Magic: The Gathering

(Seventh Edition)

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Comments, questions and other issues can be directed to the author at: *dangelo@crystalkeep.com*

Key:

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

Each booster pack contains 1 rare, 3 uncommon, 10 common, and 1 basic land.

Every card in the set has a normal version and a foil version.
Rare foil cards appear in a rare slot in one out of every 40 booster packs.
Uncommon foil cards appear in an uncommon slot in one out of every 20 booster packs.
Common foil cards appear in a common slot in one out of every 12 booster packs.
Basic land foil cards appear in a common slot in one out of every 12 booster packs.

All cards in this edition have new art.

Basic Land

		Card Name		Spell Type	Ability
		Forest	328	Land	Tap: Add G to your mana pool.
			329		
			330		
			331		
		Island	*332*	Land	Tap: Add U to your mana pool.
			333		
			334		
			335		
		Mountain	*337*	Land	Tap: Add R to your mana pool.
			338		
			339		
			340		
		Plains	*341*	Land	Tap: Add W to your mana pool.
			342		
			343		
			344		
		Swamp	*346*	Land	Tap: Add B to your mana pool.
			347		
			348		
			349		

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Non-Basic Land

		Card Name	Spell Type	Ability
		Adarkar Wastes	Land	Tap: Add one colorless mana to your mana pool. ; Tap: Add W or U to your mana pool. Adarkar Wastes deals 1 damage to you.
		Brushland	Land	Tap: Add one colorless mana to your mana pool. ; Tap: Add G or W to your mana pool. Brushland deals 1 damage to you.
		City of Brass	Land	Whenever City of Brass becomes tapped, it deals 1 damage to you. ; Tap: Add one mana of any color to your mana pool.
		Karplusan Forest	Land	Tap: Add one colorless mana to your mana pool. ; Tap: Add R or G to your mana pool. Karplusan Forest deals 1 damage to you.
		Sulfurous Springs	Land	Tap: Add one colorless mana to your mana pool. ; Tap: Add B or R to your mana pool. Sulfurous Springs deals 1 damage to you.
		Underground River	Land	Tap: Add one colorless mana to your mana pool. ; Tap: Add U or B to your mana pool. Underground River deals 1 damage to you.

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Artifacts *(Part 1 of 2)*

		Card Name	Spell Type	Cost	Ability
		Aladdin's Ring	Artifact	8	8,Tap: Aladdin's Ring deals 4 damage to target creature or player.
		Beast of Burden	Artifact Creature	6	*/*. Beast of Burden's power and toughness are each equal to the number of creatures in play.
		Coat of Arms	Artifact	5	Each creature gets +1/+1 for each other creature in play that shares a creature type with it. (For example, if there are three Goblins in play, each gets +2/+2.)
		Dingus Egg	Artifact	4	Whenever a land is put into a graveyard from play, Dingus Egg deals 2 damage to that land's controller.
		Disrupting Scepter	Artifact	3	3,Tap: Target player discards a card from his or her hand. Play this ability only during your turn.
		Ensnaring Bridge	Artifact	3	Creatures with power greater than the number of cards in your hand can't attack.
		Feroz's Ban	Artifact	6	Creature spells cost 2 more to play.
		Flying Carpet	Artifact	4	2,Tap: Target creature gains Flying until end of turn.
		Grafted Skullcap	Artifact	4	At the beginning of your draw step, draw a card. ; At the end of your turn, discard your hand.
		Howling Mine	Artifact	2	At the beginning of each player's draw step, if Howling Mine is untapped, that player draws a card.
		Jalum Tome	Artifact	3	2,Tap: Draw a card, then discard a card from your hand.
		Jandor's Saddlebags	Artifact	2	3,Tap: Untap target creature.
		Jayemdae Tome	Artifact	4	4,Tap: Draw a card.
		Meekstone	Artifact	1	Creatures with power 3 or greater don't untap during their controllers' untap steps.
		Millstone	Artifact	2	2,Tap: Target player puts the top two cards of his or her library into his or her graveyard.
		Phyrexian Colossus	Artifact Creature	7	8/8. Phyrexian Colossus doesn't untap during your untap step. ; Pay 8 life: Untap Phyrexian Colossus. ; Phyrexian Colossus can't be blocked except by three or more creatures.
		Static Orb	Artifact	3	If Static Orb is untapped, players can't untap more than two permanents during their untap steps.
		Storm Cauldron	Artifact	5	Each player may play an additional land during each of his or her turns. ; Whenever a land is tapped for mana, return it to its owner's hand.
		Teferi's Puzzle Box	Artifact	4	At the beginning of each player's draw step, that player puts the cards in his or her hand on the bottom of his or her library in any order, then draws that many cards.
		Caltrops	Artifact	3	Whenever a creature attacks, Caltrops deals 1 damage to it.
		Charcoal Diamond	Artifact	2	Charcoal Diamond comes into play tapped. ; Tap: Add B to your mana pool.
		Crystal Rod	Artifact	1	Whenever a player plays a blue spell, you may pay 1. If you do, you gain 1 life.
		Fire Diamond	Artifact	2	Fire Diamond comes into play tapped. ; Tap: Add R to your mana pool.
		Grapeshot Catapult	Artifact Creature	4	2/3. Tap: Grapeshot Catapult deals 1 damage to target creature with flying.
		Iron Star	Artifact	1	Whenever a player plays a red spell, you may pay 1. If you do, you gain 1 life.
		Ivory Cup	Artifact	1	Whenever a player plays a white spell, you may pay 1. If you do, you gain 1 life.
		Marble Diamond	Artifact	2	Marble Diamond comes into play tapped. ; Tap: Add W to your mana pool.
		Moss Diamond	Artifact	2	Moss Diamond comes into play tapped. ; Tap: Add G to your mana pool.
		Patagia Golem	Artifact Creature - Golem	4	2/3. 3: Patagia Golem gains Flying until end of turn.
		Phyrexian Hulk	Artifact Creature	6	5/4.
		Pit Trap	Artifact	2	2,Tap,Sacrifice Pit Trap: Destroy target attacking creature without flying. It can't be regenerated.

