Magic: The Gathering

(Fourth Edition)

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Key:

Rare cards are in bold text
Uncommon cards are in italics
Common cards are in normal text
Land cards are in normal text

The following are used to indicate where cards originally were printed:
(AN) =Added from Arabian Nights expansion, (AQ) = Added from Antiquities expansion
(LG) =Added from Legends expansion, (DK) = Added from The Dark expansion

Land

Card Name		Spell Type	Ability
Forest	*Path*	Land	Tap for 1 Green mana
	Shadows		
	Big Tree		
Island	*Purplish*	Land	Tap for 1 Blue mana
	Greenish		
	Red Sky		
Mountain	*Red Sky*	Land	Tap for 1 Red mana
	Blue Sky		
	Green Sky		
Plains	*Dots*	Land	Tap for 1 White mana
	Trees		
	Dark		
Swamp	*Whitish*	Land	Tap for 1 Black mana
	Yellowish		
	Greenish		

Mishra's Factory	(AQ)	Land	Tap for 1 colorless mana. Tap to give +1/+1 to any Assembly Worker. Turn this card into a 2/2 Assembly Worker artifact-land creature until end of turn (1).
Oasis	(AN)	Land	Tap to prevent one damage to any creature.
Strip Mine	(AQ)	Land	Tap for 1 colorless mana. Destroy a land (Tap and sacrifice this card).

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Artifacts *(Part 1 of 2)*

		Card Name		Spell Type	Cost	Ability
		Aladdin's Lamp	(AN)	Artifact	10	Instead of drawing in draw phase, draw X cards and keep only one (Tap+X). X cannot be zero.
		Aladdin's Ring	(AN)	Artifact	8	4 damage to any target (Tap+8)
		Ankh of Mishra		Artifact	2	Player takes 2 damage each time they play a land.
		Armageddon Clock	(AQ)	Artifact	6	Add one counter each upkeep; Does 1 damage to all players for each counter at end of upkeep; Any player may remove a counter during an upkeep for 4 mana.
		Black Mana Battery	(LG)	Artifact	4	Add a counter to it (Tap+2). Tap and remove X counters for X+1 black mana.
		Blue Mana Battery	(LG)	Artifact	4	Add a counter to it (Tap+2). Tap and remove X counters for X+1 blue mana.
		Bottle of Suleiman	(AN)	Artifact	4	Flip coin and take 5 damage or get 5/5 Flying Djinn token creature (1+Sacrifice this card)
		Bronze Tablet	(AQ)	Artifact	6	As an interrupt Swap Tablet with any card in play (Tap+4); Effect is permanent, but can be countered with 10 life lost; Ante games only; Enters play tapped.
		Clockwork Avian	(AQ)	Artifact Creature	5	0/4, Flying. Starts with four +1/+0 counters. Remove one counter at end of combat if it attacks or defends. Add X counters (Tap+X). Cannot have more than 4 counters.
		Clockwork Beast		Artifact Creature	6	0/4, Starts with seven +1/+0 counters;. Remove one counter at end of combat if it attacks or defends. Use during upkeep to add X counters (Tap+X). Cannot have more than 7 counters.
		Colossus of Sardia	(AQ)	Artifact Creature	9	9/9, Trample; Does not untap as normal. Costs 9 to untap during upkeep.
		Coral Helm	(AQ)	Artifact	3	+2/+2 to a creature until end of turn (3+discard random card from hand)
		Dancing Scimitar	(AN)	Artifact Creature	4	1/5, Flying
		Dingus Egg		Artifact	4	2 damage to controller of land which goes to the graveyard from play.
		Disrupting Scepter		Artifact	3	Target player discards one card (Tap+3). Only usable on your turn.
		Dragon Engine	(AQ)	Artifact Creature	3	1/3, +1/+0 (2)
		Ebony Horse	(AN)	Artifact	3	Untap one of your attackers and make it neither take nor deal damage (Tap+2)
		Flying Carpet	(AN)	Artifact	4	Gives Flying until end of turn (Tap+2); Destroyed if creature destroyed when using it.
		Green Mana Battery	(LG)	Artifact	4	Add a counter to it (Tap+2). Tap and remove X counters for X+1 green mana.
		Helm of Chatzuk		Artifact	1	Give creature Banding until end of turn(Tap+1)
		The Hive		Artifact	5	Create 1/1 Flying Wasp artifact token creature (Tap+5)
		Howling Mine		Artifact	2	All players draw 1 extra card during Draw phase.
		Ivory Tower	(AQ)	Artifact	1	Gain 1 life at beginning of upkeep for each card over 4 in hand.
		Jade Monolith		Artifact	4	Redirect damage from creature to self (1)
		Jandor's Saddlebags	(AN)	Artifact	2	Untap a creature (Tap+3)
		Jayemdae Tome		Artifact	4	Draw a card (Tap+4)
		Kormus Bell		Artifact	4	All Swamps become 1/1 land-creatures.
		Mana Vault		Artifact	1	Tap for 3 colorless mana; Does not untap as normal; Untap for 4 mana during upkeep. Take 1 damage if tapped at end of upkeep.
		Meekstone		Artifact	1	Creatures with power >2 do not untap.
		Millstone	(AQ)	Artifact	2	Put top 2 cards of a player's library and put them in their graveyard (Tap+2)
		Mishra's War Machine	(AQ)	Artifact Creature	7	5/5, Bands; Discard 1 card from hand each upkeep or take 3 damage and Machine is tapped if damage is not prevented.
		Nevinyrral's Disk		Artifact	4	Destroy all creatures, enchantments and artifacts (Tap+1); Enters play tapped.

