

Magic: The Gathering - BattleMage FAQ/Walkthrough

by chessjerk

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Magic: the Gathering - Battlemage FAQ

Version 2.0

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Welcome to my Magic: the Gathering - Battlemage FAQ. Many enjoy the card game version of Magic: the Gathering, now you can play a different version with your favorite cards from actual gameplay.

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I. The Object of the Game

There are two modes of battle in this game: Duel and Campaign. In Duel, you face off against another player or the computer with a predetermined deck of spells for a one battle showdown. In Campaign mode, you select one of six different wizards and attempt to prevent the evil wizard Ravidel from conquering the continent of Corondor.

II. Controls

In the menus:

Circle - nothing
X - select
Triangle - go back one menu
Square - nothing
L1 - decrease number of a card
L2 - scroll up the card list
R1 - increase number of a card
R2 - scroll down the card list

In battle:

Circle - cancel a selection, deselect a target, discard a flashing card
X - cast a spell, activate an ability
Triangle - view a selected creature, enchantment, or artifact's abilities
Square - select creatures for attack or block/select targets for spells
L1 + any - scroll the battlefield map
L2 + left/right - cycle through hand in window
L2 + up/down - zoom in and out on the battlefield
R1 - open or close hand of cards
R2 + left/right - cycle through your creatures on the battlefield
R2 + up/down - switch between you and opposing wizard
L2 + R2 - toggle the "shadows" on the battlefield units
Select + Start - quit battle

III. Main Menu

The following options are on the main menu:

Archive - view all the cards that are available (see section VII)
Duel - challenge another player or the computer to a duel using one of the many existing decks, or build your own deck of cards to use
Campaign - start or continue a campaign to save the world from the evil Ravidel
Options - change the settings of the game
Credits - see the creators of the game

IV. Building a Deck

Under the book icon in the Duel menu, you may select one of many pre-existing decks saved inside the game (including the six default decks used by the six characters you can choose) or you may build your own deck.

The window on the left displays the cards in the current deck that has been selected. At the bottom left is the Load Deck button, where you may load a different deck from the game itself or that has been saved on a memory card.

The first button at the top is the Edit Deck button. Turning this on allows the player to modify the current deck. The second button is the New Deck button. Pressing this starts a new deck from scratch. The third button changes the type of cards shown in the window (creatures, enchantments, sorceries, instants, interrupts, artifacts, and land). To change the color of the cards in the window, select the color from the color wheel at the bottom right.

If you build a new deck, the button at the bottom left becomes a Save Deck button. A deck must have at least 1 land and 40 spells before it is usable and can be saved. There is no maximum to the amount of cards a deck can have, however, you can only have 4 of a particular card in a deck (or 99 of a particular land card). You do not have to save a deck to use it in a duel, but the deck will be lost if the game is turned off before saving.

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V. The Basics of Deck-Building
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Of course, it's one thing to build a deck with your favorite overpowered cards. It's another thing entirely to build a deck that can quickly kill your opponent.

There are 2 ways to win a battle. The simplest (and most common) method is to reduce your opponent's life total to zero. Each wizard starts a battle with 20 life points. When a wizard's life total is reduced to zero, the opposing wizard wins. Reducing a wizard's life total is accomplished by summoning creatures to attack the opposing wizard and casting spells that cause damage (directly or indirectly) to the opposing wizard's life total.

The alternate method is to run the opponent out of cards. There is no way to tell how many cards are remaining in a player's library, but if you see the screen fade to black and no one had been reduced to zero life, that's what happened. If a player must draw a card and cannot, that player loses. In Duel mode, it is very difficult to win a battle this way simply due to the minimum size of the decks that can be built. In Campaign mode (especially early on), this method of victory happens more often, as the deck size in the beginning of Campaign mode can easily be less than 20 cards, as compared to a minimum of 40 for Duel mode.

As far as deck composition goes, there are 2 main parts of a deck: spells and land. You need land to generate mana to cast spells, and depending on what color cards you are using, you will need different types of land to cast the spells you want to play in battle.

First, decide on what color of cards you want to use. As an example, let's make a deck using only white cards. The main staple of any deck is its creatures, and you need a good mix of them in order to succeed in battle. What you cannot do is simply pick the biggest creatures and no smaller creatures, because bigger creature have a higher need for mana to play them. If you have nothing but spells that cost 5 mana or more in your deck, in every game you will be sitting around doing nothing for four turns while an opponent with smaller and lower mana costing creatures will destroy you before you can do anything. You need a mix of a lot of small creature and a few big creatures.

Looking over the white creatures in the card list, let's pick some white creatures. Savannah Lions, Tundra Wolves, and White Knights are good low mana

cost creatures. Pearled Unicorns and Northern Paladins are in the middle of the road. Serra Angels are at the top of the list as far as power goes, but they cost the most mana to play. Now, you can have up to four of each, but you don't want four of the bigger creatures for two reasons. One: you probably won't need more than one to use as a finishing blow to your opponent, and two: you don't want to draw them too early, but you do want to eventually draw them at some point. So, let's start with:

Northern Paladin x3
Pearled Unicorn x3
Savannah Lions x4
Serra Angel x2
Tundra Wolves x4
White Knight x4

Now, there are other white spells to consider. Enchantments can either affect the entire playing field ("global" enchantments) or can be directly cast on a target ("local" enchantments). If an enchantment specifies where it can be played (i.e. "Enchant Creature"), then it has to be played on a creature. If it doesn't (i.e. just simply "Enchantment"), then it is a global enchantment. Personally, I tend to shy away from enchantments that enhance a single one of my creatures. The reason has to do with a battle concept I call "card advantage". Simply put, if you have more cards in your hand and in play than your opponent, most likely, you are winning the battle. The reason not to use enchantments on your creatures is that if that creature is destroyed by one spell of the opponent, you lose both the creature and the enchantment and thus lose a card in card advantage.

Looking over the white enchantments, the best enchantment is Crusade. It doesn't cost much mana (2), and it boosts all of your white creatures by +1/+1. Be careful, though. If your opponent is also using white creatures, they will receive the boost too. Since it will help all of your creatures and won't always help your opponent, let's use three of them.

Crusade x3

Now look at the sorceries and instants. These are spells that have a one-time effect and then are discarded. Armageddon and Wrath of God definitely have their uses, generally depending on how the battle is going. If you are winning handily, Armageddon can seal the victory, since destroying all lands in play doesn't allow the opponent to cast any more spells very quickly, forcing them to try and come back with the creatures they currently have in play. On the other hand, Wrath of God is good for when you are behind and need to level the playing field. Remember what I said about card advantage. If your opponent has four creatures in play and you only have one, Wrath of God is a good play that gains you two cards in card advantage (you lose Wrath of God and your one creature, but your opponent loses four creatures). Also, Wrath of God is good for dealing with annoying creatures that have Protection from White, meaning that you can't touch them with anything else in your all-white deck. Let's use two of each.

Armageddon x2
Wrath of God x2

The instants to use include Disenchant, Healing Salve, and Swords to Plowshares. Disenchant helps deal with annoying enemy enchantments and artifacts, Healing Salve can give you a quick life boost for minimal mana cost, and Swords to Plowshares gives you targeted creature destruction at the cost of allowing your opponent to gain a little life. Let's use three of each since they have very low mana cost.

Disenchant x3
Healing Salve x3
Swords to Plowshares x3

Speaking of artifacts, they can be used in any deck since they don't require any particular color of mana to play. Since we have a lot of creatures already, we don't need artifact creatures. However, two artifacts that have great uses in this deck are Howling Mine and Nevinyrral's Disk. Howling Mine increases the number of cards you draw each turn and Nevinyrral's Disk (like Wrath of God) acts as a reset button to be used if you need to turn the tide of battle back into your favor. Let's include two of each.

Howling Mine x2
Nevinyrral's Disk x2

Here is how the deck looks so far (total 40 spells):

Northern Paladin x3
Pearled Unicorn x3
Savannah Lions x4
Serra Angel x2
Tundra Wolves x4
White Knight x4
Crusade x3
Armageddon x2
Wrath of God x2
Disenchant x3
Healing Salve x3
Swords to Plowshares x3
Howling Mine x2
Nevinyrral's Disk x2

Another aspect of the deck to consider is the number of cards that cost a certain number of mana in the deck. Ideally, in the first few turns of battle, we want to play a spell every turn, otherwise we have wasted turns where we sit around doing nothing. Here's is the analysis for this deck:

1 mana: 14
2 mana: 12
3 mana: 3
4 mana: 9
5 mana: 2

This distribution isn't bad. Since there are so many cards in the 1 or 2 mana range, the lack of three mana spells isn't too bad, since we can possibly cast two spells on the third turn (a one mana spell and a two mana spell), instead of just one three mana spell. The four and five mana spells are finishing moves (Serra Angel/Armageddon) and battle recovery spells (Wrath of God, Nevinyrral's Disk).

Finally, we need land. I like to use a 2:1 ratio of spells to land in my decks. This usually assures that I have two or three land in my opening hand. Let's go with 20 plains, making the final deck 60 cards in total.

Plains x20

Try it out in a duel and see how you do. The basic strategy is cast as many small creatures as you can and send them after the opposing wizard, hopefully enhanced by Morale. If your opponent begins summoning threatening creatures

against you (mainly look out for high toughness creatures that block your creatures and kill them), use Swords to Plowshares to get rid of them. If you get a Serra Angel into play and your opponent has no way to deal with her, the battle will quickly be over. If you fall behind because of a poor card draw, feel free to sit back and unleash a Wrath of God on your unsuspecting opponent, and begin the swarm again.

Naturally, this is only one of many ways to build a deck, and you can use multiple colors of cards instead of just one color. When in doubt, build a deck and try it out in battle a few times. If you notice certain deficiencies, go back and modify the deck as needed.

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VI. Card Abilities
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i. Terminology
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An explanation of the terms used on the cards is as follows:

Casting cost: The mana cost to play a card. For example, a casting cost of 3BB means 2 black mana and 3 mana of any color are required to cast the spell.

Power/toughness: All creatures have a power/toughness indicator. When a creature deals damage to a target, it deals damage equal to its power. When a creature receives damage greater than its toughness, or if a creature's permanent toughness is reduced below zero, it dies.

Continuous abilities: Some spells have abilities that are always active. For example, Howling Mine has "Each player draws one extra card per turn." There is no activation cost required; as long as the spell is in play, its effect is active.

Activated abilities: Some spells have abilities that are not always active and must be used manually. For example, Drudge Skeletons have "B: Regenerate" as an ability. This means that the controller can pay 1 black mana at any time to regenerate Drudge Skeletons. Be careful though, since the ability will not activate on its own, and if you forget to use it, the skeletons will simply die without regenerating. You have to select the spell and bring up the menu to pay the cost and activate the ability.

"tap": A tapped card is a card in play but is not active. When a card is tapped to use an ability, as a result of an attack or block, or any other fashion, it will untap on its own after a certain period of time passes, unless the ability specifically states that the card does not untap on its own. A tapped card on the battlefield is denoted by a curved arrow. Some abilities require you to simply tap it to use it, others may require a mana cost in addition to tapping it.

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ii. Creature Abilities
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Some creature battle abilities are as follows:

First Strike: A creature with first strike deals damage before creatures without first strike. For example, if an Elvish Archers (2/1 first strike) is battling a Grizzly Bears (2/2), the Elvish Archers would kill the Grizzly Bears

and not receive any damage since the Bears are killed before they can deal their damage. On the other hand, if the creature without first strike doesn't die, the non-first strike creature deals its damage normally. If the Elvish Archers were instead battling a Giant Spider (2/4), the Elvish Archers would deal 2 damage to the Giant Spider, who would then in turn kill the archers with its 2 damage attack. If two creatures with first strike attack each other, damage is dealt as if neither of them have first strike.

Flying: A creature with flying cannot be blocked by creatures without flying, unless specifically stated (see: Giant Spider). Flying creatures also have the advantage of not dealing with the terrain and tend to attack opposing wizards more quickly than non-flyers.

Trample: A creature with trample is not tapped after a fight with another creature, provided it is still alive. It can then go on to fight another creature or attack the opposing wizard immediately without interruption and continue to fight other creatures or the opposing wizard. For example, if a War Mammoth (3/3 trample) is blocked by a Benalish Hero (1/1), the War Mammoth kills the Benalish Hero, but is not tapped afterwards. It can then go on and attack the opposing wizard, dealing 3 damage directly to the opposing wizard. This holds true even if the trampling creature does not kill the other creature it fights.

Regeneration: A creature that dies still appears on the battlefield for a few seconds, during which time it can be regenerated with the appropriate abilities. A creature that is regenerated returns next to its controller (tapped) and all damage dealt to it is removed.

Protection from X: A creature with protection from a color cannot be targeted by spells of that color, cannot be blocked by creatures of that color, and any damage dealt to it from a source of that color is reduced to zero. However, this does not protect against spells that do not specifically target it (for example, a creature with Protection from White cannot be destroyed by Swords to Plowshares since it specifically targets that creature, but Wrath of God will still destroy that creature since Wrath of God does not specifically target any one creature).

Landwalk: A creature with a landwalk ability (i.e. forestwalk) automatically teleports next to an opposing wizard when commanded to attack him/her if the opposing wizard has a land of that type in its mana pool. That creature can still be blocked (contrary to the actual card game) if you're quick enough to intercept them, but it's very difficult to do so.

Attacking does not cause the creature to tap: A creature with this ability does not tap after attacking the opposing wizard (if it blocks or is blocked by a creature, it will be tapped after the fight is over).

Walls: Creatures who are designated as Walls cannot attack the opposing wizard. They can only be assigned to block other creatures. Interestingly, they can "block" opposing walls.

