Magic: The Gathering

(Fifth 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, (FE) = Added from Fallen Empires expansion,
(IA) = Added from Ice Age expansion, (HL) = Added from Homelands expansion
* indicates that this edition had new art.

Basic Land

Card Name			Spell Type	Ability
Forest	*Bright green*	*	Land	Tap for 1 Green mana
	Fall colors	*		
	Dark	*		
	Whitish	*		
Island	*Three arches*	*	Land	Tap for 1 Blue mana
	Snow	*		
	One arch	*		
	Two Islands	*		
Mountain	*Snow*	*	Land	Tap for 1 Red mana
	Red, barren	*		
	Green, snow-capped	*		
	Dark with flowers	*		
Plains	*Snow*	*	Land	Tap for 1 White mana
	Wheat	*		
	Red flowers	*		
	Tracks and mountain	*		
Swamp	*Fallen trees / Yellow*	*	Land	Tap for 1 Black mana
	Big tree on left	*		
	Reflections	*		
	Tree on right / Puddles	*		

Special Land

		Card Name	Spell Type	Ability
		Adarkar Wastes (IA) *	Land	Tap for 1 blue or 1 white mana and take 1 damage -or- Tap for 1 colorless mana.
		Bottomless Vault (FE) *	Land	Enters play tapped. Put one counter on this card if you choose not to untap it during untap. Tap and remove any number of counters to get one Black mana per counter removed.
		Brushland (IA) *	Land	Tap for 1 green or 1 white mana and take 1 damage -or- Tap for 1 colorless mana.
		City of Brass (AN) *	Land	Tap for 1 mana of any color; Take 1 damage when City is tapped.
		Dwarven Hold (FE) *	Land	Enters play tapped. Put one counter on this card if you choose not to untap it during untap. Tap and remove any number of counters to get one Red mana per counter removed.
		Hollow Trees (FE) *	Land	Enters play tapped. Put one counter on this card if you choose not to untap it during untap. Tap and remove any number of counters to get one Green mana per counter removed.
		Icatian Store (FE) *	Land	Enters play tapped. Put one counter on this card if you choose not to untap it during untap. Tap and remove any number of counters to get one White mana per counter removed.
		Karplusan Forest (IA) *	Land	Tap for 1 green or 1 red mana and take 1 damage -or- Tap for 1 colorless mana.
		Sand Silos (FE) *	Land	Enters play tapped. Put one counter on this card if you choose not to untap it during untap. Tap and remove any number of counters to get one Blue mana per counter removed.
		Sulfurous Springs (IA) *	Land	Tap for 1 black or 1 red mana and take 1 damage -or- Tap for 1 colorless mana.
		Underground River (IA) *	Land	Tap for 1 black or 1 blue mana and take 1 damage -or- Tap for 1 colorless mana.
		Dwarven Ruins (FE) *	Land	Enters play tapped. Tap for one Red mana -or- Tap and sacrifice this card for two Red mana.
		Ebon Stronghold (FE) *	Land	Enters play tapped. Tap for one Black mana -or- Tap and sacrifice this card for two Black mana.
		Havenwood Battleground (FE) *	Land	Enters play tapped. Tap for one Green mana -or- Tap and sacrifice this card for two Green mana.
		Ice Floe (IA) *	Land	Tap to tap a non-Flying creature which is attacking you. Creature does not untap as normal as long as this card is tapped. May choose not to untap this card during untap.
		Ruins of Trokair (FE) *	Land	Enters play tapped. Tap for one White mana -or- Tap and sacrifice this card for two White mana.
		Svyelunite Temple (FE) *	Land	Enters play tapped. Tap for one Blue mana -or- Tap and sacrifice this card for two Blue mana.
		Urza's Mine (AQ)	Land	Tap for 1 colorless mana; If Urza's Power Plant and Urza's Tower are also in play you get 2 colorless mana.
		Urza's Power Plant (AQ)	Land	Tap for 1 colorless mana; If Urza's Mine and Urza's Tower are also in play you get 2 colorless mana.
		Urza's Tower (AQ)	Land	Tap for 1 colorless mana; If Urza's Mine and Urza's Power Plant are also in play you get 3 colorless mana.

Artifacts (Part 1 of 2)