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Artifacts *(Part 2 of 2)*

		Card Name		Spell Type	Cost	Ability
		Onulet	(AQ)	Artifact Creature	3	2/2, Controller gets +2 life when Onulet is destroyed.
		Primal Clay	(AQ)	Artifact Creature	4	At casting choose to make it a 3/3 creature, a 1/6 Wall creature, or a 2/2, Flying creature.
		Red Mana Battery	(LG)	Artifact	4	Add a counter to it (Tap+2). Tap and remove X counters for X+1 red mana.
		Sunglasses of Urza		Artifact	3	Can use White mana as Red mana.
		Tetravus	(AQ)	Artifact Creature	6	1/1, Flying; Starts with three +1/+1 counters; During upkeep can convert counters to or from 1/1, Flying artifact token Tetravite creatures which cannot be enchanted.
		Triskelion	(AQ)	Artifact Creature	6	1/1; Starts with three +1/+1 counters; Do 1 damage to any target (Remove a counter).
		Urza's Avenger	(AQ)	Artifact Creature	6	4/4; Can get Bands, Flying, Trample, and/or First Strike until end of turn at -1/-1 until end of turn for each ability.
		White Mana Battery	(LG)	Artifact	4	Add a counter to it (Tap+2). Tap and remove X counters for X+1 white mana.
		Winter Orb		Artifact	2	All players untap only one land per turn.
		Ashnod's Battle Gear	(AQ)	Artifact	2	Give one of your creatures +2/-2 (Tap+2); Effect remains until untapped, may choose not to untap.
		Black Vise		Artifact	1	Opponent takes 1 damage at end of upkeep for each card over 4 in hand.
		Brass Man	(AN)	Artifact Creature	1	1/3; Does not untap as normal. Pay 1 during upkeep to untap.
		Celestial Prism		Artifact	3	1 mana of any color (Tap+2)
		Conservator		Artifact	4	Prevent 2 damage to you (Tap+3)
		Crystal Rod		Artifact	1	+1 life when Blue spell cast (1)
		Cursed Rack	(AQ)	Artifact	4	Opponent must discard down to 4 cards during discard phase.
		Diabolic Machine	(DK)	Artifact Creature	7	4/4, Regenerates (3)
		Fellwar Stone	(DK)	Artifact	2	Tap for one mana of any type opponent's lands can produce.
		Glasses of Urza		Artifact	1	Tap to look at a player's hand.
		Iron Star		Artifact	1	+1 life when Red spell cast (1)
		Ivory Cup		Artifact	1	+1 life when White spell cast (1)
		Library of Leng		Artifact	1	Skip discard phase; Can discard to top of library if discard is forced.
		Obsianus Golem		Artifact Creature	6	4/6
		Ornithopter	(AQ)	Artifact Creature	0	0/2, Flying
		The Rack	(AQ)	Artifact	1	Opponent takes 1 damage at end of upkeep for each card less than 3 in hand.
		Rod of Ruin		Artifact	4	Do 1 damage to any creature or player (Tap+3)
		Shapeshifter	(AQ)	Artifact Creature	6	*/(7-*) where * is chosen between 0 and 7 on casting and each upkeep.
		Soul Net		Artifact	1	+1 life when creature goes to graveyard (1)
		Tawnos's Wand	(AQ)	Mono Artifact	4	Creature of power<=2 unblockable until end of turn (Tap+2)
		Tawnos's Weaponry	(AQ)	Mono Artifact	2	Gives +1/+1 to a creature (Tap+2); Effect remains until untapped, may choose not to untap.
		Throne of Bone		Artifact	1	+1 life when Black spell cast (1)
		Wooden Sphere		Artifact	1	+1 life when Green spell cast (1)
		Amulet of Kroog	(AQ)	Artifact	2	Prevent 1 dmg to any creature or player (Tap+2)
		Battering Ram	(AQ)	Artifact Creature	2	1/1, Bands only when attacking; Destroys Walls that block it at end of combat.
		Clay Statue	(AQ)	Artifact Creature	4	3/1, Regenerates (2)
		Grapeshot Catapult	(AQ)	Artifact Creature	4	2/3, Do 1 damage to a Flying creature (Tap).
		Wall of Spears	(AQ)	Artifact Creature	3	2/3, Wall, First Strike
		Yotian Soldier	(AQ)	Artifact Creature	3	1/4, Does not tap when attacking.

