

# Legends

## Expansion set for Magic: The Gathering

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Key:

**Rare** cards are in bold text  
*Uncommon* cards are in italics.  
 Common cards are in normal text

There are two levels of Uncommons. 'u1' occurs once on the uncommon sheet. 'u2' occurs twice. Unless otherwise marked, assume its a 'u1'.  
 There are two levels of Commons. 'c1' occurs once on the common sheet. 'c2' occurs twice.

Uncommon cards were known to be distributed in two batches so that a pack (even an entire box) only contains cards from one group of uncommons. The other rarity levels did not have this problem. Cards from boxes of type 'A' and type 'B' are marked as such.

### Land:

Card Name	Spell Type	Ability
<b>The Tabernacle at Pendrell Vale</b>	Legendary Land	Gives all creatures an upkeep cost of 1 colorless mana in addition to other costs. If not paid, creature is destroyed.
<i>Hammerheim</i> u2 AB	Legendary Land	Tap for one red mana -or- Tap to remove landwalk ability from a creature until end of turn.
<i>Karakas</i> u2 BB	Legendary Land	Tap for one white mana -or- Tap to send a Legend from play into its owner's hand.
<i>Pendelhaven</i> u2 BB	Legendary Land	Tap for one green mana -or- Tap to give +1/+2 to a 1/1 creature until end of turn.
<i>Tolaria</i> u2 BB	Legendary Land	Tap for one blue mana -or- Tap to remove Banding or Bands with Other ability from creature until end of turn.
<i>Urborg</i> u2 BB	Legendary Land	Tap for one black mana -or- Tap to remove First Strike or SwampWalk ability from creature until end of turn.
<i>Adventurers' Guildhouse</i> A	Land	Your green Legends may Band with Other Legends.
<i>Cathedral of Serra</i> A	Land	Your white Legends may Band with Other Legends.
<i>Mountain Stronghold</i> B	Land	Your red Legends may Band with Other Legends.
<i>Seafarer's Quay</i> A	Land	Your blue Legends may Band with Other Legends.
<i>Unholy Citadel</i> A	Land	Your black Legends may Band with Other Legends.

### Legends Rule Card:

Card Name	Spell Type	Ability
Legends Rule Card	Summon Rules Lawyer	Covers rules for Bands with Other, Rampage, Enchant World, Legends, Legendary Lands and multi-colored cards.

# Artifacts:

Card Name	Spell Type	Cost	Ability
<b>Al-abara's Carpet</b>	Artifact	5	Prevent all damage done to you by non-Flying attacking creatures (Tap+5)
<b>Alchor's Tomb</b>	Artifact	4	Change the color of one of your permanents to any color (Tap+2)
<b>Arena of the Ancients</b>	Artifact	3	Taps all Legends as it enters play; Legends do not untap as normal.
<b>Bronze Horse</b>	Artifact Creature	7	4/4, Trample; Damaged by targeted spells is reduced to zero if you have other creatures in play.
<b>Forethought Amulet</b>	Artifact	5	Reduces damage done by sorceries and instants to 2; Pay 3 mana during upkeep or Amulet is destroyed.
<b>Gauntlets of Chaos</b>	Artifact	5	Sacrifice this card and pay 5 mana to swap control of land, creature or artifact until end of game. Destroys enchantments on the cards swapped.
<b>Horn of Deafening</b>	Artifact	4	Make a creature deal no damage in combat this turn (Tap+2)
<b>Knowledge Vault</b>	Artifact	4	Put a card from your library under Vault (Tap+2); Sacrifice Vault and your entire hand to use cards under Vault as your hand.
<b>Life Matrix</b>	Artifact	4	Add regeneration counter to a creature (Tap+4); Can only be used during your upkeep.
<b>Mana Matrix</b>	Artifact	6	You pay up to two less on the colorless mana part of instant, interrupt, or enchantment spells.
<b>Mirror Universe</b>	Artifact	6	Tap and sacrifice this card during upkeep to switch life totals with your opponent.
<b>North Star</b>	Artifact	4	Cast a spell with any color mana (Tap+4)
<b>Nova Pentacle</b>	Artifact	4	Redirect damage done by one source from yourself to a creature of opponent's choice (Tap+3)
<b>Planar Gate</b>	Artifact	6	You pay up to 2 less on the colorless mana part of summon spells.
<b>Ring of Immortals</b>	Artifact	5	Counter interrupt or enchantment which targets one of your permanents (Tap+3)
<b>Sentinel</b>	Artifact Creature	4	1/* where * = 1 at time of casting but can be changed to be N+1 during combat where N is the power of a creature blocked by/blocking the Sentinel.
<b>Serpent Generator</b>	Artifact	6	Create 1/1 Poison Snake token creature (Tap+4); If Snake damages opponent, give opponent a poison counter. If opponent has 10 or more poison counter, they lose.
<b>Sword of the Ages</b>	Artifact	6	Tap and sacrifice this card and as many of your creatures as you want to do damage to one target equal to the sum of the power of all creatures sacrificed.
<b>Triassic Egg</b>	Artifact	4	Put one counter on Egg (Tap+3); Sacrifice Egg with two or more counters to bring any creature from your hand or graveyard directly into play.
<b>Voodoo Doll</b>	Artifact	6	Do X damage to any target (Tap+X+X); X is the number of counters on this card. Add one counter each upkeep. If untapped at the end of your turn, take X damage and destroy Doll.
<i>Black Mana Battery</i>	<sup>B</sup> Artifact	4	Add a counter to it (Tap+2) -or- Tap for one black mana plus can convert counters to black mana as well.
<i>Blue Mana Battery</i>	<sup>A</sup> Artifact	4	Add a counter to it (Tap+2) -or- Tap for one blue mana plus can convert counters to blue mana as well.
<i>Green Mana Battery</i>	<sup>A</sup> Artifact	4	Add a counter to it (Tap+2) -or- Tap for one green mana plus can convert counters to green mana as well.
<i>Kry Shield</i>	<sup>A</sup> Artifact	2	Give +0/+N to a creature where N is its casting cost (Tap+2)
<i>Life Chisel</i>	<sup>u2 BB</sup> Artifact	4	Sacrifice a creature during upkeep to gain life equal to its toughness.
<i>Marble Priest</i>	<sup>B</sup> Artifact Creature	5	3/3, All Walls able to block Priest must do so, Does not take damage from Walls.
<i>Red Mana Battery</i>	<sup>B</sup> Artifact	4	Add a counter to it (Tap+2) -or- Tap for one red mana plus can convert counters to red mana as well.
<i>Relic Barrier</i>	<sup>u2 AA</sup> Artifact	2	Tap an artifact (Tap)
<i>White Mana Battery</i>	<sup>A</sup> Artifact	4	Add a counter to it (Tap+2) -or- Tap for one white mana plus can convert counters to white mana as well.

