must pay 5 bits in addition to any other costs, to steal agendas accessed from this fort, even on the run during which Runner trashes Red Herrings.	1	1	Corp	U
Rio de Janeiro City Grid — Roll a die whenever Runner passes a piece of rezzed ice during a run on this fort. On a 1, end the run.	1	6	Corp	U
Roving Submarine — Install only inside a subsidiary data fort. This fort may be run only if you installed or advanced a card inside or on this fort during your last turn.	3	0	Corp	R
Singapore City Grid — Swap a piece of unrezzed ice on this fort with an ice card stored in HQ. The new ice card comes into play concealed.	0	5	Corp	R
Tesseract Fort Construction — All ice on this fort has an additional subrotune, ">End the run unless Runner paus 1 bit," after all other subroutines.	2	3	Corp	R
Tokyo-Chiba Infighting — Gain 2 bits after each unsuccessful run on this fort.	0	6	Corp	R
Turbeau Delacroix — Trace (1). If trace is successful, give Runner a tag. Use this ability only when Runner accesses Turbeau Delacroiz, and only once during each run on this fort.	1	2	Corp	U
Twenty-Four-Hour Surveillance — During runs on this fort, Runner cannot use bits from stealth sources.	1	2	Corp	R
Washington, D.C. City Grid — The difficulty of agendas installed inside this fort is reduced by 1.	7	6	Corp	R

RUNNER CARDS

HARDWARE

Name	Cost	Player	Rarity
Arasaka Portable Prototype — Deck. Provides +3 MU. Installing this card also costs 1 agenda point. Put 3 bits from the bank on Arasaka Portable Prototype when it is installed. Use these bits only to pay for icebreakers during runs. If you use any of these bits, replace them at the start of your next turn.	11	Run	R

Key:

Adv	Advertisement	Amb	Ambush	Bla	Black Ops	Det	Detection	Gate	Code Gate	Ice	Icebreaker	Sen	Sentry	Tra	Transaction
AI	Artificial Intelligence	Ass	Asset	Dae	Daemon	Diff	Difficulty	Gra	Gray Ops	Res	Research	Ste	Stealth	Vir	Virus

IQ

players guide

Name / Description	Cost	Player	Rarity
Armadillo Amored Road Home Put 2 bits from the bank on ARH when it is installed. Use these bits only to pay for removing tags. If you use any of these bits, replace them at start of your next turn. Trash: Prevent up to 3 meat damage.	2	Run	U
Armored Fridge Put seven Ablative counters on Armored Fridge when it is installed. When the last Ablative counter has been removed, trash Armored Fridge. Ablative counter: Prevent 1 meat damage.	3	Run	U
Artemis 202 Deck. Provdes +2 MU. put 2 bits from the bank on Artemis 2020 when it is installed. Use these bits only to pay for using icebreakers during runs. If you use any of these bits, replace them at the start of your next turn.	10	Run	U
Bodyweight Data Creche Provides +1 MU. Once per turn, right after making a successful run, you can choose to make another run without taking an action to do so.	3	Run	R
Carolla Speed Chip Put 1 bit from the bank on Corlla Speed Chip when it is installed. Use this bit only to pay for using killers during runs. If you use the bit, replace it at the start of your next turn.	1	Run	C
Dermatech Bodyplating Prevents 1 meat damage each turn.	0	Run	U
Drifter Mobile Environment Put 2 bits from the bank on Mobile Environment when it is installed. Use these bits only to pay for removing tags. If you use any of these bits, replace them at the start of your next turn.	0	Run	U
Full Body Conversion Prevents all meat damage. For each 1 bit the Corp pays when meat damage is done, 1 point of meat damage is not prevented by this card.	0	Run	R
Green Knight Surge Buffers Prevents 1 Net damage each turn.	0	Run	C
HQ Interface Whenever you access cards from HQ, access an addit'l card from HQ.	4	Run	C
Lifesaver Nanosurgeons Action: Draw two cards. Use this ability only if you were damaged during any of your last three actions. Trash: Preven 1 brain damage.	1	Run	R
Microtech Backup Drive Whenever one or more installed programs are being sent to the trash at the same time, you may instead choose to put any or all of the programs o ntop of Microtech Backup Drive in any order you choose. If Backup Drive is removed from play, trash any cards on it. Action: Bring the top card on Backup Drive into your hand.	0	Run	C
Microtech 'Trode Set Pay 1 bit in addition to the normal cost to break each ice subroutine. Ifnore all AP subroutines except those that trace, or that do Net damage. Prevents all but 1 Net damage from each AP subroutine you do not break.	1	Run	R
Militech MRAM Chip Hand size +3.	2	Run	U
MRAM Chip Hand size +2.	1	Run	U
Nasuko Cycle 3 bits: Avoid receiving a tag.	1	Run	V
Pandora's Deck Deck. Provides +2 MU. Put 3 bits from the bank on Pandora's Deck when it is installed. Use these bits only to pay for increasing your link. If you use any of these bits, replace them at start of your next turn.	6	Run	U
Parraline 5750 Deck. Provides +1 MU. Put 1 bit from the bank on Parraline 5750 when it is installed. Use this bit only to pay for using icebreakers during runs. If you use the bit, replace it at the start of your next turn.	5	Run	C
PK-6089a Deck. Provides +1 MU. Put 3 bits from the bank on PK-6089a when it is installed. Use these bits only to pay for increasing your link. If you use any of these bits, replace them at the start of your next turn.	4	Run	C
R&D Interface Whenever you access cards from R&D, access addit'l card from R&D.	4	Run	C
Raven Microcyb Eagle Deck. Provides +1 MU. Prevents 1 Net damage each turn. Put 1 bit from the bank on Microcyb Eagle when it is installed. Use this bit only to pay for using icebreakers during runs. If you use the bit, replace it at the start of your next turn.	6	Run	C
Raven Microcyb Owl Deck. Provides +1 MU. Put 3 bits from the bank on Microcyb Owl when it is installed. Use these bits only to pay for using icebreakers during runs, but not for noisy icebreakers. If you use any of these bits, replace them at the start of your next turn.	11	Run	U
Record Reconstructor Action: Make a run on the Archives. If run is successful, do not access cards from the Archives; instead, shuffle the face-up pile of Archives and then put the top two cards from that pile on R&D.	0	Run	R
Techtronica Utility Suit Deck. Provides +1 MU. Prevents 1 meat damage each turn. Put 5 bits on Techtronica Utility Suit when it is installed. Use these bits only to pay for increasing your link. If you use any of these bits, replace them at the start of your next turn.	6	Run	U
Tycho Mem Chip Provides +3 MU.	5	Run	C
WuTech Mem Chip Provides +1 MU.	1	Run	C
Zetatech Mem Chip Provides +2 MU.	3	Run	C
ZZ22 Speed Chip Put 2 bits from the bank on ZZ22 Soeed Chip when it is installed. Use these bits only to pay for killers during runs. If you use any of these bits, replace them at the start of your next turn.	5	Run	C

