Want

AUTUMN

Plenty

Recovery

THE COCKATRICE

Corruption

Abandonment

THE CREATOR

Nurture

Stasis

DEATH

Change

Peril

THE DEFENDER

Safety

Blind Fury

THE DRAGON

Cunning

Recognizing Safety

FEARING SHADOWS

Unnecessary Fear

True Prudence

DROWNING IN ARMOR

Protective Measures Turn Dangerous

Thoughtlessness

THE EAGLE

The Mind Prevails

Decline
FERTILITY
Growth

Shallowness
THE FISH
The Soul Prevails

Lack of Connection
THE FOOL
Freedom

Cowardice
THE GRIFFIN
Valor

Isolation
THE HERMIT
Wisdom

Lack of Imagination
INSPIRATION
Creativity

Tyranny
4
THE KING
Authority

Falsehood
KNOWLEDGE
Truth

Treachery
LAW
Order

Weakness

THE LION

The Body Prevails

Energy Sapped

NATURE

Life Energy

Recognizing Opportunity

OVERLOOKING THE DIAMOND

Failing to See Opportunity

Lack of Vision

THE PEASANT

Simple Strength

Destruction

THE PHOENIX

Rebirth

Impracticality

THE PRIESTESS

Understanding Mysteries

Moderation

THE SATYR

Indulgence

Evil Effort

THE SMITH

Productivity

Blind Obedience

THE SOLDIER

Duty

Underestimating the Challenge

New Growth

Fruitless Labor

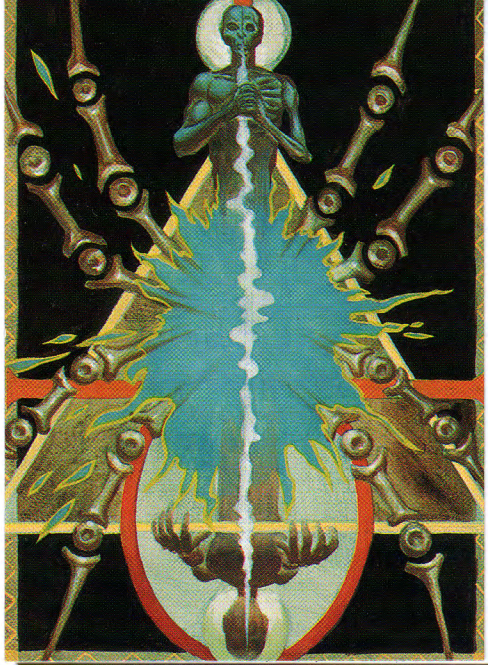
Purity

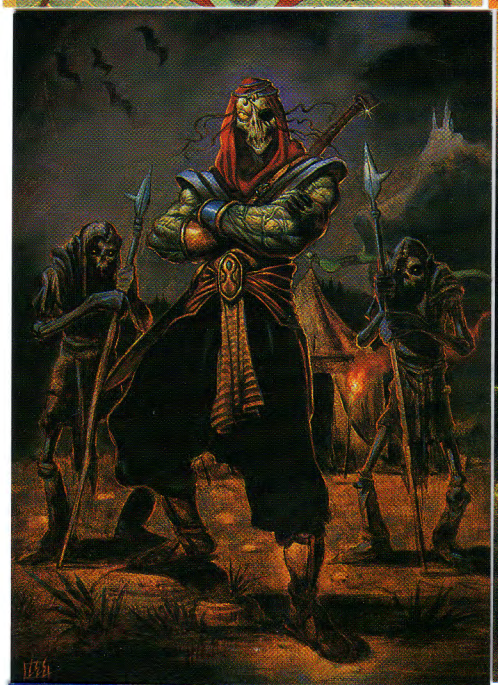
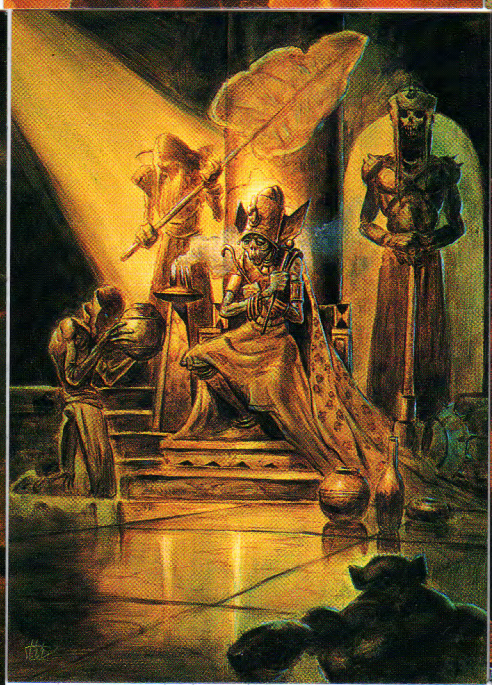
Deceit

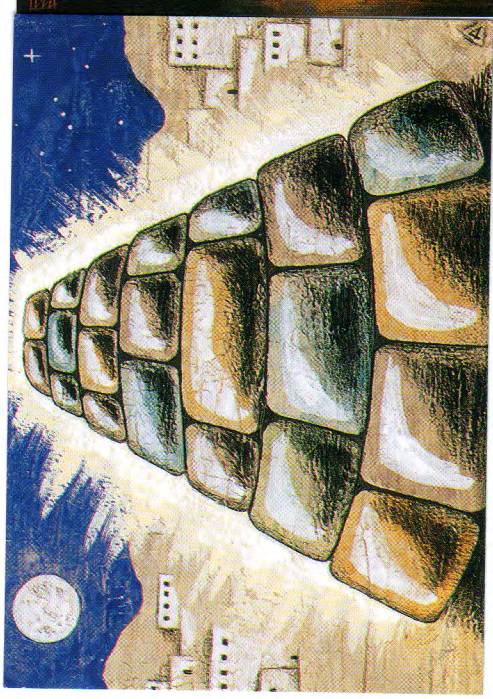
Energy

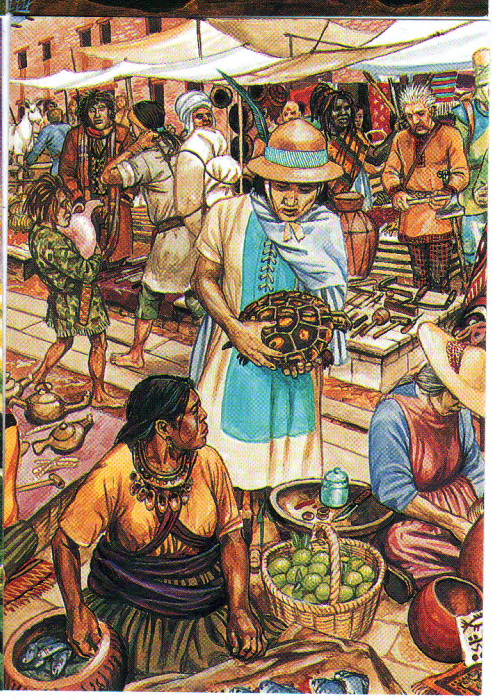
Maturity

Great Effort







EVERWAY™

quest card

Undeath

This is the Usurper Card for the realm of Bonekeep. Its meaning is "undeath," the vile blending of lifelike activity and deathlike corruption. It can also refer to deathlike properties (such as stasis and infertility) among the living.

