



COMICS . CARDS . MINIATURES

KEEP IN TOUCH

Holiday Season is here!

Happy holidays to all our gamers and guild members out there. We are excited for the upcoming season and hope to see you all playing and participating in the different games available.

For our Warmachine players out there we have the release of the new rules and new models.

For our Magic players we have the new Sliver deck coming out in November. We start taking pre-orders on November 23rd for the release of Worldwake, which is the new expansion. Utah STATES tournament is being held at our store on December 5th.

For our Warhammer/Warhammer40K players out there we have the release of lots of terrain, with the new Skaven book and models in December.

For our Comic collectors out there we continue with the exciting Blackest Night story line and the new Siege story line begins.

Thanks to everyone that has helped us to play-test and work on Quest: A New Age. We are close to having our game published and available to everyone that is interested.

**Visit our website for more information at
www.hiddenkeep.com**

Hidden Keep Special Pricing

- Collectible Card booster packs are 3 for \$10 every day, and they become 4 for \$12 if you participate in a tournament. Visit our website for the gaming calendar.
- Become a member of your local playing group and receive great discounts at the Hidden Keep.
- Comic book hold boxes receive free service of bags and boards.
- Free tables and chairs for the use of cards, miniatures, and role-playing.

The Magic of Magic

By: Magicgeek

Vampire Clan Wars – A Rival Format To EDH

Let's face it, vampires are cool (Edward and his lame Twilight posse excluded!). Like car crashes, people picking their nose, or glitter on cleavage, there is something about our fanged alter-ego that makes them hard for us to ignore. Maybe it is because vampire mythology is so engrained in our culture, or maybe it's simply the way a vampire's flavor-factor enhances the CCG experience, but unless you're running a zombie deck and are looking to take advantage of the *zombie* creature type Nantuko Husk provides, wouldn't you rather summon a Vampire Aristocrat to drain your minions than use the discarded carapace of a bug? Yeah. I knew you'd see it my way.

Many of you already share my love for these werewolf hunters. It has been over a month since Zendikar hit the shelves at Hidden Keep and it seems the question on everyone's bleeding lips nowadays is "Do you have a vampire deck?" If your casual playgroup is anything like mine, not only does everyone have a vampire deck, but most players have constructed multiple iterations to take advantage of black's newest battlefield threat. But how do you keep game play fresh when everyone drops a Lacerator on turn 1, Disfigures, swings for 2 and drops a Guul Draz on turn 2, and then kicks a Gatekeeper on turn 3? One possible answer: Vampire Clan Wars!

This is a format we just made up. My playgroup's rules are simple: Each player gets to use black and is assigned one additional slice of the color pie. It is then up to each player to flesh out the flavor of his/her dual colored clan, but each 60-card deck must contain at least six non-swamp mana sources and ten cards containing the non-black mana symbol. Since my playgroup is focusing on the Standard environment, hybrid cards are not an issue, but it would be up to your playgroup to determine if a hybrid card would count as one of the ten non-black cards. Although I won't be providing deck lists, I will offer some tasty Clan combos that may pique your interest enough to build a clan deck of your own. Who knows, maybe like EDH, Vampire Clan Wars (VCW) will catch on in the Magic community?

Lets start if off with the Black/Green Mul Daya Clan. Here vampire's ally with elves to get the most out of landfall and sacrifices. Vampire Aristocrat is your tank. Equip with Blade of the Bloodchief, sacrifice Bloodghast to give him +4/+4, play a land, return Bloodghast to play, sac again to make him a 10/10 and swing. Add Oracle of Mul Daya to play a second land for more hurt, or if playing with Vampire Nocturnus, use the 'play with the top card of your library revealed' synergy to maximize opportunities for flight. Green's Planeswalker, Nissa Revane, is happy to fetch one of her chosen every turn to feed your vampire or to stop creatures from attacking you.

The Black/Blue Ghet clan relies on tricks and milling as opposed to power to conquer the battlefield. Ideally you drop a Vampire Lacerator on turn one. A second Lacerator and Bloodchief Ascension make a great turn two. The challenge now is to get three counters on your Ascension. Bounce their blockers with Unsummon or Into the Roil, or target your opponent with Sign in Blood to have him/her lose two life to trigger the counter. Once Ascension hits three quest counters, the fun really begins. An Archive Trap becomes instant death. Mind Funeral is good for a minimum of eight life, but more likely lethal damage as well assuming the Lacerator did his job early in the game. Even Ghet's creature removal of choice, Hideous End, makes your opponent lose two life and puts you a counter closer to completing your quest. Sure Hideous End doesn't kill their vampires, but you're smart enough to figure a way around that. For fun, add more flavor to your deck with a Lich Lord of Unx to synergize with the milling aspect and provide late game counters to a second or third Ascension.

For Black/White we let the cat out of the bag. Ajani Goldmane follows the path laid out by Mirri and turns to the dark side joining the Tainted Clan. As you may have guessed, life gain is the goal. Vampire Nighthawk and Child of Night are your clan's vampires. But it is Sanguine Bonds that will be your finisher. Zealous Persecution helps keep pesky one-toughness creatures in check, and Infest will likely clear the early board of everything but your three-toughness Nighthawk. Tainted Sigil rewards you for punishing your opponent and white also provides you with Oblivion Ring to deal with major threats. Bring spent Dispellor's Capsules or Sigils back with Sanctum Gargoyle, or return them, your destroyed Oblivion Rings, and any Sanguine Bonds resting in your graveyard back to play all at once with an Open the Vaults. Harms Way protects Ajani and your vampires, and casting a Vampire's Bite (complete with kicker) on THEIR biggest unblocked attacking creature can win the game if you have a single Sanguine Bonds in play.

The Black/Red Guul Draz Clan is all about sacrifice. Certainly Bloodchief Ascension with Blighting and Lightning Bolt would go well here, but we've already used Ascension in the Ghet Clan deck and I am trying to avoid similar cards within Clan decks. For this clan let's use Blood Seeker and Guul Draz Vampire to bring the pain. Blood Seeker hurts your opponent whenever they cast a creature, and red provides many options for creature removal once they've hit the battlefield. A Guul Draz Vampire enchanted with Goblin War Paint will hit for three each turn, and once your opponent's life drops to 10 or less, she becomes a 5/4 enchanted beat stick with intimidate. Quest for the Gravelord will make it a little less painful when you lose your vampires, and your red direct damage will quickly add counters and help you bring in the 5/5 giant. To complete the Clan theme, add Carnage Altar to eat the 7/1 elemental emerging from Zektar Shrine Expedition after combat, or grab their creatures with Mark of Mutiny or Act of Treason to sacrifice at the Altar to draw a card, remove a threat, and put another counter on Quest for the Gravelord.

There are plenty of other combos out there for Clan decks played both inside and outside of the Standard environment. Share VCW with you friends, create a deck, revise the rules as needed, and have fun. Who knows? Maybe Hidden Keep will hold a Vampire Clan Wars tournament in the near future.

Until then, Keep Gaming!

magicgeek

KEEPIN' IT REAL

by MOOKA