PREPS

Name / Description	Cost	Player	Rarity
All-Nighter Make a run; whether or not that run is successful, you may then make another run.	0	Run	C
Anonymous Tip Derez a piece of black ice of your choice.	3	Run	R
Arasaka Owns You Do not play Arasaka Owns Your as a normal action; instead, play it when you would suffer enough damage to flatline you. Prevent all damage, trash this card, remove any brain damage you have sufferd, and then refresh your hand to its maximum size. Gain 10 bits and remove all tags. You forgo your next four actions, and you forfeit the next 3 agenda points you score.	0	Run	R
Bodyweight Synthetic Blood Draw five cards.	2	Run	U
Core Command Jettison Ice Play only if you made a successful run on HQ this turn. Pay the rez cost of a piece of ice to trash it.	0	Run	U
Custodial Position Make a run on R&D. If run is successful, access two additional cards from R&D.	2	Run	C
Deal with Militech Play only if you liberated any Research agendas this turn. Put a Militech counter on each of your icebreakers. A Militech counter gives the icebreaker it is on +1 strength.	0	Run	R
Desperate Competitor Play only if you liberated any Gray Ops agendas this turn. Score 1 agenda point.	0	Run	R
Edited Shipping Manifests Make a run on HQ. If run is successful, and the Corp has any bits when you would access HQ, do not access cards from HQ; instead, the Corp loses 1 bit and gives you a tag, and you gain 10 bits.	1	Run	C
Executive Wiretaps Make a run on HQ. If run is successful, access two additional cards from HQ.	2	Run	C
Forged Activation Orders Choose a piece of ice. The Corp either rezzes that piece of ice or trashes it.	1	Run	R
Forgotten Backup Chip Search your trash for a program and bring it into your hand.	0	Run	C
Fortress Respecification Play only if you made a successful run this turn. Rearrange the ice installed on the last fort on which you made a successful run. This does not expose any concealed ice.	0	Run	R
Gideon's Pawn Shop Search your trash for a card and bring it into your hand.	2	Run	C
Hot Tip for WNS Score 1 agenda point if you liberated any Black Ops agendas this turn.	0	Run	R
Hunt Club BBS Expose up to three installed cards.	1	Run	C
Ice and Data's Guide to the Net Expose the outermost ice of each data fort.	0	Run	U
If You Want It Done Right... Look through the top five cards of your stack. Bring one of those cards into your hand, and arrange the rest in any order you choose.	0	Run	C
Inside Job Make a run. You automatically pass the first piece of ice you encounter during that run.	2	Run	U
Jack 'n' Joe Draw three cards.	0	Run	C
Kilroy Was Here Make a run on R&D; you may trash, at no cost, any cards you access that were stored in R&D, even if the cards cannot normally be trashed.	0	Run	U
Livewire's Contacts Gain 3 bits.	0	Run	C
Lucidrine Booster Drug Make a run, and gain 9 bits, which you may use only during that run. fter that run is completed, suffer 1 brain damage; this damage cannot be prevented.	0	Run	U
Mantis, Fixer-at-Large Search your stack for a card, and bring it into your hand. Reshuffle your stack afterwards.	3	Run	C
misc.for-sale Trash any number of your installed cards. Gain 3 bits for each card trashed in this way.	0	Run	R
MIT West Tier Shuffle your hand, trash, and stack together, and then draw five cards. When you play MIT West Tier, remove it from the game instead of trashing it.	3	Run	R
Open-Ended Mileage Program Remove a tag, at no cost. You may pay 1 bit when you play Open-Ended Mileage Program to take it ack into your hand instead of trashing it.	0	Run	C
Organ Donor Trash up to five cards from you hand. Gain 2 bits for each card trashed in this way.	0	Run	R
Playful AI Roll a die. On a 1,2 or 3, gain that many bits, set aside that many dice to roll again, or choose some combination thereof. Repeat until you have rolled all the dice you set aside.	1	Run	R
Priority Wreck Make a run on HQ. If run is successful, do not access cards from HQ; instead, pay any # of bits to force the Corp to lose that many bits.	0	Run	R
Private LDL Access Make a run on HQ. If run is successful, do not access cards from HQ; instead, treat run as a successful run on R&D.	0	Run	U
Romp through HQ Make a run on HQ; you may trash, at not cost, any cards you access that were stored in HQ, even if the cards cannot normally be trashed.	2	Run	U
Score! Gain 9 bits.	5	Run	C
Security Code WORM Chip Play only if you made a successful run on HQ this turn. Trash a piece of unrezzed ice.	0	Run	U
Sneak Preview Choose a program from your trash or search your stack for a program. Install that program, at no cost. Shuffle your stack afterwards. At the end of the turn, take the program into your hand.	3	Run	R
Social Engineering Hide at least 2 bits from your pool in your hand; the Corp then guesses how many bits you hid. If the Corp guesses correctly, lose that many bits. Otherwise, choose a data fort and a piece of ice on that fort. Then make a run on that fort, during which automatically pass that piece of ice.	1	Run	U

R&D INTERFACE CUSTODIAL POSITION

R&D Interface and Custodial Position: Channel Fireball? Not quite, but here's a very possible first-turn kill. First use an action to gain a bit. Next, pay four to install R&D Interface. Then make a run on R&D using Custodial Position. If the Corp left R&D unprotected, or if you get past his ice, you'll get to access four cards from R&D! Even if you don't win, you're almost sure to get an agenda.

Name / Description	Cost	Player	Rarity
Stumble Through Wildspace Make a run. You have +9 link for every trace attemp made during that run.	2	Run	R
Synchronized Attack on HQ Play only if you made a successful run on HQ this turn. The Corp discards all cards. The Corp can retain cards by paying 2 bits for each card not discarded.	4	Run	R
Temple Microcode Outlet Search through your stack for a program. Show that program to the Corp, then bring it into your hand. Reshuffle your stack afterwards.	1	Run	C
Terrorist Reprisal Play only if the Corp scored any Black Ops agendas during its last turn. The Corp discards five cards at random.	2	Run	R
Total Genetic Retrofit Remove all tags, at no cost, and automatically avoid receiving your next tag.	3	Run	R
Valu-Pak Software Bundle Gain up to five consecutive actions, which you may use only to install programs, and gain 1 bit. If you do not spend the bit during these actions, return it to the bank afterwards.	0	Run	U
Weather-to-Finance Pipe Make a run on HQ. If run is successful, do not access cards from HQ; instead, the Corp loses 4 bits.	0	Run	U

