

SPELLFIRE™

CARD GAME

Master the Magic

REFERENCE GUIDE - Volume 3



Edited By



Complete Cards

**4th Edition / Draconomicon
Night Stalkers / Dungeons
Promo TSR and Promo BSW**



BSW Ligue of Spellfire edited this Guide to all players of the world, so they can acquire knowledge of all cards that haven't been grouped in a book yet, along with all individual rules using Resource Rules 5.0 as reference, that's also available at www.spellfire.com.br. This non-profit guide is provided in a digital format (PDF) also at www.spellfire.com.br.

BSW Ligue of Spellfire was created in Brazil in august of 2006 by a group of 4 players of distinct states that looked forward a nation wide organization regarding Spellfire. That's why the united and made the BSW Ligue of Spellfire, which means Brazilians Spellfire Warriors. We had 20 players at the begging, and now we have more than 200 registered members and still rising. We are at almost the entire country, organizing tournaments and stimulating players to revive this game that is the best card game ever made.

You can find all Promo BSW's cards made in 2007 and 2008 that were given during the national tournament to all members at the end of this guide. These cards are allowed in all games creating new possibilities that haven't been discovered yet.

Edited by: Luiz Claudio de Melo - Lucal - President of the BSW Spellfire Ligue

A Liga BSW de SpellFire edita este Guia para todos os jogadores do mundo, para que possam conhecer todas as cartas ainda não editadas em forma de livro, juntamente com suas regras individuais usando para isso a Regra Resource 5.0 disponível também em seu site WWW.spellfire.com.br, este guia é distribuído gratuitamente na forma digital (PDF) pelo próprio site.

A Liga BSW foi criada no Brasil em agosto de 2006, contando com 4 jogadores de 4 pontos do país, que almejavam uma organização a nível nacional de tudo sobre o jogo, por isso se uniram e criaram a Liga BSW de SpellFire que significa Brazilians SpellFire Warriors. Iniciando com 20 jogadores, terminando 2008 com mais de 200 cadastrados crescendo a cada dia. Estão presentes em boa parte do país, organizando campeonatos e estimulando jogadores a reviver este jogo que para eles é o melhor card game já criado.

No final deste guia constam também as cartas Promo BSW criadas no ano de 2007 e 2008 entregues durante os campeonatos nacionais gratuitamente para todos os seus participantes, estas cartas são permitidas em todos os jogos auxiliando uma gama de táticas e estratégias diferentes ainda não pensadas.

Editado por Luiz Cláudio Melo - Lucal - Presidente da Liga BSW de SpellFire

Table of Contents

4Th Edition	03
4Th Edition Special	53
Draconomicon	58
Draconomicon Chases	76
Night Stalkers	82
Night Stalkers Chases	100
Dungeons	106
Dungeons Chases	117
Promo TSR	123
Promo BSW	124



Underdark

This realm is an excellent choice for any deck, since its ability to be played at any time allows a player to put more realms down in his formation faster than his opponent. The drawback is that this realm is so popular, that there is a chance of opponents putting it in play first.

Menzoberranzan's power prohibits both champions and allies who are flyers from attacking it. Consequently, it functions best when played in the second or third rank of a formation, behind other realms so that an attacking champion must have a special movement power to get to it. This usually restricts all attacks on the realm solely to earthwalkers, since flyers cannot attack, and the realm has no coast for swimming champions to get there.

Cards that work well with Menzoberranzan are ones that further hamper champions based upon their movement capabilities. The holding *Border Forts* (198/3rd) stipulates that only flyers can attack the realm to which it is attached, so if attached to Menzoberranzan, the realm is impossible for almost anyone to attack it. This combination is best used when Menzoberranzan is in the lead position, thereby blocking attacks on the realms in the back ranks. The *Triton Throne* (65/DU) is also a good choice to attach to the realm. The *Song of the Dragonlance* (24/DU) dungeon card also works well with Menzoberranzan, once again restricting attacks against the realm to earthwalkers, although swimmers could attack it if it were exposed in the formation.

Menzoberranzan is the Underdark drow city that famed ranger Drizzt Do Urden (253/4th) hails from, and is also the home base for the drow mercenary Jarlaxle (94/UD). It is a city beset with chaos as all of its leading drow houses compete for power and for the favor of Loth, the Spider Queen (166/3rd). As with an event, Menzoberranzan can be played at any time, even if a realm has already been played in phase 1. This makes Menzoberranzan a 'must have' card in all decks. Menzoberranzan cannot be played while *Map of Life* is in play.

Menzoberranzan is immune to flyers, and therefore cannot be attacked by flyers. However, the ally *White Weird*, which is a flyer, can be played as an event to remove a holding from Menzoberranzan.

Because of the phrasing on the card, Menzoberranzan may be attacked by flyers if *Takhisis's Helmet of Power* is in play.

Menzoberranzan Although Menzo may be played at any time, the player with priority must be allowed to play first during this 'Menzo pause'.



Coast

This card is a reprint of *Ruins of Zhentil Keep* (3/3rd) with an altered text, but the same special power. In the 1st and 2nd edition the card was named *Zhentil Keep* and has another power.

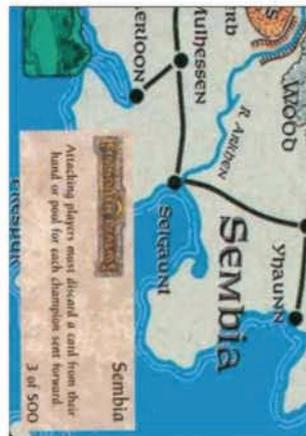
The *Ruins of Zhentil Keep* is an excellent choice for any deck, since its power allows only one the current seven champion types to attack it. Thus, it functions best if played in the lead position of the formation.

Cards that work well with the *Ruins of Zhentil Keep* include the *Living Scroll* (408/3rd), which automatically defeats clerics, and *Mayor Charles Oliver O'Kane* (433/3rd), who defeats all female clerics (among others) that face him. In addition, holdings and other cards that further restrict the type of champions who can attack it are also excellent choices, such as *Border Forts* (198/3rd), and *The Triton Throne* (65/DU).

When the realm is used to defend itself, only allies can be played with it. Therefore, some choice instant win allies would be best to play with the realm, such as *Loup-Garou* (236/4th) and *Ki-Rin* (248/4th).

For further information, see SFRG 2, p. 123.

The city of Zhentil Keep was a walled city on the Moonsea that housed a large temple dedicated to Bane, Lord of Strife, until he was destroyed during the Time of Troubles and Cyric the Mad assumed his position. The temple worked with the corrupt Zhentish government, alongside the insidious Black Network, in attempts to control the lands and trade routes in the region. Cyric's mad obsessions finally took their toll on the city, and in a plan that backfired against him, Zhentil Keep was destroyed by the very giant, dragon, and orc forces that he himself had gathered together. The survivors of this once-powerful city now struggle to rebuild it.



Coast

This card is a reprint of *Sembia* (6/3rd). *Sembia* (6/1st-2nd) has no special power.

Sembia is an excellent realm for a player to have in his lead formation, since every time an opponent chooses a champion to attack the realm, he must discard a card. This realm will serve a player best if he can find ways to defend the realm several times without having to discard the defenders, or by choosing defenders that can defend twice. Champions who would work well with this include *Drizzt Do Urden* (253/4th), *Minerva* (333/4th), *Flame* (27/DR), and *Sedune Darkenstar* (20/PO). Magical items that have the same effect as these champions include the *Scimitar of Speed* (205/4th) and the *Winged Boots* (186/4th). This strategy forces opponents to retain hardly any cards in the hand or pool if an attack persists.

Additionally, other cards that affect an opponent's card quantity work well with this realm. Having the *Ring of Winter* (455/4th) in the pool and the *Parrenlands* (19/4th) in the formation behind *Sembia* can make it very hard for opponents to successfully attack. Couple *Sembia* with a holding like *Castle Draw* (37/3rd) or the *Forgotten Crypt* (13/NS) and an opponent must discard even more cards from his possession.

For further information, see SFRG 2, p. 123.



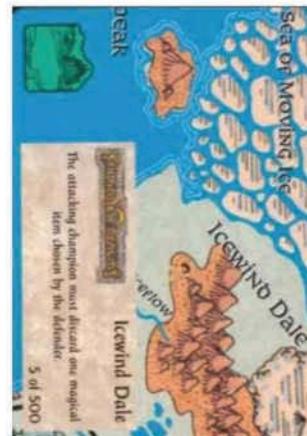
This card is a reprint of *Myth Drannor* (13/1st-3rd) with an altered text, but the same special power.

Although *Myth Drannor* does not have any dramatic offensive effects to damage an attacker, the realm serves two versatile purposes for the owning player. First, by allowing any defending champion to use wizard spells, it increases the number of cards playable in combat by non-wizard defenders, these cards perhaps being the deciding factor for a victorious defense. Second, this realm allows a player to hold more than the eight card maximum in his hand at the end of his turn. Having an extra card in the hand might make the difference between winning and losing a round of combat; additionally, a player may now more judiciously decide whether or not a card should be played into his pool, rather than being forced to put cards in the pool because of the eight card limit.

Since the realm is benign in its effects on other players, and the realm has no attack restrictions, it will probably be less likely a target for destruction with events like *Cataclysm* (119/4th) and spells like *Disintegrate* (393/2nd) than realms like *The Ruins of Zhentil Keep* (2/4th). Rather, it will probably be a focus of combat attacks. So, holdings that punish players for attacking it will work well with it, such as *Castle Draw* (37/3rd) and the *Forgotten Crypt* (13/NS). Another good attachment that punishes attackers is the *Net of Ensnarement* (57/DU).

For further information, see SFRG 1, p. 101.

Myth Drannor was the fabled city of elven glory in the heart of the woods of Cormanthor. Unfortunately, great evils arose from within its own walls, and today all that remains of this city are monster-infested ruins.



Coast

This card is a reprint of *Icwind Dale* (20/1st-3rd).

This realm is a good realm to have in the lead of the formation, since its power works only in phase 4 when other players' champions attack it. For each champion sent forward, the defender can choose to discard any one magical item that the attacking champion has attached to it. If the attacking champion does not have an attached magical item, whether attached when he attacked or added during the battle, the power is then unusable. A good combination to use with *Icwind Dale* is to play the *Loup-Garou* ally (236/4th) when defending; if the opponent has a good magical item hidden in his hand, he must play it, and consequently lose the item, or he will lose the battle.

For further information, see SFRG 1, p. 103.

The attacking champion must discard a magical item, if he has one. The power does not necessarily have to be used at the start of battle. The defender may hold this power in reserve and force the attacker to discard an item later in the battle. If the attacking champion does not have a magical item at the start of battle, the defender may choose to discard an item played later in the battle.



This card is a reprint of *Damara* (23/1st-3rd) with an altered text, but the same special power.

The *Power of Damara* is only useable in combat, and consequently is ideal for the front rank in the formation. This realm gives a defender a huge advantage when combat victory is determined by total point levels. Note that this doubling effect doubles the adjusted level of the champion, which means the totals of any and all attachments are included as he is sent out. This doubling also affects the world bonus of +3 given to all *Forgotten Realms* champions, as well as any bonuses in levels granted by holdings such as *Hillsfar* (34/3rd) and *Fortifications* (38/3rd) and any bonuses granted from an attached realm artifact such as the *Net of Ensnaring* (57/DU).

One combination would be to defend with *Belwar Dissengulp* (91/UD), who doubles all magical items attached to him. Have two or three items previously attached (like the +8 *Clockwork Ogre* (71/DU) and the +5 *Staff of Conjuring* (165/4th) as he is put forward, and his total is incredibly high (in this example, *Belwar* is level 4, he gains +3 for the world bonus, +16 and +10 for each respective magical item, for a grand total level of 66!) The only pitfall with this strategy is that an opponent will usually get to play the first card in combat, and he could play instant defeat cards (such as *Intellect Devourer* (213/4th)).

For further information, see SFRG 1, p. 104.



This card is a reprint of Daggerdale (26/1st-3rd) with an altered text, but the same special power.

Daggerdale is another realm whose power is only a benefit in combat. Limiting an opponent to the type of cards that can be played in combat is an excellent way to increase the odds of winning. This realm power works best when used with other champions and items that further restrict the type of playable cards. If the Dungeon card Bats in the Belfry (23/DU) is in the defender's deck, the attacker can also no longer use offensive magical items in the attack. Then, put up a defender such as Adon (282/4th), who is immune to offensive spells and artifacts, or Dregoth, Undead Dragon King (74/AR), who is immune to offensive spells and psionics; now the cards an attacker can play are severely limited.

For further information, see SFRG 1, p. 105.

Daggerdale is one of the small towns in the Dalelands that constantly suffers under the vile schemes of Zhentil Keep and the Zhentarim. Now that Zhentil Keep lies in ruins, Daggerdale's fight against treachery has eased, and Randal Morn, the rightful ruler of Daggerdale, can now openly take action to strengthen his town's presence in Faerun.



This card is a reprint of Evermeet (29/3rd) with an altered text, but the same special power. Evermeet (29/1st-2nd) prevents only flyers from attacking.

While Evermeet's power to allow any defending champion to use wizard spells in the defense of the realm is quite helpful, its best power lies in its strong defense: only champions who do not have special movement capabilities can attack it. It functions well anywhere in the formation, but it is virtually unattackable if in a protected rank. A good attachment to this is Border Forts (198/3rd), which limits attackers to flyers, and since the realm cannot be attacked by flyers, the realm cannot be attacked. Other choice cards that make demands for flyers, swimmers or earthwalkers that Evermeet will not allow (and thus guarantee combat victories) include Rand the Bowyer (13/PO), Wall of Iron (336/3rd) and other 'wall' spells, Control Weather (53/BR), and Reverse Gravity (385/4th). Remember, however, that victories won in the above ways as a defender garner no spoils of victory, because the defeated attacker is not discarded, but just returns to his pool.

For further information, see SFRG 1, p. 106.

Evermeet is the secluded island of the elves. It is the place that all elves of Faerun aspire to journey to at the twilight of their lives. It is also the last elven refuge against invading races and encroaching civilization, harboring elves driven from their native forests. It is a place of wondrous beauty, and strongly protected from any intruders who might seek access to the land.



This card is a reprint of The Trollmoors (30/3rd). The Trollmoors (30/1st-2nd) has no special power.

This realm is a good defensive realm in that it requires two successful razes by attacking champions in order for it to be flipped down. The successful razes need not be consecutive, but the two razes must all occur in the player's current phase 4. Any holding that is attached to the Trollmoors is removed after the first successful raze, even though the realm is not yet flipped face down. This realm offers two distinct benefits when it is the subject of an attack: First, the defender may allow a more formidable attacking champion the first raze, hoping to get an easier foe for the next attack. Secondly, it forces the opponent to attack one extra time, and if that player is low on champions, he might not be able to continue the attack. Good cards to use in conjunction with the Trollmoors are champions that can defend twice before being discarded or defend but return safely to the defender's pool, such as Drizzt Do'Urden (253/4th), Seluna Darkenstar (20/PO), and Minerva (333/4th).

For further information, see SFRG 2, p. 126.

The Trollmoors are a dark, dangerous place, but especially so at night, for it is then that the legion of trolls inhabiting these moors congregate in force. These hideous, regenerating monsters fear no one, attack any they encounter on sight.



Coast

This card is a reprint of The Coral Kingdom (11/FR) with an altered text, but the same special power.

The Coral Kingdom is an excellent defensive realm, and is an obvious choice for the front rank. Since the realm is so difficult to raze in combat, it will be the target of spells and events that destroy or raze it without having to be in combat. Therefore, three good holdings to attach to the realm that make it immune to events and offensive spells include The Geneva Conclave (Promo #1), Moonwell (77/4th), and Hellgate Keep (17/NS). Additionally, if the realm is the target of swimming attacks, cards that destroy swimmers or prohibit their use in combat are invaluable, such as Aquilla (98/UD), Poisoned Water (17/PO Chase), Gales at Sea (161/4th), Palath the Bronze Dragon (28/DR), and Habbaluk Interferes (92/DL). Two other good holdings to attach to this realm are Border Forts (198/3rd), which consequently makes the realm unattackable, and Nagawater (78/4th), which instantly destroys all swimming allies.

The Coral Kingdom lies deep beneath the waves of the Trackless Sea around the Moonsea Isles. It is the home to a horde of sahuagin, the evil fish-man race that terrorizes sea travelers. At one time, the sea devils actually held King Tristan Kendrick of the Moonseas hostage in its murky abode, but he was eventually rescued by his daughter Alicia and her adventuring friends.

This is an excellent realm to have in the first position, since only swimmers can attack. If the holding Border Forts is attached, the realm becomes even more difficult to attack. Only champions that are both flyers and swimmers, such as Mykell and Deathstream are able to attack. In addition to the attackers discussed above, the Coral Kingdom can be attacked by a champion with the Scroll of 7 Leagues. Coral Kingdom is blue-lined as a coastal realm.



This card is a reprint of Raurin (17/FR).

This vengeful realm is an excellent choice for the front rank, because the attacking champion that actually causes the realm to be flipped must be discarded. It makes attackers think twice before attacking. Plus, it gives the defender a chance to remove a tough, troublesome champion from the game if that champion is sent forward to attack Raurin. Consequently, the realm might be the target of events and spells that destroy or raze it out of combat, so a holding like Hellgate Keep (17/NS).

For further information, see SFRG 1, p. 330.



Coast

This realm functions as an excellent, defensive counter-measure against opponents who seek to raze the realm, whether through combat or other means. Note that if the realm is destroyed without being razed (such as Cataclysm (119/4th)), then its power to discard an opponent's razed realm does not activate. If the owner of this realm does not mind it being razed, then some nice havoc can be wrought on opposing players. For example, the owner of this realm might play Horde (8/FR) or Earthquake (403/4th) which can cause all players to raze a realm; then, when this player razes The Vilhon Reach, he can discard one of his opponents' realms that just became razed. A Tarrasque (134/4th) could also cause the same effect, but only if the other players play the Tarrasque on The Vilhon Reach. If the owner of the reach can hold cards that let him rebuild realms (Labor of Legend (122/4th), Korgunard the Avangion (270/4th) and also play a few of the aforementioned cards in phase three of one turn, he could cause the discard of three of his opponents' realms!

The Vilhon Reach is a hot, fertile land comprised of many nations and independent cities all aspiring for dominance in the region. The druids of the reach, the probable true rulers of the land, make sure that the whims of the Reach's nations do not despoil these lands.



This realm's restrictions on attackers makes it an excellent choice for a realm in the front rank, although its defensive powers make it a probable target for cards like *Creeping Doom* (402/4th) and *Disintegrate* (393/2nd). Cards that work well in defense of the realm include those that instantly defeat flyers, such as *Gloriana* (3/1st Chase), *Storm Giant* (77/FR), and *Noble Djinni* (84/3rd), as well as cards that instantly defeat giants, such as the *Sword of Cymrych Hugh* (62/FR).

The immunity to offensive unarmed combat cards it confers to its defenders is also a nice defense. If coupled with holdings like *Hellgate Keep* (17/NS), the defenders now become immune to offensive spells and harmful events played while the realm is being attacked. The *Mist Caves* (14/DR) is also a good holding to attach, because it says flyers or swimmers cannot attack the realm to which it is attached, leaving only giants left to attack.



This card is a reprint of *Sterich* (119/1st-3rd).

This realm is obviously only effective in a deck that contains several monsters. The gain in levels affects the monster's adjusted level. This extra bonus might prove to be that extra little bit needed to get a monster's total high enough so that the champion can use the instant win power of *Kevin's Blade of Doom* (206/3rd); or if the defending monster is a dragon champion, then the extra 5 levels might be what the champion needs to play the instant-win card *Swallow Whole* (97/DR).

Since this realm power is designed to aid in combat, support cards should include powers that protect monsters during battle, such as the *Codex of the Infinite Planes* (452/4th) or *The Winner's Cape* (520/4th). Some good holdings to attach to this realm include *Tenser's Castle* (26/RR) that only allows heroes or wizards to attack, the *Ancient Arms of the Horned Society* (142/3rd) which allows all Greyhawk monsters and their allies to earthwalk, in addition to granting 5 more to his adjusted level, and the *Ancient Arms of Furyondy* (146/3rd) which deflects all harmful spells and events away from the realm. Additionally, attaching the Greyhawk artifact *Boiling Oil* (55/DU) will make an opponent think twice before attacking because of its punitive effect.

For further information, see SFRG 1, p. 136.



This card is a reprint of *Nyronnd* (120/3rd). *Nyronnd* (120/1st-2nd) has no special power.

This realm is best used in a deck specializing in a demi-human theme. The three levels added to the defender's level are added to the adjusted level, and this bonus applies to both champions and allies who are elves, dwarves, gnomes, and halflings. Some good holdings to attach to the realm that will grant additional numerical bonuses to defenders or penalties to attackers include *Fortification: Bulwark* (88/4th) and *Fortification: Barricade* (89/4th). The rule card *The Shadow World* (72/BR) will protect all halflings who defend the realm, should they lose the battle. Good champions to use when defending the realm include *Drizzt Do'Urden* (253/4th), *Jamlin* (38/NS), and *Simpkin 'The Weasel' Furzeer* (36/NS).

For further information, see SFRG 2, p. 140.



Coast

This card is a reprint of *Furyondy* (122/3rd) with the same special power, the older editions have no power.

Although this realm has no benefits to the player for defense or combat, its power to send any wizard in play to the discard pile can be invaluable. There are very few ways that another player could save his wizard champion from being discarded; this is a good way to remove an annoying wizard champion that is immune to many things. The player of this realm is not forced to discard a wizard, but if he does not, the power is wasted. This power does not work when the realm is rebuilt, but if it ever gets discarded and shuffled back into the draw deck, and the player draws it, the power may once again be used. Since the realm is easy to attack, a holding like *Fortification: Curtain Wall* (86/4th) and *Fortification: Inner Wall* (87/4th) would be a good choice to attach to it, which severely limit who can attack it.

For further information, see SFRG 2, p. 140.



This card is a reprint of *Temple of Elemental Evil* (124/1st-3rd).

This card might be considered a 'must-have' for any deck because the player gets three more cards to add to his hand when the realm is played on the table. This power does not work if the realm is rebuilt. Since the realm is so popular, a player will want to protect the Temple from being removed from play so that another player cannot play it in his own pool. This can be accomplished through the dungeon card *Labyrinth of Castle Greyhawk* (6/DU), which prevents all of the owning player's Greyhawk realms from being razed or discarded except through combat. Then, cards should be attached to it that make it harder or less desirable to attack, such as *Fortification: Inner Wall* (87/4th) and *Boiling Oil* (55/DU).

For further information, see SFRG 1, p. 138.

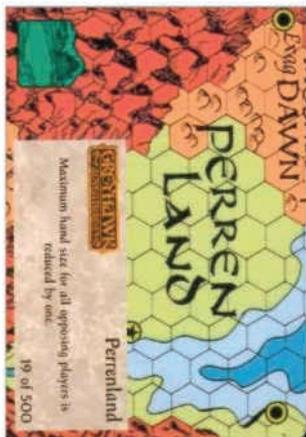


This card is a reprint of *Greyhawk Ruins* (125/1st-3rd).

This realm's power is a nice way to protect one's Greyhawk champions from spells, psionics, and other powers that affect champions whose level is lower in number, such as *Death Spell* (377/4th) and *Drain Will* (75/DU). This level gain is added to the champions' adjusted levels, and applies to them at all times as long as they are in play. This realm is best played deeper in the formation, hidden from attacks from champions without special movement restrictions.

For further information, see SFRG 1, p. 138.

The ruins of Castle Greyhawk is an enormous dungeon loaded with treasure but plagued by many monsters. Adventurers who made it out alive reported a horrible level filled with the stinging followers of the demonic bee-queen, and a level full of demons abuzz about a wedding.



Coast

This card is a reprint of Perrenland (I26/3rd). The 1st and 2nd edition cards have no power.

This realm is sure to be one attacked by opponents if they can, because it decreases by one the number of cards they can hold in their hand by one. Most of the time, this total will be seven, which could force opponents to discard cards if they have too many in hand at the end of their respective turns. If the realm is in play but razed, the power does not function. This realm is otherwise defenseless, so cards that protect it from attack, offensive spells, or events are most desirable to attach to it. The Labyrinth of Castle Greyhawk (6/DU) is also a good card to have in a deck with this card, forcing opponents to attack the realm and raze it through combat to eliminate its power. It is best placed in the second or third rank of the formation, helping protect it from attacks.

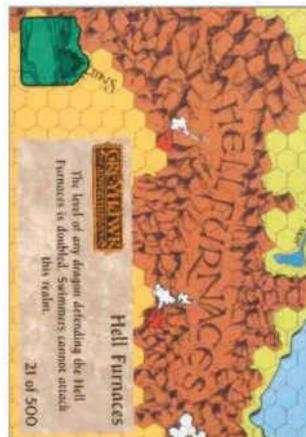
For further information, see SFRG 2, p. 140.



This card is a reprint of Duchy of Tenh (I39/3rd) with an altered text, but the same special power. Duchy of Tenh (I39/1st-2nd) has no special power.

Since Menzoberranzan (I/4th) is such a popular card that most players will have in their decks, the Duchy of Tenh is an excellent choice to place in a deck since the odds are so great for its power to be used. The hardest part is playing the Duchy before Menzoberranzan itself is played. However, since the player draws three cards if Menzoberranzan is also razed, it is a good idea to have cards that can easily raze a realm, such as Creeping Doom (402/4th). Extra cards are not drawn if the realm is destroyed without being razed, such as with the Lair of the Shadow Drake (3/DR). This realm is best placed in a back rank where it is protected from most attackers; attaching a holding that makes it difficult to attack is also prudent, such as The Mistmarsh (I3/DR) and Fortification: Inner Wall (87/4th).

For further information, see SFRG 2, p. 144.



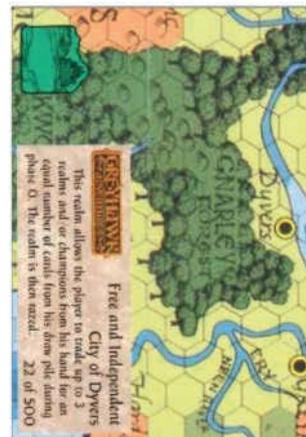
Coast

This card is a reprint of Hell Furnaces (89/AR) with altered special powers.

This is an excellent realm to place in a deck with a dragon theme, because it doubles the adjusted level of any dragon champion as he is brought out to defend the realm. Cards subsequently added in battle are not doubled. For example, if the level 10 Fire Dragon (38/DU) had the +8 Clockwork Ogre (71/DU) magical item attached, and the +4 artifact Boiling Oil (55/DU) were attached to the realm, his total entering battle would be a formidable 44, not to mention that he destroys all attachments on an opposing champion at the start of battle.

The second power which prevents swimmers from attacking is also a nice bonus. If one can attach the Triton Throne (65/DU), which states that the attached realm can only be attacked by swimmers, then the realm becomes unattackable! In this case, it is good to protect the realm from spells and events that could destroy it outside combat, such as the Ancient Arms of Furyondy (146/3rd), Fortification: Parapet (84/4th) and The Labyrinth of Castle Greyhawk (6/DU). Note that if the Triton Throne is attached with the Labyrinth of Castle Greyhawk dungeon card in play, no way exists for the realm to be razed or removed in any direct way. If this realm is in the front of the formation, this is quite powerful. Opponents' only recourse would be to attack realms in the back ranks, or attack the dungeon card, or find a way to remove the Triton Throne from the realm.

For further information, see SFRG 2, p. 235.



Coast

While the drawback of using this realm's special power is significant, in that a realm is razed and champions or realms must be discarded, the realm still has some uses. First, if a player has cards that can instantly rebuild realms, such as the Arms of the Shield Lands (216/2nd), then the act of razing the realm becomes less of a detriment when obtaining the extra cards. Secondly, quite often other players might be blocking this player from playing realms or champions because they have put a realm in champion in play first (per the rule of the cosmos). By discarding these champions and/or realms from his hand, this player at least now gets cards to replace the unplayable cards, instead of typically discarding them to rebuild a razed realm in phase 2 or discarding them to get down to legal hand size in phase 5. Near the end of a game that this player is losing, it might be quite beneficial to sacrifice realms and champions in order to possibly draw a card that can change the course of the game, such as Cataclysm (119/4th) or Tarrasque (134/4h). Note that this realm is not a good choice to play with the dungeon card Labyrinth of Castle Greyhawk (6/DU), since the dungeon card does not allow Greyhawk realms to be razed outside of combat.

The cards are drawn from the top of the draw pile.



Coast

This realm is an excellent choice for placement in the front rank, because it severely limits the number of champions who can attack the realm. If one attaches The Mistmarsh (I3/DR) holding, now only swimmers can attack the realm. Consequently, two good champions to have in the deck to defend this realm would be Gloriana (3/1st Chase) and Aquilla (98/UD), who defeat flyers and swimmers respectively. An added bonus is that the realm can defend itself if need be, and as an elven wizard. Now spells can be used in addition to allies, as well as events that are beneficial to elves, such as Drow Justice (21/UD). Since this realm is likely to be the target of spells, events, and psionic powers that will instantly destroy it outside of combat, it would be wise to have the Labyrinth of Castle Greyhawk (6/DU) in play as well.



Coast

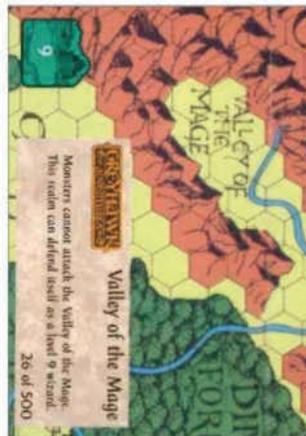
While the benefit to add 4 levels to a defending hero's adjusted level is respectable, the best power of the realm is to stop an opponent from receiving those annoying extra turns. As of this writing, the only two cards that directly give extra turns are The Caravan (I31/4th) and Ancient Kalidnay (92/AR). A Bell of Might (18/FR Chase) that copied The Caravan could also be canceled by this realm power as well. Even though razing the realm is a costly action, preventing a player from getting those extra cards can be very strategic.

This realm's biggest drawback is being able to get it into play before these cards that grant extra turns get used. Additionally, it would be useless (except for the power of adding 4 to a defending hero's level) to put this card in a deck containing The Labyrinth of Castle Greyhawk (6/DU), because that card does not allow Greyhawk realms to be razed outside of combat. Since it could be the target of spells to raze or destroy it, holdings such as Fortification: Bastion (83/4th) would be good a god attachment to it or another realm in the formation.



This card is an excellent deterrent that could make opponents think twice about laying events such as Good Fortune (120/4th), Unusually Good Fortune (11/FR Chase), or Hurricane! (140/4th). As such, it will probably be the focus of attacks or cards that could instantly destroy it, such as Psionic Disintegration (73/DU) or Cataclysm (119/4th). Therefore, it is a good idea to place it in a back rank to limit who can attack it, as well as by having the dungeon card Labyrinth of Castle Greyhawk (6/DU) in play, which prevents it from being razed or discarded outside of combat. A good strategy is to play events that force other players to draw extra cards, so that the owner of Lull can then discard one of these cards. Such events include Transformation! (125/4th), Treasure Fleet (214/2nd) and Festival (21/BR Chase). Note that in the case of Festival, the owner of Lull gets a free card, while the other players' one card can be discarded!

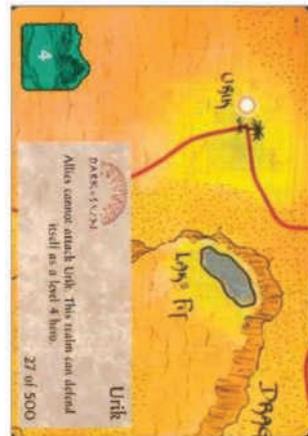
Lull's power applies to the new hand of five cards received after a Transformation! event.



This Greyhawk realm is a good choice for a deck that specializes in limiting the types of attackers. All champions designated as monsters are not allowed to attack this realm. Holdings that further limit the attacker, like Fortification: Curtain Wall (86/4th) and Fortification: Inner Wall (87/4th) are good attachments to the Valley of the Mage. This realm also has the ability to defend itself as a level 9 wizard; which is one of the highest realm champions in the game. This realm champion only exists to defend the Valley, and therefore cannot be used to cast spells in phase 3 or when the Valley is not being defended by the realm champion.

If you have Valley of the Mage in your front ranks, you can further inhibit attacks on your formation (if only for one turn) by playing Apple of his Eye (12/FR Chase).

The Valley of the Mage is named after its self-proclaimed guardian and ruler, Iaran Krimeeah. His official title is His Most Magical Authority, the Exalted Mage of the Valley and Laird of the Domain, not that many outside of the valley are able to refer to him as such. The Valley of the Mage is a secluded and well protected land, and few have returned from journeying there. Whether these adventurers decided to remain or were eliminated are pure speculation on the part of the bards and sages.



This card is a reprint of Urik (223/1st-3rd) with an altered text, but the same special power.

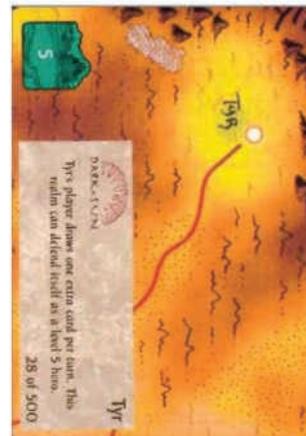
This Dark Sun realm is a good choice for any deck based around the Dark Sun setting. Not only does it afford the player an extra defender in its level 4 hero champion, but it also restricts the attacker from playing any allies. This is especially useful against decks that contain a lot of allies, or at least several of the more dangerous ones, like The Dreaded Ghost (246/4th).

It is not a good choice to defend Urik with a champion that gains bonuses when the opponent plays allies, like Milka the Wolf-Nomad (274/4th) unless necessary. Champions with lots of immunities, like Gib Htimen (13/1st Chase), are great choices, since the attacker will have even fewer choices to use against your defender.

There are several good choices for holdings, including Arkhold (94/4th) Mud Palace (91/4th) and Silver Spring (97/4th).

For further information, see SFRG 1, p. 171.

The city of Urik is known for its huge standing army. When confronted with some danger, the ruler of Urik has to simply summon this army to squelch any uprising or invasion. It is not unheard of that the sorcerer-king himself would lead this army on occasion.



This card is a reprint of Tyr (224/1st-3rd) with an altered text, but the same special power.

This is a must for any Dark Sun deck, as well as any other deck that isn't world specific. The ability to draw an extra card per turn is just too useful to pass up. When Tyr is originally played (or unrazed) the player can draw one extra card immediately. Thereafter, the player must remember to draw an extra card during phase 1. If that player has moved on to phase 2, he must forgo the extra card for that round.

Tyr is also able to defend itself as a level 5 hero, so it gives an extra boost to decks that have a low number of champions, or when one just can't seem to keep enough champions in their pool.

The Mud Palace (91/4th) is a great holding for Tyr, as it makes extra room for the extra cards in the player's hand. Another good choice is Arkhold (94/4th), because then the player gets 2 extra cards per turn. Be careful when using these combinations, as Tyr will become targeted by other players. Try to place Tyr in one of the back ranks in your formation, and be prepared for the Cataclysm! (119/4th) or the Estate Transference (437/3rd).

For further information, see SFRG 1, p. 171.

The gladiator arena in Tyr is famous for its champions. Many great fighters have risen from its brutality to become legends in the city; even if only for a short time. One warrior, L Tor Blazon, is famous for being victorious in every match while refusing to use any weapons at all. It is this type of brute strength that helps defend Tyr from its enemies.



This card is a reprint of Gulg (225/1st-3rd) with altered special powers.

This Dark Sun realm can defend itself as a level 7 hero, which is rather high for a realm champion. Gulg's other ability is to instantly destroy the first ally played against this realm or its defender. This is automatic, and does not allow the ally to use its special powers unless they are triggered when destroyed. The player with Gulg does not get a choice as to which ally, it is just the first one played in any battle. Note that this does not mean any round of battle; therefore if an attacker uses an ally (which gets discarded) and subsequently wins, the next champion can play an ally without any reprisal from the realm's power. When Gulg is attacked again for the first time, this power re-instates itself.

Players may try to get around this power by throwing a low-level ally first, but since many of the low level allies have nastier powers, like the Assassins (221/4th), it pays to get them out of the way before they can do any real harm.

For further information, see SFRG 1, p. 171.

Gulg is one of the few city-states on Athas that is a forest-city. This extra cover gives the defenders of Gulg the ability of surprise, thereby eliminating the first wave of attackers before they are aware of the danger hidden within the trees.



This card is a reprint of Euripis (90/AR) with an altered special power.

This Dark Sun realm is another that limits the type of champion that can attack. Instead of picking a champion type however, it limits attackers to those who have the ability to cast spells. Besides wizards and clerics, any champion with the special power of spellcasting, like Cyric (92/FR) can attack Euripis. It is not necessary to actually cast spells, so if Dearlyn Ambersong (44/DU) attacked Euripis without the permission of Midnight (46/3rd), she would be able to attack, but not be able to cast any spell during the battle. Also champions that have an attachment that enables spellcasting, like the Necklace (176/4th), can also attack this realm. These attachments must already be in place before they attack Euripis, although if removed during battle, they do not automatically lose.

Euripis has a further restriction in that no swimmers can attack this realm. This includes champions and allies. Therefore Drawmij (276/4th) could not attack, even though he is a spellcaster, because he is also a swimmer.

For further information, see SFRG 2, p. 235.



Coast

This card is a reprint of New Giustenal (91/AR) with an altered text, but the same special power.

This realm is yet another from the Dark Sun campaign that limits the potential attackers. With the exception of Dregoth, Undead Dragon-King (74/AR) no flyers can attack New Giustenal. This is very effective against those dragon decks, or any other deck with a lot of flyers.

New Giustenal's secondary power is that if it is razed for any reason, it can be rebuilt by discarding only one card instead of the normal three. This is done only during phase 2, and only in the stead of placing a realm on that turn. This ability not only reduces the value of New Giustenal as a target (since it's easier to unraze this, compared to most other realms), it can also be used to your advantage. When confronted with cards like the Flaming Fist (238/4th), it might be advantageous to raze New Giustenal. Then later, when you don't have a realm to play, you only need to discard one card to bring it back into play. If you plan on using this realm in this fashion, try to attach Silver Spring (97/4th) to it. That way you can force an opponent to raze one of his realms also.

For further information, see SFRG 2, p. 235.



This card is a reprint of Ur Draxa (93/AR) with an altered text, but the same special power.

When a player has this Dark Sun realm in play and it is unrazed, all of his champions in play are immune to offensive psionic powers. This includes psionic power cards and offensive psionic abilities of champions and allies. Therefore, as long as Ur Draxa is unrazed, all monsters in the player's pool are safe from Agis's (261/3rd) special power. This can be very useful for any deck that is heavily weighted with monsters. This realm can also almost completely disable a psionist-based deck.

In addition to this immunity, Ur Draxa also limits the potential attackers. Any champion that already has an attached magic item or artifact cannot attach this realm. Once a champion has started the attack on Ur Draxa, items can be attached normally. This restriction on attachments extends to include champions that are brought into a battle via something like the Helm of Teleportation (219/1st).

This is one of the few Dark Sun realms that does not have its own realm champion, but if you attach Silver Spring (97/4th) to it, you can increase its dangerousness.

For further information, see SFRG 2, p. 236.



This card is a reprint of Shault (94/AR) with an altered text, but the same special power.

Shault is yet another Dark Sun realm that puts a limit on the type of champions that can attack. For this realm, only champions designated as monsters or flyers may attack. Of course, if this designation gets changed after combat has begun, as with Reverse Gravity (56/AR) against a flyer, the attacker continues as normal, because the champion has already arrived at the realm. Several different holdings can be attached to increase these restrictions. These include Black Waters (98/4th), Salt View (232/3rd), and Waverly (238/1st).

Shault is also one of the many Dark Sun realms that has its own realm champion. This realm champion has an advantage, however. The player can choose what type of level 6 champion he wants defending Shault. This choice is made when Shault is attacked and the defender decides to use the realm champion. Not only does this include clerics, wizards, heroes and monsters, but also regents, psionists and thieves. (Designations like undead or dragon that are not related to an icon type are invalid as choices.) This is a great advantage because you already know what cards you have available, and can pick a champion accordingly. Imagine, for example, that you only have clerics in your pool, and Shault is attacked by the Living Scroll (408/3rd). Your opponent may think he has an easy win as long as you aren't holding any champions in your hand, but you could defend Shault with a wizard realm champion and beat the Scroll outright. This can work on several automatic kill champions.

Remember that when you choose the champion type, you can then make use of its special abilities: i.e. spells, unarmed combat cards, psionic power cards, etc.

For further information, see SFRG 2, p. 236.



This card is a reprint of The Forest Ridge (95/AR) with an altered text, but the same special power.

The Forest Ridge is one of the few Dark Sun realms that does not have a realm champion or limitations on the attackers. Instead it has a vindictive power that enacts only once the realm is razed through combat. If the realm is razed outside of combat, its special power has no effect. Also, if during combat the Forest Ridge is discarded (as opposed to just being razed), its special powers also have no effect. If this realm is successfully razed during combat however, the champion that razed the realm is discarded, along with any attachments. This can be quite useful if there is one champion you'd like to get rid of. When your opponent attacks with this champion, simply declare no defense, raze the realm and send the offending champion to the discard pile.

For further information, see SFRG 2, p. 237.

The greatest danger found in the Forest Ridge has got to be its population of feral halflings. This tribal group consider the Forest Ridge their home and hunting grounds, and will hunt down and eat just about anything they can find in it; including unsuspecting adventurers.



This card is a reprint of Celik (96/AR) with an altered text, but the same special power.

Celik causes all attached cards of either artifacts or magical items to be discarded upon attacking, and no more of the chosen type can be add during battle. This is a great power against those decks that rely heavily on these types of cards. It does have its drawback in that the attacker, not the defender, gets to choose what type is restricted. If the attacking champion has no artifacts and the attacker doesn't plan on using any for the battle, nothing is stopping her from choosing artifacts as the restricted type.

Even with this drawback, Celik can be exploited for the defender's benefit. Whenever the attacker chooses to prohibit magical items for his champion, respond by playing the Loup-Garou (236/4th) and you will have a successful defense.

For further information, see SFRG 2, p. 237.

The ancient city of Celik is riddled with long-forgotten labyrinths and tombs. Many foul creatures and long-lost riches are rumored to lie beneath the surface of this aged city.



This card is a reprint of Lake Island (97/AR) with an altered text, but the same special power.

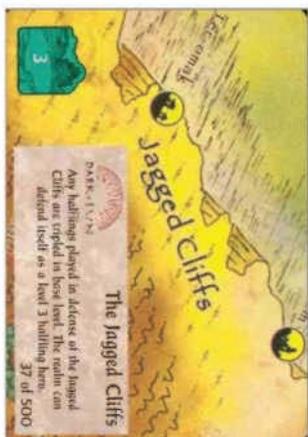
This Dark Sun realm restricts attackers to only those designated as flyers or earthwalkers. This applies to both champions and allies. Because this restriction is not against an icon type, it can be useful against almost all types of deck configurations. Attaching a holding that prohibits flyers, like Waverly (238/1st), can make this realm almost impossible to attack, unless your opponent(s) have several earthwalking champions.

Lake Island can also defend itself, if necessary, as a level 5 champion designated as a monster. This monster champion is subject to all cards that help or hinder this card type.

Since this realm states that it can only be attacked by earthwalkers, it is subject to the powers of Volcanic Eruption (64/RR), so it isn't recommended to play this card yourself when you have Lake Island in your formation.

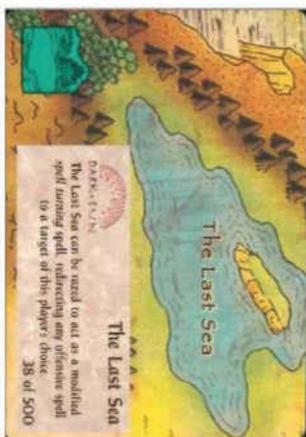
For further information, see SFRG 2, p. 237.

As the name suggests, Lake Island is one of the few places on the desert-swept land of Athas that actually has a continual water source. Because of this, many dangerous creatures tend to gather here, including giant beast-headed monsters of exceptional strength. The waters of Lake Island seem to simply bubble up from below, without explanation.



This Dark Sun realm is a must for any deck that focuses on halflings. All cards designated as halflings, champions and allies, are tripled in base level when defending this realm. This includes, but is not limited to such cards as Yondalla the Provider (475/4th), Brandobaris (476/4th), Halfling, Inc. (66/FR), and Halfling Mercenaries (222/4th). Good cards to use with the defense of this realm are cards that multiply the defender's adjusted level. For example, if Brandobaris was used to defend the Jagged Cliffs, and Complete Surprise (25/NS) was added, the defending champion would already be a whopping level 78!

The Jagged Cliffs can defend itself as a level 3 hero, but since it is designated as a halfling, in combat it would start with a base level of 9 (level 3 x 3). This tripling of halfling levels only functions when the halflings are defending the Jagged Cliffs. Because the realm champion is a halfling, it is tripled. Jagged Cliffs can therefore defend itself at level 9.



Hence the name 'Sea' this card should be bluelined as Coast, IMO (Sascha).

This Dark Sun realm is a must for any deck that is going to confront opponents with spellcasting abilities. When this realm is in play, the owner can choose to raze the realm voluntarily in order to turn any just-cast offensive spell. This can be done at any time, and the spell affected can be re-directed to any target as if this player had cast the original spell. The spell affected does not even have to have been cast on the owner of the Last Sea. This modified spell turning spell can be dispelled, and if it is, the realm remains razed.

This power can even be used if the realm is the target of the original spell. For example, if the Last Sea is targeted by a Disintegrate (393/2nd), the Last Sea can be razed to re-direct this spell before it takes effect. When this power is used, anyone with a card like Mulmaster (73/4th) does not get to draw a card, because the Last Sea is not a spell card itself.

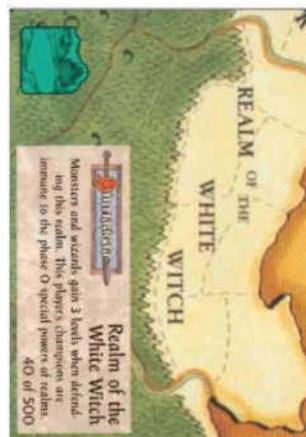
The Last Sea is a large body of water in the mostly arid land of Athas. Many kinds of aquatic wildlife can be found here, that cannot be found anywhere else on this vast world.

The Last Sea's power is treated as a Re-target spell. The new target of the redirected spell must be a legal target for that spell. For example, if Disintegrate is redirected, the new target must be a realm.



This Dark Sun realm has a level 7 realm champion that is designated as a monster (dragon). As such, it is subject to all restrictions and benefits granted by other cards. Since this is a high level champion, it is quite useful.

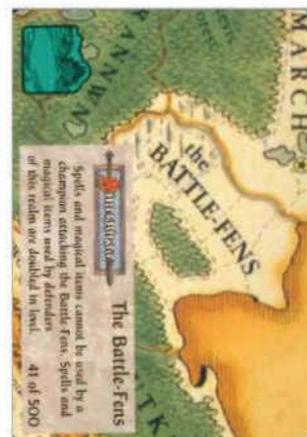
Dragon's Crown Mountain also bestows immunity to offensive spells and offensive psionic power cards upon all of this player's dragon champions. This includes the dragon realm champion. This immunity extends to the champions, whether they are in the pool, attacking or defending. This immunity can be passed along to all of this player's champions if Dragon's Crown (15/DR) is attached to this realm. If the Codex of the Infinite Planes (452/4th) can be placed in this player's pool, immunity to magical items can be added to all of this player's champions.



This Birthright realm is a nice choice for any Birthright deck, but because of its secondary special power, it could be useful in almost any deck. Its foremost power is being able to grant 3 extra levels to any monsters or wizards that defend this realm. Naturally, this is most useful if you have several of these types in your deck.

The second power of the Realm of the White Witch is to grant immunity to any phase O special powers of realms for all of this player's champions. Phase O powers are those that take place at the beginning of a player's turn, before any cards are drawn, like the special power of the Scarlet Brotherhood (135/3rd). Players should keep in mind that even though this realm grants immunity to all of the player's champions, it does not grant any immunity to the realm. Any special powers that target the realm are completely unaffected.

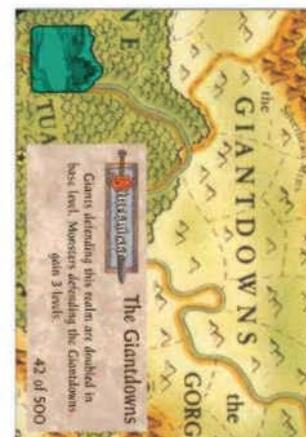
Good choices as defenders of the Realm of the White Witch are any wizard or monster champion from the Birthright campaign, as they would gain an additional +3 in accordance with the world bonus rule. Cards such as All Hallow's Eve (25/RL) or any of the Moon Waxes (98-100/DL) events would also be helpful in the defense of this realm.



The Battle-Fens is an excellent realm to be used against any deck that relies on either spells or magical items. This Birthright realm prohibits the use of any spells or magical items by any of its attackers. This means that no spells or magical items, offensive or defensive, can be used at all when attacking this realm. If spells or magic items are already attached to the attacking champion, they simply do not function. Once combat has been initiated, no spells or magical items can be played by the attacker, even if in response to such cards as the Loup-Garou (236/4th).

In addition to this ability, the Battle-Fens double in level all spells and magical items used by the defenders. This doubling only applies to spells and magical items that have some type of level bonus. Cards such as The Necklace (176/4th) or Reverse Gravity (385/4th) are not affected by this ability. Good choices for cards in the defense of the Battle-Fens are champions that can cast spells, and magical items with high bonuses, like the Girdle of Storm Giant Strength (183/4th) or the Libram of Ineffable Damnation (8/BR Chase). One of the best champions to use if casting spells while defending the Battle-Fens is Bengoukee the Witch Doctor (434/3rd), because now all spells cast by the Witch Doctor would be multiplied by 4.

If the optional Aiding the Attacker or Defender rule is being used, these restrictions and bonuses also apply to those helping in the battle.



This Birthright realm works best in a deck with a lot of giants. All giants, champions and allies, used in defense of this realm are doubled in base level. Monsters that are used in defense of the Giantdowns gain 3 levels. These two powers can be cumulative, so if Jarl the Frost Giant (40/RR) were defending this realm, its level would be 17. (Base 7 doubled because of being a giant, then 3 added because of being a monster.) To really make this a nasty realm to attack, add an ally that is designated as a giant, like Hero Slayer (50/DU). The adjusted level would be 29, and if you follow this by playing Surprise Raid (121/4th) you'd have an adjusted level of 58. Whenever you have the capability to get high levels like this in just three cards, you'd better consider adding Kevin's Blade of Doom (206/3rd) to your deck.

Although cards like Giant Raid! (59/RR) would be useful in a deck containing the Giantdowns, it would not help its defenders, as Giant Raid! only gives bonuses to attacking giants, not defending ones.



This realm is a great choice for any deck, but The Sphinx is the perfect realm for any deck in which you plan on attacking at all. Since this realm enables you to look at another player's hand, you can see if attacking that person would be conceivable or not. This ability to look at a player's hand can be used once per turn, but it does not have to be used in any specific phase. The player of the Sphinx can look at one another player's hand once anytime from phase 3 of his current turn until phase 3 of his next turn. This means that if this ability isn't used until phase 2 of this player's turn, he could look at another player's hand during phase 3, thereby actually seeing two player's hands in one round.

This realm is perfect to use in conjunction with cards such as the Ebony Cup of Fate (8/FR Chase) and the Loup-Garou (236/4th), not to mention champions like Lovely Colleen (22/1st Chase), the Living Scroll (408/3rd) and the King of the Elves (440/3rd).

Champions or realms that have immunities against a realm's special powers would have no effect on the special power of the Sphinx, unless the power specifies that it includes the player or the player's hand.



The Mistmoor is a great realm for decks that are geared for defense, or decks in which you plan on attacking a lot, as all that attacking usually comes back around. This Birthright realm allows defenders that are defeated the ability to return to their pool instead of being discarded. This includes all attachments that do not normally get discarded at the end of a victorious battle; i.e. magical items, artifacts, and certain spells and allies. Allies that remain with their champion when victorious are obviously not retained in the pool. If the result of combat would have resulted in the defender being sent to the Abyss, the Mistmoor offers no protection and the champion would go to the Abyss as normal. Only champions that would be discarded can be saved through the fogs of the Mistmoor.

There are many great champions that can be used to their utmost in defense of the Mistmoors. Champions with the ability to defend more than once, like Ochimo (95/FR) and Drizzt Do Urden (253/4th) are excellent because they can defend twice and still end up in the pool. Also any champions that have vindictive powers when they are defeated, like luz the Evil (167/3rd) and Kelasar Redbelt (25/PO), can use their powers when defeated without having to be discarded. Players should remember that even though a champion returns to the pool when defeated, that champion is not eligible to defend again in the current battle, unless his special power states so, like the cards mentioned above.

Even though elevation and geography play a large part in the creation of the fogs surrounding the Mistmoors, many people believe it is caused by the things that dwell within its borders. Many people have disappeared and never been heard from again once entering the Mistmoors, although rumors that the fogs reach into another plane (or demi-plane) are unconfirmed at the present time.



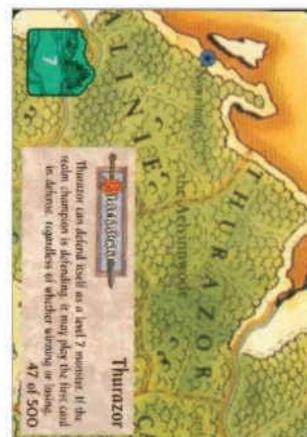
This Birthright realm has a special power that few cards in Spellfire possess. It can get cards out of the Abyss. When this player chooses to use the power of Tarvan Waste, which can be used at any time, this realm is placed in the Abyss and all cards that are not events or champions are removed from the Abyss and put in the discard pile instead. This card can be helpful to get back high-power cards like the Arrow of Slaying (200/4th) and the Staff of Conjuring (165/4th). It is also useful when your opponent(s) have cards that can send your attachments into the Abyss, like the Rowan (224/4th) or the Mace of Disruption (204/4th).

It is best to use the power of the Tarvan Waste when you are about to shuffle your discards back into your draw pile, or when you have some card that can retrieve cards from the discard pile, like Remnis (481/4th). Since this realm gives no support in its defense, attaching a holding that would strengthen it, like Grovnekevic (108/4th), is suggested. Putting cards like Karlott the Shaman (63/3rd) and Escape from the Abyss (162/4th) into a deck with the Tarvan Waste can make your Abyss pile very accessible indeed.



This is a very dangerous realm to attack, and as such works great in just about any deck. Whenever a champion attacks this Birthright realm, he loses 1 level from his base level for every card attached or played during combat. This includes any events that actually affect combat, but not those that do not. Therefore, Balance of Power (145/4th) would cause the level loss, but Good Fortune (120/4th) would not.

Furthermore, if the attacking champion's base level is reduced to 0 or below, he is automatically defeated and discarded. The defender can then draw his spoils of victory. Playing cards that force your opponent to play cards, like the Loup-Garou (236/4th) work great when defending this realm. A really nasty combination to use in conjunction with the Black Spear Tribes is to put it in a deck with a lot of undead champions and get the Negative Planar Energy rule card (73/NS) into play. Then play Spacewarp (57/UD) and choose Black Spear Tribes as the realm in question. Now any attacks must be against this realm, and you can subtract both your champion's level and 1 for each attachment from your opponent's base level. Having something like Orcus (44/NS) in your pool doesn't hurt, as you get to add 5 to the base level of all your undead, which in turn will increase the number you can subtract from your attackers.



Thurazor has a level 7 realm champion that is designated as a monster. Cards that hinder or benefit monsters apply to this champion when defending. This is a pretty high level realm champion, but it gains one additional power. Whenever the realm champion itself is defending, the player defending Thurazor can play the first card in defense, regardless of who's winning the battle. This may not seem like a major feat, but if the defending player has a card that he would like to activate right away, like Cannon Ball (60/DU) or Troglodyte (46/DU), he could do so without waiting until he is on the losing side of the battle. Better yet, he could play a card before his opponent can do the same thing.

Other good cards to use in defense of this realm include Flesh Golem (235/4th), Clay Golem (247/4th), and Marilith, Tanar'ri (242/4th).



The Sielwode has a very powerful special ability. It causes all spells, allies, psionic power cards, unarmed combat cards and blood ability cards used in attack and defense of this realm to be sent to the Abyss after they are used instead of being discarded. This also includes cards that would normally not be discarded due to other cards powers, like any spells cast by a champion with Spellbook (30/AR) attached. Even though normally the champion could retain up to two spells, the powers of Sielwode override this and force the cards to the Abyss.

This Birthright realm works best in a deck with little or none of the cards that are affected by the Sielwode. For example, a deck made up mainly of thieves, with magical items and artifacts, could defend Sielwode well, even using their thieving abilities without losing any cards to the Abyss when the battle was over. Of course, this works for the attacker, too. Thief decks should have very little qualms about attacking this realm.

Good choices for holdings include Proudgaive (14/BR) because it can triple a champion's base level if he doesn't use allies, which you wouldn't want to use anyway. Also holdings that benefit a player's pool, like Kal-Saitharak (15/BR), because the Sielwode will scare a lot of people away from attacking it, and that should keep those holdings a little more protected.



This Birthright realm is a great choice, because it limits the attackers drastically. Only champions and allies that have the ability to earthwalk or fly can attack this realm. All other champions simply cannot attack the Five Peaks. Cards that work well against these types of champions/allies are great to use when defending. Noble Djinni (84/3rd), Gloriana (3/1st Chase) and Wind Dancers (275/3rd) are all great examples of cards that would be useful in the defense of the Five Peaks. Because of this restriction to attackers, this realm is a great choice for your front ranks, as so few champions will be able to attack.

Since this realm states that it can only be attacked by earthwalkers, it is subject to the powers of Volcanic Eruption (64/RR), so it isn't recommended to play this card yourself when you have the Five Peaks in your formation. If you know your opponent has Volcanic Eruption in his or her deck, either hold off on playing it, or keep a Calm (400/3rd) or the like ready in your hand.



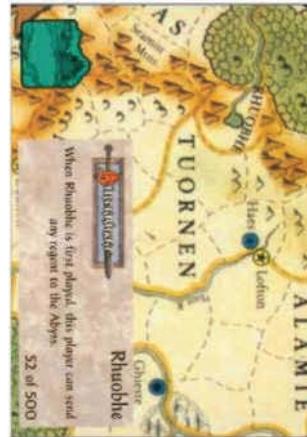
Do you find yourself discarding cards often to get down to the maximum number held? If so, then here is the answer to your problems. Unlike the other realms that increase hand size, like Myth Drannor (4/4th), this Birthright realm increases your hand size by three. This is great in decks that allow you to draw a lot of extra cards. If your deck contains Good Fortune (120/4th), Mulmaster (73/4th), Imperial City of Anuire (12/BR) and the like, Cariele is perfect for your deck. It's best to place it in the second rank so that it's harder to attack, but gives you its benefit for the longest time.

If you are playing with a 75 card or 110 card deck, this realm is a must, since the games last longer and the more cards you can hold, the better. This realm also is great for countering the effects of the Perrenlands (19/4th). Combine this realm with cards that increase your draws per turn to get the maximum benefit out of this ability. Suggestions include Tyr (28/4th), Arkhold (94/4th), and the Medallion of Faith (25/DL Chase).

A great holding for Cariele is the Geneva Conclave (Promo #2), because this keeps Cariele from being a target of those nasty Cataclysms (119/4th). Another good choice as a holding is the Maze of Maalvar the Minotaur (17/BR) since it limits attackers to flyers and earthwalkers.



Any champion defending Boerune can cast wizard spells and use blood abilities. This realm can defend itself as a level 6 regent. 51/500



When Rhuobhe is first played, this player can send any regent to the Abyss. 52/500



The Reorxcrown Mountains can be attacked only by flyers or dwarves and is immune to offensive wizard spells. 53/500

This card is a reprint of Reorxcrown Mountains (15/DL) with an altered text, but the same special power. It has also a new picture on it.

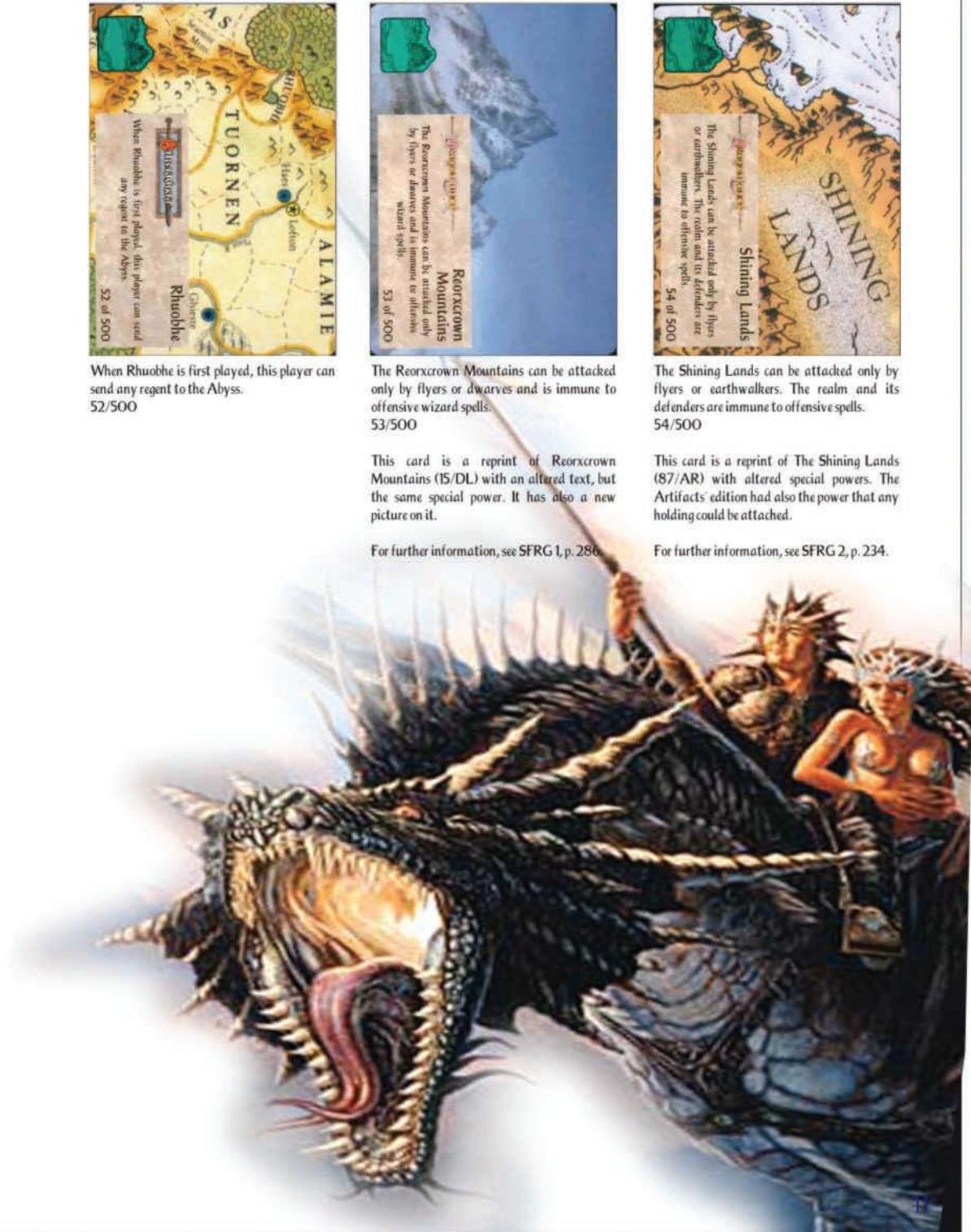
For further information, see SFRG 1, p. 286.

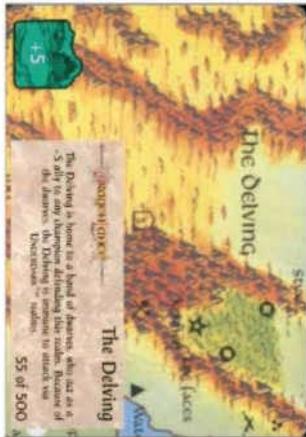


The Shining Lands can be attacked only by flyers or earthwalkers. The realm and its defenders are immune to offensive spells. 54/500

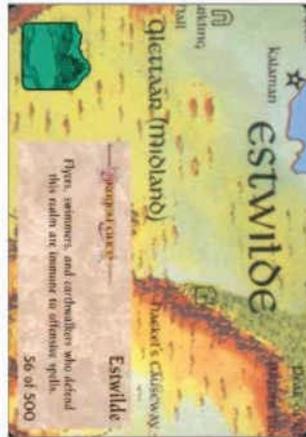
This card is a reprint of The Shining Lands (87/AR) with altered special powers. The Artifacts' edition had also the power that any holding could be attached.

For further information, see SFRG 2, p. 234.





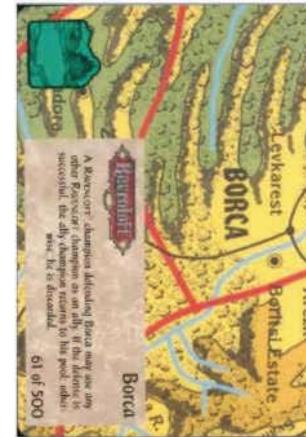
The Delving is home to a band of dwarves, who act as a +5 ally to any champion defending this realm. Because of the dwarves, the Delving is immune to attack via Underdark realms.
55/500



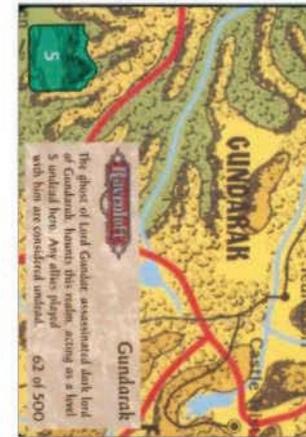
Fliers, swimmers, and earthwalkers who defend this realm are immune to offensive spells.
56/500



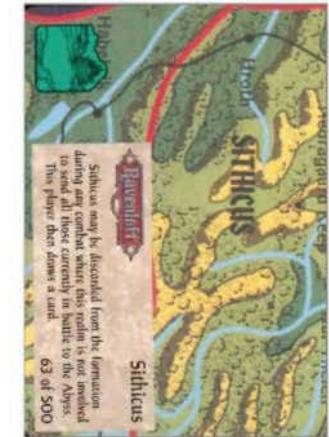
Only swimmers can attack this realm. Its whirlpool destroys all swimming allies. Champions attacking via Underdark realms are halved in base level.
57/500



A Ravenloft champion defending Borca may use any other Ravenloft champion as an ally. If the defense is successful, the ally-champion returns to his pool; otherwise, he is discarded.
61/500



The ghost of Lord Gundar, assassinated dark lord of Gundarak, haunts this realm, acting as a level 5 undead here. Any allies played with him are considered undead.
62/500



Sithicus may be discarded from the formation during any combat where this realm is not involved to send all those currently in battle to the Abyss. This player then draws a card.
63/500



At the heart of Enstar is a sinkhole. Defeated champions (whether attacking or defending) are sent to the Abyss. If this realm is razed, this player draws a card.
58/500

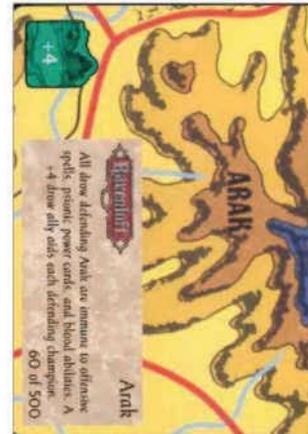


Bluet Spur cannot be attacked by fliers. It can defend itself as a level 6 monster that can cast wizard spells and use psionic power cards.
59/500

Coast

This card is a reprint of Bluet Spur (88/AR) with altered special powers.

For further information, see SFRG 2, p. 234.



All draw defending Arak are immune to offensive spells, psionic power cards, and blood abilities. A +4 draw ally aids each defending champion.
60/500





Combat over the Nightmare Lands takes place in the Abyss, with each player using only the non-event cards contained there. The victor draws two spoils of victory, but must choose one to send to the Abyss.

64/500

Attacking and defending champions, along with their attached cards, come from the players' pools. All additional cards played in the round must come from the Abyss.

Cards played from the Abyss during battle go to the discard pile, so that they cannot be used repeatedly.



Dragon champions can defend this realm twice per turn. Opponents' dragons cannot attack this realm. Council Aerie can defend itself as a level 9 monster (dragon).

65/500

Coast

This card is a reprint of Council Aerie (86/AR) with an altered special power.

For further information, see SFRG 2, p. 234.

Council Aerie is an excellent realm for decks that have a lot of dragon champions. If a dragon champion is defeated while defending Council Aerie, it may defend again. The dragon champion is discarded after the second defense, even if victorious.

Even though the realms champion is considered a dragon, if the realms champion is defeated once, the realm is razed.



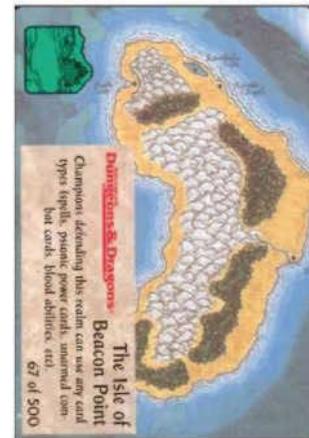
Coast

This sleepy village's defenders are immune to offensive spells, and swimming defenders are doubled in base level.

66/500

This sleepy village's defenders are immune to offensive spells, and swimming defenders are doubled in base level.

For further information, see SFRG 2, p. 234.



Coast

Champions defending this realm can use any card types (spells, psionic power cards, unarmed combat cards, blood abilities, etc).

67/500

Champions defending this realm can use any card types (spells, psionic power cards, unarmed combat cards, blood abilities, etc).

For further information, see SFRG 2, p. 234.



Coast

This realm is defended by a beholder of monstrous size. The level 15 monster can cast wizard spells and is immune to offensive magical items. No other champion can defend this realm.

68/500

This realm is defended by a beholder of monstrous size. The level 15 monster can cast wizard spells and is immune to offensive magical items. No other champion can defend this realm.

This realm should be blue-lined as Underdark, since it's the home of beholders. (IMO - Sascha)

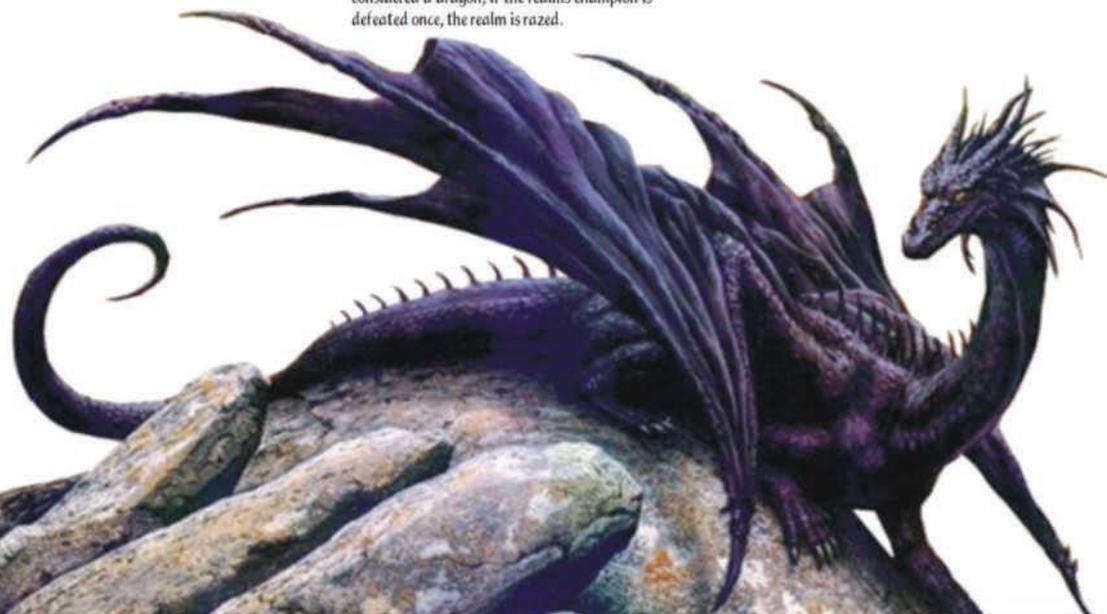


Coast

At the beginning of this player's turn, he can exchange places between this realm and one other realm in his formation. Any holdings remain attached.

69/500

At the beginning of this player's turn, he can exchange places between this realm and one other realm in his formation. Any holdings remain attached.



Anytown, Anywhere

All champions attacking this realm are 'taxed.' The player must take one spell from either his discard pile or his hand and place it in the Abyss. If he can't pay the tax, he cannot attack.

70/500

The 'tax' must be paid by the attacking player as soon as a champion is brought forward to attack, regardless of whether or not the defender chooses to defend the realm.



Haven of the Undead

This player's undead champions and allies are immune to offensive spells and magical items and harmful events.

71/500

This player's undead champions and allies are immune to offensive spells and magical items and harmful events.

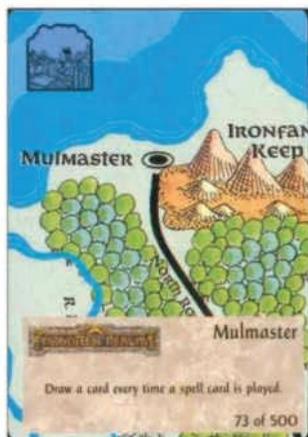


Monastery of Parden the Damned

Clerics refuse to attack this realm. Avatars who attack this realm are halved in base level.

72/500

Clerics refuse to attack this realm. Avatars who attack this realm are halved in base level.

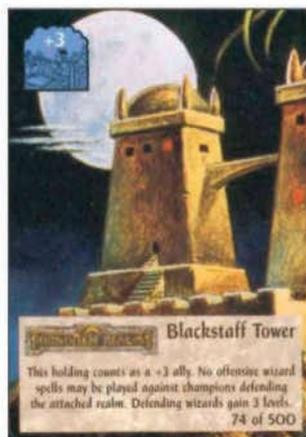


Mulmaster

Draw a card every time a spell is played.
73/500

This card is a reprint of Mulmaster (33/1st-3rd) with an altered text, but the same special power.

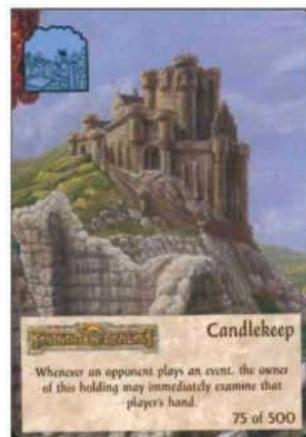
For further information, see SFRG 1, p. 107 and SFRG 2, p. 126.



This holding counts as a +3 ally. No offensive wizard spells may be played against champions defending the attached realm. Defending wizards gain 3 levels.
74/500

This card is a reprint of Blackstaff Tower (19/FR) with an altered text, but the same special power.

For further information, see SFRG 1, p. 330.

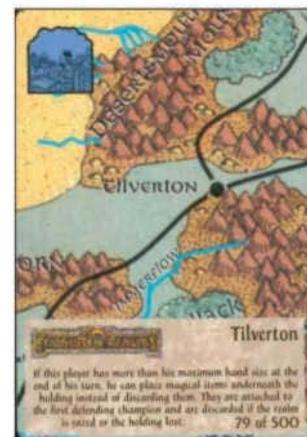


Candlekeep

Whenever an opponent plays an event, the owner of this holding may immediately examine that player's hand.
75/500

This card is a reprint of Candlekeep (20/FR).

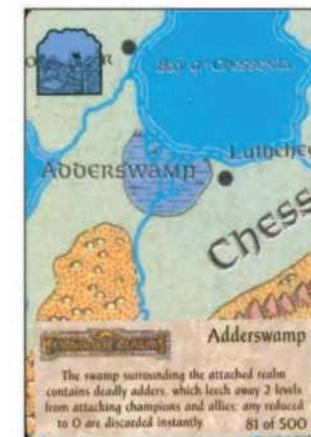
For further information, see SFRG 1, p. 331.



If this player has more than his maximum hand size at the end of his turn, he can place magical items underneath the holding instead of discarding them. They are attached to the first defending champion and are discarded if the realm is razed or the holding lost.
79/500



This bog surrounds the attached realm, reducing all attacking champions and allies to half their base levels (rounded up).
80/500



The swamp surrounding the attached realm contains deadly adders, which leech away 2 levels from attacking champions and allies; any reduced to 0 are discarded instantly.
81/500



Each time the attached realm is successfully defended, search the draw pile for the first artifact or magical item and place it in pool or hand. Reshuffle the draw pile.
76/500

This card is a reprint of Mithral Hall (22/FR) with an altered text, but the same special power.

For further information, see SFRG 1, p. 331.



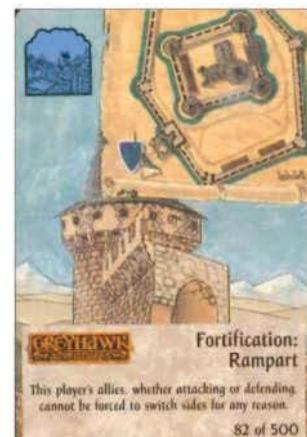
The attached realm can cast cleric spells and is immune to offensive cleric spells and harmful events.
77/500

This card is a reprint of Moonwell (23/FR) with an altered text, but the same special power.

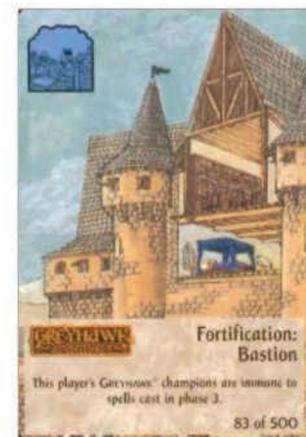
For further information, see SFRG 1, p. 332.



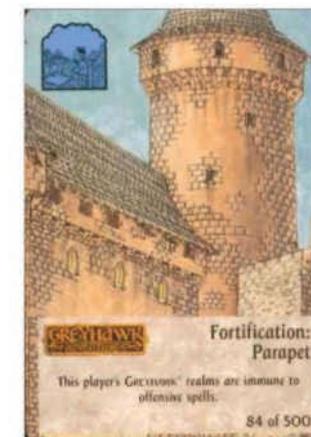
The waters of this lake contain a vicious naga, which acts as a +4 ally to champions defending the attached realm. The naga instantly destroys all swimming allies.
78/500



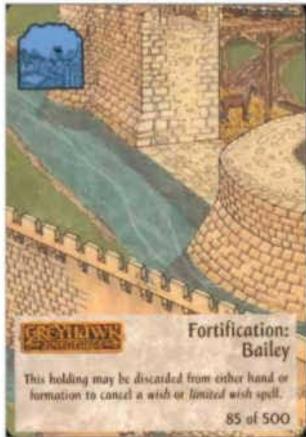
This player's allies, whether attacking or defending, cannot be forced to switch sides for any reason.
82/500



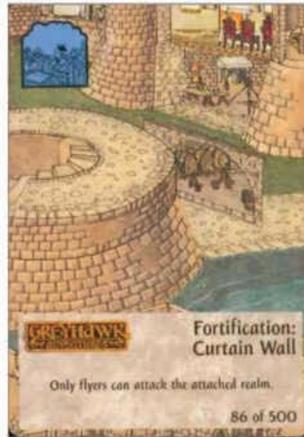
This player's Greyhawk champions are immune to spells cast in phase 3.
83/500



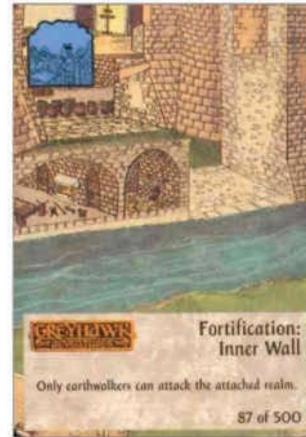
This player's Greyhawk realms are immune to offensive spells.
84/500



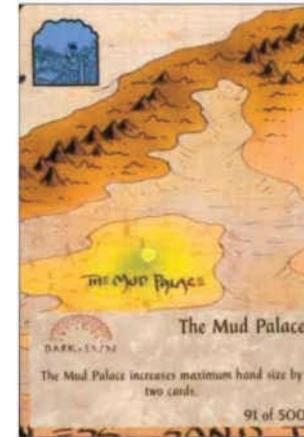
This holding may be discarded from either hand or formation to cancel a wish or limited wish spell.
85/500



Only flyers can attack the attached realm.
86/500



Only earthwalkers can attack the attached realm.
87/500



The Mud Palace increases maximum hand size by two cards.
91/500

This card is a reprint of The Mud Palace (228/1st-3rd) with an altered text, but the same special power.

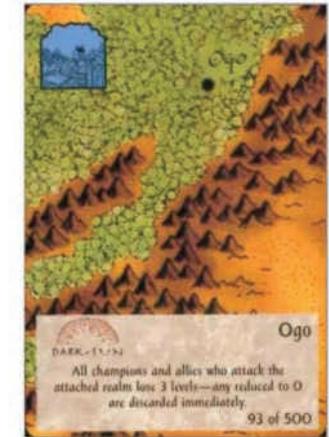
For further information, see SFRG 1, p. 172.



The attached realm can use any ally to defend as a hero champion. The ally is discarded after battle.
92/500

This card is a reprint of South Ledopolus (230/1st-3rd) with an altered text, but the same special power.

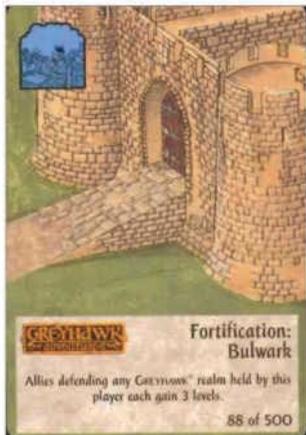
For further information, see SFRG 1, p. 173.



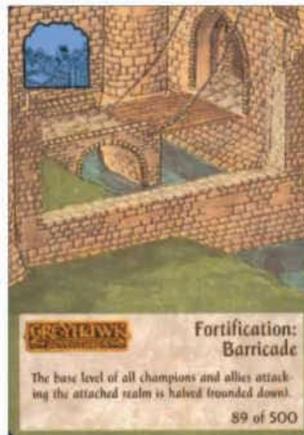
All champions and allies who attack the attached realm lose 3 levels—any reduced to 0 are discarded immediately.
93/500

This card is a reprint of Ogo (233/3rd). Ogo (233/1st-2nd) has a different power.

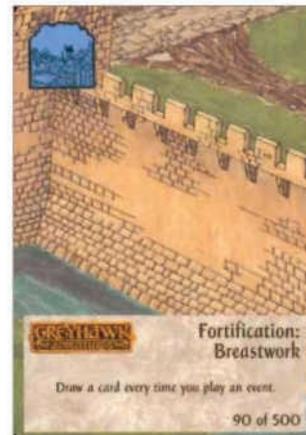
For further information, see SFRG 2, p. 158.



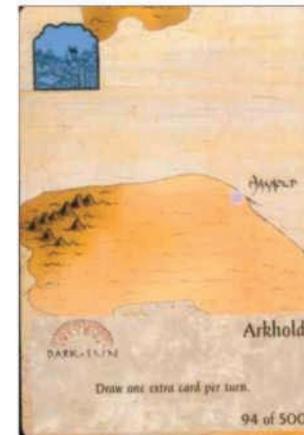
Allies defending any Greyhawk realm held by this player each gain 3 levels.



The base level of all champions and allies attacking the attached realm is halved (rounded down).



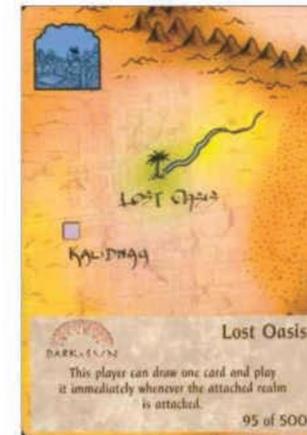
Draw a card every time you play an event.



Draw one extra card per turn.
94/500

This card is a reprint of Arkhold (236/1st-3rd) with an altered text, but the same special power.

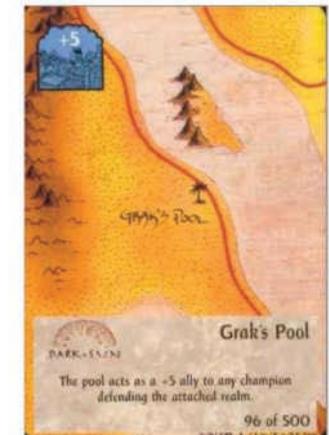
For further information, see SFRG 1, p. 175.



This player can draw one card and play it immediately whenever this realm is attacked.
95/500

This card is a reprint of Lost Oasis (242/1st-3rd) with an altered text, but the same special power.

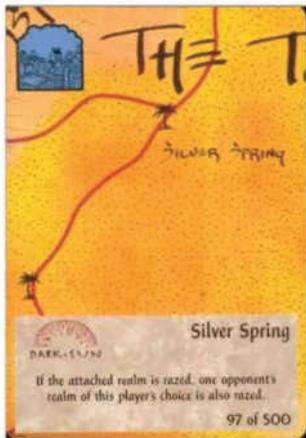
For further information, see SFRG 1, p. 177.



The pool acts as a +5 ally to any champion defending the attached realm.
96/500

This card is a reprint of Grak's Pool (243/1st-3rd) with an altered text, but the same special power.

For further information, see SFRG 1, p. 177.



Silver Spring

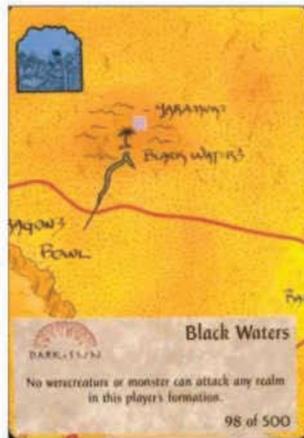
If the attached realm is razed, one opponent's realm of this player's choice is also razed.

97 of 500

If the attached realm is razed, one opponent's realm of this player's choice is also razed.
97/500

This card is a reprint of Silver Spring (244/1st-3rd) with an altered text, but the same special power.

For further information, see SFRG 1, p. 178.



Black Waters

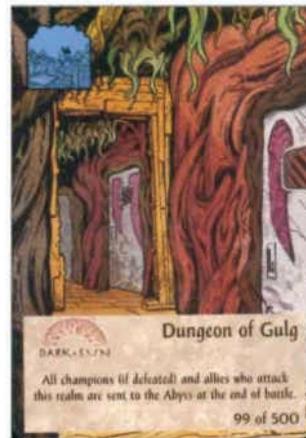
No wercreature or monster can attack any realm in this player's formation.

98 of 500

No wercreature or monster can attack any realm in this player's formation.
98/500

This card is a reprint of Black Waters (246/1st-3rd) with an altered text, but the same special power.

For further information, see SFRG 1, p. 178.



Dungeon of Gulg

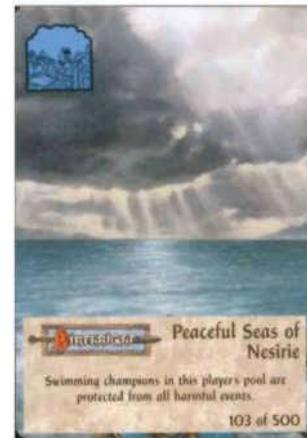
All champions (if defeated) and allies who attack this realm are sent to the Abyss at the end of battle.

99 of 500

All champions (if defeated) and allies who attack this realm are sent to the Abyss at the end of battle.
99/500

This card is a reprint of Dungeon of Gulg (248/3rd). Dungeon of Gulg (248/1st-2nd) has a different power.

For further information, see SFRG 1, p. 179.

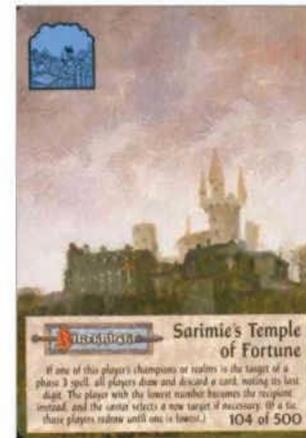


Peaceful Seas of Nesirie

Swimming champions in this player's pool are protected from all harmful events.

103 of 500

Swimming champions in this player's pool are protected from all harmful events.

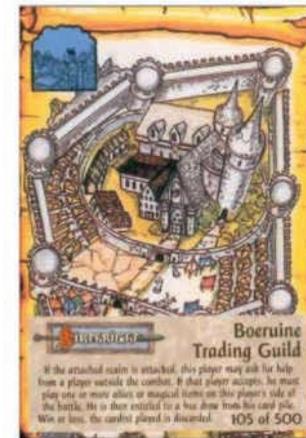


Sarimie's Temple of Fortune

If one of this player's champions or realms is the target of a phase 3 spell, all players draw and discard a card, noting its last digit. The player with the lowest number becomes the recipient, and the caster selects a new target if necessary. If a tie, those players redraw until one is the lowest.

104 of 500

If one of this player's champions or realms is the target of a phase 3 spell, all players draw a card, noting its last digit. The player with the lowest number becomes the recipient instead, and the caster selects a new target if necessary. (If a tie, those players redraw until one is the lowest.)

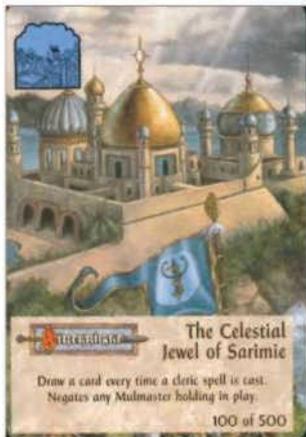


Boerune Trading Guild

If the attached realm is attacked, this player may ask for help from a player outside the combat. If that player accepts, he must play one or more allies or magical items on this player's side of the battle. He is then entitled to a free draw from his card pile. Win or lose, the card(s) played is discarded.

