

ACQUAINTANCE COMICS, INC.



2 OF 4
DEC
\$2.50
3.50 CAN

JERRY
PROSSER
•
PHIL
HESTER
•
TOM
RYDER
•
MICHAEL
TUCCINARD

Antiquities War™

On The World of

MAGIC™

The Gathering



DIRECT SALES

00211



7 16892 87266 2

EXCERPTS FROM THE ANTIQUITIES
WAR, BY KAYLA BIN-KROOB. A NEW
TRANSLATION AND COMMENTARY BY
TAYSIR OF RABIAH.

Urza and Mishra left the cave on
a dark path.
Urza's stone was the Mightstone, and
he hid it from Mishra.

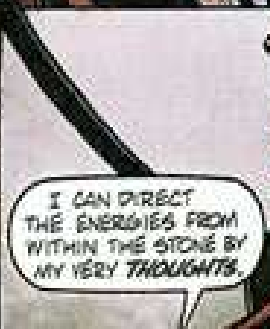
IT'S SHAPED
LIKE ONE OF THE
THRAN POWER CRYSTALS,
BUT IT'S
DIFFERENT...

WARM TO THE
TOUCH, ALMOST LIKE
SOMETHING
ALIVE.

WHAT
ARE YOU
TRYING TO
TELL ME?

WHA-?

IT
GLOWS!



BUT THE REAL QUESTION IS, DOES IT WORK LIKE ONE OF THE THIRN CRYSTALS?

Writer- Jerry Prosser
Pencils- Phil Hester
Inks- Tom Ryder
Painted Color- Michael Tuccinard
Letters- Adam Niedzwiecki
Editor- Jeffrey Vita
Armada Line Editor- Jeff Gómez
Editor-in-Chief- Bob Layton
Cover Painting by George Pratt

Mishra's stone was called the Weakstone. And it complimented him in being smooth and cool, even as Mishra was rash and hot-headed.



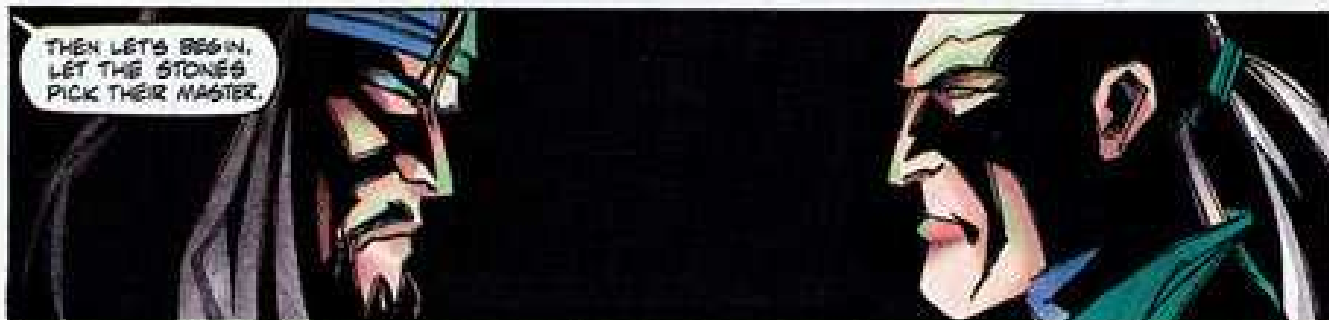
NO!



URRRR...
NOTHING...

MISHRA,
IT'S TIME.

THE WEAKSTONE'S CHARACTERISTIC IS TO DRAIN THE POWER FROM OBJECTS. URZA'S STONE, THE NIGHTSTONE, POSSESSES THE OPPOSITE CHARACTERISTIC. THE INDIVIDUAL STONES ARE HALVES OF A COMPLETE WHOLE, EACH INCOMPLETE WITHOUT THE OTHER. AS WITH THE STONES, SO WERE THE BROTHERS. URZA AND MISHRA WERE SEPARATED BY THEIR OBSESSIONS AND GREED. THEY THOUGHT ONLY OF THEIR OWN DESIRES, NOT THE BALANCE OF THE WHOLE.

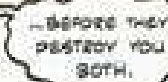
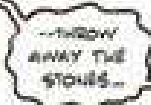


Urza's stone was the Mightstone, and Mishra's the Weakstone. But Urza and Mishra, each determined to possess both stones, Decided that a contest would best decide the fate of the stones.