PROGRAMS

Name / Description	Type	Cost	Str	Mem	Plyr	Rarity
Afreet Afreet can have up to 3 MU of programs installed in it. All icebreakers installed in Afreet have their strength reduced by 1. If Afreet leaves play, trash all programs installed in it.	Dae	2	—	1	Run	U
Al Boon 1: Break sentry subroutine. 1: +1 strength. At the start of each run, roll a die to determine Al Boon's strength for that run.	Ice	12	*	1	Run	R
Baedeker's Net Map 0: Base link 1. 1: +1 link.		1	—	1	Run	C
Bakdoor 0: Base link 3. 2: +1 link.		2	—	2	Run	U
Bartmoss Memorial Icebreaker 1: Break ice subroutine. 1: +1 strength. After passing each piece of ice, roll a die if you used this card. On a 1, trash Memorial Icebreaker.	Ice	5	0	1	Run	R
Black Dahlia 2: Break sentry subroutine. 2: +1 strength.	Ice	10	5	1	Run	V
Blink 0: Roll a die. On a 4,5, or 6, break ice subroutine; otherwise, suffer that much Net damage. Use this ability only once on each subroutine during each encounter with a piece of ice.	Ice	5	5	1	Run	U
Boardwalk Whenever you make a successful run on HQ, give the Corp a Boardwalk counter. At the start of each of your turns, every two Boardwalk counters require Corp to show you, at random, a card stored in HQ.	Vir	0	—	1	Run	U
Butcher Boy Whenever you make a successful run on HQ, give the Corp a Butcher Boy counter. Every two Butcher Boy counters gain you 1 bit at the start of each of your turns.	Vir	2	—	1	Run	U
Cascade Whenever you make a successful run on R&D, give the Corp a Cascade counter. Every two Cascade counters require the Corp to trash faceup one card stored in R&D, at the start of each of its turns.	Vir	0	—	1	Run	U
Cloak Put 3 bits from the bank on Cloak when it is installed. Use these bits only to pay for using icebreakers during runs, but not for using noisy incebreakers. If you use any of these bits, replace them at the start of your next turn.	Ste	7	—	1	Run	C
Clown All ice is encountered with its strength reduced by 1.	—	4	—	1	Run	C
Cockroach Whenever you make a successful run on HQ, give the Corp a Cockroach counter. Two or more Cockroach counter cause all discards from HQ to become random.	Vir	0	—	1	Run	U
Codecracker 0: Break code gate subroutine. 1: +1 strength.	Ice	2	0	1	Run	V
Codeslinger 1: Break sentry subroutine.	Ice	7	3	1	Run	V
Cyfermaster 2: Break code gate subroutine. 1: +1 strength.	Ice	4	5	1	Run	V
Deep Thought Whenever you make a successful run on R&D, give the Corp a Thought counter. Three or more Thought counters allow you to look at the top card of R&D at the start of each of your turns.	Vir	0	—	1	Run	R

Name / Description	Type	Cost	Str	Mem	Player	Rarity
Dogcatcher 1: Break pit bull, hellhound, bloodhound, or watchdog subroutine. 1: +1 strength.	Ice	3	3	1	Run	U
Dropp 0: Break ice subroutine, end the run. 1: +1 strength.	Ice	3	4	1	Run	U
Dupre 1: Break code gate subroutine. 2: +1 strength. Put a +1 strength counter on Dupre after each run during which it was used. All strength counters on Dupre are lost if you use Dupre on a different fort.	Ice	1	0	1	Run	R
Dwarf 1: Break wall subroutine. 1: +1 strength.	Ice	6	3	1	Run	C
Emergency Self-Construct Trash: Prevent yourself from being flatlined, though you still lose all cards in your hand. Remove all brain damage. For the remainder of the game, you have only three actions per turn. Your hand size is reduced by 1 and all meat damage is automatically prevented.	—	0	—	1	Run	R
Evil Twin 3: Break sentry subroutine. 1: +1 strength. Prevents up to 2 Net and/or brain damage each turn.	Ice	6	3	1	Run	R
Expert Schedule Analuzer After you access cards from HQ, look at all cards stored in HQ.	—	0	—	1	Run	U
Jackhammer 0: Break wall subroutine. 1: +1 strength.	Ice	1	0	1	Run	V
Japanese Water Torture 0: Break wall subroutine. X: +X strength, and forfo your next X actions.	Ice	7	2	1	Run	R
Joan of Arc Trash: Prevent one or more of your other installed programs from being trashed. 1: As above, and bring Joan of Arc into your hand.	—	0	—	1	Run	R
Krash 2: Break ice subroutine. 2: +1 strength.	Ice	0	0	1	Run	U
Looney Goon 1: Break sentry subroutine. 1: +1 strength.	Ice	4	0	1	Run	V
Microtech AI Interface Whenever you are about to access cards from R&D, you may first choose to cut any # of cards from the top to bottom of R&D.	—	0	—	1	Run	R
Mouse Action: Expose a card installed inside a data fort.	Det	2	—	1	Run	U
Mystery Box 0: Show the top five cards of your stack to the Corp. If any of those cards are programs, trash Mystery Box and then install one of those programs, at no cost. Shuffle your stack afterwards. Use this ability only during a run and only once each turn.	—	3	—	1	Run	R

EDITED SHIPPING MANIFESTS FALL GUY

Edited Shipping Manifests and Fall Guy: Getting 10 bits for only one is a pretty good deal, but getting a tag isn't. If you need a big cash influx and don't want to have to spend two bits to flush a tag, try using a card like Fall Guy to get rid of the Shipping Manifest's drawbacks. Then you'll be swimming in dough without so much as a scratch.

Name / Description	Type	Cost	Str	Mem	Player	Rarity
Fait Accompli Whenever you make a successful run on a subsidiary data fort, put a Fait counter in that fort. Every two Fait counters in a fort give +1 difficulty to all agendas installed inside that fort.	Vir	1	—	1	Run	U
False Echo 2: The Corp must rez as much ice as posible on a fort, beginning with the outermost ice and working in. Use this ability only after a successful run on that fort.	—	0	—	1	Run	R
Flak 1: Break AP subroutine. 1: +1 strength.	Ice	4	2	1	Run	U
Force Shield Prevents up to 2 Net and/or brain damage total each turn.	—	2	—	1	Run	C
Gremlins Whenever you make a successful run on HQ, give the Corp a Gremlin counter. Every 2 Gremlin counters decrease the Corp's hand size by 1.	Vir	2	—	1	Run	U
Grubb 1: Break wall subroutine. 2: +1 strength for the remainder of this run.	Ice	0	0	1	Run	U
Hammer 1: Break wall subroutine. 1: +1 strength.	Ice	2	2	1	Run	V
Imp Imp can have up to 2 MU of programs installed in it. All icebreakers installed in this way have their strength reduced by 1.	Dae	0	—	1	Run	U
Incubator Whenever you make a successful run, give the Corp an Incubate counter. Each Incubate counter necesstates a die roll at the start of each of your turns; on each 6, choose a Virus counter and exchange that counter for two counters of the same type.	Vir	0	—	1	Run	R
Invisibility Put 1 bit from the bank on Invisibility when it is installed. Use this bit only to pay for using icebreakers during runs, but not for usng noisy icebreakers. If you use the bit, replace it at the start of your next turn.	Ste	0	—	1	Run	C
I Spy Trash: Put a Spy counter in a data fort. A Spy counter exposes all cards installed inside or on a fort containing i. The Corp may remove a Spy counter by taking an action to pay 4 bits. Use this ability only immediately after a successful run on that fort.	—	0	—	1	Run	U
Netspace Inverter Reverse a fort's ice cards so that the outermost piece of ice becomes the innermost, and so forth. Use this ability only immediately after a successful run on that data fort.	—	0	—	1	Run	R
Newsgroup Filter Action: Gain 2 bits.	—	5	—	2	Run	U
Pattel's Virus Whenever you make a successful run, put a Pattel counter on a piece of ice that had all its subroutines broken during that run. Each Pattel counter on a piece of ice reduces its strength by 1.	Vir	1	—	1	Run	U
Piledriver 3: Break up to four wall subroutines on a single piece of ice. 1: +1 strength. Whenever you use Pile Driver. lose a total of 3 bits from stealth cards.	Ice	1	7	1	Run	V
Poltergeist Put 2 bits on Poltergeist when it is installed. Use these bits only to pay for trashing nodes. If you use any of these bits, replace them at the start of your next turn.	—	0	—	1	Run	R
Pox Whenever you make a successful run put a Pox counter in the fort that was run. Every two Pox counters in a fort require the Corp to pay 1 bit, in addition to any other costs, to install a card inside or on that fort.	Vir	0	—	1	Run	U
R&D Protocol File Action: Make a run on R&D, but instead of accessing cards, look at the top five cards of R&D.	—	0	—	1	Run	U
Rabbit Ice that attempts to trace you has its trace limit reduced by 1.	—	0	—	1	Run	U
Raffles 1: Break code gate subroutine. 2: +1 strength.	Ice	7	4	1	Run	V
Ramming Piston 2: Break wall subroutine. 1: +1 strength. Whenever you break a wall subroutine with Ramming Piston, lose a total of 2 bits from stealth cards.	Ice	4	5	1	Run	V
Raptor 2: Break sentry subroutine. 1: +1 strength.	Ice	1	1	1	Run	V

