

MAY 1994

THE

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DUELLIST

Supplement

A Preview of
*Magic: The
Gathering™* —
Legends

A History
of the
Antiquities
War

A Guide to
the Revised
Edition

A Look at
Upcoming
Collectable
Trading
Card Games



Including the official *Arabian Nights* and *Antiquities* card lists, and a *Magic: The Gathering™* puzzle

So Where's The Real/Duelist?

Don't worry; *The Duelist* is coming. Since its release in February, Wizards of the Coast's collectable trading card game magazine has generated a lot of comment. Our readers had many compliments, but several complaints as well. One of the biggest concerns was over the lack of material for more advanced **Magic** players. In the next issue our coverage of the latest **Deckmaster** and non-**Deckmaster** games will include more game-specific information: rules clarifications, deck building strategies, variants, puzzles—in short, more material that competitive players would be interested in. We will also be including more Duelists' Convocation News and expanding the section for collectors, which will include card lists and trading reports.

These changes take time to implement. Therefore we had to postpone publication of the second issue until the end of June. Unfortunately that meant that a lot of material that our readers needed—information on *Antiquities*, *Legends*, and *The Revised Edition*, for example—would be delayed by another month. So we created *The Duelist Supplement*. This companion volume isn't meant to take the place of *The Duelist*; it is simply a way for us to get information out to our readers while we complete our second full-length issue. *The Supplement* represents our commitment to meeting the needs of the growing collectable trading card game market.

The rate of that growth has been phenomenal. *Magic: The Gathering* has inspired a host of other collectable trading card games, some of which will be appearing this summer. We are excited by the possibilities of this developing genre, and grateful for the support we have received from the designers and manufacturers in this developing genre. We'd also like to thank the magazines in the adventure game industry who have shared their time and talent with us—without their help this publication would not have been possible. And finally, thank you to our readers—distributors, retailers, and players of **Magic**—whose comments have helped us improve the magazine. Your criticism is invaluable; please let us know what you think.

Join the Duelists' Convocation

If you enjoy *The Duelist Supplement* and are interested in receiving *The Duelist* and learning more about *Magic: The Gathering*, we invite you to become a member of the Duelists' Convocation. The official **Deckmaster** games organization, the Convocation provides a competitive tournament circuit for collectable trading card game players. Convocation members can compete in officially sanctioned **Magic** tournaments for points and prizes, and participate in league play, trading sessions, and other game events sponsored by local chapters of the Convocation. Members receive one year subscriptions to both *The Duelist* and *The Duelist Companion*, the Convocation's newsletter.

To become a member of the Duelists' Convocation, send a check for \$18 US to Wizards of the Coast along with your name, address, phone number, and date of birth. Applicants under 18 years of age must also provide the signature of a parent or guardian. Make checks payable to Wizards of the Coast, P.O. Box 707, Renton WA, 98057.

The Duelist Supplement

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Will your paralysed Hill Giant and three measly life points let you defeat your opponent in a single turn? Find out when you pit your wits against this puzzler by Mark Rosewater. Answers appear in the next issue of *The Duelist*.

Magic: The Gathering Legends

Legends, the newest expansion set for *Magic: The Gathering*, will be available in stores in early June. An exciting blend of new spells, new types of land, and completely new types of cards, *Legends* takes the player to the world of Dominia's greatest heroes.

Myth In The Making

Work on *Legends* began before the first edition of *Magic: The Gathering* was even completed. Steve Conard and Robin Herbert, the designers of the expansion, were introduced to the game by Richard Garfield. Inspired by this new type of gaming, they began thinking of ways they could contribute to its success.

"While we were brainstorming and kicking around ideas," Conard says, "we soon found ourselves thinking about totally new card types, not just new cards. We wanted a card that had a personally unique name, like Hercules or Beowulf—heroic figures whose names have spanned the ages. I believe that these are the personalities that drive fantasy and science-fiction literature."

Unique Legends

Legends, by their very nature, are unique, and this is reflected in the game rules. Only one Legend of a particular name can be in play at any one time. However, if that Legend dies, another of the same name may then be brought into play. There is no limit on how many different Legends may be played at the same time.



Legends is the first **Magic** expansion developed by people other than the game's original designers. It was designed to function either as an expansion or as a stand-alone set, but playtesting indicates that the *Legends* cards work best when mixed with cards from the original **Magic** set.

"I was introduced to Dungeons & Dragons™ early in its infancy," says Conard. "However, I was unable to control my creative instincts and I eventually created worlds upon worlds controlled by the powerful mortals and even more powerful immortals, where gods were heavily involved. I was naturally drawn to Norse mythology, where the gods' powers could rock the universe to the ultimate conflict of Ragnarok. Since power gaming has always been my thing, I had to see what I could add to *Magic: The Gathering*. *Legends* was a natural evolution."

Features to Watch For

While adding over three hundred new cards, *Legends* introduces some new concepts to the **Magic** environment.

Special Abilities

Rampage

Attacking creatures may have the Rampage ability, which increases both power and toughness with each additional blocker assigned.

'Bands with other'

Creatures in *Legends* may have or acquire the ability to band selectively with certain other creature types. For example, *Legends* may have the ability to band with other Legends on their side.

Multi-color Creatures

"Are there ever going to be cards that need more than one color of mana to cast?" Yes. Each Legendary hero or creature has a dynamic personality not limited to a single color. All Legends have at least two colors with a few, such as Elder Dragons, having three.



The Legends Team

"Legends has allowed us to work with many remarkable people. Without the artistic talent of Jesper Myrfors, the vision of Peter Adkison, and of course, the inspired game design of Richard Garfield, the project would never have been possible. We are grateful to the East Coast design team and all the playtesters who greatly improved our knowledge of Magic and its many nuances, and to all the people who supported the project throughout."

—Steve and Robin

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Legendary Lands

Like the Legends themselves, these lands are unique. Only one of each type may be in play at a time. Some impart special powers to the Legends in play, including allowing Legends to band with other Legends.



Enchant World

This card enables a player to change the scope of a battle by having it transported to another plane of existence wherein the laws of physics are not necessarily the same as Dominia's. For example, you could take the battle to a world with a heavier gravity which prevents Dominian flying creatures from flying. The Enchant World card works identically to an Enchantment, except only one Enchant World card may be played at any one time. If another Enchant World comes into play, the Enchant World previously in play is then discarded.

Rules Card

An extra card in the Legends boosters explains the new card types and the special rules which apply.



Magic: The Regathering

A Guide To Changes In The Revised Edition

The Revised Edition of *Magic: The Gathering* was released on April 11, 1994. Intended to correct errors and improve upon aspects of the Limited and Unlimited editions, this white bordered series adjusts the wording on many cards and replaces some cards in the original series with cards from the first two **Magic** expansions. The Revised cards are compatible with the older versions of **Magic**; however, they are intended to be played using the Revised Edition rules. While the changes made to the cards and the rules ultimately improve the game, the differences between the editions can be downright confusing to new **Magic** players and seasoned veterans alike. The following article offers a summary of the major changes and between the editions and some of the reasons behind them.






The Revised Rules

A detailed explanation of the differences between the Unlimited and Revised rules can be found in the *Magic: The Gathering Pocket Players' Guide*, beginning on page 106. (For slight adjustments to these rules, see the Errata section on the inside front cover of this supplement.) Essentially, the new rules were written to clarify and standardize the old rules, and, in some cases, to resolve situations where paradoxes were likely to arise. The major changes include new definitions for "protection" and "sacrifice", the addition of the "tap" symbol, and updated rules for the timing of fast effects. Wizards of the Coast strongly recommends that players who currently use the original **Magic** rules become familiar with the new ones. This will assist players in interpreting the word changes made in the Revised Edition and prevent any confusion when playing in games which combine both the older and newer versions of the cards. Moreover, all Wizards of the Coast officially sanctioned **Magic** events use the Revised Edition rules.


Card Changes


In the Revised Edition, the following cards have been reworded, partly as a result of the questions frequently asked of our rules experts and partly in an attempt to standardize the text on similar cards.

Revised Card	Wording Changes	Revised Card	Wording Changes
Animate Artifact	Now says "artifact creature" instead of "creature." Removed: "this will destroy artifacts with 0 casting cost"; added: "has no effect on artifact creatures."	Blessing	Text removed; now says "☀: +1/+1."
Animate Dead	New wording: "Any creature in any graveyard comes into play on your side with -1 to its original power. At end of game, or if this enchantment is discarded without removing target creature from play, target creature is returned to its owner's graveyard. Target creature may be killed as normal."	Braingeyser	New wording: "Target player must draw X cards."
Badlands	Added: "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."	Castle	Now says "do not get" instead of "lose."
Balance	Last two sentences now read: "Next, equalize the cards in hand and then creatures in play the same way. Creatures lost in this manner are considered buried."	Celestial Prism	Now says "is played as an interrupt" instead of "can be played as an interrupt."
Basalt Monolith	Now says "you may spend 3 at any other time" instead of "spend 3"; last sentence now reads: "Drawing mana from this artifact is played as an interrupt."	Channel	Comma removed; now says "one life per point of mana" instead of "one life each"; now says "effects that prevent or redirect damage" instead of "effects that prevent damage."
Bayou	Added: "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."	Clockwork Beast	Now says "During the upkeep phase, controller may buy back lost counters for 1 per counter; this taps Beast."
Birds of Paradise	Now says "this ability is played as an interrupt" instead of "this tap may be played as an interrupt."	Clone	Now says "all characteristics" instead of "all normal characteristics"; now says "creature enchantments" instead of "enchantments"; now says "summoned" instead of "played."
Black Vise	Now says "during his or her upkeep" instead of "during upkeep."	Control Magic	Now says "If target creature is already tapped it stays tapped until you can untap it."
		Conversion	Now says "basic plains" instead of "plains."
		Copy Artifact	Now says "it is affected" instead of "enchantment copy is affected"; now says "the copy" instead of "enchantment copy." Added: "Enchantments on the original artifact are not copied."
		Creature Bond	Now says "placed in the graveyard" instead of "destroyed."
		Crystal Rod	Removed: "by any player"; added: "Can only give 1 life each time a blue spell is cast."

