

# CONJURE

M A G A Z I N E

November/December 1994

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One on One: ANSON

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# Fallen Empires



**I**n the southern oceans of Dominia Prime lay a continent of great kingdoms. Far from the war between Urza and Mishra, the lands of Sarpadia prospered. But as the climate changed, resources dwindled and empires crumbled. Hideous new species arose in the forests and seas, forcing the Sarpadians to fight for their very survival; Icatian towns mustered Phalanxes to defend themselves from Orcish raiders and the misbegotten spawn of uncontrolled black magic. Recruit these toughened warriors and vicious predators for your *Magic: The Gathering* duels, but beware lest you fare no better than the *Fallen Empires*.

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The Gathering

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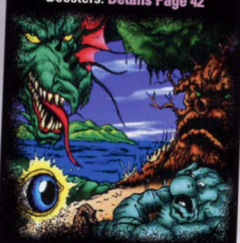
Special  
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The world of Dominia is constantly changing. Look into your crystal ball and accurately predict the next change to win 2 boxes of Magic Boosters. Details Page 42



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**Editor**

James Grasso

**Copy Editor**

Betsy Burger

**Editorial Assistant**

Susan Grasso

**Art Director/  
Designer**

Michael Langham

**Contributing Writers**

Thomas A. King

Marty Grasso

Walker Adams

James Grasso

Richard Brown

Joe Leusi

Mike Pyles

Rob Pyles

**National  
Sales Director**

James Grasso

**Advertising Director**

James Grasso

**Cover Art**

David Nobel, pencils & inks

Jim Dudash, color

**President/Publisher**

James Grasso

**Design Director**

Michael Langham

**Conjure  
Customer Service**

216.282.2666

2272 Kresge Drive,  
Amherst, Ohio 44001

### Dear Collectable Card Game Enthusiasts,

Four score and three months ago, I started Conjure Magazine with the desire to produce a publication that would provide me with the information needed to become a better player and collector. After assembling a team of professionals and fellow gamers, I laid out my plan and goals: produce an easy to use, fun to read and extremely useful periodical and price guide. We divided up the assignments and I delegated the work and we all began to create and assemble Conjure Magazine. Before you is the end result of our labor. I really hope you like it.

By the time you read this the Conjure staff will be waist deep in Conjure Magazine issue #2. We are all dedicated and committed to continually providing you with the very best of information. In an attempt to bring you exactly what you want in Conjure Magazine we need your help. We would very much appreciate any and all input you can provide us. Including but not limited to: articles, original stories, topics you would like to see discussed, criticism (even constructive criticism is important and greatly appreciated by our staff), letters, corrections, event schedules, questions, and all other information that you would like have. If we use your articles, stories or other submissions you will be compensated for your effort. Send your submissions to:

*Conjure Magazine, 2264 Kresge Drive, Amherst, Ohio 44001.*

Oh, and about our Conjure's Ultimate Price Guide... Others may list card prices in ranges: High, Low and Median. This may give you a feel for how much money is changing hands related to a particular card, but they fall way short of being accurate guides to value all conditions of a card or cards. For example... If an Unlimited Edition Black Lotus, perfect in every detail sold for \$70, and one played with for sells a Black Lotus out of their play deck that they have been playing with for the last six months sold for \$20, should the going price for one Black Lotus be, as averaged, at \$45? I think not. What is this Averaged Card's condition? Would you pay \$70 for a \$45 Black Lotus? It would be a difficult decision at best.

Different people want different grades of cards for different reasons and I felt the market needed a basis. So in every issue you can look forward to the grading guide section to expand and more finely detail the art of grading your cards' conditions.

We scour the world surveying the buys and sells of cards in all conditions and develop our average near mint price as an extrapolation of all prices at all grades. 'Collectors' will desire the very best card they can afford, while 'Players' will desire the cheapest card they can get and still be able to play with. There does come a time when the condition of a card deteriorates to a point that including it in one's deck should be considered like playing with marked cards. It is my hope that the Duelist Convocation will adopt a standard from which cards of lesser condition will be disallowed from tournament play.

*James Grasso*

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# Conjurer's Top Ten P

Jim, we need an introductory paragraph or two here to set up this recurring article space. Perhaps your "need" to pick these cards, and invitation to have readers send in their own suggestions, maybe upcoming picks/combinations, etc., etc., etc.

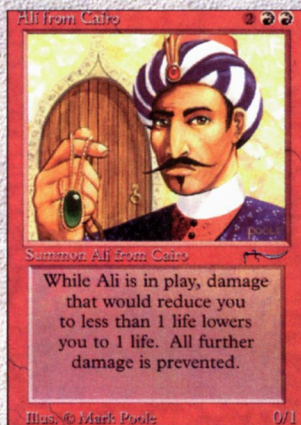


**1** **Icy Manipulator:** This mono artifact was discontinued after the Unlimited edition. It is used to tap creatures, artifacts, and land without the card generating an effect. This can be of great use in stopping a creature from attacking before attack phase is announced or in tapping land which has been enchanted with Psychic Venom.

**2** **Mox (all 5 are included):** The mox artifacts were discontinued after the Unlimited edition. A Mox is a zero casting cost artifact that produces a specific color mana when tapped. Since you can place as many artifacts in play as you have mana to pay for, it was possible to place all Moxes' down immediately.



# icks...



### 3 Ali from Cairo:

This card is a red creature from the Arabian Nights expansion. While it is in play the controlling player's life points cannot be reduced below one. Add to this a Spectral Cloak and or a Jade Monolith, and you have a player that is very difficult to kill.



### 4 Black Lotus:

This card was discontinued after the Unlimited edition. This card has a zero casting cost and can produce 3 mana of any type before going to the graveyard. Consider a starting hand with a Black Lotus, Channel, Mountain or Ruby Mox, and a Fireball or Disintegrate. With those four cards you will win the game if you either go first or your opponent has not caused you any damage prior to your turn.



### 5 Guardian Beast:

This card is from the Arabian Nights expansion. It is a black creature that when untapped prevents the destruction, theft, or enchantment of all non creature artifacts. It will not, however, prevent the sacrifice of an artifact. The text on Guardian Beast could have been stated more clearly. As a result this card is play according to many different interpretations.



### 6 Gauntlet of Might:

This card was discontinued after the Unlimited edition. Gauntlet of Might increases the amount of mana mountains produce and increases the potency of all red creatures. Red is probably the first choice of color dominance in a new players deck and hence the large demand.

# Conjure's Top Ten Picks... ...continued



**7 Mirror Universe:** This artifact is from the Legend expansion. It allows you to switch your life points with an opponent's life points during your upkeep phase. It can work very well with the discontinued black enchantment, Lich.



**8 Lich:** This card was discontinued after the Unlimited series. Lich reduces your life points to zero while keeping you alive as long as you have cards in play. Now when damage is dealt to you, you must remove cards from play. When you gain life you must draw cards. When you have no more cards or Lich is destroyed, you lose. If you have many cards in play and few life points it may just save your life.



**9 Ring of Ma Ruf:** This mono artifact is from the Arabian Nights expansion. It allows you to bring into the game any other card you have outside the game. The Ring of Ma Ruf once used is removed from the game. In tournament play you can only exchange it for a card in your side board. The Ring of Ma Ruf allows you to adjust your game while in play instead of between games.



**10 Carrion Ants:** This black creature is from the Legend expansion. It allows you to increase its power and toughness +1/+1 per point of any color mana until end of turn. Unlike Frozen Shade or other creatures with similar ability you can play a multi-color deck and still make Carrion Ants a powerful creature.

**And remember, if you have an idea for a better card pick, or disagree with our staff's selection, write us, and tell us why. You just might win something...**

# COMBOS TO DIE FOR

## COMBO #1

**Island Sanctuary,  
Land Tax, Land's Edge,  
and Moat.**

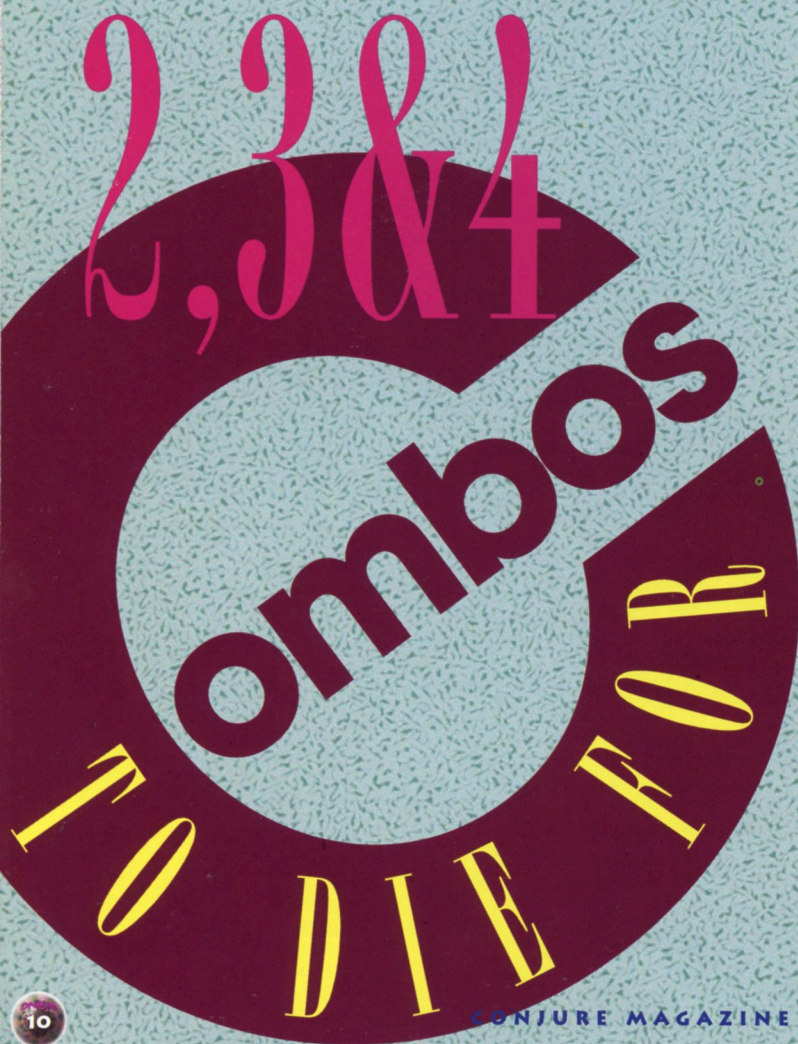
This combination is designed to kill your opponent by throwing your land away. Once the Island Sanctuary is in play, you have protection while your hand further develops because now you can not be attacked by land creatures provided you do not draw a card during your draw phase. Getting Land Tax into play will allow you to pick up to three basic lands from your Library during your upkeep as long as you have less land in play than your opponent. As you begin to accumulate land in your hand, only playing land as is needed to cast your cards, you will be looking to cast a Land's Edge as soon as possible. Land's Edge is useful in two ways. One, it allows you to discard land to do damage to your opponent and two, it allows you to reduce the number of cards in your hand when necessary. Moat is included in this combination to protect you from flying creatures. It is a good idea to only include flying creatures in this deck and a Library of Leng can also be of use.





**COMBO #2**  
**Lich and Mirror Universe.**

This combination is designed to reduce your own life points to zero, remain alive, then exchange them with your opponent killing him/her. Lich reduces your life points to zero but allows you to remain alive so long as you have cards in play. Mirror Universe allows you to exchange your life points with your opponents.



**COMBO #3**  
**Kismet, Obelisk of Undoing and Stasis.**

This combination is designed to deny your opponent the use of his cards. Kismet causes all your opponent's cards to be put into play tapped. Obelisk of Undoing allows you to pick up any of your permanents. This is very useful if you use it to pick up your Stasis at the end of your opponent's turn.

## COMBO #4

### Asnod's Altar, Living Lands and Rocket Launcher.

This combination when successful is used to gain large amounts of mana quickly for a deadly attack against your opponent. Asnod's Altar allows you to sacrifice creatures for two mana each. Living Lands turns all your Forests into 1/1 creatures. These creatures are still considered land enabling you to first tap them for one mana and sacrifice them for two additional mana. Rocket Launcher is the perfect instrument of destruction to focus all this mana on your opponent. If you add in a Power Artifact, you will double the potency of your mana in the Rocket Launcher.



# SUPER DECK

I'm sure many, if not most of us are readers of comic books. The fantasy world of game playing and super-heroes go hand in hand. I am a Magic nut, and I've read comics for fifteen years, therefore I was anxious to get my hands on the collectible card game Supers when it was announced.

Supers was changed to Super Deck!, but the premise is still the same: you and your opponent create super-heroes and super-villains and set them against each other in four color glory. Needless to say I was excited when we received a pair of review decks from Card Sharks, the company that makes the game. I promptly opened a deck, and began to read the rules.

My first emotion when I looked at the 60 cards was one of disappointment. I am used to the rich colors and detail of the other collectible cards games on the market, such as Magic and Jyhad, and have been impressed by what I've seen of games that are coming up, such as Star Trek: The Next Generation. The appearance is a big factor in collectability as well as replay value. Unfortunately the cards in Super Deck! don't have the same kind of visual appeal as the other games on the market.

The card backs of Super Deck! are printed in a pale pinkish-peach color, that looks slightly institutional in inspiration. The card border is printed in yellow. Bright yellow. Not my favorite combination. In talking with Card Sharks I've been told that the yellow border is for the limited first printing. The unlimited version will have a magenta border (and possibly additional cards in the set). The cards themselves are printed by Carta Mundi, the same company that makes all of Wizards of the Coasts cards. Needless to say, they are durable, and wear resistant.

There are 160 cards in the current limited addition set. The cards are rated the standard common, uncommon, and rare. At this time only decks are being sold, at \$7.95. Boosters will be available when the unlimited edition comes out. The cards should be available by the time you read this.

The artwork on the cards is also substandard to the norm of the industry. Sticking to the "four color" concept of

comics too closely, the art is simple and somewhat bland. Lots of greens, blues, and reds, with no subtlety to draw you to the images. It does give the feel of classic comic art. I'm also told the coloring was done by a firm that does work for Marvel and DC.

Also, sometimes the artwork overprints the text on the cards, making it a challenge to figure out what word some villain's elbow is covering up. In Magic this could lead to some heavy rules wars.

But fortunately, this brings us to Super Decks! greatest strength, its simplicity. The rules are easy to learn, and almost impossible (with a few exceptions) to misinterpret. The game mechanics are as follows: each player creates two stacks on the table by laying down a card a turn. One stack is your super-hero stack, and the other is your super-villain. They face off with your opponents villain and hero respectively. Each character has a number on the card, from one to nine. By laying plus cards (numbered +1 to +9) and times cards (x1 to x9) you attempt to have at least 10 points more in both of your stacks than your opponent. You calculate this by adding the base card to the plus card, and multiplying by the times card. The various cards represent powers, monsters, equipment, and locations that fit in with the super-hero world.

Instead of laying a card in his area, your opponent can lay a minus card (-1 to -9) to counteract your plus card, or lay a peril card which counteracts your times card. You can, as your action, lay down a new times or plus card, which removes the old card and any negative card associated with it. One clarification to the rules that Marc Miller, the designer of the game has told me is that you can also replace the base card. So if you get a strong hero later in the game, you can replace the weaker one you have in play. None of the other cards in the stack are affected by this.

Those are basically the rules to the game. As you can see, it is an easy game to understand, and moves very quickly. Most of the games we've played lasted about seven minutes, ten minutes tops. I'm sure with tuned decks the game would go even faster. Simplicity and speed were the goals of the designers. Unfortunately there is no current way to play the game with more than two players.

I asked Mr. Miller about how to prevent someone from building an unbeatable deck with only "9" cards in it (9 level characters, +9, -9 plus cards, x9 times cards). There seems to be no real advantage to playing anything less. He says the expense of collecting the number of "9" cards needed would be very great, but he reluctantly admitted that the problem is evident. He plans on releasing "Uniqueness" rules that would prevent players from having more of one character of the same name in play. This would help greatly in reducing the threat of the "ultimate" deck.

This is a "beer and pretzels" game in terms of play, but it is also the perfect family game, where a father or mother can get involved with their child in a quick game. It also gives the added benefit of teaching your children (or you, if you're like my group) simple math: addition, subtraction, multiplication. The artwork is rated G, and there are no cards that you will feel uncomfortable showing your kids. Marc Miller rejected several "women wearing spray paint bikinis" pieces of art so that he had a game he could feel comfortable recommending to everyone.

But for the hard-core rules lawyers and complexity freaks (I meekly raise my hand) I think the game may not hold as much interest as to someone who is either really into comics, or new to the genre altogether. If I had to bring someone gradually into card collecting (especially if they were kicking and screaming) Super Deck! is an excellent introduction to the addiction known as collectible gaming.

## Ratings

(Averaged out between all the players)

Art: ♦♦

Ease of Play: ♦♦♦♦♦

Strategy: ♦♦

Held Interest: ♦♦

Collectability: ♦♦

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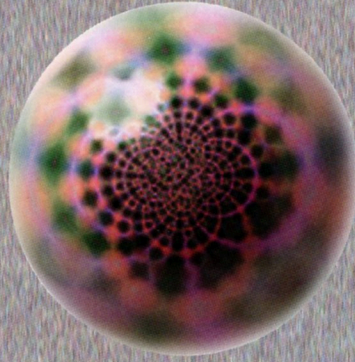
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# the art of Grading Collectable Trading Cards

What about coins? Coins are handled, played with, used, abused and are still of value based on a degree of defects. This could be a possibility to base grading CPCs except coins are metal not paper. Paper currency is treated similar to coins, is made of paper but has a value as currency. Because both of these have a base value regardless of their condition, I needed to find a better model.

Finally the conclusion I came to was to base the grading method for CPC's on a comic book similar grading method. Comics and CPC's are both purchased for entertainment reasons normally. Both are collectable for similar reasons; condition, art and rarity of item, but neither have an actual cash value. You can not walk into a grocery store and buy your food with a stack of comics or CPC's. Finally, both readers of comic books and players of CPC's degrade or even ruin their respected copies.

So what is this building up to? As cards become consumed by players, especially rare and discontinued cards, some collectors are willing to collect less than perfect cards. Players of these collectable card games are often willing to purchase cards in poorer condition than collectors may like so long as they are playable. What follows is a guide line for CPC's with an approximate percentage of value due to condition of CPC's.

Starting now and continuing in the next few issues I will begin to establish a usable and easily understandable method for valuing your collectible trading cards, but what method of grading should be the standard? Collectable playing cards (CPCs for short) are cards, but somehow the trading card method just doesn't seem appropriate. You buy or trade for them; put them in plastic sleeves, 9-pocket pages or boxes and store them away. If a card has a blemish, scratch or ding a collector thinks it has little or no value. CPCs with defects however are still of value to players.

