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Antiquities War™

On The World of

MAGIC™

The Gathering™



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EXCERPTS FROM THE ANTIQUITIES
WAR, BY KAYLA BIN-KROOK, A NEW
TRANSLATION AND COMMENTARY BY
TAYLOR OF RABIAN.

IT IS MY PURPOSE TO PROVIDE A
CONTEMPORARY VERSION OF THE
ANTIQUITIES WAR, A CLASSIC
IN ARABIAN LITERATURE. AL-
THOUGH "THE STORY OF URZA AND
MISHRA" IS WELL-KNOWN THROUGH-
OUT TERIBIARE, A MODERN INTER-
PRETATION WAS OVERDUE.

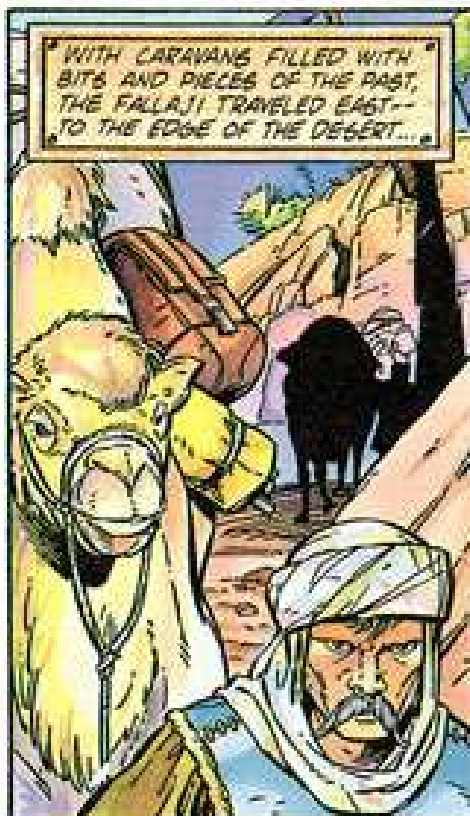
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"THE TEXT SPEAKS FOR ITSELF."
I SHALL THEREFORE CONFINE
MY EXPOSITIONARY COMMENTS TO
FOOTNOTES.

"THE STORY OF URZA AND MISHRA" TAKES
PLACE THOUSANDS OF YEARS AFTER THE
FALL OF THE MYSTERIOUS THRAN EMPIRE.
SOME SAY THAT THE THRAN DISCOVERED
A SOURCE OF GREAT POWER, BUT THEY
WERE NOT READY TO USE THIS POWER
PROPERLY--AND IT DESTROYED THEM.



DURING THE TIME OF URZA AND MISHRA, FALLAJI NOMADS ROUTINELY SEARCHED FOR THRAN ARTIFACTS IN THE WESTERN DESERT.



WITH CARAVANS FILLED WITH BITS AND PIECES OF THE PAST, THE FALLAJI TRAVELED EAST-- TO THE EDGE OF THE DESERT...



...WHERE THEY TRADED WITH VARIOUS CITY-STATES AND SCHOOLS SPECIALIZING IN THE STUDY OF THRAN ANTIQUITIES.

SOMETIMES, THE NOMADS BROUGHT MORE THAN ARTIFACTS TO THE SCHOOLS.



MISTRESS TOCASIA, THE NOMAD CARAVAN IS HERE... WITH TWO MORE STUDENTS.

I'LL MEET WITH THE FALLAJI TRADERS NOW. SEND MY NEW PUPILS TO THE BARRACKS.

FOLLOWING THE DEATHS OF THEIR PARENTS, THE TWO BROTHERS CAME TO ONE OF THE ARCHEOLOGICAL SCHOOLS.

HERE IS WHERE THE TALE OF URZA AND MISHRA BEGINS.





YOU'VE A SHARP TONGUE...
MISHRA, CAREFUL WITH IT,
LEST YOU HURT YOURSELF.



IN THIS SCHOOL WE TAKE
KNOWLEDGE FROM THE DEAD
BUT MAKE NO MISTAKE--THE
DEAD ARE NOT WEAK. ONLY
THE STRONGEST CAN WREST
THEIR SECRETS AWAY.

NOW, FIND
YOURSELVES A
PLACE IN THE
BARRACKS.

YOU'VE ALREADY
LEARNED YOUR FIRST
LESSON. IT'S ONLY
NATURAL THAT THE
STRONG ACQUIRE
FROM THE WEAK.



*This is the story of Urza and Mishra,
brothers from Argive.
Urza was the older brother, quiet and clever.
While Mishra was rash and hot-headed.
With both parents in the land of the dead,
The two brothers made the journey to
the School of Tocasia.*



I DON'T LIKE
THIS PLACE, MISHRA.
I WISH WE WERE
STILL HOME.



THERE IS NO MORE
HOME, URZA. NO
MOTHER, NO FATHER.
IT'S JUST US.



AS LONG AS WE
STICK TOGETHER,
EVERYTHING'LL TURN
OUT... YOU'LL SEE.