Cursed Land	Now says “during his or her upkeep” instead of “during each upkeep.”	Gaea’s Liege	New wording: “  : Turn any one land into a basic forest. Mark changed lands with counters, removing the counters when Gaea’s Liege leaves play. Gaea’s Liege has power and toughness equal to the number of forests controller has in play; when it’s attacking, they are equal to the number of forests defending player has in play.”
Dark Ritual	Mana symbols replaced the text “3 black mana.”	Gloom	Now says “white enchantments with activation costs” instead of “circles of protection.”
Darkpact	Removed: “without looking at it first.”	Goblin Balloon Brigade	Now says “gains flying” instead of “Goblins gain flying.”
Deathgrip	Now says “counters” instead of “destroys”; now says “ability is played as an interrupt” instead of “action may be played as an interrupt.”	Goblin King	Now says “all Goblins” instead of “Goblins.”
Demonic Hordes	Now says “during your upkeep” instead of “during upkeep.”	Granite Gargoyle	Removed: “until end of turn.”
Demonic Tutor	Removed: “you may.”	Helm of Chatzuk	Now says “banding ability” instead of “ability to band.”
Dingus Egg	Now says “Dingus Egg” instead of “Egg.”	Holy Armor	Now says only “  : +0/+1” instead of “  : Target creature gets an extra +0/+1 until end of turn.”
Disenchant	Now says “is destroyed” instead of “must be discarded.”	Howling Mine	New wording: “Each player must draw one extra card during the draw phase of each of his or her turns.”
Disintegrate	Phrase “and cannot be regenerated” does not appear on Revised version.	Instill Energy	Removed: “during your untap phase.”
Dragon Whelp	Removed: “until end of turn”; now says “in this way during one turn” instead of “in this way”; now says “killed” instead of “destroyed.”	Iron Star	Removed: “by any player”; added: “Can only give 1 life each time a red spell is cast.”
Drain Power	New wording: “Opponent must draw all mana from his or her available lands; this mana and all mana in opponent’s mana pool drains into your mana pool. You can’t take less than all your opponent’s mana.”	Ivory Cup	Removed “by any player”; added: “Can only give 1 life each time a white spell is cast.”
Dwarven Warriors	Now says “later” instead of “after defense is chosen.”	Jayemdae Tome	Removed: “you may.”
Earthbind	Card type changed from “Enchant Flying Creature” to “Enchant Creature.” New wording: “If cast on a flying creature, Earthbind removes flying ability and does 2 damage to target creature; this damage occurs only once, at the time Earthbind is cast. If another spell or effect later gives target creature flying ability, Earthbind does not affect this. Earthbind has no effect on non-flying creatures.”	Karma	New wording: “During a player’s upkeep, Karma does 1 point of damage to that player for each swamp he or she has in play.”
Evil Presence	Now says “basic swamp” instead of “swamp.”	Keldon Warlord	Card now uses * instead of X; word “two” replaces numeral “2.”
Farmstead	New wording: “Target land’s controller gains 1 life if   is spent during controller’s upkeep. You cannot gain more than 1 life each turn through this enchantment.”	Kormus Bell	Removed: “Swamps have no color; they are not considered black cards.”
Fear	Now says “except” instead of “other than”; now says “black creatures and artifact creatures” instead of “artifact creatures and black creatures.”	Kudzu	Now says “any other land in play” instead of “another land of his or her choice.”
Feedback	Now says “its controller’s upkeep” instead of “each upkeep.”	Ley Druid	Now says “ability is played as an interrupt” instead of “action can be played as an interrupt.”
Fog	Added: “or otherwise affect any creature as a result of an attack or block.”	Library of Leng	Now says “you must skip the discard phase of your turn” instead of “there is no limit to the size of your hand.”
Force of Nature	Now says “during your upkeep” instead of “during upkeep.”	Lifeforce	Now says “counters” instead of “destroys”; now says “is played as an interrupt” instead of “may be played as an interrupt.”
Fork	Now says “Caster of Fork chooses the copy’s target.”	Living Artifact	Now says “during each of your upkeeps” instead of “each turn.”
Fungusaur	New wording: “At the end of any turn during which Fungusaur was damaged but not destroyed, put a +1/+1 counter on it.”	Living Lands	Removed: “The living lands have no color; they are not considered green cards.”
		Llanowar Elves	Now says “is played as an interrupt” instead of “can be played as an interrupt.”

Lord of the Pit	Added: "Lord of the Pit may not be sacrificed to itself."	Resurrection	Now says "Treat this creature as though it were just summoned" instead of "You can't tap it until your next turn."
Mana Flare	Now says "it produces" instead of "each land produces."	Rock Hydra	Now says "kills" instead of "destroys"; now says "unless controller spends 2" instead of "unless 2 is spent"; now says "during controller's upkeep" instead of "during upkeep."
Mana Vault	Added: "during upkeep"; now says "drawing mana from this artifact is played as an interrupt" instead of "tapping this artifact can be played as an interrupt."	Sacrifice	Now says "sacrifice" instead of "destroy without regenerating."
Manabarbs	Now says "whenever mana is drawn from a land"; instead of "whenever any land is tapped."	Savannah	Added: "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."
Nether Shadow	Removed: "for its normal casting cost."	Scavenging Ghoul	Now says "placed in the graveyard" instead of "destroyed without regenerating"; now says "takes lethal damage" instead of "dies."
Nettling Imp	Now says "killed" instead of "destroyed"; now says "this ability can only be used during opponent's turn" instead of "this tap should be played during opponent's turn."	Scrubland	Added: "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."
Nevinyrral's Disk	Added (to first sentence): "including Disk itself." Removed: "Disk destroys itself when used."	Sea Serpent	Now says "buried" instead of "destroyed."
Orcish Artillery	Now says "but it also does 3 damage to you" instead of "but you suffer 3 damage as well."	Sedge Troll	Now says "While controller has swamps in play, Sedge Troll gains +1/+1" instead of "Troll gains +1/+1 if controller has swamps in play."
Orcish Oriflamme	Now says "during your attack" instead of "when attacking."	Sengir Vampire	Removed: "unless the dead creature is regenerated."
Paralyze	Now says "during his or her upkeep" instead of "during upkeep."	Serra Angel	New wording: "Attacking does not cause Serra Angel to tap."
Personal Incarnation	Now says "goes to graveyard" instead of "is destroyed."	Shivan Dragon	Removed: "until end of turn."
Pestilence	Now says "If there are no creatures in play at the end of any turn, Pestilence must be discarded."	Simulacrum	Removed: "if this damage kills the creature it can be regenerated."
Phantasmal Terrain	Now says "this card" instead of "this enchantment."	Siren's Call	Now says "killed" instead of "destroyed"; now says "can be played only during opponent's turn" instead of "play during opponent's turn."
Pirate Ship	Now says "use special ability" instead of "tap."	Sleight of Mind	Now says "Sleight of Mind cannot change mana symbols" instead of "Cannot change mana symbols."
Plague Rats	Card now uses * instead of X.	Sol Ring	Second sentence now reads "This ability is played as an interrupt."
Plateau	Added: "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."	Soul Net	New wording: "You gain 1 life every time a creature is placed in the graveyard. Can only give 1 life each time a creature is placed in the graveyard."
Power Leak	Now says "during the upkeep phase of each of its controller's turns" instead of "during upkeep."	Spell Blast	Now says "casting cost" instead of "cost."
Power Sink	New wording: "Target spell is countered unless its caster spends X more mana. Caster of target spell must draw and spend all available mana from lands and mana pool until X is spent; he or she may also spend mana from other sources if desired. If this is not enough mana, target spell will still be countered."	Stasis	Added: "cards still do not untap until the next untap phase."
Power Surge	New wording: "At the beginning of a player's turn, before the untap phase, the player must take a counter for each of his or her lands that is not tapped. During the player's upkeep, Power Surge does 1 damage to that player for each counter; the counters are then discarded."	Stone Giant	Added: "at the time it gains flying ability"; now says "killed" instead of "destroyed."
Psychic Venom	Now says "becomes tapped" instead of "is tapped."	Swords to Plowshares	Removed: "return to owner's deck only when game is over."
Raise Dead	Now says "bring one creature" instead of "return creature."	Taiga	Added: "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."
Regrowth	Now says "bring" instead of "return."		

Terror	New wording: "Buries target creature. Cannot target black creatures or artifact creatures."
Throne of Bone	Removed: "by any player"; added: "Can only give 1 life each time a black spell is cast."
Tropical Island	Added: "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."
Tundra	Added: "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."
Tunnel	New wording: "Buries one wall."
Underground Sea	Added: "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."
Unsummon	Added: "target"; removed: "cannot be played during damage-dealing phase of an attack."
Vesuvan Doppelganger	Parentheses around "except color" removed; now says "creature enchantments" instead of "enchantments."
Veteran Bodyguard	Added: "No more than one Bodyguard of your choice can take damage for you in this manner each turn."
Volcanic Eruption	New wording: "Destroys X mountains of your choice, and does 1 damage to each player and each creature in play for each mountain destroyed."
Volcanic Island	Added: "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."
Wall of Fire	Removed: "until end of turn."
Wall of Water	Removed: "until end of turn."
Wanderlust	Now says "during his or her upkeep" instead of "during upkeep."
Warp Artifact	Now says "during his or her upkeep" instead of "at start of each turn."
Weakness	Removed: "if this drops the creature's toughness below 1, it is dead."
Wheel of Fortune	Now says "all players" instead of "both players."
Wild Growth	New wording: "Whenever the usual mana is drawn from target land, Wild Growth provides an extra  .
Winter Orb	New wording: "A player may not untap more than one land during the untap phase of each of his or her turns."
Wooden Sphere	Removed: "by any player"; added: "Can only give 1 life each time a green spell is cast."
Wrath of God	Now says "are buried" instead of "are destroyed and cannot be regenerated."

