

Legions

Expansion set for Magic: The Gathering

This card list is copyrighted, but may be distributed freely in unmodified form at no more than cost of duplication.
It is an original work with exact text card descriptions provided to assist players and collectors.
It is not approved by Wizards of the Coast, but it should not violate the rights and protection that they are entitled to.
Comments, questions and other issues can be directed to the author at: dangelo@crystalkeep.com

Key:

Rare cards (R) are shown in bold text.
Uncommon cards (U) are shown in italicized text.
Common cards (C) are shown in normal text.

Each booster pack contains 1 rare, 3 uncommon, and 11 common.

Every card in the set has a normal version and a foil version.
Rare foil cards appear in a rare slot in one out of every 40 booster packs.
Uncommon foil cards appear in an uncommon slot in one out of every 20 booster packs.
Common foil cards appear in a common slot in one out of every 12 booster packs.

Black Spells:

| Card Name | Spell Type | Cost | Ability |
|------------------------------|-----------------------------|-------|---|
| Bane of the Living | Creature - Insect | BB2 | 4/3. Morph XBB. When Bane of the Living is turned face up, all creatures get -X/-X until end of turn. |
| Drinker of Sorrow | Creature - Horror | B2 | 5/3. Drinker of Sorrow can't block. ; Whenever Drinker of Sorrow deals combat damage, sacrifice a permanent. |
| Ghastly Remains | Creature - Zombie | BBB | 0/0. Amplify 1. At the beginning of your upkeep, if Ghastly Remains is in your graveyard, you may pay BBB. If you do, return Ghastly Remains to your hand. |
| Graveborn Muse | Creature - Zombie Spirit | BB2 | 3/3. At the beginning of your upkeep, you draw X cards and you lose X life, where X is the number of Zombies you control. |
| Havoc Demon | Creature - Demon | BB5 | 5/5. Flying. When Havoc Demon is put into a graveyard from play, all creatures get -5/-5 until end of turn. |
| Hollow Specter | Creature - Specter | BB1 | 2/2. Flying. Whenever Hollow Specter deals combat damage to a player, you may pay X. If you do, that player reveals X cards from his or her hand and you choose one of them. That player discards that card. |
| Phage the Untouchable | Creature - Minion Legend | BBBB3 | 4/4. When Phage the Untouchable comes into play, if you didn't play it from your hand, you lose the game. ; Whenever Phage deals combat damage to a creature, destroy that creature. It can't be regenerated. ; Whenever Phage deals combat damage to a player, that player loses the game. |
| Scion of Darkness | Creature - Avatar | BBB5 | 6/6. Trample. Whenever Scion of Darkness deals combat damage to a player, you may put target creature card from that player's graveyard into play under your control. ; Cycling 3. |
| Toxin Sliver | Creature - Sliver | B3 | 3/3. Whenever a Sliver deals combat damage to a creature, destroy that creature. It can't be regenerated. |
