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# Vanguard Series 2

*Magic Arcana*  
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*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 Selenia card (placed next to the *Selenia, Dark Angel* card for comparison).



These cards were used in several Arena seasons (starting in 1997). 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 second *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.



### Barrin



Character

**You may sacrifice a permanent to return any creature to its owner's hand. Play this ability as an instant.**

*An old and powerful wizard living on the mysterious Isle of Telara, Barrin is the teacher who trained the young Estin. He is also Hanna's father, but for reasons known only to the two of them neither acknowledges the other—or their strained relationship.*

Starting & Max. Hand Size  
**+0**Starting Life  
**+6**

Illus. Christopher Rush  
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### Starke



Character

**During your draw phase, you may draw an additional card and then put any card in your hand on the bottom of your library.**

*Starke believes in situational ethics—the situation determines the ethics. He's mischievous to often that he has become everyone's ally yet no one's friend. This former mercenary of Rash accompanies the Weatherlight crew on their journey to his home world.*

Starting & Max. Hand Size  
**+0**Starting Life  
**-2**

Illus. Donato Giancola  
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### Hanna



Character

**Your spells cost 1 less to play.**

*Educated in Agon and highly knowledgeable in the field of artifacts, this expert navigator of the Weatherlight believes that scholarship does not necessarily lead to understanding. Her diligence in pursuing both is her greatest asset.*

Starting & Max. Hand Size  
**+1**Starting Life  
**-5**

Illus. Liu Danforth  
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### Orim



Character

**Your creatures can block as though they had flying.**

*Trained in the Sauron arts, Orim serves as the healer aboard the Weatherlight. She is quick with language and was educated at the same Agopian university as Hanna. A mystic by nature, Orim keeps a diary of all her new discoveries—both physical and spiritual—during her travels.*

Starting & Max. Hand Size  
**+0**Starting Life  
**+12**

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### Greven il-Vec



Character

### Volrath



Character



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