The new tap symbol  appears on the following cards, replacing the old "tap to . . ." wording. Some of these cards also have wording changes listed above.

Badlands	Nettling Imp
Basalt Monolith	Northern Paladin
Bayou	Orcish Artillery
Birds of Paradise	Pirate Ship
Celestial Prism	Plains
Conservator	Plateau
Demonic Hordes	Prodigal Sorcerer
Disrupting Scepter	Royal Assassin
Dwarven Warriors	Samite Healer
Forest	Savannah
Gaea's Liege	Scrubland
Glasses of Urza	Stone Giant
Helm of Chatzruk	Swamp
Island	Taiga
Jayemdae Tome	The Hive
Ley Druid	Tropical Island
Llanowar Elves	Tundra
Mana Vault	Underground Sea
Mountain	Volcanic Island

Card Substitutions

Some cards that appeared in the Limited and Unlimited editions have been replaced in the Revised Edition with cards from *Arabian Nights* and *Antiquities*, the first two *Magic: The Gathering* expansion sets. There are several reasons for these substitutions. According to *Magic's* creator, Richard Garfield, and the original design team, cards being replaced fall into three broad categories: There are the "mystifiers"—cards that were too confusing for most players, or led to too many paradoxes, or defied too many of the basic *Magic* rules. Then there are the "spoilers", the cards whose effects were out of proportion. These cards had a tendency to throw entire games out of whack, and were only fun when they were on your side. It is no coincidence that many of these cards appear on the Duelists' Convocation Restricted or Banned list. Finally there are the "retirees", cards which are simply being phased out. Richard always intended for the card set to be fluid and for some of the old cards to be periodically replaced by new ones. So some of the cards were selected for "retirement." This is not to say that they will never be back, or that similar cards won't show up in future expansions.

Original Card	Category	Replacement Card
2-Headed Giant	mystifier	Mijae Djinn
Ancestral Recall	spoiler	Serendib Efreet
Berserk	spoiler	Desert Twister ¹
Black Lotus	spoiler	Aladdin's Lamp
Blaze of Glory	mystifier	Eye for an Eye
Camouflage	mystifier	Shatterstorm
Chaos Orb	retiree	Bottle of Solomon ²
Consecrate Land	retiree	Reverse Polarity
Copper Tablet	retiree	Ornithopter
Cyclopean Tomb	retiree	Mishra's War Machine
Dwarven Demolition Team	retiree	Dwarven Weaponsmith
False Orders	retiree	Kird Ape
Forcefield	spoiler	Armageddon Clock
Gauntlet of Might	spoiler	Jandor's Ring

Ice Storm	spoiler	Crumble
Icy Manipulator	retiree	Rack
Illusionary Mask	mystifier	Ivory Tower ³
Invisibility	retiree	Reconstruction
Ironclaw Orcs	retiree	Atog
Jade Statue	mystifier	Brass Man
Lich	mystifier	El Hajajj
Mox Jet	spoiler	Onulet
Mox Emerald	spoiler	Dancing Scimitar
Mox Pearl	spoiler	Magic Saddlebags
Mox Ruby	spoiler	Ebony Horse
Mox Sapphire	spoiler	Flying Carpet
Natural Selection	retiree	Titania's Song
Psionic Blast	retiree	Energy Flux
Raging River	mystifier	Magnetic Mountain
Four "Rare" Islands	retirees	Millstone, Dragon Engine, Primal Clay, Rocket Launcher ⁴
Sinkhole	spoiler	Erg Raiders
Time Vault	spoiler	Aladdin's Ring ⁵
Timetwister	spoiler	Hurkyl's Recall
Timewalk	spoiler	Island Fish Jasconius
Twiddle	mystifier	Unstable Mutation ⁶
Word of Command	mystifier	Sorceress Queen ⁷

What do you MEAN you took it out?

1 Berserk. Says Richard Garfield: "Anything which multiplies is potentially abusive. Failure to have a Fog should not warrant 80 damage."

2 Chaos Orb. "No, we didn't can the concept," says Garfield. "There will always be weirdo cards like this floating around, but the same old one gets passe."

3 Illusionary Mask. "According to Garfield, "This one will probably resurface in a slightly more clarified form sometime."

4 Four "Rare" Islands. "Are you kidding?" says Garfield. "Actually it is worth noting people were never meant to know they had rare islands. We were under the impression your rares would appear randomly in the deck and in random numbers. Had we known they would have been something else, this is just the soonest we could really correct the mistake."

5 Time Vault. "Not in and of itself," explains Dave Pettey. "It just limits what you can do without creating 'spoiler' combinations from 'non-spoiler' cards. It's different from the 'real spoilers' like Ancestral Recall."

6 Twiddle. "Twiddle was badly miscorrected after alpha, where it wasn't really well written anyway," says Garfield. "Rather than recorrect it when it was pretty confusing anyway we decided to drop it. Eventually, you can expect it back again."

7 Word of Command. According to Garfield, "This one is buggier than a high school FORTRAN class."

Errors in the Revised Edition

The biggest goof is the Serendib Efreet, which bears almost no resemblance to the original *Arabian Nights* card. In the Revised Edition, Serendib Efreet appears as a green bordered card which costs two colorless mana and one BLUE mana to cast. Oops! The border color should be blue, not green, and the card should be treated as a blue card. As the rules say, it is not the border but the casting cost of the card that determines the card's color. The art and the artist are also incorrect. In *Arabian Nights*, the Serendib Efreet had an illustration by Anson Maddocks. The art which appears on the Revised Edition Serendib Efreet is actually the illustration for another *Arabian Nights* card which does not appear in the Revised Edition, the Ifh-Bif Efreet, by Jesper Myrfors. Another oops.

And speaking of artwork, we had some problems with the artwork for the Plateau card. The computer file containing the scanned picture was corrupted, and the original artwork was unavailable. The Revised Plateau therefore sports new artwork. On another artistic note, the illustration for Onulet was incorrectly credited to Kerstin Kaman in the Revised Edition. This illustration is by Anson Maddocks. The Revised Disintegrate card is missing the sentence "Target creature cannot be regenerated for the rest of this turn." This was unintentional—Disintegrate still acts to prevent regeneration. And we've also noticed that the beveled edges that appear on the borders of the original and Unlimited edition **Magic** cards do not appear on the Revised Edition. This is another printing error; the bevels will be restored in later printings of the Revised Edition.

Finally, we have gotten several questions about the lighter appearance of the Revised cards. This change is a result of our attempts to compensate for "dot gain" in the printing process. When you print an image onto paper with ink, each little dot of ink will spread out. This is called "dot gain," because each dot will gain in size, making everything darker. The presses that make **Magic** cards in particular have a lot of dot gain, and had Carta Mundi used our film as we sent it, we would have had a lot of really dark gloomy cards with inaccurate color. Carta Mundi noticed the problem, and did what they could to compensate for it. Correcting for dot gain this way isn't very accurate for color. If our art had been photographs, everybody would have probably looked funny, but it's harder to tell what the original color of artwork was supposed to be, so it all worked out fine.

Starting with *Arabian Nights*, the film being shipped to Carta Mundi had all the dots shrunk down, so when the ink spread, it would spread back to the size we wanted in the first place. This is why the Mountain card from *Arabian Nights* is lighter than the one from the *Magic: The Gathering* set; that mountain has had dot gain compensation. *Antiquities* also has dot gain compensation. The artwork on these cards is much truer to the original, and we can now control the color better.

With the Revised Edition of *Magic: The Gathering*, we made all new printing plates, and for the first time, our original images have also had dot gain compensation applied. In many cases, this has lightened the image. There are also many cards where you can now see details, especially in dark spots, that you couldn't see before. While the text is more legible in the Revised Edition, we've had many complaints that the cards look washed out. In later printings of the Revised Edition we will continue to try to produce vibrant colors without obscuring the text.

Wizards of the Coast is dedicated to constant improvement of our products. We have already started working on improvements to the Revised set—the re-Revised?—and will continue to look for ways to approve the overall appearance of the cards.

—compiled by Kathy Ice with help from Tom Wiley, Ken McLothlen, and Wayne Young

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Our apologies to anyone we may have inadvertently left off these lists.

AT WHAT STAGE DOES "HISTORY" become mythology? How much of the history we teach is an accurate account of events and how much is traditional lore wrapped in the guise of fact? As historians, we must constantly struggle to separate truth from legend, and the struggle is never an easy one.

This is nowhere more evident than in the War of the Artificers. Every schoolchild can recite the basic story: two brothers, each with phenomenal magical skills, each trained by the great Tocasia, each specializing in the creation of magical devices. Their rivalry grew to immense proportions until an entire continent was plunged into war, and another continent was completely destroyed. This is the legend, but what of the history?

Over the years, painstaking research has enabled us to construct a basic map of what the continents looked like at the time of the brothers' conflict, although there is some dispute over the actual location. Tradition holds that present-day Argive is built over the ruins of ancient Argive, which was in turn built over the ruins of the legendary Thran Empire. The Kher Ridges of legend are said to be the same Ridges that overlook Argive today. Ronum Lake is popularly believed to have been in the region of present-day Jharth, which would put the city of Terisia somewhere in the Kovrian Wastelands.

Although popular, this theory is unlikely. It is true that the devices the brothers created enabled them to cover vast distances. Even on horseback, however, the journey from modern Argive to the Wastelands takes at least a month's time. It is unrealistic to think that, even with their devices, Urza and Mishra would have routinely covered such distances in the course of fighting their war. It is impractical for large armies to cover such distances.