# Rare Multicolor Cards:

Card Name	Spell Type	Cost	Ability
<b>Adun Oakenshield</b>	Summon Legend	BGR	1/2, Bring creature from graveyard to hand (Tap+BGR)
<b>Angus Mackenzie</b>	Summon Legend	UGW	2/2, No creatures deal damage in combat this turn (Tap+UGW)
<b>Arcades Sabboth</b>	Summon Elder Dragon Legend	UUGG WW2	7/7, Flying, +0/+1(W); Your untapped and not attacking creatures get +0/+2; Pay UGW during upkeep or this card is buried.
<b>Axelrod Gunnarson</b>	Summon Legend	BBRR4	5/5, Trample; Gives you one life and does one damage to a player whenever a creature goes to the graveyard on a turn in which Axelrod damaged it.
<b>Ayesha Tanaka</b>	Summon Legend	UUWW	2/2, Banding; Tap to counter effect of an artifact with an activation cost unless opponent pays W.
<b>Bartel Runeaxe</b>	Summon Legend	BGR3	6/5, Does not tap when attacking; Cannot be targeted by enchant creature spells.
<b>Boris Devilboon</b>	Summon Legend	BR3	2/2; Create 1/1 red and black Minor Demon token creature (Tap+BR2)
<b>Chromium</b>	Summon Elder Dragon Legend	BBUU WW2	7/7, Flying, Rampage:2; Pay BUW during upkeep or this card is buried.
<b>Dakkon Blackblade</b>	Summon Legend	BUUW2	*/* where * is the number of lands you control.
<b>Gabriel Angelfire</b>	Summon Legend	GGWW3	4/4, Each upkeep can get one of Flying, First Strike, Trample or Rampage:3 until beginning of next upkeep.
<b>Gosta Dirk</b>	Summon Legend	UUWW3	4/4, First Strike; Stops all use of IslandWalk in play
<b>Gwendlyn Di Corci</b>	Summon Legend	BBUR	3/5; Tap to make opponent discard a card. Can only be used on your turn.
<b>Halfdane</b>	Summon Legend	BUW1	*/* where * is 3 at casting time and changes each upkeep to be equal to power of a creature in play. If there are no creatures, * is 3.
<b>Hazezon Tamar</b>	Summon Legend	GRW4	2/4; On the upkeep after Hazezon enters play you get a 1/1 green, white and red Sand Warrior token creature for each land you control. The tokens leave play if Hazezon does.
<b>Jacques le Vert</b>	Summon Legend	GRW1	3/2; All your green creatures get +0/+2.
<b>Johan</b>	Summon Legend	GRW3	5/4; If does not attack and is not tapped then none of your creatures tap when attacking.
<b>Kei Takahashi</b>	Summon Legend	GW2	2/2, Tap to prevent up to 2 damage to a creature.
<b>Lady Caleria</b>	Summon Legend	GGWW3	3/6, Tap to do 3 damage to attacker or blocker.
<b>Lady Evangela</b>	Summon Legend	BUW	1/2, Cause a creature not to deal damage during combat (Tap+BW)
<b>Livonya Silone</b>	Summon Legend	GGRR2	4/4, First Strike, Legendary-Land-Walk
<b>Nebuchadnezzar</b>	Summon Legend	BU3	3/3; (Tap+X) to see X random cards in opponent's hand. Name a card before looking and if it is there it is discarded. Can only be used on your turn.
<b>Nicol Bolas</b>	Summon Elder Dragon Legend	BBUU RR2	7/7, Flying; If opponent is damaged by Nicol, he must discard their entire hand; Pay BUR during upkeep or this card is buried.
<b>Palladia-Mors</b>	Summon Elder Dragon Legend	GRRR WW2	7/7, Flying, Trample; Pay GRW during upkeep or this card is buried.
<b>Ragnar</b>	Summon Legend	UGW	2/2, Regenerate a creature (Tap+UGW)
<b>Ramses Overdark</b>	Summon Legend	BBUU2	4/3, Tap to destroy a creature with an enchantment on it.
<b>Rasputin Dreamweaver</b>	Summon Legend	UW4	4/1; Has 7 counters which can be used to either prevent one damage to him or to get one colorless mana. Add a counter during upkeep if untapped at beginning of turn and less than 7 counters.
<b>Rohgahh of Kher Keep</b>	Summon Legend	BBRR2	5/5; Your Kobolds of Kher Keep get +2/+2; Pay RRR during upkeep or taps and takes Kobolds with him to opponent's control.
<b>Rubinia Soulsinger</b>	Summon Legend	UGW2	2/3, Tap to control a creature; May choose not to untap; Lose control of creature if Rubinia becomes untapped, leaves your control or leaves play.
<b>Sol'kanar the Swamp King</b>	Summon Legend	BUR2	5/5, SwampWalk; Gain one life each time a black spell is cast.
<b>Stangg</b>	Summon Legend	GR4	3/4; When comes into play also place a 3/4 green and red legend Stangg Twin token creature into play. If either Stangg or the Twin leaves play, the other is buried.
<b>Tetsuo Umezawa</b>	Summon Legend	BUR	3/3, Destroy a tapped or blocking creature (Tap+BBUR); Cannot be targeted by enchant creature spells.
<b>Tuknir Deathlock</b>	Summon Legend	GRRR	2/2, Flying, Give a creature +2/+2 until end of turn (Tap+GR)
<b>Ur-Drago</b>	Summon Legend	BBUU3	4/4, First Strike; Stops all use of SwampWalk in play.
<b>Vaevictis Asmadi</b>	Summon Elder Dragon Legend	BBGG RR2	7/7, Flying, +1/+0(B or G or R); Pay BGR during upkeep or this card is buried.
<b>Xira Arien</b>	Summon Legend	BGR	1/2, Flying, Make a player draw one card (Tap+BGR)