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Artifacts *(Part 2 of 2)*

		Card Name	Spell Type	Cost	Ability
		Rod of Ruin	Artifact	4	3,Tap: Rod of Ruin deals 1 damage to target creature or player.
		Sisay's Ring	Artifact	4	Tap: Add two colorless mana to your mana pool.
		Sky Diamond	Artifact	2	Sky Diamond comes into play tapped. ; Tap: Add U to your mana pool.
		Soul Net	Artifact	1	Whenever a creature is put into a graveyard from play, you may pay 1. If you do, you gain 1 life.
		Spellbook	Artifact	0	You have no maximum hand size.
		Throne of Bone	Artifact	1	Whenever a player plays a black spell, you may pay 1. If you do, you gain 1 life.
		Wall of Spears	Artifact Creature - Wall	3	2/3, First Strike. (Walls can't attack.)
		Wooden Sphere	Artifact	1	Whenever a player plays a green spell, you may pay 1. If you do, you gain 1 life.

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Black Spells *(Part 1 of 2)*

		Card Name	Spell Type	Cost	Ability
		Abyssal Horror	Creature - Horror	BB4	2/2, Flying. When Abyssal Horror comes into play, target player discards two cards from his or her hand.
		Bellowing Fiend	Creature - Spirit	B4	3/3, Flying. Whenever Bellowing Fiend deals damage to a creature, Bellowing Fiend deals 3 damage to that creature's controller and 3 damage to you.
		Darkest Hour	Enchantment	B	All creatures are black.
		Dregs of Sorrow	Sorcery	B4X	Destroy X target nonblack creatures. Draw X cards.
		Eastern Paladin	Creature - Knight	BB2	3/3. BB,Tap: Destroy target green creature.
		Fallen Angel	Creature - Angel	BB3	3/3, Flying. Sacrifice a creature: Fallen Angel gets +2/+1 until end of turn.
		Greed	Enchantment	B3	B,Pay 2 life: Draw a card.
		Infernal Contract	Sorcery	BBB	Draw four cards. You lose half your life, rounded up.
		Nightmare	Creature - Nightmare	B5	*/*, Flying. Nightmare's power and toughness are each equal to the number of swamps you control.
		Oppression	Enchantment	BB1	Whenever a player plays a spell, that player discards a card from his or her hand.
		Persecute	Sorcery	BB2	Choose a color. Target player reveals his or her hand and discards all cards of that color from it.
		Rag Man	Creature - Minion	BB2	2/1. BBB,Tap: Target opponent reveals his or her hand and discards a creature card at random from it. Play this ability only during your turn.
		Reprocess	Sorcery	BB2	Sacrifice any number of artifacts, creatures, and/or lands. Draw a card for each permanent sacrificed this way.
		Revenant	Creature - Spirit	B4	*/*, Flying. Revenant's power and toughness are each equal to the number of creature cards in your graveyard.
		Stronghold Assassin	Creature - Assassin	BB1	2/1. Tap,Sacrifice a creature: Destroy target nonblack creature.
		Tainted AEther	Enchantment	BB2	Whenever a creature comes into play, its controller sacrifices a creature or land.
		Western Paladin	Creature - Knight	BB2	3/3. BB,Tap: Destroy target white creature.
		Abyssal Specter	Creature - Specter	BB2	2/3, Flying. Whenever Abyssal Specter deals damage to a player, that player discards a card from his or her hand.
		Agonizing Memories	Sorcery	BB2	Look at target player's hand and choose two cards from it. Put them on top of that player's library in any order.
		Befoul	Sorcery	BB2	Destroy target land or nonblack creature. It can't be regenerated.
		Bereavement	Enchantment	B1	Whenever a green creature is put into a graveyard from play, its controller discards a card from his or her hand.
		Bog Wraith	Creature - Wraith	B3	3/3, Swampwalk.
		Crypt Rats	Creature - Rat	B2	1/1. X: Crypt Rats deals X damage to each creature and each player. Spend only black mana this way.
		Dakmor Lancer	Creature - Knight	BB4	3/3. When Dakmor Lancer comes into play, destroy target nonblack creature.
		Engineered Plague	Enchantment	B2	As Engineered Plague comes into play, choose a creature type. ; All creatures of the chosen type get -1/-1.
		Foul Imp	Creature - Imp	BB	2/2, Flying. When Foul Imp comes into play, you lose 2 life.
		Fugue	Sorcery	BB3	Target player discards three cards from his or her hand.
		Leshrac's Rite	Enchant Creature	B	Enchanted creature has swampwalk.
		Megrim	Enchantment	B2	Whenever an opponent discards a card, Megrim deals 2 damage to that player.
		Necrologia	Instant	BB3	Play Necrologia only during your end of turn step. As an additional cost to play Necrologia, pay any amount of life. Draw cards equal to the life paid this way.
		Nocturnal Raid	Instant	BB2	Black creatures get +2/+0 until end of turn.
		Soul Feast	Sorcery	BB3	Target player loses 4 life and you gain 4 life.
		Strands of Night	Enchantment	BB2	BB,Pay 2 life,Sacrifice a swamp: Return target creature card from your graveyard to play.
		Wall of Bone	Creature - Wall	B2	1/4. (Walls can't attack.) B: Regenerate Wall of Bone.
		Yawgmoth's Edict	Enchantment	B1	Whenever an opponent plays a white spell, that player loses 1 life and you gain 1 life.

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Black Spells *(Part 2 of 2)*