My esteemed colleague overreaches herself in pronouncing the traditional map of the struggle "absurd." It is certainly impractical for large armies to cover these distances in the modern era, but Urza, Mishra, Tawnos, and Ashnod possessed remarkable magical skill and access to vast amounts of power. Flying machines, war machines, automated soldiers—all of these things enabled armies to be moved quickly and efficiently. Examining the scrolls from the third excavation of Kher Ridge shows a large body of tales that share a common theme of travel across vast distances via strange mechanical means, undoubtedly representative of people traveling using the refuse of the war.

An army moves as fast as its slowest unit. So long as there were foot soldiers (and there were), large armies could not easily have crossed such distances. —IC

SIMILARLY, TRADITION TELLS US that the "lost continent" of Argoth has long since sunk beneath the waves off the Argvian coast. Argoth's size has been clearly recorded as about a third the size of the continent of Terisiare. According to the traditional interpretation of Terisiare's size,

A HISTORY OF



THE BROTHERS' WAR



by Ildria Caldos, Professor of History,
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commentary by Farsa Tashir
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ANTIQUITIES



translated
from the
Argivian
by
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this would make Argoth vast indeed—approximately 900 berim long and 700 berim across at its widest point. Again, this is unlikely. First, it is highly unusual to see an area this large “completely covered” in forest, as Argoth is believed to have been. Second, all of Argoth was supposed to have been destroyed in the final, cataclysmic battle between the brothers. This would be all but impossible on a continent of 630,000 square berim.

Once again, Professor Caldos has failed to take into account the vast power at the brothers’ command. Granted, it is unlikely that all of Argoth was forested; this is doubtless an exaggeration on the part of our forefathers. Nevertheless, Urza and Mishra certainly commanded enough magical power to destroy broad tracts of land. Why else would these legends, far older than most other stories, have persisted for so long? It is difficult for our modern minds to comprehend, I realize, but I would urge the good professor to try.

I would reiterate that even given the brothers’ power, such a large scale is highly unlikely. —IC

JUDGING FROM THE RECORDS AVAILABLE, it is far more likely that ancient Argoth is in fact Little Videnth Island and that the greater part of ancient Terisiare now exists on Greater Videnth. This brings the entire conflict to a much more realistic, albeit still vast, scale. In addition, the climate in and around the Videnthian Sea is much more consistent with that described in accounts of the war.

Ah, the Videnthian Theory! For years, now, scholars have wracked their brains in a vain effort to prove this ridiculous hypothesis. No matter what they say about “realistic scales” and “weather patterns,” the fact remains that Greater Videnth bears no resemblance to Terisiare. Where are the Kher Ridges? The Sardinian Mountains? Ronum Lake? How is it that they vanished without a trace? As for Little Videnth, it is a desolate, rocky atoll bearing no resemblance to the verdant splendor of ancient Argoth. Its rocky surface could never have supported the vast Argothian forests.

Apparently my learned colleague has never heard of erosion. —IC

Thus, present-day Argive and the Kher ridges that overlook it were named for those long-ago places, perhaps by refugees of the battle seeking a more peaceful existence.

This is preposterous. Modern Argive is over 1200 berim south of Greater Videnth. Since Professor Caldos is so adamantly against our forefathers traveling such distances, this pilgrimage would seem to be an impossibility. And why would war refugees name a new country after the site of such sorrow and destruction? Never mind how so many people could move so far and leave no record of their trip in either anecdotal or archaeological evidence.

Any fool can see that a one-time journey is much different from one that must be done on a regular basis. —IC



MORE IS KNOWN ABOUT THE ACTUAL CONFLICT between the brothers, although details, especially about their early years, are still sketchy. They were probably born in Argive itself and almost certainly orphaned at an early age. It is unclear just when they began manifesting signs of being able to wield magic. It must have been at a remarkably early age, though, since their apprenticeship to Tocasia began before either of them had reached the age of ten.

As my esteemed colleague has so vociferously maintained, we cannot always take the legends at face value. Although Urza and Mishra are popularly believed to have been orphans, there is, in point of fact, no evidence to support this story. The only thing we know for sure is that Tocasia brought them to her school, claiming that they were brothers and orphans. This may or may not have been true. On the one hand, Tocasia had a reputation for honesty and integrity. On the other hand, she would have sensed the boys' immense potential the moment she encountered them. It is possible that she took them from a loving family, or even that she killed the parents herself in order to bring the boys with her.

Almost nothing is known about those early years with Tocasia. It is reasonable to assume, however, that a magic apprenticeship in those days was not altogether different from what it is today. The brothers would have spent much of their time in mundane chores to build self-discipline and a sense of purpose. Their studies would have encompassed the basic concepts of mana, spellcasting, and spell control. They would have begun mock duels at about age fourteen, quite young by modern standards, but by all accounts perfectly acceptable in that particular time and place.

The story of the pilgrimage to the cave of Koilos is well known, and in this case, we can safely assume that history and legend coincide. Tocasia took her two star pupils, then about sixteen, on a pilgrimage to the cave. While exploring its chambers, Urza discovered the Mightstone, and Mishra, the Weakstone. These artifacts, and many others discovered at that time, were most likely relics of the ancient Thran Empire. Quite probably it was these discoveries that inspired the brothers to pursue the study of artifact creation. Each could sense the immense power of his find, and each knew instinctively that this type of magical device would not have the unpredictable side-effects of the more conventional spells.

Professor Caldos is making quite a leap of faith in assuming that the brothers did not realize the potential of artifacts until after the Koilos pilgrimage. Urza and Mishra were mages of incredible power and perception; it is inconceivable, given the nature of their training, that they would not have realized something so fundamental until so relatively late in their lives. The Koilos pilgrimage may well have served as a catalyst for each of them, but to suggest it was their inspiration is to ignore the evidence.

My learned colleague evidently has access to evidence that I have not. Certainly nothing that I saw would lead me to believe that either of them cut his teeth on artifacts. —IC

It was at this time that the brothers began gradually to grow apart. They had always been rivals, but now their rivalry began to take a more hostile tone. They became increasingly jealous of Tocasia's attention. Where once



they had collaborated on projects of magical research, now each of them warily guarded his secrets. It is possible that even this early on, each was beginning to form secret alliances in the hope of defeating the other.

My dear professor, have you any idea

what the life of an apprentice mage is like? They wouldn't have had time to creep about forming "secret alliances." Although it is extremely likely that their mutual antipathy was quite advanced by this stage, there is no reason to suppose that they had resorted to plots.

Apprentices don't stay apprentices forever. At some point, they become journeymen. —IC

TOCASIA'S DEATH SEEMED TO TRIGGER THE FINAL SPLIT between the brothers, and it has long been believed that, removed from her guiding hand, the brothers allowed their rivalry to grow out of control. This is not entirely supported by the evidence, however. There is ample documentation to support the idea that the final rift actually occurred several years before Tocasia's death. But if so, what was the reason?

For an answer, I believe we should turn to the mysterious figure of Ashnod. Though known as a brutal and tyrannical warlord in her later years, we have hints that the younger Ashnod was quite different. Contemporary sources from her home city of Zegon describe her as "cheerful and open-handed . . . a dutiful daughter." In a brilliant understatement, the same account goes on to describe her as "a bright and promising pupil." In none of these accounts is there a hint of the ruthless, hardened warrior she was to become.

Professor Caldos places far too much faith in these "contemporary accounts," none of which can be considered reliable. All were written by itinerant scribes or troubadours seeking patronage. In such situations daughters of wealthy men are always paragons of beauty and virtue, but this has little bearing on reality.

But even itinerant scribes choose their lies with care. A vicious, overbearing child might be described as "spirited", but never as "cheerful and open-handed." —IC

Nothing is known of how Ashnod and Mishra met. It is always supposed that this happened sometime after Tocasia's death, as the brothers were gathering support for their battles. There are intriguing clues, however, indicating that perhaps Ashnod met both brothers before Tocasia's death and that, rather than entering the picture after the rift, Ashnod was in fact the cause of it.

This "theory" is patently ridiculous. Urza and Mishra were childhood rivals; this rivalry grew with their burgeoning magical ability until it became an outright war. It is a simple explanation and a common occurrence among brothers and mages. Any attempt to turn this into some sort of thwarted love triangle is both specious and infantile. Jealousy between mages because of the power wielded by each is a vastly more plausible explanation. Occam's Razor, and all that.

If it is specious and infantile to examine the evidence and draw a logical conclusion, then I must plead guilty. —IC

A merchant living in Zegon describes a courtship in which two brothers, both journeymen mages, pursue the same young woman, the daughter of a town elder. Although the merchant does not mention names in his account, the circumstance is simply too striking to be a coincidence.

Coincidence is always striking, but that doesn't mean we should instantly leap to the first absurd hypothesis that comes to mind. Mishra and Urza were studying at Tocasia's school in the Kher Mountains. How did they come to be in Zegon, hundreds of berim away?

I reiterate, they were journeymen by this time. —IC

FROM THE ACTIONS OF THE PEOPLE INVOLVED, it becomes an easy matter to reconstruct the brothers' final split. Both pursued Ashnod for a period of several months. This competition threw their ongoing sibling rivalry into sharp relief; they had a final, cataclysmic quarrel and parted ways forever. Ashnod, the cause of the dispute, was all but forgotten as the





brothers began working to build alliances and find the resources necessary to manufacture their machines. Shortly thereafter, Tocasia died, ridding the brothers of their final restraining influence. The battle was joined in earnest.

Here my esteemed colleague disproves her theory far better than I could have. Ashnod, the cause of the final rift "all but forgotten?" It is beyond absurd.