Reversed, the card means "life and death," each of these forces in its natural, healthy place.

ILLUS. ED LEE

© 1995 Wizards of the Coast. All rights reserved.
Q/1 EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

EVERWAY™

quest card

The Awakener

Air 3 6 Fire
Water 6 3 Earth
Powers: Unkillable
The Gift of Death
Other Powers

ILLUS. ED LEE

© 1995 Wizards of the Coast. All rights reserved.
Q/2 EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

EVERWAY™

quest card

Rarity and the Ghouls

Ghoul Soldiers
Air 2 5 Fire
Water 2 6 Earth
Powers: Unnaturally Tough

Rarity
Air 2 3 Fire
Water 4 3 Earth

ILLUS. ED LEE

© 1995 Wizards of the Coast. All rights reserved.
Q/3 EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

EVERWAY™

quest card

The Envoy

Favor, The Envoy
Air 4 4 Fire
Water 4 6 Earth
Powers: Unnaturally Tough

Ghoul Honor Guards
Air 2 5 Fire
Water 2 6 Earth
Powers: Unnaturally Tough

ILLUS. ED LEE

© 1995 Wizards of the Coast. All rights reserved.
Q/4 EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

EVERWAY™

quest card

The Queen's Court

The Ghoul Queen
Air 5 3 Fire
Water 4 6 Earth
Powers: Unnaturally Tough
Magic: Black Breath (Air) 5

Ghoul Soldiers
Air 2 5 Fire
Water 2 6 Earth
Powers: Unnaturally Tough

ILLUS. ED LEE

© 1995 Wizards of the Coast. All rights reserved.
Q/5 EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

EVERWAY™

quest card

Transformation

Woman
Air 5 4 Fire
Water 4 5 Earth
Powers: The Blessed Cut

Dragon
Air 6 9 Fire
Water 6 9 Earth
Powers: Immunities
Flight
Speech
Impenetrable
Scales

ILLUS. ED LEE

© 1995 Wizards of the Coast. All rights reserved.
Q/6 EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

EVERWAY™

source card

Walker's Pyramid

In the center of Everway stands the Walker's Pyramid, built stone by stone by the Walker. The Walker is now wandering the spheres looking for the final stone. Some say that the Golden Age will return when the last stone is in place. The pyramid has been here since before recorded history. On certain nights, the pyramid glows with energy.

ILLUS. AMY WEBER

© 1995 Wizards of the Coast. All rights reserved.
S1 EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

EVERWAY™

source card

Gate

Gates lead from sphere to sphere. Most people cannot use the gates, and those who can are known as "spherewalkers." The realm of Roundwander, whose capital is the city of Everway, has seventy-one gates, far more than any other known realm. The gate in this picture leads from Roundwander to Deep Mist, a realm of cool, foggy woods and secretive people.

ILLUS. JANINE JOHNSTON

© 1995 Wizards of the Coast. All rights reserved.
S2 EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

EVERWAY™

source card

Everway Marketplace

People from a hundred spheres meet in the city of Everway. In the marketplace, they trade the rare, beautiful, and valuable goods from their homelands for wonders from other realms. It is said that one can find anything in Everway, if one looks hard enough and long enough, and if one is willing to pay the price.

ILLUS. ROGER RAUPP

© 1995 Wizards of the Coast. All rights reserved.
S3 EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

EVERWAY™

source card

Spherewalkers

Spherewalkers travel through the gates from sphere to sphere, and the "spherewalkers' code" calls on them to help those they meet during these travels. Many spherewalkers are considered heroes, following this code to aid those in whose lands they journey. Others, however, use their knowledge and powers to rob or to conquer those unfortunate enough to cross their paths.

ILLUS. DOUG KEITH

Wizards OF THE COAST

ALTER EGO

© 1995 Wizards of the Coast. All rights reserved.
EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

EVERWAY™

vision card

What is happening in this scene?

What is the liquid that the man is pouring?

How are the man and woman in blue connected?

Who is the third person?

ILLUS. CHRISTOPHER RUSH

© 1995 Wizards of the Coast. All rights reserved.
EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

V1

EVERWAY™

vision card

What does this baby mean to the family or community?

Who is the man and what is his connection to the baby?

What does the symbol on the man's forehead mean?

What is the biggest challenge that this baby is likely to face?

ILLUS. ROGER RAUPP

© 1995 Wizards of the Coast. All rights reserved.
EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

V2

EVERWAY™

vision card

Who are these two people?

What led to their getting married?

What does the symbol behind them mean?

What is the greatest challenge they are going to face?

ILLUS. JANINE JOHNSTON

© 1995 Wizards of the Coast. All rights reserved.
EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

V3

EVERWAY™

vision card

What disease do these people have?

What is the skull-headed staff that the figure in the middle is carrying?

On whom or on what do these people blame their condition?

What significance, if any, does the tree in the background have?

ILLUS. IAN MILLER

© 1995 Wizards of the Coast. All rights reserved.
EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

V4

EVERWAY™

vision card

Who lived here?

Who or what destroyed this place, and how?

Who is the figure in the distance?

What significance do the birds in the tree have?

ILLUS. IAN MILLER

© 1995 Wizards of the Coast. All rights reserved.
EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

V5

EVERWAY™

vision card

What does the image on the prow of the canoe mean?

What does the fisher's tattoo mean?

What's his greatest accomplishment?

What is his favorite possession?

ILLUS. ROGER RAUPP

© 1995 Wizards of the Coast. All rights reserved.
EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

V6

EVERWAY™

vision card

What is this farmer's biggest worry?

What is the farmer's greatest hope?

With whom and where does the farmer live?

Whom does the farmer love the most?

ILLUS. ROGER RAUPP

© 1995 Wizards of the Coast. All rights reserved.
EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

V7

EVERWAY™

vision card

How are the two goatherds related?

What is the sundial for?

How far away is the nearest village? Where is their home?

Why is one goatherd crying?

ILLUS. ROGER RAUPP

© 1995 Wizards of the Coast. All rights reserved.
EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

V8

EVERWAY™

vision card

What is this hunter hunting?

What's the most remarkable game she's ever brought down?

