

Home > Games > Magic > Magicthegathering.com > Columns

There Can Only Be Fun: Five-Color Highlander in Standard

Ben Bleiweiss
Building on a Budget
Monday, October 30, 2006



It's Halloween week here at Building on a Budget, and you know what that means!

October 31st, 2005: JMS, "[Selesnya United: Tokens on my Table](#)"
 October 29th, 2004: Nate Heiss, "[The 10 Best Budget Cards of all Time](#)"
 October 27th, 2003: Nate Heiss, "[Budget Control](#)"

That's right – absolutely nothing! For better or for worse, neither of my predecessors really liked to give out any sort of treats for Halloween. What a curmudgeonly pair! The thought of depriving the neighborhood youts of boxes of raisins and penny-jars fills me with the very essence of Juffo-Wup (10 points if you get this reference).

I've been itching to get my hands on *Time Spiral*, but it hasn't been made available online yet. This will likely be the same for next year as well, given the release dates of sets versus the release date of Halloween. To spice things up, we're going to start a new tradition:

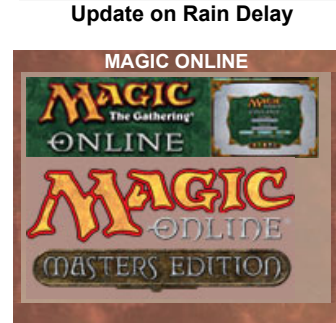
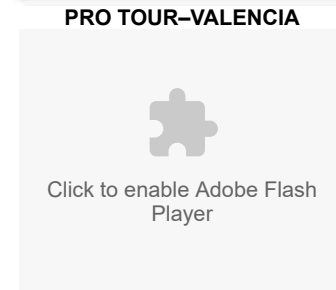
Trick or Treat: A BoaB Halloween

Each year for Halloween, I'm going to drop everything else going on in this column and build a deck that is completely out there. This Halloween's deck? Five-Color Highlander Standard.

Definitions time!

- Five-Color:** A deck which contains all five colors – black, blue, green, red and white.
- Highlander:** Aside from basic lands, there can only be one of any given card in the deck.
- Standard:** Online, *Kamigawa Block*, *Ravnica Block*, *9th Edition* and *Coldsnap* are currently Standard legal. For reasons that you'll see in a moment, I only used *Ravnica*, *Guildpact*, *Dissension* and *Coldsnap* for this deck. But you knew that already – you read the nifty new boilerplate at the top of this article!

As many of you know, I wrote a very different column on [magicthegathering.com](#) before I wrote Building on a Budget. That column was [Uncommon Knowledge](#), and it dealt with a study of **Magic's** history. One article in particular points towards my love of form: the "[Sets of Five](#)" piece. In that article, I dissected all of the cycles in **Magic's** history (up until the point of *Onslaught* – remember, that article was written in 2002). I took that article as an inspiration to build this week's deck.



Highlander Outline – Don't Play This Version dec

Main Deck
82 cards

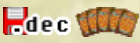
1 Boros Garrison	1 Boros Guildmage	1 Boros Fury-Shield
1 Dimir Aqueduct	1 Carven Caryatid	1 Cloudstone Curio
1 Forest	1 Civic Wayfinder	1 Compulsive Research
1 Golgari Rot Farm	1 Dimir Guildmage	1 Dryad's Caress
1 Gruul Turf	1 Gelectrode	1 Electrolyze
1 Island	1 Golgari Guildmage	1 Faith's Fetters
1 Izzet Boilerworks	1 Gruul Guildmage	1 Farseek
1 Mountain	1 Gruul Scrapper	1 Flash Conscription
1 Orzhov Basilica	1 Izzet Chronarch	1 Induce Paranoia
1 Plains	1 Izzet Guildmage	1 Last Gasp
1 Selesnya Sanctuary	1 Keening Banshee	1 Lightning Helix
1 Snow-Covered Forest	1 Ogre Savant	1 Mark of Eviction
1 Snow-Covered Island	1 Orzhov Guildmage	1 Mortify
1 Snow-Covered Mountain	1 Revenant Patriarch	1 Putrefy
1 Snow-Covered Plains	1 Selesnya Guildmage	1 Recollect
1 Snow-Covered Swamp	1 Shrieking Grottesque	1 Ribbons of Night
1 Swamp	1 Steamcore Weird	1 Rolling Spoil
1 Azorius Chancery	1 Tin Street Hooligan	1 Savage Twister
1 Rakdos Carnarium	1 Vedalken Dismissor	1 Seed Spark
1 Simic Growth Chamber	1 Azorius Guildmage	1 Spectral Searchlight
20 lands	1 Azorius Herald	1 Terrarion
	1 Blizzard Specter	1 Vigor Mortis
	1 Court Hussar	1 Condemn
	1 Crypt Champion	1 Hit // Run
	1 Indrik Stomphowler	1 Into the North
	1 Patagia Viper	1 Pure // Simple
	1 Plaxmanta	1 Rise // Fall
	1 Rakdos Guildmage	1 Supply // Demand
	1 Simic Guildmage	1 Trial // Error
	1 Squealing Devil	1 Wrecking Ball
	1 Stalking Yeti	30 other spells
	1 Trygon Predator	
32 creatures		