Even during the courtship, the brothers were more intent on their rivalry than on Ashnod. I believe that neither of them truly loved her—each wanted her because he thought his brother did. —IC

In the quest for allies and materials, Urza concentrated his efforts on the eastern half of the continent. The citizens of Kroog were among his first allies, and his influence quickly spread throughout the region of Yotia. It is to be supposed that his brilliant apprentice, Tawnos, originally came from this region.

Mishra, meanwhile, concentrated on the western half of the continent, particularly the area in and around Zegon. Eventually, Ashnod joined him, but what a different Ashnod she was! Perhaps she would have preferred to be with Urza, perhaps she resented the brothers' neglect, or perhaps some other personal tragedy had touched her life. For whatever reason, she had become harsh, cruel, and vindictive—the terrifying overlord of what was to become a vast army.

Or perhaps, my dear Professor Caldos, she had always been "harsh, cruel, and vindictive." Your ridiculous assertion that Ashnod was "cheerful and open-handed" is what makes this sudden transformation necessary. Hence, we are left with dreadful speculations about "other personal tragedies." How much more natural if Ashnod's character remained unchanged from childhood!

It may be easier, but it is not supported by the evidence. —IC

THE COURSE OF THE WAR IS WELL-DOCUMENTED in other chronicles, so surely a brief summary will suffice for the purposes of this work. Urza and Mishra's battle quickly grew to an all-consuming war. Millions of people were killed, slaughtered by one another and by the terrible machines of war. Terisiare was soon stripped of every available resource as the brothers raced to outdo one another in the manufacture of these devices.

Terisiare was stripped, but not entirely by the brothers or their servants. In the city of Terisia, a group of the last remaining mages struggled to find some means to stop the conflict. It is from their research that the first of the "elemental" or "color" spells were discovered. Their studies, however, also consumed vast resources—and in the end, they were in vain. To what effect these spells changed the course of the war is still unclear, but about this question hinges the true key to understanding these events.

Meanwhile, on the western isle of Lat-Nam, an eccentric mage and his wife were also studying the machines and their effects. Although their separatist views kept many of their discoveries secret until after their death, Drafna and Hurkyl were adept artificers. It is from the College of Lat-Nam, now sadly lost to us, that we received our present knowledge of the machines and their functions.

Drafna and Hurkyl are not our only source of knowledge. Let us not forget Jansyl, whose legendary travels in Phyrexia provided key insights into the eventual fate of destroyed artifacts.

There came a time when the war had used up virtually everything the continent of Terisiare had to offer. Vast strip mines covered the surface, the forests were obliterated, and smoke hung like a pall over most of the populated areas. And still the brothers searched for more power, a search which took them finally to the island of Argoth. Although somewhat remote from the main conflict, Argoth's vast forests and untapped mineral wealth inevitably drew the attention of both brothers. They rushed to exploit it, each certain that possession of the island would assure him of a final victory.

THE FINAL, CATASTROPHIC BATTLE OF THE WAR, then, was fought at Argoth. We have almost no details about this battle, and the few details we do have are often contradictory. It appears to have lasted for several months, although the actual length of time is difficult to determine. When the battle was over, Urza and Tawnos emerged victorious, and Argoth was a smoking ruin.

It is an exaggeration to say that Urza and Tawnos won the struggle. Ultimately, the war had no winners. The brothers died, as did their principal servants. The people of Terisiare and Argoth were left desolate, impoverished, and with no means to support themselves. In the succeeding years, they continued to die by the thousands.

Almost all accounts have Urza and Tawnos surviving. I cannot understand Professor Tashiir's obsession with killing everyone involved. —IC

Urza and Tawnos were, by this time, sorcerers of exceptional skill. How is it that they survived yet never again appeared in any other chronicle or historical record from that time on? While the story is better if one side wins, history is not concerned with the quality of its story.

Mishra and Ashnod were almost certainly killed in the conflagration, but no concrete evidence exists of this. The eventual fate of Urza and Tawnos is even less clear. They disappear, either during or shortly after the battle, but what became of them? Were they killed as well? Did they go into hiding? Did they transport themselves to the Outer Planes, as powerful mages are wont to do?

This last explanation seems to be the most likely. Both brothers had become increasingly powerful; it was only a matter of time before one or both of them discovered the ultimate mystery and began to Walk. It is quite probably that Urza had already discovered this secret and was waiting only to defeat his brother before escaping with Tawnos to the wizards' realm.

This somewhat romanticized ending to the struggle is certainly popular in legend. It is unlikely, however. The devastation at Argoth is simply impossible to comprehend—we have no present-day equivalent, or anything that even comes close. It is inconceivable that two people in the center of the fighting, Urza and Tawnos, could possibly have escaped unharmed. And if Urza had already discovered the mysteries of the Walk, then nothing so mundane as defeating his brother could ever have kept him in this world.

What if Mishra were able to follow him to the Outer Planes? Of course Urza would want to see him defeated so that would never happen. —IC

THIS, THEN, WAS THE BROTHERS' STRUGGLE. It began in early childhood, was crystallized by their rivalry for a woman, and ended in chaos and destruction. The aftermath of the war was to last for many hundreds of years, eventually plunging much of the civilized world into an Age of Darkness.

But, if a historian may borrow a mythological phrase, that is another tale.

I reiterate my wholehearted objection to Professor Caldos's "theory" of the brothers' courtship of Ashnod. It is absurd and unsubstantiated.

Is not. —IC

Is too.

Is not.

Is too.

Professors Caldos and Tashiir will be debating this and other historical issues at the Epityr College of Mages on the fifth day past Arcnes, in the hour of the third rising. All are welcome to attend.



MAGIC CONUNDRUMS

Answers to some frequently-asked questions about Arabian Nights and Antiquities

Arabian Nights and *Antiquities*, the first two expansions to *Magic: The Gathering*, added over 150 new cards to the realms of Dominia. Some of these have added more than their share of confusion as well.

RUKH EGG Like Onulet and Su-Chi, Rukh Egg produces an effect when it goes to the graveyard. Unfortunately, the wording on the card makes it easy to abuse this effect. The card says “If Rukh Egg goes to the graveyard, a Rukh—a 4/4 red flying creature—comes into play on your side at the end of that turn.” Read literally, this would mean that you could get easy wins using a deck with nothing but Rukh Eggs — no land at all. “I draw a card. Oops, I have no land, guess I have to discard. I’ll discard a Rukh Egg. Hey, a Rukh appears. What a coincidence.” You should treat these cards as if they read “If Rukh Egg goes to the graveyard from play” which is the intended meaning.

If someone takes control of a Rukh Egg with Control Magic or Old Man of the Sea, and the Egg dies, the player who controlled it at the time of its destruction gets the Rukh. No enchantments or counters on the Egg get put on the Rukh. You can resurrect or animate the Egg without having any effect on the Rukh.

GUARDIAN BEAST This four-armed beauty is another source of wording problems. The card says that the Guardian prevents non-creature artifacts from being “further enchanted, destroyed, or taken under someone else’s control.” Since several of the artifacts in *Magic* destroy themselves when used, the wording suggests that the Guardian would prevent this destruction, so you could use these powerful devices over and over again. We recommend that you treat the destruction of these artifacts as a *sacrifice* as defined under the Revised rules—a cost which cannot be prevented, even by the Guardian (see the note on Sacrifice and going to the graveyard below).

Note also that the Guardian cannot protect an artifact from an effect that does not destroy or control it, and that it does not protect artifact creatures. These restrictions, in combination with the *Antiquities* cards, give several ways around the Beast. For example, a Xenic Poltergeist or Titania’s Song can turn the Guarded artifact into an artifact creature, at which point the Guardian loses interest in it and it can be destroyed or stolen at will. Gremlins can tap the artifact, putting it out of commission. And Hurky’s Recall can send it back to its owner’s hand.

SACRIFICE AND GOING TO THE GRAVEYARD “But none of my cards mentions sacrificing an artifact.” The *Antiquities* cards were designed for use under the Revised rules. A little before the expansion went into production, it became apparent that the Revised cards and rules would not be out in time, so the designers quickly went through and reworded the *Antiquities* card texts to fit under the First Edition rules. Since the First Edition only defined “sacrifice” for creatures, all of the cards which called for sacrificing an artifact substituted a lengthy description: “Choose one of your artifacts in play and place it in the graveyard. This artifact cannot be one that is already on its way to the graveyard,

and artifact creatures killed this way may not be regenerated.” This, of course, immediately flooded us with a barrage of questions wanting to know exactly what “on its way to the graveyard” meant. For those still playing under First Edition rules, a card is “going to the graveyard” when it has been used to pay a sacrifice cost, or when it has taken lethal damage, or been sent to the graveyard by some spell or effect. Players using the Revised rules, where sacrifice is defined, can treat all of those cards as if they read “Sacrifice an artifact.” It is perfectly legal to choose to sacrifice an artifact in reaction to a Shatter or Disenchant but before the spell takes effect, or to choose an artifact creature after it blocks some huge monster but before damage has been dealt. And don’t forget that, unless the card says otherwise, you can choose any card that you control — even one that you’ve taken from your opponent with a Steal Artifact or Aladdin.

DUELING ALADDINS AND OLD MAN OF THE SEA “Speaking of stealing, what happens if my Aladdin tries to take back an artifact after you Steal it from me? Or if my Aladdin steals an artifact creature, and then you use Old Man of the Sea to try to take it from me? Or what if I cast Control Magic on your Aladdin after you’ve used him to take control of several of my artifacts?” In all of these cases, whichever player has used the special ability most recently controls the artifact or creature, just as if both players were casting enchantments on it.

If you take control of an Aladdin, you do not automatically gain control of the artifacts he has stolen, but you can steal them back one by one. The Old Man, unlike Aladdin, must stay tapped to keep control of his target, so he can only control one creature at a time, but if you gain control of him you can choose whether to untap him and let it revert to its previous controller. If an Aladdin leaves play, all of the artifacts he stole revert back to the previous controller, who may or may not be the actual owner. (This can get quite hilarious in a multiplayer game when several players have an Aladdin or a clone of Aladdin all in play at once, all chasing the same artifacts back and forth. In a situation like that, you may want to use slips of paper to keep track of the exchanges, unless your players have exceptional memories.)