Card Name	Spell Type	Cost	Ability
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.
Barl's Cage (DK)	Artifact	4	Make a creature not untap during its next untap (3)
Bottle of Suleiman (AN) *	Artifact	4	Flip coin and take 5 damage or get 5/5 Flying Djinn token creature (1+Sacrifice this card)
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)
Crown of the Ages (IA) *	Artifact	2	Move an enchantment from one creature to another legal creature (Tap+4). It acts as if newly cast.
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)
Elkin Bottle (IA)	Artifact	3	Take a card from your library and make it usable as if in your hand (Tap+3). You have until the beginning of your next turn to use it or it is buried.
Feroz's Ban (HL)	Artifact	6	Summon spells cost 2 more mana to cast.
Flying Carpet (AN)	Artifact	4	Gives Flying until end of turn (Tap+2); Buried if creature destroyed when using it.
Gauntlets of Chaos (LG) *	Artifact	5	Sacrifice this card and pay 5 mana to swap control of land, creature or artifact until end of game. Buries enchantments on the cards swapped.
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.
Infinite Hourglass (IA) *	Artifact	4	Gives +1/+0 to all creatures for each counter on this card. Put a counter on this card during your upkeep. Players can pay 3 mana during any upkeep to remove a counter.
Jade Monolith *	Artifact	4	Redirect damage from creature to self (1)
Jalum Tome (AQ)	Artifact	3	Draw a card, then discard one (Tap+2)
Jandor's Saddlebags (AN) *	Artifact	2	Untap a creature (Tap+3)
Jayemdae Tome	Artifact	4	Draw a card (Tap+4)
Jester's Cap (IA)	Artifact	4	Look through a player's library and remove any 3 cards from the game (Tap+2+Sacrifice this card)
Mana Vault	Artifact	1	Tap for 3 colorless mana; Does not untap as normal; During upkeep, untap at end of upkeep (4). 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)
Nevinyrral's Disk	Artifact	4	Destroy all creatures, enchantments and artifacts (Tap+1); Enters play tapped.
Obelisk of Undoing (AQ)	Artifact	1	Return one permanent in play you own and control to hand (6)
Pentagram of the Ages (IA)	Artifact	4	Prevent damage to you from one source (Tap+4)
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.
Serpent Generator (LG)	Artifact	6	Create 1/1 Poison Snake token creature (Tap+4); If Snake damages opponent, give opponent a poison counter. If opponent has 10 or more poison counter, they lose.

Artifacts *(Part 2 of 2)*

Card Name	Spell Type	Cost	Ability
Time Bomb (IA) *	Artifact	4	Do 1 damage to each player for each counter on this card (Tap+1+Sacrifice this card). Put a counter on this card during your upkeep.
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.
Winter Orb	Artifact	2	All players untap only one land per turn.
Ashnod's Altar (AQ)	Artifact	3	Get 2 colorless mana (Sacrifice a creature).
Clockwork Steed (HL) *	Artifact Creature	4	0/3, Cannot be blocked by artifact creatures. Put four +1/+0 counters on it when it enters play. Remove one counter at end of any combat in which it attacks or blocks. During upkeep put X +1/+0 counters on this card (Tap+X). Cannot have more than 4 counters.
Crystal Rod *	Artifact	1	+1 life when Blue spell cast (1).
Diabolic Machine (DK) *	Artifact Creature	7	4/4, Regenerates (3)
Feldon's Cane (AQ)	Artifact	1	Tap and remove Cane from game to reshuffle graveyard into library.
Fellwar Stone (DK)	Artifact	2	Tap for one mana of any type opponent’s lands can produce.
Fountain of Youth (DK)	Artifact	0	Gain one life (Tap+2)
Glasses of Urza	Artifact	1	Tap to look at one 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).
Joven’s Tools (HL) *	Artifact	6	Make a creature only blockable by walls this turn (Tap+4)
Library of Leng	Artifact	1	Skip discard phase; Can discard to top of library if discard is forced.
Ornithopter (AQ)	Artifact Creature	0	0/2, Flying
Rod of Ruin	Artifact	4	Do 1 damage to any player or creature (Tap+3)
Shapeshifter (AQ) *	Artifact Creature	6	*/(7-*) where * is chosen between 0 and 7 on casting and each upkeep.
Skull Catapult (IA) *	Artifact	4	Do 2 damage to a creature or player (Tap+1+Sacrifice creature)
Soul Net *	Artifact	1	+1 life when creature goes to graveyard (1)
Tawnos's Weaponry (AQ) *	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).
Urza's Bauble (IA)	Artifact	0	Look at a random card in a player’s hand (Tap+Sacrifice this card). Draw a card at the beginning of the next turn after using this ability.
Wooden Sphere *	Artifact	1	+1 life when Green spell cast (1).
Amulet of Kroog (AQ)	Artifact	2	Prevent 1 damage to any creature or player (Tap+2)
Ashnod's Transmogrant (AQ)	Artifact	1	Tap and sacrifice this card to give a non-artifact creature a permanent +1/+1 and it becomes an Artifact Creature.
Barbed Sextant (IA)	Artifact	1	Add 1 mana of any color to your pool (Tap+1+Sacrifice this card). Draw a card at the beginning of the next turn after ability is used.
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