THE LANGUAGE OF THE ANTIQUITIES WAR IS VERY COMPACT, LIKE THE LANGUAGE OF MYTH. WE ARE TOLD ONLY WHAT IS IMPORTANT, AND LEFT TO UNCOVER THE MEANING FOR OURSELVES. "THE STORY OF URZA AND MISHRA," THE FOURTH OF A FIVE-PART CYCLE, WAS WRITTEN IN THE HIGH ARGIVIAN "PICTOGLYPH" LANGUAGE AND TAKES THE TRADITIONAL FORM OF SIXTY FIVE-LINE STANZAS, WHICH ARE FURTHER DIVIDED INTO GROUPS OF FIVE "FACETS." WE WILL EXAMINE THIS GEM SYMBOLISM IN GREATER DETAIL AS OUR STUDY PROGRESSES.



The School of Tocasia was in the land of Argive. Urza and Mishra lived for many years at her school, where they studied the secrets of a lost race.

IT'S SHAPED LIKE A BIRD, MISTRESS... DOES IT REALLY FLY?

NO, BUT I WISH IT DID. THE ORNITHOPTER WOULD ALLOW US TO GO DEEP INTO THE DESERT, INTO AREAS CUT OFF FROM EVEN THE FALLAJI NOMADS...



...BUT WE'VE YET TO DISCOVER HOW THE ORNITHOPTER IS POWERED...

WHAT GOES HERE, MISTRESS?

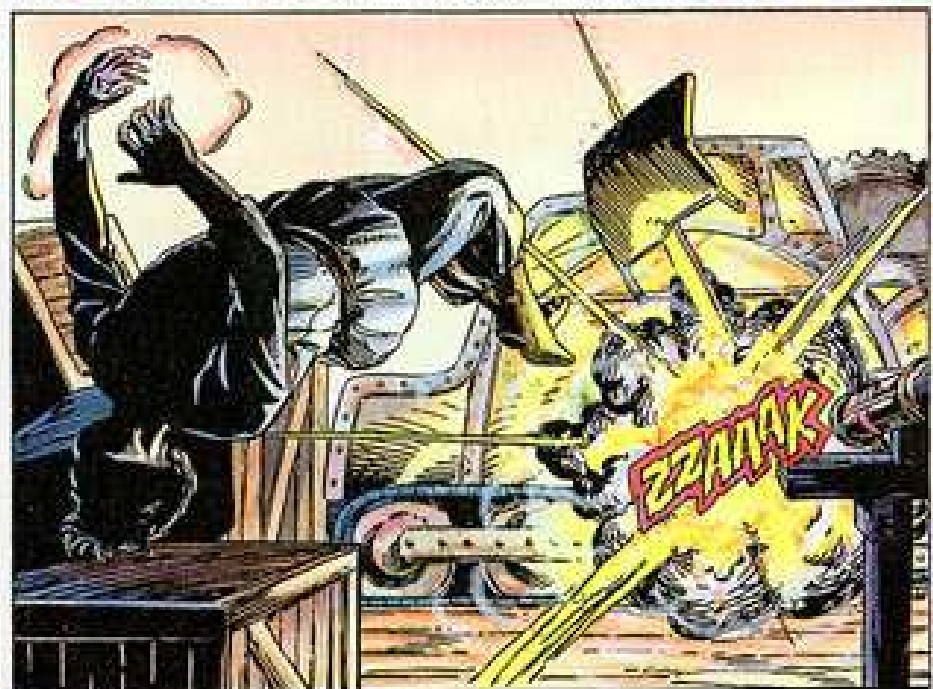


I DON'T KNOW, MISHRA, BUT WE FIND THAT SAME RECEPTACLE IN MANY THIRAN ANTIQUITIES.



MISTRESS TOCASIA, ROC SIGHTED!





ONE OF THE DEFINITIONS OF THE PHRASE, "BENEATH THE SURFACE OF THINGS," IN HIGH ARGIVIAN, IS "THE WORLD OF THE SENSES." IN THE THINKING OF THE OLD ARGIVIAN SCHOLARS, THE WORLD OF THE SENSES IS AN "OUTER WORLD" CONTRASTING WITH THE "INNER WORLD" OF THE SOUL. THE READER SHOULD EXAMINE HOW THIS SYMBOLIC PROCESS RELATES TO HIS OWN "INNER WORLD," WHERE JEWELS MAY STILL AWAIT DISCOVERY.





AAA... URZA,
PLEASE! I'M
MUCH TOO OLD
FOR THIS...

DON'T WORRY,
MISTRESS... IT'S
SAFE ENOUGH... WE'VE
FLOWN THIS BIRD
DOZENS OF
TIMES.

*After Urza and Mishra had studied
for many years,
They went with Tocasia deep into the
Western Desert.*



BUT WE'VE NEVER
BEEN OUT THIS FAR...
AND IT'S THE ROC'S
BREEDING SEASON.
THEY'LL BE VORACIOUS
NOW THAT THEY'VE GOT
YOUNG TO FEED.

THERE...
BELOW... I SEE
SOMETHING...



URZA,
TOCASIA... LOOK
AT THOSE
ROCKS...

THAT
SHADOW...