105 of 500

If the attached realm is attacked, this player may ask for help from a player outside the combat. If that player accepts, he must play one or more allies or magical items on this player's side of the battle. He is then entitled to a free draw from his card pile. Win or lose, the card(s) played is discarded.

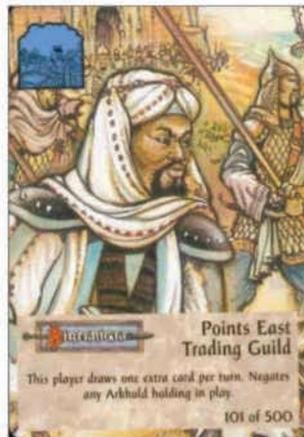


The Celestial Jewel of Sarimie

Draw a card every time a cleric spell is cast. Negates any Mulmaster holding in play.

100 of 500

Draw a card every time a cleric spell is cast. Negates any Mulmaster holding in play.



Points East Trading Guild

This player draws one extra card per turn. Negates any Arkhold holding in play.

101 of 500

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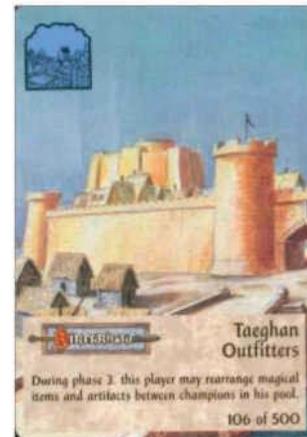


The Thorn Throne

Elf champions defending the attached realm may cast wizard spells and use blood abilities.

102 of 500

Elf champions defending the attached realm may cast wizard spells and use blood abilities.

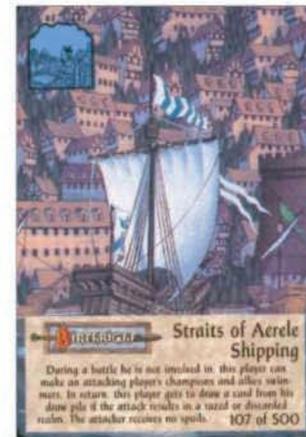


Taeghan Outfitters

During phase 3, this player may rearrange magical items and artifacts between champions in his pool.

106 of 500

During phase 3, this player may rearrange magical items and artifacts between champions in his pool.
106/500
Artifacts must still be legally attached to champions after use of the Taeghan Outfitters power.

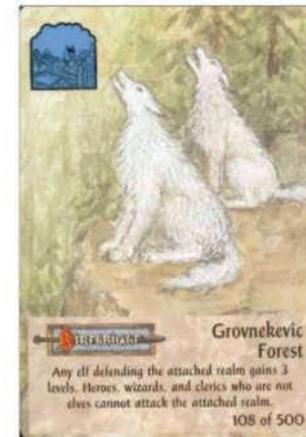


Straits of Aerele Shipping

During a battle he is not involved in, the player can make an attacking player's champions and allies swimmers. In return, this player gets to draw a card from his draw pile if the attack results in a razed or discarded realm. The attacker receives no spoils.

107 of 500

During a battle he is not involved in, this player can make an attacking player's champions and allies swimmers. In return, this player gets to draw a card from his draw pile if the attack results in a razed or discarded realm. The attacker receives no spoils.
107/500
When this holding is in play, all attackers become swimmers and the card's owner draws a card whenever an attacker wins a battle and razes or discards the realm. However, the card drawn is not spoils of victory, and therefore cannot be played immediately.



Grovekevic Forest

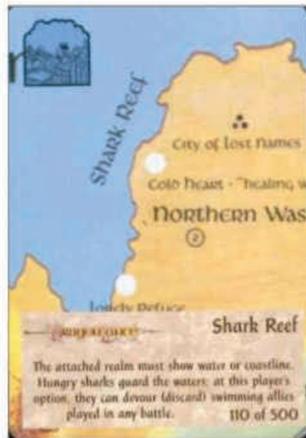
Any elf defending the attached realm gains 3 levels. Heroes, wizards, and clerics who are not elves cannot attack the attached realm.

108 of 500

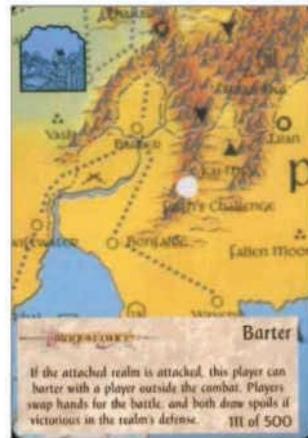
Any elf defending the attached realm gains 3 levels. Heroes, wizards, and clerics who are not elves cannot attack the attached realm.



Healing waters contained in the springs aid champions defending the attached realm. Once each battle, the player can retrieve one ally from his discard pile to play immediately.



The attached realm must show water or coastline. Hungry sharks guard the waters; at this player's option, they can devour (discard) swimming allies played in any battle.



If the attached realm is attached, this player can barter with a player outside the combat. Players swap hands for the battle, and both draw spoils if victorious in the realm's defense.



An artifact from any world can be attached to this holding, and any champion defending the attached realm can use the artifact.

This card is a reprint of Treasure Vault (61/AR) with a lesser special power. In the AR version, it can also be attached to any realm.

For further information see SFRG 2, p. 225.



This player's champions and allies each gain 1 level when defending any realm in this player's formation. This holding stays attached and in play even if the attached realm is razed.

This card is a reprint of Kestrel's Keep (63/AR) with a lesser special power.

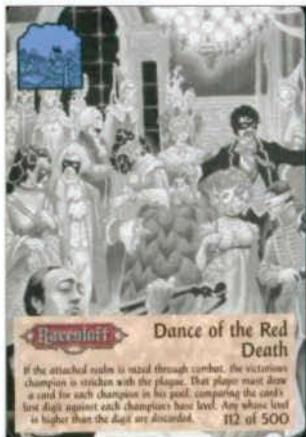
For further information see SFRG 2, p. 226.



If something forces the attached realm to be discarded, this holding is discarded instead, and the realm remains in play.

This card is a reprint of Keep of the Dead (64/AR) with a lesser special power.

For further information see SFRG 2, p. 226.



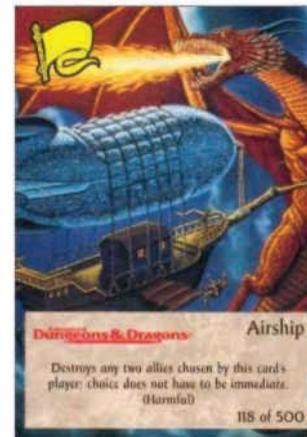
If the attached realm is razed through combat, the victorious champion is stricken with the plague. That player must draw a card for each champion in his pool, comparing the card's last digit against each champion's base level. Any whose level is higher than the digit are discarded.



This player's Ravenloft champions all gain a +2 wecreature as an ally, whether attacking or defending.



The Red Tide is a +6 undead (vampire) ally to all champions defending the attached realm. It can be discarded from the formation to kill a realm champion of base level 6 or less being used anywhere in combat.



This card is a reprint of Airship (90/3rd). The earlier edition cards had a somewhat unclear text. For further information see SFRG 1, p. 126 and SFRG 2, p. 135.

Airship's power to destroy two allies need not be used all at once. It can destroy one ally, and then later destroy a second ally. Because of the additional wording on the 4th edition card, Airship remains in play until the second ally is destroyed, even if the current battle is over. Airship can be used as a counter-effect card against allies. For example, if Loup-Garou is played, Airship can be immediately played to discard the Loup-Garou without having to play a magical item. Because Airship is an event, it may be played at any time. This includes players not involved in the current combat.



This card is a reprint of Cataclysm! (99/3rd) with an altered text, but the same special power. Cataclysm! (99/1st-2nd) missed the '(Harmful)' in the text box. For further information see SFRG 1, p. 129 and SFRG 2, p. 136.

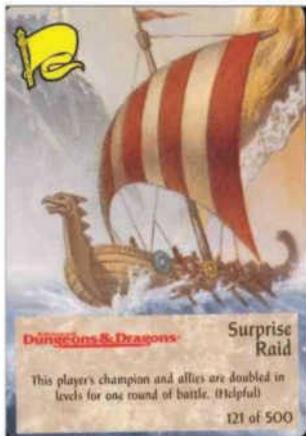
A 'must have' card for all decks. This is a very powerful event, since it forces an opponent's realm to be discarded. If a player's last realm is discarded, he must discard his pool at the end of the current turn. Immediately playing Menzoberranzan or Caer Allion will prevent loss of the pool. If Cataclysm! is played by the attacking player during a battle (known as Ward's Cataclysm!), the battle is over and the attacker is entitled to Spoils of Victory. Each champion returns to its pool.



The player of this event draws five cards immediately. (Helpful)

This card is a reprint of Good Fortune (100/1st-3rd) which missed the '(Harmful)' in the text.

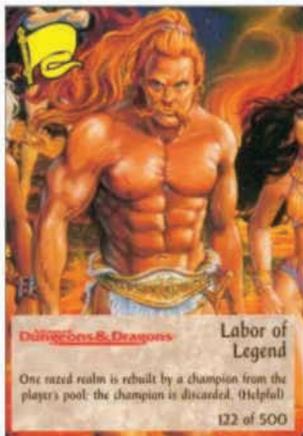
For further information see SFRG 1, p. 130 and SFRG 2, p. 136.



This player's champion and allies are doubled in levels for one round of battle. (Helpful)
121/500

This card is a reprint of Surprise Raid (101/1st-3rd).

For further information see SFRG 1, p. 130 and SFRG 2, p. 137.



One razed realm is rebuilt by a champion from the player's pool; the champion is discarded. (Helpful)
122/500

This card is a reprint of Labor of Legend (108/1st-3rd).

For further information see SFRG 1, p. 132. Any champion in the pool can be discarded, including a Trapped! champion.



Razes the first realm of every player, regardless of special powers; if a player's first realm is already razed, he ignores the event. (Harmful)
123/500

This card is a reprint of Siege! (150/3rd).

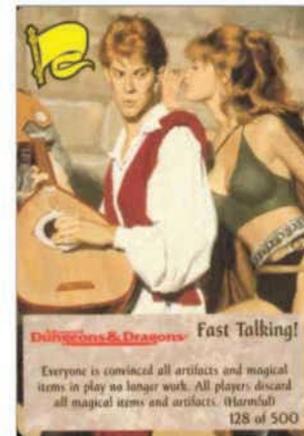
For further information see SFRG 1, p. 146. Siege! functions on realms that are immune to events, due to the wording "regardless of special powers."



This player can swap two of an opponent's realms with each other in their formation; any attached holdings are discarded. (Harmful)
127/500

This card is a reprint of Bruce's Revenge (203/3rd) with an altered text, but the same special power.

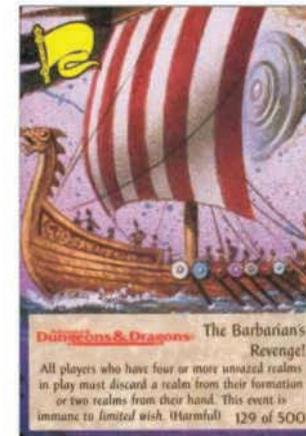
For further information see SFRG 2, p. 154.



Everyone is convinced all artifacts and magical items in play no longer work. All players discard all magical items and artifacts. (Harmful)
128/500

This card is a reprint of Fast Talking! (210/1st-3rd).

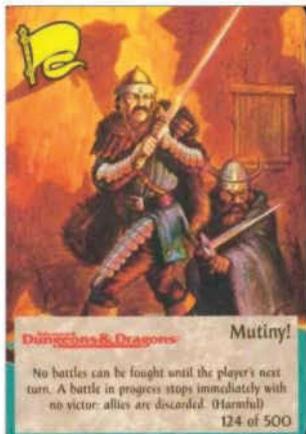
For further information see SFRG 1, p. 166.



All players who have four or more unrazed realms in play must discard a realm from their formation or two realms from their hand. This event is immune to limited wish. (Harmful)
129/500

This card is a reprint of The Barbarian's Revenge! (213/3rd).

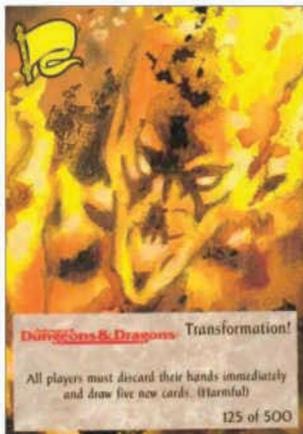
For further information see SFRG 2, p. 156.



No battles can be fought until the player's next turn. A battle in progress stops immediately with no victor; allies are discarded. (Harmful)
124/500

This card is a reprint of Mutiny! (168/1st).

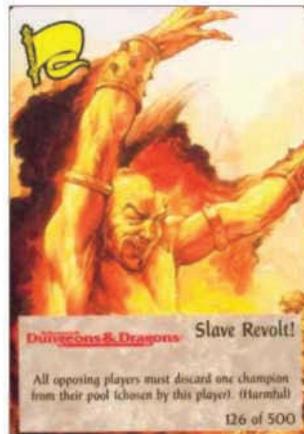
For further information see SFRG 1, p. 152.



All players must discard their hands immediately and draw five new cards. (Harmful)
125/500

This card is a reprint of Transformation! (201/1st-3rd).

For further information see SFRG 1, p. 163.



All opposing players must discard one champion from their pool (chosen by this player). (Harmful)
126/500

This card is a reprint of Slave Revolt! (202/3rd) with a different picture. In the first two edition card #202 was named 'Enslaved!' with the power: 'All players must discard one champion from their pool.'

For further information see SFRG 2, p. 154.



This card is a reprint of Treasure (312/1st-3rd).

For further information see SFRG 1, p. 200. If used in battle, this event causes both sides to end the battle with no winner. The spells, allies, and other cards are discarded with the monsters. The battle is ended and another battle cannot be started. That attacker's combat options are finished.

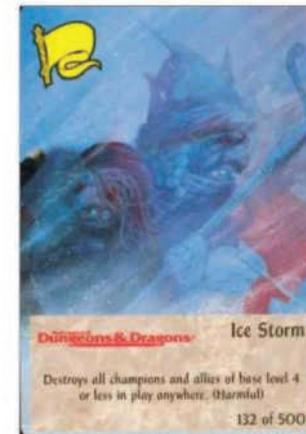


This card is a reprint of The Caravan (319/3rd). The older editions have a different text, but the same power.

For further information see SFRG 1, p. 203 and SFRG 2, p. 175.

Caravan cannot be played until every player has had their first turn.

The Caravan Caravan is played between two player's turns. Multiple Caravans cannot be played in succession; as soon as one is played you are no longer 'between turns'. Thus, all other Caravans must be held in hand until the current Caravan's turn ends. Note that the active player (the one who just ended his turn) gets priority to play his or her Caravan before other players.



Destroys all champions and allies of base level 4 or less in play anywhere. (Harmful)
132/500

This card is a reprint of Ice Storm (380/1st-3rd).

For further information see SFRG 1, p. 223.



Unearthly fog prevents all attacks against all players until this player's next turn. (Harmful) 133/500

This card is a reprint of Solid Fog (382/1st-3rd).

For further information see SFRG 1, p. 224.



Play on a realm. The victim may discard his pool to banish the tarrasque. If he discards nothing, however, the realm is razed and he sends the tarrasque to another player's realm, continuing the cycle. (Discard the tarrasque if no realms remain.) (Harmful) 134/500

This card is a reprint of Tarrasque (1/FR) with an altered text, but the same special powers.

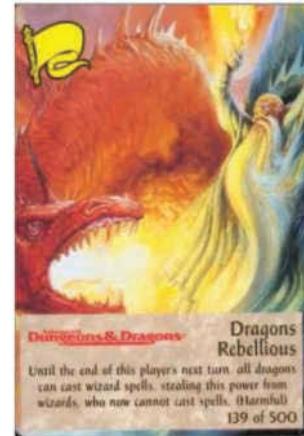
For further information see SFRG 1, p. 324.



Each player must draw and discard a card, noting the last digit of the card number. Discard all champions in play whose base level is greater than this number. (Harmful) 135/500

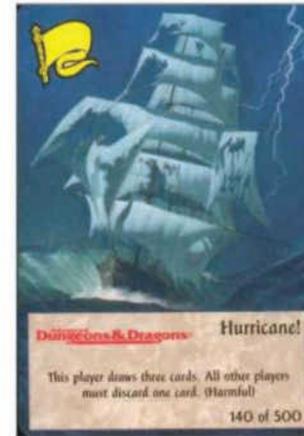
This card is a reprint of Black Bess (2/FR) with an altered text, but the same special powers.

For further information see SFRG 1, p. 325.



Dragons Rebellious

Until the end of this player's next turn, all dragons can cast wizard spells, stealing this power from wizards, who now cannot cast spells. (Harmful) 139/500



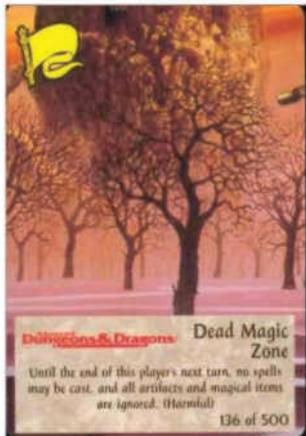
This player draws three cards. All other players must discard one card. (Harmful) 140/500

Deflection cannot be used against Hurricane, since it does not target a single player.



Call to Arms

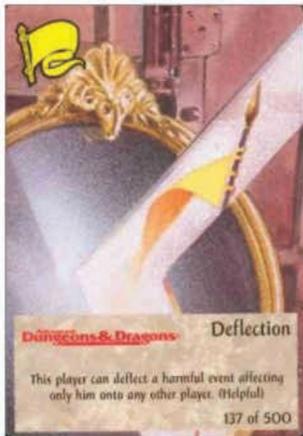
Until the end of this player's next turn, his heroes may all use psionic power cards and blood abilities. (Helpful) 141/500



Until the end of this player's next turn, no spells may be cast, and all artifacts and magical items are ignored. (Harmful) 136/500

This card is a reprint of Dead Magic Zone (7/FR).

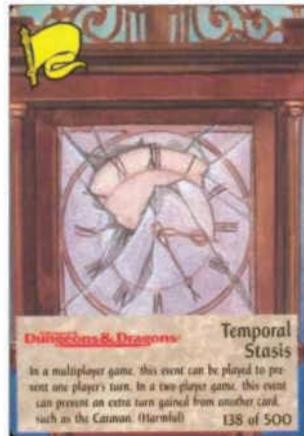
For further information see SFRG 1, p. 326. Dead Magic Zone is not a counter-effect card, and cannot be used to dispel an already-cast spell.



This player can deflect a harmful event affecting only him onto any other player. (Helpful) 137/500

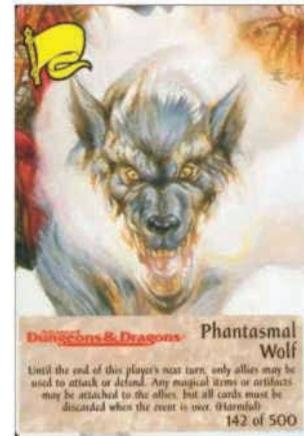
This card is a reprint of Deflection (54/AR) with an altered text, but the same special powers.

For further information see SFRG 2, p. 223. Events that affect everyone cannot be deflected.

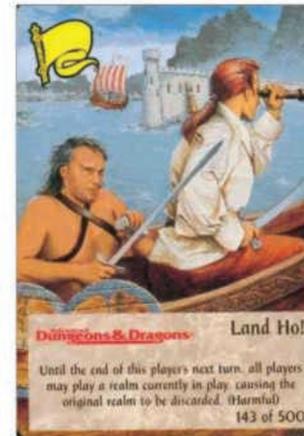


This card is a reprint of Temporal Stasis (53/AR) with an altered text, but the same special powers.

For further information see SFRG 2, p. 223. Temporal Stasis is played between players' turns – like Caravan – and before the turn to be skipped.



Until the end of this player's next turn, only allies may be used to attack or defend. Any magical items or artifacts may be attached to the allies, but all cards must be discarded when the event is over. (Harmful) 142/500

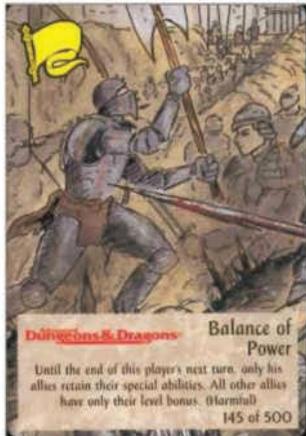


Until the end of this player's next turn, all players may play a realm currently in play, causing the original realm to be discarded. (Harmful) 143/500

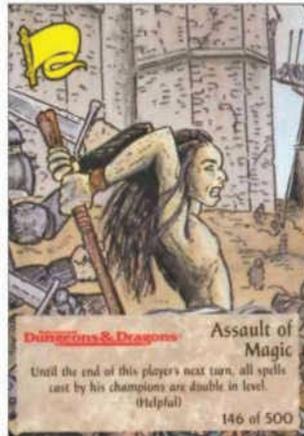
This event allows a realm to be played despite the Rule of the Cosmos. The realm already in play is discarded.



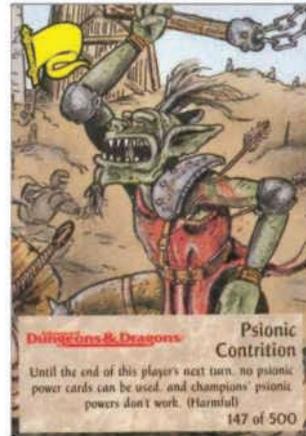
Any one player (including the event player) is forced to reshuffle his discards into his draw pile. (Harmful) 144/500



Until the end of this player's next turn, only his allies retain their special abilities. All other allies have only their level bonus. (Harmful)



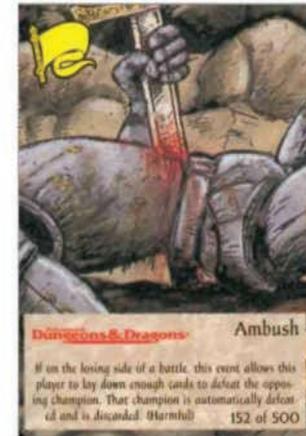
Until the end of this player's next turn, all spells cast by his champions are double in level. (Helpful)



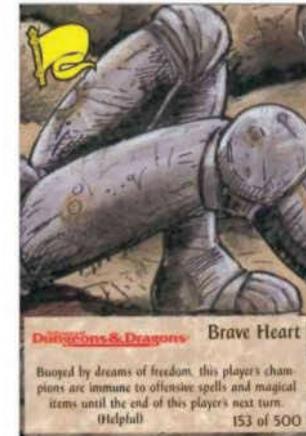
Until the end of this player's next turn, no psionic power cards can be used, and champions' psionic powers don't work. (Harmful)



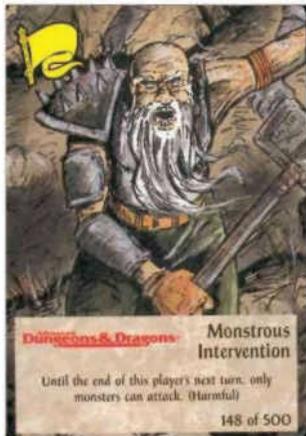
One hero (chosen by this player) is killed and discarded. In homage, all other players (including the event player) must discard a card. (Harmful)



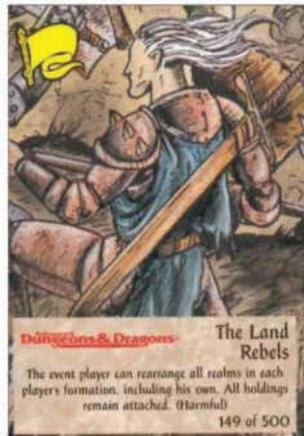
If on the losing side of a battle, this event allows this player to lay down enough cards to defeat the opposing champion. That champion is automatically defeated and is discarded. (Harmful)
152/500
When Ambush is used to end and win the battle, opposing champions that can escape back to the pool, such as with Winged Boots, cannot use their powers and are discarded.



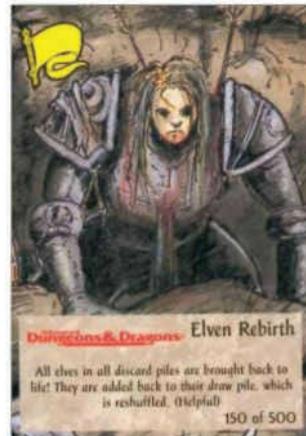
Buoyed by dreams of freedom, this player's champions are immune to offensive spells and magical items until the end of this player's next turn. (Helpful)



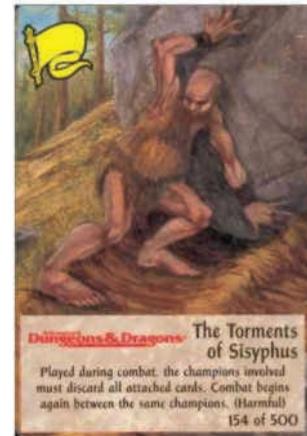
Until the end of this player's next turn, only monsters can attack. (Harmful)



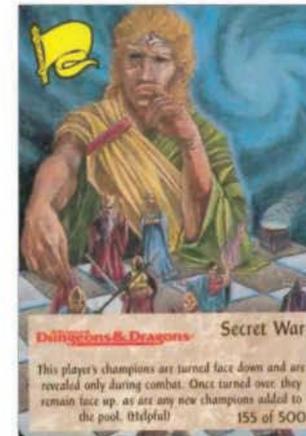
The event player can rearrange all realms in each player's formation, including his own. All holdings remain attached. (Harmful)



All elves in all discard piles are brought back to life! They are added back to their draw pile, which is reshuffled. (Helpful)



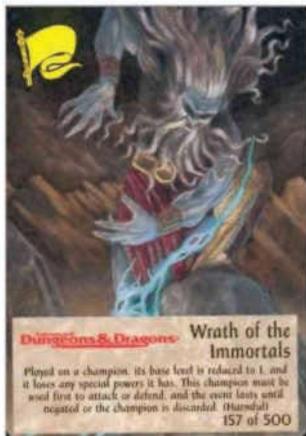
Played during combat, the champions involved must discard all attached cards. Combat begins again between the same champions. (Harmful)



This player's champions are turned face down and are revealed only during combat. Once turned over, they remain face up, as are any new champions added to the pool. (Helpful)

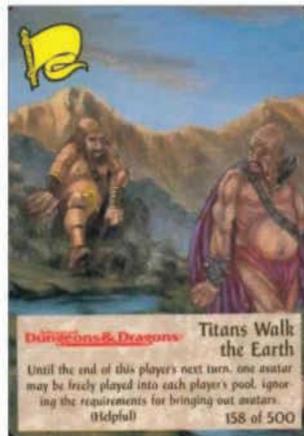


Place any number of allies face down beneath a champion in battle. These secret allies remain face down in battle until the champion's opponent decides not to play any more cards. The allies are then revealed and a winner is determined. (Helpful)

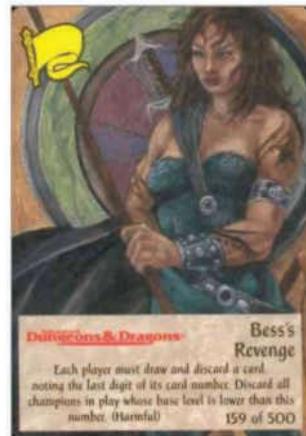


When Wrath of the Immortals is played on a champion, that champion must be used first to attack or defend, if it is able. If some other card play will not allow the affected champion to attack or defend, for example if Phantasmal Wolf has been played, another champion (or ally in the case of Phantasmal Wolf) can be used.

Avenge powers of a champion (powers triggered upon defeat) do not function if Wrath of the Immortals has been played on the champion, since Wrath stays with the champion until discarded.



Until the end of this player's next turn, one avatar may be freely played into each player's pool, ignoring the requirements for bringing out avatars. (Helpful)



Each player must draw and discard a card, noting the last digit of its card number. Discard all champions in play whose base level is lower than this number. (Harmful)
 159/500

Each player discards his own champions with base level less than the last digit of the card he has drawn.



The attached champion's allies each gain 2 levels and are immune to offensive spells. (Def)



Weapon

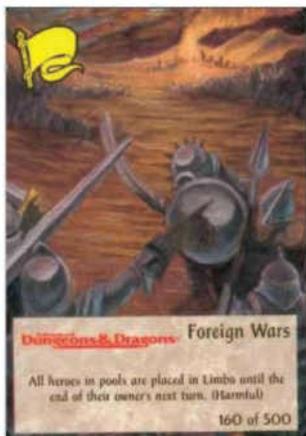
This card is a reprint of Staff of Striking (95/1st-3rd) with an altered special power. The older editions grant a +5 bonus, when this item is attached to a cleric.

For further information see SFRG 1, p. 128.

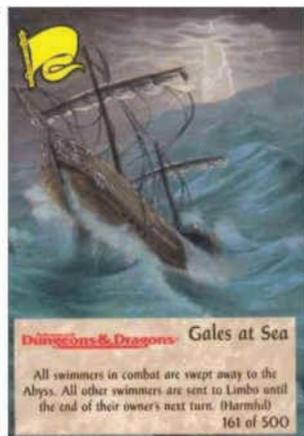


This card is a reprint of Staff of Conjuring (105/3rd) with an altered text, but the same special powers.

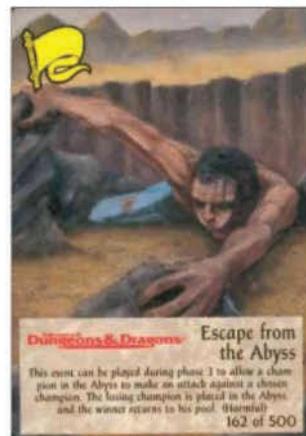
For further information see SFRG 2, p. 137. The retrieved ally may be placed in the hand. Whether or not the retrieved ally is taken to the hand, the ally cannot be brought into play until the player is losing the round of battle, just as cards cannot be played unless a player is losing the round.



All heroes in pools are placed in Limbo until the end of their owner's next turn. (Harmful)



All swimmers in combat are swept away to the Abyss. All other swimmers are sent to Limbo until the end of their owner's next turn.



When this event is played, one of the event-player's champions from the Abyss can attack another champion. This is played as a phase 4 within phase 3. Phase 4 spells can be used, phase 3 spells cannot be used during the combat. During the true phase 4, the event player can attack a realm normally.



Each champion and ally of this player gains 1 level. (Def)
 166/500

This card is a reprint of War Banner (151/1st-3rd).

For further information see SFRG 1, p. 147.



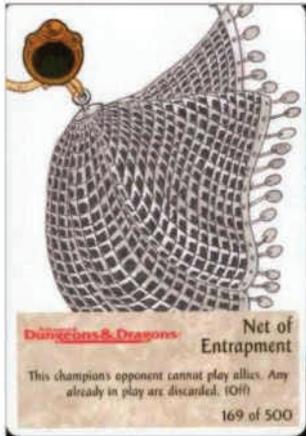
Confers the ability to teleport; the attached champion and its allies can attack any realm, regardless of position or powers. (Def)
 167/500

This card is a reprint of Falcon Figurine (200/3rd) with an altered text, but the same special powers.

For further information see SFRG 2, p. 154.



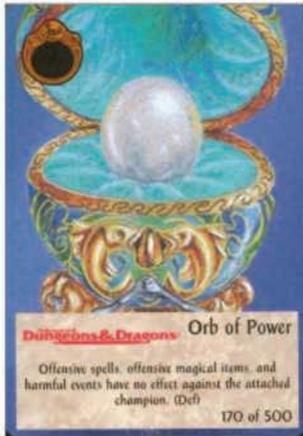
During phase 3 the attached champion can retrieve one undead ally from the discard pile to the player's hand. (Def)



Dungeons & Dragons Net of Entrapment
This champion's opponent cannot play allies. Any already in play are discarded. (Off)
169/500

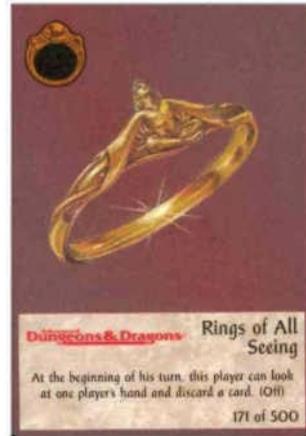
This card is a reprint of Net of Entrapment (217/1st-3rd) with the second sentence added.

For further information see SFRG 1, p. 169 and SFRG 2, p. 157.



Dungeons & Dragons Orb of Power
Offensive spells, offensive magical items, and harmful events have no effect against the attached champion. (Def)
170/500

This card is a reprint of Orb of Power (310/1st-3rd) with an added special power. The Orb of Power negates offensive spells, offensive magical items, and harmful events played against the champion with the Orb. Spells and items are negated even if they were played before the Orb was played, although their effects may continue. For example, a Lightning Bolt that was cast before the Orb of Power was brought into play would no longer count as +5, but any magical item or ally it may have discarded does not return.



Dungeons & Dragons Rings of All Seeing
At the beginning of his turn, this player can look at one player's hand and discard a card. (Off)
171/500

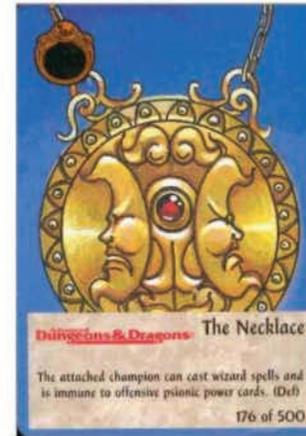
For further information see SFRG 1, p. 200.



Dungeons & Dragons Shield of Wickedness
One enemy ally chosen by the shield's owner is forced to switch sides and fight for the attached champion for one round of battle. (Off)
175/500

This card is a reprint of Shield of Wickedness (316/1st-3rd) with an altered text, but the same special powers.

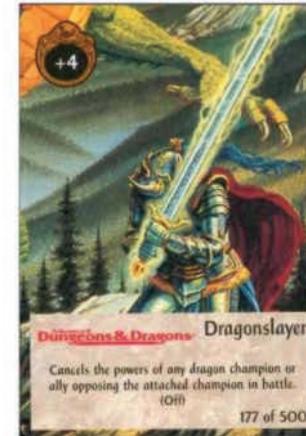
For further information see SFRG 1, p. 202. If the Shield of Wickedness is used in combat to steal an ally, and is then destroyed, the ally returns to its original owner.



Dungeons & Dragons The Necklace
The attached champion can cast wizard spells and is immune to offensive psionic power cards. (Def)
176/500

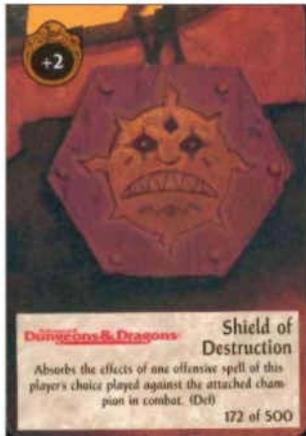
This card is a reprint of The Necklace (320/3rd) with an altered text, but the same special powers.

For further information see SFRG 2, p. 176.



Dungeons & Dragons Dragonslayer
Cancels the powers of any dragon champion or ally opposing the attached champion in battle. (Off)
177/500

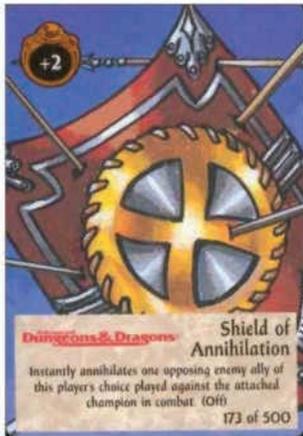
For further information see SFRG 1, p. 340. Dragonslayer cancels the powers of any dragon champion or dragon ally that is opposing the attached champion in battle.



Dungeons & Dragons Shield of Destruction
Absorbs the effects of one offensive spell of this player's choice played against the attached champion in combat. (Def)
172/500

This card is a reprint of Shield of Destruction (313/3rd) with an altered text, but the same special powers.

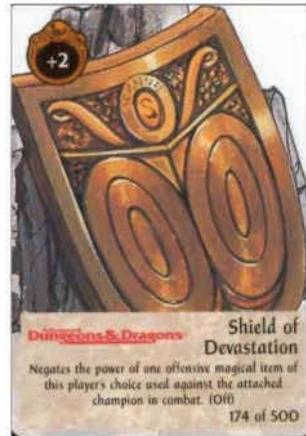
For further information see SFRG 2, p. 174.



Dungeons & Dragons Shield of Annihilation
Instantly annihilates one opposing enemy ally of this player's choice played against the attached champion in combat. (Off)
173/500

This card is a reprint of Shield of Annihilation (314/3rd) with an altered text, but the same special powers.

For further information see SFRG 1, p. 201 and SFRG 2, p. 174.



Dungeons & Dragons Shield of Devastation
Negates the power of one offensive magical item of this player's choice used against the attached champion in combat. (Off)
174/500

This card is a reprint of Shield of Devastation (315/3rd) with an altered text, but the same special powers.

For further information see SFRG 2, p. 175.



Dungeons & Dragons Gauntlets of Swimming
The attached champion and its allies become swimmers that can attack any realm with a coastline, regardless of its position. (Def)
178/500

This card is a reprint of Gauntlets of Swimming (51/FR) with an added special power.

For further information see SFRG 1, p. 341.



Dungeons & Dragons Horn of Blasting
The holding of any realm the attached champion attacks is immediately discarded. (Off)
179/500

This card is a reprint of Horn of Blasting (53/FR) with an altered text, but the same special powers.

For further information see SFRG 1, p. 342.



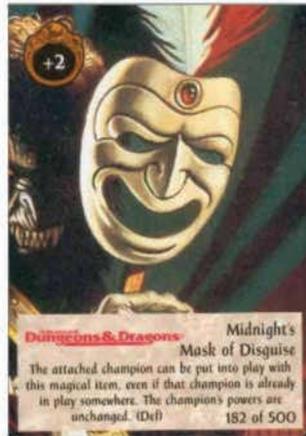
Dungeons & Dragons Wand of Wonder
Draw and discard a card each time the wand is used in combat, noting the last digit of the card's number. The wand's level bonus is equal to that digit. (Def)
180/500

This card is a reprint of Wand of Wonder (57/FR) with an altered text, but the same special powers.

For further information see SFRG 1, p. 343.

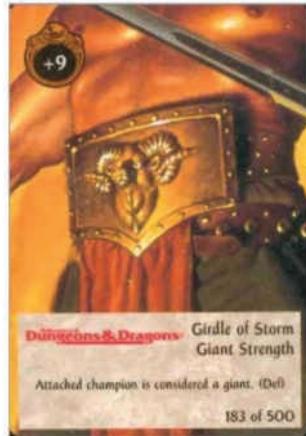


The attached champion is considered a drow and all allies played with him are also considered drow. (Def)



This card is a reprint of Midnight's Mask of Disguise (16/AR) with an altered text, but the same special powers.

For further information see SFRG 2, p. 210.



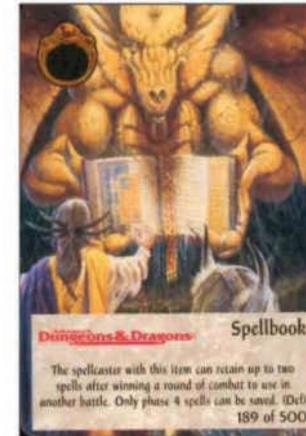
Attached champion is considered a giant. (Def)



All cards used by this player that contain the word 'wolf' are double in level. (Def)

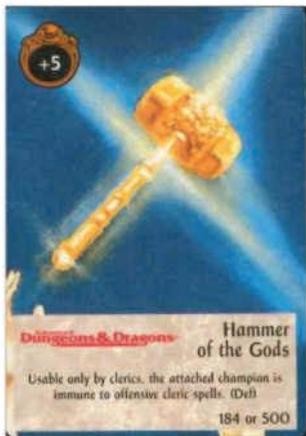


The attached champion is protected from all offensive spells, magical items, psionics, unarmed combat cards, and blood abilities. But his base level is halved (rounded down). (Def)



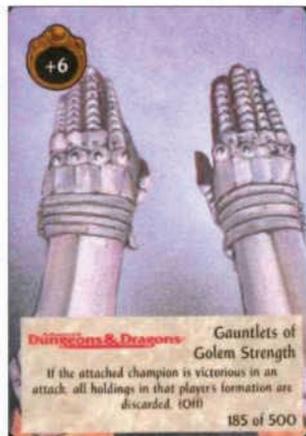
This card is a reprint of Spellbook (30/AR).

For further information see SFRG 2, p. 215. Only phase 4 spells can be saved with the Spellbook. Spells that can be cast at any time, such as Wish, cannot be saved. Card Combo (from bendiks@IFLUJO.NO): If a champion with the Spellbook retains Unnerving Aura, the champion wins future battles instantly, although the opposing champion is sent back to the pool, not discarded.

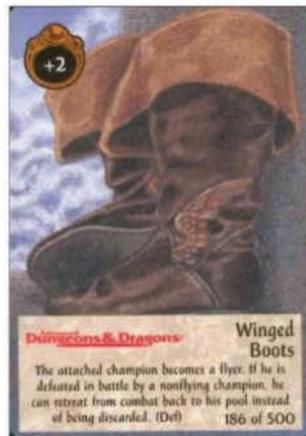


Usable only by clerics, the attached champion is immune to offensive cleric spells. (Def)
 184/500

This card should be blue-lined as a Weapon (IMO - Sascha).

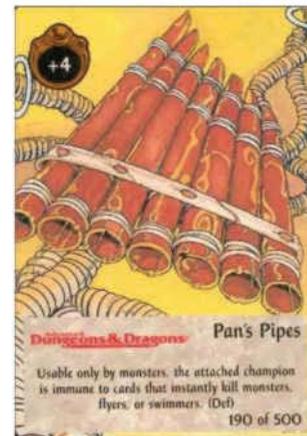


If the attached champion is victorious in an attack, all holdings in that player's formation are discarded. (Off)

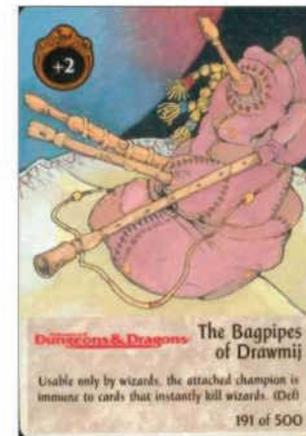


This card is a reprint of Winged Boots (20/AR) with an altered text, but the same special powers.

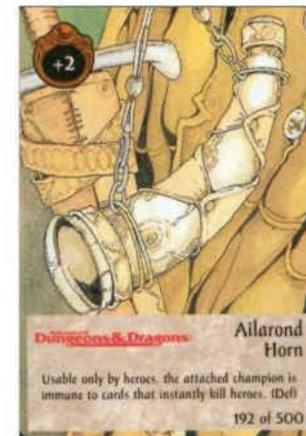
For further information see SFRG 2, p. 212.



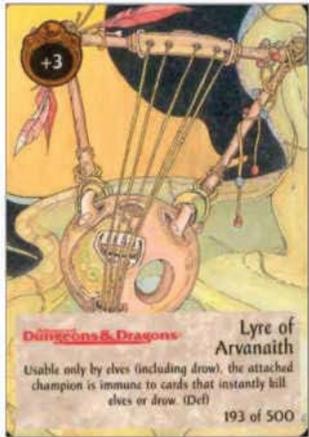
Usable only by monsters, the attached champion is immune to cards that instantly kill monsters, flyers, or swimmers. (Def)



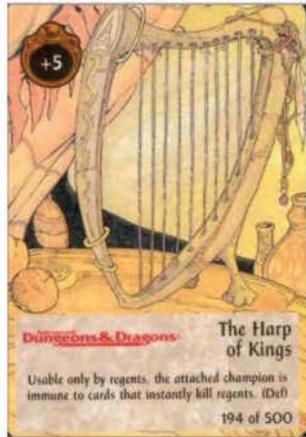
Usable only by wizards, the attached champion is immune to cards that instantly kill wizards. (Def)
 191/500
 The Bagpipes protect the attached wizard from all cards that instantly kill wizards, including the realm Furyondy.



Usable only by heroes, the attached champion is immune to cards that instantly kill heroes. (Def)

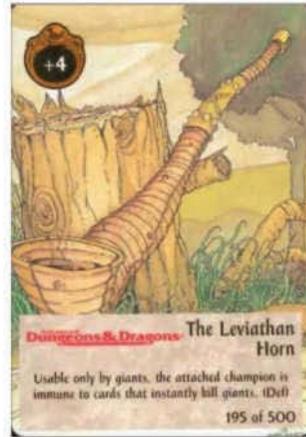


Usable only by elves (including drow), the attached champion is immune to cards that instantly kill elves or drow. (Def)

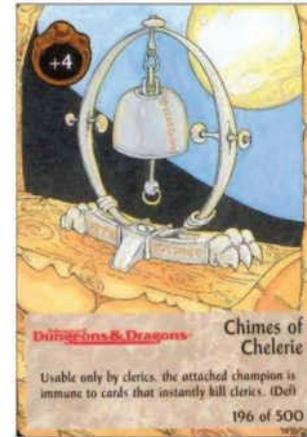


This is a very powerful magic item. Any card which would kill (i.e. discard) the champion to whom the Harp of Kings is attached, doesn't work.

The card doesn't have to specifically target a regent in order for the immunity to activate. If playing the card would result in an instant discarding of the regent, then the champion is immune. Thus, the regent would be immune to cards like Death Spell, Takhisis's Abyssal Gateway, Blamblower (if it would cause the regent to be discarded, it wouldn't work; if it would cause an ally to be discarded, it would work), Tighmaevril Sword, Vorpal Blade, Rhuobhe, Con Game, Headless Horseman, etc. This is a great magic item for a regent-themed deck.



Usable only by giants, the attached champion is immune to cards that instantly kill giants. (Def)



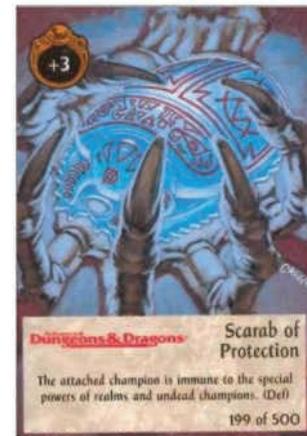
Usable only by clerics, the attached champion is immune to cards that instantly kill clerics. (Def)



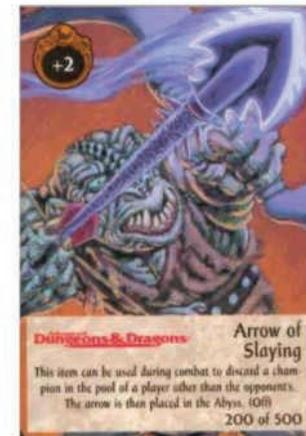
Usable only by psionics, the attached champion is immune to cards that instantly kill psionics. (Def)



Usable only by dragons, the attached champion is immune to cards that instantly kill dragons. (Def)

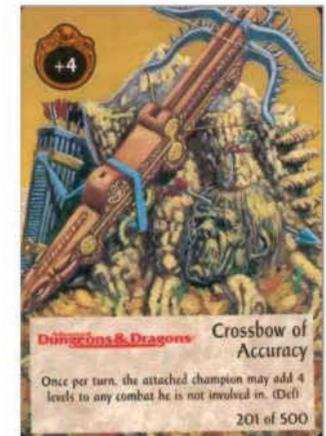


The attached champion is immune to the special powers of realms and undead champions. (Def)
 199/500
 This magical item provides immunity to all realm powers. For example, when attacking or defending Nightmare Lands, a player whose champion has the Scarab of Protection plays cards from the hand, not the Abyss.



This item can be used during combat to discard a champion in the pool of a player other than the opponent's. The arrow is then placed in the Abyss. (Off)
 200/500

This item should be bluined as a Weapon (IMO - Sascha)



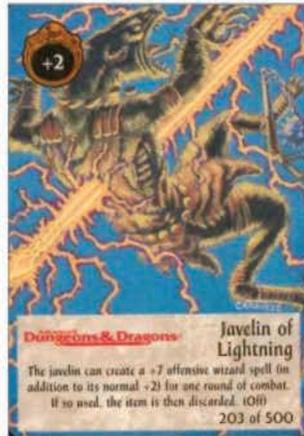
Once per turn, the attached champion may add 4 levels to any combat he is not involved in. (Def)
 201/500

This item should be bluined as a Weapon (IMO - Sascha)



Win or lose, the opposing champion is discarded at the end of a round of combat with the attached champion. Undead champions are immune to this power. (Off)
 202/500

This item should be blue-lined as a Weapon (IMO - Sascha)
 The champion with the Dagger is only discarded if defeated.



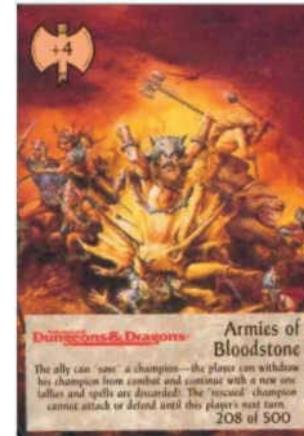
This javelin can create a +7 offensive wizard spell (in addition to its normal +2) for one round of combat. If so used, the item is then discarded. (Off)
 203/500

This item should be blue-lined as a Weapon (IMO - Sascha)



+8 vs undead. Undead champions and allies killed by the mace are placed in the Abyss instead of the discard pile. (Off)
 204/500

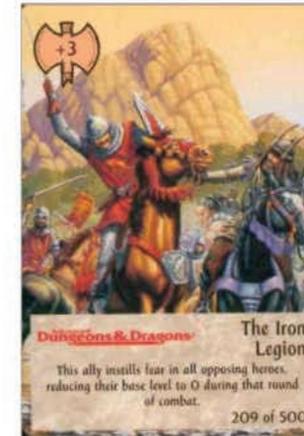
This item should be blue-lined as a Weapon (IMO - Sascha)



The ally can 'save' a champion—the player can withdraw his champion from combat and continue with a new one (allies and spells are discarded). The 'rescued' champion cannot attack or defend until this player's next turn.
 208/500

This card is a reprint of Armies of Bloodstone (58/3rd).

For further information see SFGR 2, p. 129.



This ally instills fear in all opposing heroes, reducing their base level to 0 during that round of combat.
 209/500

This card is a reprint of The Iron Legion (59/3rd) with a clearer text.

For further information see SFGR 2, p. 129.



This card is a reprint of Myrmidons (61/bt-3rd) with an altered text, but the same special power.

For further information see SFGR 1, p. 117 and SFGR 2, p. 130.

After being used in battle, the Myrmidons are discarded like any other ally. The entire discard pile, including the Myrmidons, is then shuffled back into the draw pile.

The Myrmidons' power is not triggered if the card is sent to Limbo or the Abyss.



If defending a realm, the item's level rises to 6, and the attached champion must be defeated twice in one battle before he is discarded. (Def)
 205/500

This item should be blue-lined as a Sword (IMO - Sascha)



The attached champion becomes a swimmer, and swimming allies cannot be played against him. (Def)
 206/500

This item should be blue-lined as a Weapon (IMO - Sascha)



This sword is +10 vs any champion with a base level of 8 or higher. (Off)
 207/500

This item should be blue-lined as a Sword (IMO - Sascha)



The attached champion and his allies are immune to offensive magical items of +3 or less.
 211/500

This card is a reprint of Hornhead Saurial (81/3rd) with an altered text, but the same special power.

For further information see SFGR 2, p. 133.



When played, the mind flayer can immediately shift one opposing ally to its own side for that round of battle. The ally loses 1 level.
 212/500

This card is a reprint of Mind Flayer (83/bt-3rd).

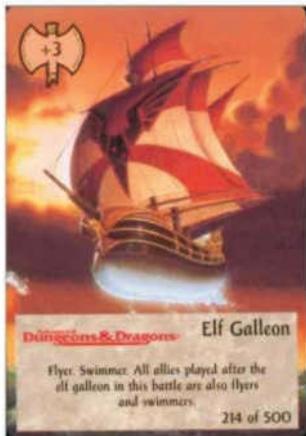
For further information see SFGR 1, p. 124.



Immediately destroys an opposing champion of base level 5 or less.
 213/500

This card is a reprint of Intellect Devourer (86/3rd).

For further information see SFGR 2, p. 134.



Dungeons & Dragons Elf Galleon
Flyer. Swimmer. All allies played after the elf galleon in this battle are also flyers and swimmers.
214 of 500

This card is a reprint of Elf Galleon (110/3rd).

For further information see SFGR 2, p. 138.



Dungeons & Dragons Tyrol
Tyrol can be played at any time to negate an offensive unarmed combat card. He gains 2 levels if played with a regent.
215 of 500

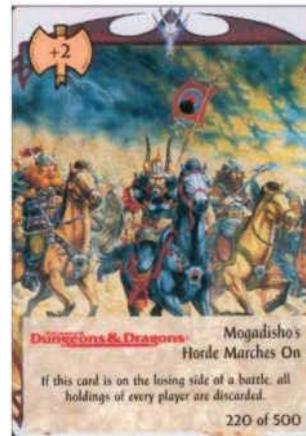
This card is a reprint of Tyrol (190/3rd) with an altered special power.



Dungeons & Dragons Hell Hound
The hell hound and all cards in this player's force are immune to offensive spells.
216 of 500

This card is a reprint of Hell Hound (190/3rd) with an altered special power.

For further information see SFGR 2, p. 152.



Dungeons & Dragons Mogadisho's Horde Marches On
If this card is on the losing side of a battle, all holdings of every player are discarded.
220 of 500

This card is a reprint of Mogadisho's Horde Marches On (252/1st-3rd) with an altered special power.

For further information see SFGR 1, p. 180 and SFGR 2, p. 158.



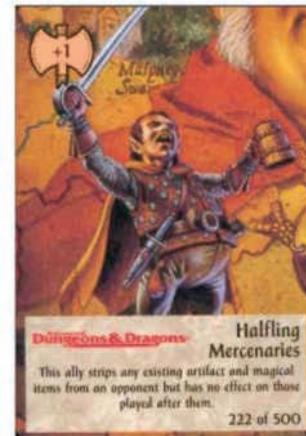
Dungeons & Dragons Assassins
If this card is on the losing side of the battle, it destroys one champion anywhere in play, chosen by this player.
221 of 500

This card is a reprint of Assassins (252/1st-3rd) with an altered special power.

For further information see SFGR 1, p. 180 and SFGR 2, p. 158.

One of the best of the 'avenging allies' cards that exact vengeance after a loss in battle. This card allows the player to choose one champion to be destroyed. Note that the champion is destroyed, not defeated in battle. Therefore special powers such as those of Luz the Evil, Strand Von Zarovich, and Drizzt Do Urdren are not triggered.

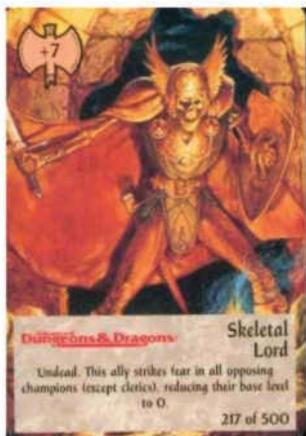
The power of the Assassins is triggered when the battle is over, and the player has lost.



Dungeons & Dragons Halfling Mercenaries
This ally strips any existing artifact and magical items from an opponent but has no effect on those played after them.
222 of 500

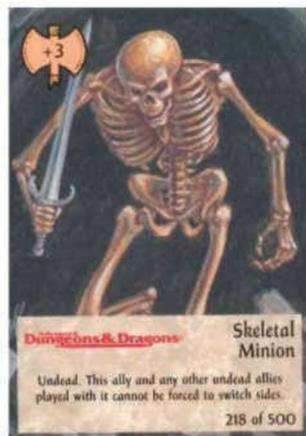
This card is a reprint of Halfling Mercenaries (253/3rd) with an altered text, but the same special power.

For further information see SFGR 2, p. 159.



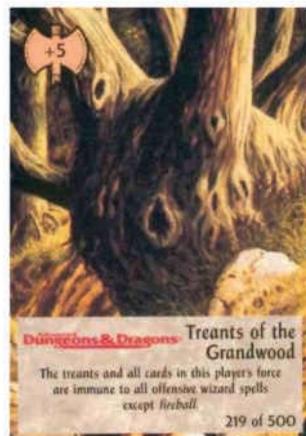
Dungeons & Dragons Skeletal Lord
Undead. This ally strikes fear in all opposing champions (except clerics), reducing their base level to 0.
217 of 500

This card is a reprint of Skeletal Lord (195/1st-3rd) with an altered text, but the same special power.



Dungeons & Dragons Skeletal Minion
Undead. This ally and any other undead allies played with it cannot be forced to switch sides.
218 of 500

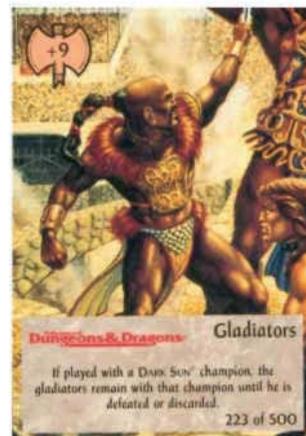
This card is a reprint of Skeletal Minion (195/1st-3rd) with an altered text, but the same special power.



Dungeons & Dragons Treats of the Grandwood
The treats and all cards in this player's force are immune to all offensive wizard spells except fireball.
219 of 500

This card is a reprint of Treats of the Grandwood (195/1st-3rd) with an altered text, but the same special power.

For further information see SFGR 1, p. 161.



Dungeons & Dragons Gladiators
If played with a Dark Sun champion, the gladiators remain with that champion until he is defeated or discarded.
223 of 500

This card is a reprint of Gladiators (257/3rd).

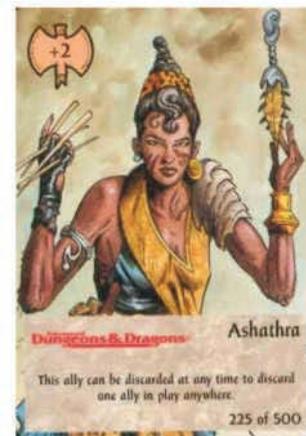
For further information see SFGR 2, p. 160.



Dungeons & Dragons Rowan
Elf. Rowan can send one opposing ally or magical item to the Abyss.
224 of 500

This card is a reprint of Rowan (269/3rd).

For further information see SFGR 2, p. 164.



Dungeons & Dragons Ashatra
This ally can be discarded at any time to discard one ally in play anywhere.
225 of 500

This card is a reprint of Ashatra (271/3rd) with an altered special power.

For further information see SFGR 2, p. 164.



This card is a reprint of Stug (272/3rd) with the addition of the Blueline 'Elf.'

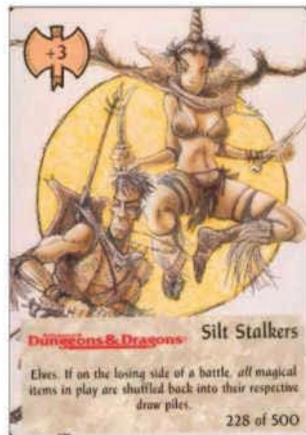
For further information see SFGR 2, p. 165. Stug is an 'avenging ally,' which means his special power is triggered upon defeat in battle to punish a victorious opponent. Stug's power allows the player, if defeated, to select another player not involved in the battle to receive the spoils of victory, if any. Stug's power is useless if there are no spoils of victory as a result of the current round of battle, so Stug is best used by an attacking player who expects to lose the round. The special power of this ally can be used only if Stug is present at the end of the battle; i.e. has not been discarded as a result of card-play during the round of combat. The special power of Stug is written specifically for a multi-player game; however, if Stug is used in a two-player game it prevents any drawing of spoils. Stug appeared in 1st edition, but lacked a special power. In the 3rd edition, he gained the power shown above.



Half-Elf

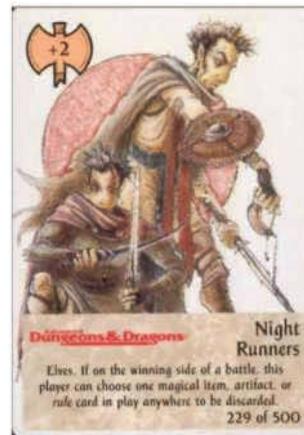
This card is a reprint of Galek (274/3rd) with an altered text, but the same special power.

For further information see SFGR 2, p. 165. When this ally is played during a round of combat, the player using Galek draws a card from the opposing player's draw pile and plays it on his side of the battle, if applicable. If the card is not one that can be played during a round of combat (such as a spell that cannot be cast in phase 4) or cannot be used by the champion (such as an unarmed combat card with a wizard), the drawn card is discarded. If an event is drawn it may be played. Galek appeared in 1st edition, but lacked a special power. In the 3rd edition, the card gained the power shown above, although it was worded slightly differently. Galek is a half-elf and is not affected by cards whose effects target elves.



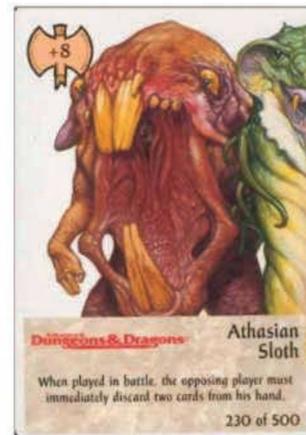
This card is a reprint of Silt Stalkers (279/3rd) with an altered text, but the same special power.

For further information see SFGR 2, p. 166. An 'avenging ally' with a twist, Silt Stalkers also affects the card's player. Because of this power, Silt Stalkers is best used in a deck with few magical items. The special power of this ally can be used only if Silt Stalkers is present at the end of the round of battle; i.e. has not been discarded as a result of card-play during the round of combat. Silt Stalkers appeared in 1st edition, but without a special power. In the 3rd edition, the card gained the power shown above. Only the 4th edition card indicates that the Silt Stalkers are elves. Previous editions of the card are considered blue-line elves.



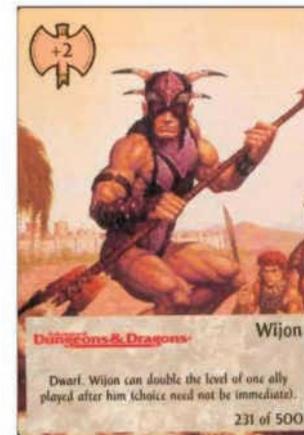
This card is a reprint of Night Runners (280/3rd).

For further information see SFGR 2, p. 166. The special power of this ally can be used only if Night Runners is present at the end of the battle; i.e. has not been discarded as a result of card-play during the round of combat. Night Runners appeared in 1st edition, but without a special power. In the 3rd edition, the card gained the power shown above. Only the 3rd and 4th edition cards indicate that the Night Runners are elves. Previous editions of the card are considered blue-line elves.



Athasian Sloth is an excellent ally, with a high level bonus and nasty special power. When played, Athasian Sloth forces the opponent to discard two cards; the opponent decides which cards to discard.

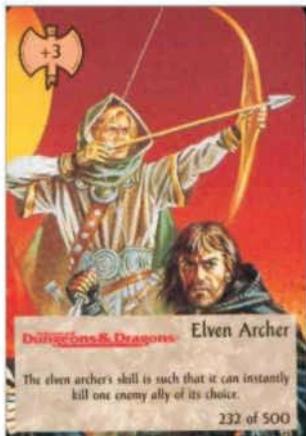
This card appeared in 1st edition and was titled 'Sloth.' The 1st and 2nd edition Sloth is a +1 ally with no special power. The 3rd edition Sloth has a power similar to 4th edition, but the opposing player only discards one card. The card was renamed 'Athasian Sloth' in the 4th edition, its level bonus became +8, and its power was increased to force the opposing player to discard two cards.



This card is a reprint of Wijon (290/3rd) with the addition of the Blueline 'Dwarf.'

For further information see SFGR 2, p. 169. Wijon's power to double the level of one ally played into battle after him makes the card a good choice for decks that feature many allies. Allies with high level bonuses, such as The Dream Team, Gladiators, Flaming Fist, and Giant Troll, benefit most when used with Wijon. Wijon appeared in 1st edition, but without a special power. In the 3rd edition, the card gained the power shown above. Only the 4th edition card indicates that Wijon is a dwarf. Previous editions of the card are blue-line dwarf.



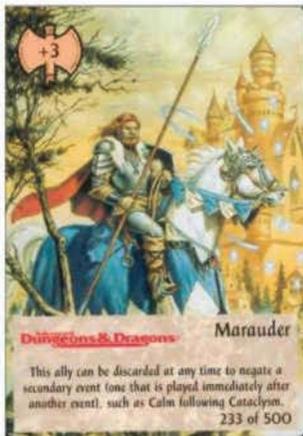


This card is a reprint of Elven Archer (322/3rd) with an altered text, but the same special power.

For further information see SFGR 2, p. 176. While Elven Archer's level bonus (+3) is relatively low, its ability to destroy an opposing ally makes it a valuable card in combat.

Elven Archer's power may be used at any time during the round of combat. Because the power is lost if Elven Archer is discarded before the power is used, it is best to utilize the card's power immediately. Airship can be played against Elven Archer as a counter-effect, discarding Elven Archer before its power can be used.

Elven Archer appeared in 1st edition, but lacked a special power. In the 3rd edition, the card gained the power shown above, although it was worded slightly differently.



This card is a reprint of Marauder (328/3rd) with a different special power.

For further information see SFGR 2, p. 177. Marauder can be discarded at any time, including from the hand, to negate a secondary event. Negating an event cancels the event for all players.

A secondary event is either a duplicated event, as might arise through the power of Bell of Might or Onad the Weasel, or an event whose play is dependent on a previous event, such as Caravan Raiders following Caravan, Unusually Good Fortune following Good Fortune, or Calm following Cataclysm.

Marauder appeared in 1st edition and 2nd edition, but lacked a special power. In the 3rd edition, the card gained the power to negate an event, but only those created by using the Bell of Might. The 4th edition expanded the card's power to negate all secondary events.



This card is a reprint of Shaqat Beetles (329/3rd) with a different special power.

For further information see SFGR 2, p. 177. The Shaqat Beetles is an 'avenging ally,' meaning its power is triggered upon defeat in combat. Once Shaqat Beetles is defeated, the card is difficult to remove from the attached champion. Among the limited ways to remove the card are Wish, Airship (118/4th), and Gib Kcir.

The Shaqat Beetles' special power can be used only if it is present at the end of the battle; i.e. has not been discarded as a result of card-play during the round of combat.

Shaqat Beetles appeared in 1st edition and 2nd edition without a special power. The 3rd edition of Shaqat Beetles is the most powerful. Like the 4th edition, it attaches itself to a victorious opposing champion, but reduces the champion's base level to 1.



The flesh golem rips away magical items from the opposing champion; who must discard all attached magical items. The ally continues to rip away any more played. 235/500

This card is a reprint of Flesh Golem (73/RL) with an altered special power.

For further information see SFGR 1, p. 271 and SFGR 2, p. 197.



This card is a reprint of Loup-Garou (79/RL) with an altered text, but the same special power.

For further information see SFGR 1, p. 273 and SFGR 2, p. 197.

Loup-Garou is a powerful ally, despite its low level bonus. When played, the opposing champion must have, or immediately play, a magical item. Loup-Garou's power can be avoided if the opponent plays Airship, which functions as a counter-effect for allies, or has a card that destroys allies, such as the 1st edition Brine Dragon or Ankheg, provided that the card is in play before the Loup-Garou is played and that its power has not already been used. Likewise, if your opponent has the Stone Giant in his pool, its power to destroy an ally can be activated before Loup-Garou's power.

Loup-Garou can be used in many nasty combinations. The set of combinations known as Peek's Loup-Garou Two-Step calls for playing a card that destroys magical items prior to playing the Loup-Garou. These magical item-destroying cards include the champions Midnight, Goddess of Magic, Kiara, Captain Kazhal, Harkon Lukas; events Wind of Disenchantment, Sty Singers, Fast Talking; and the realm lewind Dale.

Flesh Golem is an excellent card to use with the Loup-Garou in combat, since it destroys magical items. If the Flesh Golem is played first, the opponent may still play a magical item to satisfy the Loup-Garou, but is discarded immediately after being played.

Playing Loup-Garou can backfire if the opponent plays a magical item that causes the Loup-Garou to switch sides, such as Shield of Wickedness or Amulet of the Beast.

Loup-Garou first appeared in the Ravenloft booster set.

Card Combo (from zuse2@webtv.net): In battle, cast ESP, which requires that the cards played into battle by the opponent are played face down. If the player guesses the card type, it is discarded. After ESP is in play, play a card that requires the opponent to play a certain type of card, such as Melt Bone (requires the opponent play an ally), Loup-Garou (opponent must have or play a magical item), Ki-Rin (opponent must have or play an ally). These cards make it rather easy to guess the next card to be played, ensuring it will be discarded and the opponent will be defeated.



This card is a reprint of Brine Dragon (45/DL) with an altered text, but the same special power.

For further information see SFGR 1, p. 296 and SFGR 2, p. 198.

Brine Dragon's ability to discard an opposing ally, combined with its fairly high level bonus and ability to swim, makes it a good addition to any deck. Brine Dragon's special power takes effect upon being played, immediately discarding an opposing ally of the player's choice.

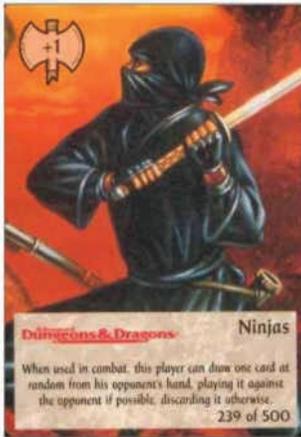
Brine Dragon's power can be avoided if the opponent plays Airship, which functions as a counter-effect for allies, or has a card that destroys allies, such as the Ankheg, provided that the card is in play before the Brine Dragon is played and that its power has not already been used. Likewise, if your opponent has the Stone Giant in his pool, its power to destroy an ally can be activated before Brine Dragon's power.

Brine Dragon first appeared in the Dragonlance booster set (45/DL) with slightly different wording, allowing the Brine Dragon's power to be used at any time during the round of combat. By deferring use of the 1st edition Brine Dragon's power, it can be used against an ally played after the Brine Dragon. The 4th edition Brine Dragon's power can only be used against an ally already in play.



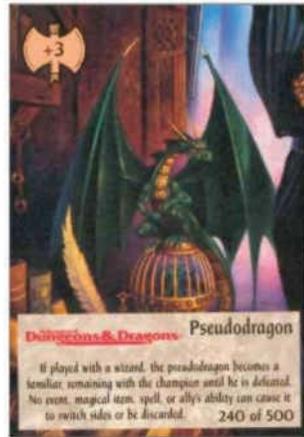
This card is a reprint of Flaming Fist (65/FR) with an altered text, but the same special power.

For further information see SFGR 1, p. 346. Flaming Fist is a powerful ally — but a risky one. Flaming Fist has a high level bonus and a strong special power. However, if the player does not win the round, Flaming Fist's power works against the player. The special power of this ally can be used only if Flaming Fist is present at the end of the battle; i.e. has not been discarded as a result of card-play during the round of combat. Flaming Fist first appeared in the Forgotten Realms booster set.



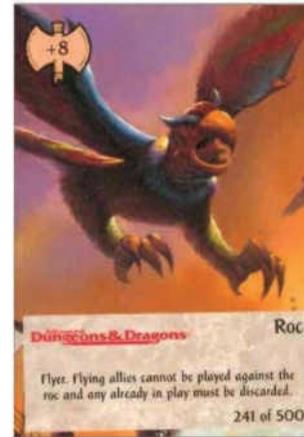
This card is a reprint of Ninjas (70/FR) with an altered text, but the same special power.

For further information see SFGR 1, p. 347 and SFGR 2, p. 203. Ninjas have a low level bonus, but they make up for it with their special power. When played, a card is drawn at random from the opponent's hand. Ninjas first appeared in the Forgotten Realms booster set.



This card is a reprint of Pseudodragon (74/FR) with an altered text, but the same special power.

For further information see SFGR 1, p. 349. Though Pseudodragon has a relatively low level bonus, it remains with a victorious wizard champion until that wizard is discarded. Pseudodragon cannot be discarded or forced to switch sides by an event, magical item, spell, or ally power. However, it can be discarded through other cards, including realms such as Urlik. Pseudodragon first appeared in the Forgotten Realms booster set.



This card is a reprint of Roc (41/AR) with an altered text, but the same special power.

For further information see SFGR 2, p. 219. The Roc is a powerful ally, with a high level bonus and an excellent special power. Roc's ability to discard any flying allies played before or after the Roc, gives the player protection against many powerful allies, such as as Roc is a good addition to a deck that features hard to attack realms, such as Kozakura, Spine of Taladas, Isle of Selasia, Doc's Island, The Barrier Peaks, and Isle of Dread, that encourage an opponent to play flying allies.



The opposing player cannot play any events for the rest of this round of battle, including Calm. 242/500

This card is a reprint of Marilith, Tanar'ri (52/AR).

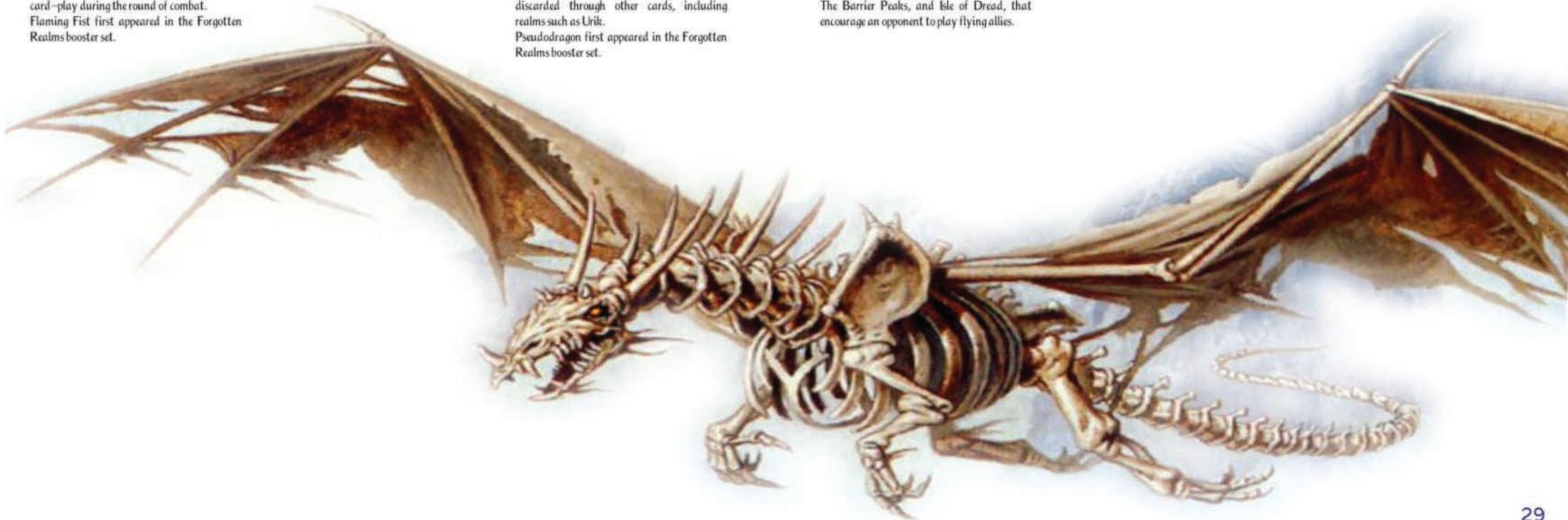
For further information see SFGR 2, p. 222.

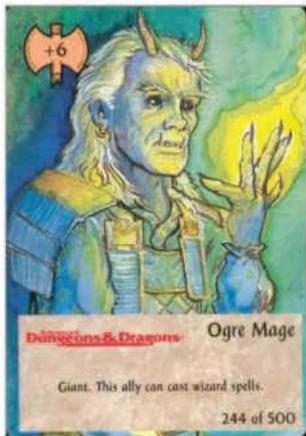


When this ally is played, the opposing champion can no longer cast spells, and his allies' special powers are negated. 243/500

This card is a reprint of Thought Eater (99/AR) with an altered special power.

For further information see SFGR 2, p. 238.

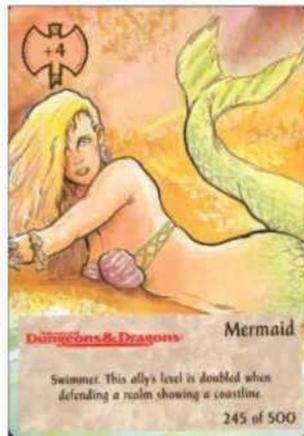




Ogre Mage is a good ally for inclusion in a deck featuring wizard spells, since this ally can cast wizard spells, even if the attached champion cannot. Because the Ogre Mage is not a wizard, it is not affected by 1st edition Midnight, Goddess of Magic. Furthermore, the Ogre Mage need not ask permission to cast spells if the 4th edition Midnight, Goddess of Magic is in play, since it is not the champion that is using the wizard spell, but the Ogre Mage, an ally.

Because the Ogre Mage is a giant, it is well matched with the cleric Tyvrog the Frost Giant. Since Tyvrog's special power increases his base level by 10 for each giant ally played with him, Tyvrog's total level is 26 after the Ogre Mage is played.

Ogre Mage first appeared in 4th edition.



Swimmer. This ally's level is doubled when defending a realm showing a coastline.
245/500

The Mermaid's special power is activated whenever this ally is defending a coastal realm, resulting in level bonus of +8. Mermaid is a great addition to a deck with many coastal realms, such as Kozakura, Spine of Taladas, Isle of Selasia, and The Lendore Isles. Mermaid first appeared in 4th edition.

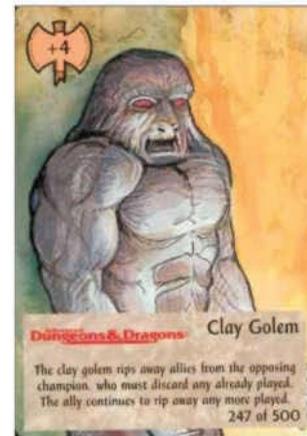


The Dreaded Ghost is one of the most powerful allies in the game. Its special power results in an instant win if the opposing champion's adjusted level is 9 or less. Even if an instant win is not achieved, the Dreaded Ghost's effective level bonus is +18, since it increases its champion's adjusted level by 9 and simultaneously reduces the opposing champion's adjusted level by 9.

The Dreaded Ghost's special power does not work if the opposing champion is a cleric, but the ally retains its +9 level bonus. If after being played and having the opponent's level reduced, the Ghost is discarded or otherwise removed from the battle, the opponent's level remains at the reduced level.

The Dreaded Ghost first appeared in 4th edition.

Card Combo: If the ally Dreaded Ghost is brought into play as a champion using Gib Heivonad's power, and then the Wand of Orcus is attached, opposing champions up to level 17 are instantly defeated.



Clay Golem is particularly effective if used in combination with Ki-Rin. Clay Golem is played first to remove any opposing allies in play. Then Ki-Rin is played. If the opponent has no more allies to play, the player is victorious. If the opponent can play another ally, he avoids immediate defeat, but the ally played is immediately discarded.

Clay Golem first appeared in 4th edition.

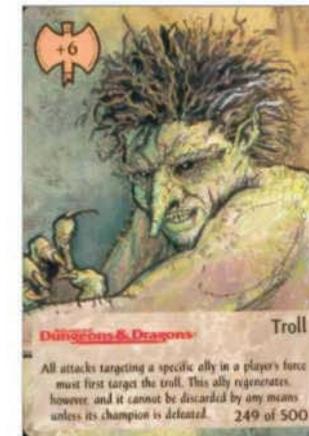


Ki-Rin is particularly effective if used in combination with Clay Golem. Clay Golem is played first to remove any opposing allies in play. Then Ki-Rin is played. If the opponent has no more allies to play, the player is victorious. If the opponent can play another ally, he avoids immediate defeat, but the ally played is immediately discarded.

A good combination is to use Ki-Rin with the magical item Net of Entrapment. The Net prohibits the play of allies, resulting in an instant win. Similarly, if Ki-Rin is used to defend Urik, the opponent is automatically defeated, since the attacker cannot play allies.

Ki-Rin first appeared in 4th edition.

Card Combo (from zuse2@webtv.net): In battle, cast ESP, which requires that the cards played into battle by the opponent are played face down. If the player guesses the card type, it is discarded. After ESP is in play, play a card that requires the opponent to play a certain type of card, such as Melt Bone (requires the opponent play an ally), Loup-Garou (opponent must have or play a magical item), Ki-Rin (opponent must have or play an ally). These cards make it rather easy to guess the next card to be played, ensuring it will be discarded and the opponent will be defeated.



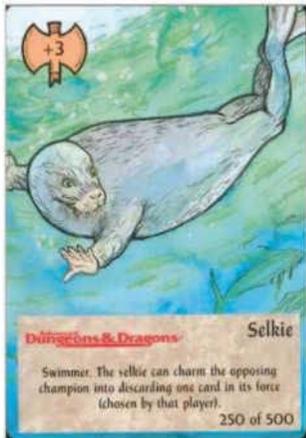
During combat, any opposing cards that target a specific ally must first target the Troll. This includes cards such as Airship and Shield of Wickedness. The Troll's power to act as a lightning rod for all allies in a player's force makes the card a good choice for decks that feature many allies.

Any cards that target allies must first target the Troll. It is essentially immune to all attacks, since it can regenerate. Wish has no effect on the Troll or any other allies in the force with the Troll, but Wish would be effective against the Troll's champion. Similarly, Blamblower discards the Troll, but it regenerates, satisfying the Blamblower but remaining in play.

Cards that prevent allies from being played, such as Net of Entrapment and Clay Golem, are not affected by the Troll's power and continue to function normally. Because these cards prevent allies from being played, the Troll cannot regenerate and is discarded.

The Troll first appeared in the 4th edition.





Selkie has a relatively low level bonus, but an interesting special power. Selkie forces the opponent to discard one card in its force. The wording on the card indicates that it is the champion that does the discarding, therefore Selkie's power cannot be used to discard the opposing champion, just an attached card. The opposing player selects which card is discarded. Because the opponent chooses which card is discarded, Selkie is best used early in the combat round, when the opposing player has few choices as to which card to discard. If Selkie is played before the opposing champion has any attached cards, its power is activated once the opponent adds a card to his force. The Selkie first appeared in the 4th edition.



Underdark. This ally devours all magical items of +3 or less. The items are discarded instantly, and any more such played are also devoured.



This ally can use its displacement power once during a battle, sending both champions back to their respective pools. Only the displacer beast remains. Combat can continue with each player selecting new champions.



This card is a reprint of Drizzt Do'Urden (45/1st-3rd) with an altered text, but the same special power.

For further information see SFGR 1, p. 111 and SFGR 2, p. 127.

Drizzt's special power makes him a very effective defender. Because this power activates upon defeat in battle, the power is negated by the Ring of Reversion and Thought Eater.

The Sphere of Annihilation's power works on Drizzt, sending him immediately to the Abyss.



This card is a reprint of The Harpers (51/1st-3rd) with an altered text, but the same special power.

For further information see SFGR 1, p. 113.

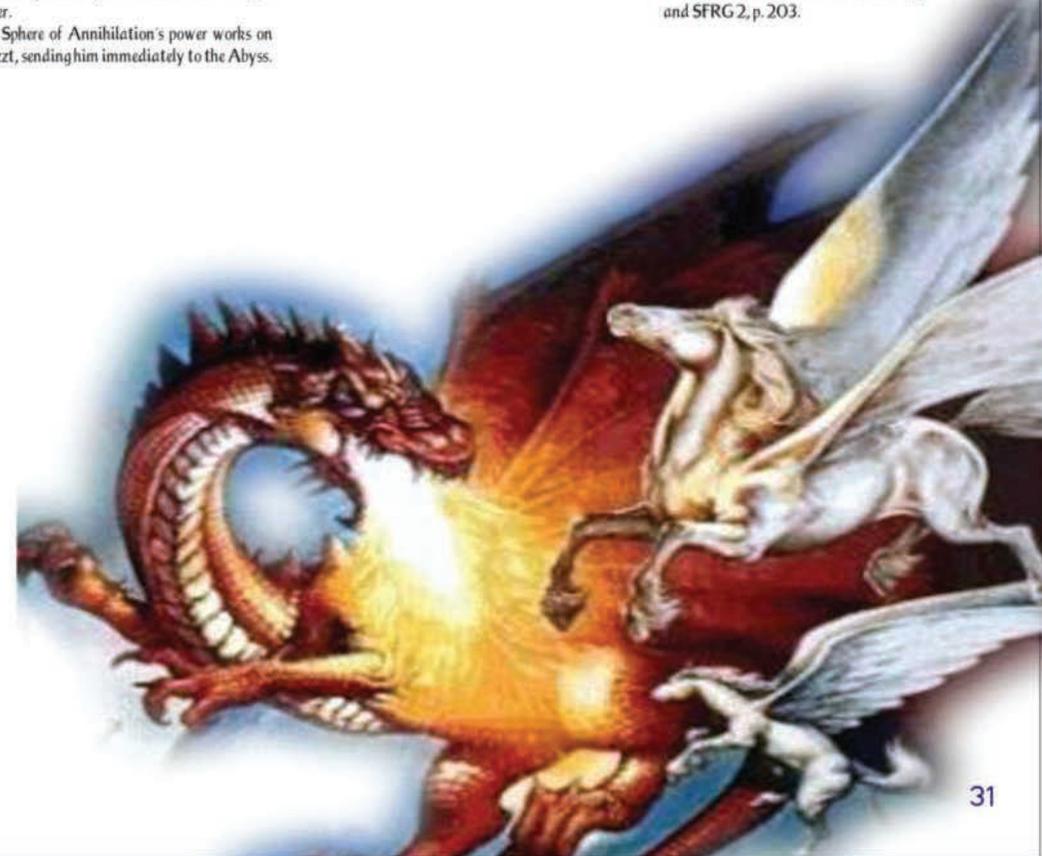
The Harpers may cast any type of spell (wizard or cleric) except during battle, at which time the player must select only one type of spell to cast.

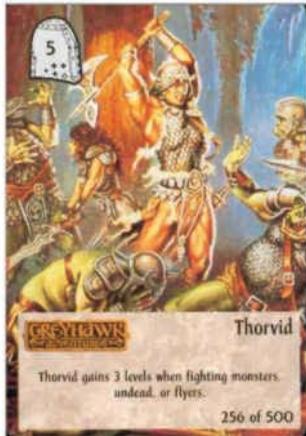


Helm can cast wizard and cleric spells. He can be discarded from his pool to cancel one event, whether helpful or harmful. 255/500

This card is a reprint of Helm (89/FR) with an altered text, but the same special power and a new picture.

For further information see SFGR 1, p. 354 and SFGR 2, p. 203.





Thorvid gains 3 levels when fighting monsters, undead, or flyers.
256/500

This card is a reprint of Thorvid (185/1st-3rd).

For further information see SFGR 1, p. 158.



At the end of this player's turn, if Hettman hasn't attacked, this player can randomly draw one card from another player's hand and discard it.
257/500

This card is a reprint of Hettman Tsurin (172/1st-3rd) with an altered text, but the same special power.

For further information see SFGR 1, p. 154.



Flyer. Tyrinon's allies all become flyers. They are strengthened by his presence, and each gains 2 levels.
258/500

This card is a reprint of Tyrinon (176/3rd) with the addition of the Blue-line 'Flyer.'

For further information see SFGR 2, p. 150.



Flyer. Allies played with this champion each gain 2 levels. The pereghost can use unarmed combat cards usable by dragons.
262/500

This card is a reprint of The Pereghost (48/1st-3rd) with an added same special power.

For further information see SFGR 1, p. 112.



Dragon; undead; flyer. The dracolich can cast wizard spells and use unarmed combat cards usable by dragons.
263/500

This card is a reprint of Dracolich (72/1st-3rd) with added special powers.

For further information see SFGR 1, p. 120.



If in a player's pool, the stone giant may destroy one enemy ally of level 4 or less during each round of combat.
264/500

This card is a reprint of Stone Giant (82/FR) with an altered text, but the same special power.

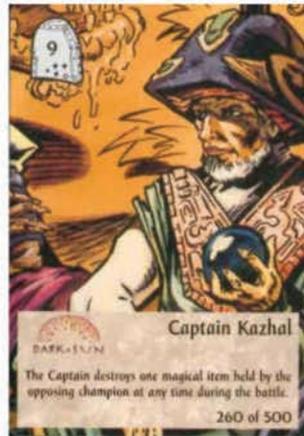
For further information see SFGR 1, p. 351.



Rikus can attack twice a turn, provided he wins his first round of combat.
259/500

This card is a reprint of Rikus (258/1st-3rd) with an altered text, but the same special power.

For further information see SFGR 1, p. 182 and SFGR 2, p. 160.



The Captain destroys one magical item held by the opposing champion at any time during the battle.
260/500

This card is a reprint of Captain Kazhal (299/1st-3rd) with an altered text, but the same special power.

For further information see SFGR 1, p. 169.



Flyer. If defending a Dark Sun realm, Neeva's base level is doubled.
261/500

This card is a reprint of Neeva (259/3rd) with an altered text, but the same special power.

For further information see SFGR 2, p. 161.



Undead. The Conclave can cast wizard spells, and all allies played with it become undead.
265/500

This card is a reprint of Lich Conclave (155/3rd) with a lesser special power.

For further information see SFGR 2, p. 146.



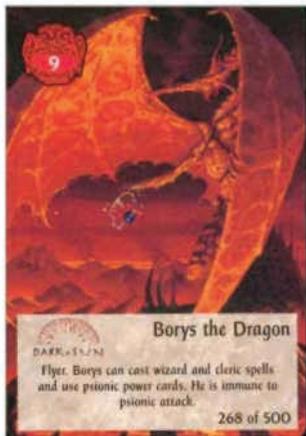
Dragon; undead; flyer. Any magical item weapons attached to the Horror are doubled in level. This monster can use unarmed combat cards usable by dragons.
266/500

This card is a reprint of Winged Horror (194/3rd) with added special powers.

For further information see SFGR 2, p. 153.