# Uncommon Multicolor Cards:

Card Name	Spell Type	Cost	Ability
<i>Barktooth Warbeard</i>	<sup>B</sup> Summon Legend	BRR4	6/5
<i>Hunding Gjornersen</i>	<sup>A</sup> Summon Legend	UUW3	5/4, Rampage:1
<i>Jasmine Boreal</i>	<sup>B</sup> Summon Legend	GW3	4/5
<i>Jedit Ojanen</i>	<sup>B</sup> Summon Legend	UWW4	5/5
<i>Jerrard of the Closed Fist</i>	<sup>B</sup> Summon Legend	GGR3	6/5
<i>Kasimir the Lone Wolf</i>	<sup>B</sup> Summon Legend	UW4	5/3
<i>The Lady of the Mountain</i>	<sup>B</sup> Summon Legend	GR4	5/5
<i>Lady Orca</i>	<sup>B</sup> Summon Legend	BR5	7/4
<i>Lord Magnus</i>	<sup>A</sup> Summon Legend	GWW3	4/3, First Strike; Stops all use of PlainsWalk and ForestWalk in play.
<i>Marhault Elsdragon</i>	<sup>A</sup> Summon Legend	GRR3	4/6, Rampage:1
<i>Pavel Maliki</i>	<sup>B</sup> Summon Legend	BR4	5/3, +1/+0 (BR)
<i>Princess Lucrezia</i>	<sup>A</sup> Summon Legend	BUU3	5/4, Tap for one blue mana.
<i>Ramirez DePietro</i>	<sup>A</sup> Summon Legend	BBU3	4/3, First Strike
<i>Riven Turnbull</i>	<sup>B</sup> Summon Legend	BU5	5/7, Tap for one black mana.
<i>Sir Shandler of Eberyn</i>	<sup>A</sup> Summon Legend	GW4	4/7
<i>Sivitri Scarzam</i>	<sup>A</sup> Summon Legend	BU5	6/4
<i>Sunastian Falconer</i>	<sup>A</sup> Summon Legend	GR3	4/4, Tap for two colorless mana.
<i>Tobias Andrion</i>	<sup>B</sup> Summon Legend	UW3	4/4
<i>Torsten Von Ursus</i>	<sup>B</sup> Summon Legend	GGW3	5/5
<i>Tor Wauki</i>	<sup>A</sup> Summon Legend	BBR2	3/3, Tap to do 2 damage to an attacking or blocking creature.