You'll notice there are 82 cards in this version of the deck. These are the cards I initially considered running in this Highlander deck. They include the following:

- One of each basic land, and one of each Snow-Covered basic land: Technically, you can run any number of a basic land in Highlander. I wanted to take this one step further, and so I made it one of any card, period. Thank you, Snow-Covered lands, for making this possible!
- The ten *Ravnica* bouncelands: Initially, I was worried about running this many bouncelands, since they are slow in these quantities. This fear was unfounded – they allowed me to run a sixty card deck with only twenty lands and barely face any mana screw issues.
- The ten *Ravnica* Guildmages: Each of these guys is 2/2 for two with two special abilities, and so they form the backbone of my offense.
- The twenty *Ravnica* cross-over mana spells: These are Boros Fury-Shield, Ribbons of Night, Plaxmanta, Squealing Devil, Court Hussar, Azorius Herald, Steamcore Weird, Shrieking Grottesque, Ogre Savant, Patagia Viper, Tin Street Hooligan, Rolling Spoil, Seed Spark, Crypt Champion, Flash Conscription, Revenant Patriarch, Vigor Mortis, Induce Paranoia, Dryad's Caress, and Gruul Scrapper.
- The five uncommon *Dissension* split cards

I also included a bunch of creatures and spells that have a higher power level or a comes-into-play effect – cards like Lightning Helix, Electrolyze, Keening Banshee, Civic Wayfinder, and such.

I needed to cut out cards, and I decided to stick as closely as possible to the cycles theme. However, there were too many slots dedicated to cross-over mana spells – twenty is a lot of spots in any deck! In the end, I cut seven cards from that cycle (Crypt Champion, Flash Conscription, Revenant Patriarch, Vigor Mortis, Induce Paranoia, Dryad's Caress, and Gruul Scrapper). I also cut several comes-into-play creatures (Carven Caryatid, Indrik Stomphowler, Keening Banshee, Stalking Yeti, Vedalken Dismissor), several good creatures (Blizzard Specter, Gelectrode, Trygon Predator), some removal (Condemn, Faith's Fetters, Last Gasp), and a handful of utility spells (Compulsive Research, Farseek, Into the North, Recollect). This left me with the following sixty-card Highlander Standard deck, titled "There Can Only Be Fun!"

TCOBF 1.0		
Main Deck 60 cards		
1 Boros Garrison	1 Boros Guildmage	1 Boros Fury-Shield
1 Dimir Aqueduct	1 Civic Wayfinder	1 Cloudstone Curio
1 Forest	1 Dimir Guildmage	1 Electrolyze
1 Golgari Rot Farm	1 Golgari Guildmage	1 Lightning Helix
1 Gruul Turf	1 Gruul Guildmage	1 Mark of Eviction
1 Island	1 Izzet Chronarch	1 Mortify
1 Izzet Boilerworks	1 Izzet Guildmage	1 Putrefy
1 Mountain	1 Ogre Savant	1 Ribbons of Night
1 Orzhov Basilica	1 Orzhov Guildmage	1 Rolling Spoil

1 Plains	1 Selesnya Guildmage	1 Savage Twister
1 Selesnya Sanctuary	1 Shrieking Grottesque	1 Seed Spark
1 Snow-Covered Forest	1 Steamcore Weird	1 Spectral Searchlight
1 Snow-Covered Island	1 Tin Street Hooligan	1 Terrarion
1 Snow-Covered Mountain	1 Azorius Guildmage	1 Hit // Run
1 Snow-Covered Plains	1 Azorius Herald	1 Pure // Simple
1 Snow-Covered Swamp	1 Court Hussar	1 Rise // Fall
1 Swamp	1 Patagia Viper	1 Supply // Demand
1 Azorius Chancery	1 Plaxmanta	1 Trial // Error
1 Rakdos Carnarium	1 Rakdos Guildmage	1 Wrecking Ball
1 Simic Growth Chamber	1 Simic Guildmage	
	1 Squealing Devil	
20 lands		19 other spells
	21 creatures	