		Card Name	Spell Type	Cost	Ability
		Blood Pet	Creature - Thrull	B	1/1. Sacrifice Blood Pet: Add B to your mana pool.
		Bog Imp	Creature - Imp	B1	1/1, Flying.
		Corrupt	Sorcery	B5	Corrupt deals damage equal to the number of swamps you control to target creature or player. You gain life equal to the damage dealt this way.
		Dark Banishing	Instant	B2	Destroy target nonblack creature. It can't be regenerated.
		Drudge Skeletons	Creature - Skeleton	B1	1/1. B: Regenerate Drudge Skeletons.
		Duress	Sorcery	B	Target opponent reveals his or her hand. Choose a noncreature, nonland card from it. That player discards that card.
		Fear	Enchant Creature	BB	Enchanted creature can't be blocked except by artifact creatures and/or black creatures.
		Giant Cockroach	Creature - Insect	B3	4/2.
		Gravedigger	Creature - Zombie	B3	2/2. When Gravedigger comes into play, you may return target creature card from your graveyard to your hand.
		Hollow Dogs	Creature - Hound	B4	3/3. Whenever Hollow Dogs attacks, it gets +2/+0 until end of turn.
		Howl from Beyond	Instant	BX	Target creature gets +X/+0 until end of turn.
		Looming Shade	Creature - Shade	B2	1/1. B: Looming Shade gets +1/+1 until end of turn.
		Mind Rot	Sorcery	B2	Target player discards two cards from his or her hand.
		Nausea	Sorcery	B1	All creatures get -1/-1 until end of turn.
		Ostracize	Sorcery	B	Target opponent reveals his or her hand. Choose a creature card from it. That player discards that card.
		Plague Beetle	Creature - Insect	B	1/1, Swampwalk.
		Raise Dead	Sorcery	B	Return target creature card from your graveyard to your hand.
		Razortooth Rats	Creature - Rat	B2	2/1. Razortooth Rats can't be blocked except by artifact creatures and/or black creatures.
		Scathe Zombies	Creature - Zombie	B2	2/2.
		Serpent Warrior	Creature - Soldier	B2	3/3. When Serpent Warrior comes into play, you lose 3 life.
		Spineless Thug	Creature - Mercenary	B1	2/2. Spineless Thug can't block.
		Unholy Strength	Enchant Creature	B	Enchanted creature gets +2/+1.

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Blue Spells *(Part 1 of 2)*

		Card Name	Spell Type	Cost	Ability
		Ancestral Memories	Sorcery	UUU2	Look at the top seven cards of your library. Put two of them into your hand and the rest into your graveyard.
		Archivist	Creature - Wizard	UU2	1/1. Tap: Draw a card.
		Benthic Behemoth	Creature - Serpent	UUU5	7/6, Islandwalk.
		Daring Apprentice	Creature - Wizard	UU1	1/1. Tap,Sacrifice Daring Apprentice: Counter target spell.
		Deflection	Instant	U3	Change the target of target spell with a single target.
		Delusions of Mediocrity	Enchantment	U3	When Delusions of Mediocrity comes into play, you gain 10 life. ; When Delusions of Mediocrity leaves play, you lose 10 life.
		Equilibrium	Enchantment	UU1	Whenever you play a creature spell, you may pay 1. If you do, return target creature to its owner's hand.
		Evacuation	Instant	UU3	Return all creatures to their owners' hands.
		Fleeting Image	Creature - Illusion	U2	2/1, Flying. 1U: Return Fleeting Image to its owner's hand.
		Lord of Atlantis	Creature - Lord	UU	2/2. All Merfolk get +1/+1 and have islandwalk.
		Mahamoti Djinn	Creature - Djinn	UU4	5/6, Flying.
		Mana Short	Instant	U2	Tap all lands target player controls and empty his or her mana pool.
		Mawcor	Creature - Beast	UU3	3/3, Flying. Tap: Mawcor deals 1 damage to target creature or player.
		Opposition	Enchantment	UU2	Tap an untapped creature you control: Tap target artifact, creature, or land.
		Temporal Adept	Creature - Wizard	UU1	1/1. UUU,Tap: Return target permanent to its owner's hand.
		Vizzerdrix	Creature - Beast	U6	6/6.
		Wall of Wonder	Creature - Wall	UU2	1/5. (Walls can't attack.) 2UU: Wall of Wonder gets +4/-4 until end of turn and may attack this turn as though it weren't a Wall.
		Air Elemental	Creature - Elemental	UU3	4/4, Flying.
		Arcane Laboratory	Enchantment	U2	Each player can't play more than one spell each turn.
		Baleful Stare	Sorcery	U2	Target opponent reveals his or her hand. You draw a card for each mountain and red card in it.
		Confiscate	Enchant Permanent	UU4	You control enchanted permanent.
		Fighting Drake	Creature - Drake	UU2	2/4, Flying.
		Glacial Wall	Creature - Wall	U2	0/7. (Walls can't attack.)
		Hibernation	Instant	U2	Return all green permanents to their owners' hands.
		Levitation	Enchantment	UU2	Creatures you control have flying.
		Mana Breach	Enchantment	U2	Whenever a player plays a spell, that player returns a land he or she controls to its owner's hand.
		Merfolk Looter	Creature - Merfolk	U1	1/1. Tap: Draw a card, then discard a card from your hand.
		Opportunity	Instant	UU4	Target player draws four cards.
		Phantom Warrior	Creature - Illusion	UU1	2/2. Phantom Warrior is unblockable.
		Steal Artifact	Enchant Artifact	UU2	You control enchanted artifact.
		Telepathy	Enchantment	U	Your opponents play with their hands revealed.
		Thieving Magpie	Creature - Bird	UU2	1/3, Flying. Whenever Thieving Magpie deals damage to an opponent, you draw a card.
		Treasure Trove	Enchantment	UU2	2UU: Draw a card.
		Wall of Air	Creature - Wall	UU1	1/5, Flying. (Walls can't attack.)
		Wind Dancer	Creature - Faerie	U1	1/1, Flying. Tap: Target creature gains Flying until end of turn.