# Black Spells:

Card Name	Spell Type	Cost	Ability
<b>The Abyss</b>	Enchant World	B3	All players bury one non-artifact creature each upkeep.
<b>All Hallow's Eve</b>	Sorcery {Should be Enchantment}	BB2	Two turns from time of casting all creatures in all graveyards are brought into play.
<b>Carrion Ants</b>	Summon Ants	BB2	0/1, +1/+1(1)
<b>Chains of Mephistopheles</b>	Enchantment	B1	For all players, for each card drawn (other than the first one during draw phase) player must discard one card.
<b>Cosmic Horror</b>	Summon Horror	BBB3	7/7, First Strike; Pay BBB3 during upkeep or take 7 damage and destroys this card.
<b>Greed</b>	Enchantment	B3	Draw a card and lose two life points(B)
<b>Hellfire</b>	Sorcery	BBB2	Destroys all non-black creatures and does 3 damage plus one damage to you for each creature that goes to the graveyard.
<b>Hell's Caretaker</b>	Summon Hell's Caretaker	B3	1/1, Tap and sacrifice a creature during upkeep to bring a creature from your graveyard directly into play.
<b>Imprison</b>	Enchant Creature	B	Pay 1 mana each time creature attacks, blocks or is tapped in order to prevent that action; Enchantment is destroyed if you do not pay.
<b>Jovial Evil</b>	Sorcery	B2	Opponent takes 2 damage for each white creature controlled.
<b>Mold Demon</b>	Summon Mold Demon	BB5	6/6, Must sacrifice two Swamps when it comes into play.
<b>Nether Void</b>	Enchant World	B3	All spells require 3 more mana or else they are countered.
<b>The Wretched</b>	Summon Wretched	BB3	2/5; At end of combat, take control of all creatures which block this card; Lose control of them if this card leaves your control.
<i>Abomination</i>	<sup>B</sup> Summon Abomination	BB3	2/6, Any green or white creature blocked by/blocking it is destroyed at end of combat.
<i>Blight</i>	<sup>A</sup> Enchant Land	BB	If land is tapped, it is destroyed at end of turn.
<i>Demonic Torment</i>	<sup>B</sup> Enchant Creature	B2	Creature may not attack and deals no damage during combat.
<i>Evil Eye of Orms-By-Gore</i>	<sup>B</sup> Summon Evil Eye	B4	3/6, Blocked only by Walls; Only your Evil Eyes may attack while they are in play.
<i>Fallen Angel</i>	<sup>B</sup> Summon Angel	BB3	3/3, Flying, Sacrifice a creature for +2/+1 until end of turn.
<i>Horror of Horrors</i>	<sup>B</sup> Enchantment	BB3	Can sacrifice a Swamp to regenerate a black creature.
<i>Infernal Medusa</i>	<sup>B</sup> Summon Medusa	BB3	2/4, Any creature blocked by/blocking it is destroyed at end of combat.
<i>Lesser Werewolf</i>	<sup>B</sup> Summon Lycanthrope	B3	2/4, When blocked by/blocking creatures, may take -1/-0 until end of turn to give a permanent -0/-1 token to creature(B), cannot bring power to less than zero.
<i>Quagmire</i>	<sup>B</sup> Enchantment	B2	Stops all use of SwampWalk in play.
<i>Shimian Night Stalker</i>	<sup>A</sup> Summon Night Stalker	BB3	4/4, Redirect damage done to you by one creature from you to Stalker (Tap+B)
<i>Takklemaggot</i>	<sup>A</sup> Enchant Creature	BB2	Creature gets a -0/-1 counter each upkeep; When creature goes to graveyard, creature's controller places this on another creature; If no creatures then it becomes an Enchantment and does 1 damage each upkeep to the controller of the last creature that was killed.
<i>Touch of Darkness</i>	<sup>B</sup> Instant	B	Changes color of any/all creatures to black until end of turn
<i>Underworld Dreams</i>	<sup>A</sup> Enchantment	BBB	Opponent takes one damage for each card drawn.
<i>Wall of Putrid Flesh</i>	<sup>A</sup> Summon Wall	B2	2/4, Wall, Protection from White, Not damaged by creatures with enchantments on them.
<i>Wall of Tombstones</i>	<sup>A</sup> Summon Wall	B1	0/1+* where * is the number of creatures in your graveyard at the end of upkeep.
<i>Cyclopean Mummy</i>	<sup>c2</sup> Summon Mummy	B1	2/1, Leaves game if goes to graveyard from play.
<i>Darkness</i>	<sup>c1</sup> Instant	B	No creatures deal damage in attack phase this turn.
<i>Ghosts of the Damned</i>	<sup>c2</sup> Summon Ghosts	BB1	0/2, Tap to give -1/-0 to a creature until end of turn.
<i>Giant Slug</i>	<sup>c2</sup> Summon Slug	B1	1/1, Gains basic landwalk ability of choice starting next upkeep and going until end of turn (5)
<i>Glyph of Doom</i>	<sup>c2</sup> Instant	B	Destroys all creatures blocked by target wall at end of combat.
<i>Headless Horseman</i>	<sup>c1</sup> Summon Horseman	B2	2/2
<i>Hell Swarm</i>	<sup>c1</sup> Instant	B	-1/-0 to all creatures until end of turn.
<i>Lost Soul</i>	<sup>c2</sup> Summon Lost Soul	BB1	2/1, SwampWalk
<i>Pit Scorpion</i>	<sup>c2</sup> Summon Scorpion	B2	1/1, Gives poison token each time hits opponent. Player loses if ever has 10 poison tokens.
<i>Spirit Shackle</i>	<sup>c1</sup> Enchant Creature	BB	Creature gets a -0/-2 counter each time it is tapped.
<i>Syphon Soul</i>	<sup>c2</sup> Sorcery	B2	2 damage to all players except caster. Caster gets one life for each unprevented point of damage.
<i>Transmutation</i>	<sup>c1</sup> Instant	B1	Switch power and toughness of a creature until end of turn. Effects of altering effects are also switched.
<i>Vampire Bats</i>	<sup>c2</sup> Summon Bats	B	0/1, Flying, +1/+0(B) with max of two B each turn.
<i>Walking Dead</i>	<sup>c1</sup> Summon Walking Dead	B1	1/1, Regenerates(B)
<i>Wall of Shadows</i>	<sup>c2</sup> Summon Wall	BB1	0/1, Wall, Damage when blocking creatures is reduced to zero and cannot be targeted by spells that target only Walls.