Game 1: Odin51085 (R/G Aurochs)

I get turn-three **Spectral Searchlight** and follow it with turn 4 **Selesnya Guildmage**. He drops **Earthen Goo** on turn three, and I **Ribbons of Night** it on turn five to get myself back up to nineteen life. He plays **Sheltering Ancient**, swings in for five the next turn, and then drops **Stalking Yeti** the turn after. I respond by playing **Plaxmanta**, countering his effect. He drops **Aurochs Herd**, lets his **Sheltering Ancient** die before it can make all my guys larger than his, and then swings. I double block with my 3/3 Guildmage and 2/2 **Plaxmanta**, and he casts **Resize** on his Aurochs. I neuter that with **Boros Fury-Shield**.

I clear the board the next turn with **Savage Twister** for four and then drop **Court Hussar** and **Patagia Viper** on turn eight to take momentum. He starts dropping more Aurochs, but I get **Supply // Demand** for **Putrefy**, **Izzet Chronarch** the **Putrefy**, and then cast **Hit // Run** (Run!) to swing in with my **Court Hussar**, **Viper**, two tokens, and **Chronarch** at +4/+0 each for the win.

Record: 1-0

Game 2: Ravarshi (B/W Orzhov)

This game, I get **Spectral Searchlight** again (MVP!), use **Steamcore Weird** on **Mourning Thrull**, and cast **Shrieking Grottesque** to knock a land out of his hand. The Grottesque blocks a **Blind Hunter**, and I drop both **Azorius Guildmage** and **Rakdos Guildmage** to lock down his board. He drops **Rod of Ruin** and **Souls of the Faultless**, but I use **Ogre Savant** to remove his defender, tap it down the next turn with my **Azorius Guildmage**, and then cast **Hit // Run** (Run!) for the win with my **Weird**, two Guildmages and **Savant**.

Record: 2-0

Game 3: Ki_com (Form of the Dragon)

He **Remands** my **Court Hussar** and then casts **Compulsive Research**. I **Hussar** for a land, and he casts **Tidings**. I cast **Izzet Guildmage** and **Azorius Herald**, which prompts a **Wrath of God**. I try to get an offense going again with **Dimir Guildmage** and **Cloudstone Curio**, but he drops **Form of the Dragon** and kills my Guildmage. I play the waiting game, and eventually he taps out to cast **Keiga** and **Tidings** in the same turn. I **Wrecking Ball** **Keiga**. He aims **Form of the Dragon** at my head, and I draw into **Seed Spark**. He hits me again with **Form**, and I try to **Seed Spark** his enchantment at the end of his turn. He **Remands** my instant, but I cast it main-phase on his turn, prompting him to **Repeal** his own seven-drop finisher.

He recasts **Form of the Dragon** the following turn and pairs it with a **Compulsive Research**. I get to six mana, drop **Steamcore Weird**, and cast **Lightning Helix**. **Ki_com** is out of countermagic, and I win the game...at 4 life. Thank you, **Azorius Herald**!

Record: 3-0



Game 4: mtbulldog58 (R/W Boros)

He plays **Glorious Anthem**, then **Flame-Kin Zealot**. I **Mortify** his Anthem, drop **Cloudstone Curio**, and play **Patagia Viper**. I stack the triggers so that my tokens come into play and return the **Viper** for a second go-around. The next time around, he kills the **Viper** in response to the **Curio** trigger. He then starts playing 2/2s.

I get down **Selesnya Guildmage** and play **Mark of Eviction** on a knight. He plays **Faith's Fetters** on his Marked guy, allowing him to gain four life for free. I cast **Steamcore Weird** to kill another of his 2/2 creatures and then drop **Rakdos Guildmage** to kill his team. He tries to mount a defense/offense with **Boros Recruit** and **Thundersong Trumpeter**, but I give all my guys +1/+1 with **Selesnya Guildmage** and then play **Rolling Spoil** to take out his team. As a last-ditch effort, **mtbulldog58** casts **Ghostly Prison**, but I have ten mana on the board, and I just swarm him with 1/1 and 2/2 creatures.