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Blue Spells *(Part 2 of 2)*

		Card Name	Spell Type	Cost	Ability
		Boomerang	Instant	UU	Return target permanent to its owner's hand.
		Coral Merfolk	Creature - Merfolk	U1	2/1.
		Counterspell	Instant	UU	Counter target spell.
		Flight	Enchant Creature	U	Enchanted creature has flying.
		Force Spike	Instant	U	Counter target spell unless its controller pays 1.
		Giant Octopus	Creature - Octopus	U3	3/3.
		Horned Turtle	Creature - Turtle	U2	1/4.
		Inspiration	Instant	U3	Target player draws two cards.
		Memory Lapse	Instant	U1	Counter target spell. Put it on top of its owner's library instead of into that player's graveyard.
		Merfolk of the Pearl Trident	Creature - Merfolk	U	1/1.
		Prodigal Sorcerer	Creature - Wizard	U2	1/1. Tap: Prodigal Sorcerer deals 1 damage to target creature or player.
		Remove Soul	Instant	U1	Counter target creature spell.
		Sage Owl	Creature - Bird	U1	1/1, Flying. When Sage Owl comes into play, look at the top four cards of your library, then put them back in any order.
		Sea Monster	Creature - Serpent	UU4	6/6. Sea Monster can't attack unless defending player controls an island.
		Sleight of Hand	Sorcery	U	Look at the top two cards of your library. Put one of them into your hand and the other on the bottom of your library.
		Storm Crow	Creature - Bird	U1	1/2, Flying.
		Telepathic Spies	Creature - Wizard	U2	2/2. When Telepathic Spies comes into play, look at target opponent's hand.
		Tolarian Winds	Instant	U1	Discard your hand, then draw that many cards.
		Twiddle	Instant	U	Tap or untap target artifact, creature, or land.
		Unsummon	Instant	U	Return target creature to its owner's hand.
		Vigilant Drake	Creature - Drake	U4	3/3, Flying. 2U: Untap Vigilant Drake
		Wind Drake	Creature - Drake	U2	2/2, Flying.

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Green Spells *(Part 1 of 2)*