# Blue Spells:

Card Name	Spell Type	Cost	Ability
<b>Acid Rain</b>	Sorcery	U3	Destroys all Forests in play.
<b>Elder Spawn</b>	Summon Spawn	UUU4	6/6. Cannot be blocked by red creatures; Sacrifice an Island each upkeep or take 6 damage and bury Spawn.
<b>Field of Dreams</b>	Enchant World	U	Top card of each player's library is always face-up.
<b>In the Eye of Chaos</b>	Enchant World	U2	All instants and interrupts are countered unless the spell cost is paid a second time with any color mana.
<b>Invoke Prejudice</b>	Enchantment	UUUU	Opponent must pay N additional mana to cast summon spells that are not the same color as one of your creatures; N is the cost of the summon spell.
<b>Juxtapose</b>	Sorcery	U3	You and your opponnet each trade control of your highest cost creature and highest cost artifact.
<b>Land Equilibrium</b>	Enchantment	UU2	If opponent has at least as many land as you do, then opponent must sacrifice a land when playing a new one.
<b>Psionic Entity</b>	Summon Entity	U4	2/2, Tap for 2 damage to any target but takes 3 damage to itself.
<b>Recall</b>	Sorcery	UXX	Sacrifice X cards from hand and bring X cards of choice from your graveyard to your hand. Then this card leaves the game.
<b>Reverberation</b>	Instant	UU2	Redirects damage done by one sorcery back at its caster.
<b>Telekinesis</b>	Instant	UU	Makes a creature not deal damage this turn. Also taps it and keeps it tapped for two turns.
<b>Teleport</b>	Instant	UUU	Makes creature unblockable until end of turn; Played after attackers chosen but before blockers chosen.
<b>Time Elemental</b>	Summon Elemental	U2	0/2, Send permanent with no enchantments on it to owner's hand (Tap+UU2); Take 5 damage and destroy at end of combat Elemental if it is used to attack or block.
<i>Azure Drake</i>	<sup>B</sup> Summon Drake	U3	2/4, Flying
<i>Backfire</i>	<sup>B</sup> Enchant Creature	U	For each one damage done to you by this creature, does one damage to controller of that creature.
<i>Brine Hag</i>	<sup>A</sup> Summon Hag	UU2	2/2; Creatures which damaged the Hag on the turn it goes to the graveyard become 0/2 creatures.
<i>Dream Coat</i>	<sup>B</sup> Enchant Creature	U	Creature can change colors once per turn.
<i>Mana Drain</i>	<sup>A</sup> Interrupt	UU	Counters target spell and gives N colorless mana to you next turn. N is the cost of the spell countered.
<i>Part Water</i>	<sup>B</sup> Sorcery	UXX	Gives X creatures IslandWalk.
<i>Puppet Master</i>	<sup>A</sup> Enchant Creature	UUU	If creature goes to graveyard, you may instead put it in your hand. If you pay UUU when this happens you may also reclaim this card.
<i>Relic Bind</i>	<sup>A</sup> Enchant Artifact	U2	Give one life or one damage to a player whenever artifact opponent controls is tapped. { does not say opponent must control it but errata says this }
<i>Reset</i>	<sup>B</sup> Interrupt	UU	Untaps all your lands. Played on opponent's turn after upkeep.
<i>Sea Kings' Blessing</i>	<sup>A</sup> Instant	U	Changes any/all creatures in play to blue until end of turn.
<i>Segovian Leviathan</i>	<sup>B</sup> Summon Leviathan	U4	3/3, IslandWalk
<i>Silhouette</i>	<sup>A</sup> Instant	U1	Creature is not damaged by spells or effects that target it until end of turn.
<i>Spectral Cloak</i>	<sup>A</sup> Enchant Creature	UU	Creature cannot be target of instants, sorceries, fast effects or enchantments unless it is tapped.
<i>Undertow</i>	<sup>A</sup> Enchantment	U2	Stops all use of IslandWalk in play.
<i>Wall of Wonder</i>	<sup>B</sup> Summon Wall	UU2	1/5, Wall, +4/-4 and can attack (UU2)
Anti-Magic Aura	<sup>c1</sup> Enchant Creature	U2	Destroys enchantments on creature and prevents all further enchantments, instants and sorceries on it.
Boomerang	<sup>c2</sup> Instant	UU	Send any permanent in play to its owner's hand.
Devouring Deep	<sup>c2</sup> Summon Devouring Deep	U2	1/2, IslandWalk
Enchantment Alteration	<sup>c1</sup> Instant	U	Move one creature or land enchantment to another creature or land without changing its controller.
Energy Tap	<sup>c2</sup> Sorcery	U	Taps a creature for colorless mana equal to its casting cost.
Flash Counter	<sup>c2</sup> Interrupt	U1	Counters an interrupt or instant.
Flash Flood	<sup>c2</sup> Instant	U	Destroys red permanent -or- sends a Mountain in play to its owner's hand.
Force Spike	<sup>c2</sup> Interrupt	U	Counters spell unless opponent pays 1 colorless mana.
Gaseous Form	<sup>c1</sup> Enchant Creature	U2	Creature takes and deals no damage in combat.
Glyph of Delusion	<sup>c1</sup> Instant	U	One creature blocked by target Wall becomes tapped for N turns where N is the casting cost of the creature.
Psychic Purge	<sup>c1</sup> Sorcery	U	Does 1 damage to any target. If this card is discarded by your opponent's action, opponent loses 5 life.
Remove Soul	<sup>c2</sup> Interrupt	U1	Counters a summon spell.
Venarian Gold	<sup>c1</sup> Enchant Creature	UUX	Taps creature and keeps it tapped for X turns.
Wall of Vapor	<sup>c2</sup> Summon Wall	U3	0/1, Damage when blocking creatures is reduced to zero.
Zephyr Falcon	<sup>c2</sup> Summon Falcon	U1	1/1, Flying, Does not tap when attacking.

