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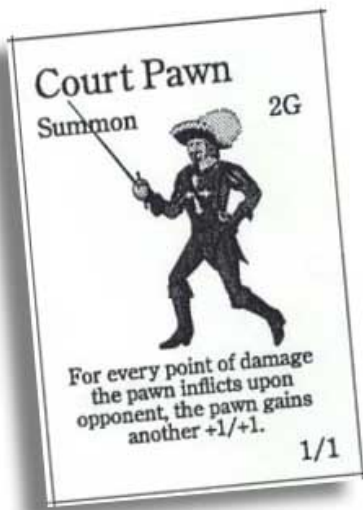


Legends of Chess

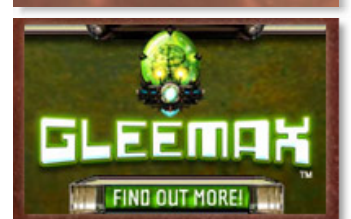
Magic Arcana
 Thursday, July 11, 2002

The original design file for *Legends* contained six full cycles of creatures representing the six different pieces in chess. Each color had a Pawn, a Rook, a Knight, a Queen, and a King that were identical across the colors; for example, the red King and the blue King did exactly the same thing.

Almost all the pieces were cut in development, and while a few of the abilities were used elsewhere (the green Rook inspired *Jacques le Vert*, for instance), only the green Pawn made it through relatively unscathed. Its mana cost was changed from 1G to 2G (in those days 2G meant two mana, one of which was green), and it was given protection from black and renamed *Whirling Dervish*.



Below is the playtest sheet for the red and green chess pieces for your perusal. The other three colors were exactly the same.



<p>Court Pawn Summon 2R</p>  <p>For every point of damage the pawn inflicts upon opponent, the pawn gains another +1/+1.</p> <p>1/1</p>	<p>Court Rook Summon 3R</p>  <p>All casters creatures of the same color gain +2 toughness while Rook is untapped.</p> <p>1/3</p>	<p>Court Knight Summon 4R</p>  <p>May tap a knight and untap a land.</p> <p>3/3</p>	<p>Court Bishop Summon 5R</p>  <p>May instantly redirect a sorcery or instant played on a creature. Owners choice.</p> <p>4/4</p>
<p>Court Queen Summon 6R</p>  <p>Queen may switch her attack with a friendly creature after blockers are set.</p> <p>5/5</p>	<p>Court King Summon 7R</p>  <p>Caster may sacrifice any other court piece of the same color to save the kings life.</p> <p>6/6</p>	<p>Court Pawn Summon 2G</p>  <p>For every point of damage the pawn inflicts upon opponent, the pawn gains another +1/+1.</p> <p>1/1</p>	<p>Court Rook Summon 3G</p>  <p>All casters creatures of the same color gain +2 toughness while Rook is untapped.</p> <p>1/3</p>
<p>Court Knight Summon 4G</p>  <p>May tap a knight and untap a land.</p> <p>3/3</p>	<p>Court Bishop Summon 5G</p>  <p>May instantly redirect a sorcery or instant played on a creature. Owners choice.</p> <p>4/4</p>	<p>Court Queen Summon 6G</p>  <p>Queen may switch her attack with a friendly creature after blockers are set.</p> <p>5/5</p>	<p>Court King Summon 7G</p>  <p>Caster may sacrifice any other court piece of the same color to save the kings life.</p> <p>6/6</p>



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