Key:

Adv	Advertisement	Amb	Ambush	Bla	Black Ops	Det	Detection	Gate	Code Gate	Ice	Icebreaker	Sen	Sentry	Tra	Transaction
AI	Artificial Intelligence	Ass	Asset	Dae	Daemon	Diff	Difficulty	Gra	Gray Ops	Res	Research	Ste	Stealth	Vir	Virus

Name / Description	Type	Cost	Str	Mem	Player	Rarity
Reflector	Ice	2	4	1	Run	R
0: Break Stun, hellbolt, or knockout subroutine						
Replicator	Ice	5	2	1	Run	U
0: Break ice subroutine that traces.						
1: +1 strength.						
Scatter Shot	—	0	—	1	Run	R
Put 2 bits from the bank on Scatter Shot when it is installed. Use these bits only to pay for trashing upgrades. If you use any of these bits, replace them at the start of your next turn.						
Wild Card	Ice	0	0	1	Run	V
0: Break sentry subroutine.						
3: +1 strength.						
Wizard's Book	Ice	5	2	1	Run	V
0: Break code gate subroutine.						
2: +1 strength.						
Worm	Ice	4	2	1	Run	V
0: Break wall subroutine.						
3: +1 strength.						
Zetatech Software Installer	—	0	—	1	Run	U
Put 2 bits on Software Installer when it is installed. Use these bits only to pay for installing programs. If you use any of these bits, replace them at the start of your next turn.						

RESOURCES

Name / Description	Cost	Player	Rarity
Access Through Alpha	9	Run	R
1: Base link 9.			

THE SHORT CIRCUIT VALU-PAK SOFTWARE BUNDLE

The Short Circuit and Valu-Pak Software Bundle: Here's a nice little way to get your software selection up to the right specs. First use The Short Circuit to pluck your favorite programs out of your stack (one of each icebreaker perhaps?) and then use Valu-Pak Software Bundle to get them all into play without having to wait around for your hard drive to reboot.

Name / Description	Type	Cost	Str	Mem	Player	Rarity
SeeYa	Det	3	—	1	Run	C
Action, 1: Expose an installed card.						
Self-Modifying Code	—	2	—	2	Run	R
Trash: Search your stack for a program and install that program, if you can. Shuffle your stack afterwards. Use this ability only during a run.						
Shaka	Ice	4	2	1	Run	V
1: Break sentry subroutine.						
2: +1 strength.						
Shield	—	0	—	1	Run	C
Prevents up to 2 Net damage each turn.						
Shredder Uplink Protocol	—	4	—	2	Run	U
Action: Make a run on the Archives. If run is successful, do not access cards from the Archives; instead, treat run as a successful run on HQ.						
Signpost	—	2	—	1	Run	U
1: +2 link. Use this ability only once during each trace attempt, and only after you and the Corp have revealed how much each spent.						
Skivviss	Vir	3	—	1	Run	U
Whenever you make a successful run on R&D, give the Corp a Skivviss counter. Each Skivviss counter requires the Corp to draw one extra card at the start of each of its turns.						
Smarteye	Det	2	—	1	Run	C
Once during each run, you may expose a piece of unrezzed ice as you approach it. You may then jack out before the Corp decides whether to rez the ice.						
Snowball	Ice	10	0	1	Run	R
Snowball has +1 strength for each subroutine it has broken during a run, until the end of that run.						
1: Break sentry subroutine.						
1: +1 strength.						
Speed Trap	Det	0	—	1	Run	U
0: Jack out before an upgrade or node takes effect. Use this ability only immediately after the Corp has rezzed that upgrade or node.						
Startup Immolator	—	0	—	1	Run	U
Trash. Pay the rez cost of a piece of ice to trash that piece of ice. Use this ability only if you have just broken all the subroutines of that piece of ice.						
Succubus	Dae	3	—	1	Run	R
Succubus can have up to 3 MU of programs installe din it. If Succubus leaves play, trash all programs installed in it.						
Tinweasel	Ice	5	3	1	Run	V
0: Break code gate subroutine.						
Vewy Vewy Quiet	Ste	1	—	1	Run	C
Put 2 bits from the bank on Vewy Vewy Quiet when it is installed. Use these bits only to pay for using icebreakers during runs, but not for using noisy icebreakers. If you use any of these bits, replace them at the start of your next turn.						

Name / Description	Cost	Player	Rarity
Access to Arasaka	2	Run	V
2: Base link4.			
2: +1 link.			
Access to Kiribati	1	Run	V
1: Base link 1.			
1: +1 link.			
Aujord'Oui	0	Run	R
Action: Look at the top five cards of your stack. You may bring any program cards among them into your hand. Pay 1 bit for each card taken in this way and show those cards to the Corp. Shuffle you stack.			
Back Door to Hilliard	0	Run	C
0: Base link 2.			
3: +1 link.			
Back Door to Orbital Air	0	Run	V
1: Base link 2.			
2: +1 link.			
Broker	3	Run	C
Each of your turns, you may take only one action to use Broker.			
Action: Put 3 bits from the bank on Broker.			
Action: Take all the bits from Broker.			
Code Viral Cache	1	Run	R
Play only if you made a successful run on HQ this turn. If the Corp forgoes actions to lose Virus counters, two counters of your choice are not removed. The Corp may trash Viral Cache by taking an action to pay 5 bits.			
Corporate Ally	3	Run	R
Unique. Installing Corporate Ally costs 1 agenda point in addition to the normal cost. The difficulty of all agendas is +1.			
Crash Everett, Inventive Fixer	2	Run	C
Unique. Whenever you draw one or more cards from your stack, draw an extra card; then choose one of the cards drawn and either trash it or return it to the top of your stack.			
Danshi's Second ID	0	Run	U
Action, Trash: Remove up to three tags, at no cost.			
Databroker	0	Run	U
Action, Trash, 1 agenda point: Gain 10 bits.			
Diplomatic Immunity	1	Run	R
Prevents all meat damage. The Corp may pay 1 agenda point to cancel this effect until end of turn.			
Fall Guy	0	Run	V
Trash: Avoid receiving a tag.			
Field Reporter for Ice and Data	0	Run	R
At the end of each of your turns, gain 1 bit for each piece of ice the Corp rezzed during that turn.			
Floating Runner BBS	6	Run	U
Gain 1 bit at the start of each of your turns.			