If you steal a creature during your own turn, you cannot attack with it, since it didn’t start the turn in your territory, but if you steal it during your opponent’s turn and it is untapped you can block with it. If an artifact Aladdin has stolen stops being an artifact for some reason, or a creature controlled by the Old Man stops being a creature (an Assembly Worker, for example), it immediately returns to its previous controller.

FACTORIES AND ASSEMBLY WORKERS One point of mana turns Mishra’s Factory into an Assembly Worker for one turn. After it’s changed, you can’t spend another point to change it again since it’s no longer a Factory. The Assembly Worker does retain the other abilities of the Factory: it can be tapped to produce a point of mana or to give any one Assembly Worker (even itself) a +1/+1 bonus. You can turn a Factory into a Worker as a fast effect, after your opponent has declared an attack, and

block with the Worker. A Worker can only attack if the Factory was in your territory at the beginning of your turn. A Worker with a Consecrate Land cast on it cannot be destroyed, but an attacker with the Trample ability can still trample over it. If any Enchant Creature spells are cast on an Assembly Worker, they are destroyed when the Worker changes back to a Factory at the end of the turn.

MORE ABOUT SPECIAL LANDS The special lands from *Arabian Nights* and *Antiquities* are vulnerable to all spells that affect lands. They can be destroyed by Stone Rain, turned into swamps by Evil Presence or the Cyclopean Tomb, kept tapped by Winter Orb, and so forth. None of these lands counts as a “basic land” — you can use Phantasmal Terrain to change a Desert into an Island, but not to change an Island into a Desert, and you can’t Magical Hack a word into “desert.” (You also can’t Sleight of Mind a word into “colorless” or “artifact” — there’s no spell to turn a regular Circle of Protection into the *Antiquities* card Circle of Protection: Artifact, or vice versa.) If a special land is changed to a basic land, it loses all of its special abilities, but it still counts as an expansion card for City in a Bottle and the Golgothian Sylex.

CITY IN A BOTTLE AND THE GOLGOTHIAN SYLEX Often referred to as “expansion hosers” by Magic players, these cards are a good reason not to depend too heavily on cards from one expansion. The City not only destroys all *Arabian Nights* cards in play other than itself, but prevents anyone from playing *Arabian* cards as long as it is in play and untapped. If it’s tapped, you can play *Arabian* cards, but as soon as the City is untapped they are destroyed. They can be regenerated, but doing so is futile, since they are immediately destroyed again each time, faster than even an interrupt. Similarly, you can Animate Dead or Resurrect an *Arabian* creature while the City is in play, but it immediately goes right back to the graveyard. The Golgothian Sylex is less powerful; it destroys all *Antiquities* cards in play, including itself, so it has no effect on sorceries or instants, and can’t stop an *Antiquities* creature from regenerating or being brought back from the graveyard. Note that neither of these cards will destroy a Clone or Doppelganger of an expansion card — this means that a Clone of a Guardian Beast will protect all of your *Arabian* artifacts from the City. Note also that they only affect cards, not tokens.

TOKENS Several of the expansion cards have the ability to put non-card creatures, called tokens, into play. These token-creatures, along with the Wasps from the Hive card, all follow the same rules. They are affected by anything that affects “creatures” but not by anything that affects “cards.” They have a “casting cost” of zero. If they leave play, they are removed from the game entirely. This means they never go to the graveyard, so the Tablet of Epityr cannot give you lives for them. It also means that an Unsummon or Oubliette, or similar effects, will remove them permanently.

OUBLIETTE AND TAWNOS’S COFFIN While one is an enchantment and the other an artifact, these two cards are quite similar. They remove a target creature and any enchantments on that creature from play. When the creature leaves play, any damage it may have accumulated is removed, and as long as it is out of play it cannot be destroyed, unsummoned, controlled, or for that matter affected by anything that affects cards in play. This applies even if the effect occurred before the creature was entrapped; for

example, you can Berserk an attacking creature, then Coffin it, and it won’t be destroyed at the end of the turn. An effect that destroys cards in play, such as Nevinyrral’s Disk or the Golgothian Sylex, will free (and not destroy) the trapped creature. However, if an *Arabian* creature is trapped in an Oubliette, City in a Bottle will destroy the Oubliette and then immediately destroy the freed creature as well, since it’s a continuous effect. A Ring of Ma’ruf can take a card out of the Oubliette or Coffin, without affecting the containing card. If you use the Ring to extract an enchanted creature, the enchantments remain in the container until the container is destroyed (or untapped if it’s a Coffin), then go to the graveyard. Coming back into play from the Oubliette or Coffin is not the same as being summoned, even though the creature suffers from “summoning sickness.” A Clone or Primal Clay does not get to choose a new shape when it emerges, and creatures that use counters do not get a fresh supply.

COUNTERS Many of the expansion cards use counters. Occasionally you may end up with a card that has counters from two or even three sources on it. Counters are not interchangeable; each can only be used for its own purpose. For example, if the Dwarven Weaponsmith adds a +1/+1 counter to a Triskelion, that counter does not have the ability to be discarded for a point of damage the way that Triskelion’s own natural counters do. Even counters from two copies of the same creature are not interchangeable. If you have two Tetravuses (Tetravi? Tetravermin?) in play, a counter from one can’t move onto the other.

ODDS AND ENDS Finally, here are some miscellaneous short answers about other cards in the expansions. **Obelisk of Undoing** only affects one card per use. A “permanent” is a land, artifact, creature, or enchantment in play. The same player goes first in a *Shahrazad* subgame who went first in the parent game. The -1/-1 on *Urza’s Avenger* wears off at the end of the turn, at the same time as the special ability. The **Armageddon Clock** gains a counter only during its controller’s upkeep. Counters may be removed during any player’s upkeep. The effects of **Singing Tree** and **Island of Wak-wak** are temporary, but the effect of **Ashnod’s Transmogrator** is permanent. A **Shapeshifter**, like a Doppelganger, can only change shape once per turn. If you have contributed more than one card to the ante, you can swap the **Jeweled Bird** for your whole contribution. If you have a full set of *Urza’s Land* in play, all of your *Urza’s Lands* generate the extra mana, not just the three in the set — can’t choose to tap them for less. And yes, you can **Steal Artifact** your opponent’s **Bronze Tablet** and use it.

SOURCES OF INFORMATION These are the most common areas of confusion surrounding the *Arabian Nights* and *Antiquities*. More comprehensive lists of Frequently Asked Questions for *Magic: The Gathering* and its expansions are available from Wizards of the Coast. *The Magic: The Gathering Pocket Players’ Guide*, another valuable reference for Magic players, contains the Revised Rules with detailed examples to illustrate the more complicated aspects of game play. If these sources don’t clear up all your confusion, you can e-mail your questions to questions@wizards.com or contact our product support department at (206) 624-0933 weekdays from 9 am to 5 pm PST.

—Beth Moursund

Here are some of the collectable trading card and related games you will see featured in *The Duelist* in the upcoming months.

SPELLFIRE: MASTER THE MAGIC™. In July TSR Inc. will release *SPELLFIRE*, the first large-scale fantasy collectable trading card game to follow *Magic: The Gathering*. In this game, based on TSR's popular *Advanced Dungeons & Dragons* game system, players battle to be the first to build or conquer six realms and successfully defend them. The combatants use their champions—an array of heroes, wizards, clerics, and monsters—to defend their territory and raze opposing realms. The champions are aided by a variety of magical spells, artifacts, and allies.



Designed by Tim Brown, Zeb Cook, James Ward, and Steve Winter, the game features art from TSR's extensive art library. *SPELLFIRE* will be sold in card game sets of two 55-card decks retailing for \$8.95 and 15-card booster packs retailing for \$2.50. The original set will contain 400 common, uncommon, and rare cards set in the *AD&D FORGOTTEN REALMS*, *GREYHAWK*, and *DARK SUN* worlds. An expansion based on TSR's *RAVENLOFT* is coming in August, and a *DRAGONLANCE* expansion is planned for November.

JYHAD™. From the creators of *Magic: The Gathering* comes an entirely new **Deckmaster** collectable trading card game based on White Wolf's popular storytelling game *Vampire: The Masquerade*. Intended for mature players, *Jyhad* pits rival vampires against each other in a struggle for control over the sinister World of Darkness. Developed in association with White Wolf, *Jyhad*'s design and stunning artwork capture the dark, gothic atmosphere of the *Masquerade*. Players represent Methuselahs who use blood to fuel their manipulations of younger vampires and their allies to destroy their opponents' servants and drain each others' blood pools. Designed for multiplayer play, each player is the predator of one Methuselah and the prey of another, caught in an intricate web of strategy and manipulation.

Scheduled for release in August 1994, *Jyhad* will be sold in 76-card starter decks retailing for \$8.95 and 19-card booster packs retailing for \$2.75. The complete set contains over 450 cards in four levels of commonality.



NOTES FROM THE GAME MANUFACTURERS ASSOCIATION'S

GAIN GAIN

STAR TREK: THE NEXT GENERATION® CUSTOMIZABLE™ CARD GAME.

In a related genre, Decipher Games is aiming at a mid-August release for its new "customizable card game." Klingons, Ferengi, and Borg appear along with familiar Federation faces in this game based on the characters, worlds, and situations encountered in the *Star Trek: The Next Generation* television series. Players race to complete a series of missions while disrupting their opponent's activities. With their deck's array of starships, crew members, and alien races, players journey to different worlds where their crew must overcome hidden hazards and accomplish its mission.

