Chronicles

Expansion set for Magic: The Gathering

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Key:

Rare cards are shown in bold text and occur only once (u1) on the uncommon sheet.
Uncommon cards are shown in italics and occur either three (u3) times on the uncommon sheet or once (c1) on the common sheet.
Common cards are shown in normal text and occur two (c2) or three (c3) times on the common sheet.

There are 3 common cards for every one uncommon card.
The numbers next to the name indicate the relative frequency of a card within its group (common/uncommon).
The expansion symbol next to the name indicates the expansion the card was previously in:

AN = Arabian Nights, AQ = Antiquities, LG = Legends, DK = The Dark

Land:

Card Name			Spell Type	Ability
City of Brass	u1	AN	Land	Tap for 1 mana of any color; Take 1 damage when City is tapped.
Safe Haven	u1	DK	Land	Remove one of your creatures from the game to a safe place (Tap+2); Sacrifice Haven during upkeep to return all those creatures to play under owner's control.
Urza's Mine *Tunnel mouth* *Pulley* *Bathyscape / Clawed Sphere* *Tower*	c4	AQ	Land	Tap for 1 colorless mana; If Urza's Power Plant and Urza's Tower are also in play you get 2 colorless mana.
Urza's Power Plant *Columns* *Vat / Rock in Pot* *Insect / Bug* *Copper Sphere*	c4	AQ	Land	Tap for 1 colorless mana; If Urza's Mine and Urza's Tower are also in play you get 2 colorless mana.
Urza's Tower *Winter / Mountains* *Spring / Seashore* *Summer / Plains* *Fall / Forest*	c4	AQ	Land	Tap for 1 colorless mana; If Urza's Mine and Urza's Power Plant are also in play you get 3 colorless mana.

Artifacts:

Card Name		Spell Type	Cost	Ability
Arena of the Ancients	u1 LG	Artifact	3	Taps all Legends as it enters play; Legends do not untap as normal.
Barl’s Cage	u1 DK	Artifact	4	Make a creature not untap during its next untap (3)
Book of Rass	u1 DK	Artifact	6	Draw one card (2+Lose 2 life)
Bronze Horse	u1 LG	Artifact Creature	7	4/4, Trample; Damaged by targeted spells is reduced to zero if you have other creatures in play.
Gauntlets of Chaos	u1 LG	Artifact	5	Sacrifice this card and pay 5 mana to swap control of land, creature or artifact until end of game. Buries enchantments on the cards swapped.
Horn of Deafening	u1 LG	Artifact	4	Make a creature deal no damage this turn in combat (Tap+2)
Jalum Tome	u1 AQ	Artifact	3	Draw a card, then discard one (Tap+2)
Jeweled Bird	u1 AN	Artifact	1	Tap to make this card for your Ante, put your previous Ante in your graveyard, then draw a new card. Only in Ante games.
Obelisk of Undoing	u1 AQ	Artifact	1	Return one permanent in play you own and control to hand (6)
Rakalite	u1 AQ	Artifact	6	Prevent 1 damageto any target (2); Return to hand at end of turn in which it is used.
Sentinel	u1 LG	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.
Serpent Generator	u1 LG	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.
Triassic Egg	u1 LG	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.
Voodoo Doll	u1 LG	Artifact	6	Do X damage to any target (Tap+X+X); X is the number of counters on this card. Add one counter at beginning of each upkeep. If untapped at the end of your turn, take X damage and destroy Doll.
Ashnod's Altar	c2 AQ	Artifact	3	Sacrifice creature to get 2 colorless mana (0)
Ashnod's Transmogrant	c2 AQ	Artifact	1	Tap and sacrifice this card to give a non-artifact creature a permanent +1/+1 and it becomes an Artifact Creature.
Feldon's Cane	c2 AQ	Artifact	1	Tap and remove Cane from game to reshuffle graveyard into library.
Fountain of Youth	c2 DK	Artifact	0	Gain one life (Tap+2)
Living Armor	c2 DK	Artifact	4	Tap and sacrifice this card to put a +0/+X counter on a creature where X is the creature’s casting cost.
Runesword	c2 DK	Artifact	6	+2/+0 to a creature (Tap+3); Creatures damaged by a Runesword wielding creature may not regenerate and leaves the game if destroyed; Bury Runesword if creature using it is destroyed.
Tormod’s Crypt	c2 DK	Artifact	0	Tap and sacrifice this card to remove a player’s graveyard from the game.