# Grading Guide...

**MINT** **VALUE (MT)** (100+%): A CPC in this condition is not easy to find. Often near mint CPC's are mistakenly called mint. A mint CPC has no visible defects of any kind. This includes printed defects, such as proper picture centering on and back and no ink spots or smears.

**NEAR** **MINT (NM)** (100%): A CPC in this condition is similar to a mint card except there may be one or two minor flaws such as a small ding on an edge only noticeable when inspected very closely. The flaws can not take away from the general appearance of the card. This condition represent how most cards come out of a newly opened pack.

**FINE** **(FN)** (90%): This condition represents cards with some wear around the edges from play or several small dings. The edges may also have a small amount of grayness from handling. The general appearance is diminished only a little from the slight wear. This is normally the lowest grade a collector will accept for his/her collection and then only until one in better condition is acquired.

**GOOD** **(GD)** (75%): A CPC in this condition is great for playing with. Cards in this grade are usually used to trade to other players or played with in a deck. A collector would normally never consider one for a complete collection. A CPC in this condition will have many defects, including printing errors, ink smears, scratches and slight swelling. The corners may have slight bends and the edges show definite wear.

**FAIR** **(FR)** (50%): A CPC in this condition is of no use except to a player. The defects are numerous with wear along all sides. The back and front are dulled from handling and the cards are noticeably thicker, swelled, due to sweat and oil absorption.

**POOR** **(PR)** (25% or less): A CPC in this condition is generally continued to be used only because of the difficulty with getting it replaced, due to discontinuance, limited print runs and general rarity. Even players tend to shy away from this grade unless it is absolutely vital to life to have the card in question.

*The above grading outline is only the first step. In the next issue of Conjure we will begin to further define each grade using example pictures for comparison with defects pointed out. The overall intent of this column will be to help set a uniform grading guideline for buying, selling and trading cards in this newly defined collectable trading card game industry. We hope this will be of help to one and all as we shuffle our cards across the world of free trade.*

**Wizards of the Coast and White Wolf seem to be the perfect match. WotC has a smash cult hit with their Magic: The Gathering series while White Wolf's Vampire: The Masquerade (and other storytelling games in the line) seems to be redefining the role-playing genre. So to me it made perfect sense for the two to pool their resources and try to follow up on the wild success of Magic.**



**J**yhad follows very closely the gothic world created in Vampire, down to the specific “clans” (or types) categorized in the game. There are seven different clans (Tremere, Ventrue, Brujah, Toreador, Malkavian, Nosferatu, and Caitiff, or “clanless”) represented in the game, each with certain abilities and benefits that the other clans lack. Each clan also has a weakness that the other clans can take advantage of, making them the equivalent of the “colors” in Magic.

First off, the cards themselves are works of art. They make almost every other collectible card game look amateurish in comparison. Good artwork with clean, simple layouts make this easily the most collectible game in terms of appearance. The gloomy gothic mood of the game comes through powerfully with the well-chosen artwork. The packaging also is clearly superior to other games on the market.

The cards in the game are divided into Characters, Actions, Action Modifiers, Combat, Equipment, Allies, Master and Retainers. Each card represents some facet of a struggle between ancient vampires (represented by the players) called Methuselas. The object of the game is to reduce the influence of your opponent to nothing, thereby eliminating him from the struggle for power.

**E**ach player's "influence" is represented by a "blood pool" of thirty points. These are usually represented by little stones or counters, as they tend to move around quite a bit during the game. This has meant a pretty healthy trade in little blood red beads of glass.

Several companies have capitalized on the need for these stones, and they can usually be purchased wherever you buy your cards. Hint: pennies will do in a pinch.

The character cards represent different "minions," or lesser vampires, that you try to control. They have different capabilities represented by "disciplines" such as fortitude, or presence. All of the disciplines are represented by a unique symbol. A minion can have a regular rating in these disciplines, or have a superior rating which means they have more skill and experience with that ability. Each minion has a power rating, from 1 to 10, which determines how much blood it has, its age, and how much influence it takes to control it.

Every minion is a unique character, with it's own name and in certain cases it's own powers. No more than one of each named vampire can be in play at one time. If another player lays down the same vampire that you control, they both are contested, which means neither player gets to use the vampire, and to keep it, each must spend a point of blood. This can lead to interesting strategies, since there are only about 100 different vampires total in the game.

Each player starts off with two libraries of cards, one with just characters (representing the vampires you can control), and the other with all the other cards in your deck. Wizards has thankfully colored the back of the cards differently to help in separating the two classes of cards.

An interesting twist to the game is that the players do very little directly in the game. They must use a controlled vampire to use every category of cards in the game, except for the Master cards. Since you must spend your blood pool to bring vampires into play, you will have a limited amount of active vampires.



Initially, each player is dealt four vampires face down in their “uncontrolled” area. They must spend blood points equal to the power of the vampire to bring it into play. Since the average vampire has a power of about five, each player is spending a big chunk of the thirty points they have available initially to get their vampires into play. That pool of thirty points starts to look pretty small as the game goes on.

The game proceeds as the players spend points to influence vampires, buy them equipment, and using their special abilities. Players can use their vampires to perform different “actions” via special action cards, or certain intrinsic actions such as “bleeding” your opponent, which means your vampire does damage directly to another player, causing him to lose blood.

Each action is performed with a certain level of stealth. If a vampire can be more stealthy than his opponents, he can do proceed without any interference. If your opponents vampires are vigilant enough, (called “intercept”) they can stop your vampire cold, and combat usually ensues.

Combat is usually quick and simple, each vampire using his or her special abilities, combat cards, or just sheer bluffing to get him through each round of combat. Damage is dealt to each vampire, and any vampire that

receives more damage than it can handle goes into “torpor” or inactivity. It is very difficult to “kill” a vampire. The best you can do is force it out of play for a while.

Jyhad was designed from the beginning to be a multi-player game. Unlike Magic, which has to kludge together rules for more than two players, Jyhad actually thrives on five or six players in the game. Each player is prey to the player to the right and is preying on the player to the left. You can only attack your prey, unless a card states otherwise. Killing your prey nets you six blood points, and a victory point. The player who has the most victory points is the winner. This is not necessarily the same player who is the last one left in the game.



Player interaction is very important to Jyhad. Certain action cards are classified as vote cards, and require all the players to vote for or against a certain measure put forth by a vampire. Strategy requires that you make alliances and pacts with other players; deals to give votes in return for protection, or simply intimidation to get your way. Voting can get very exciting as players throw in vote cards to increase their votes, one after the other. Sometimes what may have seemed to be an obvious victory for a player may turn to defeat as someone reneges on a promise and votes opposite of what they said they would. To me, this is the most exciting part of the game.

As you can see from the above description, the rules to the game are quite involved. We spent hours going over them, learning new terms, and reviewing the turn sequence. Hint: Keep the little rules book that comes with the starter deck handy. You'll need it.

A game of Jyhad is not something lightly taken on. It's not uncommon for a game to take hours. Three or four or five hours. Yikes. For us, used to playing quick ten or fifteen minute Magic games, we were unprepared for the amount of commitment required for Jyhad. There are long periods between turns, as other players ponder their strategies, and consult with their allies. And in larger games, the action between players far away may not affect you, but they can eat up the minutes and drag the game out.

But the big question is, is it fun? Well, the answer is a wishy-washy yes. Yes, we have fun playing the game, but find it hard to justify the amount of time required. It's an enjoyable, and complex game, but I think the complexity may be too heavy. Card games, my opinion should be easy to learn, but hard to master. Jyhad tends to be hard to learn and hard to master. There are a lot of new terms and concepts to deal with, many of which require you to know the role-playing game. That's a no-no.



Jyhad is a well thought out game, and it's obvious that Wizards of the Coast spent a lot of time fine tuning it. The focus of the game differs from that of Magic, as it reduces the power of the cards, and increases the power of the player. The players make the game in Jyhad. Deck building is still very important, but if your social interaction skills are lacking, you'll have a difficult time of it.

Overall, Jyhad is a very worthwhile experience. It won't replace Magic, but I don't think that's what Wizards had in mind anyway. If you're a die-hard Vampire: the Masquerade fan (I know a lot of you are) you will love the game. If you are a fan of the board game Diplomacy, you'll also catch on quick. Otherwise, stick it out, and learn the rules. The return on your effort is worth it.

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# LMM

by High Lord

# ITS!

Where do they come from and why do they exist? When is the last time your local game store would not allow you to buy unlimited quantities of TSR modules, Games Workshop boxed sets, paints, brushes or anything else for that matter? In fact, they probably encouraged you to buy as much as you could afford or more. So why now, do they only allow you to buy 'X' packs per day of the latest Magic:The Gathering™ expansion? I'll give you my explanation.

We will begin by outlining the 'Magic Food Chain.' Wizards of the Coast (WOTC) announces to their distributors a new Magic:The Gathering Limited expansion to be released in five months. WOTC sets the order deadline for distributors orders due in two months. The distributors in turn, announce the new release to their retail stores, and they in turn to the customers. Now the retailers begin to ask their customers how much they may want, but most of them do not take preorders, and some of the few that do put limits on them. The retailers place preliminary orders with their distributor(s), based on the immediate demand interest of their customers. Unfortunately many do not take into consideration that WOTC is just now beginning their promotional advertising campaign and do not plan for future interest or popularity expansion. Hence, as demand begins to grow, they begin to make frequent calls to their distributor in an attempt to increase their orders.

Let's examine this for a moment. Human nature is to procrastinate for as long as possible. Typically retailers wait as long as they can to order. Now the distributor has the difficult task to estimate how many orders are going to come in between now, the last day they can place an order for this limited expansion, and when it is released; presumably three months from now. After receiving all orders from distributors, WOTC sets the print run for this next limited expansion.

In the past, the preorder size of the next expansion has put the fear of saturation in the minds of the executive staff at WOTC. Taking steps to insure the print run is limited and not over printed. Unfortunately for all of

us they chose to allocate each distributor ten to twenty-five percent less than what they had ordered. Using hind sight as our guide we realize now that this action was exactly the opposite of what they should have done. They should have printed to order .

Well, everyone was thinking way too small for this game. The market was expanding faster than anyone could or would believe. With the market expanding so rapidly it was impossible to predict accurately just how big the demand would be when the product was released. Amazingly all the distributors of WOTC presold out of the expansion a month or more before it was released. Delayed and staggered releases only made the demand greater. Unfortunately again, this only increased the demand for something that was not available.

Basic supply and demand takes over from there. When there are more buyers than sellers, the price will inevitably go up until the demand subsides due to price. When the product is finally delivered to the retail stores, they are the only one with product and therefore dictate the price. When the cheapest assessable price is suggested retail, new stores wishing to carry Magic and existing stores wanting more have to pay retail to get it. If they want to make money they must charge more than retail to sell it. The more frequently product changes hands the higher the end price.

So, again we ask why limits? Bottom line: retail store owners want their cake and they want to eat it too. They want to have enough product to sell to everyone who comes in looking for it and at the same time they do not want it to sit on the shelf and collect dust. If they sell you as much as you may want, it will not last on their shelf. So, by limiting the quantity to everyone the packs move steadily enough not to collect dust but slowly enough to give a little to everyone, new and old. Forget the fact that you, someone who proba-

bly spends a few hundred dollars a month, wants to buy a whole box of Magic's new expansion. Now when you feel loyalty is worth something the retail store you frequent would rather have someone else's money. Yours isn't green enough any more. See they know you will be back every week so they try to get new business while they appeal to your loyalty and patience.

It is my opinion that they should sell all they have to anyone willing to pay their price. First come first serve is best for everyone. It is something everyone is used to and can understand, especially if they had the opportunity to preorder in the first place. Loyalty should count for something in both directions. Shop owners should be loyal to the individuals who put money in their pockets every week and not to some stranger. Oh, a silly reason store owners limit product is because they think there is prestige in having a product longer than some competitor. Never mind they had a 1 pack per week limit...they had the new expansion in their store the longest.

If I may be so bold, I'd like to recommend that you not let the store you frequent get away with limiting product any longer. First suggest they take preorders (if they don't already). If the store owner needs to get a deposit of 10% to 20% with the preorder this is understandable. Most of us have other places to be, like our jobs or school. We can not be standing outside the game store waiting for it to open the day of every new release. So PREORDER! This helps you and your retailer have a better supply of what you want. Demand satisfaction or take all your business elsewhere.

Hopefully you get my point. I would like to close with a prediction. Fallen Empires is being printed to order and boy/girl is it big. You shouldn't see anyone limiting this product because most of them have finally caught on and probably have too much coming anyway. In fact don't be surprised if you see

Fallen Empires being discounted! I predict this because many retailers will get nervous when this expansion does not sell out immediately and start discounting. You may even see some price wars. This should end up being the most widely distributed limited expansion to date. In time, it will sell out as well. Retailers are just going to have to be more patient. Fallen Empires is scheduled to be released in three parts:

33% in November, 33% in December and 33% in January. If they pull this off on time it will be a first for them. I hope they do. Considering how much product they will be shipping, all retailers are going to need the Christmas or holiday spending to help up demand. Also, by Christmas you will find Magic cards sold in more non-game stores. Everyone is now trying to cash in on the Magic cash explosion.



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# 4 Jest Fun

by JESTER

**A long time ago in a galaxy far, far away is a classic opening line. Just as haven't I met you somewhere before is. But, as an opening line for this column, they jest don't work. So I decided on the soon to be classic: Let's jest have some fun!**

Now, let's jest have some fun... Imagine if Magic cards worked in everyday situations, for example; I'm driving around town and get stopped by a stop light. Since I don't want to be stuck here for who knows how long, I jest pull out my Lifelace and change that red light to green and I'm on my way. A little while later a police officer pulls me over for speeding (remember were jest imagining. I would never speed). Now I have several choices; do I use my Word of Command and make him write it for less or do I Eye for an Eye him? I decide upon Word of Command but it's just my luck that he has an adequate supply of Counter Spells.

# A little

how I am going to pay for this ticket when I see somebody on television winning the lottery for 20 million dollars so I Fork it! Now I have a lot of money and I decide to invest it. How can I go wrong in real-estate? A gentleman sells me some land in Florida over the phone. I just got the deal of the century and as a new and proud property land baron I decide to visit my newly purchased estate. Upon arrival in Florida and a taxi ride for three hours to my property, I found myself in the middle of 100,000 acres of swamp land. Without batting an eye I Magical Hack it into mountains and open a ski resort. It becomes the second largest attraction in Florida, second only to Disneyland.

While vacationing at my resort I jest happened to make a date with two different women for the same evening. (Remember were are just imagining. I would never date two women at the same time. I'm lucky if I get a date with just one.) I pull out my clone and clone myself. I have a good time, both of me. The next day I go skiing. Now I never did this before so just for protection I cast a Regenerate on myself and have some Reverse Damages ready.

Later, my clone and I decide to play poker. I think he's cheating because that's what I'd do if I were him and I am, so I put on my Glasses of Urza to check out the cards in his hand. He doesn't have anything so I bet the limit. He raises me. I raise back. He calls. I have a flush. He has a pair of 10's, but as I am reaching for the chips he uses a Chasace and changes one of my cards to red and he wins. I don't have to take that. I'm the original so I unsummon him.

**O.K. now wasn't that fun?**

# A phone chat with Anson

# MadDogs



Twenty-six and a native of Alaska, Anson is most comfortable in functional urban wear and boots. Comfortably living above a Bohemian coffee shop, he

likes a scone and coffee to go for breakfast. Originally he hired on with Wizards of the Coast (WOTC) in the pre-Magic days as the art director for Talislanta with a salary of \$0. Although monetarily challenging, this was the opportunity he was looking for. Now on staff at WOTC full time with pay and as one of their more popular artists, he still takes time out to pose for his fans. He really enjoys the fan mail, please keep it coming.

Anson gets personally involved with his work. Each creation is an extension of his feelings at that moment, and I mean moment. Anson says that each piece done for Wizards of the Coast is usually created quickly. Over the span of only a few hours. He is constantly striving to be innovative and avoid the "Archie comics syndrome" as he calls it. After completing a piece he feels a personal attachment to it and likes to hold onto his work for awhile

before selling them.

Anson would like more time to work on his own stuff. Eventually he would like to have a big house with high ceilings and bare walls and surroundings. Without all the distractions Anson can create from his imagination and feelings ultimately realizing his thoughts on canvas transposed.

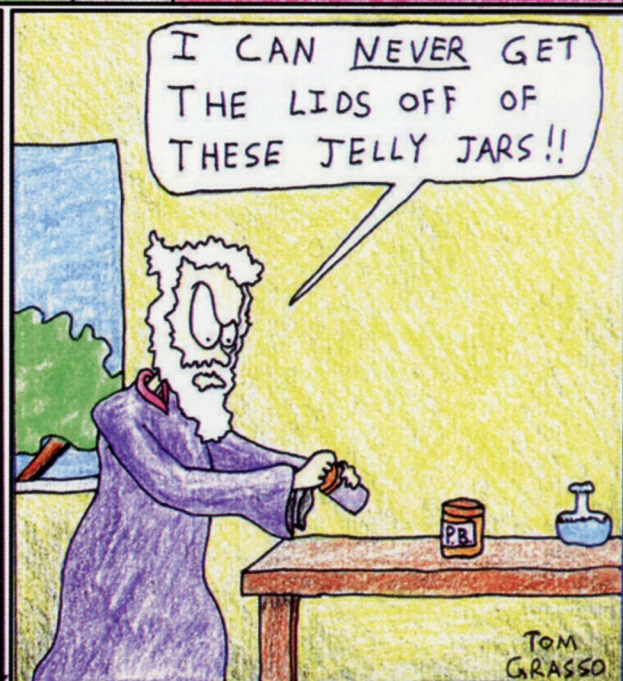
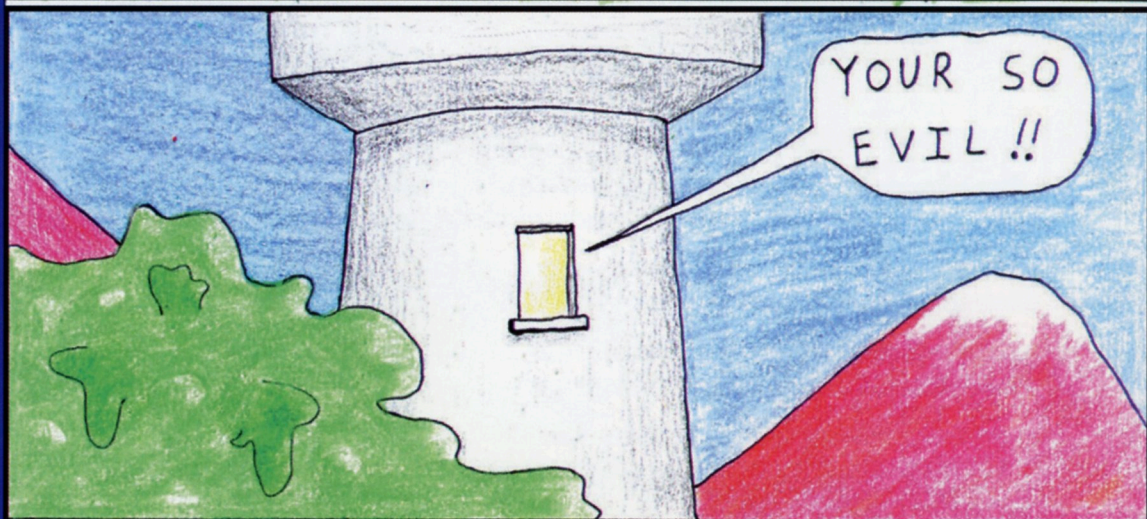
After giving himself to WOTC and to his art he leaves his studio looking like a raisin ready for the night life. Anson like to go out. He tells me it is more a popular cultural study than social expression. Sure. With WOTC

heavily committed to supporting the gaming industry country wide, Anson gets many opportunities to take his cultural study cross country and sometimes international. Well, if you ever find yourself on a mountain looking at a bike crossing sign, in a big room with bare walls or in a hop'n night club; look around, you may just find Anson Maddocks there or Anson Maddocks was here.



