

Mana-Fixing (1)

Open when a player controls three or more colors of permanents. (#1)

Mana converges on Legacia, making it easier to access more colors. But what do the gates lead to?

After the match ends, the player who opens this packet adds 3 Guildgates to his pool. Each other player adds 1 Guildgate to his pool. Then, add the rest the packet to the cube. For each future tournament, all players may add up to 3 Guildgates to their pool after the draft when adding basic lands.

Contents: Guildgates, 1x each cluestone, cycle of gate creatures

The Guilds of Ravnica (3)

Open when a player controls at least three multicolored permanents, and packet #1 has already been opened. (#3)

The guild gates glow. Through each one comes a representative. They say they are here from Ravnica, and that the Guildpact must be maintained, everywhere they go. The demand is simple: choose a guild.

After the match, starting with the player with the best record and working down, each player selects a guild and add its cards to their card pool.

Contents: Each Guildmage, Guild Keyrune, and Charm

Sliver Invasion (2)

Open when a player controls three or more nontoken, nonhuman creatures of the same creature type. (#2)

A wellspring of power engulfs the creatures. They turn to each other in bafflement as they began to be able to hear each others' thoughts. Then, they begin to shift and change into new forms, mutating into new creatures. The wellspring tears open, and more of the creatures invade Legacia, all working as one mind.

Pause the round immediately. Replace those creatures with three cards of the packet from the same colors. The creatures replaced are removed from the cube. Resume the round. Add the other cards from the packet to the cube.

Contents: 20 slivers or sliver-related cards.

Planar Chaos (4)

Open when one player has mana of each of all five colors in his or her mana pool. (#4)

The mana storms of Legacia intensify. Familiar spells change. Mana warps. The familiar is forever altered by the exposure to the plane of Legacia.

That player reveals a card from his hand, and places one of the new stickers on its casting cost, or on a card in their graveyard. New end upgrades are now available.

Contents: The planar chaos stickers.

Storm (5)

Open when 6 or more non-creature, non-artifact spells are cast in a single turn. (#5)

The rifts in Legacia open. The very magics wielded shift and change in your hands.

Both players in the match add one of the Spell Upgrade stickers to an appropriate spell in their graveyard. From now on, Spell Upgrades are available as an additional option for end of game upgrades.

Contents: Spell Upgrades

Legendary (7)

Open when a creature has four or more auras and/or equipment attached to it, all with the same controller. (#7)

The people of Legacia have long cried out for a champion. The time has come.

Fuses all applicable abilities, power, and toughness currently on that creature onto a single legendary card, including all colored mana casting cost. Name it. Add packet to cube.

Contents: 15 legends

The Wall of Shame (6)

When a player goes 0-3 in a tournament (i.e. wins no matches), write his or her name on this packet. Open when a player has his or her name listed three times. (#6)

The other planeswalkers have mocked you for long enough. The time for you to act is now. They'll all pay! And you'll show them who

After the tournament, that player bans ANY card of their choosing, including one marked, by destroying it. Starting with the losing records and working up, each player adds a drawback sticker to any card in the cube of their choosing (including one that already has a sticker). The next draft (only) is a Rotisserie Draft.

Contents: Drawback stickers

Conspiracy (8)

Open when a player has won 3 tournaments. (#8)

The balance of power amongst the planeswalkers has been upset. One among you threatens to take over. Only by banding together can you correct the imbalance... and still profit from it.

In the next tournament, add a Conspiracy card to every pack, and play a multiplayer draft (Conspiracy-style.) For every subsequent tournament, players may vote to make the draft a Conspiracy draft instead (ties broken by the player who opened this packet.)

Contents: Conspiracy pack

The New Era (9)

Open at the end of a tournament when more than 60 cards have been added to the cube, and at least 40 cards have upgrade stickers on them. (#9)

Creatures evolve to meet the dangerous new threats. The end times are near for Legacia. Will you be the one to save it, or destroy it?

Drafts now use 15 card packs. Advanced Creature Upgrades are now available. Also, there is no longer any limit to how many stickers can be placed on a single card.

Contents: Advanced Upgrade stickers.

Clone Club (10)

Open when a player controls 3 or more of the same non-token permanent, or 6 or more of the same token. (#10)

Legacia serves as a nexus between different planes. Once alternate versions overlap, there's no going back to unique.

At the end of the match, all players choose a creature in their card pool, and add 3 copies of that card to their pool. Those cards are also part of the cube from now on.

Contents: 10 copying/multiple-centric cards.