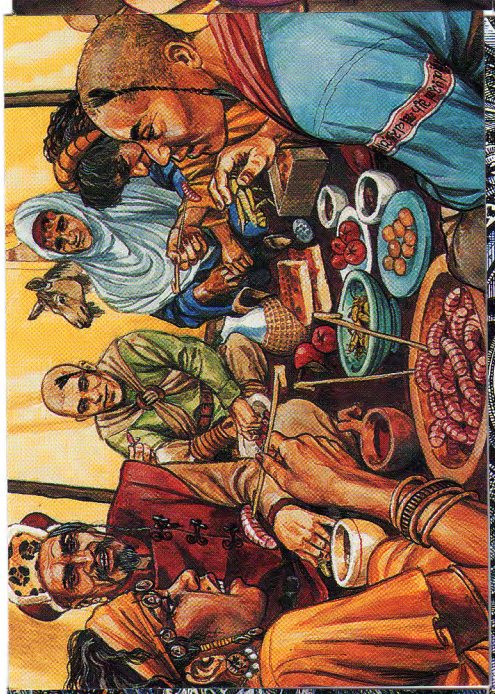
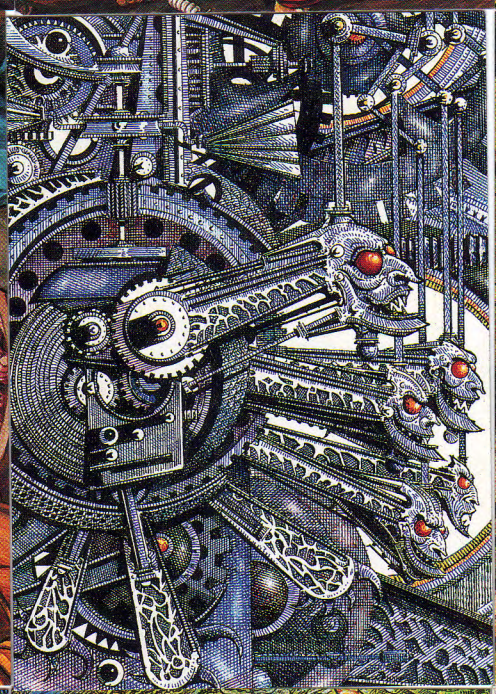
Where is she?

What's her most prized possession?

ILLUS. HANNIBAL KING

© 1995 Wizards of the Coast. All rights reserved.
EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

V9

EVERWAY™

vision card

Who are these two people?

What is loaded on the camel in the background?

Why is the woman facing a different direction from the person leading the camel?

What is the woman's biggest concern for the child?

ILLUS. JANINE JOHNSTON

© 1995 Wizards of the Coast. All rights reserved.

V10 EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

EVERWAY™

vision card

Who is the adult, and what is he reading?

Where do these children come from?

Who is the most gifted child in the group? What can that child do?

What are the markings on the walls?

ILLUS. ROGER RAUPP

© 1995 Wizards of the Coast. All rights reserved.

V11 EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

EVERWAY™

vision card

Who owns or runs this shop?

What is the shop's reputation, and is the reputation deserved?

What's the most precious thing in the shop?

What's the most dangerous thing in the shop?

ILLUS. MARTIN McKENNA

© 1995 Wizards of the Coast. All rights reserved.

V/12 EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

EVERWAY™

vision card

Why are these people gathered here?

What are they discussing?

Is anyone here hiding something from the others?

Does any of the food or drink have special properties?

ILLUS. ROGER RAUPP

© 1995 Wizards of the Coast. All rights reserved.

V13 EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

EVERWAY™

vision card

What does this machinery do?

Who built it?

What powers the machinery?

How does this machinery affect the community around it?

ILLUS. IAN MILLER

© 1995 Wizards of the Coast. All rights reserved.

V14 EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

EVERWAY™

vision card

Who owns this library?

What sorts of scrolls does it hold?

What's the most dangerous knowledge one can find here?

How old are these scrolls?

ILLUS. MARTIN McKENNA

© 1995 Wizards of the Coast. All rights reserved.

V/15 EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

EVERWAY™

vision card

What is in the box?

Who is the person opening the box?

Who is the person in the background?

Where is this place?

ILLUS. IAN MILLER

© 1995 Wizards of the Coast. All rights reserved.

V16 EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

EVERWAY™

vision card

Who or what lives in the city?

What is the city's history?

What might lie in the city's future?

What legends (true or false) are told about this city?

ILLUS. IAN MILLER

© 1995 Wizards of the Coast. All rights reserved.

V17 EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

EVERWAY™

vision card

What is she painting?

Does her paint or the image have any special properties?

What does she hope to accomplish through this painting?

Where is she?

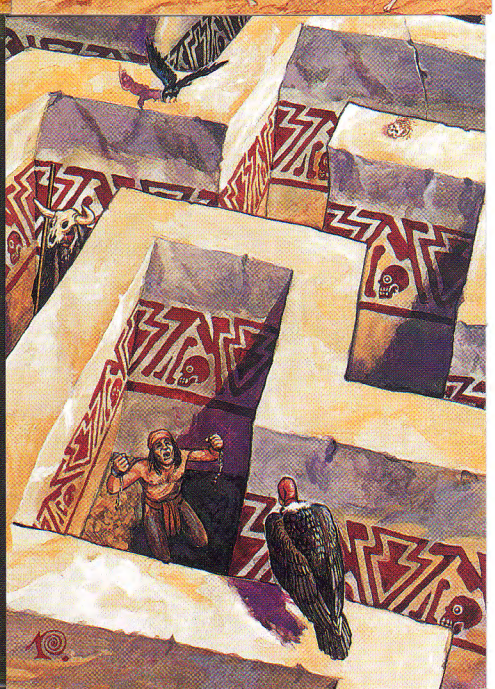
ILLUS. JANINE JOHNSTON

© 1995 Wizards of the Coast. All rights reserved.

V18 EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

RUSH95

10.


10.

HANNIBAL

EVERWAY™

vision card

Who fought the battle, who won, and at what cost?

Who is this warrior?

What special properties might this warrior's armor have?

Does the tree on the hill have any special properties?

ILLUS. IAN MILLER

© 1995 Wizards of the Coast. All rights reserved.
V19 EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

EVERWAY™

vision card

Who is this girl?

Where is she going?

What is special about the snake, if anything?

What is the snake's weakness?

ILLUS. CHRISTOPHER RUSH

© 1995 Wizards of the Coast. All rights reserved.
V20 EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

EVERWAY™

vision card

Who is this man?

What is special about the cat, if anything?

How did the man lose part of his finger?

Where are they?

ILLUS. ROGER RAUPP

© 1995 Wizards of the Coast. All rights reserved.
V21 EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

EVERWAY™

vision card

Who is this person?

What are the faces in the trees, or what do they represent?

What is this place?

Over the years, how has life changed for this person?

ILLUS. IAN MILLER

© 1995 Wizards of the Coast. All rights reserved.
V22 EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

EVERWAY™

vision card

Who is this woman?

Is the dress special in any way or meant for any special occasion?

