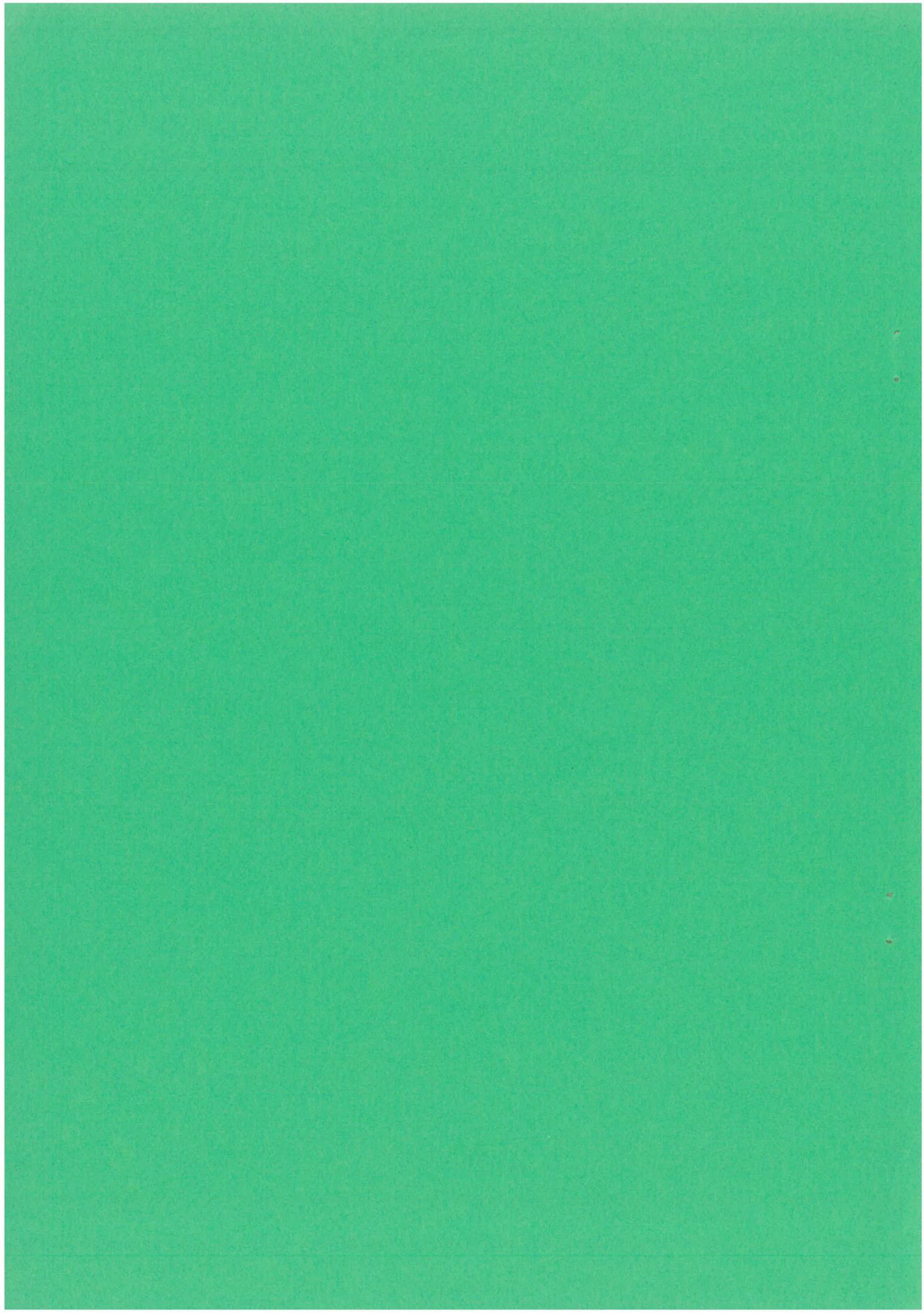


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QUEENSLAND WARGAMER

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Editorial

Welcome to the second *Queensland Wargamer* for 1994. In it you'll find another short story, another Claws of Bagh Nakh article, and lots of tables for Magic: The Gathering™. Lots and lots of tables. Far too many tables to think about, unless you find them useful and actually use them. But that's what we have for you this time around, plus another great cover by Alister Whipp. Oh, and another free game (yay!) on the back cover, called *Tigers, Dogs, and Poison Frogs*. In short, this *Wargamer* has it all!

The executive for 1995 was determined at the September meeting, in the most hotly contested QUGS elections in living memory. When the bloodletting ended, the following people had become proud heirs to a tradition of service stretching back into the dim, distant past:

President: Daniel Edwards (ph. 371 3151)
Secretary: Robert Semple (ph. 262 6923)
Treasurer: Craig Sargent (ph. 378 1874)
Editor: Gary Johnson (see below)
Custodian: Jack Ford (ph. 266 3534)
Vice-President: David Astley (ph. 846 7974)

If you cannot contact other members of the executive, David (the V.-P.) has an answering machine you can leave a message on. If you want to contact me, then call me at my office (ph. 365 6355) or at home (ph. 371 4325). If you want to meet me in person, my office at university is room 324 in the Gordon Greenwood Building (the big pink building next to the Schonell Theatre and the Abel Smith "Pizza Hut" Lecture Theatre). And my contact address brings me neatly to my final point: contributions.

The next *Queensland Wargamer* will be printed by O-Week '95, i.e. mid-February. I invite each and every member of QUGS to send me articles, stories, artwork, reviews, cartoon strips, crosswords, anything remotely related to gaming that you feel may interest other QUGS members. Anything at all. I'll be at the November 5th meeting, so if you want to talk to me about your contribution before exams start, that would be a good time. If your material does not reach me by the 23rd of January next year, it will go into the following *Wargamer* (unless it's really, really good). Get writing/drawing/whatever, and get in touch with me. We especially need small pieces of filler art, so if you've always wanted to be a published artist, go for it!

Have a great time over Christmas, and I'll see you during O-Week '95.
Gary Johnson.

The Sorceress

by David Astley

Talran looked up at the huge gates in front of him. Twisted bars of tortured steel criss-crossed before his heavy frame. Metres from him the ground dropped away on either side so that the crumbling stone walls of the castle were flush with the face of the cliff. A strong but fresh mountain breeze cooled his bow, bringing with it the smell of the clouds below him.

But the air around him was tainted and stale and the smell of dried blood and death was unmistakable. This was definitely the place. No-one had ever returned from here alive, supposedly. Except her. But then again, she lived here. Talran drew his bastard sword. Elvish runes were engraved on its long hilt and the diamond dust glittered on its magical edge; so sharp was the blade that only a sheath inlaid with the precious stone could contain it.

Beyond the gates, a corridor led into the gloom. Talran nervously grasped the small iron dragon head, and knocked. He thought of Starna, how she had knocked at the door of the evil Baron Chovar's castle, activating the pit beneath her that dropped her to such a painful death. He had already checked this gate, but the bleak reminder still lurked in his thoughts. As he had avenged Starna, so too would he avenge Brovis. Brovis had been killed by the sorceress for helping her newly-acquired slaves escape: now Talran was the only remaining member of their small party.

The rapid footsteps approaching him broke his chain of thought. Through the gate he could see the humanoid form of a lizardman. Its slit eyes darted back and forth and a forked tongue licked its smooth, scaled lips. It walked incredibly quickly towards the gate, followed by nine more. Their actions were quick and stilted and it was obvious that they were under the effect of a haste spell.

The leader spoke. "Whatisitthatyouwanthuman?"

Talran leaned forward. "What?"

"Iiii sssssaid, 'Whaat iiisssss iit thththaaat yewww wwwaaant?!"

"I have come to see the witch that resides here!" Talran announced. "Will you take me to her?" There was no point fighting his way in if they would just let him in. Besides, he couldn't just kill the ten lizardmen. Even if they were hasted. They hadn't done anything to him ... yet.

"Verywellfoolisyourdeathhoweverifyouwishtostayaliveabitlongerremember thatourMistressprefersthetitlesorceressandwillprobablykillyouifyoucallherawitch!"

"What?" asked Talran.

"Ffffollllowww mmeeeeee!" said the creature. It turned and walked off into the dank blackness of the corridor at breakneck speed.

"Stupid creature," thought Talran, knocking at the closed gates again. "I thought only trolls were that dumb."

Soon the lizardmen realised their mistake and returned to raise the gate and admit Talran. He was led through a maze of corridors and up a couple of flights of stairs until the creatures stopped him outside two huge doors of bronze. The doors bore a huge "A" inlaid with gold, silver and gems. Talran was never any good at valuing gems, but even he could see that these were priceless beyond measure. The lead lizardman knocked three times, then pulled open the doors just enough to let itself through. There was a pause, and Talran strained to hear any conversation beyond the giant portals.

Suddenly, the doors flew open, forced apart by a bolt of lightning that hit the far wall of the corridor, then bounced back into the room. There was a brief silence, broken only by the crackling of the charred remains in the doorway, that could have been the lizardman. Then, from within the room came a voice,

incredibly loud, yet it seemed not to be forced. The voice was calm and clear, yet also cold and emotionless, and sent shivers down Talran's spine.