Record: 4-0

Game 5: Smackeh (U/G Simic)

I get stuck at two lands, and don't draw a third land until it's much too late. I try to mount a comeback, but **Smackeh** already has the **Simic Sky Force** in play, and beats me upside the head. On a scale of Trick or Treat, he

definitely got treat!

Record: 4-1

Game 6: AnduRRias (B/W Orzhov)

He gets **Plagued Rusalka**, then **Castigates** me twice (for **Supply // Demand** and **Hit // Run**). I drop **Court Hussar**, **Izzet Guildmage**, and **Plaxmanta** (in response to **Pillory of the Sleepless**). He drops **Souls of the Faultless**, which eats **Ribbons of the Night**. I **Izzet Chronarch the Ribbons**, and cast **Hit // Run** (**Run!**) for the win.

Record: 5-1

Suprisingly, I've never cast the Hit part of **Hit // Run**, even though it's supposedly the better half of the card. Hmm....

Anyhow, I've found that I'm getting slightly mana-shied so far, plus I have slow starts due to all the bounce lands.

Spectral Searchlight has been MVP so far, so I decide to add in a handful of signets. To make room for them, I take out three of the Guildmages which are least useful in my deck: **Simic Guildmage** (very few +1/+1 counters, no auras), **Orzhov Guildmage** (slow) and **Izzet Guildmage** (**Lightning Helix**, **Rise // Fall** and **Trial // Error** are the only spells in my deck it can copy) get the boot. I bring in **Rakdos Signet**, **Azorius Signet** and **Gruul Signet**, as these cover the colors of spells I need the most.

Out: Simic Guildmage, Orzhov Guildmage, Izzet Guildmage
In: Rakdos Signet, Azorius Signet, Gruul Signet



TCOBF 2.0		Main Deck 60 cards	
1 Boros Garrison	1 Boros Guildmage	1 Boros Fury-Shield	
1 Dimir Aqueduct	1 Civic Wayfinder	1 Cloudstone Curio	
1 Forest	1 Dimir Guildmage	1 Electrolyze	
1 Golgari Rot Farm	1 Golgari Guildmage	1 Gruul Signet	
1 Gruul Turf	1 Gruul Guildmage	1 Lightning Helix	
1 Island	1 Izzet Chronarch	1 Mark of Eviction	
1 Izzet Boilerworks	1 Ogre Savant	1 Mortify	
1 Mountain	1 Selesnya Guildmage	1 Putrefy	
1 Orzhov Basilica	1 Shrieking Grottesque	1 Ribbons of Night	
1 Plains	1 Steamcore Weird	1 Rolling Spoil	
1 Selesnya Sanctuary	1 Tin Street Hooligan	1 Savage Twister	
1 Snow-Covered Forest	1 Azorius Guildmage	1 Seed Spark	
1 Snow-Covered Island	1 Azorius Herald	1 Spectral Searchlight	
1 Snow-Covered Mountain	1 Court Hussar	1 Terrarion	
1 Snow-Covered Plains	1 Patagia Viper	1 Azorius Signet	
1 Snow-Covered Swamp	1 Plaxmanta	1 Hit // Run	
1 Swamp	1 Rakdos Guildmage	1 Pure // Simple	
1 Azorius Chancery	1 Squealing Devil	1 Rakdos Signet	
1 Rakdos Carnarium		1 Rise // Fall	
1 Simic Growth Chamber	18 creatures	1 Supply // Demand	
20 lands		1 Trial // Error	
		1 Wrecking Ball	
		22 other spells	

Game 7: Lobo20 (W/G/B Nantuko Husk)

Turn one: **Island**, **Terrarion**. Turn two: **Forest**, **Rakdos Guildmage**. Turn three: **Azorius Herald**. I don't get aggressive enough with my **Azorius Herald** and **Rakdos Guildmage**, and I lose the turn before I kill him. He had **Juniper Order Ranger**, double **Nantuko Husk**, **Twilight Drover**, and **Carven Caryatid**. I should have kept killing his guys in response to their **Juniper Order Ranger** trigger, but I kept back for too long.

Record: 5-2

Game 8: Pure Grit (U/G Simic)

I get **Azorius Guildmage**, a ton of signets, and **Gruul Guildmage**, and I hit eight mana before he can get his blue mana up. By the time he gets an **Island**, I'm swinging with two guys who can tap down his defense and then become 8/8.