Black Spells *(Part 1 of 2)*

		Card Name	Spell Type	Cost	Ability
		Bad Moon *	Enchantment	B1	Gives +1/+1 to all Black creatures.
		Broken Visage (HL) *	Instant	B4	Bury an attacking non-artifact creature and put a black Shadow token creature with the same power/toughness as the creature that was buried into play. Bury token creature at end of turn.
		Derelor (FE) *	Summon Thrull	B3	4/4. Your black spells cost one additional Black mana to cast.
		Hecatomb (IA) *	Enchantment	BB1	Sacrifice four creatures when enters play. Tap a Swamp to do 1 damage to a player or creature.
		Lord of the Pit	Summon Demon	BBB4	7/7, Trample, Flying; Sacrifice one creature during upkeep or take 7 damage. Cannot sacrifice itself.
		Necropotence (IA)	Enchantment	BBB	Skip your draw phase. Pay 1 life to put a card aside until the beginning of your discard phase, then it is added to your hand. If you discard a card, remove it from the game.
		Nether Shadow *	Summon Shadow	BB	1/1, Not affected by summon sickness; 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
		Pox (IA) *	Sorcery	BBB	All players lose 1/3 of their life, discard 1/3 of their hand, sacrifice 1/3 of their creatures, and sacrifice 1/3 of their lands. All fractions are rounded up.
		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)
		Sengir Autocrat (HL)	Summon Autocrat	B3	2/2. Put three 0/1 black Serf token creatures into play when this card enters play. Bury all Serf tokens if this card leaves play.
		Sorceress Queen (AN)	Summon Sorceress	BB1	1/1; Tap to make a creature other than this one 0/2 until end of turn
		Stromgald Cabal (IA)	Summon Knights	BB1	2/2. Counter a white spell (Tap+1 life).
		Warp Artifact	Enchant Artifact	BB	Does 1 damage during upkeep to artifact's controller.
		The Wretched (LG)	Summon Wretched	BB3	2/5; At end of combat, take control of all creatures which block this card; Lose control of them if this card leaves your control.
		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 Regenerate(B)".
		Abyssal Specter (IA) *	Summon Specter	BB2	2/3, Flying. Player discards 1 card of their choice if damaged by this creature.
		Animate Dead	Enchantment	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
		Breeding Pit (FE) *	Enchantment	B3	Put a Thrull 0/1 black creature token into play at the end of your turn. Pay BB during upkeep or bury this card.
		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 Eye of Orms-By-Gore (LG) *	Summon Evil Eye	B4	3/6, Blocked only by Walls; Only your Evil Eyes may attack while they are in play.
		Evil Presence *	Enchant Land	B	Change a Land to a Swamp.
		Fallen Angel (LG)	Summon Angel	BB3	3/3, Flying, Sacrifice a creature for +2/+1 until end of turn.
		Gloom *	Enchantment	B2	White spells cost 3 more to cast and white enchantments cost 3 more to activate.
		Greater Werewolf (HL)	Summon Lycanthrope	B4	2/4. At end of combat, put a -0/-2 counter on all creatures blocking or blocked by this creature.
		Knight of Stromgald (IA)	Summon Knight	BB	2/1, Protection from White. First Strike until end of turn (B). +1/+0 until end of turn (BB).

Black Spells *(Part 2 of 2)*

Card Name		Spell Type	Cost	Ability
Leshrac's Rite	(IA) *	Enchant Creature	B	Creature gets SwampWalk.
Mind Warp	(IA)	Sorcery	B3X	Make a player discard X cards of your choice.
Mole Worms	(IA) *	Summon Worms	B2	1/1. Tap to tap a land. Land does not untap as long as this card is tapped. May choose not to untap this card during untap.
Thrull Retainer	(FE)	Enchant Creature	B	Gives creature +1/+1. Sacrifice this card to Regenerate the creature.
Wall of Bone		Summon Wall	B2	1/4, Wall, Regenerates (B)
Bog Imp	(DK)	Summon Imp	B1	1/1, Flying
Bog Rats	(DK)	Summon Rats	B	1/1, Cannot be blocked by Walls
Cloak of Confusion	(IA)	Enchant Creature	B1	Play on one of your creatures. If not blocked, creature deals no damage and defender discards a card at random (0).
Dark Ritual	*	Interrupt	B	Gain 3 Black mana.
Drain Life	*	Sorcery	B1	Does X damage 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)
Funeral March	(HL) *	Enchant Creature	BB1	Creature's controller must sacrifice another creature if this one leaves play.
Howl from Beyond	*	Instant	BX	+X/+0 until end of turn
Initiates of the Ebon Hand	(FE)	Summon Clerics	B	1/1. Add 1 Black mana to your pool (1). Bury this card at end of any turn in which more than 3 mana is spent in this way.
Kjeldoran Dead	(IA)	Summon Dead	B	3/1, Regenerate (B). Sacrifice a creature when this card enters play.
Krovikan Fetish	(IA)	Enchant Creature	B2	Creature gets +1/+1. Draw a card during the player's upkeep following the turn this card enters play.
Lost Soul	(LG)	Summon Lost Soul	BB1	2/1, SwampWalk
Mind Ravel	(IA)	Sorcery	B2	Make a player discard one card of their choice. Draw a card at the beginning of the next turn.
Mindstab Thrull	(FE)	Summon Thrull	BB1	2/2. If attacks and is not blocked, this card deals no damage and opponent discards 3 cards (Sacrifice this card).
Murk Dwellers	(DK)	Summon Murk Dwellers	B3	2/2, +2/+0 if attacking and not blocked
Necrite	(FE)	Summon Thrull	BB1	2/2. If attacks and is not blocked, this card deals no damage and bury one of opponent's creatures (Sacrifice this card).
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.
Torture	(HL)	Enchant Creature	B	Put a -1/-1 counter on the creature (B1).
Touch of Death	(IA)	Sorcery	B2	Do 1 damage to a player. Gain 1 life. Draw a card at the beginning of the next turn.
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 maximum of two B each turn.
Weakness		Enchant Creature	B	Gives creature -2/-1