"Kud! Come in and tell me why you are here." The voice took on a slightly threatening tone. "And make sure I can understand you!"

"Lizardmendontsweatlizardmendontsweat!" muttered Kud, wiping his brow and advancing through the door. The tip of his smoothly scaled tail quivered violently. "Mmmisssssstresssss, wweeee hhaaavvve brrroouuught yewww ayyy gueesssst!"

Two lizardmen pushed Talran past Kud, then retreated from the room, followed very quickly by Kud. Talran stood at the entrance to a huge room. Torches lined all the walls, each radiating a continual light spell. From the centre of the ceiling hung a huge chandelier of pure diamond, also radiating continual light. A carpet of blood red ran down the centre of the room to an unremarkable throne of stone, though the craftsmanship appeared of good quality. Upon it sat the sorceress. Her hair was fine and black, and hung straight and loose down to her waist. Her skin was of the purest white, and her eyes were pools of black behind which seemed to burn eternal flames. Her face and skin were young and smooth but her black robes were old and tattered. The doors closed ominously behind him.

"Uh, I have ..."

Talran was cut off. "Did I give you permission to speak?" Her voice was firm and quiet, yet seemed to carry well across the length of the room and fill even the furthest corners.

Talran gathered his courage. "I need no permission to speak, witch!"

She frowned slightly at the word "witch". Casually she said, "I am a sorceress. No-one has called me witch to my face and lived. What business had you here?"

Her sudden use of the past tense unnerved him, and Talran stood silent for a moment. Then he noticed the sword still in his hand. No-one had asked him to put it away. He waved it at her. "I come to avenge the slaying of my companion Brovis Mentaros, witch!"

The sorceress leaned forward and placed her chin in her hands. Her eyes were mocking, and a trace of a smile lingered on her bloodless lips. "Names mean nothing!"

"Two weeks ago you enslaved most of a small village many miles north of here. Brovis released the peasants, and you battled him with magic." The memory lent Talran courage and a desire for revenge.

"It was hardly a battle! I disintegrated him!"

"Prepare to die, witch!" shouted Talran, advancing towards her.

"You're quite brave. I admire that. I think I'll keep you in the statuary." The sorceress waved her hand, and Talran felt his limbs stiffen and turn to stone. A sweat broke out across his brow as he willed his legs to keep moving, and slowly, painfully, they began to turn back to flesh and blood.

"You shan't defeat me!" he snarled. He muttered a short prayer to Honor, and a small diamond of magic appeared in his hand which he threw at her. She leapt from her seat and the diamond stuck to the throne behind her, quickly expanding into a giant sphere filling most of that end of the room. As the sphere grew, it faded until, when it had reached full size, it was unnoticeable save for a strange flicker of light at its edge. The sorceress was within the diameter of Talran's silence spell, and he knew that she would have to leave it to cast her magics. That would bring her out near him. Alternatively, she could stay there, and he could kill her more easily if she could use no magic. He advanced, hoping to trap her within the sphere.

The sorceress had grabbed her staff as she leapt from the throne. Now she held it fluently before her and strode to the sphere's edge. Talran blocked her

way. He had pulled his shield from his back and now held it in his left hand as he brought his sword crashing towards her. She placed her staff before the deadly blow, and both weapons glowed and sparked as they collided. Both were just inside the sphere of silence, and the crash of their weapons made no sound.

The sorceress edged out of the sphere and blocked a second blow. This time there was a mighty crack, as the magics of the weapons clashed. She raised her staff and aimed for Talran's eyes, but he easily turned aside the blow with his shield. "You are more powerful than I had originally guessed!" the sorceress admitted, though she didn't sound at all worried.

"I came here to kill you," snarled Talran. "You shall not find me underprepared." He swung his sword and again she blocked, but the force of his blow knocked her back against the wall. While she still reeled he swung again, and his sword drew blood. A huge gash ran the length of her left arm, and though it was not deep, the blood flowed freely.

"You hurt me!" the sorceress hissed. There was a hint of surprise in her voice, the only emotion Talran had heard from her. She kicked him away and muttered a brief incantation. Two illusions of herself stepped from her form, or she stepped away from an illusion, Talran couldn't tell which. The three sorceresses raised their arms and pointed at him. Talran dodged to the side, and two huge hydras appeared where the figures were pointing. Twenty heads snaked around each other, and several made a noise somewhere between a hiss and a growl. The two creatures looked around hungrily, noticing both Talran and the sorceresses.

"Kill him!" they ordered, and then the sorceresses strolled to the entrance of the room, as if to watch the fun. Twenty pairs of hideous, monstrous eyes turned towards Talran. Two huge, bloated bodies lumbered towards him, bodies that thinned out towards their ten long necks. Each neck was topped with a giant lizard-like head, possessing a cavernous mouth lined with hundreds of small, sharp teeth designed for ripping flesh.

Talran darted between the two creatures, and his sword hacked off a head. "One down, nineteen to go!" he muttered under his breath, dodging between a hydra's legs. He aimed low with the bastard sword, swinging at the base of the hydra's neck where he could do the most damage. Two more necks were severed, and third gushed sticky, green blood. The remaining heads had untangled themselves, and many darted at Talran from all directions. He placed his shield in front of him, and it glowed and hummed as it pushed aside many of the heads coming at him. Still, given the nature of Talran's opponents, it was inevitable that some of the heads would successfully strike him, and they did. Despite the enchanted suit of chain mail that he wore, several bites penetrated his skin. They left rows of perforations across his chest, from which the blood flowed and coagulated under his orange tunic.

In return, Talran swiped off an offending head and then, gathering all his strength and courage, Talran smashed his sword through the base of the neck of the injured hydra beside him, severing all of its remaining heads. The mass of heads fell in a writhing heap at his feet and the legs of its body buckled, dropping it to the ground. Talran immediately turned back to the remaining hydra, which had taken several cautious steps backwards upon seeing its companion fall. Naturally, Talran charged. The hydra darted a head at him, but Talran chopped it off and hacked at the base of its neck, removing another two heads from the beast. Then the remaining heads were upon him, tearing at his flesh and ripping his armour. Ignoring the pain, Talran plunged his trusty sword through neck after neck after neck, until finally the hydra was headless, and died.

Every muscle ached, every bone hurt. Talran couldn't see his own hands for the blood on him, both his own and the thick green blood of the hydras. But

he only gripped his sword tighter and turned to the evil woman standing in the doorway. She applauded politely, her two images, whichever they were, doing the same. "Very well done!" she said. Now die!!"

She threw her hand forward, and a small ball of fire leapt from her fingers towards him. Talran threw himself forward to the ground, but the ball expanded instantly to a huge explosion which engulfed him. Searing heat scorched his flesh and the glistening chandelier crashed down on top of him from the roof. The dust slowly settled and the sorceress smiled to herself.

There was a clink of glass and Talran burst from the rubble. The sorceress was now visibly amazed. "No-one has ever survived that!" she gasped as Talran cut through her first image, destroying it. She moved her hands fluently and murmured more words of magic as Talran heedlessly dispelled her second image. Seven arrows of light appeared beside. The first shot into Talran's chest and vanished as Talran shuddered. The second arrow followed it, and again Talran shuddered. He slowly drew himself up and raised his sword above the sorceress, now small before him.

"Why won't you die!!" she screamed as the final arrow smashed into Talran's shattered body. Talran smiled sadly, and blood trickled from his mouth. His sword dropped towards the sorceress, and she watched as the deadly blade fell past her, followed by its wielder.

Talran crashed to the stone floor, still clutching the cold, magical steel in his hand. his shield lying battered and useless at his side. His lips parted and he whispered quietly, "Brovis. Brovis? I ... I'm sorry." And he breathed his last.

The sorceress stood, silently looking at her fallen foe. In the middle of the room the two dead hydras vanished, leaving not even a trace of blood to show that they had ever existed. "Kud!" she called.

The greasy creature poked its head through the great doors. "Yessss Mmmisssssstrressss. Yewww wwwannnt mmmeee tooo thththowwww thththissss caarrriionnn toooo thththeee vultuuurrressss?"

The sorceress looked at Talran. "No. No, bury him instead."



Axis And Allies: Some Thoughts And Some Rules Modifications

by Gary Johnson

Axis and Allies is a fun game to play, whether the US edition or the Australian edition. Personally, I prefer the Australian version of the game, but that is probably because I have played it far more often than the US edition. My friends and I have developed some rules variants for *Axis and Allies*, which we feel improve both the fun and the realism of the game. In this article I will detail two of our rules variants, and also offer some opinions on game strategy and balance. Before beginning, however, it must be noted that this article has been written for the Australian edition of *Axis and Allies*, and may be inaccurate or inappropriate for the US version of the game.

All set? Here we go.

Rule 12.33: Nuclear Attack. As the rules stand, they are somewhat silly. A lone bomber, carrying the only atomic warhead available to one nation, must fly over the target province, and survive whatever anti-aircraft or air defense is waiting for it. If the bomber unit is not destroyed, every military unit in that province (or sea zone) dies. This rule forces a player to follow what is perceived to have been the American practice over Japan in 1945. However, the USA did not send one lone bomber by itself without ensuring that Japan could not strike at that aircraft. Given that the game turn in *Axis and Allies* represents more than a day or even a week in real time, why could the American player not send over a bomber unit accompanied by any number of fighter units and claim that the fighters are not accompanying the bomber, but merely "being in the vicinity" to drive off Japanese fighters?