Flyer. Goldie can cast wizard spells and use unarmed combat cards usable only by dragons. She gains 4 levels if her younger self is in play anywhere.
267/500



Borys the Dragon
Flyer. Borys can cast wizard and cleric spells and use psionic power cards. He is immune to psionic attack.
268/500

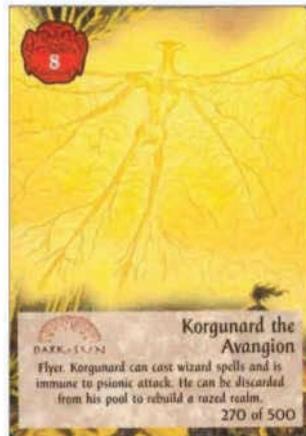
This card is a reprint of Borys the Dragon (305/3rd) with an altered text, but the same special power.

For further information see SFGR 2, p. 172.



Athasian Cistern Fiend
This hideous monster devours points' worth of allies up to its base level, and it is immune to offensive psionic power cards.
269 of 500

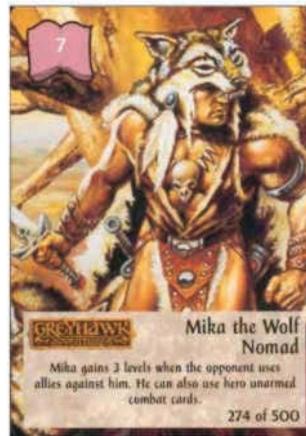
This card is a reprint of Athasian Cistern Fiend (75/AR) with an altered text, but the same special power.



Korgunard the Avangion
Flyer. Korgunard can cast wizard spells and is immune to psionic attack. He can be discarded from his pool to rebuild a razed realm.
270 of 500

This card is a reprint of Korgunard the Avangion (75/AR) with an altered text, but the same special power.

For further information see SFGR 2, p. 230.



Mika the Wolf-Nomad
Mika gains 3 levels when the opponent uses allies against him. He can also use hero unarmed combat cards.
274/500

This card is a reprint of Mika the Wolf-Nomad (165/1st-3rd) with an added special power.

For further information see SFGR 1, p. 151.

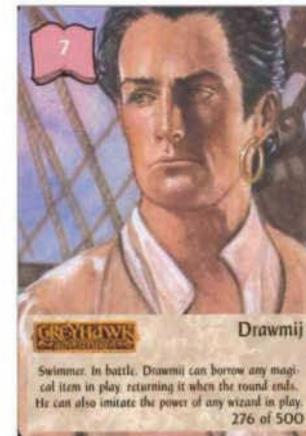


Mordenkainen
Any magical item attached to Mordenkainen cannot be removed by any means.
275 of 500

This card is a reprint of Mordenkainen (162/3rd).

For further information see SFGR 2, p. 148.

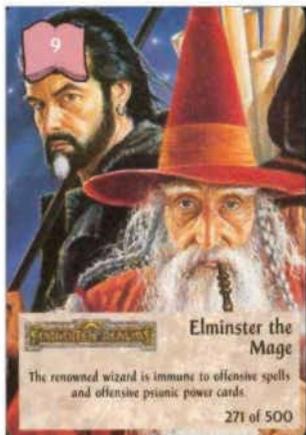
Mordenkainen's special power refers to removal of magical items against the player's will. Magical items whose power is triggered by voluntarily discarding the item, such as Blamblower and Well of Many Worlds are still discarded and used normally.



Drawmij
Swimmer. In battle, Drawmij can borrow any magical item in play returning it when the round ends. He can also imitate the power of any wizard in play.
276 of 500

This card is a reprint of Drawmij (76/AR) with an altered text, but the same special power.

For further information see SFGR 2, p. 230.



Elminster the Mage
The renowned wizard is immune to offensive spells and offensive psionic power cards.
271/500

This card is a reprint of Elminster the Mage (44/1st-3rd) with an added special power.

For further information see SFGR 1, p. 111.



Vangerdahast
When Vangie is played in defense of a realm, his player may immediately look at the attacker's hand.
272/500

This card is a reprint of Vangerdahast (91/FR) with an altered text, but the same special power.

For further information see SFGR 1, p. 354.



Ambassador Carrague
The Ambassador can only defend, never attack. When he needs a card, draw a card and play it, if appropriate, discarding it if not. Once three cards have been discarded, no more can be drawn for that battle.
273 of 500

This card is a reprint of Ambassador Carrague (88/FR) with an altered text, but the same special power.

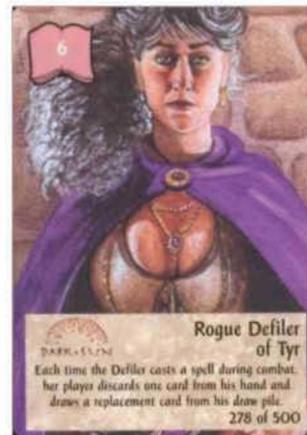
For further information see SFGR 1, p. 353.



Sadira
Sadira can use psionic power cards. Psionics must ask her permission to use psionic power cards.
277 of 500

This card is a reprint of Sadira (260/3rd) with an altered text, but the same special power.

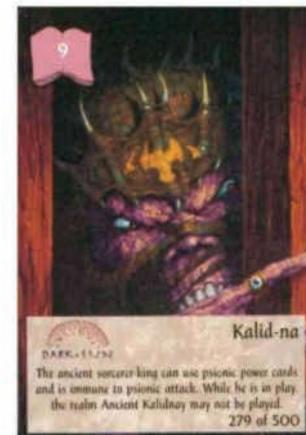
For further information see SFGR 2, p. 161.



Rogue Defiler of Tyr
Each time the Defiler casts a spell during combat, her player discards one card from his hand and draws a replacement card from his draw pile.
278 of 500

This card is a reprint of Rogue Defiler of Tyr (303/3rd) with an altered text, but the same special power.

For further information see SFGR 2, p. 171.



Kalid-na
The ancient sorcerer king can use psionic power cards and is immune to psionic attack. While he is in play the realm Ancient Kalidnay may not be played.
279 of 500

This card is a reprint of Kalid-na (75/AR) with an altered text, but the same special power.

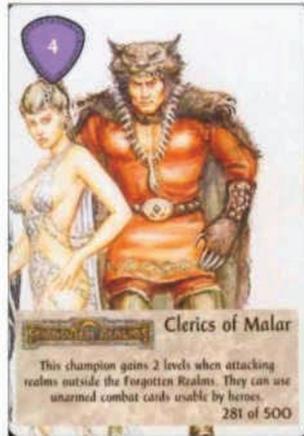
While Kalid-na is in play, Ancient Kalidnay may not be played. If Tyranthraxus (which removes Kalid-na's special power) is played on Kalid-na, Ancient Kalidnay remains in play if Tyranthraxus is later negated.



If Amarill is defeated in combat, his player can retrieve one champion from his discard pile and return it to his hand.
280/500

This card is a reprint of Amarill (77/1st-3rd) with an altered text, but the same special power.

For further information see SFGR 1, p. 122.



This champion gains 2 levels when attacking realms outside the Forgotten Realms. They can use unarmed combat cards usable by heroes.
281/500

This card is a reprint of Cleric of Malar (89/1st-3rd) with an added special power.

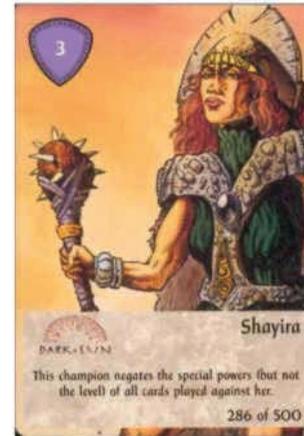
For further information see SFGR 1, p. 126.



Adon is immune to offensive spells, offensive magical items, and artifacts. If Midnight is in play, Adon gains 5 levels.
282/500

This card is a reprint of Adon (84/FR) with an altered text, but the same special power.

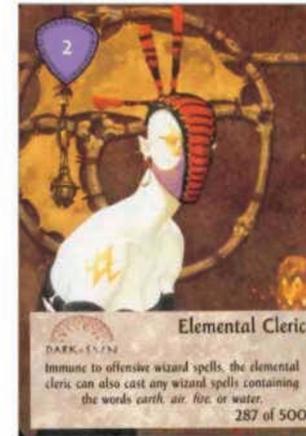
For further information see SFGR 1, p. 352.



This champion negates the special powers (but not the level) of all cards played against her.
286/500

This card is a reprint of Shayira (270/3rd) with an altered text, but the same special power.

For further information see SFGR 2, p. 164.



Immune to offensive wizard spells, the elemental cleric can also cast any wizard spells containing the words earth, air, fire, or water.
287/500

This card is a reprint of Elemental Cleric (321/1st-3rd) with an added special power.

For further information see SFGR 1, p. 203.



When Klik enters combat as a defender, he can destroy one magical item in play anywhere. He can use hero unarmed combat cards.
288/500

This card is a reprint of Klik-Ka'cha (77/AR) with an added special power.

For further information see SFGR 2, p. 231.



Flyer. Sysania confers the ability to fly on all allies played with her. She can use unarmed combat cards usable by dragons.
283/500

This card is a reprint of Sysania (170/3rd) with an added special power.

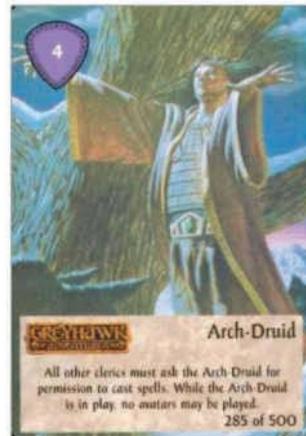
For further information see SFGR 2, p. 149.



Nenioc may be sacrificed to bring out an avatar, but she is shuffled back into her player's draw pile rather than discarded.
284/500

This card is a reprint of Nenioc (187/3rd).

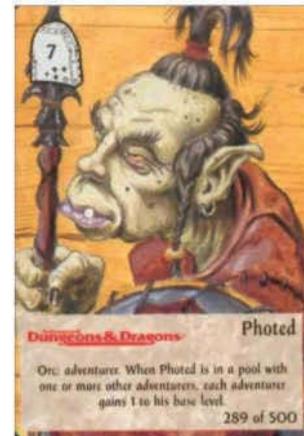
For further information see SFGR 2, p. 151. Nenioc can be used to bring any avatar into play, regardless of the avatar's requirements.



All other clerics must ask the Arch-Druid for permission to cast spells. While the Arch-Druid is in play, no avatars may be played.
285/500

This card is a reprint of Arch-Druid (189/3rd).

For further information see SFGR 2, p. 152.



Orc; adventurer. When Photed is in a pool with one or more other adventurers, each adventurer gains 1 to his base level.
289/500

Orc; adventurer. When Photed is in a pool with one or more other adventurers, each adventurer gains 1 to his base level.



Elf; adventurer. When Sharla is in a pool with three or more other adventurers, each adventurer becomes immune to offensive wizard spells.
290/500

Elf; adventurer. When Sharla is in a pool with three or more other adventurers, each adventurer becomes immune to offensive wizard spells.



Elf; adventurer. When Migrane is in a pool with three or more adventurers, each adventurer becomes immune to offensive cleric spells.
291/500

Elf; adventurer. When Migrane is in a pool with three or more adventurers, each adventurer becomes immune to offensive cleric spells.



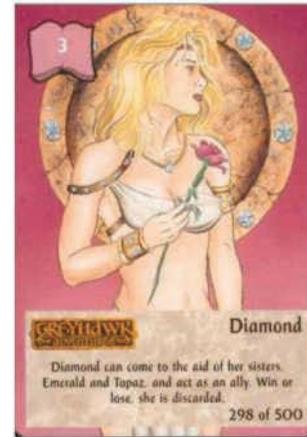
Dungeons & Dragons Vitalis
 Adventurer. When Vitalis is in a pool with two or more other adventurers, each adventurer gains a +3 ally whether attacking or defending.
 292 of 500



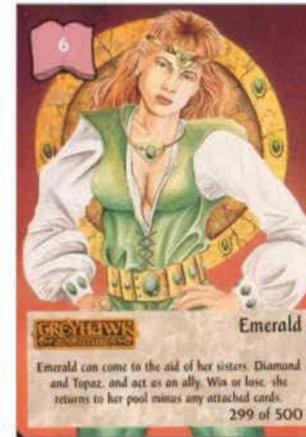
Dungeons & Dragons Larn
 Elf; adventurer. When Larn is in a pool with two or more other adventurers, all phase 4 spells cast by an adventurer are doubled in level.
 293 of 500



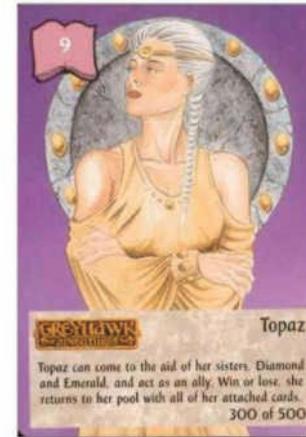
Dungeons & Dragons Livekor
 Dragon; flyer; adventurer. Livekor can cast cleric spells. When he is in a pool with five or more other adventurers, all monsters in that pool can become heroes at the start of this player's turn.
 294 of 500



Dungeons & Dragons Diamond
 Diamond can come to the aid of her sisters, Emerald and Topaz, and act as an ally. Win or lose, she is discarded.
 298 of 500



Dungeons & Dragons Emerald
 Emerald can come to the aid of her sisters, Diamond and Topaz, and act as an ally. Win or lose, she returns to her pool minus any attached cards.
 299 of 500



Dungeons & Dragons Topaz
 Topaz can come to the aid of her sisters, Diamond and Emerald, and act as an ally. Win or lose, she returns to her pool with all of her attached cards.
 300 of 500



Dungeons & Dragons Shayla
 Adventurer. When Shayla is in a pool with four or more other adventurers, all adventurers in that pool are immune to offensive magical items.
 295 of 500



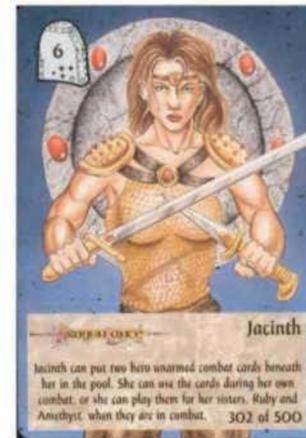
Dungeons & Dragons Ssilcroth
 Adventurer. When Ssilcroth is in a pool with four or more other adventurers, allies cannot be used to defend against an attack by this player's adventurers.
 296 of 500



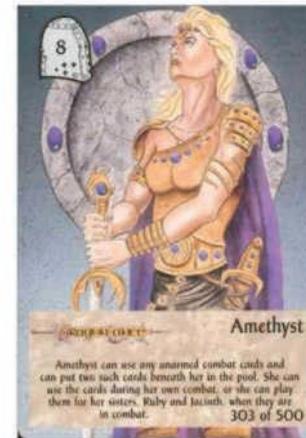
Dungeons & Dragons Rumples
 Gnome; adventurer. When Rumples is in a pool with five or more other adventurers, this player may deflect harmful events targeting him at any other player.
 297/500
 Any harmful event targeting the player's hand, pool, formation, discard pile, Abyss, or Void may be deflected.



Dungeons & Dragons Ruby
 Ruby can put one hero unarmed combat card beneath her in the pool. She can use the card during her own combat, or she can play the card for her sisters, Jacinth and Amethyst, when they are in combat.
 301 of 500
 Unarmed combat cards can be placed under Ruby during phase 3.



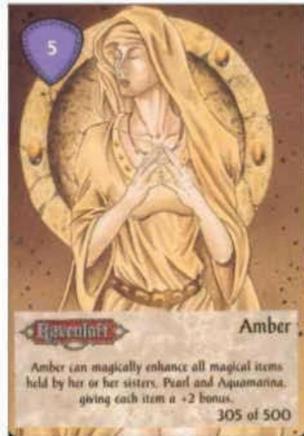
Dungeons & Dragons Jacinth
 Jacinth can put two hero unarmed combat cards beneath her in the pool. She can use the cards during her own combat, or she can play them for her sisters, Ruby and Amethyst, when they are in combat.
 302/500
 Unarmed combat cards can be placed under Jacinth during phase 3.



Dungeons & Dragons Amethyst
 Amethyst can use any unarmed combat cards and can put two such cards beneath her in the pool. She can use the cards during her own combat, or she can play them for her sisters, Ruby and Jacinth, when they are in combat.
 303/500
 Unarmed combat cards can be placed under Amethyst during phase 3.



Pearl can bless all allies played with her or her sisters, Amber and Aquamarina, giving each ally a +2 bonus.



Amber can magically enhance all magical items held by her or her sisters, Pearl and Aquamarina, giving each item a +2 bonus.



Swimmer. An artifact attached to Aquamarina also functions for her sisters, Pearl and Amber.



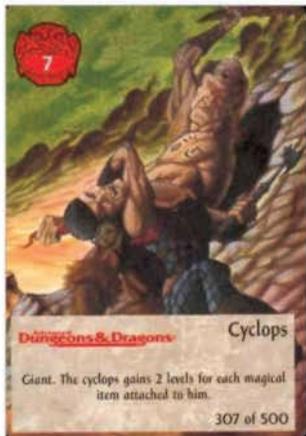
This giant gains an additional 4 levels when fighting swimming champions.



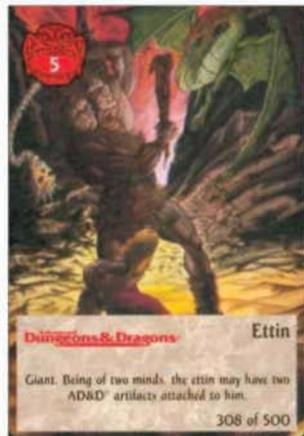
Giant. A master of elemental magical, all spells cast during phase 3 that affect champions of X level or less have that level increased by 2.



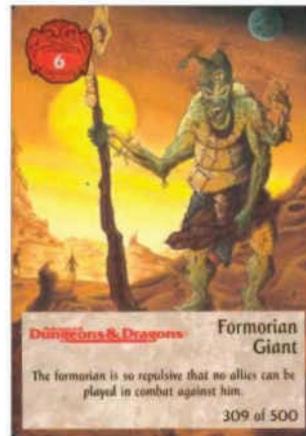
Giant; flyer; swimmer. During battle, Pellgrade can cast a +7 lightning bolt offensive spell that destroys one of his opponent's magical items or artifact.
312/500
Card Combo (from bluntaxe@GATEWAY.NET): If the Spellbook is attached to Pellgrade, he can store his lightning bolt spell, having two for the next battle, and then three for the battle after that.



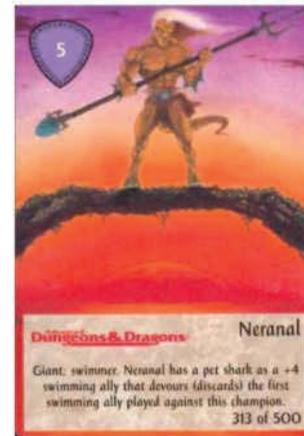
Giant. The cyclops gains 2 levels for each magical item attached to him.



Giant. Being of two minds, the ettin may have two AD&D artifacts attached to him.



The formorian is so repulsive that no allies can be played in combat against him.



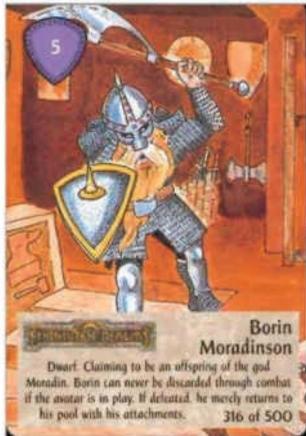
Giant; swimmer. Neranal has a pet shark as a +4 swimming ally that devours (discards) the first swimming ally played against this champion.



Giant. Gloaronor can attack any realm showing trees, regardless of position or special powers.



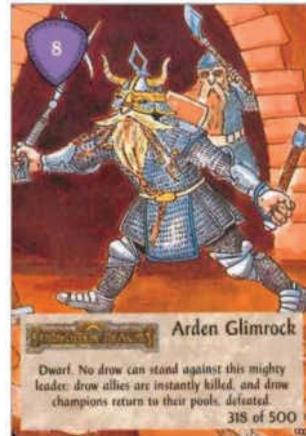
Giant. When Moralin attacks, any allies the defender wishes to use during that round of combat must be shown to this player. Only those allies may be played.



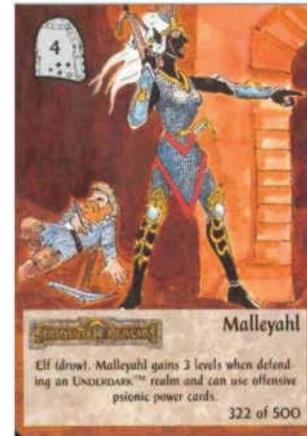
Borin Moradinson
 Dwarf. Claiming to be an offspring of the god Moradin, Borin can never be discarded through combat if the avatar is in play. If defeated, he merely returns to his pool with his attachments. 316 of 500



Mallin Dimmerswill
 Dwarf. This champion gains 3 levels against all Underdark™ monsters and can use hero unarmed combat cards. 317 of 500



Arden Glimrock
 Dwarf. No drow can stand against this mighty leader; drow allies are instantly killed, and drow champions return to their pools. 318 of 500

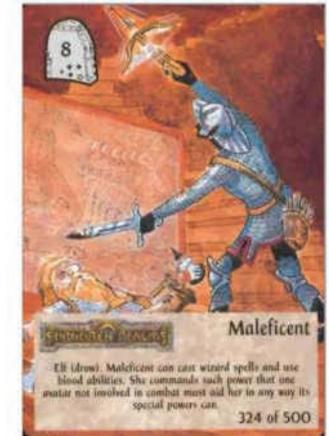


Malleyahl
 Elf (drow). Malleyahl gains 3 levels when defending an Underdark™ realm and can use offensive psionic power cards. 322 of 500

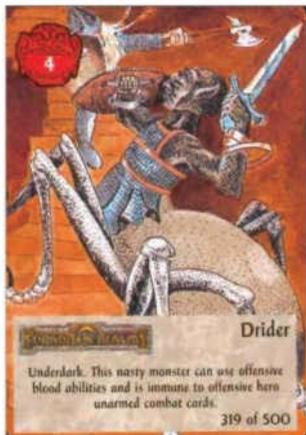


Malaruat
 Elf (drow). Malaruat can corrupt a monster in the pool of a player not involved in the current combat to act in his stead. That player must provide the champion, but this player may only use the cards in his own hand. 323 of 500

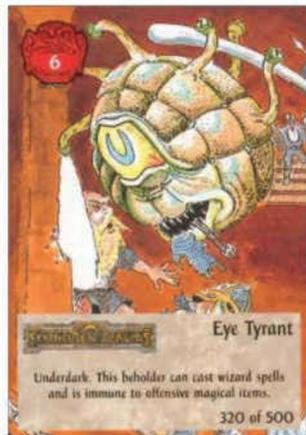
Malaruat can select a monster in the pool of a player not involved in combat to take his place. This means Malaruat's power is only usable in multi-player games. After selecting a monster and replacing Malaruat in combat, the player continues the battle using his own hand. If victorious, only Malaruat's player receives spoils, not the player who contributed the substitute champion. If defeated, only the substitute champion, not Malaruat, is discarded. If the Throne of the Drow is attached to Malaruat, another champion can be selected to attack a champion in an opponent's pool.



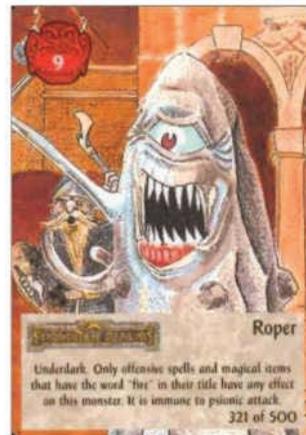
Maleficent
 Elf (drow). Maleficent can cast wizard spells and use blood abilities. She commands such power that one avatar not involved in combat must aid her in any way its special powers can. 324 of 500



Drider
 Underdark. This nasty monster can use offensive blood abilities and is immune to offensive hero unarmed combat cards. 319 of 500



Eye Tyrant
 Underdark. This beholder can cast wizard spells and is immune to offensive magical items. 320 of 500



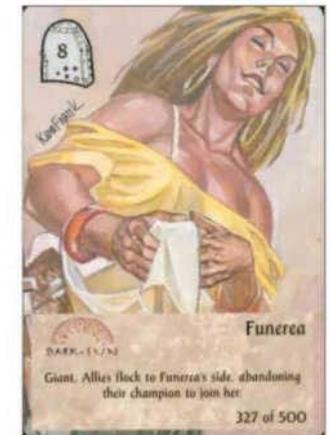
Roper
 Underdark. Only offensive spells and magical items that have the word "fire" in their title have any effect on this monster. It is immune to psionic attack. 321 of 500



Isika
 Allies are sympathetic to Isika; those played with her gain 2 levels and those played against her lose 2 levels. 325 of 500



Merika
 Elf. Merika can use blood abilities. 326 of 500



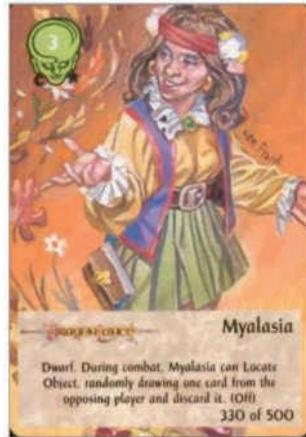
Funerea
 Giant. Allies flock to Funerea's side, abandoning their champion to join her. 327 of 500



Elf (drow). Salurana psionically polymorphs all allies played with her, changing them to elves or drow, as desired. (Def/4)



Jella can Raise Object, lifting a magical item away from a champion in an opponent's pool and discarding it during phase 3. (Off)



Dwarf. During combat, Myalasia can Locate Object, randomly drawing one card from the opposing player and discard it. (Off)



When defending, Ilerik is immune to the attacking champion's special power. He reflects (uses) the opponent's special power. Champions with instant defeat powers, such as Living Wall, are themselves defeated instantly when Ilerik is defending against them. Living Scroll is also instantly defeated. If Ilerik is defending against Lady of Fate, Avatar of Istus, the attacker does not need to discard two cards, since the Lady of Fate's power is optional. Ilerik's power makes him a great addition to defense-oriented decks or speed decks.



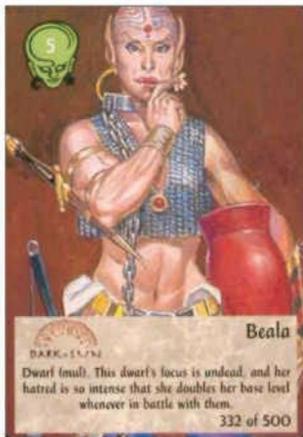
Elf. Merik can cast cleric spells. He can pass through the earth at will, allowing him and his allies to earthwalk.



Giant. Pyre can cast wizard spells. He gains 7 levels when in combat with nonspellcasting champions.



Kit Kit' Kin has a Fortress of Iron Will in effect at all times unless she drops to level 0; while the fortress is in effect, she is immune to psionic attack. (Def)



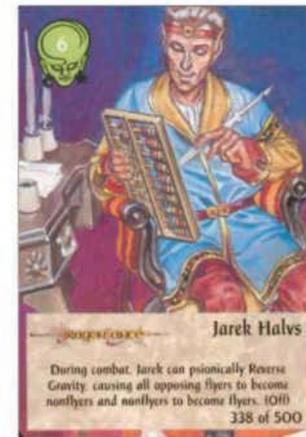
Dwarf (mul). This dwarf's focus is undead, and her hatred is so intense that she doubles her base level whenever in battle with them.



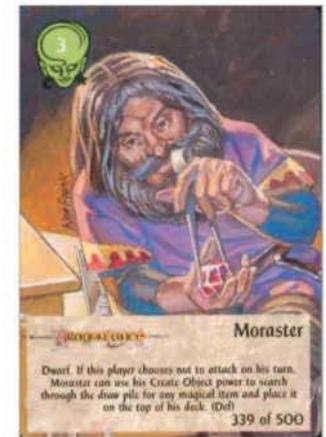
Flyer. Minerva has Danger Sense. If she is about to lose a battle, she can retreat back to her pool, though the battle is still lost. (Def)



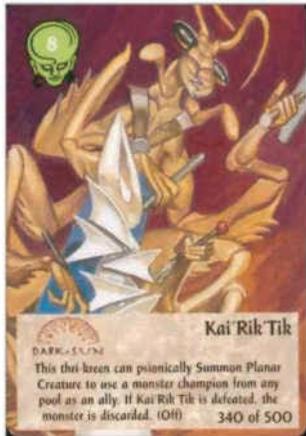
Elf (drow). Ansalong negates the special powers of all offensive cards attached to an opposing champion.



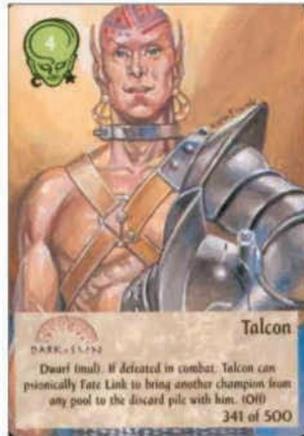
During combat, Jarek can psionically Reverse Gravity, causing all opposing flyers to become nonflyers and nonflyers to become flyers. (Off) Because of his pointed ears this card should be bluelined being an Elf (IMO - Sascha)



Dwarf. If this player chooses not to attack on his turn, Moraster can use his Create Object power to search through the draw pile for any magical item and place it on the top of his deck. (Def)



Kai Rik Tik's power allows it to use another champion as an ally, utilizing that champion's level, special powers, and attached cards. The borrowed champion is discarded after combat as with any ally, despite the wording on the card, which seems to infer that borrowed champion is only discarded if Kai Rik Tik is defeated. A careful reading of the card gives no indication as to what happens if Kai Rik Tik wins. Absent specific directions on the card, borrowed champions used as allies are discarded.



Dwarf (mul). If defeated in combat, Talcon can psionically Fate Link to bring another champion from any pool to the discard pile with him. (Off) 341/500
Talcon's power will not work on his opponent, since the opponent is not in a pool.



Flyer. Minervan's Flesh Armor power adds 4 to his base level when attacking or defending. (Def) 342 of 500



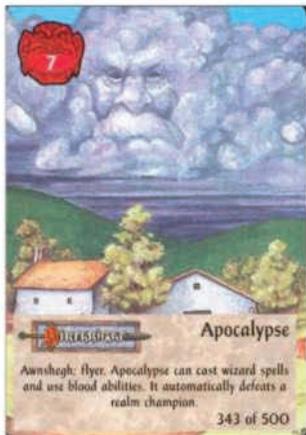
Awnshegh. The Serpent can cast cleric spells. In battle, it can turn into a giant constrictor snake (monster, base level 12), but can no longer cast cleric spells. 346 of 500



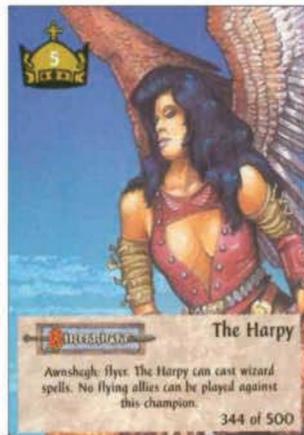
It would seem that Chernevik is discarded if a player has no realm in play, since there can be no pool in that situation, however, the Spellfire Oracle has ruled otherwise. Even if a player has no realms in play and therefore has no pool, Chernevik is not discarded. While the card states Chernevik's power is a blood ability, cards that negate blood ability cards, such as Dispel, do not stop Chernevik's special power.



Elf. When attacking a realm showing trees, Cidre's allies cannot be forced to switch sides or discarded for any reason. 348 of 500



Awnshegh; flyer. Apocalypse can cast wizard spells and use blood abilities. It automatically defeats a realm champion. 343 of 500



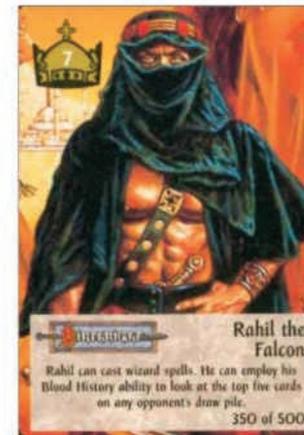
Awnshegh; flyer. The Harpy can cast wizard spells. No flying allies can be played against this champion. 344 of 500



Awnshegh; undead. The Magian can cast wizard and cleric spells. He and his allies are immune to the special powers of opposing realms and holdings. 345/500
The special powers of realms include restrictions, such as that the realm can only be attacked by flyers or swimmers. The Magian can ignore such restrictions.



Adan is charismatic and used to the burdens of command. Any allies played with him gain 2 levels and are immune to offensive spells. 349 of 500



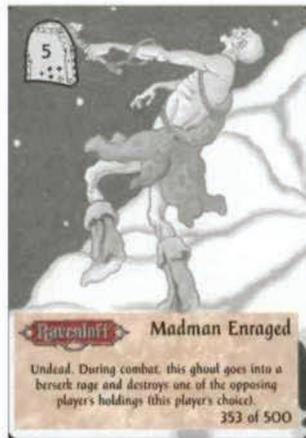
Rahil can cast wizard spells. He can employ his Blood History ability to look at the top five cards on any opponent's draw pile. 350/500
Rahil's Blood History ability is used in phase 3 of the player's turn.



Arlando is a master diplomat. He can be discarded to end a battle between any two players. Champions return to their pools without declaring a winner. No further attacks this turn are allowed. This player gets to draw a card. 351/500
Arlando cannot use his power until battle has begun (i.e. both an attacker and defender have been selected.) The card draw by using Arlando is not considered Spoils of Victory.



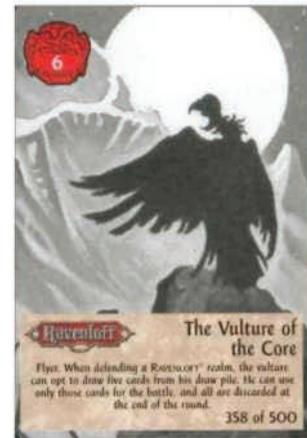
Ravenloft **The Ancient Dead**
 Undead. This monster's touch causes mummy rot, permanently subtracting its base level from the base level of any champion who defeats it.
 352 of 500



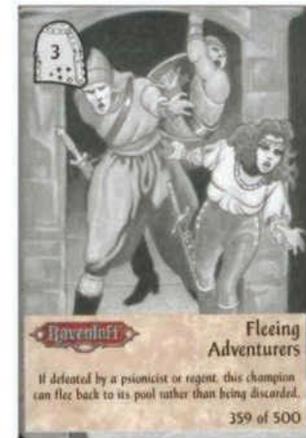
Ravenloft **Madman Enraged**
 Undead. During combat, this ghoul goes into a berserk rage and destroys one of the opposing player's holdings (this player's choice).
 353 of 500



Ravenloft **Ting Ling**
 Flyer. Ting Ling can use blood abilities. He confers the power to fly on his allies, allowing them to attack with him.
 354 of 500



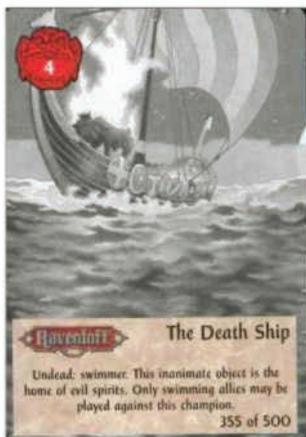
Ravenloft **The Vulture of the Core**
 Flyer. When defending a Ravenloft realm, the vulture can opt to draw five cards from his draw pile. He can use only those cards for the battle, and all are discarded at the end of the round.
 358 of 500



Ravenloft **Fleeing Adventurers**
 If defeated by a psionicist or regent, this champion can flee back to its pool rather than being discarded.
 359 of 500



Ravenloft **The Bog Monster**
 Four allies must be played against this champion before any of their powers or levels take effect. Once four are played, the result is totaled and applied.
 360 of 500



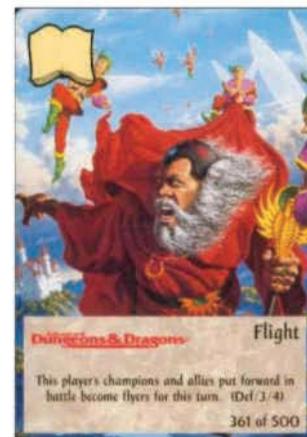
Ravenloft **The Death Ship**
 Undead; swimmer. This inanimate object is the home of evil spirits. Only swimming allies may be played against this champion.
 355 of 500



Ravenloft **The Lesser Mummy**
 Undead. This apparition drains 3 levels from the attacking champion, adding them to itself. Lycanthropes fear it, and no werecreature will attack it.
 356 of 500
 If a werecreature attacks and the Lesser Mummy defends, both champions return to their pools and the battle is over. If the Lesser Mummy attacks and a werecreature defends, the round continues normally, since the werecreature is defending, not attacking.



Ravenloft **Bride of Malice**
 Undead (vampire). This wizard is immune to psionic attack and offensive unarmed combat cards. She can use blood abilities and unarmed combat cards usable by dragons.
 357 of 500



Dungeons & Dragons **Flight**
 This player's champions and allies put forward in battle become flyers for this turn. (Def/3/4)
 361/500

This card is a reprint of Flight (211/3rd).

For further information see SFRG 2, p. 155.



Dungeons & Dragons **Shapechange**
 The caster can choose to become any other type of champion (cleric, hero, regent, etc.) until the end of this player's turn. (Def/3/4)
 362 of 500

This card is a reprint of Shapechange (212/3rd) with an altered text, but the same special power.

For further information see SFRG 2, p. 156.



Dungeons & Dragons **Fireball**
 Destroys immediately all opposing allies of level 4 or less. (Off/4)
 363 of 500

This card is a reprint of Fireball (331/1st-3rd) with an reversed picture and the additional +4 level.

For further information see SFRG 1, p. 207.



Immediately destroys one opposing ally of level 4 or less, or one magical item, of the caster's choice. (Off/4)

364/500

This card is a reprint of Lightning Bolt (332/1st-3rd).

For further information see SFRG 1, p. 207.

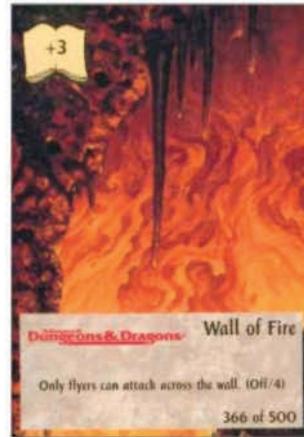


The level bonus increases to +5 if cast by a level 7 or 8 champion or to +9 if cast by a champion of level 9 or higher. (Off/4)

365/500

This card is a reprint of Magic Missile (334/3rd).

For further information see SFRG 2, p. 177.



Only flyers can attack across the wall. (Off/4)

366/500

This card is a reprint of Wall of Fire (335/1st-3rd).

For further information see SFRG 1, p. 208.



This card is a reprint of Dispel Magic (346/3rd).

For further information see SFRG 2, p. 179. Dispel Magic cancels the effect of any spell, offensive or defensive, including another Dispel Magic spell. The 3rd edition rules make it clear that Dispel Magic, Spell Turning, and Reflection may be cast at any time to dispel or turn a just-cast spell. A player must have a champion in the pool or in battle capable of casting the spell and must specify which champion is casting the spell.

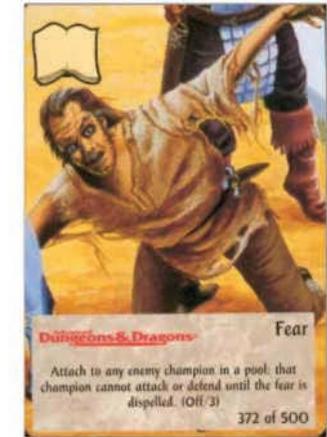


No attacks are allowed against any player until this player's next turn. (Off/3)

371/500

This card is a reprint of Wall of Fog (371/1st-3rd) with an altered text, but the same special power.

For further information see SFRG 1, p. 220.

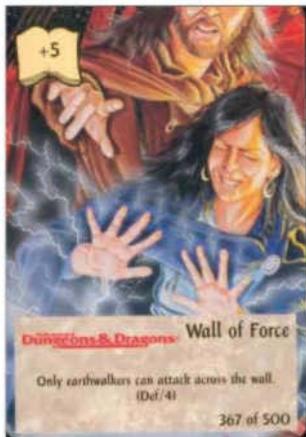


Attach to any enemy champion in a pool; that champion cannot attack or defend until the fear is dispelled. (Off/3)

372/500

This card is a reprint of Fear (348/1st-3rd) with an altered text, but the same special power.

For further information see SFRG 1, p. 212.



Only earthwalkers can attack across the wall. (Def/4)

367/500

This card is a reprint of Wall of Force (338/1st-3rd) with an altered special power.

For further information see SFRG 1, p. 209.



Destroys one artifact, chosen by the caster. If cast during phase 3, the caster does not receive a level bonus. (Off/3/4)

368/500

This card is a reprint of Cone of Cold (340/3rd) with an added special power.

For further information see SFRG 2, p. 178.



The crushing fist adds 4 levels or destroys one magical item, chosen by the caster. (Off/4)

369/500

This card is a reprint of Crushing Fist (344/1st-3rd).

For further information see SFRG 1, p. 211.

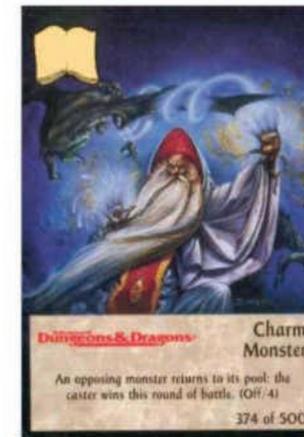


A champion who is about to lose a round of battle, escapes to the player's pool but the round is still lost. (Def/4)

373/500

This card is a reprint of Blink (374/1st-3rd) with an altered text, but the same special power.

For further information see SFRG 1, p. 221.



An opposing monster returns to its pool; the caster wins this round of battle. (Off/4)

374/500

This card is a reprint of Charm Monster (376/1st-3rd). Note that there is another Charm Monster (76/DL) with another power.

For further information see SFRG 1, p. 222.



All champions of level 4 or less die, regardless of whether they are in battle or in pools. (Off/3/4)

375/500

This card is a reprint of Black Tentacles (378/1st-2nd). Black Tentacles (378/3rd) kills all champions of base level 4 or less. Note that this card contains a typo: the number is '375 of 400,' but should be '375 of 500.'

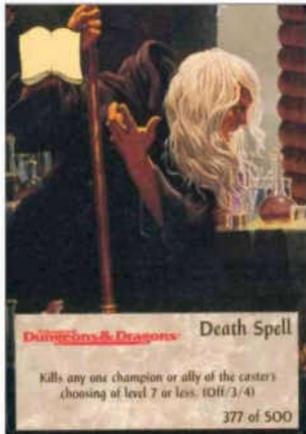
For further information see SFRG 1, p. 222.



Death Fog
 Kills all champions of level 5 or less in one player's pool and prevents survivors from attacking until after that player's next turn. (Off/3)
 376/500

This card is a reprint of Death Fog (391/bt-3rd).

For further information see SFRG 1, p. 227.



Death Spell
 Kills any one champion or ally of the caster's choosing of level 7 or less. (Off/3/4)
 377/500

This card is a reprint of Death Spell (392/bt-3rd).

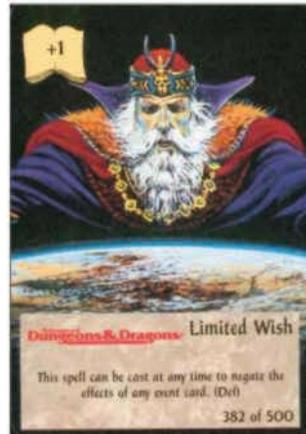
For further information see SFRG 1, p. 227 and SFRG 2, p. 183.



Power Word, Stun
 Can be cast at any time to negate the special power of an attacking champion before his power can activate. (Off)
 378/500

This card is a reprint of Power Word, Stun (393/bt-3rd).

For further information see SFRG 1, p. 227 and SFRG 2, p. 183.



Limited Wish
 This spell can be cast at any time to negate the effects of any event card. (Def)
 382/500

This card is a reprint of Limited Wish (43/FR) with an altered text, but the same special power.

For further information see SFRG 1, p. 338 and SFRG 2, p. 202.

Limited Wish can be cast at any time. This means that during a battle, champions in a pool can cast the spell.



Time Stop
 Take any one wizard spell from your draw pile and play it immediately. Then, reshuffle the draw pile. (Def/3/4/5)
 383/500

This card is a reprint of Time Stop (44/FR) with an altered text, but the same special power.

For further information see SFRG 1, p. 339.

You may not 'Time Stop' to successfully counter an instant kill card. A successful counter requires that the next card played stop the instant kill. Since Time Stop, itself, doesn't counter, the instant kill activates before the next card can be played.



Wish
 Discard any one card in play (except a realm) regardless of its immunities. This spell can be cast at any time, but the casting champion cannot be used again until its owner's next turn. (Off)
 384/500

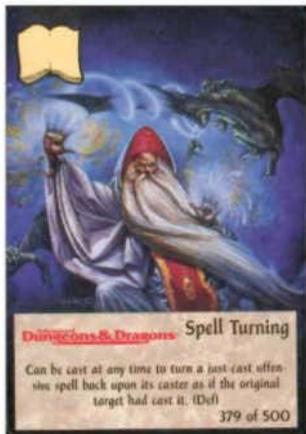
This card is a reprint of Wish (46/FR) with an altered text, but the same special power.

For further information see SFRG 1, p. 339 and SFRG 2, p. 202.

Wish can be canceled with Dispel Magic. It can be turned with Spell Turning or Reflection, in which case the champion casting the Wish is discarded. The caster, now the target of the turned Wish, can take no further action. Only another champion can cast Dispel Magic or another Spell Turning. Wish cannot be used to cancel an event, unless that event has a lasting effect. Likewise, only spells with a lasting effect can be canceled with Wish.

Wish can be cast at any time. This means that during a battle, champions in battle or in a pool can cast the spell. If Wish is cast on an attacking champion, that champion is defeated and the defender is entitled to spoils of victory. If a champion casts Wish during battle, and the Wish is cancelled, the attacker is defeated, since he can take no further action. Because Wish is not affected by immunities, it is effective on cards normally immune to offensive spells, such as Elminster, and is effective against an opponent with the Codex of Infinite Planes.

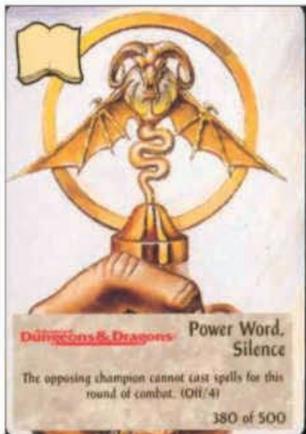
Wish can be used to discard a dungeon card. If so used, both the Wish and the caster of the Wish are removed from the game (sent to the Void). If Wish is Retargeted to a dungeon card, the original caster of the Wish and Wish itself, are removed from the game.



Spell Turning
 Can be cast at any time to turn a just-cast offensive spell back upon its caster as if the original target had cast it. (Def)
 379/500

This card is a reprint of Spell Turning (398/3rd) with an altered text, but the same special power.

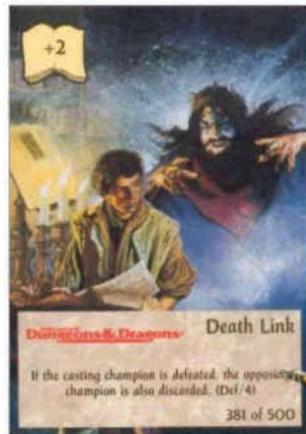
Spell Turning turns an offensive spell back against its caster. Spell Turning must be played immediately after the spell being turned, although events may be played between the original spell and Spell Turning. The 3rd edition rules make it clear that Dispel Magic, Spell Turning, and Reflection may be cast at any time to dispel or turn a just-cast spell. A player must have a champion in the pool or in battle capable of casting the spell and must specify which champion is casting the spell.



Power Word, Silence
 The opposing champion cannot cast spells for this round of combat. (Off/4)
 380/500

This card is a reprint of Power Word, Silence (394/bt-3rd).

The opposing champion cannot cast spells for this round of combat. (Off/4)

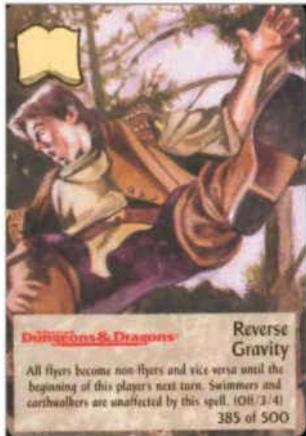


Death Link
 If the casting champion is defeated, the opposing champion is also discarded. (Def/4)
 381/500

This card is a reprint of Death Link (395/bt-3rd).

If the casting champion is defeated, the opposing champion is also discarded. (Def/4)





All flyers become non-flyers and vice-versa until the beginning of this player's next turn. Swimmers and earthwalkers are unaffected by this spell. (Off/3/4)
385/500

This card is a reprint of Reverse Gravity (56/AR) with a reversed picture (funny, eh!).

For further information see SFRG 2, p. 224.



This spell doubles the caster's current level. (Def/4)
386/500

This card is a reprint of Mirror Image (58/AR) with an altered text, but the same special power.

For further information see SFRG 2, p. 224.



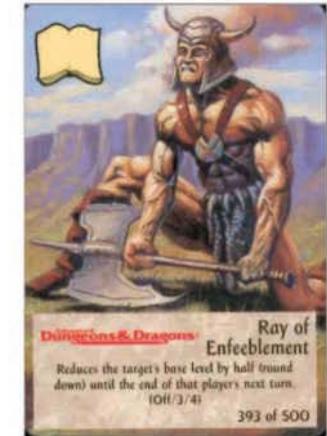
A wizard who casts this spell can sacrifice another wizard from his pool to escape defeat, but the opponent still gains spoils (if applicable). (Def/4)



Hide under any realm in your formation; expose when the realm is attacked. Any champion of base level 4 or less is immediately discarded before the battle begins. (Off/3)



Play just after an opponent has announced an attack on any realm. Choose another realm in the same formation for the champion to attack instead, which he and his allies may, regardless of position or restrictions. (Off)



Reduces the target's base level by half (round down) until the end of that player's next turn. (Off/3/4)



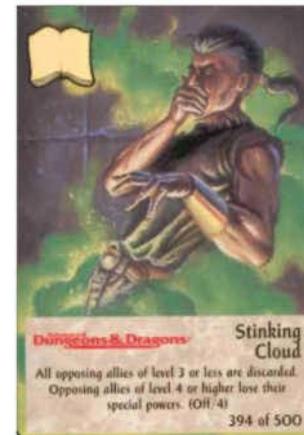
This spell may only be cast by a defending champion and lasts until the beginning of this player's next turn. The attached champion is immune to harmful events and the special powers of all cards. (Def/4)



The spell that is subject to the Re-target spell must be redirected to another target. Re-target can only be cast on Dispel Magic if there is another spell in play to which the Dispel Magic can be redirected.



Card Combo (from zuse2@webtv.net): In battle, cast ESP, which requires that the cards played into battle by the opponent are played face down. If the player guesses the card type, it is discarded. After ESP is in play, play a card that requires the opponent to play a certain type of card, such as Melt Bone (requires the opponent play an ally), Loup-Garou (opponent must have or play a magical item), Ki-Rin (opponent must have or play an ally). These cards make it rather easy to guess the next card to be played, ensuring it will be discarded and the opponent will be defeated.



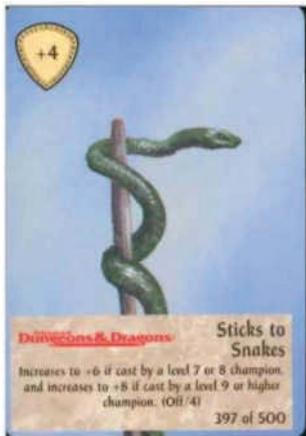
All opposing allies of level 3 or less are discarded. Opposing allies of level 4 or higher lose their special powers. (Off/4)



Hide under any realm in your formation; expose when the realm is attacked. An attacker is sent to Limbo until the end of that player's next turn. Discard spell after use. (Def/3)



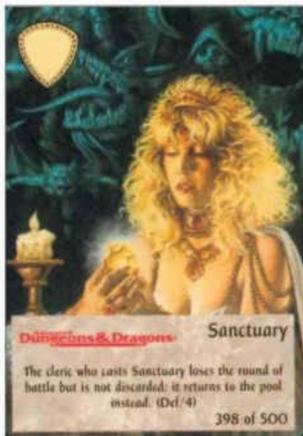
Until the end of this champion's next combat, increase the caster's base level by 1 if cast by a champion level 5 or less; by 3 if level 6-9; or by 5 if level 10+.



Increases to +6 if cast by a level 7 or 8 champion, and increases to +8 if cast by a level 9 or higher champion. (Off/4)
397/500

This card is a reprint of Sticks to Snakes (351/3rd).

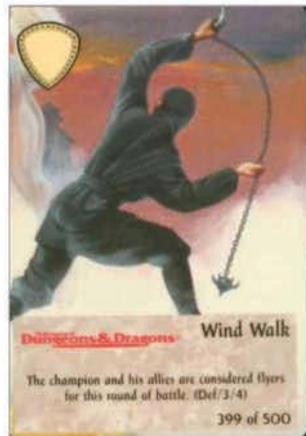
For further information see SFRG 2, p. 180.



The cleric who casts Sanctuary loses the round of battle but is not discarded; it returns to the pool instead. (Def/4)
398/500

This card is a reprint of Sanctuary (354/1st-3rd) with an altered text, but the same special power. Also, the picture on this card is reversed.

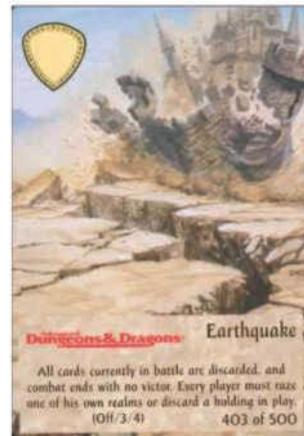
For further information see SFRG 1, p. 214.



The champion and his allies are considered flyers for this round of battle. (Def/3/4)
399/500

This card is a reprint of Wind Walk (355/3rd) with an altered text, but the same special power.

For further information see SFRG 2, p. 181.



All cards currently in battle are discarded, and combat ends with no victor. Every player must raze one of his own realms or discard a holding in play. (Off/3/4)
403/500

This card is a reprint of Earthquake (29/FR).

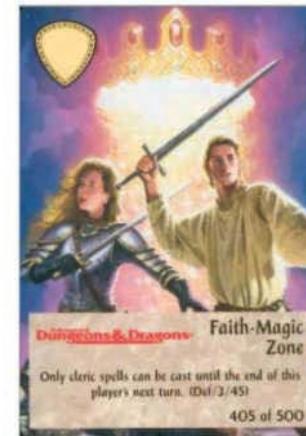
For further information see SFRG 1, p. 334.



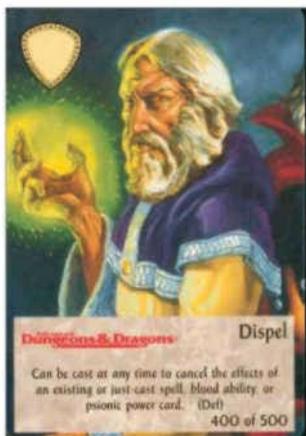
Discard any holding of an opponent. (Off/3/4)
404/500

This card is a reprint of Shadow Engines (35/FR).

For further information see SFRG 1, p. 336.



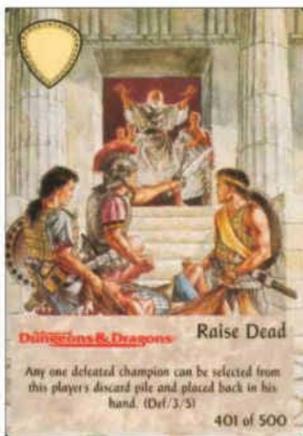
This spell can be countered immediately with the wizard spell Dispel Magic. However, if Faith-Magic Zone is not immediately countered, only the cleric spells Dispel Magic or Dispel can remove it from play before its normal expiration.



Can be cast at any time to cancel the effects of an existing or just-cast spell, blood ability, or psionic power card. (Def)
400/500

This card is a reprint of Dispel Magic (358/3rd) with added special powers (i.e. the older edition card can only cancel spells).

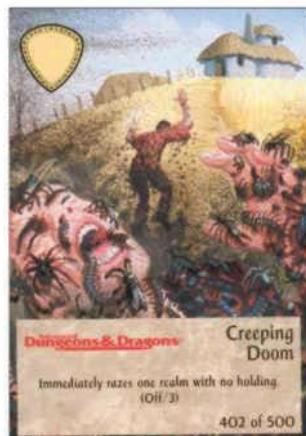
For further information see SFRG 2, p. 181.



Any one defeated champion can be selected from this player's discard pile and placed back in his hand. (Def/3/5)
401/500

This card is a reprint of Raise Dead (366/1st-3rd) with an altered text, but the same special power.

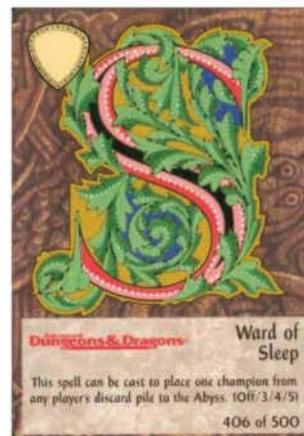
For further information see SFRG 1, p. 218.



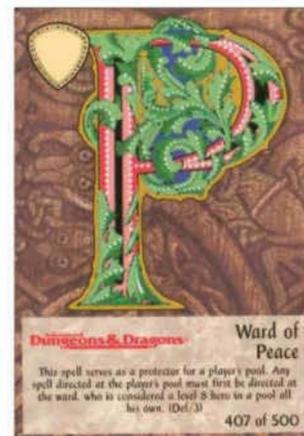
Immediately razes one realm with no holding. (Off/3)
402/500

This card is a reprint of Creeping Doom (28/FR).

For further information see SFRG 1, p. 333 and SFRG 2, p. 202.

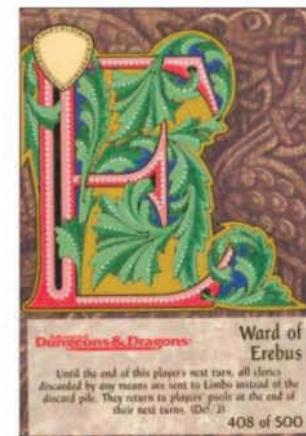


This spell can be cast to place one champion from any player's discard pile to the Abyss. (Off/3/4/5)



If the entire pool or any card in the pool is targeted by a spell, that spell is redirected to the Ward of Peace.

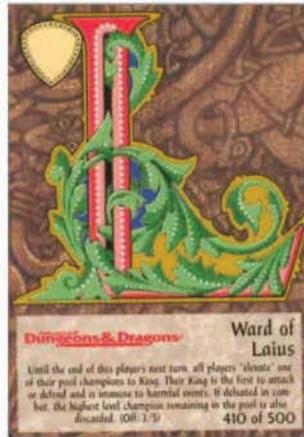
The Ward remains in place until dispelled, wished, or otherwise removed, such as being defeated in combat. The ward is considered a hero, and may have attached magical items. It can be used by Princess Amber as an ally. The Ward is also vulnerable to Curse of the Azure Bonds and Tyranthraxus, the Possessing Spirit.



Until the end of this player's next turn, all clerics discarded by any means are sent to Limbo instead of the discard pile. They return to players' pools at the end of their next turns. (Def/3)



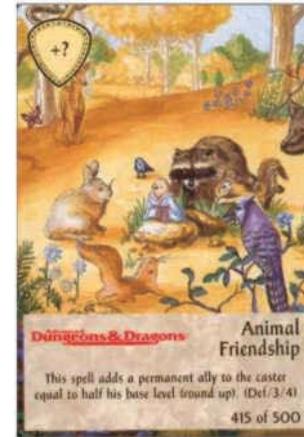
The special powers of all dragons and swimmers are negated until the end of this player's next turn. (Off/3)



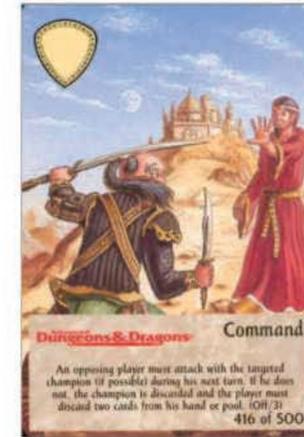
The King is selected from among eligible champions. For example, a champion immune to offensive spells cannot be selected as King. If for some reason the King becomes unable to attack or defend (e.g. the King is discarded), another champion may be chosen. If the King is defeated, the highest level champion in the pool is discarded along with the King. If the highest level champion is immune to offensive spells, the next highest level champion is discarded.



This spell can be cast to recall any champion from Limbo back to the player's pool or from the Abyss to the discard pile. (Def/3)



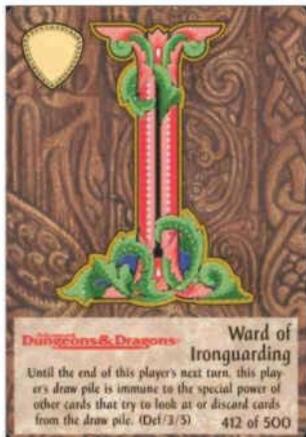
This spell adds a permanent ally to the caster equal to half his base level (round up). (Def/3/4)



An opposing player must attack with the targeted champion (if possible) during his next turn. If he does not, the champion is discarded and the player must discard two cards from his hand or pool. (Off/3)



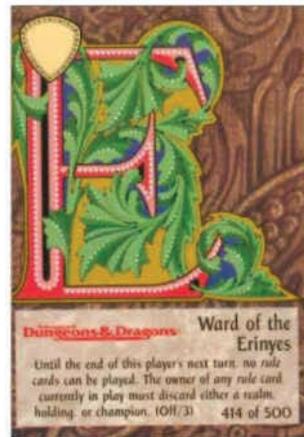
Shillelagh creates a magical weapon equal to half the caster's base level (round down) that lasts until the end of this player's next turn. (Def/3/4)



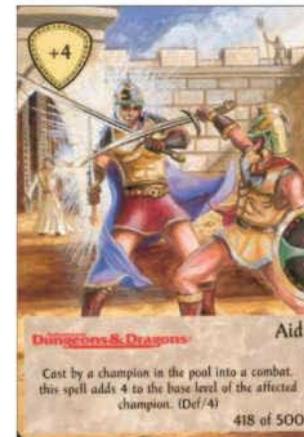
Until the end of this player's next turn, this player's draw pile is immune to the special power of other cards that try to look at or discard cards from the draw pile. (Def/3/5)



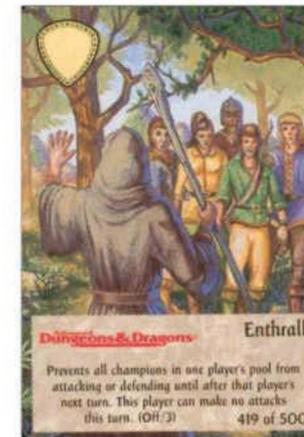
Until the end of this player's next turn, any realm that is razed in combat is also discarded. (Off/3)



Until the end of this player's next turn, no rule cards can be played. The owner of any rule card currently in play must discard either a realm, holding, or champion. (Off/3)



Cast by a champion in the pool into a combat, this spell adds 4 to the base level of the affected champion. (Def/4)



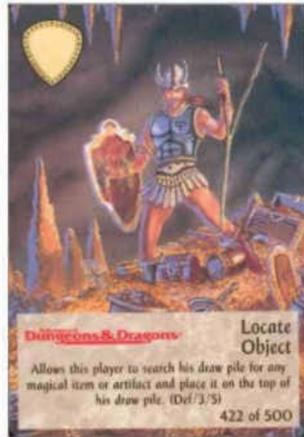
Prevents all champions in one player's pool from attacking or defending until after that player's next turn. This player can make no attacks this turn. (Off/3)



Hide under any realm in your formation; expose when the realm is attacked. Any champion of base level 5 or less is immediately discarded before the battle. Discard spell after use. (Off/3)



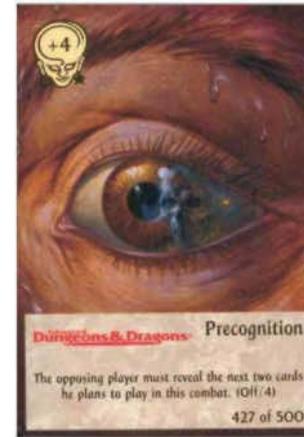
Opposing champion is stripped of all magical items and artifacts. Items are sent to Limbo until the end of that player's next turn and then return to their original champion (if possible) or are discarded. (Off/3/4)



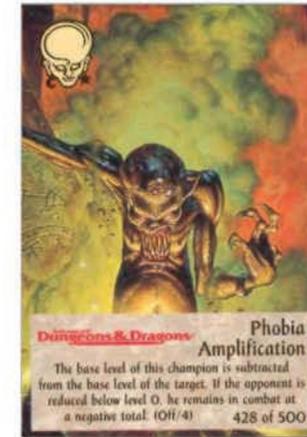
Allows this player to search his draw pile for any magical item or artifact and place it on the top of his draw pile. (Def/3/5)



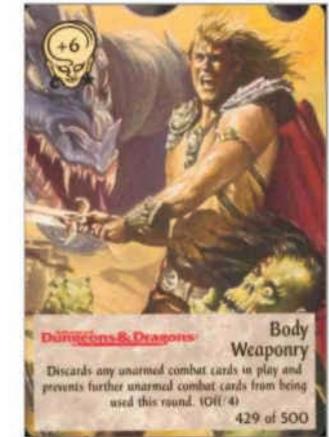
Lasts until dispelled or until the champion is involved in combat with an undead champion. The protected champion is immune to the special powers of all undead champions. (Def/3/4)



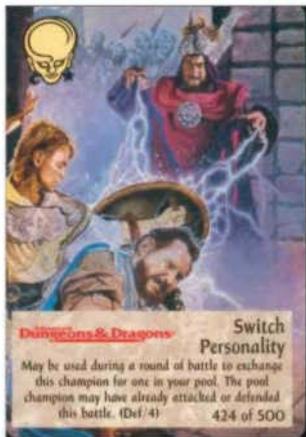
The opposing player must reveal the next two cards he plans to play in this combat. (Off/4)



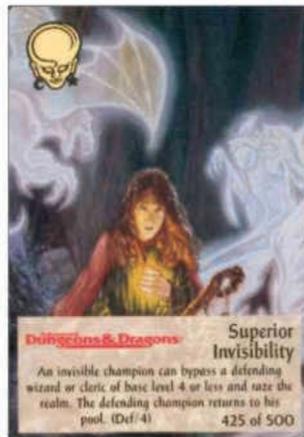
The base level of this champion is subtracted from the base level of the target. If the opponent is reduced below level 0, he remains in combat at a negative total. (Off/4)



Discards any unarmed combat cards in play and prevents further unarmed combat cards from being used this round. (Off/4)



May be used during a round of battle to exchange this champion for one in your pool. The pool champion may have already attacked or defended this battle. (Def/4)



An invisible champion can bypass a defending wizard or cleric of base level 4 or less and raze the realm. The defending champion returns to his pool. (Def/4)



Allows the champion to cast cleric and wizard spells, use blood abilities, and use unarmed combat cards for this round of battle. (Def/4)



This power is played by a champion in the pool to lend its base level to another champion in combat. If the aided champion loses, this champion is discarded as well. (Def/4)



This champion can choose to become a different type of champion type (hero, wizard, etc) for this round of battle. (Def/4)



An opposing champion cannot cast any spells or use psionic power cards for the rest of this round of battle. (Off/4)



Usable only by heroes. Draw one card at random from the opposing player, playing it if possible but discarding it otherwise. (Off/4)
433 of 500



Usable only by heroes. An opposing wizard, cleric, thief, or regent draws and discards a card, noting its last digit. If the digit is a 0 or a 1, the opponent is defeated. (Off/4)
434 of 500



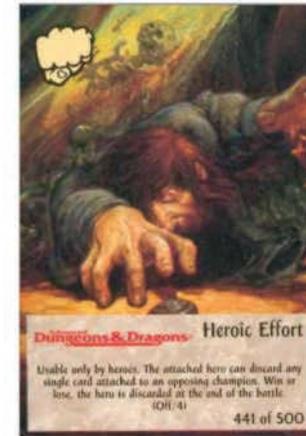
Usable by all champions. This maneuver turns a just-played offensive unarmed combat card back upon its user. (Def/4)
435 of 500



Usable only by dragons. All nonflying opponents lose two levels. If reduced to level 0 or less, they are discarded. (Off/4)
439 of 500



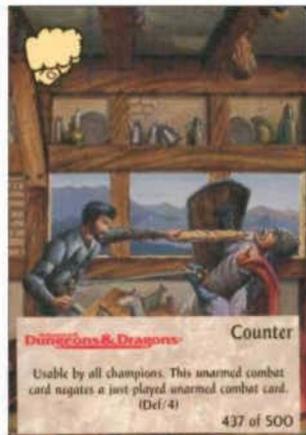
Usable only by elf (drow) champions. This can be played at any time to discard the highest ally, spell, or psionic power card played during this round of combat. (Off/4)
440/500
Because the wording of this card indicates it can be played at any time, Blind Side! can be played by a champion in the pool, just like Dispel Magic or Wish.



Usable only by heroes. The attached hero can discard any single card attached to an opposing champion. Win or lose, the hero is discarded at the end of the battle. (Off/4)
441 of 500



Usable only by heroes. An opposing spellcaster cannot cast spells for this round of combat. (Off/4)
436 of 500



Usable by all champions. This unarmed combat card negates a just-played unarmed combat card. (Def/4)
437 of 500



Usable only by undead champions. The opposing champion must discard one card from the current round of combat. (Off/4)
438/500
If the opposing champion has no attached cards, Rake! has no effect.



The attached champion is immune to all offensive spells containing the words 'fire, flame, air, wind, water, or earth.' (Def/4)
442 of 500



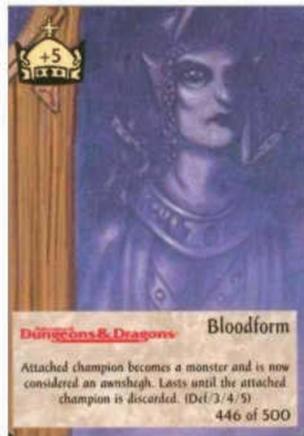
All opposing allies whose plus is less than the last digit of the attached champion's card number are immediately discarded. (Off/4)
443/500
The 'attached champion' referred to in the card text is the opposing champion, to which the opposing allies are attached.



This ability can be used after a combat to return up to two just-discarded allies from the discard pile to your hand. (Def/5)
444 of 500



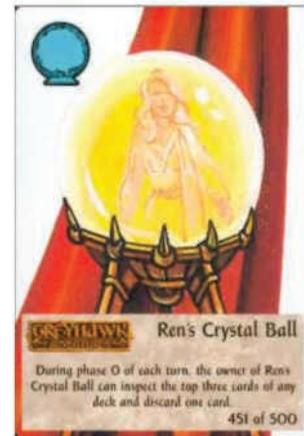
The attached champion is immune to offensive magical items until the end of this round of battle. (Def/4)



Attached champion becomes a monster and is now considered an awnsheg. Lasts until the attached champion is discarded. (Def/3/4/5)



All opposing allies of +5 or less are forced to switch sides. Allies played after this blood ability are unaffected. (Off/4)



During phase 0 of each turn, the owner of Ren's Crystal Ball can inspect the top three cards of any deck and discard one card.

451/500

This card is a reprint of Ren's Crystal Ball (199/1st-3rd) with an altered text, but the same special power.

For further information see SFRG 1, p. 163.

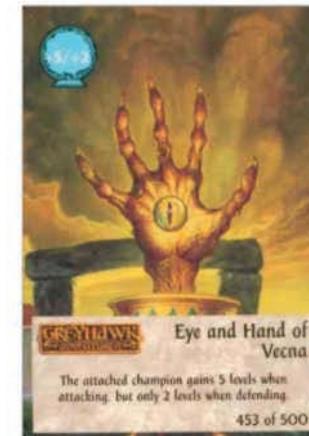


All of this player's champions are immune to offensive magical items and offensive spells.

452/500

This card is a reprint of Codex of the Infinite Planes (152/1st-3rd) with an altered text, but the same special power.

For further information see SFRG 1, p. 147 and SFRG 2, p. 146.

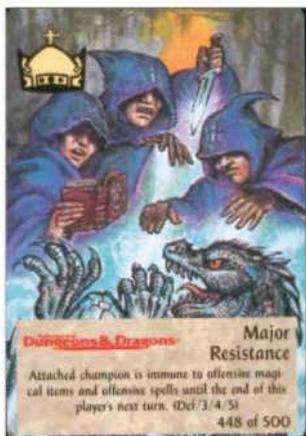


The attached champion gains 5 levels when attacking, but only 2 levels when defending.

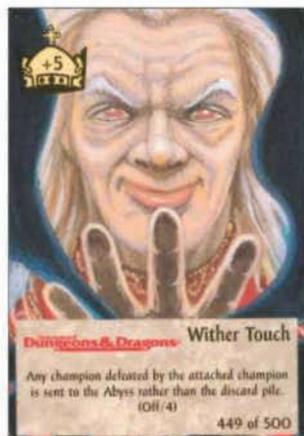
453/500

This card is a reprint of Eye and Hand of Vecna (156/1st-3rd) with an altered text, but the same special power.

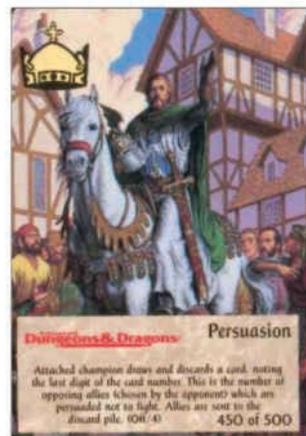
For further information see SFRG 1, p. 148 and SFRG 2, p. 147.



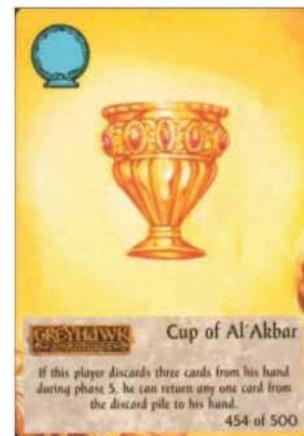
Attached champion is immune to offensive magical items and offensive spells until the end of this player's next turn. (Def/3/4/5)



Any champion defeated by the attached champion is sent to the Abyss rather than the discard pile. (Off/4)



Attached champion draws and discards a card, noting the last digit of the card number. This is the number of opposing allies (chosen by the opponent) which are persuaded not to fight. Allies are sent to the discard pile. (Off/4)



If this player discards three cards from his hand during phase 5, he can return any one card from the discard pile to his hand.

454/500

This card is a reprint of Cup of Al'Akbar (160/1st-3rd) with an altered text, but the same special power.

For further information see SFRG 1, p. 150.

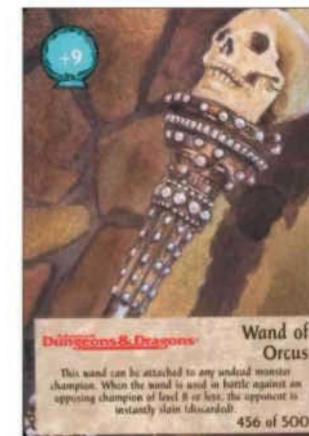


While this card is in play, all opponents draw one fewer card than normal on their turns (minimum of one card).

455/500

This card is a reprint of The Ring of Winter (61/FR).

For further information see SFRG 1, p. 344.

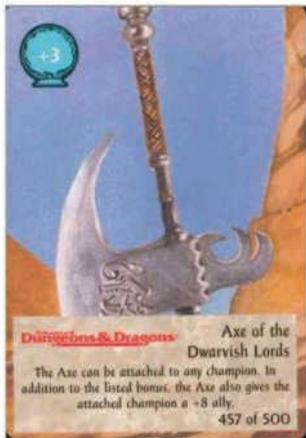


This wand can be attached to any undead monster champion. When the wand is used in battle against an opposing champion of level 8 or less, the opponent is instantly slain (discarded).

456/500

This card is a reprint of Wand of Orcus (1/AR) with an altered text, but the same special power.

For further information see SFRG 2, p. 205.



The Axe can be attached to any champion. In addition to the listed bonus, the Axe also gives the attached champion a +8 ally.
457/500

This card is a reprint of *Axe of the Dwarvish Lords* (2/AR) with an altered text, but the same special power.

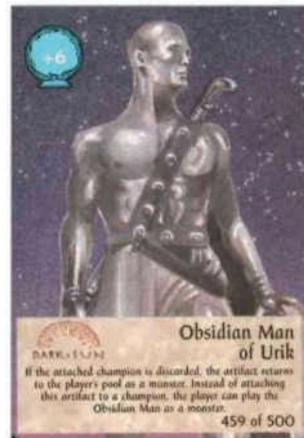
For further information see SFRG 2, p. 206.



If the attached champion is defeated, Guenhwyvar may be attached to any other Forgotten Realms champion in the player's pool.
458/500

This card is a reprint of *Guenhwyvar* (59/FR).

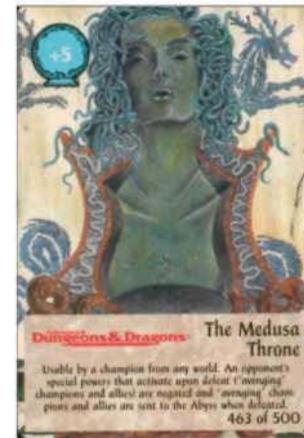
For further information see SFRG 1, p. 344.



If the attached champion is discarded, the artifact returns to the player's pool as a monster. Instead of attaching this artifact to a champion, the player can play the Obsidian Man as a monster.
459/500

This card is a reprint of *Obsidian Man of Urik* (14/AR).

For further information see SFRG 2, p. 210.

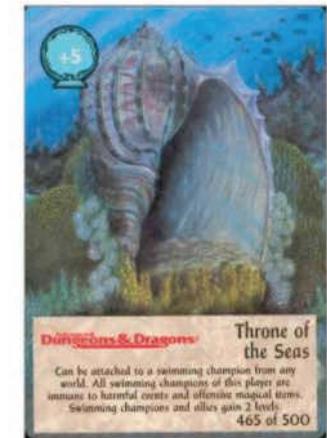


Usable by a champion from any world. An opponent's special powers that activate upon defeat ('avenging' champions and allies) are negated and 'avenging' champions and allies are sent to the Abyss when defeated.
463/500

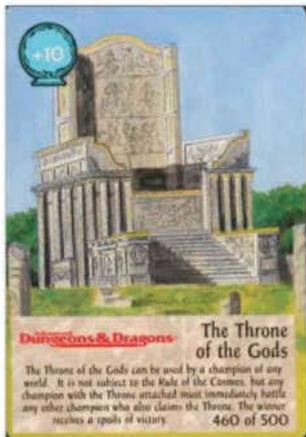
The Medusa Throne's power is only effective against opposing (i.e. opposing in battle) champions and allies; it's power does not work while in the pool.



Can be attached to a champion from any world. The Throne of Ice allows a champion to attack a rule card as if it were a realm. Any player can defend the rule card like a normal realm, but if the attack is successful, the rule card is 'razed' and removed from play.



Can be attached to a swimming champion from any world. All swimming champions of this player are immune to harmful events and offensive magical items. Swimming champions and allies gain 2 levels.



The Throne of the Gods can be used by a champion of any world. It is not subject to the Rule of the Cosmos, but any champion with the Throne attached must immediately battle any other champion who also claims the Throne. The winner receives a spoils of victory.

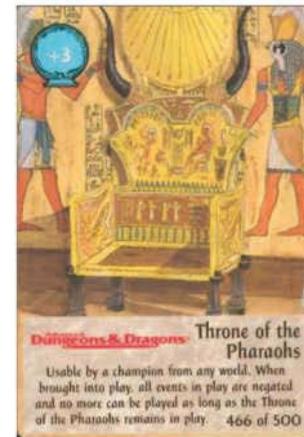


Usable by any champion from any world. Nature's Throne strips any special movement requirement (swimmers, flyers, etc) from any realm that this player's champions attack.
461/500

The power of Nature's Throne refers to specific restrictions on the realm. Protected realms can still only be attacked by flyers, earthwalkers, and swimmers (if a coastal realm). The artifact only removes movement requirements, not restrictions. As an example, Menzoberranzan still cannot be attacked by flyers.



Can be used by an undead champion from any world. All of this player's undead are immune to offensive psionic power cards, unarmed combat cards, and blood abilities.



Usable by a champion from any world. When brought into play, all events in play are negated and no more can be played as long as the Throne of the Pharaohs remains in play.
466/500

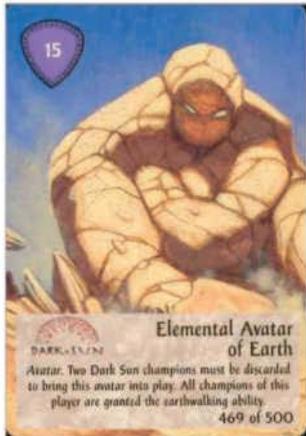
Handmine will not function while Throne of the Pharaohs is in play.



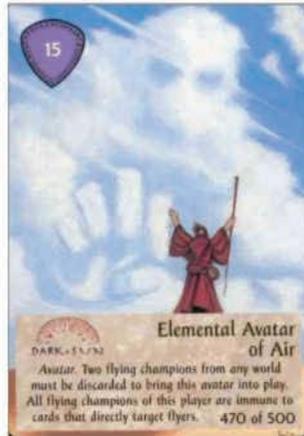
Usable only by an elf champion from any world. All elves of this player can use unarmed combat, psionic power, and blood ability cards.



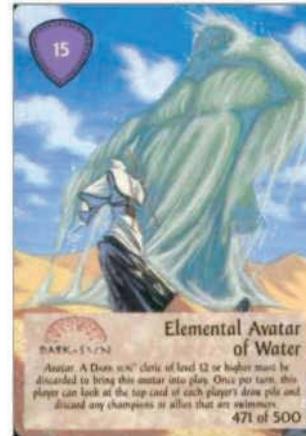
The champion with the Throne attached can attack either an opponent's champion or realm. However, the player with the Throne may still attack a realm in the same turn before or after using the Throne's power to attack a champion. The player must use other champions to attack the realm. Only one champion may be attacked per turn using the powers of the Throne. Thus Zalknafein's power is not helpful, since only one champion can be attacked.



Avatar. Two Dark Sun champions must be discarded to bring this avatar into play. All champions of this player are granted the earthwalking ability.



Avatar. Two flying champions from any world must be discarded to bring this avatar into play. All flying champion of this player are immune to cards that directly target flyers.



Avatar. A Dark Sun cleric of level 12 or higher must be discarded to bring this avatar into play. Once per turn, this player can look at the top card of each player's draw pile and discard any champions or allies that are swimmers.



Avatar. Halfling. A monster of level 12 or higher must be discarded to bring Yondalla into play. Yondalla can only defend, never attack. If defeated in combat (or discarded for any reason) she forces both the opposing champion and one other champion of her choice to be discarded.



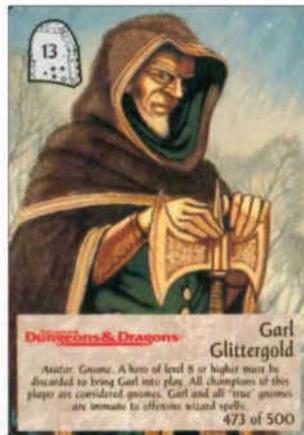
Avatar. Halfling. A hero with an attached magical item must be discarded to bring Brandobaris into play. Once per turn, this player can select one champion in another player's pool to take magical items and artifacts from. The magical items and artifacts are then redistributed to other champions in that player's pool.
476/500
Artifacts must be redistributed so as to be legally used (i.e. worlds of champion and artifact must match).



Avatar. Elf. An elf champion of level 16 or higher must be discarded to bring Corellon into play. Corellon is immune to offensive wizard spells and rule cards have no effect against elf champions of this player.



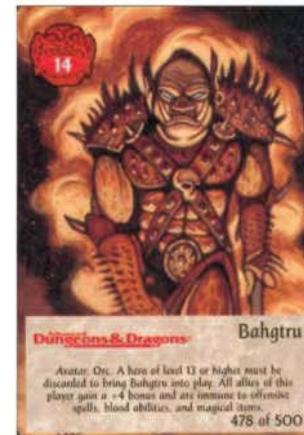
Avatar. A monster (dragon) champion must be discarded to bring this avatar into play. All Dark Sun champions of this player gain a +5 fire elemental as an ally that cannot be forced to switch sides or be discarded through cardplay.



Avatar. Gnome. A hero of level 8 or higher must be discarded to bring Garl into play. All champions of this player are considered gnomes. All champions and all "true" gnomes are immune to offensive wizard spells.



Avatar. An earthwalking monster of level 7 or more must be discarded to bring Urden into play. Urden devours all earthwalking allies that oppose any of this player's champions.



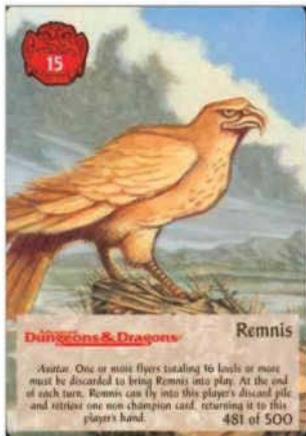
Avatar. Orc. A hero level 13 or higher must be discarded to bring Bahgrtu into play. All allies of this player gain a +4 bonus and are immune to offensive spells, blood abilities, and magical items.



During each phase 3, the Great Mother selects which pool cannot cast spells. This effect lasts until the player's next phase 3. Champions are only affected while they are in the pool. If a champion enters battle, he may cast spells.



Avatar. Giant. A giant of level 14 or higher must be discarded to bring Annam into play. At the start of this player's turn, Annam can discard one card at random from another player who has a hand of eight cards or more.



Dungeons & Dragons Remnis

Avatar. One or more flyers totaling 16 levels or more must be discarded to bring Remnis into play. At the end of each turn, Remnis can fly into this player's discard pile and retrieve one non-champion card, returning it to this player's hand. 481 of 500

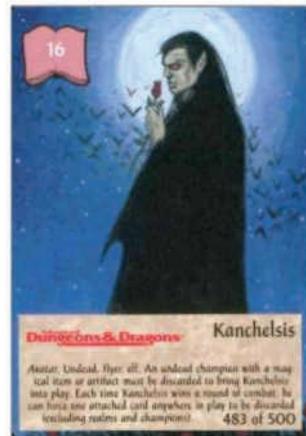
Remnis is bludined as a flyer. Since Remnis' power is used at the end of the player's turn, it can return from Limbo and use its power in the same turn. Remnis is a great addition to any deck, particularly in games played with Enhanced (ten realm) victory conditions, since these games last longer and it becomes more important to recycle your best cards.



Dungeons & Dragons Cegilune

Avatar. Three magical items with at least a +3 bonus each (or three elf champions) must be discarded to bring Cegilune into play. When attacking, she causes all magical items held by the opposing player to be discarded. 482 of 500

When Cegilune attacks, all magical items held in the opponent's hand are discarded. Magical items attached to champions in the opponent's pool are not discarded.



Dungeons & Dragons Kanchelsis

Avatar. Undead, flyer, elf. An undead champion with a magical item or artifact must be discarded to bring Kanchelsis into play. Each time Kanchelsis wins a round of combat, he can force one attached card anywhere in play to be discarded (excluding realms and champions). 483 of 500

Avatar. Undead, flyer, elf. An undead champion with a magical item or artifact must be discarded to bring Kanchelsis into play. Each time Kanchelsis wins a round of combat, he can force one attached card anywhere in play to be discarded (excluding realms and champions).



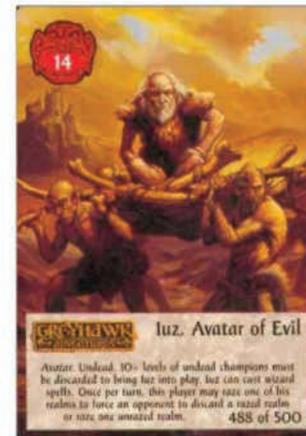
Dungeons & Dragons Midnight, Goddess of Magic

Avatar. Two level 9+ wizards must be discarded to bring Midnight into play. While in play, all champions that use wizard spells must ask her permission to cast them. She destroys all magical items held by the opposing champion. 487/500

Avatar. Two level 9+ wizards must be discarded to bring Midnight into play. While in play, all champions that use wizard spells must ask her permission to cast them. She destroys all magical items held by the opposing champion.

This card is a boosted version of Midnight, Goddess of Magic (46/1st-3rd).

For further information see SFRG 1, p. 112 and SFRG 2, p. 127.



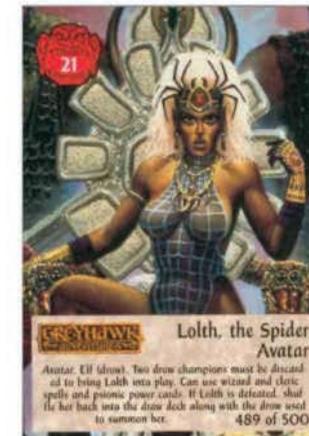
Dungeons & Dragons luz, Avatar of Evil

Avatar. Undead. 10+ levels of undead champions must be discarded to bring luz into play. luz can cast wizard spells. Once per turn, this player may raise one of his realms to force an opponent to discard a racial realm or raise one unraised realm. 488 of 500

This card is a boosted version of luz the Evil (167/1st-3rd).

For further information see SFRG 1, p. 152 and SFRG 2, p. 148.

Card Combo: If a player with luz, the Avatar of Evil, raises one of his own realms, luz can raise an opponent's realm, once per turn. By raising Mithas, which is automatically rebuilt, a player with luz can raise a realm each turn.



Dungeons & Dragons Loth, the Spider Avatar

Avatar. Elf (drow). Two drow champions must be discarded to bring Loth into play. Can use wizard and cleric spells and psionic power cards. If Loth is defeated, shuffle her back into the draw deck along with the drow used to summon her. 489 of 500

Avatar. Elf (drow). Two drow champions must be discarded to bring Loth into play. Can use wizard and cleric spells and psionic power cards. If Loth is defeated, shuffle her back into the draw deck along with the drow used to summon her.