| <i>Aphetto Exterminator</i> | Creature - Wizard | B2 | 3/1. Morph 3B. When Aphetto Exterminator is turned face up, target creature gets -3/-3 until end of turn. |
| <i>Corpse Harvester</i> | Creature - Zombie Wizard | BB3 | 3/3. 1B, Tap, Sacrifice a creature: Search your library for a Zombie card and a swamp card, reveal them, and put them into your hand. Then shuffle your library. |
| <i>Dark Supplicant</i> | Creature - Cleric | B | 1/1. Tap, Sacrifice three Clerics: Search your graveyard, hand, and/or library for a card named Scion of Darkness and put it into play. If you search your library this way, shuffle it. |
| <i>Deathmark Prelate</i> | Creature - Cleric | B3 | 2/3. 2B, Tap, Sacrifice a Zombie: Destroy target non-Zombie creature. It can't be regenerated. Play this ability only any time you could play a sorcery. |
| <i>Earthblighter</i> | Creature - Cleric | B1 | 1/1. 2B, Tap, Sacrifice a Goblin: Destroy target land. |
| <i>Noxious Ghoul</i> | Creature - Zombie | BB3 | 3/3. Whenever Noxious Ghoul or another Zombie comes into play, all non-Zombie creatures get -1/-1 until end of turn. |
| <i>Spectral Sliver</i> | Creature - Sliver | B2 | 2/2. All Slivers have "2: This creature gets +1/+1 until end of turn." |
| <i>Withered Wretch</i> | Creature - Zombie Cleric | BB | 2/2. 1: Remove target card in a graveyard from the game. |
| <i>Zombie Brute</i> | Creature - Zombie | B6 | 5/4, Trample. Amplify 1. |
| Blood Celebrant | Creature - Cleric | B | 1/1. B, Pay 1 life: Add one mana of any color to your mana pool. |
| Crypt Sliver | Creature - Sliver | B1 | 1/1. All Slivers have "Tap: Regenerate target Sliver." |
| Dripping Dead | Creature - Zombie | BB4 | 4/1. Dripping Dead can't block. ; Whenever Dripping Dead deals combat damage to a creature, destroy that creature. It can't be regenerated. |
| Embalmed Brawler | Creature - Zombie | B2 | 2/2. Amplify 1. Whenever Embalmed Brawler attacks or blocks, you lose 1 life for each +1/+1 counter on it. |
| Gempalm Polluter | Creature - Zombie | B5 | 4/3. Cycling BB. When you cycle Gempalm Polluter, you may have target player lose 1 life for each Zombie in play. |
| Goblin Turncoat | Creature - Goblin Mercenary | B1 | 2/1. Sacrifice a Goblin: Regenerate Goblin Turncoat. |
| Infernal Caretaker | Creature - Cleric | B3 | 2/2. Morph 3B. When Infernal Caretaker is turned face up, return all Zombie cards from all graveyards to their owners' hands. |
| Skinthinner | Creature - Zombie | B1 | 2/1. Morph 3BB. When Skinthinner is turned face up, destroy target nonblack creature. It can't be regenerated. |
| Smokespew Invoker | Creature - Zombie Mutant | B2 | 3/1. 7B: Target creature gets -3/-3 until end of turn. |
| Sootfeather Flock | Creature - Bird | B4 | 3/2, Flying. Morph 3B. |
| Vile Deacon | Creature - Cleric | BB2 | 2/2. Whenever Vile Deacon attacks, it gets +X/+X until end of turn, where X is the number of Clerics in play. |