Record: 6-2

Game 9: HELIOS CREED (U/G Simic)

I get **Court Hussar** into **Hit // Run**, **Mark of Eviction** and **Azorius Guildmage**. I keep the **Mark of Eviction**, using it to bounce my **Court**

Hussar. He drops **Plaxcaster Frogling** and **Assault Zeppelin**. I try to block, but he casts double **Giant Growth** to wipe out most of my team. I drop **Patagia Viper** to try to stabilize and then draw into twin removal spells (**Rakdos Guildmage** and **Mortify**). He accidentally runs his **Plaxcaster Frogling** into a goblin token, courtesy of **Rakdos Guildmage**. (This happens more than once over the course of this article – people seem to forget the **Rakdos Guildmage** has an ability other than giving a creature -2/-2!) After I clear out his board, he concedes.

Record: 7-2

Game 10: tfiggink314 (Blue Snow Aggro)

He gets turn-one **Martyr of Frost** and turn-two **Ninja of the Deep Hours**. Thankfully, I'm on the play and have **Mortify** to kill his Ninja. He repeats this sequence on turn four, and this time he has **Mana Leak** for my **Putrefy**. I drop **Azorius Guildmage** and keep his Ninja tapped down. He casts **Rimewind Taskmage**, and I drop **Selesnya Guildmage**. We sit there at an impasse for a while, until he drops **Phyrexian Ironfoot**. This leaves him with one mana open, and I **Electrolyze** his Taskmage at end of turn and then **Tin Street Hooligan** his artifact creature. This gives me total and absolute control of the board, which the Blue Snow Aggro deck cannot deal with (I built the deck – I know what it loses against, i.e., anything that hits the board and stays there). Without an out, tfiggink314 concedes.



Record: 8-2

As a note, Blue Snow Aggro really needs a bounce effect of some sort, so it's not helpless against the board. I've come to realize this in retrospect, and I would definitely add in something like four **Wipe Away** post-Time Spiral to the deck.

Game 11: heyhowyoudoin123 (R/G/B Damage-Dealing)

He gets **Akki Lavarunner** and then **Coalhauler Swine**. I kill and bounce everything, get in there with Guildmages and **Azorius Herald**, and don't face much other resistance.

Record: 9-2

I'm still having a little trouble with mana, but in this case it's getting the right colors at the right time. Green searchers can help this, so I add in a couple to smooth out the mana base. In addition, I add in **Stalking Yeti** – now that I can search out Snow-Covered lands easily, he's too good to turn down. I take out three of the cross-mana cards that I've used the least – **Squealing Devil** (always stuck in hand), **Tin Street Hooligan** (the Blue Snow Aggro deck is the only deck I've faced with artifacts) and **Boros Fury-Shield** (sort of clunky).

TCOBF 3.0		Main Deck	
		60 cards	
1 Boros Garrison	1 Boros Guildmage	1 Cloudstone Curio	
1 Dimir Aqueduct	1 Civic Wayfinder	1 Electrolyze	
1 Forest	1 Dimir Guildmage	1 Farseek	
1 Golgari Rot Farm	1 Golgari Guildmage	1 Gruul Signet	
1 Gruul Turf	1 Gruul Guildmage	1 Lightning Helix	
1 Island	1 Izzet Chronarch	1 Mark of Eviction	
1 Izzet Boilerworks	1 Ogre Savant	1 Mortify	
1 Mountain	1 Selesnya Guildmage	1 Putrefy	
1 Orzhov Basilica	1 Shrieking Grotosque	1 Ribbons of Night	
1 Plains	1 Steamcore Weird	1 Rolling Spoil	
1 Selesnya Sanctuary	1 Azorius Guildmage	1 Savage Twister	
1 Snow-Covered Forest	1 Azorius Herald	1 Seed Spark	
1 Snow-Covered Island	1 Court Hussar	1 Spectral Searchlight	
1 Snow-Covered Mountain	1 Patagia Viper	1 Terrarion	
1 Snow-Covered Plains	1 Plaxmanta	1 Azorius Signet	
1 Snow-Covered Swamp	1 Rakdos Guildmage	1 Hit // Run	
1 Swamp	1 Stalking Yeti	1 Into the North	
1 Azorius Chancery		1 Pure // Simple	
1 Rakdos Carnarium	17 creatures	1 Rakdos Signet	
1 Simic Growth Chamber		1 Rise // Fall	
20 lands		1 Supply // Demand	
		1 Trial // Error	
		1 Wrecking Ball	
		23 other spells	