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Black Spells *(Part 1 of 2)*

		Card Name		Spell Type	Cost	Ability
		Bad Moon		Enchantment	B1	Gives +1/+1 to all Black creatures.
		Cosmic Horror	(LG)	Summon Horror	BBB3	7/7, First Strike; Pay BBB3 during upkeep or take 7 damage and destroys this card.
		Deathlace		Interrupt	B	Change one permantnt's or spell's color to Black.
		El-Hajjâj	(AN)	Summun El-Hajjâj	BB1	1/1; +1 life for each damage it does up to a maximum of the creature's toughness or player's life total.
		Greed	(LG)	Enchantment	B3	Draw a card (B + 2 life)
		Lord of the Pit		Summon Demon	BBB4	7/7, Trample, Flying; Sacrifice one creature during upkeep or take 7 damage. Cannot sacrifice itself.
		Mind Twist		Sorcery	BX	Target player discards X cards at random.
		Nether Shadow		Summon Shadow	BB	1/1, Can attack on turn it is brought into play; If in graveyard with 3 creatures on top, can be brought into play for no cost at end of upkeep.
		Nightmare		Summon Nightmare	B5	*/* where *=number of swamps you control, Flying
		Rag Man	(DK)	Summon Rag Man	BB2	2/1, On your turn you can look at opponent's hand and make them discard a random creature card (Tap+BBB)
		Royal Assassin		Summon Assassin	BB1	1/1, Tap to destroy one tapped creature
		Sorceress Queen	(AN)	Summon Sorceress	BB1	1/1; Tap to make a creature other than this one 0/2 until end of turn
		Warp Artifact		Enchant Artifact	BB	Does 1 damage during upkeep to artifact's controller.
		Will-O'-The-Wisp		Summon Will-O'-The-Wisp	B	0/1, Flying, Regenerates (B)
		Xenic Poltergeist	(AQ)	Summon Poltergeist	BB1	1/1, Tap to turn a non-creature artifact into a creature of power/toughness equal to its casting cost until beginning of your next upkeep.
		Zombie Master		Summon Lord	BB1	2/3, All Zombies get SwampWalk and Regeneration.
		Abomination	(LG)	Summon Abomination	BB3	2/6, Any green or white creature blocked by/blocking it is destroyed at end of combat.
		Animate Dead		Enchant Dead Creature	B1	Pull creature from any graveyard at -1 power as if just summoned. It is buried if this card is removed.
		Ashes to Ashes	(DK)	Sorcery	BB1	Remove two non-artifact creatures from the game and take 5 damage on yourself.
		Black Knight		Summon Knight	BB	2/2, First Strike, Protection from White
		Blight	(LG)	Enchant Land	BB	If land is tapped, it is destroyed at end of turn.
		Bog Wraith		Summon Wraith	B3	3/3, SwampWalk
		Carrion Ants	(LG)	Summon Ants	BB2	0/1, +1/+1(1)
		Cursed Land		Enchant Land	BB2	Does 1 damage during upkeep to land's controller.
		Deathgrip		Enchantment	BB	Counter Green spell as it is cast (BB)
		Evil Presence		Enchant Land	B	Change a Land to a basic Swamp.
		Gloom		Enchantment	B2	White spells cost 3 more to cast and white enchantments cost 3 more to activate.
		Hypnotic Specter		Summon Specter	BB1	2/2, Flying, Player discards one card if damaged
		Junun Efreet	(AN)	Summon Efreet	BB1	3/3, Flying; Pay BB during upkeep or Efreet is buried.
		Scavenging Ghoul		Summon Ghoul	B3	2/2; Gets 1 counter at end of turn for each creature that dies during that turn. Can use a counter to Regenerate from being destroyed.
		Sengir Vampire		Summon Vampire	BB3	4/4, Flying; Gets a +1/+1 counter each time a creature it damaged that turn goes to the graveyard.
		Simulacrum		Instant	B1	Transfer all damage this turn from self to a creature.
		Spirit Shackle	(LG)	Enchant Creature	BB	Creature gets a -0/-2 counter each time it is tapped.
		Uncle Istvan	(DK)	Summon Uncle Istvan	BBB1	1/3, All damage from creatures is reduced to zero.
		Wall of Bone		Summon Wall	B2	1/4, Wall, Regenerates (B)

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Black Spells *(Part 2 of 2)*

		Card Name		Spell Type	Cost	Ability
		Bog Imp	(DK)	Summon Imp	B1	1/1, Flying
		Cyclopean Mummy	(LG)	Summon Mummy	B1	2/1, Leaves game if goes to graveyard from play.
		Dark Ritual		Interrupt	B	Gain 3 Black mana.
		Drain Life		Sorcery	B1	Does X dmg to target, where X is the amount of additional Black mana spent. Gain 1 life for each damage done. Cannot gain more than creature's toughness or player's life.
		Drudge Skeletons		Summon Skeletons	B1	1/1, Regenerates (B)
		Erg Raiders	(AN)	Summon Raiders	B1	2/3, Take 2 damage at end of turn if do not attack with them and they are not summon sick.
		Fear		Enchant Creature	BB	Only blockable by Black or Artifact creatures
		Frozen Shade		Summon Shade	B2	0/1, +1/+1 (B)
		Howl from Beyond		Instant	BX	+X/+0 until end of turn
		Lost Soul	(LG)	Summon Lost Soul	BB1	2/1, SwampWalk
		Marsh Gas	(DK)	Instant	B	-2/-0 to all creatures until end of turn.
		Murk Dwellers	(DK)	Summon Murk Dwellers	B3	2/2, +2/+0 if attacking and not blocked
		Paralyze		Enchant Creature	B	Taps creature; Does not untap as normal; Pay 4 during upkeep to untap creature
		Pestilence		Enchantment	BB2	Do 1 damage to call creatures and players (B); Bury this card if no creatures in play at end of turn.
		Pit Scorpion	(LG)	Summon Scorpion	B2	1/1, Gives poison token each time damages a player. Player loses if ever has 10 poison tokens.
		Plague Rats		Summon Rats	B2	*/* where *=number of Plague Rats in play
		Raise Dead		Sorcery	B	Return a creature from your graveyard to hand.
		Scathe Zombies		Summon Zombies	B2	2/2
		Terror		Instant	B1	Buries non-Black/Artifact creature.
		Unholy Strength		Enchant Creature	B	Gives creature +2/+1
		Vampire Bats	(LG)	Summon Bats	B	0/1, Flying, +1/+0 until end of turn(B) with max of two B each turn.
		Weakness		Enchant Creature	B	Gives creature -2/-1
		Word of Binding	(DK)	Sorcery	BBX	Tap X creatures.

