

# MAGIC: THE GATHERING<sup>®</sup> CARDS

## *The Unofficial Ultimate Collector's Guide*



- + All unique sets released to date
- + Current values for thousands of cards
- + Pro tips for collecting

**BEN BLEIWEISS**

# MAGIC: THE GATHERING® CARDS

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*The Unofficial Ultimate Collector's Guide*

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BEN BLEIWEISS

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# INTRODUCTION

## THIS YEAR MARKS

the 25th Anniversary of the introduction of Magic: The Gathering. If you're one of the tens of millions of people who have played the game globally – hello there! If you're picking up this book and are not familiar with Magic: The Gathering (also known as MTG) at all, you're not alone. If there was an awards category for “most-played game in the world that nobody has heard of,” I think that Magic would win hands down. Let's look at some facts:

1. Magic: The Gathering is produced by Wizards of the Coast. Wizards was purchased by Hasbro in 1999, and MTG is now one of the seven franchise brands of the entire company. The other six are the little known Nerf, Play-Doh, Transformers, Monopoly, My Little Pony, and Littlest Pet Shop brands.
2. There is a thriving Magic tournament scene worldwide; in 2017 alone, Wizards of the Coast gave out over \$4 million in cash prizes in their Pro Tour and Grand Prix series of events. That number is going up significantly in 2018 to celebrate the 25th year of Magic!
3. MTG is the largest hobby-channel trading card game, and second largest mass-market TCG (behind Pokémon). Estimates are that Magic's overall sales have eclipsed that of the Pokémon TCG, making it the largest game of its type on the planet.
4. Magic cards have value. A Mint-condition Alpha Black Lotus from

1993 clocks in at around \$30,000.

But you don't have to go that far back to find other higher-dollar cards. Cards printed as recently as last year are worth over \$100.

Magic: The Gathering is a worldwide phenomenon. All major sets are printed in eleven languages: English, Simplified Chinese, Traditional Chinese, French, German, Italian, Japanese, Korean, Portuguese, Russian, and Spanish.

Given all that, I'm not shocked if you're still unfamiliar with Magic. I've worked in the MTG industry for over fifteen years, and countless times when I've met someone new, they've stared at me blankly when I've said I buy and sell Magic: The Gathering cards for a living.

I'm blessed in that I am able to make my career in something I am passionate about. When Kris from Krause reached out to see if I was interested in writing a book about Magic: The Gathering, I jumped at the chance. I truly believe that Magic is one of the best games ever made. It's not only a game, though – it's also a huge collectible market. And it's not just a huge collectible market – it's a huge market that has held value with steady growth for twenty-five years. We aren't talking about a flash-in-the-pan Beanie Baby market, or the baseball card market of the late 1980s/early 1990s. We're talking about a living, thriving economy that has been forged over decades of product growth.

Richard Garfield, a mathematician and game designer, invented Magic: The Gathering, and the story goes like this: Garfield wanted to produce a board game





**A Mint-condition Alpha Black Lotus is valued around \$30,000.**



**Many cards printed as recently as last year, such as Force of Will, are worth over \$100.**

called RoboRally. When he met up with Peter Adkison, who owned Wizards of the Coast, Peter told Richard that if Richard would invent a game that was easily portable and could be played quickly between games of *other* games, he would produce RoboRally. Richard took some other games that he had previously been working on, reworked their rules, and came up with Magic: The Gathering.

Magic: The Gathering debuted at Gen Con, the largest gaming convention in the United States, in August of 1993. There were 295 cards in the premier set, which would come to be known as Alpha. Cards were packaged in one of two ways: As 15-card Booster Packs, or 60-card Starter Decks.

The novelty of Magic was such that when you opened a Booster Pack, you would get the following:

- 11 Common or Basic Land cards
- 3 Uncommon or Basic Land cards
- 1 Rare card (though one slot on the original Alpha Rare sheet might be a Basic Island)

You then had to take the cards you opened, and build a deck of a minimum 40 (later 60) cards to play against an opponent. The game sold insanely well at Gen Con, and quickly went to a second (Beta) and third (Unlimited) printing. These all sold out, too! Wizards of the Coast began releasing new expansions (new sets of cards), and these not only sold out, but also quickly rose in secondary market value

because the demand far exceeded supply. It wasn't until the 9th set (Fallen Empires, November of 1994) that supply caught up to (and exceeded) demand.