Multicolor Spells:

Card Name	Spell Type	Cost	Ability
Arcades Sabboth u1 LG	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.
Axelrod Gunnarson u1 LG	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.
Ayesha Tanaka u1 LG	Summon Legend	UUWW	2/2, Banding; Tap to counter effect of an artifact with an activation cost unless opponent pays W.
Chromium u1 LG	Summon Elder Dragon Legend	BBUU WW2	7/7, Flying, Rampage:2; Pay BUW during upkeep or this card is buried.
Dakkon Blackblade u1 LG	Summon Legend	BUUW2	*/* where * is the number of lands you control.
Gabriel Angelfire u1 LG	Summon Legend	GGWW3	4/4, Each upkeep can get one of Flying, First Strike, Trample or Rampage:3 until beginning of next upkeep.
Johan u1 LG	Summon Legend	GRW3	5/4; If does not attack and is not tapped then none of your creatures tap when attacking.
Nebuchadnezzar u1 LG	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.
Nicol Bolas u1 LG	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.
Palladia-Mors u1 LG	Summon Elder Dragon Legend	GGRR WW2	7/7, Flying, Trample; Pay GRW during upkeep or this card is buried.
Rubinia Soulsinger u1 LG	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.
Sol'kanar the Swamp King u1 LG	Summon Legend	BUR2	5/5, SwampWalk; Gain one life each time a black spell is cast.
Stangg u1 LG	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.
Vaevictis Asmadi u1 LG	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.
Xira Arien u1 LG	Summon Legend	BGR	1/2, Flying, Make a player draw one card (Tap+BGR)
Kei Takahashi c1 LG	Summon Legend	GW2	2/2, Tap to prevent up to 2 damage to a creature.
Marhault Elsdragon c1 LG	Summon Legend	GRR3	4/6, Rampage:1
Sivitri Scarzam c1 LG	Summon Legend	BU5	6/4
Tobias Andrion c1 LG	Summon Legend	UW3	4/4
Tor Wauki c1 LG	Summon Legend	BBR2	3/3, Tap to do 2 damage to an attacking or blocking creature.

Black Spells:

Card Name	Spell Type	Cost	Ability
Hell's Caretaker u1 LG	Summon Hell's Caretaker	B3	1/1, Tap and sacrifice a creature during upkeep to bring a creature from your graveyard directly into play.
The Wretched u1 LG	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.
Yawgmoth Demon u1 AQ	Summon Demon	BB4	6/6, Flying, First Strike; Sacrifice an artifact during upkeep or take 2 damage and Demon taps.
Banshee u3 DK	Summon Banshee	BB2	0/1; Do half of X (round down) in damage to any player or creature but take half of X (round up) damage on yourself (Tap+X)
The Fallen u3 DK	Summon Fallen	BBB1	2/3; Each upkeep does 1 damage to each opponent it has damaged previously.
Fallen Angel u3 LG	Summon Angel	BB3	3/3, Flying, Sacrifice a creature for +2/+1 until end of turn.
Shimian Night Stalker u3 LG	Summon Night Stalker	BB3	4/4, Redirect damage done to you by one creature from you to Stalker (Tap+B)
Takklemaggot u3 LG	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.
Bog Rats c3 DK	Summon Rats	B	1/1, Cannot be blocked by Walls
Cuombajj Witches c3 AN	Summon Witches	BB	1/3; Tap for each player to do 1 damage to any player or creature. You choose first.
Giant Slug c3 LG	Summon Slug	B1	1/1, Gains basic landwalk ability of choice starting next upkeep and going until end of turn (5)
Hasran Ogress c3 AN	Summon Ogre	BB	3/2; Pay 2 colorless mana when attacking or take 3 damage.
Transmutation c3 LG	Instant	B1	Switch power and toughness of a creature until end of turn. Effects of altering effects are also switched.
Wall of Shadows c3 LG	Summon Wall	BB1	0/1, Wall, Damage when blocking creatures is reduced to zero and cannot be targeted by spells that target only Walls. { Has Antiquities symbol instead of Legends symbol }