Blue Spells

| Card Name | Spell Type | Cost | Ability |
|---------------------------------|----------------------------|------|---|
| Chromeshell Crab | Creature - Beast | U4 | 3/3. Morph 4U. When Chromeshell Crab is turned face up, you may exchange control of target creature you control and target creature an opponent controls. |
| Dermoplasm | Creature - Shapeshifter | U2 | 1/1, Flying. Morph 2UU. When Dermoplasm is turned face up, you may put a creature card with morph from your hand into play face up. If you do, return Dermoplasm to its owner's hand. |
| Dreamborn Muse | Creature - Spirit | UU2 | 2/2. At the beginning of each player's upkeep, that player puts the top X cards from his or her library into his or her graveyard, where X is the number of cards in his or her hand. |
| Keeper of the Nine Gales | Creature - Bird Wizard | U2 | 1/2, Flying. Tap, Tap two untapped Birds you control: Return target permanent to its owner's hand. |
| Mistform Ultimus | Creature - Illusion Legend | U3 | 3/3. Mistform Ultimus is every creature type (even if this card isn't in play). ; Mistform Ultimus may attack as though it weren't a Wall. |
| Riptide Director | Creature - Wizard | UU2 | 2/3. 2UU, Tap: Draw a card for each Wizard you control. |
| Riptide Mangler | Creature - Beast | U1 | 0/3. 1U: Change Riptide Mangler's power to target creature's power. (It doesn't change back at end of turn) |
| Synapse Sliver | Creature - Sliver | U4 | 3/3. Whenever a Sliver deals combat damage to a player, its controller may draw a card. |
| Weaver of Lies | Creature - Beast | UU5 | 4/4. Morph 4U. When Weaver of Lies is turned face up, turn any number of target creatures with morph other than Weaver of Lies face down. |
| <i>Crookclaw Elder</i> | Creature - Bird Wizard | U5 | 3/2, Flying. Tap two untapped Birds you control: Draw a card. ; Tap two untapped Wizards you control: Target creature gains flying until end of turn. |
| <i>Gempalm Sorcerer</i> | Creature - Wizard | U2 | 2/2. Cycling 2U. When you cycle Gempalm Sorcerer, all Wizards gain flying until end of turn. |
| <i>Master of the Veil</i> | Creature - Wizard | UU2 | 2/3. Morph 2U. When Master of the Veil is turned face up, you may turn target creature with morph face down. |
| <i>Mistform Wakecaster</i> | Creature - Illusion | U4 | 2/3, Flying. 1: Mistform Wakecaster's type becomes the creature type of your choice until end of turn. ; 2UU, Tap: Choose a creature type. The type of each creature you control becomes that type until end of turn. |
| <i>Primoc Escapee</i> | Creature - Bird Beast | U6 | 4/4, Flying. Cycling 2. |
| <i>Shifting Sliver</i> | Creature - Sliver | U3 | 2/2. Slivers can't be blocked except by Slivers. |
| <i>Wall of Deceit</i> | Creature - Wall | U1 | 0/5. (Walls can't attack) 3: Turn Wall of Deceit face down. ; Morph U. |
| <i>Warped Researcher</i> | Creature - Wizard Mutant | U4 | 3/4. Whenever a player cycles a card, Warped Researcher gains flying until end of turn and can't be the target of spells or abilities this turn. |
| <i>Willbender</i> | Creature - Wizard | U1 | 1/2. Morph 1U. When Willbender is turned face up, change the target of target spell or ability with a single target. |
| Aven Envoy | Creature - Bird Soldier | U | 0/2, Flying. |
| Cephalid Pathmage | Creature - Cephalid Wizard | U2 | 1/2. Cephalid Pathmage is unblockable. ; Tap, Sacrifice Cephalid Pathmage: Target creature is unblockable this turn. |
| Covert Operative | Creature - Wizard | U4 | 3/2. Covert Operative is unblockable. |
| Echo Tracer | Creature - Wizard | U2 | 2/2. Morph 2U. When Echo Tracer is turned face up, return target creature to its owner's hand. |
| Fugitive Wizard | Creature - Wizard | U | 1/1. |
| Glintwing Invoker | Creature - Wizard Mutant | U4 | 3/3. 7U: Glintwing Invoker gets +3/+3 and gains flying until end of turn. |
| Keeneye Aven | Creature - Bird Soldier | U3 | 2/3, Flying. Cycling 2. |
| Merchant of Secrets | Creature - Wizard | U2 | 1/1. When Merchant of Secrets comes into play, draw a card. |
| Mistform Seaswift | Creature - Illusion | U3 | 3/1, Flying. 1: Mistform Seaswift's type becomes the creature type of your choice until end of turn. ; Morph 1U. |
| Mistform Sliver | Creature - Illusion Sliver | U1 | 1/1. All Slivers have "1: This creature's type becomes the creature type of your choice in addition to its other types until end of turn." |
| Voidmage Apprentice | Creature - Wizard | U1 | 1/1. Morph 2UU. When Voidmage Apprentice is turned face up, counter target spell. |