Who is the tailor?

How might the woman and the tailor disagree over how the dress should turn out?

ILLUS. DOUG ALEXANDER

© 1995 Wizards of the Coast. All rights reserved.
V23 EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

EVERWAY™

vision card

Who put this man in the labyrinth and why?

Who is the man with the bull's skull on his head?

Does the skull, crow, or vulture have any special significance?

Who built the labyrinth?

ILLUS. ROGER RAUPP

© 1995 Wizards of the Coast. All rights reserved.
V24 EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

EVERWAY™

vision card

Do the rock spires have any special meaning?

What was the creature whose skeleton is on the ground?

Who left these posts here, and why?

What secrets does this desert have that few people, if any, know about?

ILLUS. IAN MILLER

© 1995 Wizards of the Coast. All rights reserved.
V25 EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

EVERWAY™

vision card

Who is the child on the balcony?

What is the parade or procession below?

What is the animal on the railing?

For whom does the procession mean something good and for whom does it mean something bad?

ILLUS. HANNIBAL KING

© 1995 Wizards of the Coast. All rights reserved.
V26 EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

EVERWAY™

vision card

Why is this man hanging upside down?

Who is the person watching him?

What is the surrounding land like?

How is the family of the hanging man involved in this scene, if at all?

ILLUS. JOHN MATSON

© 1995 Wizards of the Coast. All rights reserved.
V27 EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

EVERWAY™

vision card

What are these people looking at?

Which one of them is in charge?

Who are their worst enemies?

What's the saddest thing that's ever happened to them?

ILLUS. MARTIN McKENNA

© 1995 Wizards of the Coast. All rights reserved.

V28 EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

EVERWAY™

vision card

Why is this woman dancing in the street?

What significance might the white cat have?

Why is no one else out in the street?

What town is this? What is it like?

ILLUS. JANINE JOHNSTON

© 1995 Wizards of the Coast. All rights reserved.

V29 EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

EVERWAY™

vision card

What does the prisoner at the window see?

Who are these people, and how are they related, if at all?

Who is the dog-headed person at the back?

Who put these people in prison?

ILLUS. IAN MILLER

© 1995 Wizards of the Coast. All rights reserved.

V30 EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

EVERWAY™

vision card

What sort of game are these people playing?

How well do the players know each other?

Who is the person standing up, and how is that person connected to the game?

Where is this place?

ILLUS. DOUG ALEXANDER

© 1995 Wizards of the Coast. All rights reserved.

V31 EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

EVERWAY™

vision card

What is the bird on the table?

What has been this man's greatest accomplishment?

What has been his greatest failure?

What secrets does the man have?

ILLUS. IAN MILLER

© 1995 Wizards of the Coast. All rights reserved.

V32 EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

EVERWAY™

vision card

Who are the two people on the wall? How do they know each other?

Who is the man in the chair?

What secrets does this man have?

What is this city like?

ILLUS. HANNIBAL KING

© 1995 Wizards of the Coast. All rights reserved.

V33 EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

EVERWAY™

vision card

What is the man doing?

How are the animals related to him?

What are the marks on the man's cheeks and on the animals' faces?

What's the worst thing that could happen to the man tonight?

ILLUS. AMY WEBER

© 1995 Wizards of the Coast. All rights reserved.

V34 EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

EVERWAY™

vision card

Who are these people?

What is the trail they're looking at?

What is the bird on the woman's arm?

Of these three, which is the most likely to betray the others? Why?

ILLUS. HANNIBAL KING

© 1995 Wizards of the Coast. All rights reserved.

V35 EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

EVERWAY™

vision card

Who put the children in these cages? Why?

What significance do the boy's necklaces have?

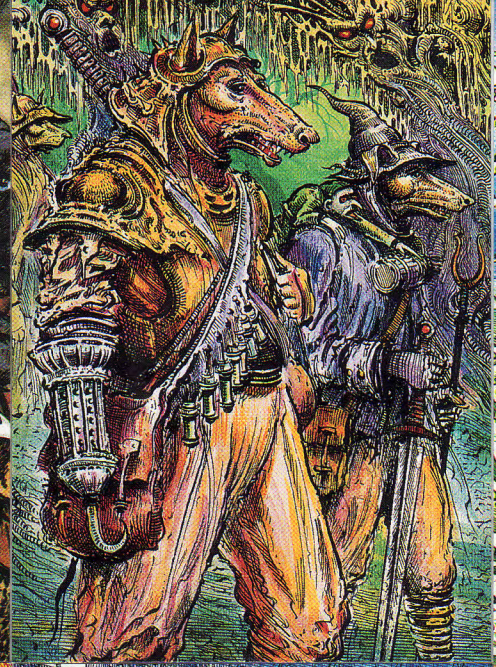
What are these children's homes like?

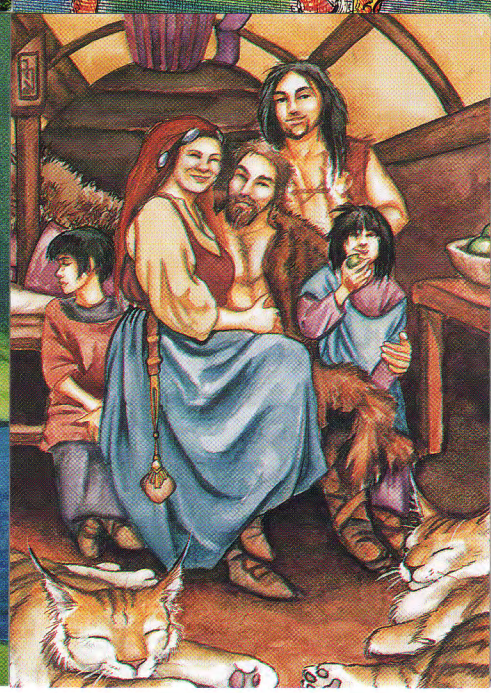
What could be done to rescue these children?

ILLUS. JOHN MATSON

© 1995 Wizards of the Coast. All rights reserved.

V36 EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.





EVERWAY™

vision card

How is the tiger-headed warrior related to the creatures behind it?

Why is the warrior drawing its sword?

Where are they?

What is their attitude toward humans?

ILLUS. MARTIN McKENNA

© 1995 Wizards of the Coast. All rights reserved.
EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

V/37

EVERWAY™

vision card

Where are they going?

Who is the tiny person on the shoulder of the figure on the right?

How did the figure on the left lose its arm?

How do these creatures feel about humans?

ILLUS. IAN MILLER

© 1995 Wizards of the Coast. All rights reserved.
EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

V38

EVERWAY™

vision card

Where does the fish-person live?

Where is it going?

What's the significance of the face in the rocks?

What's the significance of the skull on the dagger's pommel?

ILLUS. IAN MILLER

© 1995 Wizards of the Coast. All rights reserved.
EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

V39

EVERWAY™

vision card

What is the wolf-like creature?