Anson

# Conjured



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# CONJURE

M A G A Z I N E

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# CONJURE'S

## Crystal Ball Contest

**T H E**  
WORLD OF  
DOMINIA IS  
CONSTANTLY  
REVOLVING. CHANCE IS  
INEVITABLE AND SHOULD BE  
EXPECTED, BUT CAN IT BE PREDICTED?  
EARLIER IN THIS YEAR OF '94 THE  
ORIGINAL MAGIC CARD SET CHANGED  
TO WHAT IS TODAY CALLED THE REVISED  
EDITION. WITH THIS CHANGE WE SAW  
THE DISCONTINUANCE OF SOME OF THE  
ORIGINAL CARDS AND THE INSERTION  
OF SOME PREVIOUSLY RELEASED  
LIMITED EDITION CARDS NOW WITH  
WHITE BORDERS.

IT IS ABOUT TIME FOR THIS CHANGE  
TO TAKE PLACE AGAIN... PROBABLY  
SOONER THAN LATER. THERE IS ONE  
CATCH THIS TIME. WIZARDS OF THE  
COAST IS NOT GOING TO ANNOUNCE  
WHEN THIS NEXT CHANGE IS TO TAKE  
PLACE. THE LABELING ON THE BOXES

**W I L L**  
REMAIN  
THE SAME TO  
PROTECT THE INNO-  
CENT BUT THE CARDS  
INSIDE WILL ONLY REVEAL THE  
DIFFERENCE AS PREVIOUSLY UNSEEN  
CARDS REVEAL THEMSELVES IN DRESSED  
IN THEIR NEW WHITE BORDERS. THIS  
PRESENTS A TREMENDOUS OPPOR-  
TUNITY FOR A CONTEST.

TAKE OUT YOUR CRYSTAL BALL AND  
LOOK INTO THE FUTURE OF DOMINIA.  
WHICH CARDS ARE GOING TO BE  
DISCONTINUED AND WHICH NEW  
CARDS WILL BE ADDED. THERE IS NO  
LIMITS TO WHAT THE FOLKS AT WIZARDS  
MAY DO. IF YOUR CRYSTAL BALL IS THE  
FAIREST OF THEM ALL AND YOU MOST  
CORRECTLY PREDICT THE FUTURE, WE  
WILL SEND YOU 1 (ONE) BOOSTER BOX (36  
PACKS) THE THE OLD DOMINIA AND 1  
(ONE) BOOSTER BOX (36 PACKS) THE THE  
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# Magic Personals

---

Lord of the Pit seeks self-sacrificing individuals for short term relationship.

---

Vasuvan Doppelganger looking for a therapist having identity crisis.

---

War Mammoth seeking War Elephant. Let's make peace.

---

Royal Assassin seeking Nettling Imp. Business only.

---

Plaque Rats looking for Plaque Rats, Plaque Rats, Plaque Rats, Plaque Rats...

---

Demonic Tutor seeking student.

---

Sorcerers Queen with Chains of Cestophlies looking for Task Master.

---

Old man of the sea and Brine Hag seek Sea King's Blessing.

---

Dakkon Blackblade seeks Gaeas Touch for Fast Bond.

---

---

Hasran Ogres seeking Guardian Beast, object: Mox protection.

---

Singing Tree seeking Demonic Attorney to handle recording contract.

---

Flying Men seeking Bird Maiden.

---

Clergy of Nimbus with Weakness seeks Veteran Body Guard for help!

---

Night Mare seeks Ebony Horse with Relic Bind.

---

White Knight looking to Invoke Prejudice for Natural Selection.

---

Scribe Sprites looking for Force Spike.

---

Clergy of Nimbus with Weakness seeking Strength through Divine Intervention.

---

Lady Evangela seeking Force of Nature.

---

---

Sol' Kahnar the Swamp King with Ivory Tower & Balls of Lighting seeks Lady of the Mountain for goodtime.

---

Pirate Ship seeks Merchant Ship for trade... yeah, that's it, trade...

---

Brass Man seeks Dark Heart of the Woods.

---

Savana Lions seeks Rock of Ker Ridges.

---

Scare Crow seeks Brain Gyser.

---

Cavepeople looking to rent Goblin Cave.

---

Singing Tree seeks Dwarven Song.

---

Brine Hag with Saddlebags seeks Fountain of Youth.

---

Sorceress Queen seeks Lessor Werewolf for Howl from Beyond.

---

Leviathon seeks Sacrifice with Sea King's Blessing.

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Singing Tree looking for Angelic Voices for backup.

---

Lord of Atlantis willing to Part Water and expose Sunken City for Vendurian Enchantress with right Crevasse

---

Singing Tree seeks Titania Song.

---

Frozen Shade seeks Blazing Effigy for a good time.

---

Serra Angel, Fallen Angel, and Guardian Angel looking for Cathedral for family reunion.

---

Gwendolyn DiCorci seeks The Brute with Bone Flute.

---

Sengir Vampire seeks Reflecting Mirror.

---

Lich seeks Mirror Universe. Lord of the Pit seeks Fallen Angel for Mutual Sacrifice.

---

Frost Giant seeks Pixie Queen.

---

Akron Legionnaire looking for Meeting Hall.

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# Conjured...



# On the Edge:

## The Game of Weird Danger

By Richard Brown and Joe Leuzzi

**M**y usual playing group is composed of some pretty rough people; hardcore Magic nuts (you know, the guys with the Nightmare tattooed on their chest), role-players, Dungeon-Masters, and some honest-to-goodness

Vampires. This group is a perfect vehicle to try out a new game, so when the

collector card game On the Edge (OTE) arrived, we took a serious look at it.

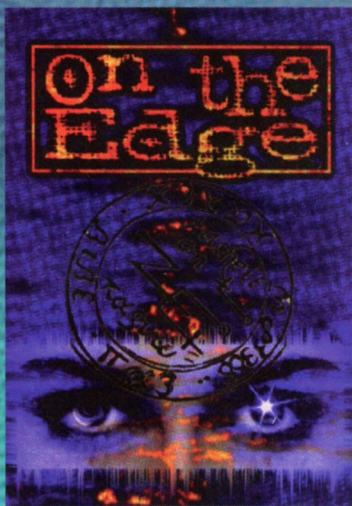
First of all, in any collecting game, the main impression is made by the cards themselves.

Poor quality can lead to a lot of unsold cards. The good news is the cards are very attractive,

printed on card stock that is slightly smaller than the typical card game, but it seems to be stiffer and more substantial as

well. The artwork is attractive, if quirky, and the card designs original. The only complaints we had to voice is that the text could be difficult to read with some

of the busy backgrounds. Also consistency of backgrounds seem to take the back seat to originality.



In my opinion it's consistency that makes the cards easier to read, and easier to understand. Other than those minor problems, I'd rate them very good.

The game itself is modeled after a role-playing game by the same name. OTE is based on the adventures of people on a mythical Mediterranean island known as Al Amarja, especially the chief city, the Edge. The time is now. I have never played the role-playing game, but just as knowledge of Vampire: the Masquerade helps understanding of Jyhad, I would assume playing the role-playing OTE gives you a big lead on understanding the card game.

The object of the game is to collect victory points, the number varies with the number of players, but with a two player game the number is 24. This took a minute or two to get accustomed to, since we were all used to losing points instead of gaining them. Of course, your opponent is also trying to accumulate points, and is trying to beat you to the punch.

Each player has a deck of at least 40 cards, and deals himself 10 initially. The decks consist of Character cards (people that populate the island), Resources (used to generate pull points, which can be used to summon other cards or create victory points), Whammies (Can be played at any time to alter events), Conditions (makes a lasting change to a character), Gear (equipment the characters use), Secrets (provide special powers), and Environmental (continually effect all players). Initially, you must have a Resource card, and use it to generate pull (points). These points go

into a pool, and are used to bring other cards into play. Certain character cards can also generate pull, and some have bonus pull for certain types of trait cards. Traits represent species, public groups, secret societies, or general types to which the character is associated. For instance, one character can cancel any "Cloak" Whammy, or get bonus pull to call a card with the trait "Aries". This is one of the areas where I feel OTE falls short. Not enough background information is provided with the game to explain what these traits mean. The trait "Burger" I assume refers to a gang, as does Hermetic a secret society. But with no background in the game, it makes the average player spend more time trying to figure out the cards than he is playing the game. That is a big no-no.



Also slowing down the play are the names given to the characters. Sure, the Mediterranean is a far away place, but giving characters names like Dmitri Vatsavos and Kamorro N'Duban causes confusion when a player has to announce what card they just laid down, and is unable to pronounce the name! This happened on almost every character card. Seeing an Anglo name was an event to be cheered. This has special import, since only one card of a named character can be in play at a time. All players need to know who is in play so they can determine their strategy.

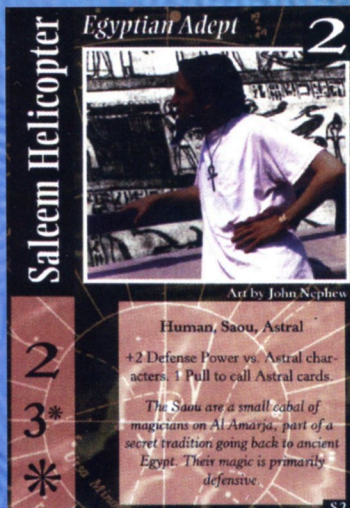
Play proceeds after laying down any one Resource card. Next, you can “crank” (which is OTE’s name for “tapping”, or turning the card sideways to indicate it is being used) Resource (or character) cards to generate pull, and summon other cards. You arrange your characters in an ingenious “grid” of up to three ranks deep and as many files across as you desire. Cards in the

rear files cannot be attacked unless cards in the same rank ahead of them are tapped, err, cranked. This leads to interesting strategies, where you place your powerful characters up front as “bodyguards,” and your weaker, victory point generating characters in the back, where they are protected.

Character cards can then be cranked to attack an opponent’s character (obeying the above rules, with only one attack per turn), to use a special ability, change position in the grid, or on some characters, generate victory points. This is the only way to generate victory points, so having these characters and getting them out early

(to avoid not being able to get them out, because your opponent already has that card in play). You must protect your victory point producing characters, because if they die, you lose an amount of victory points equal to what they produce in a turn. This makes your character positioning strategies important.

Characters attack each other by cranking the attacker, declaring who he or she is attacking, comparing defensive strength versus offensive strength, using any whammies or special abilities, and then eliminating the loser. An attacker loses if its offensive strength is less than or equal to the defender’s defensive strength. The defender’s offensive strength has nothing to do with combat. It can be difficult to defend against a very powerful attacker. There is none of the “group blocking”



that goes on in Magic. It's one on one. In one game, Joe got a 8/6 assassin character out, and the only way I won is because I was already near winning with victory points.

Certain characters have certain special abilities. Some of these abilities are very powerful, and can slow the game down to a crawl. One character has the ability to "pop," or destroy any cranked character. Since you have to crank a character to generate victory points, and losing that character costs you points, this brought the game to a grinding halt. Another character can be cranked to "save" or prevent another character from being popped. Unfortunately, both characters showed up in the same game..

Our overall impression of the game started out very favorably with first glance, but deteriorated as we actually got experience playing it. The novelty of the grid layout of characters began to pale as we spent endless minutes

simply trying to pronounce character's names, and to try to understand how the traits interacted with one another. I sincerely hope that when the game is released to the public that it will try and make the names either more pronounceable, or give more detailed background information so that the players can begin to relate to their paper helpers a little more closely.

I think OTE has the potential to be a cult classic game. It has all the earmarks, quirkiness, narrow appeal, and a sense of character. But I'm sure its designers

are looking for a more commercial success. Without appealing more to the average gamer (and non-gamer as well) by making the game a little more accessible, I'm afraid they are going to fall short of the success I think they deserve.

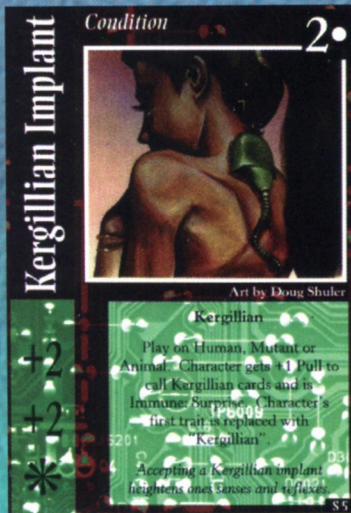
Art: ♦♦♦♦

Ease of Play: ♦♦

Strategy: ♦♦♦

Held Interest: ♦♦♦♦

Collectability: ♦♦♦♦♦



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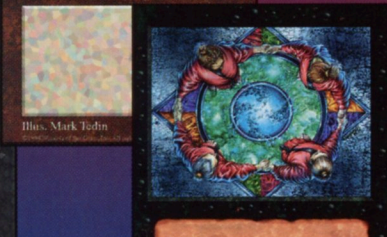
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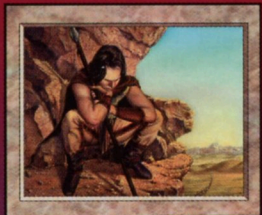
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Illus. Greg Barends

# FRANK J. CARRADINE

*the author,  
frank j. carradine*



THE EMPIRE OF ELWOLF RUNES & RIDDLES BY F.J. CARRADINE  
PUBLISHED BY ROYAL FIREWORKS PRESS.

I started this book not knowing what to expect. The tale started out like a role-playing adventure put to words. The first few chapters were chalked full of adjectives and adverbs making them cumbersome to read. This improved in later chapters. The story is well told that has left me wanting the sequel. This tale of four friends begins as a quest to find the truth behind a King's death. Along the way they encounter numerous creatures, slavers, wizards and others to distract and interfere with their journey. But as all good role-playing adventures go, one friend goes through a few changes, one ends up where he doesn't want to be and one of them gets the girl and they all become obscenely wealthy.

At the beginning of each chapter is a new and fresh riddle with the answer hidden within the text of that chapter. I felt the riddles were not necessary to the story but some of them were interesting and clever. Most of the time the answer was obvious to me and I had more fun trying to decide how the author was going to write the chapter around getting the answer in. Maybe the riddles need their own book or stand alone chapter.

On a final note, I give this book a 3 on my bookmark scale. This scale indicates how many times I had to use my bookmark. Until next time.

# DASAM

BY WALKER ADAMS

Although it is difficult to point out the end of the era of magic and the dawn of the edge of science, archeological evidence suggests that at one time the two were as one, and a great era of power ruled the world.

It was hot and humid that summer's eve and Samus passed by a caravan of soldiers heading north toward Moabsiev plain. A battle of two power-hungry wizards was taking place and Samus wanted no part of it. Samus was only a mere human of 26 years of age and not as powerful as most wizards of the other many races of the multi plains. Samus had learned to summon the power from the land and to call upon the creatures of the mountains and plains to do his bidding. T'was six weeks since Samus's last encounter with a wizard and he had then barely escaped with his life. Samus knew he needed more practice and hoped the elder Raydeen would take him on as his apprentice.

As soon as the army of soldiers was out of sight, Samus began to feel a disturbance in the magical aura of the land and as any wizard knows this meant only one thing— he was being challenged. Up ahead in the sky, Samus could see a dark form flying in and he knew the creature well. It was the Pit Fiend, and this one looked appeased. Samus knew of too many wizards who had lost their lives to the creature because of their lack of control over the beast.

Thinking quickly, Samus felt for the power of the plains in his hands and he summoned two Angels of the Serra to slow the oncoming beast. Samus then called upon the mountains and pulled a fireball raging of smoking amber out of the air. With a moment the wizard who had opposed Samus fled the plain. Up in the sky the angels and the Pit Fiend both disappeared in a thunderous flash, leaving no trace or clue that they had ever been there.

Soon after, Samus walked over to the last place the wizard had been to see if he had left anything behind in

# U S S A G A

his haste to flee. On the ground lay a beautifully exotic black flower. Samus smiled.

With a start, Samus sense a noise approaching, hearing behind him the rustling of leaves and the cracking of branches. Quickly turning around at the sound, Samus was shocked to see a rampaging zombie preparing to attack. Without a second lost, Samus pulled a lightning bolt out the the clear sky and burned the zombie to a french fried crisp. The smell of ashes reeked of putrid flesh. Samus was angry at himself more than scared, for he had not anticipated the wizard setting a baited trap. And Samus had walked right into it.

The opposing wizard was but three yards distance from him now, and Samus could just barely determine that the wizard was no mere human wizard, but an elf dressed in black from head to toe. Slowly, the elf began to speak in a low and eery tone, "I am the great wizard Gima of the Gray Elves and you will go no further." With that, the already setting sun disappeared under the horizon as the light from the moon began to become corrupted. The powers of darkness blanketed the land. A bog wraith appeared in the sky and a Fiery Horse flew to the side of Gima the elven wizard. Samus could smell a sickening stench of the un-dead rising from their graves.

Now, high in the sky, the moon took on the shape and look of a dead man's skull.

Samus knew he had only a little power left, knowing as well he would have to bet this waning power of his on but one last shot. Samus looked down at the glowing ring on his finger and then to the strange black flower.

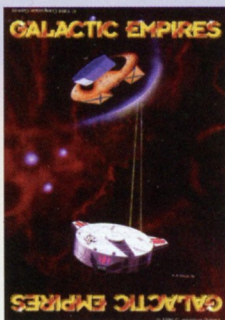
Samus spoke out loud, "I have been running form the dark side of magic all my life and have always been warned against the use of it— but no more of that today...