# Green Spells:

Card Name	Spell Type	Cost	Ability
<b>Concordant Crossroads</b>	Enchant World	G	Creatures may attack or use abilities which tap them during the turn in which they are brought into play.
<b>Elven Riders</b>	Summon Riders	GG3	3/3, Only blockable by Walls and Flying creatures.
<b>Eureka</b>	Sorcery	GG2	Players alternate playing permanents from their hands with no casting cost required.
<b>Killer Bees</b>	Summon Bees	GG1	0/1, Flying, +1/+1(G)
<b>Living Plane</b>	Enchant World	GG2	All lands in play are 1/1 creatures as well as lands.
<b>Master of the Hunt</b>	Summon Master	GG2	2/2, Creates 1/1, green Wolves of the Hunt token creature which has Bands with Other (GG2)
<b>Pixie Queen</b>	Summon Pixie Queen	GG2	1/1, Flying, Give other creature Flying (Tap+GGG)
<b>Rebirth</b>	Sorcery	GGG3	Each player may add a card to their Ante and be returned to 20 life points. Only used in Ante games.
<b>Revelation</b>	Enchant World	G	All players play with hand face up on the table.
<b>Typhoon</b>	Sorcery	G2	Opponent takes 1 damage for each Island she has.
<b>Willow Satyr</b>	Summon Satyr	GG2	1/1, Tap to take control of a Legend; May choose not to untap; Lose control of Legend if Satyr becomes untapped or leaves play.
<b>Winter Blast</b>	Sorcery	GX	Taps X creatures and does 2 damage to each of them that has Flying.
<b>Wood Elemental</b>	Summon Elemental	G3	*/# where #=number of untapped Forests sacrificed when it is brought into play.
<i>Arboria</i>	<sup>A</sup> Enchant World	GG2	If a player does not put a card into play or cast a spell they cannot be attacked until their next turn.
<i>Cocoon</i>	<sup>A</sup> Enchant Creature	G	Taps creature and holds it tapped for 3 turns, then it gets +1/+1 and Flying; this card is buried.
<i>Craw Giant</i>	<sup>B</sup> Summon Giant	GGGG3	6/4, Trample, Rampage:2
<i>Deadfall</i>	<sup>A</sup> Enchantment	G2	Stops all use of Forest/Walk in play.
<i>Floral Spuzzem</i>	<sup>A</sup> Summon Spuzzem	G3	2/2; If not blocked when it attacks, you may destroy an artifact instead of dealing damage.
<i>Ichneumon Druid</i>	<sup>B</sup> Summon Druid	GG1	1/1, Opponent takes 4 damage for each instant past the first one cast each turn.
<i>Pradesh Gypsies</i>	<sup>A</sup> Summon Gypsies	G2	1/1, Give a creature -2/-0 until end of turn (Tap+G1)
<i>Rabid Wombat</i>	<sup>A</sup> Summon Wombat	GG2	0/1, Does not tap when attacking; Gets +2/+2 for each enchantment on it.
<i>Radjan Spirit</i>	<sup>A</sup> Summon Spirit	G3	3/2, Tap to remove flying from a creature until end of turn.
<i>Reincarnation</i>	<sup>B</sup> Instant	GG1	If target creature goes to graveyard this turn, may pull any creature of choice into play from graveyard.
<i>Storm Seeker</i>	<sup>B</sup> Instant	G3	Opponent takes one damage for each card in their hand.
<i>Sylvan Library</i>	<sup>A</sup> Enchantment	G1	May draw 2 extra cards during draw then put two back on the library in any order; Lose 4 life for each card not put back.
<i>Sylvan Paradise</i>	<sup>B</sup> Instant	G	Change any/all creatures in play green until end of turn.
<i>Untamed Wilds</i>	<sup>B</sup> Sorcery	G2	Bring one basic land from Library into play.
<i>Whirling Dervish</i>	<sup>B</sup> Summon Dervish	GG	1/1, Protection from Black, Gets a +1/+1 counter each time it damages opponent.
<i>Aisling Leprechaun</i>	<sup>c1</sup> Summon Faerie	G	1/1, Turns all creatures blocked by/blocking it to green.
<i>Avoid Fate</i>	<sup>c1</sup> Interrupt	G	Counters interrupt or enchantment targeted at one of your permanents.
<i>Barbary Apes</i>	<sup>c1</sup> Summon Apes	G1	2/2
<i>Cat Warriors</i>	<sup>c2</sup> Summon Cat Warriors	GG1	2/2, Forest/Walk
<i>Durkwood Boars</i>	<sup>c2</sup> Summon Boars	G4	4/4
<i>Emerald Dragonfly</i>	<sup>c2</sup> Summon Dragonfly	G1	1/1, Flying, First Strike(GG)
<i>Fire Sprites</i>	<sup>c2</sup> Summon Faerie	G1	1/1, Flying, (Tap+G) to get one red mana
<i>Giant Turtle</i>	<sup>c2</sup> Summon Turtle	GG1	2/4, Cannot attack if it did so last turn.
<i>Glyph of Reincarnation</i>	<sup>c1</sup> Instant	G	All creatures which survive being blocked by target wall are buried, and then pull one creature of choice out of attacker's graveyard and into play for each one that was buried.
<i>Hornet Cobra</i>	<sup>c2</sup> Summon Cobra	GG1	2/1, First Strike
<i>Moss Monster</i>	<sup>c2</sup> Summon Monster	GG3	3/6
<i>Rust</i>	<sup>c2</sup> Interrupt	G	Counters effect of an artifact with an activation cost.
<i>Shelkin Brownie</i>	<sup>c1</sup> Summon Faerie	G1	1/1, Tap to remove Bands with Other ability from creature until end of turn.
<i>Subdue</i>	<sup>c1</sup> Instant	G	Gives a creature +0/+N until end of turn but it deals no damage in combat. N is the casting cost of the creature.
<i>Wolverine Pack</i>	<sup>c2</sup> Summon Wolverine Pack	GG2	2/4, Rampage:2