Blue Spells *(Part 1 of 2)*

Card Name	Spell Type	Cost	Ability
Dance of Many (DK)	Enchantment	UU	Put token creature into play which copies all characteristics of a Summon card which is in play. Token leaves play if this card does, and this card leaves play if token does; Pay UU each upkeep or this card is destroyed.
Deflection (IA)	Interrupt	U3	Change the target of a spell with one target to a new legal choice.
Drain Power *	Sorcery	UU	Tap all of a player’s land and mana pool into your pool.
Forget (HL)	Sorcery	UU	Make a player discard 2 cards then draw same number of cards that were discarded.
Hurkyl’s Recall (AQ)	Instant	U1	Sends all of target player’s artifacts from play into hand.
Juxtapose (LG)	Sorcery	U3	You and your opponnet each trade control of your highest cost creature and highest cost artifact. Do not trade a type if a player has none of the correct type.
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.
Magus of the Unseen (IA)	Summon Wizard	U1	1/1. Take control of an artifact until end of turn and get it untapped (Tap+U1). If it is an artifact creature, it does not have summoning sickness. Creature becomes tapped when you lose control of it at end of turn.
Pirate Ship	Summon Ship	U4	4/3, Tap to do 1 damage to target; IslandHome= Cannot attack if opponent has no Islands; Buried if you have no Islands.
Recall (LG) *	Sorcery	UXX	Sacrifice X cards from hand and bring X cards of choice from your graveyard to your hand. Then this card leaves the game.
Sibilant Spirit (IA)	Summon Spirit	U5	5/6, Flying. Defending player can draw a card when this card attacks.
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.
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 attacks or blocks.
Zur's Weirding (IA)	Enchantment	U3	All players play with open hands. Players may pay 2 life to force a player to discard a just-drawn card.
Æther Storm (HL)	Enchantment	U3	No summon spells can be cast. Players can pay 4 life to bury this card.
Air Elemental *	Summon Elemental	UU3	4/4, Flying
Anti-Magic Aura (LG) *	Enchant Creature	U2	Destroys enchantments on creature and prevents all further enchantments, instants and sorceries on it.
Azure Drake (LG) *	Summon Drake	U3	2/4, Flying
Binding Grasp (IA) *	Enchant Creature	U3	You take control of creature. Creature gets +0/+1. Upkeep=U1.
Energy Flux (AQ)	Enchantment	U2	All artifacts gain "During upkeep pay 2 or bury this artifact".
Feedback	Enchant Enchantment	U2	Does 1 damage during upkeep to enchantment’s controller.
Glacial Wall (IA) *	Summon Wall	U2	0/7, Wall
Hydroblast (IA)	Interrupt	U	Counter a red spell or destroy a red permanent.
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 buried.
Phantom Monster *	Summon Phantasm	U3	3/3, Flying
Power Sink	Interrupt	UX	Opponent spends X mana or spell fails; Must try.