		Card Name	Spell Type	Cost	Ability
		Ancient Silverback	Creature - Ape	GG4	6/5. G: Regenerate Ancient Silverback.
		Birds of Paradise	Creature - Bird	G	0/1, Flying. Tap: Add one mana of any color to your mana pool.
		Early Harvest	Instant	GG1	Target player untaps all basic lands he or she controls.
		Elder Druid	Creature - Cleric	G3	2/2. 3G,Tap: Tap or untap target artifact, creature, or land.
		Elvish Archers	Creature - Elf	G1	2/1, First Strike.
		Elvish Champion	Creature - Lord	GG1	2/2. All Elves get +1/+1 and have forestwalk.
		Elvish Piper	Creature - Elf	G3	1/1. G,Tap: Put a creature card from your hand into play.
		Hurricane	Sorcery	GX	Hurricane deals X damage to each creature with Flying and each player.
		Maro	Creature - Elemental	GG2	*/*. Maro's power and toughness are each equal to the number of cards in your hand.
		Might of Oaks	Instant	G3	Target creature gets +7/+7 until end of turn.
		Nature's Resurgence	Sorcery	GG2	Each player draws a card for each creature card in his or her graveyard.
		Nature's Revolt	Enchantment	GG3	All lands are 2/2 creatures that are still lands.
		Rowen	Enchantment	GG2	Reveal the first card you draw each turn. Whenever you reveal a basic land card this way, draw a card.
		Thorn Elemental	Creature - Elemental	GG5	7/7. You may have Thorn Elemental deal its combat damage to defending player as though it weren't blocked.
		Uktabi Wildcats	Creature - Cat	G4	*/*. Uktabi Wildcats's power and toughness are each equal to the number of forests you control. ; G,Sacrifice a forest: Regenerate Uktabi Wildcats.
		Verduran Enchantress	Creature - Druid	GG1	0/2. Whenever you play an enchantment spell, you may draw a card.
		Vernal Bloom	Enchantment	G3	Whenever a forest is tapped for mana, its controller adds G to his or her mana pool.
		Anaconda	Creature - Snake	G3	3/3, Swampwalk.
		Blanchwood Armor	Enchant Creature	G2	Enchanted creature gets +1/+1 for each forest you control.
		Bull Hippo	Creature - Hippo	G3	3/3, Islandwalk.
		Compost	Enchantment	G1	Whenever a black card is put into an opponent's graveyard, you may draw a card.
		Creeping Mold	Sorcery	GG2	Destroy target artifact, enchantment, or land.
		Elvish Lyrist	Creature - Elf	G	1/1. G,Tap,Sacrifice Elvish Lyrist: Destroy target enchantment.
		Familiar Ground	Enchantment	G2	Each creature you control can't be blocked by more than one creature.
		Femeref Archers	Creature - Soldier	G2	2/2. Tap: Femeref Archers deals 4 damage to target attacking creature with flying.
		Fyndhorn Elder	Creature - Elf	G2	1/1. Tap: Add GG to your mana pool.
		Gang of Elk	Creature - Beast	G5	5/4. Whenever Gang of Elk becomes blocked, it gets +2/+2 until end of turn for each creature blocking it.