YIELD!

NEVER!

KA-BLOW

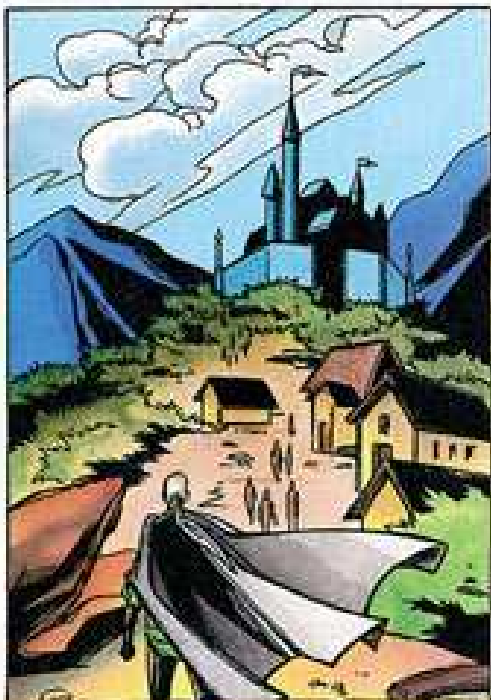




After the struggle, Tocasia left Argive for the land of the Dead. And the brothers buried Tocasia beneath her school.



WE CAN ONLY SPECULATE ABOUT THE CONTEST BETWEEN THE TWO BROTHERS. THE NARRATIVE IS MUTE REGARDING THE DETAILS, EXCEPT THAT THE VICTOR WOULD POSSESS BOTH STONES. AS A RESULT OF THE CONTEST, TOCASIA WAS KILLED AND HER SCHOOL WAS MOST LIKELY DESTROYED. THE NIGHTSTONE REMAINED WITH URZA, AND THE WEAKSTONE WITH ANSURA. FOLLOWING THE DEATH OF TOCASIA, THE BROTHERS CHOSE SEPARATE PATHS...PATHS THAT TOOK THEM IN VERY DIFFERENT DIRECTIONS. BUT WHEN THOSE PATHS CROBBED, THE CONSEQUENCES WERE DEVASTATING.



After the struggle, Urza left Mishra and the School of Tocasia.



Urza went far away, to the City of Kroog, where the king held a contest of strength to find a husband for the princess.



EXCUSE ME, FRIEND?

I'M A STRANGER TO KROOG. CAN YOU TELL ME THE REASON FOR THIS CELEBRATION?

THE PRINCESS. SHE IS TO BE MARRIED!



LOOK, THE KING'S COMING!



CITIZENS OF KROOG,
IT'S MY PLEASURE TO
ADDRESS YOU ON THIS
JOYOUS OCCASION.

IN THREE MOONS, IT
WILL BE MY DAUGHTER'S
BIRTHDAY. ON THAT DAY,
PRINCESS KAYLA WILL
BE A WOMAN.

AS IS OUR CUSTOM,
WHEN A GIRL BECOMES
A WOMAN, SHE MUST
ALSO TAKE A HUSBAND.

COME UP
HERE, DEAR...
LET THEM SEE
YOU.



YES,
FATHER.



SINCE I HAVE NOT
ARRANGED A MARRIAGE
WITH A NOBLE OF ANOTHER
HOUSE, I WILL OFFER
THE HAND OF KAYLA BIN-
KROOG TO THE MAN WHO
PASSES A TEST.

ON THE BIRTHDAY
OF THE PRINCESS, THERE
WILL BE A CONTEST TO
FIND THE STRONGEST
MAN IN ARVIE...



...FOR ONLY THE MOST
POWERFUL MAN COULD
MOVE THAT STATUE FROM
ITS PEDESTAL...



...AND THAT
MAN WILL BE
MARRIED TO MY
DAUGHTER.