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Blue Spells *(Part 1 of 2)*

		Card Name		Spell Type	Cost	Ability
		Drain Power		Sorcery	UU	Tap all of a player's land and mana pool into your pool.
		Hurkyl's Recall	(AQ)	Instant	U1	Sends all of target player's artifacts from play into hand.
		Island Fish Jasconius	(AN)	Summon Island Fish	UUU4	6/8; Does not untap as normal; Pay UUU during upkeep to untap; Cannot attack if opponent has no Islands; Buried if you have no Islands.
		Leviathan	(DK)	Summon Leviathan	UUUU5	10/10, Trample; Does not untap as normal, sacrifice 2 Islands during upkeep to untap it; Cannot attack unless 2 Islands are sacrificed; Enters play tapped.
		Lord of Atlantis		Summon Lord	UU	2/2; All Merfolk get +1/+1 and IslandWalk.
		Magical Hack		Interrupt	U	Change land type references on one spell or permanent.
		Mahamoti Djinn		Summon Djinn	UU4	5/6, Flying
		Mana Short		Instant	U2	All of a player's lands become tapped and mana pool is emptied.
		Pirate Ship		Summon Ship	U4	4/3, Tap to do 1 damage to target; Cannot attack if opponent has no Islands; Buried if you have no Islands.
		Psionic Entity	(LG)	Summon Entity	U4	2/2, Tap for 2 damage to any target but takes 3 damage to itself.
		Relic Bind	(LG)	Enchant Artifact	U2	Give one life or one damage to a player whenever artifact opponent controls is tapped.
		Sleight of Mind		Interrupt	U	Change color type references on one spell or permanent.
		Stasis		Enchantment	U1	No Untap phase for any player; Pay U during upkeep or Stasis is buried.
		Thoughtlace		Interrupt	U	Change one spell's or permanent's color to blue.
		Time Elemental	(LG)	Summon Elemental	U2	0/2, Send permanent with no enchantments on it to owner's hand (Tap+UU2); Take 5 damage and bury at end of combat if it is used to attack or block.
		Volcanic Eruption		Sorcery	UUUX	Destroys X Mountains in play doing 1 damage to all players and creatures for each destroyed.
		Air Elemental		Summon Elemental	UU3	4/4, Flying
		Animate Artifact		Enchant Artifact	U3	Makes it a */* creature where *=casting cost; No effect on artifact creatures.
		Backfire	(LG)	Enchant Creature	U	For each one damage done to you by this creature, does one damage to controller of that creature.
		Control Magic		Enchant Creature	UU2	Caster takes control of the creature.
		Counterspell		Interrupt	UU	Counters spell as it is being cast.
		Energy Flux	(AQ)	Enchantment	U2	Pay 2 for each artifact during upkeep or it is destroyed.
		Feedback		Enchant Enchantment	U2	Does 1 damage during upkeep to enchantment's controller.
		Ghost Ship	(DK)	Summon Ship	UU2	2/4, Flying, Regenerates (UUU)
		Lifetap		Enchantment	UU	Gain 1 life when opponent taps a Forest.
		Mind Bomb	(DK)	Sorcery	U	Each player takes 3 damage but can discard up to 3 cards where each card prevents one point of damage.
		Phantasmal Forces		Summon Phantasm	U3	4/1, Flying; Pay U during upkeep or Forces are destroyed.
		Phantom Monster		Summon Phantasm	U3	3/3, Flying
		Segovian Leviathan	(LG)	Summon Leviathan	U4	3/3, IslandWalk
		Sindbad	(AN)	Summon Sindbad	U1	1/1; Tap to draw a new card but discard it if it is not a land.
		Siren's Call		Instant	U	All of opponent's non-wall creatures attack or die.
		Steal Artifact		Enchant Artifact	UU2	You take control of an artifact.
		Wall of Air		Summon Wall	UU1	1/5, Flying, Wall
		Wall of Water		Summon Wall	UU1	0/5, Wall, +1/+0(U)
		Water Elemental		Summon Elemental	UU3	5/4