		Lure	Enchant Creature	GG1	All creatures able to block enchanted creature do so.
		Pride of Lions	Creature - Cat	GG3	4/4. You may have Pride of Lions deal its combat damage to defending player as though it weren't blocked.
		Scavenger Folk	Creature - Scavenger	G	1/1. G,Tap,Sacrifice Scavenger Folk: Destroy target artifact.
		Thoughtleech	Enchantment	GG	Whenever an island an opponent controls becomes tapped, you may gain 1 life.
		Treefolk Seedlings	Creature - Treefolk	G2	2/*. Treefolk Seedlings's toughness is equal to the number of forests you control.
		Untamed Wilds	Sorcery	G2	Search your library for a basic land card and put that card into play. Then shuffle your library.
		Wing Snare	Sorcery	G2	Destroy target creature with flying.
		Yavimaya Enchantress	Creature - Druid	G2	2/2. Yavimaya Enchantress gets +1/+1 for each enchantment in play.

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Green Spells *(Part 2 of 2)*

		Card Name	Spell Type	Cost	Ability
		Canopy Spider	Creature - Spider	G1	1/3. Canopy Spider may block as though it had flying.
		Fog	Instant	G	Prevent all combat damage that would be dealt this turn.
		Giant Growth	Instant	G	Target creature gets +3/+3 until end of turn.
		Giant Spider	Creature - Spider	G3	2/4. Giant Spider may block as though it had flying.
		Gorilla Chieftain	Creature - Ape	GG2	3/3. 1G: Regenerate Gorilla Chieftain.
		Grizzly Bears	Creature - Bear	G1	2/2.
		Llanowar Elves	Creature - Elf	G	1/1. Tap: Add G to your mana pool.
		Lone Wolf	Creature - Wolf	G2	2/2. You may have Lone Wolf deal its combat damage to defending player as though it weren't blocked.
		Monstrous Growth	Sorcery	G1	Target creature gets +4/+4 until end of turn.
		Rampant Growth	Sorcery	G1	Search your library for a basic land card and put that card into play tapped. Then shuffle your library.
		Reclaim	Instant	G	Put target card from your graveyard on top of your library.
		Redwood Treefolk	Creature - Treefolk	G4	3/6.
		Regeneration	Enchant Creature	G1	G: Regenerate enchanted creature.
		Seeker of Skybreak	Creature - Elf	G1	2/1. Tap: Untap target creature.
		Shanodin Dryads	Creature - Dryad	G	1/1, Forestwalk.
		Spined Wurm	Creature - Wurm	G4	5/4.
		Squall	Sorcery	G2	Squall deals 2 damage to each creature with flying.
		Stream of Life	Sorcery	GX	Target player gains X life.
		Trained Armodon	Creature - Elephant	GG1	3/3.
		Tranquility	Sorcery	G2	Destroy all enchantments.
		Wild Growth	Enchant Land	G	Whenever enchanted land is tapped for mana, its controller adds G to his or her mana pool.
		Wood Elves	Creature - Elf	G2	1/1. When Wood Elves comes into play, search your library for a forest card and put that card into play. Then shuffle your library.