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VII. Card List
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Here is a list of all the cards available for gameplay. The format is:

Color Legend:
W=White
U=Blue

B=Black
R=Red
G=Green

Column Titles:

- (1): Name
- (2): Casting Cost
- (3): Power/Toughness (if a creature)
- (4): Creature Type (if a creature), Target (if an enchantment)
- (5): Abilities

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i. Artifacts
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Artifacts:

(1)	(2) (5)
Aladdin's Ring	8 8+tap: Aladdin's Ring deals 4 damage to any target
Amulet of Kroog	2 2+tap: Prevent the next 1 damage dealt to any target
Amulet of Unmaking	5 5+tap+sacrifice: Destroy an artifact or creature, it cannot regenerate
Ankh of Mishra	2 When a player plays a land, Ankh of Mishra deals 2 damage to that player
Black Vise	1 At the end of target player's upkeep, Black Vise deals 1 damage to that player for every card in that player's hand over 4
Celestial Prism	3 2+tap: Add 1 mana of any color to your mana pool
Conservator	4 3+tap: Prevent the next 2 damage dealt to the player
Cursed Rack	4 Target player's maximum hand size is reduced to 4. If that player has over 4 cards at the end of any turn, that player randomly discards cards down to 4
Dingus Egg	4 When a mana point in a player's pool is permanently destroyed, Dingus Egg deals 2 damage to that player
Howling Mine	2 Each player draws 1 extra card per turn
Jade Stone	2 Comes into play tapped; tap: Add 1 green mana to your mana pool
Mana Vault	1 Does not untap normally; if Mana Vault is tapped at the end of upkeep, it deals 1 damage to its controller; 4: Untap Mana Vault; tap: Add 3 colorless mana to your mana pool, play as an interrupt
Meekstone	1 Creatures with power 3 or greater do not untap normally
Nevinyrral's Disk	4 Comes into play tapped; 1+tap: Destroy all artifacts, creatures, and enchantments
Razor Pendulum	4 If a player has 5 or less life at the end of their turn, Razor Pendulum deals 2 damage to that player
Rod of Ruin	4 3+tap: Rod of Ruin deals 1 damage to any target
Sunglasses of Urza	3 The player may use white mana as white or red mana
Tawnos's Wand	4 2+tap: Target creature with power 2 or less cannot be blocked this turn
The Rack	1 At the end of target player's upkeep, The Rack deals 1 damage to that player for every card in that player's hand under 3
Winter Orb	2 Mana regenerates at half the normal rate

Artifact Creatures:

- (1)
- (2) (3) (5)

Brass Man	1	1/3	Does not untap normally; 1: Untap Brass Man
Clay Statue	4	3/1	2: Regenerate Clay Statue
Dancing Scimitar	4	1/5	Flying
Dragon Engine	3	1/3	2: Dragon Engine gains +1/+0 until end of turn
Grapeshot Catapult	4	2/3	tap: Grapeshot Catapult deals 1 damage to a flying creature
Lead Golem	5	3/5	If Lead Golem attacks, it does not untap during your next untap phase
Obsidian Golem	6	4/6	
Ornithopter	0	0/2	Flying
Wall of Spears	3	2/3	Counts as a wall, First Strike
Yotian Soldier	3	1/4	Attacking does not cause Yotian Soldier to tap

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ii. White
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White Creatures:

(1)	(2)	(3)	(4)	(5)
Benalish Hero	W	1/1	Hero	
Mesa Pegasus	1W	1/1	Pegasus	Flying
Northern Paladin	2WW	3/3	Paladin	WW+tap: Destroy target black permanent
Pearled Unicorn	2W	2/2	Unicorn	
Samite Healer	1W	1/1	Cleric	tap: Prevent 1 damage to any target
Savannah Lions	W	2/1	Lions	
Serra Angel	3WW	4/4	Angel	Flying, attacking does not cause Serra Angel to tap
Teremko Griffin	3W	2/2	Griffin	Flying
Tundra Wolves	W	1/1	Wolves	First strike
Wall of Swords	3W	3/5	Wall	Flying
White Knight	WW	2/2	Knight	First strike, Protection from Black

White Enchantments:

(1)	(2)	(4)	(5)
Animate Wall	W	Wall	Enchanted wall may attack the opposing player as though it were not a wall
Black Ward	W	Creature	Enchanted creature gains Protection from Black
Blessing	WW	Creature	W: Enchanted creature gains +1/+1 until end of turn
Blue Ward	W	Creature	Enchanted creature gains Protection from Blue
CoP: Artifacts	1W	-	2: Prevent all damage to the player from artifact sources for one turn
CoP: Black	1W	-	1: Prevent all damage to the player from black sources for one turn
CoP: Blue	1W	-	1: Prevent all damage to the player from blue sources for one turn
CoP: Green	1W	-	1: Prevent all damage to the player from green sources for one turn
CoP: Red	1W	-	1: Prevent all damage to the player from red sources for one turn
CoP: White	1W	-	1: Prevent all damage to the player from white sources for one turn
Conversion	2WW	-	During your upkeep, pay WW or destroy Conversion All red mana becomes white mana, mountains generate white mana as long as Conversion is in play

Crusade	WW -	All white creatures gain +1/+1
Divine Transform.	2WW Creature	Enchanted creature gains +3/+3
Green Ward	W Creature	Enchanted creature gains Protection from Green
Holy Armor	W Creature	Enchanted creature gains +0/+2; W: Enchanted creature gains +0/+1 until end of turn
Holy Strength	W Creature	Enchanted creature gains +1/+2
Red Ward	W Creature	Enchanted creature gain Protection from Red
Seeker	2WW Creature	Enchanted creature cannot be blocked except by white or artifact creatures
White Ward	W Creature	Enchanted creature gains Protection from White (this does not destroy White Ward)

White Sorceries:

(1)	(2) (5)	
Armageddon	3W	Destroy all mana in each mana pool
Blinding Light	2W	Tap all nonwhite creatures
Wrath of God	2WW	Destroy all creatures without regenerating

White Instants:

(1)	(2) (5)	
Death Ward	W	Regenerate target creature
Disenchant	1W	Destroy target artifact or enchantment
Healing Salve	W	Choose one: Target player gains 3 life, or prevent the next 3 damage dealt to any target
Morale	1WW	All attacking creatures gain +1/+1 until end of turn
Reverse Damage	1WW	All damage done to you from one source is retroactively added to your life total instead of being subtracted
Swords/Plowshares	W	Destroy target creature without regenerating, creature's controller gains life equal to that creature's power

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iii. Blue
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Blue Creatures:

(1)	(2) (3) (4)	(5)
Air Elemental	3UU 4/4	Elemental Flying
Apprentice Wizard	1UU 0/1	Wizard U+tap: Add 3 colorless mana to your mana pool
Cerulean Wyvern	4U 3/3	Wyvern Flying, Protection from Green
Ghost Ship	2UU 2/4	Ship Flying; UUU: Regenerate Ghost Ship
Giant Tortoise	1U 1/3	Tortoise
Lord of Atlantis	UU 2/2	Lord All merfolk gain +1/+1 and islandwalk
Mahamoti Djinn	4UU 5/6	Djinn Flying
Merfolk/Pr1 Trident	U 1/1	Merfolk
Phantom Monster	3U 3/3	Phantasm Flying
Prodigal Sorcerer	2U 1/1	Wizard tap: Prodigal Sorcerer deals 1 damage to any target
Wall of Air	1UU 1/5	Wall Flying
Wall of Water	1UU 0/5	Wall U: Wall of Water gains +1/+0 until end of turn
Water Elemental	3UU 5/4	Elemental

Blue Enchantments:

(1)	(2) (4)	(5)
Backfire	U Creature	For each 1 damage enchanted creature deals to you, Backfire deals 1 damage to that creature's controller
Control Magic	2UU Creature	Gain control of enchanted creature
Creature Bond	1U Creature	If enchanted creature is destroyed, Creature Bond deals damage to that creature's controller equal to that creature's toughness
Feedback	2U Enchantment	During enchanted enchantment's controller's upkeep, Feedback deals 1 damage to that player
Power Leak	1U Enchantment	During enchanted enchantment's controller's upkeep, Power Leak deals 2 damage to that player, for each 1 damage dealt, that player may pay 1 to prevent that damage
Steal Artifact	2UU Artifact	Gain control of enchanted artifact

Blue Sorceries:

(1)	(2) (5)
Drain Power	UU Target player loses all available mana from their mana pool, gain mana equal to the mana drained until end of turn

Blue Instants:

(1)	(2) (5)
Jolt	3U Tap or untap target artifact or creature, after the target is tapped or untapped, the caster immediately draws a card
Mana Short	2U Empty target player's mana pool of unused mana
Twiddle	U Tap or untap target artifact or creature, or add or subtract one random mana from any mana pool
Unsummon	U Return target creature to owner's hand

Blue Interrupts:

Blue Elem. Blast	U Counter target player's red spell or destroy target red permanent
Counterspell	UU Counter target player's spell
Power Sink	XU Counter target player's spell unless that player pays X, randomly drain X mana from that player's pool until X is paid
Spell Blast	XU Counter target player's spell with casting cost equal to or less than X

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iv. Black
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Black Creatures:

(1)	(2) (3) (4)	(5)
Abomination	3BB 2/6 Abomination	Any white or green creature blocking or blocked by Abomination is destroyed at

		end of combat
Black Knight	BB 2/2 Knight	First strike, Protection from White
Bog Imp	1B 1/1 Imp	Flying
Bog Wraith	3B 3/3 Wraith	Swampwalk
Carrion Ants	2BB 0/1 Ants	2: Carrion Ants gains +1/+1 until end of turn
Drudge Skeletons	1B 1/1 Zombies	B: Regenerate Drudge Skeletons
Feral Shadow	2B 2/1 Shadow	Flying
Frozen Shade	2B 0/1 Shade	B: Frozen Shade gains +1/+1 until end of turn
Hypnotic Specter	1BB 2/2 Specter	Flying; if Hypnotic Specter damages an opponent, that opponent loses a random card from their hand
Lord of the Pit	4BBB 7/7 Lord	Flying, Trample; during your upkeep, randomly sacrifice a creature other than Lord of Pit, or Lord of the Pit deals 7 damage to you
Nightmare	5B X/X Nightmare	Flying; Nightmare's power and toughness are equal to number of swamps in your mana pool
Plague Rats	2B X/X Rats	Plague Rats has power and toughness equal to the number of Plague Rats in play
Royal Assassin	1BB 1/1 Assassin	tap: Destroy a tapped creature
Scathe Zombies	2B 2/2 Zombies	
Sengir Vampire	3BB 4/4 Vampire	Flying; if a creature dies the same turn Sengir Vampire damages it, Sengir Vampire gains +1/+1 permanently
Vampire Bats	B 0/1 Bats	Flying; B: Vampire Bats gains +1/+0 until end of turn, you cannot spend more than BB per turn on this ability
Wall of Bone	2B 1/4 Wall	B: Regenerate Wall of Bone
Will-O'-the-Wisp	B 0/1 Wisp	Flying; B: Regenerate Will-O'-the-Wisp
Zombie Master	1BB 2/3 Lord	All zombies gain swampwalk; B: Regenerate target zombie

Black Enchantments:

(1)	(2) (4)	(5)
Bad Moon	1B -	All black creatures gain +1/+1
Cursed Land	2BB Mana Pool	During enchanted mana pool's controller's upkeep, Cursed Land deals 1 damage to that player
Deathgrip	BB -	BB: Counter target player's green spell, play this ability as an interrupt
Evil Presence	B Land	One random land in the enchanted player's mana pool is converted into a swamp
Fear	BB Creature	Enchanted creature cannot be blocked except by black or artifact creatures
Gloom	2B -	White spells cost an additional 3 to play, and white enchantments with activation costs cost 3 more to activate
Paralyze	B Creature	Tap enchanted creature, it does not untap normally; 4: Untap enchanted creature, this ability may only be activated by the enchanted creature's controller
Pestilence	2BB -	Sacrifice Pestilence if there are no creatures in play; B: Pestilence deals 1 damage to all creatures and players
Unholy Strength	B Creature	Enchanted creature gains +2/+1

Warp Artifact BB Artifact During enchanted artifact's controller's upkeep
 Warp Artifact deals 1 damage to that player

Weakness B Creature Enchanted creature gains -2/-1

Black Sorceries:

(1) (2) (5)

Ashes to Ashes 1BB Destroy two non-artifact creatures without regenerating,
 Ashes to Ashes deals 5 damage to the caster

Drain Life 1B Drain Life deals 1 damage to any target for each B paid
 in addition to the casting cost, the caster gains 1 life
 for each damage dealt, the caster cannot gain more life
 than the toughness of the creature targeted or the life
 total of the player targeted

Kaervek's Hex 3B Kaervek's Hex deals 1 damage to each non-black creature,
 then deals another 1 damage to each green creature

Mind Twist XB Targeted player randomly discards X cards from their
 hand, or their entire hand if not enough cards are there

Word of Binding XBB Tap X target creatures

Black Instants:

Howl from Beyond XB Targeted creature gains +X/+0 until end of turn

Terror 1B Destroy target non-black, non-artifact creature without
 regenerating

Black Interrupts:

Dark Ritual B Add BBB to your mana pool

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 v. Red
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Red Creatures:

(1) (2) (3) (4) (5)

Ali Baba R 1/1 Ali Baba R: Tap target wall

Bird Maiden 2R 1/2 Bird Maiden Flying

Crimson Manticore 2RR 2/2 Manticore Flying; R+tap: Crimson Manticore deals
 1 damage to target attacking or blocking
 creature

Dragon Whelp 2RR 2/3 Dragon Flying; R: Dragon Whelp gains +1/+0 until
 end of turn, if more than RRR is spent in
 one turn, destroy Dragon Whelp at end of
 turn

Dwarven Warriors 2R 1/1 Dwarves tap: Target creature with power 2 or less
 cannot be blocked this turn

Earth Elemental 3RR 4/5 Elemental

Fire Elemental 3RR 5/4 Elemental

Goblin Balloon Bri. R 1/1 Goblin R: Goblin Balloon Brigade gains flying
 until end of turn

Goblin King 1RR 2/2 Lord All goblins gain +1/+1 and mountainwalk

Gray Ogre 2R 2/2 Ogre

Hill Giant 3R 3/3 Giant

Hurloon Minotaur 1RR 2/3 Minotaur

Keldon Warlord 2RR X/X Warlord Keldon Warlord has power and toughness
 equal to the number of non-wall creatures

you control

Mons's Goblin Raid. R 1/1 Goblin
Orcish Artillery 1RR 1/3 Orcs tap: Orcish Artillery deals 2 damage to any target and 3 damage to you
Shivan Dragon 4RR 5/5 Dragon Flying; R: Shivan Dragon gains +1/+0 until end of turn
Talruum Minotaur 2RR 3/3 Minotaur
Uthden Troll 2R 2/2 Troll R: Regenerate Uthden Troll
Wall of Fire 1RR 0/5 Wall R: Wall of Fire gains +1/+0 until end of turn
Wall of Stone 1RR 0/8 Wall

Red Enchantments:

(1) (2) (4) (5)
Burrowing R Creature Enchanted creature gains mountainwalk
Firebreathing R Creature R: Enchanted creature gains +1/+0 until end of turn
Giant Strength RR Creature Enchanted creature gains +2/+2
Immolation R Creature Enchanted creature gains +2/-2
Mana Flare 2R - Whenever mana is drawn from a pool, an additional mana of the same color is also drawn
Orcish Oriflamme 3R - All of your attacking creatures gain +1/+0

Red Sorceries:

(1) (2) (5)
Disintegrate XR Disintegrate deals X damage to any target, a creature damaged by Disintegrate cannot be regenerated this turn
Earthquake XR Earthquake deals X damage to all players and nonflying creatures
Fireball XR Fireball deals X damage divided evenly among any number of target creatures and/or players, pay an additional 1 for each target beyond the first
Fissure 3RR Destroy target creature without regenerating
Flashfires 3R Destroy all white mana in all mana pools
Pyrotechnics 4R Pyrotechnics deals 4 damage divided any way you choose among up to 4 targets

Red Instants:

(1) (2) (5)
Blood Lust 1R Target creature gains +4/-4 until end of turn, if toughness would be reduced below 1, it is reduced to 1
Flare * 2R Flare deals 1 damage to any target, after damage is dealt, the caster immediately draws a card
Inferno 5RR Inferno deals 6 damage to all creatures and players
Lightning Bolt R Lightning Bolt deals 3 damage to any target
Shatter 1R Destroy target artifact
Tunnel R Destroy target wall without regenerating

* - If Flare targets a player, the targeted player draws the extra card instead of the casting player.