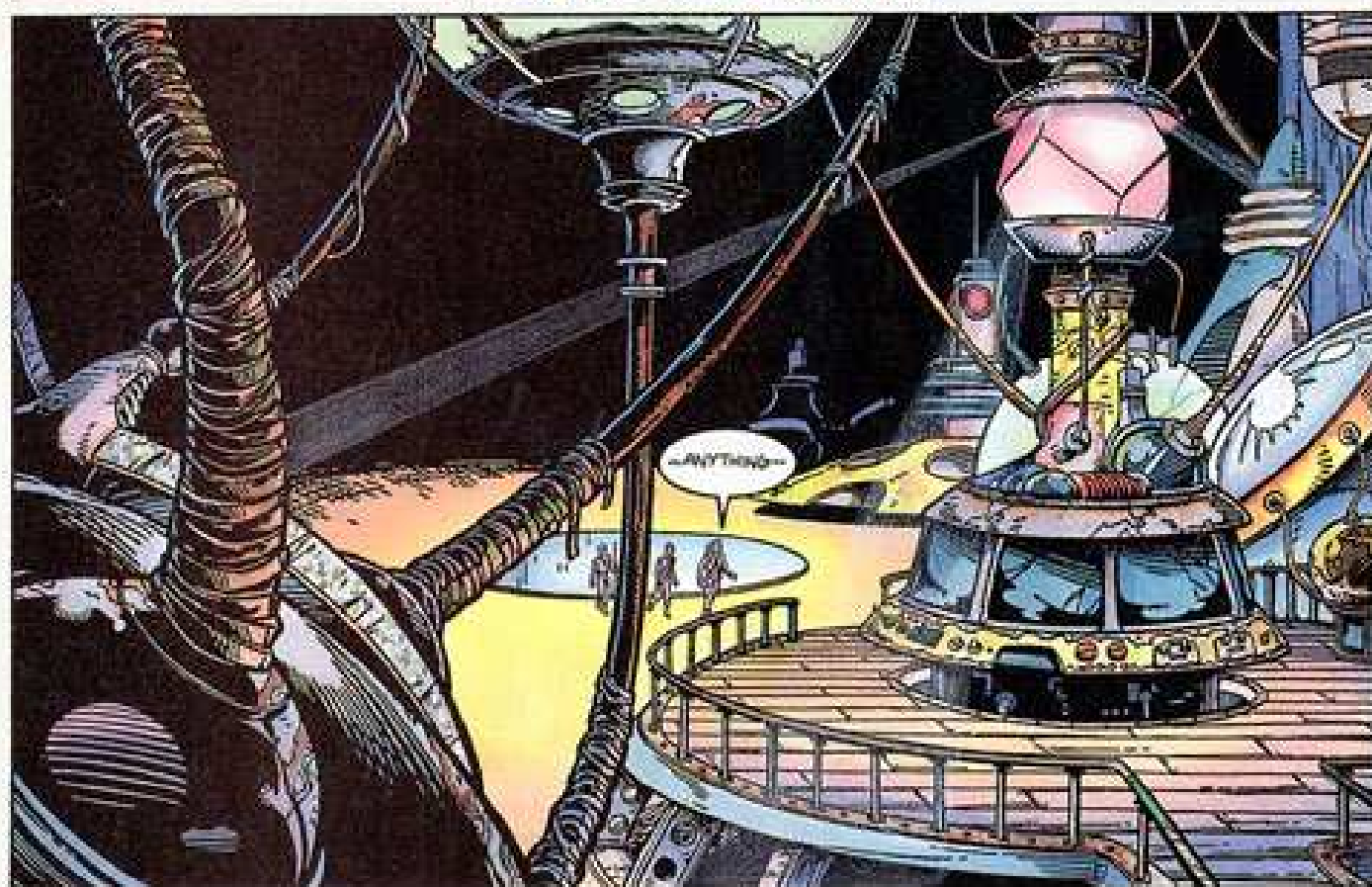
IT'S
COMING
RIGHT FOR
US!