*To Be Continued...*

# GALACTIC

a review by Mike and Rob Pyles

Magic: The Gathering™...  
Spellfire™... Jyhad™...  
On The Edge™...  
Illuminati™... Star Trek...  
Trading card games have certainly achieved a large amount of interest this



past year. If you haven't heard of any of these games, you must be a Tibetan monk still dazzled by Uno™. Well, everyone seems to be creating a new tradable card game these days but, it is likely you haven't heard about Galactic Empires from Companion Games. ● Galactic Empires hurtles you into a world of space combat

between the Argonians and the Kribez: two long-time warring factions. You also get some occasional mercenaries who will join in the carnage. Your object is to muster spaceships and planetary supplies to protect your sector H.Q. while organizing hazards and monsters to destroy your opponent's H.Q. When a sector H.Q. of a player has received 25 hits that player is eliminated. Sound simple? ● Each player starts out with their own deck of cards between 80 and 150 in number. Each player must assemble his/her own deck to include a balance between ships, terrain, hazards and monsters. Ships absorb damage

*Galactic Empires?*

*It sounds like a cheesy Saturday morning cartoon show, doesn't it?*

**Nope, sorry, try again.**

*It's another collectible trading card game. The brainstorming staff at Companion Games sat down and created Galactic Empires.*

# EMPIRES

aimed at your sector H.Q. while also dealing damage to your

opponents. Terrain is laid out to supply the demands of your ships by generating energy, supplies and ammunition.

● Physically the cards are not impressive.

The artwork left much to be desired. But as we understand it we have only seen Series I cards.

● Companion

Games is releasing a Series II card set where the original art is replaced. This game is definitely group oriented, a tad slow and difficult to win. This

could be just from a lack of experience. Expect to put some time into the game

as the resolution of it does not come quickly.

● Starter decks retail for \$9.95 and contain exactly the same 50 cards in

each pack.

An excellent idea!

Boosters are \$2.45 and contain 10 cards of which are 6 common,

3 uncommon and 1 rare and are randomly packed. If you like sci-fi and your Magic'd out for now, then give Galactic Empires a try.



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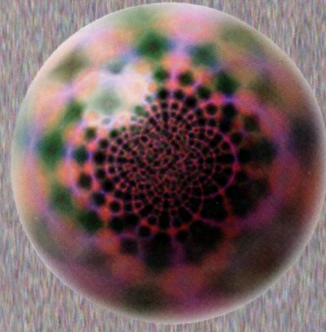
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Fallen Empires™  
*a preview*

**GALLERY ARTIST: RICHARD KANE-FERGUSON**



**Anxiety Time!**  
**You're nearly**  
**at the end**  
**of your**  
**copy of**  
**CONJURE.**  
**You will now**  
**be directed**  
**to the**  
**emergency**  
**location...**

**Page 33.**

# CONJURE'S

## ULTIMATE PRICE GUIDE

*The following Collectable Trading Card Game Price Guide contains the most accurate and up-to-the-minute card game prices available. To make sure our values are as timely as possible, we constantly communicate with our ever-expanding network of card game dealers and regularly send scouts to check prices in stores and shows throughout the world. All values in this guide are for game cards in Near Mint condition. Keep in mind that Conjure's Ultimate Price Guide is only a guide; prices may vary depending on the local availability and popularity of a card or cards.*

**ABBREVIATIONS**

Following each card is a three (3) letter abbreviation for each artist/illustrator. Usually two capital letters from the first letters of the first and last name followed by a lower case second letter of the last name.

**ARTISTS/ILLUSTRATORS**

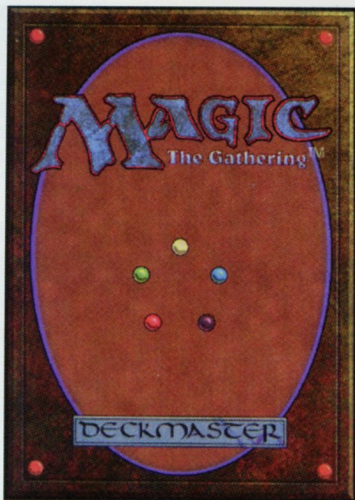
AMa.....	Anson Maddocks
AWe.....	Amy Weber
BWa.....	Brian Wackwitz
CBr.....	Cornelius Brudi
CMc.....	Chris McLaughlin
CRu.....	Christopher Rush
DDe.....	Denise Detwiler
DFr.....	Dan Frazier
DGe.....	Daniel Gelon
DPe.....	Dave Roach & Pete Burges
DSh.....	Douglas Shuler
DSm.....	Dan Smith
DTu.....	Drew Tucker
DWi.....	Dameon Willich
EBe.....	Edward Beard, Jr.
FJo.....	Fay Jones
HHu.....	Heather Hudson
HMc.....	Harold McNeill
JBa.....	Julie Baroh
JBr.....	John Bridges
JHa.....	Justin Hampton
JJa.....	Julian Jackson
JMe.....	Jeff A. Menges
JMy.....	Jesper Myrfors
JRe.....	Jeff Rebner
JTi.....	Josh Timbrook
KBi.....	Kristen Bishop
KBr.....	Kev Brockschmidt
KFo.....	Kaja Foglio
KKa.....	Kerstin Kamen
KPf.....	Kaja & Phil Foglio
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SVa.....	Susan Van Camp
TGr.....	Tim Bradstreet & Grant Goleash
THa.....	Tony Harris
TWä.....	Tom Wänerstrand

**REFERENCES**

- ..... Restricted to no more than 1 (one) of each of these cards are allowed in a tournament deck.
- x..... Banned cards from a tournament deck
- C..... Common
- LC..... Limited Set Common
- LM..... Limited Set Most Common
- LR..... Limited Set Rare
- LU..... Limited Set Uncommon
- M..... Most Common
- R..... Rare
- R+..... 2x as many as Rare
- S..... Subset
- U..... Uncommon
- U+..... 2x as many as Uncommon
- V..... 2 versions of this card exist
- 1..... The Alpha version did not have the phrase "No effects are generated by the target card."
- 2..... The Alpha version was missing the casting cost.
- 3..... The Alpha version did not include the phrase "No effects are generated by the target card." Additionally, the spelling "Schuler" was corrected in Beta.
- 4..... The original art was sold and the scan was lost.
- 5..... The Alpha version had "BBB" in place of black mana symbols.
- 6..... The Alpha version had a "B" in place of the black mana symbol.
- 7..... The Beta print run had lettering flaws in the word "swamp."
- 8..... The Alpha version did not include the phrase "Opponent takes no damage..."
- 9..... The Alpha version had a "U" in place of the blue mana symbol.
- 10..... The Alpha version had the word "CARD ed instead of "discarded."

- 11..... The Alpha version had no mana symbol in the text.
- 12..... The third forest was not included in the Alpha print run.
- 13..... The third island was not included in the Alpha print run.
- 14..... The third mountain was not included in the Alpha print run.
- 15..... The third plains was not included in the Alpha print run.
- 16..... The third swamp was not included in the Alpha print run.
- 17..... The Alpha version miscredited Mark Poole as the artist.
- 18..... This card was inadvertently left out of the Alpha version.
- 19..... The Alpha version had two slashes in text.
- 20..... The Alpha version had the phrase "Effects that prevent damage..."
- 21..... The Alpha version listed the power and toughness as 1/2 instead of 2/1.
- 22..... The Alpha version had "GGGG" in place of green mana symbols.
- 23..... The Alpha version casting cost was one indefinite and one red mana.
- 24..... The Alpha version casting cost was one indefinite and one red mana.
- 25..... The Alpha version listed the spell type as "Instant."
- 26..... The Alpha version had "R" in place of the red mana symbol.
- 27..... The Alpha version miscredited Jeff A. Menges as the artist.
- 28..... This card was inadvertently left out of the Alpha version.
- 29..... The Alpha version miscredited Anson Maddocks as the Artist.
- 30..... The Alpha version miscredited Dan Frazier as the artist.
- 31..... The Alpha version had the word "damage" instead of "attack."
- 32..... The Alpha version had the words "during his or her upkeep."
- 33..... The political icon was not printed.
- 34..... The number is off center in the blood drop.
- 35..... Illustrator is Kaja Foglio, not Kaja Folio.
- 36..... The title is misspelled, it should read Ventrue Justicar. Also each occurrence of Tremere should read Ventrue.
- 37..... This is a minion card but is printed with a Master background.
- 38..... This is a Master card but is printed with a minion background.



**MAGIC: THE GATHERING**

**WIZARDS OF THE COAST 1993**

Collector's Edition (10,000 sets) .....\$200.00  
 International Collector's Edition (5,000 sets) .....\$250.00

**ALPHA**

(2,600,000 total alpha cards)  
 Full Alpha Set (297) .....\$1500.00  
 Alpha Starter Deck .....200.00  
 Alpha Singles not listed .....3 x Revised  
 or 2 x Discontinued  
 Mana Short<sup>®</sup> (1,100) .....DWI .....25.00  
 Orcish Artillery<sup>2</sup> (4,500) .....AMa .....15.00  
 Orcish Oriflame<sup>®</sup> (4,500) .....DFr .....15.00  
 Red Elemental Blast<sup>®</sup> (15,900) .....RTh .....7.00  
 Island Sanctuary<sup>®</sup> (1,000) .....MPo .....20.00

**BETA**

(7,800,000 total beta cards)  
 Full Beta Set (302) .....1100.00  
 Beta Starter Deck .....150.00  
 Beta Booster Pack .....41.00  
 Beta Singles not listed .....2.5 x Revised  
 or 1.5 x Discontinued

**UNLIMITED**

**WIZARDS OF THE COAST 1994**

(40,000,000 total cards)  
 Unlimited Set (302) .....\$900.00  
 Unlimited Starter Deck .....70.00  
 Unlimited Booster .....30.00  
 Unopened Booster Box .....900.00  
 Unlimited singles .....1.5 x Revised

**DISCONTINUED**

**BLACK**

Lich (16,500 cards) .....DGe .....40.00  
 Sinkhole (245,200 cards) .....SEv .....10.00  
 Word of Command (16,500 cards) .....JMy .....33.00

**BLUE**

• Ancestral Recall (16,500 cards) .....MPo .....34.00  
 Invisibility (68,900 cards) .....AMa .....7.00  
 Psionic Blast (68,900 cards) .....DSh .....8.00  
 • Time Walk (16,500 cards) .....AWe .....34.00  
 • Timetwister (16,500 cards) .....MTe .....35.00  
 • Twiddle! (245,200 cards) .....RAI .....10.00

**COLORLESS**

• Black Lotus (16,500 cards) .....CRu .....65.00  
 • Chaos Orb (16,500 cards) .....MTe .....45.00  
 Copper Tablet (68,900 cards) .....AWe .....16.00  
 Cyclopean Tomb<sup>2</sup> (16,500 cards) .....AMa .....40.00  
 Forcefield (16,500 cards) .....DFr .....45.00  
 Gauntlet of Might (16,500 cards) .....CRu .....40.00  
 Icy Manipulator<sup>®</sup> (68,900 cards) .....DSh .....25.00  
 Illusionary Mask (16,500 cards) .....AWe .....21.00

Jade Statue (68,900 cards) .....DFr .....16.00  
 • Mox Emerald (16,500 cards) .....DFr .....40.00  
 • Mox Jet (16,500 cards) .....DFr .....40.00  
 • Mox Pearl (16,500 cards) .....DFr .....40.00  
 • Mox Ruby (16,500 cards) .....DFr .....40.00  
 • Mox Sapphire (16,500 cards) .....DFr .....40.00  
 x Time Vault (16,500 cards) .....MTe .....32.00

**GREEN**

• Berserk (68,900 cards) .....DFr .....13.00  
 Camouflage (68,900 cards) .....JMy .....7.00  
 Ice Storm (68,900 cards) .....DFr .....10.00  
 Natural Selection (16,500 cards) .....MPo .....25.00

**LAND**

Plateau<sup>®</sup> (16,500 cards) .....DTu .....25.00

**RED**

Dwarven Demolition Team (68,900 cards) .....KBr .....10.00  
 False Orders (245,200 cards) .....AMa .....5.00  
 IronClaw Orcs (245,200 cards) .....AMa .....5.00  
 Raging River (16,500 cards) .....SEv .....32.00  
 Two-Headed Giants of For (16,500 cards) .....AMa .....40.00

**WHITE**

Blaze of Glory (16,500 cards) .....RTh .....31.00



Consecrate Land (68,900 cards) .....JMe .....10.00

**REVISED**

**WIZARDS OF THE COAST 1994**

(100,000,000+ total cards)  
 Revised Set (306) .....\$300.00  
 Revised Starter Deck .....7.95  
 Revised Booster .....2.45  
 Unopened Booster Box .....88.20

**BLACK**

Animate Dead .....AMa .....U .....1.00  
 Bad Moon .....JMy .....R .....5.00  
 Black Knight .....JMe .....U .....1.00  
 Bog Wraith .....JMe .....U .....1.00  
 xContract from Below .....DSh .....R .....3.00  
 Cursed Land .....JMy .....U .....1.00  
 Dark Ritual .....SEv .....C .....50  
 xDarkpact .....QHo .....R .....2.00  
 Deathgrip .....AMa .....U .....1.00  
 Deathlace .....SEv .....R .....2.00  
 xDemonic Attorney .....DGe .....R .....3.00  
 Demonic Hordes<sup>5</sup> .....JMy .....R .....6.00  
 • Demonic Tutor .....DSh .....U .....3.00  
 Drain Life<sup>6</sup> .....DSh .....C .....25  
 Drudge Skeletons .....SEv .....C .....50  
 El-hajjaj .....DWI .....R .....4.00  
 Erg Raiders .....DWI .....C .....50  
 Evil Presence .....SEv .....U .....1.00  
 Fear .....MPo .....C .....25  
 Frozen Shade .....DSh .....C .....25  
 Gloom .....DFr .....U .....1.00

Howl from Beyond .....C .....50  
 Hypnotic Spectre .....DSh .....U .....2.00  
 Lord of the Pit .....MTe .....R .....8.00  
 • Mind Twist .....JBa .....R .....6.00  
 Nether Shadow .....CRu .....R .....3.00  
 Nettling Imp .....QHo .....U .....1.00  
 Nightmare<sup>7</sup> .....MBe .....R .....10.00  
 Paralyze .....AMa .....C .....25  
 Pestilence .....JMy .....C .....25  
 Plague Rats .....AMa .....C .....1.00  
 Raise Dead .....JMe .....C .....25  
 Royal Assassin .....TWa .....R .....15.00  
 Sacrifice .....DFr .....U .....1.00  
 Scathe Zombies .....JMy .....C .....25  
 Scavaging Ghoul .....JMy .....U .....1.00  
 Sengir Vampire .....AMa .....U .....2.00  
 Simulcrum .....MPo .....U .....1.00  
 Sorceress Queen .....KFo .....R .....6.00  
 Terror .....RSp .....C .....50  
 Unholy Strength .....DSh .....C .....25  
 Wall of Bone .....AMa .....U .....1.00  
 Warp Artifact .....AWe .....R .....2.00  
 Weakness .....DSh .....C .....25  
 Will-O-the-Wisp .....JMy .....R .....6.00  
 Zombie Master .....JMy .....R .....7.00

**BLUE**

Air Elemental .....RTh .....U .....1.00  
 Animate Artifact .....DSh .....U .....1.00  
 Blue Elemental Blast .....RTh .....C .....50  
 • Braingeyser .....MTe .....R .....5.00  
 Clone .....JBa .....U .....2.00  
 Control Magic .....DWI .....U .....2.00  
 • Copy Artifact .....AWe .....R .....4.00  
 Counterspell .....MPo .....U .....1.00  
 Creature Bond .....AMa .....C .....25  
 Drain Power .....DSh .....R .....5.00  
 Energy Flux .....KFo .....U .....1.00  
 Feedback .....QHo .....U .....1.00  
 Flight .....AMa .....C .....25  
 Hurly's Recall .....NTh .....R .....4.00  
 Island Fish Jasonius .....JMy .....R .....4.00  
 Jump .....MPo .....C .....25  
 Lifetap .....AMa .....U .....1.00  
 Lord of Atlantis .....MBe .....R .....7.00



Magical Hack .....JBa .....R .....5.00  
 Mahamoti Djinn .....DFr .....R .....8.00  
 Mana Short<sup>8</sup> .....DWI .....R .....5.00  
 Merfolk of the Pearl Trident .....JMe .....C .....50  
 Phantasmal Forces<sup>9</sup> .....MPo .....U .....1.00  
 Phantasmal Terrain .....DWI .....C .....25  
 Phantom Monster .....JMy .....U .....1.00  
 Pirate Ship .....TWa .....R .....4.00  
 Power Leak .....DTu .....C .....25  
 Power Sink .....RTh .....C .....25

Prodigal Sorcerer	.....DSH	.....C	.....50
Psychic Venom	.....BSn	.....C	.....25
Reconstruction	.....AMa	.....C	.....25
Sea Serpent	.....JMe	.....C	.....25
Serendib Efreet	.....JMy	.....R	.....8.00
Siren's Call	.....AMa	.....U	.....1.00
Sleight of Mind	.....MPo	.....R	.....5.00
Spell Blast	.....BSn	.....C	.....25
Stasis	.....FJo	.....R	.....3.00
Steal Artifact	.....AWe	.....U	.....1.00
Thoughtlace	.....MPo	.....R	.....2.00
Unstable Mutation	.....DSH	.....C	.....25
Unsummon <sup>19</sup>	.....DSH	.....C	.....25
Vasuvan Doppelganger	.....QHo	.....R	.....10.00
Volcanic Eruption	.....DSh	.....R	.....4.00
Wall of Air	.....RTh	.....U	.....1.00
Wall of Water	.....RTh	.....U	.....1.00
Water Elemental	.....JMe	.....U	.....1.00

**COLORLESS**

Aladdin's Lamp	.....MTe	.....R	.....4.00
Aladdin's Ring	.....DFr	.....R	.....4.00
Ankh of Mishra	.....AWe	.....R	.....3.00
Armageddon Clock	.....AWe	.....R	.....4.00
Basalt Monolith <sup>1</sup>	.....JMy	.....U	.....1.00
Black Vise	.....RTh	.....U	.....2.00
Bottle of Suleiman	.....JMy	.....R	.....4.00
Brass Man	.....CRu	.....U	.....1.00
Celestial Prism	.....AWe	.....U	.....1.00
Clockwork Beast	.....DTu	.....R	.....4.00
Conservator	.....AWe	.....U	.....1.00
Crystal Rod	.....AWe	.....U	.....1.00
Dancing Scimitar	.....AMa	.....R	.....3.00
Dingus Egg	.....DFr	.....R	.....3.00
Disrupting Sceptre	.....DFr	.....R	.....3.00
Dragon Engine	.....AMa	.....R	.....3.00
Ebony Horse	.....DWi	.....R	.....3.00
Flying Carpet	.....MTe	.....R	.....4.00
Glasses of Urza	.....DSh	.....U	.....1.00
Helm of Chatzuk	.....MTe	.....R	.....4.00
Howling Mine	.....MPo	.....R	.....6.00

**Howling Mine** 2

Artifact

Each player must draw one extra card during the draw phase of each of his or her turns.