Out: Squealing Devil, Tin Street Hooligan, Boros Fury-Shield

In: Stalking Yeti, Farseek, Into the North

Game 12: Seraz (4-Color Snow Reanimator)

He gets lots of fatties in his graveyard but can't draw reanimation. I get *Patagia Viper*, *Civic Wayfinder* and *Boros Guildmage*, and he drops *Stinkweed Imp*. I bide my time, with a hand of *Supply // Demand*, *Trial // Error*, *Putrefy*, and *Electrolyze*. When he casts *Sisters of Stone Death*, I kill it with *Putrefy*, *Electrolyze* his *Stinkweed Imp*, and swarm him. He tries to get a last minute *Rimefeather Owl* on the board (12/12 to boot!), but I'm at 20 life, he's at 2, and he can't deal with all my creatures.

Record: 10-2

Game 13: Flipsix (U/R Izzet)

He drops *Izzet Guildmage*, and I immediately *Electrolyze* it. He drops *Wee Dragonauts* two turns in a row, and I massacre them with *Putrefy* and *Lightning Helix*. I've found that, against this style of Izzet deck, it's best to kill creatures the second they hit the board. That way, the Izzet mage won't get double use out of his spells (as a creature pumper/duplication outlet/*Gelectrode* untapper), and won't be able to mount an offense. This is exactly the case, and he begins to throw burn at my head. I show him *Selesnya Guildmage*, and suddenly his *Shocks* and *Volcanic Hammers* are aimed at my creatures instead.

I get an offense going, finally, by casting *Seed Spark* on my own *Searchlight* and then dropping *Patagia Viper*. He plays *Niv-Mizzet*, and I bounce it with *Ogre Savant*. In response, he tries to *Electrolyze* most of my team away, but I counter it with *Trial // Error*. He redrops *Niv-Mizzet*, and I kill it with *Ribbons of Night*. That pretty much ends the game, as he can't deal with all of my token creatures.

Record: 11-2

Game 14: Mixeman (U/G/W Untargetable)

He drops turn-four *Privileged Position*, turn-seven *Silhana Ledgewalker*. I drop *Selesnya* and *Boros Guildmages* turn four and *Patagia Viper* on turn seven, and he concedes.

Record: 12-2

Game 15: 53N531 (U/B Ninjas)

He gets early beats left and right, thanks to *Dimir Infiltrator*, *Ronin Warclub*, and *Ornithopter*. I wreck him with a well-timed *Seed Spark* on his *Ornithopter* and manage to stabilize the board. He drops *Higure, the Still Wind*, and I attack him down to 6. He uses *Higure* to get *Ninja of the Deep Hours* and taps out to play that Ninja. I end up attacking him down to 1 and killing him with *Spectral Searchlight*. He (and I) both realize immediately that if he had gotten *Mistblade Shinobi* instead, he would have been able to use *Higure* as a mana sink, and ended the game at 1 life – so this game could have been a loss, but I'll take it as a win. ;)

Record: 13-2

This deck outperformed expectations in every way imaginable. I didn't expect to go 13-2 with a highlander utility deck, especially one that was more themed than constructed at first, and especially not when *every game I played was against a regular Standard legal deck*. That's right – trick or treat! This deck held its own against non-highlander decks and was a blast to play. Every game played out differently, and I always had a ton of options during gameplay. There Can Only Be Fun gets the A+ recommendation seal of Building on a Budget approval.



Next Week: John Matthew Upton, circa States 2003. After that: *Time Spiral!*

Highlander utility deck – yay or nay?		
Yay!	3530	62.5%
Neigh! I'm a horse!	1426	25.3%
Nay!	688	12.2%
Total	5644	100.0%

Ben Bleiweiss has written about his obsession with **Magic: The Gathering** for over a decade. He's travelled the world because of **Magic**, both as a player and a writer. When not spending time playing **Magic**, writing about **Magic**, or thinking about **Magic**, Ben is employed by *StarCityGames.com*, where he works with **Magic** cards all day long. He lives with his wife in Virginia, and they sleep comfortably at night under their Orgg down comforter.



[Discuss](#) on the message boards



[Respond](#) via email



[Ben Bleiweiss](#) archive

[About Us](#) | [Jobs](#) | [New to the Game?](#) | [Inside Wizards](#) | [Find a Store](#) | [Press](#) | [Help](#) | [Sitemap](#)

© 1995-2007 Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc. All Rights Reserved.

[Terms of Use](#) - [Privacy Statement](#)