In any case, it is unreasonable for the rules to force a player to go about an attack without using the forces that the player wants to use. What if the rules prohibited German attacks into British territory in Africa unless armour units were present, or Japan had to garrison each area of China with an infantry unit at all times to prevent Communist guerillas seizing the province? It seems reasonable that an attacking force using an atomic bomb can be of any size, with the proviso that a bomber unit must be used to carry the warhead.

The other peculiarity in the rules as they stand is that one bomb kills every unit in that province. This may be reasonable for Gibraltar, but it is very bizarre for any larger province. British India is a large place: how does one warhead destroy troops necessarily spread over a large front? Why does the bomb kill units at all, when it does not harm production in a province? It is conceivable that an atomic weapon would harm production far more than military units, and we suggest that the atomic bomb unit should damage production rather than destroy military units: an atomic weapon can be used in a strategic bombing attack or a rocket attack, and adds 3d6 to the effect of that attack. (N.B. the unit is still used up in the attack.) These optional rules make the atomic bomb less devastating, but are more sensible and more usable in the game itself.

Rule 12.5: Placement of New Units. As the rules stand, a player can produce any number of units of any kind in any province. This is perhaps reasonable for highly industrialised and heavily populated regions such as Germany, Manchukuo, and Eastern USA, but it does seem suspect that a similar quantity of units can be produced in Sicily, Papua, or Nigeria. To avoid the dubiousness of limitless production in any location, we suggest the following rules modification. The number of new units a player can build in an industrial complex's province is equal to the number of 100's of production points (PP) the province is worth. Persia, for example, is worth 200 PP, so two units (of any kind) can be built in Persia in a turn. It is entirely optional whether this limitation applies to all industrial complexes, or only those built after the game

commences. This rule makes building an industrial complex in places with no value, such as Sicily or Mongolia, rather silly, because nothing can be built in that industrial complex. Keep this in mind.

With these rule modifications under our belts, we can now turn to a more general consideration of *Axis and Allies*, and the strategy of the game. Look at the starting production values of the five nations played in the game: Germany, Japan, the United Kingdom, the Soviet Union, and the USA. Germany has 31 PP and Japan has 22 PP, totalling 53 PP for the Axis; the USSR has 21 PP and the United States has 32 PP, totalling 53 PP and matching the Axis' combined total. The United Kingdom, the third member of the Allies, has 24 PP, and one unaligned neutral nation (Turkey) is actually worth 1 PP. There are 131 PP on the board, and the Allies have 24 PP more than the Axis at the beginning of the game. This is an important point.

The strategy of this game revolves around this initial imbalance of production points. The Axis begin the game with more military units ready for action, but they must convert this initial advantage into territorial gains so that their potential to replenish their forces matches the Allies. If the Axis cannot strip production points from the Allies, they will be out-produced in the long run and will (probably) lose. If the Allies can use their advantage in production effectively, they will hopefully restrict the growth of the Axis powers and slowly grind them into the ground.

In my opinion, the member of the Allies who can contribute the most towards an Allied victory or defeat is the United Kingdom, because the other Allied powers have more clearly defined duties that they must carry out. The USA and Japan are the only powers involved in the struggle for the Pacific; the Soviet Union is Germany's true enemy, and they kill off each other's units by the bucket load. Conversely, nobody can easily attack the United Kingdom itself, and the Commonwealth's units are scattered around the world, unable to centralise and attack in force. However, this is not a bad thing. What it means is that the United Kingdom's player can choose where to commit their nation's production (which, as you recall, is the difference between the Allies and the Axis at the beginning of the game) for maximum effect. This will probably require another industrial complex, best built in the first turn.

Personally, I would place an industrial complex in Persia (200 PP), so that I can build outside the United Kingdom. Germany can stop land units being shipped off the UK by sinking the North Sea fleet, and aircraft are useless without mainland bases. The additional pressure on Japan is valuable, and you can reinforce the Caucasus, or even the African front, if necessary. Another reasonable base is South Africa (200 PP), but an industrial complex there can have no real affect on Japan. India (200 PP) does, but I prefer to use India as a buffer for an industrial complex in Persia. Placing an industrial complex on a 100 PP province seems far less useful, and makes the complex more vulnerable, because defensive units cannot be replaced as quickly. Without a complex somewhere, however, attrition will eventually eliminate the British field army, and the UK is considerably weaker without the African and Indian colonies.

As a general rule, the Allies are more likely to win the longer the game lasts. However, you must never forget the shattering effect that good (or bad) die rolls can have on the game. It only takes a turn to lose the game on bad die rolls; the most that this strategy lesson can do for you is focus your attention on what you should be doing so that you can either take advantage of or minimise the effects of luck. Following the general strategy outlined above will not ensure that you ever win a game of *Axis and Allies* (I never do, no matter which country I play!), but it will give you a better chance than a player who does not have a strategy to follow.

Claws of Bagh Nakh: A Champions Column

Costumes

by Timo Nieminen

There are very few naked superheroes (DC's Captain Atom and Swamp Thing are some of the exceptions). Most of the rest wear costumes rather than normal clothes. In fact, as there are many superheroes who have the costume but no superpowers, the costume is the main defining characteristic of the superhero. Therefore, give your character's costume some thought. This obviously goes extra for GMs who must consider many more costumes, including costumes for villains, which are often stylistically different.

To treat the problem of costuming in detail requires dealing with a few major areas: style, materials, and availability. Each of these will be influenced by the character the costume is for. The most important of these areas for most characters is style: namely, what the costume looks like. This is partly a matter of personal taste, but a few functional questions must intrude. Most superheroes like to have a distinctive costume which is easily recognised, so that bystanders instantly know who they are. Unfortunately, supervillains will also recognise you, and know which powers to use against your weaknesses. Actually, this isn't that much of a problem, as any well known hero will be recognised readily by villains anyway. Therefore, make sure your costume is suitably unique: for instance, avoid big "S" symbols on your chest. Silly masks, capes, hats, and fancy chest symbols are traditional elements of superhero heraldry, but make such details appropriate; if your costume suggests a certain type of powers, hopefully you actually have such powers. If you don't, word will spread, and supervillains will laugh at you, as happened to Captain Marvel (a.k.a. Shazam), famed for his lightning bolt chest symbol.

Some choose to embellish their costume with words: perhaps your name, so that when people see you for the first time, they know what to call you, your motto, e.g. "Liberty", or some suitable soliloquy. If you include words, make sure that the colours chosen do not cause excessive eye-strain to viewers. A common variant is to use a letter or letters from your name, just like Daredevil. Also, note that words can appear on any part of your costume, not just on the popular chest and back. Be careful that, if part of the wording is obscured, the rest doesn't spell something that you consider embarrassing. Perhaps you could sell advertising space, and end up looking like a racing car. Also, remember the saying about pictures being worth a thousand words.

Apart from not duplicating someone else's costume, and not having a particularly inappropriate costume, there are still a number of points to consider about the style of a costume. Will the public recognise you as a superhero in your costume? Do you want your costume to meet common standards of public decency? Or would you rather dress to meet prudish standards (which might be incompatible with the usual superheroic "sprayed-on" look)? Do you want to appear faultlessly conservative, or have a touch of daring about you? Will you wear a skintight costume? What kind of fan club would you like to attract? Do you want your appearance to offend? This is perhaps a good option for a villain. A costume can break various standards of decency by being too revealing (either skimpy or tight), by offensive words or logos printed on it (e.g. a swastika), by being blasphemous (Magicman might want to wear a pentagram on his chest, but various members of the public may object), or even by including articles of clothing such as glow-in-the-dark codpieces. Watch your accessories too — do you carry handcuffs and a whip?

Will you go for light colours, dark colours, nauseating combinations, or some kind of camouflage scheme? This is a matter of taste and of favoured combat tactics; if you are a skulker, don't be too bright.

Do you intend to wear a light, unrestrictive costume, or a heavier, more protective version? Personally, I don't believe that the standard superheroic ultra-flexible lightweight skintight armour is as possible as some hope (just look at the gear used by armies and police forces today), but it is a superhero genre convention, alongside the standard adapt-to-your-powers unstable molecule costume. Otherwise, keep in mind that superheroing is a rough business, and your costume will suffer, possibly quite badly if it is fragile or flammable. Be careful of synthetics — they can melt, and while your ED of 25 might protect you against that flame blast, having to scrape the residue of your costume off with a chisel can be a drag, especially if you have Wolverine-level hairiness. Leather can be a good choice — non-fraying, fire resistant, tear resistant, and protects you from footpath burns when you take knockback. Metal costumes are similarly resilient, except that dents stay in them until you can get to your panel beater.