The standard card game will be sold in 60-card starter decks retailing at \$8.95. Of these, the first 10,000 will be blue-bordered Limited Edition cards, which will be followed by a white-bordered Unlimited Edition. Expansion sets of 15 cards each will be sold for \$2.95. In November, Decipher also plans to release a Collector's Tin containing a complete set of Limited Edition cards.

ILLUMINATI. Steve Jackson Games has announced plans to rerelease the company's *Illuminati* table game in a collectable trading card format. A game of secrecy, conspiracy, and tabloid truths, *Illuminati* is a card-based game in which players represent secret enclaves vying for control of the world's organizations in pursuit of their own unique objectives. Already a card game, *Illuminati* is well suited to the collectable format. As president Steve Jackson explained, "For a long time I've wanted to reissue *Illuminati* with full-color art. Also, players have always wanted me to add new cards to the game."

In adapting the game to a collectable card format, Jackson intends to enhance some features of the original design, particularly multi-player play. The new game will add the variety and interactiveness of collectable cards to a game full of cutthroat conspiracy and dirty deals. "In order to make a game of intrigue work you have to want to trust each other. That's how you create opportunities for backstabbing and betrayal." Unlike other, more fantasy-oriented, games, *Illuminati* will have a "hard-edged and bright-colored" feel. However, the game is "still very much in the design phase," says Jackson, who does not anticipate its release until late 1994.

MES MA

EIGHTH ANNUAL RETAILERS' TRADE AND SEMINAR SHOW

STAR OF THE GUARDIAN. Author Margaret Weis and her partner Don Perrin are developing a science fiction collectable trading card game based on Weis's *Star of the Guardian* series of books. Players take the part of Warlords fighting for position within a corrupt and anarchic galactic empire. From power bases in their home systems, Warlords engage in space combat with each other to achieve political dominance and deplete each others' power points. Players destroy their opponents' squadrons and home worlds using a unique lane-based card combat system developed by Perrin and Weis. While no full-scale release has been planned, convention goers may be able to catch a glimpse of the *Star of the Guardian* game at the GenCon™ Game Fair in mid-August.

MAG FORCE 7

STEVE JACKSON

SIM CITY. A long time publisher of card games, Mayfair Games is developing a collectable trading card game that it hopes to release in early or mid autumn. Based on the popular computer game, the *Sim City* game allows players to work in cooperation or in competition to construct cities from the cards in their decks. Players build roads and other city elements by lining cards up like dominoes in territories that slowly encroach upon their opponents'. As Darwin Bromley, president of Mayfair and one of the game's designers, points out, the transportability and expandability of a *Sim City* collectable card game offers an exciting alternative to the computer version. Unlike other, more fantasy oriented releases, Mayfair's new game is designed to appeal to people who may not be roleplayers or interested in fantasy but who appreciate elegant and sophisticated game play. Says Bromley: "It looks very simple, but then so does chess."



ON THE EDGE™. Called a "Psychosurreal Trading Card Game" by designers Jonathan Tweet and John Nephew, *On the Edge* is based on Tweet's *Over the Edge* roleplaying game. As Nephew, president of Atlas Games, describes it: "Players adopt the roles of powerful, behind-the-scenes conspirators struggling for control over the Mediterranean island of Al Amarja. At their service are bizarre technologies, ancient magicks, powerful secrets, and a roster of characters ranging from street thugs to symbiotic alien lifeforms." *On The Edge* attempts to capture the bizarre feel of the roleplaying game while taking a fresh look at the environment, so that *Over the Edge* players will still enjoy the card game while fans of the card game can go on to futher adventures in the roleplaying world. Atlas Games hopes to release its new game in September or October of this year.

Arabian Nights card list

CARD NAME	COLOR	TYPE	COMMONALITY	ARTIST
Abu Ja'far	White	Creature	Uncommon	Ken Meyer Jr.
Aladdin	Red	Creature	Uncommon	Julie Baroh
Aladdin's Lamp	Artifact	Mono	Uncommon	Mark Tedin
Aladdin's Ring	Artifact	Mono	Uncommon	Dan Frazier
Ali Baba	Red	Creature	Uncommon	Julie Baroh
Ali from Cairo	Red	Creature	Uncommon	Mark Poole
Army of Allah	White	Instant	Common	Brian Snoddy
Bazaar of Baghdad	Land	Land	Uncommon	Jeff A. Menges
Bird Maiden	Red	Creature	Common	Kaja Foglio
Bottle of Suleiman	Artifact	Mono	Uncommon	Jesper Myrfors
Brass Man	Artifact	Creature	Uncommon	Christopher Rush
Camel	White	Creature	Common	Sandra Everingham
City in a Bottle	Artifact	Continuous	Uncommon	Drew Tucker
City of Brass	Land	Land	Uncommon	Mark Tedin
Cuombajj Witches	Black	Creature	Common	Kaja Foglio
Cyclone	Green	Enchantment	Uncommon	Mark Tedin
Dancing Scimitar	Artifact	Creature	Uncommon	Anson Maddocks
Dandan	Blue	Creature	Common	Drew Tucker
Desert	Land	Land	Common	Jesper Myrfors
Desert Nomads	Red	Creature	Common	Christopher Rush
Desert Twister	Green	Sorcery	Uncommon	Susan Van Camp
Diamond Valley	Land	Land	Uncommon	Brian Snoddy
Drop of Honey	Green	Enchantment	Uncommon	Anson Maddocks
Ebony Horse	Artifact	Mono	Uncommon	Dameon Willich
El-Hajjaj	Black	Creature	Uncommon	Dameon Willich
Elephant Graveyard	Land	Land	Uncommon	Rob Alexander
Erg Raiders	Black	Creature	Common	Dameon Willich
Erhnam Djinn	Green	Creature	Uncommon	Ken Meyer Jr.
Eye for an Eye	White	Instant	Uncommon	Mark Poole
Fishliver Oil	Blue	Enchantment	Common	Anson Maddocks
Flying Carpet	Artifact	Mono	Uncommon	Mark Tedin
Flying Men	Blue	Creature	Common	Christopher Rush
Ghazban Ogre	Green	Creature	Common	Jesper Myrfors
Giant Tortoise	Blue	Creature	Common	Kaja Foglio
Guardian Beast	Black	Creature	Uncommon	Ken Meyer Jr.
Hasran Ogress	Black	Creature	Common	Dan Frazier
Hurr Jackal	Red	Creature	Common	Drew Tucker
Ifh-Biff Efreet	Green	Creature	Uncommon	Jesper Myrfors
Island Fish Jasconius	Blue	Creature	Uncommon	Jesper Myrfors
Island of Wak-Wak	Land	Land	Uncommon	Douglas Shuler
Jandor's Ring	Artifact	Mono	Uncommon	Dan Frazier
Jandor's Saddlebags	Artifact	Mono	Uncommon	Dameon Willich
Jeweled Bird	Artifact	Mono	Uncommon	Amy Weber
Jihad	White	Enchantment	Uncommon	Brian Snoddy
Junun Efreet	Black	Creature	Uncommon	Christopher Rush
Juzam Djinn	Black	Creature	Uncommon	Mark Tedin
Khabal Ghoul	Black	Creature	Uncommon	Douglas Shuler
King Suleiman	White	Creature	Uncommon	Mark Poole
Kird Ape	Red	Creature	Common	Ken Meyer Jr.
Library of Alexandria	Land	Land	Uncommon	Mark Poole
Magnetic Mountain	Red	Creature	Uncommon	Susan Van Camp
Merchant Ship	Blue	Creature	Uncommon	Tom Wänerstrand
Metamorphosis	Green	Sorcery	Common	Christopher Rush
Mijae Djinn	Red	Creature	Uncommon	Susan Van Camp
Moorish Cavalry	White	Creature	Common	Dameon Willich
Nafs Asp	Green	Creature	Common	Christopher Rush
Oasis	Land	Land	Uncommon	Brian Snoddy
Old Man of the Sea	Blue	Creature	Uncommon	Susan Van Camp
Oubliette	Black	Enchantment	Common	Douglas Shuler

Piety	White	Instant	Common	Mark Poole
Pyramids	Artifact	Poly	Uncommon	Amy Weber
Repentant Blacksmith	White	Creature	Uncommon	Drew Tucker
Ring of Ma'ruf	Artifact	Mono	Uncommon	Dan Frazier
Rukh Egg	Red	Creature	Common	Christopher Rush
Sandals of Abdallah	Artifact	Mono	Uncommon	Dan Frazier
Sandstorm	Green	Instant	Common	Brian Snoddy
Serendib Djinn	Blue	Creature	Uncommon	Anson Maddocks
Serendib Efreet	Blue	Creature	Uncommon	Anson Maddocks
Shahrazad	White	Sorcery	Uncommon	Kaja Foglio
Sindbad	Blue	Creature	Uncommon	Julie Baroh
Singing Tree	Green	Creature	Uncommon	Rob Alexander
Sorceress Queen	Black	Creature	Uncommon	Kaja Foglio
Stone-Throwing Devils	Black	Creature	Common	Ken Meyer Jr.
Unstable Mutation	Blue	Enchantment	Common	Douglas Shuler
War Elephant	White	Creature	Common	Kristen Bishop
Wyluli Wolf	Green	Creature	Common	Susan Van Camp
Ydwen Efreet	Red	Creature	Uncommon	Drew Tucker