Illus. © Mark Poole

Iron Star	.....DFr	.....U	.....1.00
Ivory Cup	.....AMa	.....U	.....1.00
Ivory Tower	.....MOr	.....R	.....4.00
Jade Monolith	.....AMa	.....R	.....3.00
Jandor's Ring	.....DFr	.....U	.....3.00
Jandor's Saddlebags	.....DWi	.....U	.....3.00
Jayemdae Tome	.....MTe	.....R	.....3.00
Juggernaut	.....DFr	.....U	.....2.00
Kormus Bell	.....CRu	.....R	.....5.00
Library of Leng	.....DGe	.....U	.....1.00
Living Wall	.....AMa	.....U	.....1.00
Mana Vault	.....MTe	.....R	.....2.00
Meekstone	.....QHo	.....R	.....4.00
Millstone	.....Kfo	.....R	.....3.00

Mishra's War Machine	.....AWe	.....R	.....5.00
Neivynrral's Disk	.....MTe	.....R	.....5.00
Obsidian Golem	.....JMy	.....U	.....1.00
Onulet	.....Kka	.....R	.....2.00
Ornithopter	.....AWe	.....U	.....1.00
Primal Clay	.....Kfo	.....R	.....2.00
Rocket Launcher	.....Pve	.....R	.....5.00
Rod of Ruin	.....CRu	.....U	.....1.00
Sol Ring	.....MTe	.....U	.....3.00
Soul Net	.....DWi	.....U	.....1.00
Sunglasses of Urza	.....DFr	.....R	.....4.00
The Hive	.....SEv	.....R	.....5.00
The Rack	.....RTh	.....U	.....2.00
Throne of Bone	.....AMa	.....U	.....1.00
Winter Orb	.....MTe	.....R	.....3.00
Wooden Sphere	.....MTe	.....U	.....1.00

**GREEN**

Aspect of the Wolf	.....JMe	.....R	.....4.00
Birds of Paradise <sup>19</sup>	.....MPo	.....R	.....6.00
Channel <sup>20</sup>	.....RTh	.....U	.....1.00
Cockatrice	.....DFr	.....R	.....6.00
Craw Wurm	.....DGe	.....C	.....25
Crumble	.....JMy	.....U	.....1.00
Desert Twister	.....Sva	.....U	.....3.00
Elvish Archers <sup>21</sup>	.....AMa	.....R	.....5.00
Fastbond	.....MPo	.....R	.....4.00
Fog	.....JMy	.....C	.....25
Force of Nature <sup>22</sup>	.....DSh	.....R	.....9.00

**Force of Nature** 2

Summon Force

Trample  
You must pay  $\text{♦♦♦♦}$  during your upkeep or Force of Nature does 8 damage to you. You may still attack with Force of Nature even if you failed to pay the upkeep.

Illus. © Douglas Stulzer 8/8

Fungasaur	.....DGe	.....R	.....4.00
Gaea's Liege	.....DWi	.....R	.....8.00
Giant Growth	.....SEv	.....C	.....50
Giant Spider	.....SEv	.....C	.....25
Grizzly Bears	.....JMe	.....C	.....25
Hurricane	.....DWi	.....U	.....1.00
Instill Energy	.....DWi	.....U	.....2.00
Ironroot Treefolk	.....JMy	.....C	.....25
Kudzu	.....MPo	.....R	.....2.00
Ley Druid	.....SEv	.....U	.....1.00
Lifeforce	.....DWi	.....U	.....1.00
Lifelace	.....AWe	.....R	.....2.00
Living Artifact	.....AMa	.....R	.....3.00
Living Lands	.....JMy	.....R	.....5.00
Llanowar Elves	.....AMa	.....C	.....25
Lure	.....AMa	.....U	.....1.00
Regeneration	.....QHo	.....C	.....25
Regrowth	.....DWi	.....U	.....1.00
Scryb Sprites	.....AWe	.....C	.....25
Shanodin Dryads	.....AMa	.....C	.....25
Stream of Life	.....MPo	.....C	.....25
Thicket Basilisk	.....DFr	.....U	.....1.00
Timber Wolves	.....MBe	.....R	.....3.00
Titania's Song	.....Kka	.....R	.....3.00
Tranquility	.....DSh	.....C	.....25
Tsunami	.....RTh	.....U	.....1.00

Venduran Enchantress	.....KBr	.....R	.....4.00
Wall of Brambles	.....AMa	.....U	.....1.00
Wall of Ice	.....RTh	.....U	.....1.00
Wall of Wood	.....MTe	.....C	.....25
Wanderlust	.....CBr	.....U	.....1.00
War Mammoth	.....JMe	.....C	.....25
Web	.....RAI	.....R	.....2.00
Wild Growth	.....MPo	.....C	.....25

**LAND**

Badlands	.....RAI	.....R	.....10.00
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**Badlands**

Land

Add either  $\text{♦}$  or  $\text{♣}$  to your mana pool. Counts as both mountains and swamp and is affected by spells that affect either. If a spell destroys one of these land types, this card is destroyed. If a spell alters one of these land types, the other land type is unaffected.

Illus. © Rob Alexander

Bayou	.....JMy	.....R	.....9.00
Forest <sup>23</sup> x3	.....CRu	.....MC	.....10
Island <sup>23</sup> x3	.....MPo	.....MC	.....10
Mountain <sup>24</sup> x3	.....DSh	.....MC	.....10
Plains <sup>25</sup> x3	.....JMy	.....MC	.....10
Plateau	.....DTu	.....R	.....9.00
Savannah	.....RAI	.....R	.....9.00
Scrubland	.....JMy	.....R	.....9.00
Swamp <sup>26</sup> x3	.....DFr	.....MC	.....10
Taiga	.....RAI	.....R	.....9.00
Tropical Island <sup>17</sup>	.....JMy	.....R	.....9.00
Tundra	.....JMy	.....R	.....9.00
Underground Sea	.....RAI	.....R	.....10.00
Volcanic Island <sup>18</sup>	.....BSn	.....R	.....10.00

**RED**

Atog	.....JMy	.....C	.....25
Burrowing	.....MPo	.....U	.....1.00
Chaoslace	.....DWi	.....R	.....2.00
Disintegrate	.....AMa	.....C	.....75
Dragon Welp	.....AWe	.....U	.....1.00
Dwarven Warriors	.....DSh	.....C	.....25
Dwarven Weaponsmith	.....MPo	.....U	.....1.00
Earth Elemental	.....DFr	.....U	.....1.00
Earthbind	.....QHo	.....C	.....25
Earthquake	.....DFr	.....R	.....3.00
Fire Elemental	.....MBe	.....C	.....1.00
Fireball	.....MTe	.....C	.....25
Firebreathing	.....DFr	.....C	.....25
Flashfires	.....DWi	.....U	.....1.00
Fork	.....AWe	.....R	.....15.00
Goblin Balloon Brigade	.....ARu	.....U	.....1.00
Goblin King	.....JMy	.....R	.....10.00
Granite Gargoyle	.....CRu	.....R	.....7.00
Gray Ogre	.....DFr	.....C	.....25
Hill Giant	.....DFr	.....C	.....25
Hurlloon Minotaur	.....AMa	.....C	.....25
Keldon Warlord	.....KBr	.....U	.....1.00
Kird Ape	.....KMe	.....C	.....1.00
Lightning Bolt	.....CRu	.....C	.....1.00
Magnetic Mountain	.....Sva	.....R	.....3.00
Mana Flare	.....CRu	.....R	.....4.00
Manabarbs	.....CRu	.....R	.....3.00
Mijae Djinn	.....Sva	.....R	.....5.00

Mon's Goblin Raiders	JMe	C	25
Orcish Artillery <sup>23</sup>	AMa	U	1.00
Orcish Oriflamme <sup>24</sup>	Dfr	U	1.00
Power Surge	DSh	R	3.00
Red Elemental Blast <sup>25</sup>	RTh	C	25
Roc of Kher Ridges	ARu	R	3.00
Rock Hydra <sup>26</sup>	JMe	R	10.00
Sedge Troll <sup>27</sup>	Dfr	R	6.00
Shatter	AWe	C	25
Shatterstorm	MPo	U	1.00
Shivan Dragon	MBe	R	18.00
Smoke	JMy	R	3.00
Stone Giant	DWi	U	1.00
Stone Rain	DGe	C	25
Tunnel	Dfr	U	1.00
Uthden Troll	DSh	U	1.00
Wall of Fire	RTh	U	1.00
Wall of Stone	Dfr	U	1.00
• Wheel of Fortune	DGe	R	7.00

**WHITE**

Animate Wall	Dfr	R	3.00
Armageddon	JMy	R	5.00
Balance	MPo	R	5.00
Benalish Hero	DSh	C	25
Black Ward	Dfr	U	50
Blessing	JBa	R	5.00
Blue Ward	Dfr	U	50
Castle	DWi	U	2.00
COP Black <sup>28</sup>	JMy	C	25
COP Blue	DWi	C	25
COP Green	SEv	C	25
COP Red <sup>29</sup>	MTe	C	25
COP White	DSh	C	15
Conversion	JMy	U	1.00
Crusade	MPo	R	5.00
Death Ward <sup>30</sup>	MPo	C	25
Disenchant	AWe	C	25
Eye for an Eye	MPo	R	4.00
Farmstead	MPo	R	3.00
Green Ward	Dfr	U	50
Guardian Angel	AMa	C	25
Healing Salve	Dfr	C	50
Holy Armor	MBe	C	25
Holy Strength	AMa	C	25
Island Sanctuary <sup>31</sup>	MPo	R	3.00
Karma <sup>32</sup>	RTh	U	1.00
Lance	RAI	U	1.00
Mesa Pegasus	MBe	C	25
Northern Paladin	DSh	R	8.00
Pearled Unicorn	CBr	C	25
Personal Incarnation	KBR	R	7.00

**Personal Incarnation** 3 ♦♦♦♦



**Summon Avatar**

Caster can redirect any or all damage done to Personal Incarnation to self instead. The source of the damage is unchanged. If Personal Incarnation goes to the graveyard, caster loses half his or her remaining life points, rounding up the loss.

Illus. © Kev Brockschmidt 6/6

Purelace	SEv	R	2.00
Red Ward	Dfr	U	50
Resurrection	Dfr	U	1.00

Reverse Damage	DWi	R	6.00
Reverse Polarity	JHa	C	25
Righteousness	DSh	R	3.00
Samite Healer	TWä	C	25
Savannah Lions	DGe	R	2.00
Serra Angel	DSh	U	2.00
Swords to Plowshares	JMe	U	2.00
Veteran Bodyguard	DSh	R	6.00
Wall of Swords	MTe	U	1.00
White Knight	DGe	U	2.00
White Ward	Dfr	U	50
Wrath of God	QHo	R	6.00

**ARABIAN NIGHTS**

**WIZARDS OF THE COAST 1994**

(5,000,000 total cards)

Full Arabian Set (91)	\$800.00
Arabian Booster	50.00
Arabian Booster Box	2400.00

**BLACK**

Cuombaji Witches	KFo	LC	3.00
El-hajjaj	DWi	LR	20.00
Erg Raiders <sup>4</sup>	DWi	LC	3.00
Erg Raiders <sup>5</sup>	DWi	LC	3.00
Guardian Beast	KMe	LR	45.00

**Guardian Beast**



**Summon Guardian**

As long as Guardian Beast is untapped, your non-creature artifacts cannot be further enchanted, destroyed, or taken under someone else's control. If something occurs that would destroy the Guardian Beast and artifacts simultaneously, the Guardian Beast is destroyed but your artifacts are not. If an artifact is enchanted or stolen while Guardian Beast is tapped, it remains so when Guardian Beast becomes untapped.

Illus. © Ken Meyer Jr. 2/1

hasran Ogress <sup>4</sup>	Dfr	LC	3.00
hasran Ogress <sup>5</sup>	Dfr	LC	3.00
Junun Efreet	CRu	LR	20.00
Juzam Djinn	MTe	LR	20.00
Khabal Ghoul	DSh	LU	24.00
Oubliette <sup>4</sup>	DSh	LC	4.00
Oubliette <sup>5</sup>	DSh	LC	4.00
Sorceress Queen	KFo	LR	17.00
Stone-Throwing Devils <sup>4</sup>	KMe	LC	5.00
Stone-Throwing Devils <sup>5</sup>	KMe	LC	5.00

**BLUE**

Dandan	DTu	LC	3.00
Fishliver Oil <sup>4</sup>	AMa	LC	3.00
Fishliver Oil <sup>5</sup>	AMa	LC	3.00
Flying Men	CRu	LC	6.00
Giant Tortoise <sup>4</sup>	KFo	LC	3.00
Giant Tortoise <sup>5</sup>	KFo	LC	3.00
Island Fish Jasconius	JMy	LR	17.00
Merchant Ship	TWä	LU	13.00
Old Man of the Sea	SVa	LR	22.00
Serendib Djinn	AMa	LR	19.00
Serendib Efreet	AMa	LR	19.00
Sindbad	JBa	LU	15.00
Unstable Mutation	DSh	LC	2.00

**COLORLESS**

Aladdin's Lamp	MTe	LR	17.00
Aladdin's Ring	Dfr	LR	17.00
Bottle of Suleiman	JMy	LR	15.00
Brass Man	CRu	LU	5.00

City in a Bottle	DTu	LR	22.00
Dancing Scimitar	AMa	LR	15.00
Ebony horse	DWi	LR	15.00
Flying Carpet	MTe	LU	13.00
Jandor's Ring	Dfr	LR	7.00
Jandor's Saddlebags	DWi	LR	13.00
xJeweled Bird	AWe	LU	20.00
Pyramids	AWe	LR	23.00
Ring of Ma ruf	Dfr	LR	27.00
Sandals of Abdallah	Dfr	LU	13.00

**GREEN**

Cyclone	MTe	LU	13.00
Desert Twister	SVa	LU	17.00
Drop of Honey	AMa	LR	29.00
Erhnam Djinn	KMe	LR	20.00
Ghazban Ogre	JMy	LC	3.00
Ilfh-Biff Efreet	JMy	LR	19.00
Metamorphosis	CRu	LC	3.00
Nafs Asp <sup>4</sup>	CRu	LC	8.00
Nafs Asp <sup>5</sup>	CRu	LC	8.00
Sandstorm	BSn	LC	5.00
Singing Tree	RAI	LR	28.00
Wyluli Wolf	SVa	LC	10.00
Wyluli Wolf <sup>5</sup>	SVa	LC	10.00

**LAND**

Bazar of Baghdad	JMe	LU	20.00
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**Bazar of Baghdad**



**Tap**

Tap to take two cards from your library, after which you must immediately discard three from your hand to your graveyard. If you don't have three or more cards in your hand, discard your whole hand. No spells may be cast between drawing and discarding cards.

Illus. © Jeff A. Menges

City of Brass	MTe	LU	15.00
Desert	JMy	LM	6.00
Diamond Valley	BSn	LR	25.00
Elephant Graveyard	RAI	LR	23.00
Island of Wak-Wak	DSh	LR	22.00
• Library of Alexandria	MPo	LU	23.00
Mountain	DSh	LU	5.00
Oasis	BSn	LU	10.00

**RED**

Aladdin	JBa	LR	25.00
Ali Baba	JBa	LU	19.00
• Ali from Cairo	MPo	LR	35.00
Bird Maiden <sup>4</sup>	KFo	LC	4.00
Bird Maiden <sup>5</sup>	KFo	LC	4.00
Desert Nomads	CRu	LC	5.00
hurr Jackal	DTu	LC	4.00
Kird Ape	KMe	LC	5.00
Magnetic Mountain	SVa	LU	15.00
Mijae Djinn	SVa	LR	19.00
Rukh Egg <sup>4</sup>	CRu	LC	10.00
Rukh Egg <sup>5</sup>	CRu	LC	10.00
Ydwen Efreet	DTu	LR	19.00

**WHITE**

Abu Ja Far	KMe	LU	18.00
Army of Allah <sup>4</sup>	BSn	LC	4.00
Army of Allah <sup>5</sup>	BSn	LC	4.00
Camel	SEv	LC	3.00
Eye for an Eye	MPo	LU	13.00

Jihad	BSn	LR	20.00
King Suleiman	MPo	LR	20.00
Moorish Cavalry	DWi	LC	10.00
Moorish Cavalry <sup>o</sup>	DWi	LC	10.00
Piety	MPo	LC	3.00
Piety <sup>o</sup>	MPo	LC	3.00
Repentant Blacksmith	DTu	LR	20.00
xShahrazad	KFo	LR	22.00
War Elephant	KBi	LC	10.00
War Elephant <sup>o</sup>	KBi	LC	10.00

## ANTIQUITIES

### WIZARDS OF THE COAST 1994

(15,000,000 total cards)

Full Antiquities Set (100)	\$400.00
Antiquities Booster	10.00
Antiquities Booster Box	500.00

### BLACK

Artifact Possession	CRu	LM	1.00
Gate to Phyrexia	SEv	LU	3.00
Haunting Wind	JMe	LU	3.00
Phyrexian Gremlins	AWe	LM	1.00
Priest of Yawgmooth	MTe	LM	1.00
Xenic Poltergeist	DFr	LU	3.00
Yawgmooth Demon	SEv	LR	15.00

### BLUE

Drafna's Restoration	AWe	LM	1.00
Energy Flux	KFo	LU	2.00
Hurkyl's Recall	NTh	LR	9.00
Power Artifact	DSh	LU	2.00
Reconstruction	AMa	LM	1.00
Sage of Lat-Nam	PVe	LM	1.00
Transmute Artifact	AMa	LU	2.00