Also, not all superheroes and supervillains have access to professional costume makers or the budget of the Avengers. Peter Parker had to make his own costume, and so might you. You could opt for a combination of off-the-shelf items — boots, belt and red jockey shorts, or a simple skintight bodysuit. If you want fancy logos, you'll need to make your own, and some popular items, such as those XXXL DC boots, are not to be seen in the shops. If you make your own costume, you are limited by your available sewing skills. You could spend two points on Professional Skill: Costuming, and have a much easier time, or design a suitable DNPC, although your interaction with your DNPC might tend towards trying to get a costume out of them when they are otherwise busy. Armoured costumes are especially limited by your resources (and remember, if your costume actually does anything you must pay character points for its powers). You might want to be Iron Man Mk.II, but if you only have the money, electronic skills and character points to be Papier Mâché Man (with built-in flashlight), you had better fight easier villains!

A few final points: capes are pretty silly, and impractical as well, except for the occasional desolidification users. Wear practical footwear, not too large, too pointy, or too small, unless you habitually hover in the air. Avoid masks that don't cover enough of your face to hide your secret identity, or masks that cover so much of your face that you can't see out. You could also consider investing in a suitable piece of armour, available at any cricket suppliers or martial arts dealer, that will protect vulnerable areas and, as an added bonus, stop your opponents from guessing your religion through your skintights.



Magic: The Gathering™ (Unlimited/Revised Editions)by S. D'Angelo¹Legend**Rare** cards are in bold text.*Uncommon* cards are in italics.

Common cards are in normal text.

Land cards are in normal text.

(bracketed text) describes a change between the Unlimited and Revised printings.

Differences between the Unlimited and Revised printings

(Removed) = Removed in Revised.

(X) = Subtle play change which may not be easily described.

(XX) = Big play change.

(From AN) = Added in Revised from Arabian Nights expansion.

(From AQ) = Added in Revised from Antiquities expansion.

Land

Card Name	Spell Type	Ability
Black: Swamp/Whitish	Land	Tap for 1 Black mana
Black: Swamp/Yellowish	Land	Tap for 1 Black mana
Black: Swamp/Greenish	Land	Tap for 1 Black mana
Blue: Island/Purplish	Land	Tap for 1 Blue mana
Blue: Island/Greenish	Land	Tap for 1 Blue mana
Blue: Island/Red Sky	Land	Tap for 1 Blue mana
Green: Forest/Path	Land	Tap for 1 Green mana
Green: Forest/Shadows	Land	Tap for 1 Green mana
Green: Forest/Big Tree	Land	Tap for 1 Green mana
Red: Mountain/Red Sky	Land	Tap for 1 Red mana
Red: Mountain/Blue Sky	Land	Tap for 1 Red mana
Red: Mountain/Green Sky	Land	Tap for 1 Red mana
White: Plains/Dots	Land	Tap for 1 White mana
White: Plains/Trees	Land	Tap for 1 White mana
White: Plains/Dark	Land	Tap for 1 White mana
Badlands (X)	Land	Tap for 1 Black or Red mana
Bayou (X)	Land	Tap for 1 Black or Green mana
Plateau (X)	Land	Tap for 1 Red or White mana (new art)
Savannah (X)	Land	Tap for 1 Green or White mana
Scrubland (X)	Land	Tap for 1 Black or White mana
Taiga (X)	Land	Tap for 1 Green or Red mana
Tropical Island (X)	Land	Tap for 1 Blue or Green mana
Tundra (X)	Land	Tap for 1 Blue or White mana
Underground Sea (X)	Land	Tap for 1 Black or Blue mana
Volcanic Island (X)	Land	Tap for 1 Blue or Red mana

¹ This paraphrased list was compiled by S. D'Angelo in April 1994 to assist players and collectors of *Magic: The Gathering*. *Magic: The Gathering* and all of its cards are copyrighted by Wizards of the Coast.

Rare Artifacts

Card Name	Spell Type	Cost	Ability
Aladdin's Lamp (From AN)	Artifact (Mono)	10	Instead of drawing in draw phase, draw X cards and keep only one (X, T)
Aladdin's Ring (From AN)	Artifact (Mono)	8	4 dmg to any target (8,T)
Ankh of Mishra	Artifact (Continuous)	2	2 dmg to anyone who plays a land
Armageddon Clock (From AQ)	Artifact (Continuous)	6	Add one counter for each upkeep; Does 1 dmg to all players for each token at end of upkeep; Any player may remove a token for 4 mana
Black Lotus (Removed)	Mono Artifact	0	3 mana of one colour (one use)
Bottle of Suleiman (From AN)	Artifact (Mono)	4	Flip coin and take 5 dmg or get 5/5 Flying Djinn token creature (1,T); Bottle destroyed when used
Chaos Orb (Removed)	Mono Artifact	2	Flip onto table to destroy cards (1)
Clockwork Beast	Artifact Creature	6	0/4, 7 tokens of +1/+0; Uses token when attacking or defending; Do not untap to pay 1 mana per token restored (taps if wasn't already)
Cyclopean Tomb (Removed)	Mono Artifact	4	Change land to Swamp during Upkeep (2,T); Land reverts 1 per turn when Tomb is destroyed
Dancing Scimitar (From AN)	Artifact Creature	4	1/5, Flying
Dingus Egg	Artifact (Continuous)	4	2 dmg to controller of land which is destroyed
Disrupting Scepter	Artifact (Mono)	3	Opponent discards one card (3,T)
Dragon Engine (From AQ)	Artifact Creature	3	1/3, +1/+0 (2)
Ebony Horse (From AN)	Artifact (Mono)	3	Attacking creature escapes after defense is chosen (2,T)
Flying Carpet (From AN)	Artifact (Mono)	4	Gives Flying until end of turn (2,T); Destroyed if creature destroyed when using it
Forcefield (Removed)	Poly Artifact	3	Lose only 1 life to unblocked creature (1)
Gauntlet of Might (Removed)	Continuous Artifact	4	+1/+1 to all Red creature; Mountains produce 1 extra Red mana
Helm of Chatzuk	Artifact (Mono)	1	Give creature Banding until end of turn (1,T)
The Hive	Artifact (Mono)	5	Make 1/1 Flying wasp (5,T)
Howling Mine	Artifact (Continuous)	2	All draw 1 extra card during Draw phase
Illusionary Mask (Removed)	Poly Artifact	2	Can summon creatures face down (X); Creature becomes face up once used or damaged
Ivory Tower (From AQ)	Artifact (Continuous)	1	+1 life for each card over 4 in hand at beginning of turn

Jade Monolith	Artifact (Poly)	4	Transfer dmg to self from creature (1)
Jandor's Ring (From AN)	Artifact (Mono)	6	Discard the card just drawn and replace it (2,T)
Jandor's Saddlebags (From AN)	Artifact (Mono)	2	Untap a creature (3,T)
Jayemdae Tome	Artifact (Mono)	4	Draw a card (4,T)
Kormus Bell	Artifact (Continuous)	4	All Swamps become 1/1 creatures
Mana Vault	Artifact (Mono)	1	Tap for 3 colourless mana; Untap for 4 mana during upkeep or take 1 dmg
Meekstone	Artifact (Continuous)	1	Creature with power >2 do not untap
Millstone (From AQ)	Artifact (Mono)	2	Opponent discards 2 cards from top of library (2,T)
Mishra's War Machine (From AQ)	Artifact Creature	7	5/5, Bands; Discard 1 card from hand each upkeep or take 3 dmg and becomes tapped
Mox Emerald (Removed)	Mono Artifact	0	Tap for 1 Green mana
Mox Jet (Removed)	Mono Artifact	0	Tap for 1 Black mana
Mox Pearl (Removed)	Mono Artifact	0	Tap for 1 White mana
Mox Ruby (Removed)	Mono Artifact	0	Tap for 1 Red mana
Mox Sapphire (Removed)	Mono Artifact	0	Tap for 1 Blue mana
Nevinyrral's Disk	Artifact (Mono)	4	Destroy all creatures, enchantments and artifacts (1,T); Begins tapped
Onulet (From AQ)	Artifact Creature	3	2/2, Controller gets +2 life when destroyed
Primal Clay (From AQ)	Artifact Creature	4	At casting choose to make it a 3/3 creature, a 1/6 Wall creature, or a 2/2 Flying creature
Rocket Launcher (From AQ)	Artifact (Poly)	4	1 dmg to any target (2); Goes to graveyard at end of turn in which it is used; Cannot be used until begins your turn in play
Sunglasses of Urza	Artifact (Continuous)	3	Can use White mana as Red mana
Time Vault (Removed)	Mono Artifact	2	Skip turn to untap; Tap for extra turn
Winter Orb	Artifact (Continuous)	2	All players untap only one land per turn

Some Famous Last Words from RPGs

- * "I drink the bottle marked POISON on the off-chance that it's the extra-healing potion."
- * "Click?? This doesn't come with ammo?"
- * "What a useless scroll. It just says HASTUR HASTUR HASTUR over and over again ..."
- * "They need a 20 to hit me, I'm invincible!"
- * "Don't be silly. If this was really the ship's Self-Destruct Button, do you think they'd leave it lying around where anyone could press it?"
- * "Hey you! Frost Giant! How's the weather up there?"
- * "You mean they get to use the critical hit chart too?"