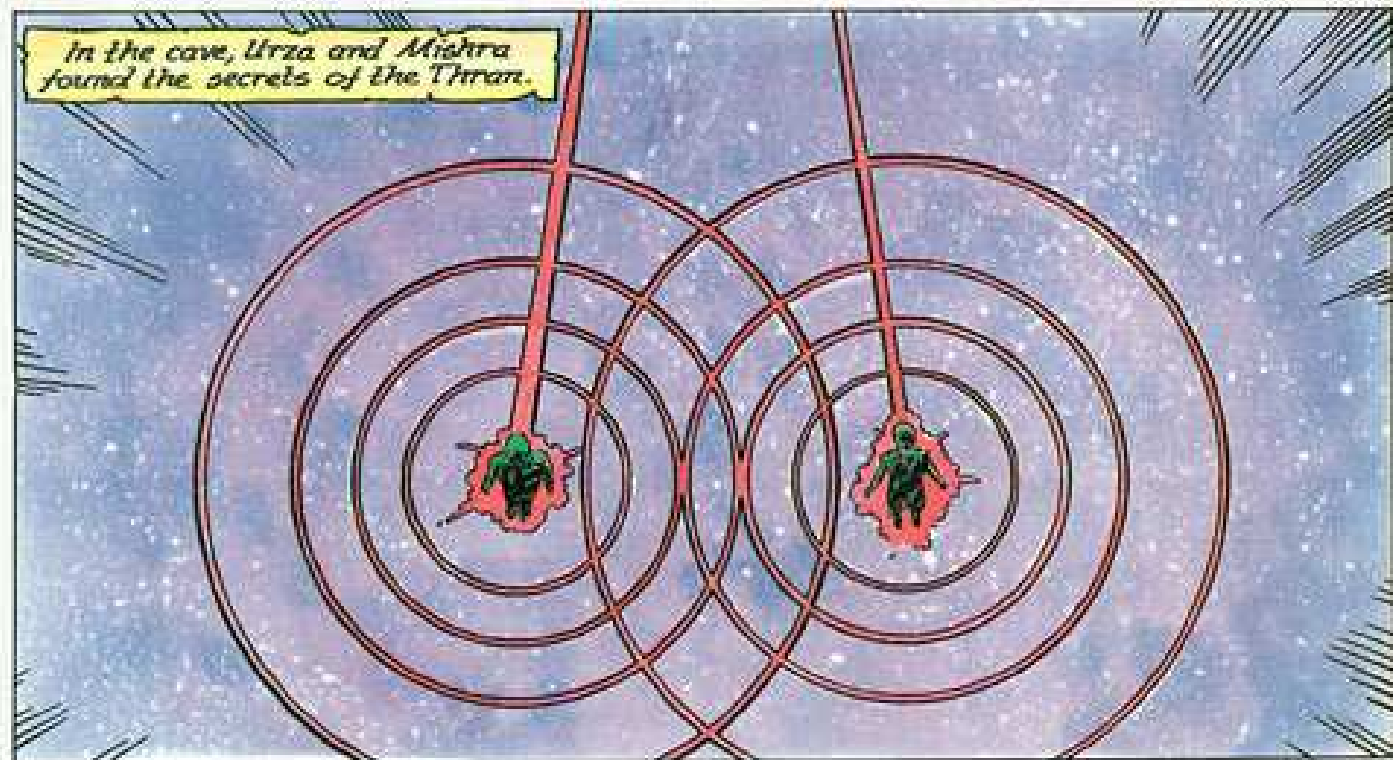






THE WORD "KOILOS" IS A DERIVATION OF THE HIGH ARGIVIAN WORD FOR "SECRET." THE BROTHERS AND TOCASIA TRAVELED DEEP INTO THE WESTERN DESERT--A PLACE NO ONE ELSE DARED GO. ONLY THOSE WILLING TO FACE THE UNKNOWN WILL EVER FIND THE STONE OF POWER WAITING INSIDE THEIR OWN "INNER WORLDS."





There, the brothers discovered something long forgotten...

MISHRA...
THE CRYSTAL...
SHOWING ME
VISIONS OF
THE THRAN...

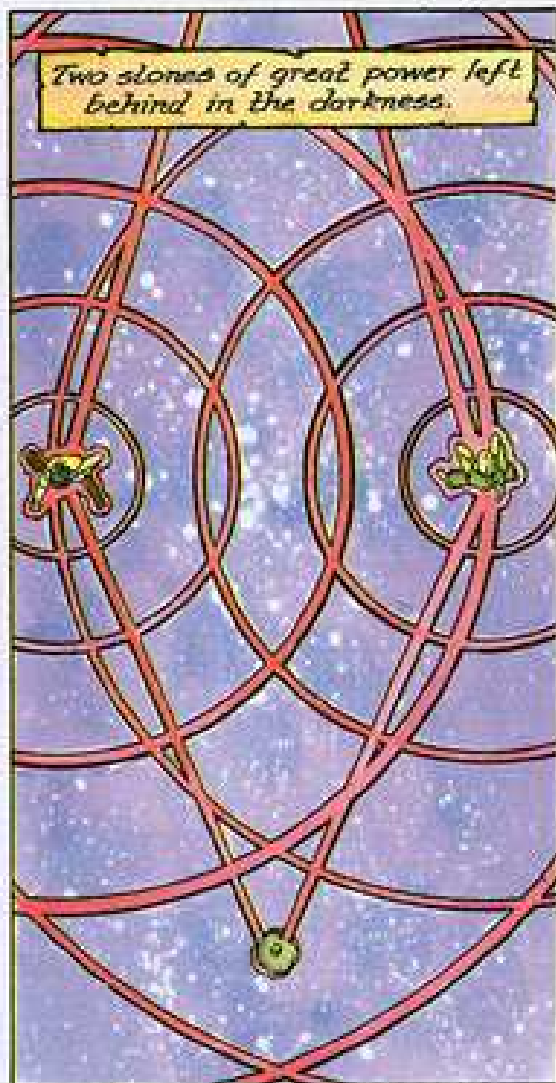
"THEY FOUND
THE CRYSTAL..."

"...IT GAVE THEM
POWER..."

"...BUT THEY WERE
FOOLISH..."

"...AND NOW
THEY'RE DEAD..."