# Red Spells:

Card Name	Spell Type	Cost	Ability
<b>Caverns of Despair</b>	Enchant World	RR2	All players may only attack or block with up to 2 creatures each turn.
<b>Crimson Manticore</b>	Summon Manticore	RR2	2/2, Flying, Do one damage to attacking or blocking creature (Tap+R).
<b>Disharmony</b>	Instant	R2	Take control of an attacking creature until end of turn. It comes across untapped.
<b>Falling Star</b>	Sorcery	R2	Flip 360 degrees. Does 3 damage to all creatures touched. Taps any creatures it touched but did not kill.
<b>Firestorm Phoenix</b>	Summon Phoenix	RR4	3/2, Flying, Goes to owner's hand instead of to graveyard when it is destroyed.
<b>Gravity Sphere</b>	Enchant World	R2	All creatures lose Flying ability.
<b>Kobold Overlord</b>	Summon Lord	R1	1/2, First Strike; Gives all your Kobolds First Strike.
<b>Land's Edge</b>	Enchant World	RR1	Any player may discard at any time. If discard a land, can do 2 damage to any player.
<b>Quarum Trench Gnomes</b>	Summon Gnomes	R3	1/1, Tap to make Plains generate colorless mana instead of white mana for rest of game.
<b>Spinal Villain</b>	Summon Villain	R2	1/2, Tap to destroy a blue creature
<b>Storm World</b>	Enchant World	R	All players take one damage for each card under 4 in their hand during upkeep.
<b>Tempest Efreet</b>	Summon Efreet	RRR1	3/3, Tap and bury Efreet in opponent's graveyard as an interrupt to take a random card from their hand into yours. Swap is permanent. Can be countered by losing 10 life. Play only in Ante games.
<b>Wall of Opposition</b>	Summon Wall	RR3	0/6, Wall, +1/+0(1)
<i>Aerathi Berserker</i>	<sup>B</sup> Summon Berserker	RRR2	2/4, Rampage:3 {Misprint in title of card}
<i>Backdraft</i>	<sup>A</sup> Instant	R1	Does one half of damage done by a sorcery back at the caster.
<i>Beasts of Bogardan</i>	<sup>B</sup> Summon Beasts	R4	3/3, Protection from Red, +1/+1 if an opponent has white cards in play.
<i>Blood Lust</i>	<sup>B</sup> Instant	R1	+4/-4 to a creature until end of turn. Does not reduce toughness below 1.
<i>Crevasse</i>	<sup>B</sup> Enchantment	R2	Stops use of MountainWalk
<i>Dwarven Song</i>	<sup>B</sup> Instant	R	Change any/all creatures in play to red until end of turn.
<i>Eternal Warrior</i>	<sup>A</sup> Enchant Creature	R	Creature does not tap when attacking.
<i>Frost Giant</i>	<sup>A</sup> Summon Giant	RRR3	4/4, Rampage:2
<i>Hyperion Blacksmith</i>	<sup>B</sup> Summon Smith	RR1	2/2, Tap to tap or untap an opponent's artifact.
<i>Kobold Drill Sergeant</i>	<sup>B</sup> Summon Drill Sergeant	R1	1/2, Gives all your Kobolds +0/+1 and Trample.
<i>Kobold Taskmaster</i>	<sup>B</sup> Summon Taskmaster	R1	1/2, Gives all your Kobolds +1/+0.
<i>Mountain Yeti</i>	<sup>A</sup> Summon Yeti	RR2	3/3, MountainWalk, Protection from White
<i>Primordial Ooze</i>	<sup>B</sup> Summon Ooze	R	1/1, Must attack if possible; Gets +1/+1 counter each upkeep. Must pay one mana per counter or it taps and you take damage equal to number of counters.
<i>Wall of Dust</i>	<sup>A</sup> Summon Wall	R2	1/4, Wall; Creatures blocked by wall cannot attack next turn.
<i>Winds of Change</i>	<sup>B</sup> Sorcery	R	All players shuffle hands into library and draw up to same number of cards in hand as before.
<i>Active Volcano</i>	<sup>c2</sup> Instant	R	Destroy blue permanent -or- send Island in play to its owner's hand.
<i>Blazing Effigy</i>	<sup>c2</sup> Summon Effigy	R1	0/3, When put in graveyard from play you do 3 damage to any creature. If Effigy was killed by another Effigy you do damage done by the other Effigy plus 3 to the creature.
<i>The Brute</i>	<sup>c1</sup> Enchant Creature	R1	+1/+0, Regenerates(RRR)
<i>Chain Lightning</i>	<sup>c2</sup> Sorcery	R	3 damage to any target, player or controller of target may pay RR to pick another target, repeat as necessary.
<i>Crimson Kobolds</i>	<sup>c2</sup> Summon Kobolds	0	0/1
<i>Crookshank Kobolds</i>	<sup>c2</sup> Summon Kobolds	0	0/1
<i>Feint</i>	<sup>c1</sup> Instant	R	Target attacker deals no damage and creatures it blocks deal no damage. Blockers blocking it are tapped.
<i>Giant Strength</i>	<sup>c2</sup> Enchant Creature	RR	+2/+2
<i>Glyph of Destruction</i>	<sup>c2</sup> Instant	R	Wall gains +10/+0 and takes no damage while blocking, but it is destroyed at end of turn.
<i>Immolation</i>	<sup>c1</sup> Enchant Creature	R	+2/-2
<i>Kobolds of Kher Keep</i>	<sup>c2</sup> Summon Kobolds	0	0/1
<i>Pyrotechnics</i>	<sup>c2</sup> Sorcery	R4	Distribute 4 damage any way you want to.
<i>Raging Bull</i>	<sup>c1</sup> Summon Bull	R2	2/2
<i>Wall of Earth</i>	<sup>c2</sup> Summon Wall	R1	0/6, Wall
<i>Wall of Heat</i>	<sup>c1</sup> Summon Wall	R2	2/6, Wall