Why is it fighting the three-headed serpent?

What tactics could the wolf-creature use to ensure victory?

What is the wolf-creature's best asset, talent, or weapon?

ILLUS. IAN MILLER

© 1995 Wizards of the Coast. All rights reserved.
EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

V40

EVERWAY™

vision card

Who are these creatures?

What are they celebrating?

Where are they?

Do the decorations, such as the suns and the moon, signify anything?

ILLUS. IAN MILLER

© 1995 Wizards of the Coast. All rights reserved.
EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

V41

EVERWAY™

vision card

What is the creature with this woman?

What is the woman holding in her hand?

Where are they?

What is this woman's most remarkable skill or talent?

ILLUS. JANINE JOHNSTON

© 1995 Wizards of the Coast. All rights reserved.
EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

V42

EVERWAY™

vision card

What has the bird been trained to do, if anything?

What is hanging on the cord?

What is the water behind the man?

What is the worst thing that's ever happened to this man?

ILLUS. JANINE JOHNSTON

© 1995 Wizards of the Coast. All rights reserved.
EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

V43

EVERWAY™

vision card

What is hanging from the woman's belt?

How do the cats and the people live together?

What is the youngster on the left thinking about or looking at?

What makes this woman happy?

ILLUS. JANINE JOHNSTON

© 1995 Wizards of the Coast. All rights reserved.
EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

V44

EVERWAY™

vision card

Where is this man pointing?

Where do the stairs lead?

What is this man's status in his community?

Whom or what does he love the most?

ILLUS. JANINE JOHNSTON

© 1995 Wizards of the Coast. All rights reserved.
EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

V45

男

EVERWAY™

vision card

How are these two people related?

Do the colors of their clothes signify anything?

What is in their future?

What is the city behind them like?

ILLUS. JANINE JOHNSTON

© 1995 Wizards of the Coast. All rights reserved.

V46 EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

EVERWAY™

vision card

How does this man treat the bird?

Where are they?

What significance might his collar have?

What is this man's best-kept secret?

ILLUS. JANINE JOHNSTON

© 1995 Wizards of the Coast. All rights reserved.

V47 EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

EVERWAY™

vision card

What sort of dance is the woman doing?

What significance, if any, does the fire have to the dance?

Do the people in the background have any special role in the dance?

What is the woman's status or position in her community?

ILLUS. JANINE JOHNSTON

© 1995 Wizards of the Coast. All rights reserved.

V48 EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

EVERWAY™

vision card

What is the man charging after?

What sort of weapon or tool is he swinging?

What special traits, if any, does his mount have?

Whom or what does he fear the most?

ILLUS. JANINE JOHNSTON

© 1995 Wizards of the Coast. All rights reserved.

V49 EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

EVERWAY™

vision card

What is the animal next to the woman?

What does the sun relief mean or stand for?

Who is this woman?

What is her most noteworthy trait or talent?

ILLUS. DANIEL GELON

© 1995 Wizards of the Coast. All rights reserved.

V50 EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

EVERWAY™

vision card

What special significance might this man's candle have?

What is the gong behind him for?

Who are this man's most important friends?

What is this man's greatest hope?

ILLUS. JOHN MATSON

© 1995 Wizards of the Coast. All rights reserved.

V51 EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

EVERWAY™

vision card

What is this woman's community like?

What are the feathers near the end of the staff for?

What talents or skills does she have?

If she could change one thing in her past, what would she change?

ILLUS. DANIEL GELON

© 1995 Wizards of the Coast. All rights reserved.

V52 EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

EVERWAY™

vision card

What's happening in this scene, or what does it represent?

How are the man and the gibbon connected?

What do the other people in this man's community think of him?

Is there anything secret or special about this gibbon?

ILLUS. JOHN MATSON

© 1995 Wizards of the Coast. All rights reserved.

V53 EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

EVERWAY™

vision card

What do this woman's headpiece and jewelry mean?

What is she doing with the corn?

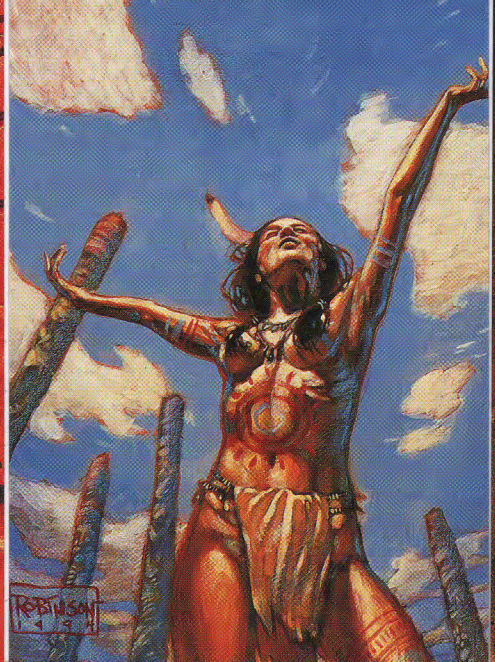
What does the stone relief behind her mean?

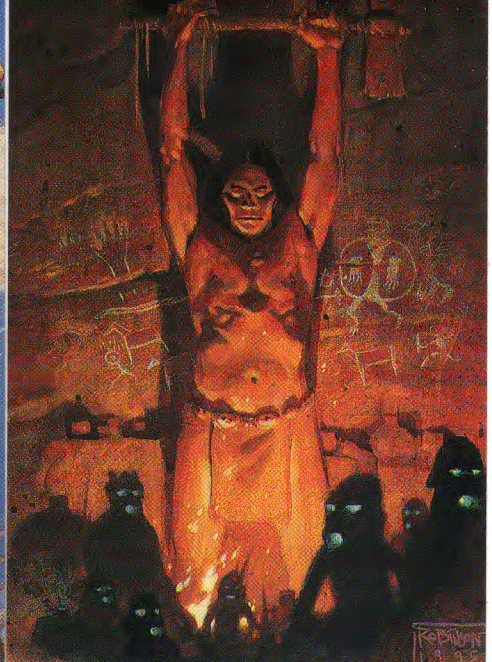
What is her position in her society?