In 1996, Wizards of the Coast introduced the Pro Tour – a series of invitation-only events that put a spotlight on the top-end of tournament play for cash prizes. The first Pro Tour (in New York City) paid out \$30,000 in prizes. Over time, this has grown; in 2017, each of the four Pro Tour events paid out a whopping \$250,000 in prizes!

Magic isn't just played competitively. It's enjoyed by people at local game stores, kitchen tables, schools, and in bars. People collect the cards to make complete sets. Many people get cards that are illustrated by their favorite fantasy artists to complete autograph collections. As I said before, there are tens of millions of people who play Magic: The Gathering each year worldwide.

I have three concrete goals for this book:

1. Share my love for Magic: The Gathering. It's a huge game, it's fun, and we're celebrating the 25th Anniversary of it. It's spawned an entire genre of trading card games, but continues to be the first and biggest even after all these years.
2. Share my knowledge of Magic pricing. I mentioned earlier that I've been playing Magic since

1994. I've also been behind the scenes working with Magic since 2002. I spent three years writing columns for Wizards of the Coast at [MagicTheGathering.com](http://MagicTheGathering.com), and one year providing written tournament coverage for their Grand Prix circuit. I've also been the person in charge of pricing cards for [StarCityGames.com](http://StarCityGames.com), the largest Magic retailer in the world. I'm widely recognized as the first person to seriously write Magic: The Gathering financial articles on a regular basis, and I am considered an expert in the field of Magic prices.

3. I've been wanting to write a book about Magic: The Gathering for years now. The book you're holding in your hands right now is a pretty comprehensive guide of the value of Magic cards. While the market is ever-shifting (more on this in the next section), this book will give you a really good idea of which cards are valuable, why they are valuable, and how you should value these cards based on condition, edition, and rarity.

So whether you're completely unfamiliar with Magic: The Gathering, are only casually acquainted with the game, or are a die-hard player, welcome to this book, and 25th Anniversary celebration of MTG!



# WHY ARE MAGIC CARDS VALUABLE?

**IT IS IMPORTANT** to note that Magic is a collectible card game, and as with all collectibles, prices are constantly in flux. Although this book is as accurate as I could make it at the time, Magic: The Gathering is an ever-evolving economy with hundreds of thousands of moving pieces. This book will give you a fantastic overview of which cards have value, and their value relative to other cards. With that said, I cannot stress enough that if you are actively looking to price your cards for immediate sale/purchase, please visit a website like [StarCityGames.com](http://StarCityGames.com) to get accurate up-to-the-minute card pricing. You can also always e-mail me at [Ben@starcitygames.com](mailto:Ben@starcitygames.com), and I will do my best to answer your questions! (Hey – if you spent the money to buy this book, the least I can do is spend a few minutes answering your e-mail!).

There are a number of factors that contribute to the value of a Magic card, both major and minor.

## Major Factors

**Playability/Demand.** First and foremost, Magic is a game. With all things being equal, the cards that have the most use within the game have the most value. There are over 17,000 unique Magic cards, with around 1,000 new cards being added annually. The more play a card sees, the more demand there will be on that card, which will in turn raise its value.

There are several official formats sanctioned by Wizards of the Coast for Magic play. These formats restrict the card pool available to play in any given

format. Constructed formats are designed to let you play with cards you already own. Sealed formats have you playing with a limited card pool based on the contents of sealed packs.