Red Interrupts:

Red Elem. Blast R Counter target player's blue spell or destroy target blue

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vi. Green
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Green Creatures:

(1)	(2) (3) (4)	(5)
Birds of Paradise	G 0/1 Birds	tap: Add 1 mana of any color to your mana pool
Cockatrice	3GG 2/4 Cockatrice	Flying; any non-wall creature blocking or blocked by Cockatrice is destroyed at end combat
Crash of Rhinos	6GG 8/4 Rhinos	Trample
Craw Wurm	4GG 6/4 Wurm	
Durkwood Boars	4G 4/4 Boars	
Elvish Archers	1G 2/1 Elves	First strike
Force of Nature	2GGGG 8/8 Force	Trample, pay GGGG during your upkeep or Force of Nature deals 8 damage to you
Fungusaur	3G 2/2 Fungusaur	At the end of any turn where Fungusaur was damaged and not killed, Fungusaur gains +1/+1 permanently
Giant Spider	3G 2/4 Spider	Giant Spider can block flying creatures
Grizzly Bears	1G 2/2 Bears	
Ironroot Treefolk	4G 3/5 Treefolk	
Killer Bees	1GG 0/1 Bees	Flying; G: Killer Bees gains +1/+1 until end of turn
Land Leeches	1GG 2/2 Leeches	First strike
Llanowar Elves	G 1/1 Elves	tap: Add G to your mana pool *
Scryb Sprites	G 1/1 Sprites	Flying
Shanodin Dryads	G 1/1 Dryads	Forestwalk
Thicket Basilisk	3GG 2/4 Basilisk	Any non-wall creature blocking or blocked by Thicket Basilisk is destroyed at end of combat
Wall of Ice	2G 0/7 Wall	
Wall of Wood	G 0/3 Wall	
War Mammoth	3G 3/3 Mammoth	Trample

* - If this ability is used quickly more than once, it can be activated more than once per turn, even though that should not be possible.

Green Enchantments:

(1)	(2) (4)	(5)
Aspect of Wolf	1G Creature	Enchanted creature gains +X/+X where X is equal to the numbers of forests you control, rounded down for power and up for toughness
Instill Energy	G Creature	0: Untap enchanted creature, this ability can only be used once per turn
Lifeforce	GG -	GG: Counter target player's black spell, play this ability as an interrupt
Lure	1GG Creature	All opposing creatures in range attempt to attack enchanted creature until the spell is removed or the creature dies
Regeneration	1G Creature	G: Regenerate enchanted creature
Venom	1GG Creature	Any non-wall creature blocking or blocked by enchanted creature is destroyed at end of combat

Wanderlust	2G Creature	During enchanted creature's upkeep, Wanderlust deals 1 damage to that player
Web	G Creature	Enchanted creature gains +0/+2 and can block flying creatures
Wild Growth	G Land	Adds an extra G to your mana pool
Green Sorceries:		
(1)	(2)	(5)
Channel *	GG	Until the end of your turn, you may pay 1 life to add 1 colorless mana to your mana pool, you may not pay more life than you currently have
Desert Twister	4GG	Destroy target permanent
Hurricane	XG	Hurricane deals X damage to all players and flying creatures
Stream of Life	XG	Target player gains X life
Tranquility	2G	Destroy all enchantments in play
Tsunami	3G	Destroy all blue mana in all mana pools
Winter Blast	XG	Tap X target creatures, Winter Blast deals 2 damage to each of those creatures if they have flying

* - Contrary to the description on the card, you instead pick how much life you will spend when you initially cast Channel, you cannot spend further life after that without casting Channel again.

Green Instants:

(1)	(2)	(5)
Crumble	G	Destroy target artifact without regenerating, that artifact's controller gains life equal to the artifact's casting cost
Fog	G	All creatures currently on the battlefield deal no combat damage for one turn
Giant Growth	G	Target creature gains +3/+3 for one turn
Sandstorm	G	Sandstorm deals 1 damage to each attacking creature
Serene Heart	1G	Destroy all target-specific enchantments in play
Tranquil Domain	1G	Destroy all global enchantments in play

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VIII. Setting up a Duel
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Here you can set up the conditions for your duel.

1. Select the "Player 1" heading to change from a human to a CPU opponent
2. Select the character portrait to change the wizard you will fight as
3. Select the book to change the deck that player will be using (be aware that if you change the wizard, the deck changes to that wizard's default deck)
4. The map for the battle is chosen randomly. After a duel is complete, select the lightning bolt to duel on the same battlefield or select the globe to duel on a new random battlefield.

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IX. On the Battlefield
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i. Basics of Battle

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When a duel begins, each wizard is placed on the battlefield, generally at opposite ends from each other. Seven random cards from each player's library are drawn and placed into each player's hand. Each player plays land cards to generate mana in order to cast spells (creatures, enchantments, etc.). Each player starts with 20 life, as noted by the red circles underneath each player's mana pool. Dark red circles count as 5 life, light red circles count as 1 life.

There are six colored indicators at the top of the screen, one for each color mana and one for colorless mana. The number of boxes of each color show how much mana of each color is currently available to cast spells. When you use mana to cast spells, the used mana will regenerate on its own after a certain period of time has passed.

When casting creature spells, if the spell only requires colored mana to cast and the required mana is available, press X to cast the spell. If colorless mana is needed, the announcer will say "Tap mana". Press left and right to select a color of mana to use and press down until the required amount of mana has been used, then press X to cast. You still have to tap the mana manually even if you only have one color of mana to use.

When casting other spells, after the appropriate mana has been paid, the announcer will say "Select target". Use the cursor to select the target and press Square to select. If a spell can have multiple targets, the announcer will repeat "Select target" until the required number of targets are selected or until you press X to indicate that all targets have been chosen.

Pay close attention to what the announcer is saying at all times. It will announce whenever a spell is being cast, both for you and your enemy.

To attack the opposing wizard, select one of your creatures with the Square button. That creature's portrait shows up in the top left of the screen. Move the cursor to the opposing wizard and press Square again to begin the attack. If the creature reaches the wizard without being blocked, it will deal its damage to that wizard and teleport back to your side, tapped. Once it untaps, it will attack the opposing wizard again (you do not need to tell it to attack again). However, creatures that were blocking or blocked by another creature during an attack, creatures who were recently regenerated, or creatures who were assigned to move to a specific spot on the battlefield will not automatically attack again; they will await further instructions once they are untapped. Repeat the above steps to assign that creature to attack and it will do so.

ii. General Rules of Combat

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1. Only one land can be played at a time. If you have already played a land this turn, any other land cards in your hand will be grayed out. When you are again able to play a land, the land cards will light up again.

2. If you have different types of land in your hand, make sure you play lands that correspond to the cards currently in your hand. There no sense playing a mountain if you have only forests and green spells in your hand.

3. Blocking enemy creatures is very difficult to accomplish in most cases, since some creatures move very fast. Your best hope (if facing the computer) is

to simply attack the opposing wizard and hope the computer chooses to block your attacker, which it will do most of the time. Also, since flying creatures fly over non-flying creatures, getting flying creatures to block non-flyers is quite difficult to pull off.

4. If you play a creature heavy deck, make sure you keep updated on the status of your creatures. Press R2 + left and right to cycle through your creatures on the battlefield and find those that are standing around waiting for new orders.

5. Memorize the abilities of most commonly-used cards and the power and toughness of commonly-used creatures. With the speed of battle, you rarely have time to look up the abilities of a particular creature before it takes a bite out of you.

6. Each wizard can have a maximum of 6 creatures in play at any given moment. If you try to cast a creature spell and the game won't let you, you have too many creatures in play. When one of them leaves play, you may cast another one.

7. You can hold a maximum of seven cards in your hand. If you have seven cards and can't play any of them, eventually the last card in your hand will begin flashing, then disappear, and another card will take its place. If you have your hand open and a card is flashing, press Circle to expedite the discard process.

8. Be aware of upkeep effects and required mana payments, as they will usually automatically happen for you without much (or any) indication.

9. There is no "global clock" for everything on the battlefield. In other words, there isn't a specific time when everything untaps, when lands can be played, when creatures can attack, etc. The only event that happens at the same time for both players every turn is the drawing of a card. Anything that will untap on its own will do so after a certain period of time has passed since it was tapped, new lands become playable a certain time after playing the previous land, etc.

10. On the rare occasion where both players die simultaneously (i.e. if a creature with Backfire kills a player and Backfire in turn kills the creature's controller, or if a player casts a large enough Earthquake to kill both players), the player with the higher life total before that damage was dealt wins. If there is a tie, in Duel mode, it is a draw. In Campaign mode, the attacker wins in this scenario.

11. Finally, for those players that are familiar with the actual card game, this game loosely follows the standard turn structure (untap, upkeep, draw, play spells, attack, discard), except both players are doing it simultaneously instead of alternating.

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X. Campaign Mode
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For those players tired of playing the computer in random battles, this mode is for you. Here you choose a wizard and attempt to rid the continent of the evil sorcerer Ravidel. Select a wizard and click on the flag icon to begin, or click the arrow up button to load a previous campaign. Read further in this section about each wizard's starting point in Campaign Mode.

As the Campaign mode starts, the first thing that will happen is you will have a conversation with Ravidel (if you are Jared, Kristina, Sandruu, or Geyadrone), Grenfell (if you are Tevesh), or Teferi (if you are Leshrac). This

exchange will demonstrate how you will communicate with people in each country as well as other planeswalker. You'll have the option of responding to the other person in a variety of ways. Normally, there will be three choices, one verbally abusing whoever it is, one asking for help, and one being totally dismissive, but there can be other types of responses. After you select a response, they will respond accordingly. The idea is to respond "appropriately" and whoever you are talking to may give you control of their country, money, and/or spells. How to respond "appropriately" depends on what type of person you are talking to. Some want your help, others demand respect, and a few just don't want you to show weakness.

Once this exchange is done, you will be able to see the map. You may notice this mode is similar to the game of Risk. There are 30 countries on the map and you want to control as many as possible. Controlling countries increases your mana base and the number of spells in your library, but beware! There may be those out there who will take spells away from you if you aren't careful. I recommend you save as often as possible to prevent an undesirable result.

At the start of your turn, you collect taxes depending on which countries you control. The currency in this world is "taels", and each wizard begins their Campaign with 200 taels. Use these taels to buy spells, pay for information, or curry favor with certain country leaders. You then have the opportunity to review the contents of your library, construct your battle deck, "attack" a country, and review the status of other countries.

The buttons on the left of the screen are used for loading a previously saved game, or for saving your current game. The square button in the middle indicates that you have finished your turn, allowing the computer-controlled wizards to take their turns. On the right side there are four buttons. The first (a lightning bolt) starts an attack. Select a country you control, then select a country that shares a border to attack. The first time you attack a particular country, a picture of the country and a short narrative will be shown before the attack is carried out. The pen icon allows you to see all available cards you have and those that are currently in your library. The first screen shows all the artifacts and lands you own, select a color from the bottom of the screen to see your cards of that color. The number on the left shows how many of a particular card you own, the number on the right shows how many on currently in your library. Back on the main map, the ? button allows you to select a country and see what kinds of lands it controls and a short narrative about the country. This allows you to watch the FMV again if you wish. Finally, the scroll icon allows you to view the stats on a particular planeswalker, including how many countries they control and their wealth status. If you select your own planeswalker, you can see how many taels you have available to spend.

You do not have to use your entire available card list in your battle deck, and you shouldn't, due to the number of quite useless cards there are out there. Be careful not to use too few cards, though, since you can lose battles by not being able to draw cards. Make sure you acquire a few decent spells and creatures to use before engaging in difficult battles.

You can "attack" one country per turn, and there's no reason why you shouldn't do so every turn. The term "attack" is misleading, since most countries you acquire throughout the game will really be those you negotiate the use of the land with important people from that country. However, if you "attack" a country owned by another planeswalker, they may outright challenge you to a battle, and if you win, you take control of that country. Later on in the FAQ I will list all the people you will talk with in each country and the appropriate responses that you can use to acquire their countries' powers quickly and effortlessly.

When you acquire a country, you will receive a message that that country has joined your cause and some cards have been added to your library. Each country has a specific set of land cards that get added to your library when you take them over, and you can lose them if you lose control of the country. In addition, on odd-number country conquests (1st, 3rd, 5th, etc.) you will receive an extra land that matches the color combination deck for your particular wizard. On even-number country conquests (2nd, 4th, 6th, etc.) you will receive two extra spells for your library. Each wizard's list of bonus spells is listed below. Remember, these cards are not added to your battle deck automatically, you must go to the library screen and add them to your battle deck. However, if you lose control of a country and lose lands that match lands in your deck, these lands will be taken out of your battle deck.

However, you are not alone in this world. Once your turn is over, the other wizards take their turns, and they will each try to take over one country per turn as well. If they attack a country of yours, the game will shift to the battlefield and the battle will start. Win this battle to keep control of your country.

Ravidel is the most powerful of the wizards and will always go last in the turn order. He plays a Blue/Red deck that can be very difficult to play against if you are unprepared. He has the Merfolk + Lord of Atlantis combo, he has the Goblins + Goblin King combo, he has the Black Vise/The Rack/Cursed Rack combo, he has direct damage (Lightning Bolt/Fireball) and he has counter-magic (Counterspell/Power Sink) as well as Control Magic, a VERY devastating spell used to steal control of one of your creatures.

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i. Jared
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Difficulty: Easy

Jared plays a Red/Green deck. He starts in Kristina's Woods, facing Tevesh, Leshrac, Geyadrone, and Ravidel.

Jared's campaign is easy to work with for many reasons. First, his starting deck is one of the best of the six opening decks that you can start with. Second, of his opponents, only Leshrac and Ravidel have decent libraries to potentially threaten you (Tevesh and Geyadrone have bad decks for this mode). Third, in the process of conquering countries, the creatures that he acquires are, for the most part, very useful in battle. Finally, if you don't like playing a deck with multiple colors, Jared has the option (because of the quality of his cards) to go to a straight green deck or a straight red deck without any problem at all once he acquires some powerful cards. I would recommend going straight red myself, since creature removal and direct damage can win battles quicker and easier than summoning huge green creatures.

Starting deck:

Forest x5 *
Mountain x3 *
Plains
Jade Stone *

Ali Baba *
Fissure *
Giant Strength *
Hurloon Minotaur *

Lightning Bolt *
Mons's Goblin Raiders *

Elvish Archers *
Fog
Giant Growth *
Scryb Sprites *
Wall of Wood

Bonus spells:

2. Grizzly Bears*, Elvish Archers*
4. Ornithopter, Wall of Fire
6. Lightning Bolt*, Tranquil Domain
8. Crimson Manticore*, Shatter
10. Giant Spider*, Wanderlust
12. Talruum Minotaur*, Fireball*
14. Stream of Life, Ironroot Treefolk*
16. Fog, Flare*
18. Desert Twister, Shatter
20. Fire Elemental*, Elvish Archers*
22. Keldon Warlord*, Land Leeches*
24. Disintegrate*, Cockatrice*
26. Mons's Goblin Raiders*, Grizzly Bears*
28. Disintegrate*, Fireball*
30. Crash of Rhinos*, Stream of Life
32. Force of Nature*, Shivan Dragon*

* - useful cards

Opening conversation:

Ravidel

- A - nothing
- B - nothing
- C - gain Dark Ritual and 100 taels

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ii. Kristina
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Difficulty: Moderate

Kristina plays a White/Green deck. She starts in Kristina's Woods (natch), facing Tevesh, Leshrac, Geyadrone, and Ravidel.

Kristina's campaign is similar to Jared's, but only a little more difficult since she uses white spells instead of red, meaning that she has more (and better) small white creatures to offset the lack of red's direct damage spells. Even though her starting deck isn't great, she starts quite far away from her opponents, giving her enough time to conquer a few countries and build up some decent spells.