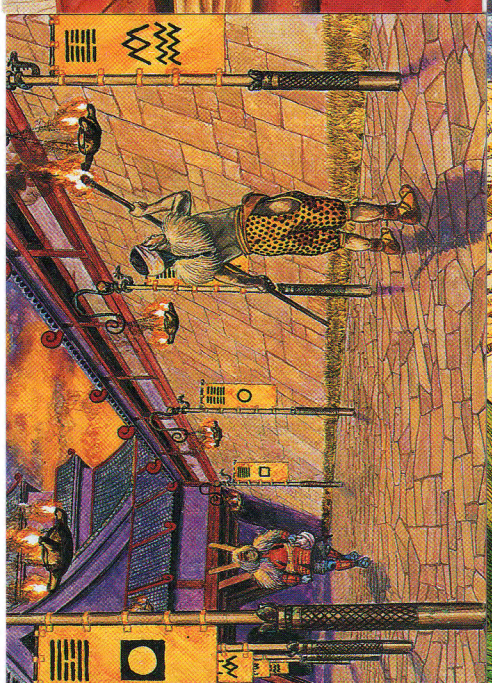
ILLUS. ROGER RAUPP

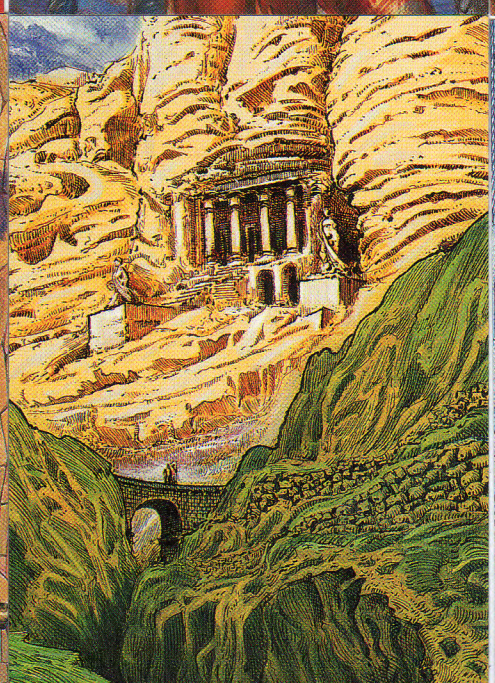
© 1995 Wizards of the Coast. All rights reserved.

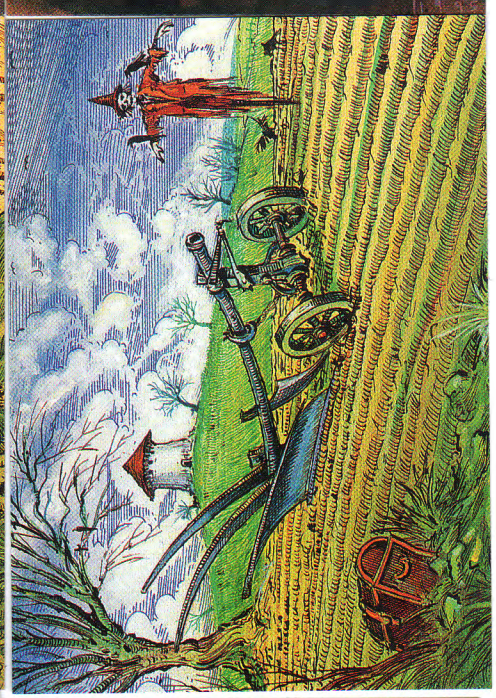
V54 EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

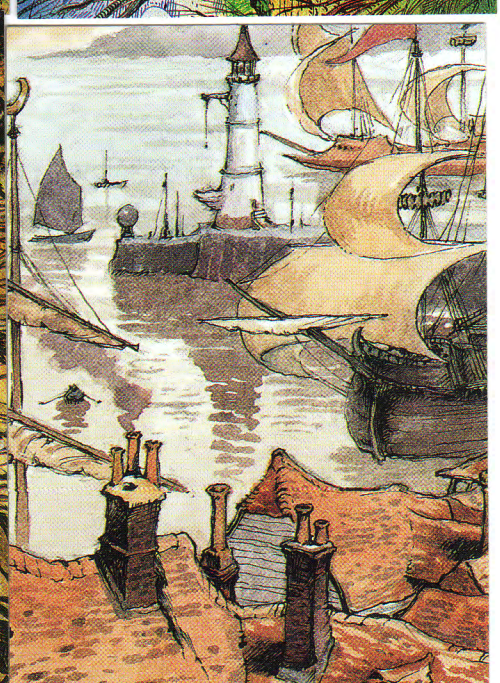












EVERWAY™

vision card

What are the pyramids for?

Who is this man?
What is his station or status?

What is his most powerful magical or symbolic possession?

What do his hand gestures mean?

ILLUS. ROGER RAUPP

© 1995 Wizards of the Coast. All rights reserved.
V55 EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

EVERWAY™

vision card

What are the poles?

What is this woman doing?

Where is she?

What do her feather and her body markings mean?

ILLUS. ANDREW ROBINSON

© 1995 Wizards of the Coast. All rights reserved.
V56 EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

EVERWAY™

vision card

What are the statues, creatures, or spirits in front of the man?

What do the drawings on the rock wall mean?

Does the axe have any special properties or meaning?

What's the worst thing that could happen to the man in this scene?

ILLUS. ANDREW ROBINSON

© 1995 Wizards of the Coast. All rights reserved.
V57 EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

EVERWAY™

vision card

Where is the warrior going?

Who is in the palace?

Who is going to come down this boulevard this night?

Who is lighting the lamps?

ILLUS. ROGER RAUPP

© 1995 Wizards of the Coast. All rights reserved.
V58 EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

EVERWAY™

vision card

What is the building in the cliff?

Who built it?

What are the statues?

Who is on the bridge in the foreground?

ILLUS. IAN MILLER

© 1995 Wizards of the Coast. All rights reserved.
V59 EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

EVERWAY™

vision card

What's in the treasure chest and where did it come from?

What's in the building in the background?

Does the scarecrow have any special significance?

Was the plow left there for any special reason?

ILLUS. IAN MILLER

© 1995 Wizards of the Coast. All rights reserved.
V60 EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

EVERWAY™

vision card

What destroyed the plants and trees here?

What was this place like before it was destroyed?

What special properties does the single green plant have, if any?

What does this plant portend, if anything?

ILLUS. IAN MILLER

© 1995 Wizards of the Coast. All rights reserved.
V61 EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

EVERWAY™

vision card

Who or what lives here or near here?

What lives in the water?

Is there anything special or unusual about this shore?

What are the other lands that lie beyond the horizon?

ILLUS. MARTIN McKENNA

© 1995 Wizards of the Coast. All rights reserved.
V62 EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

EVERWAY™

vision card

What are the people like in this port?

What's the furthest any ship has traveled after setting sail from this port?

Who's in the rowboat?

What is the biggest threat to this town?

ILLUS. MARTIN McKENNA

© 1995 Wizards of the Coast. All rights reserved.
V/63 EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

ROBINSON
1995

EVERWAY™

vision card

What city is this,
and what is the city like?

What is the statue
in the center of the square?

Whose skulls are in the pile?

Whose carriage
is in the background?

ILLUS. IAN MILLER

©1995 Wizards of the Coast. All rights reserved.
V64 EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

EVERWAY™

vision card

What town is this, and what are
the people like here?

Why are the dogs green?