Antiquities card list

CARD NAME	COLOR	TYPE	COMMONALITY	ARTIST
Amulet of Kroog	Artifact	Mono	Common	Margaret Organ-Keen
Argvian Blacksmith	White	Creature	Common	Kerstin Kaman
Argvian Archaeologist	White	Creature	Rare	Amy Weber
Argothian Pixies	Green	Creature	Common	Amy Weber
Argothian Treefolk	Green	Creature	Common	Amy Weber
Armageddon Clock	Artifact	Continuous	Rare	Amy Weber
Artifact Blast	Red	Interrupt	Common	Mark Poole
Artifact Possession	Black	Enchantment	Common	Christopher Rush
Artifact Ward	White	Enchantment	Common	Douglas Shuler
Ashnod's Altar	Artifact	Poly	Uncommon	Anson Maddocks
Ashnod's Battle Gear	Artifact	Mono	Uncommon	Mark Poole
Ashnod's Transmogrant	Artifact	Mono	Uncommon	Mark Tedin
Atog	Red	Creature	Common	Jesper Myrfors
Battering Ram	Artifact	Creature	Common	Jeff A. Menges
Bronze Tablet	Artifact	Mono	Rare	Tom Wänerstrand
Candelabra of Tawnos	Artifact	Mono	Rare	Douglas Shuler
Circle of Protection: Artifacts	White	Enchantment	Uncommon	Pete Venters
Citanul Druid	Green	Creature	Uncommon	Jeff A. Menges
Clay Statue	Artifact	Creature	Common	Jesper Myrfors
Clockwork Avian	Artifact	Creature	Rare	Randy Asplund-Faith
Colossus of Sardia	Artifact	Creature	Rare	Jesper Myrfors
Coral Helm	Artifact	Poly	Rare	Amy Weber
Crumble	Green	Instant	Common	Jesper Myrfors
Cursed Rack	Artifact	Continuous	Uncommon	Richard Thomas
Damping Field	White	Enchantment	Uncommon	Justin Hampton
Detonate	Red	Sorcery	Uncommon	Randy Asplund-Faith
Drafna's Restoration	Blue	Sorcery	Common	Amy Weber
Dragon Engine	Artifact	Creature	Common	Anson Maddocks
Dwarven Weaponsmith	Red	Creature	Uncommon	Mark Poole
Energy Flux	Blue	Enchantment	Uncommon	Kaja Foglio
Feldon's Cane	Artifact	Mono	Uncommon	Mark Tedin
Gaea's Avenger	Green	Creature	Rare	Pete Venters
Gate to Phyrexia	Black	Enchantment	Uncommon	Sandra Everingham
Goblin Artisans	Red	Creature	Uncommon	Julie Baroh
Golgothian Sylex	Artifact	Mono	Rare	Kerstin Kaman
Grapeshot Catapult	Artifact	Creature	Common	Dan Frazier
Haunting Wind	Black	Enchantment	Uncommon	Jeff A. Menges
Hurkyl's Recall	Blue	Instant	Rare	Néné Thomas
Ivory Tower	Artifact	Continuous	Uncommon	Margaret Organ-Keen
Jalum Tome	Artifact	Mono	Rare	Tom Wänerstrand
Martyrs of Korlis	White	Creature	Uncommon	Margaret Organ-Keen

CARD NAME	COLOR	TYPE	COMMONALITY	ARTIST
Mightstone	Artifact	Continuous	Uncommon	Pete Venters
Millstone	Artifact	Mono	Uncommon	Kaja FoglioMishra's
Factory	Land	Land	Special	Kaja & Phil Foglio
Mishra's War Machine	Artifact	Creature	Rare	Amy Weber
Mishra's Workshop	Land	Land	Rare	Kaja Foglio
Obelisk of Undoing	Artifact	Mono	Rare	Tom Wänerstrand
Onulet	Artifact	Creature	Uncommon	Anson Maddocks
Orcish Mechanics	Red	Creature	Common	Pete Venters
Ornithopter	Artifact	Creature	Common	Amy Weber
Phyrexian Gremlins	Black	Creature	Common	Amy Weber
Power Artifact	Blue	Enchantment	Uncommon	Douglas Shuler
Powerleech	Green	Enchantment	Uncommon	Christopher Rush
Priest of Yawgmoth	Black	Creature	Common	Mark Tedin
Primal Clay	Artifact	Creature	Uncommon	Kaja Foglio
Rakalite	Artifact	Poly	Uncommon	Christopher Rush
Reconstruction	Blue	Sorcery	Common	Anson Maddocks
Reverse Polarity	White	Instant	Common	Justin Hampton
Rocket Launcher	Artifact	Poly	Uncommon	Pete Venters
Sage of Lat-Nam	Blue	Creature	Common	Pete Venters
Shapeshifter	Artifact	Creature	Rare	Dan Frazier
Shatterstorm	Red	Sorcery	Rare	Mark Poole
Staff of Zegon	Artifact	Mono	Common	Mark Poole
Strip Mine	Land	Land	Special	Daniel Gelon
Su-Chi	Artifact	Creature	Uncommon	Christopher Rush
Tablet of Epityr	Artifact	Poly	Common	Christopher Rush
Tawnos's Coffin	Artifact	Mono	Rare	Christopher Rush
Tawnos's Wand	Artifact	Mono	Uncommon	Douglas Shuler
Tawnos's Weaponry	Artifact	Mono	Uncommon	Dan Frazier
Tetravus	Artifact	Creature	Rare	Mark Tedin
The Rack	Artifact	Continuous	Uncommon	Richard Thomas
Titania's Song	Green	Enchantment	Uncommon	Kerstin Kaman
Transmute Artifact	Blue	Sorcery	Uncommon	Anson Maddocks
Triskelion	Artifact	Creature	Rare	Douglas Shuler
Urza's Avenger	Artifact	Creature	Rare	Amy Weber
Urza's Chalice	Artifact	Poly	Common	Jeff A. Menges
Urza's Mine	Land	Land	Special	Anson Maddocks
Urza's Miter	Artifact	Poly	Rare	Randy Asplund-Faith
Urza's Power Plant	Land	Land	Special	Mark Tedin
Urza's Tower	Land	Land	Special	Mark Poole
Wall of Spears	Artifact	Creature	Uncommon	Sandra Everingham
Weakstone	Artifact	Continuous	Uncommon	Justin Hampton
Xenic Poltergeist	Black	Creature	Uncommon	Dan Frazier
Yawgmoth Demon	Black	Creature	Rare	Sandra Everingham
Yotian Soldier	Artifact	Creature	Common	Christopher Rush

Some Corrections to The Magic: The Gathering Pocket Players' Guide

Please make note of the following mistakes. The next printing of the Pocket Players' Guide will contain corrections; in the meantime, please play the cards and rules as they were intended.

From the list of Frequently Asked Questions in the Players' Guide: Can a Jade Statue attack the turn it is summoned? The correct answer is "No." Another correction to this section: "life-giving effects" in step 7 of the attack sequence should read "the gain-one-life artifact effects". On page 59, the example says that you can't sacrifice something that's protected from the sacrifice. This is incorrect. A sacrifice is a cost that cannot be prevented. You *can* sacrifice a creature with Protection from Black to your Lord of the Pit, and you *can* sacrifice a protected land. (This was a case where the ruling changed between the writing and the press time.) The top of page 61 should read: "...Thus, I can untap all my Land and the Orb in my own *untap* phase." "Upkeep" is in error. On page 82, the example mentions regenerating from a Terror by using a Death Ward. "Terrified" creatures cannot be regenerated. And on pages 163 and 164, the Banned and Restricted lists from Duelists' Convocation both list Time Vault. Time Vault is a Banned, not Restricted. One final note: we neglected to mention it in the Revised rules, but you can look at the cards in any player's graveyard at any time. You can also count the cards in any player's hand. You cannot count the cards remaining in any player's library, including your own.

Magic: The Puzzling "Fourteen down, six to go"

Your opponent is Sarah. The duel has gone back and forth with each of you taking bites out of the other's hide. You finally had the edge when Sarah took the initiative, paralyzed your Hill Giant, weakened your Black Knight Clone, squeezed you with a Black Vise. Realizing that you can not survive another attack of Sarah's creatures, you have decided to make your move. It's the beginning of your main phase; defeat Sarah this turn without dying yourself.



Icy Manipulator



Wall of Brambles



Sengir Vampire
Unholy Strength



Black Knight



Scryb Sprites



War Mammoth



Black Vise



Swamp



Swamp



Swamp



Forest



Sol Ring

Sarah (Black/Green)

6 Life points remaining

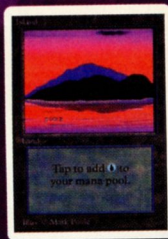
You (Blue/Red)

3 Life points remaining

After losing 1 point to the Black Vise



Keldon Warlord



Island



Island



Mountain



Mountain



Crystal Rod



Orcish Artillery



Paralyze



Hill Giant



Sea Serpent



Clone (of Black Knight)

Weakness

Your Hand



Merfolk of the Pearl Trident



Orcish Oriflamme



Flight



Phantasmal Terrain



Lightning Bolt

Answer appears next issue.

UPCOMING RELEASES

Legends™

From across the multiverse, the *Legends* have assembled. Encounter the mythic figures and fables places of Dominia in this new *Magic: The Gathering™* expansion. More than three hundred cards are introduced, including several completely



new card types: multicolored cards, world enchantments, special lands, and powerful and unique characters. Can your *Magic* deck handle the stuff of *Legends*?

Scheduled for release in June.

The Dark™



In the wake of the *Antiquities* war came the Dark Age of Dominia, when magicians delved into powerful and uncontrolled forms of magic that ultimately destroyed them. Condemned but still secretly practiced, the remnants of this magic come to you in the fourth *Magic: The Gathering™* expansion. If you crave knowledge more than sanity, come take a walk in *The Dark™*!



Scheduled for release in July.

JYHAD™



Richard Garfield, creator of *Magic: The Gathering™*, brings you an entirely new Deckmaster game based on White Wolf's popular storytelling game *Vampire: The Masquerade™*. You and your opponents play ancient vampires who use political manipulation and force to dominate other vampires and drain each others' blood pools. Join the *Jyhad™*, where blood is your weakness—and your ultimate weapon!



Intended for mature players. Scheduled for release in August.