Starting deck:

Forest x6 *
Plains x3 *
Meekstone

Death Ward *

Green Ward
Savannah Lions *
Tundra Wolves *

Fog
Giant Growth *
Grizzly Bears *
Killer Bees *
Llanowar Elves *
Scryb Sprites *
Web

Bonus spells:

2. Shanodin Dryads*, White Knight*
4. Killer Bees*, COP: Green
6. Serene Heart, Elvish Archers*
8. Mesa Pegasus*, Grizzly Bears*
10. Giant Spider*, Jade Stone*
12. Wanderlust*, War Mammoth*
14. Tawnos's Wand, Disenchant*
16. Giant Growth*, Elvish Archers*
18. Stream of Life, Serra Angel*
20. Death Ward*, Aspect of Wolf
22. Wall of Ice, Ironroot Treefolk*
24. Pearled Unicorn*, Lifeforce
26. COP: Black, War Mammoth*
28. Clay Statue*, Tsunami*
30. Crash of Rhinos*, Teremko Griffin*
32. Tranquility, Winter Blast
34. Stream of Life, Serra Angel*
36. Reverse Damage, Ironroot Treefolk*

* - useful cards

Opening conversation:

Ravidel
- A - nothing
- B - nothing
- C - gain Black Vise and 100 taels

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iii. Tevesh
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Difficulty: Hard

Tevesh plays a Blue/Black deck. He starts in Telemar, facing Jared, Kristina, Sandruu, and Ravidel.

If you need a challenge, here's your opportunity. Tevesh starts with a really crappy deck and needs to quickly find easy countries to conquer before he can get some help through better spells. Unfortunately, his enemies start very close to him, so he has a very difficult task ahead of him. My suggestion is to go with an all-black deck and make a rush to any country where you can get decent black spells and creatures for battle. Dueling Chasm gives him a chance to get a Hypnotic Specter and Khone can get him a Black Knight. From there, Cape of Casindral can get him Counterspell and Control Magic, at which point he can reintroduce his blue spells (and the ever-useful Prodigal Sorcerer) and

have a fighting chance in battle. Once he battles enough to get all of his bonus black spells, he can go back to a straight black deck with no fear with a swarm of black creatures, coupled with Bad Moon and Drain Life to destroy his enemies.

Starting deck:

Island x5 *
Swamp x4 *
Ornithopter

Creature Bond x2
Apprentice Wizard
Backfire *
Giant Tortoise *

Bad Moon *
Fear
Vampire Bats x3 *
Weakness *

Bonus spells:

2. Drain Life*, Dark Ritual*
4. Paralyze*, Apprentice Wizard
6. Gloom*, Giant Tortoise*
8. Terror*, Prodigal Sorcerer*
10. Deathgrip, Hypnotic Specter*
12. Kaervek's Hex*, Wall of Air
14. Weakness*, Sengir Vampire*
16. Drain Power, Cerulean Wyvern*
18. Kaervek's Hex*, Hypnotic Specter*
20. Apprentice Wizard, Prodigal Sorcerer*
22. Winter Orb, Phantom Monster*
24. Warp Artifact, Mind Twist
26. Feedback, Sengir Vampire*
28. Terror*, Air Elemental*
30. Fear, Abomination*
32. Bad Moon*, Nevinyrral's Disk*

* - useful cards

Opening conversation:

Grenfell

- A - nothing
- BA - nothing
- BB - lose 200 taels
- BC - lose 100 taels
- C - nothing

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iv. Leshrac
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Difficulty: Easy

Leshrac plays a Black/Red deck. He starts in Arathoxia, facing Jared, Kristina, Sandruu, and Ravidel.

Leshrac loves death and destruction, as seen by his incredibly useful starting deck. Fast black creatures and direct damage from red spells will make most battles a breeze. His campaign will not be difficult.

Starting deck:

Mountain x5 *

Swamp x4 *

Black Knight *

Dark Ritual *

Drudge Skeletons *

Unholy Strength *

Wall of Bone *

Firebreathing *

Flare *

Goblin Balloon Brigade *

Immolation *

Lightning Bolt *

Mons's Goblin Raiders x2 *

Bonus spells:

2. Scathe Zombies*, Immolation*
4. Firebreathing*, Wall of Fire
6. Ashes to Ashes, Scathe Zombies*
8. Goblin King*, Flare*
10. Drudge Skeletons*, Mana Vault
12. Dragon Whelp*, Pyrotechnics*
14. Drain Life*, Scathe Zombies*
16. Black Knight*, Pyrotechnics*
18. Nightmare*, Fireball*
20. Zombie Master*, Flare*
22. Dragon Whelp*, Conservator
24. Fire Elemental*, Pyrotechnics*
26. Royal Assassin*, Fissure*
28. Talruum Minotaur*, Fireball*
30. Scathe Zombies*, Razor Pendulum
32. Fire Elemental*, Inferno*

* - useful cards

Opening conversation:

Teferi

- A - nothing

- B - gain Flare and Jolt

- C - nothing

=====
v. Sandruu
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Difficulty: Moderate

Sandruu plays a White/Blue deck. He starts in Kristina's Woods, facing Tevesh, Leshrac, Geyadrone, and Ravidel.

Sandruu's campaign is similar to Kristina's in many ways, except he uses blue

instead of green. Even so, he is best suited for a straight white deck with small creatures to throw at the opponent while waiting for a Serra Angel (which he can get at nearby Hamath) to come out and quickly wreck the opposition.

Starting deck:

Plains x5 *
Forest x2
Island x2 *
Meekstone

Death Ward *
Healing Salve *
Holy Armor
Pearled Unicorn *
Savannah Lions *
Tundra Wolves *
White Knight *

Blue Elemental Blast *
Creature Bond
Merfolk of the Pearl Trident x2 *

Bonus spells:

2. Mesa Pegasus*, Benalish Hero*
4. Savannah Lions*, Creature Bond
6. Wall of Air, Twiddle
8. Blinding Light, Lord of Atlantis*
10. Disenchant*, COP: Artifacts
12. Spell Blast*, White Knight*
14. Benalish Hero*, Cerulean Wyvern*
16. Northern Paladin*, COP: Red*
18. Merfolk of the Pearl Trident*, Howling Mine*
20. Tundra Wolves*, Serra Angel*
22. Divine Transformation, Water Elemental*
24. Disenchant*, Ankh of Mishra*
26. Healing Salve*, Teremko Griffin*
28. Death Ward*, Holy Armor
30. Conversion, Serra Angel*
32. Prodigal Sorcerer*, Armageddon*

* - useful cards

Opening conversation:

Ravidel

- A - gain COP: Red and 100 taels
- BA - gain COP: Red and 100 taels
- BB - nothing
- BC - nothing
- C - nothing

=====
vi. Geyadrone
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Difficulty: Hard

Geyadrone plays a Black/Green deck. She starts in White Woods, facing Jared,

Kristina, Sandruu, and Ravidel.

Geyadrone, like Tevesh, faces an uphill battle from the start. She has a slightly better starting deck than Tevesh (although not by much). On the plus side, she does have ready access to nearby countries that can supply her with decent black and green creatures, and she gets many useful spells from her bonus spells early in the campaign. Hopefully she can avoid Ravidel like the plague for awhile since her deck will not be good enough to reliably defeat him early on. Once she has some decent medium size creatures and some black creature-removal spells, she will be much better off in battle.

Starting deck:

Forest x5 *
Swamp x4 *
Amulet of Kroog

Black Knight *
Bog Imp *
Cursed Land *
Evil Presence *
Fear
Plague Rats x2 *
Unholy Strength *

Fog
Instill Energy
Wall of Wood

Bonus spells:

2. Bog Imp*, Giant Spider*
4. Evil Presence*, Plague Rats*
6. Dark Ritual*, Giant Spider*
8. Bad Moon*, Fog
10. Pestilence*, Black Knight*
12. Frozen Shade*, Wanderlust*
14. Evil Presence*, Giant Spider*
16. Bog Wraith*, Word of Binding
18. Plague Rats*, Stream of Life
20. Bog Imp*, Wanderlust*
22. Dancing Scimitar*, Pestilence*
24. Black Knight*, Desert Twister
26. Unholy Strength*, Force of Nature*
28. Jade Stone*, Cursed Rack*
30. Bog Wraith*, Evil Presence*
32. Deathgrip, Lord of the Pit

* - useful cards

Opening conversation:

Ravidel
- A - gain Mana Vault and 100 taels
- B - nothing
- C - gain 100 taels

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vii. General Strategies for Campaign Mode
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1. Try not to get involved in battle with other wizards until you've acquired some decent spells. This is especially important if you are Tevesh or Geyadrone, since their starting decks are quite poor. Also, go through your active library and take out cards that are utterly useless against your opponents or just useless in general. Make sure you add spells to your active library as you acquire them.

2. Analyze the country list above and go after those who only need to be "attacked" once to gain their power first to gain new spells quickly. Also, check the list for countries that you can gain powerful spells from for your particular deck. Stay away from countries that require two or more attacks to gain their powers in the early going. For easy reference, the list of countries and the minimum number of times needed to attack and win (without defeating an opposing wizard or the country randomly joining without any conversation):

Arathoxia - 2
Battle Rising - 2
Cape of Casindral - 1
Darkling Plain - 2
Dueling Chasm - 1
Ephren - 2
Great Salt Marsh - 3
Hamath - 1
Ice Wastes - 3
Island of Corundis - 1
Khone - 2
Kristina's Woods - 1
Krysalthus - 1
Melmereth - 1
Minorad - 1
Northern Wilds - 1
Nyx - 4
Oremon - 1
Quirion - 1
Sand Seas - 2
Shikar - 4
Spine of Corondor - 2
Stonehaven Plains - 1
Stonehaven - 1
Sulgh - 2
Telemar - 1
Trovash - 3
Urlan Wild - 2
Urlan - 1
White Woods - 2

3. If you're going for a quick win and you have a decent deck, go after Ravidel right away. As he conquers more countries, he becomes more powerful.

4. Save often! I can't stress this enough. There's no reason to go through a conversation with someone and not get anything out of it (or worse, lose some of your best spells). I would save at the beginning of every turn and at the end of every successful turn, and if something doesn't go your way, reload and try again.

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viii. List of Countries and Responses
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Now it's time for the big list of countries and people to talk to. I've designated the responses to the people you encounter as A, B, C, etc. since the exact responses vary depending on which wizard you are, so rather than typing out 100 pages of text, indicating them as such is just easier on the eyes...and my hands. :) So, for example, BACB - lose 100 taels means that the 2nd response is chosen at the first step in the conversation, then the 1st response is chosen at the second step, then the 3rd at the third step, then the 2nd at the fourth step, and the result is you lose 100 taels. If a line below has a * at the beginning, that particular line of responses results in the country joining your cause. All other responses cause the country to remain neutral or under the rule of whoever currently controls it.

Also note that some people you talk to cannot turn control of the country over to you, they will simply point you along to another person to talk to, causing you to have to "attack" that country multiple times to get to the person you need. In addition, if you attack a country that is not controlled by anyone else, they may simply join your cause or remain neutral without you talking to anyone.

Country Name - Land Cards Under Country's Control - Taxes collected per turn
Person to talk to
Responses A, B, C, etc.

1. Arathoxia - Swamp x2, Mountain - 4 taels

(1) Survivor

- AAA - nothing
- AAB - nothing
- AACA - gain 30 taels
- AACB - gain Black Vise
- AACC - gain Ankh of Mishra
- ABAA - gain 30 taels
- ABCB - gain Black Vise
- ABCC - gain Ankh of Mishra
- ACA - gain 30 taels
- ACB - gain Black Vise
- ACC - gain Ankh of Mishra
- B - nothing
- CAAA - nothing
- CAAB - nothing
- CAACA - gain 30 taels
- CAACB - gain Black Vise
- CAACC - gain Ankh of Mishra
- CABAA - gain 30 taels
- CABAB - gain Black Vise
- CABAC - gain Ankh of Mishra
- CABB - gain 5 taels
- CABC - nothing
- CACA - gain 30 taels
- CACB - gain Black Vise
- CACC - gain Ankh of Mishra
- CBA - - gain 30 taels
- CBB - gain Black Vise
- CBC - gain Ankh of Mishra
- CC - gain 5 taels

(2) Yorgo

- A - lose 100 taels
- * BAA - gain Dragon Engine
- BAB - gain 150 taels
- BACA - gain Ornithopter

- BACB - lose 100 taels
- BACC - gain Celestial Prism
- BBA - gain 2 taels
- BBB - lose 100 taels
- BC - nothing
- * CAA - gain Dragon Engine
- CAB - gain 150 taels
- CACA - gain Ornithopter
- CACB - lose 100 taels
- CACC - gain Celestial Prism
- CBA - gain 2 taels
- CBB - lose 100 taels
- CC - nothing

2. Battle Rising - Plains x2, Swamp - 8 taels

(1) Dragonfly

- AAAAAAAAA - nothing
- AAAAAABAA - nothing
- AAAAAABAB - lose a spell
- AAAAAABAC - nothing
- AAAAAABB - lose a spell
- AAAAAABC - nothing
- AAAAAAC - nothing
- AAAAAAB - nothing
- AAAAACAA - nothing
- AAAAAACAB - lose a spell
- AAAAAACAC - nothing
- AAAAAACB - lose a spell
- AAAAAACC - nothing
- AAAABAA - nothing
- AAAABAB - lose a spell
- AAAABAC - nothing
- AAAABB - lose a spell
- AAAABC - nothing
- AAAAAC - nothing
- AAAABAA - nothing
- AAAABABAA - nothing
- AAAABABAB - lose a spell
- AAAABABAC - nothing
- AAAABABB - lose a spell
- AAAABABC - nothing
- AAAABAC - nothing
- AAAABB - nothing
- AAAABCAA - nothing
- AAAABCAB - lose a spell
- AAAABCAC - nothing
- AAAABCB - lose a spell
- AAAABCC - nothing
- AAAACAA - nothing
- AAAACAB - lose a spell
- AAAACAC - nothing
- AAAACB - lose a spell
- AAAACC - nothing
- AAAB - nothing
- AAAC - nothing
- AABAAAA - nothing
- AABAAAABAA - nothing
- AABAAAABAB - lose a spell
- AABAAAABAC - nothing
- AABAAAABB - lose a spell

- AABAAABC - nothing
- AABAAAC - nothing
- AABAAB - nothing
- AABAACAA - nothing
- AABAACAB - lose a spell
- AABAACAC - nothing
- AABAACB - lose a spell
- AABAACC - nothing
- AABABAA - nothing
- AABABAB - lose a spell
- AABABAC - nothing
- AABABB - lose a spell
- AABABC - nothing
- AABAC - nothing
- AABBAA - nothing
- AABBABAA - nothing
- AABBABAB - lose a spell
- AABBABAC - nothing
- AABBABB - lose a spell
- AABBABC - nothing
- AABBAC - nothing
- AABBB - nothing
- AABBCAA - nothing
- AABBCAB - lose a spell
- AABBCAC - nothing
- AABBCB - lose a spell
- AABGCC - nothing
- AABCAA - nothing
- AABCAB - lose a spell
- AABCAC - nothing
- AABCB - lose a spell
- AABCC - nothing
- AAC - nothing
- ABAAAA - nothing
- ABAAABAA - nothing
- ABAAABAB - lose a spell
- ABAAABAC - nothing
- ABAAABB - lose a spell
- ABAAABC - nothing
- ABAAAC - nothing
- ABAAB - nothing
- ABAACAA - nothing
- ABAACAB - lose a spell
- ABAACAC - nothing
- ABAACB - lose a spell
- ABAACC - nothing
- ABABAA - nothing
- ABABAB - lose a spell
- ABABAC - nothing
- ABABB - lose a spell
- ABABC - nothing
- ABAC - nothing
- ABBAA - nothing
- ABBABAA - nothing
- ABBABAB - lose a spell
- ABBABAC - nothing
- ABBABB - lose a spell
- ABBABC - nothing
- ABBAC - nothing
- ABBB - nothing

