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Legends product images

Magic Arcana
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Legends probably predates many current players, and as a result these players have never seen a box or even a single booster pack. Here, then, is a history lesson of sorts.

The booster packs were not very flashy back then and did not feature card art. They were also plastic as opposed to foil, which unfortunately made it easy to determine their contents without opening them.

Legends was only sold in booster packs; even though it was a 310-card set, it did not contain basic land and was not considered a "stand-alone" expansion. Hence, there were no *Legends* starter decks.



Included in every pack was a "Legends Rules Card" that tried to explain -- in very small text -- the new keywords and mechanics. Such inserts have since been abandoned for "reminder text" on the cards themselves.

New Magic: The Gathering Rules Specific to Legends Cards

Bands with Other (Creature Type)

Creatures with the ability *bands with other* (creature type) have a limited form of the banding ability.

When attacking, a creature with this ability may join with any number of attacking creatures as long as they all have banding or bands with other (creature type) where the creature type listed is the same. The choice to use this ability must be announced when the attack is declared. These creatures must then be treated as if they had joined together using the regular banding ability.

When defending, if at least two creatures with the ability bands with other (creature type), where the creature type listed is the same, block the same attacker or attackers, then the damage from the attacking creature or creatures is distributed among all the blockers of this attacker or attackers as the defending player desires.

Rampage

After defense is chosen but before damage is assigned, an attacking creature with *rampage*:* gains +*/+* until end of turn for each creature beyond the first assigned to block it.

Multicolored Cards

Any card whose casting cost includes more than one color of mana is considered multicolored; it is all the colors in its casting cost. For example, a card with red mana and black mana in its casting cost is considered both black and

red. Thus a spell that affects only black cards would affect it, and a spell that says it does not affect red cards would not affect it. Either Circle of Protection: Black or Circle of Protection: Red would prevent damage done by this card.

Enchant World

Enchant world cards are treated like enchantments, except that only one enchant world may be in play at a time. If one enchant world is brought into play while another is already in play, the one already in play is buried.

Legends and Legendary Lands

Legends are considered creatures except that there may be only one legend of the same name in play at a time. If a second legend of the same name is brought into play, it is buried. If more than one legend of the same name is brought into play at the same time, all of them are buried. *Legendary lands* are treated in the same manner, except that they are considered lands instead of creatures.

General Rule Clarifications

When something changes a creature's power and toughness to specific numbers, such as 0/2, play as if these numbers appeared in the lower right-hand corner of the card. Other cards may legally modify these numbers.

If you take control of an opponent's card during the course of a game, you always return it to its owner at the end of game unless the card by which you gained control specifically states that you become the owner of the controlled card. If the controlled card is placed in the graveyard during play, bury it in its owner's graveyard.

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