Blue Spells *(Part 2 of 2)*

Card Name	Spell Type	Cost	Ability
Seasinger (FE) *	Summon Merfolk	UU1	0/1. Tap to take control of a creature. Can only be used if opponent controls at least one Island. Lose control of creature if you lose control of this card or this card leaves play or if this card becomes untapped. You may choose not to untap this card as normal during untap. Bury this card if you control no Islands.
Sea Spirit (IA) *	Summon Spirit	U4	2/3, +1/+0 (U)
Sea Sprite (HL) *	Summon Faerie	U1	1/1, Flying, Protection from Red
Segovian Leviathan (LG)	Summon Leviathan	U4	3/3, IslandWalk
Steal Artifact *	Enchant Artifact	UU2	You take control of an artifact.
Wall of Air *	Summon Wall	UU1	1/5, Flying, Wall
Wind Spirit (IA)	Summon Spirit	U4	3/2, Flying, Cannot be blocked by only one creature.
Boomerang (LG) *	Instant	UU	Send a permanent to its owner’s hand.
Brainstorm (IA)	Instant	U	Draw three cards, then put two cards on top of your library in any order.
Counterspell *	Interrupt	UU	Counters spell as it is being cast.
Dandân (AN)	Summon Dandân	UU	4/1; IslandHome=Cannot attack if opponent does not have Islands, Buried if you have no Islands.
Dark Maze (HL) *	Summon Wall	U4	4/5. Allow this card to attack, but not on turn it enters play, and remove it from game at end of turn (0).
Enervate (IA)	Instant	U1	Tap a creature, artifact, or land. Draw a card at the beginning of the next turn.
Flight *	Enchant Creature	U	Gives creature Flying.
Flood (DK)	Enchantment	U	Tap a non-Flying creature (UU)
Force Spike (LG) *	Interrupt	U	Counters spell unless opponent pays 1 colorless mana.
Gaseous Form (LG) *	Enchant Creature	U2	Creature takes and deals no damage in combat.
Homarid Warrior (FE) *	Summon Homarid	U4	3/3. May not be the target of spells or effects until end of turn, but does not untap as normal during your next untap (U+ Tap this card if it is not already tapped).
Krovikan Sorcerer (IA)	Summon Wizard	U2	1/1. Discard a non-black card then draw a card (Tap). Discard a black card, draw 2 cards and discard one(Tap).
Labyrinth Minotaur (HL)	Summon Minotaur	U3	1/4. Creatures it blocks do not untap as normal during their next untap.
Memory Lapse (HL)	Interrupt	U1	Counter a spell, but put the spell on top of its owner’s library.
Merfolk of the Pearl Trident *	Summon Merfolk	U	1/1
Phantasmal Terrain *	Enchant Land	UU	Changes land to a basic type of choice.
Portent (IA)	Sorcery	U	Look at top 3 cards of a player’s library and either put them back in any order or shuffle the whole library. Draw a card at the beginning of the next player’s turn.
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.
Ray of Command (IA)	Instant	U3	Take control of a creature opponent controls until end of turn and make it be untapped. It does not have summoning sickness. Creature becomes tapped when you lose control of it at end of turn.
Reef Pirates (HL)	Summon Ships	UU1	2/2. Put top card of opponent’s library in their graveyard when this card damages them.
Remove Soul (LG) *	Interrupt	U1	Counters a summon spell.
Sea Serpent *	Summon Serpent	U5	5/5; IslandHome= Cannot attack if opponent has no Islands, Buried if you have no Islands.
Soul Barrier (IA)	Enchantment	U2	Targeted opponent must pay 2 mana or take 2 damage each time they cast a summon spell.
Spell Blast *	Interrupt	UX	Counters target spell of cost X.
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.
Updraft (IA) *	Instant	U1	Creature gets Flying until end of turn. Draw a card at the beginning of the next turn.
Vodalian Soldiers (FE)	Summon Merfolk	U1	1/2
Zephyr Falcon (LG)	Summon Falcon	U1	1/1, Flying, Does not tap when attacking.

Green Spells *(Part 1 of 2)*

Card Name		Spell Type	Cost	Ability
An-Havva Constable	(HL)	Summon Constable	GG1	2/1+* where *=number of green creatures in play.
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.
Elder Druid	(IA)	Summon Cleric	G3	2/2. Tap or untap a land, creature or artifact (Tap+G3)
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.
Lhurgoyf	(IA)	Summon Lhurgoyf	GG2	*/1+* where *=number of creatures in all graveyards.
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.
Primal Order	(HL) *	Enchantment	GG2	Does 1 damage to a player during their upkeep for each non- basic land they control.
Stampede	(IA)	Instant	GG1	Gives all attacking creatures Trample and +1/+0 until end of turn.
Sylvan Library	(LG)	Enchantment	G1	Draw 2 extra cards during draw then put two back on the library in any order (0); Lose 4 life for each card not put back.
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).
Wyluli Wolf	(AN)	Summon Wolf	G1	1/1; Tap to give a creature +1/+1 until end of turn.
Craw Giant	(LG) *	Summon Giant	GGGG3	6/4, Trample, Rampage:2
Crumble	(AQ)	Instant	G	Buries target artifact and gives controller life equal to its casting cost.
Desert Twister	(AN)	Sorcery	GG4	Destroy any one permanent in play.
Elven Riders	(LG) *	Summon Riders	GG3	3/3, Only blockable by Walls and Flying creatures.
Fyndhorn Elder	(AN)	Summon Elves	G2	1/1. Add GG to your mana pool (Tap).
Hurricane	*	Sorcery	GX	All players and flying creatures take X damage.
Instill Energy	*	Enchant Creature	G	Untap once during your turn (0); Creature is not affected by summoning sickness.
Johtull Wurm	(IA) *	Summon Wurm	G5	6/6. Gets -2/-1 until end of turn for each creature past the first one assigned to block it.
Killer Bees	(LG)	Summon Bees	GG1	0/1, Flying, +1/+1(G)
Lifeforce	*	Enchantment	GG	Counter Black spell as cast (GG)
Lure		Enchant Creature	GG1	All creatures able to block this creature must do so.
Rabid Wombat	(LG)	Summon Wombat	GG2	0/1, Does not tap when attacking; Gets +2/+2 for each enchantment on it.
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 in play.
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)
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.
Wolverine Pack	(LG) *	Summon Wolverine	GG2	2/4, Rampage:2