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Blue Spells *(Part 2 of 2)*

		Card Name		Spell Type	Cost	Ability
		Apprentice Wizard	(DK)	Summon Wizard	UU1	0/1, Add 3 colorless mana to your pool (Tap+U)
		Blue Elemental Blast		Interrupt	U	Destroys a red permanent or counters a red spell.
		Creature Bond		Enchant Creature	U1	Does creature's toughness in damage to opponent when creature goes to graveyard.
		Energy Tap	(LG)	Sorcery	U	Taps a creature for colorless mana equal to its casting cost.
		Erosion	(DK)	Enchant Land	UUU	Land's controller pays 1 colorless mana or 1 life point during upkeep or land is destroyed.
		Flight		Enchant Creature	U	Gives creature Flying.
		Flood	(DK)	Enchantment	U	Tap a non-Flying creature (UU)
		Gaseous Form	(LG)	Enchant Creature	U2	Creature takes and deals no damage in combat.
		Giant Tortoise	(AN)	Summon Tortoise	U1	1/1, +0+3 while untapped.
		Jump		Instant	U	Creature gets Flying until end of turn.
		Merfolk of the Pearl Trident		Summon Merfolk	U	1/1
		Phantasmal Terrain		Enchant Land	UU	Changes land to a basic type of choice.
		Power Leak		Enchant Enchantment	U1	Enchantment costs 2 during upkeep or take 1 damage for each unpaid mana.
		Power Sink		Interrupt	UX	Opponent spends X mana or spell fails; Must try.
		Prodigal Sorcerer		Summon Wizard	U2	1/1, Tap for 1 damage to a target
		Psychic Venom		Enchant Land	U1	Does 2 damage when land is tapped.
		Sea Serpent		Summon Serpent	U5	5/5; Cannot attack if opponent has no Islands, Buried if you have no Islands.
		Spell Blast		Interrupt	UX	Counters target spell of cost X.
		Sunken City	(DK)	Enchantment	UU	+1/+1 to all blue creatures; Pay UU during upkeep or City is destroyed.
		Twiddle		Instant	U	Tap or untap one creature, land or artifact.
		Unstable Mutation	(AN)	Enchant Creature	U	Gives +3/+3; Creature gets a -1/-1 counter each upkeep; Counters remain even if enchantment is removed.
		Unsummon		Instant	U	Send a creature to owner's hand from play.
		Zephyr Falcon	(LG)	Summon Falcon	U1	1/1, Flying, Does not tap when attacking.

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Green Spells *(Part 1 of 2)*

		Card Name	Spell Type	Cost	Ability
		Aspect of Wolf	Enchant Creature	G1	Gives +*/+* where *=1/2 number of Forests; Round down power and up toughness.
		Birds of Paradise	Summon Mana Birds	G	0/1, Flying, Tap for one mana of any color
		Cockatrice	Summon Cockatrice	GG3	2/4, Flying, Any non-Wall blocked-by/blocking Cockatrice is destroyed at end of combat.
		Elvish Archers	Summon Elves	G1	2/1, First Strike
		Force of Nature	Summon Force	GGGG2	8/8, Trample; Pay GGGG during upkeep or take 8 damage.
		Fungusaur	Summon Fungusaur	G3	2/2; Gets a +1/+1 counter when at end of turn in which it is damaged and not killed.
		Gaea's Liege	Summon Gaea's Liege	GGG3	*/* where *=number of Forests (of opponent when attacking, self otherwise); Tap to turn one land into a Forest.
		Lifelace	Interrupt	G	Changes spell's or permanent's color to Green.
		Living Artifact	Enchant Artifact	G	Put one counter on artifact for each life lost; Can convert one counter each upkeep to gain 1 life.
		Living Lands	Enchantment	G3	Treat all Forests in play as 1/1 creatures.
		Rebirth (LG)	Sorcery	GGG3	Each player may add a card to their Ante and be returned to 20 life points. Only used in Ante games.
		Sylvan Library (LG)	Enchantment	G1	May draw 2 extra cards during draw then put two back on the library in any order; Lose 4 life for each card not put back.
		Timber Wolves	Summon Wolves	G	1/1, Bands
		Titania's Song (AQ)	Enchantment	G3	All non-creature artifacts lose their abilities and become artifact creatures with power/toughness = casting cost. They return to being artifacts just before untap on the turn after this card leaves play.
		Verduran Enchantress	Summon Enchantress	GG1	0/2, Draw a card when you cast an enchantment (0).
		Web	Enchant Creature	G	Gives creature +0/+2 and it can block Flying creatures.
		Channel	Sorcery	GG	Can turn life into colorless mana for rest of turn.
		Crumble (AQ)	Instant	G	Buries target artifact and gives controller life equal to its casting cost.
		Desert Twister (AN)	Sorcery	GG4	Destroy any one permanet in play.
		Elven Riders (LG)	Summon Riders	GG3	3/3, Only blockable by Walls and Flying creatures.
		Hurricane	Sorcery	GX	All players and flying creatures take X damage.
		Instill Energy	Enchant Creature	G	May untap once during your turn in addition to the untap phase(0); May attack on turn it enters play.
		Killer Bees (LG)	Summon Bees	GG1	0/1, Flying, +1/+1(G)
		Ley Druid	Summon Cleric	G2	1/1, Tap to untap land of choice
		Lifeforce	Enchantment	GG	Counter Black spell as cast (GG)
		Lure	Enchant Creature	GG1	All creatures able to block this creature must do so.
		Radjan Spirit (LG)	Summon Spirit	G3	3/2, Tap to remove flying from a creature until end of turn.
		Thicket Basilisk	Summon Basilisk	GG3	2/4, Any non-Wall blocked-by/blocking Basilisk is destroyed at end of combat
		Tsunami	Sorcery	G3	Destroys all Islands.
		Untamed Wilds (LG)	Sorcery	G2	Bring one basic land from Library into play. Shuffle.
		Wall of Brambles	Summon Wall	G2	2/3, Wall, Regenerates (G)
		Wall of Ice	Summon Wall	G2	0/7, Wall
		Wanderlust	Enchant Creature	G2	Does 1 damage during upkeep to creature's controller.
		Whirling Dervish (LG)	Summon Dervish	GG	1/1, Protection from Black, Gets a +1/+1 counter each time it damages opponent.
		Winter Blast (LG)	Sorcery	GX	Taps X creatures and does 2 damage to each of them that has Flying.