Uncommon Artifacts

Card Name	Spell Type	Cost	Ability
<i>Basalt Monolith</i>	Artifact (Mono)	3	Tap to get 3 mana; Untap by spending 3 mana
<i>Black Vise</i>	Artifact (Continuous)	1	1 dmg during upkeep to opponent for each card over 4 in hand
<i>Brass Man</i> (From AN)	Artifact Creature	1	1/3, pay 1 to untap during upkeep
<i>Celestial Prism</i>	Artifact (Mono)	3	1 mana of any colour (2,T)
<i>Conservator</i>	Artifact (Mono)	4	Prevent loss of up to 2 life (3,T)
<i>Copper Tablet</i> (Removed)	Artifact (Continuous)	2	1 dmg to each player during Upkeep
<i>Crystal Rod</i>	Artifact (Poly)	1	+1 life when Blue spell cast (1)
<i>Glasses of Urza</i>	Artifact (Mono)	1	Tap to look at one opponent's hand
<i>Icy Manipulator</i> (Removed)	Mono Artifact	4	Tap one creature, artifact or land (1,T)
<i>Iron Star</i>	Artifact (Poly)	1	+1 life when Red spell cast (1)
<i>Ivory Cup</i>	Artifact (Poly)	1	+1 life when White spell cast (1)
<i>Jade Statue</i> (Removed)	Artifact	4	3/6 creature for attack or block (2)
<i>Juggernaut</i>	Artifact Creature	4	5/3, must attack, cannot be blocked by Walls
<i>Library of Leng</i> (X)	Artifact (Continuous)	1	Skip discard phase; Can discard to top of library; (Was no limit to hand size)
<i>Living Wall</i>	Artifact Creature	4	0/6, Wall, Regenerates (1)
<i>Obsidian Golem</i>	Artifact Creature	6	4/6
<i>Ornithopter</i> (From AQ)	Artifact Creature	0	0/2, Flying
<i>The Rack</i> (From AQ)	Artifact (Continuous)	1	Opponent takes 1 dmg for each card less than 3 in hand at beginning of turn
<i>Rod of Ruin</i>	Artifact (Mono)	4	1 dmg to any target (3,T)
<i>Sol Ring</i>	Artifact (Mono)	1	Tap for 2 colourless mana
<i>Soul Net</i>	Artifact (Poly)	1	+1 life when creature goes to graveyard (1)
<i>Throne of Bone</i>	Artifact (Poly)	1	+1 life when Black spell cast (1)
<i>Wooden Sphere</i>	Artifact (Poly)	1	+1 life when Green spell cast (1)

More Famous Last Words from RPGs

- * "What do you mean my weapon was made by the cheapest contractor?"
- * "You? A GOD? Sure, right, then strike me down with lightning!"
- * "The window isn't open, so he couldn't have gotten out. He must still be in here." [Correct.]
- * "I've got better things to do than run your petty errands, Your Highness."
- * "What?! I thought you said FIFTEEN kobolds!"
- * "'Brak'? That's a stupid name for a barbarian!"
- * "Guys, there's some kind of giant bugs in the hallway."
- * "So they have a tank — big deal! I have an M-16!! I can kill it."
- * "I'll put my head in and see what's inside."
- * "This wand fires a fireball if I point it at something and say "Braxat'?" [BOOM!!!]
- * "What kind of idiot would set boobytraps in his own home?"

Black Spells

Card Name	Spell Type	Cost	Ability
Bad Moon	Enchantment	B1	Gives +1/+1 to all Black creatures
Contract from Below	Sorcery	B	Get new hand but add one card to ante
Darkpact	Sorcery	BBB	Swap top card of library with either ante
Deathlace	Interrupt	B	Change one card colour to Black
Demonic Attorney	Sorcery	BB1	All players Ante another card or forfeit
Demonic Hordes	Summon Demons	BBB3	5/5, Tap to destroy a land; BBB upkeep or lose a land and it becomes tapped
El-Hajjaj (From AN)	Summon El-Hajjaj	BB1	1/1; +1 life for each dmg he does to any target
Lich (Removed)	Enchantment	BBBB	Lose cards in play instead of life lost; Gain cards in hand instead of life gain; Die if cannot sacrifice card or Lich destroyed
Lord of the Pit	Summon Demon	BBB4	7/7, Trample, Flying, Sacrifice one creature during upkeep or take 7 dmg
Mind Twist	Sorcery	BX	Opponent discards X cards at random
Nether Shadow (XX)	Summon Shadow	BB	1/1, Can attack on turn it is brought into play; If in graveyard with 3 creatures on top, can be brought into play for no cost during upkeep (was for casting cost)
Nightmare	Summon Nightmare	B5	/* where * = number of swamps, Flying
Royal Assassin	Summon Assassin	BB1	1/1, Tap to destroy one tapped creature
Sorceress Queen (From AN)	Summon Sorceress	BB1	1/1; Tap to make a creature 0/2 until end of turn
Warp Artifact	Enchant Artifact	BB	1 dmg during upkeep to artifact's controller
Will-O-The-Wisp	Summon Wisp	B	0/1, Flying, Regenerates (B)
Word of Command (Removed)	Instant	BB	Cast one of opponent's spells using their mana
Zombie Master	Summon Lord	BB1	2/3, All Zombies get SwampWalk and regeneration
<i>Animate Dead</i>	Enchant Dead Creature	B1	Pull creature from any graveyard at -1 power
<i>Black Knight</i>	Summon Knight	BB	2/2, First Strike, Protection from White
<i>Bog Wraith</i>	Summon Wraith	B3	3/3, SwampWalk
<i>Cursed Land</i>	Enchant Land	BB2	1 dmg during upkeep to land's controller
<i>Deathgrip</i>	Enchantment	BB	Counter Green spell as it is cast (BB)
<i>Demonic Tutor</i>	Sorcery	B1	Take any one card from library into hand
<i>Evil Presence</i>	Enchant Land	B	Change Land to basic Swamp

<i>Gloom (XX)</i>	Enchantment	B2	White spells and White enchantments cost 3 more (was White spells and Circles of Protection)
<i>Hypnotic Spectre</i>	Summon Spectre	BB1	2/2, Flying, Player discards if damaged
<i>Nettling Imp</i>	Summon Imp	B2	1/1, Tap to force a non-Wall to attack or die
<i>Sacrifice</i>	Interrupt	B	Sacrifice creature and add casting cost as Black mana to pool
<i>Scavenging Ghoul</i>	Summon Ghoul	B3	2/2, +1 token of regeneration at end of turn for each creature that dies
<i>Sengir Vampire</i>	Summon Vampire	BB3	4/4, Flying, gets +1/+1 token when creature dies which was damaged by the Vampire
<i>Simulacrum</i>	Instant	B1	Transfer all dmg this turn from self to a creature
<i>Wall of Bone</i>	Summon Wall	B2	1/4, Wall, Regenerates (B)
<i>Dark Ritual</i>	Interrupt	B	Add 3 Black mana to mana pool
<i>Drain Life</i>	Sorcery	B1	X dmg to target, +X life to caster (X is Black)
<i>Drudge Skeletons</i>	Summon Skeletons	B1	1/1, Regenerates (B)
<i>Erg Raiders (From AN)</i>	Summon Raiders	B1	2/3, Take 2 dmg if do not attack with them
<i>Fear</i>	Enchant Creature	BB	Only blockable by Black or Artifact creatures
<i>Frozen Shade</i>	Summon Shade	B2	0/1, +1/+1 (B)
<i>Howl from Beyond</i>	Instant	BX	+X/+0 until end of turn
<i>Paralyze</i>	Enchant Creature	B	Taps creature; Requires 4 to untap creature during upkeep
<i>Pestilence</i>	Enchantment	BB2	1 dmg to creatures and players (B); Discard if no creatures in play at end of turn
<i>Plague Rats</i>	Summon Rats	B2	/* where * = number of rats in play
<i>Raise Dead</i>	Sorcery	B	Return creature from graveyard to hand
<i>Scathe Zombies</i>	Summon Zombies	B2	2/2
<i>Sinkhole (Removed)</i>	Sorcery	BB	Destroy Land
<i>Terror</i>	Instant	B1	Buries non-Black/Artifact creature
<i>Unholy Strength</i>	Enchant Creature	B	Gives +2/+1
<i>Weakness</i>	Enchant Creature	B	Gives -2/-1

Even More Famous Last Words from RPGs

- * "I'm so tired, I'll sleep during my watch tonight. Nothing will happen."
- * "Hey, she's female. Don't worry, this GM never has female villains."
- * "I don't care. I'm taking a bath right now."
- * "Let me take a closer look at the medusa ..."
- * "Don't worry, the thief's stupid. She doesn't know we're using her for a Polish Mine Detector."
- * "Quick!! How does one unsummon a Demon Lord?"
- * "A clever bluff, Agent N42, but not clever enough. You see, right away I recognized your 'pistol' as a cleverly disguised cigarette lighter."
- * "A sign labelled 'pit'? I walk up to it."