Green Spells *(Part 2 of 2)*

		Card Name		Spell Type	Cost	Ability
		Aurochs	(IA) *	Summon Aurochs	G3	2/3, Trample. Gets +1/+0 until end of turn when attacking for each other Aurochs that attacks.
		Carapace	(HL)	Enchant Creature	G	Gives creature +0/+2. Regenerate creature (Sacrifice this card.)
		Cat Warriors	(LG)	Summon Cat Warriors	GG1	2/2, ForestWalk
		Chub Toad	(IA)	Summon Toad	G2	1/1. Gets +2/+2 until end of turn when blocking or blocked.
		Craw Wurm		Summon Wurm	GG4	6/4
		Durkwood Boars	(LG)	Summon Boars	G4	4/4
		Fog	*	Instant	G	No damage from this attack.
		Foxfire	(IA)	Instant	G2	Untap an attacking creature, and the creature does not deal or receive damage during combat. Draw a card at the beginning of the next turn.
		Ghazbán Ogre	(AN) *	Summon Ogre	G	2/2; During upkeep moves control to player with the most life points. Controller keeps it in a tie.
		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
		Hungry Mist	(HL)	Summon Mist	GG2	6/2. Pay GG during upkeep or bury this card.
		Ironroot Treefolk	*	Summon Treefolk	G4	3/5
		Ley Druid		Summon Cleric	G2	1/1, Tap to untap land of choice.
		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.
		Nature's Lore	(IA) *	Sorcery	G1	Bring a Forest from your library into play. Does not count toward your land limit. Shuffle.
		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)
		Scaled Wurm	(IA)	Summon Wurm	G7	7/6
		Scavenger Folk	(DK) *	Summon Scavenger Folk	G	1/1, Destroy an artifact (Tap+G+Sacrifice this card)
		Scryb Sprites		Summon Faeries	G	1/1, Flying
		Shanodin Dryads	*	Summon Nymphs	G	1/1, ForestWalk
		Shrink	(HL)	Instant	G	Creature gets -5/-0 until end of turn.
		Stream of Life	*	Sorcery	GX	Gain X life.
		Tarpan	(IA)	Summon Tarpan	G	1/1. Gain 1 life when goes to the graveyard from play.
		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.
		War Mammoth		Summon Mammoth	G3	3/3, Trample
		Wild Growth	*	Enchant Land	G	Gives 1 extra Green mana when land is tapped for mana.

Red Spells *(Part 1 of 2)*

Card Name	Spell Type	Cost	Ability
Ball Lightning (DK)	Summon Ball Lightning	RRR	6/1, Trample, Not affected by summoning sickness; Buried at end of any turn in which it enters play.
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.
Game of Chaos (IA) *	Sorcery	RRR	Flip a coin and opponent calls it. Winner gains 1 life, loser loses 1 life. Game continues as long as winner of round wants to go on. Double the stakes in life and damage each round.
Goblin King *	Summon Lord	RR1	2/2; All Goblins get +1/+1 and MountainWalk.
Goblin Warrens (FE) *	Enchantment	R2	Put three Goblin 1/1 red token creatures into play (R2+Sacrifice two Goblins)
Inferno (DK) *	Instant	RR5	Does 6 damage to all players and creatures.
Ironclaw Curse (HL)	Enchant Creature	R	Gives creature -0/-1. Creature cannot block creatures with power greater than or equal to this creature's toughness.
Jokulhaups (IA) *	Sorcery	RR4	Bury all creatures, lands, and artifacts.
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.
Orcish Squatters (IA)	Summon Orcs	R4	2/3. If attacks and is not blocked, this card deals no damage and you take control of one of opponent's lands (0). You lose control of these lands when this card leaves your control.
Orgg (FE)	Summon Orgg	RR3	6/6, Trample. Cannot attack if opponent has an untapped creature of power>2 and may not block a creature of power>2.
Shivan Dragon	Summon Dragon	RR4	5/5, Flying, +1/+0 (R)
Smoke *	Enchantment	RR	Players may only untap one creature during untap phase.
Winds of Change (LG) *	Sorcery	R	All players shuffle hands into library and draw up to same number of cards in hand as before.
Atog (AQ)	Summon Atog	R1	1/2, Sacrifice and artifact for +2/+2 until end of turn.
Cave People (DK) *	Summon Cave People	RR1	1/4, +1/-2 when attacking; Give a creature MountainWalk (Tap+RR1)
Conquer (IA) *	Enchant Land	RR3	Take control of a land.
Detonate (AQ)	Sorcery	RX	Buries an artifact of casting cost X and does X damage to its controller.
Dwarven Catapult (FE)	Instant	RX	Does X damage divided equally and rounded down among all of your opponent's creatures.
Fire Drake (DK)	Summon Drake	RR1	1/2, Flying, +1/+0 (R) but maximum of R each turn.
Flame Spirit (IA)	Summon Spirit	R4	2/3, +1/+0 (R).
Flashfires	Sorcery	R3	Destroys all Plains in play.
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 Captain (FE) *	Summon Orc	R	1/1. Give an Orc +2/+0 if coin flip is in your favor or -0/-2 until end of turn if it is in opponent's favor (1)
Orcish Oriflamme	Enchantment	R3	Gives +1/+0 to all your attacking creatures.
Primordial Ooze (LG) *	Summon Ooze	R	1/1, Must attack if possible; During each upkeep, gets +1/+1 counter then pay one mana per counter or it taps and you take damage equal to number of counters.
Pyroblast (IA)	Interrupt	R	Counter a blue spell or destroy a blue permanent.
Pyrotechnics (LG)	Sorcery	R4	Distribute 4 damage any way you want to among targets.
Shatterstorm (AQ) *	Sorcery	RR2	All artifacts in play are buried.
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.
Stone Spirit (IA) *	Summon Spirit	R4	4/3. Cannot be blocked by Flying creatures.
Wall of Fire *	Summon Wall	RR1	0/5, Wall, +1/+0 (R)
Wall of Stone *	Summon Wall	RR1	0/8, Wall
Word of Blasting (IA)	Instant	R1	Bury a Wall and do its casting cost in damage to the Wall's controller.