Who's hanging from the gibbet
at the end of the street?

What lies on the other side
of the hill?

ILLUS. IAN MILLER

©1995 Wizards of the Coast. All rights reserved.
V65 EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

EVERWAY™

vision card

Where has the traveler
journeyed from, and
where is he heading?

What do the statues signify?

What is hidden in
or near the oasis?

What's the most important
or dramatic thing
that has ever happened here?

ILLUS. ROGER RAUPP

©1995 Wizards of the Coast. All rights reserved.
V66 EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

EVERWAY™

vision card

Where is the herd headed?

What other animals or people
live in this land?

What's in the hills
in the background?

What are the past and future
of this land?

ILLUS. ANDREW ROBINSON

©1995 Wizards of the Coast. All rights reserved.
V67 EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

EVERWAY™

vision card

Who lives in these buildings?

What do the people who live
here think of the place?

Do the goats have any special
meaning or unusual
properties?

Do the moon or stars have any
special significance?

ILLUS. AMY WEBER

©1995 Wizards of the Coast. All rights reserved.
V68 EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

EVERWAY™

vision card

What is this building?

What do the statues
mean or do?

What are the spires
around the building?

Who is the figure in
the doorway?

ILLUS. IAN MILLER

©1995 Wizards of the Coast. All rights reserved.
V69 EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

EVERWAY™

vision card

Who is the child's father?

What wishes or hopes does the
woman have for her child?

What do the markings on the
woman's arm mean?

Where does the road lead?

ILLUS. JANINE JOHNSTON

©1995 Wizards of the Coast. All rights reserved.
V70 EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

EVERWAY™

vision card

Who are these two people?

What are the animals doing?

What is the book?

What may have happened by
the time the sun rises?

ILLUS. AMY WEBER

©1995 Wizards of the Coast. All rights reserved.
V71 EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

EVERWAY™

vision card

What sort of magic is he calling
up in his right hand?

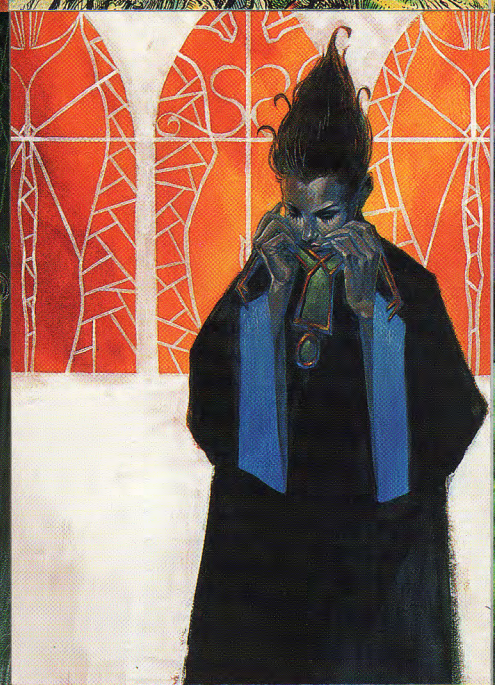
Does his staff have any
special power?

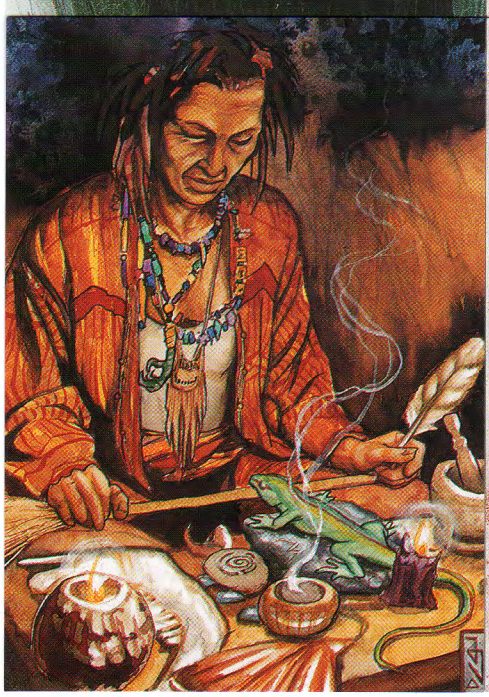
Where does the stairway lead?

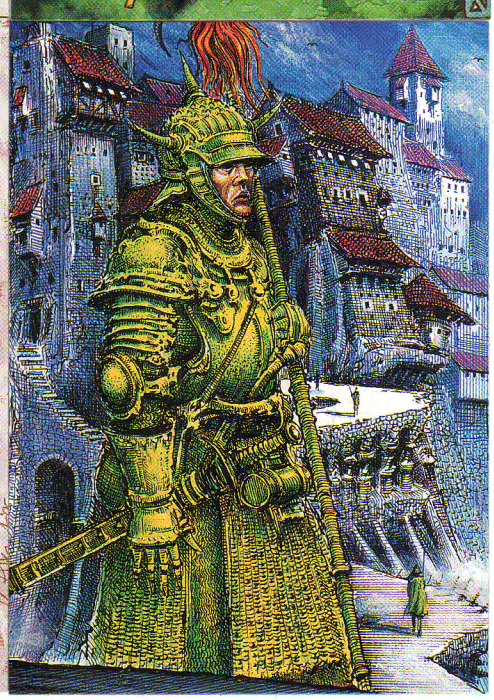
From whom did this mage
learn magic?

ILLUS. MARTIN McKENNA

©1995 Wizards of the Coast. All rights reserved.
V/72 EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.







EVERWAY™

vision card

Who or what is the sorceress casting her spell at?

What do the marks on her skin do or mean?

What is the secret of her power?

What is her greatest goal?

ILLUS. MARTIN McKENNA

Wizards of the Coast ALTER EGO GAMES

© 1995 Wizards of the Coast. All rights reserved.

V73 EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

EVERWAY™

vision card

What is the relation between the man and the person or creature beside him?

What is the serpent or lizard around the man's neck?

What significance do the pillars have?

Who is the shadowy figure coming down the stairs in the background?

ILLUS. IAN MILLER

Wizards of the Coast ALTER EGO GAMES

© 1995 Wizards of the Coast. All rights reserved.

V74 EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

EVERWAY™

vision card

How does this woman make her living?

What is in her bags?

What is the bird on her shoulder?

What is this woman's best-hidden talent?

ILLUS. JANINE JOHNSTON

Wizards of the Coast ALTER EGO GAMES

© 1995 Wizards of the Coast. All rights reserved.

V75 EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

EVERWAY™

vision card

What is the book the priest is holding, and what does the design on the front mean?

Where is he?

What's the worst thing he's ever done?

What position or status does he have?

ILLUS. ANDREW ROBINSON

Wizards of the Coast ALTER EGO GAMES

© 1995 Wizards of the Coast. All rights reserved.

V76 EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

EVERWAY™

vision card

What is the priestess holding?