This card is a boosted version of Loth, the Spider Queen (166/1st-3rd).

For further information see SFRG 1, p. 152.



Dungeons & Dragons Ferrix

Avatar. Weretiger. A monster champion of level 12 or higher must be discarded to bring Ferrix into play. In combat, Ferrix forces his opponent to discard one artifact or holding from their hand, pool, or formation, or else lose the round of combat. 484 of 500

Avatar. Weretiger. A monster champion of level 12 or higher must be discarded to bring Ferrix into play. In combat, Ferrix forces his opponent to discard one artifact or holding from their hand, pool, or formation, or else lose the round of combat.



Dungeons & Dragons Titania

Avatar. Three champions must be discarded to bring Titania into play. This player can choose one type of champion at the start of each of his turns that is immune harmful events and offensive psionic power cards. 485 of 500

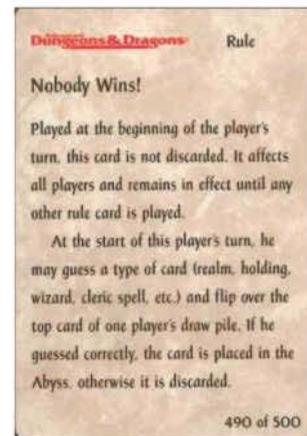
Avatar. Three champions must be discarded to bring Titania into play. This player can choose one type of champion at the start of each of his turns that is immune harmful events and offensive psionic power cards.



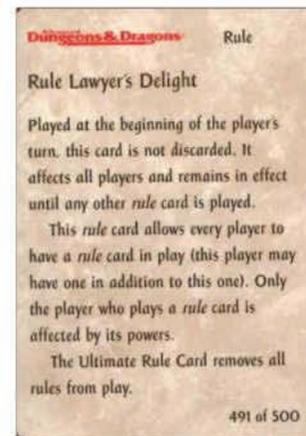
Dungeons & Dragons Verenestra

Avatar. A wizard immune to offensive spells must be discarded to bring Verenestra into play. Once per turn, Verenestra can negate a defensive spell. If discarded from play for any reason, all cards with the words 'immune' or 'immunity' on them are likewise discarded. 486 of 500

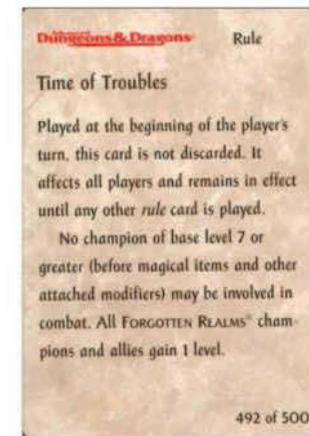
Verenestra's power to discard cards with immune or immunity on them extends to over 300 cards, including the dungeon cards Domain of Takhisis, Queen of Darkness, The Belly of the Beast, Pit of the Mind Lord, The Torture Room, and Return of the Dwarven King.



Only the player of the card uses this rule card's power at the start of his turn. While the subject of some controversy, the literal wording of the card indicates that on an incorrect guess, the card is discarded. Therefore, if an event is drawn and some other card type was guessed, the event is discarded, which means it is placed in the Abyss.



Rule cards played after the Rule Lawyer's Delight only affect the player of the card. Despite the wording of the first paragraph of text, subsequent rule cards do not replace this card. The only rule card that removes Rule Lawyer's Delight is the Ultimate Rule Card. Rule Lawyer's Delight can also be removed with Genie Bottle, Wish, or Ellorelloran.



This card is a reprint of Time of Troubles (99/FR) with an altered text, but the same special power.

For further information see SFRG 1, p. 357.

Dungeons & Dragons Rule

The Power of Faith

Played at the beginning of the player's turn, this card is not discarded. It affects all players and remains in effect until any other rule card is played.

All champions except clerics battle undead champions at half their base level, and allies of less than +4 cannot be played against undead champions by non-clerics.

493 of 500

Played at the beginning of the player's turn, this card is not discarded. It affects all players and remains in effect until any other rule card is played.

All champions except clerics battle undead champions at half their base level, and allies of less than +4 cannot be played against undead champions by non-clerics.

Dungeons & Dragons Rule

Forbidden Knowledge

Played at the beginning of the player's turn, this card is not discarded. It affects all players and remains in effect until any other rule card is played.

Only **RAVENLOFT** champions can cast offensive wizard spells. Only **DARK SUN** champions can use offensive psionic power cards. Only **AD&D** champions can use offensive unarmed combat cards. Only **BIRTHRIGHT** champions can use offensive blood abilities.

494 of 500

Played at the beginning of the player's turn, this card is not discarded. It affects all players and remains in effect until any other rule card is played.

Only Ravenloft champions can cast offensive wizard spells. Only Dark Sun champions can use psionic power cards. Only AD&D champions can use unarmed combat cards. Only Birthright champions can use offensive blood abilities.

Dungeons & Dragons Rule

Circle of Life

Played at the beginning of the player's turn, this card is not discarded. It affects all players and remains in effect until any other rule card is played.

The game cannot end by a player running out of cards. Any time a player depletes his draw pile, he simply reshuffles his discards to form a new draw pile. Cards in the Abyss remain in the Abyss.

495 of 500

Played at the beginning of the player's turn, this card is not discarded. It affects all players and remains in effect until any other rule card is played.

The game cannot end by a player running out of cards. Any time a player depletes his draw pile, he simply reshuffles his discards to form a new draw pile. Cards in the Abyss remain in the Abyss.

Dungeons & Dragons Rule

Master the Magic

Played at the beginning of the player's turn, this card is not discarded. It affects all players and remains in effect until any other rule card is played.

Allies and psionic power cards cannot be played. Any such cards already in play are discarded when this rule card is played.

499 of 500

Played at the beginning of the player's turn, this card is not discarded. It affects all players and remains in effect until any other rule card is played.

Allies and psionic power cards cannot be played. Any such cards already in play are discarded when this rule card is played.

Dungeons & Dragons Rule

The Master Strategist

Played at the beginning of the player's turn, this card is not discarded. It affects all players and remains in effect until any other rule card is played.

Spells and blood abilities cannot be played. Any such cards already in play are discarded when this rule card is played.

500 of 500

Played at the beginning of the player's turn, this card is not discarded. It affects all players and remains in effect until any other rule card is played.

Spells and blood abilities cannot be played. Any such cards already in play are discarded when this rule card is played.

Dungeons & Dragons Rule

Fair Fight!

Played at the beginning of the player's turn, this card is not discarded. It affects all players and remains in effect until any other rule card is played.

All instant-kill cards lose their special powers, retaining only their icon bonus. This includes all champions, allies, and events that cause a particular type of champion to be discarded.

496 of 500

Only Instant Defeat cards that affect a particular type of champion are negated by this rule card. For example, the Living Wall, because it effects all champion types of level 6 or higher, retains its special powers. Cards like the event Water Hunters (All undead in play are destroyed immediately.) do not function if Fair Fight! is in play.

Only the card types indicated are affected by this rule card. Other instant-kill cards work normally.

Dungeons & Dragons Rule

The Event Wheel

Played at the beginning of the player's turn, this card is not discarded. It affects all players and remains in effect until any other rule card is played.

Events that have a stated duration remain in effect. After two events have been played, a third event forces the first event played to be discarded. Events continue to cycle through, with a third event always replacing the event that has been active the longest.

497 of 500

Played at the beginning of the player's turn, this card is not discarded. It affects all players and remains in effect until any other rule card is played.

Events that have a stated duration remain in effect. After two events have been played, a third event forces the first event played to be discarded. Events continue to cycle through, with a third event always replacing the event that has been active the longest.

Dungeons & Dragons Rule

The Backwaters

Played at the beginning of the player's turn, this card is not discarded. It affects all players and remains in effect until any other rule card is played.

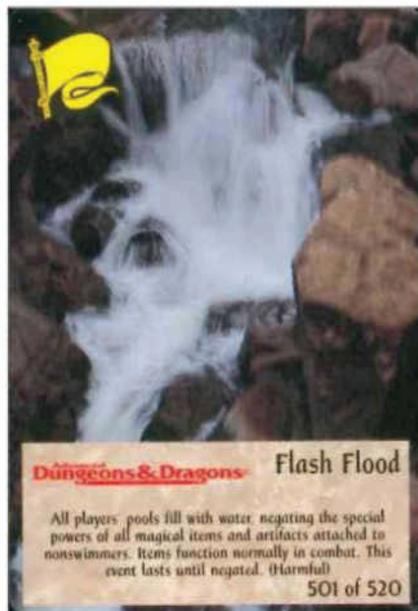
At the end of this player's turn, razed realms in the C, D, or E position are discarded. Razed realms in the A or B position remain in the formation.

498 of 500

Played at the beginning of the player's turn, this card is not discarded. It affects all players and remains in effect until any other rule card is played.

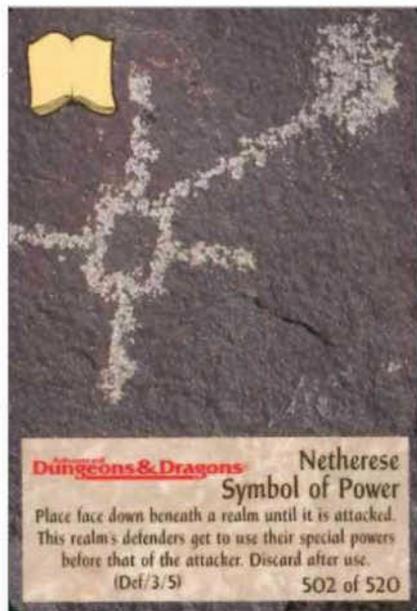
At the end of this player's turn, razed realms in the C, D, or E position are discarded. Razed realms in the A or B position remain in the formation.





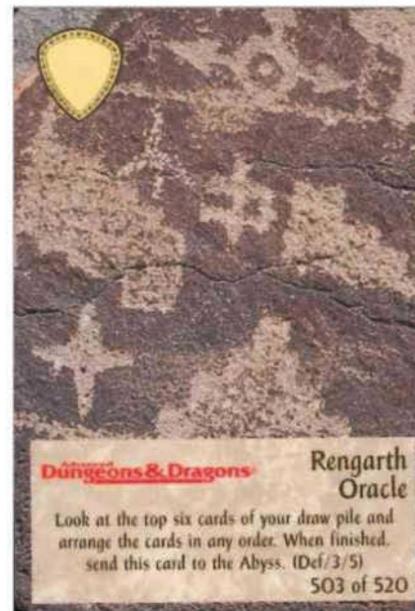
Flash Flood

All players' pools fill with water, negating the special powers of all magical items and artifacts attached to nonswimmers. Items function normally in combat. This event lasts until negated. (Harmful)



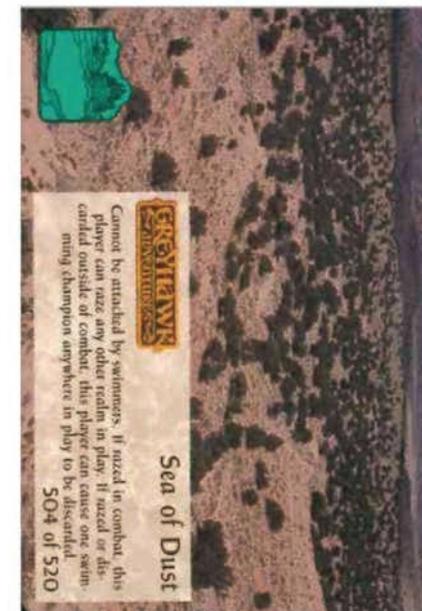
Netherese Symbol of Power

Place face down beneath a realm until it is attacked. This realm's defenders get to use their special powers before that of the attacker. Discard after use. (Def/3/5)



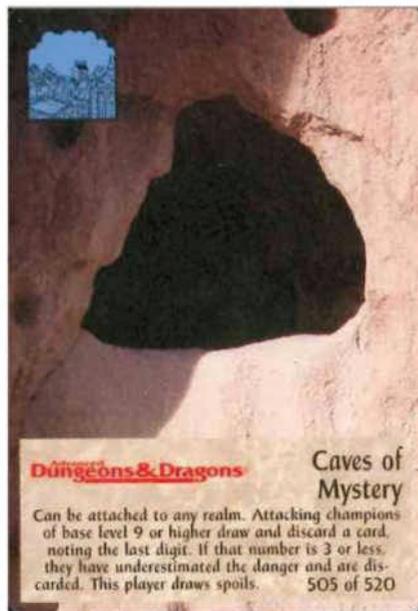
Rengarth Oracle

Look at the top six cards of your draw pile and arrange the cards in any order. When finished, send this card to the Abyss. (Def/3/5)



Sea of Dust

Cannot be attacked by swimmers. If razed in combat, this player can raze any other realm in play. If razed or discarded outside of combat, this player can cause one swimming champion anywhere in play to be discarded.

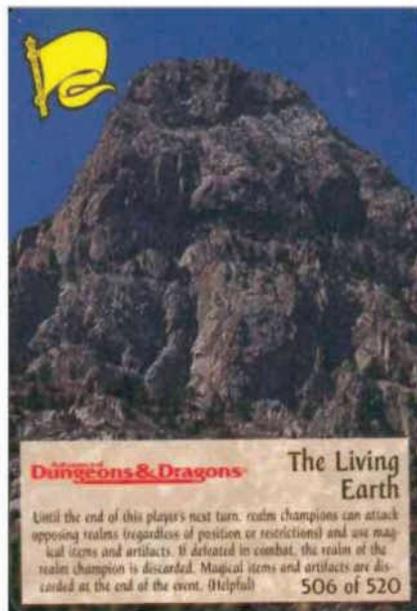


Caves of Mystery

Can be attached to any realm. Attacking champions of base level 9 or higher draw and discard a card, noting the last digit. If that number is 3 or less, they have underestimated the danger and are discarded. This player draws spoils.

505/520

Card Combo (from Tim Barth, barth@twcny.rr.com): Play the holding Caves of Mystery on the Spiderfell. This allows all attacking champions to have a chance at being discarded. If the player has also put A Sure Thing in play, the opponent's champion must be discarded.

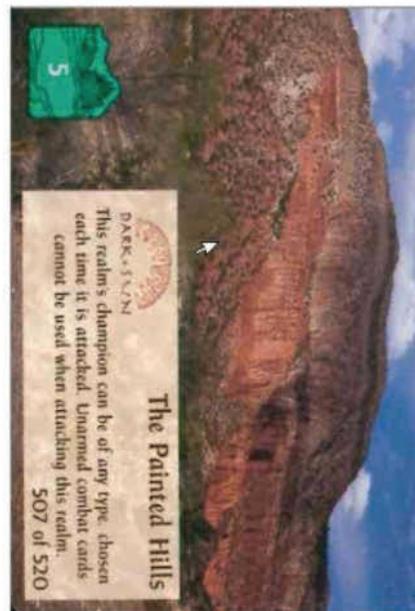


The Living Earth

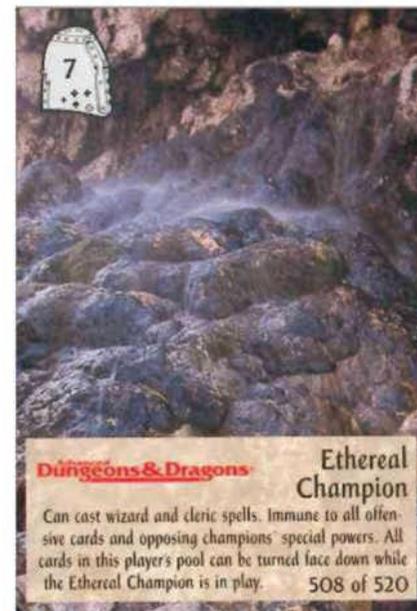
Until the end of this player's next turn, realm champions can attack opposing realms (regardless of position or restrictions) and use magical items and artifacts. If defeated in combat, the realm of the realm champion is discarded. Magical items and artifacts are discarded at the end of the event. (Helpful)

506/520

If defeated in combat, the realm of the realm champion is discarded. Magical items and artifacts are discarded at the end of the event. (Helpful)



This realm's champion can be of any type, chosen each time it is attacked. Unarmed combat cards cannot be used when attacking this realm.



Note that the Ethereal Champion is immune to opposing champions' special powers. For there to be an opposing champion, the Ethereal Champion must be in combat. The Ethereal Champion is therefore affected by other champions' special powers when not in combat.

The Ethereal Champion (and Cyric) have the power to hide a player's pool from other players. Cards in the pool are turned face down so that other players won't know what champions are in the pool (or not know the specific location of a face-down champion who was in the pool before Ethereal Champion was brought into play).

If an opponent plays a card with a power that effects one of the cards in the pool, the opponent chooses blindly from among the possible targets.

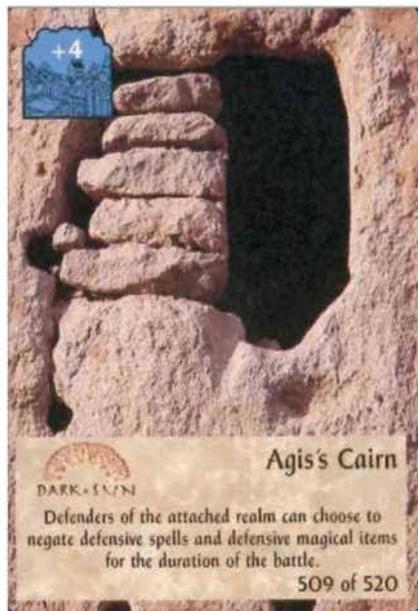
For example, an opponent targets the player's pool with the Wand of Telekinesis, which can only affect magical items. The opponent selects a card in the pool as the target. If the card is not a magical item, another card is selected. If, however, a magical item is selected that is attached to a champion immune to magical items, the power of the Wand is used with no effect.

As another example, when Agis attacks, he can psionically destroy a monster in the defender's pool. The attacker selects a card to target with Agis' power. If he chooses a card other than a monster, he chooses another card, since Agis' power has not been used. If he chooses a monster immune to psionic powers, then Agis' power is wasted and no other cards can be selected.

Because Wish is effective against any card type, the first card selected as the target of Wish is discarded. If the card selected is immune to Wish, such as through the power of the Winner's Cape, the Wish spell is wasted. No new targets can be selected.

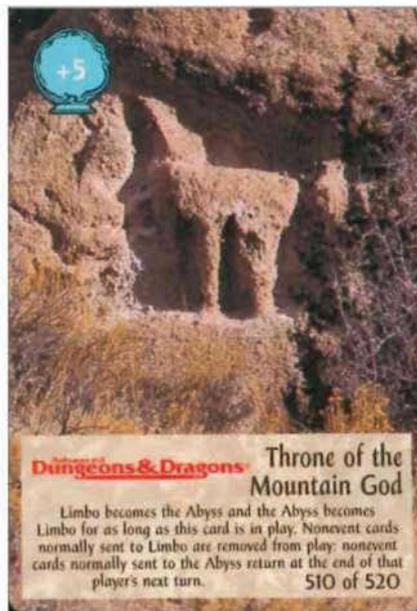
If there are two pools with cards turned face down, players must announce champions and artifacts played into the pools, in order to follow the Rule of the Cosmos.

If the Ethereal Champion cannot use its power, for example if it goes to Limbo, has cast Wish, or has been Trapped!, the pool is turned face up until the Champion can once again use its power.



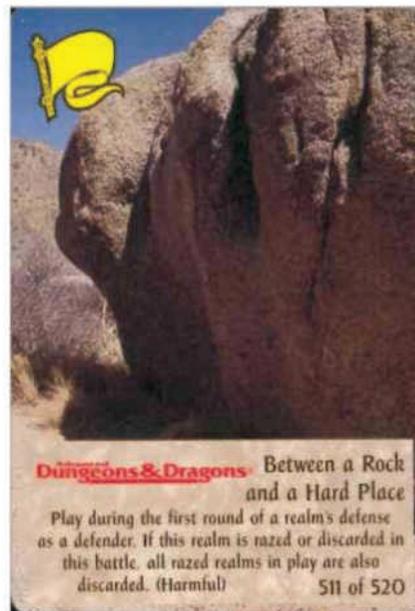
Agis's Cairn

Defenders of the attached realm can choose to negate defensive spells and defensive magical items for the duration of the battle.



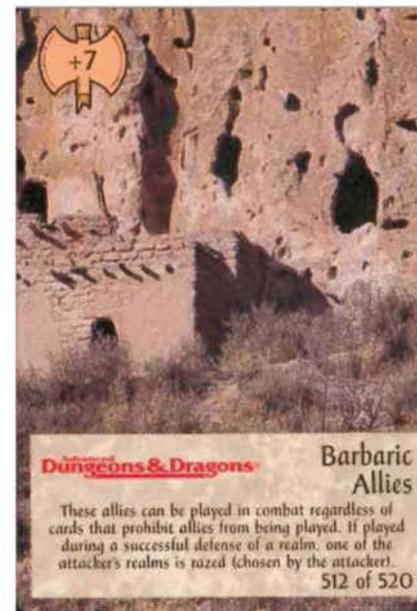
Throne of the Mountain God

Limbo becomes the Abyss and the Abyss becomes Limbo for as long as this card is in play. Nonevent cards normally sent to Limbo are removed from play; nonevent cards normally sent to the Abyss return at the end of that player's next turn.



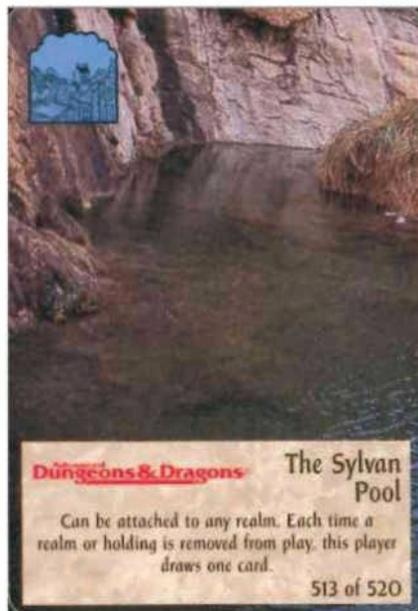
Between a Rock and a Hard Place

Play during the first round of a realm's defense as a defender. If this realm is razed or discarded in this battle, all razed realms in play are also discarded. (Harmful)



Barbaric Allies

These allies can be played in combat regardless of cards that prohibit allies from being played. If played during a successful defense of a realm, one of the attacker's realms is razed (chosen by the attacker).

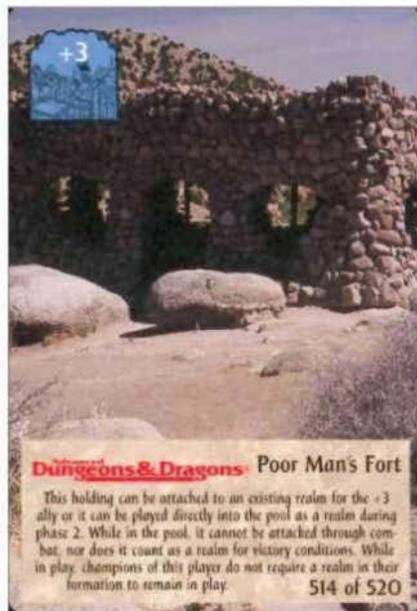


The Sylvan Pool

Can be attached to any realm. Each time a realm or holding is removed from play, this player draws one card.

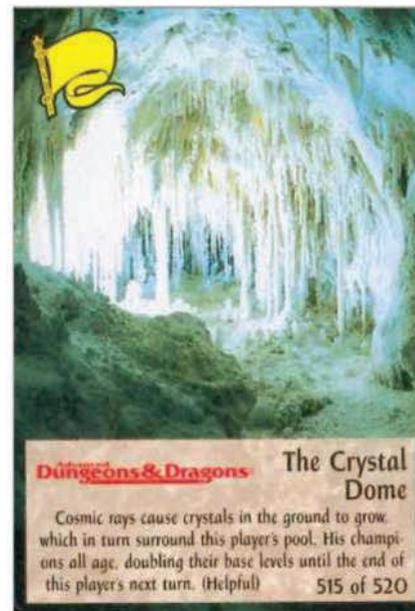
513/520

This card's power is activated whenever a realm or holding is removed from play, which includes being discarded, sent to the Abyss, or removed from the game. A razed realm that is replaced in the formation is considered removed from play.



Poor Man's Fort

This holding can be attached to an existing realm for the +3 ally or it can be played directly into the pool as a realm during phase 2. While in the pool, it cannot be attached through combat, nor does it count as a realm for victory conditions. While in play, champions of this player do not require a realm in their formation to remain in play.



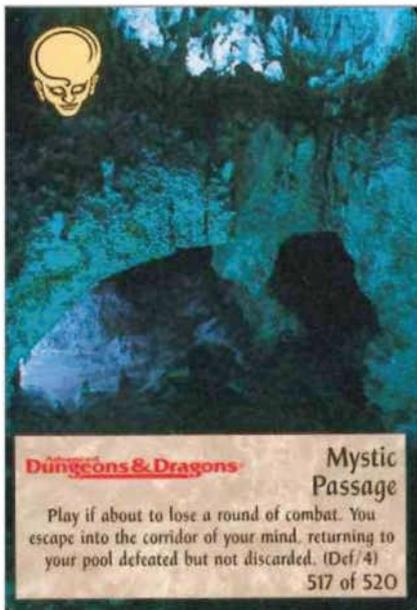
The Crystal Dome

Cosmic rays cause crystals in the ground to grow, which in turn surround this player's pool. His champions all age, doubling their base levels until the end of this player's next turn. (Helpful)



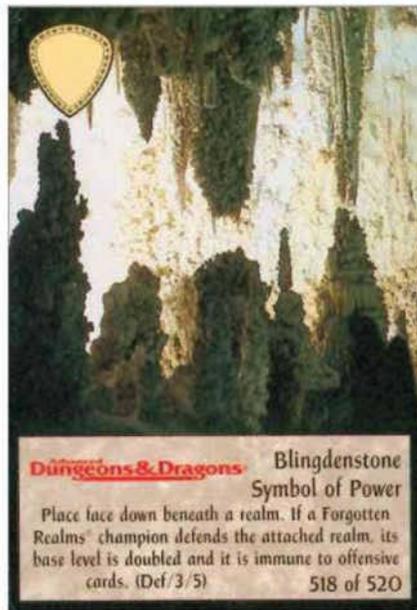
Towers of Menzoberranzan

If attached to Menzo, the realm cannot be razed or discarded except through combat. If attached to another realm, that realm is immune to attacks via the Underdark or by earthwalkers.



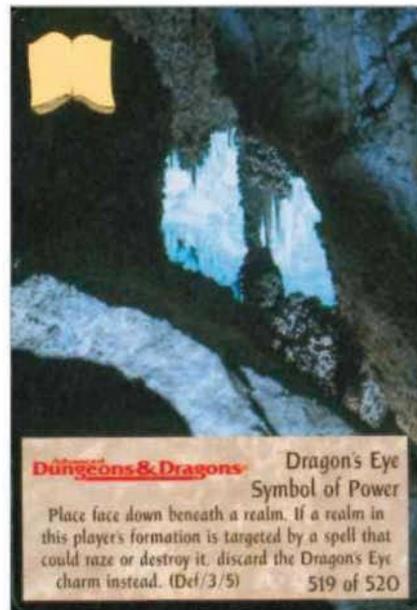
Mystic Passage

Play if about to lose a round of combat. You escape into the corridor of your mind, returning to your pool defeated but not discarded. (Def/4)



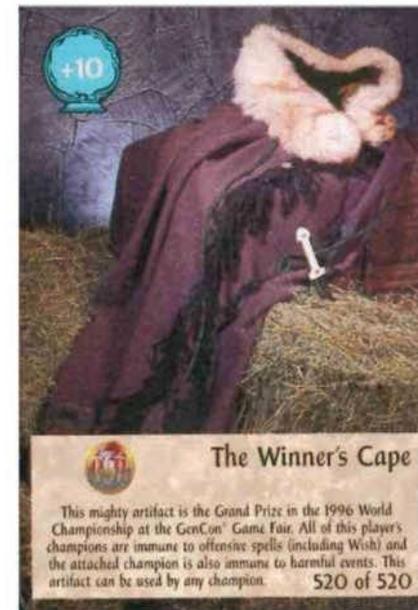
Blingdenstone Symbol of Power

Place face down beneath a realm. If a Forgotten Realms champion defends the attached realm, its base level is doubled and it is immune to offensive cards. (Def/3/5)



Dragon's Eye Symbol of Power

Place face down beneath a realm. If a realm in this player's formation is targeted by a spell that could raze or destroy it, discard the Dragon's Eye charm instead. (Def/3/5)



The Winner's Cape

This mighty artifact is the Grand Prize in the 1996 World Championship at the GenCon Game Fair. All of this player's champions are immune to offensive spells (including Wish) and the attached champion is also immune to harmful events. This artifact can be used by any champion.

The Winner's Cape increases a champion's adjusted level by 10.

Although this artifact can be attached to any champion, its world is unique (TSR) and it cannot be included in any deck in a World War tournament.

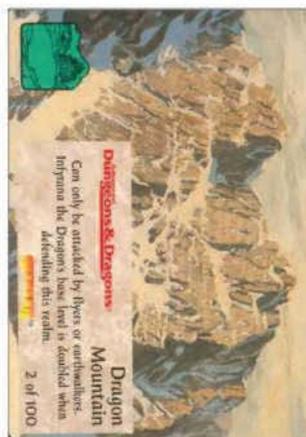


Draconomicon

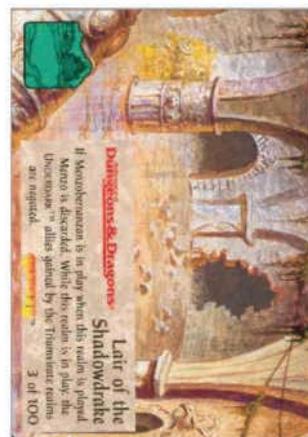


Rauglothgor's Lair is an excellent realm to add to your deck. Unless you are up against a dragon deck, most opponents will start at half their base level. This alone makes it worthwhile. Once you add in the fact that defending undead are immune to harmful events, it becomes a must to any undead theme deck. Be aware that only the undead defenders are immune to the events, not the realm itself, so although Nemon Hotep [NS-67] would be immune to the effects of any harmful events while defending this realm, Rauglothgor's Lair could still be affected by Cataclysm! [4th-119]. One of the best ways to make the most out of Rauglothgor's Lair is to put it in the front rank of your realms and put down the rule card Negative Planar Energy [NS-83]. Now, not only are nondragons at half base level, your undead defenders can first subtract their base level from the attacker's base level. If reduced to 0 or less, they are discarded, and the spoils is yours. You can make this even more deadly by having Powers of the Land [DR-12] attached to another realm in your formation, (Powers of the Land is a Ravenloft holding, so it cannot be attached to Rauglothgor's Lair) and have all of your defending undead double their base levels. Rauglothgor is the dracolich that Shandrill defeated with spellfire in the novel that is Spellfire's namesake.

Only undead defenders are immune to the events, not the realm itself. For example, Rauglothgor's Lair is affected by Cataclysm! Card Combo (from Tony Novello): Put Rauglothgor's Lair in the front rank of your formation and play the rule card Negative Planar Energy. Now not only are nondragons at half base level, your undead defenders can first subtract their base level from the attacker's base level. If reduced to 0 or less, they are discarded, and the spoils is yours. You can make this even more deadly by having Powers of the Land (12/DR) attached to a Ravenloft realm in your formation. Now all of your defending undead double their base levels.



This realm is very similar to several other realms, in that it can only be attacked by flyers or earthwalkers. If you are constructing a deck that limits the number of possible attackers that an opponent may use, this one should be considered. The ability of doubling Infrana's base level when defending is a nice touch, but not altogether practical, because it means you must rely on having that one card in your hand or pool when attacked. Although not a bad realm, if you're debating over one realm of this sort, Shining Lands [AR-87] is a better choice, as it also adds spell immunity and the ability to have any holding attached to it. In addition to the Shining Lands, Dragon Mountain is a fine choice. What can be more dangerous than trying to sneak into a dragon's lair? Trying to assault one that used to be a Dwarven stronghold, defended by magic-wielding kobolds, and having the dragon know you're coming. Beware the Dragon Mountain. The major advantage of this realm is that it is difficult to attack; since only flyers or earthwalkers can reach the realm. The realm's power to double Infrana the Dragon's base level is of limited usefulness, since it is so specific.



Lair of the Shadowdrake is an excellent response to someone using Menzoberranzan [4th-1]. Not only do you get a new realm when you put it down, you can discard another. This power only works when Menzoberranzan is already in play, so if you put the Lair of the Shadowdrake down before Menzo is in play, it has no effect on that realm. Be careful that you don't put this realm down while Menzo is in your own formation, or you will discard your own realm. If multiple players wish to play Menzoberranzan after the Lair discards it, the option to play the realm start with the active player (most likely the one playing the Lair) and moves around the table in the order of play (clockwise, unless Wild Magic Surge [FR-10] is in effect). The additional power of negating the Underdark allies gained by the Triumvirate realms can make this a very powerful target for your opponents. Again, beware, for this realm can cancel out your own Triumvirates if you choose to include them in the same deck.



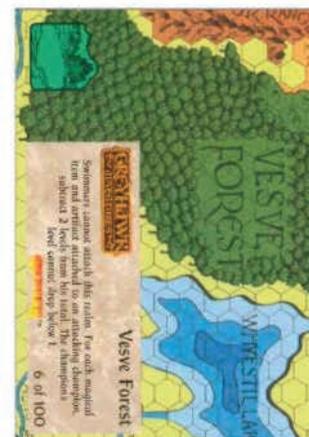
This realm is a coastal realm. This realm allows all defending dragons immunity to offensive spells, psionics, and blood abilities. This immunity extends to include special powers that fall under these three categories, like the ultrablast power of Kerm of Tyr [PO-21], but only those that affect the defender, not the defender's pool or hand. Keep in mind that the level 6 realm champion is a dragon, and therefore is also entitled to the immunities. This realm should be considered for dragon theme decks, but does not give a lot of benefits to decks with few dragons in them. It should be remembered that the realm has none of these immunities except when defending itself in battle. If you are considering a deck whose realms all possess realm champions, keep Dragonspine Mountains in mind, for the added immunity to the champion makes this realm champion quite a challenge. This mountain range separates the Moonsea from the Ride, and is home of the Citadel of the Raven. In its shadow sits the once-powerful ruins of Zhentil Keep, now slowly being rebuilt.

This realm has to powers that make it a good addition to any deck. Since Menzoberranzan appears in virtually every deck, the Lair's power to discard Menzo is very useful.

While Triumvirate realms are not seen nearly as much as Menzo, negating Triumvirate allies is a nice additional benefit to this realm. But this power is a double-edged sword, since it also negates a player's own Triumvirate allies.



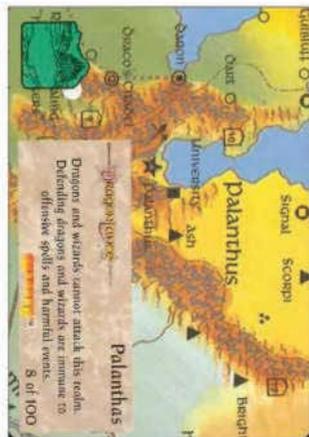
This is a coastal realm. The Griff Mountains is an excellent realm for those dragon and giant theme decks, and a good choice for many other decks. The doubling of base level and immunity to offensive magical items only benefits the defending dragons and giants, but this will affect both champions and allies that are designated as dragons or giants. The Griff Mountains will cancel all non-flying attackers special powers, regardless of whether the defender is a dragon/giant or not. Having something in the pool that adversely affects flyers, such as Gloriana [1st-3] will help insure that any attackers of the Griff Mountains will not be using their powers. The Griff Mountains divide the Hold of Stonefast from the Duchy of Tenh, and from the Theocracy of the Pale below. Very few humans are sturdy enough to live in the Griff Mountains, although there is a rumor of a tiny realm hidden in the heart of the range that overflows with gold and jewels.



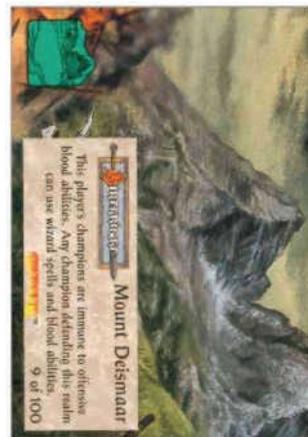
This is a coastal realm. The Vesve Forest has two separate powers that can affect the attacking champion. First, it restricts swimmers from attacking this realm. This includes both champions and allies, and is always in effect, even if in the front ranks where the champion wouldn't have to swim to reach the Vesve Forest. Its second power is that for every magic item and artifact attached to the champion, 2 levels must be subtracted from the attackers adjusted level. Therefore, if Merika [4th-326] attacked the Vesve Forest with the Shield of Devastation [4th-174] and the Wand of Magic Detection [DR-76], her adjusted level would be $1(3 + 2 + 0 = 5 - 2$ for each magic item, so $5 - 4 = 1$). If she decided to add The Necklace (176/4th), her level would stay at 1, (because it cannot drop below 1) but if another card, like a spell or ally, were added later, the -2 for the necklace would have to be factored in. The Vesve Forest is the largest hardwood forest in the Flanaess. It is renowned for its variety of excellent woods and other commodities, including a fungi unique to the forest that is used in the creation of several magical oils.



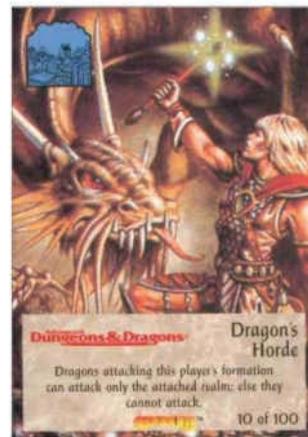
This is a coastal realm. Mount Nevermind is a very potent Dragonlance realm. This realm causes each combatant (attacker and defender) to draw a card and add the last digit of its series number to that champion's base level. No other cards can effect the outcome of the battle, including events and the special powers of the champions involved. So if the Living Wall [PO-58] was defending, and drew Perrenland [4th-19], the Living Wall would be at level 19, but would not be able to absorb any opposing champion, regardless of their level. As an interesting side effect, since Mt. Nevermind doesn't actually say to discard the drawn card, Perrenland would go to the hand of the Living Wall's owner. This realm can be exploited by using a card that allows you to re-arrange or place cards on top of someone's draw pile, thereby knowing what variable they will receive. Of course, this must be done before combat is declared on Mount Nevermind. Since rule cards are the only cards that activate before a realm's power, someone with A Sure Thing [NS-74] would still benefit from this rule's power and make this realm practically automatic victory for the rule card's owner.



This is a coastal realm. Any realm that reduces the range of possible attackers is worth considering. Palanthus takes two champion types out of the running. This restriction applies to all champions that bear the wizard icon, and all cards designated as dragons. The connection of wizards and dragons continue, as defending dragons and wizards are granted immunity to offensive spells and harmful events. Note that this immunity does not apply to the realm, only the dragons and wizards that defend it. Remember that defending wizards and dragons become immune to events, so those targeted by events, with both the attacker and defender going to their pools. If Palanthus is your front realm, you can reduce your chances of attack for a turn by using The Apple of His Eye [FR-c12] to limit attackers and defenders to wizards (since you can't specify champion characteristics like being a dragon).



This realm's powers are pretty straight forward. As long as Mount Deismaar remains unrazed, all of this player's champions are immune to offensive blood abilities, whether attacking, defending, or in their pool. This is an excellent immunity for someone going up against any Birthright or regent based deck. As long as a champion is defending this realm, he also has the ability to use blood abilities and cast wizard spells. This does not give the realm itself the ability to cast spells, nor does it extend this ability to champions in the pool, so a spell like Shadow Engines [4th-404] could not be countered by a Dispel Magic [4th-370], unless a champion in your pool already had the ability to cast spells, because it would come during phase 3, and there wouldn't be a defending champion yet. The best way around this card is the dungeon The Torture Room [DU-12], which strips all opponents of their immunity to blood abilities, making this realm much weaker.



This holding is an AD&D holding and can only be attached to AD&D realms, or realms that allow any holding to be attached. This is quite the risky holding to include in your deck. The power only limits cards designated as dragons, and if your opponent(s) have none in their deck, it will be worthless. However, if your opponent(s) have dragons, it can be quite devastating. This holding forces all dragons (champions and allies) to attack only the attached realm when attacking this player's formation. Exploit this by attaching it to a realm that puts further limits on the attacker. A good choice is The Lost City [RR-16], because now the only dragons that can attack are non-flying, non-swimming AD&D dragons. An even more effective approach would be to have it attached to any realm in your formation except Border Garrison [DU-31], because now dragons could not attack any of your realms until Border Garrison is razed or discarded. The same effect can be had by attaching the Dragon's Horde to Council Aerie [AR-86], which prevent dragons from attacking it. A dragon deck must have a good way to defeat this holding if it wishes to attack.



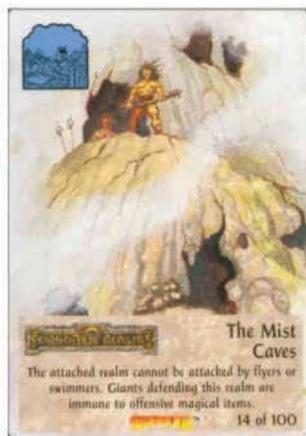
This holding is an AD&D holding and can only be attached to AD&D realms, or realms that allow any holding to be attached. Although any time you see the word immune you may feel inclined to include that card, don't be fooled by this holding. It confers immunity to the attached realm, but this immunity is only from the special powers of Underdark realms. Only six Underdark realms would be affected by Dark Depths if it is attached to an AD&D realm (TU-2, TU-4, TU-5, TU-6, TU-c6, & IQ-5). This does include the Triumvirate realms, however, and for that reason should not be completely dismissed. It's value increases slightly if your deck contains several realms that can have any holding attached to it. This magical land was once deep beneath the City of Greyhawk. Filled with giant mushrooms and roaming Trolls, the Dark Depths were deemed to dangerous and the Circle of Eight estate transferred the entire area to the nether world.



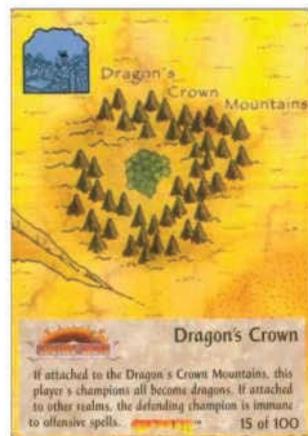
This holding is a Ravenloft holding and can only be attached to Ravenloft realms, or those realms that allow any holding to be attached. Powers of the Land is a must card for any undead themed deck. This holding doubles the base level of all defending undead (champions and allies), but not just for the attached realm, but for all of this player's formation. Note that this doubling only takes place during defense of a realm, so spells and powers that affect champions of a given base level will work normally against this player's pool, but will have to take the base level adjustment into consideration when affecting an undead defender in combat. As an added bonus, any undead champions defeated while defending the attached realm are returned to their pool with any attachments. They keep their attachments because they are not really discarded, just defeated. Other cards that benefit undead work well with Powers of the Land. Cards like Negative Planar Energy [NS-73] and Ancient Arms of the Great Kingdom [3rd-145] are great choices. All of Ravenloft can feel the presence, but none can control it. Even those who are considered Lords in the lands of Ravenloft are trapped and must answer to the powers of the land, and the ever-present Ravenloft Mists



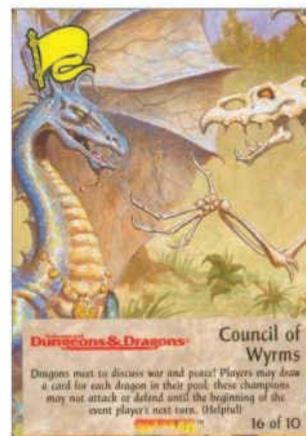
This holding is a Greyhawk holding and can only be attached to Greyhawk realms, or realms that allow any holding to be attached. This is a very nice holding if you're looking for defensive abilities. The Mistmarsh prohibits flyers from attacking the attached realm, and this includes both champions and allies. Any defending champions that are swimmers return to their pool instead of being discarded. This means it works well with Song of the Dragonlance [DU-22], since it allows all your champions to be swimmers. The Mistmarsh also is able to defend the realm as if it had a realm champion of its own. If the attached realm has a realm champion, like Isle of the Ape [RR-1], the Mistmarsh defender can still defend the realm. However, if the Mistmarsh OR the realm champion is defeated, the realm will be razed. It doesn't matter which way the realm defends itself. An excellent way to use the Mistmarsh is to attach it to the Shining Lands [AR-87], because then only earthwalkers would be able to attack the realm.



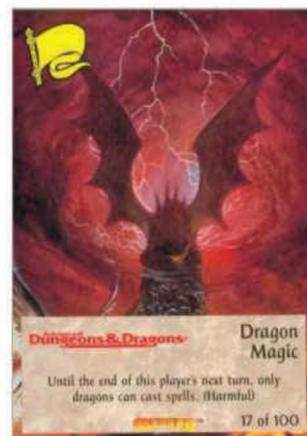
This holding is a Forgotten Realms holding and can only be attached to Forgotten Realms realms, or realms that allow any holding to be attached. This is a great holding, because there are several realms that it can be attached to that already limit the attackers to flyers and/or swimmers, and by attaching the Mist Caves, it effectively makes it almost impossible to attack the attached realm without magical aid. Some of these realms include Kozakura [FR-13], and the Coral Kingdom [4th-10]. This restriction also extends to the champion's allies. The ability to give defending giants immunity to offensive magic items is more of a secondary power, but if you have any giants in your deck, it's just an added bonus to an already efficient holding.



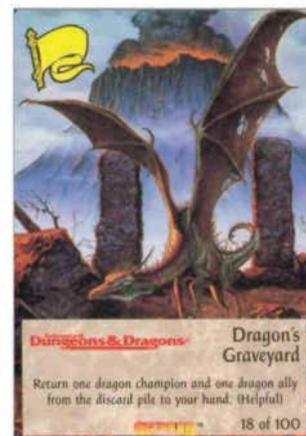
This holding is a Dark Sun holding and can only be attached to Dark Sun realms, or realms that allow any holding to be attached. When this holding is attached to any realm but Dragon's Crown Mountains [4th-39], it bestows offensive spell immunity to its defending champions. When it is attached to Dragon's Crown Mountains, it causes all of this player's champions to be considered as dragons. In turn, this grants immunity from offensive spells and offensive psionic power cards to all of this player's champions (see the Dragon's Crown Mountains). The only hindrance this bestows is that now all of her champions can be affected by cards (not counting offensive spells and psionic cards of course) that affect dragons specifically. Dragon avatars such as The Celestial Emperor [DR-43], Tiamat, God of Evil Dragons [DR-44], or Bahamut, God of Good Dragons [DR-45] would be a good addition to decks containing both the Dragon's Crown and Dragon's Crown Mountains, for their special powers affect all of this player's dragon champions which could possibly affect all of this player's champions. It is important to remember that this power only effects champions in play, and not in your hand, discard pile, deck, Limbo or the Abyss. This important due to cards like Dragon's Graveyard [DR-18].



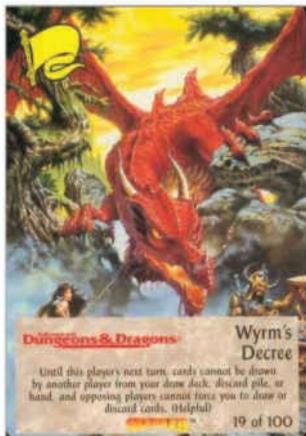
This event is useful in decks with a lot of dragon champions, because it allows you to draw a card for each dragon in your pool. This does come with a penalty. For each card you draw, one of these dragon champions cannot attack or defend until the event player's next turn. This event can affect all players, but is considered helpful because each player has the option to draw cards; they are not forced. You also have the choice as to how many cards you draw. If you have three dragon champions in your pool, you could draw from 0 to 3 cards, but for each card drawn, you must designate a dragon that is taking place in the Council of the Wyrms. Since it is a helpful event, cards such as Calm [4rd-400] have no effect, although it could still be canceled by a card such as Limited Wish [4th-382]. Once every hundred years the dragons meet. What is discussed is unknown to outsiders, but it is believed that they exchange information and gossip from their respective corners of the world. This must also be a time of truce for these ancient creatures, as even bitter enemies are said to exchange information.



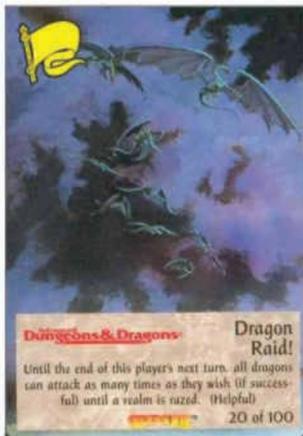
This event creates a large limit on who is able to cast spells. Only cards designated as dragons can cast spells, but this does not confer spell-casting ability onto non-spellcasting dragons. Therefore, while Dragon Magic is in effect, Sharla [4th-290] could not cast spells, but neither could Flashburn [DR-32], even though he is a dragon, unless he had an attachment that allowed him to cast spells, such as Viperhand [3rd-103]. Dragon Magic can be stopped by Calm [3rd-400] for individual players, or canceled for everyone with Limited Wish [4th-382] or Intercession [RR-48]. Such spells can be cast by non-dragons to counter Dragon Magic when first played, but not once the event has fully taken effect. Coupling this event with another, such as Dragon Raid! [DR-20] can make a dragon deck even more dangerous for a short time.



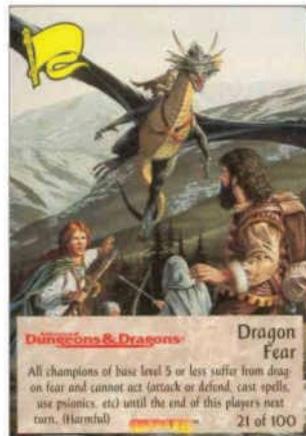
This event is most useful in a deck with a lot of dragons, so that you can take full advantage of this event and retrieve both a champion and an ally. This is more useful than several other cards that retrieve champions from the discard pile, because it is not restricted by being a spell, therefore you don't need a champion in the pool to cast the spell, or conform to turn phase restrictions. This event does cause you to return the cards to your hand, so make sure you don't use this right before you have to discard down to the maximum number, unless you have room for two more cards. Since Dragon's Graveyard is a helpful event, cards such as Calm [3rd-400] have no effect, although it could still be canceled by a card such as Limited Wish [4th-382]. The Dragon's Graveyard is a legend as old as the dragons themselves. Said to be located somewhere in the Hell Furnaces, this massive graveyard is covered with the remains of hundreds of Wyrms.



This event stops all opponents from drawing cards from your hand, draw or discard piles, or forcing you to do the same. This protects your deck from many different cards, including Great Shout [FR-41], Deja Vu [AR-100], Ninjas [4th-239], and many others. It can partially affect some cards, such as Discovery of Spellfire [2nd-401]; whose player would still be able to look at the hand of the player protected under the Wyrms' Decree, but would not be able to discard a card. As this is a helpful event, cards such as Calm [3rd-400] and Delsenora [1st-c10] have no effect, but Wyrms' Decree can still be canceled by Limited Wish [4th-382] or Intercession [RR-48]. A useful time to use Wyrms' Decree is when you know your opponent has cards that force you to draw or discard cards. If your opponent attacks with a champion that has the Vorpal Blade [FR-56] attached to it, put down Wyrms' Decree before you bring forward your defender. You can also make it work on the offensive, by using one of the cards that enable you to examine another's hand, such as Discovery of Spellfire, and if someone has several spells, events, allies, etc. that will be affected by the Wyrms' Decree, play it before you attack.



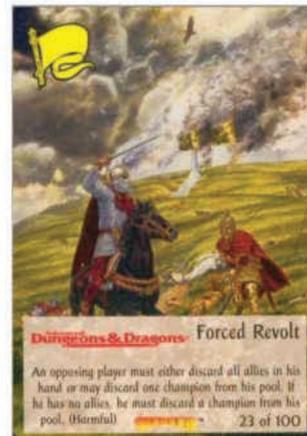
Here is another event that mainly benefits those decks that focus on dragons. This event allows all dragons the ability to repeatedly attack a realm, as long as they are victorious, until the realm is razed or the attacker wishes to call off the attack. This event does affect all players, but only when attacking, therefore your dragon champions could not defend more than once a battle, unless it has been granted that power by something else. A wonderfully nasty way to use this card is to do so in conjunction with Apple of His Eye [FR-c12], so that only monsters can attack or defend (since you cannot choose dragons), and then attack with Edormira, Red Dragon [1st-c2]; now only non-monster champions immune to events can defend. It would work also if you attacked with the Dragon Hatchling [DR-c8]. As this is a helpful event, cards such as Calm [3rd-400] and Delsenora [1st-c10] have no effect, but this event can still be canceled by Limited Wish [4th-382] or Intercession [RR-48]. The dragon raid of Mulmaster 2 winters ago was a terrible sight indeed. The great red beast came again and again, slaying all in its path. When the dragon had its fill of feast and booty the city lay in ruin.' - Lord Bo the Champion



This event stops all champions of base level 5 or less from any activity at all until it expires. This includes any champions entering into play from the hand. This event is very effective in keeping at bay those pesky low-level champions with devastating special powers, like Hettman Tsurin [4th-257]. This event lasts until the event player's next turn, so is most effective if played during his turn. This event can be quite catastrophic to all players if coupled with the rule card Time of Troubles [FR-99]. While both of these cards are in play, only champions of base level 6 are able to attack or defend. Dragon Fear can be stopped by Calm [3rd-400] for individual players, or canceled for everyone with Limited Wish [4th-382] or Intercession [RR-48]. Only the strongest can withstand the Dragon Fear. The sight of a great Wyrms in all its glory has caused many young adventurers to seek a career change. - Athena Fernwood, halfling mercenary and collector of many fine baubles.



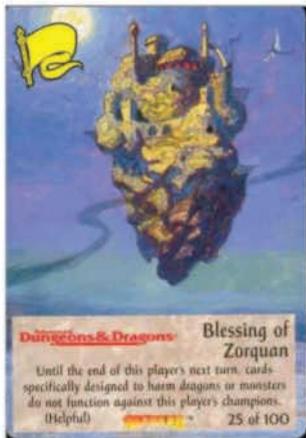
Trapped! is a very powerful event, as it remains in effect until it is negated. This event can be played on any champion not immune to events, and it stops that champion from performing any actions at all. This includes attacking, defending, casting spells, psionics, blood abilities, etc. If this event is played on a champion while in battle, he returns to his pool with any attachments, defeated, and any allies or power cards are sent to the discard pile. It cannot be played on realm champions. Because this event has an extended duration, it can be removed by Wish [4th-384], although the trapped champion could not cast the spell. Calm [3rd-400], Limited Wish [4th-382] and Intercession [RR-48] can all also cancel Trapped! This event works best on those champions that make everyone nervous, like the Living Wall [PO-58], but is most effective when it cannot be quickly canceled. Wait until you know your opponent has no way of countering it, either by inspecting his hand, or waiting until after he plays a Calm or the like. The most effective use of Trapped! is with the card Wrath of the Immortals [4th-157]. Since the Wrath states that the targeted champion must attack or defend first, and Trapped means it cannot attack or defend, that player can be attacked with no hope of defense without a counter. If this event is played on a champion that grants other champions abilities, like many of the avatars, it may not cancel all special powers. Bahamut, God of Good Dragons [DR-45], for example, would not be able to attack or defend, but that player's defending champions would still be doubled in base level, because this power doesn't take any action on the part of Bahamut, just his presence in the pool. Cards may be attached to a trapped champion while in the pool. For example, the magical item Runes of the Future [RR-c13] can be attached, allowing the trapped champion to be discarded so that a selected card can be placed on top of the draw pile. Trapped! cannot be played on a realm champion. Cards can be attached to a trapped champion while in the pool. For example, the magical item Runes of the Future can be attached, allowing the trapped champion to be discarded so that a selected card can be placed on top of the draw pile.



This event targets neither allies or a champion. The choice goes to the person who had the event played on him. If he chooses allies, he must discard all allies in his hand, and if he has no allies, or chooses a champion, he must discard one champion (and his attachments, if applicable) from his pool. Although getting rid of an opponent's allies is great, disposing of a champion can be even better. Try to control the selection process by waiting until your opponent's pool has just a few champions, or better yet, only the one you want to get rid of. Then hit him with the Forced Revolt. If he hasn't any allies, you've knocked off your target, otherwise, he no longer has any allies, and is more vulnerable to attack. This event can be canceled by Calm [3rd-400], Limited Wish [4th-382], or Intercession [RR-48]. If your opponent chooses to discard a champion, he must choose any champion from his pool. Champion immunity to events means nothing for this event, since the event does not target the champion, but the player. The Forces Revolt event is played on a player, not a champion or pool. However, if the target player has no allies, and all champions in his pool are immune to events, nothing is discarded.



Upon first glance, this sounds like a good card for a flyer deck. You get a free card for each flyer in your pool. But this card doesn't always work out the way one might like. First of all, it affects all players, so you can just as likely give your opponent(s) more cards than you can get. Secondly, and more important, Favorable Winds must be played as soon as it's drawn. If this event comes up early in a game, you could end up with no extra cards and an event wasted in your Void. Unless you like the gamble of possibly being able to get a lot of cards, stick with one of the other cards that grant you extra cards, like Good Fortune [4th-120]. As a theme deck idea though, Favorable Winds combined with Council of Wyrms [DR-16] are mainstays in the 'Liquid Dragon' deck. This deck is filled with flying dragon champions and can result in huge card draws from the above two events. This is still risky, as you might draw Favorable Winds too early to be put to good use.



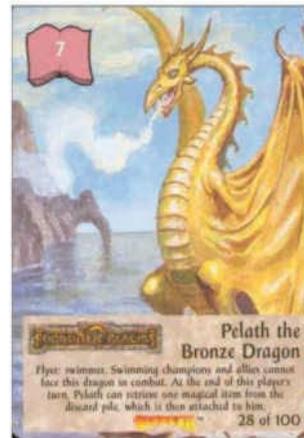
Here is an event that is a good defensive card for those monster and dragon decks. This causes all types of cards that specifically target monsters or dragons to not function in that capacity. Therefore, Agis [3rd-26] could still attack, but could not destroy a monster from the pool of the event player, and a card like Dragon Slayer [AR-51] would have no effect against this player, but would affect all others normally. This is a helpful event, and cannot be effected by Calm [3rd-400] or Delsenora [1st-c10], but this event can still be canceled by Limited Wish [4th-382], Intercission [RR-48] or Wish [4th-384].



Infyra is loaded with special powers. First of these is that she is a dragon (by her title), allowing her access to the dragon-only spells and unarmed combat cards. This power also allows her to be targeted by cards that do bad things to dragons of course. Next is Infyra's power of being a flyer, giving you access to attack realms in the rear of your opponent's formation(s). The most powerful of her powers are the immunities to Heroes and allies, this includes all allies, not just allies of heroes. Infyra is immune to the 'special powers' of heroes, not heroes themselves, so your opponent's heroes can still face her in battle. Being the only non-avatar immune to Gib Keir [RR-c16] is a good thing (though being immune to Bahamut [DR-45] is not!) What makes this champion great for combat decks is her immunity to allies coupled with the avenging power of discarding a magical item or artifact if she is discarded in battle. Your opponent's The Winner's Cape [4th-520] would be a great choice to use this power on. All in all, Infyra is a great choice for a wide range of decks. From dragon themes to combat to even tournament decks. With all of this card's powers you would find many uses for her. If you intend to use her, you also might consider using Dragon Mountain, which boosts Infyra nicely if she defends it. If Infyra is in your deck, you may want to add Dragon Mountain. When Infyra defends Dragon Mountain, its base level is doubled to 16.



Flame is an all combat champion. Being one of the few dragons that cannot cast spells makes him a little one dimensional, but if combat is your goal Flame is a good choice. Being a dragon allows him the use of the dragon-only combat cards like Swallow Whole [DR-97] and being able to fly almost guarantees you chance to use Flame in combat. Flame really comes into his own when defending. Having to be defeated twice in one battle makes him a great choice to defend against instant win cards like the Living Wall [PO-58] and Headless Horseman [RL-88] without having to give anything up. A viable and fun theme for Flame is the 'Energizer Champion' theme using Drizzt Do Urden [4th-253] and Ochimo [FR-95], who have similar special powers. This makes it very difficult to get a spoils off of you as each champion gets a free defense before having to worry about losing them to the discard pile. Add to all this that +3 and smaller allies cannot be played against Flame and he can be a tough nut to crack, since many of the more powerful avenging allies are +3 and under. Still, Flame is difficult to put into a high powered tournament deck as he lacks the ability to cast spells or use psionic power cards. In an all combat format though this champion is a winner.



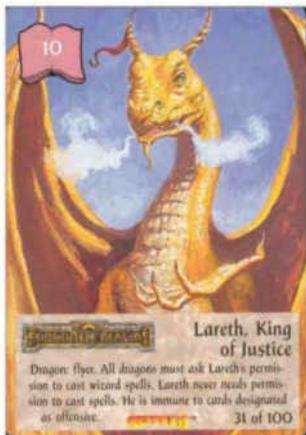
One of the best champions to come out of the Draconicon set. Pelath has many advantages for both phase 3 and combat. He can fly and swim giving a great range of choice when attacking. The lesser combat power of opposing swimmers (champions and allies) not being able to face Pelath in combat is an added bonus to a great card. This means when attacking, swimmers may not defend, and when defending against a swimmer, the opponent goes back to their pool defeated, with no spoils of victory awarded. Also, being a dragon and a caster allows Pelath to use the dragon-only unarmed combat cards and spells. Being a wizard champion rather than a monster is rare for a dragon and is a huge plus if playing a dragon theme deck, because so many cards target monsters to be discarded or limit their attacking choices, such as Black Waters [4th-98] or Treasure [4th-130]. It is Pelath's last power, to get back a magic item in phase 5, that makes this champion a good choice for a tournament deck. The magic item taken from the discard pile must be attached to Pelath, which quickly makes this champion a target. A good combo for this card is the realm Cromlin [NS-7] and Tasslehoff Burrfoot [DL-39]. This allows you to recycle much needed magic items like Blamblower [DL-56] and place them on the champion of your choice on your next phase 3. When Pelath attacks, swimmers may not be selected to defend. If a swimmer attacks and Pelath is chosen to defend, the attacking champion returns to his pool, the battle is over, and there is no Spoils of Victory.



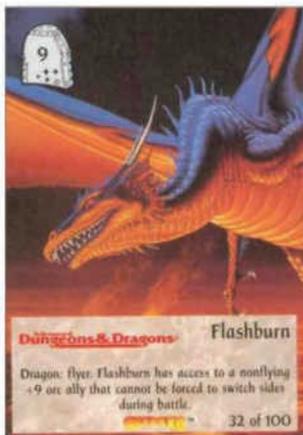
Maldraedior is one of the few dragon wizards to date. Maldraedior is well suited to combat, as many of his powers are geared to phase 4. Being a dragon able to cast allows this champion the use of the dragon-only spells and unarmed combat cards like Dragon's Calm [DR-47]. Also being a flyer gives you a greater choice of realms to attack. It is this champion's other 2 powers that need some clarifying. The ability to cast any spell lets this champion cast both wizard and cleric spells. Reshuffling phase 4 spells cast by Maldraedior means that spells cast during phase 4 that also have a phase 4 casting time are shuffled into the draw pile. Spells like Wish [4th-384], which can be cast at any time, that are cast in phase 4 are not shuffled into the draw pile as they do not have a phase 4 casting time. Spells that have multiple casting times, including phase 4, are only reshuffled if cast during phase 4. This may seem restrictive, but there are many phase 4 wizard and cleric spells to choose from. One of the best for Maldraedior is Stasis [PO-48], considering his high base level.



Tamarand is rare in that this card is both a dragon and a cleric but not an avatar. This alone makes this card a great choice for a dragon theme deck. As with most dragons, he is also a flyer. Since the majority of flyers are also monsters, Tamarand is a very powerful card. Opponents that want to use their flying monsters to attack realms that they could not reach without flying must ask this player's permission to fly to that realm in order to attack it. This power does not cover allies and non-monster flyers. Flying monsters need not ask permission if they can get to the realm in question without flying, i.e. it is unprotected or the attacking champion has some other card in play that allows him to reach the realm. Lastly, not being able to play +3 or lower allies against Tamarand takes many of the more powerful avenging allies out of the running in combat against him. Allies like the Assassins [4th-221] and the Starving Artist [3rd-439] will just have to wait for another champion to put the screws to. Flyers only need Tamarand's permission to fly, not to attack. If flying ability is not necessary to reach the target realm, no permission is necessary. For example, Mykell, who is both a flyer and swimmer, does not need Tamarand's permission to attack Kozakura, which can only be attacked by flyers or swimmers.



This level 10 wizard is a great card for many decks, both for combat and phase 3. Being a dragon and a flyer allows Lareth to use the dragon-only wizard spells and unarmed combat cards. Being a flyer also opens up the range of realms you can attack a great deal. Lareth's permission granting power is his weakest as it affects only dragons casting wizard spells, although the dragon need not be a wizard, just trying to cast a wizard spell will do to activate this power. Not needing to ask permission himself to cast spells is a very positive power. This means Lareth can cast wizard spells even if an opponent has out Midnight, Goddess of Magic [3rd-46] or the Icon of Magic [RR-19] or any other card that would force Lareth to have to ask permission to cast. This would also work for cleric spells if Lareth somehow got the ability to cast them. The most potent of Lareth's power is his immunity to all cards designated as offensive. This includes unarmed combat cards like Fighting Dirty! [DU-c3] as well as spells, blood abilities, psionic power cards, thief skills, and magic items. Since immunities are always in affect, Lareth is protected from such cards even while in the pool. What Lareth's immunity doesn't protect against are the powers of artifacts, allies, rule cards and champions as well as harmful events or any card marked (Def). It is important to note that some early editions of champions or artifacts are marked as being (Off). Lareth is not immune to these champions as these are typos. Lareth's immunity to offensive cards (spells, psionic powers, unarmed combat cards, blood abilities, thief skills) includes cards designated as offensive through blue line rules. Champions and allies are never designated as offensive or defensive (although some champion and ally powers are offensive), therefore Lareth has no immunities to champions or allies.



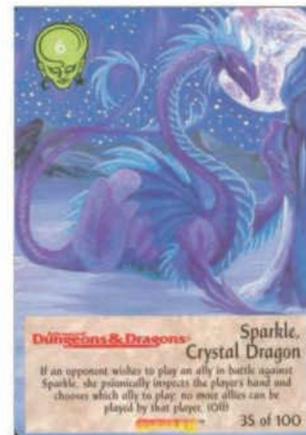
Flashburn is a combat orientated champion that will find little use in a non-combat deck. Being a hero dragon is rare and makes him a good choice for a dragon combat deck when coupled with his flying ability. Flashburn can use all hero unarmed combat cards as well as the dragon-only unarmed combat cards. He cannot, however, use the dragon-only wizard spells because he is not able to cast wizard spells. If he somehow gains the ability to cast wizard spells, then these cards become available to him as well. Flashburn's +9 orc ally has two options for when it can be played. It may be played immediately when Flashburn's power activates, to help protect against a Blamblower [DL-56]. If not used immediately, it can only be summoned when Flashburn is down in levels. It may not be played as a counter in battle (such as if the Blamblower were played after Flashburn's power activates). Once the ally is brought into play it may not be forced to switch sides and join the opposing champion, even if the opposing champion had some card that would cause this to happen such as the Shield of Wickedness [4th-175]. The ally can still be discarded by cards that discard allies however, such as the Net of Entrapment [4th-169] or The Living Wall [PO-58]. The orc ally is also affected by cards that affect orcs, such as Orcs of Dragonspear [FR-72]. Flashburn's ally cannot be brought into play until the player is losing the round of battle, just as cards cannot be played unless a player is losing the round.



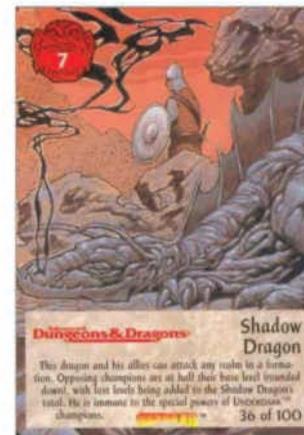
Fi Lendicol has been a blue lined Flyer in many places, but he is not a flyer. Being able to teleport with allies to attack any realm in play makes Fi Lendicol a great addition to any combat deck, especially one that uses lots of allies. Fi can also use any unarmed combat card, even those restricted to champion types other than wizards and dragons. Fi Lendicol is also immune to all offensive cleric spells, offensive psionic power cards, and the offensive psionic powers of champions. A good example of the latter would be Davron Parscall's [PO-9] psionic death field power. Again, if you want your deck to attack, then Fi Lendicol is a prime choice. Some other good choices for an attack deck containing this champion would be the Net of Entrapment [4th-169] and the Triumvirate realms from the Underdark Set. Also consider the Scroll of 7 Leagues [3rd-412] and the Amulet of Plane Walking [BR-33]. These two items give a teleport ability similar to Fi Lendicol so you could bring many champions to attack otherwise protected realms.



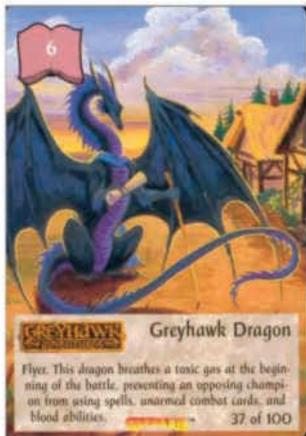
Rauglothgor is a blue lined Flyer. This champion is a good choice for an undead theme deck. Being able to cast wizard spells and fly makes Rauglothgor an excellent attacking champion. He also has access to the dragon-only spells and unarmed combat cards. Add to this his immunity to offensive spells (both wizard and cleric) and Rauglothgor is a well rounded champion with many uses. However, his final power is much more difficult to achieve. When defending the realm that bears his name [DR-1], Rauglothgor's adjusted level is doubled. This is in addition to any other multipliers already affecting him. So his level can get very high very fast! Some other cards to think about if playing with Rauglothgor would be Negative Planar Energy [NS-73], Haven of the Undead [4th-71], and Bonemaster, Avatar of Nerull [PO-41]. Rauglothgor was a powerful dracolich featured the Forgotten Realms novel Spellfire, for which this game is named.



Sparkle is a popular card for many reasons. First is her special power to look at an opponent's hand in battle and choose the one ally the opponent can play in that round of battle. You can only activate this power if your opponent is going to play an ally against Sparkle. If your opponent chooses not to play an ally against Sparkle, you do not get to inspect your opponent's hand. This will often be the case as your opponent would rather keep his hand hidden most of the time, but he has to waive the chance to play any allies, including allies gained from other cards already in play like Axe of the Dwarvish Lords [4th-457] and the Triumvirate realms from the Underdark set. When Sparkle chooses which ally can be played she may choose from allies gained by these other cards as well as those in the opponent's hand. It is also important to note that Sparkle's special power is psionic and therefore affected by cards that affect psionics. Her power is also offensive when determining immunities to psionics. One of the other reasons you may encounter Sparkle often, is that she is one of few AD&D psionic champions and is a great choice for an AD&D world deck. Some other great cards to play with Sparkle are Highmaster Illithios [DU-c21], bunches of psionic power cards and The Tantelear [PO-c9] for high speed fun! Sparkle's power works only against the player she is opposing in combat. If the optional rule, Aiding the Attacker or Defender is being used, other players can play allies normally. In addition, the player opposing Sparkle can play the event Forced Conspiration, and other players must contribute allies.



Shadow Dragon is another excellent fighting champion. His power to attack any realm and bring allies is a must for an attacking deck. This power allows Shadow Dragon to attack any realms that he would normally have to fly, swim or earthwalk to reach such as the Shining Lands [4th-54]. This power does not negate any realm restrictions based on champion type, world logo, or any restriction other than movement restrictions. So a realm that had a 'no monster can attack' restriction is still protected from the Shadow Dragon, like a formation with Black Waters [4th-98] in it. Shadow Dragon's second power, being immune to the special power of Underdark champions, is somewhat less useful because there are few Underdark champions that have offensive special powers. This immunity covers all champions from the Underdark booster set as well as those marked Underdark in their text box. This power is very useful if you ever run up against an opponent playing with The Unnamed, Avatar of Gruumsh [TU-64] though!



The special power only stops the opposing champion from playing any spells, unarmed combat cards and blood abilities into battle against Greyhawk Dragon. These cards are not discarded by the Greyhawk Dragon, they are just treated as if they didn't exist. Good examples of this would be Find Familiar [FR-40] and Battlewise [BR-37]. There are rumors along the Savage Coast of a wandering dragon sage, moving from village to village in that war torn land. Some believe this creature to be a mighty spellcaster or adviser to some lord in the Pomarj or possibly both. Whatever the case, it does not bode well for the folk that live there.



The ally Flare gains from her special power only adds his base level to Flare's. No other attachments or special powers are figured into the battle. The attachments of the borrowed champion still remain with that champion. No matter if Flare wins or losses, the borrowed champion would be returned to his original pool with his attachments at the end of the battle. If some card would discard the borrowed champion before the battle is resolved however, he would be discarded along with his attachments. A card that would do this would be the ally Clay Golem [4th-247]. This is a strategy commonly used in tournament play to get rid of pesky champions and it is fun too! Flare can borrow a Dragonlance champion from anywhere in play, including her own pool. Once a champion has been involved in a battle, either as an ally or a champion, it cannot be used to attack or defend again in that same combat. This is another strategy that can leave your opponent champion short in battle. Once you use his champion as an ally, it cannot attack or defend again in that battle.



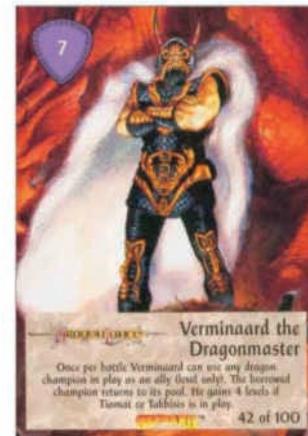
When Sleet is instantly defeated by a card's special power, such as Lovely Colleen [1st-c22] or the Living Wall [PO-58], he gets to return to his pool with attachments instead of being discarded, even if the card says discard instead of defeat. Since many of the instant defeat cards are popular, it is worth considering Sleet for a combat deck. Some cards end the battle early, but are not considered instant defeats for Sleet's power. A good example of this would be Stasis [PO-48], which ends the battle, but doesn't instantly defeat Sleet because you still determine the winner normally. A good rule of thumb for Sleet's power to activate is if the opposing card states in the text box that Sleet is "defeated" or "discarded", thus ending the combat and causing Sleet to be discarded. Sleet's power also works against instant defeats that would send him to the Abyss or the Void, such as Davron Parscall [PO-9], so he is returned to the pool instead. It is also important to remember that Sleet's power only works in battle, so she's open game against Banishment [1st-392]. Sleet's power is only used in battle. Sleet's power saves him from instant defeat by the Heartwood Spear.



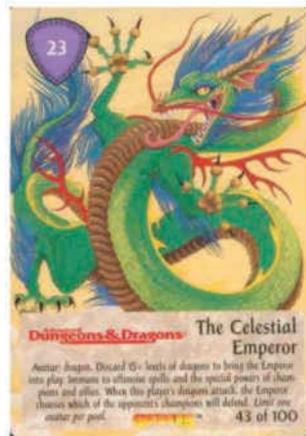
The player of Khisanth chooses which realm goes to Limbo, this can be devastating in a close game. This card is also a two-edged sword because if you have the only unrazed realms in play when Khisanth's power activates, then you must choose one of your own realms to send to Limbo. Any realm sent to Limbo by Khisanth returns to that player's formation during phase 5 of the next turn of the player whose realm Khisanth razed in combat. The realm sent to Limbo loses its place in the formation, so if it were in the A slot of the formation the next realm played by that player must go into the A slot. When the realm returns from Limbo it still may go into the formation into any open slot. Also, if another player has the same realm in play by the time the realm returns from Limbo, it is discarded. As you can see, this is a good way to get your own realms in to play that may be blocked by the Rule of the Cosmos. All this aside, it is often difficult to activate Khisanth's power, since it only takes effect when Khisanth attacks AND razes a realm, which only happens when the opponent doesn't defend. Otherwise, you need to find a way to raze the realm in that round, such as using Tithian [1st-301] as an ally with the Helm of Teleportation [1st-219]. When the realm returns from Limbo, the owner of the realm can place it anywhere in the formation, even a position that would not normally be allowed. For example, if the only realm in the formation is in position A, the player could place the realm in the third row.



Cyan is another awesome champion to consider for a combat deck, especially one that uses lots of magical items and allies. When a magical item is attached to Cyan, your opponent may not discard (or send to the Abyss or Void) that magical item short of discarding Cyan Bloodbane. The only exception to this is the Wish spell [4th-384]. Your opponent may not use Jella [4th-329] or the Wand of Telekinesis [DL-63] to discard any magical item attached to Cyan. When playing with Cyan it is usually best to attach your most important magical items to him. Cyan's special power does not stop you from discarding magical items attached to him however. Magical items that must be discarded to activate, such as Well of Many Worlds [DR-77], are still discarded when you activate them. Check out Flax the Silver Dragon [RR-31] and Mordenkainen [4th-275] for powers similar to Cyan and are a good basis for a theme deck using lots of magical items. Any Dragonlance allies attached to Cyan are protected in a similar manner to his magical items, they may not be discarded or removed from him by your opponent with such cards like Net of Entrapment (169/4th) and Shield of Wickedness (175/4th). Dragonlance allies are defined as any allies from the Dragonlance set (picturing the DL logo near the card number) or any ally from later sets with Dragonlance as its designated world. Dragonlance allies are those from the Dragonlance booster set, with the small Dragonlance logo at the bottom of the card.



The dragon champion borrowed by Verminaard adds its adjusted level to Verminaard's like a normal ally, however its special powers do not function for Verminaard. This does not negate any immunities that the borrowed champion has, the immunities just do not extend to Verminaard and any of his other attached cards. Win or lose, the borrowed champion returns to its original pool at the end of the battle. If the borrowed champion is somehow discarded before the battle is resolved however, it is discarded. A good example of a card that would do this is Clay Golem [4th-247]. The borrowed champion is considered an ally for all cards that affect allies. Verminaard gains the 4 levels for having Tiamat, God of Evil Dragons [DR-44] or Takhisis, Queen of Darkness [DL-33] in play no matter who has them in play. If both are in play, Verminaard still gains just 4 levels. Remember that champions can be involved in combat only once a player turn, no matter if used as champions or allies. This is a good way to leave your opponent champion short in combat. You must wait until you can legally play an ally (i.e. you are losing and can play a card) before you can activate Verminaard's power. Verminaard is not considered a dragon for cards that affect dragons. His name is Dragonmaster, all one word. If both Tiamat and Takhisis are in play, Verminaard still only gains 4 levels in total. When Verminaard uses a dragon champion as an ally, he only gains the level bonus of the champion/ally, including any attached cards. Verminaard does not benefit from any special powers of the champion/ally or any attached cards. The champion/ally does retain any immunities it may have, but these immunities are not transferred to Verminaard. The borrowed champion only returns to its pool if it is still in play at the end of battle. Cards that destroy allies during battle, such as Airship or Brine Dragon, would cause the borrowed champion to be discarded immediately and not return to the owning player's pool. Verminaard cannot bring an ally into play until the player is losing the round of battle, just as cards cannot be played unless a player is losing the round.



You need only discard a single dragon, so long as its adjusted level is 15 or greater, to bring the Celestial Emperor into play. This only is dragons from play, so allies can only be used if they stay in the pool (such as with Azalin [RV-82]). One of only 3 printed champions immune to Gib Kcir [RR-16], when this champion is combined with The Winner's Cape [4th-520] it is extremely difficult to discard. Being immune to offensive spells (cleric and wizard) and the special powers of allies makes this card very tough, well worth the avatar restriction. Note however, that the Celestial Emperor is immune the special powers of champions and allies, not to their icon level. This means that if he is in play when the Poor Oriental Lord [DU-c19] is played, the Celestial Emperor can still play first edition cards, though the Emperor can't be played if the POL is in play first. It is still possible to defeat this champion in combat through sheer adjusted level, your opponent just has to get at least 23 for this to happen when you are attacking. When your dragons (The Celestial Emperor included) attack, you get to choose which champions defend from among those in the opposing player's pool. The Celestial Emperor may not choose a realm champion to defend. So long as the opposing player has champions in his pool that have not yet been involved in the current battle, he may not play any champions from his hand to defend. Once the pool has been exhausted, he may then play champions from the hand. The opposing player may choose not to defend his attacked realm at any time, therefore saving his champions for better uses. Needless to say, the Celestial Emperor is powerful card. If played in a deck filled with flying dragons, your opponents will be hard pressed to keep many realms face up. To complete the already staggering immunities of this champion try to attach The Winner's Cape [4th-520] and Pearl Pegasus [DU-70]. The Celestial Emperor cannot be played if you already have another avatar in your pool, and once he is played you may not play

another avatar while he remains in your pool. This is rarely a problem, given the high levels of avatars. The attacking player with the Celestial Emperor gets to choose which of the champions in the defending player's pool will defend (when a dragon is attacking). The player being attacked can still choose not to defend, in which case the realm is razed. If the player being attacked has no champions in his pool, he may play a champion of his choice from his hand. If the realm being attacked has a realm champion, the Celestial Emperor still gets to choose among champions in the pool. The Emperor cannot select the realm champion to defend. Celestial Emperor's immunity to champion powers allows it to play first edition cards into battle or cast spells while the Poor Oriental Lord is in play. However, Celestial Emperor may not be brought into play while the POL is in play.



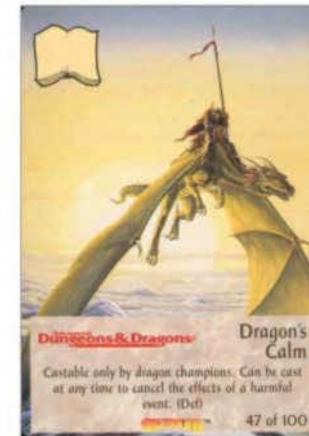
Tiamat is a dragon. Tiamat is immune to offensive psionic power cards, offensive blood ability cards, and offensive unarmed combat cards as well as the offensive psionic power and offensive blood ability of opposing champions. Any dragon champion of Tiamat's player that is defeated in battle is returned to the pool with attachments, instead of being discarded (or sent to the Abyss or Void). This makes Tiamat a good choice for a dragon combat deck. Tiamat may not be played if you already have an avatar in your pool, and so long as Tiamat is still in play you may not play another avatar. Although Tiamat is a solid avatar, you are much more likely to encounter the Celestial Emperor when facing dragon decks. If you are playing a dragon deck and expect to play against one then this avatar may be a good choice to avoid a Rule of the Cosmos problem.



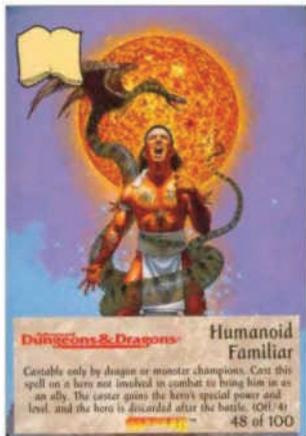
Bahamut is a dragon. Being immune to the special powers of champions is one of the rarest and most powerful immunities in the game. Add this to his high level (21) and immunity to allies of Bahamut, and he is clearly a worthy avatar. Bahamut's immunity does not negate the level of opposing champions and allies in battle, so he may still be defeated by adjusted level in combat. This power also does not negate an opponent champion's special power; Bahamut (and his attachments) simply cannot be the target of that special power. Once Bahamut is in play, all of your defending champions, not just your dragon champions, have their base level doubled. Your dragon allies are doubled in level also when defending (not when attacking). This makes Bahamut a good avatar for AD&D world decks. Bahamut may not be played if you already have an avatar in your pool, and so long as Bahamut is still in play you may not play another avatar.



This spell is cast when an attacking champion is pushed forward to attack any of your realms. It can be cast at anytime an attacking champion is pushed forward, even if the casting champion has already been involved in the combat. Once the Astral Spell enters combat you may attach other cards to it as if it were a champion, such as allies, magical items and any support cards the caster could have used. Once the battle involving the Astral Spell is finished, the spell and all cards attached to it are discarded. This happens no matter if the Astral Spell won or lost the battle. A good time to use this spell is if your opponent has attacked you with a champion that would instantly defeat any of your other champions. A good example of this would be if your opponent attacked with Lovely Colleen [1st-c22] and you had only Strahd [RL-100] in your pool. Strahd can cast Astral Spell to fight the battle for you, and even though the Astral Strahd would be discarded (since the spell champion is vulnerable both as a monster and as a spell), your original Strahd would be unharmed.



The casting dragon must have the ability to cast wizard spells to cast this spell. Dragon's Calm completely negates a harmful event, causing it to be discarded when this spell is cast. This is different from the card Calm [3rd-400] which just protects the player. You can cast Dragon's Calm at any time after a harmful event comes into play; you need not always cast it immediately. So if one of your opponents plays Map of Life [3rd-413] you can wait until the event would effect you to cast Dragon's Calm, possibly subjecting other players to the harmful event's effects but saving yourself. Events are the most powerful cards in the game, which makes Dragon's Calm a very useful card and a great addition to any deck that uses dragon champions. When the really powerful Wyrms travel the world, its as if even nature itself stands in awe. - Athena Fernwood, Halfling mercenary and collector of many fine baubles. Dragon's Calm works just like the Calm event, canceling the harmful effect of an event for the player.



The casting dragon or monster must have the ability to cast wizard spells to cast this spell. You may target almost any hero not involved in combat for this spell, except your own champions (since you can't cast offensive spells at your own champions). You also cannot target a hero that has already been involved in the current combat, not just the current round of battle. The caster gains the total adjusted level of the borrowed hero as well as the special powers of the hero and any attached cards. Once the battle is resolved, the hero and his attached cards are placed in the discard pile. This happens even if the caster of Humanoid Familiar won the round of battle. While the borrowed champion is attached to the caster, he is considered an ally for all cards that affect allies. What do you mean? Flax the Silver Dragon is a stalwart friend! What danger could come from having one such as he for a friend? Why I never... uhhh. I suddenly feel the urge to travel to Flax's aid. I shall return! —Some unknown knight never seen again.<

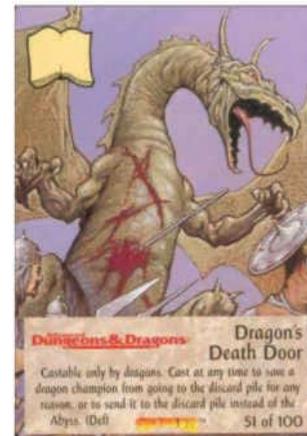
Because this is an offensive spell, cannot be cast on a player's own champions. Humanoid Familiar cannot be used if the opposing champion is immune to spells, and it cannot target a hero that is immune to spells.



The casting dragon must have the ability to cast wizard spells to cast this spell. A champion targeted by this spell must have a base level of 5 or less, the champion's adjusted level doesn't matter. So Tasslehoff Burrfoot [DL-39](base level 3) with the Girdle of Storm Giant Strength [4th-183] (+9) would still be slain by Venomdust. You may instead choose to slay an ally of any level that is in play when you cast this spell. It is important to remember that the World Bonus rule adds +3 to the base level of any champion attacking or defending a realm with the same world logo. So a base level 3 Ravenloft champion defending a Ravenloft realm becomes a base level 6 champion and could not be targeted by Venomdust. For this reason it may be better to use the spell in phase 3.



The casting dragon must have the ability to cast wizard spells to cast this spell. When Firetrail is cast the player picks a holding in play and it is placed in the discard pile. The player may even pick one of his own holdings to discard. This is very similar to Shadow Engines [FR-35], except for the type of spell and a lack of restriction. In most situations, that spell should work easier for this spell. Prime holdings to destroy include Black Waters [1st-246] or Dragon Horde [DR-10]. The beast appeared out of the noon sun and rained hell down on us. Ash, smoke and debris flew in every direction! I barely got my family out in time. There is nothing left now but charred earth and smoking ruin. —Refugee from the City of Mulmaster.



This wizard spell is castable only by champions able to cast wizard spells and designated as dragons either in the text box, champion name or if they have been bluelined ruled. Also by using Talisman of the Beast [DR-75] a non-dragon champion may cast this spell as well. Cast this spell at any time to save a dragon champion from going to the discard pile for any reason, such as battle, a spell, etc. If the dragon is sent to the Abyss by such cards as Mind Killer [TU-56] this spell can keep them from going to the Abyss, sending them to the discard pile instead. Note that the champion is not discarded but is kept from going to the discard pile. This becomes important for such events as discarding champions to bring out an avatar — like Bahamat, God of Good Dragons [DR-45] who can only be brought out if two spellcasting dragons are discarded. Since this spell prevents the dragon from being discarded it cannot be used in conjunction with an avatar to bring out the avatar and save a dragon. Also any cards attached to the dragon are saved as well since he was never discarded. So cards that work upon being discarded will not activate until they are actually discarded. Finally the caster cannot be the dragon being discarded, it must be another dragon caster because the dragon being discarded is considered out of play since he is 'going' to the discard pile. Allies cannot be saved in this manner since the card does state champions. To make sure this spell will have any effect a player must have two dragon casters in their pool at all times that they have the spell, he should not hold any dragons in his hand for protection or otherwise he will find one of his dragons being discarded without any one to cast the spell. This is especially true since it only saves dragons in play, not ones being discarded from the hand or deck. Also a player should consider attacking more with this card in their hand since even a lost battle generally will not end up in giving the opponent a spoils (since the attacking champion isn't likely to be discarded). This spell may be cast by a dragon that is losing in combat. If the spell is used to prevent a defeated attacking dragon from being discarded, the defender does not receive spoils of victory. This spell prevents a dragon champion in play from being discarded. It does not prevent a dragon champion from being discarded from the hand (such as through the use of Heltman Tsurin).