Green Spells

| Card Name | Spell Type | Cost | Ability |
|-----------------------------|--------------------------------------|------|---|
| Brood Sliver | Creature - Sliver | G4 | 3/3. Whenever a Sliver deals combat damage to a player, its controller may put a 1/1 colorless Sliver creature token into play. |
| Caller of the Claw | Creature - Elf | G2 | 2/2. You may play Caller of the Claw any time you could play an instant. ; When Caller of the Claw comes into play, put a 2/2 green Bear creature token into play for each nontoken creature put into your graveyard from play this turn. |
| Elvish Soultiller | Creature - Elf Mutant | GG3 | 5/4. When Elvish Soultiller is put into a graveyard from play, choose a creature type. Shuffle all creature cards of that type from your graveyard into your library. |
| Feral Throwback | Creature - Beast | GG4 | 3/3, Provoke. Amplify 2. |
| Krosan Cloudscraeper | Creature - Beast Mutant | GGG7 | 13/13. At the beginning of your upkeep, sacrifice Krosan Cloudscraeper unless you pay GG. ; Morph 7GG. |
| Primal Whisperer | Creature - Elf Soldier | G4 | 2/2. Primal Whisperer gets +2/+2 for each face-down creature in play. ; Morph 3G. |
| Seedborn Muse | Creature - Spirit | GG3 | 2/4. Untap all permanents you control during each other player's untap step. |
| Tribal Forcemage | Creature - Elf Wizard | G1 | 1/1. Morph 1G. When Tribal Forcemage is turned face up, creatures of the type of your choice get +2/+2 and gain trample until end of turn. |
| Vexing Beetle | Creature - Insect | G4 | 3/3. Vexing Beetle can't be countered. ; Vexing Beetle gets +3/+3 as long as no opponent controls a creature. |
| <i>Branchsnap Lorian</i> | Creature - Beast | GG1 | 4/1, Trample. Morph G. |
| <i>Brontoth erium</i> | Creature - Beast | GG4 | 5/3, Trample, Provoke. |
| <i>Canopy Crawler</i> | Creature - Beast | G3 | 2/2. Amplify 1. Tap: Target creature gets +1/+1 until end of turn for each +1/+1 counter on Canopy Crawler. |
| <i>Enormous Baloth</i> | Creature - Beast | G6 | 7/7. |
| <i>Gempalm Strider</i> | Creature - Elf | G1 | 2/2. Cycling 2GG. When you cycle Gempalm Strider, all Elves get +2/+2 until end of turn. |
| <i>Root Sliver</i> | Creature - Sliver | G3 | 2/2. Root Sliver can't be countered. ; Sliver spells can't be countered. |
| <i>Totem Speaker</i> | Creature - Elf Druid | G4 | 3/3. Whenever a Beast comes into play, you may gain 3 life. |
| <i>Wirewood Channeler</i> | Creature - Elf | G3 | 2/2. Tap: Add X mana of any one color to your mana pool, where X is the number of Elves in play. |
| <i>Wirewood Hivemaster</i> | Creature - Elf | G1 | 1/1. Whenever another nontoken Elf comes into play, you may put a 1/1 green Insect creature token into play. |
| Berserk Murlodont | Creature - Beast | G4 | 3/3. Whenever a Beast becomes blocked, it gets +1/+1 until end of turn for each creature blocking it. |
| Defiant Elf | Creature - Elf | G | 1/1, Trample. |
| Glowing Rogon | Creature - Beast | G5 | 4/4. Amplify 1. |
| Hundroog | Creature - Beast | G6 | 4/7. Cycling 3. |
| Krosan Vorine | Creature - Cat Beast | G3 | 3/2, Provoke. Krosan Vorine can't be blocked by more than one creature. |
| Nantuko Vigilante | Creature - Insect Druid Mutant | G3 | 3/2. Morph 1G. When Nantuko Vigilante is turned face up, destroy target artifact or enchantment. |
| Needleshot Gourna | Creature - Beast | GG4 | 3/6. Needleshot Gourna may block as though it had flying. |
| Patron of the Wild | Creature - Elf | G | 1/1. Morph 2G. When Patron of the Wild is turned face up, target creature gets +3/+3 until end of turn. |
| Quick Sliver | Creature - Sliver | G1 | 1/1. You may play Quick Sliver any time you could play an instant. ; Any player may play Sliver cards any time he or she could play an instant. |
| Stonewood Invoker | Creature - Elf Mutant | G1 | 2/2. 7G: Stonewood Invoker gets +5/+5 until end of turn. |
| Timberwatch Elf | Creature - Elf | G2 | 1/2. Tap: Target creature gets +X/+X until end of turn, where X is the number of Elves in play. |