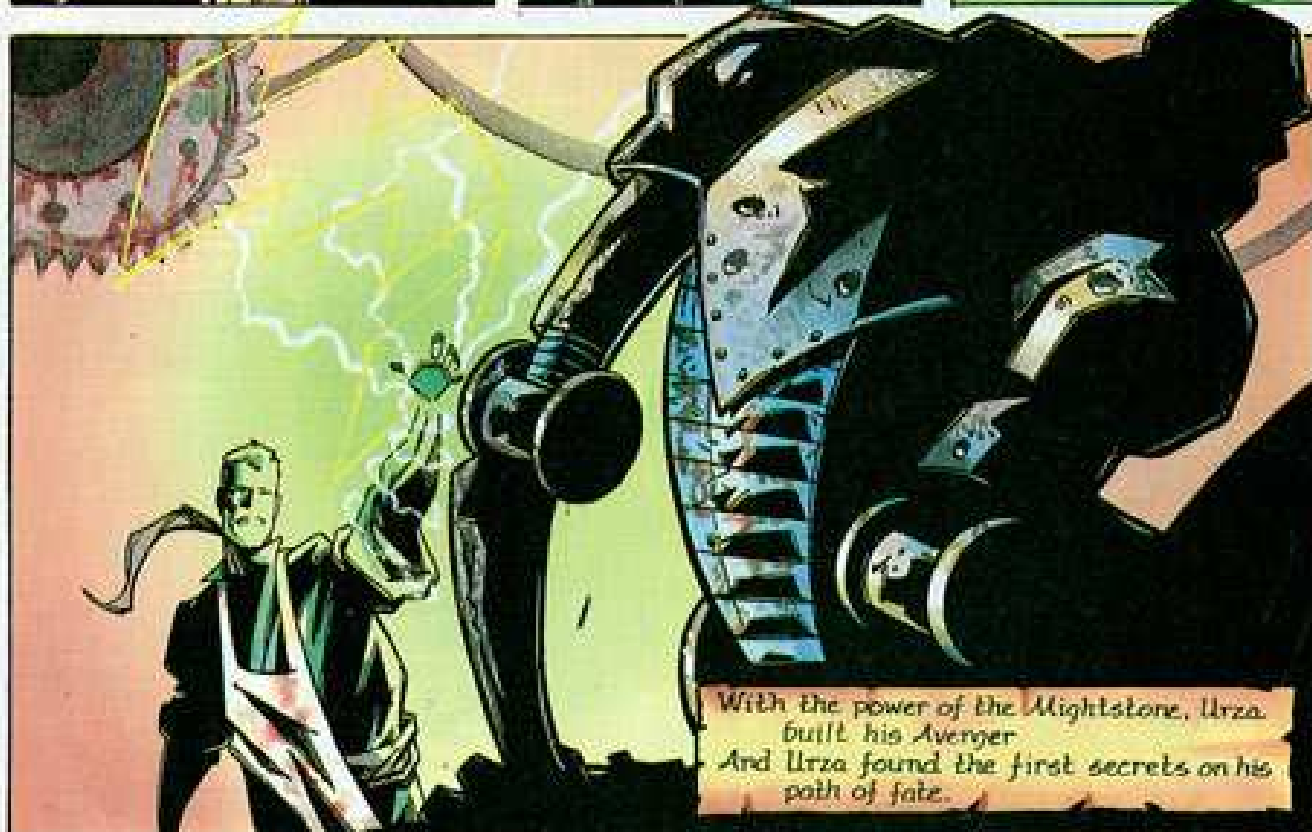
WHAT ARE YOU DOING DOWN THERE, URZA?

YOU'VE BEEN WORKING HERE FOR TWO MOONS, AND I NEVER SEE YOU. I HIRED YOU TO FIX CLOCKS, NOT HIDE IN THE BASEMENT.



JUST A MOMENT, SIR... I'LL BE RIGHT THERE.

I JUST NEED TO FINISH A FEW THINGS.



With the power of the Mightstone, Urza built his Avenger. And Urza found the first secrets on his path of fate.

THIS IS THE FIRST REFERENCE TO THE ARTIFACT CALLED URZA'S AVENGER. LITTLE IS KNOWN ABOUT IT. IT WAS PROBABLY URZA'S FIRST ATTEMPT AT CREATING AN ARTIFICIAL WARRIOR. URZA CONTINUED THIS LINE OF RESEARCH WITH THE YOTIAN SOLDIERS, OF WHICH WE WILL LEARN MORE. IN THE NEXT STANZA, WE MEET KAYLA BIN-KROOG, THE AUTHOR OF "THE STORY OF URZA AND MISHRA." THROUGHOUT THE TEXT, KAYLA BREAKS WITH THE CANONS OF ARGVIVIAN POETRY AND NEVER REFERS TO HERSELF IN THE FIRST PERSON. SHE ALSO DOES NOT PRESENT HERSELF IN A WHOLLY FLATTERING LIGHT. THIS TRAIT OF HONESTY GIVES THE READER AN OBJECTIVE IMAGE OF KAYLA'S EXPERIENCE WITH URZA.