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Red Spells *(Part 1 of 2)*

		Card Name	Spell Type	Cost	Ability
		Bedlam	Enchantment	RR2	Creatures can't block.
		Bloodshot Cyclops	Creature - Giant	R5	4/4. Tap,Sacrifice a creature: Bloodshot Cyclops deals damage equal to the sacrificed creature's power to target creature or player.
		Crimson Hellkite	Creature - Dragon	RRR6	6/6, Flying. X,Tap: Crimson Hellkite deals X damage to target creature. Spend only red mana this way.
		Earthquake	Sorcery	RX	Earthquake deals X damage to each creature without Flying and each player.
		Fervor	Enchantment	R2	Creatures you control have haste.
		Final Fortune	Instant	RR	Take an extra turn after this one. At the end of that turn, you lose the game.
		Goblin King	Creature - Lord	RR1	2/2. All Goblins get +1/+1 and have mountainwalk.
		Impatience	Enchantment	R2	At the end of each player's turn, if that player didn't play a spell that turn, Impatience deals 2 damage to him or her.
		Inferno	Instant	RR5	Inferno deals 6 damage to each creature and each player.
		Mana Clash	Sorcery	R	You and target opponent each flip a coin. Mana Clash deals 1 damage to each player whose coin comes up tails. Repeat this process until both players' coins come up heads on the same flip.
		Okk	Creature - Goblin	R1	4/4. Okk can't attack unless a creature with greater power also attacks. ; Okk can't block unless a creature with greater power also blocks.
		Reckless Embermage	Creature - Wizard	R3	2/2. 1R: Reckless Embermage deals 1 damage to target creature or player and 1 damage to itself.
		Relentless Assault	Sorcery	RR2	Untap all creatures that attacked this turn. You get an additional combat phase followed by an additional main phase this turn.
		Seismic Assault	Enchantment	RRR	Discard a land card from your hand: Seismic Assault deals 2 damage to target creature or player.
		Shivan Dragon	Creature - Dragon	RR4	5/5, Flying. R: Shivan Dragon gets +1/+0 until end of turn.
		Trained Orgg	Creature - Beast	R6	6/6.
		Wildfire	Sorcery	RR4	Each player sacrifices four lands. Wildfire deals 4 damage to each creature.
		AEther Flash	Enchantment	RR2	Whenever a creature comes into play, AEther Flash deals 2 damage to it.
		Blaze	Sorcery	RX	Blaze deals X damage to target creature or player.
		Boil	Instant	R3	Destroy all islands.
		Disorder	Sorcery	R1	Disorder deals 2 damage to each white creature and each player who controls a white creature.
		Fire Elemental	Creature - Elemental	RR3	5/4.
		Ghitu Fire-Eater	Creature - Nomad	R2	2/2. Tap,Sacrifice Ghitu Fire-Eater: Ghitu Fire-Eater deals damage equal to its power to target creature or player.
		Goblin Glider	Creature - Goblin	R1	1/1, Flying. Goblin Glider can't block.
		Goblin Matron	Creature - Goblin	R2	1/1. When Goblin Matron comes into play, you may search your library for a Goblin card. If you do, reveal that card and put it into your hand. Then shuffle your library.
		Goblin War Drums	Enchantment	R2	Each creature you control can't be blocked except by two or more creatures.
		Ogre Taskmaster	Creature - Ogre	R3	4/3. Ogre Taskmaster can't block.
		Orcish Artillery	Creature - Orc	RR1	1/3. Tap: Orcish Artillery deals 2 damage to target creature or player and 3 damage to you.
		Orcish Oriflamme	Enchantment	R3	Attacking creatures you control get +1/+0.
		Pillage	Sorcery	RR1	Destroy target artifact or land. It can't be regenerated.
		Pyroclasm	Sorcery	R1	Pyroclasm deals 2 damage to each creature.
		Pyrotechnics	Sorcery	R4	Pyrotechnics deals 4 damage divided as you choose among any number of target creatures and/or players.
		Storm Shaman	Creature - Cleric	R2	0/4. R: Storm Shaman gets +1/+0 until end of turn.
		Sudden Impact	Instant	R3	Sudden Impact deals damage equal to the number of cards in target player's hand to that player.
		Wall of Fire	Creature - Wall	RR1	0/5. (Walls can't attack.) R: Wall of Fire gets +1/+0 until end of turn.