Blue Spells

Card Name	Spell Type	Cost	Ability
Ancestral Recall (Removed)	Instant	U	Draw (or force opponent to draw) 3 cards
Braingeyser	Sorcery	UUX	Draw (or force opponent to draw) X cards
Copy Artifact	Enchantment	U1	Card acts as a copy of an artifact in play
Drain Power	Sorcery	UU	Tap all of opponent's land and mana pool into your pool
Hurkyl's Recall (From AQ)	Instant	U1	Sends all of target player's artifacts from play into hand
Island Fish Jasconius (From AN)	Summon Island Fish	UUU4	6/8, Pay UUU to untap during upkeep; Cannot attack if opponent does not have Islands; Destroyed if you have no Islands
Lord of Atlantis	Summon Lord of Atlantis	UU	2/2, All Merfolk get +1/+1 and IslandWalk
Magical Hack	Interrupt	U	Change land type references on one card
Mahamoti Djinn	Summon Djinn	UU4	5/6, Flying
Mana Short	Instant	U2	All opponent's mana is tapped and pool emptied
Pirate Ship	Summon Ship	U4	4/3, Tap to do 1 dmg to target; Opponent must have Islands to attack with this card; Destroyed if you have no Islands
Serendib Efreet (From AN)	Summon Efreet	U2	3/4, Flying, Take 1 dmg during upkeep (Card has green background and Ifh-Biff picture)
Sleight of Mind	Interrupt	U	Change colour type references on one card
Stasis	Enchantment	U1	No Untap phase, Costs U in upkeep
Thoughtlace	Interrupt	U	Change card colour to Blue
Timetwister (Removed)	Sorcery	U2	Everyone shuffles decks and draws 7 cards
Time Walk (Removed)	Sorcery	U1	Take an extra turn after the current one
Vesuvan Doppelganger	Summon Doppelganger	UU3	/* where * = copies creature but not colour; Can change creature imitated during upkeep
Volcanic Eruption (X)	Sorcery	UUUX	Destroys X Mountains in play doing 1 dmg to all players and creatures for each destroyed (was X dmg)
<i>Air Elemental</i>	Summon Elemental	UU3	4/4, Flying
<i>Animate Artifact</i> (X)	Enchant Artifact	U3	Makes it a /* creature where * = casting cost; no effect on artifact creatures (was not castable on them)
<i>Clone</i>	Summon Clone	U3	/* where * = copies creature and colour
<i>Control Magic</i>	Enchant Creature	UU2	Caster takes control of the creature
<i>Counterspell</i>	Interrupt	UU	Counters spell as being cast

<i>Energy Flux</i> (From AQ)	Enchantment	U2	Pay 2 for each artifact during upkeep or it is destroyed
<i>Feedback</i>	Enchant Enchantment	U2	1 dmg to controller during upkeep
<i>Lifetap</i>	Enchantment	UU	+1 life when opponents tap Forests
<i>Phantasmal Forces</i>	Summon Phantasm	U3	4/1, Flying, Costs U during Upkeep or dies
<i>Phantom Monster</i>	Summon Phantasm	U3	3/3, Flying
<i>Psionic Blast</i> (Removed)	Instant	U2	4 dmg to target, 2 dmg to self
<i>Siren's Call</i>	Instant	U	All non-Walls of opponent attack or die
<i>Steal Artifact</i>	Enchant Artifact	UU2	Takes control of artifact
<i>Wall of Air</i>	Summon Wall	UU1	1/5, Flying, Wall
<i>Wall of Water</i>	Summon Wall	UU1	0/5, Wall, +1/+0 (U)
<i>Water Elemental</i>	Summon Elemental	UU3	5/4
Blue Elemental Blast	Interrupt	U	Destroys Red card or counters Red spell
Creature Bond	Enchant Creature	U1	Toughness dmg to opponent when creature goes to graveyard
Flight	Enchant Creature	U	Gives Flying
Invisibility (Removed)	Enchant Creature	UU	Target blocked only by Walls
Jump	Instant	U	Creature is Flying until end of turn
Merfolk of the Pearl Trident	Summon Merfolk	U	1/1
Phantasmal Terrain	Enchant Land	UU	Changes Land to a basic type of choice
Power Leak (X)	Enchant Enchantment	U1	Enchantment costs 2 during Upkeep or take 1 dmg for each unpaid mana
Power Sink	Interrupt	UX	Opponent spends X mana or spells fails (must try)
Prodigal Sorcerer	Summon Wizard	U2	1/1, Tap for 1 dmg to target
Psychic Venom	Enchant Land	U1	2 dmg when land is tapped
Reconstruction (From AQ)	Sorcery	U	Take artifact from your graveyard to your hand
Sea Serpent	Summon Serpent	U5	5/5; Opponent must have Islands to be attacked: Buried if you have no Islands
Spell Blast	Interrupt	UX	Counters target spell of cost X
Twiddle (Removed)	Instant	U	Tap or Untap one creature, land or artifact
Unstable Mutation (From AN)	Enchant Creature	U	Gives +3/+3, Gets-1/-1 token each upkeep; Tokens remain even if enchantment is removed
Unsummon	Instant	U	Return creature to owner's hand

A Few More Famous Last Words from RPGs

- * "He shot out my eye? Okay, I tear out my other eye and throw it at him in a gesture of defiance."
- * "All right, we're in an unexplored dungeon in total darkness with no light sources or infravision ... hey, I know! Let's yell and scream a lot so we can locate each other by sound!"
- * "So what if he calls the guard? A backwater town like this can't have a very big militia."
- * "Okay, I'll run through his prismatic sphere and attack."

Green Spells

Card Name	Spell Type	Cost	Ability
Aspect of Wolf	Enchant Creature	G1	Gives +*/+* where * = 1/2 number of forests (round down power and up toughness)
Birds of Paradise	Summon Mana Birds	G	0/1, Flying, Tap for 1 mana of any colour
Cockatrice	Summon Cockatrice	GG3	2/4, Flying, Any non-Wall blocked-by/blocking it is destroyed
Elvish Archers	Summon Elves	G1	2/1, First Strike
Fastbond	Enchantment	G	Can play extra lands for 1 dmg each
Force of Nature	Summon Force	GGGG2	8/8, Trample, Costs GGGG during Upkeep or take 8 dmg
Fungusaur	Summon Fungusaur	G3	2/2, Gets +1/+1 token when damaged and not killed
Gaea's Liege	Summon Gaea's Liege	GGG3	*/* where * = number of forests (of opponent when attacking, self otherwise); Tap to turn one land into Forest
Kudzu	Enchant Land	GG1	Destroys land when land is tapped then moves to another land
Lifelace	Interrupt	G	Change card colour to Green
Living Artifact	Enchant Artifact	G	Put one token on artifact for each life lost; can convert one token to +1 life each Upkeep
Living Lands	Enchantment	G3	Treat all Forests in play as 1/1 creatures
Natural Selection (Removed)	Instant	G	Look at top 3 cards of any library, then rearrange them or shuffle the library
Timber Wolves	Summon Wolves	G	1/1, Bands
Titania's Song (From AQ)	Enchantment	G3	All artifacts lose their abilities and become artifact creatures with power/toughness = casting cost
Venduran Enchantress	Summon Enchantress	GG1	0/2, Can draw a card whenever you cast an enchantment
Web	Enchant Creature	G	Gives +0/+2, Can block Flying creatures
<i>Berserk (Removed)</i>	Instant	G	Doubles power of creature and gives Trample until end of turn; Creature dies if it attacks
<i>Camouflage (Removed)</i>	Instant	G	Opponent blocks blindly
<i>Channel</i>	Sorcery	GG	Turn life into colourless mana for rest of turn
<i>Crumble (From AQ)</i>	Instant	G	Buries target artifact and gives controller life equal to its casting cost
<i>Desert Twister (From AN)</i>	Sorcery	GG4	Destroy any 1 card in play
<i>Hurricane</i>	Sorcery	GX	All players and Flying creatures take X dmg
<i>Ice Storm (Removed)</i>	Sorcery	G2	Destroy one land
<i>Instill Energy</i>	Enchant Creature	G	May untap once during your turn in addition to the untap phase; May attack on turn it enters play

<i>Ley Druid</i>	Summon Cleric	G2	1/1, Tap to untap land of choice
<i>Lifeforce</i>	Enchantment	GG	Counter Black spell as cast (GG)
<i>Lure</i>	Enchant Creature	GG1	All creatures able to block this creature must do so
<i>Regrowth</i>	Sorcery	G1	Return any card from graveyard to hand
<i>Thicket Basilisk</i>	Summon Basilisk	GG3	2/4, Any non-Wall blocked-by/blocking it is destroyed
<i>Tsunami</i>	Sorcery	G3	Destroys all Islands
<i>Wall of Brambles</i>	Summon Wall	G2	2/3, Wall, Regenerates (G)
<i>Wall of Ice</i>	Summon Wall	G2	0/7, Wall
<i>Wanderlust</i>	Enchant Creature	G2	1 dmg to creature's controller during Upkeep
<i>Craw Wurm</i>	Summon Wurm	GG4	6/4
<i>Fog (X)</i>	Instant	G	No damage or other effects from this attack (was just no damage)
<i>Giant Growth</i>	Instant	G	+3/+3 to creature until end of turn
<i>Giant Spider</i>	Summon Spider	G3	2/4, can block Flying creatures
<i>Grizzly Bears</i>	Summon Bears	G1	2/2
<i>Ironroot Treefolk</i>	Summon Treefolk	G4	3/5
<i>Llanowar Elves</i>	Summon Elves	G	1/1, Tap for 1 Green mana
<i>Regeneration</i>	Enchant Creature	G1	Gives Regenerates (G)
<i>Scryb Sprites</i>	Summon Faeries	G	1/1, Flying
<i>Shanodin Dryads</i>	Summon Nymphs	G	1/1, ForestWalk
<i>Stream of Life</i>	Sorcery	GX	+X life to target player
<i>Tranquillity</i>	Sorcery	G2	Destroys all enchantments
<i>Wall of Wood</i>	Summon Wall	G	0/3, Wall
<i>War Mammoth</i>	Summon Mammoth	G3	3/3, Trample
<i>Wild Growth (X)</i>	Enchant Land	G	+1 Green mana to any Land when tapped for mana (was whenever tapped)