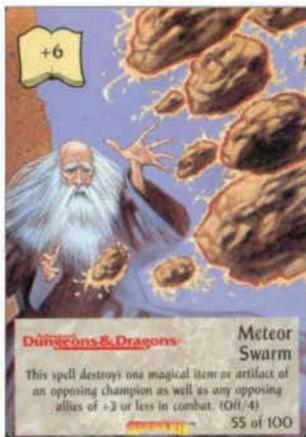
Castable only by champions able to cast wizard spells and designated as dragons. This spell ends combat with no victor. Both champions return to their pools and phase 4 is over for the attacker. Immediately go to phase 5 if this spell is not countered. A Spell Turning would not work on this card since it is defensive. If a champion is specifically immune to defensive spells, they remain in battle, and win the combat (no spoils). No matter whether cast by the attacker or defender neither player gets a spoils of victory. This is a must have mage spell for decks containing dragon casting champions. With the defensive nature of this card it is very hard to counter it, leaving an attacker with no recourse but to end their turn. A very good tactic with this card is to let an attacker charge forward with a full hand of nine plus cards, then play Cold Curtain in defense. If it works correctly the attacker will have no other choice but to decide which cards they want to discard to bring their hand size down to eight, and end the current turn. This is another good spell to give a dragon deck the ability to attack head long with little concern for losing a battle. If the attacking dragon starts to lose he may cast this spell and flee battle safely and give the defender no spoils of victory. Also a great card to halt the nasty Weasel Attack! [3rd-428] since neither side wins the weaseling player gets nothing out of the deal except the loss of his thwarted event.



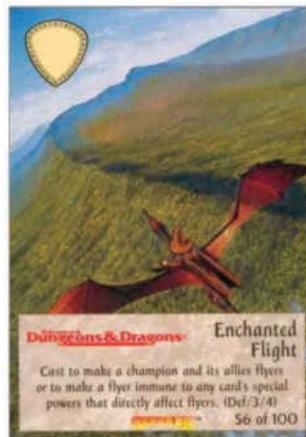
Blue lining has changed this spell to (Off/4), meaning it can only summon dragons not immune to offensive spells. This card is an interesting spell in the fact that it may be cast by all wizard casters and all dragons, no matter if they can normally cast wizard spells or not. This spell summons a dragon champion from any pool to act as an ally. The dragon puts forth his level only not any special powers it possesses, but it is considered a dragon ally for cards that may effect dragons such as the event Dragon Slayer [AR-51]. No matter if the summoned dragon's side wins or loses the dragon goes to its original pool. If during combat the opponent discards an ally they may discard the summoned dragon since it is considered an ally for the duration of battle. In that case the dragon is discarded and does not go back to the pool. This spell goes great in any dragon deck. The preferred method of summoning dragons would be to use the opponent's dragons, but to make this card more usable it would be wise to put a few dragons within the same deck to make sure a dragon could be summoned into battle. A player must also be careful of summoning their own dragons since they might get discarded during battle by the opponent. This card, though not too powerful, may lend a nice high level ally to battle with most dragons levels being eight or higher. Good champions to summon with this spell are Tiamat, God of Evil Dragons [DR-44], Fire Dragon [DU-38], or Borys the Dragon [4th-268]. The dragon summoned as an ally remains a dragon. The Summon Dragon spell overcomes all movement restrictions in bringing the summoned ally to the battle.



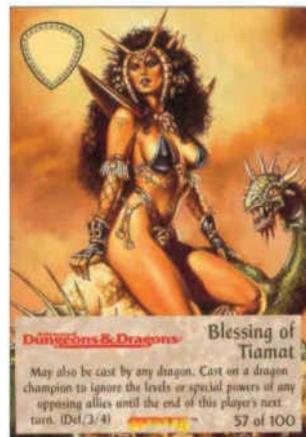
This is another card castable only by dragon casting champions, not any other type of wizard casting champion. This spell may prevent an opponent's champion from defending against any attacking dragon for the duration of the casting player's turn. The spell ends as soon as this player's turn ends, even if he gets an extra turn from cards such as a The Caravan [4th-131]. Champions that are hit by this spell may still do actions outside of battle. This includes champions like the Stone Giant [4th-264], who could still discard an ally in battle even though he could not enter battle against a dragon, or The Hapless Halfling [DU-42], who would still give levels to adventurers and halflings. This spell is a dragon only spell, and should not be put in a deck that does not contain many dragon champions. In conjunction with other debilitating spells, such as Otto's Irresistible Dance [BR-61], a player could leave a defender's pool full of useless champions and open for dragon attack. This spell's power comes from the ability to stun a particularly nasty champion that could stop an attack upon it's realms, giving the attacking dragons a better chance of razing a realm. Use this spell on a champion with either a high level or a power that could stop an attacker cold in its tracks, such as a champion with the Net of Entrapment [4th-169] when the casting player's support is mainly allies, or Lovely Colleen [1st-c22]. With careful selection this spell could win a close battle that might be lost otherwise.



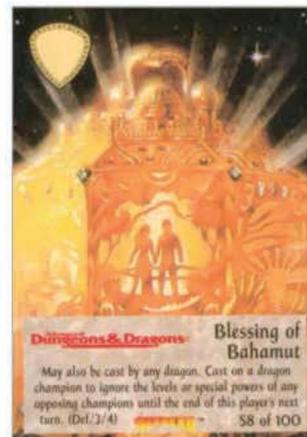
Meteor Swarm can destroy either a magic item or an artifact attached to an opposing champion, and all allies of +3 or less in combat. Allies of +3 or less maybe played after the spell is cast, but any in battle when the spell is cast are discarded. The caster may chose a magic item or artifact, but the choice must be immediate (he cannot wait until one is played) to be discarded. This spell has a nice +6 bonus that rivals many mage spells in the game and a power similar to but much better than Lightning Bolt [4th-364]. A solid spell that is great for a wizard battle deck, or a multi-casting battle deck. This spell is good at foiling nasty magic items such as the Clockwork Ogre [DU-71], discarding it so it cannot go back to the pool. A powerful artifact like the Wand of Orcus [4th-456] would be great to get rid of. Even the little +3 or less allies, like the notorious Assassins [4th-221] or the dragon doubling Cult of the Dragon [DU-80], are good to destroy since many low level allies have good powers. To get the most from this spell save it till late in battle making sure the opponent has played most of the cards he plans on putting into battle, then drop Meteor Swarm getting the best choice of items to discard and allies to destroy. The Greyhawk Dragon [DR-37] would be a great wizard to use this spell, as well as Maldraedior, Great Blue Wyrms [DR-29]. The player of the spell chooses which magical item or artifact is destroyed (discarded).



This card has two powers depending how the player wishes it to act. Enchanted Flight may be cast to make a champion and his allies for the current battle, or it may make a flyer immune to cards' special powers that directly affect flyers, like the holding Mistmarsh [DR-13] that states a flyer cannot attack the attached realm. A champion using this spell's second power still could. This may be cast during phase three or four of the player's turn. If cast during phase three it can still allow allies to fly once battle begins. This spell lasts until the end of this player's turn, once they have knocked the spell ends. If this spell is cast to make a champion and his allies fly the champion is not immune to cards that affect flyers. The spell only makes champions that already fly immune, and if the spell is cast to make a champion immune to cards that affect flyers it can not make allies fly at the same time. This is a good addition to a cleric spell based deck giving a player a way to protect his flyers or to make one of his non-flyers fly if need be. A good trick to keep the opponent off guard would be to attack a realm that only flyers can attack then during the battle make one of your non-flying champions a flyer by casting this spell from battle onto a champion in the pool. The art for this card is featured on the cover of the campaign expansion Elminster's Ecologies and made by Fred Fields.



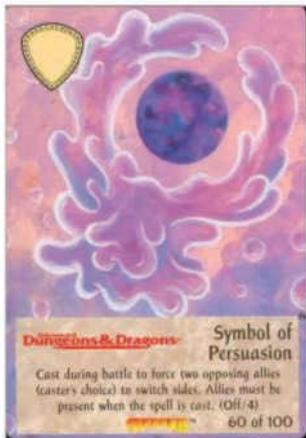
This cleric spell can be cast by any caster of cleric spells or any champion designated as a dragon either in the text box, their name, or blue line ruled since blue line rules are official rulings on all cards. Blessing of Tiamat may only be cast upon a dragon champion allowing that champion to ignore the levels or special powers of any opposing allies until the casting player's next turn. The caster must choose either the levels or the special powers of opposing allies, this spell does not grant immunity to both in the same casting. With the ability for any dragon to cast this spell, there is little reason for not putting it in a dragon based deck. With nasty allies like the Master Illithid [DU-53], Zombie Horde [NS-79], Undead Dragonrider [DR-81], and The Dreaded Ghost [4th-246] this spell could stop many powerful allies in combat. Although it would seem obvious to stop the special powers of allies it should not be overlooked that many allies have a high bonus with numerous ones well over +5. If an opponent cannot defeat you with special powers, levels can work just as well. The number of champions to protect with this spell is great, but a few good choices would be Infyrana the Dragon [DR-26] who is already immune to ally powers, Flashburn [DR-32], or Shadow Dragon [DR-36]. Bad choices for this spell to protect would be Sparble, Crystal Dragon [DR-35] because few allies enter battle with him leaving the spell unused. In a dragon deck, this spell is great protection, and with it being easily playable by dragons there is little reason this card should not be considered.



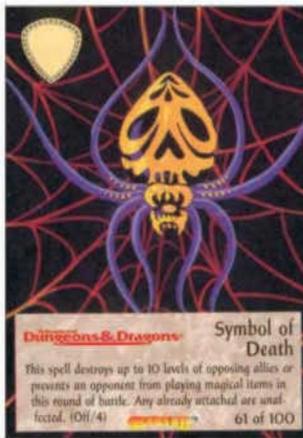
This spell is castable by any dragons and cleric casters, its evil counter part being The Blessing of Tiamat (57/DR). The player may choose to ignore either the levels or the special powers of any champions facing the protected dragon in combat. The spell does not make a dragon immune to both, only one or the other. The spell lasts until the end of casting player's next turn. If the dragon is immune to the special powers of a champion that includes offensive powers and not defensive ones. This can be tricky since champions do not have offensive or defensive designations. An example of an offensive power would be the Fire Dragon [DU-38], its breath weapon destroys all cards attached to an opposing champion. Since it affects the protected dragon, he would ignore the Fire Dragons power. A defensive power from a champion - like Eye Tyrant [4th-320] would still work since the champion's special power does not directly affect the protected dragon. This is a more powerful spell than the Blessing of Tiamat since champions usually have better special powers, and battle does not happen without an opposing champion, this spell will be sure to aid during any encounter on the battlefield. Some great powers to stop would be The Living Wall [PO-58], El-Hadid [NS-40], or the spell casting Pellgrade the Inexorable [4th-312] who's lightning bolt would be ignored even though it is a spell, it is still a champion special power. Any dragon can benefit from this spells protection, and a good combination is to play this on a dragon that will get multiple attacks with the aid of other dragon enhancing cards - like Dragon Raid! [DU-20]. This card is a must for any deck built around dragon champions, the ability to ignore a champion's special power is too good to pass up, even if for just one or two turns.



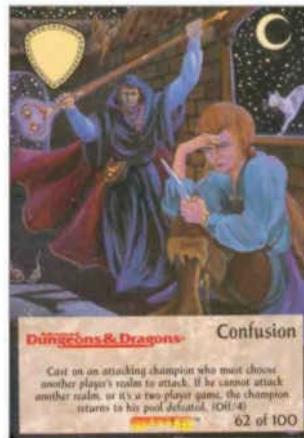
This cleric spell stops a champion from casting spells or from using psionic power cards until it is dispelled. The spell is only discarded if the champion is discarded or if another card removes spells from play - like Magic Draining Field [DU-74], The Master Strategist [4th-500], Dispel Magic [4th-370], or Dispel [4th-400]. To rid the pained champion of this spell, another caster will be needed if a Dispel Magic is to be used since the affected champion cannot cast (except when the Symbol is first cast). This card is nice in the fact that to take the spell away a player must use a card to dispel the Symbol, but a well built deck should have many champions able to cast spells or use psionic power cards if they are using that type of support. Also take into consideration that an opponent might not want to dispel the symbol since they probably already have another champion able to use spells or psionic power cards even if the opponent can get rid of the symbol. Good targets for this spell would be multi-purpose champions such as Shadair Mesker [PO-80] who can use spells and psionic power cards and are usually key champions in a multi-support deck. If an opponent plays with few casters this spell might make them reevaluate their decks, but against a well thought out deck this card might have limited uses. The Blessing of Bahamut allows a dragon champion to ignore the powers of a champion it is opposing in battle.



This cleric spell will allow a champion to switch two allies from the opposing player's force as long as the allies are already present. Any allies with a one time power do not use their powers again. Once an ally is in play and their power has been used it is used up, an example would be the Cat Burglar [NS-78], after the opponent uses the Cat Burglar to discard cards, another player cannot switch the ally and then discard even more cards. If during the course of battle this spell is discarded, the switched allies move back to their original champion. Also, with so many cards that can switch cards from one side to another, it is important to remember that if a card that is controlling other cards is the cards that it controls go back to the original owner. An example is if the ally Master Illithid [DU-53] has shifted two magic items from an opponent and the opponent plays this symbol, then the ally switches sides and the magic items also switch sides since that player no longer controls the Master Illithid. Even though this spell does not have a bonus, it still could lend some aid during a heated battle. Good allies to steal with this spell are The White Weird [DU-51], Ancient Dracolich [NS-81], Fire Drake [DR-84], and the Clay Golem [4th-247]. This is a good card to help mix up a deck filled with allies and magic items, too many cards of the same type in one deck can sometimes spell defeat when the opponent has all the counters for that support card type.



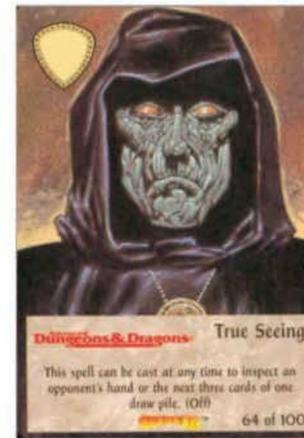
This symbol has two powers depending on the casters choosing. This spell destroys up to ten levels of an opposing player's allies or may stop a player from playing magic items for the rest of the battle. Magic items already in the battle are not affected by this spell. The level of the allies destroyed by this spell uses the adjusted level; a champion that increases an allies level such as Adan El-Mesir [4th-349], who increases the level of an ally by two, can make this spell's power for destroying allies a little weaker. When this spell is stopping magic items, a player cannot put a magic item into play that makes a champion immune to offensive spells as long as this card is in battle, since no magic items can be played. If an ally has more levels than the spell can destroy, the ally is safe from the Symbol, since allies cannot be partially discarded. Since this spell can only do one power at a time the caster should have an idea of what the opponent is going to play next either by watching what support they have already played or by just knowing the opponents tactics. For this reason (and others), it is not favored in tournaments. Allies destroyed are chosen by the caster of the spell. The total of allies chosen may be less but may not be more than 10 levels.



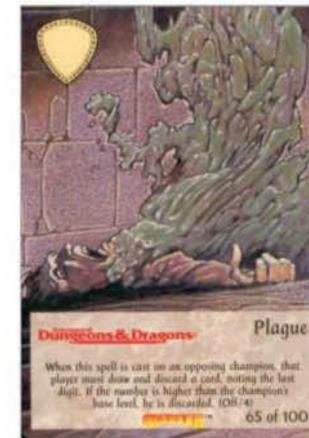
This spell is cast on an attacking champion, and has no effect on a defender. The attacker must choose another player's realm to attack, they have no choice other than which realm to attack. If they cannot attack another realm, or there are no other player to attack, then the champion goes home defeated. A champion defeated in this manner does not give the defender a spoils of victory since the attacker was not discarded. The way this card is worded gives it a unique power, even though battle has begun and an attacker and a defender have been chosen the attacker may be forced at anytime during the battle to attack another player or go home defeated. It could be the first, second, or third attacker this battle, but if this spell is played the attack must continue on another players realm. The attacker moves to the new realm with all their current support and continues the attack. This card can be very devious to either repel an attack or to just to make the opponents fight it out using up support they would rather be using on the casting player. In a multi-player game, this spell works best on flyers, earthwalkers, or other champions able to attack many different types of realms. A killer combinations to use with this card would be Draw Justice (21/UD), forcing an opponent to attack another player then killing both the defender and attacker. Or to really confuse the opponent, play Confusion and then once they attack another player drop Broken Arrow [TU-24] onto the table declaring peace thus gaining a spoils of victory. Even if this card is just used to stop an attack, it has a place in any deck able to cast cleric spells, but in a multi-player game being able to force the opponents to fight makes this card a deadly addition.



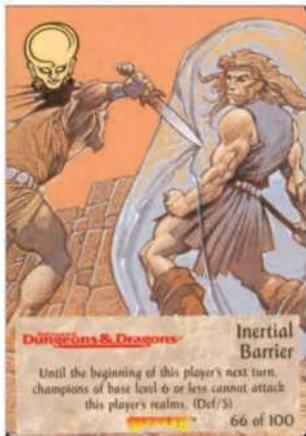
The casting player's champions and allies can attack any opposing realm, regardless of formation position or restrictions placed on a realm. If a realm can discard an ally like Gulg [4th-29], the ally is still discarded. Any realm that states that a champion type cannot attack - like Ruins of Zhentil Keep [4th-2] - can't be attacked by this player's champions or allies for the duration of this spell. A realm stating allies cannot attack - like Daggerdale [4th-7] - still prevents allies from attacking; Find the Path only allows the cards to get there. If the spell is suddenly ended by an opponent the current battle must be adjusted accordingly. If allies cannot be played, as with Daggerdale, then no more can be added, but the ones in battle remain. If the current champion type cannot attack the realm - like a monster attacking Valley of the Mage [4th-26], the battle is finished as normal, but no more champions of that type can attack this round. If the realm can only be attacked by a certain type of champion as Mintarn [NS-3] (which can only be attacked by flyers or swimmers), then the current battle finishes as normal, but then only flyers or swimmers can continue attacking. Find the Path is a good cleric spell to allow the whole pool to attack an opponent, especial when their land is almost impossible to reach, and the opponent's pool is well stocked with defenders. This card should not be put in a deck with champions able to attack a variety of different realms, in such a deck an offensive card usable in battle would be more preferable. This powerful priest spell is bestowed by the gods to give a faithful priest the ability to find the shortest path to what he seeks. Given extra sensory perception, the priest enchanted can find the correct direction, steering away from danger and through mazes created to deter trespassers.



With this spell a player may look at an opponent's hand or the next three cards of one draw pile, but not both. The player casting this spell is the only one to look at the cards, and he may not show anybody else another players cards. If a player inspects the top three cards of a draw pile the cards must be put back in the order they were found. Using this card to inspect a players hand can be dangerous since it leaves a player open to be hit by the event Handmine [DU-16]. The Herald of Mei Lung [NS-54] makes a player immune to this card's powers. This is a good spell to give a player the ability to examine a player's hand before he decides to attack or play a particular card. Although other cards have similar powers and stay in play longer - like All-knowing Eye of Yasmin Sira [AR-10] or the very powerful Rings of All Seeing [4th-17] - this spell has another unique power allowing the player to inspect a player's top three cards. With this ability a player may look to see if an opponent would get a spoils of victory or plan a nasty battle strategy. It can be used with cards like Use Poison [NS-63], Galek [4th-227], The Fates [BR-23], or The Guildhall [DU-27] dungeon card to find a ways to steal and kill an opponent's champion. This spell gives the recipient the ability to see all things as they truly are, no matter if magically altered. The power of this spell is so great that it is said a person can even detect a creature's alignment just by his aura, and adjacent planes of existence are even within the enchanted caster's sight.

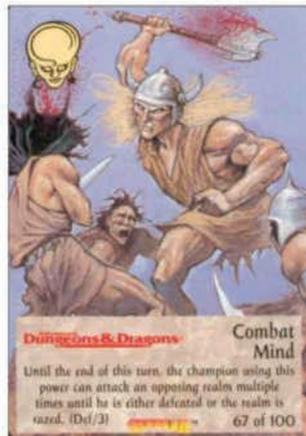


The opponent that this spell is cast upon must draw and discard a card, noting the last digit of the card. If the number is higher than the champion's base level, he is killed and put in the discard pile, ending battle. The card the opponent draws must be discarded and cannot be used; if an event is drawn, it goes to the Abyss unless that player is using the dungeon card The Azure Tower of Onad the Fallen [DU-24]. This card is better used on lower level champions giving a player a better chance of discarding them. A good combinations to make sure that a champion dies is use another cleric spell True Seeing [DR-64] to check the cards they will draw, giving you the ability to predict the outcome. Or, to make sure a champion dies, play the rule card A Sure Thing [NS-74] to automatically kill a champion of base level eight or less. The only down side to this spell is it can only be used during battle, so the choice of who you can use it upon is limited. A crafty player can manipulate things to their favor by using the cleric spell Command [4th-416] to make a player attack with a certain champion. Other ways to help this spell kill a champion would be to lower the opponent's base level with nasty cards like Ray of Enfeeblement [4th-393], Negative Planar Energy [NS-73], or the wicked unarmed combat card Level Drain [NS-97]. With no bonus this spell is either a hit or miss card; if a player cannot manipulate things into their favor they probably should look at other ways to defeat their opponent.



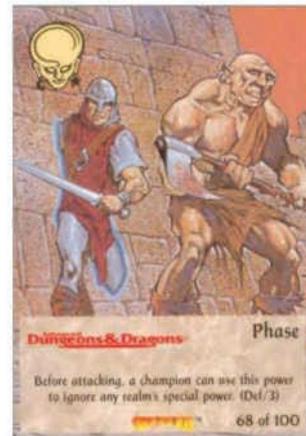
Dungeons & Dragons **Inertial Barrier**
 Until the beginning of this player's next turn, champions of base level 6 or less cannot attack this player's realms. (Def/5) **66** of 100

This psionic power prevents champions of base level six or less from attacking this player's realms, until his turn. Adjustments do not count when looking at a champion's base level unless it specifically states their base level, such as Tower by the Sea [DU-33], Orcus [NS-44], or the event The Crystal Dome [4th-515]. Champions over level six may attack this player's realms as normal, but still must follow normal restrictions when attacking. Champions that enter battle as allies, by another cards power - like the champion Kai Rik Tik [4th-340] - must still abide by this cards power since the ally is still a champion. This card is only playable in step five of the player's turn and lasts until the beginning of his next turn, giving a player just one turn of protection. A great combination to go with this card is using the rule card Time of Troubles [4th-492] that prevents champions of base level seven or higher from attacking or defending. This would leave an opponent no way to attack this player's realms for one turn. Death Field [DU-81], or The Living Wall [PO-58] are some other great cards to have in the hand to kill those high level champions that could attack this player. Bilago Lumen [PO-17] would be a great champion to combo with this, since he can use psionic power cards and can instantly destroy opposing champions of level 5 or less (or more with attachments). Just remember that Bilago affects adjusted level, not base like this card does.



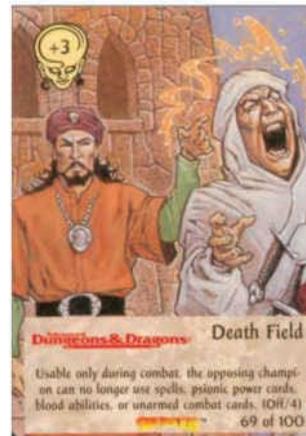
Dungeons & Dragons **Combat Mind**
 Until the end of this turn, the champion using this power can attack an opposing realm multiple times until he is either defeated or the realm is razed. (Def/3) **67** of 100

A champion with this psionic power attached may attack an opposing realm as many times as they wish, until either it is defeated or the realm is razed or discarded. When attacking multiple times, after each round of battle the champion must discard all cards that would normally be discarded after a round of battle such as allies, spells, psionic powers, etc. Combat Mind cannot be added to a champion after battle begins due to its phase three designation so playing this card is a must before a player engages in battle. This can be a devastating card if put upon a champion built up to defeat any champion the opponent could send forward. This card can also make it easier for a player to weed through a large pool of champions when the user only has a few champions to bring to battle. Other good cards to attach to such an attacker would be Energy Containment [PO-66], Control Wind [PO-74] (If your champion's power isn't that good), Tower of Iron Will [PO-82], Intellect Fortress [PO-83], or Phase [DR-68] since they would stay with the champion from round to round. Good Psionist's to attach this power to are Lyr of the Mists [PO-23] who would kill a champion in a player's pool for each attack she got, or Bilago Lumen [PO-17] who could chip away at the opposing force weakening them with his level draining power, which is especially deadly with other large icon bonus cards attached. One way to foil this card would be to use the event Spirit of the Land [1st-288] if defending a Dark Sun realm, or use a nasty avenging card to kill the psionist that is attacking such as the magic item Dagger of Venom [4th-341].



Dungeons & Dragons **Phase**
 Before attacking, a champion can use this power to ignore any realm's special power. (Def/3) **68** of 100

When this power is attached to a champion, that champion may ignore any realm's special power that it attacks for the current turn. This psionic power is discarded as soon as this player ends his turn. The champion must still abide by formation restrictions, they cannot attack a realm in the back of the formation unless they have other means of getting to it. Only offensive powers are ignored by the champion, defensive abilities of a realm still function normally. An example of an offensive special power would be in the Griff Mountains [DR-5], champions and allies that are not flyers lose their special powers attacking this realm. A defensive power also on the Griff Mountains is, defending dragons and giants are double in base level, and immune to offensive magical items. Since realms do not have offensive or defensive designation each player will have to judge the cards in question. A good rule to follow is that offensive special powers are ones that directly affect an attacker, and a defensive special power is one that affects the defender or realm only. This card works well with Combat Mind [DR-67] giving the attacker multiple attacks and making them immune to a realm can be devastating to the defender. Be on the lookout for nasty spells that can destroy this card during battle, like Dispel [4th-400]. There is nothing worse than entering the Falkovnia [NS-5] realm with a powerful champion just to find out he might die if the realm is razed since he just lost his phase protection.



Dungeons & Dragons **Death Field**
 Usable only during combat, the opposing champion can no longer use spells, psionic power cards, blood abilities, or unarmed combat cards. (Off/4) **69** of 100

Death Field renders an opposing champion without the ability to use spells, psionic power cards, blood abilities, or unarmed combat cards. The affected champion cannot use either defensive or offensive support cards of this nature during the current battle. Any spells, psionic power cards, blood abilities, or unarmed combat cards already in play remain after this psionic power card enters battle. The +3 bonus of this card is minimal for a psionic power card, but the ability to shut down four different types of support cards makes this a worthy card for any deck with psionic power card users. Just the ability to stop blood abilities, and unarmed combat cards is great since few cards can stop these devastating support cards currently. This card will weaken many decks based upon undead champions, dragon champions, regents, psionist champions, or casting champions since many of these decks are based upon the support cards stopped by Death Field. Good cards to team with this psionic power are cards that limit an opponents ability to play their support into battle, such as the unarmed combat card Claw [DR-91], or the mighty magic item, Orb of Power [4th-170]. With the dungeon card Powers from the Savage Land [DU-20] the bonus will rise to a nice plus six. A player that can limit options in battle will strangle his opponents deck and hopefully beat it, and this psionic power card is one that can tighten the grip bringing an opponent closer to defeat during battle.



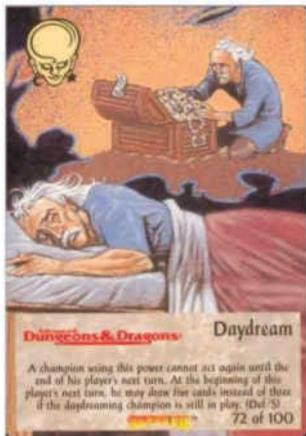
Dungeons & Dragons **Ultrablast**
 When this card is used, the opponent must draw and discard a card, noting the last digit. If the number is 2 or less, the opposing champion is discarded. (Off/4) **70** of 100

After the opponent draws and discards a card, checking the last digit for a zero, one, or two. If he or she find one of these numbers they must discard their champion to the discard pile. If the card number is higher than a two, the psionic power only gives a plus five during the course of battle, but with the Dungeon card Powers from the Savage Land [DU-20] it would become a mighty +10 bonus. This card is a weaker form of the famous Vorpal Blade [FR-56], which is more likely to behead, and can be used in more than one battle. If a two or less is drawn the champion dies and the battle is over. Good cards to use with this are the champion Marco Volo [3rd-50], or Ren's Crystal Ball [4th-451] since they can do some recon work on an opponent's deck to make sure the opponent will draw a two or less when in battle. The rule card A Sure Thing [NS-74] will also ensure a victory in battle without making them draw a card. With this card's nice plus and the ability to instantly win a battle it fits well in a deck based around psionic powers, or support cards looking for a quick and easy win in combat. Cards that negate the affect of this power are the Herald of Mei Lung [NS-54], Wyrms Decree [DU-19], and Mind Shield [PO-72] since they protect a player from cards that examine or discard cards from the draw pile. In the event this psionic power is put into battle with one of these protective cards in play only its bonus has any affect.

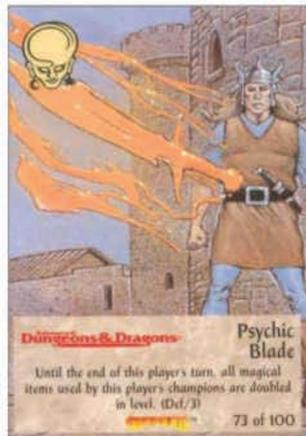


Dungeons & Dragons **Synaptic Static**
 Use this power at any time to cancel an offensive psionic power card when it is first played. (Off) **71** of 100

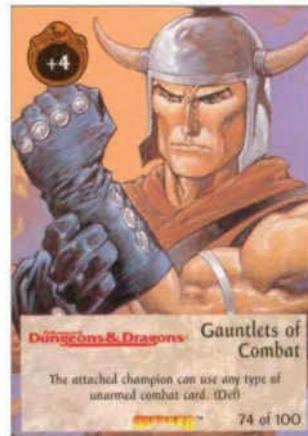
This psionic power card cancels an offensive psionic power card, not a defensive one, when it is played. The psionic power card must be canceled as it is played, otherwise it will be too late to remove it with this psionic power card even though it might stay in play for awhile. Cards that might be canceled are Chameleon Power [PO-64], Molecular Rearrangement [PO-70], Psionic Blast [PO-93], Body Weaponry [4th-429], and Ultrablast [DR-70]. Some cards that cannot be affected by this psionic power are Combat Mind [DR-67], Superior Invisibility [4th-425], and Lend Health [4th-430]. Even though Mindwipe, and Death Field state that no more psionic power cards can be played, Synaptic Static may still be played as a counter card. This breaks the general rule of first in play, first power to be used. A player that knows the opponent uses a lot of psionic power cards should consider this card as long as they can find some champions able to use Synaptic Static. Even if a player is not sure what to expect this is still good protection from those nasty psionics. This card is also unique, in that it is an offensive counter, meaning it can not be used to counter a psionic power card used by a champion immune to psionic power cards. Other cards that help stop the playing of psionic power cards are Sadira [4th-277], Vaerhirmanna [3rd-263] and for cleric casters, Dispel [4th-400] can be used in the same manner as Synaptic Static. Finally for a player looking for protection from psionics altogether check out the Dark Sun realm Ur Draxa [4th-32].



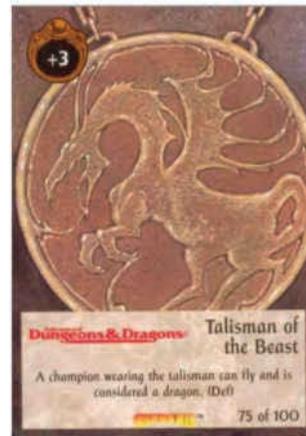
A champion in the Daydream cannot act, they may not enter battle, aid in battle, use attachments, or use their special powers in any way until the end of this player's next turn, even though the Daydream gives its bonus at the beginning of the turn. At the start of the player's next turn, he or she may draw two more cards on this turn as long as the champion Daydreaming is still in play. In play means that the champion is in the pool, not the discard pile, Limbo, Abyss, or Void. The card states they may draw five cards this turn instead of three. If a player draws more than three on his turn due to a realm or holding, like Point East Trading Guild [4th-101], then they would get six cards this turn since the card grants two bonus cards. If in Limbo on the turn the champion is to come out of the Daydream, the psionic power is wasted, it must be used on the next turn and cannot wait until the champion returns from Limbo, making the Horned Society [3rd-117] a good way to battle this card. This is a nice little boost to a player's turn if they can keep the champion alive for one full round. Even if he loses the champion during the round it still made the opponent play a card to kill him. A good tactic is to put the Daydream on a weaker champion in hopes that the opponent will use a nasty card to kill the Daydreaming champion instead of more powerful champions in the pool. The event Trapped! (22/DU) has no affect upon the Daydreaming champion for purposes of foiling this card, since the champion is still in play it has fulfilled its obligation and grants the two cards anyway. Any card that gives a player more cards is always welcome.



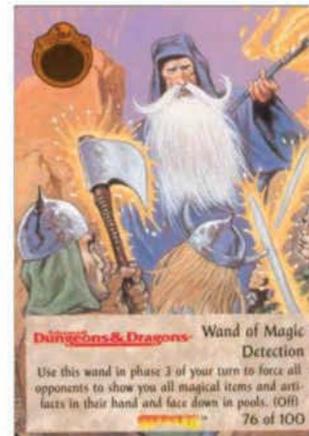
This psionic power lasts until the end of this player's turn, and doubles the level of all magical items used by this player. This doubles all the magic items used, not just the ones attached to the champion using this psionic power. Magic items without level bonuses are not affected by this card unless they gain a level due to another special power such as Blackmoor [1st-116] that give levels to magic items. With many magic items having pluses of five or higher this card can really boost a magic item heavy deck. Some magic items such as Girdle of Storm Giant Strength [4th-183], Holy Avenger [4th-207], Maul of the Titans [DR-79], Dancing Sword [NS-46], and the Clockwork Ogre [DU-71] have a +7 or higher bonus, bringing them to over +14 with this psionic power card. A good card to combine with this psionic power card is the wizard spell Steel [DL-71] since it increases a magic item's bonus. A very good tactic with this psionic power card is to place it on a champion that will either enter battle last or does not plan on going into battle at all, because once the champion with the Psychic Blade attached dies this psionic power is lost. An interesting twist is that the Dancing Sword becomes a 14th level champion during the Psychic Blades duration, its base level is still seven.



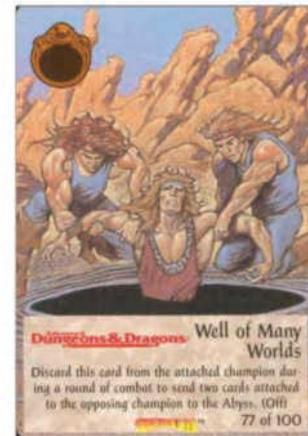
This magic item will allow any champion the ability to use all types of unarmed combat cards, from hero unarmed combat cards to undead unarmed combat cards to dragon unarmed combat cards to the only dlf (draw) unarmed combat card Blind Side! [4th-440]. This card has a small +4 bonus, but its real power is in the ability to let one champion use any type of unarmed combat card. Building a deck with this card in mind a player can mix the unarmed combat cards to come up with a deadly combination of using Undead unarmed combat cards with Dragon unarmed combat cards. An example is to weaken an opponent with Level Drain [NS-97] and then go in for the kill with Breath Weapon III [DR-96]. This magic item goes well on high level champions giving them more of an advantage with dragon and undead unarmed combat cards since there are a few that double the base level, like Supernatural Strength [DU-78]. Before a player goes wild trying to use all the unarmed combat cards in Spellfire, there have been a few counter cards created to halt these nasty support cards, like Body Weaponry [4th-429], Amulet of the Wyrn [DR-86], and Concealed Weapon [NS-64] to name a few. A great champion to attach this magic item to is Shan, Karate Master [DU-c15]. He doubles the level of unarmed combat cards, this would allow him to use the big bonuses of the dragon unarmed combat cards like Bite [DR-93] that normally has a plus six, but with Shan is a +12. Another card like this is Belly of the Beast [DU-10], which grants this same power to all monsters one player has. The champion with the Gauntlets can use any unarmed combat cards, including those usable only by dragons.



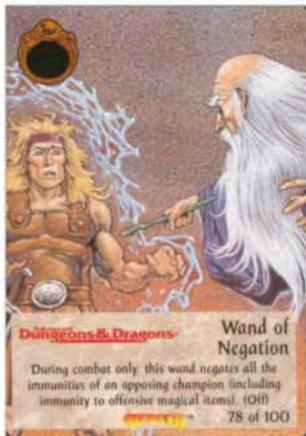
The wearer of the talisman gains the ability to fly and is designated a dragon until the Talisman is removed. The attached champion gains all the benefits and hindrances of being a dragon, as well as flying benefits and hindrances. In a well constructed deck this item can make a normal champion extra powerful. A deck built with a few dragons and a mixture of regular champions can turn into a deadly combination. The benefits of being a dragon are the champion can, use dragon unarmed combat cards like Swoop [DR-90], use allies only playable on dragons such as the Cult of the Dragon [DR-80], the rule card Age of the Dragon [DR-99] would protect the attached champion, and the use of all the spells castable only by dragons. Hindrances come in the fashion of champions that affect dragons, like Uldo Dracobane [NS-43] who would ironically discard this magic item that made the champion a dragon in the first place, and cards that kill dragons, like Dragonsbane [PO-6] and the event Dragon Slayer [AR-51]. A good way to protect a champion with this magic item would be the spell Enchanted Flight [DR-56] making it immune to cards that affect flyers. Good champions to attach this magic item to are Caller in Darkness [NS-70], Nemon Hotep [NS-67], Tyvorg the Frost Giant [DU-45], and Kalid-na [4th-279]. With so many ways to create a beneficial deck around dragons this is a great card to aid those nice champions that are not dragons to a dragon based deck. A champion with the Talisman is considered a dragon in all respects, including use of unarmed combat cards usable only by dragons.



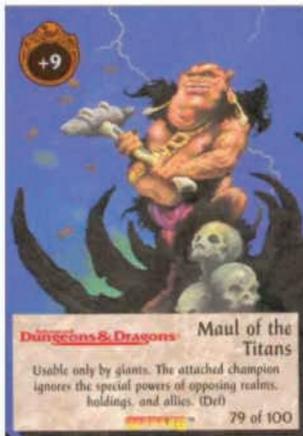
This magic item does not affect combat in any way, except to satisfy a requirement like on the Loup-Garou [4th-236]. Instead, it is used during phase 3, and does nothing more than allow the owner of the Wand of Magic Detection to see all magic items and artifacts in everyone's hand and pool. This may, at first, seem like kind of a mundane power, but when applied properly, can have devastating results. When combined in a deck with such cards as the Loup-Garou, or the Ebony Cup of Fate [FR-8] the ability to know whether someone has a magic item or artifact can determine where one will attack. This wand also works well with Drawmij [4th-276] and his special power, especially when someone's pool contains champions that can remain face down. Although this is an offensive magic item and is affected by champions that have immunities against it, the Wand will still allow the owner to look at another player's magic items and artifacts in the hand.



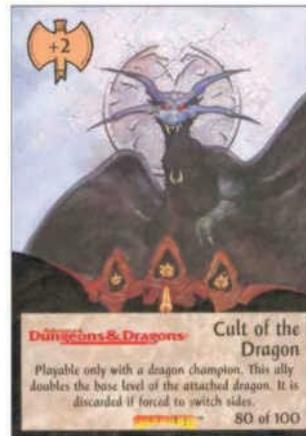
This magic item has the ability to send two cards attached to an opposing champion to the Abyss. When this power is activated, this card is discarded. This is a very powerful card, and may become a target for magic and events if left attached to someone in the pool. It can be best used if you keep it in your hand until you wish to use it, then attached it to your champion, discard it, and send two cards to the Abyss. As long as the opponent isn't immune to offensive magic items, or has some power that inhibits magic items from being played against him, this card is difficult to defend against. This card can be most effective when used in a deck that has several cards able to retrieve items from the discard pile, like Halcyon [1st-c16], Remnis [4th-481], and Tasslehoff Burrfoot [DL-39]. Attaching the Well of Many Worlds to Halcyon makes it easier for her to win her round of battle; but beware, because once you've sent four or more cards to the Abyss, your cards that enable you to get the Well back will become targets, too. This strange magic item is an excellent way to travel to other planes of existence, but not without a price. Any movement of the Well can change the destination through the Well. A Well of Many Worlds looks remarkably like a portable hole, and many unwary adventurers have dumped their treasure inadvertently into another dimension.



The Wand of Negation is pretty straight forward. It cancels all immunities granted to the opposing champion, even if that immunity comes from a source other than the opposing champion or his attachments. In other words, a pool with the Codex of the Infinite Planes [4th-452] in it would not grant immunity to a Greyhawk champion that was opposing a champion holding the Wand of Negation. Because the Wand specifically mentions that it negates immunity to offensive magic items, the order of activation for this item is skewed. Simply consider its effects first, before all other cards. Because this card causes no hindrances, this out-of-order activation will not unbalance a combat. The wand even overpowers opposing attachments which grant immunity, such as the Orb of Power [4th-170]. This wand has no effect on cards that hinder the play of certain cards without a stated immunity; i.e. Flesh Golem [4th-235] would not be affected by this wand, and the Golem would in turn discard the wand, because the Flesh Golem does not grant immunity to magic items, just removes them. The Wand of Negation functions against champions with immunity to magical items, and against champions with the Orb of Power.



The Maul of the Titans is very potent, being a +9 magic item. This is balanced by the fact that only those champions designated as giants can use it. Because of this restriction, this magic item would be most useful in a deck with several giants, or even better, a giant theme deck. Having the Maul of the Titans allows the attached giant to ignore opposing realm, holding, and ally special powers. Note that this is not the same as negate. Simply put, any special powers of these types that would affect the attached champion, don't. If the special powers target or affect something other than the champion with the Maul or his attachments, the power is unaffected by the Maul. Therefore, Yumac the Cold [4th-311] with the Maul would not be affected by the Rust Monster [4th-251], as long as the Maul was in play first. If the Incantrix [RR-85] were then played against Yumac, all spells would still be dispelled, except for any that Yumac had cast.



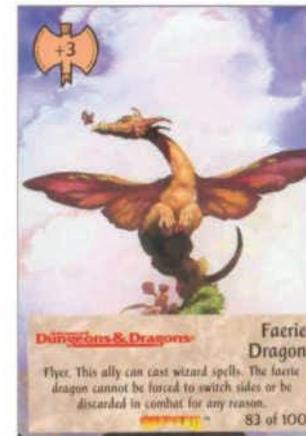
This +2 ally is pretty good for a dragon deck, but won't be very useful if you don't have a lot of dragon champions in your deck. This ally doubles the base level of the attached dragon champion, then all adjustments are added onto this new base level. If Cult of the Dragon is used in conjunction with other cards that increase the base level of the champion, these increases are cumulative. This ally has one bonus ability, it cannot be used against its original champion. If a card were to force it to switch sides for any reason, it is discarded instead. The Cult of the Dragon is a group of extremists trying to convert all of the dragons of Faerun into dracoliches. The Cult is feared by dragonkind and humankind alike. Rumors of cultist attempts to travel into other worlds populated by dragons are unfounded, but disturbing.



This +5 ally has a very unique ability. It causes all opposing allies that are not undead or flyers to be 0 level allies with no powers. Undead Dragonrider has no effect on flying or undead allies. This ally is considered a dragon, a flyer, and undead, and as such gains any bonus or penalty granted by cards that affect these types of cards. For example, with Orcus [NS-44] in the pool, the player of the Undead Dragonrider gets to add 5 to each undead's base level, including this ally. One card that can increase the usefulness of this ally is Dragon's Graveyard [DR-18], because this is a dragon ally, so you can bring it back and use it again. What unholy power merged these two diabolical powers I can only guess at. I do know that the very sight of the undead on dragonback will cause the most stalwart man-at-arms to freeze in sheer terror. -Athena Fernwood, Halfling mercenary and collector of many fine baubles.



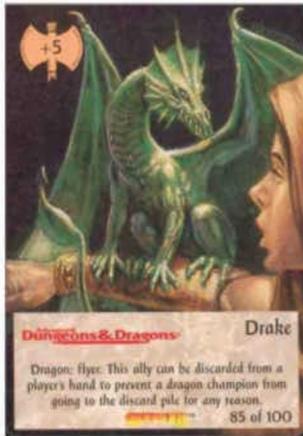
When this ally is brought into play, one ally of +2 or less that is already in play for the other player can be discarded (this player's choice). The Draggone also has the ability to use all unarmed combat cards that can only be used by dragons. This is different than granting the champion the ability to use these cards. If the opposing champion has restricted a champion from playing unarmed combat cards, this ally attached to the restricted champion could still play unarmed combat cards (usable only by dragons, not others) unless the ally was included in the hindrance. The Draggone is a solitary creature, and at a distance is often mistaken for a large lion. This creature seems to be a blend of a lion and a brass dragon; a deadly combination indeed. Its roar is deafening, and can send the most stalwart of troops fleeing in fear.



This +3 ally is considered a flyer, therefore it is subject to such cards. It has the ability to cast wizard spells, so it is best used in a deck that has some spells. As this is an ally, it need never ask permission to cast spells, except from Lareth, King of Justice [DR-31]. The Faerie Dragon can cast all spells designated as only castable by dragons. The Faerie Dragon also has the ability to resist being discarded or forced to switch sides for any reason. Any attempts to do so upon the Faerie Dragon simply fail. Once in play, this ally is only discarded at the end of battle. This ally works well against an opponent who you know has cards that restrict allies in his hand. If you know your opponent has cards such as the Net of Entrapment [4th-169] or the Clay Golem [4th-247], this ally will resist their powers, as long as the Faerie Dragon is played first. Faerie Dragons are peaceful creatures, opting to play pranks in the company of pixies and sprites over almost any other lifestyle. They can become invisible at will, and often times their victim's only clue to the source of some mischief is their chime-like laughs and giggles.



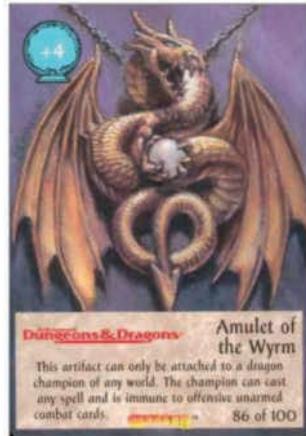
Depending upon the opposing decks, this ally can be quite powerful. Although it is already a +6 ally, its true power lies when its opponent is a nondragon. In this case, the opposing champion's base level is reduced to 2 for this battle. Note that this takes place at the time of play of the Fire Drake; so if Topaz [4th-300] has already cast Armor [4th-396], her base level would be 12, but after the Fire Drake is played, it would be 2. If Topaz waited to play armor after the Fire Drake, her base level would only be 3. Dragons and champions that can ignore the special abilities of allies are immune to this effect, but it remains a +6 ally. As a flyer and dragon, it is subject to all the benefits and hindrances that these designations entail. This ally is very strong with the Sword of Sharpness [DU-64], which would kill the opposing champion reduced to base level 2 if not immune to this ally's power, or to the sword. The Fire Drake's blood is very volatile, in fact, it literally burns within their veins. More than once an unsuspecting swordsman attacked a fire drake, only to be killed by the resulting spray of burning blood.



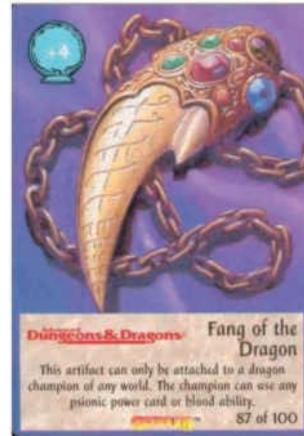
Possibly one of the best dragon allies to date, the Drake has a tremendous power. This +5 ally has the ability to stop any dragon champion from being sent to the discard pile, by substituting the Drake instead. This includes losing a battle or being affected by spells or special powers. A dragon champion saved this way gets to keep his attachments, even if losing the battle would normally make them be lost. An attacking dragon saved this way prevents the defender from getting spoils of victory. The Drake's power does not include fulfilling the requirements of cards like avatars or Labor of Legend [4th-122], since negating the discard means the special power was not fulfilled, and therefore does not complete. It also doesn't cover dragons discard from outside play, like Limbo or the hand, OR save the dragon from other discards (like to the Abyss). Of course, this only works for dragon champions, but if used in conjunction with Dragon's Crown Mountains [4th-39] and Dragon's Crown [DR-15], this ability would work on any champion. Cards able to bring back allies from the discard pile, like Dragon's Graveyard [DR-18], Heal [RV-45] and Divine Intervention [DL-81] help further this card's usefulness.

Even if defeated in combat, a champion retains his attached items if rescued by the Drake. If the Drake is used to prevent a defeated attacking dragon from being discarded, the defender does not receive Spoils of Victory.

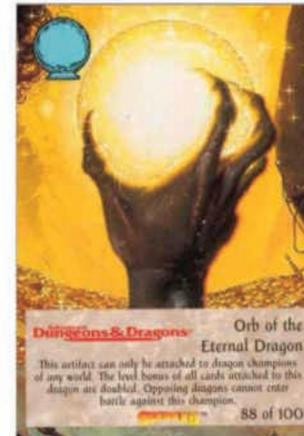
The Drake does not prevent a dragon champion from being discarded from the hand (such as through the use of Hettman Tsurin). It also does not prevent a dragon champion from being sent to the Abyss.



This +4 AD&D artifact can only be attached to dragons, although they can be from any world. The power of this artifact grants immunity to all offensive unarmed combat cards, and the attached champion can cast any spell. This spell-casting ability includes spells that can only be cast by a specific type of champion, like Minions of Darkness [DU-97] and spells that require a minimum adjusted level to cast, like Preservation [TU-53]. Although this artifact is limited to just dragon champions, when combined with cards like Talisman of the Beast [DR-75], almost any champion can take advantage of these abilities. To gain the most out of this card, attach it to a champion that cannot normally cast spells, like Flare [DR-38] or Zielesch, Ancient Green Dragon [AR-73].



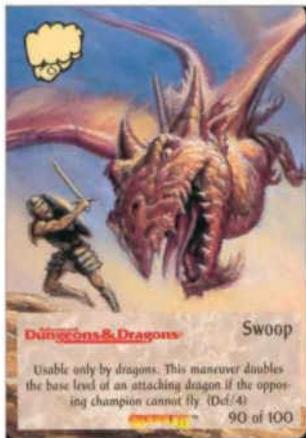
This +4 AD&D artifact can only be attached to dragons, although they can be from any world. The Fang grants its wearer the ability to use all psionic power cards and blood ability cards, including ones that limit the users. Naturally, this artifact is most effective in a deck with several dragon champions. If your deck also includes cards that can make other champions into dragons, like the Talisman of the Beast [DR-75], it can greatly increase the Fang's usefulness to a deck that is not completely made up of dragon champions. If the Fang of the Dragon is teamed up with the Amulet of the Wyrms [DR-86] via the Ego Coin [3rd-419], this champion could use almost all of the support cards (not including thief skills or unarmed combat cards, this artifact will prove to be a poor choice. Also, these other powers could be picked up with other cards, like Cities of the Sun [DU-29], making the Fang even more pointless.



Even though this AD&D artifact has no level bonus, it is still quite a potent artifact. This potency is balanced by the fact that it can only be attached to dragon champions, although they can be from any world. The main power this conveys is that all cards attached to this champion with a level bonus are doubled in level. This includes magic items, allies, spells, unarmed combat cards, etc. This doubling effect does not affect cards without an icon bonus or events, nor does it refer to any special powers granted by any attached cards. For example, the Javelin of Lightning [4th-203] would be a +4 magic item (normally +2) but the Orb would have no effect on +7 offensive spell that can be cast through the Javelin. An added bonus to this artifact is the fact that no dragons can enter battle with the attached champion. This can be very effective against someone who only has dragon champions in his pool, or has a dragon champion and some champion he normally wouldn't want to bring into battle, like Hettman Tsurin [4th-257]. Even can even save a dragon deck against the horrors of the Dragon Hatching [DR-c8].



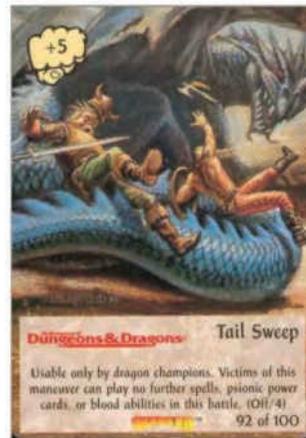
The Mighty Servant of Leuk-o is an AD&D artifact, and can only be attached to AD&D champions. This artifact grants to the attached champion immunity to the special powers of both champions and allies of base level 5 or less. This can be very useful against those low-level allies with devastating powers. This immunity does not apply to special powers that do not target the champion or his attachments. The Assassins [4th-221], for example, would still be able to kill a champion if on the losing side, as long as it wasn't the champion with the Mighty Servant. This immunity works for the attached champion whether he's engaged in battle or in the pool. This is very valuable since champions chosen with low levels tend to be very powerful, and this card is one of only a few ways to stop champions such as the Headless Horseman [RV-88], since immunity transcends the order of activation. Cards that work well with this artifact are the Tablets of Fate [FR-99] and the Living Wall [PO-58] if it uses the Ego Coin [3rd-419] to attach the Mighty Servant.



This unarmed combat card can only be used by dragons, or a champion using an item like the Gauntlets of Combat [DR-74]. This card has no inherent bonus, instead it doubles the users base level, but only if the opponent cannot fly. This card has a nice effect, but must be played carefully. If it is used against someone who can fly, or someone who gains the ability to fly, by playing cards like Winged Boots [4th-186] for example, Swoop becomes useless. Swoop can be made more effective if coupled with cards that discourage flying, like the Noble Djinni [3rd-84], when defending realms like Menzoberranzan [4th-1], or with a Reverse Gravity [4th-385] spell ready. Strangely, this card does not require the using dragon to have the ability to fly. This card can be countered with cards such as Evade [DR-98], but not Block [RR-99] because it is a defensive card.



This unarmed combat card can only be played by dragon champions, or a champion using an item like the Gauntlets of Combat [DR-74]. Not only is this a +4 maneuver, but it also prohibits the opposing player from using any new allies or magic items. Magic items and allies already in play function normally, unless their power involves adding allies or magic items to the champion. For example, if the Hypnosnake [RR-82] were in play before Claw was played, it would still be a +3 ally, but after the Claw had been played, the Hypnosnake would not be able to make an ally switch sides. This card works best with cards that already limit the opponent or have some immunities, like Rauglothgor [DR-34] or Fi Lendicol [DR-33], or with another unarmed combat card, like Tail Sweep [DR-92]. Another useful combination is to use Claw, and then play Loup-Garou [4th-236], leading to instant victory. This card can be countered with cards such as Evade [DR-98] or Block [RR-99].



This unarmed combat card can only be played by dragon champions, or a champion using an item like the Gauntlets of Combat [DR-74]. The +5 level adjustment is large enough to warrant adding this to a dragon deck, but it is its additional power that truly makes it worthy. As soon as Tail Sweep is played, the opponent can no longer play any spells, psionic power cards, or blood abilities during this battle. This restriction does not apply to other champions who can help in combat from their pool. Any good dragon deck with several unarmed combat cards is sure to include this one, and when coupled with any number of the other unarmed combat cards for dragons, can severely restrict the opponents. However, if the opponent is playing the theme without using these cards, this card is merely a +5. This card can be countered with cards such as Evade [DR-98] or Block [RR-99].



This +6 unarmed combat card can only be played by champions designated as dragons. This card causes the opposing champion to discard one attached magic item, or if he has none, discard the first one attached. If the affected champion has more than one attached magic item, he gets to choose which one he has to discard. This card can be used to get rid of those nasty magic items, like Bell of Might [FR-c18] or Net of Entrapment [4th-169]. As long as Bite is played before any other magic items are added to a champion, you can be assured which one will be discarded. To be able to get to the champion with the magic item you're after, attack with a dragon like Stryck [1st-c17] who can choose her opponent from the pool. If Stryck has a lower level than her chosen opponent, you can play Bite before your opponent can do anything. This also works well with Loup-Garou [4th-236], to guarantee either a magic item is discarded or the opposing champion loses. Bite can be countered with cards such as Evade [DR-98] or Block [RR-99].



Breath Weapon I is a +4 unarmed combat card usable only by dragon champions. When this card is played, all opposing allies of +3 or less are instantly discarded. Allies of level 4+ or allies played after Breath Weapon I are unaffected. An excellent card to use in conjunction with Breath Weapon I is the Sword of the High King [PO-5] or the spell Melt Stone [PO-92] because they reduces all allies to +1, in which case this card could remove all attached allies. A bad choice would be to use this card with Tamarand, Great Gold Wyrn [DR-30] as allies of +3 or less cannot be played against him. Generally, much better cards can be chosen for any deck, especially dragon decks. This card can be countered with cards such as Evade [DR-98] or Block [RR-99].



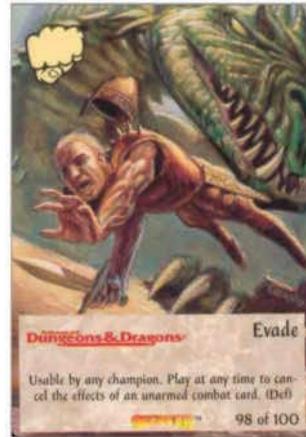
This is a +6 unarmed combat card that is only usable by dragons champions. When this card is played, the player of this card can choose to have the opposing champion or one ally discarded as long as it is of level 4 or less. If the champion is base level 4 or less and is discarded, the round of combat is over. If used by the attacker, he may attack again with another champion. If used by the defender, he may draw his spoils of victory. If instead an ally is discarded, combat continues as usual. Note that this card affects allies or champions with base level of 4 or less. Also, this cannot affect a champion that is in a pool, only the champion in combat. Any card that reduces an opponent's base level will work well with this card. The Skeletal Lord [4th-217] and Sword of the High King [PO-5] are good examples. This card can be countered with cards such as Evade [DR-98] or Block [RR-99].



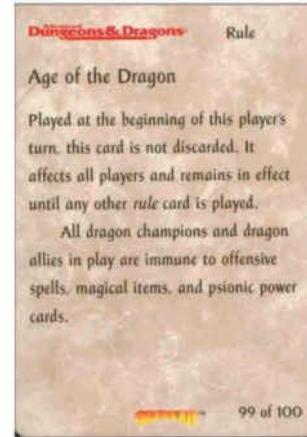
This +8 unarmed combat card is a more powerful version of Breath Weapon II [DR-95]. It also can force the opponent to discard a champion or ally. Breath Weapon III is more powerful in that you can choose to discard a champion of base level 5 or less. If you opt to not discard the champion, or it is too high a level, you can force any two opposing allies to be discarded, regardless of their level. The allies to be discarded are your choice, but this card will not affect allies that have a special power that prevents their removal from combat, like the Faerie Dragon [DR-83]. Even without this power, the +8 bonus makes this card worthwhile. Cards that reduce an opponent's base level are good combination choices with Breath Weapon III. Another card that works very well with this card is Time of Troubles [FR-99], because then only level 6 champions would not be affected by this Breath Weapon. This card can be countered with cards such as Evade [DR-98] or Block [RR-99] (though the thought of picturing a block of a Breath Weapon is a funny sight).



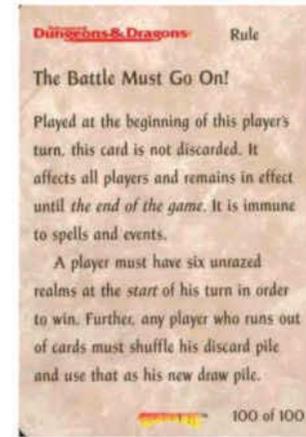
This unarmed combat card can only be used under very specific circumstances, but if you can satisfy the requirements, you get results. This card can only be used by dragon champions, and that champion has to have an adjusted level of at least 25 (exceeding level 24). Once this has happened, Swallow Whole can be played, and unless it is immediately countered, the opponent is discarded. This card works very much the same as Kevin's Blade of Doom [3rd-206], except that this card works against those champions that are immune to offensive magic items, while the Blade of Doom does not. This card is great in a deck that also contains Kevin's Blade of Doom, and plays well in conjunction with such cards as Surprise Raid [4th-121], Complete Surprise [NS-25], and Age Dragon [TU-55]. When in combat with another dragon champion, be careful. If that champion gets over 24 first, make sure you raise your level just enough to satisfy this card's level requirements, without going over your opponent's level. Otherwise, she will be able to play the next card, and you may find yourself swallowed whole. This card can be countered with cards such as Evade [DR-98] or Block [RR-99].



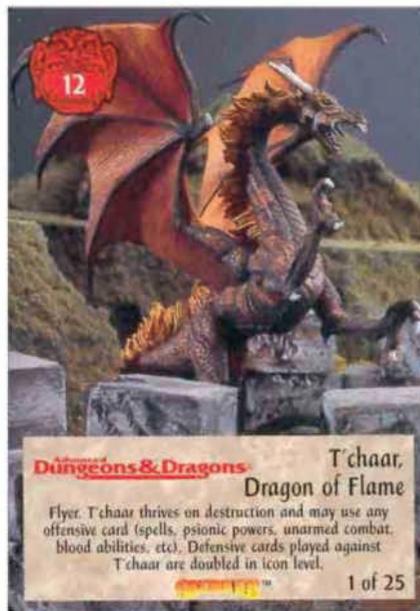
This should be a standard in many Spellfire decks, especially if you don't know what type of deck you're going to be going up against. Evade can be used by all champions, and it works to cancel the effects of any unarmed combat card. This works on both offensive and defensive combat cards, and since it can be played at any time, all one needs to use it is have a champion in play anywhere (in combat or in the pool). This fits right in with the other cards used as canceling agents, like Limited Wish [4th-382], Helm [4th-255], Dispel [4th-400], and Dodge [RR-12]. Although similar in power to Dodge, Evade is not an event, and therefore can be played even when cards such as Year of Plenty [AR-98] are in effect. Just like Dispel and Dispel Magic [4th-370], an Evade can even be used to cancel another Evade; as long as it is played immediately after the first, thus allowing the original combat card first evaded to take effect.



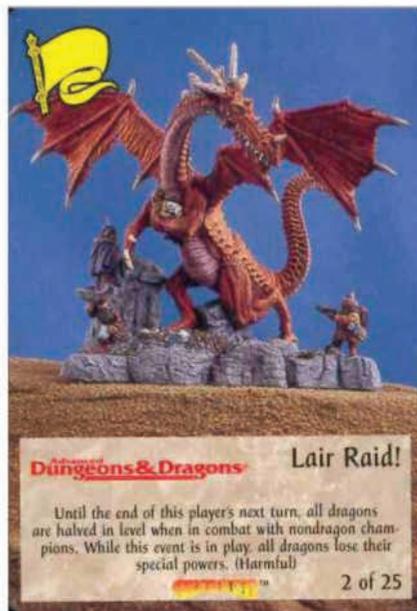
When another rule card is put into play, this card must be discarded. Rule cards must be played before cards are drawn at the beginning of a player's turn, or as spoils of victory. This rule card is a good choice for all those dragon theme decks out there. The immunities granted by this card extend to both champions and allies designated as dragons, but remember that this applies to your opponent's dragons as well, and most decks have one or two. These immunities are understood to be offensive spells, offensive magical items, and offensive psionic power cards, even though it doesn't specify 'offensive' in front of the last two. This immunity covers cards in battle as well as the pool. If you don't have all dragon champions, but are able to get Dragon's Crown Mountain [4th-39] in play with the Dragon's Crown [DR-15] attached, all of your champions will be covered by the Age of the Dragon.



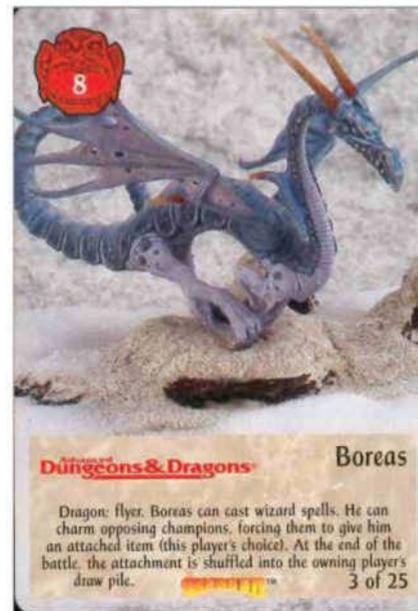
Rule cards must be played before cards are drawn at the beginning of a player's turn, or as spoils of victory. This rule card has two separate powers, but one of them is now repetitive of the current rules, unless you are playing under some rules variant. Currently, whenever a player runs out of draw cards, they must re-shuffle their discard pile and use it as a new draw pile, so this rule is not all that impressive. The other power of The Battle Must Go On! is what really gives it its name. In order to win, a player must have six unrazed realms at the beginning of his turn. In other words, he must be able to defend all of his realms through everybody else's turn. This can drastically extend the length of the game, so for those of you who just can't get enough out of the play (as opposed to just being the winner), you had better include this rule card in all of your decks. To help keep this rule intact, it has immunity to all spells and events, and remains in effect until the end of the game, even if another rule card is played. This means that even if this rule card is removed from play its effects continue until the game ends, as if it were still in play. When this rule card is in play in a 110-card game in which ten realms are required to win, the ten-realm victory condition remains, but a player must have ten unrazed realms at the start of his turn to win. A way to circumvent this card's power a little is to play Menzoberranzan [4th-1] or Caer Allison [FR-3] as your sixth realm during your phase O, thus fulfilling the requirements of The Battle Must Go On! without subjecting all six realms to your opponent's attacks. Another way is to play Caravan at the end of your turn, which gives you another turn, and if not canceled, victory. Note the different wording in the first paragraph of this rule card. Even if this rule card is removed from play, if a new rule card is played or with Wish, Ellorelloran, or Gib Kcir, the revised victory conditions remain in effect. When this rule card is in play in a 110-card game in which ten realms are required to win, the ten-realm victory condition remains, but a player must have ten unrazed realms at the start of his turn to win. The victory conditions can be met at the beginning of any turn, including turns gained through Caravan or Ancient Kalidnay.



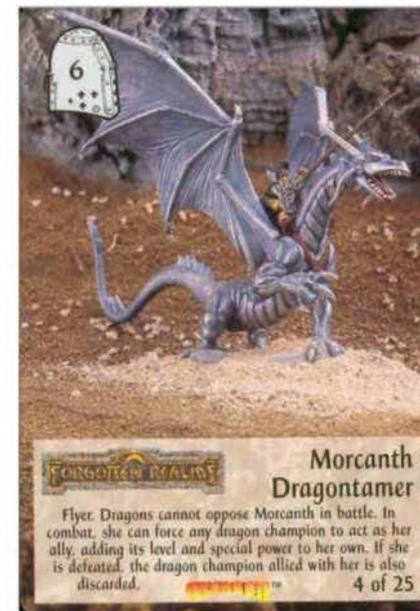
T'chaar is a dragon and a flyer, and is affected by cards that target dragons and flyers. T'chaar is a great champion for offensive-themed decks, especially when cards of many types are used together. Aside from being one of the highest level non-avatars, T'chaar can use any offensive card, regardless of type, in or out of combat. This means that he can fill the roles of several champion types when you are looking to use certain cards in your deck. However, offensive cards with requirements still must be fulfilled. Therefore, T'chaar still can't use the Sword of the High King, since T'chaar is a monster. Any card marked (Def) and bearing an icon level is doubled in level when played against T'chaar in combat. Allies and artifacts are neither offensive nor defensive, and are not doubled; cards that do not have an icon level are also not affected. Goibhniu's Warhammer [TU-32] is a good choice for T'chaar, as he is already level 12. Horn of Change [RR-c10] is also a good choice, as protection against defensive cards with high icon bonuses. T'chaar's power allows him, generally, to use offensive cards. However, specific requirements of the card must still be met. For example, the magical item Sword of the High King cannot be used by monsters, so T'chaar cannot use this card.



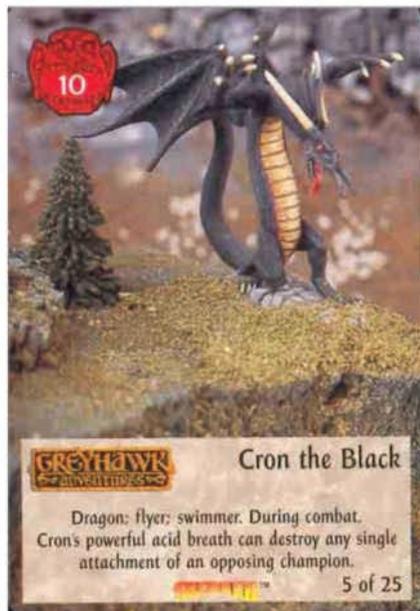
This event is useful if your opponent uses several dragons in their deck. It is especially useful when playing against champions like T'chaar [DR-c1], Lareth [DR-31], and the dragon avatars. The best time to play this event is during your own turn for maximum effect. The adjusted level of all dragons, including your own, are halved while in combat with nondragon champions. Note that the halving does not affect champions in the pool nor dragons fighting other dragons. The more useful part of this event is in the removal of special powers of dragons. For instance, the Celestial Emperor [DR-43] would not be able to choose opponents for that player's dragons or be immune to champion and ally powers until the end of your next turn. A useful combination with this event is the rule card The Event Wheel [4th-497], which can keep it in play until two further events that remain in play are played. Only ever pulled one lair raid, it is a risky business. But once we made off with the goods I almost felt sorry for the wyrm. The poor beast was so distraught over it's missing horde that he just laid there and cried, go figure!- Athena Fernwood, Halfling mercenary and collector of many fine baubles.



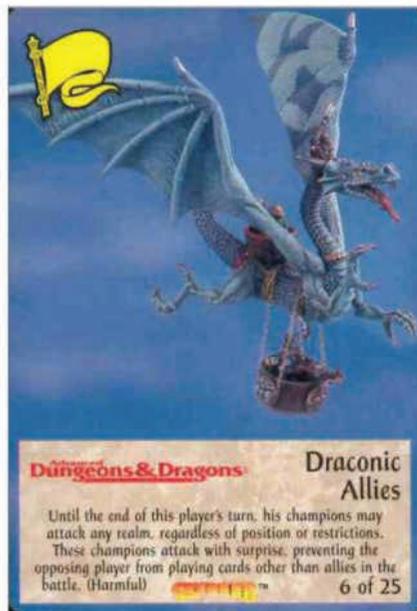
This champion is a dragon and flyer, and is affected by cards that target dragons and flyers. Boreas is a good combat champion. Once per round of combat that he is involved in, he may force the opposing champion to give him an attached card (not just magic items, as it says attachment later in the power). The choice need not be immediate, if so desired. If the attachment is usable by Boreas, it adds to his current total. If the attachment that Boreas chooses is not usable, such as an artifact from another world, it is set aside and shuffled back into the owning player's draw pile at the end of the battle. Good cards to use with Boreas are the Loup-Garou [RL-79] and Ki-Rin [4th-248], which force the opponent to play a card, which Boreas can then steal if he has not yet used his power. If Boreas does not use his power immediately, and an instant-defeat card is played (such as the Loup-Garou), he may steal the card before its powers are activated, forcing his opponent into that position instead.



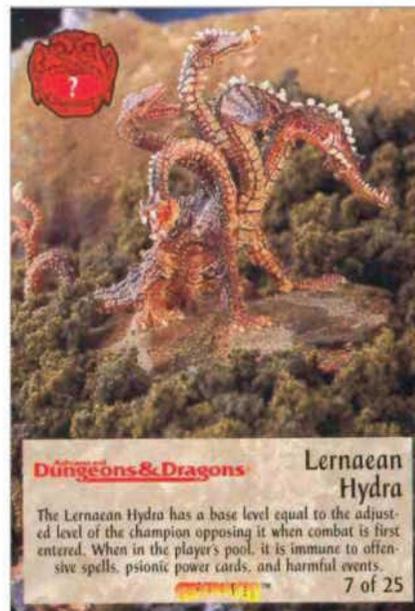
This champion is a flyer, and is affected by cards that target flyers. Dragons cannot oppose Morcanth in battle. If Morcanth defends against a dragon, it returns to its pool, and the battle may not continue with a new champion (since the attacker was defeated, however, no spoils may be drawn). If Morcanth is attacking, a dragon champion cannot be brought out in defense unless they are immune to Morcanth's special power. Morcanth can also use any dragon champion as an ally. That champion is now vulnerable to all cards that target allies. If Morcanth is defeated (not necessarily discarded), the dragon champion is discarded. This is a good way to remove powerful dragon champions. A good card to use with Morcanth is Winged Boots [AR-20]; if Morcanth is defeated by a non-flyer, she returns to her pool, while any dragon champion she has used as an ally is still discarded. Scimitar of Speed [4th-205] is also useful in this regard. If a dragon attacks and Morcanth defends, the attacking dragon returns to its pool and the battle is over. Since the attacker was not discarded, no Spoils of Victory is drawn.



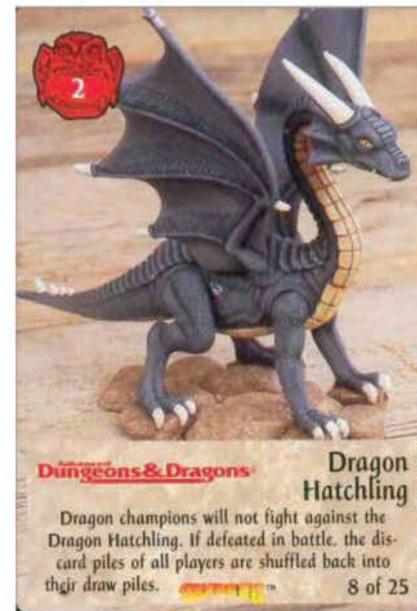
This champion is a dragon, flyer, and swimmer, and is affected by cards that target those qualities. Cron is a powerful champion in combat, able to destroy any one card attached to an opposing champion. This power does not have to be used at the beginning of combat; it can be used on any card subsequently played if the power has not yet been used. This is a great champion to use when your opponent likes defending with instant victory attachments, like Blamblower [DL-56]. However, it doesn't help in defense, since those attachments can activate first. Cron's high level (10) and ability to fly and swim make him a great choice for an attacking deck. Some good cards to play with Cron are Undead Dragonrider [DR-81], Loup-Garou [4th-236], and Ki-Rin [4th-248].



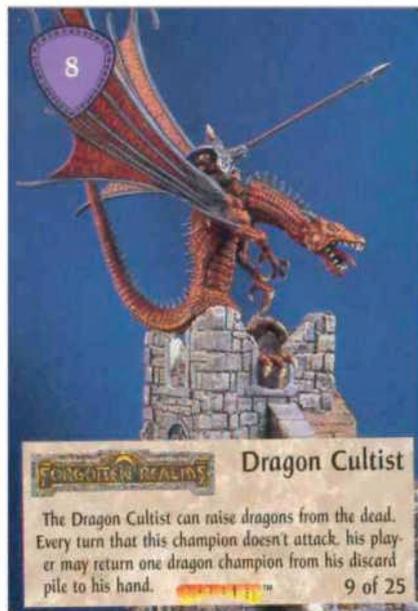
This event is good for decks with powerful attacking champions that have no special movement abilities, like the Living Wall [PO-58]. The champion may attack any realm regardless of restrictions. Allies must still be able to fulfill any restrictions. The second part of this event is even more useful, preventing an opposing champion from playing any cards other than allies during battle. Cards already attached to the opposing champion function normally. This also is interesting, since the opponent can play no counter cards during this time, as it restricts the player from playing those cards into the battle (not just the opposing champion). A good item to use when this event is in play is Net of Entrapment [3rd-217], so that no cards may be played by the opposing champion during combat, or Loup-Garou [RV-79], which leads to instant victory as the opponent can't play magic items.



This is an unusual champion, and very useful in defense against opponents who use artifacts and magic items. The base level of the Hydra in combat is the adjusted level of its opponent when first put into the battle. This means that a defending Lernaean Hydra will never play the first card into battle. While in the pool, the Hydra has no level, which is not the same as a level of zero (though it is counted as such for deck creation). Cards that rely on affecting champions of a certain level do not affect this champion if it is not in combat with another champion, as it has no level to compare to the effect. For instance, the Spiderfell [BR-3] would force the player using the Hydra to discard a card, but since there is no opposing champion yet to provide a level, the Hydra is not discarded by the realm. The Hydra's immunities only take effect while in the pool, so it makes an excellent champion to attach potent magic items or artifacts to that shouldn't go into combat, like the Bag of Holding [AR-28], or the Throne of the Mountain God [4th-510]. The Lernaean Hydra is not immune to cards while in combat, so cards like the Orb of Power [4th-170] are useful to make the Hydra a powerful champion in combat. If the Hydra goes into combat, gets a level, and then can't act (ala Time of Troubles [FR-99]), then the Hydra returns to his pool and another champion must be chosen. If the Hydra enters a battle, has its base level determined, and for some reason (such as Time of Troubles being in play) cannot be in battle due to its level, the Hydra returns to its pool. Another champion may be selected for the battle.



This champion is useful against dragon champions, but it should only be included in your deck if you plan to use the second part of its special power. This champion is a dragon, and is affected by cards that target dragons. The Hatchling is a champion that will almost certainly lose any combat with its level of 2, so the use of its special power is virtually assured. It shuffles all players' discard piles back into their draw piles, including the discarded Dragon Hatchling (if he was discarded). If you play in a style that uses cards quickly, or uses cards such as allies that are one use only, this card is useful in the same way as the Myrmidons [3rd-61]. The Hatchling also provides an easy defense against powerful champions. There are many times you will want a low level champion to fight combat with. Either to avoid certain level restrictions, like opposing the Living Wall [PO-58], or to allow yourself to be the first to play support cards, like Fight Dirty! [DU-c3], in combat. The Dragon Hatchling fills this description nicely, especially when considering that there are few dragon champions under level 5. When defeated, the Dragon Hatchling is also reshuffled into the draw pile.

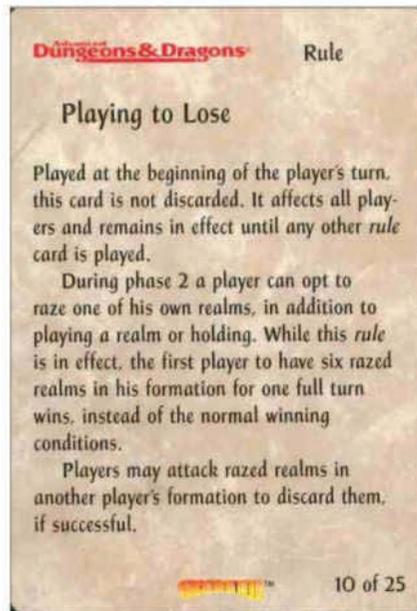


This card has been the bane of the Spellfire Mailing List for years, because of the old ruling that any champion with the single word "Dragon" in its name is a dragon, so this Cultist is a dragon for all card effects. This card is a must for any deck featuring dragons. By placing this champion in a pool with dragons, it assures a player that champions will be available. Do not attack with this champion; he is there only to revive your lost dragons. This champion can quickly become a target, and has no inherent immunities; so provide him with protection, like the Orb of Power [4th-170] or Pearl Pegasus [DU-70]. The Dragon Cultist can retrieve both dragon champions and dragon allies, which makes this card a cornerstone of most dragon decks. His power is always used during phase 5, after all attacking is done, due to the restriction based on his attacking. Orb of Green Dragonkind [3rd-424] is a good card to add to a dragon deck using the Cultist, thus doubling your recycling power.

The Dragon Cultist's power is used in phase 5.

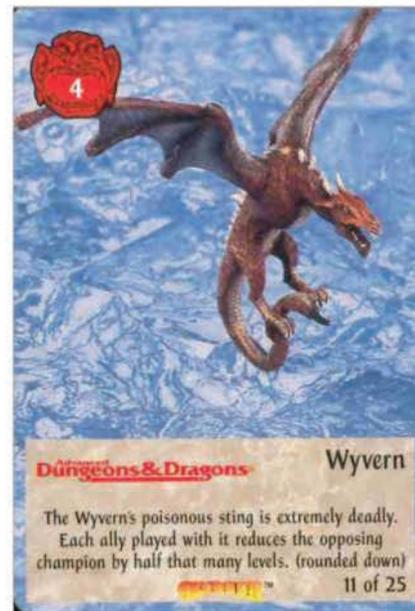
The Dragon Cultist can retrieve both dragon champions and dragon allies, which makes this card a cornerstone of most dragon decks. Orb of Green Dragonkind (424/4th) is a good card to add to a dragon deck using the Cultist, thus doubling your recycling power.

Per Jim Butler, the Spellfire Oracle, the Dragon Cultist is considered a dragon, because it has "dragon" in the name.

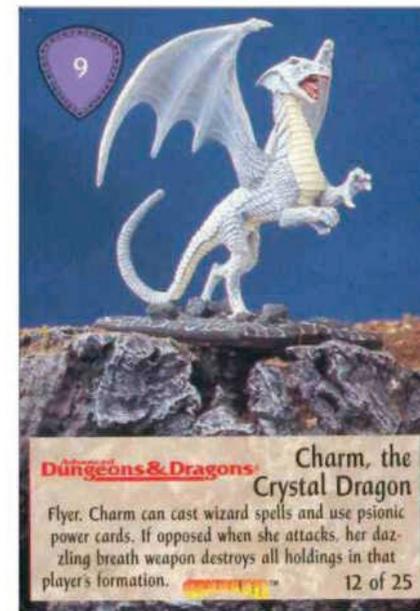


This is a sneaky card to play in a game. It is also a card to build deck strategy around; don't include this card unless you plan your deck around it. In phase 2, a player may raze one of his own realms. They may also play a realm or holding; note that the rule card prevents the playing of one of each. A player must have six razed realms for one full turn around the table to win, turns gained by Caravan [4th-131] or Ancient Kalidnay [AR-92] do not count for victory purposes, like they do for in the Barbarian's Rule variant. A razed realm may be discarded in the same fashion that unrazed realms may be razed; if a champion attacks and there is no defense, the realm is discarded. Realm champions of razed realms cannot defend. A good card to include in a deck using Playing to Lose is Luz, the Avatar of Evil [4th-488] as well as any of the realms that can be raised to activate that realm's special power, such as Ancient Kalidnay or the Scarlet Brotherhood [3rd-135].

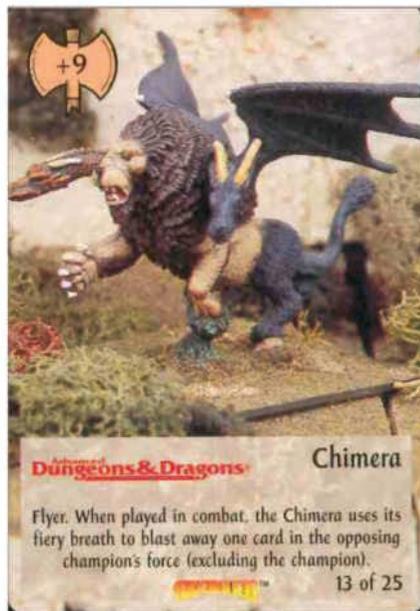
A player must have six razed realms in his formation for a full turn (phase 2 to phase 2) in order to meet the victory conditions of Playing to Lose.



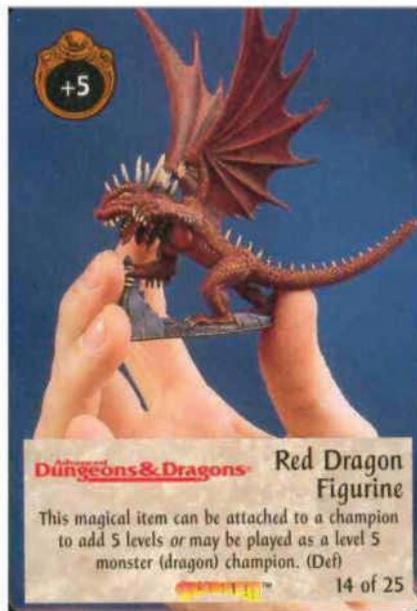
The Wyvern has been bluelined a flyer. It is NOT a dragon. This champion can be useful if the deck includes many allies. Each time an ally is played with the Wyvern, the opposing champion loses half as many levels as that ally (rounded down). That means if the Wyvern has Ancient Dracolich [NS-81] played with it (level 9), then the opposing champion loses 4 levels, for a total of 13 levels swung to your side of the battle. Anything that enhances the allies level as it is played (such as the Banner of the Two-Eyed God [4th-163]) also increases the amount the opposing champion is reduced in level. The Wyvern needs high level allies to win combat. A useful item for the Wyvern to have is the Staff of Conjuring [3rd-105], to more fully utilize its power. Wyverns bear a close resemblance to dragons, but are actually very different creatures. They lack the devastating breath weapon of dragonkind, but do not let this disarm you! The poisonous stinger of the Wyvern has sent many adventurers to an early grave. -Raz-goul, alchemist and sage.



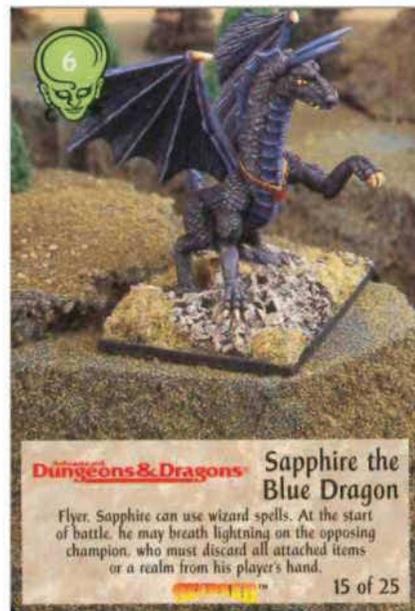
Charm is a dragon and flyer, and is affected by cards that target dragons and flyers. Charm is a versatile champion, able to use wizard and cleric spells, and psionic power cards. This is useful in decks where many types of cards are included, to help ensure those cards are playable once in your hand. If Charm attacks, and a champion is used to defend, all holdings in that formation are destroyed. If no champion defends, the special power is not used. Charm's user can take advantage of this by attacking the realm with the annoying holding with Charm. That way, whether or not the realm is defended, the holding can be destroyed, which is a great way to get rid of Mulmaster [1st-33].



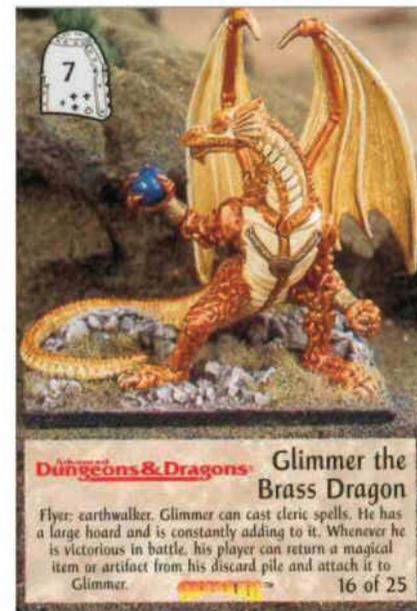
The Chimera is a flyer, and is affected by cards that target flyers. The Chimera is a powerful ally, with a special power worthy of most champions (in fact, most similar to Cron the Black [DR-5]). When played, the Chimera discards one card attached to the opposing champion, including cards like unarmed combat cards. This ally is a good candidate for use with Giv Hcivonad [NS-c19], to turn into a champion. The Chimera uses its power immediately upon being played, and may not be held for later use (meaning it also must be used at the start of the battle if Chimera is made a champion). It should also be remembered that the Chimera only destroys cards, not support bonuses from other cards (like the allies given by the Triumverate realms). The Chimera is a great addition to any attacking deck. Some other allies that have similar powers are the Ancient Dracolich [NS-81] and the Brine Dragon [4th-237].



This is a useful magical item. If you receive a bad draw, and are short on champions, this magic item can serve as a substitute. It is similar to the powers of the Obsidian Man of Urik [AR-14]. Note, however, that once this magic item is attached to a champion, it cannot be used as a champion itself. Since most dragons are very high in level many dragon decks have fewer champions than you might like, the Figurine gives you an extra dragon champion (though the champion cannot fly). When played as a champion the Red Dragon Figurine is considered an AD&D monster and dragon for all cards that effect AD&D champions, monsters, and dragons. You may even attach an AD&D artifact to the Figurine champion. Perhaps the rarest Figurine of Wondrous Power, The red dragon figurine will actually transform into a young red dragon. The advantages of this are readily apparent and any person in possession of one of these rare items is lucky indeed!- Raz-goul the alchemist and sage.



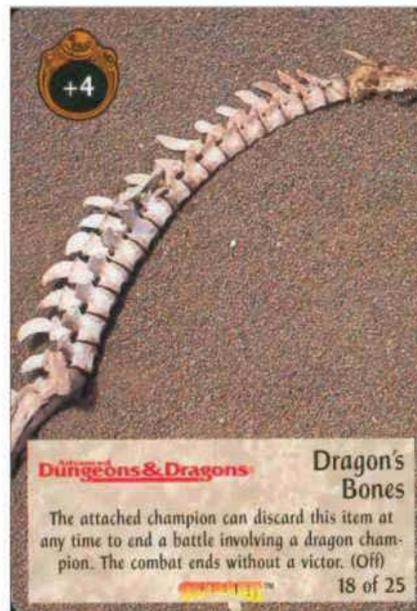
Sapphire is a dragon and flyer, and is affected by cards that target dragons and flyers. At the beginning of combat, Sapphire can give the opposing champion a choice: discard all attached items, or the player must discard a realm from the hand. If the opposing champion does not have any items at the start of combat his player is then forced to discard a realm from the hand, and a player who cannot discard a realm from her hand must discard all attached items (artifacts and magic items). Sapphire can be a game saving champion if the opponent is forced to discard what would have been the winning realm. Since Sapphire's power activates at the start of battle (before the order of activation), cards that steal magic items (like Drawmij [4th-276]) can't help deal with Sapphire's power. This makes Sapphire a popular champion in any deck using dragons. Sapphire is also one of the few AD&D champions able to use psionic power cards, which again makes this a popular champion in AD&D based decks that use the Highmaster Illithios [DU-c21]. Interestingly, the oft forgotten spell Protection from Lightning [3rd-368] will function as a prevention card for Sapphire's lightning breath.