Red Spells

| Card Name | Spell Type | Cost | Ability |
|-----------------------------|----------------------------|------|---|
| Clickslither | Creature - Insect | RRR1 | 3/3, Haste. Sacrifice a Goblin: Clickslither gets +2/+2 and gains trample until end of turn. |
| Goblin Goon | Creature - Goblin Mutant | R3 | 6/6. Goblin Goon can't attack unless you control more creatures than defending player. ; Goblin Goon can't block unless you control more creatures than attacking player. |
| Imperial Hellkite | Creature - Dragon | RR5 | 6/6, Flying. Morph 6RR. When Imperial Hellkite is turned face up, you may search your library for a Dragon card, reveal it, and put it into your hand. If you do, shuffle your library. |
| Kilnmouth Dragon | Creature - Dragon | RR5 | 5/5, Flying. Amplify 3. Tap: Kilnmouth Dragon deals damage equal to the number of +1/+1 counters on it to target creature or player. |
| Lavaborn Muse | Creature - Spirit | R3 | 3/3. At the beginning of each opponent's upkeep, if that player has two or fewer cards in hand, Lavaborn Muse deals 3 damage to him or her. |
| Magma Sliver | Creature - Sliver | R3 | 3/3. All Slivers have "Tap: Target Sliver gets +X/+0 until end of turn, where X is the number of Slivers in play." |
| Rockshard Elemental | Creature - Elemental | RR5 | 4/3, Double Strike. Morph 4RR. |
| Skirk Alarmist | Creature - Wizard | R1 | 1/2, Haste. Tap: Turn target face-down creature you control face up. At end of turn, sacrifice it. |
| Unstable Hulk | Creature - Goblin Mutant | RR1 | 2/2. Morph 3RR. When Unstable Hulk is turned face up, it gets +6/+6 and gains trample until end of turn. You skip your next turn. |
| <i>Blade Sliver</i> | Creature - Sliver | R2 | 2/2. All Slivers get +1/+0. |
| <i>Frenetic Raptor</i> | Creature - Beast | R5 | 6/6. Beasts can't block. |
| <i>Gempalm Incinerator</i> | Creature - Goblin | R2 | 2/1. Cycling 1R. When you cycle Gempalm Incinerator, you may have it deal X damage to target creature, where X is the number of Goblins in play. |
| <i>Goblin Assassin</i> | Creature - Goblin Assassin | RR3 | 2/2. Whenever Goblin Assassin or another Goblin comes into play, each player flips a coin. Each player whose coin comes up tails sacrifices a creature. |
| <i>Goblin Clearcutter</i> | Creature - Goblin | R3 | 3/3. Tap,Sacrifice a forest: Add three mana in any combination of red and/or green to your mana pool. |
| <i>Goblin Dynamo</i> | Creature - Goblin Mutant | RR5 | 4/4. Tap: Goblin Dynamo deals 1 damage to target creature or player. ; XR,Tap,Sacrifice Goblin Dynamo: Goblin Dynamo deals X damage to target creature or player. |
| <i>Ridgetop Raptor</i> | Creature - Beast | R3 | 2/1, Double Strike. |
| <i>Skirk Drill Sergeant</i> | Creature - Goblin | R1 | 2/1. Whenever Skirk Drill Sergeant or another Goblin is put into a graveyard from play, you may pay 2R. If you do, reveal the top card of your library. If it's a Goblin card, put it into play. Otherwise, put it into your graveyard. |
| <i>Warbreak Trumpeter</i> | Creature - Goblin | R | 1/1. Morph XXR. When Warbreak Trumpeter is turned face up, put X 1/1 red Goblin creature tokens into play. |
| Bloodstoke Howler | Creature - Beast | R5 | 3/4. Morph 6R. When Bloodstoke Howler is turned face up, Beasts you control get +3/+0 until end of turn. |
| Crested Craghorn | Creature - Beast | R4 | 4/1, Haste, Provoke. |
| Flamewave Invoker | Creature - Goblin Mutant | R2 | 2/2. 7R: Flamewave Invoker deals 5 damage to target player. |
| Goblin Firebug | Creature - Goblin | R1 | 2/2. When Goblin Firebug leaves play, sacrifice a land. |
| Goblin Grappler | Creature - Goblin | R | 1/1, Provoke. |
| Goblin Lookout | Creature - Goblin | R1 | 1/2. Tap,Sacrifice a Goblin: All Goblins get +2/+0 until end of turn. |
| Hunter Sliver | Creature - Sliver | R1 | 1/1. All Slivers have provoke. |
| Macetail Hystrodon | Creature - Beast | R6 | 4/4, First Strike, Haste. Cycling 3. |
| Shaleskin Plower | Creature - Beast | R3 | 3/2. Morph 4R. When Shaleskin Plower is turned face up, destroy target land. |
| Skirk Marauder | Creature - Goblin | R1 | 2/1. Morph 2R. When Skirk Marauder is turned face up, it deals 2 damage to target creature or player. |
| Skirk Outrider | Creature - Goblin | R3 | 2/2. Skirk Outrider gets +2/+2 and has trample as long as you control a Beast. |