# White Spells:

Card Name	Spell Type	Cost	Ability
<b>Akron Legionnaire</b>	Summon Legionnaire	WW6	8/4, None of your creatures may attack except Legionnaires and artifact creatures.
<b>Angelic Voices</b>	Enchantment	WW2	+1/+1 to all your creatures as long as they are all white or artifact creatures.
<b>Cleanse</b>	Sorcery	WW2	Destroys all black creatures in play.
<b>Divine Intervention</b>	Enchantment	WW6	Two turns from now game ends as a draw.
<b>Divine Transformation</b>	Enchant Creature	WW2	+3/+3
<b>Elder Land Wurm</b>	Summon Wurm	WWW4	5/5, Trample; Cannot attack until after it blocks at least once.
<b>Infinite Authority</b>	Enchant Creature	WWW	Destroys all creatures of toughness<4 that block it; Gets +1/+1 at end of turn for each creature that it sends to the graveyard.
<b>Lifeblood</b>	Enchantment	WW2	+1 life each time opponent taps a Mountain.
<b>Moat</b>	Enchantment	WW2	All players' non-Flying creatures cannot attack.
<b>Petra Sphinx</b>	Summon Sphinx	WWW2	3/4; Tap to have a player guess the top card of their library. If right, they get the card. If wrong it goes to the graveyard.
<b>Rapid Fire</b>	Instant	W3	Give a creature First Strike and Rampage:2 (if it does not already Rampage) until end of turn. Played before defense is chosen.
<b>Spiritual Sanctuary</b>	Enchantment	WW2	+1 life during upkeep of any player that has Plains.
<b>Thunder Spirit</b>	Summon Spirit	WW1	2/2, Flying, First Strike
<i>Fortified Area</i>	<sup>B</sup> Enchantment	WW1	All your Walls get +1/+0 and Banding.
<i>Great Defender</i>	<sup>A</sup> Instant	W	+0/+N to a creature where N is its casting cost.
<i>Greater Realm of Preservation</i>	<sup>B</sup> Enchantment	W1	Reduces damage from red or black source to zero (W1)
<i>Great Wall</i>	<sup>B</sup> Enchantment	W2	Stops all use of PlainsWalk in play.
<i>Heaven's Gate</i>	<sup>A</sup> Instant	W	Change any/all creatures in play to white until end of turn.
<i>Ivory Guardians</i>	<sup>A</sup> Summon Guardians	WW4	3/3, Protection from Red; Give+1/+1 to all Guardians if opponent has red cards in play.
<i>Kismet</i>	<sup>B</sup> Enchantment	W3	All opponent's creatures, land and artifacts enter play tapped.
<i>Land Tax</i>	<sup>A</sup> Enchantment	W	If opponent has more land than you, during upkeep you may pull up to 3 basic land from your library to your hand.
<i>Presence of the Master</i>	<sup>A</sup> Enchantment	W3	Counters all enchantment spells while this is in play.
<i>Righteous Avengers</i>	<sup>B</sup> Summon Avengers	W4	3/1, PlainsWalk
<i>Seeker</i>	<sup>A</sup> Enchant Creature	WW2	Creature can only be blocked by white and artifact creatures.
<i>Shield Wall</i>	<sup>B</sup> Instant	W1	+0/+2 to all your creatures until end of turn.
<i>Spirit Link</i>	<sup>A</sup> Enchant Creature	W	Each point of damage done by creature gives you one life.
<i>Visions</i>	<sup>B</sup> Sorcery	W	Look at top 5 cards of any library, then may choose to shuffle it.
<i>Wall of Light</i>	<sup>A</sup> Summon Wall	W2	1/5, Wall, Protection from Black
Alabaster Potion	<sup>c2</sup> Instant	WWX	GiveX life to a player-or- prevent X damage to target.
Amrou Kithkin	<sup>c2</sup> Summon Kithkin	WW	1/1, Cannot be blocked by creatures with power>2.
Clergy of the Holy Nimbus	<sup>c2</sup> Summon Priest	W	1/1, Always Regenerates unless opponent pays one colorless mana.
D'Avenant Archer	<sup>c2</sup> Summon Archer	W2	1/2, Tap to do 1 damage to attacking or blocking creature.
Divine Offering	<sup>c2</sup> Instant	W1	Destroy artifact and get life equal to its casting cost.
Enchanted Being	<sup>c1</sup> Summon Being	WW1	2/2, Takes no damage from creatures with enchantments on them.
Equinox	<sup>c1</sup> Enchant Land	W	Tap this land to counter land destruction spell which affects one or more of your lands.
Glyph of Life	<sup>c2</sup> Instant	W	All damage done to target wall so far this turn is added to your life.
Holy Day	<sup>c1</sup> Instant	W	No creatures deal or take damage from combat this turn.
Indestructible Aura	<sup>c2</sup> Instant	W	All damage to creature is reduced to zero for rest of turn.
Keepers of the Faith	<sup>c2</sup> Summon Keepers	WW1	2/3
Osai Vultures	<sup>c1</sup> Summon Vultures	W1	1/1, Flying, Gains a counter at end of turn if a creature went to the graveyard that turn. May turn in 2 counters for +1/+1 until end of turn.
Remove Enchantments	<sup>c1</sup> Instant	W	Bring enchantments you own to your hand and destroy opponent's. Affects all enchantments you control plus all of opponent's enchantments that are in your territory. Attacking creatures are in your territory.
Tundra Wolves	<sup>c2</sup> Summon Wolves	W	1/1, First Strike
Wall of Caltrops	<sup>c1</sup> Summon Wall	W1	2/1, Wall, Bands only with other Walls in defense.