The Constructed formats drive the value of cards on the secondary market. The most played and popular formats are as follows:

- **Standard** – 60-card deck. No more than four copies of any unique card (Basic Lands excepted). You may use cards from the last two years' worth of major set releases. With the fall (September/October) release, the sets from the oldest year fall off. So, as of this book, the sets you could currently use for Standard are Kaladesh, Aether Revolt, Amonkhet, Hour of Devastation, Ixalan, Rivals of Ixalan, Dominaria, and Core 2019. When the next fall set comes out, Kaladesh/Aether Revolt and Amonkhet/Hour of Devastation will no longer be Standard legal!
- **Modern** – 60-card deck. No more than 4 copies of any unique card (Basic Lands excepted). You can use cards that are from major set releases from 8th Edition or later. This is when a new card frame debuted, making it easy to distinguish which sets fall on which side of this rule, as illustrated with the two Flooded Strand cards on the next page.
- **Legacy** – 60-card deck. No more than 4 copies of any unique card (Basic Lands excepted). All sets are



**Onslaught Flooded Strand, \$30.**

- legal, but there is a list of cards which are outright banned in the format.
- Vintage – 60 card deck. No more than 4 copies of any unique card (Basic Lands excepted). All sets are legal, but there are two lists. Like Legacy, some cards are outright banned. Other cards are restricted, meaning you can have one copy of each in your deck, such as Ancestral Recall from the 2nd Edition.
- Commander – 100 card deck. No more than 1 copy of any unique card (Basic Lands excepted). All sets are legal, but there is a list of cards which are outright banned in the format.

Note that if a card is tournament legal in a format, ANY version of that card is legal in that format. For instance – Air Elemental is a card that was recently reprinted in Ixalan. It was also printed in Beta. If you were going to play in a Standard event, you are absolutely fine playing a Beta version of Air Elemental in your deck, since a version of that card was printed in Ixalan!



**Khans of Tarkir Flooded Strand, \$20.**



**2nd Edition, Ancestral Recall, \$2,000.**





**Beta Air Elemental, \$10.**



**Ixalan Air Elemental, \$0.25.**

To see the most current banned and restricted lists for a given format, visit <https://magic.wizards.com/en/game-info/gameplay/rules-and-formats/banned-restricted>.

**Scarcity.** This is not to be confused with Rarity, which is usually used to denote how frequently a card shows up in a Booster pack (more on this in the next section). The print run on certain cards is much lower than on other cards. There are only around 1,100 copies of each individual Alpha Rare, minus any that have been lost to time. A Rare from a current set, such as Amonkhet, might have a print run in the millions.

The best example I can use here is The Scarab God from Hour of Devastation. All three versions of this card can be pulled from an Hour of Devastation booster pack. So why the price difference? The first version, non-foil, appears about once every 80 packs. The second version, foil, appears once every 2,880 packs. The third version, Masterpiece Series, shows up once every 3,456 packs. So, essentially, the price difference between the three

is dictated mostly by the scarcity of the particular printing of a card.

**Condition.** Since Magic cards are generally played, they tend to end up with wear-and-tear. The amount and type of wear on a card will reduce the value of any individual card. More information to help you identify the wear on your card, and explain how it affects the value of your card, is on P. 15.

## Minor Factors

1. **Artwork.** Some versions of cards simply have artwork that players prefer over other versions of those cards. This is most applicable to Basic Lands (Forest, Island, Mountain, Plains, and Swamp). Since you can play an unlimited number of these cards in your deck, many players try to find matching pictures of any given Land, and find ones that have artwork that is most aesthetically pleasing.
2. **Foiling.** Foil cards tend to pull a premium over non-foil versions.



**Hour of Devastation, The Scarab God,  
\$70 foil; \$45 non-foil.**

This is affected by scarcity – so a non-foil version from a less-printed set might have a higher value than a foil version from a more-printed set. Overall, though, if a card is printed in the same set with both a foil and a non-foil version, the foil version will be worth more.

3. Language. English is the most commonly printed Magic language. If we use it as a baseline, then non-English versions of cards have the following values: Russian – 125%-150% of English; Korean – 100%-125% of English; Japanese – 80%-100% of English; German and Chinese (Traditional and Simplified) 70%-90% of English; French, Italian, Portuguese, Spanish – 60%-80% of English

There are exceptions to this rule (for instance, Black Bordered Revised only exists in French, German, and Italian. Cards from that particular printing are worth a lot more than the English versions, which are all



**Masterpiece Series, The Scarab God, \$120.**

White-Bordered), but I'll cover those in the individual sections for each set.