Name / Description	Cost	Player	Rarity
Hell's Run	0	Run	U
Put 1 bit from the bank on Hell's Run when it is installed. Use this bit only to pay for increasing your linl. If you use the bit, replace it at the start of your next turn.			
Junkyard BBS	1	Run	U
Action, 1 bit: Bring the top card from your trash into your hand.			
Karl de Veres, Corporate Stooge	2	Run	U
Gain 1 bit each time you make a successful run.			
Leland, Corporate Bodyguard	2	Run	C
1: Prevent 1 meat damage.			
Trash: Avoid receiving a tag.			
Loan from Chiba	0	Run	U
Gain 12 bits when Loan from Chiba is installed. At the start of each of your turns, lose 1 bit. If LFC leaves play, pay 10 bits or lose the game. You may trash LFC at the end of any of your turns.			
N.E.T.O.	0	Run	R
Action: Look a the top four cards of your stack. You may bring any prep or resource cards among them into your hand. Pay 1 for each card taken in this way, and show those cards to the Corp. Shuffle the rest back into your stack.			
Nomad Allies	2	Run	V
Action, 1: Remove a tag at no cost.			
Trash: Avoid receiving a tag.			
Preying Mantis	0	Run	R
Each of your turns, you may choose to gain an action. If you do, suffer 1 brain damage at end of the turn. This damage can't be prevented.			
Quest for Cattekin	4	Run	R
At the start of each of your turns, roll a die. On a 6, trash Quest for Cattekin, and you gain an action on each of your turns for the remainder of the game. On a 1, suffer 1 brain damage. On a 2, suffer 1 Net damage. This damage cannot be prevented.			
Restrictive Net Zoning	1	Run	U
Choose a data fort when Restrictive Net Zoning is installed. The orp must pay 2 bits, in addition to the normal cost, to install ice on that fort.			
Rigged Investments	4	Run	C
Put 12 bits from the bank on Rigged Investments when it is installed. At the start of each of your turns, take 1 bit from Rigged Investments. When all the bits from Rigged Investments have been removed, trash Rigged Investments.			
Ronin Around	3	Run	R
Action: Look at the top five cards of your stack. You may bring any hardware cards among them into your hand. Pay 1 bit for each card taken in this way, and show those cards to the Corp. Shuffle the rest back into your stack. Action, 2 bits: Expose any card.			
Shell Traders, The	0	Run	R
Action: Choose a program or hardware card from your hand. Set that card aside, and put number of Shell counters on it equal to its installation cost. When the last counter has been removed, install that card at no cost. Remove one Shell counter from one card at the start of each of your turns.			
1: Remove one Shell counter from a card.			
Short Circuit, The	1	Run	C
Action, 1: Search your stack for a program. Show that program to the Corp, then bring it into your hand. Reshuffle your stack afterwards.			
Short-Term Contract	1	Run	C
Put 12 bits from the bank on Short-Term Contract when it is installed. When all the bits have been removed, trash Short-Term Contract.			
Action: Take 2 bits from Short-Term Contract.			
Silicon Saloon Franchise	8	Run	R
Action: Gain 1 bit and draw one card.			
Smith's Pawnshop	0	Run	U
At the start of each of your turns, you may trash one of your other installed cards to gain 2 bits.			
Springboard, The	0	Run	C
1: +1 link. Use this ability only once during each trace attempt, and only after you and the Corp have revealed how much each spent.			
Submarine Uplink	0	Run	U
0: Base link 4.			
1: +1 link.			
You may use Submarine Uplink only during a run. Using Submarine Uplink forces you to jack out after the current encounter ends.			
Technician Lover	2	Run	U
Action: Look at the top card of R&D.			
Top Runners Conference	0	Run	R
Gain 2 bits at the start of each of your turns. Trash Top Runner's Conference when you make a run.			
Trauma Team	0	Run	U
Put two Trauma counters on Trauma Team when it is installed.			
Trauma Counter: Prevent 1 meat damage.			
Action: Put one Trauma counter on Trauma Team.			
Umbrella Policy	0	Run	U
Trash: Prevent an installed program or hardware card from being trashed.			
Wilon, Weeflerunner Apprentice	4	Run	U
Each of your turns, you may choose to gain an action, which you may use only to make a run. You cannot spend more than 3 bits during that run to pay for using icebreakers or increasing your linl. Use this ability only once per turn and only during your turn.			
Trash: Avoid receiving a tag.			
Trash: Prevent any amount of meat damage.			

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ARTIFACTS

Name	Type	Points	Requirement	Rarity
Cryosatellite — Seed at a space location. May seed one additional artifact and up to 3 AU icon personnel here. Those Personnel come aboard your ship when mission completed.			AU	R
Data's Head — Use as Equipment card. Head has Cunning=10 and Computer Skill. While on a ship, Range, Weapons and Shields are +2. (Not cumulative.)	Equipment		AU	R
Iconian Gateway — Place in hand until played on a planet location as an Event card. While in play, anyone's personnel and equipment can move instantly from Iconian Gateway to any other planet(s).	Event			R
Ophidian Cane — Place in hand until played as an Interrupt card to allow 3 through Devidian Door OR double Devidian Foragers (to four personnel) OR double Empathic Touch.	Interrupt		AU	R
Receptacle Stones — Place in hand until played as an Event card on the crew of an opponent's ship. Any space dilemmas you encounter this turn also apply to that ship and crew. Discard event.	Event			R
Ressikan Flute — Immediately play on table. X varies constantly, where X=5 points for each of your Music personnel in play. Destroy with The Devil. (Not duplicatable.)		X	AU	R
Samuel Clemens' Pocketwatch — Place in hand until played as an Interrupt card. One action that must happen on your next turn (such as your card draw), happens now instead.	Interrupt		AU	R