After the others had failed, the King gave Urza his chance.



YOUR MAJESTY,
I WOULD LIKE A
TURN.



YOU?
HA HA!

BOY, I DON'T
WANT YOU TO
HURT YOURSELF.

YOUR MAJESTY,
STRENGTH ITSELF IS
NO GUARANTEE
OF VICTORY.

ONE MUST
ALSO HAVE
SKILL.

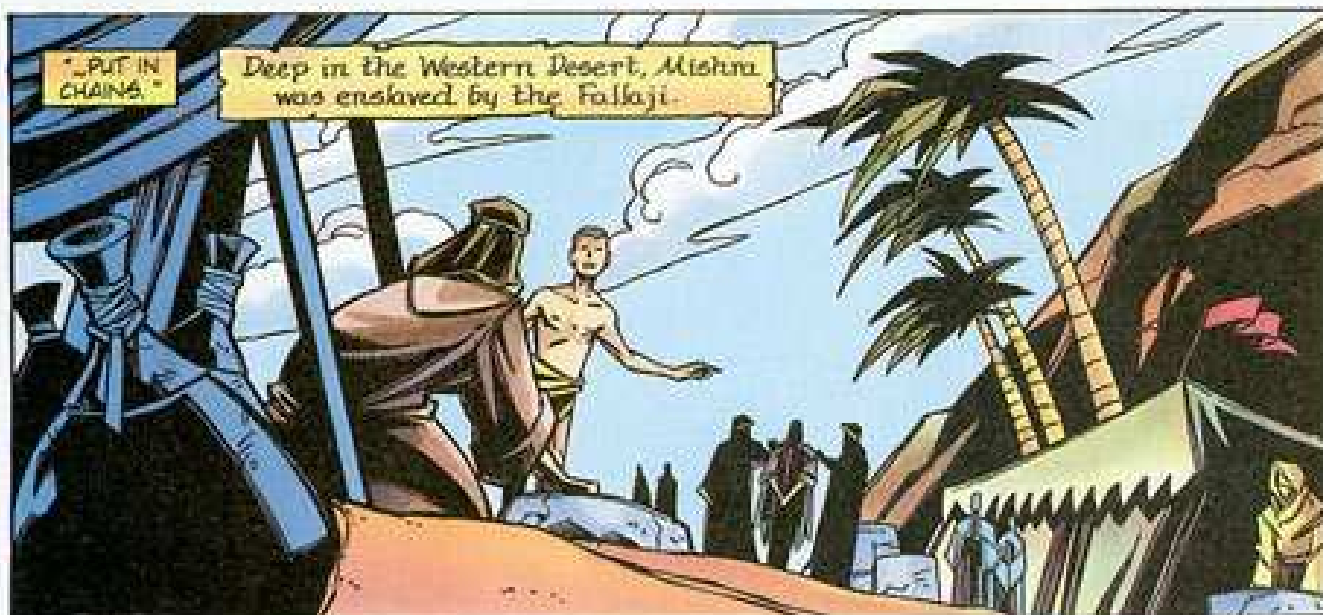


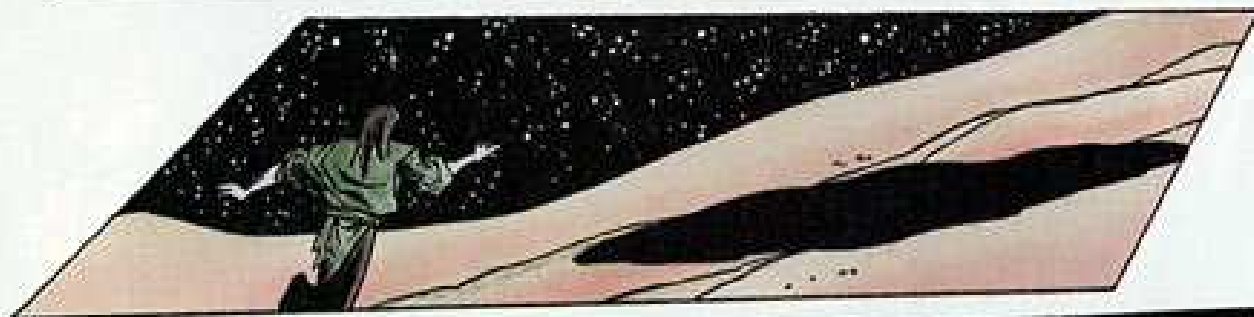
Urza missed his brother, and wished that Mishra could see how Urza's Avenger was more powerful than ten men. Urza and Mishra were two halves of a perfect whole.













