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# Vanguard Series 1

*Magic Arcana*  
Monday, September 23, 2002

*Vanguard* cards are special over-sized **Magic** cards (3" x 5" as opposed to 2 1/2" x 3 1/2") that offer a different way to play. Each card has an instruction that acts like a personal global enchantment, plus modifications to your starting/maximum hand size (in the left-hand circle) and life total (on the right). Obviously, both players have to agree to use them before the game begins. Below is the Karn card (placed next to the **Karn, Silver Golem** card for comparison).



These cards were used in several Arena seasons (starting in 1997), and were later available as part of a gift box. If you look around, you can find them at card shops and for sale online today.

Popular variants include each player randomly choosing a *Vanguard* card to play, or rotating *Vanguard* cards at determined intervals during a multiplayer game. But, of course, you can use *Vanguard* cards any way you want.

Here are the "official" rules, followed by the other seven cards from the first *Vanguard* series:

### Vanguard Card

The *Vanguard*™ supplements consist of oversized cards that modify the game. A *Vanguard* card is selected before the game begins, adjusting a player's starting and maximum hand size and starting life total. Any abilities printed on a *Vanguard* card are played exactly like those of an in-play **Magic** card; however, these abilities have no color, and damage from them isn't damage from a permanent of any type or a source of any color. A *Vanguard* card isn't a **Magic** card, so it can't be affected by spells or abilities.



### Sisay



Character

Whenever you tap a land for mana, it produces one additional mana of the same type.

*While captain of the Weatherlight, Sisay undertook a quest for the Legacy, a collection of artifacts needed to defeat the Lord of the Waves. She continued this quest even when Gerrard, heir to the Legacy, chose to abandon it. Sisay is devoted to the cause of good at whatever price.*

Turning & Max Hand Size  
 -2
 

Turning Life  
 -3

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### Mirri



Character

Each of your basic lands may be tapped to produce any color of mana instead of its normal type.

*Mirri and Gerrard have been the best of friends since they trained together under the nano-wizard Meloku. A fierce and agile warrior, she rejoined Gerrard aboard the Weatherlight as his unofficial first mate shortly after he assumed command of the flying ship.*

Turning & Max Hand Size  
 +0
 

Turning Life  
 +5

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### Gerrard



Character

During your draw phase, draw an additional card.

*Soldier. Adventurer. Heir to the Legacy. Gerrard has, over the years, traveled much of Dominaria in search of fortune and glory. Now, after serving nobly in the Benalish army, he has returned to the Weatherlight to serve as captain in Sisay's absence and to take up the battle against the Lord of the Waves.*

Turning & Max Hand Size  
 -4
 

Turning Life  
 +0

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### Squee



Character

Your opponents play with their hands face up.

*The smartest—and only—goblin cabin boy aboard the Weatherlight, Squee has learned that intelligence and common sense are very different things. This matters little, however, since he has neither. Fortunately, he doesn't know what he's missing.*

Turning & Max Hand Size  
 +3
 

Turning Life  
 -4

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### Tahngarth

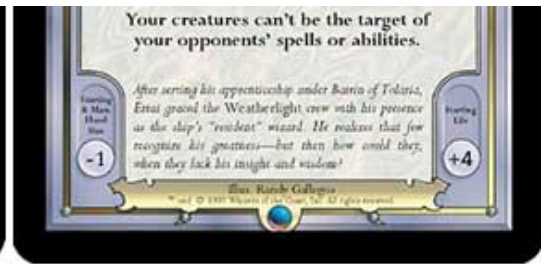


Character

### Ertai



Character



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