Blue Spells:

Card Name	Spell Type	Cost	Ability
Dance of Many u1 DK	Enchantment	UU	Put token creature into play which copies all characteristics of a Summon card which is in play. Token leaves play if Dance does, and Dance leaves play if token does; Pay UU each upkeep or Dance is destroyed.
Juxtapose u1 LG	Sorcery	U3	You and your opponnet each trade control of your highest cost creature and highest cost artifact. Do not trade a type if a player has none of the correct type.
Teleport u1 LG	Instant	UUU	Makes creature unblockable until end of turn; Played after attackers chosen but before blockers chosen.
Azure Drake u3 LG	Summon Drake	U3	2/4, Flying
Enchantment Alteration u3 LG	Instant	U	Move one creature or land enchantment to another creature or land without changing its controller. Treat the enchantment as if it were just cast.
Puppet Master u3 LG	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.
Recall u3 LG	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.
Wall of Wonder u3 LG	Summon Wall	UU2	1/5, Wall, +4/-4 and can attack (UU2)
Boomerang c3 LG	Instant	UU	Send any permanent in play to its owner's hand.
Dandân c3 AN	Summon Dandân	UU	4/1; Cannot attack if opponent does not have Islands, Buried if you have no Islands.
Fishliver Oil c3 AN	Enchant Creature	U1	Gives IslandWalk ability.
Flash Flood c3 LG	Instant	U	Destroys red permanent -or- sends a Mountain in play to its owner's hand.
Remove Soul c3 LG	Interrupt	U1	Counters a summon spell.
Wall of Vapor c3 LG	Summon Wall	U3	0/1, Damage when blocking creatures is reduced to zero.

Green Spells:

Card Name		Spell Type	Cost	Ability
Concordant Crossroads	u1 LG	Enchant World	G	Creatures may attack or use abilities which tap them as soon as they are brought into play.
Cyclone	u1 AN	Enchantment	GG2	Gets 1 counter each upkeep; Pay G for each counter to do 1 damage per counter to all players and creatures;.If not paid, it is destroyed.
Revelation	u1 LG	Enchant World	G	All players play with hand face up on the table.
Cocoon	u3 LG	Enchant Creature	G	Taps creature and holds it tapped for 3 turns, then it gets +1/+1 and Flying; this card is buried.
Craw Giant	u3 LG	Summon Giant	GGGG3	6/4, Trample, Rampage:2
Erhnam Djinn	u3 AN	Summon Djinn	G3	4/5; Each upkeep gives ForestWalk to one of opponent's non-Wall creatures until next upkeep.
Rabid Wombat	u3 LG	Summon Wombat	GG2	0/1, Does not tap when attacking; Gets +2/+2 for each enchantmnet on it.
Storm Seeker	u3 LG	Instant	G3	Opponent takes one damage for each card in their hand.
Argothian Pixies	c3 AQ	Summon Faeries	G1	2/1, Cannot be blocked by artifact creatures, Damage from artifact sources is reduced to zero.
Cat Warriors	c3 LG	Summon Cat Warriors	GG1	2/2, ForestWalk
Emerald Dragonfly	c3 LG	Summon Dragonfly	G1	1/1, Flying, First Strike(GG)
Ghazban Ogre	c3 AN	Summon Ogre	G	2/2; During upkeep moves control to player with the most life points. Controller keeps it in a tie.
Metamorphosis	c3 AN	Sorcery	G	Sacrifice creature for casting cost+1 mana of any color which can only be used for summonings.
Scavenger Folk	c3 DK	Summon Scavenger Folk	G	1/1, Destroy an artifact (Tap+G+Sacrifice this card)