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Green Spells *(Part 2 of 2)*

		Card Name		Spell Type	Cost	Ability
		Carnivorous Plant	(DK)	Summon Wall	G3	4/5, Wall
		Craw Wurm		Summon Wurm	GG4	6/4
		Durkwood Boars	(LG)	Summon Boars	G4	4/4
		Fog		Instant	G	No damage from this attack.
		Giant Growth		Instant	G	+3/+3 to creature until end of turn
		Giant Spider		Summon Spider	G3	2/4, Can block Flying creatures
		Grizzly Bears		Summon Bears	G1	2/2
		Ironroot Treefolk		Summon Treefolk	G4	3/5
		Land Leeches	(DK)	Summon Leeches	GG1	2/2, First Strike
		Llanowar Elves		Summon Elves	G	1/1, Tap for 1 Green mana
		Marsh Viper	(DK)	Summon Viper	G3	1/2; If damages a player, give opponent 2 poison tokens; If opponent ever has 10 or more poison tokens they lose.
		Nafs Asp	(AN)	Summon Asp	G	1/1; If it hits opponent, it does 1 additional point of damage during opponent's next draw phase unless 1 colorless mana is paid by then.
		Pradesh Gypsies	(LG)	Summon Gypsies	G2	1/1, Give a creature -2/-0 until end of turn (Tap+G1)
		Regeneration		Enchant Creature	G1	Gives creature Regenerate (G)
		Sandstorm	(AN)	Instant	G	Do 1 damage to all attacking creatures.
		Scryb Sprites		Summon Faeries	G	1/1, Flying
		Shanodin Dryads		Summon Nymphs	G	1/1, ForestWalk
		Stream of Life		Sorcery	GX	Gain X life.
		Tranquility		Sorcery	G2	Destroys all enchantments.
		Venom	(DK)	Enchant Creature	GG1	Makes it so non-Wall creatures blocking/blocked-by this creature are destroyed at end of combat.
		Wall of Wood		Summon Wall	G	0/3, Wall
		War Mammoth		Summon Mammoth	G3	3/3, Trample
		Wild Growth		Enchant Land	G	Gives 1 extra Green mana when land is tapped for mana.