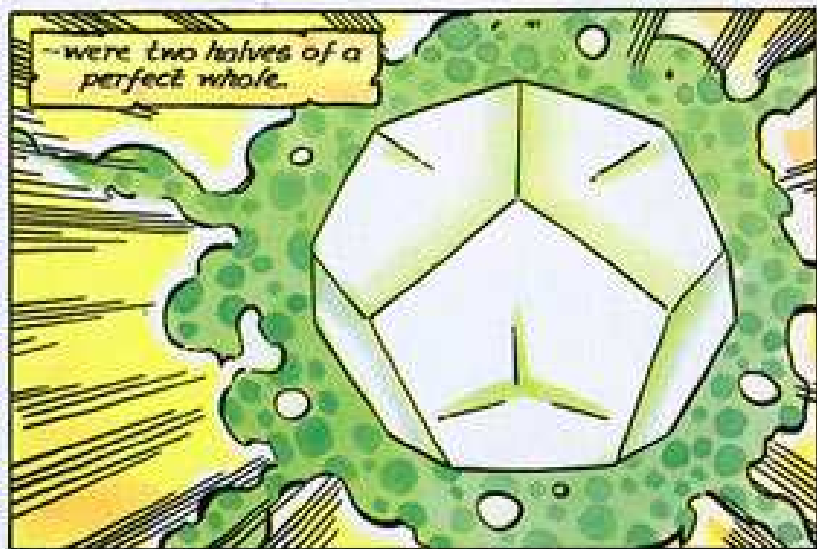
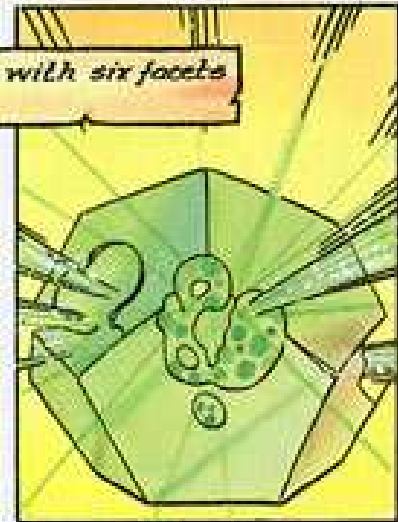
NO! NO
MORE!



Two stones of great power left behind in the darkness.



The stones--each with six facets of five sides--



--were two halves of a perfect whole.



THESE THIRAN STONES OF POWER HAD LAIN HIDDEN IN THE CAVE FOR A THOUSAND GENERATIONS. EACH HALF OF THE TWELVE-SIDED LUNA STONE, HAD SIX FACETS OF FIVE SIDES, WHICH REPRESENTED THE FIVE FORCES OF NANA. TWELVE MULTIPLIED BY FIVE GIVES SIXTY--THE NUMBER OF STANZAS IN "THE STORY OF LIZZA AND ANHARA."



Urza and Mishra left the darkness of the cave, As if they had stepped from the world of dreams.

I DON'T SEE THE ROC; CAN WE MAKE IT TO THE ORNITHOPTER?

THE ROC'S STILL OUT THERE...

...SEE-- THERE IT IS. EVEN IF WE MADE IT TO THE FLYER, THE ROC WOULD SNATCH US AS SOON AS WE WERE AIRBORNE...

...BUT THERE MAY BE ANOTHER WAY

URZA, FOLLOW ME... QUICKLY.

I THINK I RECOGNIZE THAT WRECKAGE OVER THERE... I SAW IT IN THE VISION FROM THE CRYSTAL.

YOU SAW THE VISION, TOO?

STAY LOW. DON'T LET THE ROC SEE YOU.

WHAT IS THIS THING?

IT MIGHT BE JUST WHAT WE NEED.





"...THE MACHINE FEELS
LIKE A SUIT OF ARMOR.
WHEN I MOVE MY ARM,
THE MACHINE MOVES..."

"...AND IT HAS
WEAPONS."





IT'S ABOUT TIME YOU TWO CAME BACK...

IF YOU'RE DONE PLAYING WITH YOUR TOYS, I WANT TO GO HOME!

MISTRESS, THE STONES HAVE INCREDIBLE POWERS--



The sun sparkled on the stones and each brother coveted both.

YOU HEARD THE MISTRESS, LET'S GO HOME. IF YOU'D LIKE, I'LL HOLD YOUR STONE WHILE YOU PILOT THE FLYER--

NO, THAT'S ALL RIGHT. I'LL BE FINE... BESIDES, YOU LOOK TIRED. MAYBE YOU SHOULD SLEEP ON OUR RETURN TRIP.

WHAT? SO YOU CAN STEAL MY STONE? I SAW THE WAY YOU LOOKED AT IT...

I WON'T CLOSE MY EYES! I'LL BE WATCHING YOU!...



STOP IT, YOU UNGRATEFUL CURS!

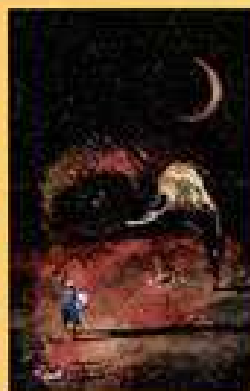
IT'S BAD LUCK TO FIGHT OVER GIFTS GIVEN BY THE DEAD. MIND YOUR TONGUES LEST THE DEAD TAKE THEIR GIFTS BACK.