Red Spells:

Card Name		Spell Type	Cost	Ability
Aladdin	u1 AN	Summon Aladdin	RR2	1/1; Take control of artifact (Tap+RR1). Lose control if you lose control of this card.
Blood Moon	u1 DK	Enchantment	R2	All non-basic lands become Mountains.
Land's Edge	u1 LG	Enchant World	RR1	Any player may discard at any time. If discard a land, can do 2 damage to any player.
Beasts of Bogardan	u3 LG	Summon Beasts	R4	3/3, Protection from Red, +1/+1 if an opponent has white cards in play.
Fire Drake	u3 DK	Summon Drake	RR1	1/2, Flying, +1/+0 (R) but maximum of R each turn
Goblin Artisans	u3 AQ	Summon Goblins	R	1/1, Tap when you cast an artifact then flip a coin with opponent calling Heads or Tails: Opponent's Favor=counters artifact, Your Favor=draw one card. Only use one Artisan per spell cast.
Primordial Ooze	u3 LG	Summon Ooze	R	1/1, Must attack if possible; Gets +1/+1 counter at beginning of each upkeep. At end of upkeep must pay one mana per counter or it taps and you take damage equal to number of counters.
Wall of Opposition	u3 LG	Summon Wall	RR3	0/6, Wall, +1/+0(1)
Active Volcano	c3 LG	Instant	R	Destroy blue permanent -or- send Island in play to its owner's hand.
Goblin Digging Team	c3 DK	Summon Goblins	R	1/1, Tap and sacrifice this card to destroy a Wall.
Goblin Shrine	c3 DK	Enchant Land	RR1	Gives all Goblins +1/+0 if on a basic Mountain; Does 1 damage to all Goblins if it leaves play.
Goblins of the Flarg	c3 DK	Summon Goblins	R	1/1, MountainWalk; Buried if you control any Dwarves.
Mountain Yeti	c3 LG	Summon Yeti	RR2	3/3, MountainWalk, Protection from White
Wall of Heat	c3 LG	Summon Wall	R2	2/6, Wall

White Spells:

		Card Name		Spell Type	Cost	Ability
		Akron Legionnaire	u1 LG	Summon Legionnaire	WW6	8/4, None of your creatures may attack except Legionnaires and artifact creatures.
		Angelic Voices	u1 LG	Enchantment	WW2	+1/+1 to all your creatures as long as they are all white or artifact creatures.
		Petra Sphinx	u1 LG	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.
		Abu Ja'far	u3 AN	Summon Leper	W	0/1; If destroyed in combat, all creatures blocked or blocking are buried.
		Blood of the Martyr	c3 DK	Instant	WWW	You may redirect damage done to any number of creatures to yourself until end of turn.
		Ivory Guardians	u3 LG	Summon Guardians	WW4	3/3, Protection from Red; Give+1/+1 to all Guardians if opponent has red cards in play.
		Shield Wall	u3 LG	Instant	W1	+0/+2 to all your creatures until end of turn.
		Witch Hunter	u3 DK	Summon Hunter	WW2	1/1, Tap to do 1 damage to a player; Send one of opponent's creatures to their hand (Tap+WW1)
		D'Avenant Archer	c3 LG	Summon Archer	W2	1/2, Tap to do 1 damage to attacking or blocking creature.
		Divine Offering	c3 LG	Instant	W1	Destroy artifact and get life equal to its casting cost.
		Indestructible Aura	c3 LG	Instant	W	All damage to creature is reduced to zero for rest of turn.
		Keepers of the Faith	c3 LG	Summon Keepers	WW1	2/3
		Repentant Blacksmith	c3 AN	Summon Smith	W1	1/2, Protection from Red
		War Elephant	c3 AN	Summon Elephant	W3	2/2, Trample, Bands