White Spells

| Card Name | Spell Type | Cost | Ability |
|-------------------------------|--------------------------|------|---|
| Akroma, Angel of Wrath | Creature - Angel Legend | WWW5 | 6/6, Flying, First Strike, Trample, Haste, Protection from Black, Protection from Red. Attacking doesn't cause Akroma, Angel of Wrath to tap. |
| Beacon of Destiny | Creature - Cleric | W1 | 1/3. Tap: The next time a source of your choice would deal damage to you this turn, that damage is dealt to Beacon of Destiny instead. |
| Celestial Gatekeeper | Creature - Bird Cleric | WW3 | 2/2, Flying. When Celestial Gatekeeper is put into a graveyard from play, remove it from the game, then return up to two target Bird and/or Cleric cards from your graveyard to play. |
| Defender of the Order | Creature - Cleric | W3 | 2/4. Morph WW. When Defender of the Order is turned face up, creatures you control get +0/+2 until end of turn. |
| Essence Sliver | Creature - Sliver | W3 | 3/3. Whenever a Sliver deals damage, its controller gains that much life. |
| Glowrider | Creature - Cleric | W2 | 2/1. Noncreature spells cost 1 more to play. |
| Planar Guide | Creature - Cleric | W | 1/1. 3W, Remove Planar Guide from the game: Remove all creatures from the game. At end of turn, return those cards to play under their owners' control. |
| Sunstrike Legionnaire | Creature - Soldier | W1 | 1/2. Sunstrike Legionnaire doesn't untap during your untap step. ; Whenever another creature comes into play, untap Sunstrike Legionnaire. ; Tap: Tap target creature with converted mana cost 3 or less. |
| Windborn Muse | Creature - Spirit | W3 | 2/3, Flying. Creatures can't attack you unless their controller pays 2 for each creature attacking you. (This cost is paid as attackers are declared) |
| <i>Akroma's Devoted</i> | Creature - Cleric | W3 | 2/4. Attacking doesn't cause Clerics to tap. |
| <i>Aven Warhawk</i> | Creature - Bird Soldier | W4 | 2/2, Flying. Amplify 1. |
| <i>Cloudreach Cavalry</i> | Creature - Soldier | W1 | 1/1. Cloudreach Cavalry gets +2/+2 and has flying as long as you control a Bird. |
| <i>Daru Mender</i> | Creature - Cleric | W | 1/1. Morph W. When Daru Mender is turned face up, regenerate target creature. |
| <i>Liege of the Axe</i> | Creature - Soldier | W3 | 2/3. Attacking doesn't cause Liege of the Axe to tap. ; Morph 1W. ; When Liege of the Axe is turned face up, untap it. |
| <i>Stoic Champion</i> | Creature - Soldier | WW | 2/2. Whenever a player cycles a card, Stoic Champion gets +2/+2 until end of turn. |
| <i>Swooping Talon</i> | Creature - Bird Soldier | WW4 | 2/6, Flying, Provoke. 1: Swooping Talon loses flying until end of turn. |
| <i>Ward Sliver</i> | Creature - Sliver | W4 | 2/2. As Ward Sliver comes into play, choose a color. ; All Slivers have protection from the chosen color. |
| <i>White Knight</i> | Creature - Knight | WW | 2/2, First Strike, Protection from Black. |
| <i>Aven Redeemer</i> | Creature - Bird Cleric | W3 | 2/2, Flying. Tap: Prevent the next 2 damage that would be dealt to target creature or player this turn. |
| <i>Daru Sanctifier</i> | Creature - Cleric | W3 | 1/4. Morph 1W. When Daru Sanctifier is turned face up, destroy target enchantment. |
| <i>Daru Stinger</i> | Creature - Soldier | W3 | 1/1. Amplify 1. Tap: Daru Stinger deals damage equal to the number of +1/+1 counters on it to target attacking or blocking creature. |
| <i>Deftblade Elite</i> | Creature - Soldier | W | 1/1, Provoke. 1W: Prevent all combat damage that would be dealt to and dealt by Deftblade Elite this turn. |
| <i>Gempalm Avenger</i> | Creature - Soldier | W5 | 3/5. Cycling 2W. When you cycle Gempalm Avenger, all Soldiers get +1/+1 and gain first strike until end of turn. |
| <i>Lowland Tracker</i> | Creature - Soldier | W4 | 2/2, First Strike, Provoke. |
| <i>Plated Sliver</i> | Creature - Sliver | W | 1/1. All Slivers get +0/+1. |
| <i>Starlight Invoker</i> | Creature - Cleric Mutant | W1 | 1/3. 7W: You gain 5 life. |
| <i>Wall of Hope</i> | Creature - Wall | W | 0/3. (Walls can't attack). Whenever Wall of Hope is dealt damage, you gain that much life. |
| <i>Whipgrass Entangler</i> | Creature - Cleric | W2 | 1/3. 1W: Until end of turn, target creature gains "This creature can't attack or block unless its controller pays 1 for each Cleric in play. (This cost is paid as attackers or blockers are declared)" |
| <i>Wingbeat Warrior</i> | Creature - Bird Soldier | W2 | 2/1, Flying. Morph 2W. When Wingbeat Warrior is turned face up, target creature gains first strike until end of turn. |