Tocasia was the first to see the path before them-- A dark path of fate that had to be followed.

MAGIC

The Gathering™

HURKYL'S RECOLLECTIONS



Address all letters to: **ANTIQUITIES WAR**, Jeof Vita, Asst. Editor c/o **ACCLAIM COMICS** 275 Seventh Avenue New York, N.Y. 10001

Welcome to the first installment of Hurkyl's Recollections, the official letters column for *Antiquities War on the World of Magic: The Gathering!* In this space, we hope to hear from all of you fans who have something to say about Armada's official line of comics based on Wizards of the Coast's Magic: The Gathering trading card game. Good or bad, we welcome all correspondence because that's the only way we know how we're doing.

This issue begins a tale of one of the most tumultuous periods in the history of Dominaria. A story so encompassing, that it actually affects other planes and dimensions in the multiverse we've come to know as Dominia. The events recounted in this miniseries have a severe and lasting impact on the world of Dominaria. (All together now, DoMINia is name of the universe, DomiNARIA is the name of the planet.) A simple twist of fate sends two brothers, Urza and Mishra, down separate paths. Eventually, these paths cross and the results—as anyone who has played with the Antiquities expansion cards can tell you—are devastating.

If you're just joining us, welcome to Armada and the Magic: The Gathering line of comics! Our goal with this and all of our Magic titles, is to introduce you to the fantastic world of Dominaria. On each page, we do our best to bring the myths and legends, creatures and cultures of this world to life. Not familiar with Magic: The Gathering? Put up your kicks for a bit, and let me try and explain.

Magic: The Gathering is, bar none, the nation's hottest collectible trading card game. Players take on the role of powerful wizards known as planeswalkers. These wizards have the ability

to access various spells, which they use to defeat their opponent while defending their own territory. Armed with nothing but a deck of cards, they begin battle.

Dominaria's lands provide five different colored mana (red, black, blue, green, and white), which is the power source for all of the magic in Dominia. Each color of mana represents different strengths and weaknesses, which can make pretty powerful combinations. Spells differ in their casting cost and power and certain spells have neat little fast effects which can make games more interesting. Players combine skill, strategy and a heaping dose of good luck to construct their deck.

Red magic is born of earth and fire, stemming from the mountains of the land. It is a very destructive and chaotic magic, and in a duel, is usually used for direct damage.

Black magic rises from the swamps and thrives on death and decay. While black magic can be ruthless, it can also prove to be a wizard's undoing. Blue magic flows from the islands and is the magic of deception and illusion, as well as that of air and water.

Green magic grows out of the forests and provides many creatures. While green can be calm and soothing, it also has the potential for swift destruction. White magic comes from the open plains and focuses on healing and protection. There is also the power for noble war.

Finally, there is the art of the artifact which can be wielded using any color of mana. Artifact magic centers around ensorcelled items such as wands and talismans which provide a number of resources in a duel such as providing extra mana or weakening your opponent.

During the Antiquities War, Urza and Mishra used such artifacts in battle against one another, with dire consequences.

For all you Magic players out there, see if you can't recognize our depictions of some of the most spectacular and powerful artifacts from the Antiquities expansion set, released oh-so-long ago. Although a complex and vicious war will begin to brew around you, stand fast, because we're not alone: Rules guru Shawn Carnes, has thrown his hat in and prepared himself to take more punishment. He'll be interpreting the events, creatures, relics and spells woven into the storyline, and translating them back into game terms. Shawn's insight has proven invaluable with our other Magic books, and he's got his work cut out for him with *Antiquities War*.

So let us know what you think! You can send your message by Roc, or by Ornithopter—or snail mail it if you have to, but please send it! The entire Armada team has put this book together for you and we need to know if we're doing a good job or not. As a little bit of an incentive, letters that show a particular degree of insight, or well-turned criticism, will earn you a free copy of an upcoming issue, signed by the artists.

On behalf of Armada, I'd like to thank you for picking up this book. Everyone involved has really put 150% into making this issue and I think it shows. Enjoy!

Speaking of letters, because of the huge influx that we've received from our recently concluded *Ice Age on the World of Magic: The Gathering* miniseries, we've had to spill some over into this issue. Thanks, one and all, for writing in. Please keep 'em coming!

I am a 23-year-old nurse and presently working at a local hospital here in Cebu. Ever since I was young, I liked to collect comics very much because of the art and the plot.

I've always liked the world of fantasy, adventure and magic! In fact, I am not new to these things. I have a set of collector cards that promotes the same concept from another company. But this is the first time that I have encountered such interesting and exciting magazines as the *Magic: The Gathering* titles have offered!

I discovered *Magic: The Gathering* comics at a local hobby shop. At first, I was a bit hesitant in buying the comics. But fantasy, adventure, and magic never fail to amaze me. So I gambled in buying the two titles: *Magic: The Gathering The Shadow Mage* and *Ice Age on the World of Magic: The Gathering*, and I've never looked back.

Although I am not sure I understand how the card game is played, I sure like the plot you guys have created. Everything about the comic books is out of this world...the plot, the art, and the colors are great!

Keep up the good work and thank you for giving me a better choice of reading materials to enjoy!