### COLORLESS

Amulet of Kroog	MOr	LM	1.00
Armageddon Clock	AWe	LR+	3.00
Ashnod's Altar	AMa	LR+	3.00
Ashnod's Battle Gear	MPo	LR+	3.00
Ashnod's Transmogrant	MTe	LU	3.00
Battering Ram	JMe	LM	1.00
xBronze Tablet	TWä	LR	13.00
•Candleabra of Tawnos	DSh	LR	13.00
Clay Statue	JMy	LU	1.00
Clockwork Avian	RAs	LR	15.00
Colossus of Sardia	LMy	LR	18.00
Coral Helm	AWe	LR	10.00
Cursed Rack	RTh	LU	8.00
Dragon Engine	AMa	LM	1.00
•Feldon's Cane	MTe	LU	12.00
Golgothian Sylex	KKa	LR	11.00
Grapeshot Catapult	DFr	LM	1.00
•Ivory Tower	MOr	LU	6.00
Jalume Tome	TWä	LR+	3.00
Mightstone	PVe	LU	3.00



**Obelisk of Undoing** 1

Mono Artifact

6: Return any of your permanents in play to your hand; enchantments on that permanent are discarded. Can be used only on permanents you cast. *The Battle of Tomakul taught Urza not to rely on fickle reinforcements.*

Illus. © Tom Wänerstrand

Millstone	KFo	LU	3.00
Mishra's War Machine	AWe	LR	13.00
Obelisk of Undoing	TWä	LR	12.00
Onulet	AMa	LU	3.00
Ornithopter	AWe	LM	2.00
Primal Clay	KFo	LU	3.00
Rakalite	CRu	LU	3.00
Rocket Launcher	PVe	LU	5.00



**Rocket Launcher** 4

Poly Artifact

2: Do 1 damage to any target. Rocket Launcher may not be used until it begins a turn in play on your side. If it is used, Rocket Launcher is destroyed at end of turn. *What these devices lacked in subtlety, they made up in strength.*

Illus. © Pete Venters

Shapeshifter	DFr	LR	11.00
Staff of Zegon	MPo	LM	1.00
Su-Chi	CRu	LU	3.00
Tablet of Epityr	CRu	LM	1.00
Tawnos's Coffin	CRu	LR	12.00
Tawnos's Wand	DSu	LU	3.00
Tawnos's Weaponry	DFr	LU	3.00
Tetравus	MTe	LR	13.00
The Rack	RTh	LU	4.00
Triskelion	DSh	LR	12.00
Urza's Avenger	AWe	LR	15.00
Urza's Chalice	JMe	LM	1.00
Urza's Miter	RAs	LR	12.00
Wall of Spears	SEv	LU	3.00
weakstone	JHa	LU	3.00
Yotian Soldier	CRu	LM	1.00

### GREEN

Argothian Pixies	AWe	LM	1.00
Argothian Treefolk	AWe	LM	1.00
Citanul Druid	JMe	LU	7.00
Crumble	JMy	LM	1.00
Gaea's Avenger	PVe	LR	15.00
Powerleech	CRu	LU	3.00
Titania's Song	KKa	LU	6.00

### LAND

Mishra's Factory Autumn	KPf	LR	7.00
Mishra's Factory Winter	KPf	LR	7.00
Mishra's Factory Spring	KPf	LU	5.00
Mishra's Factory Summer	KPf	LR	7.00
•Mishra's Workshop	KFo	LR	9.00
Strip Mine1 (no sky)	DGe	LU	6.00
Strip Mine2 (tower)	DGe	LR	8.00
Strip Mine3 (sky even)	DGe	LR	8.00
Strip Mine4 (sky uneven)	DGe	LR	8.00
Urza's Mine (face cave)	AMa	LU	3.00
Urza's Mine (machine)	AMa	LC	3.00
Urza's Mine (pulley)	AMa	LU	3.00
Urza's Mine (tower)	AMa	LC	3.00
Urza's Power Plant (ball)	MTe	LC	3.00
Urza's Power Plant (bug)	MTe	LC	3.00
Urza's Power Plant (columns)	MTe	LU	3.00
Urza's Power Plant (vat)	MTe	LU	3.00
Urza's Tower (forest)	MPo	LC	3.00
Urza's Tower (island)	MPo	LU	3.00
Urza's Tower (mountains)	MPo	LU	3.00
Urza's Tower (plains)	MPo	LU	3.00

### RED

Artifact Blast	MPo	LM	1.00
Atog	JMy	LM	1.00
Detonate	RAs	LU	4.00
Dwarven Weaponsmith	MPo	LU	2.00
Goblin Artisans	JBa	LU	2.00
Orchish Mechanics	PVe	LM	1.00
Shatterstorm	MPo	LR	7.00

### WHITE

Argivian Archaeologist	AWe	LR	16.00
Argivian Blacksmith	KKa	LM	1.00
Artifact Ward	DSh	LM	1.00
Circle of Protection Artifacts	PVe	LU	8.00
Damping Field	JHa	LU	2.00
Martyrs of Korlis	MOr	LU	5.00
Reverse Polarity	JHa	LU	1.00

## LEGENDS

### WIZARDS OF THE COAST 1994

(35,000,000 total cards)

Full Legends Set (311)	\$900.00
Legends Booster	17.00
Legends Booster Box	576.00

### BLACK

Abomination	MTe	LU	5.00
All hallow's Eve	CRu	LR	17.00



**All hallow's Eve** 2 3 3

Sorcery

Put two counters on this card. Remove a counter during your upkeep. When you remove the last counter from All Hallow's Eve, all players take all creatures from their graveyards and put them directly into play. Treat these creatures as though they were just summoned. You choose what order they come into play.

Illus. © 1994 Christopher Rush

Blight	PVe	LU	5.00
Carrion Ants	RTh	LR	18.00
Chains of Mephistopheles	HHu	LR	12.00
Cosmic horror	JMy	LR	12.00
Cyclopean Mummy	EBe	LM	0.50
Darkness	HMc	LC	1.00
Demonic Torment	AMa	LU	5.00
Evil Eye of Orms-By-Gore	JMy	LU	6.00
Fallen Angel	AMa	LU	6.00
Ghosts of the Damned	EBe	LM	0.50
Giant Slug	AMa	LM	0.50
Glyph of Doom	SVa	LM	0.50
Greed	PFo	LR	11.00
headless horseman	QHo	LC	1.00
hell Swarm	CRu	LC	1.00
hell's Caretaker	SEv	LR	17.00
hellfire	PVe	LR	17.00
Horror of Horrors	MTe	LU	5.00
Imprison	CRu	LR	11.00
Infernal Medusa	AMa	LU	5.00
Jovial Evil	CRu	LR	15.00
Lesser Werewolf	QHo	LU	8.00
Lost Soul	RAs	LM	0.50
Mold Demon	JMy	LR	11.00
Nether Void	HMc	LR	9.00
Pit Scorpion	SKi	LM	1.50
Quagmire	DFr	LU	5.00
Shavian Night Stalker	JMy	LU	6.00

Spirit Shackles	EBE	LC	1.00
Syphon Soul	MBe	LM	1.00
Takklemaggot	DGe	LU	5.00
The Abyss	PVe	LR	15.00
The Wretched	CRU	LR	20.00
Touch of Darkness	PVe	LU	5.00
Transmutation	SVa	LC	1.00
•Underworld Dreams	JBa	LU	8.00
Vampire Bats	AMa	LM	0.75
Walking Dead	DFr	LC	1.00
Wall of Putrid Flesh	RTh	LU	5.00
Wall of Shadows	PVe	LM	0.75
Wall of Tombstones	DFr	LU	5.00

**BLUE**

Acid Rain	NTh	LR	15.00
Anti-Magic Aura	DSh	LC	2.00
Azure Drake	DFr	LU	5.00
Backfire	BSn	LU	5.00
Boomerang	BSn	LM	0.50
Brine hag	QHo	LU	5.00
Devouring Deep	LDa	LM	0.50
Dream Coat	AWa	LU	5.00
Elder Spawn	JMy	LR	10.00
Enchantment Alteration	BSn	LC	1.50
Energy Tap	DGe	LM	0.50
Field of Dreams	KFo	LR	12.00
Flash Counter	HMc	LM	0.50
Flash Flood	TWä	LM	0.50
Force Spike	BWa	LM	0.50
Gaseous Form	PFo	LC	1.00
Glyph of Delusion	SVa	LC	1.00
In the Eye of Chaos	BSn	LR	12.00
Invoke Prejudice	HMc	LR	15.00
Juxtapose	JHa	LR	9.00
Land Equilibrium	JMy	LR	12.00
Mana Drain	MTe	LU	7.00
Part Water	NTh	LU	5.00
Psionic Entity	SVa	LR	9.00
Psychic Purge	SVa	LC	1.00
Puppet Master	SEv	LU	5.00
Recall	BSn	LR	11.00
Relic Bind	CRU	LU	5.00
Remove Soul	BSn	LM	1.50
Reset	NLe	LU	5.00
Reverberation	JHa	LR	13.00
Sea King's Blessing	RAA	LU	5.00
Segovian Leviathan	MBe	LU	5.00



Silhouette	KFo	LU	5.00
Spectral Cloak	RAI	LU	5.00
Telekinesis	DGe	LR	10.00
Teleport	DSh	LR	10.00
Time Elemental	AWe	LR	15.00
Undertow	RAA	LU	5.00
Venarian Gold	DGe	LC	1.00

Wall of Vapor	RTh	LM	0.50
Wall of Wonder	RTh	LU	5.00
Zephyr Falcon	HHu	LM	0.50

**COLORLESS**

Al-abara's Carpet	KFo	LR	15.00
Alchor's Tomb	JMy	LR	15.00
Arena of the Ancients	TWä	LR	11.00
Black Mana Battery	AMa	LU	7.00
Blue Mana Battery	AWe	LU	7.00
Bronze horse	MPo	LR	9.00
Forethought Amulet	MBe	LR	12.00
Gauntlets of Chaos	DFr	LR	15.00



Green Mana Battery	CRU	LU	5.00
horn of Deafening	DFr	LR	11.00
Knowledge Vault	AWe	LR	10.00
Kry Shield	RTh	LU	5.00
LEGENDS RULES CARD - LOTS			0.03
Life Chisel	AWa	LU+	5.00
Life Matrix	AWe	LR	13.00
Mana Matrix	MTe	LR	16.00
Marble Priest	MBe	LU	5.00
•Mirror Universe	PFo	LR	20.00
North Star	KFo	LR	13.00
Nova Pentacle	RTh	LR	11.00
Planar Gate	MBe	LR	13.00
Red Mana Battery	MTe	LU	9.00
Relic Barrier	HMc	LU+	2.00
Ring of Immortals	MBe	LR	15.00
Sentinel	RAA	LR	12.00
Serpent Generator	MTe	LR	17.00
•Sword of the Ages	DFr	LR	18.00
Triassic Egg	DFr	LR	12.00
Voodoo Doll	SEv	LR	12.00
White Mana Battery	AWa	LU	7.00

**GREEN**

Aisling Leprechaun	QHo	LC	1.00
Arboria	DGe	LU	5.00
Avoid Fate	PFo	LC	1.00
Barbary Apes	BWa	LC	1.00
Cat Warriors	MBe	LM	0.75
Cocoon	MTe	LU	5.00
Concordant Crossroads	AWe	LR	11.00
Craw Giant	CRU	LU	7.00
Deadfall	NTh	LU	5.00
Durkwood Boars	MKI	LM	0.50
Elven Riders	MBe	LR	14.00
Emerald Dragonfly	QHo	LM	0.50
Eureka	KFo	LR	18.00
Fire Sprites	JBa	LM	0.50
Floral Spuzzem	RAI	LU	5.00
Giant Turtle	JMe	LM	0.50
Glyph of Reincarnation	SVa	LC	1.00
hornet Cobra	SEv	LM	0.50
Ichneumon Druid	MBe	LU	6.00



Killer Bees	PFo	LR	15.00
Living Plane	BWa	LR	12.00
Master of the hunt	JMe	LR	18.00
Moss Monster	JMy	LM	0.50
Pixie Queen	QHo	LU	13.00
Pradesh Gypsies	QHo	LU	5.00
Rabid Wombat	KFo	LU	6.00
Radjan Spirit	CRU	LU	5.00
xRebirth	MTe	LU	17.00
Reincarnation	EBE	LU	6.00
Revelation	KFo	LR	16.00
Rust	LDa	LM	0.50
Shelkin Brownie	DSh	LC	1.00
Storm Seeker	MPo	LU	10.00
Subdue	BSn	LC	1.00
Sylvan Library	HMc	LU	5.00
Sylvan Paradise	RAA	LU	5.00
Typhoon	AMa	LR	13.00
Untamed Wilds	NTh	LU	6.00
Whirling Dervish	SVa	LU	5.00
Willow Satyr	JMe	LR	9.00
Winter Blast	KFo	LR	16.00
Wolverine Pack	JMe	LM	0.50
Wood Elemental	BSn	LR	15.00

**LAND**

Adventurers' Guildhouse	TWä	LU	5.00
Cathedral of Serra	MPo	LU	5.00
hammerheim	BWa	LU+	5.00
Karakas	NLe	LU+	5.00
Mountain Stronghold	TWä	LU	5.00
Pendelhaven	BWa	LU+	5.00
Seafarer's Quay	TWä	LU+	5.00
The Tabernacle at Pendrell Vale	NLe	LR	17.00



Tolaria .....	NLe ..LU+ ..5.00
Unholy Citadel .....	MPo ..LU+ ..5.00
Urborg .....	BWa ..LU+ ..5.00

**MULTI**

Adun Oakenshield .....	JMe ..LR ..17.00
Angus Mackenzie .....	BWa ..LR ..10.00
Arcades Sabboth .....	EBe ..LR ..27.00
Axelrod Gunnarson .....	SKi ..LR ..14.00
Ayasha Tanaka .....	BWa ..LR ..12.00



Barktooth Warbeard .....	ARu ..LU ..7.00
Bartel Runeaxe .....	ARu ..LR ..14.00
Boris Devilboon .....	JMy ..LR ..12.00
Chromium .....	EBe ..LR ..27.00
Dakkon Blackblade .....	RKa ..LR ..20.00
Gabriel Angelfire .....	DGe ..LR ..16.00
Gosta Dirk .....	RTh ..LR ..12.00
Gwendlyn Di Corci .....	JBa ..LR ..12.00
halfdane .....	MBe ..LR ..12.00
hazeron Tamar .....	RKa ..LR ..16.00
hunding Gjormersen .....	RTh ..LU ..6.00
Jacques le Vert .....	ARu ..LR ..13.00
Jasmine Boreal .....	RKa ..LU ..6.00
Jedit Ojanen .....	MPo ..LU ..6.00
Jerrard of the Closed Fist .....	ARu ..LU ..6.00
Johan .....	MTe ..LR ..15.00
Kasimir the Lone Wolf .....	RKa ..LU ..6.00
Kei Takahashi .....	SKi ..LR ..17.00
Lady Caleria .....	BWa ..LR ..13.00
Lady Evangela .....	MPo ..LR ..13.00
Lady Orca .....	SEv ..LU ..7.00
Livonya Silone .....	RKa ..LR ..12.00
Lord Magnus .....	MTe ..LU ..6.00
Marhault Elsdragon .....	MPo ..LU ..6.00
Nebuchadnezzar .....	RKa ..LR ..17.00
Nicol Bolas .....	EBe ..LR ..29.00
Palladia-Mors .....	EBe ..LR ..27.00
Pavel Maliki .....	ARu ..LU ..6.00
Princess Lucrezia .....	EBe ..LU ..6.00
Ragnar .....	MBe ..LR ..13.00
Ramirez DePietro .....	PHo ..LU ..6.00
Ramses Overdark .....	RKa ..LR ..15.00
Rasputin Dreamweaver .....	ARu ..LR ..13.00
Riven Turnbull .....	RKa ..LU ..6.00
Rohgahh of Kher Keep .....	EBe ..LR ..17.00
Rubinia Soulsinger .....	Ral ..LR ..18.00
Sir Shandlar of Eberyn .....	ARu ..LU ..6.00
Sivitri Scarzam .....	NTh ..LU ..6.00
Sof'kanar the Swamp King .....	RKa ..LR ..20.00
Stangg .....	MPo ..LR ..13.00
Sunastian Falconer .....	CRu ..LU ..7.00
Tetsuo Umezawa .....	JBa ..LR ..17.00
The Lady of the Mountain .....	RKa ..LU ..6.00
Tobias Andron .....	ARu ..LU ..6.00
Tor Wauki .....	RAs ..LU ..7.00

Torsten Von Ursus .....	MPo ..LU ..6.00
Tuknir Deathlock .....	LDa ..LR ..15.00
Ur-Drago .....	CRu ..LR ..15.00
Vaevictis Asmadi .....	ARu ..LR ..27.00
Xira Arien .....	MBe ..LR ..15.00

**RED**

Active Volcano .....	BSn ..LM ..0.50
Backdraft .....	BSn ..LU ..5.00
Beasts of Bogardan .....	DGe ..LU ..6.00
Blazing Effigy .....	SVa ..LM ..0.50
Bloodlust .....	AMa ..LU ..7.00
Carvens of Despair .....	HMc ..LR ..12.00
Chain Lightning .....	SEv ..LM ..1.00
Crevasse .....	RAI ..LU ..5.00
Crimson Kobolds .....	AMa ..LM ..0.50
Crimson Manticore .....	DGe ..LR ..10.00
Crookshank Kobolds .....	CRu ..LM ..0.50
Disharmony .....	PFa ..LR ..13.00
Dwarven Song .....	DFr ..LU ..5.00
Eternal Warrior .....	AMa ..LU ..6.00
•Falling Star .....	DSh ..LR ..16.00
Feint .....	BSn ..LC ..1.00
Firestorm Phoenix .....	JMe ..LR ..16.00
Frost Giant .....	DGe ..LU ..6.00
Giant Strength .....	JHa ..LM ..1.00
Glyph of Destruction .....	SVa ..LM ..0.50
Gravity Sphere .....	BSn ..LR ..14.00
Hyperion Blacksmith .....	DFr ..LU ..5.00
Immolation .....	SKi ..LC ..1.00
Kobold Drill Sergeant .....	JBa ..LU ..8.00
Kobold Overlord .....	JBa ..LR ..17.00
Kobold Taskmaster .....	RAs ..LU ..8.00
Kobolds of Kher Keep .....	JBa ..LM ..0.50
Land's Edge .....	BSn ..LR ..14.00
Mountain Yeti .....	DFr ..LU ..5.00
Primordial Ooze .....	SEv ..LU ..5.00



Pyrotechnics .....	AMa ..LM ..1.00
Quarum Trench Gnomes .....	DFr ..LR ..9.00
Raging Bull .....	RAs ..LC ..1.00
rathi Berserker .....	MBe ..LU ..5.00
Spinal Villain .....	AMa ..LR ..17.00
Storm World .....	CRu ..LR ..12.00
xTempest Efreet .....	NTh ..LR ..17.00
The Brute .....	MPo ..LC ..1.00
Wall of Dust .....	RTh ..LU ..4.00
Wall of Earth .....	RTh ..LM ..0.50
Wall of heat .....	RTh ..LC ..1.00
Wall of Opposition .....	HMc ..LR ..12.00
Winds of Change .....	JHa ..LU ..8.00