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Red Spells *(Part 1 of 2)*

		Card Name		Spell Type	Cost	Ability
		Ball Lightning	(DK)	Summon Ball Lightning	RRR	6/1, Trample, May attack on turn it enters play; Buried at end of any turn in which it enters play.
		Chaoslace		Interrupt	R	Change one spell's or permanent's color to Red.
		Crimson Manticore	(LG)	Summon Manticore	RR2	2/2, Flying, Do one damage to attacking or blocking creature (Tap+R).
		Earthquake		Sorcery	RX	All players and non-Flying creatures take X damage.
		Goblin King		Summon Lord	RR1	2/2; All Goblins get +1/+1 and MountainWalk.
		Hurr Jackal	(AN)	Summon Jackal	R	1/1; Tap to prevent creature from regenerating this turn.
		Inferno	(DK)	Instant	RR5	Does 6 damage to all players and creatures.
		Magnetic Mountain	(AN)	Enchantment	RR1	Blue creatures do not untap as normal. It costs 4 to untap them during upkeep.
		Manabarbs		Enchantment	R3	Does 1 damage to anyone who taps a land for mana.
		Mana Clash	(DK)	Sorcery	R	You and opponent flip coins until both of you get Heads; A player takes 1 damage each time they get Tails.
		Mana Flare		Enchantment	R2	All lands produce one extra mana for the proper color.
		Power Surge		Enchantment	RR	During upkeep phase, all players take 1 damage per land which was untapped at beginning of turn.
		Shivan Dragon		Summon Dragon	RR4	5/5, Flying, +1/+0 (R)
		Smoke		Enchantment	RR	Players may only untap one creature during untap phase.
		Tempest Efreet	(LG)	Summon Efreet	RRR1	3/3, Tap and bury Efreet in opponent's graveyard as an interrupt to take a random card from their hand into yours. Swap is permanent. Can be countered by losing 10 life. Play only in Ante games.
		Winds of Change	(LG)	Sorcery	R	All players shuffle hands into library and draw up to same number of cards in hand as before.
		Ali Baba	(AN)	Summon Ali Baba	R	1/1; Tap a wall (R)
		Burrowing		Enchant Creature	R	Gives creature MountainWalk.
		Cave People	(DK)	Summon Cave People	RR1	1/4, +1/-2 when attacking; Give a creature MountainWalk (Tap+RR1)
		Detonate	(AQ)	Sorcery	RX	Buries an artifact of casting cost X and does X damage to its controller.
		Dragon Whelp		Summon Dragon	RR2	2/3, Flying, +1/+0 (R); Dies at end of turn if more than RRR spent in one turn.
		Earth Elemental		Summon Elemental	RR3	4/5
		Fire Elemental		Summon Elemental	RR3	5/4
		Flashfires		Sorcery	R3	Destroys all Plains in play.
		Goblin Balloon Brigade		Summon Goblins	R	1/1, Flying (R)
		Keldon Warlord		Summon Lord	RR2	*/* where *=number of non-Wall creatures you have.
		Orcish Artillery		Summon Orcs	RR1	1/3, Tap to do 2 damage to a target and 3 damage to self
		Orcish Oriflamme		Enchantment	R3	Gives +1/+0 to all your attacking creatures.
		Pyrotechnics	(LG)	Sorcery	R4	Distribute 4 damage any way you want to among targets.
		Stone Giant		Summon Giant	RR2	3/4, Tap to give a creature of toughness less than Giant's power Flying until end of turn, then creature dies.
		Tunnel		Instant	R	Buries one Wall.
		Uthden Troll		Summon Troll	R2	2/2, Regenerates (R)
		Wall of Dust	(LG)	Summon Wall	R2	1/4, Wall; Creatures blocked by wall cannot attack next turn.
		Wall of Fire		Summon Wall	RR1	0/5, Wall, +1/+0 (R)
		Wall of Stone		Summon Wall	RR1	0/8, Wall

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Red Spells *(Part 2 of 2)*

		Card Name		Spell Type	Cost	Ability
		Bird Maiden	(AN)	Summon Bird Maiden	R2	1/2, Flying
		Blood Lust	(LG)	Instant	R1	+4/-4 to a creature until end of turn. Does not reduce toughness below 1.
		Brothers of Fire	(DK)	Summon Brothers	RR1	2/2, Do 1 damage to a creature or player and 1 damage to you (RR1)
		The Brute	(LG)	Enchant Creature	R1	+1/+0, Regenerates(RRR)
		Disintegrate		Sorcery	RX	Does X damage to target; It cannot regenerate this turn and leaves game if it dies this turn due to damage.
		Dwarven Warriors		Summon Dwarves	R2	1/1, Tap to make a creature of power <=2 unblockable until the end of turn.
		Eternal Warrior	(LG)	Enchant Creature	R	Creature does not tap when attacking.
		Fireball		Sorcery	RX	Do X damage to a target; Each extra target (1), split damage evenly among targets.
		Firebreathing		Enchant Creature	R	Gives +1/+0 (R)
		Fissure	(DK)	Instant	RR3	Bury one land or creature
		Giant Strength	(LG)	Enchant Creature	RR	+2/+2
		Goblin Rock Sled	(DK)	Summon Rock Sled	R1	3/1, Trample; Cannot attack if opponent has no Mountains; Does not untap as normal if attacked last turn.
		Gray Ogre		Summon Ogre	R2	2/2
		Hill Giant		Summon Giant	R3	3/3
		Hurloon Minotaur		Summon Minotaur	RR1	2/3
		Immolation	(LG)	Enchant Creature	R	+2/-2
		Ironclaw Orcs		Summon Orcs	R1	2/2, Cannot block creatures with power greater than 1
		Lightning Bolt		Instant	R	Does 3 damage to one target.
		Mons's Goblin Raiders		Summon Goblins	R	1/1
		Red Elemental Blast		Interrupt	R	Destroys a Blue permanent or counters a Blue spell.
		Shatter		Instant	R1	Destroy an artifact.
		Sisters of the Flame	(DK)	Summon Sisters	RR1	2/2, Tap to add R to your mana pool
		Stone Rain		Sorcery	R2	Destroy a Land.