CREATURES...
MADE OF METAL,
LIKE MACHINES.

WHAT
IS THIS
PLACE?

AM I
DREAMING?

AANKREE-DOONKK



MY TOUCH
SEEMS TO
CALM IT.

LEAVE THE
BEAST ALONE!
IT BELONGS
TO ME!



WHO ARE
YOU? HOW DID
YOU COME TO
MY REALM?

HOW ARE
YOU ABLE TO
CONTROL THE
BEAST WITHOUT
TORTURE?



THIS IS NOT
HAPPENING
...IT MUST
BE A DREAM.

I WANT
TO...



...WAKE
UP...?

Mishra left the world of dreams,
and was followed.

AANKKEEONNKK

YAAAA!

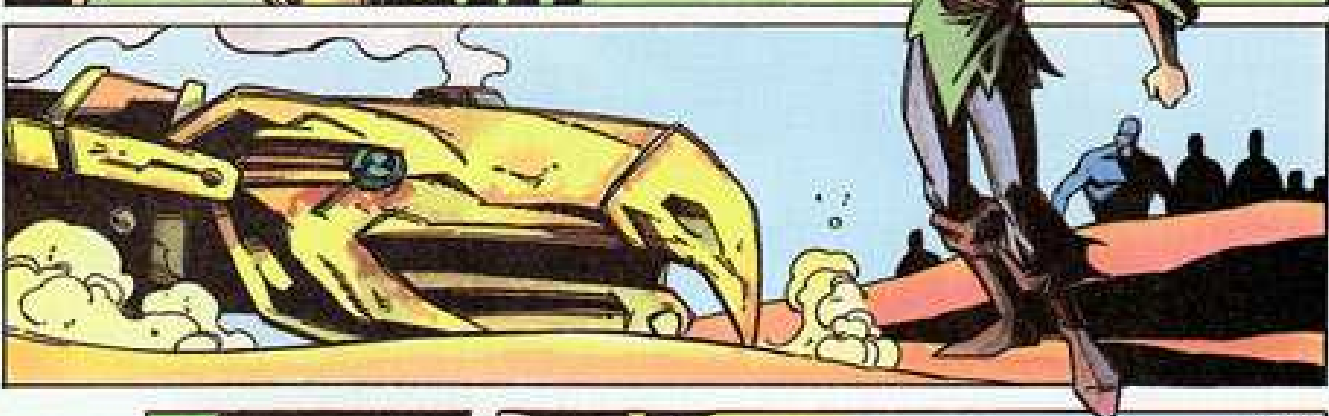
YAAAA!



AAK-
FAVAS!

THIS IS ONE OF THE MORE PUZZLING STANZAS IN THE TEXT, AS IT CONTAINS TWO MYSTERIES. FALLAJI RECORDS CONSIST OF KNOTTED CORDS WHICH DEFY ANALYSIS. THEY FORMED TRIBES BASED ON A RIGID SYSTEM OF KINSHIP. THESE INDIVIDUAL TRIBES WERE ARRANGED IN A HIERARCHY OF DOMINANCE, WITH EACH TRIBE OWING FEALTY TO ITS IMMEDIATE SUPERIOR. OVER TIME, MISHRA WAS ABLE TO CONFEDERATE VARIOUS TRIBES UNDER HIS CENTRAL CONTROL. THE SECOND MYSTERY CONCERNS MISHRA'S DREAM SIGNIFICANT BECAUSE IT COULD BE OUR FIRST INDICATION THAT MISHRA WAS ABLE TO TRAVEL BETWEEN PLANES. HOW MISHRA ACCOMPLISHED THIS IS UNKNOWN, BUT A PLANE-WALKING SPARK COULD HAVE BEEN FANNED TO LIFE BY HIS ENCOUNTER WITH THE WEAKSTONE.