Note that Russian foils pull a large premium over any other printing of Magic cards. A Russian foil card can be worth 10 to 20 times more than the English version, for the highest-end Magic cards. This is due to scarcity!

**The Reserve List.** In 1995, Wizards of the Coast released a set called Chronicles. It was the first major reprint set where all of the cards were pulled from other sets. (Sets like Alpha/Beta/Unlimited/Revised/4th Edition were seen as just updates of the same set, at the time). There was a ton of community backlash, so Wizards established the Reserve List. This is a list of cards that Wizards says will never be reprinted in a tournament-legal form. Since Magic cards are uniquely identified by card name, the Reserve List takes this a step further and says that even functionally identical cards (under a different name) will never be reprinted. More about the Reserve List is on P. 35.



# ANATOMY OF A MAGIC CARD

**THERE ARE A** number of ways you can identify a Magic card including by card name, mana cost, type line, expansion symbol, text box, flavor text, power/toughness, artist credit, copyright line (date, collector's number), card border (White, Black, Silver, Gold, other), card finish (foil, non-foil), card size, and with newer cards, a card code (language, rarity), and anti-counterfeiting hologram.



The top three ways to identify a Magic card, though, are by the card name, expansion symbol, and copyright line, illustrated here with Teferi, Hero of Dominaria.

# HOW TO GRADE MAGIC CARDS/HOW CONDITION AFFECTS VALUE

**THE GRADE OF** a Magic card affects the value of the card on the secondary market. The higher the grade, the more a card is worth. The lower the grade, the less a card is worth.

That doesn't help define the central question, though: What does grade mean?

A grade is the condition of a card relative to a perfect, undamaged card. A perfect-condition card is considered in Mint condition. A Mint card is defined by having no wear, nearly perfectly centered borders, and no major (or minor) print defects. Suffice it to say, Mint condition is a hard condition to achieve by professional grading, as most cards that come straight out of a pack are not in perfect condition.

So in general, the most common condition used to describe a card that is new/close enough to perfect is Near Mint. For most Magic collectors, Near Mint is the condition used to price cards, and is the prices I've used in this book to describe the value of cards.

Most people grade Magic cards from the backs of the cards because this is where the most wear ends up happening to the cards due to face-down shuffling during game play. You should also look at the fronts of the cards to determine grade (especially on foil cards), but the back is the important place to check.

Here's some good news: Lower-grade Magic cards tend to hold value a LOT better than other lower-grade collectibles like baseball cards or comic books because the cards are used for gameplay, and are not strictly for investment/speculation. If you're playing a game of Magic, it doesn't matter if your card is in perfect condition, or is beat up – as long as it isn't marked in a protective sleeve, you're good to play with it.

The following is a brief rundown on grading. For a more in-depth visual guide to grading, please visit [www.starcitygames.com/content/cardconditions](http://www.starcitygames.com/content/cardconditions).

## Grading Guide

**Mint (M):** Perfect in every way. Most cards, even those straight out of a pack, are not considered Mint. There are professional grading services that will certify cards as Mint; if your card is not professionally graded, most serious collectors will consider it to be Near Mint at best.

**Near Mint (NM):** A relatively undamaged card. May show minimal wear, but has no major defects. Examples of wear allowed on Near Mint cards: Minor scratching, minor border wear, minor corner wear, minor clouding (foil or otherwise), minor printing defects (small spots, slightly miscut).

**Played/Slightly Played (PL/SP):** Cards in Played/Slightly Played condition show signs of wear from play. You wouldn't describe them as too beat up, but you also wouldn't mistake them for a card that is fresh out of pack, either. Examples of wear you'd find on a Played/Slightly Played card: Medium scratching, shuffle creasing, moderate border wear/whitening, moderate corner wear/whitening, small specks of black dirt on the back of the card, minor binder impressions, warped/curved cards.



**Heavily Played (HP):** Cards in Heavily Played condition are pretty beat up, but are tournament-legal in a protective sleeve. In general, these cards do not have significant physical damage, but have a LOT of wear on them. Examples of wear you'd find on a Heavily Played card: Inking/restoration work to the borders, water damage, major shuffle creasing, or any creasing that can be seen but not felt through a sleeve, major border/corner wear and/or whitening.