DILEMMAS

Name	Type	Points	Requirement	Rarity
Alien Labyrinth — To get through this maze-like structure and continue, Away Team must have a Tricorder OR 2 Engineer.	Planet			C
Cardassian Trap — Unless Empathy present, opponent captures one unique, non-Cardassian personnel from you (random selection) and places it on their side as a captive, along with trap.	Both			U
Coalescent Organism — Unless Exobiology present, one personnel (random selection) dies at end of your next turn. If others present at the death, organism is passed on to one of them (random selection), etc.	Both			R
Conundrum — Unless Integrity>40, this ship must do nothing but chase (at normal speed) & attack 1 of opponent's ships (your choice). Discard dilemma.	Space		AU	C
Edo Probe — Abandon mission attempt until any player has completed a different mission OR continue but lose points if you fail this turn.	Both	-10		U
Empathic Echo — One personnel present with Empathy (random selection) is killed unless Security and Medical present.	Both		AU	C
Ferengi Attack — Kills one Away Team member (opponent's choice) unless total Cunning + Strength>68 OR Greed present. Discard dilemma.	Planet			C
Frame of Mind — One Away Team member (random selection) now becomes non-aligned with attributes of 3-3-3 and only two skills (opponent's choice). Cure with 3 Empathy present.	Both		AU	U
Gatherers, The — Unless Marouk OR Integrity>36 present, discard all Equipment and Artifacts in Away Team, plus one card (random selection) from your hand. Discard dilemma.	Planet			C
Hidden Entrance — To locate the concealed entrance and continue, Away Team must have Geordi La Forge OR Engineer + Cunning>32.	Planet			C
Higher… The Fewer, The — Subtract X from your total score, where X= the number of personnel in this crew or Away Team.	Both	X		U
Hunter Gangs — Two Away Team members (random selection) are chased. Examine cards separately. Personnel escapes if Cunning is even, killed if odd. Discard dilemma.	Planet			C
Interphasic Plasma Creatures — Unless 2 Science or Mindmeld present, play on table as an Event card. While in play, lowers Strength of each of your personnel by 2. (Not cumulative.)	Both		AU	C
Malfunctioning Door — To get through door, must have Soong-Type Android present OR a combined Strength>27 from up to four Away Team members.	Planet			C
Maman Picard — If this is a Federation ship, immediately transport it to any end of the spaceline (opponent's choice).	Space		AU	U
Outpost Raid — If at your outpost: two personnel are killed (opponent's choice) unless Strength>81. Discard dilemma. OR Elsewhere: requires Strength>18 to pass.	Both			C
Parallel Romance — If present, one male and one female (random selection) have affair. They are Strength -2 each & stopped now & for your next 2 full turns.	Planet		AU	U
Punishment Zone — One Away Team member (random selection) is killed OR beam up that personnel at a penalty. Double penalty if Federation.	Planet	-5		C
Quantum Singularity Lifeforms — If a Romulan ship present, all ships and personnel here are placed in stasis. Cure with Emergency Transporter Armbands, Timepod Ring or new Engineer arriving.	Space		AU	U
Rascals — All unique crew members (maximum of 4, random selection) are kids. Strength=2 and Youth replaces first-listed skill. Cure with 2 Medical and Biology.	Space			U
Royale Casino: Blackjack — Play one game of blackjack, using Cunning numbers. Players must show entire hand. Closest to 21 without going over wins points. Others lose points. Ties=0.	Planet	5 or -5	AU	U
Thought Fire — If The Traveler: Transcendence is affecting you, all crew members here with (Cunning + Integrity)<12 are killed unless Empathy present.	Both		AU	C
Worshiper — If Away Team's Greed>Honor, score bonus points. Otherwise, Away Team is stopped unless Edo Vessel or Anthropology present. Discard dilemma.	Planet	5		C
Zaldan — Unless Treachery x2, Disruptors, Wesley Crusher or Exobiologypresent, two Away Team members with Diplomacy (random selection) are killed.	Planet			U

DOORWAYS

Name	Type	Requirement	Rarity
Alternate Universe Doorway — Place one on table during the seed phase. Door is now open, allowing your AU icon cards to enter play. OR Stock in deck and use as follows: Plays to nullify one Revolving Door or Subspace Schism. (Discard doorway.) OR Allows one ship to pass through Q-Net. (Discard doorway.) OR Nullify one Temporal Rift, and return doorway to your hand.			C
Devidian Doorway — Allows you to play a card "from the future." Whether or not you currently have a Devidian Door in your hand, at any time say "Devidian Door" and play (to anywhere) one Personnel or Equipment card from your hand. However, any time during your next turn, you must show opponent a Devidian Door from your hand and place it out-of-play, or you lose the game.		AU	R

EQUIPMENT

Name	Rarity
Echo Papa 607 Killer Drone — Use during Away Team or Rogue Borg battles. First time used in battle, Strength=10. Next time used in a separate battle, Strength=20, etc.	R
I.P. Scanner — Where present, nullifies Interphasic Plasma Creatures, Brain Drain and Phased Matter.	C

EVENTS

Name	Requirement	Rarity
Baryon Buildup — Plays on ship. Range is reduced by 2. (Cumulative.) Remove by returning to outpost & evacuating ship until beginning of following turn.		C
Captain's Log — Plays on table. Any of your personnel aboard a ship he or she commanded or captained (as referenced in ship lore) raises Shields +3 and Weapons +3. (Not cumulative.)		U
Charybdis, The — Plays on table. Artifacts at completed missions cannot be acquired until Archaeology present. (If Charybdis destroyed, anyone present may acquire artifact.)		U
Engage Shuttle Operations — Plays on table. Shuttlecraft may be carried and launched form your ships (if tractor beams and Engineer present) AND land on planets (requires their total Range).		U
Interrogation — Plays on one personnel you've captured. Each turn, ask opponent, "How many lights do you see?" If reply is "Five", return captive to outpost, score 10 points. Otherwise, score 1 point, retain captive.		R
Intruder Force Field — Plays on table. While in play, reverses Telepathic Alien Kidnappers affecting you AND Rogue Borg invading your ships must be 3 or more to be effective.		U
Klim Dokachin — Plays on table. When opponent reports a unique personnel for duty, opponent draws no cards at end of that turn.		U
Lower Decks — Plays on table. While in play, all your non-holographic, universal personnel are each Cunning +2, Integrity +2 and Strength +2. (Not cumulative.)		U
Mask of Korgano, The — Plays on on of your personnel. While in play, changes it from normal to AU icon personnel, or vice versa.		C
Mot's Advice — Plays on any one personnel. While in play, that personnel gains the skill of Barbering.		U
Particle Scattering Field — Plays on one of your ships with a Particle Scattering Device. No beaming to or from a planet is allowed where ship present. You may discard Field at any time.		C
Revolving Door — Plays on any Doorway or Iconian Gateway card. It is now closed. OR Nullifies another Revolving Door (discard both) and "re-opens" card underneath.		R
Rishon Uxbridge — Plays atop one Event card in play. Protects the underlying event from Kevin Uxbridge. However, Kevin Uxbridge may remove (discard) Rishon. (Not cumulative.)	AU	C

BRUTE FORCE

FEK'LHR

Brute Force and Fek'lhr: As indicated by the mission's name, Brute Force can simply be solved by having an Away Team with a total Strength of 10 times the number of members present. So, who to turn to? Fek'lhr, of course. With the highest Strength of any character in the game, this bad boy will have no problem helping you skew that ratio in your favor. As a side benefit, since Fek'lhr is universal, you can make things even easier by using more than one to attempt the mission.

Key: Aff Affiliation · Att Attributes · AU Alternate Universe · F Federation · K Klingon · Pts Points · R Romulan · Req Requirements

IQ players guide

Name / Description	Requirement	Rarity
Thermal Deflectors — Plays on table. While in play, nullifies Firestorm, Thought Fire, Plasma Fire, Fire Sculptor and Phaser Burns.		U
Wartime Conditions — Plays on table only if a Federation ship is attacked by another ship. While in play, the Fed. may battle attacking ship's affiliation at will.	AU	R
Yellow Alert — Plays on table. While in play, cancels (discard) and prevents Red Alerts AND all your Personnel are each Cunning +1. (Not cumulative.)		C