MAGIC

The Gathering™

HURKYL'S RECOLLECTIONS



Address all letters to: Antiquities War - Jeof Vita, Asst. Editor c/o ACCLAIM COMICS 375 Seventh Avenue New York, N.Y. 10001

AN INTERVIEW WITH SKAFF ELIAS

Wizards OF THE COAST

The Antiquities War is easily one of the most popular expansion sets for the Magic: The Gathering trading card game. In these issues, Armada Comics tells the tale of the two brothers, Urza and Mishra, whose sibling rivalry escalates into an all out war. Unfortunately, the entire world of Dominaria ends up paying the price. Skaff Elias, Acting Magic Brand Manager for Wizards of the Coast, was one of the original designers of the Antiquities expansion. Armada's Jeof Vita recently sat down with Skaff for some insights into the method behind the madness that is the Antiquities War.

Jeof: How did you dream up The Antiquities War?

Skaff: Well, the whole creative team realized that we wanted a set of cards that relied heavily on artifacts. However, we wanted there to be a strong mythology behind them, otherwise, the cards would seem pretty meaningless.

Jeof: Who was involved with its creation?

Skaff: There were quite a few people involved. Dave Pettey, Jim Lin, Joel Mick, Chris Page and myself all got together with basically a rough storyline and we created the whole set. At that time, it wasn't as hard to come up with interesting and useful cards for the set, because it was only our second expansion and we hadn't used up all of the good ideas just yet. But at the same time, even we didn't have as complete an understanding of the game as we do now.

Jeof: What mythologies came into play?

Skaff: There were no direct mythological influences for The Antiquities War. It was more an archetypal story. If anything, I think there is some of World War II in there.

Jeof: Was the sibling rivalry aspect based on any personal experiences?

Skaff: I have one sister, but no, I can't say that the sibling rivalry between Urza and Mishra was based on our relationship. We didn't use as many artifacts, anyway.

Jeof: What are your favorite cards in the set? Who are your favorite characters?

Skaff: I personally like the Tetravus and the Triskelion. As for characters in the story we created, I like Jarsyl, even though he's only mentioned in one card in the entire set. I kind'a like Ashnod too.

Jeof: This set also features the much maligned, but misunderstood Atog! How did he come about?

Skaff: The Atog was definitely a group effort. We originally just wanted a red creature that ate artifacts. He got a bad rap early on, which he definitely did not deserve. Creative players have shown just how useful this guy can be.

Jeof: Looking back, is there anything that you would change? Any bugs that you can see should have been worked out?

Skaff: We playtested the set for a little less than a month, so of course there are some things that, looking back, we would have done differently. At the time the set came out, we realized that many of the cards affected artifacts. But back then, there weren't enough artifacts in the customer base for them to do much good. Now, with the release of all the expansions to date, the Antiquities cards are seeing more and more usage.

Jeof: What would you like to see in the comics?

Skaff: One of the things I'd like to see is a focus on the side effects of war, not just for the combatants, but for the people who had to live through the devastation.

Jeof: How much does the Antiquities War really affect the world of Dominaria?

Skaff: The war affects Dominaria in a very large way. Besides being responsible for the onset of the Ice Age, it is during the Antiquities War that the modern study of magic—the five colors and five lands as they are actually portrayed in the Magic: The Gathering game—really comes into its own.

Jeof: Are there further ramifications that we may see in future expansions?

Skaff: Definitely. Things will pop up in the future that will have ties to the Antiquities War and even earlier releases. There are a lot of stories that we couldn't fit into the cards, and that will not even fit into the comics. It's worth exploring!



SPECIAL SEPTEMBER RELEASE
CONVOCACTIONS
A Magic: The Gathering Gallery #1

As an extra-special treat for fans of Magic: The Gathering, Armada is uniting a veritable mob of today's brightest stars—including popular artists from Wizards of the Coast—to bring the magical worlds of Dominaria to life. Each fully painted page in *Convocations—A Magic: The Gathering Gallery #1* will reveal the majesty and splendor of the Magic fantasy universe.