**Damaged (DM):** Cards in damaged condition have physical damage that renders them tournament unplayable, or

have been altered in a way that would make them undesired by a collector. Examples of wear you'd find on a Damaged card: Tearing, holes, major water damage/warping, writing on the front/back of the card that isn't an autograph, mold, folding.

For the vast majority of Magic sets, the following matrix is a good rule-of-thumb for card value based on condition: Near Mint (100% of price), Played/Slightly Played (70%-90% of Near Mint Price), Heavily Played (40%-70% of Near Mint Price), Damaged (1% to 20% of Near Mint Price).

## A Note About the Sets

Since I began writing this book, there have been seven additional sets released that could not be included in this edition due to space constraints and the printer deadline. While I couldn't add these entire sets, I can briefly let you know which cards from these sets have some premium value (\$20+). Foil and non-foil means both versions are worth \$20 and up; foil only means only the foil version is worth \$20 (even if a non-foil version exists).

**Core Set 2019: Foil and non-foil:** Crucible of Worlds; Nicol Bolas, the Ravager; Resplendent Angel; Scapeshift; Tezzeret, Artifice Master. **Foil only:** Ajani, Adversary of Tyrants; Arcades, the Strategist; Death Baron; Liliana, Untouched by Death; Omniscience; Sarkhan, Fireblood; Vivien Reid.

**Battlebond: Foil and non-foil:** Arena Rector; Doubling Season; Land Tax.

**Foil only:** Arcan Artisan; Archfiend of Despair; Bountiful Promenade; Bramble Sovereign; Brightling; Luxury Suite; Morphic Pool; Mycosynth Lattice; Najeela, the Blade-Blossom; Rowan Kenrith; Sea of Clouds; Seedborn Muse; Spellseeker; Spire Garden; Stunning Reversal; True-Name Nemesis; Will Kenrith.

**Masters 25: Foil and non-foil:** Blood Moon; Chalice of the Void; Ensnaring Bridge; Imperial Recruiter; Jace, the Mind Sculptor; Rishadan Port; Vendilion Clique. **Foil only:** Animar, Soul of Elements; Azusa, Lost but Seeking; Coalition Relic; Gisela, Blade of Goldnight; Pact of Negation; Phyrexian Obliterator; Prossh, Skyraider of Kher; Thalia, Guardian of Thraben.

**Commander Anthology 2:** Atraxa, Praetors' Voice (foil); Fiery Confluence (non-foil), Wurmcoil Engine (non-foil).

**Signature Spellbook:** Jace: Brainstorm (foil version).

**Duel Deck: Elves vs. Inventors:** None (Darksteel Plate; Ezuri, Renegade Leader [foil] and Solemn Simulacrum are tied for highest at \$6).

**Global Deck Series: Jiang Yanggu & Mu Yanling:** None (Jiang Yanggu [foil] and Mu Yanling [foil] are both tied for highest at \$10).

# THE EARLY YEARS: CORE SETS

**ALPHA, BETA, AND UNLIMITED** (also known as ABU) were the first three Magic sets printed, and essentially are three printings of the same set. They contain the rarest and most desirable of all Magic cards. The most sought-after Magic cards are the Power Nine: Ancestral Recall, Black Lotus, Mox Emerald, Mox Jet, Mox Pearl, Mox Ruby, Mox Sapphire, Time Walk, and Timetwister. The only times they have been printed in tournament-legal format are in the ABU sets.

All three of these sets sold through immediately at release 25 years ago, so the demand for them was high and continues to be huge to this day.