What is her rank or status?

What are some of the beliefs or practices of her religion?

What is her greatest wish?

ILLUS. DOUG ALEXANDER

Wizards of the Coast ALTER EGO GAMES

© 1995 Wizards of the Coast. All rights reserved.

V77 EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

EVERWAY™

vision card

What does the bird indicate or symbolize?

What sort of horns is this man wearing?

What, if anything, is special about the blanket?

What are the flowers and leaves that the man is dropping?

ILLUS. JANINE JOHNSTON

Wizards of the Coast ALTER EGO GAMES

© 1995 Wizards of the Coast. All rights reserved.

V78 EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

EVERWAY™

vision card

What is this woman doing?

What is her most potent magical tool?

How did she learn her craft?

What is the lizard in front of her?

ILLUS. JANINE JOHNSTON

Wizards of the Coast ALTER EGO GAMES

© 1995 Wizards of the Coast. All rights reserved.

V79 EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

EVERWAY™

vision card

What does the symbol on the soldier's surcoat mean?

What is special about her two swords?

What is her biggest worry?

Who is her most dangerous enemy?

ILLUS. DOUG ALEXANDER

Wizards of the Coast ALTER EGO GAMES

© 1995 Wizards of the Coast. All rights reserved.

V80 EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

EVERWAY™

vision card

Against what enemy does the soldier protect his community?

How did he become a soldier?

What is the most powerful or dangerous foe he has defeated?

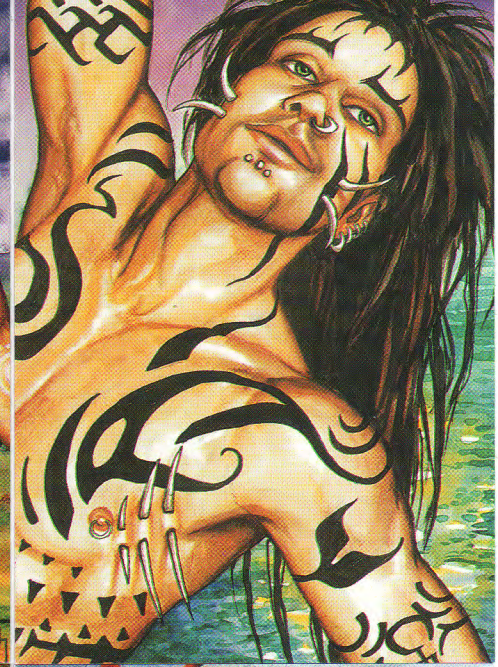
How do his superiors regard him?

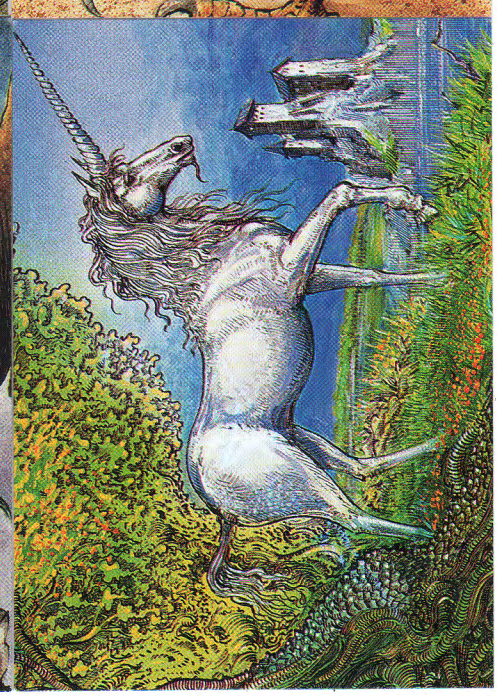
ILLUS. IAN MILLER

Wizards of the Coast ALTER EGO GAMES

© 1995 Wizards of the Coast. All rights reserved.

V81 EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.





EVERWAY™

vision card

What are the pennants behind the warrior?

What do the markings on her face represent?

What's the most heroic thing she's done?

What does she regret?

ILLUS. JANINE JOHNSTON

© 1995 Wizards of the Coast. All rights reserved.
EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

V82

EVERWAY™

vision card

What special significance, if any, do the warrior's markings have?

What is this man's necklace?

What does he see?

For what deed (good or bad) is he best known?

ILLUS. JANINE JOHNSTON

© 1995 Wizards of the Coast. All rights reserved.
EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

V83

EVERWAY™

vision card

How did he get all these ornaments?

What tattoo or piercing would he like to get next?

What is he most proud of?

What is the body of water behind him?

ILLUS. JANINE JOHNSTON

© 1995 Wizards of the Coast. All rights reserved.
EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

V84

EVERWAY™

vision card

Are the dragon's small wings powerful enough for it to fly?

What skills or magical abilities does the dragon have?

What is the dragon's goal?

Does the dragon know any secrets?

(See the *Playing Guide* for more information about dragons.)

ILLUS. IAN MILLER

© 1995 Wizards of the Coast. All rights reserved.
EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

V85

EVERWAY™

vision card

This is a phoenix, a creature that is reborn from its own funeral pyre.

What ancient secrets or wisdom does the phoenix possess?

People hunt the phoenix to capture its breast feather, which grants a wish. Who might be hunting this phoenix?

(See the *Playing Guide* for more information about phoenixes.)

ILLUS. MARTIN McKENNA

© 1995 Wizards of the Coast. All rights reserved.
EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

V/86

EVERWAY™

vision card

This is a cockatrice, a loathsome, poisonous creature.

What are the ruins like? Who built them, and why did they fall into ruin?

Who lives in this desert now, if anybody?

(See the *Playing Guide* for more information about cockatrices.)

ILLUS. MARTIN McKENNA

© 1995 Wizards of the Coast. All rights reserved.
EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

V/87

EVERWAY™

vision card

This is a satyr, a wild creature of the woods.

What sort of song is the satyr playing?

Where did the satyr get its shirt?

What else lives in the woods?

How much contact does the satyr have with humans?

(See the *Playing Guide* for more information about satyrs.)

ILLUS. MARTIN McKENNA

© 1995 Wizards of the Coast. All rights reserved.
EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

V/88

EVERWAY™

vision card

This is a griffin, a ferocious predator.

What or who else lives in these mountains?

Has this griffin ever killed people?

What is this griffin's weak spot?

(See the *Playing Guide* for more information about griffins.)

ILLUS. MARTIN McKENNA

© 1995 Wizards of the Coast. All rights reserved.
EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

V/89

EVERWAY™

vision card

Does this unicorn have any special abilities?

Who lives in the building on the far side of the water?

How are the people in the building connected to the unicorn?

Is there anything special about the water?

ILLUS. IAN MILLER

© 1995 Wizards of the Coast. All rights reserved.
EVERWAY and ALTER EGO are trademarks of Wizards of the Coast, Inc.

V90