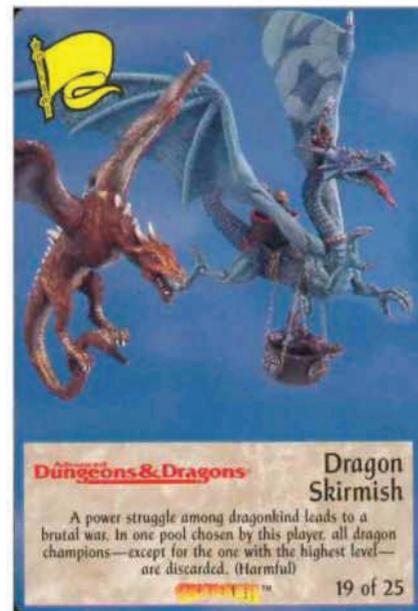
Glimmer is a dragon, flyer, and earthwalker, and is affected by cards that target those qualities. Glimmer may retrieve one magic item or artifact from the discard pile each time he is victorious in battle (this does not require spoils to be drawn. These items must be attached to Glimmer. Artifacts must still be attached legally. The Ego Coin [2nd-419] is a good choice for Glimmer, to allow him to retrieve artifacts from any world and attachment, as well as the Wand of Orcus [4th-456], since Glimmer is AD&D and this would help him win the battle. Another great combo for Glimmer is the Blamblower [DL-56]. At the start of battle, you blow up the Blamblower (discarding and defeating the opponent unless he started the battle with a +6 or greater ally in battle), then retrieve it with Glimmer's power. This would be especially nasty with Dragon Raid! [DR-20] in play. Since Glimmer's power activates after winning a battle, there must be a battle, i.e. if Glimmer is unopposed when he attacks, his power does not activate. Glimmer can be a good addition to a recycling theme deck. Other cards that have similar powers would be Halcyon [1st-c16] and Remnis [4th-481].



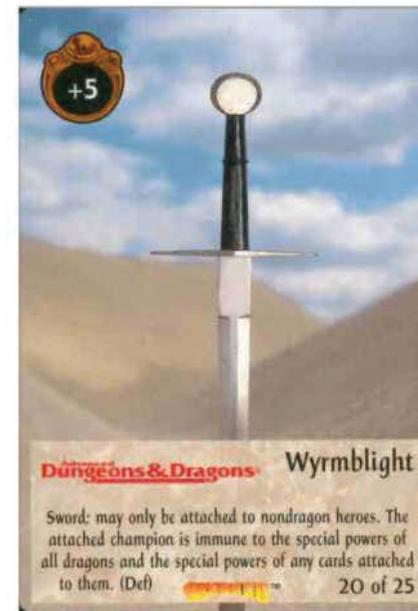
This is a very effective way to remove dragon champions from the game, at least temporarily. It affects all dragons in play, including your own, so this event is best played in decks without dragon champions. One magical item must be discarded for each champion in Limbo to return them from play. Magical items discarded for other reasons, such as for Bag of Holding [AR-28] do not count towards this requirement, but the magic items can be discarded at any time for the champion to return. If you know one of your opponents is playing a dragon deck this card is an easy choice for your own deck. However, if you do not know ahead of time what your opponents are playing it is probably better to pass on this card in favor of one with a broader scope, such as Treasure [4th-130]. If you do decide to play with Treasure Hoard, a good card to play with it would be Throne of the Mountain God [4th-510] to put your opponent's dragons in the Abyss.



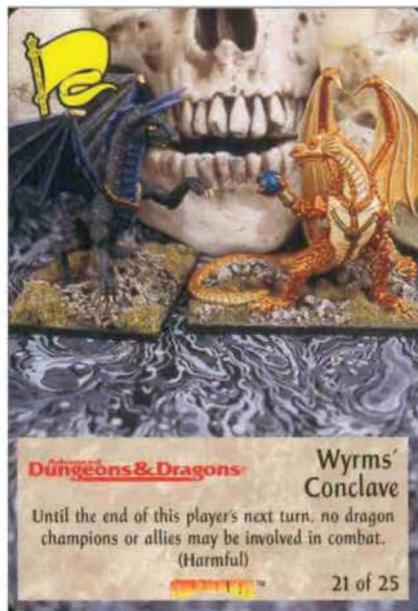
This magic item is best attached to a dragon champion, to ensure that its special power can be used. Combat is ended, and both champions return to their pools. The entire combat is over; the attacker cannot continue with a new champion. The Bones do not have to be in the battle to be used. Since the power affects both champions in battle, if only one is immune, then the battle must continue. This is because champions cannot voluntarily be affected by something to which they are normally immune. If only one champion were effected, the power would be incorrect ('combat ends without a victor'), thus it is simply not effective.



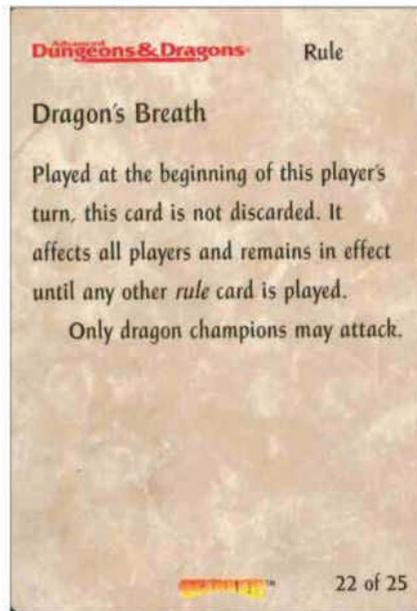
This event is of very limited use against any deck except one that plays with many dragon champions. There are many events and other cards that can remove a champion from a pool, such as Slave Revolt [4th-126], which would also be able to kill the highest level dragon. This event would only be more effective if there were three or more dragons in a pool, and in that case, you don't get to choose which dragon dies. The dragon with the highest adjusted level in the pool on which this event is played remains. If any dragons are immune to events, they also remain after the event.



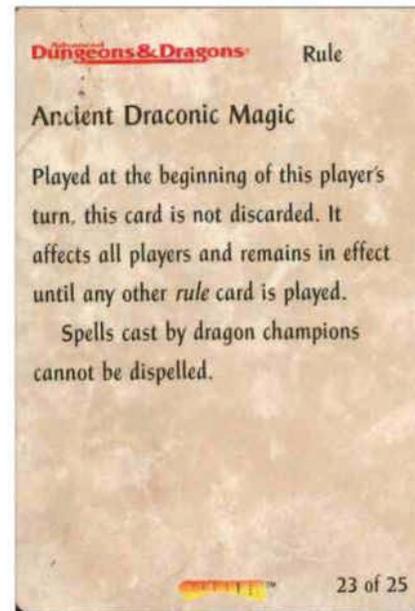
This magic item is useful against dragon champions, but is restrictive in its use. Only heroes who are not dragons may use Wyrmblight. The hero using Wyrmblight is immune to the special powers of all dragons and the cards attached to them, even if not in combat. For instance, Wand of Telekinesis [DL-63] would not work against Wyrmblight if held by a dragon. Wyrmblight does not cancel out the dragon's powers, nor does it affect those parts of a dragon's power that does not affect this champion. For instance, T'chaar's [DR-cl] ability to use any offensive card would not be affected; however, the champion would be immune to any effect of those cards played with this power. To turn a Dark Sun hero into a real dragonslayer, give him Wyrmblight and the Heartwood Spear (318/3rd), which kills dragons and monsters. Most of the time, a card better used would be Dragonsbane [PO-6], which instantly kills dragons, and has a higher bonus against non-dragons.



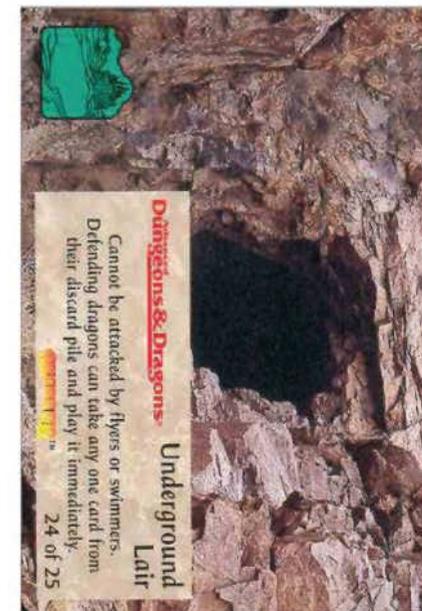
This event is of some use against decks with several dragon champions. It is also effective against dragon allies. Dragon champions cannot be put forward to attack or defend until the end of this player's next turn; this affects all players, even the event player. The limited nature of this event makes it a poor choice for your deck if you don't know ahead of time that your opponent will be playing dragons. Some more useful events with similar powers are Apple of his Eye [FR-c12] and Fool's Paradise [DU-7].



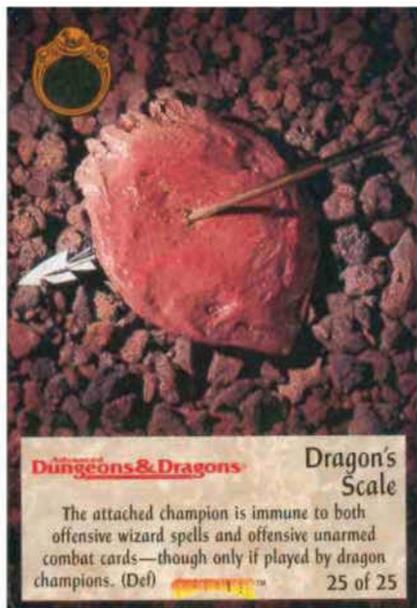
This is a must-have card for any deck featuring dragons. This card hinders all other types of champions, and is great protection from champions such as Gib Aklem [NS-c23] and the Living Wall [PO-58]. This does not prevent opponents from defending with such champions, only from attacking with them. You may also wish to include in your deck a couple of ways to discard Dragon's Breath. This rule card will tend to protect the person currently winning the game by stopping opponents other than yourself from attacking and razing the leaders realms, and if you are not the leader this can be bad. It will usually halt most attacks against you, which may not be beneficial if you use avenging allies or other cards that punish attacking champions. With a well thought out strategy Dragon's Breath can lock up many games for a dragon deck player. It has even been known to be used by non-combat decks just to prevent players from attacking.



As a rule card, this card is played during phase 0 of your turn. Spells cast by any dragon champion, including those of other players, cannot be dispelled. Spell Turning [4th-379], Retarget [4th-389], and similar cards continue to work as normal. This card is useful if you play with a high number of spellcasting dragons. Star Gem of Martek: Clear Crystal [RR-77] is more useful in other situations, since any champion may use it, and you only need one spellcaster. If you do play with spells and dragons this rule card is a must. Since Spellturning only works on offensive spells any defensive spells you use will nearly always work. This can be a huge benefit if playing against a spell loving opponent, as you can dispel his spells and he can't dispel your dispels, a common occurrence with spell heavy decks against one another.



This is a very good realm, especially if it is not in the front rank, as only earthwalkers and those who bypass restrictions would then be able to attack this realm. Defending dragons can play any one card from their discard pile that can be legally played by that champion. For instance, a realm cannot be played; nor can an artifact from a different world. Decks with many allies and magic items benefit the most from this realm's power. To clarify, the card taken by the defending dragon needs to be a card normally playable by the defending champion. If a non-dragon champion defends the Underground Lair, then the Lair's card retrieving power does not activate. Any card retrieved by a defending dragon is played immediately; the retrieved card is not placed into the hand. This is somewhat similar to the phase breaking power of a spoils of victory. You may retrieve an ally and play it if you are already winning the battle. Depending on what is in your discard pile at the time, this realm can break an opponent. Therefore, this realm is a wise pick in any dragon theme deck.
 Only cards playable in combat by the defending dragon can be taken from the discard pile and played.



This magic item is of limited use. Its protection seems useful, but it only works against those offensive wizard spells and unarmed combat cards played by dragon champions. Orb of Power [4th-170] is more useful as an item of protection. The one useful part of this item is that there are few protections against unarmed combat cards. It may be useful against decks with many dragons, or just a few with nasty dragon unarmed combat cards. Dragon scales are one of the few substances that can withstand the devastating breath or claw of a dragon. Many dragons are also a bit squeamish when confronted with armor or shields constructed of the skin of their kind. Wouldn't you be?

—Raz-goul the alchemist and sage.



Night Stalkers



The realm champion of The Vast Swamp is both undead and a wizard and subject to cards that affect those types of champions in combat.

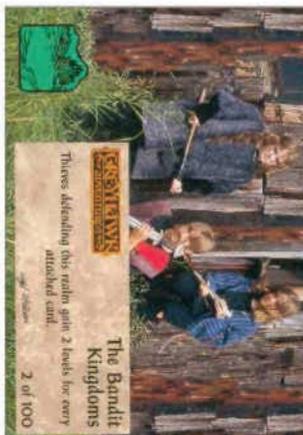
The second power of this realm makes this a great realm to have out front where nonflying champions can attack it. This power remains in affect for the entire combat, so cards attached to the nonflying attacker after a battle has begun are also cut in half. The exception is if the opposing champion were to attach flying allies, which are not affected by the Swamp's power.

This realm is a great addition to an undead theme deck. The level 9 undead wizard is powerful in both level and casting ability, about the only thing you can't do is attach magic items and artifacts to the realm champion.

A great card to play with The Vast Swamp is the rule card Negative Planar Energy (73/NS). This combo gives the realm champion an almost instant win ability and any opposing champions not defeated instantly are further reduced if they do not fly. Also, any deck based on the Dungeon card Spells from the Grave (19/DU) is a ready fit for the Vast Swamp.

You might see The Vast Swamp in quite a few World War and Theme decks, but it will appear infrequently in standard tournament decks. This realm's power is combat only and lacks the all purpose powers found in realms such as Tyr (28/4th) and Menzo (1/4th).

The adjustment applies to a champion's adjusted level. Attached cards, even if played after the attack begins, are halved.



This realm's use is very specific.

It works well in a Thief Theme deck and is virtually powerless anywhere else.

Defending Thieves gain 2 levels for each card attached to them. This would include allies, magic items and artifacts as well as many spells, thief skills, blood abilities and psionic power cards. If a card used by the defending thief is not attached, such as Death Spell (377/4th), the defender does not gain 2 levels.

The names of the lords of The Bandit Kingdoms change as often as the borders separating them. The lords fight almost ceaselessly over their ill gotten booty. I say almost, they are quick to band together against any organized invasion and fight as one when needed. — Flynn, Cleric of St. Cuthbert and sage of Furundy.



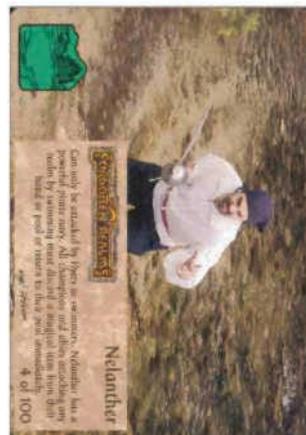
Coastline

Mintarn has 2 great powers if you are playing a Thief deck. If you are not playing with many Thieves you will most likely pass this realm over.

The first power is more general in nature, restricting attackers to only flyers and swimmers. If you are not playing with many thieves you may want to look elsewhere for realms with similar powers such as the Coral Kingdom (10/4th), which restricts attackers to only swimmers.

The second power is much more conditional and powerful when those conditions are met. Whenever this player's thieves are discarded outside of combat they go to Limbo instead. This includes being sent to the Discard Pile, Abyss or Void. As you can see this card is a must for any Thief Theme deck.

This power does not save a thief you discard yourself to activate another card's power, such as Runes of the Future (13/RR chase). Since the payment to activate cards like Runes of the Future has to be paid to use them. A good rule of thumb here is if you are the one discarding your own thieves, then they may be discarded outside of combat.



Coastline

A magic item must be discarded for every champion and ally who uses the swimming ability to attack a realm in this player's formation. If a swimmer attacks a realm without swimming (i.e. front rank) then the bribe need not be paid.

If the attacker cannot pay the bribe, the attacking champion returns to his pool. Combat can continue with a different champion, but he must reach the defending realm by some means other than swimming or also pay the bribe.

The attacking player chooses which magical item, if any, to discard in order to attack.

Nelander is a good realm to use if many of your realms can only be attacked by swimmers. Swimming, however, is the least used movement ability and you may find that Nelander's special power is used infrequently. With popularity of Song of the Dragonlance (22/DU), which makes all of a player's champions swimmers, Nelander might see more use.

Another point in Nelander's favor is that only flyers and swimmers can attack. This restriction applies to both champions and allies, giving you the chance to use it's special power in defense of itself.

Nelander's power takes effect whenever any realm in play is attacked by swimming. This means that the attackers (champions and allies) are swimmers and need their swimming ability to reach the realm being attacked. Swimmers may attack unprotected realms without triggering Nelander's special power.

The wording of the card indicates Nelander's power affects all champions, including champions and allies belonging to the player with Nelander in his formation.

The required magical item may be discarded by the attacking champion, since he is the pool prior to combat.



Falkovnia is a great realm to have in the front rank. The power of this realm will often discourage an opposing player from attacking, especially knowing that he will need multiple champions to raze the realm.

If an attacker does indeed raze the realm, all of the attacking player's champions who participated in the combat are placed in the discard pile when the realm is razed. If one or more of the attacking champions are already in the Discard Pile, Abyss or Void when Falkovnia is razed, they will remain there.

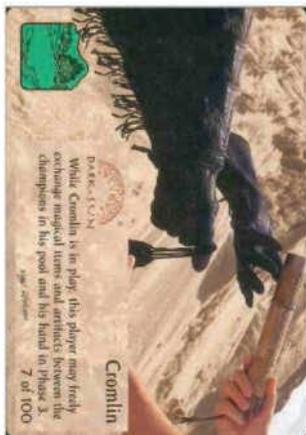
This realm is a great edition to a Revenge Theme deck as well as a Ravenloft World deck. Some other revenge cards you might consider in a deck with Falkovnia are Assassins (221/4th), Lyr of the Mists (23/PO) and Luz, the Evil (167/3rd). Since you plan to lose the combat anyway, the damage inflicted on your opponent will leave him with a hollow victory indeed.



Richemulot's realm champion is considered a monster for cards that affect monsters and is also a werewolf for cards that affect werewolves and shapeshifters. The realm champion can use thief skills, but is not an actual thief for cards that target thief champions.

This realm is a good fit for decks themed around Ravenloft, werewolves or thieves. Richemulot is also a good choice for the famous "championless" deck. The level 7 realm champion is moderately high and with the ability to use thief skills in combat gives the player a greater choice when defending.

This realm is a poorer choice for standard deck construction as the special power affects only the realm champion, and therefore only activates when the realm defends itself. If you use this realm make sure to include many allies and some thief skills usable in phase 4. An interesting card to play with Richemulot is the thief skill Intimidation (89/DU) which may allow you to attach magical items and artifacts to the realm champion, or even spells.



Cromlin
 Price: 5/CA
 While Cromlin is in play, this player may freely exchange magical items and artifacts between the champions in his pool and his hand in phase 7 of 100.

Cromlin is one of the most useful realms in Spellfire. In phase 3 the player is free to rearrange all of the magical items and artifacts in his pool, attaching them to different champions or returning them to his hand for use later. However, Artifacts can still only be attached to champions of the same world and any other restrictions still apply. i.e. Shan the Karate Master still may not use magical items or artifacts, even if you have Cromlin in play.

Any deck that uses magical items and artifacts is a great choice to use Cromlin in. Tasslehoff Burrfoot (39/DL) is a solid combo with Cromlin, using Tas's power to retrieve magical items from the discard pile and then attaching them to any champion in your pool with Cromlin. Runes of the Future (13/RR chase) added to the above combo gives you great draw deck manipulation. Quill Pen of the Planes (8/PO chase) works well with Cromlin also. Once you have used the Quill's power bring it back to your hand with Cromlin and play it anew, resetting the Quill's power for another turn. Once the Quill (or any magic item or artifact) is brought to the hand Cromlin's power has been used and the Quill may not be returned to the hand again until your next phase 3.



UnderCerilia
 Underdark. This realm extends under opponents' BIRTHRIGHT realms, allowing them to be attacked by this player's champions and allies, regardless of position or restrictions.
 8 of 100

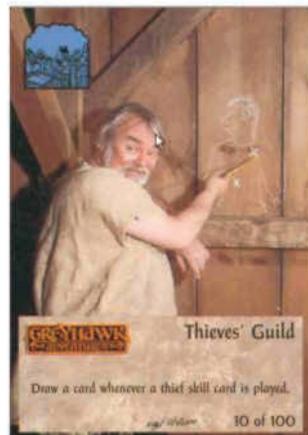
This realm allows the player to attack Birthright realms in other players' formations, even if the realm you wish to attack is not in the front rank of it's formation. This realm also lifts restrictions concerning movement ability, such as Mur-Kilad's (8/BR) restriction against flyers and swimmers. UnderCerilia does not lift restrictions against the type of champion that may attack. Awnsheghliem still would not be able to attack Tower of the Sword Mage (11/BR), even with UnderCerilia in play. This realm is a great addition to the other Underdark realms that have similar powers, giving the player many choices to attack. UnderCerilia is considered both Birthright and Underdark for world decks built using either world.

In an attacking deck you can do much worse than the Under-realms. In this type of deck you may also wish to include Nature's Throne (461/4th), which has a power similar to the Under-realms. This gives you the ability to attack again just about anywhere you choose, and causes your opponents numerous headaches.



The Vampire's Realm
 This realm is protected by a great swarm of bats that attack all nonearthwalking champions, reducing their adjusted levels by half (rounded down).
 9 of 100

When a champion without the earthwalking ability attacks The Vampire's Realm his adjusted level is reduced by half. This includes cards played after the battle has begun, including allies played that have the earthwalking ability. This realm's power target the champion, who must be the one with the earthwalking ability. This is a good realm to have in the front rank of your formation, since few champions have the earthwalking ability. This realm's somewhat limited power makes it a tough choice for most decks, even Birthright World decks. If you can cause your opponent to attack this realm via Dimension Door (100/PO) or similarly powered card, this realm becomes more useful. Even then there are better defensive realms to choose from.

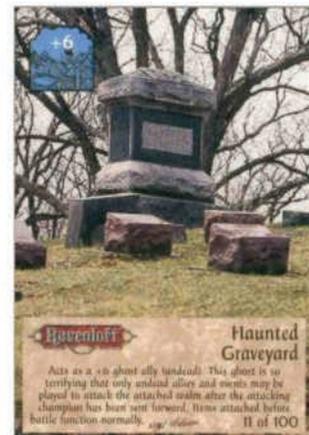


Thieves' Guild
 Draw a card whenever a thief skill card is played.
 10 of 100

This card is a virtual cornerstone of the Thief theme deck. When any player plays a thief skill card, this player draws a card and adds it to his hand. Thieves' Guild is a Greyhawk holding and must be attached to a Greyhawk realm, or a realm that allows any holding to be attached.

An actual thief skill card must be played to activate the Special power of Thieves' Guild. Thief champion abilities and other cards that act like thief skill cards will not activate the power of this holding. Thieves' Guild works well in any deck that uses many thief skills, allowing you to fill your hand with new cards to play while inflicting terrible damage on your opponent. If you play with this holding you should also consider using Hallucinatory Terrain (42/FR), which will double your card drawing power.

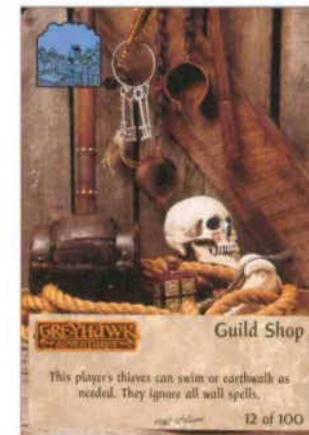
I was a member of the Guild many years ago in Daggerdale. The skills that were taught there have saved my life and the lives of my companions many times since. — Athenea Firnwood, Halfling Mercenary and collector of many fine baubles.



Haunted Graveyard
 Acts as a +6 ghost ally (undead). This ghost is so terrifying that only undead allies and events may be played to attack the attached realm, after the attacking champion has been sent forward. Those attached before battle function normally.
 11 of 100

Once a champion has been brought forward to attack the attached realm, only undead allies may be added to that champion. This restriction applies to magical items, artifacts, spells and any other card that could normally be attached to the attacking champion during the combat. Cards attached to the attacking champion before it was pushed forward to attack function normally, even if a living ally was somehow attached before combat began. This holding will not prevent the opposing player from using events and spells cast by champions outside of the combat, such as Wish (384/4th). Since these cards are not attached to the attacking champion and happen outside of battle, even though they may affect the combat.

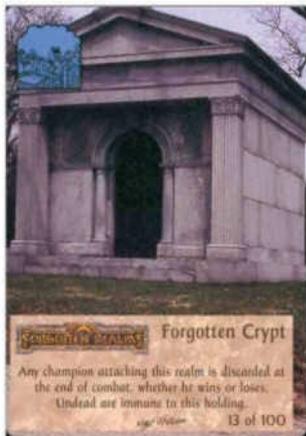
The +6 ghost ally is present for every battle that takes place over the attached realm, meaning that if the attacking player keeps attacking the +6 ally is there for each attack. Any card that would discard the ghost ally will function by removing the ghost ally and not the Haunted Graveyard card itself (such as the Living Wall (58/PO)), thereby negating the ally for that round of combat. If the attacking player pushes forward another champion a new +6 ghost ally will emerge to take part in the defense of the realm.



Guild Shop
 This player's thieves can swim or earthwalk as needed. They ignore all wall spells.
 12 of 100

The Guild Shop allows your thief champions to attack most realms in your opponents' formations. With many of the thief skill cards being combat orientated this becomes a useful ability. When you push your thief champion forward to attack you declare whether he is earthwalking or swimming if needed. Thieves in your pool are not affected by this ability and cannot be targeted by cards that target swimmers or earthwalkers. You do not have to declare you are swimming or earthwalking if you could reach the defending by some other means, such as the realm being in the front rank.

When you do attack and declare a movement ability your attacking thief becomes subject to cards that affect swimmers or earthwalkers, depending on the movement type you declare. This holding is a good choice for a thief deck aimed at fighting combat, especially if combined with the dungeon card The Guildhall (27/DU) which gives thieves in combat the ability to play with your opponents' cards.



Forgotten Crypt
 Any champion attacking this realm is discarded at the end of combat, whether he wins or loses. Undead are immune to this holding.
 13 of 100

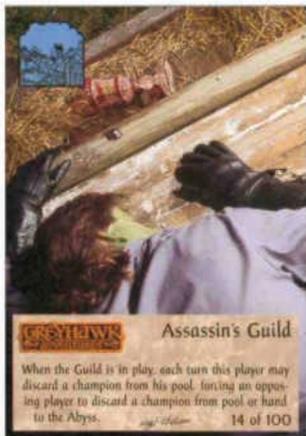
Forgotten Crypt causes all attacking champions to be placed in the discard pile at the end of the round of battle, even if the attacker won the round. Undead are unaffected by this power, and battle ends normally.

Attacking champions that are able to retreat to their pool to escape defeat, such as Erital Kaan-Ipzirel (81/AR), can avoid the power of the Forgotten Crypt by activating their power before the battle is over. This is possible because the Crypt's power does not activate until the battle is over.

Sometimes battle is ended by a means that leaves no clear winner or loser, such as a Wall Spell. In these cases the attacking champion is still discarded unless he has some way to escape.

The Forgotten Crypt is usually best placed on your lead realm, since it is the most likely target of attack. This holding becomes even more crueling if you are able to combine it with a realm that is restrictive to attackers like Coral Kingdom (10/4th). This combo leaves your opponent with few attacking champions to start and can quickly bleed them to the discard pile leaving you free from attack on later turns.

All in all, the Forgotten Crypt is a good holding for a Forgotten Realms theme deck, but is a weak choice in a standard tournament deck. If you are using many low level champions as cannon fodder and have several Forgotten Realms realms in your deck, you may consider this holding, especially if you are using a Revenge theme.



Assassin's Guild
 When the Guild is in play, each turn this player may discard a champion from his pool, forcing an opposing player to discard a champion from pool or hand to the Abyss.
 14 of 100

This is one of the most under-rated cards in Spellfire. Once each turn you may send one of your champions from the pool to the discard pile to force one of your opponents to place one of his champions in the Abyss. You choose which opponent suffers the affect, but the opponent chooses which champion to place in the abyss from among those in his hand and pool. The opponent must choose a legal target.

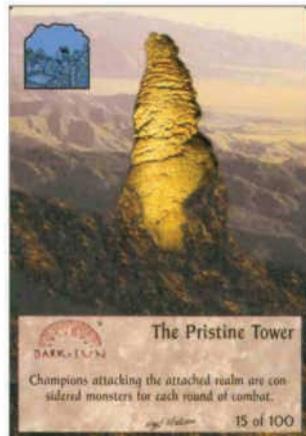
The Guild is activated during your phase 3 and your opponent must answer the power immediately.

The Assassin's Guild really comes into its own in 75 and 110 card tourneys. The longer lasting games give the player many more opportunities to bleed off enemy champions. It also works very well in Greyhawk theme decks, since the Greyhawk world has many good low level champions that can be discarded.

Some cards to play with the Assassin's Guild are, Gib Kcir (16/RRch), Mind Killer (56/UD) and Takhisis's Abyssal Gateway (13/DLch). Follow these Abyss filling cards with a low level attack and play Bottomless Horror (54/DU) and your opponent will see many of his dearest champions sent to the Void. This is nearly a theme unto itself.

If you decide to play the Assassin's Guild you may also wish to use a few cards that allow you to return champions from your discard pile back to your hand or pool, thus lessening the heavy payment to activate the Guild. Cards such as Heal (45/RL), Resurrection (34/FR), or Create Minion (79/DU).

After the player discards a champion and chooses which opponent must discard a champion, the opponent chooses which champion to discard and whether from hand or pool.



The Pristine Tower
 Champions attacking the attached realm are considered monsters for each round of combat.
 15 of 100

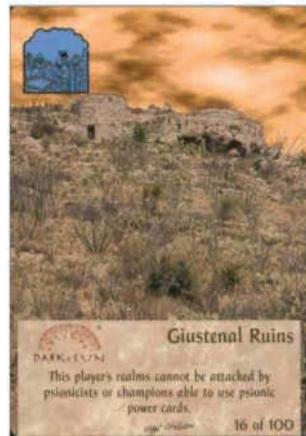
When an attacking champion is pushed forward to attack the realm with The Pristine Tower attached that champion becomes a monster champion. A non-monster champion loses the ability to play icon related support cards of its former type. i.e. Regents can't use Blood Abilities, Wizards can't use wizard spells, ect. Monsters are unaffected by this, being monsters to start with.

The Pristine Tower effectively changes the attacking champions icon to that of a monster for the duration of the battle, making the champion subject to all cards that target monsters. The attacker returns to its normal icon type once the round of battle is ended.

One of the best cards to use with the Pristine Tower is the artifact Heartwood Spear (318/3rd) if you are using a Darksun theme. The Pristine Tower works very well with another Dark Sun holding, Black Waters (98/4th). Which would end any battle at The Pristine Tower before it even began.

On the whole, The Pristine Tower can cause many interesting card plays but really doesn't have the umph to make the cut in most tournament decks. This card can be quite fun if you have designed your deck around killing monsters, but it won't win you a lot of games.

Card Combo (from the Sussman Zone): When Lovely Colleen is defending a realm with the Pristine Tower attached, the attacking champion is automatically defeated. You can force the opponent to attack by sending The Siren to Limbo.



Giustenal Ruins
 This player's realms cannot be attacked by psionics or champions able to use psionic power cards.
 16 of 100

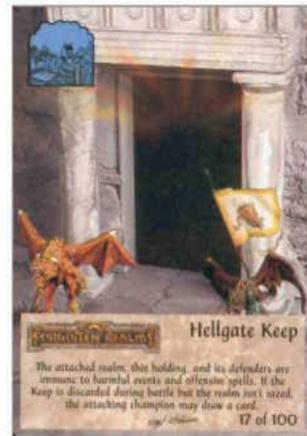
Once Giustenal Ruins is placed in your formation opposing players may not attack any of your realms with Psionic champions, or champions that use Psionic Power Cards. They may still defend their own realms with these champions.

With the emergence of Psionic champions in many tournament decks this realm is a good choice if you do not wish to engage in much combat. The instant kill and revenge powers of many psionic champions makes Giustenal well worth the slot in any deck.

Giustenal Ruins does not confer any immunity to psionic powers. Lyr of the Mists (23/PO) may still discard one of your champions when in combat. Lyr could not be used however, to attack any realm in your formation. Giustenal can also be targeted and destroyed by Psionic Disintegrate.

This holding also prevents the player from having to face such instant wins like Davron Parscall (9/PO) and a high level Bilago Lumen (17/PO). This tends to confound an opponent who relies on instant wins and the spoils that come with the instant win. Don't forget though, Giustenal only protects you from these champions attacking and not defending.

Edited from the Original
 By Todd Myers



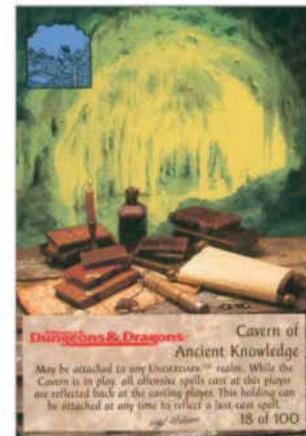
Hellgate Keep
 The attached realm, this holding, and its defenders are immune to harmful events and offensive spells. If the keep is discarded during battle but the realm isn't at risk, the attacking champion may draw a card.
 17 of 100

Harmful events and offensive spells cannot target any realm with Hellgate Keep attached. This includes any cards attached to the realm besides just this holding, such as an artifact or ally. The immunity provided by this holding also covers any champion defending the attached realm in combat and that champion's attachments. Thus a champion defending a realm that has Hellgate Keep attached could not have its allies destroyed by the event Airship (118/4th).

The card provided by discarding Hellgate Keep is not considered spoils and may not be played unless the drawn card is one that may be played legally. If the attached realm is razed when Hellgate Keep is discarded the extra card for discarding it is lost.

Hellgate Keep is a great choice for a World War deck or any immune heavy theme, since it is one of the few cards that provide a realm with immunity to both spells and events. Some other cards with similar powers include Geneva Conclave (Promo 2), Moonwell (77/4th), The Deep (5/UDchase) and The Gorgon's Crown (4/BR).

Despite the penalty of giving an opponent a possible extra card draw, this holding works very well in any deck with many Forgotten Realms realms.



Cavern of Ancient Knowledge
 May be attached to any Underdark realm. While the Cavern is in play, all offensive spells cast at this player are reflected back at the casting player. This holding can be attached at any time to reflect a lost cast spell.
 18 of 100

Cavern of Ancient Knowledge may be attached to any AD&D realm as well as any Underdark realm. Underdark realms are those realms from the Underdark booster set and any realm listed as Underdark either in the text box of the card or in the bludline rules.

The Cavern may also be attached at any time to counter a just cast offensive spell that targets the player. This includes spells that target the owner's formation, pool and hand. But does not include Rule Cards and support cards outside of the pool or formation, such as the event Map of Life (413/3rd).

A spell that is reflected back to the casting player affects that player as if he were the target. If the Cavern reflected Estate Transference (437/3rd), the casting player must choose one of his own realms to send to the Abyss. The choice must be a legal target (not immune). The Cavern is not a re-target and does not give the owner the ability to choose a new target for the just reflected spell, the original caster must choose a legal target from among his own cards. If there is no legal target then the reflected spell dissipates and is wasted.

The Cavern may only reflect a given spell once, if the spell is again re-targeted by the original caster this player must now come up with a new way to stop the spell. Also, a reflected spell that is Spell Turned or reflected back is now targeting the Cavern. If the Cavern is not a legal target for the spell, the spell is lost.

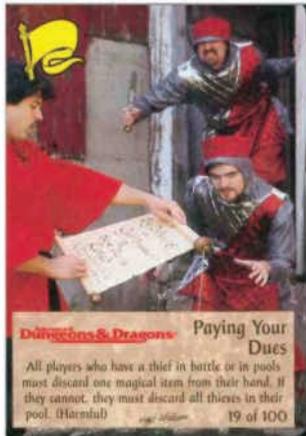
The reflecting power of the Cavern is not itself a spell and can not be Dispelled or negated like a spell.

Use of this holding can get complicated, especially if the spells are bounced back and forth many times. It is important to be willing to retrace any steps if someone becomes confused.

This is one of the most powerful Holdings in Spellfire and can be found in many tournament decks. If you are using a spell heavy deck you want to make sure you have some way of dealing with this card. Cataclysm! (119/4th) and Gib Kcir (16/RRchase) are good solutions. The Cavern of Ancient Knowledge may be attached to any Underdark realm, in addition to any AD&D realm. An Underdark realm is any realm from the Underdark booster set, as well as any realms indicating Underdark on the card or bludline, such as Menzoberranzan.

If a spell reflected by the Cavern is then turned by the opponent, the original target is impacted by the spell. For example, if Disintegrate is turned back at the opponent by the Cavern, and the opponent plays Spell Turning, the Disintegrate discards whichever realm it originally targeted.

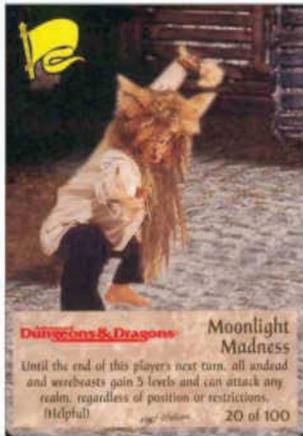
The Cavern's power works on all offensive spells, but only once per spell. Thus if an offensive spell is reflected back using the Cavern's power, and is spell turned by the opponent, the Cavern cannot again reflect the spell.



When this event is played all players, including the event player, who have any thieves in their pool or in battle must discard a magical item from their hand. If they do not have a magical item in their hand then they must discard all thieves in their pool.

A thief in combat when Paying Your Dues is played is not discarded if the owner does not have a magical item to discard. Only thieves in the pool are affected by this power. Any magical items discarded must come from the hand not the pool or anywhere else. If a player has a magical item in the hand he must discard it, there is no choice given.

Due to the fact that there are so few counter cards for thief skills this event is very useful when played correctly. Paying Your Dues is one of the few defenses against Con Game (82/DU) and Hijacking (86/DU). It is best played as soon as your opponent lays a thief to his pool, hopefully leaving him no one able to play thief skills against you, at least for the time being. Although it is hard to justify using an event slot for such an unlikely result, unless you know ahead of time that your opponent uses many thieves.



This event lasts from the time played until the end of the player's next turn. All undead and werebeasts in play have 5 levels added to their total adjusted level, both champions and allies. They may also be used to attack any unrazed realm on the table regardless of position in a formation or restrictions against attacking.

Moonlight Madness is a great addition to an Undead Theme deck or a Ravenloft World deck. It is important to remember that opponents undead and werebeasts benefit from this event as well. It is usually best to play this event early in your turn, at least before phase 4, to get the longest benefit.

It was a full moon that night... you know the one I mean. They call it the Night of Madness in these parts. Every foul creature of hell came out then. We were just outside Irongate camping on a little knoll when a group of Ghouls attacked. Never have I seen Ghouls that strong. They stood up under Lord Bo's mightiest blows and our cleric was at a loss to turn them. Many died before the Morning Lord cast his light that next morning. Yeah... It was a full moon that night, just like this one...

Athena. Firwood - Halfling Adventurer.



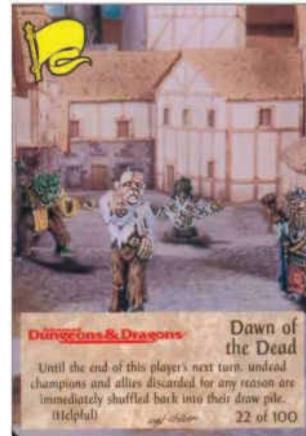
From the time this event is played until the end of the player's next turn, all extra card draws given by realms, holdings and artifacts to any player are given instead to this player. This event cannot be copied or negated, but may be calmed by individual players.

The Boss Wants a Cut is not a counter card, so cards that allow a onetime extra draw like Temple of Elemental Evil (17/4th) are not affected unless this event was already in play beforehand.

Cards drawn for The Boss Wants a Cut are drawn at the time that the original drawer would have drawn them, usually that player's phase 2. Some popular cards affected by this event are Tyr (28/4th), Points East Trading Guild (101/4th) and the Medallion of Faith (25/DLchase). This event does not affect extra card draws from events and rule cards or any source other than those stated above.

The Boss Wants a Cut is a limited effect anti-speed card. It's short duration offsets any real speed stopping power, but can give you a much needed boost if your own deck has bogged down. All in all there are much better anti-speed cards and much better events than this one.

The Boss Wants a Cut is not a counter-effect card, so it must be in play before the card that gives another player extra cards. The Boss has no effect on Ancient Kalidnay, since Ancient Kalidnay provides an extra turn, not extra cards.



Dawn of the Dead lasts from the time played to the end of the player's next turn. Undead champions and allies that are discarded for any reason, including going to the Abyss or Void, are shuffled back into the draw pile immediately.

This power activates when the undead champion or ally is actually discarded. Any cards that require a champion or ally to be discarded to activate will still function since Dawn of the Dead does not take affect until after the champion or ally is discarded.

Dawn of the Dead is one of the most powerful events around for Undead Theme decks, and works well with most Ravenloft World decks as well. It is best to play this card at the beginning of your turn to get the longest possible use. You will also want to play this event at a time when you expect to be discarding a lot of champions or allies, like right before a major assault on your opponent's formation. Consider using Extension I (91/DU) with this event for a longer lasting effect.

The short duration of Dawn of the Dead keeps it out of most standard tournament decks, but you could much worse in your Undead Theme deck.



When this event is played all thieves in play, including this player's thieves, are sent to Limbo. During phase 3 of their turn Players may discard a card from their hand to the Abyss to retrieve a thief from Limbo. If multiple thieves are in Limbo then that player must discard a card to the Abyss for each thief.

The Long Arm of the Law is an excellent defense against a thief heavy deck. With few thief skill stoppers it also works to prevent normally unstoppable cards like Con Game (82/DU) by getting your opponent's thieves out of play before they can damage you with thief skills. This second use is not very efficient, but does offer an avenue of defense against thief skills.

This card works well in a thief deck if you can Calm (400/3rd) it for yourself. By sending all other thieves to Limbo you should have little problem with the Rule of the Cosmos. If you are playing a thief deck you will also want to be on guard against this event, so be sure to include at least a couple of event stoppers.

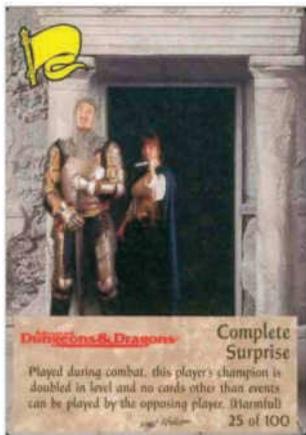
Running afoul of the Town Guard is a real danger in the Profession. If you find yourself on the wrong side of the Baron's moat you'd best have a full purse or you will have a lot of time on your hands! - Athena Firwood, Halfling Adventurer



When Wail of the Banshee is played all players select a legal target champion in their own pool and place it in the discard pile. Champions immune to events are not considered legal targets. If a player has no champions (legal or otherwise) in his pool then that player must discard 2 cards from his hand. If a player has only immune champions in his pool he completely escapes the effect of Wail of the Banshee.

This event works well in any Undead Theme or Ravenloft World deck. Add some similar cards such as Slave Revolt! (126/4th), Death Spell (377/4th), Death Fog (376/4th), Mind Killer (56/UD) or Elemental Swarm (52/UD) and watch as your opponents scramble to keep champions on the table.

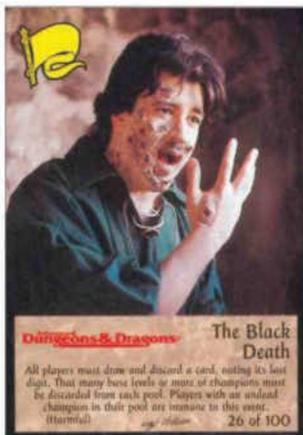
I have heard that the Banshee is the restless spirit of an elven maiden. I do not know the truth of this, but I have heard the greatest elven bards of Evermeet and there is no doubt in my mind that the wail of the Banshee has much in common with those minstrels. Both can break a man's heart, but only one will steal his life. —Lord Bo, Barbarian knight of kewind Dale.



Complete Surprise can only be played during a combat that this player is involved in, either attacking or defending. Once played, this event prevents the opposing player from playing any cards other than events from his hand into the combat. Complete Surprise has no effect on any cards already attached to the opposing champion, and a champion immune to events will also be unaffected. The player's champion is doubled in adjusted level. Complete Surprise does not double the level of other cards attached to the player's champion.

A good card to combine with Complete Surprise is the ally Marilith, Tanar'ri (52/AR) which would deprive your opponent from playing events as well. A similar affect can be achieved with the cleric spell Stasis (48/PO), giving the player 2 quick victories in combat.

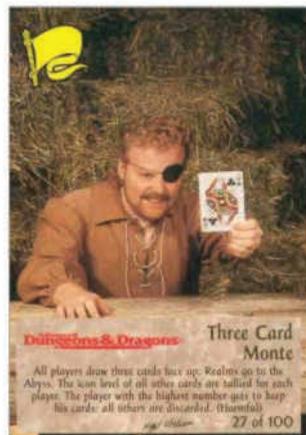
With so many instant defeat combinations available Complete Surprise will not see a lot of use in tournament decks. This event has many uses in combat theme decks and can be quite fun to play, but I would pass on this one for any of my tournament decks. Complete Surprise is a harmful event, because of its effect on the opposing player. It can therefore be calmed, however, the helpful aspects of the card (i.e. the doubling in level) remain in effect after a Calm or Dragon's Calm is played. If the event is canceled (i.e. Limited Wish or Helm is used) all the cards effects are eliminated.



When played, each player draws a card from the top of their draw pile and notes the last digit of the first number. At least that many base levels of champions must be discarded from their own pool. Champions immune to events are not considered when discarding base levels.

You may be forced to discard more than the minimum levels in order to get at least the number drawn. If there are not enough levels in a pool to satisfy the minimum level required the player must discard as many non-immune base levels as possible. A single undead champion in a pool confers immunity to the entire pool for The Black Death.

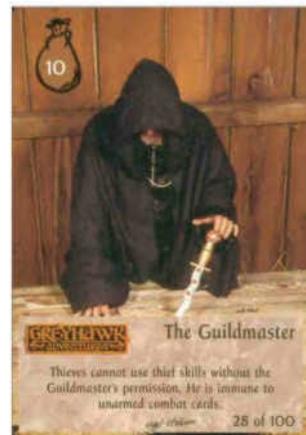
This card fits well into any Undead Theme or Ravenloft World deck. The Black Death is also tailor made for the rule card A Sure Thing (74/NS), forcing the worst outcome on your opponents. The Black Death also can help out a combat theme deck by helping to clear out some of those low level 'anon fodder' champions that many players rely on to avoid giving up razed realms or fighting extended combat.



The three cards are drawn face up with any realms going immediately to the Abyss. The remaining cards are checked for icon levels. Each player then adds the icon levels of the cards drawn and the player with the highest total places the cards in his hand, all other players discard the remaining cards. If there is a tie for highest total icon levels all players discard the cards drawn. Cards drawn form Three Card Monte may not be played until after they are added to the hand.

One of the most fun cards to play in all of Spellfire, Three Card Monte can also be devastating to your opponents. Combined with the event Espionage! (18/BR) your opponent can quickly be dealt a near fatal blow by placing his 3 best realms on the top of his draw pile and then sending them to the Abyss. Be warned though, there are few ways to protect yourself from disaster too, your objective here is to do more damage to your opponent then yourself.

Some cards that that can help protect you are Marco Volo (50/3rd) and Ren's Crystal Ball (451/4th) to help you time playing the event and Calm (400/3rd) to eliminate any risk at all. Of course, if you Calm the event you also negate the possibility of adding extra cards to your hand. In the case of a tie, each player with the highest number keeps his cards.

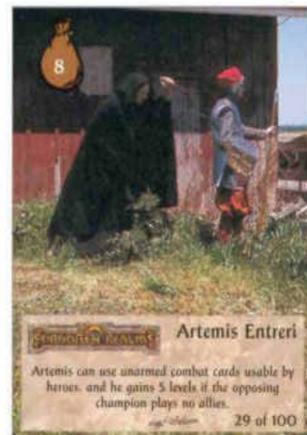


Player's wishing to have their thieves use thief skills must ask the permission of the Guildmaster to do so. If the Guildmaster refuses permission the opponent cannot play the thief skill card. Permission must be asked for each skill card played.

Even if permission is given the Guildmaster's player may not be targeted by harmful thief skills unless he wishes to be. A non-thief champion able to use thief skill cards does not have to ask the Guildmaster's permission to play them, and that champion may target anyone he chooses.

The Guildmaster is currently the most efficient defense against thief skill cards like Con Game (82/DU) and Hijacking (86/DU). This is still not very efficient, but it is the best defense so far. The high level (ten) and no casting ability keeps this champion out of many decks but the overwhelming power of thief skills is enough to make the Guildmaster a tournament deck regular. Being immune to Fighting Dirty! (3/DUch) also makes this card popular with combat decks.

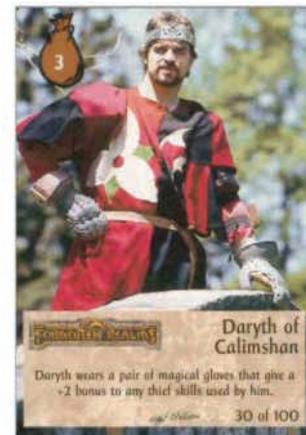
A relatively new theme deck built around permission has shown promise in many tournaments. Midnight (46/3rd), the Arch-Druid (285/4th), Sadira (277/4th), Icon of Magic (19/RRch), Nectar of the Gods (20/RRch) and the Guildmaster are staples of this theme, designed to deprive opponents of powerful phase 3 support cards. While still a couple cards away from being dominant, this theme may become prevalent in the future.



Artemis can use any unarmed combat cards that are usable by heroes. If the unarmed combat card does not state what type of champion may use it, then it is usable by heroes. Artemis also gains a +5 to his adjusted level in combat (only) so long as the opposing champion has no allies attached. Once the opposing champion plays an ally the +5 is lost for the remainder of the combat, even if the ally played is some how removed.

This champion's powers are very strait forward and work well in any thief or combat deck. Artemis is also a good choice for a Forgotten Realms World deck if you wish to use thief skills. A good combo for Artemis is the magical item Net of Entrapment (217/3rd) to help him keep his +5 in combat.

In the over all picture of things Artemis is too weak to get into most decks. But with the low number of thieves in general and Forgotten Realms thieves in particular you may bump into this champion in a World War tournament.



The magical gloves special power of Daryth is treated as a defensive magical item for champions immune to such things. The +2 modifier only applies to thief skills used in combat by Daryth.

This champion's low level (three) makes him an easy addition to many thief decks as well as Forgotten Realms World decks. Daryth can also find a place in many combat decks that use phase 4 thief skills. His weak special power will keep Daryth out of Standard Tournament decks though.

Perhaps the best way to use this champion is as 'anon fodder' against instant defeat champions, saving more powerful champions for use in later combats. With his low level Daryth is a good match for powerful allies like The Dreaded Ghost (246/4th) and avenging allies like The Starving Artist (239/3rd). Also due to his low level he is a good choice to use Use Poison (63/NS) with because very few champions are immune to thief skills.

Yes, I remember Daryth of Calimshan. He came along on the assault of Hellgate Keep with us. A useful fellow...or rather he was until we encountered Orcus. One swat from the demon's unholy wand and we had to bury the poor lad. As I recall he had a fondness for those magical gloves of his. At any rate, I am sure he was sorely missed! - Silvanos, High Elf Mage of Silvery Moon.



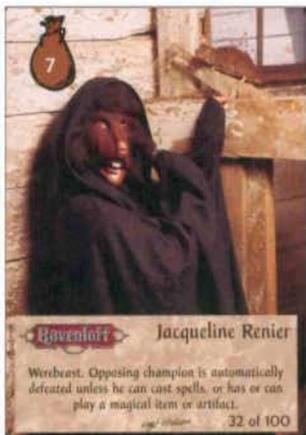
The special power of Storm Silverhand can be activated whenever the player chooses, even during an opponent's turn.

The best time to use Storm's power is just before the beginning of your turn, this reduces the time she will spend in Limbo and deprives your opponents of playing their copy of the champion.

Storm is a great addition to any attacking deck, allowing you check your opponent's every turn to be sure you can punch through his defenses. This prevents you from sending your champions on a suicide attack and often your opponent will forego his defense knowing that he has no surprises to offer, giving you free spoils. Be careful of using this trick too often. Your opponents will learn quickly and add Handmine (16/DUch) to their decks.

Storm also works well in a Forgotten Realms World deck. You can keep tabs on your opponent's hands while attacking his realms with judicious use of the Living Wall (58/PO) and blasting him from afar with realm destroying spells when he is unable to counter them.

Because Limbo is considered out of play, if Storm is used to look at an opponent's hand, and the hand contains Handmine, Storm is not discarded.



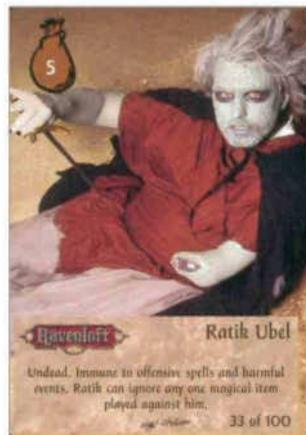
This champion is a werebeast and is affected by cards that target werebeasts or shape shifters. Any champion opposing Jacqueline in battle is instantly defeated unless that champion can cast spells or a magical item or artifact is attached. Once this power activates the opposing champion must react to this power to avoid being discarded. This means the opposing champion may play a magical item or artifact to satisfy Jacqueline's power, but it must be the next card played. If the opposing champion cannot satisfy the power it is defeated and discarded.

Jacqueline has become popular in many Ravenloft decks due to her instant win ability and being one of the few Ravenloft champions able to play thief skills. When played in a deck with the Loup-Garou (236/4th) the player can quickly draw out magical items out of an opponent's hand. If the opponent has none, then instant defeats pave the way to victory. Also, Moonlight Madness (20/NS) both increases Jacqueline's level and allows her to attack any realm, a powerful affect for an instant win champion.

Jacqueline's power is too easily avoided in Standard Tournament decks due to the fact that most other champions in those decks are able to cast spells. So you may want to save her for that Ravenloft World War deck where her power is much more likely to succeed, especially against Dark Sun and Birthright decks.

Card Combo (from the Sussman Zone): With the Ring of Reversion attached, the opposing champion cannot cast spells.

Card Combo: The above combination can be further improved by playing the ally Flesh Golem, eliminating an opponent's magical items.

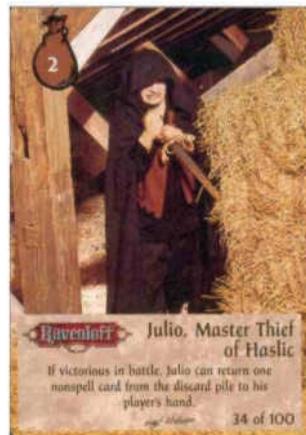


Ratik gets to ignore any magical item played from the hand against him in combat. Magic items already attached to the opposing champion before battle begins may not be ignored as they are not 'played' against him.

Ratik's impressive immunities make him an easy choice for Undead and Ravenloft decks. He is a great champion to attach important magical items and artifacts to because he is much more difficult to discard outside of combat than most champions. This makes him a sure fire choice for holding such powerful cards as the Bell of Might (18/FRch), Dragon Font (20/Arch) or Amulet of Spell Protection (17/Arch). Ratik is rather weak in combat, so you will want to use him sparingly there, although his level (5) makes him a good choice to face the Living Wall (58/PO).

You will want to pass on Ratik in your Standard deck. There are other more useful champions who have the same immunities such as Necra the Wrathmaker (14/DUch) and the Gate Keeper (422/3rd). These are both good choices with Ratik though if you want to try out an all-immune theme deck.

Again, You can expect to see Ratik in several Ravenloft World decks, but he will be hard to find in other formats.

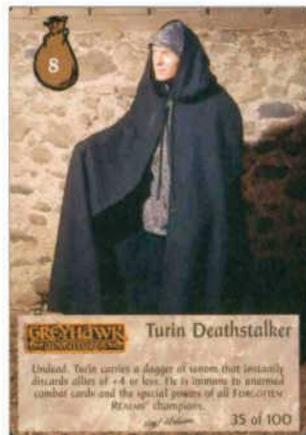


When Julio wins a round of combat the player may search through his discard pile and place any one non-spell card found there into his hand.

Julio is one of the strongest cards in the Night Stalkers set, although most players pass him over. His low level gives Julio the appearance of being weak when in actuality his low level is the reason he is so powerful.

Being only a level two allows this player to be the first to play a card into combat nearly every time. Now combine this with powerful support cards like the Blamblower (56/DL) or The Dreaded Ghost (246/4th) for an instant defeat. Then use Julio's power to return the instant win card to your hand for further instant wins later. This one combo can completely shut down any attacking against your formation.

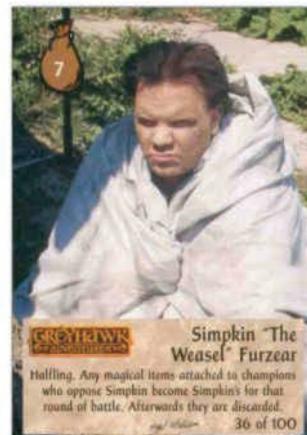
Julio is nearly a standard addition to any Ravenloft World deck and he shows up in many winning Standard Tournament decks as well. His ability to recycle cards from the discard pile added to his low level will have your opponents looking elsewhere for their spoils.



Allies of +4 or less icon level may be played against Turin, though they are immediately discarded without their powers ever activating. Turin's immunity to the special powers of Forgotten Realms champions applies even if that power is being copied by a non-Forgotten Realms Champion and used against Turin. Thus if Rhoulhe Manslayer (14/BRch) attacks and copies the power of the Living Wall (58/PO), Turin Deathstalker can still defend and would be unaffected by the instant defeat power. Don't forget that immunities are always in effect, even when in the pool.

Turin packs quite load of special powers aimed at combat. No allies under level 5 and immunity to powerful cards like Fighting Dirty! (3/DUch) and the Living Wall cause this champion to be a favorite in Greyhawk World decks. You can also find Turin in many Standard Tournament decks due to the added popularity of Con Game (82/DU) and Hijacking (86/DU). Undead combat decks are another good place to put Turin Deathstalker.

Turin is a good choice to lead an attack with. His immunities negate many powerful combat cards and will often lead your opponent to just throw up a handy champion to die hoping you will attack again with a champion not so immune. Turin's immunity to champion powers allows it to play first edition cards into battle or cast spells while the Poor Oriental Lord is in play. However, Turin may not be brought into play while the POL is in play.

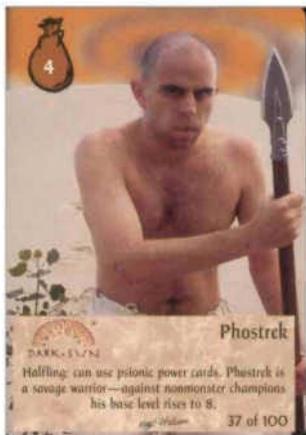


Any magical items borrowed with Simpkin's special power are discarded after combat, regardless of who wins. Any magic items added to an opposing champion during combat become Simpkin's instantly, before they activate.

Simpkin is a great champion to play the Loup-Garou (236/4th) with. Your opponent must play a magic item to avoid instant defeat only to have Simpkin snatch it away before it can be used.

Simpkin is also one of very few champions who do not return borrowed magic items. This can be very useful in ridding your opponent of powerful magic items like the Blamblower (56/DL) or Bell of Might (18/FRch). For this reason Simpkin is an excellent choice for many combat decks and opponents who use many magic items will be going to extra lengths to avoid facing this champion in battle.

There are few tournament formats where Simpkin is an easy fit, despite a relatively strong special power. You may encounter him from time to time, but not often enough to make special arrangements to deal with his thieving power.



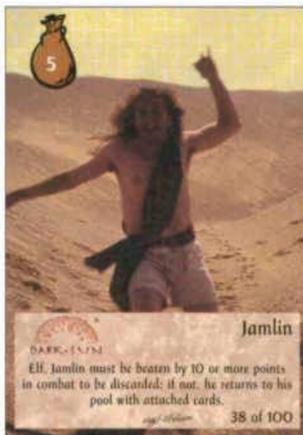
Phostrek's adjusted level rises to 8 when facing non-monster champions in battle.

Phostrek is one of very few champions able to use both thief skills and psionic power cards, making him a popular choice in many different decks. Add to this the fact that thief skills and psionic power cards are among the most powerful support cards and you have a ready made killer champion.

Phostrek's best use maybe in phase 3 where you can hurl crushing support cards at your opponents, such as Con Game (82/DU) and Psionic Disintegration (73/DU). Although Phostrek's combat power is not spectacular, it may be enough to ward off a couple of attacks.

Any deck that uses both thief skills and psionic power cards will fit this champion in easily and you get his combat power as an added bonus.

Phostrek may be short and ugly, be he sure is handy in fight! Just don't ask what he is having for dinner, if you know what I mean. — Hutek the Mul Savage.



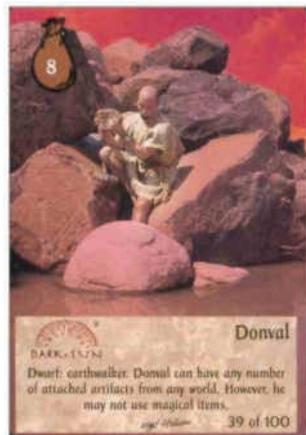
Jamlin must be defeated by at least 10 levels in combat in order to be discarded. If Jamlin is defeated by less than 10 levels he returns to his pool with all attachments that would legally remain after combat. Allies and combat-only support cards would still be discarded.

Jamlin is basically a free defender. Bring him forward to defend and then opt to lose as soon as you are within 10 levels of the attacker (usually right at the beginning of battle), then return Jamlin to your pool. This forces an attacking player to burn up one of his attacks for nothing.

With the way Jamlin's power works and his low level he is a great champion to attach avenging allies to, like the Assassins (221/4th), or The Starving Artist (239/3rd). Any card that would punish the attacker is a good choice to attach to Jamlin.

Jamlin is also a good choice to lead an attack with, causing your opponent possibly use instant defeat cards against him that will not work as well as they would against other champions.

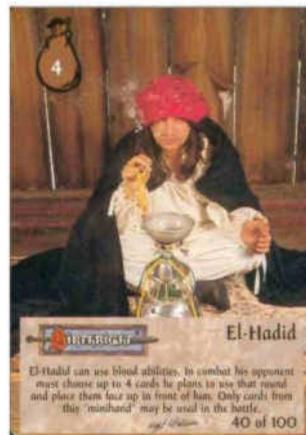
Jamlin? Well all I have to say about him is that you haven't seen fast until you've seen him run away from a fight. — Hutek the Mul Savage.



Donval may have an unlimited number of artifacts from any world attached. He may not have any magical items played to him. This includes magical items that your opponent may wish to attach to Donval as well, such as Cursed Idol (14/RRch).

In decks with multiple artifacts from different game worlds this champion is worth some consideration. But with the large number of powerful magic items that are found in most decks Donval is unlikely to see much use.

If you are interested in building decks with lots of artifacts there are some cards with powers similar to Donval's, The Keeper (43/RR) and Ego Coin (419/3rd) are but two of these.

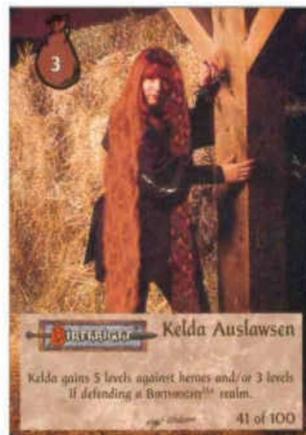


When El-Hadid enters battle with an opposing champion the opponent choose up to 4 cards from his hand and lay them on the table face up for all to see. Only these cards may be used by the opponent in the battle against El-Hadid, the rest of the opponent's hand is set off to the side and may not be used until the battle with El-Hadid is resolved. Any cards played with El-Hadid that effect the opponent's hand will effect only the minihand, such as the Athasian Sloth (230/4th) or Ninjas (239/4th). Any cards that affect the hand after battle is over, like the Starving Artist (439/3rd), will work as normal.

El-Hadid is a potent Birthright champion as well as thief and works well in both types of decks. His low level will usually allow the player to lay the first card in battle. This makes El-Hadid especially powerful when combine with allies that discard cards from your opponent's minihand. El-Hadid can even be found in a small number of Standard Tournament decks and has been found to be very effective for players that enjoy attacking and use a combination of thief skills and blood abilities.

When El-Hadid is facing a champion that can draw cards during battle, such as Ambassador Carrague or Zielesch, the Ancient Green Dragon, those cards may still be drawn and are added to the mini-hand. Cards that allow more cards to be drawn, such as Good Fortune, may be included in the mini-hand. Additional cards drawn go to the mini-hand.

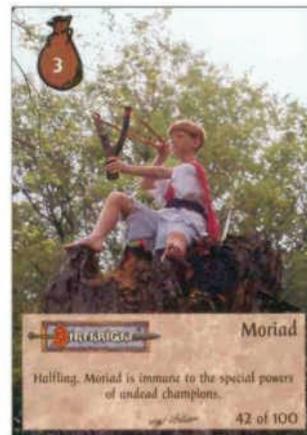
A player opposing El-Hadid may still play cards from his hand that do not affect the battle. For example, if a player's realm is targeted with Cataclysm while in battle against El-Hadid, the player may still play Calm, or have a pool champion (but not the champion in battle with El-Hadid) cast Limited Wish.



Kelda's adjusted level may increase up to 8 points if she is opposing a hero while defending a Birthright realm.

Kelda has a straight forward if somewhat weak power. A Birthright World deck set up on the basis of lots of low level 'cannon fodder' type champions would suit this card well. Due to the fact that there are few Birthright thieves to date Kelda may find use in some decks using thief skills and Birthright champions.

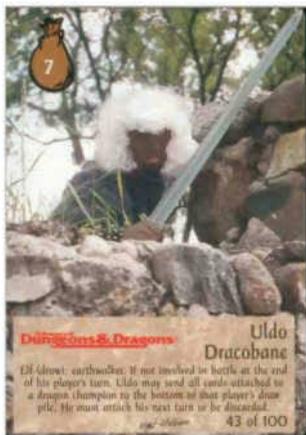
In a tournament setting you will most likely want to pass this champion over for more a more powerful one.



Moriad is immune to the special powers of undead champions that are undead. He is not immune to undead allies.

Moriad's power is pretty simple and easy to follow. It is important to remember that there are many cards that return champions from the discard pile to the pool and make that champion undead, like Create Minion (79/DU). Moriad would then become immune to this champion.

Unless you know ahead of time that your opponent(s) will be using undead there is not much call for this champion. If your opponent is using undead then Moriad will cause him fits to say the least.



If Uldo has not been involved in battle during your turn you may activate his power in phase 5. The next turn after you have activated Uldo's power you must attack with him or he is discarded in phase 5. If some action of your opponent causes Uldo to lose his chance to attack, such as having Fear (372/4th) cast on him, he would still be discarded.

Uldo's power can be devastating, but is so restricted that you will rarely get to use it. If you expect to face a deck loaded with dragon champions this card is a sure fire success, but in just about any tournament it falls short. When you do get to activate his power your first target might be the Dragon Font (20/ARch), thus depriving your opponent of the ability to pull cards from the bottom of his draw pile.



You must declare at the beginning of your phase 4 if you are attacking to raze or discard the defending realm. You may attack razed realms to discard them, but the realm must have already been razed before combat began. You cannot raze a realm and discard one in the same phase 4. Once you have razed or discarded a realm your turn moves to phase 5 as normal. You draw spoils for razing or discarding the defending realm as normal. Once Orcus is in play all of your undead add 5 to their base level. This is important when facing the Living Wall (58/PO). Orcus may not be played if you have one or more avatars already in your pool, and you may not play another avatar to your pool if you have Orcus already in play.

Orcus can turn a good undead deck into a living nightmare for your opponents. The ability to attack realms to discard them is very powerful. For this reason Orcus must be given some consideration when building any undead deck, especially if you have some combat in mind. Outside of an undead deck Orcus is severely less powerful and should most likely be passed over in favor of another avatar.

As a virtual cornerstone of many successful undead decks, Orcus has several cards that work well in combination with him. The Timepiece of Klarr (57/RL), Headless Horseman (88/RL), Negative Planar Energy (73/NS) and Undead Regeneration (7/RRch) will have your opponent in tears in short order when Orcus is around.

Orcus's base level is considered 0 for purposes of deck construction. It is the base level of an undead champion that is increased. The gain in levels applies only to champions.



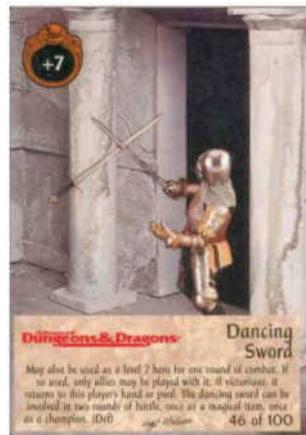
Once you have Mask in play you may not play another avatar to your pool. If you already have another avatar in your pool you may not play Mask there. At any time during the game you may opt to discard Mask to the Abyss to send all of the magic items, artifacts, spells and allies in one player's discard pile to the Abyss, you select the player whose discard pile is affected. You may even select your own discard pile, although this would be counter-productive to say the least! Once Mask is in play all of your thief champions gain 3 levels to their base level. This is important to remember when opposing the Living Wall (58/PO).

Mask has one of the most powerful special powers in Spellfire, but the price is a costly one. Sending all of one opponent's spells, magic items, artifacts and allies from his discard pile to his Abyss can cripple most Standard Tournament decks. Losing Mask to the Abyss is very expensive though. If you intend to use Mask make sure to include the Gate Keeper (322/3rd) and at least 2 thieves to give you the ability to get him back and replay him.

You will want wait to activate Mask's power until one of your opponents has filled his discard pile with a few of his more powerful support cards. Once this has happened you don't want to waste any time in sending them to the Abyss though, as most players will try to recycle their powerful cards as quickly as possible.

Mask is on the short list of avatars you can expect to see in a Standard Tournament deck, and he will be the avatar of choice in most thief decks.

Mask may only be sent to the Abyss after the card is brought into play by discarding a thief in phase 3. Once in play, Mask's power can then be used at any time. Mask may not be sent directly to the Abyss from the hand.

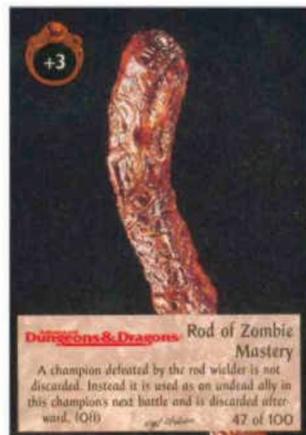


The Dancing Sword may be brought forward as a champion in combat from either the hand or pool. The sword returns to the place it came from after combat if victorious. If defeated, it is discarded as a normal champion would be. The sword may be involved in 2 rounds of battle, once as a magic item attached to a champion and once as a champion itself. The order of these appearances is up to the player. Note however that the sword must be on the winning side in the first combat to not be discarded in order to come back for a second combat later. The sword is considered a Hero when fighting as a champion, and is affected by cards that target Heroes at that time.

Dancing Sword is a great addition to any combat deck, giving the player a free champion. When using the Dancing Sword it is usually better to defend with the sword as a champion first, forcing your opponent to use up his instant defeat and support cards against your free champion. When attacking you may wish to hold the Dancing Sword back for use a magic item to boost an attacking champion to victory then bring the sword up the sword on it's own in a latter round. This gives you a better chance of draining off your opponent's defenders and leaving the way clear to raze the realm.

Cards to strongly consider when playing with the Dancing Sword are Tasslehoff Burrfoot (39/DL), Pelath the Bronze Dragon (28/DR), Moraster (339/4th) and Drawmij's Instant Summons (63/BR), and of course lots of allies.

If the Dancing Sword is used as a champion and is victorious, it may be returned to either the player's hand or pool (player's choice). If used as a magical item and the attached champion is victorious, the Sword remains with the attached champion and cannot be returned to the hand.



When a champion is defeated in battle by an opposing champion with this magic item attached, the losing champion is then attached to the victor as an undead ally with a level bonus equal to the adjusted level of the losing champion. Items attached to the losing champion remain with the new zombie ally to assist the winning champion in it's next combat. The special powers of the losing champion and it's attached cards will now function for the holder of the Rod of Zombie. If the Rod is somehow discarded before the holder is able to use the undead ally in combat, the ally and it's attachments are returned to their owner and placed in his discard pile immediately.

Many powerful combinations can be made using the Rod of Zombie Mastery. One of the best is to attach the Rod to and instant win champion such as the Living Wall (58/PO) and then use the event Blood Challenge (20/BRch). Then attack one of your opponent's more powerful champions. The instant defeat will then attach the losing champion to your Rod holder. You may want to keep the Rod holder out of further battle to deprive your opponent of his champion and attachments from recycling back into play from the discard pile. With this in mind you may wish to target opposing champions that have powerful support cards attached like the Bell of Might (18/FRch) or Dragon Font (20/ARch), then keep those support cards out of your opponent's reach for as long as possible.

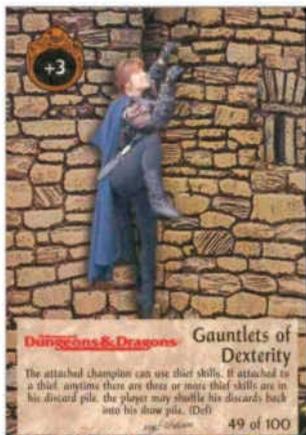
Be warned however, that many champions are immune to offensive magical items and your opponent will quickly work to return any powerful support cards you are keeping from him. This makes the holder of the Rod of Zombie Mastery a major target for cards like Wish (384/4th) and Gib Kir (16/RRch).



All magic items held by the opposing champion when the Whip of Disarming enters combat are placed in their owner's discard pile. After the Whip of Disarming enters the combat the opposing champion cannot have any new magic items attached.

With so many powerful magical items that affect combat, the Whip of Disarming can win a lot of combats for the player. This item works well in any combat deck and especially one with a denial theme. Include cards like Net of Entrapment (217/3rd), Clay Golem (247/4th), Midnight (46/3rd) and Marilith, Tanar'i (52/AR) to drive your opponents nuts in battle. The combination of Whip of Disarming and Loup-Garou (236/4th) is an easy instant defeat. The Whip also works well when attached to any champion immune to allies such as Gib Irod (21/NSch) or champions that allies cannot be used against like Cistern Fiend (282/3rd).

Nearly any combat deck will benefit from the inclusion of the Whip of Disarming, but the true forte of this card comes when facing other combat decks as your opponents scramble for support cards that will work against you.



Dungeons & Dragons Gauntlets of Dexterity
The attached champion can use thief skills. If attached to a thief, anytime there are three or more thief skills in his discard pile, the player may shuffle his discards back into his draw pile. (Def)
49 of 100

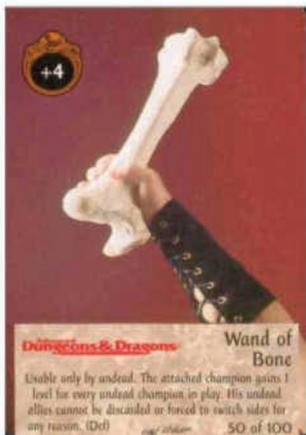
Note that if this card is attached to a non-thief champion able to use thief skills it becomes redundant. When attached to a thief, the Gauntlets of Dexterity allows the player to shuffle his discard pile back into his draw pile at any time when there are at least 3 thief skills in the discard pile, even during an opponent's turn. The player may opt to activate this power whenever he desires, it need not be immediate.

Gauntlets of Dexterity is one of the cornerstones of many thief decks. When playing with the Gauntlets it is best to wait to reshuffle your discard pile until you have one or more cards that are 'key cards' for your deck.

When the Gauntlets are in play you may wish to try to get 3 thief skills into the discard pile as soon as you are able. This will allow you to instantly reshuffle powerful cards like counter-affect cards back into your draw pile before drawing from the pile again. As with most cards that manipulate the draw deck, timing is crucial to the success of Gauntlets of Dexterity.

Due to the powerful reshuffling ability of this card you will wish to attach it to a thief as often as possible, although if you have no thieves in play and a hand filled with thief skills it may be a tough choice of whether to wait or not. To utilize both powers of this card you should consider including the realm Cromlin (7/NS) and possibly Tasselhoff Burrfoot (39/DL).

Any deck that uses at least 3 thief skills and 3 thieves is a viable deck for this card.

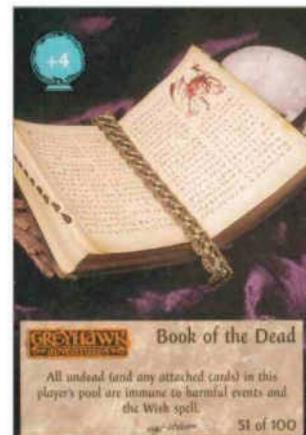


Dungeons & Dragons Wand of Bone
Usable only by undead. The attached champion gains 1 level for every undead champion in play. His undead allies cannot be discarded or forced to switch sides for any reason. (Def)
50 of 100

The Wand of Bone grants a +1 to the adjusted level of the attached champion for every undead champion currently in play, including undead champions in opponents' pools. Any undead allies attached to the champion holding the Wand of Bone cannot be discarded or forced to switch sides by another card such as the Net of Entrapment (217/3rd) or Master Illithid (53/DU). However allies are still discarded at the conclusion of battle normally.

Wand of Bone is a decent combat card for Undead Theme decks. If your undead deck is not designed to engage in a lot of combat, you may wish to pass this card over.

Azlin (82/RL) is a good champion to attach the Wand of Bone to. When Azlin is victorious in battle one ally remains with Azlin in the pool. The Wand of Bone makes it nearly impossible to separate this ally from Azlin outside of combat.



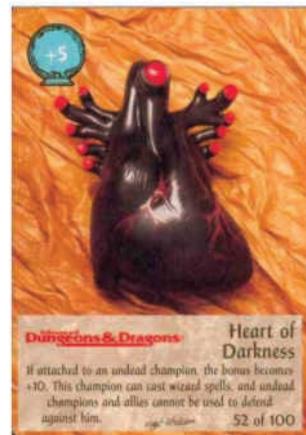
Greyhawk Book of the Dead
All undead (and any attached cards) in this player's pool are immune to harmful events and the Wish spell.
51 of 100

This artifact is a must for most undead decks. Being a Greyhawk artifact, it can be attached to many of the best undead champions and has a nice +4 bonus for any champion you attach it to. The best feature of the artifact though, is its protection of all of your undead champions from cards of mass destruction such as the events Treasure (130/4th), Water Hunters (276/3rd), and Avatar (20/1st chase), all of which play havoc with your average undead deck. This card also protects your undead champions and their attachments from the most powerful card in the game - Wish (384/4th).

Note that these protections only work for cards in the pool. If you have your best undead champion involved in a battle with a little level 3 adventurer who wants to wish you to the discard pile, you're out of luck. Attaching this to a low level undead champion you don't necessarily want to involve in battle is a good strategy. For example, if you attach the book to the Lich Conclave (265/4th), you bring the champion's level up to 8. This puts him out of Death Spell (377/4th) range and gives you a champion who can just sit in your pool and toss wizard spells around while he protects your other undead.

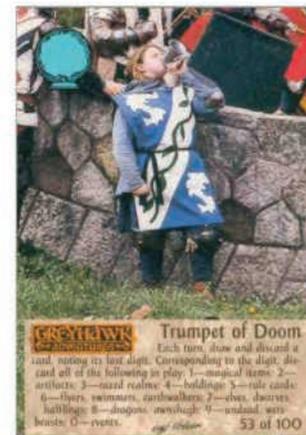
The Book of the Dead was last in the possession of Iuz the Evil during the height of the Greyhawk Wars. Rumor says it was stolen from him by a band of thieves and is now hidden in the Bandit Kingdoms. - Tensor the Arch Mage.

If a champion who is in a pool with the Book of the Dead, but does not have the Book attached, leaves the pool for combat, he is no longer immune to harmful events and Wish.



Dungeons & Dragons Heart of Darkness
If attached to an undead champion, the bonus becomes +10. This champion can cast wizard spells, and undead champions and allies cannot be used to defend against him.
52 of 100

This artifact is a good one for decks that have undead champions, but are not "undead decks" since the artifact works with any AD&D champion. While it confers a much larger icon bonus to undead champions, a +5 is still a good boost since artifacts are harder to ignore or dispose of than many other things that increase levels. The best feature of this artifact, though, (and it works for both undead and non-undead) is its offensive special power. When attacking, the champion with this artifact cannot be defended against with any type of undead champions and/or allies. For example, if you attack with the Heart and your opponent has one champion and it is undead, you've raised the realm. Or, when you attack with the Heart, your opponent cannot use many of the best allies such as Undead Dragonrider (81/Drac), the Dreaded Ghost (246/4th), or Ancient Dracolich (81/NS).

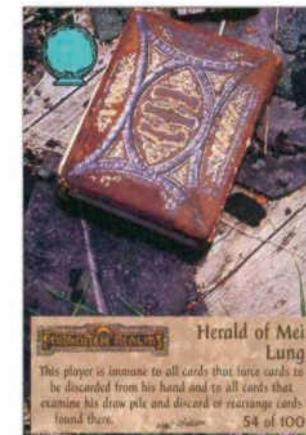


Greyhawk Trumpet of Doom
Each turn, draw and discard a card, starting in last digit. Corresponding to the digit, discard all of the following in play: 1—magical items; 2—artifacts; 3—spell realms; 4—holdings; 5—rule cards; 6—layers, swimmers, earthwalkers; 7—obs. deities; holdings; 8—diagon. overhang; 9—undead; war; breeds; 0—events.
53 of 100

This card is not for everybody. If you're building a fun chaos deck to be used to induce headaches in better-player games, though, you can't pick a better one. Note that the trumpet's power affects everyone on play including yourself - it is entirely possible for the trumpet to discard itself. Another disadvantage is that you have to discard a card out of your draw pile to use the trumpet. For example, you could draw and discard your Caravan (131/4th) and wind up discarding all of your own magic items in play to boot.

The trumpet must be used each phase three. It is not an optional use - you must blow it each turn. There are several strategies you can use to minimize the damage to yourself. First, and most obvious, do not load up your deck with the types of cards that the trumpet discards. Second, when you first put the trumpet into play, use it at the start of phase three, before you lay down any more cards into your pool that the trumpet might affect. Last, use it in conjunction with the rule card A Sure Thing (74/NS). You don't have to discard a card out of your draw pile to use it, you would instead choose the desired result. The result still applies to all players, including yourself. This allows you to inflict maximum damage on your opponent if you are willing to suffer the same affect.

You won't win many games with the Trumpet of Doom, but you will get many games worth remembering. Card Combo: When Trumpet of Doom is combined with A Sure Thing, the player decides which type of card all players will discard.



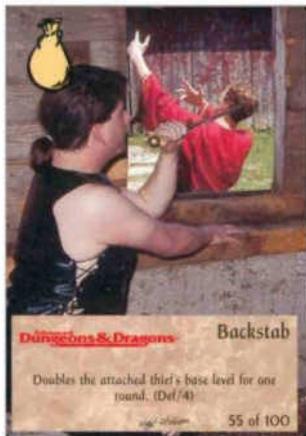
Greyhawk Herald of Mei Lung
This player is immune to all cards that force cards to be discarded from his hand and to all cards that examine his draw pile and discard or rearrange cards found there.
54 of 100

This card should be included in the initial deck building stages of about any deck you're constructing. There are too many cards in Spellfire that can devastatingly pluck a Caravan (131/4th), Good Fortune (120/4th) or any other must have card out of your hand or draw pile. Note that the Herald makes you immune to the entire card when it protects you. A good example is when you're staring at a card like Vorpal Blade (56/FR). Not only do you not have to draw and discard a card to keep your head, but your opponent does not get the +3.

The Herald is probably more useful outside of battle though, where you don't have to waste precious resources like casting Wish (384/4th) on a little weasel champion like Hettman Tsurin (257/4th) or Marco Volo (50/3rd). A good strategy for the Herald is to load up your hand with events that make everyone draw a card and suffer the consequences. You can throw down Black Bess (135/4th) and then Bess's Revenge (159/4th) with complete impunity.

A popular deck seen at some tournaments uses the combination of the Herald, Black Hand Thieves Guild (5/DUch) and What Goes Around Comes Around (100/DU). This combination has been known to make opponents cry! Because the Herald provides immunity to offensive powers, Dragon Font and Runes of the Future still function for the player. The Herald provides immunity to the Black Hand Thieves' Guild.

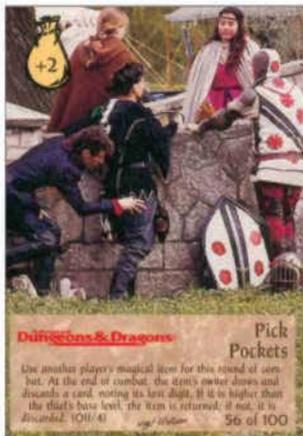
A player with the Herald is not affected by Transformation!, even if the player plays the card. The player is also not affected by Black Bess or Bess's Revenge. Takhsis Helmet of Power does not remove the immunity conferred by the Herald, since it is the player that is immune. The Helmet removes immunities from cards. The Herald provides immunity to cards that only borrow cards from the hand if they are ultimately to be discarded, such as Summon Undead. The Herald is an excellent addition to 75- and 110-card decks. Games with these deck sizes have maximum hand sizes of 10 and 12 cards, respectively, so players will often include the Black Hand Thieves' Guild in their decks. Because Black Hand Thieves' Guild affects the player, in addition to opponents, it's a good idea to include the Herald in any deck that includes the Black Hand Thieves' Guild.



Thieves can be effective in battle and thief skills are hard to counter, but this card is not the best battle card you could put in your deck. Thief skills in battle are better used to accomplish tricky unexpected defeats, not winning by piling up high numbers.

Doubling your champion's base level can be a good strategy if you have a low level champion and you know your opponent has an Intellect Devourer (213/4th) or some other card that affects your base level, but in most instances you don't know it's coming. Unless you play with several thieves of high level such as the Guildmaster (28/NS) or Mask (45/NS) there are better cards than Backstab to play with.

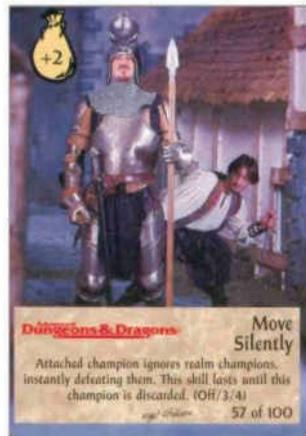
The backstab is one of the first lessons taught in the profession. It may not be entirely honorable, but against an adversary twice your size and thirsty for your blood, it may be the difference between seeing the next dawn and seeing the outer planes, if you know what I mean. — Athenea Firnwood, Halfling Adventurer.



This thief skill is a pretty good one. It gives you a plus two in battle, you can borrow a magic item that the owner may or may not get back, and it forces the owner to lose a card. Pick Pockets probably won't outright win lots of battles for you, but it could turn the tide of the game if an opponent was killing you with one or two powerful magic items such as Bell of Might (18/FRc) or Tarokka Deck (56/RL).

There are two strategies for this thief skill. If your opponent has a good battle-oriented magic item such as Rod of Seven Parts (27/ART), and you have a high level thief and a hand full of powerful support cards, go win the battle. Or, you can play to lose, with your only objective being the loss of an opponent's good magic item. You would want to use a high level champion to maximize the chances of the offending magic item being discarded. You might also want to attach the Winged Boots (186/4th) to your champion to reduce your losses.

Note that though this card has an after-battle effect, it does not work if Pick Pockets was nullified or discarded in battle by a card such as Rod of Seven Parts (27/ART).

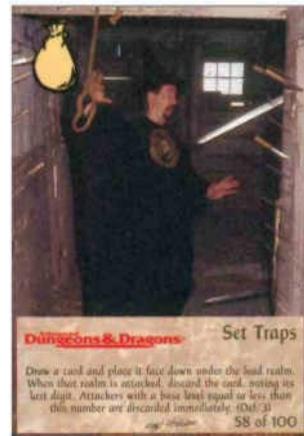


This is not a bad thief skill. It adds a small plus in battle, but it stays with the champion until the champion is discarded. Thus it is useful if you have too many cards and need to play something to avoid discarding due to hand size, plus it can work again and again.

Although this thief skill can be played in phase three, it is probably better used as a surprise when attacking — wear a defender down until he has to defend with his realm champion and then lay it down with a big grin on your face.

You should consider this skill in any thief deck. The +2 bonus applies at all times, not just when attacking a realm champion. The long term affect of this card makes it very easy to eventually force a combat with against a realm champion.

While many in the profession will neglect certain skills in favor of others, none will neglect this one. The secret to remember is that an opponent unaware of your presence is not really an opponent at all. — Athenea Firnwood, Halfling Adventurer.

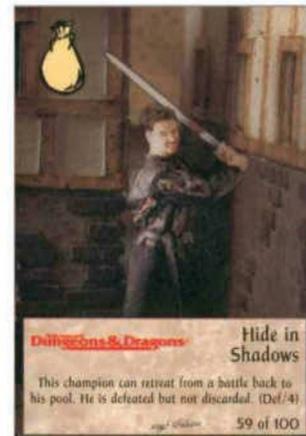


Put this card in your deck only if you are a gambler. Any card that requires you to blindly throw away one of your own cards to give you a plus in battle is a dubious one at best. Set Traps might act as a deterrent to keep opponents away from your lead realm if you are playing a deck that is not battle oriented, though.

Set Traps works before a defender is chosen. Therefore, if the trap discards the attacker, the player does not get a Spoils of Victory since he did not defend his realm.