The Final Famous Last Words from RPGs

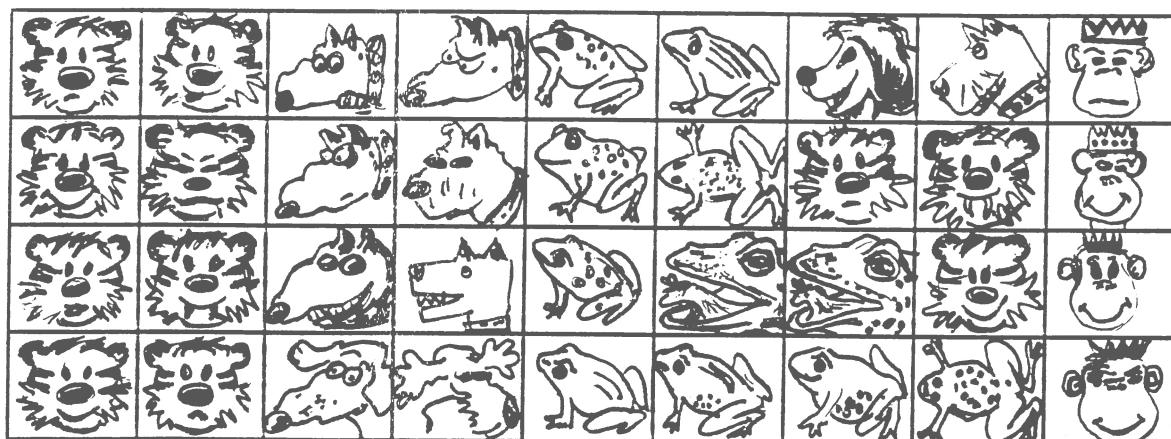
- * "Take off my armour and try to swim? Forget it — I worked hard to get this +3 plate mail. Besides, the DM never lets anyone die — he wouldn't let me drown, would he?"
- * "They can't possibly outflank us. We have a multi-scanner!"
- * [PC hires NPC to be a spy; PC is in contact with NPC via walkie-talkie] NPC: "I see it coming ... aaargh!" PC: "What do you mean, 'aaargh'? Hey man, I've paid for this."
- * "We're all out of candles, so I used lanterns to surround the pentagram."
- * "I'll leap out, open the outer airlock door, and then jump back inside and close the inner hatch ... will I get a negative to my DEX roll?"
- * "Look, I don't care what you think of her, or her 'demonic smile'. She's hot to trot, so if you'll excuse me ..."
- * "Who's bringing up the rear?"
- * "Oh cute! Look at the fuzzy little cubs!"
- * "I bet it's just an illusion."
- * "It's not trapped, you just want it to yourself." [He still got it for himself.]
- * "It's daytime, it's gotta be safe."
- * "Let's all go in; he wouldn't kill the whole party at once."
- * PC: "Begone things of evil!" Reply: "Begone thing of good."

Red Spells

Card Name	Spell Type	Cost	Ability
Chaoslace	Interrupt	R	Change one card colour to Red
Earthquake	Sorcery	RX	All players and non-Flying creatures take X dmg
Fork	Interrupt	RR	Copy Sorcery or Instant and control the duplicate
Goblin King	Summon Goblin King	RR1	2/2, All Goblins get +1/+1 and MountainWalk
Granite Gargoyle	Summon Gargoyle	R2	2/2, Flying, +0/+1 (R)
Manabarbs	Enchantment	R3	1 dmg to anyone who taps a Land
Mana Flare	Enchantment	R2	Doubles all mana production
Magnetic Mountain (From AN)	Enchantment	RR1	Blue creatures cost 4 to untap during upkeep
Mijae Djinn (From AN)	Summon Djinn	RRR	6/3; Flip coin when attacking ... it may decide not to attack
Power Surge	Enchantment	RR	During Upkeep phase, all players take 1 dmg per land which was untapped at beginning of turn
Raging River (Removed)	Enchantment	RR	Opponents must split ground defenses
Rock Hydra	Summon Hydra	RRX	0/0, starts with X +1/+1 tokens; Loses 1 token for each point of damage unless R spent; Pay RRR during upkeep to get new token
Roc of Kher Ridges	Summon Roc	R3	3/3, Flying
Sedge Troll	Summon Troll	R2	2/2 (3/3 if you have Swamps), Regenerates (B)
Shivan Dragon	Summon Dragon	RR4	5/5, Flying, +1/+0 (R)
Smoke	Enchantment	RR	Players may only untap one creature during untap
Two-Headed Giant of Foriys (Removed)	Summon Giant	R4	4/4, Trample, May block 2 attackers
Wheel of Fortune	Sorcery	R2	All discard and draw a new hand
<i>Burrowing</i>	Enchant Creature	R	Gives MountainWalk
<i>Dragon Whelp</i>	Summon Dragon	RR2	2/3, Flying, +1/+0 (R); Dies at end of turn if more than RRR spent in one turn
<i>Dwarven Demolition Team</i> (Removed)	Summon Dwarves	R2	1/1, Tap to destroy Wall
<i>Dwarven Weaponsmith</i> (From AQ)	Summon Dwarves	R1	1/1, Tap and sacrifice artifact during upkeep to give a permanent +1/+1 to target creature
<i>Earth Elemental</i>	Summon Elemental	RR3	4/5
<i>Fire Elemental</i>	Summon Elemental	RR3	5/4
<i>Flashfires</i>	Sorcery	R3	Destroys all Plains
<i>Goblin Balloon Brigade</i>	Summon Goblins	R	1/1, Flying (R)
<i>Keldon Warlord</i>	Summon Lord	RR2	*/* where * = number of non-Wall creatures you have
<i>Orcish Artillery</i>	Summon Orcs	RR1	1/3, Tap for 2 dmg to target, 3 dmg to controller
<i>Orcish Oriflamme</i>	Enchantment	R3	Gives +1/+0 to all your attacking creatures
<i>Shatterstorm</i> (From AQ)	Sorcery	RR2	All artifacts in play are buried

Stone Giant	Summon Giant	RR2	3/4, Tap to fly other creature of toughness less than Giant's power (kills it)
Tunnel	Instant	R	Buries one Wall
Uthden Troll	Summon Troll	R2	2/2, Regenerates (R)
Wall of Fire	Summon Wall	RR1	0/5, Wall +1/+0 (R)
Wall of Stone	Summon Wall	RR1	0/8, Wall
Atog (From AQ)	Summon Atog	R1	1/2, +2/+2 until end of turn if sacrifice artifact
Disintegrate	Sorcery	RX	X dmg to target, cannot regenerate this turn. leaves game if it dies this turn
Dwarven Warriors	Summon Dwarves	R2	1/1, Tap to make power <3 creature unblockable
Earthbind (X)	Enchant Creature	R	2 dmg to creature, loses Flying; does not affect Flying creatures (was not castable on them)
False Orders (Removed)	Instant	R	Choose how/if one creature blocks
Fireball	Sorcery	RX	X dmg to target, each extra target (1), split dmg evenly
Firebreathing	Enchant Creature	R	Gives +1/+0 (R)
Gray Ogre	Summon Ogre	R2	2/2
Hill Giant	Summon Giant	R3	3/3
Hurloon Minotaur	Summon Minotaur	RR1	2/3
Ironclaw Orcs (Removed)	Summon Orcs	R1	2/2. Cannot block creatures with power greater than 1
Kird Ape (From AN)	Summon Ape	R	1/1, +1/+2 if you have Forests in play
Lightning Bolt	Instant	R	3 dmg to one target
Mons's Goblin Raiders	Summon Goblins	R	1/1
Red Elemental Blast	Interrupt	R	Counters Blue spell or destroys Blue card
Shatter	Instant	R1	Destroy one artifact
Stone Rain	Sorcery	R2	Destroy one Land