- ABBCAA - nothing
- ABBCAB - lose a spell
- ABBCAC - nothing
- ABBCB - lose a spell
- ABBC - nothing
- ABCAA - nothing
- ABCAB - lose a spell
- ABCAC - nothing
- ABCB - lose a spell
- ABCC - nothing
- AC - nothing
- B - nothing
- C - nothing

(2) Elder Druid

- AA - gain Scryb Sprites
- ABA - nothing
- ABB - gain Scryb Sprites
- * ABCA - gain Force of Nature
- ABCB - nothing
- ABCC - gain Dancing Scimitar
- AC - gain 35 taels
- BA - gain Aspect of Wolf, Craw Wurm
- * BB - gain Killer Bees, Fungusaur, Instill Energy
- BCAA - nothing
- BCAB - gain Aspect of Wolf, Craw Wurm
- BCAC - gain War Mammoth
- * BCBA - gain Force of Nature
- BCBB - nothing
- BCBC - gain Dancing Scimitar
- BCC - gain Scryb Sprites
- CA - nothing
- CB - gain Aspect of Wolf, Craw Wurm
- CC - gain War Mammoth

3. Cape of Casindral - Island x2 - 6 taels

(1) Ghost

- AA - lose 200 taels and a spell
- ABA - gain Wall of Water, lose 100 taels
- ABB - nothing
- ABC - nothing
- AC - gain Blue Elemental Blast
- * BA - gain 120 taels, Control Magic, Steal Artifact, Counterspell
- BB - nothing
- BC - lose 200 taels and a spell
- CA - nothing
- CB - gain Ghost Ship
- CCA - gain 150 taels, Drain Power, Mahamoti Djinn
- CCB - lose 200 taels and a spell
- CCC - nothing

(2) Teferi

- A - gain Kaervek's Hex, Jolt, Blinding Light
- B - gain Crash of Rhinos, Cerulean Wyvern, Teremko Griffin
- C - gain Razor Pendulum, Aladdin's Ring, Obsidian Golem

4. Darkling Plain - Plains x2, Swamp - 7 taels

(1) Yotian Soldier

- AAAA - lose 2 spells
- AAAB - nothing

- AAACA - gain Yotian Soldier
- AAACB - nothing
- AAACC - lose 2 spells
- AAB - lose 2 spells
- AAC - lose 2 spells
- AB - lose 2 spells
- ACAA - gain Yotian Soldier
- ACAB - nothing
- ACAC - lose 2 spells
- ACB - lose a spell
- ACCA - gain 250 taels
- ACCB - nothing
- ACCC - lose 2 spells
- BAA - gain 75 taels and Yotian Soldier
- BAB - lose 2 spells
- BAC - nothing
- BBAA - gain 75 taels and Yotian Soldier
- BBAB - lose 2 spells
- BBAC - nothing
- BBB - lose 2 spells
- BBCAA - gain Yotian Soldier
- BBCAB - lose 2 spells
- BBCAC - nothing
- BBCB - lose a spell
- BBCCA - gain 250 taels
- BBCCB - nothing
- BBCCC - lose 2 spells
- BC - lose a spell
- CAAA - gain 75 taels and Yotian Soldier
- CAAB - lose 2 spells
- CAAC - nothing
- CABAA - gain 75 taels and Yotian Soldier
- CABAB - lose 2 spells
- CABAC - nothing
- CABB - lose 2 spells
- CABCAA - gain Yotian Soldier
- CABCAB - nothing
- CABCAC - lose 2 spells
- CABCB - lose a spell
- CABCCA - gain 250 taels
- CABCCB - nothing
- CABCCC - lose 2 spells
- CAC - lose a spell
- CB - lose 2 spells
- CC - nothing

(2) Darkling Chieftain

- AAAAAA - lose half of your taels and 2 spells
- AAAAAABAAA - lose 4 spells
- * AAAAAABAAB - gain 150 taels
- AAAAAABAAC - lose 4 spells
- AAAAAABAB - nothing
- AAAAAABB - nothing
- AAAAAACAA - nothing
- * AAAAAACAB - joined cause
- AAAAAACB - lose 80 taels and a spell
- AAAAAACCAA - lose 4 spells
- AAAAAACCAAB - gain 150 taels
- AAAAAACCAAC - lose 4 spells
- AAAAAACCAB - nothing

- AAAAACCB - nothing
- AAAABAA - nothing
* AAAABAB - joined cause
- AAAABB - lose 80 taels and a spell
- AAAABCAAA - lose 4 spells
* AAAABCAAB - gain 150 taels
- AAAABCAAC - lose 4 spells
- AAAABCAB - nothing
- AAAABCB - nothing
- AAAAC - nothing
- AAABA - lose half of your taels and 2 spells
- AAABBAAA - lose 4 spells
* AAABBAAB - gain 150 taels
- AAABBAAC - lose 4 spells
- AAABBAB - nothing
- AAABBB - nothing
- AAABCAA - nothing
* AAABCAB - joined cause
- AAABCB - lose 80 taels and a spell
- AAABCCAAA - lose 4 spells
* AAABCCAAB - gain 150 taels
- AAABCCAAC - lose 4 spells
- AAABCCAB - nothing
- AAABCCB - nothing
- AAAC - lose half of your taels and a spell
- AAB - lose half of your taels
- AACAA - lose half of your taels and 2 spells
- AACABAAA - lose 4 spells
* AACABAAB - gain 150 taels
- AACABAAC - lose 4 spells
- AACABAB - nothing
- AACABB - nothing
- AACACAA - nothing
* AACACAB - joined cause
- AACACB - lose 80 taels and a spell
- AACACAAA - lose 4 spells
* AACACCAAB - gain 150 taels
- AACACCAAC - lose 4 spells
- AACACCAB - nothing
- AACACCB - nothing
- AACBAAA - lose 4 spells
* AACBAAB - gain 150 taels
- AACBAAC - lose 4 spells
- AACBAB - nothing
- AACBB - nothing
- AACC - nothing
- ABAAA - lose half of your taels and 2 spells
- ABAABAAA - lose 4 spells
* ABAABAAB - gain 150 taels
- ABAABAAC - lose 4 spells
- ABAABAB - nothing
- ABAABB - nothing
- ABAACAA - nothing
* ABAACAB - joined cause
- ABAACB - lose 80 taels and a spell
- ABAACAAA - lose 4 spells
* ABAACCAAB - gain 150 taels
- ABAACCAAC - lose 4 spells
- ABAACCAB - nothing
- ABAACCB - nothing

- * ABAB - joined cause
- ABAC - nothing
- ABB - lose 3 spells
- ABCAAA - lose half of your taels and 2 spells
- ABCAABAAA - lose 4 spells
- * ABCAABAAB - gain 150 taels
- ABCAABAAC - lose 4 spells
- ABCAABAB - nothing
- ABCAABB - nothing
- ABCAACAA - nothing
- * ABCAACAB - joined cause
- ABCAACB - lose 80 taels and a spell
- ABCAACCAA - lose 4 spells
- * ABCAACCAAB - gain 150 taels
- ABCAACCAAC - lose 4 spells
- ABCAACCB - nothing
- ABCAACCB - nothing
- ABCABAA - nothing
- * ABCABAB - joined cause
- ABCABB - lose 80 taels and a spell
- ABCABCAA - lose 4 spells
- * ABCABCAAB - gain 150 taels
- ABCABCAAC - lose 4 spells
- ABCABCAB - nothing
- ABCABCB - nothing
- ABCAC - nothing
- ABCBA - lose half of your taels and 2 spells
- ABCBBAAA - lose 4 spells
- * ABCBBAAB - gain 150 taels
- ABCBBAAC - lose 4 spells
- ABCBBAB - nothing
- ABCBBB - nothing
- ABCBCAA - nothing
- * ABCBCAB - joined cause
- ABCBCB - lose 80 taels and a spell
- ABCBCCAAA - lose 4 spells
- * ABCBCCAAB - gain 150 taels
- ABCBCCAAC - lose 4 spells
- ABCBCCAB - nothing
- ABCBCCB - nothing
- ABCC - lose half of your taels and a spell
- ACAAAA - lose half of your taels and 2 spells
- ACAAABAAA - lose 4 spells
- * ACAAABAAB - gain 150 taels
- ACAAABAAC - lose 4 spells
- ACAAABAB - nothing
- ACAAABB - nothing
- ACAAACAA - nothing
- * ACAAACAB - joined cause
- ACAAACB - lose 80 taels and a spell
- ACAAACCAA - lose 4 spells
- * ACAAACCAAB - gain 150 taels
- ACAAACCAAC - lose 4 spells
- ACAAACCAB - nothing
- ACAAACCB - nothing
- ACAABAA - nothing
- * ACAABAB - joined cause
- ACAABB - lose 80 taels and a spell
- ACAABCAA - lose 4 spells
- * ACAABCAAB - gain 150 taels

- ACAABCAAC - lose 4 spells
- ACAABCAB - nothing
- ACAABCB - nothing
- ACAAC - nothing
- ACABA - lose half of your taels and 2 spells
- ACABBAAA - lose 4 spells
- * ACABBAAAB - gain 150 taels
- ACABBAAAC - lose 4 spells
- ACABBAB - nothing
- ACABBB - nothing
- ACABCAA - nothing
- * ACABCAB - joined cause
- ACABCB - lose 80 taels and a spell
- ACABCCAAA - lose 4 spells
- * ACABCCAAB - gain 150 taels
- ACABCCAAC - lose 4 spells
- ACABCCAB - nothing
- ACABCCB - nothing
- ACAC - lose half of your taels and a spell
- ACB - lose 100 taels and 2 spells
- ACC - nothing
- BAAAA - lose half of your taels and 2 spells
- BAAABAAA - lose 4 spells
- * BAAABAAB - gain 150 taels
- BAAABAAC - lose 4 spells
- BAAABAB - nothing
- BAAABB - nothing
- BAAACAA - nothing
- * BAAACAB - joined cause
- BAAACB - lose 80 taels and a spell
- BAAACCAA - lose 4 spells
- * BAAACCAAB - gain 150 taels
- BAAACCAAC - lose 4 spells
- BAAAC CAB - nothing
- BAAACCB - nothing
- BAABAA - nothing
- * BAABAB - joined cause
- BAABB - lose 80 taels and a spell
- BAABCAA - lose 4 spells
- * BAABCAAB - gain 150 taels
- BAABCAAC - lose 4 spells
- BAABCAB - nothing
- BAABCB - nothing
- BAAC - nothing
- BABA - lose half of your taels and 2 spells
- BABBAAA - lose 4 spells
- * BABBAAB - gain 150 taels
- BABBAAC - lose 4 spells
- BABBAB - nothing
- BABBB - nothing
- BABCAA - nothing
- * BABCAB - joined cause
- BABCB - lose 80 taels and a spell
- BABCCAAA - lose 4 spells
- * BABCCAAB - gain 150 taels
- BABCCAAC - lose 4 spells
- BABCCAB - nothing
- BABCCB - nothing
- BAC - lose half of your taels and a spell
- BBAA - lose half of your taels and 2 spells

- BBABAAA - lose 4 spells
- * BBABAAB - gain 150 taels
- BBABAAC - lose 4 spells
- BBABAB - nothing
- BBABB - nothing
- BBACAA - nothing
- * BBACAB - joined cause
- BBACB - lose 80 taels and a spell
- BBACCAA - lose 4 spells
- * BBACCAAB - gain 150 taels
- BBACCAAC - lose 4 spells
- BBACCAB - nothing
- BBACCB - nothing
- BBBA - nothing
- * BBBB - joined cause
- BBBCA - lose half of your taels and 2 spells
- BBBCBAAA - lose 4 spells
- * BBBCBAAB - gain 150 taels
- BBBCBAAC - lose 4 spells
- BBBCBAB - nothing
- BBBCBB - nothing
- BBBCCAA - nothing
- * BBBC CAB - joined cause
- BBBCCB - lose 80 taels and a spell
- BBBCCAA - lose 4 spells
- * BBBCCAAB - gain 150 taels
- BBBCCAAC - lose 4 spells
- BBBCCCAB - nothing
- BBBCCCB - nothing
- BBC - lose half of your taels
- BC - nothing
- CAA - lose half of your taels and 2 spells
- CABAAA - lose 4 spells
- * CABAAB - gain 150 taels
- CABAAC - lose 4 spells
- CABAB - nothing
- CABB - nothing
- CACAA - nothing
- * CACAB - joined cause
- CACB - lose 80 taels and a spell
- CACCAA - lose 4 spells
- * CACCAAB - gain 150 taels
- CACCAAC - lose 4 spells
- CACCAB - nothing
- CACCB - nothing
- CBAA - nothing
- * CBAB - joined cause
- CBB - lose 80 taels and a spell
- CBCAAA - lose 4 spells
- * CBCAAB - gain 150 taels
- CBCAAC - lose 4 spells
- CBCAB - nothing
- CBCB - nothing
- CC - lose half of your taels and a spell

5. Dueling Chasm - Mountain x2 - 6 taels

(1) Grenfell

- AAA - nothing
- AABAA - nothing
- AABAB - lose 75 taels and 2 spells

- AABACA - lose 100 taels and 3 spells
- * AABACB - gain 150 taels, Cursed Land, Hypnotic Specter
- AABACC - gain Mind Twist and Word of Binding, lose 2 spells
- AABB - nothing
- AABCA - lose 6 spells
- AABCB - lose 400 taels
- AABCC - lose 200 taels and 4 spells
- AACA - lose 200 taels and 3 spells
- AACB - lose a spell
- AACC - lose 3 spells
- AB - nothing
- AC - lose 200 taels and 4 spells
- BA - lose 6 spells
- BB - lose 400 taels
- BC - lose 5 spells
- CAA - nothing
- CAB - lose 75 taels and 2 spells
- CACA - lose 100 taels and 3 spells
- * CACB - gain 150 taels, Cursed Land, Hypnotic Specter
- CACC - gain Mind Twist and Word of Binding, lose 2 spells
- CB - nothing
- CCA - lose 6 spells
- CCB - lose 400 taels
- CCC - lose 200 taels and 4 spells

(2) Leshrac

- A - gain Nightmare, Lord of the Pit
- B - nothing
- C - lose 5 spells

6. Ephren - Plains, Mountain - 7 taels

(1) Taffan

- AA - nothing
- AB - nothing
- AC - nothing
- BA - nothing
- BBA - gain Dancing Scimitar
- BBBA - nothing
- BBBB - gain Dancing Scimitar
- BBBC - gain Fireball and Disintegrate
- BBC - nothing
- BCA - nothing
- BCB - nothing
- BCC - nothing
- CA - gain Dancing Scimitar
- CBA - nothing
- CBB - gain Dancing Scimitar
- CBC - gain Fireball and Disintegrate
- CC - nothing

(2) Adam (Jared only)

- AA - nothing
- AB - nothing
- AC - nothing
- * B - joined cause
- CA - nothing
- CB - gain Web, Reverse Damage
- * CC - gain Web, Reverse Damage