**WHITE**

Akron Legionnaire .....	MPo ..LR ..16.00
Alabaster Potion .....	HMc ..LM ..0.50
Amrou Kithkin .....	QHo ..LM ..0.50
Angelic Voices .....	JBa ..LR ..15.00

Cleanse .....	PFo ..LR ..14.00
Clergy of the holy Nimbus .....	DGe ..LM ..0.50
DAvenant Archer .....	DSh ..LM ..0.50
xDivine Intervention .....	AWe ..LR ..15.00
Divine Offering .....	JMe ..LM ..1.00
Divine Transformation .....	NTh ..LR ..14.00
Elder Land Wurm .....	QHo ..LR ..14.00
Enchanted Being .....	DSh ..LC ..1.00
Equinox .....	SVa ..LC ..1.00
Fortified Area .....	RAs ..LU ..4.00
Glyph of Life .....	SVa ..LM ..0.50
Great Defender .....	MPo ..LU ..6.00
Great Wall .....	SEv ..LU ..4.00
Greater Realm of Preservation .....	NTh ..LU ..7.00
heaven's Gate .....	DSh ..LU ..5.00
holy Day .....	JHa ..LC ..1.00
Indestructible Aura .....	MPo ..LM ..0.50
Infinite Authority .....	DSh ..LR ..16.00
Ivory Guardians .....	MBe ..LU ..5.00
Keepers of the Faith .....	DGe ..LM ..0.50
Kismet .....	KFo ..LU ..6.00



Land Tax .....	BSn ..LU ..6.00
Lifeblood .....	MTe ..LR ..14.00
Moat .....	JMe ..LR ..15.00
Osai Vultures .....	DFr ..LC ..1.00
Petra Sphinx .....	SEv ..LR ..15.00
Presence of the Master .....	PFo ..LR ..7.00
Rapid Fire .....	JHa ..LR ..9.00
Remove Enchantments .....	BSn ..LC ..2.00
Righteous Avengers .....	HHu ..LU ..7.00
Seeker .....	MPo ..LU ..5.00
Shield Wall .....	DSh ..LU ..5.00
Spirit Link .....	KFo ..LU ..8.00
Spiritual Sanctuary .....	KFo ..LR ..11.00
Thunder Spirit .....	RAs ..LR ..18.00
Tundra Wolves .....	QHo ..LM ..1.00
Visions .....	NTh ..LU ..5.00
Wall of Caltrops .....	BSn ..LC ..1.00
Wall of Light .....	RTh ..LU ..5.00

**THE DARK**

**WIZARDS OF THE COAST 1994**

(63,000,000 total cards)

Full Dark Set (119 so far) .....	\$225.00
Dark Booster .....	2.90
Dark Booster Box .....	174.00

**BLACK**

Ashes to Ashes .....	DTu ..LC ..50
Banshee .....	JMy ..LU ..4.00
Bog Imp .....	RSp ..LC ..50
Bog Rats .....	RSp ..LC ..1.00
Curse Artifact .....	MTe ..LU ..4.00
Eater of the Dead .....	JMy ..LU ..5.00

Frankenstein's Monster .....AMa .....LU .....7.00



**Frankenstein's Monster** X

Summon Monster

When Frankenstein's Monster is brought into play, if you do not take X creatures from your graveyard and remove them from the game, Frankenstein's Monster is countered. For each creature removed from your graveyard in this way, you may choose to give Frankenstein's Monster a permanent +2/+0, +1/+1, or +0/+2.

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Grave Robbers .....QHo .....LU .....7.00  
 Inquisition .....AMa .....LC ..... 50  
 Marsh Gas .....DSh .....LC .....1.00  
 Murk Dwellers .....DTu .....LC .....1.00  
 Nameless Race .....QHo .....LU .....5.00  
 Rag Man .....DGe .....LU .....7.00  
 Season of the Witch .....JMy .....LU .....6.00  
 The Fallen .....JMy .....LU .....6.00  
 Uncle Istvan .....DGe .....LU .....4.00  
 Word of Binding .....RSp .....LC .....1.00  
 Worms of the Earth .....AMa .....LU .....5.00

**BLUE**

Amnesia .....MPo .....LU .....7.00



**Amnesia** 3

Sorcery

Look at target player's hand. Target player discards all non-land cards in his or her hand. "When one has witnessed the unspeakable, 'tis sometimes better to forget." —Vervamon the Elder

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Apprentice Wizard .....Dfr .....LU .....5.00  
 Dance of Many .....SEv .....LU .....5.00  
 Deep Water .....JMe .....LC ..... 50  
 Drowned .....QHo .....LC ..... 50  
 Electric Eel .....AMa .....LU .....4.00  
 Erosion .....PVe .....LC ..... 50  
 Flood .....DDe .....LU .....3.00  
 Ghost Ship .....TWä .....LC ..... 50  
 Giant Shark .....TWä .....LC .....1.00  
 Leviathan .....MTe .....LU .....6.00  
 Mana Vortex .....DSh .....LU .....5.00  
 Merfolk Assassin .....DDe .....LU .....5.00  
 Mind Bomb .....MTe .....LU .....5.00  
 Psychic Allergy .....MTe .....LU .....5.00  
 Riptide .....RAs .....LC ..... 50  
 Sunken City .....JMy .....LC .....1.00  
 Tangle Kelp .....RAI .....LU .....3.00  
 Water Wurm .....RSp .....LC ..... 50

**COLORLESS**

Barl's Cage .....TWä .....LU .....5.00  
 Bone Flute .....CRu .....LU .....4.00  
 Book of Rass .....SEv .....LU .....4.00  
 Coal Golem .....CRu .....LU .....5.00  
 Dark Sphere .....MTe .....LU .....6.00  
 Diabolic Machine .....AMa .....LU .....4.00  
 Fellwar Stone .....QHo .....LU .....6.00  
 Fountain of Youth .....DGe .....LU .....6.00  
 Living Armor .....AMa .....LU .....5.00  
 Necropolis .....NTh .....LU .....5.00  
 Reflecting Mirror .....MPo .....LU .....5.00  
 Runesword .....CRu .....LU .....6.00  
 Scarecrow .....AMa .....LU .....6.00  
 Skull of Orm .....TWä .....LU .....5.00  
 Standing Stones .....SEv .....LU ..... 5.00  
 Stone Calendar .....AWe .....LR .....5.00  
 Tormod's Crypt .....CRu .....LU .....6.00  
 Tower of Coireall .....Dfr .....LU .....4.00  
 Wand of Ith .....QHo .....LU .....5.00



**War Barge** 4

Artifact

3: Target creature gains islandwalk until end of turn. If War Barge leaves play this turn, target creature is buried.

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War Barge .....TWä .....LU .....5.00

**GREEN**

Carnivorous Plant .....QHo .....LC .....1.00  
 Elves of Deep Shadow .....JMy .....LU .....4.00  
 Gaea's Touch .....MPo .....LC .....1.50  
 hidden Path .....RAI .....LU .....5.00  
 Land Leeches .....QHo .....LC .....1.00  
 Lurker .....AMa .....LU .....4.00  
 Marsh Viper .....RSp .....LC .....1.00  
 Niall Silvain .....CRu .....LU .....5.00



**Niall Silvain** 3

Summon Niall Silvain

Target creature is regenerated. This is his domain, and while you remain here you must value all life as you value your own.

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People of the Woods .....DTu .....LU .....5.00  
 Savaen Elves .....RSp .....LC .....1.00  
 Scarwood Bandits .....MPo .....LU .....6.00

Scarwood hag .....AMa .....LU .....5.00  
 Scavenger Folk .....DDe .....LC ..... 50  
 Spitting Slug .....AMa .....LU .....4.00  
 Tracker .....JMe .....LU .....5.00  
 Venom .....TWä .....LC .....1.00  
 Whippoorwill .....DSh .....LU .....5.00  
 Wormwood Treefolk .....JMy .....LU .....5.00

**LAND**

City of Shadows .....TWä .....LU .....7.00  
 Maze of Ith .....AMa .....LU .....5.00  
 Safe haven .....CRu .....LU .....7.00  
 Sorrow's Path .....RAs .....LU .....7.00

**MULTI**

Dark heart of the Wood .....CRu .....LC .....1.00



**Dark heart of the Wood** 3

Enchantment

You may sacrifice a forest to gain 3 life. Counts as both a black card and a green card. Even the Goblins shun this haunted place, where the tree limbs twist in agony and the ground seems to scuttle under your feet.

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Marsh Goblins .....QHo .....LC .....1.00  
 Scarwood Goblins .....RSp .....LC .....1.00

**RED**

Ball Lightning .....QHo .....LU .....7.00  
 Bloodmoon .....TWä .....LU .....6.00  
 Brothers of Fire .....MTe .....LU .....5.00  
 Cave People .....DTu .....LU .....5.00  
 Eternal Flame .....MPo .....LU .....5.00  
 Fire Drake .....CRu .....LU .....5.00



**Fire Drake** 1

Summon Drake

Flying  
 ☉: +1/+0 until end of turn. No more than ☉ may be spent in this way each turn.

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Fissure .....DSh .....LC .....1.00  
 Goblin Caves .....DTu .....LC .....1.00  
 Goblin Digging Team .....RSp .....LC .....1.00  
 Goblin Hero .....MTe .....LC ..... 50  
 Goblins of the Flarg .....TWä .....LC ..... 50  
 Goblin Rock Sled .....DDe .....LC ..... 50  
 Goblin Shrine .....RSp .....LC ..... 50  
 Goblin Wizard .....DGe .....LU .....6.00  
 Inferno .....RAs .....LU .....6.00  
 Mana Clash .....MTe .....LU .....5.00

Orc General	JMy	LU	6.00
Sister of the Flame	JMy	LU	5.00

**WHITE**

Angry Mob	DTu	LU	6.00
Blood of the Martyr	CRu	LU	5.00
Brainwash	PVe	LC	1.00
Cleansing	PVe	LU	5.00
Dust to Dust	DTu	LC	1.00
Exorcist	DTu	LU	6.00
Fasting	DSh	LU	5.00
Festival	MPo	LC	1.00
Fire and Brimstone	JMe	LU	5.00
Holy Light	DTu	LC	1.00
Knights of Thorn	CRu	LU	5.00



Martyr's Cry	JMe	LU	6.00
Miracle Worker	RSp	LC	1.00
Morale	MPo	LC	50
Pikemen	DDe	LC	50
Preacher	QHo	LU	5.00
Squire	DDe	LC	50
Tivaar's Crusade	DDe	LU	5.00
Witch Hunter	JMy	LU	7.00



**JYHAD**

**WIZARDS OF THE COAST 1994**

Full Jyhad Set (437 so far)	\$350.00
Jyhad Booster	2.75
Jyhad Booster Box	99.00
Initial Pricing Limited Most Commons	50¢
Limited Commons	1.00
Limited Uncommon	3.00
Limited Rare	7.00

**BRUJAH CLAN**

Angel	DSm	LC	1.00
Anvil	DGe	LC	1.00
Appolonius	TGr	LC	1.00
Bianca	MPo	LC	1.00
Black Cat	HHu	LC	1.00
Crusher	PVe	LC	1.00
Don Cruz - The Idealist	MPo	LC	1.00
Dre-Leader of the Cold Dawn	LSc	LC	1.00
Hector Sosa	MTe	LC	1.00
Lupo	JTi	LC	1.00
Miranda Sanova	KMe	LC	1.00

Rake	MTe	LC	1.00
Tura Vaughn	MBe	LC	1.00
Uma Hatch	AMa	LC	1.00
Yuri - Talon	RKa	LC	1.00

**CAITIFF CLAN**

Hasina Kesi	SVa	LC	1.00
Igo - The Hungry	EBe	LC	1.00
Navar McClaren	MBe	LC	1.00
Nik	DSm	LC	1.00
Smudge - The Ignored	LSc	LC	1.00
Uriah Winter	DGr	LC	1.00

**GANGREL CLAN**

Anastasia Grey	DSh	LC	1.00
Angus - The Unruly	RKa	LC	1.00
Badger	PVe	LC	1.00
Basilia	RTh	LC	1.00
Bear Paw	RMc	LC	1.00
Camille Devereux	LWi	LC	1.00



Gitane St. Claire	QHo	LC	1.00
Giuliano Vincenzi	JBr	LC	1.00
Gunther - Beast Lord	RSp	LC	1.00
Quinton McDonnell	MBe	LC	1.00
Ricki Van Demsy	QHo	LC	1.00
Roman Alexander	MBe	LC	1.00
Vilam Andor	KMe	LC	1.00
Wynn	SVa	LC	1.00
Zack North	QHo	LC	1.00

**MALKAVIAN CLAN**

Aleph	LMa	LC	1.00
Brazil	DTu	LC	1.00
Dancin' Dana	MBe	LC	1.00
Didi Meyers	THa	LC	1.00
Dollface	DGe	LC	1.00
Dr. Jest	DGe	LC	1.00
Gilbert Duane	PVe	LC	1.00
Lucian	DTu	LC	1.00
Maribel - Lady Thunder	AMa	LC	1.00
Normal	TGr	LC	1.00
Ozmo	JBr	LC	1.00
Rolando Bishop	EBe	LC	1.00
Roxanne - Rectrix of the 13th floor	MPo	LC	1.00
Sylvester Simms	RKa	LC	1.00
Zebulon	KMe	LC	1.00

**NOSFERATU CLAN**

Agrippina	BSn	LC	1.00
Chester DuBois	DGe	LC	1.00
Dimple	AMa	LC	1.00
Duck	THa	LC	1.00
Ebanezer Roush	DGe	LC	1.00
Grendel - The Worm Eater	RKa	LC	1.00
KoKo	LWi	LC	1.00
Lucretia - Cess Queen	AMa	LC	1.00
Marty Lechtansi	QHo	LC	1.00
Sammy	PVe	LC	1.00

Sebastian Marley	SKi	LC	1.00
Selma - The Repugnant	RKa	LC	1.00
Sheldon - Lord of the Clog	RSp	LC	1.00
Tiberius - Scandalmonger	QHo	LC	1.00
Tusk - Talebearer	SCa	LC	1.00

**TOREADOR CLAN**

Andreas - Bard of Crete	PVe	LC	1.00
Adrienne	SKi	LC	1.00
Anneke	LSc	LC	1.00
Anson	MTe	LC	1.00
Colin Flynn	SCa	LC	1.00
Delilah Easton	HMc	LC	1.00
Demetrius Slater	JBr	LC	1.00
Dietrich Kleist	DSh	LC	1.00
Dorian Strack	RGa	LC	1.00
Elliott Sinclair - Virtuoso Thespian	DSh	LC	1.00
Felicia Mostrom	MOR	LC	1.00
Kallista - Master Sculptor	DSm	LC	1.00
Masika	MPo	LC	1.00
Ramiel Dupré	RKa	LC	1.00
Tatiana Romanov	Sev	LC	1.00

**TREMERE CLAN**

Astrid Thomas	KMe	LC	1.00
Cardano	RKa	LC	1.00
Cassandra - Magnus Prime	RAI	LC	1.00
Dr. John Casey	RTh	LC	1.00
Ignatius	HMc	LC	1.00
Jing Wei	MOR	LC	1.00
Justine - Elder of Dallas	Sev	LC	1.00
Lazarus	EBe	LC	1.00
Lydia Van Cuelen	CRu	LC	1.00
Merill Molitor	DSh	LC	1.00
Roreca Quaid	PVe	LC	1.00
Sabine Lafitte	JTi	LC	1.00
Sarah Cobbler	DGe	LC	1.00
Thomas Thorne	RMc	LC	1.00
Ulugh Beg - The Watcher	MPo	LC	1.00

**VENTRUE CLAN**

Courtland Leighton	DSm	LC	1.00
Democritus	JTi	LC	1.00
Emerson Bridges	JBr	LC	1.00
Gideon Fontaine	HHu	LC	1.00
Heather Florent - The Opportunist	JMe	LC	1.00
Helena Casimir	KMe	LC	1.00



Jazz Wentworth	Sev	LC	1.00
Lucia Pacciola	LMa	LC	1.00
Melissa Barton	MBe	LC	1.00
Natasha Volfchek	HHu	LC	1.00
Roland Loussarian	MBe	LC	1.00
Rufina Soledad	NLe	LC	1.00
Sir Walter Nash	DGr	LC	1.00
Timothy Crowley	PVe	LC	1.00
Violette Prentiss	SCa	LC	1.00



**ACTION**

Army of Rats .....	DGe	LM	50
Arson .....	DGe	LM	50

**Arson**

**Do not replace until after combat.**

① Burn a location. Can be directed at any Methuselah. I left that basement burning, and I never went back. *The Cure, Torture*

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Blood Bond .....	HMc	LU	3.00
Bloodhunt .....	PVe	LU	3.00
Bum's Rush .....	BWa	LM	50
Cat Burglary .....	DPe	LR	7.00
Charming Lobby .....	HHu	LC	1.00
Computer Hacking .....	BSn	LM	50
Cryptic Mission .....	AMa	LM	50
Distraction .....	MPo	LU	3.00
Enchant Kindred .....	HMc	LM	50
Entrancement .....	MOR	LR	7.00
Far Mastery .....	DSm	LU	3.00
Govern the Unaligned .....	MPo	LM	50
Grave Robbing .....	EBe	LU	3.00
Hidden Lurker .....	SCa	LM	50
Kindred Intelligence .....	MWe	LU	3.00
Kine Dominance .....	MPo	LR	7.00
Legal Manipulation .....	SBe	LM	50
Magic of the Smith .....	JMe	LR	7.00
Movement of the Slow Body .....	JMe	LU	3.00
Night Moves <sup>v</sup> .....	JMe	LC	1.00
Patagia .....	AMa	LR	7.00
Physic Projection <sup>®</sup> .....	AWe	LR	7.00
Psychic Projection <sup>®</sup> .....	AWe	LR	7.00
Psychic Veil .....	HHu	LR	7.00
Pulse of the Canaille .....	AMa	LC	1.00
Rampage .....	RMc	LC	1.00
Rapid Healing .....	RSp	LM	50
Restoration .....	SVa	LM	50
Ritual Challenge .....	LWi	LR	7.00
Social Charm .....	DSh	LM	50
The Embrace .....	PVe	LU	3.00
The Third Tradition: Progeny .....	LWi	LU	3.00
• The Fourth Tradition: The Accounting <sup>®</sup> .....	MPo	LU	6.00
The Fifth Tradition: Hospitality .....	MBe	LU	3.00
The Sixth Tradition: Destruction .....	KFo	LU	3.00

**ACTION MODIFIER**

Bewitching Oration .....	EBe	LM	50
Bonding .....	DSh	LM	50
Bribes .....	MPo	LM	50
Business Pressure <sup>v</sup> .....	NTh	LU	3.00
Change of Target .....	Dfr	LU	3.00

Cloak the Gathering .....	RGa	LM	50
Conditioning .....	MRA	LM	50
Cryptic Rider .....	DSh	LC	1.00
Dawn Operation .....	CRu	LU	3.00
Day Operation .....	LWi	LR	7.00
Disarming Presence .....	MRA	LU	3.00
Earth Control .....	JMe	LM	50
Faceless Night .....	HMc	LM	50
Freak Drive .....	DGe	LU	3.00
Lost in Crowds .....	DGr	LM	50
Mask of 1,000 Faces .....	JMe	LU	3.00
Scorn of Adonis .....	CMc	LU	3.00
Seduction .....	HMc	LM	50
Spying Mission .....	JMe	LU	3.00
Telepathic Vote Counting .....	RTh	LR	7.00
Threats .....	MTe	LM	50
Voter Captivation .....	SBe	LC	1.00

**ALLY**

Arms Dealer .....	Woc	LU	3.00
Gypsies .....	PVe	LU	3.00
Hell Hound .....	DGe	LU	3.00
Loyal Street Gang .....	BWa	LU	3.00
Muddled Vampire Hunter .....	AMa	LU	3.00
Outcast Mage .....	SVa	LU	3.00
Political Ally .....	KFo	LR	7.00
Renegade Garou .....	DGe	LU	3.00

**Renegade Garou**

**3 life.**  
2 damage, 0 bleed, 1 optional maneuver per combat.

Garou gets 1 additional strike each round. Garou can attack a minion as a ① action, which would be at +1 stealth. During your untap phase, if Garou has less than 3 lives, add one from the blood bank.