Note that attacking champions use only their base level when determining the result of Set Traps. For example, if Azalin (82/RL) attacks with the Loup-Garou (236/4th) ally already attached and the trap card has a last digit of 5, it affects only those attackers with a base level (champion only). Azalin survives the trap and the defender has to answer to the Loup-Garou.

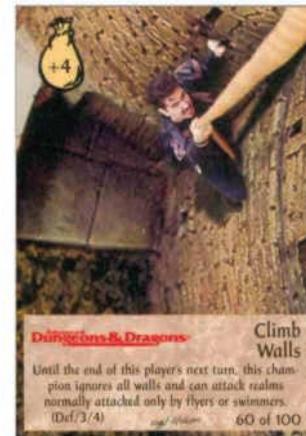
You may be interested in building a deck using many similar cards, such as the Glyphs (68-70/AR), Fire Trap (420/4th), and Leomund's Trap (391/4th). All those face down cards hidden under your realms will have many opponents looking elsewhere for their Spoils.



This is a fair card to play with, but not a great card since it goes away after you use it. There are plenty of champions and at least one magic item that do the same thing and don't waste a card, such as Winged Boots (186/4th) and Erital Kaan-Ipzirel (81/AR).

When Hide in Shadows is used while attacking, the victorious defender does not get a Spoils of Victory, but the combat has ended and the player's turn advances to phase 5. Note that this card does not work as a counter in an instant defeat situation. It does not change the condition of defeat in the case of a champion (the champion is still defeated, there was no change) and it is not a card that can be played at any time in the instance of an instant defeat involving an ally, magic item, etc. Your champion can avoid being discarded so long as Hide in Shadows was in play before the instant defeat occurred.

Hide in Shadows is a good card to play after Use Poison (63/NS) if the poison didn't work. You've made the opponent throw away a card and hiding will give you the opportunity to do it again.

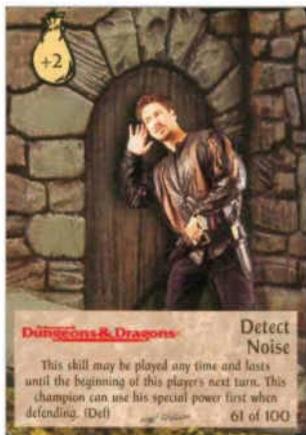


Once again, this is a fair card to put in your deck, but not a great one. Although it has a nice +4, it only lasts for one turn (as opposed to other mobility cards such as Nature's Throne (461/4th), Dori's Obsidian Steed of Wondrous Power (31/UD) or the Scroll of Seven Leagues (412/2nd)). Climb Walls does allow a champion to ignore the Living Wall (58/PW) so long as Climb Walls was in play before the champion is defeated by the Living Wall.

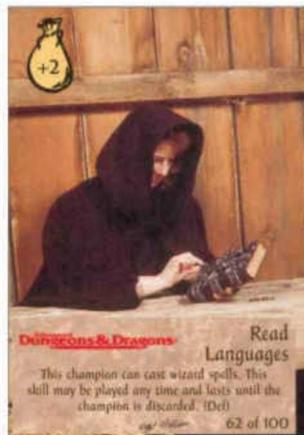
Note that in all instances this card's power works for the attached champion only, not other champions and not any allies attached to the champion.

As noted above, there are many cards that allow an attacker to reach realms normally unreachable. However, there are few cards that allow a champion to bypass Wall spells. This makes Climb Walls a neat choice if you want to build a deck theme around mobility.

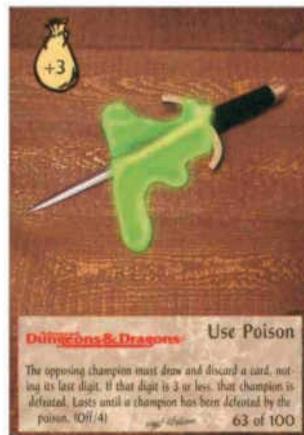
Walls are the most common obstacles that practitioners of the profession will encounter. Many members make a respectable living practicing this skill in the service of various military groups and local militias. — Athenea Firnwood, Halfling Adventurer.



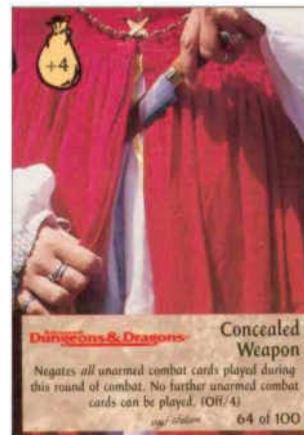
If a thief could use this skill on another champion, it would be a hugely valuable card. However, there just aren't enough Thieves with powers that lend themselves to this skill. Here is a short list of thief champions (in order of usefulness) who would benefit from this skill, but in most instances, under very specific circumstances. Skulker (40/DUN), Simplin "The Weasel" Furzeal (36/NS), Jacqueline Renier (12/NS), and Phostrek (37/NS). A good strategy for this card is to put Isle of Beacon Point (67/4th) realm in your deck, which allows a defending champion to use any type of card. Also, put in Gauntlets of Dexterity (49/NS) which allow any champion to use thief skills. Now your non-thief champions who steal or destroy magic items, etc. can use their powers first. Note that the skill affects only the champion's powers (not the ability to play a card first) and any champion power that activates at a specific time still activates at that time. For example, Julio, Master Thief of Haslic (34/NS) has a power that activates if he is victorious. He still has to win the battle to use the power. Another example involves Donval (39/NS). His power is that he can have two artifacts attached to him. If he plays Detect Noise, that does not mean he can lay down an artifact into the battle if he is ahead in numbers.



This is a nice skill that allows a player building a thief deck to add some wizard spells. There are not too many attachments in Spellfire that grant this ability, so this is a welcome addition. Note that although the skill may be played at any time, it cannot be used as part of a counter effect combination. For example, someone casts Disintegrate (393/2nd) at your lead realm and you have no spell casters in your pool. You cannot throw down Read Languages, then Dispel Magic (370/4th). Counter effect cards must be the next card played. The long lasting effect of this card makes it a wise choice in any thief deck that uses wizard spells. Since it lasts until the champion is discarded you will most likely try to place this card in play as soon as possible.



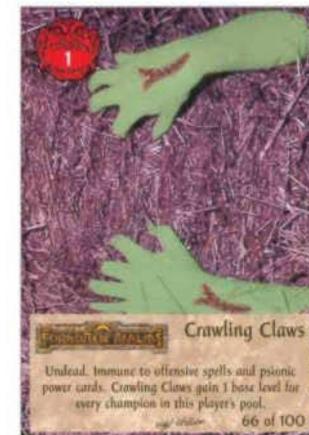
This is probably the best thief skill out of the Night Stalkers booster set. Not only does the skill last until it kills a champion in battle, it adds 3 levels to your champion in and out of the pool and there are not many counters to thief skills. The best feature of Use Poison however, is that your opponent has to blindly throw away his own card and may do so over and over again (assuming your champion is winning battles without the poison discarding opponents). This thief skill gets nasty if used in conjunction with either the Winged Boots (186/4th), the rule card A Sure Thing (74/NS), or Jamlin (38/NS). You may also consider adding the magic item Vorpel Blade (56/FR) which has a similar power, to double the card draining power of your pool. Card Combo (from Victor Leung): While A Sure Thing is in play, Use Poison will instantly defeat any champion not immune to thief skills.



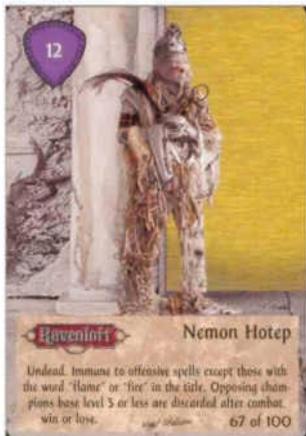
With the expansion of unarmed combat cards to Hero, Dragon and Undead, this is pretty handy card in battle. It adds 4 levels to your champion and can keep you from getting Kidney Punched (95/RR), Swallowed Whole (97/DN) or Level Drained (97/NS). If you have an idea your opponent may play unarmed combat cards into battle, you will want to lay this card down early. If it is played on unarmed combat cards already in battle, it will negate their pluses, but not any effects that have already taken effect, such as discarding cards from your hand for Fighting Dirty! (3/DUch). Note that this card lasts for one ROUND of battle only and is not a counter effect card. So try to lay Concealed Weapon out as soon as you are able. Even in a thief deck this card is rather weak. The protection offered is small and lasts only a short period of time. If you are trying to avoid opposing unarmed combat cards you may wish to include a couple of unarmed combat cards yourself; Evade (98/DR), Reversal (435/4th) and Counter (437/4th) will all offer similar protection.



Any card that has the word "immune" on it is worth considering for your deck. The Werebear ranks right up there with the best of the immune champions. There are plenty of annoying low level champions like Bilago Lumen (17/POW) or Sparkle, Crystal Dragon (35/DN) that make this a very worthwhile card to play with. Not only is the Werebear immune to champions, but he is also immune to any and all cards attached to them including spells, unarmed combat cards, allies, psionic powers, blood abilities, magic items, etc! The Werebear does not protect against events played into battle, though, because they are not "attached" to the champion. Even an event such as Complete Surprise (25/NS) would still affect the Werebear. This immunity is not just a battle immunity - it works in the pool also to protect against things like Lyr of the Mists (23/POW) and Agis (261/3rd). As with nearly all cards, the Werebear must be in play for his immunity to activate. This means that the Werebear card is not immune if it is in the hand, discard pile, Abyss, Void or Limbo. Hettman Tsurin (257/4th) can still pluck the Werebear from an opponent's hand with his special power since cards are considered to have no special power until played.



This champion isn't all that bad, it's just not that great. If you play with decks that wind up with pools that look like the Mongol horde, this might not be a bad card for you to add. You also have the advantage of it only taking up one level out of your total. Being immune to offensive spells and psionic power cards is an okay immunity, but not a great one unless you transform this champion into a 300 pound Gorilla everyone is trying to get rid of. Note that dreaded Claws gain base levels if you get them out into combat. This is important when you face cards like the Intellect Devourer (213/4th) which kills any champion base level 5 or less or the Living Wall (58/PO) that kills any champion over base level 5. Crawling Claws is a decent addition to an undead deck, as those decks tend recycle champions easily and always seem to have a large pool that the Claws would benefit from. Don't expect to encounter this champion very often in any tournament format, but it does regularly appear in the many pick-up games found whenever 2 Spellfire players meet for fun.



Nemon Hotep is a pretty good Spellfire champion and his photo on the card is a pretty cool one. Undead champions who aren't monsters allow necromancer players who build undead decks a variety that makes their decks less vulnerable to the very commonly used event Treasure (130/4th).

Nemon's immunity is a good one too, because there are a couple of things you can do with Nemon that will have people throwing cards like Wish (384/4th) at him. Because of his very high base level, if you have Negative Planar Energy (73/NS) in play, he will be almost unstoppable in combat (this is almost cheating it's so unfair). If you put the artifact Crystal of Ebon Flame (13/ART) on Nemon, you're not going to win any friends at the table either. With the Crystal, if you already have it attached and you're attacking, all of your attached cards go first so your opponent's champion will end up being discarded after combat, win or lose, no matter what level he is. The several killer combos that can be made with Nemon make him a popular champion in Ravenloft World decks as well as the more general Undead Theme decks. His high level and weak immunity keeps him from serious consideration in Standard Tournament decks though.



Shera is an okay champion in most any deck, but is a must have in a werebeast deck.

Between her two immunities, Shera has all of the advantages of being a werebeast and a flyer but with few of the liabilities. Note that Shera's ability to fly is not conferred to her allies, although her immunities are.

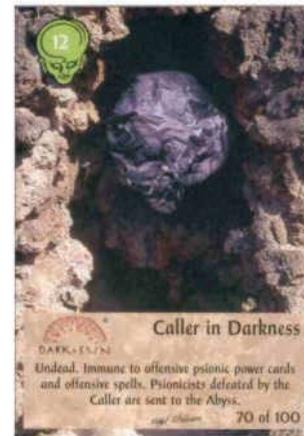
Shera's immunities apply only to events and allies that specifically target flyers, such as the Noble Djinni (84/3rd) and Wind Dancers (275/3rd), not just events and allies in general. If you play a Ravenloft deck, seriously consider this champion in conjunction with the dungeon card Under Castle Strahd (7/DUN) which makes all of your Ravenloft undead. Shera can then use undead unarmed combat cards and gain other undead advantages.



From the endless hordes of really good undead champions comes Winslow, with his high level and great battle power.

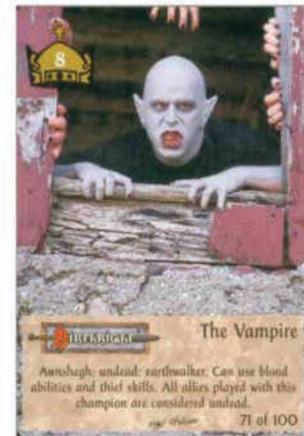
Note that this card reads icon bonuses. A card in most cases has to have a plus sign in the card icon for Winslow to drain two levels and champions don't have the plus sign. The exception to this is when a champion borrows another champion to use as an ally in battle. When something is used as an ally, it has an invisible plus sign before the icon number. For example, you are facing Winslow in battle with a champion who wears the Helmet of Selnor (33/TU) which allows you borrow Helm (255/4th) from a pool. Helm is now a level 6 ally who then loses 2 levels to Winslow to become a level 4 ally.

Combine Winslow's power with that of Negative Planar Energy (73/NS) and watch the opposing champion's adjusted level really drop. Winslow also works well in a deck using the dungeon card Spells from the Grave (19/DU), giving a combat option to an otherwise spell heavy deck.



The Caller in Darkness is a pretty good champion. His power is not great, but his high level makes him a good champion to play with the rule card Negative Planar Energy (73/NS). Unless you are building an undead psionist deck, the best use for Caller in the Darkness is in a deck themed around the abyss. Add him to a deck loaded with cards that send people to the abyss like Mindkiller (56/TU) and Takhisis's Abyssal Gateway (13/DLc), then use the Bottomless Horror (54/DUN) to remove them from the game.

The Caller in the Darkness is an excellent choice for any undead deck using psionic power cards, since so few undead are able to use psionic power cards. You may also encounter this champion in a Dark Sun World deck based on just its immunities and high level.



The Vampire is a pretty good all around champion because of the number of attachments he can use. Besides the normal ones like magic items and allies, he can use blood abilities, thief skills, and undead unarmed combat cards and he earthwalks. The fear of the undead rule makes his ally affecting power a good one also.

This champion is loaded with special powers! Although his best advantage comes from being a non-thief able to use thief skills. This allows him to circumvent the Guildmaster's (28/NS) permission power as well as cards aimed at stopping thieves from playing thief skills, such as Alarm (85/NS), Crime Does Not Pay (2/NSch) and The Long Arm of the Law (23/NS).

There are also many powerful decks built using thief skills and blood abilities, these being the 2 most difficult to stop support cards. The Vampire is a central figure in these decks.

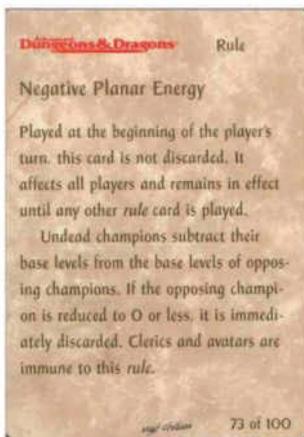
It is important to note that the allies played with him are considered undead and are affected by cards that target undead allies.



If you have found a way to make this card an indispensable part of your deck, pat yourself on the back. This is another card that adds depth to the game of Spellfire, but not power.

If you're making a lycanthrope deck, you'll have to add this champion, but his power and level probably make him ineffective in any other kind of deck - there just aren't enough swimming allies that you need to have protection specifically against them.

Only swimming allies played from the hand are discarded against the Wereshark, any that were somehow already in play before battle are simply ignored but do remain play.

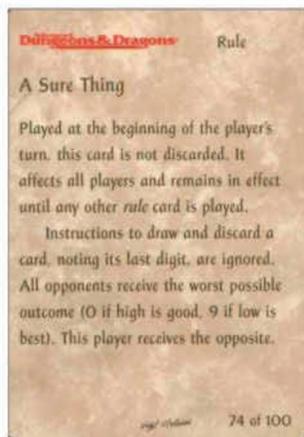


This card is a must for any undead deck, but if you play with it, you'll probably experience some feelings of guilt because this rule card is almost unfair. Since base level is subtracted from base level, your opponent cannot load up his champions in the pool with artifacts and magic items to help them survive clashes with your undead. Even low level undead are to be feared with this card in play since even if they don't outright kill an opponent by reducing his level below zero, they still probably have at least halved the level of their opponent.

Negative Planar Energy does not activate until after a defender is brought forward. If an attacking champion, such as the Living Wall (58/PO), would instantly defeat the defender before the defender's power activates then this rule card doesn't activate.

Strategy then should be to use high level undead champions like Nemon Hotep (67/NS), Winslow the Lich (69/NS), or Caller in Darkness (70/NS). This can eat up your champion level total when building your deck, though, so look for champions who gain levels (before combat, not during) like the Undead Htimens (425/1st).

Another good strategy is to play with cards that create undead like Corruption of the Flesh (86/NS) which even adds four levels (although it is adjusted level, not base level for the rule card), Black Sail of Schnail (35/TU), or the dungeon card Under Castle Strahd (7/DUN). Imagine champions like the Living Wall (58/POW) draining levels. Also, cards played before battle that affect base levels can add interesting twists to this rule card - playing Bad Omens (91/3rd) when your undead are immune to harmful events, for instance.



This is a very interesting rule card that is powerful enough to build an entire deck around. There are plenty of cards of all types in the game of Spellfire that require you to draw and discard a card, noting its last digit, and they tend to affect everyone at the table, not just one person. One weakness of this rule card is that your opponents no longer have to throw away their cards, but it's a trade-off that is in your favor.

Here is a list of some good cards to put into a deck with this rule card: Lady Luck (9/FR) - this is like a free Spoils of Victory!, Black Bess (135/4th), Bess's Revenge (159/4th) (play these two back to back if possible), Vorpal Blade (56/FR), Great Shout (41/FR), Wand of Wonder (180/4th), Werewolf (83/FR), Wine of Eternity (21/FRc), Smoke Powder Pistol (19/ARTc), Grimslade the Gray (36/RR), Mordenkainen's Disjunction (46/RR), Mount Nevermind (7/DN), The Black Death (26/NS), Trumpet of Doom (53/NS), Boot to the Head (434/4th), and Extension (91/DUN) (this could be a nasty one).

Note that there are several cards in the Dungeons booster set that read something like "cut the owner's draw pile & check the last digit." These cards are unaffected by A Sure Thing because they are not discarded, merely looked at. Possibly the most powerful combination in Spellfire is A Sure Thing and The Fates (23/BRch). Games are won and lost on this combination and entire decks have been set up around it and won with great success. If you see an opponent play out A Sure Thing, be assured that The Fates are right behind it.

When card play directs to draw and discard a card, noting its last digit, no cards are actually drawn. The player of the Sure Thing receives the best possible outcome. Opponents receive the worst possible outcome.

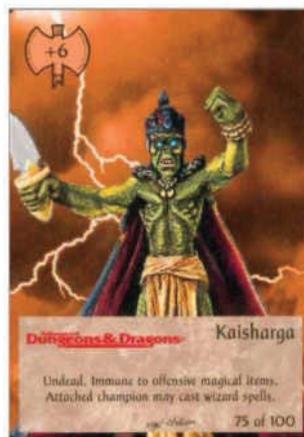
For example, if The Fates (Each player draws and discards a card, noting its last digit. If it's even, lose that many cards from hand, pool, or formation. If it's odd, draw that many cards.) is played, the player of A Sure Thing draws nine cards, each opponent must discard eight cards.

Card Combo (from Jones' Spellfire Page): Play the rule card A Sure Thing. Then play Black Bess. All of the opponents' champions of base level 1 or more are discarded (so only Living Scroll and Gelatinous Cube survive). The downside is that you will have to discard your champions of level 10 or more, so keep these to a minimum when using this combo.

Card Combo: When Trumpet of Doom is combined with A Sure Thing, the player decides which type of card all players will discard.

Card Combo (from Victor Laung): While A Sure Thing is in play, Use Poison will instantly defeat any champion not immune to thief skills.

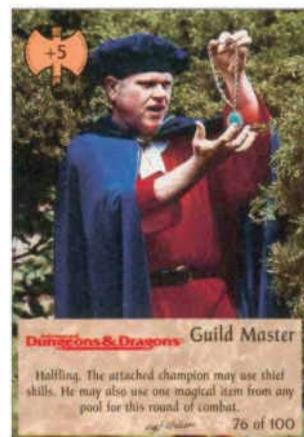
Card Combo (from Victor Laung): While A Sure Thing is in play, Death Touch will instantly defeat any champion of level 9 or less. If the player has Armor of the High King, he can retrieve Death touch from the discard pile and use it each turn.



This is an ally worth consideration when building a deck. It is of moderately high level, confers the ability to cast spells on your champion, and it is immune to that bane of battle decks, Net of Entrapment (169/4th).

Remember that although champions pass along their immunities to their attachments, attachment's immunities are not given to their champions. For example, if you have a champion in battle with Kaisharga attached to him and your opponent plays the Vorpal Blade (56/FR), your champion is still affected.

Kaisharga would be an ideal card to put in a deck themed around winning battles with allies and phase four wizard spells. The draw back of this card is that allies are played only in battle and both of this ally's powers affect the battle only indirectly.

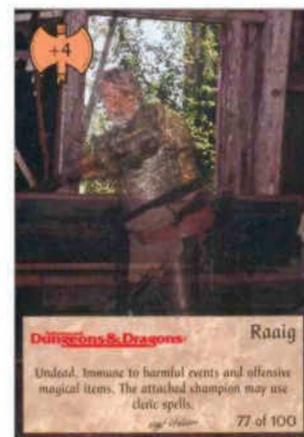


The special power of this ally makes it a good one to have in a deck that has lots of thief skills in it.

It has the main benefit of allowing a champion who normally couldn't use thief skills, to use them and at the same time, also borrowing a potentially powerful magic item for use in the battle. You can borrow a magic item from any pool, including your own. The borrowed item is returned to its owner after combat is over, regardless of whether you win or lose.

It is important to note that the ally is not the one using the thief skills, the champion is. Therefore, if the opposing player plays a counter card like the event Busted! (3/NS Chase), it affects the champion and not the ally.

A good item to use is the Staff of Conjuring (105/3rd). This allows you to bring this ally back over and over again.

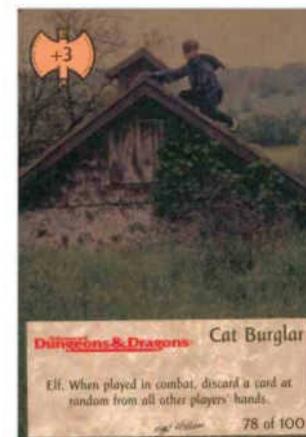


This resilient ally is a good choice for a spellcasting or undead deck. Its special power of being immune to harmful events and offensive magical items makes it very difficult to get rid of this ally in a battle. At the same time it confers the ability to cast cleric spells to the champion it is attached to.

It does not pass its immunities on to the attached champion in any way.

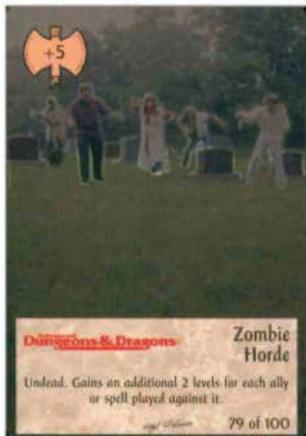
The fact that this ally is undead can be a huge advantage. Cards such as the Skeleton (193/3rd), the Shovel of Gravedigging (36/TU), provided that the attached champion is already undead, and/or the holding Ancient Arms of the Great Kingdom (14/3rd) can be utilized to greatly increase this ally's level in battle.

You can use the Ghost Crystal (168/4th) or the Staff of Conjuring (105/3rd) to retrieve this ally for later use.



The Cat Burglar is a must have for any discord deck. Its power allows you to randomly discard a card from all your opponents' hands when it is played in combat.

This might seem comparatively harmless to most people at first, but used with such cards as Athasian Sloth (230/4th), the Ninjas (70/FR), Lady of Fate, Avatar of Istus (42/PO), Fighting Dirty (3/DU Chase), or Beggar (80/NS), it becomes quite significant. Other non-combat cards that complement this one are Hettman Tsurin (172/3rd), Marco Volo (50/3rd), and Ren's Crystal Ball (199/3rd). These cards are all very effective at forcing opponents to discard their cards before they can use them.

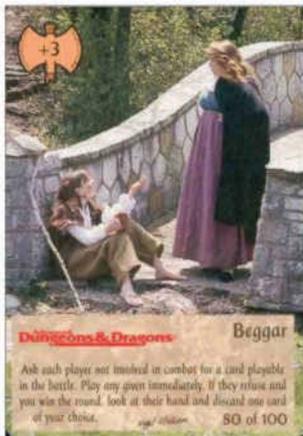


This mid-level undead ally has the very effective power of gaining 2 levels for each ally or spell played with it. This makes it a good choice for either a spellcasting or undead deck (or a combination thereof). It is important to exploit this ally's special ability to its fullest, either by casting lots of spells during combat, or playing allies.

Good allies to play with this card are Skeleton (193/3rd), and Ancient Dracolich (81/NS).

Really, any ally works well here, but with the Skeleton's ability to gain +4 levels with each additional undead ally, it is a good idea to concentrate on playing undead allies, thereby gaining +6 for each one.

Other cards similar to this one include Gauntlets of Dexterity (49/NS), Bigby's Dexterous Digits (83/NS) and Shadowcloak (8/NS Chase).



This ally more than makes up for its low level with its very powerful ability. Forcing every other player (except the opposing player) to contribute a card to your side in combat can be very beneficial. It can also backfire on you.

It's all too easy for other players to either give you a card that proves harmful to your champion or just directly aid your opponent through the use of spells and/or events.

Most players as a rule, refuse to give you a card, therefore it is a good idea to have some sort of instant win capability in your hand, before you play the Beggar.

That way, when you win the battle, you can utilize the even more powerful second ability of this ally, which allows you to look at the hand of whoever didn't help you and discard a card of your choice.

This is comparable to having and playing one of the rarest cards in the game, the Discovery of Spellfire (401/1st).

If you happen to have the Discovery and can play it, it makes the taste of victory all the sweeter, being able to discard 2 cards instead.

Cards given come from players' hands.



The Ancient Dracolich is one of the most powerful allies around. Possessing both an extremely high level (the 2nd highest there is for an ally) and a very effective power. It is a must have for nearly any deck that utilizes allies.

This ally's flying ability allows it to attack the vast majority of realms in the game and being able to discard an opposing ally instantly makes it a very effective battle card.

It is especially powerful in discarding those pesky 'playing to lose' allies, like the Starving Artist (439/1st) or to discard an opposing high level ally, thereby dramatically impacting the score of the combat.

It is important to remember that if you are going to destroy an opposing ally, it has to be done instantly. In other words, as soon as the Ancient Dracolich is played. You may not wait until later in the round to declare the Dracolich's power. If the opposing champion has no allies in play when the Dracolich enters the battle, it's power is wasted.

Other cards with similar powers include the Brine Dragon (45/DL), and the Ankhog (80/BR).



The choice must be made when Loric is first played as to how many (0-3) magic items and artifacts the player wishes to discard. No cards are drawn until all the chosen magic items and/or artifacts are placed in the discard pile.

This ally's relatively low level is more than made up for by its special power. At first, discarding any magic items or artifacts seems a high price to pay for drawing extra cards.

However, if you have cards like Tasslehoff Burrfoot (39/DL) or Pelath the Bronze Dragon (28/DR) in your pool, you can retrieve discarded magic items with their special powers.

This makes Loric a good choice for any deck with many magic items in it. The ability to draw extra cards in Spellfire is a huge advantage and can definitely turn the tide during combat.

This ability works especially well with a thief deck, where it is important to draw lots of thief skills. It also works well with spellcasting decks, which count on many spells being available to cast.

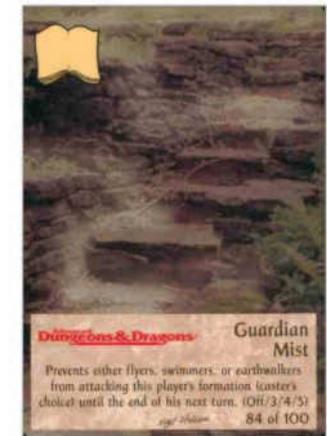


This spell is highly specialized, and is a good choice only for decks with a large number of thief skills.

In most decks, there will usually be one or two (or more) champions, without the ability to utilize certain card types (i.e. Spells, Psionic powers, Blood abilities). This spell allows greater access to your thief skills.

There are bound to be times when you have a champion (Helm (89/FR) for instance) ready for combat and only thief cards in your hand for support in combat. Using this spell provides greater flexibility to your deck.

Other cards similar to this one include Gauntlets of Dexterity (49/NS), the Guild Master (76/NS) and Shadowcloak (8/NS Chase).



Guardian Mist is an excellent defender spell designed to protect your realms from attack.

When it is cast you must choose which type of champion that is unable to attack your realms from earthwalkers, swimmers or flyers.

Unfortunately, choosing one of these types leaves you open for attack by champions possessing one or both of the other two movement abilities.

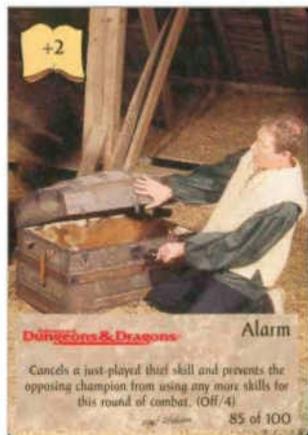
In order to form a complete barrier against attack, you have to utilize another card in conjunction with this one. A good choice would be Rand the Bowyer (13/PO) and the dungeon card Song of the Dragonlance (22/DU)

You can cast Guardian Mist and say that flyers cannot attack your realms, then you can use Rand in defense.

This spell has a duration that lasts only until the end of your next turn. This means that it is best to wait to use it when you are near to completing your formation and winning the game.

If you don't want to wait for this condition, a way of lengthening this is to cast Extension 1 (91/DU). This will prolong your defense structure.

Other cards with similar functions include, Solid Fog (133/4th), Festival (21/BR Chase) and Wall of Fog (371/4th).



Alarm is now considered to read:

Can be cast at any time to cancel a just played thief skill. (def) May also be used in battle to prevent an opposing champion from using thief skills. (off/4)

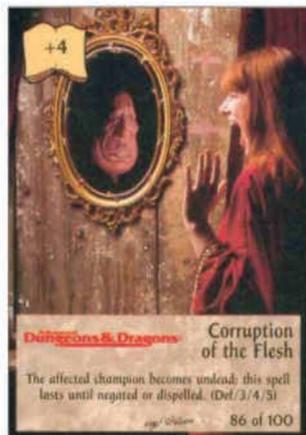
If Alarm is used in combat both of its powers function. That is, Alarm will both, cancel a just played thief skill and prevent the opposing champion from playing any further thief skills. When used to cancel a thief skill the spell is considered defensive, when used to deprive an opposing champion from playing thief skills it is offensive.

Alarm is also now considered a counter affect card for thief skills. To work as such, it must be the very next card played. (see the Dispel Magic rule in the tournament rules for further details on counter affect cards in general.)

With the wide use of such powerful thief skills as Con Game (82/DU) and Hijacking (86/DU) it was clear that a counter affect card was needed.

Nearly every deck should have a place for this card, as nearly every opponent's deck will contain the high powered thief skills listed above.

Consistent with other counter-effect spells like Dispel Magic, Alarm is now playable at any time and is considered defensive.

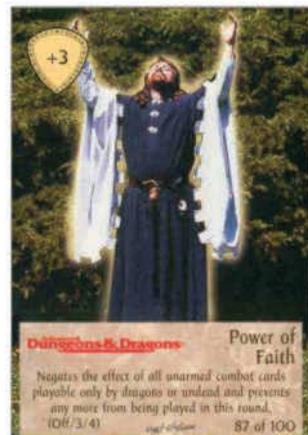


This spell causes a champion to become undead. It can have a number of uses, both offensive and defensive. This card would be primarily in a deck which has an undead theme, however, it has uses in any deck.

An excellent combination for this card is to cast it upon a powerful high level champion like the Living Wall (58/PO) and use the rule card Negative Planar Energy (73/NS) for an unstoppable champion in battle.

An effective offensive combination is to use this spell in conjunction with the ally, Takhisis Mirror of Underworld Minions (15/DL Chase) or the event Water Hunters (276/3rd) in battle against a non-undead champion.

You can cast this spell on the opposing champion, turning them undead and then play your anti-undead card, instantly winning the battle. This spell becomes offensive when cast at a champion you don't own, thus champions immune to offensive spells would be immune to Corruption.

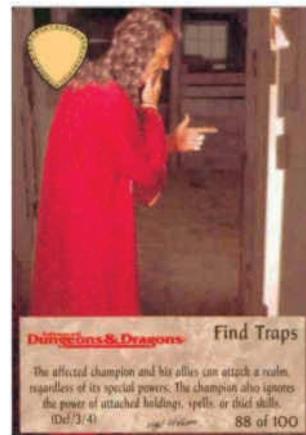


The Power of Faith is a defense spell, useful when playing against either an undead or dragon theme deck.

With the many unarmed combat cards available exclusively to dragons and undead champions, this is an effective counter card. Especially powerful, is the ability to prevent the opposing champion from using any more unarmed combat cards.

Other cards with similar functions are Reversal (435/4th), Counter (437/4th) and Dodge (12/RR Chase).

It is important to note that Power of Faith will work as an effective negation card, but still may only be cast during phase 3 or by a champion in battle. Since nearly all unarmed combat cards are useable only in combat Power is still very effective. If your opponent is cruel enough however, to play an undead or dragon unarmed combat card outside of the casting times for Power of Faith you will need to search elsewhere for a stopper.



Find Traps is a very useful spell, which provides powerful offensive and defensive abilities to an attacking champion.

When cast, the affected champion and any allies can attack any realm, ignoring the realm's power and placement.

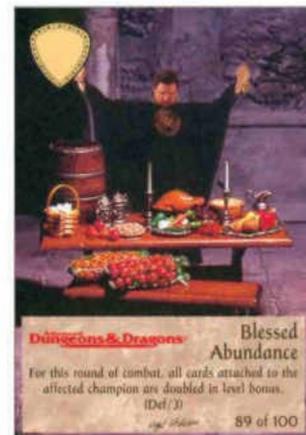
This power alone, makes this spell quite useful as many players like to build their formation using hard to attack realms (i.e. movement restrictions).

However, this spell also protects the champion against any holdings, spells, or thief skills that happen to be attached to the realm in question.

With the benefits that this spell provides, it is a good choice for any deck and a virtual must have, for an attacking theme deck.

A good combination would be to cast this spell on the Living Wall (58/PO), allowing this relentless champion to attack anywhere.

Similar cards include, Scroll of 7 Leagues (412/2nd), Dori's Obsidian Steed of Wondrous Power (31/TU) and the Wyrms of Earthwalking (17/FR Chase). The champion ignores holdings, spells, or thief skills attached to the realm at the start of combat, not spells or thief skills played once combat has begun.



Def/3/4

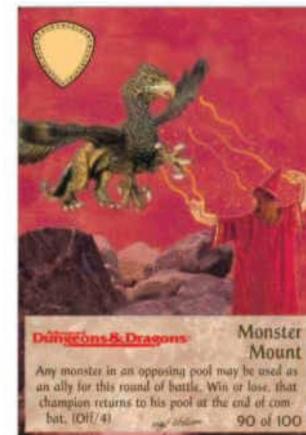
This powerful cleric spell doubles the level of all cards attached to the affected champion.

It is important to note that the champion's base level remains unaffected. Only attached cards are doubled in level.

That said, this spell is an absolute must have for a cleric deck and is a good choice for any deck with a large number of champions able to cast cleric spells.

An interesting combination for this card, is to cast it upon Tako (59/PO) and then play a single high level ally with him in battle.

Other cards that have similar powers include, Surprise Raid (101/3rd), Complete Surprise (NS/25) and The Crystal Dome (515/4th).



Monster Mount allows you to use any monster from an opposing pool as an ally for the current round of combat.

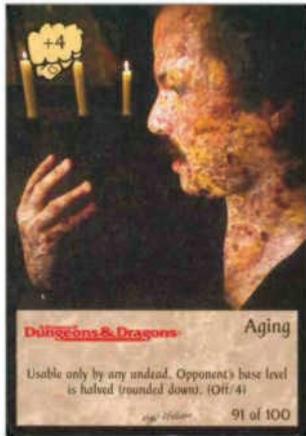
There are three important items of note with this card. One is that you gain only the level and the power of the monster in question, along with any attachments the monster has. The second is, you must use an opponent's monster. You cannot take one from your own pool.

The third important point about this card, is that while the monster is returned at the end of combat, it can be discarded during combat like any other ally (i.e. by any card that destroys allies).

This spell is a good choice for a deck that has either few or no allies in it. In this way, you can 'manufacture' allies on the fly.

It is also a good choice for a deck with a large number of ally support cards, like Intensify (89/PO) or Surprise Raid (121/4th).

A popular tactic to use with Monster Mount, is to use it early in the combat to get one of the defending player's monsters before he chooses to bring it forward. Since a champion can only be involved in a single round of combat on any one turn, even when the monster returns to its owner it will not be able to come forward as a defender in a later round of the same combat.



Dungeons & Dragons Aging
 Usable only by any undead. Opponent's base level is halved (rounded down). (OH/4)
 91 of 100

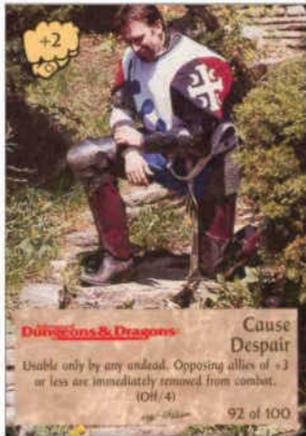
Aging is an unarmed combat card playable by undead champions or champions with the special power allowing them to play undead unarmed combat cards.

In addition to the respectable +4 level of this card, it causes the base level of an opponent to be halved.

This is an extremely powerful card when used against a high level champion as you are in effect taking half their level and using it against them.

If this card is used in conjunction with a card like The Dreaded Ghost (246/4th) or Negative Planar Energy (73/NS) it can provide an instant win in battle.

Cards similar to this one include, the Sword of Kas (7/AR), Targoth the Unclean (13/BR Chase), The White Weird (51/DU) and Takhisis Mirror and Sword (12/DL Chase). Maybe the best combination with Aging is the artifact Wand of Orcus (456/4th). This combo will instantly defeat nearly every champion in the game.



Dungeons & Dragons Cause Despair
 Usable only by any undead. Opposing allies of +3 or less are immediately removed from combat. (OH/4)
 92 of 100

Cause Despair is an unarmed combat card playable by undead champions or champions with the special power allowing them to play undead unarmed combat cards.

When this card is played in battle, opposing allies of +3 or less are immediately removed from combat and placed in the discard pile.

It is important to note that this card is very similar to Cause Fear (93/NS), however, while this card seems less powerful, it is a good choice for any undead theme deck. It can be utilized just as effectively as Cause Fear on the many low level allies available in Spellfire, like Loup Garou (236/4th), the Assassins (221/4th) or Vistani (78/RL).

This saves the other cards' power for allies of higher level.

When this card is played in battle, opposing allies of +3 or less are immediately removed from combat and placed in the discard pile.

It is important to note that this card is very similar to Cause Fear (93/NS), however, while this card seems less powerful, it is a good choice for any undead theme deck. It can be utilized just as effectively as Cause Fear on the many low level allies available in Spellfire, like Loup Garou (236/4th), the Assassins (221/4th) or Vistani (78/RL).

This saves the other cards' power for allies of higher level.



Dungeons & Dragons Cause Fear
 Usable only by any undead. All opposing allies are discarded. No more may be played this round. (OH/4)
 93 of 100

Cause Fear is an unarmed combat card playable by undead champions or champions with the special power allowing them to play undead unarmed combat cards.

This is an extremely powerful anti-ally card, comparable to a Net of Entrapment (169/4th). When played, this card discards all opposing allies and prevents any more from being played.

Like Cause Despair (92/NS), this card is also useful to get rid of revenge allies.

This card is a very good choice for any undead theme deck.

Other cards with similar abilities include Airship (118/4th), Tembo (330/3rd), Fireball (363/4th) and Ren's Bell of Death (409/3rd).



Dungeons & Dragons Cause Paralysis
 Usable only by any undead. An opposing champion of base level 5 or less immediately returns to his pool, defeated. (OH/4)
 94 of 100

Cause Paralysis is an unarmed combat card playable by undead champions or champions with the special power allowing them to play undead unarmed combat cards.

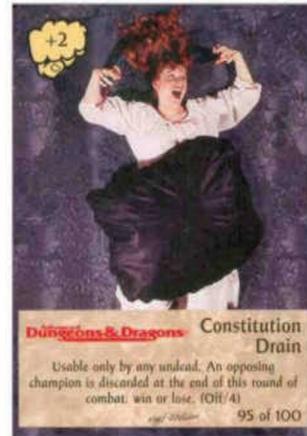
When played in combat, this card forces any opposing champion of level 5 or less to immediately return to his pool defeated.

This card is an excellent choice for an undead deck. The fact that it affects a large number of champions in the game, coupled with the fact that few decks have adequate defense against unarmed combat cards, make this one particularly powerful.

It is important to note that the opposing champions' base level as opposed to his adjusted level is the number used to determine whether he or she is defeated.

Cards similar to this one include the Sword of Sharpness (64/DU), Broad Jump (85/DU), the Intellect Devourer (213/4th) and Invisibility (339/1st).

The mere touch of certain undead will cause all but the strongest of heart to become paralyzed. Leaving a tasty meal for the foul creature to eat at its leisure. Send only your strongest warriors against these creatures or you will find your lands defenseless, filled with the frozen meals of the undead. — Lord Bo, Barbarian Knight of Iewind Dale.



Dungeons & Dragons Constitution Drain
 Usable only by any undead. An opposing champion is discarded at the end of this round of combat, win or lose. (OH/4)
 95 of 100

Constitution Drain is an unarmed combat card playable by undead champions or champions with the special power allowing them to play undead unarmed combat cards.

A good revenge card, Constitution Drain causes the opposing champion to be discarded at the end of battle, win or lose. It is important to note that if the opposing champion is attacking and manages to win, even though he is discarded, that player may continue the battle.

This card is one of many in the game that punish the opposing champion with powers that activate after the round of combat ends.

Constitution Drain is particularly effective against champions with the ability to attack multiple times, like Zaknafein the Weapons Master (94/TU), or Rikus (259/4th).

Other cards with similar powers include Aurak, Draconian Lord (418/3rd), Aurak Draconians (50/DL), Castle Draw (37/3rd), Magic Jar (386/3rd), Yondalla the Provider (475/4th) and Barab's Goblet of Dissolution (5/ARch).



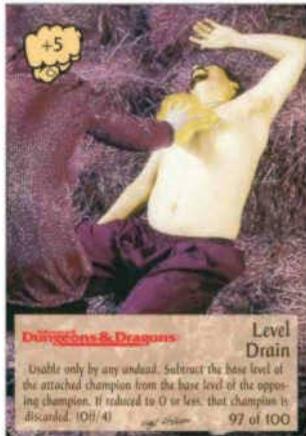
Dungeons & Dragons Strength Drain
 Usable only by any undead. Discard a card from your draw pile, noting its last digit. Subtract this number from the opposing champion's level. If reduced to 0 or less, that champion is discarded. (OH/4)
 96 of 100

Strength Drain is an unarmed combat card playable by undead champions or champions with the special power allowing them to play undead unarmed combat cards.

This card is a good choice for any undead deck. When played you draw and discard a card, noting the last digit. The opposing champion then loses that number from his adjusted level. If the opposing champion is reduced to 0 or less, he is discarded.

A good combination for this card is to have the rule card A Sure Thing (74/NS) in play before combat. Another approach is to cast Rengarath Oracle (503/4th) before battle, ensuring you have a high level card available to be discarded.

Using this card in conjunction with Negative Planar Energy (73/NS), the Dreaded Ghost (246/4th), the Skeletal Lord (217/4th), or Level Drain (97/NS) also makes it very effective indeed.

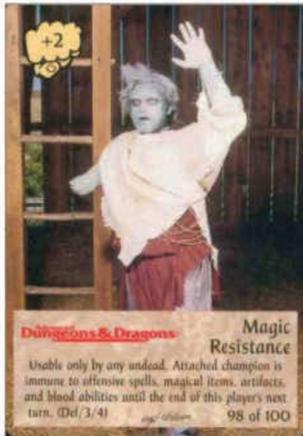


Level Drain
 Usable only by any undead. Subtract the base level of the attached champion from the base level of the opposing champion. If reduced to 0 or less, that champion is discarded. (OH/4) 97 of 100

Level Drain is an unarmed combat card playable by undead champions or champions with the special power allowing them to play undead unarmed combat cards. Level Drain is an excellent choice for any undead deck. Its power is similar in nature to Strength Drain (96/NS), however it does not require you to draw and discard a potential realm in order to play it in battle. It uses your champions' base level instead of the last digit of the card, as well as adding 5 to the adjusted level of the attached champion.

When used with a high level undead champion in conjunction with Negative Planar Energy (73/NS), this card can provide an instant win for a player. Another card which is good to play with Level Drain is Crystal of Ebon Flame (13/AR).

A card with similar abilities is Amulet of Undead Aura (9/NS Chase).

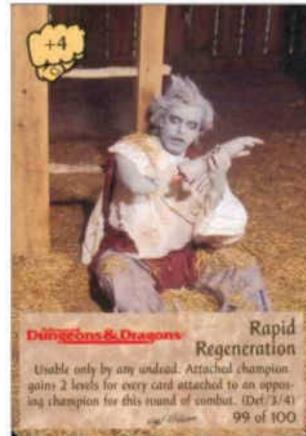


Magic Resistance
 Usable only by any undead. Attached champion is immune to offensive spells, magical items, artifacts, and blood abilities until the end of this player's next turn. (Def/3/4) 98 of 100

Magic Resistance is an unarmed combat card playable by undead champions or champions with the special power allowing them to play undead unarmed combat cards. This card makes the attached champion immune to all offensive spells, magic items, artifacts and blood abilities until the end of this player's next turn.

With the multi-purpose defense that this card provides, it is a virtual must have for any undead deck. It is especially effective against a Birthright deck as there are limited cards that impart immunity to blood abilities in the game.

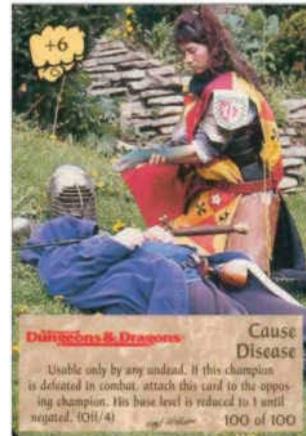
Cards with similar powers include Arak (60/4th), Dark Haven (188/4th) and the Throne of Bones (462/4th).



Rapid Regeneration
 Usable only by any undead. Attached champion gains 2 levels for every card attached to an opposing champion for this round of combat. (Def/3/4) 99 of 100

Rapid Regeneration is an unarmed combat card playable by undead champions or champions with the special power allowing them to play undead unarmed combat cards. The attached champion gains 2 levels for every card attached to the opposing champion. This ability is unusual in that you are counting on your opponent to play many attachments in order to boost your score. Your opponent will definitely think twice before playing cards that aren't at least level 3 or higher. By limiting your opponent's choice of playable cards, you can gain a big advantage.

Rapid Regeneration is a good choice for an undead deck that has an attack theme.



Cause Disease
 Usable only by any undead. If this champion is defeated in combat, attach this card to the opposing champion. His base level is reduced to 3 until negated. (OH/4) 100 of 100

Cause Disease is an unarmed combat card playable by undead champions or champions with the special power allowing them to play undead unarmed combat cards. Another form of 'revenge' card, in addition to adding a formidable 6 levels to your champion, it also guarantees an unpleasant fate to the opposing champion, should you lose the round of combat.

Due to the fact that many decks in the game tend to be short on defense against unarmed combat cards, this card can be quite effective in curbing an opposing champion's level.

A champion with this card affecting them becomes extremely vulnerable to cards like Negative Planar Energy (73/NS) and the Dreaded Ghost (246/4th).

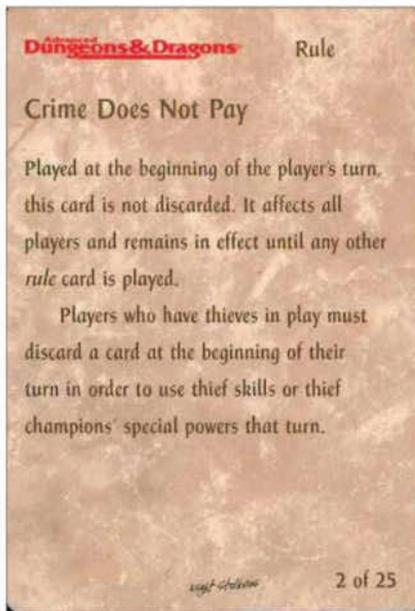
When this card is attached to a victorious opposing champion, that champion does not receive the +6 bonus.



When another rule card is put into play, this card must be discarded. Rule cards can only be played before cards are drawn at the beginning of a player's turn, or as a spoils of victory.

This rule card is designed to work against decks that rely on undead and werebeasts. Any player who does not have any werebeast or undead champions in play gain 2 levels to the base levels of all their champions. Since rule cards activate first, any additional adjustments to a champion's base level takes place after this adjustment. If a player brings an undead or werebeast champion into play, all of that player's champions lose the bonus levels until the offending champion is out of play.

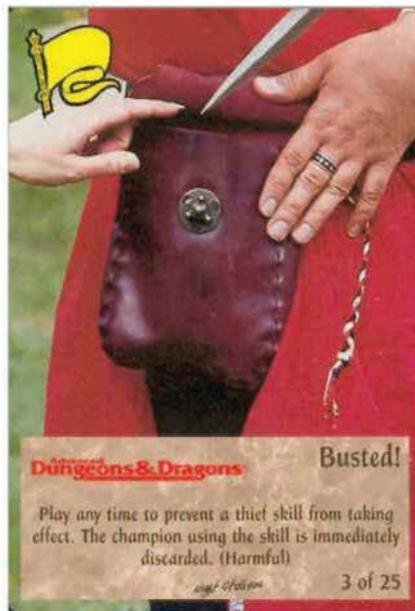
In addition to the level increase, all players eligible for the level bonus also is granted immunity to all harmful events played by players who have undead champions in their pools. This part is a little more tricky. If a player has a werebeast in his pool, he does not get any level bonuses, but his events will affect those who do. Also if a player has an undead champion in battle, but not in his pool, this rule card grants no immunity. These restrictions only apply to champions classified as undead or werebeasts, not allies; unless the ally is being a champion through something like the Magical Champion (402/3rd). One final clarification; this event immunity is bestowed only upon the champions and their attachments, it does not extend to a player's realm formation, hand or draw pile.



When another rule card is put into play, this card must be discarded. Rule cards can only be played before cards are drawn at the beginning of a player's turn, or as a spoils of victory.

This is a very specialized rule card created to hinder the powerful potential of the thief champion. Any player who has thieves in play and wishes to use either their special powers or any thief skill cards must discard a card from their pool or hand. This must be done in phase O (before any cards are drawn for that turn) and if not done or forgotten, that player cannot use any thief skill or thief special power for the entire turn. Once this rule card is in place, the only way around this power, aside from removing the rule card, is to not have any thief champions in play at the beginning of your turn. Then you are free to make use of thief skills and powers until the beginning of your next turn, where you'll have to make a discard to be able to use those cards.

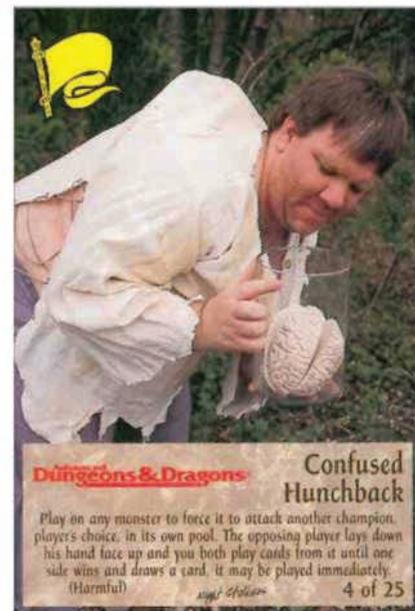
Since this rule card only affects one type of champion, it could prove to be useless in many games. Although having this rule card still enables you to get rid of another unwanted rule card, and if you hate being suckered by the Con Game (82/DU), put this rule card in your deck.



This event must be played after a thief skill card is played, otherwise it will have no effect. When Busted! is played, it cancels the effect of the targeted thief skill, and it also forces the champion using the thief skill to be immediately discarded. This event is very nice when you need to stop those pesky thief skills, and being able to get rid of the champion is a nice added bonus. Be careful about using this event in a deck where you also have thief skills, because if your opponent gets a hold of it via something like the Ninjas (239/4th), you could face being Busted! yourself.

Busted! has an added use in a particular situation. If you are attacking a realm whose realm champion is or can be a thief champion, and the realm champion uses a thief skill, you could use Busted! to cancel the skill card and discard the champion. As a realm champion, once it's discarded, you've had a successful attack. As long as Busted! isn't canceled, you'd be eligible for a spoils of victory.

A thief champion immune to harmful events will escape being sent to the discard pile, but that immunity does not extend to the just played thief skill, unless the thief skill is attached to the champion. Thus Gib Retlub (20/NSch) would not be discarded Busted!, but the thief skill Con Game (82/DU) that was played by Retlub would be.



This is an excellent event, and it's downright nasty. The Confused Hunchback must be directed at a monster champion in any pool. That monster comes under the control of the event player, who can now attack any other champion in the same pool as the affected monster. Once the monster's target has been selected, the affected player must lay down his hand, face up. Combat is conducted normally, with both sides using cards from the open hand. The loser is discarded and the winner gets to draw a card, which can be played immediately, like a spoils. Once the battle is over, the Confused Hunchback is sent to the Void, and if the monster champion was victorious, it remains in its own pool, now back in control of its owner.

Remember that since Confused Hunchback is a harmful event, it cannot be played on champions who are immune to them. However, a champion who is immune to events could still be attacked by a monster under the influence of the Confused Hunchback, as the event is not directly affecting the champion under attack.

One of the best ways to use this card is to attach it to a champion whose level is lower than the one you want it to attack. That way you can get first pick from your opponent's hand. Go ahead and use the card you wouldn't want coming at you, like that Cataclysm! (119/4th). Another good reason to choose the lower level is because your opponent can choose to lose right away without playing a card otherwise, and you're guaranteed to use at least one of his cards. Note that even if the affected player can declare a loss right away, he still must lay his entire hand face up. Stan Brown is the confused Quasimodo.



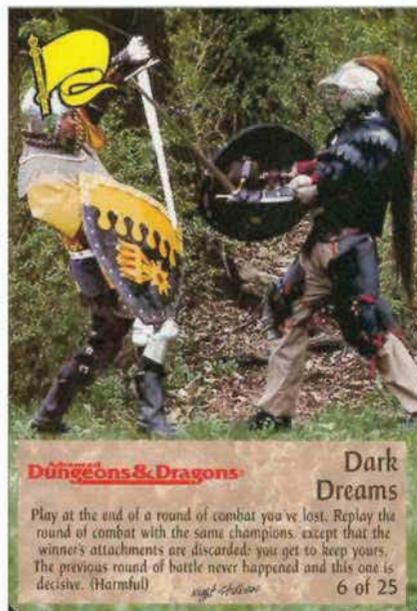
Dark Prophecy is a helpful event that can end up being harmful to the player of the event. This card is only useful in multi-player games, as you cannot be involved in the impending combat. As combat is being initiated by the defender, play this event and write down (or somehow secretly indicate) which side will win this particular battle. If you are right or it ends without a victor, you can either draw three cards from your draw pile, or discard the top three cards from any draw pile. If your Prophecy was wrong, you must raze or discard a realm from your formation immediately.

This card may seem like a potentially double-edged sword, but it can be used quite effectively. Try to use it when the outcome of the battle is obvious; when a champion has the Thrice Hearty Cup of Balder the Red (1/FR Chase) cast on him, or when Lovely Colleen (22/1st Chase) is facing a monster. This strategy takes a lot of the guesswork out, and basically gives you three extra cards, or a chance to mess with your opponents draw pile.

Since this is a helpful event, it cannot be deflected or calmed, but can still be canceled by the likes of Helm (255/4th) or Limited Wish (382/4th).

The prediction made is for the current round, not the entire battle.

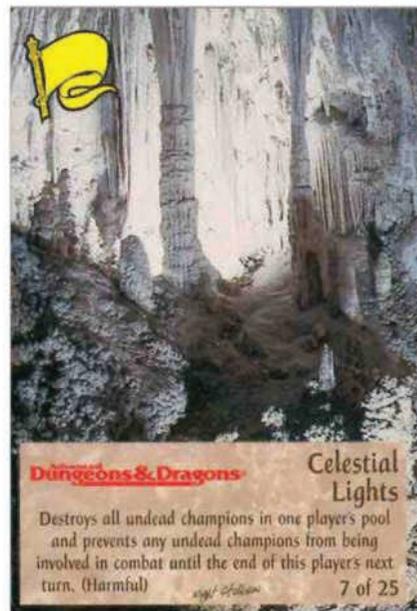
Card Combo (from Philip D. Cornett): If Dark Prophecy is played while Sithicus is in play, Sithicus can be discarded to force both combatants to the Abyss. Since the battle ends with no winner, the player can draw a total of four cards.



This event is great, especially if you seem to lose combat because you run out of cards just one card too soon. This card must be played immediately after you've lost a round of combat. At that point, you re-conduct the previous combat. Your defeated champion gets to keep all the cards he had attached to him during the last round, including allies, spells, and spell-like support cards. The winning champion must face you, but all of his current attachments are discarded. Combat then continues as normal. The winner of this round is the winner, and the previous round is simply forgotten.

This event is very powerful, because it can stop a lot of actions that took place. For example, if you were defending and the attacker used Cataclysm! (119/4th) to win the battle, you could play Dark Dreams and effectively ignore the Cataclysm!, because all cards played by the opponent (besides the champion itself) is simply discarded and never really happened. This also works great to get rid of those nasty attachments, like Kevin's Blade of Doom (206/3rd) or the North Wind (14/UD).

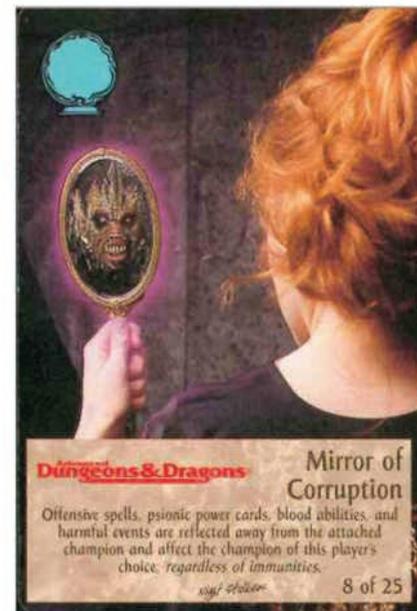
This is a harmful event, and can be affected by Calm (400/3rd) or any other card that can cancel an event.



Celestial Lights is one of the many events that are able to wipe out undead champions. However, this event is a little more selective than something like The Avatar (20/1st Chase). This single event has two separate powers that come into effect. The first is that it destroys (discards) all undead champions in one player's pool, chosen by the event player. Secondly, no undead champions anywhere can be involved in combat until the event player's next turn is over.

Normally when an event affects everyone it cannot be deflected, but Celestial Lights is a little different. A person can play Deflection (137/4th) on this event only if his pool is the target of the first effect. This effect can be re-directed as per the Deflection card. The rest of the event's power, prohibiting undead in combat, continues to function for all players, including the Deflection player. Calm (400/3rd) could still be used to ignore this event as normal.

One excellent use for this event is to play it right before you bring out/attack with a champion that has a weakness to undead, like the King of the Elves (440/3rd). It can also give you a fighting chance to attack when cards that favor undead, like Negative Planar Energy (73/NS) are in effect.



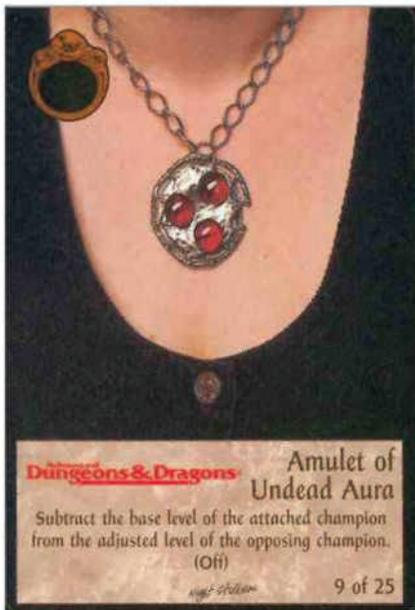
The Mirror of Corruption is an AD&D artifact, and can only be attached to AD&D champions, or through special powers, like using the Ego Coin (419/3rd) or the Gelatinous Cube (421/3rd).

Here is an artifact that can really do some damage. Although this artifact grants no icon bonus to its attached champion, it can reflect all offensive spells, offensive psionic power cards, offensive blood abilities and harmful events that are directed at this champion. The reflected effects are directed at any other champion, chosen by the owner of the Mirror. This artifact also has the ability to overcome any immunity that a target may have, so that all cards reflected by the Mirror affect the new target as if it has no immunities at all. This will even affect champions that have immunities to artifacts, so champions like Gib Htimsen (13/1st Chase) have reason to fear the Mirror of Corruption. Being able to harm those champions with immunities without having to rely on something like Mishakal's Insistence (80/DL) makes this a must for any deck, as long as you have a few AD&D champions.

If the attached champion is not the only card affected by a particular card, (for example, a pool containing the Mirror was subject to an Elemental Swarm) all other cards would be affected normally, while the champion with the Mirror could transfer his effect to any other champion, as if that champion were in his place.

The Mirror of Corruption is not an evil artifact, although it has been described as one. This magical mirror of neutral alignment shows in its reflection the true essence and nature of whomever looks into it. It is only harmful to the onlooker when that person is not truthful to himself. Many a "good" man has been "corrupted" by gazing into this mirror.

Miranda Horner is gazing into the mirror, but that's not really her reflection.



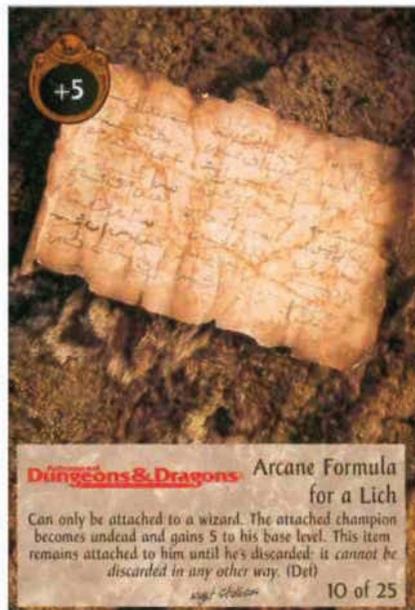
This magical item has all the benefits of some of the powerful undead without the drawbacks. The attached champion is able to subtract his base level from any opposing champion's adjusted level. This is accomplished, and the attached champion is not even considered undead, unless it already was designated as such.

If the opposing champion's level goes below 0, he continues to fight at the negative number, although probably not for long.

This card works exceptionally well with other cards that subtract from the opposing champion's level. Good champion choices include the Lesser Mummy (356/4th) and Winslow the Lich (69/NS), not to mention any avatars, as their levels tend to be much higher. Lady of Fate, Avatar of Istus (42/PO) wearing this Amulet can be devastating to all opponents. Also effective is to use the Amulet of Undead Aura in conjunction with cards that increase the attached champion's base level. One nasty example of this is attack or defend with Tiamat, God of Evil Dragons (44/DR), and play Cult of the Dragon (80/DR). Now attach the Amulet of Undead Aura and you can subtract your base level 40 from your opponent's adjusted level.

These amulets were first created by a mage named Malador the Black in order to help a force infiltrate an evil necromancer's keep. This amulet effectively shielded the wearers from attack by mindless undead, because they were no longer viewed as any type of threat. As an unexpected side effect, the wearers of these amulets would have a chilling touch for up to ten days after taking off this item.

Opposing champions whose level is reduced to zero or below are not discarded, but may continue in battle. That's Anne Brown's neck on the card.



This +5 magical item is only effective with champions designated as wizards. All other champions, even those capable of casting wizard spells, cannot use this card at all. The +5 granted by the Arcane Formula for a Lich is added directly to the champion's base level, and that champion is now considered undead. Once attached, this magical item cannot be removed by any means except through causing the champion to be discarded. Not only does this mean that it is not affected by cards like Crystalbrittle (53/RR), but it also cannot be borrowed by Drawmij (276/4th) and the like.

Since this magical item will have a limited number of potential champions in a deck with many champion types, it's recommended that you have several wizards in a deck with this item. Combining it with other magical items, like the Amulet of Undead Aura (9/NS Chase) can make for a deadly combination. Especially if they are attached to a high level wizard like Kanchesis (483/4th)

Many high-level mages have tried to perform the ritual that will lead to lichdom, but few have any real success. The process is long and expensive, and if done incorrectly, usually results in irreversible death. Some wizards, however, still feel this is a chance they're willing to take to continue their quest for power and knowledge.

This magical item increases the base level by 5 and increases adjusted level by an additional 5.



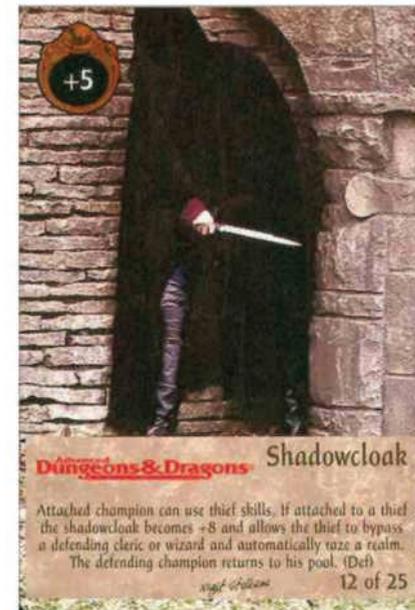
This magical item grants no bonus and is of no use during combat. Instead, it allows the player to cut his draw pile during phase 3 of his turn. He then takes the card cut to and replaces the top half of the deck as normal. If the card cut is a realm, it is discarded. All other cards can be put into the player's hand, pool, or, if playable during phase 3, played. All cards not normally playable during phase 3 must go into the player's hand.

The Bag of Beans has the potential of hurting a player, through discarding a realm, but the odds are against that. An average 55 card deck during the third round of play has only a 22% chance of cutting to a realm, although that rate changes as the draw pile dwindles. The benefit of this card, of course, is that you get one extra card per turn, as long as you use it every turn.

Because of the nature of this item, it is probably best attached to a champion that you don't plan on using in battle. Hettman Tsurin (257/4th) comes to mind. If a player also has the Dragon Font (20/AR Chase) in his pool, he can use the knowledge of the last few cards to his advantage when cutting his deck for the Bag of Beans. Using these two cards in conjunction will almost guarantee an extra card each turn without fear of discarding a realm.

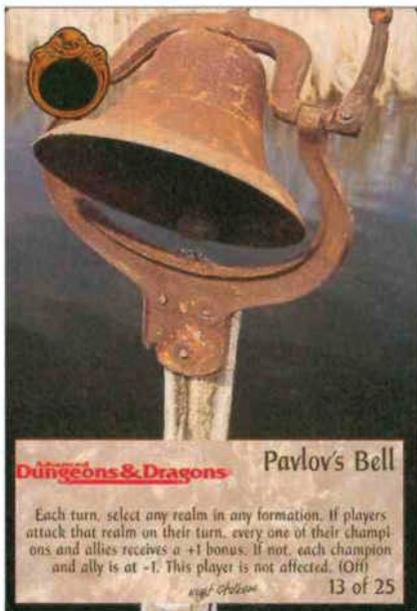
The Bag of Beans is used during phase 3 of a player's turn. The player should reveal the card cut so that other players may see whether or not it is a realm.

I'm told that hand pictured on the card belongs to Shawn Costa.



The Shadowcloak is a +5 magical item that grants its wearer the ability to use thief skills as if he were a thief champion. If this is attached to a champion that is already a thief, the bonus raises to +8. In addition to the +8, a thief wearing the Shadowcloak can bypass a defending cleric or wizard in battle and raze the realm. This player would draw spoils of victory, and the defending champion would return to his pool.

Because the Shadowcloak allows the thief to bypass the defender, any special powers activated upon defeat would not take effect. The defending champion returns to his pool as if the battle just ended, or was stopped by a wall. Allies whose vindictive powers work when on the losing side of battle would still function, since the realm was razed. The defending champion just wasn't defeated, that's all.

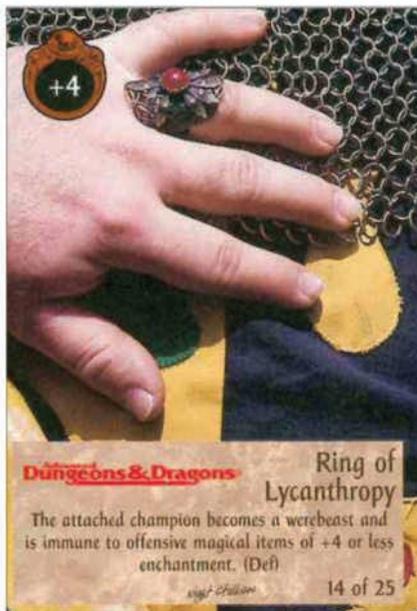


This is another magical item that has no bonus and is of no use during combat. In fact, this magical item does not affect the player with it at all, but that's a good thing. Each turn, the owner of Pavlov's Bell selects any realm in play. All other players that attack the chosen realm gain +1 to all of their champions and allies during the attack. If they chose to attack any other realm, all of their champions and allies receive a -1 to their levels during their attacks.

The player who has Pavlov's Bell gets neither the bonus nor penalty, no matter where her champions attack. When this magical item is first brought into play, the player should decide on a targeted realm. After this selection, the player can change the targeted realm only during phase 3 of her turn. If no new realm is selected, the original realm is still considered the target, unless it has been discarded; in which case, no realm is targeted until the owner declares a new one.

This magic item can be used in many different ways. The owner could target a realm that she wanted to get rid of, so that she could bring her own into play. The player with the most realms could become the recipient, so as to keep that person from winning. It can also be used to help protect other realms in your formation. Perhaps your Tyr (28/4th) has lately been under attack. Designate a stronger realm in your formation, like the Spiderfell (3/BR). Now if anyone wishes to attach Tyr, you can benefit from the -1 to their levels, and if they choose to attack the Spiderfell, the bonus will not help them unless they can get by the realm's special power.

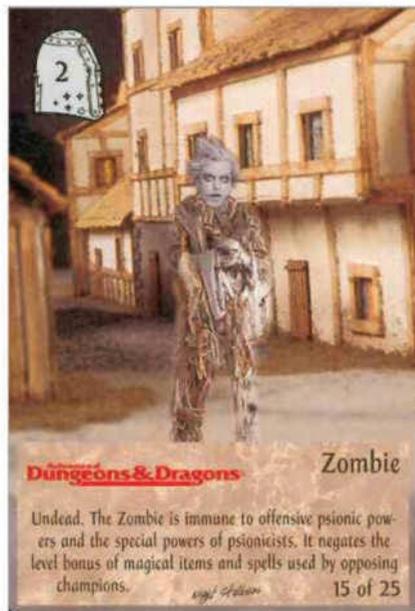
Pavlov Lodestonn was a sage and wizard famous for his research with hellhounds, death dogs, and blink dogs. Many of his experiments involved illusions and mind control spells, and their effects on the magically-enhanced canine species. Through his research, many spells were speculated upon and created. It is this mage's work that was the foundation of the wizard spell Blink in its original manifestation. This can be recognized because when the mage blinks, a small ringing of a bell can be heard.



This ring grants the wearer a +4 level bonus, and bestows immunity to all offensive magical items whose bonus is +4 or less. Offensive magical items with no icon bonus whatsoever are included in this immunity, while items of +5 or higher function normally. In addition to this power, the champion is now considered a werebeast for as long as the Ring of Lycanthropy is attached.

Being considered a werebeast is a two-edged sword. While the champion can now benefit from such cards as Moonlight Madness (20/NS) and Harvest Moon (24/RL), it can also be affected by cards that specifically target lycanthropes, like Summon Lycanthrope (43/UD) and Good Triumphs in the End (1/NS Chase).

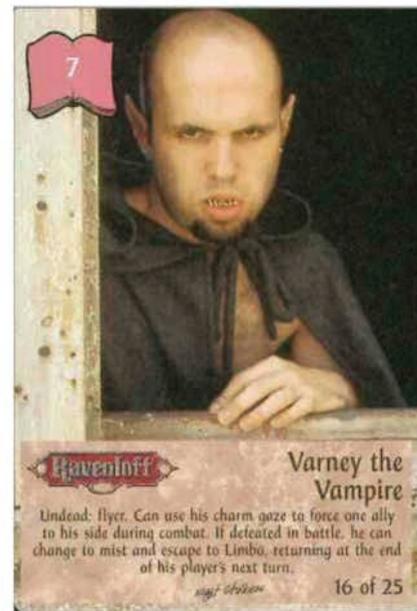
One important point to consider: offensive magical items that have a icon bonus of less than +5 with powers that increase their level may or may not work against the champion wearing this ring. Items like Javelin of Lightning (203/4th) would not work, because the +7 increase is a separate power and not an addition to its original icon bonus, so neither would work. A card like Staff of Striking (164/4th), however, would work against a champion wearing the Ring of Lycanthropy so long as the opposing champion was a cleric, thereby making the staff's level +8 instead of the +3.



The Zombie is a level 2 AD&D hero that is considered undead. It can use unarmed combat cards, including those only usable by undead. This champion has immunity to all offensive psionic powers and the special powers of all psionist champions. This immunity works whether the Zombie is in battle, or in a player's pool.

When in combat, this champion also negates the level (icon) bonus of all magical items and spells used by the opposing champion. This includes both offensive and defensive items, but it does not include any special powers that the item might have. For example, if a champion cast Fireball (363/4th) against the Zombie, it would not grant the +4 bonus, but all of the Zombie's allies of level 4 or less would still be destroyed.

Although quite strong in power, the Zombie can still be overtaken on sheer power, so it is useful to attach items that will greatly increase this champion's level. Cards like Legendary Artifact (Promo), Girdle of Storm Giant Strength (183/4th), and the Heart of Darkness (52/NS) are all good choices to use with the Zombie. This is a good champion to add to any undead theme deck, and since it's level is low, will still allow you room to add some of the higher level ones without going over the level limit for your deck.

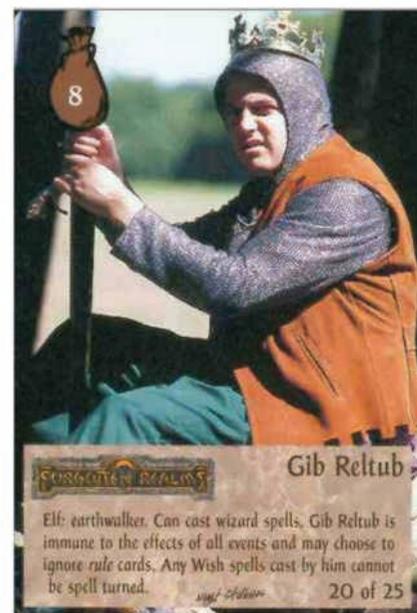
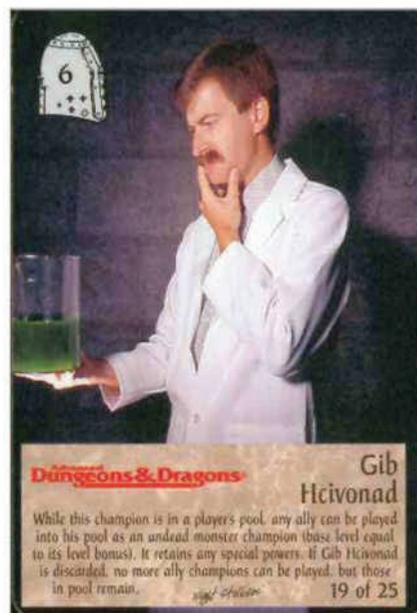
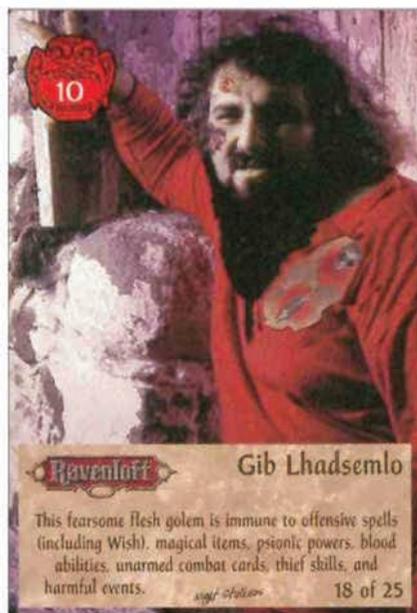
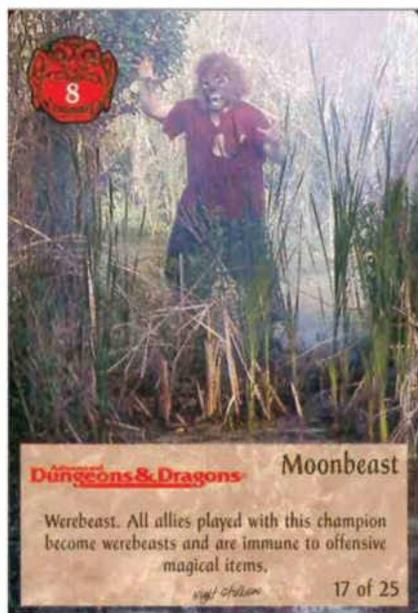


Varney is a level 7 wizard champion from Ravenloft. He is considered both undead and a flyer; and is affected by all cards that help or hinder both of these types. When in battle, he can force one ally to switch sides. The ally is chosen by this player, and can be chosen at any time, even before the ally's special power, if any, has a chance to take effect, unless that special power includes the fact that it cannot be forced to switch sides, like Dimock the Sprite (48/AR).

If Varney the Vampire is defeated in battle, he can go to limbo instead of being discarded. At the end of this player's next turn, Varney returns to his pool. If another player has put their own Varney into play while the first one is in limbo, the original Varney is discarded instead of returning to the pool.

Even though Varney can go to limbo, he does not have to. If this champion has the Winged Boots (186/4th) and was defeated by a non-flying champion, he could return to his pool immediately instead of going to limbo. Also, if the player would just rather have him discarded for one reason or another (like when the Throne of the Mountain God (510/4th) is in play), he is free to do so.

That's Colin McComb as Varney.



The Moonbeast is an AD&D monster champion who is classified as a werebeast. He is a high level champion, with a base level of 8, and works best when played with allies. All allies played with the Moonbeast are immune to offensive magical items, and become werebeasts also. It is important to note that even though the Moonbeast's allies are immune to offensive magical items, the Moonbeast himself is not. Here are a few examples to help illustrate this point. If the Moonbeast was attacking a champion who had the Horn of Change (10/RR Chase) attached, the defending champion could use the horn to force Moonbeast to switch any card but an ally, since the ally is immune. If the opponent tries to use the horn when Moonbeast only has allies attached, the power is wasted. If a champion with the Net of Entrapment (169/4th) is combating Moonbeast, he can still play allies, since the allies are immune to the item. Any magical item that does not target the allies in any way will work normally against this champion.

Cards that help all lycanthropes at the same time are good cards to play with the Moonbeast, as they'll also benefit his allies. Good examples are Moonlight Madness (20/NS), Night of the Blue Moon (32/PO), and Harvest Moon (24/RL). When using events like these, it's a good idea to include a Dungeon card to protect them. The Azure Tower of Onad the Fallen (24/DU) or Purveyor of Events (16/DU) would both be effective.

The Moonbeast is a common name for one particular type of lycanthrope. The characteristics of this type of wererecreature focus on the fact that the afflicted person has no control over his shape-shifting abilities. Instead, it is driven by the phases of the moon. Whenever the moon is full, and in many cases a few days before and after, the afflicted Moonbeast will change into its animal form and hunt throughout the night. While in this form, it has only an animal intelligence, and possesses a voracious appetite. When the moon sets, the Moonbeast reverts back into its original shape, retaining no memory of the night's feeding frenzy. Persons who have this type of lycanthropy tend to develop a fear of whatever animal type they turn into during the full moon.

This Gib champion is a great addition to any deck. Not only does this Ravenloft monster possess a base level of 10, it also has the largest range of immunities to date. Gib Lhadsemlo and his attachments are immune to spells, magical items, psionic powers, blood abilities, unarmed combat cards, and thief skills. This immunity only applies to the offensive varieties of these cards, not the defensive. Gib Lhadsemlo is also immune to all harmful events and the wish spell. Basically, this means that this Gib champion can only be affected by allies, champions, artifacts, rule cards, and the special powers of realms and holdings.

It is with this thought in mind that you should consider what to include in a deck with this Gib. Any cards that will allow Gib extra abilities (spell use, psionic power cards, etc.) will greatly increase his effectiveness. Other good choices are those that focus on his few weaknesses. Examples include: Amulet of Plane Walking (33/BR), Amelior's Restraint (18/AR Chase), and Breath Charm (69/DU). And of course, if you attach the Net of Entrapment (169/4th) to this champion, your opponent will only be able to play artifacts against you.

This card is not without its weaknesses. Champions like Lovely Colleen (22/1st ch), Young Strahd (8/ARch), and the Living Wall (58/PO) all can still put Gib Lhadsemlo in his place. Being so powerful when in combat, he becomes an obvious target for the special powers of cards such as the Assassins (221/4th) and The Scarlet Brotherhood (135/3rd).

The handsome man on the card is Bill 'Stomper' Olmsdahl.

If you are the type of player who has enjoyed using the Phantasmal Wolf (142/4th) in their deck, this champion is a must have. Gib Hcivonad is a level 6 AD&D hero. While he is in a player's pool, that player can bring any ally into his pool as if it was a champion. The ally retains its special powers, and its icon bonus becomes its base level. Once in the pool, these allies are considered undead AD&D monster champions. If Gib Hcivonad is discarded for any reason, no more allies can become champions for the player, but all those already in the pool retain their champion status.

Because these allies become undead AD&D monsters, cards that are geared to help these types should be a focus. Good choices include Wand of Orcus (456/4th), Negative Planar Energy (73/NS) and many of the unarmed combat cards from the Nightstalkers booster. Consider the Belly of the Beast (10/DU) when looking for a good dungeon card.

A deck containing this champion should rely pretty heavily on allies. That way you can make full use out of this card. There are many good choices, but some to consider right away are the Dreaded Ghost (246/4th), Loup-Garou (236/4th) and the Athasian Sloth (230/4th). You'll want to consider other attachments based on which allies you choose. Imagine what you can do with the Assassins (221/4th) wearing the Winged Boots (186/4th).

Once these allies have entered this player's pool as champions, they are now vulnerable to cards that target monsters and/or undead; and this should be considered when choosing cards for the defensive.

That's John Danovich on the card.

Card Combo: If the ally Dreaded Ghost is brought into play as a champion using Gib Hcivonad's power, and then the Wand of Orcus is attached, opposing champions up to level 17 are instantly defeated.

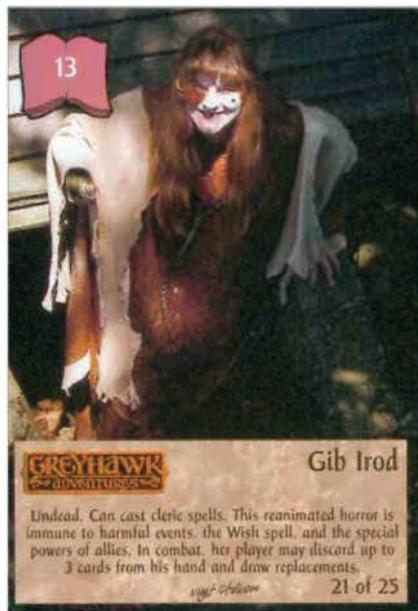
Here's a champion to help boost those thief or elf theme decks. Gib Reltub is a level 8 Forgotten Realms thief champion. He can therefore use all thief ability cards. He is also considered an earthwalker, and can attack any realm, regardless of position; unless it specifically states some restriction to attackers. As an elf, he gains any bonus or hindrance brought on by that distinction.

Gib Reltub can cast wizard spells, and any Wish spells (384/4th) cast by him cannot be spell turned, although they can be dispelled. He is immune to all events (harmful and helpful) and can choose to ignore any rule cards in play. The ability to ignore a rule card is not the same as immunity to rule cards. Reltub can decide when the rule card is played to ignore it or not.

A deck containing this champion must have a Wish (384/4th) spell, just because you can cast it without repercussions. Thief abilities and other wizard spells would also extend his usefulness. Good dungeon card choices include Dungeon of the King (2/DU), and the Guildhall (27/DU).

Cards like Spellbook (189/4th), Time Stop (383/4th), and the All-Knowing Eye of Yasmin Sira (10/AR) are all good choices to use with Reltub. Another great card to use is Phantasmal Wolf (142/4th), because Gib Reltub isn't affected, and can attack normally. Just make sure your opponent doesn't have Gib Hcivonad (19/NSch) already in play.

The Spellfire Oracle, otherwise known as Jim Butler, makes another appearance on this card.

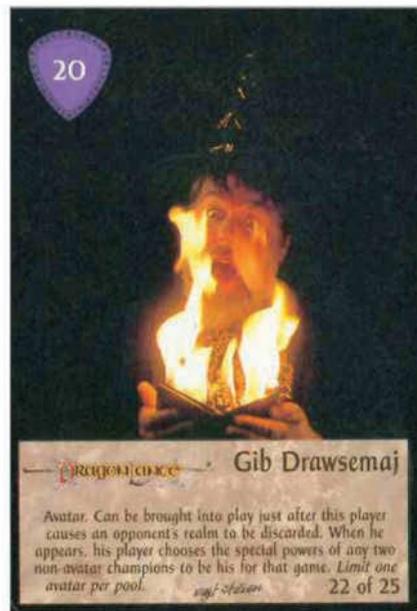


This undead wizard is a level 13 Greyhawk champion. In addition to wizard spells, Gib Irod can also cast cleric spells. She possesses immunity to all harmful events, the wish spell, and the special powers of all allies. These allies still retain their icon bonus.

When in combat, Gib Irod allows her player the chance to discard up to 3 cards from her hand and draw a replacement card for each one discarded. This can be very useful in combat when a player has no more useful cards, either because they aren't usable by Irod, or they're restricted by the opponent. This way, the player has a chance on getting something useful. This power to trade a discard for a new card has to be used all at once. If Gib Irod wanted one right after attacking, she could not draw 2 more later in the combat. The number of cards traded cannot exceed 3.

Cards that recycle the discard pile are helpful with this Gib. Myrmidons (210/4th) and Recall (74/DL) are two good examples. Because of her high level and undead status, Negative Planar Energy (73/NS) and Orcus (44/NS) are great cards to have in play with Gib Irod. With these two cards in play, this champion would automatically defeat all non-cleric or non-avator champions of base level 18 or less.

An excellent artifact to attach to Irod is the Book of the Dead (51/NS), because she can extend most of her immunities to the rest of this player's undead. Behind all that makeup is Dori 'the Barbarian' Hein.



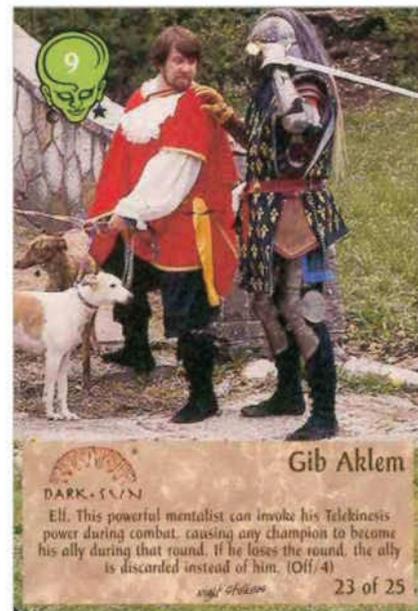
This Dragonlance champion is a level 20 cleric avator. To bring Gib Drawsemaj into play, the player must cause an opponent's realm to be discarded. This does not mean razed, the realm has to be discarded to allow this avator to come into play. Any method to cause a realm to be discarded will work, including things like Invisibility (339/bt), Cataclysm (119/4th) and the Barbarian's Revenge (129/4th). This is one of the few champions that can be brought into play at any time, during anyone's turn, as long as the requirements are met.

When Gib Drawsemaj is first brought into play, the owner of this Gib must choose the special powers of two non-avator champions in play. If there is only one champion available for this Gib to emulate, then he will lose the chance to copy a second champion. You may only have one avator at a time in your pool.

Because the special powers of Gib Drawsemaj must already be in play, it's a good idea to have several champions that you'd like to imitate already in your deck. Don't rely on copying just your opponent's champions. Many great combinations can exist for this champion. One set of powers worth copying would be Gib Lhadsemlo (18/NSch) and the Living Wall (58/PO). This champion is perfect for using items like Goibhniu's Warhammer (32/UD), because his level is already above the minimum. Drawsemaj is also a great cleric to have cast Elemental Swarm (52/UD), since even without any attachments, the swarm would be attacking all icons of level 10 or less in the targeted pool.

It is important to note that avatars may not have their special power copied by any other champion, including another avator. The two champions whose powers are selected must be in play at the time Gib Drawsemaj is put in play. These powers are Drawsemaj's for the remainder of the game. If Drawsemaj is discarded and then brought back into play, he chooses two new powers of champions currently in play.

The player must be the direct cause of the discarding of an opponent's realm. Redirecting another player's Cataclysm! with Deflection will not allow the player of Deflection to play Gib Drawsemaj. But the player of Cataclysm! can play Drawsemaj if the realm of an opponent of that player is discarded. Siege! can be used to bring Gib Drawsemaj into play. A realm in play must be discarded. A realm discarded from an opponent's hand will not allow Gib to be brought into play.