7. Great Salt Marsh - Swamp x2 - 4 taels

(1) Apparition

- AA - nothing
- ABAAA - gain Gloom, lose 2 taels
- ABAAB - lose 2 taels
- ABAAC - nothing
- ABABA - nothing
- ABABB - lose 2 taels
- ABABC - gain Gloom, lose 2 taels
- ABAC - lose 2 taels
- ABBA - gain Gloom, lose 2 taels
- ABBB - lose 2 taels
- ABBC - nothing
- ABCA - nothing
- ABCB - lose 2 taels
- ABCC - gain Gloom, lose 2 taels
- ACA - nothing
- ACBA - gain Gloom, lose 2 taels
- ACBB - lose 2 taels
- ACBC - nothing
- ACCAA - gain Gloom, lose 2 taels
- ACCAB - lose 2 taels
- ACCAC - nothing
- ACCBA - nothing
- ACCBB - lose 2 taels
- ACCBC - gain Gloom, lose 2 taels
- ACCC - nothing
- BA - nothing
- BBAA - gain Gloom, lose 2 taels
- BBAB - lose 2 taels
- BBAC - nothing
- BBBA - nothing
- BBBB - lose 2 taels
- BBBC - gain Gloom, lose 2 taels
- BBC - lose 2 taels
- BCAAA - gain Gloom, lose 2 taels
- BCAAB - lose 2 taels
- BCAAC - nothing
- BCABA - nothing
- BCABB - lose 2 taels
- BCABC - gain Gloom, lose 2 taels
- BCAC - lose 2 taels
- BCBA - gain Gloom, lose 2 taels
- BCBB - lose 2 taels
- BCBC - nothing
- BCCA - nothing
- BCCB - lose 2 taels
- BCCC - gain Gloom, lose 2 taels
- CA - nothing
- CBA - gain Gloom, lose 2 taels
- CBB - lose 2 taels
- CBC - nothing
- CCAA - gain Gloom, lose 2 taels
- CCAB - lose 2 taels
- CCAC - nothing
- CCBA - nothing
- CCBB - lose 2 taels
- CCBC - gain Gloom, lose 2 taels
- CCC - lose 2 taels

(2) Morglauum

- AA - nothing
- ABAA - gain 10 taels
- ABAB - nothing
- ABAC - gain 10 taels
- ABBA - gain 10 taels
- ABBB - gain 10 taels and Bog Imp
- ABBC - nothing
- ABCA - gain 10 taels and Bog Imp
- ABCB - nothing
- ABCC - nothing
- AC - gain 10 taels
- BAAA - gain 10 taels
- BAAB - nothing
- BAAC - gain 10 taels
- BABA - gain 10 taels
- BABB - gain 10 taels and Bog Imp
- BABC - nothing
- BACA - gain 10 taels and Bog Imp
- BACB - nothing
- BACC - nothing
- BB - gain 10 taels
- BCA - gain 10 taels and Bog Imp
- BCB - nothing
- BCC - nothing
- C - gain 10 taels

(3) Mirannon

- AA - nothing
- ABA - nothing
- ABBA - nothing
- * ABBB - gain 100 tales and Amulet of Kroog, lose Gloom
- ABBC - nothing
- ABCA - nothing
- ABCB - nothing
- * ABCC - gain 100 tales and Amulet of Kroog, lose Gloom
- ACA - nothing
- ACB - nothing
- * ACC - gain 100 tales and Amulet of Kroog, lose Gloom
- B - nothing
- CAA - nothing
- CABA - nothing
- CABBA - nothing
- * CABBB - gain 100 tales and Amulet of Kroog, lose Gloom
- CABBC - nothing
- CABCA - nothing
- CABCB - nothing
- * CABCC - gain 100 tales and Amulet of Kroog, lose Gloom
- CACA - nothing
- CACB - nothing
- * CACC - gain 100 tales and Amulet of Kroog, lose Gloom
- CB - nothing
- CCA - nothing
- CCB - nothing
- * CCC - gain 100 tales and Amulet of Kroog, lose Gloom

8. Hamath - Plains x2, Island - 10 taels

(1) Kadesha

- AA - gain 2 taels
- * ABA - gain Serra Angel, Wall of Swords, Wrath of God, Sunglasses of Urza
- ABBA - nothing

- ABBB - gain Holy Armor and Holy Strength, lose 200 taels
- ABC - gain Tundra Wolves and Mesa Pegasus
- ACA - nothing
- ACB - gain Holy Armor and Holy Strength, lose 200 taels
- BA - gain Swords to Plowshares
- BB - gain 100 taels
- BC - gain Sunglasses of Urza
- CAA - nothing
- CAB - gain Holy Armor and Holy Strength, lose 200 taels
- * CB - gain Serra Angel, Wall of Swords, Wrath of God, Sunglasses of Urza
- CC - gain Samite Healer and Savannah Lions

9. Ice Wastes - Plains, Island, Swamp - 6 taels

(1) Griem

- AAA - gain 20 taels and Blessing
- AAB - nothing
- AAC - gain Crusade
- AB - nothing
- AC - gain 20 taels and Blessing
- BA - gain Crusade
- BBAA - nothing
- BBAB - nothing
- BBACA - nothing
- BBACB - nothing
- BBACC - gain COP: Black and Armageddon, lose a black spell
- BBBA - nothing
- BBBB - gain Grizzly Bears
- BBBCAA - gain 20 taels and Blessing
- BBBCAB - nothing
- BBBCAC - gain Crusade
- BBBCB - nothing
- BBBCC - gain 20 taels and Blessing
- BBC - nothing
- BC - lose 2 spells
- CA - nothing
- CB - gain Grizzly Bears
- CCAA - gain 20 taels and Blessing
- CCAB - nothing
- CCAC - gain Crusade
- CCB - nothing
- CCC - gain 20 taels and Blessing

(2) Sprites

- A - lose 50 taels and a spell
- BAA - gain Wrath of God
- BAB - lose 50 taels and a spell
- BAC - gain Tundra Wolves and Reverse Damage, lose 100 taels
- BB - gain Wrath of God
- BCA - lose 2 spells
- BCB - lose 50 taels and a spell
- BCC - nothing
- CA - lose 2 spells
- CB - gain Swords to Plowshares
- CC - nothing

(3) Kuuvogeg

- AA - nothing
- ABA - nothing
- ABBA - nothing
- ABBBA - nothing

- ABBBB - lose a white spell
- * ABBBC - lose a white spell
- ABBC - nothing
- ABC - nothing
- ACA - nothing
- ACBA - nothing
- ACBB - lose a white spell
- * ACBC - lose a white spell
- ACC - nothing
- BAA - nothing
- BABA - nothing
- BABB - lose a white spell
- * BABC - lose a white spell
- BAC - nothing
- BB - nothing
- BC - nothing
- C - nothing

(4) Rarnas

- AA - nothing
- ABAA - gain 180 taels
- ABAB - nothing
- ABAC - gain 10 taels
- ABB - gain 10 taels
- ABC - nothing
- AC - nothing
- BA - nothing
- BB - nothing
- BCA - nothing
- BCBA - gain 180 taels
- BCBAB - nothing
- BCBAC - gain 10 taels
- BCBB - gain 10 taels
- BCBC - nothing
- BCCAA - gain 180 taels
- BCCAB - nothing
- BCCAC - gain 10 taels
- BCCB - gain 10 taels
- BCCC - nothing
- CA - nothing
- CBA - nothing
- CBB - nothing
- CBC - nothing
- CC - gain 10 taels

10. Island of Corundus - Island x4 - 5 taels

(1) Zareel

- AA - nothing
- ABA - gain Vampire Bats and Giant Tortoise, lose 165 taels
- * ABB - lose 2 spells
- * ABC - lose 200 taels
- AC - lose 90 taels and a spell
- BA - gain Creature Bond and Twiddle, lose 150 taels
- BB - gain Dingus Egg and Razor Pendulum, lose 200 taels
- BC - gain 200 taels, lose 2 spells
- CA - lose 150 taels and 4 spells
- CB - gain Steal Artifact and Cerulean Wyvern
- CC - gain 200 taels

(2) Jorvil

- AAA - nothing
- AABA - nothing
- * AABB - gain Wall of Water
- AABC - nothing
- AAC - nothing
- ABA - nothing
- * ABB - gain Wall of Water
- ABC - nothing
- AC - nothing
- BA - nothing
- BBA - nothing
- * BBB - gain Wall of Water
- BBC - nothing
- BC - nothing
- CA - nothing
- CBA - nothing
- * CBB - gain Wall of Water
- CBC - nothing
- CC - nothing

11. Khone - Swamp x3 - 4 taels

(1) Street Preacher

- AA - gain Conversion, lose 35 taels
- ABA - lose 50 taels and a spell
- ABB - gain Bog Imp and Abomination
- ABC - gain Conversion, lose 35 taels
- ACA - gain 75 taels
- ACB - lose 75 taels and 2 spells
- ACC - nothing
- B - lose 75 taels and 2 spells
- CA - lose 75 taels and 2 spells
- CB - lose 1 spell
- CCA - lose 20 taels
- CCB - lose 1 spell
- CCC - lose 75 and 2 spells

(2) Black Knight

- * AAAAA - gain 150 taels and a spell
- * AAAAB - gain 75 taels and a spell
- AAAAC - nothing
- * AAABA - gain 175 taels and a spell
- AAABB - nothing
- * AAABC - gain 150 taels and a spell
- AAAC - nothing
- * AABAA - gain 150 taels and a spell
- * AABAB - gain 75 taels and a spell
- AABAC - nothing
- * AABBAAAA - joined cause
- AABBAAB - lose 125 taels and 4 spells
- AABBAAB - nothing
- AABBAB - nothing
- AABBB - lose a spell
- AABBC - nothing
- AABC - nothing
- AAC - nothing
- * ABAAA - gain 150 taels and a spell
- * ABAAB - gain 75 taels and a spell
- ABAAC - nothing
- * ABABA - gain 175 taels and a spell
- ABABB - nothing

* ABABC - gain 150 taels and a spell
- ABAC - nothing
- ABB - lose 2 spells
* ABCAA - gain 150 taels and a spell
* ABCAB - gain 75 taels and a spell
- ABCAC - nothing
* ABCBAAAA - joined cause
- ABCBAAAAB - lose 125 taels and 4 spells
- ABCBAAB - nothing
- ABCBAB - nothing
- ABCBB - lose a spell
- ABCBC - nothing
- ABCC - nothing
* ACAAA - gain 150 taels and a spell
* ACAAB - gain 75 taels and a spell
- ACAAC - nothing
* ACABA - gain 175 taels and a spell
- ACABB - nothing
* ACABC - gain 150 taels and a spell
- ACAC - nothing
* ACBAAAA - joined cause
- ACBAAAAB - lose 125 taels and 4 spells
- ACBAAB - nothing
- ACBAB - nothing
- ACBB - lose a spell
- ACBC - nothing
- ACC - nothing
* BAAAA - gain 150 taels and a spell
* BAAAB - gain 75 taels and a spell
- BAAAC - nothing
* BAABA - gain 175 taels and a spell
- BAABB - nothing
* BAABC - gain 150 taels and a spell
- BAAC - nothing
* BABAA - gain 150 taels and a spell
* BABAB - gain 75 taels and a spell
- BABAC - nothing
* BABBAAAA - joined cause
- BABBAAAAB - lose 125 taels and 4 spells
- BABBAAB - nothing
- BABBAB - nothing
- BABBB - lose a spell
- BABBC - nothing
- BABC - nothing
* BACAA - gain 175 taels and a spell
- BACAB - nothing
* BACAC - gain 150 taels and a spell
* BACBAAA - joined cause
- BACBAAAAB - lose 125 taels and 4 spells
- BACBAB - nothing
- BACBB - nothing
- BACC - nothing
* BBAAAA - joined cause
- BBAAAAB - lose 125 taels and 4 spells
- BBAAB - nothing
- BBAB - nothing
- BBB - lose a spell
- BBC - nothing
* BCAAA - gain 150 taels and a spell
* BCAAB - gain 75 taels and a spell

- BCAAC - nothing
- * BCABA - gain 175 taels and a spell
- BCABB - nothing
- * BCABC - gain 150 taels and a spell
- BCAC - nothing
- * BCBAAAA - joined cause
- BCBAAAAB - lose 125 taels and 4 spells
- BCBAAAB - nothing
- BCBAB - nothing
- BCBB - lose a spell
- BCBC - nothing
- BCC - gain 2 spells
- CAA - lose 2 spells
- * CABAA - gain 150 taels and a spell
- * CABAB - gain 75 taels and a spell
- CABAC - nothing
- * CABBA - gain 175 taels and a spell
- CABBB - nothing
- * CABBC - gain 150 taels and a spell
- CABCB - nothing
- CAC - gain 2 spells
- * CBAAB - gain 150 taels and a spell
- * CBAAB - gain 75 taels and a spell
- CBAAC - nothing
- * CBABA - gain 175 taels and a spell
- CBABB - nothing
- * CBABC - gain 150 taels and a spell
- CBAC - nothing
- CBB - nothing
- * CBCAA - gain 150 taels and a spell
- * CBCAB - gain 75 taels and a spell
- CBCAC - nothing
- * CBCBAAAA - joined cause
- CBCBAAAAB - lose 125 taels and 4 spells
- CBCBAAAB - nothing
- CBCBAB - nothing
- CBCBB - lose a spell
- CBCBC - nothing
- CBCC - nothing
- CC - nothing

12. Kristina's Woods - Plains, Forest x2 - 6 taels

- (1) Sandruu
- AA - nothing
 - ABA - nothing
 - ABB - lose 50 taels and a spell
 - ABC - lose 5 spells
 - ACAA - nothing
 - ACAB - nothing
 - ACAC - gain Red Ward and Disenchant, lose 100 taels
 - ACB - gain Unsummon, Blinding Light, Teremko Griffin and Wall of Swords, lose 200 taels
 - ACC - gain Savannah Lions, lose 2 spells
 - B - lose 5 spells
 - CA - lose 50 taels and a spell
 - * CB - gain Savannah Lions, Mana Vault, Serra Angel and COP: Black
 - CC - lose 4 spells

13. Krysalthus - Forest x3 - 9 taels

- (1) Forest

- * AAAA - gain Ironroot Treefolk
- AAAB - nothing
- AAAC - nothing
- AABA - gain Lure, lose a spell
- AABB - nothing
- AABC - nothing
- AAC - nothing
- * ABAA - gain Ironroot Treefolk
- ABAB - nothing
- ABAC - nothing
- ABB - lose a spell
- ABC - nothing
- AC - nothing
- * BAA - gain Ironroot Treefolk
- BAB - nothing
- BAC - nothing
- BB - lose a spell
- BC - nothing
- C - nothing

14. Melmereth - Plains, Swamp - 10 taels

(1) Nikko

- AAA - nothing
- AAB - gain Orcish Artillery, Ali Baba, lose half your taels
- AACA - lose all taels
- AACB - nothing
- AACC - nothing
- ABA - nothing
- ABB - nothing
- ABC - lose all taels
- AC - nothing
- BAA - nothing
- BABA - lose all taels
- BABB - nothing
- BABC - nothing
- BACAA - lose an artifact
- BACAB - lose an artifact
- BACAC - lose an artifact
- * BACADA - gain Dancing Scimitar, Black Knight, lose 2 artifacts
- BACADB - lose an artifact
- BACAE - lose an artifact
- BACB - nothing
- BB - nothing
- BCAAA - lose an artifact
- BCAAB - lose an artifact
- BCAAC - lose an artifact
- * BCAADA - gain Dancing Scimitar, Black Knight, lose 2 artifacts
- BCAADB - lose an artifact
- BCAAE - lose an artifact
- BCAB - nothing
- BCB - nothing
- BCCA - nothing
- BCCBA - lose all taels
- BCCBB - nothing
- BCCBC - nothing
- BCCCAA - lose an artifact
- BCCCAB - lose an artifact
- BCCCAC - lose an artifact
- * BCCADA - gain Dancing Scimitar, Black Knight, lose 2 artifacts
- BCCADB - lose an artifact