## ALPHA

**Release Date:** 8/5/93

**Set Size:** 295 Cards (116 Rares, 95 Uncommons, 74 Commons, 10 Basic Lands)

**Expansion Symbol:** [No expansion symbol; no copyright date]

**Expansion Code:** LEA (Limited Edition Alpha)

**Language:** English

## BETA

**Release Date:** 10/1/93

**Set Size:** 302 Cards (117 Rares, 95 Uncommons, 75 Commons, 15 Basic Lands)

**Expansion Symbol:** [No expansion symbol; no copyright date]

**Expansion Code:** LEB (Limited Edition Beta)

**Language:** English

## UNLIMITED

**Release Date:** 12/1/93

**Set Size:** 302 Cards (117 Rares, 95 Uncommons, 75 Commons, 15 Basic Lands)

**Expansion Symbol:** [No expansion symbol; no copyright date]

**Expansion Code:** 2ED

**Language:** English

**Set overviews:** The first three Magic sets printed are Alpha, Beta and Unlimited (also known as ABU). They are essentially three printings of the same set. Alpha was the first run sold at Gen Con in 1993. Beta was the first major reprint of Alpha, with seven cards added in — a third picture of each of the five Basic Lands and

two cards that were accidentally left out of the Alpha printing (Circle of Protection: Black and Volcanic Island). Unlimited is a reprint of Beta, but with a white border.

When Wizards first started reprinting Magic sets, they decided that the reprint sets would have a white border to distinguish them from the original printings of the cards, and to give the original versions further collectability. This would continue for all reprint sets until 10th Edition.

Alpha, Beta and Unlimited may have (essentially) the same cards, but you can easily distinguish them from one another.

**Alpha:** Black-bordered. The corners on Alpha cards (and only Alpha cards) are more round than square. The major difference between Alpha and Beta are these borders.

**Beta:** Black-bordered. The corners on Beta cards are the standard slightly rounded corners. If you hold up a Beta card and an Alpha card in a stack, you'll be able to see that the corners on an Alpha card are cut shorter (rounder) than a Beta card.

If you can't tell if a card is Alpha or Beta, you can size it up against any other Magic card. If it has significantly more rounded corners, it's Alpha. If it matches up with other Magic cards, it's Beta.

**Unlimited:** White-bordered. Since Unlimited is the only one of these three sets to be white-bordered, it's easy to distinguish from the other two.

## ABU *Rare*

CARD	LEA (ALPHA)	LEB (BETA)	2ED (UNLIMITED)
Ancestral Recall	\$8,000	\$5,000	\$3,200
Animate Wall	\$200	\$70	\$15
Ankh of Mishra	\$500	\$250	\$45
Armageddon	\$800	\$700	\$90
Aspect of Wolf	\$200	\$100	\$20
Bad Moon	\$500	\$300	\$50
Badlands	\$2,000	\$1,500	\$600
Balance	\$900	\$650	\$60
Bayou	\$3,500	\$2,500	\$600
Birds of Paradise	\$2,500	\$1,500	\$250
Black Lotus	\$30,000	\$18,000	\$10,000
Blaze of Glory	\$400	\$150	\$70
Blessing	\$200	\$90	\$12
Braingeyser	\$900	\$650	\$100
Chaos Orb	\$4,000	\$3,000	\$1,100
Chaoslace	\$150	\$70	\$6
Clockwork Beast	\$200	\$90	\$12
Cockatrice	\$300	\$150	\$20
Contract from Below	\$400	\$200	\$25
Copy Artifact	\$1,000	\$600	\$125
Crusade	\$600	\$450	\$60
Cyclopean Tomb	\$700	\$300	\$100
Darkpact	\$300	\$100	\$16
Deathlace	\$200	\$80	\$8
Demonic Attorney	\$500	\$150	\$18
Demonic Hordes	\$500	\$350	\$50
Dingus Egg	\$200	\$120	\$18
Disrupting Scepter	\$700	\$450	\$70
Drain Power	\$200	\$150	\$30
Earthquake	\$500	\$350	\$60
Elvish Archers	\$300	\$300	\$45

CARD	LEA (ALPHA)	LEB (BETA)	2ED (UNLIMITED)
Farmstead	\$250	\$80	\$10
Fastbond	\$700	\$400	\$70
Force of Nature	\$600	\$300	\$50
Forcefield	\$1,200	\$1,000	\$400
Fork	\$900	\$600	\$100
Fungusaur	\$200	\$150	\$15
Gaea's Liege	\$200	\$150	\$20
Gauntlet of Might	\$1,200	\$1,000	\$600
Goblin King	\$600	\$300	\$50
Granite Gargoyle	\$700	\$200	\$40
Helm of Chatzuk	\$200	\$60	\$10



Alpha Mox Sapphire, Rare, \$9,000.