Reynante Tan
72-R San Miguel St.
Cebu City, 6000
PHILIPPINES

P.S. Add more monsters and heroes to the stories!

More monsters and heroes are on the way, Reynante! Interestingly, more than one in four letters we receive here at Armada are from readers who are either unfamiliar with Magic, or know about it but haven't played. It's a testament to our art teams that these stories are crossing over to fantasy fans who haven't already gone the trading card route, don't you think?

Having recently finished *The Shadow Mage* #3, *Ice Age on the World of Magic: The Gathering* #3, and *Fallen Empires* #2, I want to congratulate you on the great job you've been doing. After building up the reputations of Ravidel and Tevesh Szat in *The Shadow Mage* and *Ice Age*, respectively, they were portrayed as victims of circumstance

in comics taking place at an earlier time—pushed to the brink of insanity by the evils of others. An apparently peaceful meeting of planeswalkers turns to chaos, set off by a blast of fury from the Chromium Dragon. The helpless Jared Carthallion is soon harnessing the power of red magic, but all the time, he must keep it from encompassing him. A spell plunges a planet into an ice age, and the trapped planeswalkers into chaos. To collect and read one comic is not enough. An avid reader must keep track of all three to achieve the full impact of the vengeance, pity, hatred, and redemption they offer.

As difficult as it is to keep an active timeline of all the worlds within the Shard, since planeswalkers can live for millenia and powerful wizards can alter the future of a planet, I slowly gained a feel for them. The battle lines were easily illustrated, the colors of mana evenly divided. Any convergence of wizards has got to be a risk, as power lust, hatred, and greed can quickly surface between demigods. Your comics portray the thin thread that binds all the worlds together.

As an active player of the *Magic: The Gathering* card game, I recognize many of the spells cast in the comic book. You tied the cards into the game excellently, without making the comic books just another way to profit from *Magic: The Gathering's* success. I read all of the *Magic: The Gathering* novels, and although they were also excellent, your comics are the proper combination of art and words, and they are easily better! Keep what you have going with the marvelous art, fascinating stories and valuable pack-ins!

Barry Figgins
Mesa, AZ

An exciting take on the comics, Mr. Figgins! Your playful prose was enough to set our pulses pounding! In fact, a lot of you are starting to notice that there seems to be some sort of grand scheme in motion throughout the various Magic comics. While we're trying to make each of our miniseries self-contained, savvy readers have been connecting the dots (and earning plenty of signed issues!), and coming to realize there's a lot

more going on than meets the eye! By the way, we think the HarperCollins novels are getting better and better. If you haven't tried 'em in a while, check 'em out now!

I am a big, big fan of your Magic comics. Today, I just bought issue #3 of *Ice Age*. It was superb. All the spells shown were great looking. I did notice that every time a spell was cast, you showed some sort of symbol. I especially liked the symbol for Soul Burn. In the near future of *The Shadow Mage*, are we going to see Ravidel go up against Kristina of the Woods? Was Rhuell an Elder Dragon? I ask because I know little of the Legends expansion set. Is Taysir the ex-Grand Sultan of Arathoxia? Also, is the fourth issue of *Ice Age* the last one? And what is the series *Nightmare* about?

Chris Cowles
Baltimore, MD

You've got the questions, we've got the answers. Both *The Shadow Mage* and *Ice Age* were four-issue limited series. They ended their runs this past June, and have been replaced by *Wayfarer* and this very issue of *Antiquities War*. (We do hope you've found us, Chris!)

In *Wayfarer*, we'll see the Planeswalker Kristina show Jared the true ways of magic. As to why she hasn't faced Ravidel in the current continuity...well, the reason is dark, and very nasty!

If you read Shawn Carnes' Seer's Analysis column in *Ice Age* #3, you'll learn that Rhuell is a Chromium Dragon (from Legends), not an Elder Dragon. As has probably become clear by now, Ravidel hasn't been the same since Rhuell's death. He even called his flying War Barge, Rhuell...or was his flying War Barge Rhuell? (Yechhh.)

By the way, no, Taysir is not the ex-Grand Sultan of Arathoxia. For Taysir's origin, check out *Arabian Nights* #1, due to hit the stands next month.

Finally, *Nightmare* is a special edition of *Magic: The Gathering* focusing on Melissa Benson's wildly popular *Nightmare* card. Written by Hilary Bader, it's story of the dark steed Caliphear, and the mystery man who dares to ride her, we think it's one of the best books we've put out, yet!

SEER ANALYSIS

SCOTT HUNGERFORD

My name is Scott Hungerford, and I will be standing in for Shawn this month, as he is off wandering in the Flowering Deserts to the south. I'm one of the Continuity Editors recently hired by Wizards of the Coast, and since it's my job to record the many stories and facts about the multiverse of Magic: The Gathering, I'm more than happy to try my hand at interpreting the story you've just read in terms of the game.

Amongst the numerous events that have shaped the worlds of the Shard, none in known history have left an impression as great as has the Brother's War. The final battle's devastating aftermath created the Shard (a splinter of twelve worlds from the multiverse of Dominia), and plunged the world called Dominaria into disarray for millennia.