INTERRUPTS

Name / Description	Points	Requirement	Rarity
Anti-Matter Spread — Plays at start of ship battle. For this battle, opposing ships' Weapons -1 for each personnel aboard with Cunning<8 or Borg Ship Weapons=16 this turn.			C
Barclay Transporter Phobia — Plays during transport by beaming, Dimensional Shifting or Iconian Gateway. One personnel (random selection) refuses all transport until cured with Plexing.			U
Brain Drain — Removes all skills and Cunning from any one personnel for the rest of this turn. OR Doubles effects of Interphasic Plasma Creatures.		AU	U
Countermanda — Nullifies Telepathic Alien Kidnappers OR if opponent just played Res-Q or Palor Toff, suspend that action, look through opponent's discard pile and put any three cards out-of play.			C
Dead In Bed — Kills any one personnel currently in stasis.		AU	U
Destroy Radioactive Garbage Scow — Plays to discard Scow. Kills all personnel at location unless aboard ship or Thermal Deflectors present. If mission not done yet, reduce its points.	-10	C	
Devidian Foragers — Look through any one discard pile and place two personnel out-of-play. Add attribute numbers to one of your AU icon personnel for this turn.		AU	C
Eyes In the Dark — Plays when facing a dilemma. If Empathy present, add the skills and attribute numbers of one personnel (random selection) from any opponent's ship (your choice).		AU	C
Fire Sculptor — Plays on Plasma Fire or Warp Core Breach to move onto nearest opponent's ship. OR "Melt" (place out-of-play) 1 card in any 1 discard pile.			C
Hail — Plays on any ship "flying by" one of your ships; it must stop at your location. OR Select two ships; they cannot battle each other this turn.			C
Howard Heirloom Candle — Plays to double effects of Anaphasic Organism or Empathic Echo OR nullifies Coalescent Organism OR prevents Anya or Salia from morphing this turn.			C
Humuhumunukunukuapua'a — Plays on any location. For this turn: Your personnel with Youth are Cunning +4 and Strength +4. Opponent's non-aligned personnel are Cunning -4 and Strength -4.			C
Incoming Message: Attack Authorization — Plays on any Federation ship. If Treachery aboard, "This ship must immediately attack one ship (your choice) at this location." May ignore if V.I.P. aboard.			U
Isabella — Plays on any non-Borg ship at a nebula; it is destroyed unless Youth aboard by end of your next turn. OR Kill any one Greed personnel who just exploited a Worshiper.			U
Jamaharon — Nullifies Horga'hn OR Parallel Romance OR if plant Risa is on spaceline, immediately move any 1 male personnel alone on planet to Risa.			C
Kevin Uxbridge: Convergence Interrupt — Detroys all Event cards in play at any one spaceline location (including those on ships).			C
La Forge Maneuver — Plays to expose any 1 cloaked ship at planet location. It is vulnerable (as if it were decloaked) if next action is an attack against that ship.			U
Latinum Payoff — Plays if Greed aboard your ship when it destroys another ship in battle. X=3 bonus points for each Officer aboard destroyed ship. (Not cumulative.)	X		C
Phaser Burns — If phasers or disruptors are present during an Away Team battle, before a winner is determined randomly select 2 opposing personnel to die.			C
Rescue Captives — All you personnel currently held captive are returned to your outpost(s), nullifiying Interrogation, Brainwash and Torture, if any or all are in progress.			U
Romulan Ambush — Destroys opponent's ship with Shields<6 present with your D'deridex-class ship. Crew killed, except 1 personnel (your choice) is made captive.			U
Security Sacrifice — One Security personnel present may sacrifice (substitute) for another personnel who has been randomly selected to die.			C
Seize Wesley — lays on opponent's ship under influence of Ktarian Game dilemma. All remaining personnel are disabled. If Wesley Crusher aboard, he is made your captive.			R
Senior Staff Meeting — Plays on ship with Officer, Engineer, Medical, Science and Security aboard, just before the inital attempt of a space mission. First dilemma encountered is discarded.			U
Temporal Narcosis — Plays when opp. is using Horga'hn, Revolving Door, Emergency Transporter Armbands or Energy Vortex. Your next turn take a double turn.		AU	U
Thine Own Self — Plays on opponent's one- or two-person Away Team. Away Team is "lost" (place under mission). Rescued if owner later completes mission. Captured if you do.			C
Vorgon Raiders — If you have Ajur and Boratus together in play, discrad them and "steal" (use as your own) any one artifact in play or just played as an Interrupt card.		AU	R
Vulcan Nerve Pinch — Plays at start of Away Team or Rogue Borg battle. Each Vulcan or Soong-Type Android present may place one personnel (random selection) in stasis until the end of your next turn.			C
Wolf — Saves any personnel with Empathy who has been randomly selected to die or to be captured. OR Nullifies Barclay Transporter Phobia.		AU	U

Paul Rice: In addition to having pretty good stats for a universal character, this guy also has Command ability and Leadership. He's also got a nifty ability which will nullify one Echo Papa 607 Killer Drone wherever he is, but perhaps the funkiest part of the whole card is the little in-joke the Decipher folks decided to add to pay homage to the Beatles. Check out the copyright.

MISSIONS

Name / Description	Type	Aff	Points	Span	Rarity
Brute Force — Strength>10 x number of Away Team members present (minimum 3 personnel).		K	30	3	R
Compromised Mission — Treachery x2 + Computer Skill + Strength>35	Space	K, R	35	4	R
Diplomatic Conference — One V.I.P. from each of three affiliations + one non-aligned V.I.P.		F, K, R	60	4	R
FGC-47 Research — Diplomacy + Youth x2. X=6 minus each Navigation aboard ship.		F, K, R	30	X	R
Fissure Research — Astrophysics + Physics + 3 AU icon Personnel		F, K, R	35	3	R
Qualor II Rendezvous — Treachery + Greed OR Amarie. Aligned personnel on planet in stasis until mission solved.	Planet	N	30	4	U
Quash Conspiracy — Tal Shiar + Integrity<21	Space	K	40	3	R
Reunion — Miracle Worker OR Cantankerousness OR Spock. X=15 points if one present, 40 if all three.	Planet	F	X	3	R
Risa Shore Leave — Music + Youth + Civilian x2 + Female + Male	Planet	F	30	3	R
Warped Space — Science x2 + Navigation + Astrophysics	Space	K	45	5	R