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Thadius Zho (Mage) .....	CRu	LU	3.00
The Knights .....	LWi	LR	7.00
The Slashers .....	LWi	LR	7.00

**COMBAT**

Acrobatics .....	DSh	LM	50
Aid from Bats .....	MBe	LM	50

**Aid from Bats**

**Strike: 1R with an optional maneuver. As above, with an optional press.**

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Amaranth .....	JMe	LU	3.00
Aura Reading <sup>v</sup> .....	HMc	LC	1.00
Behind You .....	PVe	LU	3.00
Blood Fury .....	DGe	LM	50
Blood Rage .....	SKi	LM	50
Blur .....	HMc	LM	50
Body of Sun .....	MTe	LR	7.00
Boxed In .....	Woc	LM	50
Burst of Sunlight .....	HHu	LU	3.00
Canine Horde .....	AMa	LM	50
Cauldron of Blood .....	SEv	LM	50
Claws of the Dead .....	RSp	LM	50
Concealed Weapon .....	JMe	LM	50
Conquer the Beast .....	MBe	LR	7.00
Dead-end Alley .....	LWi	LM	50
Disguised Weapon .....	AMa	LM	50
Dodge .....	LWi	LM	50
Drain Essence .....	AMa	LU	3.00
Dragon breath Rounds .....	QHo	LU	3.00
Drawing Out the Beast .....	BWa	LM	50
Earth Meld .....	RSp	LM	50
Fake Out .....	MPo	LM	50
Fast Hands .....	HMc	LU	3.00
Fists of Death <sup>®</sup> .....	LWi	LR	7.00
Flash .....	HMc	LM	50
Flesh of Marble .....	PVe	LU	3.00
Form of Mist .....	RAI	LM	50
Form of the Ghost .....	BWa	LM	50
Glaser Rounds .....	NTh	LU	3.00
Gleam of Red Eyes .....	HMc	LM	50
Growing Fury .....	HHu	LM	50
Immortal Grapple .....	LWi	LR	7.00
Indomitability .....	DSm	LM	50
Infernal Pursuit <sup>v</sup> .....	RSp	LC	1.00
Lucky Blow .....	PVe	LM	50
Majesty .....	BSn	LM	50
Manstopper Rounds <sup>v</sup> .....	NTh	LC	1.00
Mighty Grapple .....	Woc	LM	50
Movement of the Mind .....	EBe	LM	50
Nimble Feet .....	NLe	LM	50
Nosferatu Putrescence .....	DPe	LU	3.00
Open Grate .....	Dfr	LM	50
Psyche .....	JMe	LU	3.00
Pulled Fangs .....	EBe	LR	7.00
Read Intentions .....	SVa	LM	50
Ritual of the Bitter Rose .....	DTu	LU	3.00
Shattering Blow .....	AMa	LM	50
Sideslip .....	DSm	LM	50
Skin of Rock .....	AMa	LM	50
Skin of Night .....	CRu	LU	3.00
Skin of Steel .....	DSh	LM	50
Taste of Vitae .....	PVe	LU	3.00
Theft of Vitae .....	RSp	LM	50
Thrown Gate .....	Dfr	LM	50
Thrown Sewer Lid .....	MRA	LM	50
Torn Signpost .....	JMe	LU	3.00
Trap .....	JRe	LM	50
Undead Persistence .....	SKi	LC	1.00
Undead Strength .....	AMa	LM	50
Unflinching Persistence .....	BSn	LM	50
Vampiric Speed .....	RSp	LM	50
Vanish from Mind's Eye .....	DSm	LM	50
Walk of Flame .....	RTh	LC	1.00
Weather Control .....	RTh	LC	1.00
Well-aimed Car .....	Woc	LU	3.00
Wolf Claws .....	PVe	LM	50
Zip Gun <sup>®</sup> .....	KFo	LC	1.00

**EQUIPMENT**

.44 Magnum .....	NTh	LM	50
Aaron's Feeding Razor .....	CRu	LR	7.00
Assault Rifle .....	LWi	LC	1.00
Bastard Sword <sup>f</sup> .....	RAI	LC	1.00
Bomb .....	AWe	LU	3.00
Chainsaw <sup>w</sup> .....	MPo	LC	1.00
Deer Rifle .....	BWa	LM	50

Flak Jacket	.....MRa	.....LM	.....50
Flame Thrower	.....BSn	.....LU	.....3.00
Grenade	.....MPo	.....LC	.....1.00
Hawg	.....TWä	.....LM	.....50



**Hawg**

**Vehicle.**  
1 press each turn.  
A minion can only have 1 vehicle at a time.

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IR Goggles <sup>v</sup>	.....AMa	.....LC	.....1.00
Ivory Bow	.....TWä	.....LR	.....7.00
Laptop Computer	.....BSn	.....LM	.....50
Monocle of Clarity	.....MOr	.....LR	.....7.00
Rowan Ring	.....AMa	.....LR	.....7.00
RPG Launcher	.....BSn	.....LR	.....7.00
Saturday Night Special	.....TWä	.....LM	.....50
Sawed-off Shotgun	.....MTe	.....LM	.....50
Sengir Dagger	.....MOr	.....LR	.....7.00
Soul Gem of Etrius	.....DPe	.....LR	.....7.00
Sport Bike	.....TWä	.....LC	.....1.00
Stake	.....DPe	.....LU	.....3.00
Submachine Gun <sup>v</sup>	.....DSh	.....LC	.....1.00
Talbot's Chainsaw	.....TWä	.....LR	.....7.00

**MASTER**

Aching Beauty	.....DRo	.....LU	.....3.00
Anarch Revolt	.....PVe	.....LU	.....3.00
Ascendance	.....SEv	.....LM	.....50
Betrayer	.....Woc	.....LR	.....7.00
Blood Doll	.....AMa	.....LM	.....50
Brainwash	.....EBe	.....LM	.....50
Cultivate Blood Shortage	.....AMa	.....LU	.....3.00
Deal with the Devil	.....JMe	.....LM	.....50
Effective management	.....NTh	.....LM	.....50
Fame	.....Kfo	.....LU	.....3.00
Game of Malkav	.....JBr	.....LU	.....3.00
Gangrel De-evolution	.....PVe	.....LU	.....3.00
Giant's Blood	.....EBe	.....LR	.....7.00
Gird Minions	.....MRa	.....LM	.....50
Golconda - Inner Peace <sup>®</sup>	.....Kfo	.....LR	.....7.00



**Unnatural Disaster**

**Master.**  
Burn any location.

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Haven Uncovered	.....PVe	.....LM	.....50
Hostile Takeover	.....MRa	.....LR	.....7.00
Illegal Search and Seizure	.....MPo	.....LM	.....50
Kindred Society Games	.....MPo	.....LR	.....7.00
Letter from Vienna	.....AWe	.....LU	.....3.00
Malkavian Dementia	.....AMa	.....LU	.....3.00
Malkavian Prank	.....DFr	.....LU	.....3.00
Malkavian Time Auction	.....AWe	.....LR	.....7.00
Minion Tap	.....Bva	.....LM	.....50
Misdirection	.....MPo	.....LM	.....50
Protracted Investment	.....BSn	.....LM	.....50
Short Term Investment	.....BSn	.....LM	.....50
Tragic Love Affair	.....Sva	.....LU	.....3.00
Unnatural Disaster	.....HMc	.....LM	.....50
Vampiric Disease	.....MTe	.....LR	.....7.00
Vast Wealth	.....Kfo	.....LU	.....3.00
Vulnerability	.....MPo	.....LU	.....3.00

**MASTER: JUSTICAR**

Temptation of Greater Power	.....CRu	.....LR	.....10.00
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**MASTER: OUT OF TURN**

Brujah Frenzy	.....DFr	.....LU	.....3.00
Frenzy	.....PVe	.....LM	.....50
Life Boon	.....Kfo	.....LU	.....3.00
Major Boon	.....Kfo	.....LC	.....1.00



**Major Boon**

**Master: out-of-turn.**  
Play this card to take another Methuseleh's blood pool loss due to a bleed (must be at least 1 blood).  
Modifiers to the bleed can be played after you play this card. In the future you can force the rescued Methuseleh to take a loss due to a bleed against you. This boon is then burned.

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Masquerade Endangered	.....Woc	.....LU	.....3.00
Minor Boon	.....Kfo	.....LU	.....3.00
Rotschreck	.....JBr	.....LU	.....3.00
Sudden Reversal	.....LWi	.....LU	.....3.00
XTC Laced Blood	.....SCa	.....LR	.....7.00

**MASTER: SKILL**

Animalism	.....MBe	.....LM	.....50
Auspex	.....RTh	.....LM	.....50
Celerity	.....NLe	.....LM	.....50
Dominate	.....DSh	.....LM	.....50
Fortitude	.....RTh	.....LM	.....50
Obfuscate	.....JBr	.....LM	.....50
Potence	.....LWi	.....LM	.....50
Presence	.....RTh	.....LM	.....50
Protean	.....MTe	.....LM	.....50
Thaumaturgy	.....AMa	.....LM	.....50

**MASTER: UNIQUE LOCATION**

Academic Hunting Ground	.....MWe	.....LU	.....3.00
Al's Army Apparatus	.....RMc	.....LU	.....3.00
Arcane Library	.....MTe	.....LR	.....7.00
Art Museum	.....DSh	.....LR	.....7.00
Asylum Hunting Ground	.....SKi	.....LU	.....3.00
Backways	.....NLe	.....LU	.....3.00
Chantry	.....DSm	.....LU	.....3.00
Eco Terrorists	.....DSm	.....LR	.....7.00
Elder Library	.....MPo	.....LM	.....50
Elysium: The Arboretum	.....MOr	.....LC	.....1.00
Information Highway	.....Woc	.....LU	.....3.00
KRCC News Radio	.....Woc	.....LC	.....1.00
Metro Underground	.....RGa	.....LU	.....3.00

Police Department	.....Woc	.....LU	.....3.00
Powerbase: Chicago	.....KMe	.....LU	.....3.00
Powerbase: Washington, D.C.	.....MWe	.....LU	.....3.00
Slum Hunting Ground	.....LWi	.....LU	.....3.00
Society Hunting Ground	.....MWe	.....LU	.....3.00
Storm Sewers	.....TWä	.....LR	.....3.00
Succubus Club	.....PVe	.....LR	.....7.00
The Barrens	.....HHu	.....LM	.....50
The Labyrinth	.....PVe	.....LU	.....3.00
The Rack	.....QHo	.....LC	.....1.00
•The Spawning Pool <sup>®</sup>	.....AMa	.....LR	.....10.00
Uptown Hunting Ground	.....Woc	.....LU	.....3.00
Ventrue Headquarters	.....DSm	.....LC	.....1.00
Warzone Hunting Ground	.....DSm	.....LU	.....3.00
Zoo Hunting Ground	.....Sva	.....LU	.....3.00

**POLITICAL ACTION**

Ancient Influence	.....PVe	.....LM	.....50
Ancilla Empowerment	.....Woc	.....LM	.....50
Archon	.....HHu	.....LC	.....1.00
Autarkis Persecution	.....MRa	.....LM	.....50
Brujah Justicar	.....HHu	.....LR	.....7.00
Camarilla Exemplary	.....DSh	.....LM	.....50
Consanguineous Boon	.....LWi	.....LM	.....50



**Consanguineous Boon**

+1 stealth. All Kindred.  
**POLITICAL CARD - WORTH 1 VOTE.**  
Choose a clan. Successful vote means each Methuseleh gains 1 blood from the blood bank per member of that clan he or she controls.  
*"We are one, my love, one blood, one clan." — Helena Cusimar, Clan Ventrue*

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Consanguineous Condemnation	.....LWi	.....LM	.....50
Conservative Agitation	.....MPo	.....LM	.....50
Cunctator Motion	.....MWe	.....LU	.....3.00
Disputed Territory <sup>33</sup>	.....LWi	.....LM	.....50
Domain Challenge	.....DSh	.....LM	.....50
Dramatic Upheaval	.....HHu	.....LC	.....1.00
Gangrel Justicar	.....SCa	.....LR	.....7.00
High Stakes	.....SBe	.....LU	.....3.00
Kindred Restructure	.....QHo	.....LC	.....1.00
Kindred Segregation	.....NTh	.....LC	.....1.00
Kine Resources Contested	.....HHu	.....LM	.....50
Lextalionis	.....PVe	.....LC	.....1.00
Malkavian Justicar	.....KMe	.....LR	.....7.00
Masquerade Enforcement	.....MPo	.....LC	.....1.00
Nosferatu Justicar	.....MTe	.....LR	.....7.00
Parity Shift	.....LWi	.....LC	.....1.00
Peace Treaty	.....AWe	.....LM	.....50
Political Flux	.....NTh	.....LM	.....50
Praxis Seizure: Atlanta	.....JTi	.....LR	.....7.00
Praxis Seizure: Boston	.....EBe	.....LR	.....7.00
Praxis Seizure: Chicago	.....RMc	.....LR	.....7.00
Praxis Seizure: Cleveland	.....NTh	.....LR	.....7.00
Praxis Seizure: Dallas	.....RTh	.....LR	.....7.00
Praxis Seizure: Houston	.....Kfo	.....LR	.....7.00
Praxis Seizure: Miami	.....RTh	.....LR	.....7.00
Praxis Seizure: Seattle	.....NLe	.....LR	.....7.00
Praxis Seizure: Washington, D.C.	.....JBr	.....LR	.....7.00
Praxis: Solomon	.....LWi	.....LC	.....1.00
Regaining the Upper Hand	.....SBe	.....LM	.....50
Reversal of Fortunes	.....MOr	.....LC	.....1.00
Rumors of Gehenna	.....NTh	.....LU	.....3.00

Sabbat Threat	QHo	LC	1.00
The First Tradition: The Masquerade	PVe	LU	3.00
Toreador Justicar	HHu	LR	7.00
Tremere Justicar	SCa	LR	7.00
Venture Justicar <sup>®</sup>	HHu	LR	7.00

**REACTION**

Cat's Guidance	MOr	LM	50
Deflection	LMa	LM	50
Delaying Tactics	QHo	LU	3.00
Dread Gaze	JBr	LM	50
Eagle's Sight	LMa	LU	3.00
Elder Kindred Network	Dfr	LU	3.00
Enhanced Senses	AWe	LM	50
Fast Reaction	MRA	LM	50
Obedience	RSp	LC	1.00
Political Backlash	JJa	LM	50
Pulling Strings	DSm	LC	1.00
Rat's Warning	PVe	LM	50
Suprise Influence	SCa	LM	50
Telepathic Counter	SVa	LM	50
Telepathic Misdirection	EBe	LM	50

**Telepathic Misdirection**

+1 intercept.  
A minion bleeding you is now bleeding a Methuselah of your choice, other than that minion's Methuselah. The Methuselah you choose can attempt to block. Tap this reacting vampire.

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The Second Tradition: Domain	LWi	LU	3.00
The Spirit's Touch	AWe	LM	50
Wake with Evening's Freshness	RGa	LM	50

**RETAINER**

Charnas the Imp	DPe	LR	7.00
Ghoul Escort	JRe	LR	7.00
Ghoul Retainer	LWi	LU	3.00
Homunculus	BWa	LC	1.00
Jackie Therman	MBe	LU	3.00
J.S. Simmons Esq.	CMc	LU	3.00
Mr. Winthrop	PVe	LU	3.00
Murder of Crows	RTh	LU	3.00

**Raven Spy**

1 life.  
+1 intercept.  
As above, but with 2 life.  
The circling of ravens, our blackened souls. Will, Triumph

*Illus. © 1994 Dan Frazier*

Owl Companion	LWi	LU	3.00
Raven Spy	Dfr	LU	3.00
Resplendent Protector	MWe	LU	3.00
Tasha Morgan <sup>v</sup>	CMc	LR	7.00
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**UNIQUE MASTER**

Anarch Troublemaker	BWa	LR	10.00
Blood Puppy	DTu	LR	10.00
Curse of Nitocris	LWi	LR	10.00
Fragment of the Book of Nod	RAI	LR	10.00
Madness Network	AMa	LR	10.00

**Madness Network**

**Unique master.**  
After any Methuselah has finished with actions during his or her turn, any untapped Madness Network can take an action. Any minion can block this action with an action that any untapped Madness Network can attempt to block. You choose from the acting Methuselah if two or more Madness Networks attempt to take actions or block at the same time.

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Millicent Smith	HHu	LR	10.00
Mob Connections	Woc	LC	1.00
Smiling Jack the Anarch	DTu	LR	10.00
Society of Leopold	LWi	LR	10.00

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121	Nyrond.....	U.....	1.00
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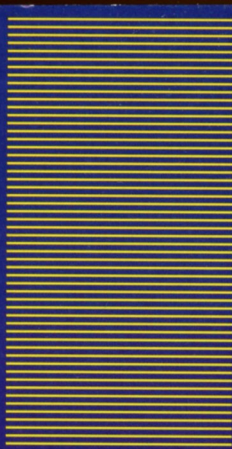
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