Included are some of Magic's most popular characters and clever spell combinations, which can be used in actual Magic: The Gathering game duels. The growing list of featured talent includes Magic artists Anson Maddocks, Doug Shuler, Quinton Hoover, Mark Tedin, Jeff Menges, Pete Venters, Dennis Detwiler, and Bryon Wackwitz, as well as Magic comics artists Mike Dringenberg, Rafael Kayanan, Alex Maleev, Dennis Calero, Charles Vess and Michael Kaluta!

Also in this issue, a special edition of Shawn Carney's Seer Analysis column will explain each of the paintings in terms of the Magic: The Gathering card game, and include tips on unusual strategies and card combinations.

SEER ANALYSIS SHAWN CARNES

Hello again, planeswalkers! This time around we get to take a look at the second episode in the **Antiquities War** miniseries—the unfolding tale of the legendary conflict between the brothers Urza and Mishra. A lot of the history behind the Magic: The Gathering trading card game is being related in this series, especially as it pertains to the Antiquities expansion set released a little over a year ago. As always, I'm here to relate how the story unfolds with respect to the game. So, without further delay, onward to the Antiquities War!

This issue's opening sequences reveal what the special stones, now possessed by each of the brothers, really are. Mishra possesses the **Weakstone**: in Magic, the Weakstone is an artifact that makes all attacking creatures lose -1/-0, with creatures whose power is less than 1 dealing no damage at all. It affects all attacking creatures regardless of who controls them. Urza, conversely, possesses the **Mightstone**. In Magic, the Mightstone is an artifact that makes all attacking creatures gain +1/+0. Both artifacts costs four colorless mana (meaning you can tap any land) to bring into play.

If you examine these cards closely, you will notice some italicized text under the game explanation of what the cards do. This is called

"flavor text." These short pieces provide players with factoids and historical background about the creature, spell, or artifact, that makes everything seem more real and coherent. Take a close look: the flavor text for the Mightstone and the Weakstone touches upon what was covered in **Antiquities War #1**. In fact, to a certain extent you can follow the story in the comic with the flavor text on many of the Antiquities cards. The next time you take a look at your Magic cards in general, pay special attention to the flavor text; it might even give you some insight into the use of the card itself.

The brothers Urza and Mishra seem to rely on the Weakstone and Mightstone to help them create or control other glorious artifacts from this era. Urza creates **Urza's Avenger**, which assists him in moving the statue into Kroog, to win the hand of the Princess. The Avenger is a 4/4 artifact creature which can gain the special ability of flying, first strike, banding, or trampling at the cost of -1/-1 for each ability. It costs six colorless mana to summon. It certainly is no wonder that the Avenger might be considered to have the strength of ten men.

In turn, Mishra discovers the **Dragon Engine** when he "dreams" that he is in Phyrexia. The Engine is an artifact creature as well; it

costs three colorless mana to summon, and it is 1/3. The special ability of the Dragon Engine, however, makes it an incredible creature—especially if you have a lot of mana you can use. For each colorless mana you pump into the Engine, it gains +1/+0. For example, if you pump eight mana into it, it gains +4/+0. That might seem like a lot of mana to have to spend for an extra +1 but used in combination with other cards, all of sudden, the Dragon Engine becomes quite the terror. **Mana Flare**, anyone? Mishra gained not only the respect of the Fallaji when he subdued the Dragon Engine, but an incredible war machine to boot!

With the introduction of these artifacts, where do you think the action is going? What a lot of us here at Wizards of the Coast find compelling about this tale is how two brothers can grow to hate each other to the point of such devastation. As Urza and Mishra find more and more artifacts, they will incorporate them into their respective armies. Clearly, a major head-to-head conflict is brewing. Prepare yourselves for a rockin' **Antiquities War #3**!

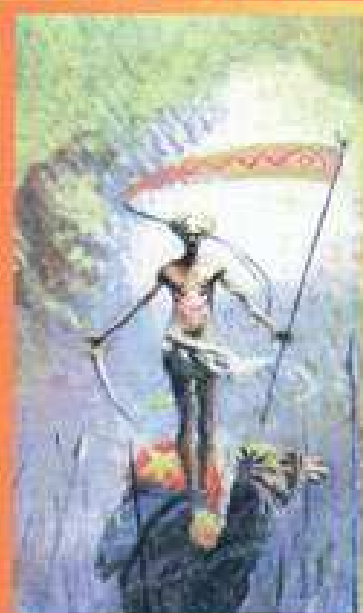
Until next time, may you have enough mana to create your own artifacts! Also—I'd like to throw out a special "Thank you!" to Scott Hungerford for filling in for me last issue.