PERSONNEL

Name / Description	Type	Aff	Att	Ldrs	Req	Rarity
Ajur — Once per game, if alone with Archaeology on a planet, may destroy all but 3 seed cards there (random selection).	Security	N	1/8/3	S	AU	U
Berlingoff Rasmussen — Treachery, Archaeology, Greed. May nullify Time Travel Pod if present. (Discard both.)	Civilian	N	2/6/4	—	AU	R
Beverly Picard — Medical x2, Leadership, Biology	Officer	F	8/8/4	C	AU	R
Boratus — Once per game, if alone with Archaeology on a planet, may destroy all but 3 seed cards there (random selection).	Security	N	1/5/7	—	AU	U
Commander Tomalak — Diplomacy, Leadership	Officer	R	7/7/9	C	AU	R
Dathon — Diplomacy x2, Leadership, Honor. Nullifies Tamarian-related dilemmas where present.	Officer	N	9/8/6	C		R
D'Tan — Youth, Archaeology where present, Romulans without Treachery are Integrity +1.	Civilian	R	7/6/3	—		U
Governor Worf — Security, Honor x2, Navigation, Diplomacy, Leadership	V.I.P.	K	8/7/8	C	AU	R
Ian Andrew Troi — Diplomacy, Leadership, Music, Computer Skill	Officer	F	8/8/6	C	AU	R
Jack Crusher — Honor, Archaeology, Music, Leadership, Computer Skill.	Officer	F	8/8/7	C	AU	R
K'mtar — Diplomacy, Leadership, Honor. Att. all +5 if with Alexander Rozhenko.	V.I.P.	K	8/8/8	C	AU	R
Lakanta — Ship he is on can leave one end of spaceline and enter other end. Wesley Crusher attributes +4, if present.	Civilian	N	8/12/3	S	AU	U
Lt. (j.g.) Picard — Astrophysics, Navigation	Science	F	8/6/6	S	AU	U
Major Rakal — Romulan: Tal Shiar, Empathy, Treachery. Federation: Empathy, Diplomacy, Integrity +4, Cunning -1	V.I.P.	R, F	4/8/4	C	AU	R
Maques — Empathy x2, Diplomacy	V.I.P.	N	8/7/4	—		U
Mickey D. — Treachery automatically wins Royale Casino side games, if present.	Civilian	N	1/5/8	—	AU	U
Montgomery Scott — Engineer, Astrophysics, Honor, Miracle Worker	Engineer	F	7/8/3	C		C
Paul Rice — Leadership, Computer Skill. Nullifies one Echo Papa 607 where present. Holographic. Universal.	Officer	F	7/7/6	C		U
Rachel Garrett — Honor, Engineer, Leadership, Diplomacy, Astrophysics	Officer	F	9/7/5	C	AU	R
Richard Castillo — Leadership, Navigation	Officer	F	8/7/7	C	AU	U
Stefan DeSeve — Romulan: Treachery, Greed. Federation: Officer, Treachery, Integrity -1	Civilian	R, F	5/8/5	S	AU	R
Targ — All non-Targ Klingons Strength +1 where present. Nullifies one just-played Rogue Borg where present.Universal.	Animal	K	4/1/5	—		C
Tasha Yar-Alternate — Honor, Leadership. Armed with Starfleet Type II Phaser.	Security	F	8/7/8	S	AU	R

SHIPS

Name / Description	Type	Aff	Attributes	Leadership	Req	Rarity
Decius — Cloaking Device, Holodeck, Tractor Beam	D'deridex	R	10/9/8	C,S,AU	AU	R
Edo Vessel — X=8 However, there is always a 50/50 chance any attack is nullified.	Unknown	N	5/10/X	S,AU,AU	AU	R
Future Enterprise — Cloaking Device, Holodeck, Tractor Beam	Galaxy	F	13/10/9	C,AU,AU,AU	AU	UR
Gomtuu — If staffed, immune to Supernova. * If target has shields <9, hurl it up to 9 span.	Living Ship	N	7/*/6	Empathy x2		R
I.K.C. Fek'lhr — Cloaking Device, Holodeck, Tractor Beam	Voodieh	K	11/9/8	C,S,AU,AU	AU	R
I.K.C. K'Ratak — Cloaking Device, Tractor Beam	K'Vort	K	6/8/6	S		C
Neutral Outpost — Seed one at any Space location OR build later at a Space location where any Engineer is present. No repairs here.	Outpost	—	-/-/24			C
Tama — Particle Scattering Device.	Darmok	N	7/9/8	C, S		U
U.S.S. Enterprise-C — Enters play damaged at any location. Tractor Beam	Ambassador	F	8/7/8	C,S,AU	AU	R

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Swan SONG

Rick Swan's unique take on the world of gaming

He-Men Women Haters

It was a late Saturday night. The wife and I were in the middle of a *Monopoly* game when I decided to ask her a question that'd been bothering me for a long time.

"Explain something to me," I said, handing her the dice. "You like *Monopoly*. You like *Scrabble*. You like *Trivial Pursuit*. As far as I can tell, you like just about every kind of game there is except card games. How come?" This also happened to be true for our female neighbors, my sister-in-law and my female cousins. All were avid gamers, but trying to get them interested in CCGs was like trying to get vampires interested in sharp stakes.

She rolled the dice, landed on Free Parking, and then bought a hotel for Vermont Avenue. "That's not true. I like some of 'em. I like *SimCity*. I like *Star Trek*."

"What else?"

She shrugged.

My turn. I landed on Vermont and forked over $550. "Stay right there." I left the room, returning a few minutes later with an armload of card games. I handed her a copy of *Rage*, the game of battling werewolves. "What do you think of this one?"

She thumbed through the cards—Broken Limb, Vital Blow, Disembowelment—in all their blood-splattered glory. "Gross, gross, gross, gross, really disgusting, gross." She handed them back. "No way." She landed on Go and pocketed $200.

"Okay, try this one." I gave her *Guardians*, the fantasy game with all the cute stuff like Smogwarts and Giant Penguins. Naturally, she ignored the Giant Penguins and went straight for the Babes, Wild Nymphs and every other card that featured nubile females in various states of undress. "Totally sexist," she said, shaking her head. "I can't believe this. These are demeaning!"

I rolled again, landing on Tennessee Avenue, another one of hers. "What's demeaning about them?"

"I'll buy you a new car if you can find me 10 women who don't think these are offensive."

Right. Like I know 10 women. "Yeah, well, but not every game is like that. *Rage*, for instance. That isn't demeaning."

"No, that's just repulsive. You owe me $950." While I was busy mortgaging my railroads, she went to the bookshelf and retrieved one of our leather-bound volumes of *InQuest*. She turned to the first letters page, then flopped it down in front of me.

"How many of these letters were written by women?" she asked.

I studied the names. "Uh, zero."

"Look down here. See all these people wanting pen pals? How many are women?"

"Well..."

"And that game convention you dragged me to last summer. How many women?"

"Lots. As a matter of fact—"

"Not counting the ones in chain-mail bikinis."

She had me there.

She took her turn. A hotel went up on Park Place. "Look, I'm sure there are women who like this stuff. But you've got to admit, card games are mostly for males. They're mostly made by males, mostly played by males and mostly marketed to males. They always have been. And they probably always will be."

She picked up the *Guardians* deck with her thumb and finger, holding it like a dead rat, and continued: "I want you to think about this. Imagine that every image in this deck of a half-dressed woman was replaced with an image of a half-dressed man. Imagine that instead of Babes cards, there were Hunks cards that showed dewy-eyed guys in teeny little jockstraps. How interested would you be?"

It was 2 a.m. This conversation was giving me a headache.

"You have," she said, counting my money, "$16 left."

"Can I borrow a hundred?"

She rolled her eyes.

"Okay, I give up." I gave her the $16. "But since I let you win, I expect you to humor me."

"Oh? How so?"

"By trying the card game I invented. Guaranteed to bring the sexes together. I'm gonna sell it to Wizards of the Coast and make us rich."

She eyed me warily. "What is it?"

"*Strip Magic*. First, you unbuckle your—"

The *Monopoly* board missed my head by a good two feet. Lucky for me, she throws like a girl.

Rick Swan would like you to know that the preceding is a work of fiction. Uh, mostly. So is his "Contest of Champions" feature on page 36.

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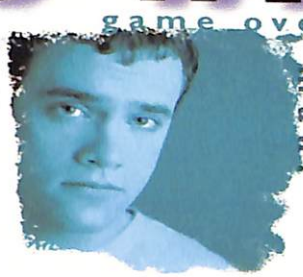

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