- BCCCAE - lose an artifact
- BCCCB - nothing
- C - nothing

15. Minorad - Mountain x2 - 4 taels

(1) Daelus

- A - nothing
- BA - nothing
- BBAA - gain 250 taels and Power Sink
- BBAB - gain 375 taels
- BBAC - nothing
- BBBAA - gain Power Sink
- BBBAB - gain Control Magic
- BBBAC - nothing
- BBBB - go back one step
- BBBC - nothing
- BBCAAA - lose 50 taels, go back one step
- BBCAAB - lose 75 taels, go back one step
- BBCAAC - lose 75 taels, go back one step
- BBCAAD - lose 100 taels, go back one step
- * BBCAAE - joined cause
- BBCABAA - lose 50 taels, go back one step
- BBCABAB - lose 75 taels, go back one step
- BBCABAC - lose 75 taels, go back one step
- BBCABAD - lose 100 taels, go back one step
- * BBCABAE - joined cause
- BBCABB - nothing
- BBCAC - nothing
- BBCB - go back one step
- BBCC - nothing
- BCAA - gain Power Sink
- BCAB - gain Control Magic
- BCAC - nothing
- BCB - go back one step
- BCC - nothing
- CAAA - lose 50 taels, go back one step
- CAAB - lose 75 taels, go back one step
- CAAC - lose 75 taels, go back one step
- CAAD - lose 100 taels, go back one step
- * CAAE - joined cause
- CABAA - lose 50 taels, go back one step
- CABAB - lose 75 taels, go back one step
- CABAC - lose 75 taels, go back one step
- CABAD - lose 100 taels, go back one step
- * CABAE - joined cause
- CABB - nothing
- CAC - nothing
- CB - go back one step
- CC - nothing

16. Northern Wilds - Forest x3 - 6 taels

(1) Elayna

- AA - nothing
- ABA - go back one step
- * ABBA - joined cause
- * ABBB - joined cause
- ABBC - nothing
- ABC - nothing
- ACAA - gain Sandstorm
- ACAAB - gain Regeneration

- ACAAC - gain Blinding Light
- ACAB - gain Llanowar Elves
- ACAC - nothing
- ACB - go back one step
- ACC - nothing
- B - nothing
- CAAA - gain Sandstorm
- CAAB - gain Regeneration
- CAAC - gain Blinding Light
- CAB - gain Llanowar Elves
- CAC - nothing
- CB - go back one step
- CC - nothing

(2) Brownie

- A - lose 20 taels
- BAAA - lose a spell
- BAAB - nothing
- BAAC - nothing
- BAB - nothing
- BACA - gain Cockatrice
- BACB - nothing
- BACC - gain Durkwood Boars
- BB - nothing
- BCA - lose a spell
- BCB - nothing
- BCC - nothing
- C - nothing

(3) Cirrush

- AAA - nothing
- * AABAA - lose 500 taels and 3 spells
- AABABA - nothing
- AABABBAA - nothing
- * AABABBAB - lose 500 taels and 3 spells
- AABABBAC - lose 50 taels
- AABABBB - gain Fog
- AABABBC - gain Rod of Ruin, Fog
- * AABABCA - lose 500 taels and 3 spells
- AABABCB - lose 50 taels
- AABABCCAA - nothing
- * AABABCCAB - lose 500 taels and 3 spells
- AABABCCAC - lose 50 taels
- AABABCCB - gain Fog
- AABABCCC - gain Rod of Ruin, Fog
- AABACA - nothing
- * AABACB - lose 500 taels and 3 spells
- AABACC - nothing
- AABB - nothing
- AABCA - gain Rod of Ruin
- AABCB - nothing
- * AABCCA - lose 500 taels and 3 spells
- AABCCBA - nothing
- AABCCBBAA - nothing
- * AABCCBBAB - lose 500 taels and 3 spells
- AABCCBBAC - lose 50 taels
- AABCCBBB - gain Fog
- AABCCBBC - gain Rod of Ruin, Fog
- * AABCCBCA - lose 500 taels and 3 spells
- AABCCBCB - lose 50 taels

- AABCCBCCAA - nothing
* AABCCBCCAB - lose 500 taels and 3 spells
- AABCCBCCAC - lose 50 taels
- AABCCBCCB - gain Fog
- AABCCBCCC - gain Rod of Ruin, Fog
- AABCCCA - nothing
* AABCCCB - lose 500 taels and 3 spells
- AABCCCC - nothing
* AACA - lose 500 taels and 3 spells
- AACBA - nothing
- AACBBAA - nothing
* AACBBAB - lose 500 taels and 3 spells
- AACBBAC - lose 50 taels
- AACBBB - gain Fog
- AACBBC - gain Rod of Ruin, Fog
* AACBCA - lose 500 taels and 3 spells
- AACBCB - lose 50 taels
- AACBCCA - nothing
* AACBCCAB - lose 500 taels and 3 spells
- AACBCCAC - lose 50 taels
- AACBCCB - gain Fog
- AACBCCC - gain Rod of Ruin, Fog
- AACCA - nothing
* AACCB - lose 500 taels and 3 spells
- AACCC - nothing
- AB - nothing
* ACAA - lose 500 taels and 3 spells
- ACABA - nothing
- ACABBAA - nothing
* ACABBAB - lose 500 taels and 3 spells
- ACABBAC - lose 50 taels
- ACABBB - gain Fog
- ACABBC - gain Rod of Ruin, Fog
* ACABCA - lose 500 taels and 3 spells
- ACABCB - lose 50 taels
- ACABCCA - nothing
* ACABCCAB - lose 500 taels and 3 spells
- ACABCCAC - lose 50 taels
- ACABCCB - gain Fog
- ACABCCC - gain Rod of Ruin, Fog
- ACACA - nothing
* ACACB - lose 500 taels and 3 spells
- ACACC - nothing
- ACB - nothing
- ACCA - gain Rod of Ruin
- ACCB - nothing
* ACCCA - lose 500 taels and 3 spells
- ACCCBA - nothing
- ACCCBBA - nothing
* ACCCBBAB - lose 500 taels and 3 spells
- ACCCBAC - lose 50 taels
- ACCCBBB - gain Fog
- ACCCBBC - gain Rod of Ruin, Fog
* ACCBCA - lose 500 taels and 3 spells
- ACCBCB - lose 50 taels
- ACCBCCA - nothing
* ACCBCCAB - lose 500 taels and 3 spells
- ACCBCCAC - lose 50 taels
- ACCBCCB - gain Fog
- ACCBCCC - gain Rod of Ruin, Fog

- ACCCCA - nothing
* ACCCCB - lose 500 taels and 3 spells
- ACCCCC - nothing
- BAA - nothing
* BABAA - lose 500 taels and 3 spells
- BABABA - nothing
- BABABBAA - nothing
* BABABBAB - lose 500 taels and 3 spells
- BABABBAC - lose 50 taels
- BABABBB - gain Fog
- BABABBC - gain Rod of Ruin, Fog
* BABABCA - lose 500 taels and 3 spells
- BABABCB - lose 50 taels
- BABABCAA - nothing
* BABABCCAB - lose 500 taels and 3 spells
- BABABCCAC - lose 50 taels
- BABABCCB - gain Fog
- BABABCCC - gain Rod of Ruin, Fog
- BABACA - nothing
* BABACB - lose 500 taels and 3 spells
- BABACC - nothing
- BABB - nothing
- BABCA - gain Rod of Ruin
- BABCB - nothing
* BABCCA - lose 500 taels and 3 spells
- BABCCBA - nothing
- BABCCBAA - nothing
* BABCCBBAB - lose 500 taels and 3 spells
- BABCCBBAC - lose 50 taels
- BABCCBBB - gain Fog
- BABCCBBC - gain Rod of Ruin, Fog
* BABCCBCA - lose 500 taels and 3 spells
- BABCCBCB - lose 50 taels
- BABCCBCCA - nothing
* BABCCBCCAB - lose 500 taels and 3 spells
- BABCCBCCAC - lose 50 taels
- BABCCBCCB - gain Fog
- BABCCBCCC - gain Rod of Ruin, Fog
- BABCCCA - nothing
* BABCCCB - lose 500 taels and 3 spells
- BABCCCC - nothing
* BACA - lose 500 taels and 3 spells
- BACBA - nothing
- BACBBAA - nothing
* BACBBAB - lose 500 taels and 3 spells
- BACBBAC - lose 50 taels
- BACBBB - gain Fog
- BACBBC - gain Rod of Ruin, Fog
* BACBCA - lose 500 taels and 3 spells
- BACBCB - lose 50 taels
- BACBCCA - nothing
* BACBCCAB - lose 500 taels and 3 spells
- BACBCCAC - lose 50 taels
- BACBCCB - gain Fog
- BACBCCC - gain Rod of Ruin, Fog
- BACCA - nothing
* BACCB - lose 500 taels and 3 spells
- BACCC - nothing
- BB - nothing
* BCAA - lose 500 taels and 3 spells

- BCABA - nothing
- BCABBAA - nothing
* BCABBAB - lose 500 taels and 3 spells
- BCABBAC - lose 50 taels
- BCABBB - gain Fog
- BCABBC - gain Rod of Ruin, Fog
* BCABCA - lose 500 taels and 3 spells
- BCABCB - lose 50 taels
- BCABCCAA - nothing
* BCABCCAB - lose 500 taels and 3 spells
- BCABCCAC - lose 50 taels
- BCABCCB - gain Fog
- BCABCCC - gain Rod of Ruin, Fog
- BCACA - nothing
* BCACB - lose 500 taels and 3 spells
- BCACC - nothing
- BCB - nothing
- BCCA - gain Rod of Ruin
- BCCB - nothing
* BCCCA - lose 500 taels and 3 spells
- BCCCBA - nothing
- BCCCBAA - nothing
* BCCCBAB - lose 500 taels and 3 spells
- BCCCBAC - lose 50 taels
- BCCCBBB - gain Fog
- BCCCBEC - gain Rod of Ruin, Fog
* BCCCBCA - lose 500 taels and 3 spells
- BCCCBCE - lose 50 taels
- BCCCBCCAA - nothing
* BCCCBCCAB - lose 500 taels and 3 spells
- BCCCBCCAC - lose 50 taels
- BCCCBCCB - gain Fog
- BCCCBCCC - gain Rod of Ruin, Fog
- BCCCCA - nothing
* BCCCCB - lose 500 taels and 3 spells
- BCCCC - nothing
* CAA - lose 500 taels and 3 spells
- CABA - nothing
- CABBAA - nothing
* CABBAB - lose 500 taels and 3 spells
- CABBAC - lose 50 taels
- CABBB - gain Fog
- CABBC - gain Rod of Ruin, Fog
* CABCA - lose 500 taels and 3 spells
- CABCB - lose 50 taels
- CABCCAA - nothing
* CABCCAB - lose 500 taels and 3 spells
- CABCCAC - lose 50 taels
- CABCCB - gain Fog
- CABCCC - gain Rod of Ruin, Fog
- CACA - nothing
* CACB - lose 500 taels and 3 spells
- CACC - nothing
- CBA - nothing
- CBBAA - nothing
* CBBAB - lose 500 taels and 3 spells
- CBBAC - lose 50 taels
- CBBB - gain Fog
- CBBC - gain Rod of Ruin, Fog
* CBCA - lose 500 taels and 3 spells

- CBCB - lose 50 taels
- CBCCAA - nothing
- * CBCCAB - lose 500 taels and 3 spells
- CBCCAC - lose 50 taels
- CBCCB - gain Fog
- CBCCC - gain Rod of Ruin, Fog
- CC - nothing

17. Nyx - Swamp x2, Forest - 7 taels

(1) Tansont

- A - nothing
- BA - nothing
- BBA - nothing
- BBBA - nothing
- BBBBA - nothing
- BBBBB - nothing
- BBBBC - nothing
- BBBCA - nothing
- BBBCB - nothing
- BBBCA - nothing
- BBCCB - nothing
- BBCCC - nothing
- BBC - nothing
- BC - nothing
- CA - nothing
- CBA - nothing
- CBB - nothing
- CBC - nothing
- CCA - nothing
- CCB - nothing
- CCCA - nothing
- CCCB - nothing
- CCCC - nothing

(2) Garwen

- AAA - nothing
- AAB - nothing
- AAC - nothing
- ABA - nothing
- ABB - nothing
- ABC - nothing
- AC - nothing
- B - nothing
- CAA - nothing
- CAB - nothing
- CAC - nothing
- CB - nothing
- CC - gain Pestilence

(3) Janord

- AAAA - gain Holy Strength
- AAAB - gain Holy Strength
- AAAC - gain Holy Strength
- AABA - gain Holy Strength
- AABB - gain Holy Strength
- AABC - gain Holy Strength
- AACA - gain Holy Strength
- AACB - nothing
- AACC - gain Holy Strength
- ABA - gain Holy Strength

- ABB - nothing
- ABC - gain Holy Strength
- ACA - gain Holy Strength
- ACB - gain Holy Strength
- ACC - gain Holy Strength
- BAA - gain Holy Strength
- BAB - gain Holy Strength
- BAC - gain Holy Strength
- BB - nothing
- BCAA - gain Holy Strength
- BCAB - gain Holy Strength
- BCAC - gain Holy Strength
- BCB - nothing
- BCCA - gain Holy Strength
- BCCB - nothing
- BCCC - gain Holy Strength
- C - nothing

(4) Ezoin

- A - lose 2 spells
- B - nothing
- * CAAA - gain Word of Binding
- * CAAB - gain 20 taels
- * CAAC - nothing
- CAB - lose 2 spells
- CAC - nothing
- CBA - lose 2 spells
- * CBBA - gain Word of Binding
- * CBBB - gain 20 taels
- * CBBC - joined cause
- CBC - nothing
- * CCAA - gain Word of Binding
- * CCAB - gain 20 taels
- * CCAC - joined cause
- CCB - nothing
- CCC - lose 2 spells

18. Oremon - Mountain x2 - 8 taels

- * joined cause

19. Quirion - Forest x3 - 6 taels

(1) Amadis

- A - nothing
- * BAA - gain 200 taels, lose a spell
- BAB - lose 100 taels
- * BACA - gain Wall of Wood, Llanowar Elves, lose 100 taels
- * BACB - gain Thicket Basilisk, Giant Spider, Channel, Killer Bees, lose 200 taels
- * BACC - gain Ironroot Treefolk, Force of Nature, Wall of Ice, Obsianus Golem, lose 500 taels
- BACD - nothing
- BB - gain Crumble
- BC - lose 100 taels
- CA - lose 200 taels
- * CBA - Wall of Wood, Llanowar Elves, lose 100 taels
- * CBB - gain Thicket Basilisk, Giant Spider, Channel, Killer Bees, lose 200 taels
- * CBC - gain Ironroot Treefolk, Force of Nature, Wall of Ice, Obsianus Golem, lose 500 taels
- CBD - nothing