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White Spells *(Part 1 of 2)*

		Card Name		Spell Type	Cost	Ability
		Animate Wall		Enchant Wall	W	Wall can attack.
		Armageddon		Sorcery	W3	Destroys all lands in play.
		Balance		Sorcery	W1	Balance number of lands, cards in hand and creatures by having player with the most sacrifice until players are equal.
		Blessing		Enchant Creature	WW	Gives +1/+1 (W)
		Crusade		Enchantment	WW	Gives +1/+1 to all White creatures
		Elder Land Wurm	(LG)	Summon Wurm	WWW4	5/5, Trample; Cannot attack until after it blocks at least once.
		Eye for an Eye	(AN)	Instant	WW	Opponent takes damage equal to that inflicted on you by your opponent's spell, creature or effect.
		Island Sanctuary		Enchantment	W1	Skip drawing one card during draw to make non-Flying and non-IslandWalk creatures unable to attack you.
		Land Tax	(LG)	Enchantment	W	If opponent has more land than you, during upkeep you may pull up to 3 basic land from your library to your hand.
		Northern Paladin		Summon Paladin	WW2	3/3, Destroy Black permanet (Tap+WW)
		Personal Incarnation		Summon Avatar	WWW3	6/6; Can redirect damage from it to self, lose 1/2 of life if it dies (rounding loss up).
		Purelace		Interrupt	W	Change one spell's or permanent's color to White.
		Reverse Damage		Instant	WW1	All damage from one source this turn is instead added to life.
		Righteousness		Instant	W	+7/+7 to blocking creature
		Savannah Lions		Summon Lions	W	2/1
		Wrath of God		Sorcery	WW2	All creatures in play are buried.
		Angry Mob	(DK)	Summon Mob	WW2	(2+*)/(2+*), Trample; Where *= zero when it is not your turn and the number of Swamps opponents control when it is your turn.
		Black Ward		Enchant Creature	W	Gives Protection from Black. This card will not remove itself.
		Blue Ward		Enchant Creature	W	Gives Protection from Blue. This card will not remove itself.
		Castle		Enchantment	W3	You untapped and non-attacking creatures gain +0/+2.
		Circle of Protection: Artifacts	(AQ)	Enchantment	W1	Reduce damage to you from an artifact source to zero (2)
		Conversion		Enchantment	WW2	All Mountains become basic Plains; Pay WW during upkeep or Conversion is destroyed.
		Divine Transformation	(LG)	Enchant Creature	WW2	+3/+3
		Green Ward		Enchant Creature	W	Gives Protection from Green. This card will not remove itself.
		Karma		Enchantment	WW2	Does 1 damage during upkeep for each Swamp.
		Kismet	(LG)	Enchantment	W3	All of target player's creatures, land and artifacts enter play tapped.
		Osai Vultures	(LG)	Summon Vultures	W1	1/1, Flying, Gains a counter at end of turn if a creature went to the graveyard that turn. +1/+1 until end of turn (Remove 2 counters).
		Red Ward		Enchant Creature	W	Gives Protection from Red. This card will not remove itself.
		Serra Angel		Summon Angel	WW3	4/4, Flying, Does not tap when attacking
		Spirit Link	(LG)	Enchant Creature	W	Each point of damage done by creature gives you one life.
		Swords to Plowshares		Instant	W	Gives creature's power in life to owner of the creature which then leaves the game
		Visions	(LG)	Sorcery	W	Look at top 5 cards of any library, then may choose to shuffle it.
		Wall of Swords		Summon Wall	W3	3/5, Flying, Wall
		White Knight		Summon Knight	WW	2/2, First Strike, Protection from Black
		White Ward		Enchant Creature	W	Gives Protection from White. This card will not remove itself.

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White Spells *(Part 2 of 2)*

		Card Name		Spell Type	Cost	Ability
		Alabaster Potion	(LG)	Instant	WWX	GiveX life to a player-or- prevent X damage to target.
		Amrou Kithkin	(LG)	Summon Kithkin	WW	1/1, Cannot be blocked by creatures with power>2.
		Benalish Hero		Summon Hero	W	1/1, Bands
		Brainwash	(DK)	Enchant Creature	W	Creature now costs 3 mana to declare as an attacker.
		Circle of Protection: Black		Enchantment	W1	Prevent damage from Black source (1)
		Circle of Protection: Blue		Enchantment	W1	Prevent damage from Blue source (1)
		Circle of Protection: Green		Enchantment	W1	Prevent damage from Green source (1)
		Circle of Protection: Red		Enchantment	W1	Prevent damage from Red source (1)
		Circle of Protection: White		Enchantment	W1	Prevent damage from White source (1)
		Death Ward		Instant	W	Regenerates creature.
		Disenchant		Instant	W1	Destroy enchantment or artifact.
		Fortified Area	(LG)	Enchantment	WW1	All your Walls get +1/+0 and Banding.
		Healing Salve		Instant	W	Give a player 3 life or prevent 3 damage to any target.
		Holy Armor		Enchant Creature	W	Gives +0/+2, +0/+1 (W)
		Holy Strength		Enchant Creature	W	Gives +1/+2
		Mesa Pegasus		Summon Pegasus	W1	1/1, Flying, Bands
		Morale	(DK)	Instant	WW1	Gives +1/+1 to all attacking creatures until end of turn.
		Pearled Unicorn		Summon Unicorn	W2	2/2
		Piety	(AN)	Instant	W2	+0/+3 to all blocking creatures until end of turn.
		Pikemen	(DK)	Summon Pikemen	W1	1/1, Banding, First Strike
		Samite Healer		Summon Cleric	W1	1/1, Tap to prevent 1 damage to any target
		Seeker	(LG)	Enchant Creature	WW2	Creature can only be blocked by white and artifact creatures.
		Tundra Wolves	(LG)	Summon Wolves	W	1/1, First Strike

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