COMING IN SEPTEMBER

Magic: The Gathering Antiquities War #3

Years after the fall of Tocasia's school, Urza and Mishra continue down their destructive paths. Now powerful merchants, the brothers lock in a power struggle that plunges the city of Kroog into total chaos. Along the way, both brothers recruit apprentices to aid them in their tasks.

Tawnos makes a discovery that piques Urza's interest. Mishra, loathe to take on students, encounters a mysterious woman named Ashnod, who controls a powerful magical staff—and possibly, much more. Tawnos and Ashnod are both prominently featured in the Magic: The Gathering—Antiquities expansion set. Featuring Shawn Carnes' Seer Analysis column, with tips on using Antiquities cards in your game duels, and a hot cover by George Pratt.



Magic: The Gathering Wayfarer #3

On the peaks of Dominaria's highest mountains—the confrontation Magic fans have been waiting for! In an effort to rescue his lost love, the Shadow Mage journeys with the Planeswalker Kristina into the very heart of Corondor. What he finds is his darkest enemy—the hideously transformed Battlemage Ravidel.

This issue's got it all: the return of Liana, the Sages of Minorad, the fate of the D'Avenant Archer, and a mysterious new magician named Daria. Also, Shawn Carnes' popular Seer Analysis column supplies tips on "Raging with Red" in your MTC game duels. Renowned fantasy illustrator Michael Kaluta recreates the Shadow Mage's confrontation with the notorious Shivan Dragon on this issue's painted cover.

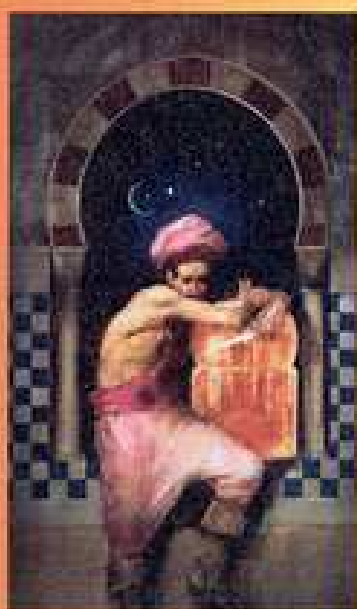


Magic: The Gathering Arabian Nights #2

The Sorcerer Queen Nailah launches her final gambit to bend Taysir to her will, and use his untold power to collapse the planes of Rabiiah. Meanwhile, the final aspect of Taysir lies hidden in a City in a Bottle, secreted away by the dark El Hajja.

Taysir is forced to run a gauntlet and face a Guardian Beast to reach the bottle—but even then, the fight is not finished! A final confrontation pits Nailah, El Hajja, and the surviving aspects of Taysir against each other, with the fate of Rabiiah hanging in the balance.

Featuring an official WotC Seer Analysis, covering the ultra-rare Magic: The Gathering—Arabian Nights expansion set. Cover by Mike Dringenberg.



ACCLAIM COMICS

Steven J. Massarsky

President/Publisher

Bob Layton

Senior V.P.

Editor-in-Chief

Jon Hartz

Senior VP

Morton R. Nissen

VP Operations

Hayley Eden

Controller

Paul Fairchild

Marketing Director

Brad L. Goldberg

Circulation Manager

Darren Sanchez

Director of Production

Harry Eisenstein

Production Manager

Rebecca Knaster

Advertising/Sales

ARMADA

Jeffrey Artemis-Gómez

Line Editor

Jeofrey Vita

Assistant Editor

C.R. Lister

Designer

Kenn Bell

Scott Friedlander

Computer Graphic Design

Sharon Claire Mitchell

Story Consultant

WIZARDS OF THE COAST

Lisa Stevens

VP New Business/Marketing

David Lee

Armada Liaison

Scott Hungerford

Dominia Continuity

Ronnie Noize

Coordinator

Paul Peterson

Shawn Carnes

Consulting Rules Editors

MAGIC
The Gathering™

Created by Richard Garfield