The final cataclysmic clash between Urza and Mishra resulted in the climate of Dominaria taking a turn for the worse. Within a few decades, an unnatural Ice Age had begun to settle over the land. As the glaciers began their relentless crawl toward the equator, the cooling weather spread chaos across the southern continent of Sarpadia, leading to the downfall of Icatia, Vodalia, and the other Fallen Empires. If not for the final destructive conflict between the brothers, it's likely that Icatia, Vodalia, and the rest of the lost cultures would still exist on some manner today.

The few surviving relics from the final days of the Thran Civilization were either hidden or destroyed during the Brother's War. Now, unlike researchers in Tocasia's

day, the historians and archeologists no longer search for clues to hidden Thran; instead, they are forced to search for devices and stories from the time of Urza and Mishra in hopes of finding clues to the many mysteries left behind from that era. The secrets of the cave of Kollos and those of the Thran empire have long been concealed, and if these secrets were to be discovered, the worlds of Dominia might never be the same.

There are several key elements featured in this issue's story that are taken from Magic cards. While no planeswalker duels occur this time around, it's still a good idea to take a look at these references and see what they mean, both in historic terms, and in play.

Kher Ridges. "Kher" is an odd word, used throughout much of Dominia. It is generally believed to mean "big mountain" in most Goblin tongues. This is where Urza and Mishra visited the Cave of Kollos. The significance of the Kher Ridges to the Thran is unknown, but apparently the area was an important one.

Urza and Mishra. If you study the text on the cards from the Antiquities expansion, you can easily see that Mishra's spells and artifacts are centered on war and destruction, while Urza's spellbook is focused more on knowledge and the generation of magical energy. Considering that Mishra gained the **Mightstone** (all attacking creatures gain +1/+0) and Urza was given the **Weakstone** (all attacking creatures lose -1/-0) in the cave of Kollos, it seems obvious that the stones somehow brought out the base poten-

tial in both brothers. When Urza and Mishra worked on the **War Machine** while fighting off the giant **Roc**, Urza's ability lent to the movement of the artifact, while Mishra's focused on the weaponry and offensive maneuvers. To have the stones work together would have created incredible benefits, but to have them working apart, as the Brothers did here, could have lead only to disaster.

Grapeshot Catapult. In a game of Magic, the Grapeshot Catapult wouldn't have really put the Roc out for the count. (A Roc is a 3/3 flying creature, while the Catapult is a 2/3 creature that can be tapped to deal one damage to a flier.) For the purpose of this story, I guess we'll take it that if the beast was serious about acquiring a snack from the campsite, a shot from the artifact would probably not have kept it from getting its lunch.

The Ornithopter. This was likely designed by Urza, and is based on the one that was uncovered at Tocasia's encampment. Much smaller and lighter, with an intelligence all its own, Urza's Ornithopter became a tool for both defense and attack. (The Ornithopter is a 0/2 artifact creature, 0 casting cost. Definitely a favorite of mine.)

I think you're in for a treat over the next couple of issues, and I'm personally looking forward to witnessing the events that lead up to the final confrontation between the Brothers. My understanding is that this miniseries will be followed by two more four-issue arcs, covering the entire war!

Til then, may all your games go well, and Carpe Diem! (In a grim sort of way...)

COMING IN AUGUST

Antiquities War on the World of Magic: The Gathering #2

The conflict escalates, as the rift between Urza and Mishra widens beyond repair. Now merchants, whose wealth and power stretch across the land of Terisiare, the necromantic brothers use their status to amass armies against one another.

Amidst the feuding, the seeds of final betrayal are laid, as Mishra strikes a Faustian bargain with the *demons* in exchange for the magic of the two *planeswalkers*. The demon would grant Mishra mastery over an army of *Dragon Engines*.

An official adaptation of the Brothers War as depicted in *Wizards of the Coast's Magic: The Gathering*.

Antiquities expansion card deck.
Painted cover by *Guillaume Mart*.

Magic: The Gathering Arabian Nights #1

From across the multiverse of Rabbiah, comes the origin of one of Dominia's mightiest planeswalkers. What do you do when you're a magician who realizes that four aspects of yourself live on four other planes of existence? Taysir must now follow a path he's neither ready nor willing to tread.

Taysir must now undergo the horrors of murder and betrayal before reaching his goal of becoming an extraordinary planeswalker. *Magic: The Gathering* players familiar with the rare and powerful expansion set will find much to rave about in the pages of this pivotal, two-issue miniseries.

Painted cover by *Mark Denenberg*.

Magic: The Gathering Wayfarer #2

On the world of Dominaria, the quest continues! Join the Shadow Mage and his mentor, the Planeswalker Kristina, as they discover the breathtaking *White Wood* of Casindral. Deep within this endless Forest, a mysterious civilization of Winged Elves harbor the secrets of Green Magic.

In a special chapter of the story, painter Dennis Calero begins to unveil a secret that will alter the destinies of our heroes...and threaten all of Corondor!

Also, *WotC* rule guru Shawn Carnes' popular *Seer Analysis* column supplies tips on "Going Green" with your *Magic: The Gathering* game duels. *Painted illustration by Mark Denenberg* shows a new look to the *Forest of Wonders* on this issue's painted cover.



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