Tigers, Dogs, and Poison Frogs Counters



White Spells

Card Name	Spell Type	Cost	Ability
Animate Wall	Enchant Wall	W	Wall can attack
Armageddon	Sorcery	W3	Destroys all land in play
Balance	Sorcery	W1	Balance number creatures, land and cards in hand
Blaze of Glory (Removed)	Instant	W	Defending creature can and must block all attackers
Blessing	Enchant Creature	WW	+1/+1 (W)
Crusade	Enchantment	WW	+1/+1 to all White creatures
Eye for an Eye (From AN)	Instant	WW	Opponent takes damage equal to that inflicted on you by your opponent's spells or creatures
Farmstead	Enchant Land	WWW	+1 life during upkeep (WW) once per turn
Island Sanctuary	Enchantment	W1	Skip drawing one card to avoid non-Flying and non-IslandWalk creatures
Northern Paladin	Summon Paladin	WW2	3/3, Destroy Black card (WW, T)
Personal Incarnation	Summon Avatar	WWW3	6/6, Can redirect dmg from it to self, lose 1/2 of life if it dies (rounding loss up)
Purelace	Interrupt	W	Change one card to White
Reverse Damage	Instant	WW1	All dmg from one source is instead added to life
Righteousness	Instant	W	+7/+7 to defending creature
Savannah Lions	Summon Lions	W	2/1
Veteran Bodyguard	Summon Bodyguard	WW3	2/5, When not tapped it takes all damage done to you
Wrath of God	Sorcery	WW2	All creatures in play are buried
<i>Black Ward</i>	Enchant Creature	W	Gives Protection from Black
<i>Blue Ward</i>	Enchant Creature	W	Gives Protection from Blue
<i>Castle</i>	Enchantment	W3	Untapped (non-attacking) creatures gain +0/+2
<i>Consecrate Land (Removed)</i>	Enchant Land	W	Removes enchantments and protects from further enchantment; Prevents destruction of land
<i>Conversion</i>	Enchantment	WW2	All Mountains become Plains: Costs WW during upkeep
<i>Green Ward</i>	Enchant Creature	W	Gives Protection from Green
<i>Karma</i>	Enchantment	WW2	1 dmg during upkeep for each Swamp
<i>Lance</i>	Enchant Creature	W	Gives First Strike
<i>Red Ward</i>	Enchant Creature	W	Gives Protection from Red
<i>Resurrection</i>	Sorcery	W2	Takes creature from graveyard into play
<i>Reverse Polarity (From AQ)</i>	Instant	WW	All damage done by artifacts to you so far this turn is instead added to life
<i>Serra Angel</i>	Summon Angel	WW3	4/4, Flying, Does not tap when attacking
<i>Swords to Plowshares</i>	Instant	W	+ power in life to owner of creature which then leaves the game
<i>Wall of Swords</i>	Summon Wall	W3	3/5, Flying, wall
<i>White Knight</i>	Summon Knight	WW	2/2, First Strike, Protection from Black

White Ward	Enchant Creature	W	Gives Protection from White
Benalish Hero	Summon Hero	W	1/1. Bands
Circle of Protection: Black	Enchantment	W1	Prevent dmg from Black source (1)
Circle of Protection: Blue	Enchantment	W1	Prevent dmg from Blue source (1)
Circle of Protection: Green	Enchantment	W1	Prevent dmg from Green source (1)
Circle of Protection: Red	Enchantment	W1	Prevent dmg from Red source (1)
Circle of Protection: White	Enchantment	W1	Prevent dmg from White source (1)
Death Ward	Instant	W	Regenerates creature
Disenchant	Instant	W1	Destroy enchantment or artifact
Guardian Angel	Instant	WX	Prevents X dmg to target; Can pay to prevent further damage to the target this turn
Healing Salve	Instant	W	+3 life or prevent 3 dmg
Holy Armour	Enchant Creature	W	Gives +0/+2. +0/+1 (W)
Holy Strength	Enchant Creature	W	Gives +1/+2
Mesa Pegasus	Summon Pegasus	W1	1/1. Flying. Bands
Pearled Unicorn	Summon Unicorn	W2	2/2
Samite Healer	Summon Cleric	W1	1/1. Tap to prevent 1 dmg to any target

Tigers, Dogs, and Poison Frogs

Rules for the QUGS Back Cover Game

Setup: Each player has five pieces: one Monkey, and four pieces chosen as any combination of Tigers, Dogs and Poison Frogs. The pieces are placed on the board one at a time, with the players taking turns, each player only placing their pieces in their own home territory. No stacking is allowed.

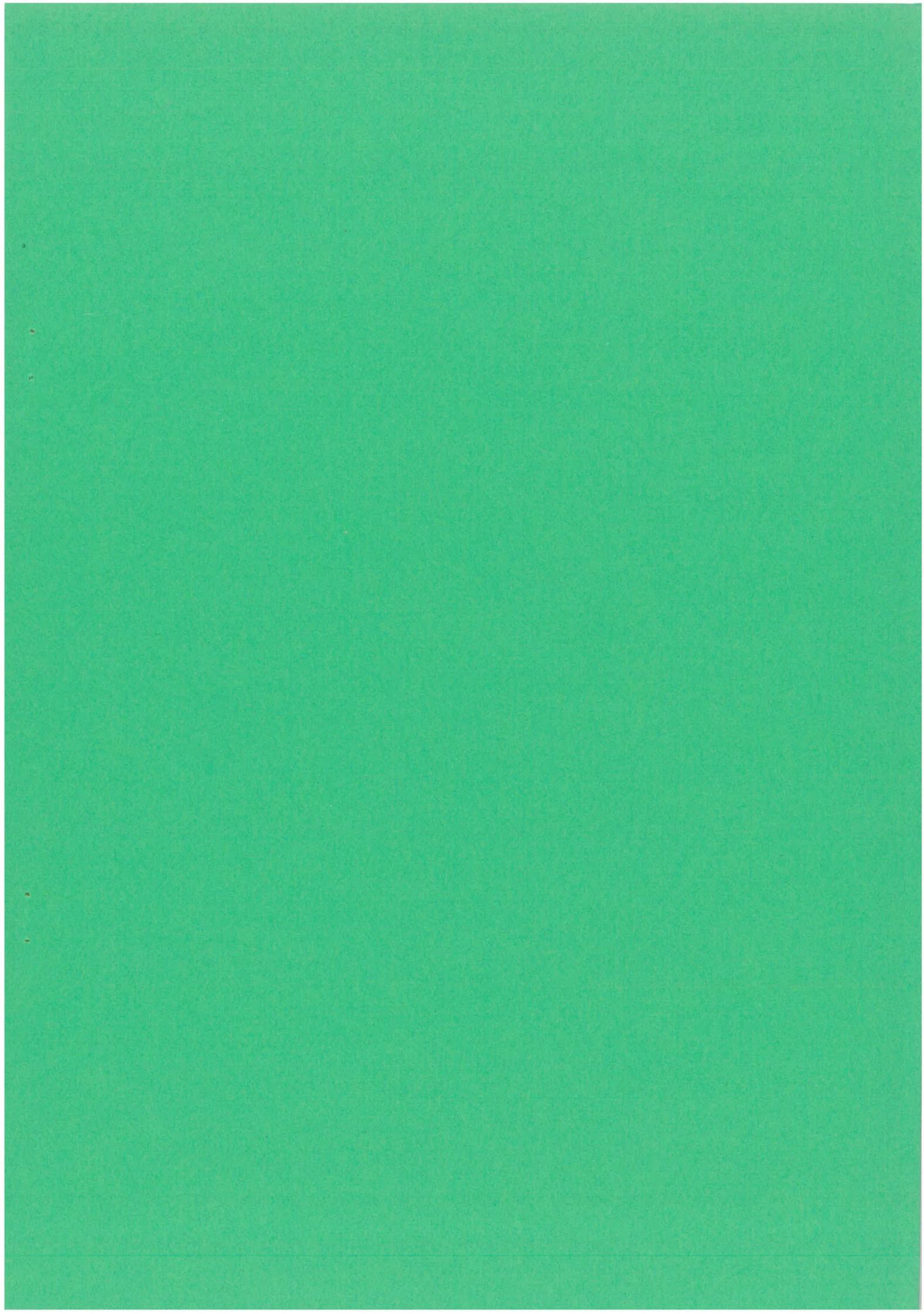
Winning: The first player to capture the opposing Monkey wins, or if a player captures their own Monkey, the opposing player wins.

Movement: The player who first placed a piece on the board moves first. The players then move alternately. Only one piece is moved each turn, and one piece must be moved. All pieces move one hex in any direction. If a piece moves onto a hex occupied by another piece, one of the pieces will be captured. Capture of your own pieces and moves where your piece moves onto piece which captures your piece are allowed and might be necessary if no other moves are available.

Combat Results Table: This table shows whether the attacker (the moving piece) or the defender (the piece moved onto) wins.

	Tiger	Dog	Frog	Monkey
Tiger attacks	Attacker	Attacker	Defender	Attacker
Dog attacks	Defender	Defender	Attacker	Attacker
Frog attacks	Attacker	Defender	Defender	Attacker
Monkey attacks	Defender	Defender	Defender	Attacker

Strategy: It is safer to choose at least one of each type of animal, and thus have two of one kind.



Tigers, Dogs, and Poison Frogs

The Tiger is a fierce beast, its attack will kill any animal except the deadly Poison Frog. The Dog is rather more cowardly, and will only attack those weaker than itself, namely Frogs (for it is immune to their poison) and Monkeys. The Frog's poison will slay any Tiger or Monkey, but not a Frog or Dog. The Monkey is weak, but can kill the enemy monkey if it can attack it. Use your force of a monkey and four other animals to kill the enemy monkey.