Beta Mox Sapphire, Rare, \$6,000.



Unlimited Mox Sapphire, Rare, \$3,500.





Unstable, Forest (Full Art), Basic Land, \$50 foil; \$3.50 non-foil.

Unstable, Island (Full Art), Basic Land, \$100 foil; \$5 non-foil.





## Mountain



215/216 L  
UST • EN JOHN AXON

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**Unstable, Mountain (Full Art), Basic Land, \$40 foil; \$3 non-foil.**

## Plains



212/216 L  
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**Unstable, Plains (Full Art), Basic Land, \$50 foil; \$3 non-foil.**



Unstable, Swamp (Full Art), Basic Land, \$60 foil; \$4 non-foil.

CARD	NON-FOIL PRICE	FOIL PRICE
Steady-Handed Mook	\$0.15	\$0.50
Stinging Scorpion	\$0.15	\$0.50
Subcontract	\$0.15	\$0.50
Success!	\$0.15	\$0.50
Target Minotaur (Fire)	\$0.15	\$3
Target Minotaur (Ice)	\$0.15	\$3
Target Minotaur (Rain)	\$0.15	\$3
Target Minotaur (Roots)	\$0.15	\$3
Time Out	\$0.15	\$0.50
Top-Secret Tunnel	\$0.15	\$0.50
Tread Mill	\$0.15	\$0.50
Twiddlestick Charger	\$0.15	\$0.75
Voracious Vacuum	\$0.15	\$0.50
Wall of Fortune	\$0.15	\$0.50
Wild Crocodile	\$0.15	\$0.50
Willing Test Subject	\$0.15	\$0.50
Work a Double	\$0.15	\$0.50
Wrench-Rigger	\$0.15	\$0.50

### Unstable *Basic Land*

CARD	NON-FOIL PRICE	FOIL PRICE
Forest (Full-Art)	\$3.50	\$50
Island (Full-Art)	\$5	\$100
Mountain (Full-Art)	\$3	\$40

CARD	NON-FOIL PRICE	FOIL PRICE
Plains (Full-Art)	\$3	\$50
Swamp (Full-Art)	\$4	\$60

### Unstable *Token*

CARD	NON-FOIL PRICE	FOIL PRICE
[Angel Token] (Full-Art)	N/A	\$0.50
[Beast Token] (Full-Art)	N/A	\$0.50
[Brainiac Token]	N/A	\$0.25
[Clue Token] (Full-Art)	N/A	\$0.50
[Construct Token]	N/A	\$0.25
[Dragon Token]	N/A	\$0.50
[Elemental Token] (Green/White) (Full-Art)	N/A	\$0.50
[Elemental Token] (Red) (Full-Art)	N/A	\$1
[Faerie Spy Token]	N/A	\$0.25
[Gnome Token]	N/A	\$0.25
[Goat Token]	N/A	\$0.25
[Goblin Token]	N/A	\$0.50
[Rogue Token]	N/A	\$0.25
[Saproling Token] (Full-Art)	N/A	\$0.50
[Spirit Token] (Full-Art)	N/A	\$1
[Squirrel Token]	N/A	\$0.50
[Storm Crow Token]	N/A	\$0.25
[Thopter Token] (Full-Art)	N/A	\$0.50
[Vampire Token] (Full-Art)	N/A	\$0.50
[Zombie Token] (Full-Art)	N/A	\$0.50

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## ABOUT THE AUTHOR

Ben Bleiweiss is the general manager of StarCityGames.com, the world's largest Magic retailer. Ben is an expert in the field of Magic finance and has been instrumental in determining the market value of Magic cards for the past fifteen years. He is also an eight-time Pro Tour player, a two-time columnist for MagicTheGathering.com, and spent a year traveling the world providing tournament coverage of the Magic Pro Tour.

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