* CC - gain 200 taels, lose a spell

(2) Fungusaur

- AAA - gain 100 taels
- AAB - nothing
- AAC - gain Fungusaur
- ABA - nothing
- ABB - gain 100 taels
- ABC - nothing
- AC - nothing
- BAA - gain 100 taels
- BAB - nothing
- BAC - nothing
- BB - nothing
- BC - gain Fungusaur
- CAAA - gain 100 taels
- CAAB - nothing
- CAAC - gain Fungusaur
- CABA - nothing
- CABB - gain 100 taels
- CABC - nothing
- CAC - nothing
- CBAA - gain 100 taels
- CBAB - nothing
- CBAC - nothing
- CBB - nothing
- CBC - gain Fungusaur
- CC - gain Fungusaur

20. Sand Seas - Plains x2, Mountain - 6 taels

(1) Ettew

- AAA - lose a spell
- AAB - nothing
- AAC - gain Healing Salve
- ABA - nothing
- ABBA - lose a spell
- ABBB - nothing
- ABBC - nothing
- ABC - nothing
- AC - nothing
- BA - lose a spell
- BB - nothing
- BC - gain Healing Salve
- CA - nothing
- CB - nothing
- CC - lose a spell

(2) Binya

- AA - nothing
- * ABA - joined cause
- ABB - lose a spell
- * ABC - gain 35 taels and a spell
- * AC - joined cause
- BA - gain Mana Short
- BB - nothing
- * BC - joined cause
- * C - joined cause

(3) Nocwa

- AAA - gain COP: Black, lose 25 taels

- AAB - nothing
- AACA - nothing
- AACB - nothing
- AACC - gain COP: Black, lose 25 taels
- ABAA - nothing
- ABABA - gain COP: Black, lose 25 taels
- ABABB - nothing
- ABABCA - nothing
- ABABCB - nothing
- ABABCC - gain COP: Black, lose 25 taels
- ABAC - nothing
- ABB - nothing
- ABCA - gain COP: Black, lose 25 taels
- ABCB - nothing
- ABCCA - nothing
- ABCCB - nothing
- ABCCC - gain COP: Black, lose 25 taels
- ACA - nothing
- ACBA - gain COP: Black, lose 25 taels
- ACBB - nothing
- ACBCA - nothing
- ACBCB - nothing
- ACBCC - gain COP: Black, lose 25 taels
- ACC - nothing
- B - gain 25 taels
- CA - gain COP: Black, lose 25 taels
- CB - nothing
- CCA - nothing
- CCB - nothing
- CCC - gain COP: Black, lose 25 taels

(4) Sand Mage

- AAA - nothing
- * AABA - joined cause
- AABB - gain Crumble, Desert Twister
- AABC - nothing
- * AACAA - joined cause
- AACAB - nothing
- AACAC - nothing
- AACB - nothing
- * AACCA - joined cause
- AACCB - gain Crumble, Desert Twister
- AACCC - nothing
- AB - nothing
- * ACA - joined cause
- ACB - gain Crumble, Desert Twister
- ACC - nothing
- * BAA - joined cause
- BAB - gain Crumble, Desert Twister
- BAC - nothing
- BB - lose a spell
- BC - gain Aladdin's Ring
- * CA - joined cause
- CB - gain Crumble, Desert Twister
- CC - nothing

21. Shikar - Island x2 - 9 taels

(1) Urchin

- A - nothing
- BA - nothing

- BBAA - gain Fog, lose 20 taels
- BBAB - nothing
- BBAC - lose 10 taels
- BBB - nothing
- BBC - nothing
- BCA - nothing
- BCB - lose 5 taels
- BCCAA - gain Fog, lose 20 taels
- BCCAB - nothing
- BCCAC - lose 10 taels
- BCCB - nothing
- BCCC - nothing
- CA - nothing
- CBAA - gain Fog, lose 20 taels
- CBAB - nothing
- CBAC - lose 10 taels
- CBB - nothing
- CBC - nothing
- CC - lose 10 taels

(2) Nimel

- A - nothing
- BA - nothing
- BBAA - gain a spell
- BBAB - nothing
- BBAC - lose a spell
- BBB - nothing
- BBCA - lose 10 taels
- BBCB - nothing
- BBCCA - nothing
- BBCCBA - nothing
- BBCCBB - nothing
- BC - nothing
- CAAA - gain Giant Tortoise
- CAAB - nothing
- CAAC - lose a spell
- CAB - nothing
- CACA - lose 10 taels
- CACB - nothing
- CACCA - nothing
- CACCBA - nothing
- CACCBB - nothing
- CBA - gain a spell
- CBB - nothing
- CBC - lose a spell
- CC - gain a spell

(3) Merchant

- A - nothing
- BA - nothing
- BB - gain 20 taels
- BCA - gain Air Elemental, lose 20 taels
- BCB - gain 50 taels
- BCC - gain Twiddle
- CAA - nothing
- CAB - lose 5 taels
- CACA - lose 50 taels
- CACB - lose a spell
- CACC - nothing
- CB - gain 50 taels

- CC - nothing

(4) Caliph

- A - nothing
- BAA - nothing
- * BAB - gain 75 taels
- BAC - nothing
- BB - lose a spell
- BCA - gain 150 taels
- BCBA - lose 35 taels
- BCBBA - nothing
- * BCBBB - gain 180 taels
- BCBBC - nothing
- BCBCA - nothing
- * BCBCB - gain 75 taels
- BCBC - nothing
- BCC - nothing
- CA - gain 150 taels
- CBA - lose 35 taels
- CBBA - nothing
- * CBBB - gain 180 taels
- CBBC - nothing
- CBCA - nothing
- * CBCB - gain 75 taels
- CBCC - nothing
- CC - nothing

22. Spine of Corondor - Mountain x2 - 6 taels

(1) Cnug

- AAA - nothing
- AAB - gain 75 taels, Orcish Artillery
- AAC - gain 75 taels, Orcish Artillery
- AB - nothing
- AC - nothing
- BAA - gain 75 taels, Orcish Artillery
- BAB - nothing
- BAC - nothing
- BBA - nothing
- BBB - gain 75 taels, Orcish Artillery
- BBBCA - nothing
- BBBCB - gain 75 taels, Orcish Artillery
- BBCC - gain 75 taels, Orcish Artillery
- BCA - gain 75 taels, Orcish Artillery
- BCB - nothing
- BCC - gain 75 taels, Blood Lust
- C - nothing

(2) Scholug

- A - nothing
- BAA - lose 75 taels and 2 spells
- BAB - nothing
- BACAA - lose 75 taels and 2 spells
- BACAB - nothing
- BACAC - gain Hill Giant
- BACBAA - lose 75 taels and 2 spells
- BACBAB - nothing
- BACBAC - gain Hill Giant
- BACBBA - lose 75 taels and 2 spells
- BACBBB - nothing
- BACBBC - gain Hill Giant

- * BACBC - gain 65 taels
- BACCA - lose 75 taels and 2 spells
- BACCB - nothing
- BACCC - gain Hill Giant
- BBA - lose 75 taels and 2 spells
- BBB - nothing
- BBCA - lose 75 taels and 2 spells
- BBCB - nothing
- BBCCAA - lose 75 taels and 2 spells
- BBCCAB - nothing
- BBCCAC - gain Hill Giant
- BBCCBAA - lose 75 taels and 2 spells
- BBCCBAB - nothing
- BBCCBAC - gain Hill Giant
- BBCCBBA - lose 75 taels and 2 spells
- BBCCBBB - nothing
- BBCCBBC - gain Hill Giant
- * BBCCBC - gain 65 taels
- BBCCCA - lose 75 taels and 2 spells
- BBCCCB - nothing
- BBCCCC - gain Hill Giant
- BC - nothing
- CA - lose 75 taels and 2 spells
- CB - nothing
- CCA - lose 75 taels and 2 spells
- CCB - nothing
- CCCAA - lose 75 taels and 2 spells
- CCCAB - nothing
- CCCAC - gain Hill Giant
- CCCBAA - lose 75 taels and 2 spells
- CCCBAB - nothing
- CCCBAC - gain Hill Giant
- CCCBBA - lose 75 taels and 2 spells
- CCCBBB - nothing
- CCCBBC - gain Hill Giant
- * CCCBC - gain 65 taels
- CCCCA - lose 75 taels and 2 spells
- CCCCB - nothing
- CCCCC - gain Hill Giant

23. Stonehaven Plains - Plains x2 - 6 taels

(1) Raffan

- AA - nothing
- ABA - gain Llanowar Elves
- ABB - gain Winter Orb
- ACA - gain 25 taels
- * ACB - joined cause
- ACC - gain Llanowar Elves
- BA - nothing
- BBA - gain Llanowar Elves
- BBB - gain Winter Orb
- BCA - gain 25 taels
- * BCB - joined cause
- BCC - gain Llanowar Elves
- C - gain 25 taels

(2) Gwendolyn (Jared only)

- AA - gain a spell
- AB - nothing
- BA - nothing

- BB - gain a spell
- BC - nothing

24. Stonehaven - Island x3 - 9 taels

(1) Jorvil

- AAA - nothing
- AABA - nothing
- * AABB - gain Wall of Water
- AABC - nothing
- AAC - nothing
- ABA - nothing
- * ABB - gain Wall of Water
- ABC - nothing
- AC - nothing
- BA - nothing
- BBA - nothing
- * BBB - gain Wall of Water
- BBC - nothing
- BC - nothing
- CA - nothing
- CBA - nothing
- * CBB - gain Wall of Water
- CBC - nothing
- CC - nothing

25. Sulgh - Island, Swamp x2 - 8 taels

(1) Rat

- AAA - nothing
- AAB - gain Plague Rats
- AAC - nothing
- AB - nothing
- ACA - nothing
- ACB - gain Plague Rats
- ACC - nothing
- B - lose a spell
- CA - nothing
- CB - nothing
- CC - gain Ashes to Ashes, Cursed Rack

(2) Caliphear

- A - nothing
- BA - nothing
- BBAA - gain Will-O'-the-Wisp
- BBAB - gain Word of Binding
- BBAC - gain Paralyze
- BBB - nothing
- BBC - nothing
- BC - nothing
- * CA - joined cause
- CBA - gain Will-O'-the-Wisp
- CBB - gain Will-O'-the-Wisp
- CBC - gain Will-O'-the-Wisp
- * CC - gain Nightmare

26. Telemar - Island x2, Swamp - 5 taels

(1) Keeper

- AAAA - lose 100 taels and a spell
- AAAB - gain Disintegrate, Lightning Bolt
- AAAC - gain Armageddon, Reverse Damage
- AAB - gain Armageddon

- AAC - lose 300 taels and a spell
- * ABA - gain Power Sink, Wall of Air, Morale
- * ABB - gain Howl from Beyond, Disintegrate, Lord of the Pit
- ABC - lose 5 spells
- AC - lose 100 and 1 spells
- B - lose 175 and 2 spells
- C - lose 100 and 4 spells

27. Trovash - Mountain x3 - 7 taels

(1) Dort

- A - nothing
- BA - nothing
- BBAA - lose 50 taels
- BBAB - lose 20 taels
- BBAC - nothing
- BBB - lose 20 taels
- BBC - gain 10 taels
- BCA - nothing
- BCB - lose 20 taels
- BCC - gain 10 taels
- CAAA - nothing
- CAAB - gain 10 taels
- CAACAA - lose 50 taels
- CAACAB - lose 20 taels
- CAACAC - nothing
- CAACB - lose 20 taels
- CAACC - gain 10 taels
- CAB - gain 10 taels
- CAC - lose 50 taels
- CBA - nothing
- CBB - gain 10 taels
- CBCAA - lose 50 taels
- CBCAB - lose 20 taels
- CBCAC - nothing
- CBCB - lose 20 taels
- CBCC - gain 10 taels
- CCA - nothing
- CCBA - nothing
- CCBAB - gain 10 taels
- CCBACAA - lose 50 taels
- CCBACAB - lose 20 taels
- CCBACAC - nothing
- CCBACB - lose 20 taels
- CCBACC - gain 10 taels
- CCBB - gain 10 taels
- CCBC - lose 50 taels
- CCC - lose 50 taels

(2) Za-Meer

- A - nothing
- BAA - nothing
- BAB - gain Flashfires
- BAC - nothing
- BB - nothing
- BCA - nothing
- BCB - nothing
- BCCA - nothing
- BCCB - lose 50 taels and a spell
- BCCCA - nothing
- BCCCB - nothing

- BCCCC - lose 50 taels and a spell
- CA - nothing
- CB - lose 50 taels and a spell
- CCA - nothing
- CCB - nothing
- CCC - lose 50 taels and a spell

(3) Shivan

- * AAAA - gain Shivan Dragon
- AAAB - nothing
- AAB - gain a spell
- * AAC - gain Shivan Dragon
- AB - nothing
- AC - nothing
- BA - nothing
- BB - nothing
- BC - nothing
- C - nothing

28. Urlan Wild - Mountain, Forest - 8 taels

(1) Etty *

- AAA - lose a spell
- AAB - lose a spell
- AACA - gain Dingus Egg
- AACB - nothing
- AACC - lose a spell
- ABA - gain Dingus Egg
- ABB - nothing
- ABC - lose a spell
- AC - gain Dingus Egg
- BAA - gain Dingus Egg
- BAB - nothing
- BAC - lose a spell
- BBA - lose a spell
- BBB - lose a spell
- BBCA - gain Dingus Egg
- BB CB - nothing
- BBCC - lose a spell
- BC - lose a spell
- CA - lose a spell
- CBA - gain Dingus Egg
- CBB - nothing
- CBC - lose a spell
- CCA - lose a spell
- CCB - lose a spell
- CCCA - gain Dingus Egg
- CCCB - nothing
- CCCC - lose a spell

* After talking to Etty, Urlan Wild may randomly join you if unoccupied, or you may face the controlling wizard if it is occupied.

29. Urlan - Plains x2, Mountain - 5 taels

(1) Astronomer

- AA - nothing
- * ABA - gain Divine Transformation, Armageddon
- ABB - lose a spell
- ABC - nothing
- AC - lose a spell
- BAA - nothing

- BAB - gain Desert Twister
- BAC - lose a spell
- BB - lose a spell
- * BCA - gain Divine Transformation, Armageddon
- BCB - lose a spell
- BCC - nothing
- C - lose a spell

30. White Woods - Forest x3 - 7 tael

(1) Craw Wurm

- AA - nothing
- AB - nothing
- AC - nothing
- BAA - lose 60 tael
- BAB - nothing
- BBA - nothing
- BBBA - gain Killer Bees, lose 160 tael
- BBBB - gain Wild Growth, lose 160 tael
- BCA - nothing
- BCB - gain Craw Wurm, lose 200 tael
- C - nothing

Randomly appearing in various countries:

Taysir - 1st appearance

- AAA - nothing
- AAB - gain 150 tael, Aladdin's Ring, Mahamoti Djinn
- AAC - nothing
- AB - nothing
- AC - nothing
- B - nothing
- CA - nothing
- CB - gain 150 tael, Aladdin's Ring, Mahamoti Djinn
- CC - nothing

Taysir - 2nd appearance

- A - nothing
- B - nothing
- C - nothing

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 XI. Credits and Disclaimer
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 XII. Version History
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Version 1.0 - Original FAQ submitted

Version 2.0 - Large update to reorganize the entire FAQ, reformat the card list, include walkthroughs for each character in campaign mode, and various minor corrections.