Red Spells *(Part 2 of 2)*

		Card Name		Spell Type	Cost	Ability
		Ambush Party	(HL) *	Summon Ambush Party	R4	3/1, First Strike, Not affected by summoning sickness.
		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.
		Brassclaw Orcs	(FE)	Summon Orcs	R2	3/2. Cannot block a creature of power>1.
		Brothers of Fire	(DK)	Summon Brothers	RR1	2/2, Do 1 damage to a player or creature 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 Soldier	(FE)	Summon Dwarf	R1	2/1. Gets +0/+2 until end of turn if blocks or blocked by Orcs.
		Dwarven Warriors		Summon Dwarves	R2	1/1, Tap to make a creature of power <=2 unblockable until the end of turn.
		Errantry	(IA) *	Enchant Creature	R1	Creature gets +3/+0. No other creatures can attack if this creature does.
		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)
		Flare	(IA) *	Instant	R2	Do 1 damage to a creature or player. Draw a card at the beginning of the next turn.
		Giant Strength	(LG) *	Enchant Creature	RR	+2/+2
		Goblin Digging Team	(DK) *	Summon Goblins	R	1/1, Tap and sacrifice this card to destroy a Wall
		Goblin Hero	(DK) *	Summon Goblin	R2	2/2
		Goblin War Drums	(FE)	Enchantment	R2	If blocked, your attacking creatures cannot be blocked by less than two creatures.
		Hill Giant	*	Summon Giant	R3	3/3
		Hurloon Minotaur		Summon Minotaur	RR1	2/3
		Imposing Visage	(IA) *	Enchant Creature	R	Creature cannot be blocked by only one creature.
		Incinerate	(IA) *	Instant	R1	Does 3 damage to a player or creature and the creature cannot Regenerate this turn.
		Ironclaw Orcs		Summon Orcs	R1	2/2, Cannot block creatures with power greater than 1
		Mons's Goblin Raiders	*	Summon Goblins	R	1/1
		Mountain Goat	(IA)	Summon Goat	R	1/1, MountainWalk
		Orcish Conscripts	(IA)	Summon Orcs	R	2/2. Cannot attack or block unless 2 other creatures also attack or block.
		Orcish Farmer	(IA)	Summon Orc	RR1	2/2. Change a land into a Swamp until its controller's next untap (Tap).
		Panic	(IA) *	Instant	R	Play during combat before defense is chosen to make a creature unable block this turn. Draw a card at the beginning of the next turn.
		Sabretooth Tiger	(IA)	Summon Tiger	R2	2/1, First Strike
		Shatter	*	Instant	R1	Destroy an artifact.
		Stone Rain	*	Sorcery	R2	Destroy a Land.