This Dark Sun Psionicist has a base level of 9. He is considered an elf, and can be affected by cards that specifically target elves. Although this champion has a high level, and can use all psionic power cards, his real power is displayed when he is involved in combat.

When in combat, he can use his Telekinesis power to force any champion in play (that is not immune to offensive psionic powers) to become his ally for the current round of combat. Any attachments come with the new 'ally'. If Gib Aklem is victorious in battle, the ally returns with his attachments to his original pool. If Gib Aklem is defeated, however, the ally (including attachments) is discarded in his place, and Aklem returns to his own pool. Aklem has still been defeated, and cannot attack or defend again that round unless granted by some other card, like the Scimitar of Speed (205/4th).

One of the nastiest tricks you can do with Gib Aklem is to use your opponent's special powers against themselves. For example, keep Gib in your hand, and when you're attacked, defend with Gib and force someone like Luz the Evil (167/3rd) to be your ally. Now lose. You get rid of Luz, you can raze an opponent's realm, and you still have your champion for next time. You still must wait until you can legally play an ally (i.e. you are on the losing side) before activating Aklem's power.

Gib Aklem's power is used during combat, which means a defender must be put forth before the power is used. Any champion other than the defender (or a champion immune to psionics) can be selected as an ally. Gib Aklem's power can be used when in combat with a champion immune to psionics. It is only the 'borrowed' champion that must not be immune to psionics.

A champion can only be used once in any battle, so Gib Aklem's power cannot be used on a champion that has already participated in the current battle. Likewise, a champion used as an ally by Gib Aklem cannot later be used as a champion in another round of the same battle.

If for some reason Gib Aklem's ally is removed or forced to change sides, and Gib Aklem loses, Gib Aklem is discarded. In addition, if an opposing card's power discards a champion, rather than defeating him (such as Davron Parscall), Gib Aklem is discarded



This is an AD&D realm, and can only have holdings that are AD&D or that can be attached to any realm.

The Den of Thieves is a very powerful realm when you plan on defending a lot. Because its power affects all the realms in a formation, it may be wise to place it in the second rank or farther back, so it isn't easily attacked. Also, any holding that can protect it from events and/or spells would help keep this realm safe.

When the Den is in play and unrazed, any player that attacks this player's formation must discard one card from either his hand or pool for each and every champion and ally that is used on his side of the battle. Because this affects the entire formation, realms that can defend twice, like The Trollmoors (9/4th) and Nibenay (226/3rd) are excellent choices to include in a deck containing the Den of Thieves. The same thing goes for champions that can defend twice.

In order to get the most use out of this realm, attach a holding like Geneva Conclave (Promo2) and use Beneath Castle Drawmij (25/DU) dungeon card to protect the holding. This basically protects the realm from any non-combat effects. Now combine these cards with any other cards that force your opponent to discard cards. Examples include the Athasian Sloth (230/4th), the Cat Burglar (78/NS), and Lady of Fate, Avator of Istus (42/PO). Add the Ring of Winter (455/4th) to one of your champions, and you can keep your opponents' hands down to almost nothing.

This realm's power applies to any allies sent forward. Thus allies gained through the use of other cards, like the Axe of the Dwarvish Lords (457/4th), are still required to pay the fee when used.



This is a Ravenloft realm, and can only have holdings that are designated as Ravenloft, or that can be attached to any realm.

The Mad Scientist's Laboratory can arguably be considered the best realm in the Spellfire game to date. When in play and unrazed, this realm grants the player the ability to reanimate any discarded champions and allies. He can do this whether he is attacking or defending, but only when he is involved in combat.

When this player reanimates a champion or ally, it becomes a +1 undead ally for this player's champion in combat. They retain none of their original powers or levels. If the opponent has some restriction that prohibits the playing of undead or allies, this player cannot use this power. When the battle is over, all cards reanimated by the Mad Scientist's Laboratory are sent to the abyss.

There is no limit to the number of cards that can be affected in this manner, and through the use of this realm, this player can effectively force all champions and allies in everyone's discard piles into the abyss. Since there are very few cards that can retrieve champions and allies from the abyss, the player possessing the Mad Scientist's Laboratory will soon be at a great advantage. This player can reanimate cards from his own discard pile, but they, too, will be sent to the abyss.

Since this realm itself has no immunities, it will probably become the target for Cataclysm (119/4th), Disintegrate (393/2nd), Estate Transference (437/3rd), and the like. Having Limited Wish (382/4th), Calm (400/3rd), or Helm (255/4th) would help contain this threat.

The best defense against this realm is to keep your champions out of the discard pile, either through cards like the Winged Boots (186/4th), or by not losing. Otherwise, expect to have a really full abyss by the end of the game.

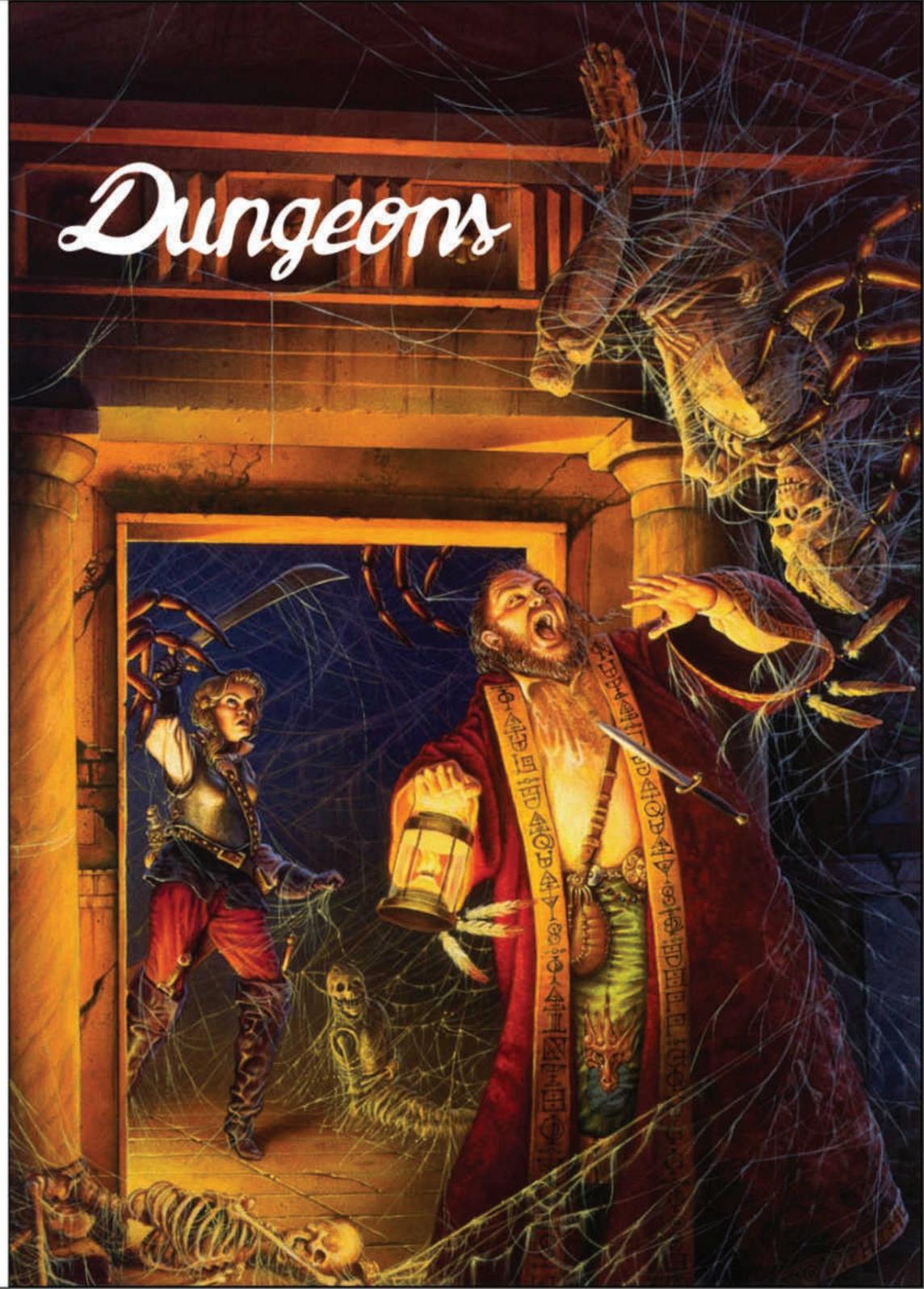
The player of the Laboratory chooses which discard pile he will draw on for the realm's power at the beginning of combat. During that combat, the chosen discard pile is the only one he is allowed to drain of champions and allies.

This realm allows the player to select one discard pile and use the champions and allies in that pile as +1 undead allies in any battle. The allies are +1 undead allies, without their special powers.

The player can use the Laboratory's power whenever a realm in the same formation of the Mad Scientist's Laboratory is being attacked. Also, the power can be used in each round of battle, using a different discard pile for each round of combat.

Allies can only be added when allowed, that is, when the player with Mad Scientist's Laboratory is losing the battle. Once losing, the player may add allies until he is no longer losing the battle. If the opponent regains the lead in the combat, the player may add more allies from the same discard pile.

Dungeons





This player's heroes do not discard unarmed combat cards at the end of combat. Instead, they are retained for future combat, adding the cards' bonuses but ignoring their special powers.



This player's clerics need never ask permission to cast spells. Avatars may not attack this player's realms, nor may they defend against this player's cleric champions.



This player's Ravenloft champions all become undead, and Young Strahd's special power has no effect on this player's champions.



This player may discard a Dark Sun champion from his pool or hand to psionically turn a just-cast spell back at its original caster.

3/100

This dungeon's power is considered a psionic power, and can be negated with Brain Drain, Dispel Psionics, and Psionic Reflection. Similarly, the dungeon's power does not function if Psychic Storm is in play.



This player's champions do not need to ask permission to use spells, psionic powers, unarmed combat cards, blood abilities, or thief skills.



The Mausoleum causes any champion sent to the Abyss by another player to be sent to the discard pile instead. If the player's own action causes one of his champions to go to the Abyss (such as Karlott the Shaman or the Gatekeeper), the card instead goes to the Void.



This player may reshuffle his discard pile into his draw pile any time there are three or more blood abilities in his discard pile. No champions have immunity to this player's blood abilities while this dungeon card is in play.



This player's realms and his psionist champions are immune to all spells cast in phase 3.



This player's monsters are immune to hero unarmed combat cards. They may also use any unarmed combat card themselves (hero, dragon, undead, etc), regardless of restrictions.

A player with the Belly of the Beast is immune to any unarmed combat cards that do not specifically indicate they are usable by certain types of champions other than heroes (e.g. 'usable only by dragons').



Cataclysm can be used in combat to discard the realm being attacked. Similarly, Tarroscue and Raze can be played during combat on the realm being attacked.

Although the power of luz the Evil takes effect after combat has ended, because luz's power is combat-related, luz can raze the realm being attacked, even if protected by the Labyrinth of Castle Greyhawk.

The player with the Labyrinth may voluntarily choose to raze a Greyhawk realm, such as in using the power of Scarlet Brotherhood.

If a Greyhawk realm of a player with the Labyrinth is being attacked, another player, even a player not involved in the battle, can play Cataclysm on that realm. Likewise, during combat, the realm being attacked can be affected by Tarroscue. Because razed realms have no powers & endash; and do not retain a 'Greyhawk' nature & endash; they are not protected by the Labyrinth.



Each time this player is entitled to draw spoils of victory, he may also take the bottom three cards of his draw pile. Any monster champions there may be placed into his pool. Any other cards are placed on the top of his draw pile.

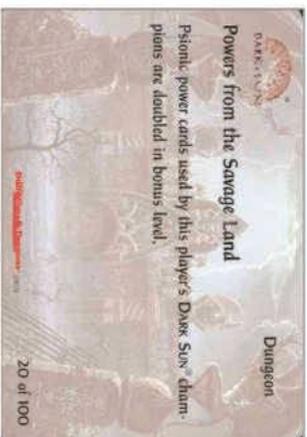


This player's monster (dragon) champions are immune to all events, spells, artifacts, and magical items that instantly discard or defeat them.

Only champions that are both monsters and dragons benefit from this rule card.



This player's champions are all considered regents and can use blood abilities.



Psionic power cards used by this player's Dark Sun champions are doubled in bonus level.



Any defensive spells cast by this player's undead Greyhawk champions cannot be dispelled or turned.



This player's champions and allies become elves, elves (drow), dwarves, or halflings as the player chooses. Selection must be made in phase 3 and lasts until the player's next phase 3.

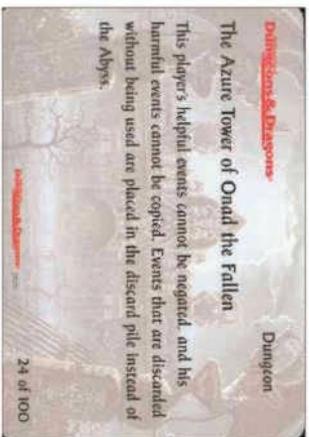
15/100
Different choices may be made for different champions and allies.



This player can keep a spellbook. Each time this player is entitled to draw spoils of victory, he may instead search through his draw pile and retrieve any spell; the spell cannot be played immediately.



This player's thief champions can use stealth to attack any realm, regardless of powers or restrictions. Allies must still follow movement restrictions.

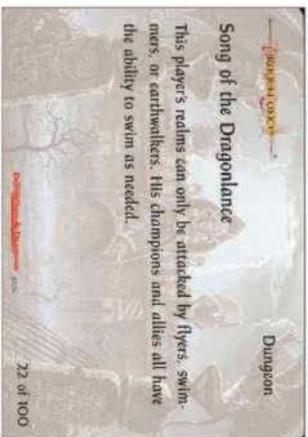


This player's helpful events cannot be negated, and his harmful events cannot be copied. Events that are discarded without being used are placed in the discard pile instead of the Abyss.



No offensive magical items can be used by opponents when attacking this player's realms. The items remain behind in the attacker's pool. If the champion returns, they are reattached; if not, the items are discarded.

23/100
Champions with special powers that do not allow magical items to be removed, such as Mordenkainen and Falx the Silver Dragon, must still leave their magical items behind if they choose to attack an opponent with Bats in the Belfry.

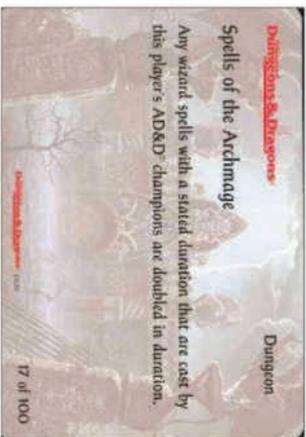


This player's realms can only be attacked by flyers, swimmers, or earthwalkers. His champions and allies all have the ability to swim as needed.

22/100
Jim Butler says:
The player's champions would only be swimmers when it was time for them to be swimmers, such as when they were attacking a coastal realm (or one that was otherwise protected). During those times, they'd be subject to all of the normal nastiness that swimmers would be subject to.



Any cleric spells with a stated duration that are cast by this player's Forgotten Realms champions are doubled in duration.

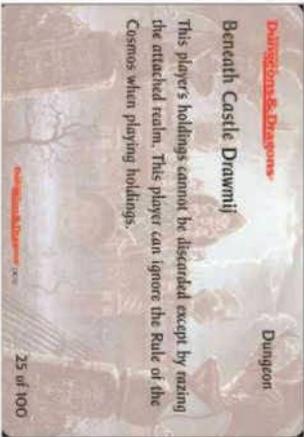


Any wizard spells with a stated duration that are cast by this player's AD&D champions are doubled in duration.



This player's helpful events cannot be negated or cancelled by any card.

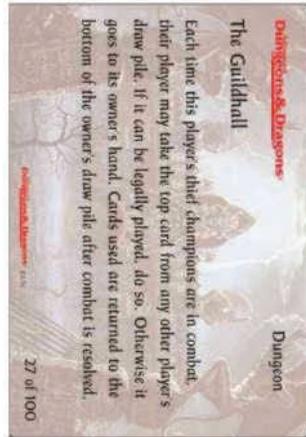
16/100
Unusually Good Fortune can still be used normally against a player using Purveyor of Events, since Unusually Good Fortune does not negate or cancel the Good Fortune on which it is played.



This player's holdings cannot be discarded except by razing the attached realm. This player can ignore the Rule of the Cosmos when playing holdings.



This player's dwarf champions are immune to all events (helpful and harmful). This player's dwarves add 3 to their adjusted levels.



Each time this player's thief champions are in combat, their player may take the top card from any other player's draw pile. If it can be legally played, do so. Otherwise it goes to its owner's hand. Cards used are returned to the bottom of the owner's draw pile after combat is resolved.



If a player wishes to attack a formation containing the Border Garrison, he must attack the Border Garrison. Movement restrictions remain in effect, so if the Border Garrison is protected, only flyers or earthwalkers can attack. Card Combo: To make your formation nearly impossible to attack, place Border Garrison in a protected location in the formation (at least one realm is in front of it in the formation). Then attach the Triton Throne. Any attack must first target Border Garrison. Triton's Throne allows only swimmers to attack. Border Garrison is protected and does not show coastline, so swimmers cannot attack. Only a champion that is both flyer and swimmer, such as Deathstream, Black Dragon and Mykall, Amethyst Great Wym, can attack.



The world logo is missing on this card, but it is considered a Ravenloft realm. Due to a printing error, the Ravenloft logo is not shown on some of the cards. However, even without the logo, Iolonia is considered a Ravenloft realm.



The lighthouse is a haven, letting this player increase or reduce his swimming champions' and allies' base level by 3.

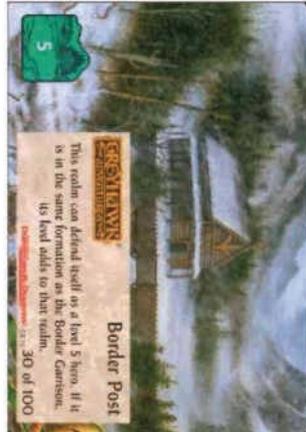


If an opposing player's dragon champion is defeated in combat, this player may attach the dragon to this realm and use it as an ally (level only) the next time the realm is attacked.

The power of the Dragon's Refuge takes effect after any opposing player's dragon champion is defeated, even if the combat does not involve an attack on the Dragon's Refuge.



This player's champions may all use blood abilities.



This realm can defend itself as a level 5 hero. If it is in the same formation as the Border Garrison, its level adds to that realm.



The power of The Forgotten ruins is considered an immunity. It is therefore affected by cards like Takhisis: Helmet of Power (which negates all immunities).

By making a player's champions immune to unarmed combat cards, this realm's power protects the player from Fighting Dirty, since champions' immunities protect the player during combat.



The treant ally guarding this realm is immune to all cards played by or attached to an opposing champion except those that contain the word 'fire' or 'flame.'



Any realm played into the formation after the Bitter Knoll is converted into an AD&D realm. If this realm is razed or discarded, all converted realms return to their original trademarks.



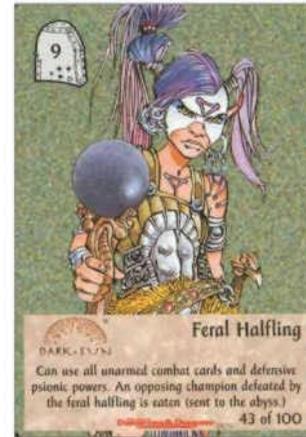
Awnshegh; can use blood abilities and all unarmed combat cards. In combat this player may take the top three cards from any opponent's draw pile. Any monsters join the Ogre's side as allies; all other cards are placed at the bottom of the owner's draw pile. At the end of combat, the monster-allies go to their owner's pool.



Flyer. This monster's searing breath weapon destroys all cards attached to a champion when it first enters combat. Other cards can be attached subsequently.



Adventurer. Zaranda can store blood abilities face down beneath her in the pool, using whichever ones she wishes in combat.



Can use all unarmed combat cards and defensive psionic powers. An opposing champion defeated by the feral halfling is eaten (sent to the Abyss.)



Adventurer. Especially distrustful of thieves, Dearlyn can choose to negate one thief skill played against her or a fellow adventurer in combat once per turn.



Tyvorg's power takes effect when he is played, so if Tyvorg is played from the hand to defend against the Living Wall, the Living Wall is instantly destroyed. Because combat has not begun, the attacking player may put forth another champion, but Tyvorg must continue to defend.



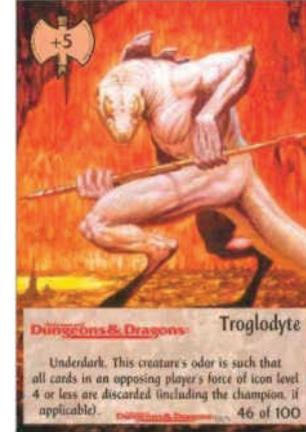
Swimmer. Leader of a band of undersea pirates, Skulker can plunder any opponent's discard pile during combat, using any allies, magical items, or artifacts (if legal) found there. At the end of the round, the cards are returned to their owner's draw pile, which is reshuffled.



Adventurer. Cautious and wary, Jasper deflects unarmed combat cards played against him to a champion in any pool.



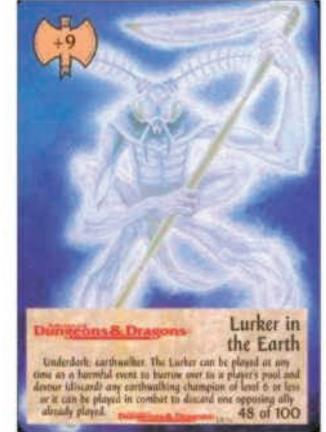
Adventurer. A morale booster, the halfling adds 2 levels to all fellow adventurers and halfling champions and allies played by this player.



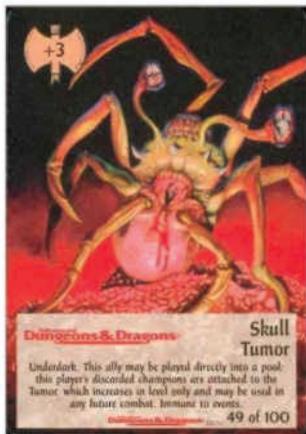
The Troglodyte's power causes all cards in the opponent's force of icon level 4 or less to be discarded. This includes cards with no icon level. The Troglodyte's power continues throughout the battle. Any new cards of icon level 4 or less that are played by the opponent are immediately discarded.



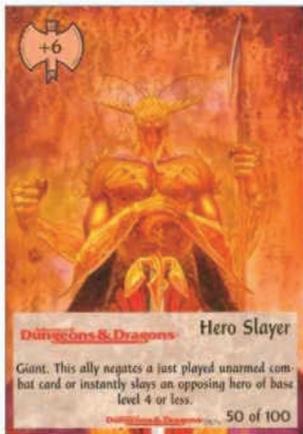
The Hook Horror's power applies to the first card to be played by the opposing player after the Hook Horror has been played. If the Hook Horror's power is used, the Hook Horror returns to the pool and remains attached to the champion. It can be used with the champion in its next battle.



The Lurker functions as an event to discard a champion, and functions as an ally to discard an opposing ally in combat.



Underdark. This ally may be played directly into a pool; this player's discarded champions are attached to the Tumor, which increases in level only and may be used in any future combat. Immune to events.

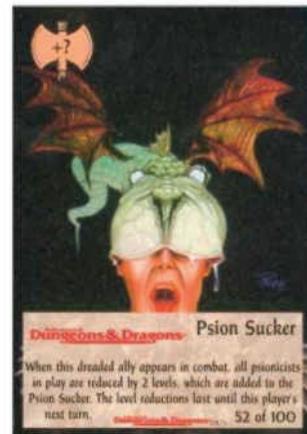


Giant. This ally negates a just played unarmed combat card or instantly slays an opposing hero of base level 4 or less.



Underdark; flyer. The White Weird can be played at any time as a harmful event to fly over to a player's formation and poison (discard) one holding or it can be played in combat to halve (round down) an opposing champion's adjusted level.

51/100
Because the White Weird is played as an event when used to discard a holding, it can be used against a holding attached to Menzoberranzan, which is normally immune to flyers.



When this dreaded ally appears in combat, all psionics in play are reduced by 2 levels, which are added to the Psion Sucker. The level reductions last until this player's next turn.



During a round of battle, the Master Illithid can shift up to two cards of the same type (e.g. ally, magical item, thief skill, wizard spell, etc.) that are attached to the opposing champion to the player's side. This can include cards not normally usable by the Master Illithid or its champion, such as artifacts from a different world.

The Master Illithid need not use its full power all at one time. For example, the Master may choose to take one ally, and then take another ally later in the round of battle. However, once the card type to be taken is chosen (e.g. when the first ally is taken), the card type cannot be changed.

If a card's power has already activated, it does not reactivate once the Master Illithid has moved it to his side. For example, if the Master Illithid is used to shift Fighting Dirty after its power has been used, it retains its level bonus but cannot be used again to discard the opponent's cards.

Master Illithid If the Master Illithid tries to shift cards whose powers have already been 'used up', the attempt is legal, however, the cards will not be useable by him. If ever the Master Illithid takes a card that is unuseable, he is just preventing your opponent from using it which is a perfectly legal action.



Underdark; earthwalker. This horrid creature can reach into any player's Abyss when in combat. The icon levels of all cards there are totaled to become the Horror's bonus. The cards used are removed from the game.

54/100
Only cards with icon numbers are affected by the Horror and then removed from the game.





This artifact can only be attached to a Greyhawk realm. Any attacking champions are destroyed in a vat of boiling oil after the battle (win or lose) and discarded.

55/100

Realm artifacts can be played (attached to a realm) in phase 3 or in phase 4 if the realm is defending itself.



This artifact can only be attached to a Dark Sun realm. Any cards attached to attacking champions are discarded after the battle (win or lose).

56/100

Realm artifacts can be played (attached to a realm) in phase 3 or in phase 4 if the realm is defending itself.



This artifact can only be attached to a Forgotten Realms realm. Any cards played by attacking champions during combat are sent to the Abyss after the battle is resolved.

57/100

Realm artifacts can be played (attached to a realm) in phase 3 or in phase 4 if the realm is defending itself.



This artifact can only be attached to a Ravenloft realm. It instantly destroys all opposing allies and magical items of less than level 7.

61/100

Realm artifacts can be played (attached to a realm) in phase 3 or in phase 4 if the realm is defending itself.



This artifact can only be attached to an AD&D realm. At any time during a round of combat, this player can choose to catapult the attacking champion to the Abyss. This realm is razed and the artifact discarded, but no one gains spoils.

62/100

Realm artifacts can be played (attached to a realm) in phase 3 or in phase 4 if the realm is defending itself.



This artifact can only be attached to an Underdark realm. It protects all holdings in the player's formation, allowing a holding to be moved to another realm if its attached realm is razed or discarded; the holding is discarded if it cannot be attached to a new realm.

63/100

Realm artifacts can be played (attached to a realm) in phase 3 or in phase 4 if the realm is defending itself.



This artifact can only be attached to a Greyhawk realm. Its bonus is equal to the number of Greyhawk realms and holdings in play.

58/100

Realm artifacts can be played (attached to a realm) in phase 3 or in phase 4 if the realm is defending itself.



This artifact can only be attached to a Dragonlance realm. If this realm is attacked, it can target an opposing player's pool and destroy one artifact or magical item.

59/100

Realm artifacts can be played (attached to a realm) in phase 3 or in phase 4 if the realm is defending itself.



This artifact can only be attached to a Birthright realm. If this realm is attacked, it can fire into an opposing player's pool and kill one champion.

60/100

Realm artifacts can be played (attached to a realm) in phase 3 or in phase 4 if the realm is defending itself.



This weapon easily pierces the strongest armor, instantly defeating champions of base level 3 or less. (Off)

64/100

Card Combo: Sword of Sharpness is very effective with Brandobaris's Inversion (All champions of base level 6 and above are reduced to level 2...) in play, instantly defeating champions with a base level of 3 or less.



The Triton Throne may be attached to a realm during phase 3 or 4. Attaching the throne to a realm makes it vulnerable to Volcanic Eruption.

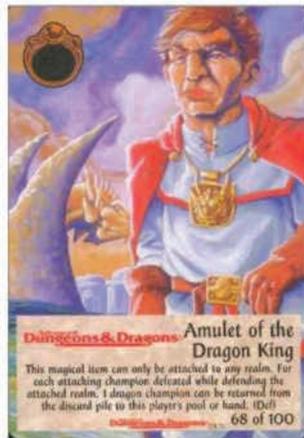
Card Combo: To make your formation nearly impossible to attack, place Border Garrison in a protected location in the formation (at least one realm is in front of it in the formation). Then attach the Triton Throne. Any attack must first target Border Garrison. Triton's Throne allows only swimmers to attack. Border Garrison is protected and does not show coastline, so swimmers cannot attack. Only a champion that is both flyer and swimmer, such as Deathstream, Black Dragon and Mykell, Amethyst Great Wyrms, can attack.



The attached champion becomes a swimmer. If the champion with this item is defeated in combat, the flask is attached to the victor, becoming a -5 item that negates the attached champion's special powers. (Off)



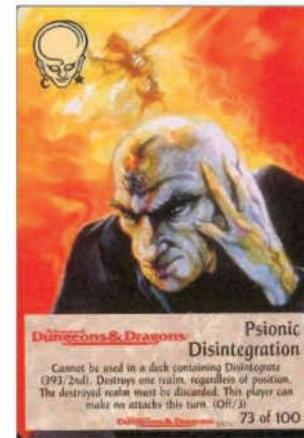
If the Crystal Dragon figurine is used as a +18 bonus magical item, the champion must be discarded, regardless of any special powers of the champion or any attachments. For example, if Rary the Traitor uses the Figurine at its full +18 bonus while Rary's Apprentice is in play, Rary must still be discarded, since the player must voluntarily forego the Apprentice's power in order to use the full figurine bonus.



This magical item can only be attached to any realm. For each attacking champion defeated while defending the attached realm, 1 dragon champion can be returned from the discard pile to this player's pool or hand. (Def)



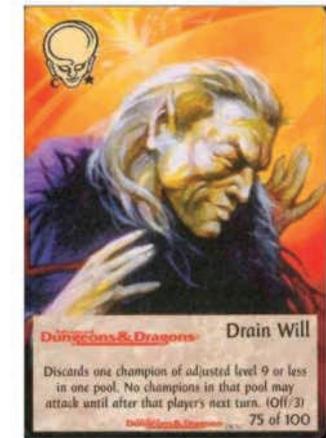
This powerful charm makes the attached champion immune to the special powers of an opposing dragon. (Def)



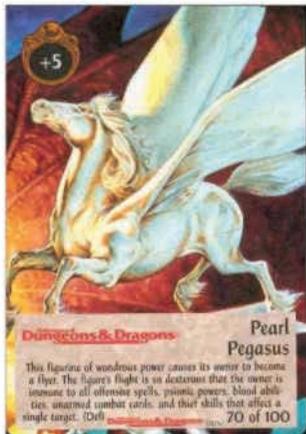
Despite the specific notation on the card, Psionic Disintegration cannot be used in a deck with any edition of Disintegrate.



Can be played at any time to negate all spells in play, including a just cast spell. No more spells may be cast until the end of this player's next turn. (Def)

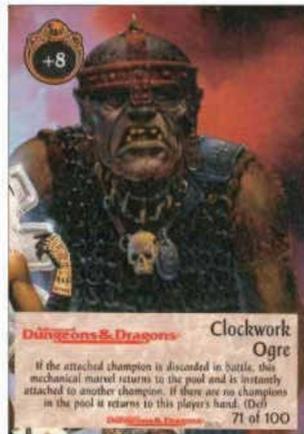


Discards one champion of adjusted level 9 or less in one pool. No champions in that pool may attack until after that player's next turn. (Off/3)

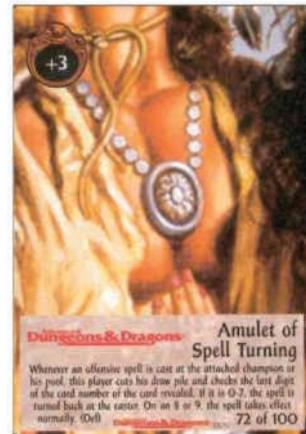


This figurine of wondrous power causes its owner to become a flyer. The figure's flight is so dexterous that the owner is immune to all offensive spells, psionic powers, blood abilities, unarmed combat cards, and thief skills that affect a single target. (Def) 70/100

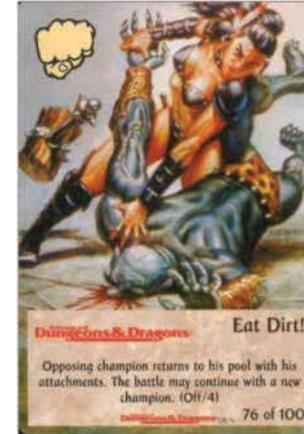
The Pearl Pegasus gives the attached champion immunity to psionicist's powers, including powers such as Devron Parscall's death field.



If the attached champion is discarded in battle, this mechanical marvel returns to the pool and is instantly attached to another champion. If there are no champions in the pool it returns to this player's hand. (Def)



The Amulet is effective against spells cast at the attached champion, spells cast generally against the player's pool (such as Death Fog), and spells cast at other champions and attached cards in the pool. Because of the wording on the card "Whenever an offensive spell is cast..." the Amulet can only be used once per offensive spell. If an offensive spell is successfully spell-turned, and then the original caster plays Spell Turning, the Amulet cannot be used again, since a second offensive spell has not been cast.



Opposing champion returns to his pool with his attachments. The battle may continue with a new champion. (Off/4)



The opposing champion is sent to the Abyss if defeated, regardless of any special power he may have. (Off/4)



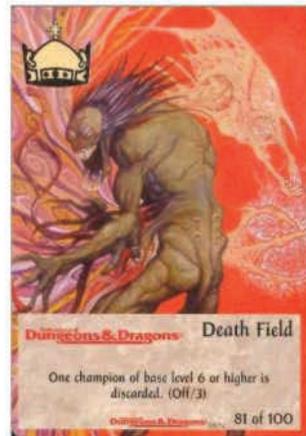
Usable only by any undead or dragon champion. The base level of this champion is doubled until the end of this round of combat. (Off/4)



Card Combo (from Bluntaxe's Spellfire Page): Use Armor of the High King to recover Create Minion each time it is used to retrieve a champion from the discard pile. If the Staff of Mimicry is used to duplicate the Armor, two champions can be recovered each turn. This combo is very effective to recover champions like Korgunard the Avangion that are often intentionally discarded.



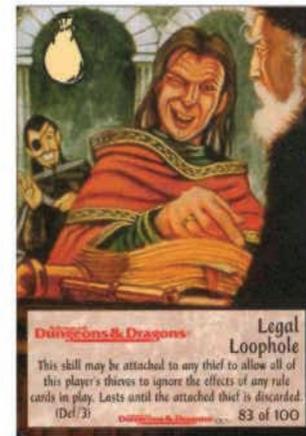
If this card is played by an attacker and the defending player chooses not to bring forward another defender, the realm is razed.
 Card Combo (from Tim Barth, barth@twcny.rr.com): Play Divine Wrath so that your opponent cannot play allies. Then follow with Melt Bone, which requires the opponent to play an ally or be defeated.
 Card Combo (from zuse2@webtv.net): In battle, cast ESP, which requires that the cards played into battle by the opponent are played face down. If the player guesses the card type, it is discarded. After ESP is in play, play a card that requires the opponent to play a certain type of card, such as Melt Bone (requires the opponent play an ally), Loup-Garou (opponent must have or play a magical item), Ki-Rin (opponent must have or play an ally). These cards make it rather easy to guess the next card to be played, ensuring it will be discarded and the opponent will be defeated.



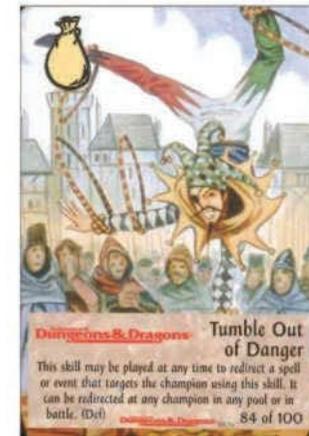
Card Combo (from Bluntaxe's Spellfire Page): Use Armor of the High King to recover Death Field each time it is used to discard a high level champion. If the Staff of Mimicry is used to duplicate the Armor, two champions can be discarded each turn.



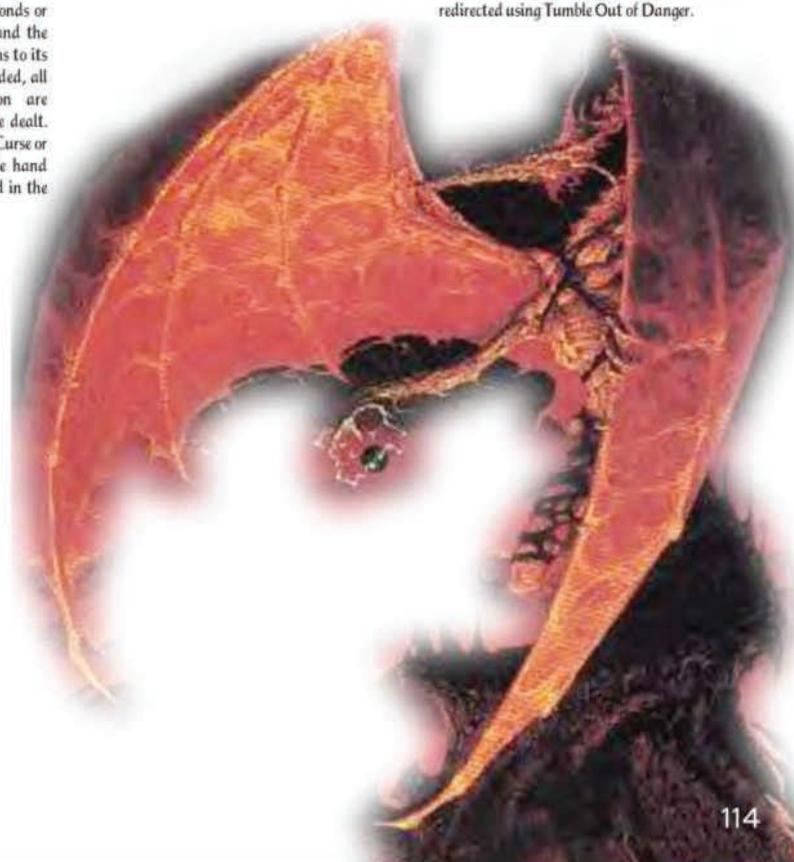
The cards are dealt first to the opponent, then to the player. This means that if there is an odd number of cards in the pool, the opponent will get one more card than the number discarded. Cards that remain with the opponent may be freely rearranged among hand and pool. For example, magical items may be attached to a different champion after the Con Game. If the opponent has a borrowed champion in the pool, such as through Curse of the Azure Bonds or Tyranthraxus, the Possessing Spirit, and the event is discarded, the champion returns to its original pool. If the champion is discarded, all cards attached to that champion are discarded, regardless of how they were dealt. Also, if the champion is discarded, the Curse or Tyranthraxus may be returned to the hand (assuming the event was not discarded in the Con Game deal).

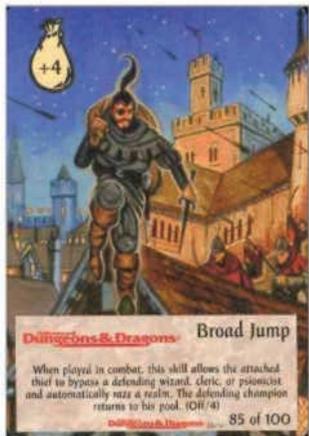


This skill may be attached to any thief to allow all of this player's thieves to ignore the effects of any rule cards in play. Lasts until the attached thief is discarded.



The redirected spell or event must target the champion using this skill, but it may also target other champions. For example, Slave Revolt targets a champion from each opposing pool. If a thief is targeted, he could use Tumble Out of Danger to redirect the effects of Slave Revolt to another champion. Cards such as Death Fog, that target a pool rather than a particular champion, cannot be redirected using Tumble Out of Danger.

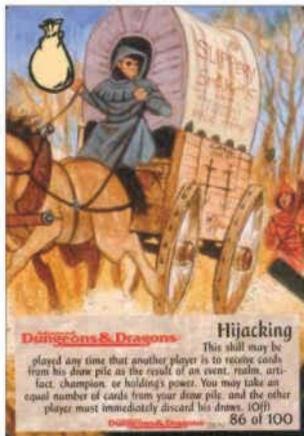




When played in combat, this skill allows the attached thief to bypass a defending wizard, cleric, or psionicist and automatically raze a realm. The defending champion returns to his pool. (Off/4)

85/100

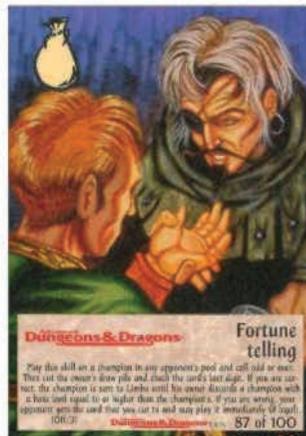
This card cannot be played when attacking a dungeon card, only when attacking a realm.



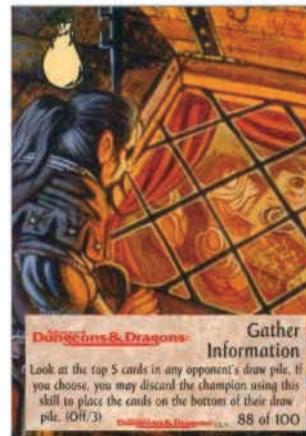
If What Goes Around Comes Around is in play, Hijacking can only be used against the player that initially drew extra cards, since Hijacking does not work on extra cards drawn as a result of a rule card.

Hijacking cannot be played from the hand after Transformation! has been played, since the hand must be discarded as a result of Transformation!

Hijacking can be played on the target of Kelaser Redbelt's power to take the five cards and leave the target player with no cards.



Play this skill on a champion in any opponent's pool and call odd or even. Then cut the owner's draw pile and check the card's last digit. If you are correct, the champion is sent to Limbo until his owner discards a champion with a base level equal to or higher than the champion's. If you are wrong, your opponent gets the card that you cut to and may play it immediately (if legal). (Off/3)



Look at the top 5 cards in any opponent's draw pile. If you choose, you may discard the champion using this skill to place the cards on the bottom of their draw pile. (Off/3)



Tell your opponent to break off the attack. If he does, the battle ends without spoils and nothing is razed. If he presses the attack, you may take the top 5 cards from your draw pile. Place any realms or holdings on the bottom of your draw pile. Any other cards may be played into the battle, regardless of restrictions (ie, multiple artifacts may be attached, spells may be used by nonspellcasters, etc). After combat is resolved, only legal cards may remain attached. (Def/4)

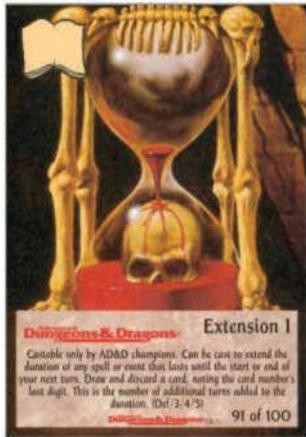
89/100

The cards usable in battle are played immediately. Only spells usable in phase 4 can be played.

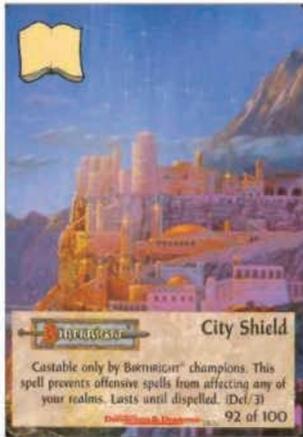


The attached thief can "follow" a champion that has just attacked a realm that has special movement or other restrictions. This champion may ignore those restrictions. Lasts until the attached champion is discarded. (Def/3)





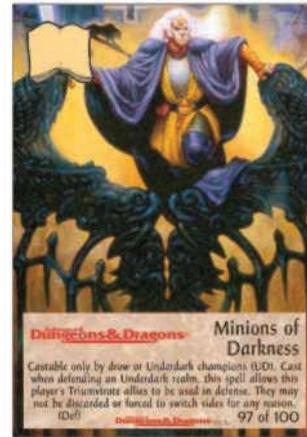
Dungeons & Dragons Extension I
 Castable only by AD&D champions. Can be cast to extend the duration of any spell or event that lasts until the start or end of your next turn. Draw and discard a card, noting the card number's last digit. This is the number of additional turns added to the duration. (Def/3/4/5)
 91 of 100



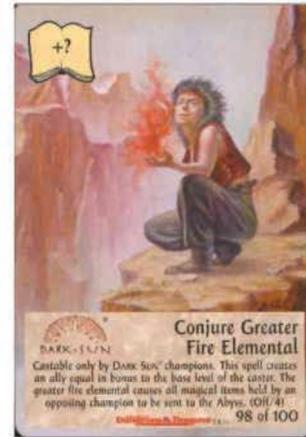
Dungeons & Dragons City Shield
 Castable only by Birthright champions. This spell prevents offensive spells from affecting any of your realms. Lasts until dispelled. (Def/3)
 92 of 100



Dungeons & Dragons Spectral Dragon
 Card Combo: With the rule card Brandobaris's Inversion (All champions of base level 6 and above are reduced to level 2...) in play, cast Spectral Dragon. All champions with a base level of 6 and above (before Brandobaris's Inversion is played) are discarded.
 Castable only by Dragonance champions. This spell creates a monstrous illusory dragon that swoops through all opposing player's pools, sending all champions of base level 4 or less to the discard pile. (Off/3)
 93 of 100



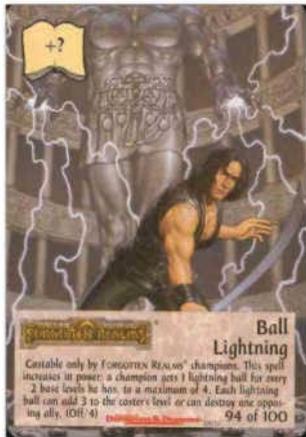
Dungeons & Dragons Minions of Darkness
 Castable only by draw or Underdark champions (UD). Cast when defending an Underdark realm, this spell allows this player's Triumvirate allies to be used in defense. They may not be discarded or forced to switch sides for any reason. (Def)
 97 of 100



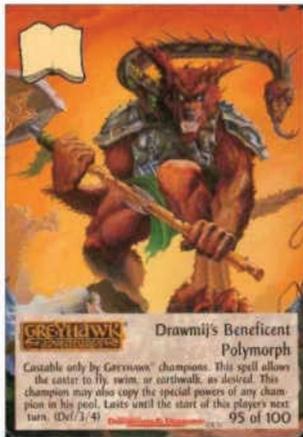
Dungeons & Dragons Conjure Greater Fire Elemental
 Castable only by Dark Sun champions. This spell creates an ally equal in bonus to the base level of the caster. The greater fire elemental causes all magical items held by an opposing champion to be sent to the Abyss. (Off/4)
 98 of 100



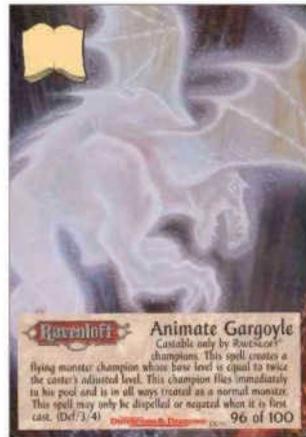
Dungeons & Dragons Divine Assistance
 This spell negates the effects of all dungeon cards in play until dispelled. (Off/3/4)
 99 of 100



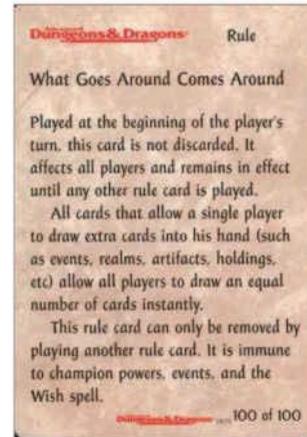
Dungeons & Dragons Ball Lightning
 Castable only by Forgotten Realms champions. This spell increases in power; a champion gets 1 lightning ball for every 2 base levels he has, to a maximum of 4. Each lightning ball can add 3 to the caster's level or can destroy one opposing ally. (Off/4)
 94 of 100
 The effect of each lightning ball (add 3 levels or destroy one ally) must be declared immediately when Ball Lightning is played.



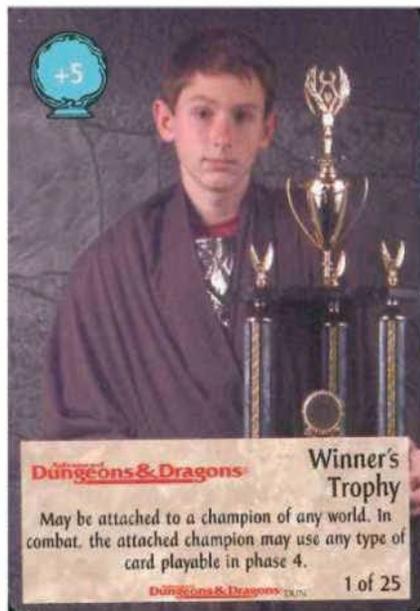
Dungeons & Dragons Drawmij's Beneficent Polymorph
 Castable only by Greyhawk champions. This spell allows the caster to fly, swim, or earthwalk, as desired. This champion may also copy the special powers of any champion in his pool. Lasts until the start of this player's next turn. (Def/3/4)
 95 of 100
 If this spell is Retargeted, the original caster determines which champion in his pool is duplicated by the new target champion.



Dungeons & Dragons Animate Gargoyle
 Castable only by Ravenloft champions. This spell creates a flying monster champion whose base level is equal to twice the caster's adjusted level. This champion flies immediately to his pool and is in all ways treated as a normal monster. This spell may only be dispelled or negated when it is first cast. (Def/3/4)
 96 of 100



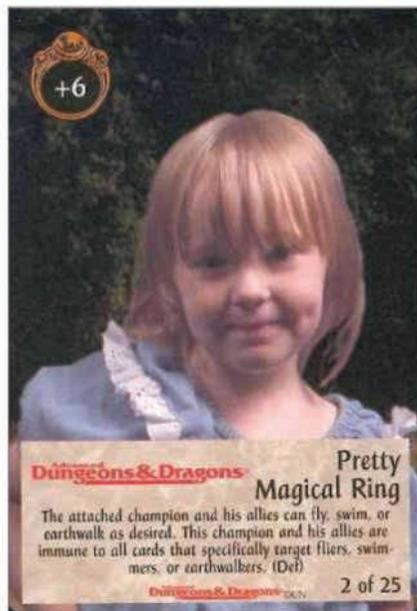
Dungeons & Dragons Rule
What Goes Around Comes Around
 Played at the beginning of the player's turn, this card is not discarded. It affects all players and remains in effect until any other rule card is played.
 All cards that allow a single player to draw extra cards into his hand (such as events, realms, artifacts, holdings, etc) allow all players to draw an equal number of cards instantly.
 This rule card can only be removed by playing another rule card. It is immune to champion powers, events, and the Wish spell.
 100 of 100
 When What Comes Around Goes Around is in play, if any players receive extra cards, regardless of the source, all players receive the same number of cards under the same conditions. For example, if one player plays Good Fortune, all players receive five cards. If a player uses Bag of Beans, all players cut their draw piles and take a card, discarding any realms. When the power of Gib Irod or the Bag of Holding is used, all players may draw a card, but each must discard a card, as the card powers require.
 If Hijacking is played on a Good Fortune while this rule card is in play, all players draw five cards, but only the player of Good Fortune must discard his cards.



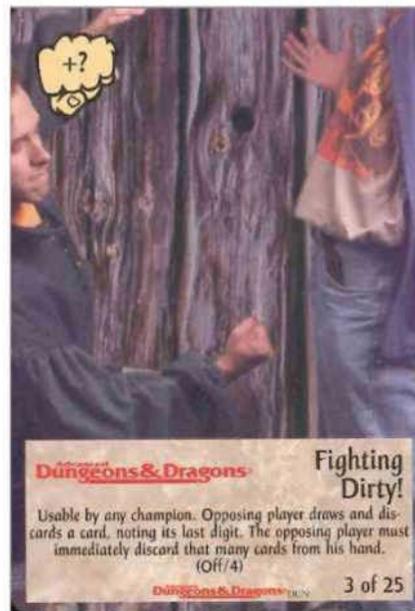
May be attached to a champion of any world. In combat, the attached champion may use any type of card playable in phase 4.

1/25

That's Adam Kowalke, winner of the sealed deck tournament, on the card.



The attached champion and his allies can fly, swim, or earthwalk as desired. This champion and his allies are immune to all cards that specifically target fliers, swimmers, or earthwalkers. (Def)



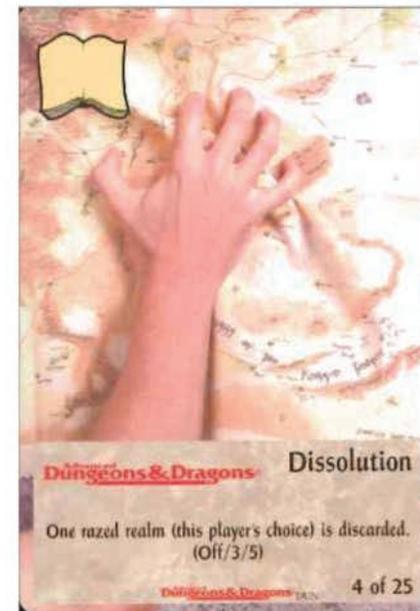
Usable by any champion. Opposing player draws and discards a card, noting its last digit. The opposing player must immediately discard that many cards from his hand. (Off/4)

3/25

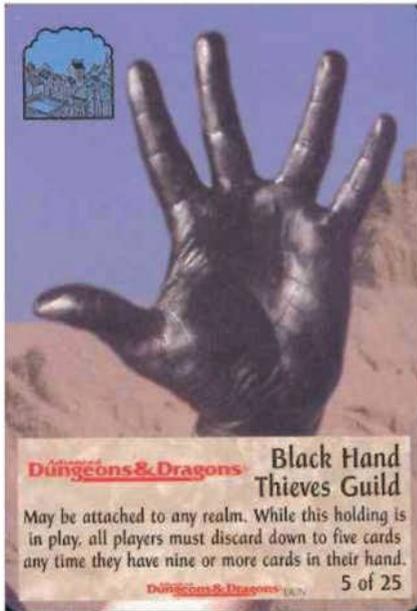
When the opposing player draws and discards a card noting its last digit, that digit is also the level bonus of the Fighting Dirty thief skill, as well as how many cards are discarded.

If this card changes sides in a battle, such as through the power of Master Illithid, the current bonus remains. The card power does not reset when it changes sides.

That's Gib Ted (Ted Forret) administering the punch below the belt. The victim is an unnamed TSR designer.



One razed realm (this player's choice) is discarded. (Off/3/5)



May be attached to any realm. While this holding is in play all players must discard down to five cards any time they have nine or more cards in their hand.

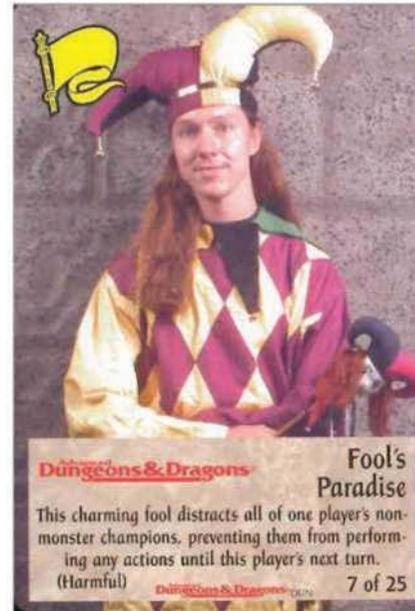
5/25

When drawing cards for any reason, all cards must be drawn first. Then, if the player has nine or more cards, the player discards down to five.

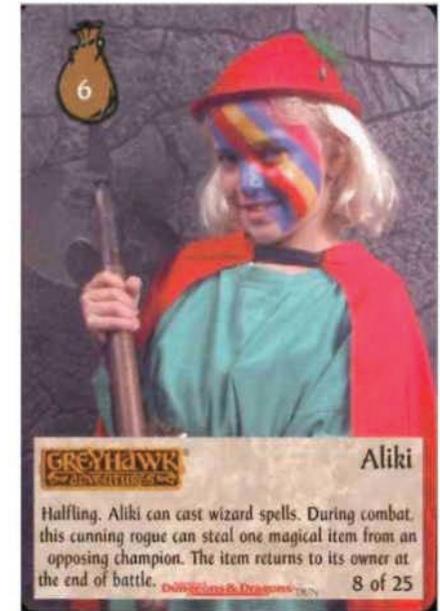
This holding is an excellent addition to 75- and 110-card decks. Games with these deck sizes have maximum hand sizes of 10 and 12 cards, respectively, so the power of the Black Hand Thieves' Guild will be triggered often. Because this holding affects the player, in addition to opponents, it's a good idea to include the Herald of Mei Lung in any deck that includes the Guild. The Herald grants immunity to all cards, including the Guild, that force cards to be discarded from the hand.



Name a card out loud. Immediately search an opponent's draw pile for that card. If you find it, send the card to the Abyss. If you don't find it, immediately send your foremost realm to the Abyss instead. (Harmful)



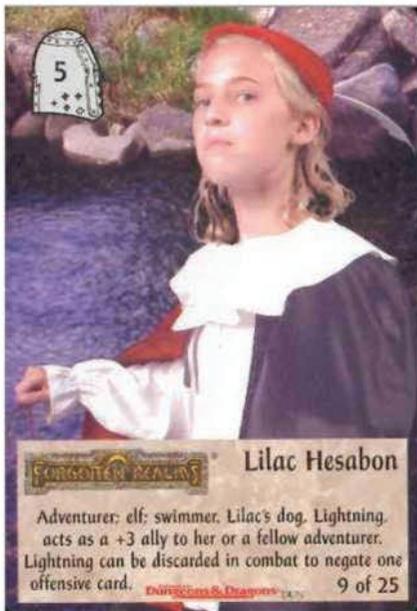
This charming fool distracts all of one player's nonmonster champions, preventing them from performing any actions until this player's next turn. (Harmful)



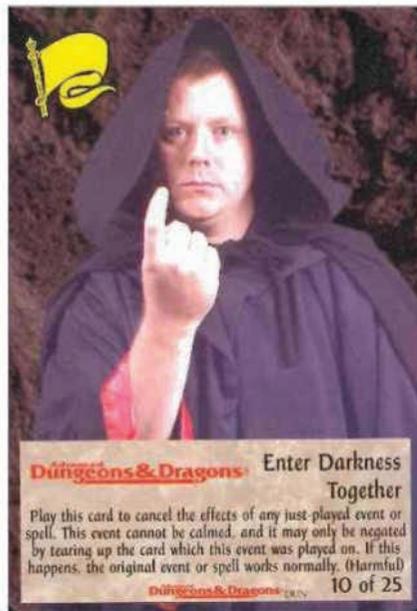
Halfling. Aliko can cast wizard spells. During combat, this cunning rogue can steal one magical item from an opposing champion. The item returns to its owner at the end of battle.

8/25

Emily Forester made this card at GenCon. The face paint is by Jon Lamkin.



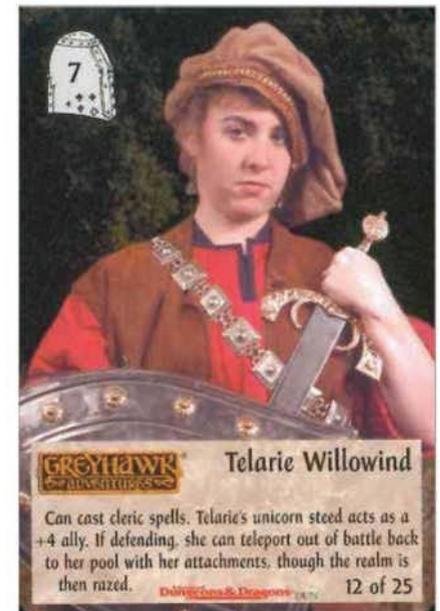
Usable by any champion. At any time, this player may look at any cards which are in play face down. Once per turn, this player may randomly pull half the cards from any player's hand and look at them.
11/25
When looking at half of any player's hand, the number of cards pulled is rounded down.



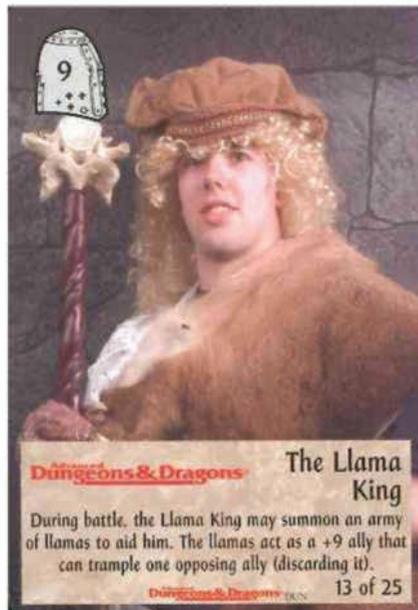
Play this card to negate a just-played event or spell. This event cannot be calmed, and can only be negated by tearing up the card which this event was played on. If this happens the original event or spell works normally. (Harmful)
10/25
Enter Darkness Together can be Deflected, but another Enter Darkness Together cannot be used to cancel this event.
That's Chuck Carey on the card.



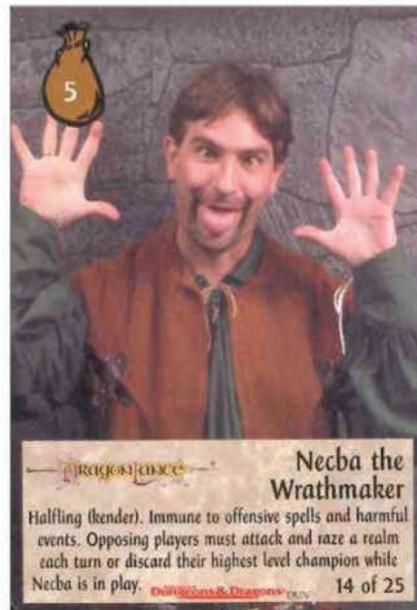
Usable by any champion. At any time, this player may look at any cards which are in play face down. Once per turn, this player may randomly pull half the cards from any player's hand and look at them.
11/25
When looking at half of any player's hand, the number of cards pulled is rounded down.



Can cast cleric spells. Telarie's unicorn steed acts as a +4 ally. If defending, she can teleport out of battle back to her pool with her attachments, though the realm is then razed.



During battle, the Llama King may summon an army of llamas to aid him. The llamas act as a +9 ally that can trample one opposing ally (discarding it).



An opposing player who does not attack and raze a realm discards his highest level champion in phase 5, after combat (phase 4) is completed. The champion discarded is the highest level champion in the pool at that time. If a player has two or more champions with the highest total, the targeted player decides which of his highest level champions he will discard.

If a player's highest level champion is immune to Necba's power, no champion is discarded. A champion like Manshoo of the Zhentarim or Chernevik can be the target of Necba's power, but then use its own power (discarding a card in the case of Manshoo) to avoid being discarded.

Even if a player cannot attack, due to realm restrictions for example, the player must still discard his highest level champion.

If Necba is in a player's pool and an opponent destroys all the player's realms, Necba will be discarded at the end of the current turn. However, Necba's power still functions, and the opposing player must attack and raze a realm or discard his highest level champion.

A realm need not be razed through combat to satisfy Necba's power. For example, a player could cast Creeping Doom during phase 3 and then attack in phase 4. That player would not have to discard a champion, since the requirements of Necba's power (attack and raze a realm) have been met.

A realm must be razed, not discarded (e.g. through Disintegrate) to satisfy Necba.

If Necba's power is copied by another champion (such as Gib Drawsemij), only one realm need be raised to satisfy the powers of both champions. If a realm is not razed the two highest champions must be discarded (or three highest champions, if three Necbas are in play, etc.). Once the original Necba is discarded, the copied powers no longer work, since the wording of the card says 'while Necba is in play.'

Card Combo: While Necba is in the pool, playing a card that prohibits combat, such as Wall of Fog and Solid Fog, ensures that opponents will discard their highest level champions.



Doubles the bonus of any unarmed combat card. This champion hates magic and cannot use magical items or artifacts. Gains 2 levels for each spell, magical item, or artifact used against him.

15/25

Shan doubles the bonus of any attached unarmed combat cards. Shan can only use unarmed combat cards usable by heroes.

This card was created by George Isele at the 1996 GenCon game fair.



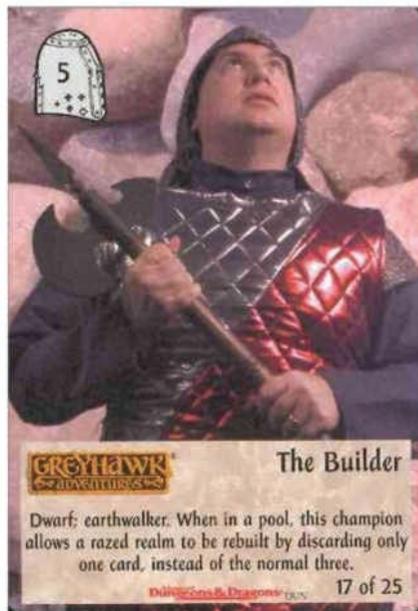
The Handmine is kept in a player's hand. If an opponent looks in the player's hand, the Handmine is activated forcing the opponent to discard his hand, as well as the card that allowed the opponent to look at the player's hand. The Handmine is then placed in the Void.

The card that allowed the opponent to look in the player's hand still functions, it is just discarded. Thus, if an opponent plays Cold Cup of Calamity, the player must still discard down to five cards. The opponent's hand is completely discarded by the Handmine.

Handmine does not affect cards that call for some of the hand to be displayed, such as El Hadid, Dr. Rudolph von Richten, and Plentiful Psionics.

Because Handmine is a harmful event, it can be deflected, and another player, chosen by the player of Deflection, must discard his hand.

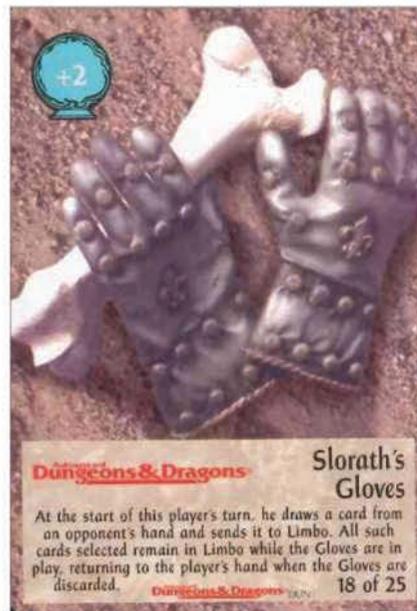
Handmine will not function while Throne of the Pharaohs is in play.



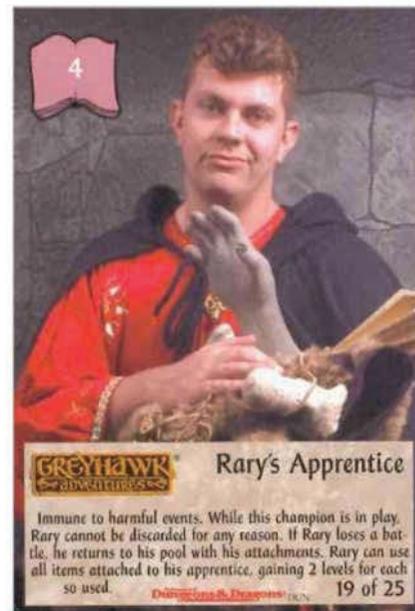
Dwarf; earthwalker. When in a pool, this champion allows a razed realm to be rebuilt by discarding only one card, instead of the normal three.

17/25

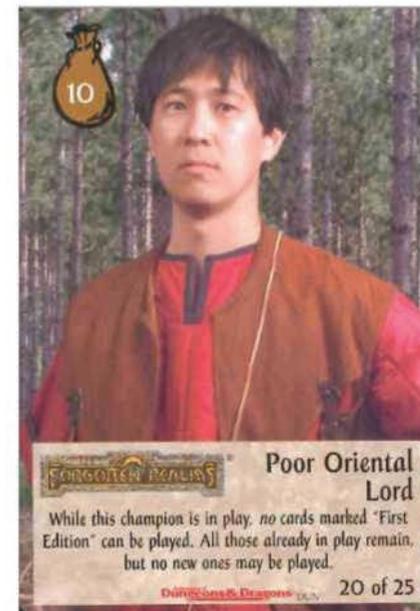
The power of the Builder applies only to the player whose pool the Builder is in.



At the start of this player's turn, he draws a card from an opponent's hand and sends it to Limbo. All such cards selected remain in Limbo while the Gloves are in play, returning to the player's hand when the Gloves are discarded.



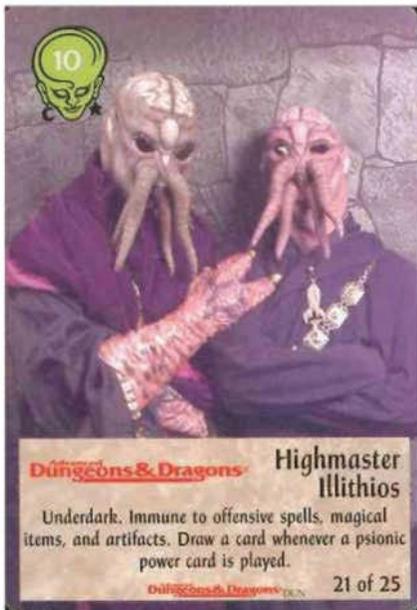
Immune to harmful events. While this champion is in play, Rary cannot be discarded for any reason. If Rary loses a battle, he returns to his pool with his attachments. Rary can use all items attached to his apprentice, gaining 2 levels for each used.



While this champion is in play, no cards marked "First Edition" can be played. All those already in play remain, but no new ones may be played.

20/25

Because it is immune to the special powers of opposing champions, Ethereal Champion can play any cards while in combat with Poor Oriental Lord. It cannot, however, be put into play while the POL is in play, since Ethereal Champion is a first edition card. Similarly, the Celestial Emperor and Turin Deathstalker cannot be brought into play, but can play cards of any edition, while POL is in play.



Underdark. Immune to offensive spells, magical items, and artifacts. Draw a card whenever a psionic power card is played.
21/25

His power is (Def)

The player with Highmaster Illithios draws a card whenever a psionic power card is played. The player does not draw when a psionic power is used, only if a card is played.



Can cast wizard and cleric spells. This champion is immune to harmful events and rule cards. Chaos Lord may be sent to the Abyss to rearrange all realms in all formations (this player's choice).
22/25

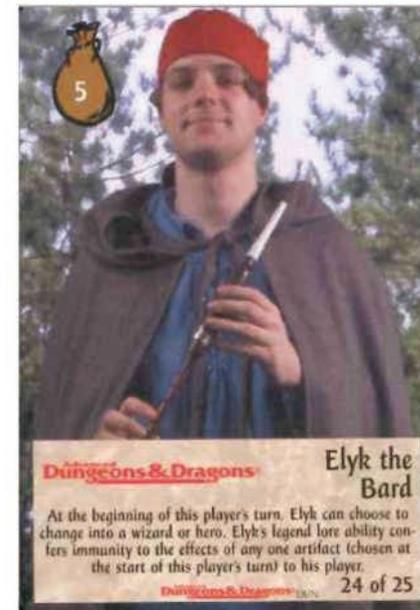
This card was created by Tony Novello at GenCon 1996.



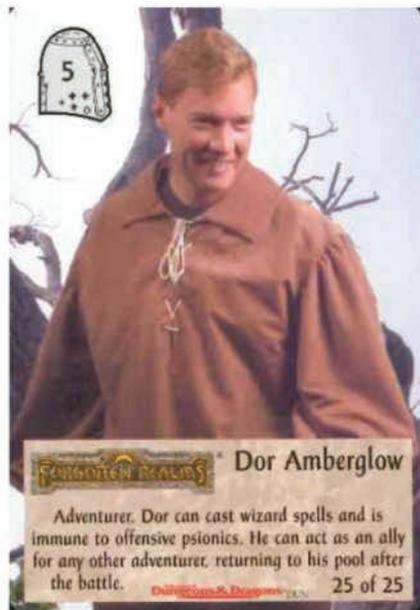
Giant. This ally regenerates and remains in play for an entire attack on a realm; it is discarded only after the realm is razed or the attack discontinued.
23/25

The Giant Troll can be played on attack or defense, but it remains for each round only when attacking. when defending, it is discarded at the end of the round like a any other ally.

If the Giant Troll is animated by Gib Hcivonad to become a champion, he may only attack once per battle.



At the beginning of this player's turn, Elyk can choose to change into a wizard or hero. Elyk's legend lore ability confers immunity to the effects of any one artifact (chosen at the start of this player's turn) to this player.
24 of 25



Adventurer. Dor can cast wizard spells and is immune to offensive psionics. He can act as an ally for any other adventurer, returning to his pool after the battle. 25/25

That's me, Mike Forester, in the picture. Dor Amberglow is my Living City character.



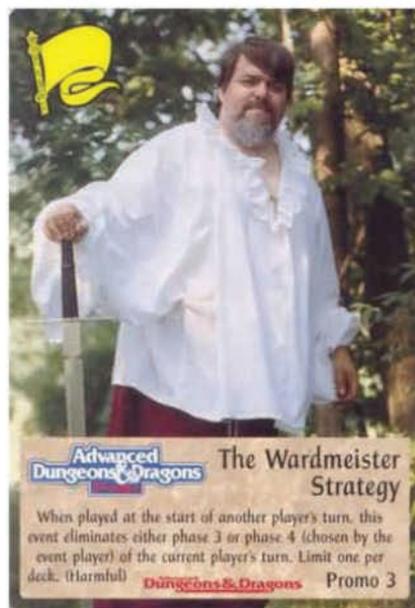
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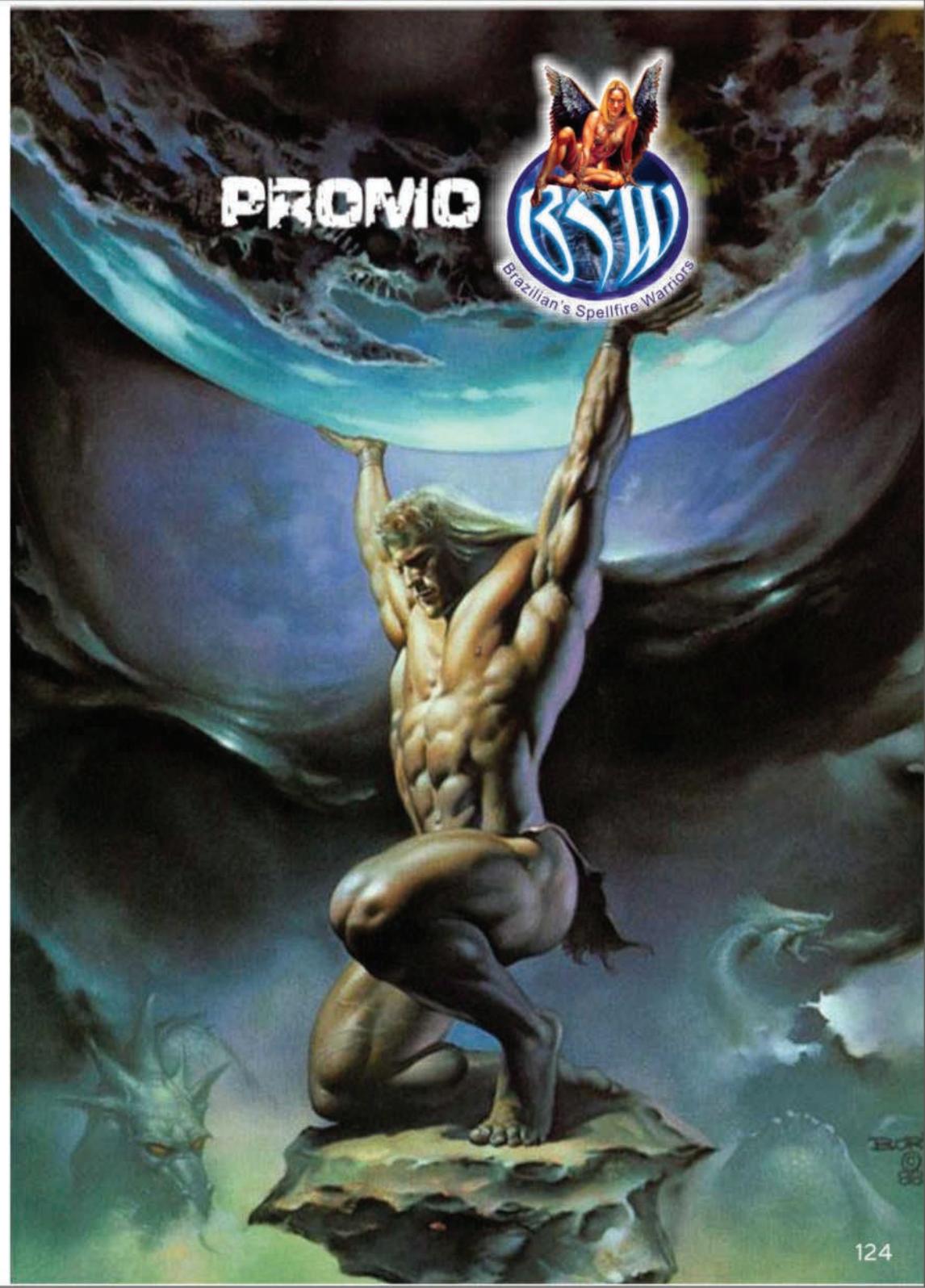
This artifact can be attached to any champion, and increases his level to 10. Limit one per deck.



This holding can be attached to any realm. The realm can cast any spell and is never affected by events. Limit one per deck.



When played at the start of another player's turn, this event eliminates either phase 3 or phase 4 (chosen by the event player) of the current player's turn. Limit one per deck.





PROMO BSW 1 – Ano: 2007

Nome: Lucal, the Giant's Abyss

Referencia: Promo 1/2007

Quantidade Fabricada: 10 unidades

cone/Características: Campeão Psíquico de nível 9 do mundo de Dark Sun.

História: Luiz Cláudio, também chamado Lucal, foi o campeão do 1º Campeonato Nacional de Spellfire, organizado por membros da Liga BSW em 01 de julho de 2006, na cidade de São Paulo/SP.

Resumo Campeão: Formado em Design de Projeto de Produto, casado, com 1,93m, aos 29 anos partiu com um contrarrotineio de Vitória/ES, para 14 horas de viagem, indo competir no campeonato nacional. Com o objetivo de vencer duas partidas, teve sorte quando por uma única vitória de 2 a zero, na primeira fase, passou para a fase final como o lanterna. Com um deck sem as cartas mais raras, contando com uma tática própria, um combo de blood abilities e sorte, venceu os 3 jogadores seguintes e se tornou o primeiro campeão nacional dos torneios da Liga BSW.

Personagem: Psíquico nascido em DarkSun, utiliza seus machados para efetivar seus ataques, tem 7 metros de altura. Imagem: Fotomontagem do próprio Lucal segurando dois machados.

Texto: Giant, Earthwalker. Can cast wizard spells. Lucal can be placed to abyss to send any card from any abyss to the void as well.(Def/Off)

Tradução: Lucal o Gigante do Abismo. Gigante. Earthwalker. Pode lançar feitiços de mago. Lucal pode ser enviado para o abismo para mandar qualquer carta de qualquer abismo para fora do jogo (Void).

Regra: Lucal pode ser enviado para o abismo a qualquer momento do jogo. A carta escolhida pode ser qualquer uma que esteja no abismo, tanto do jogador quanto do oponente. Lucal é um "Celestial Warrior".



PROMO BSW 2 – Ano: 2007

Nome: Do you know the Tournament Champion?

Referencia: Promo 2/2007

Quantidade Fabricada: 10 unidades

cone/Características: Evento

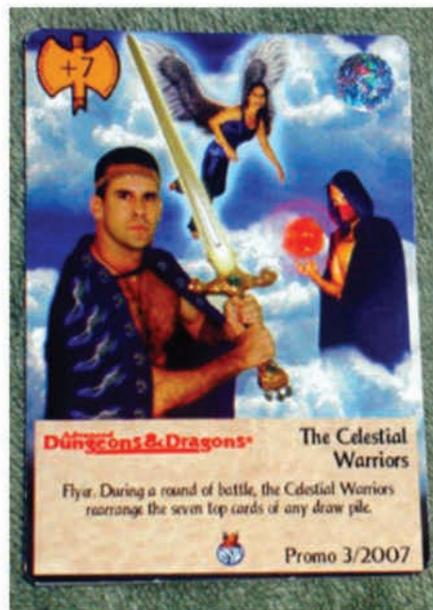
História: Carta criada com o objetivo de divulgar o símbolo da Liga BSW.

Imagem: Símbolo da Liga BSW.

Texto: Play this event when attacking, just after that the opponent has sent a defender forward. He must say the name of the last Tournament Champion, if he guesses, the battle continues, but if he doesn't know, then he loses the round and his champion is discarded.(Harmful)

Tradução: Você conhece o Campeão do Torneio? Jogue este evento quando atacando, depois do oponente escolher o defensor. Ele deve dizer o nome do último Campeão do Torneio, se ele acertar a batalha continua, se não, ele perde o round e seu campeão é descartado.

Regra: O nome a ser dito é o do campeão atual do campeonato nacional e deve ser o nome oficial completo. Este muda a cada campeonato nacional.



PROMO BSW 3 – Ano: 2007

Nome: The Celestial Warriors

Referencia: Promo 3/2007

Quantidade Fabricada: 15 unidades

cone/Características: Aliado de nível 7.

História: Gelson Lozer, Campeão do 2º Campeonato Nacional de SpellFire, além de grande jogador de Spellfire também Campeão Capixaba 2006 e Campeão Carioca 2007/1.

Resumo Campeão: Residente em Vitória/ES, este capixaba capitão da polícia militar, ele desempenha importante função dentro da Liga BSW atuando junto na organização do campeonato de seu estado. Trazendo consigo sua esposa Glauce Santiago, que também joga, estando presentes em todos os campeonatos oficiais da Liga.

Personagem: Os Guerreiros Celestiais são formados de honra e glória, seu poder divino os torna capazes de grandes feitos, quando descem a terra sua presença é notada por todos os mortais. Sua linhagem é eterna trazendo sempre novos membros a presença do seleto grupo dos vencedores.

Imagem: Fotomontagem do próprio Gelson Lozer, segurando uma espada européia com cabo foliado a ouro, trazida por ele próprio de uma viagem a este continente. De capa, Lucal o Vice-Campeão e ao fundo Glauce Santiago esposa de Gelson.

Texto: Flyer. During a round of battle, the Celestial Warriors rearrange the seven top cards of any draw pile.

Tradução: Voador. Durante um round de batalha, The Celestial Warriors reorganiza sete cartas do topo de qualquer pilha de saque.

Regra: Pode reorganizar o topo de qualquer pilha de saque, em qualquer ordem desejada, mesmo se for utilizado como campeão por Gib Hcinonad. Este aliado não afeta o campeão em si, portanto os campeões não são imunes aos seus efeitos.



PROMO BSW 4 – Ano: 2007

Nome: Triple Fortune

Referencia: Promo 4/2007

Quantidade Fabricada: 30 unidades

cone/Características: Artefato nível +3

Imagem: Três esferas reflexivas, onde a central contém o brilho com as letras do símbolo da Liga BSW.

Texto: Triple Fortune. Each time that one of your card is duplicated, copied or reflected, you can look at the three cards from the top of your draw pile. If anyone of that can cancel the opposing action, so you can use that being it of any type. Then your draw pile must be reshuffled and the card used must be discarded.

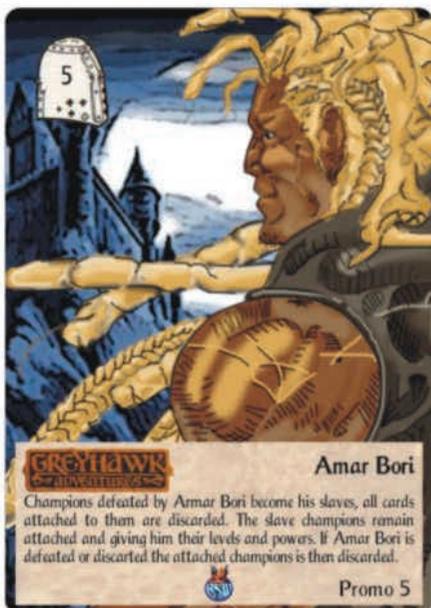
Tradução: Sorte Tripla. Em cada tempo que uma de suas cartas for duplicada, copiada ou refletida, você pode olhar três cartas do topo de sua pilha de saque. Se qualquer uma das cartas puder cancelar a ação oponente, você pode usá-la sendo esta de qualquer tipo. Sua pilha de saque deve ser embaralhada e a carta usada deve ser descartada.

Regra: A carta a ser procurada pode ser tanto para cancelar a carta que copia/duplica quanto a carta gerada na cópia/duplicata. (Ex: Quill Pen copia um feitiço, você pode olhar e sacar um Dispel para dispersar a cópia, o mesmo se aplica a eventos por Bell of Might e Onad the Weasel)

A carta sacada somente pode ser uma carta "Counter Effect". A pilha de saque deve ser embaralhada independentemente de se achar uma carta ou não. Também no caso de uma cópia que não possa ser cancelada pode-se checar e embaralhar a pilha de saque.

O campeão anexado pode utilizar a carta sacada sendo da de qualquer tipo, porém respeitando-se imunidades existentes em jogo.

Refletir se aplica também a Deflection, Re-target, Reflection, Spell-Turning e outras cartas que geram este tipo de poder.



PROMO BSW 5 – Ano: 2008

Nome: AMAR BORI

Referencia: Promo 5

Quantidade Fabricada: 30

cone/Características: Herói de nível 5

Imagem: Desenho Vencedor do 1º Concurso de Desenhos da Liga BSW de SpellFire

Texto: Champions defeated by Amar Bori become his slaves, all cards attached to them are discarded. The slave champions remain attached and giving him their levels and powers. If Amar Bori is defeated or discarded the attached champions is then discarded.

Tradução: Campeões derrotados por Amar Bori tornam-se seus escravos, todas as cartas anexadas a eles são descartadas. Os campeões escravos permanecem anexados a ele fornecendo a ele seus níveis e poderes. Se Amar Bori for derrotado ou descartado os campeões anexados são descartados.

Regra: Campeões derrotados subentende-se que fizeram face contra Amar Bori em combate, campeões mortos por Amar Bori no poço não se tornam seus escravos. Se Amar Bori for derrotado ou descartado de alguma forma do jogo, todos os escravos devem ir para as pilhas de descarte pertencentes aos seus possuidores.



PROMO BSW 6 – Ano: 2008

Nome: Sakatas Range

Referencia: Promo 6

Quantidade Fabricada: 25

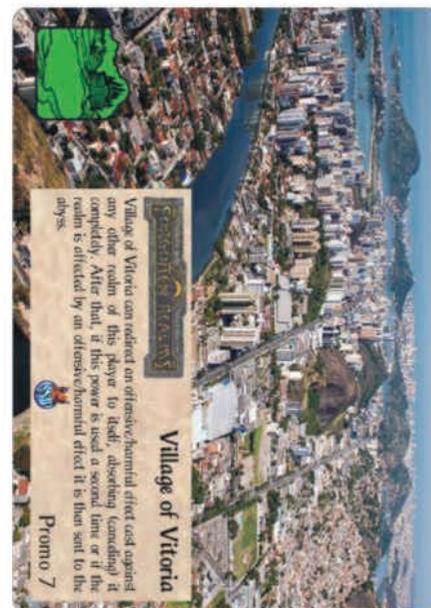
cone/Características: Carta de combate desarmado de nível 7

Imagem: Desenho Vencedor do 1º Concurso de Desenhos da Liga BSW de SpellFire

Texto: Can not be used by undead. When played, discard all attached cards of the opposing champion, Cards attached after it have only its level. (Off/4)

Tradução: Não pode ser usado por mortos-vivos. Quando jogada, descarta todas as cartas anexadas ao campeão oponente, cartas anexadas depois, tem somente nível. (Of/4)

Regra: Como toda carta de combate desarmado, em sua íntegra, só pode ser utilizada por heróis. Cartas anexadas subentende-se cartas já existentes em jogo e não cartas recém lançadas.



PROMO BSW 7 – Ano: 2008

Nome: Village of Vitoria

Referencia: Promo 7

Quantidade Fabricada: 20

cone/Características: Reino

Imagem: Foto aérea da cidade de Vitória Capital do Espírito Santo, sede do 4º Campeonato Nacional de SpellFire

Detalhes: O nome da carta se deve aos primórdios da história da capital capixaba, quando Vasco Fernandes Coutinho, descobridor destas terras tentou invadir a ilha, hoje capital, e foi impedido por índios que ali habitavam, depois de vários dias de batalhas eis que conseguiu a famosa "vitória", e assim batizou a ilha que logo foi habitada e era chamada "Vila da Vitória" e em homenagem a esta batalha e a cidade sede do campeonato, criou-se a carta de nome Village of Vitoria.

Texto: Village of Vitoria can redirect an offensive/harmful effect cast against any other realm of this player to itself, absorbing (canceling) it completely. After that, if this power is used a second time or if the realm is affected by an offensive/harmful effect it is then sent to the abyss.

Tradução: Village of Vitória pode redirecionar um efeito ofensivo/maléfico lançado contra qualquer outro reino deste jogador para si, absorvendo-o completamente. Depois disto, se o poder for usado uma segunda vez ou se o reino for afetado por um efeito ofensivo/maléfico ele é enviado para o abismo.

Regra: Se Village of Vitoria for atingida por uma carta maléfica/ofensiva antes de usar o seu poder, o reino sofre o efeito normal da carta lançada.

Uma carta que atinge simultaneamente os reinos deste jogador e outros reinos em jogo, Village também pode ser usada para cancelá-la.

Village Of Vitória só retém poderes de cartas lançáveis ou eventos, outros tipos de cartas não são retidas por seu poder.