White Spells *(Part 1 of 2)*

Card Name	Spell Type	Cost	Ability
Akron Legionnaire (LG)	Summon Legionnaire	WW6	8/4, None of your creatures may attack except Legionnaires and artifact creatures.
Animate Wall *	Enchant Wall	W	Wall can attack.
Armageddon	Sorcery	W3	Destroys all lands in play.
Blinking Spirit (IA) *	Summon Blinking	W3	2/2. Return this card to owner's hand (0).
Caribou Range (IA) *	Enchant Land	WW2	Play on one of your lands. Put a 0/1 Caribou white creature token into play (WW+Tap the land). Gain 1 life (Sacrifice a Caribou).
Crusade *	Enchantment	WW	Gives +1/+1 to all White creatures
Eye for an Eye (AN)	Instant	WW	Opponent takes damage equal to that inflicted on you by your opponent's spell, creature or effect.
Icatian Town (FE)	Sorcery	W5	Put four Citizen 1/1 white creature tokens into play.
Island Sanctuary	Enchantment	W1	Skip drawing one card during draw to make non-Flying and non-IslandWalk creatures unable to attack you.
Kjeldoran Royal Guard (IA)	Summon Soldiers	WW3	2/5. Redirect all damage done to you from unblocked creatures to this card (Tap).
Order of the Sacred Torch (IA)	Summon Paladin	WW1	2/2. Counters a black spell (Tap+1 life).
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).
Reverse Damage *	Instant	WW1	All damage from one source this turn is instead added to life.
Righteousness *	Instant	W	+7/+7 to blocking creature
Seraph (IA) *	Summon Angel	W6	4/4, Flying. At end of turn, bring any creatures in graveyard that this creature damaged this turn into play under your control. Bury the creatures when you lose control of this creature.
Truce (HL)	Instant	W2	Each player may draw 2 cards or for each draw skipped they gain 2 life.
Wrath of God	Sorcery	WW2	All creatures in play are buried.
Abbey Gargoyles (HL)	Summon Gargoyles	WWW2	3/4, Flying, Protection from Red
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.
Arenson's Aura (IA) *	Enchantment	W2	Destroy an enchantment (W+Sacrifice an enchantment). Counter an enchantment (UU3).
Castle *	Enchantment	W3	You untapped and non-attacking creatures gain +0/+2.
Circle of Protection: Artifacts (AQ)	Enchantment	W1	Reduce damage to you from one artifact source to zero (2)
Divine Transformation (LG)	Enchant Creature	WW2	+3/+3
Dust to Dust (DK) *	Sorcery	WW1	Remove 2 artifacts from the game.
Greater Realm of Preservation (LG) *	Enchantment	W1	Reduces damage from red or black source to zero (W1)
Icatian Phalanx (FE)	Summon Soldiers	W4	2/4, Bands
Ivory Guardians (LG) *	Summon Guardians	WW4	3/3, Protection from Red; Give+1/+1 to all Guardians if opponent has red cards in play.
Justice (IA)	Enchantment	WW2	Does 1 damage to creature's controller or spell's caster for each point of damage done by a red spell or creature. This amount is not reduced if the original damage is prevented. Upkeep=WW.
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.
Kjeldoran Skycaptain (IA)	Summon Soldier	W4	2/2, Flying, First Strike, Bands
Order of the White Shield (IA)	Summon Knights	WW	2/1, Protection from Black. First Strike until end of turn (W). +1/+0 (WW).
Sacred Boon (IA)	Instant	W1	Prevent up to 3 damage to a creature. At the end of the turn, put a +0/+1 counter on the creature for each damage prevented.

White Spells *(Part 2 of 2)*

Card Name	Spell Type	Cost	Ability
Serra Bestiary (HL) *	Enchant Creature	WW	Creature cannot attack, block or use an ability with ‘Tap’ in its activation cost. Pay WW during your upkeep or bury this card.
Serra Paladin (HL) *	Summon Paladin	WW2	2/2. Prevent 1 damage to a creature or player (Tap). Make a creature not tap when attacking (Tap+WW1).
Spirit Link (LG)	Enchant Creature	W	Each point of damage done by creature gives you one life.
Wall of Swords *	Summon Wall	W3	3/5, Flying, Wall
White Knight	Summon Knight	WW	2/2, First Strike, Protection from Black
Alabaster Potion (LG)	Instant	WWX	GiveX life to a player-or- prevent X damage to target.
Armor of Faith (IA)	Enchant Creature	W	Creature gets +1/+1. +0/+1 (W).
Aysen Bureaucrats (HL) *	Summon Bureaucrats	W1	1/1. Tap a creature of power <= 2 (Tap).
Benalish Hero	Summon Hero	W	1/1, Bands
Blessed Wine (IA)	Instant	W1	Gain 1 life. Draw a card at the beginning of the next turn.
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)
D’Avenant Archer (LG)	Summon Archer	W2	1/2, Tap to do 1 damage to attacking or blocking creature.
Death Speakers (HL) *	Summon Speakers	W	1/1, Protection from Black
Death Ward	Instant	W	Regenerates creature.
Disenchant *	Instant	W1	Destroy enchantment or artifact.
Divine Offering (LG)	Instant	W1	Destroy artifact and get life equal to its casting cost.
Heal (IA)	Instant	W	Prevent 1 damage to a player or creature. Draw a card at the beginning of the next turn.
Healing Salve *	Instant	W	Give a player 3 life or prevent 3 damage to any target.
Hipparion (IA) *	Summon Hipparion	W1	1/3. May not block a creature of power>=3 unless you pay 1 mana.
Holy Strength	Enchant Creature	W	Gives +1/+2
Icatian Scout (FE)	Summon Soldier	W	1/1. Give a creature First Strike until end of turn (Tap+1)
Mesa Falcon (HL)	Summon Falcon	W1	1/1, Flying. +0/+1 until end of turn (W1).
Mesa Pegasus	Summon Pegasus	W1	1/1, Flying, Bands
Pearled Unicorn *	Summon Unicorn	W2	2/2
Pikemen (DK) *	Summon Pikemen	W1	1/1, Banding, First Strike
Prismatic Ward (IA) *	Enchant Creature	W1	Choose a color when played. All damage of that color done to the creature is reduced to zero.
Repentant Blacksmith (AN)	Summon Smith	W1	1/2, Protection from Red
Samite Healer	Summon Cleric	W1	1/1, Tap to prevent 1 damage to any target
Shield Bearer (IA)	Summon Soldier	W1	0/3, Bands
Shield Wall (LG) *	Instant	W1	+0/+2 to all your creatures until end of turn.
Tundra Wolves (LG)	Summon Wolves	W	1/1, First Strike