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Red Spells *(Part 2 of 2)*

		Card Name	Spell Type	Cost	Ability
		Balduvian Barbarians	Creature - Barbarian	RR1	3/2.
		Goblin Chariot	Creature - Goblin	R2	2/2, Haste.
		Goblin Digging Team	Creature - Goblin	R	1/1. Tap,Sacrifice Goblin Digging Team: Destroy target Wall.
		Goblin Elite Infantry	Creature - Goblin	R1	2/2. Whenever Goblin Elite Infantry blocks or becomes blocked, it gets -1/-1 until end of turn.
		Goblin Gardener	Creature - Goblin	R3	2/1. When Goblin Gardener is put into a graveyard from play, destroy target land.
		Goblin Raider	Creature - Goblin	R1	2/2. Goblin Raider can't block.
		Goblin Spelunkers	Creature - Goblin	R2	2/2, Mountainwalk.
		Granite Grip	Enchant Creature	R2	Enchanted creature gets +1/+0 for each mountain you control.
		Hill Giant	Creature - Giant	R3	3/3.
		Lava Axe	Sorcery	R4	Lava Axe deals 5 damage to target player.
		Lightning Blast	Instant	R3	Lightning Blast deals 4 damage to target creature or player.
		Lightning Elemental	Creature - Elemental	R3	4/1, Haste.
		Pygmy Pyrosaur	Creature - Lizard	R1	1/1. Pygmy Pyrosaur can't block. ; R: Pygmy Pyrosaur gets +1/+0 until end of turn.
		Raging Goblin	Creature - Goblin	R	1/1, Haste.
		Reflexes	Enchant Creature	R	Enchanted creature has first strike.
		Sabretooth Tiger	Creature - Cat	R2	2/1, First strike.
		Shatter	Instant	R1	Destroy target artifact.
		Shock	Instant	R	Shock deals 2 damage to target creature or player.
		Spitting Earth	Sorcery	R1	Spitting Earth deals damage equal to the number of mountains you control to target creature.
		Stone Rain	Sorcery	R2	Destroy target land.
		Tremor	Sorcery	R	Tremor deals 1 damage to each creature without flying.
		Volcanic Hammer	Sorcery	R1	Volcanic Hammer deals 3 damage to target creature or player.

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White Spells *(Part 1 of 2)*

		Card Name	Spell Type	Cost	Ability
		Blessed Reversal	Instant	W1	You gain 3 life for each creature attacking you.
		Elite Archers	Creature - Soldier	W5	3/3. Tap: Elite Archers deals 3 damage to target attacking or blocking creature.
		Glorious Anthem	Enchantment	WW1	Creatures you control get +1/+1.
		Intrepid Hero	Creature - Soldier	W2	1/1. Tap: Destroy target creature with power 4 or greater.
		Kjeldoran Royal Guard	Creature - Soldier	WW3	2/5. Tap: All combat damage that unblocked creatures would deal to you this turn is dealt to Kjeldoran Royal Guard instead.
		Master Healer	Creature - Cleric	W4	1/4. Tap: Prevent the next 4 damage that would be dealt to target creature or player this turn.
		Northern Paladin	Creature - Knight	WW2	3/3. WW,Tap: Destroy target black permanent.
		Pariah	Enchant Creature	W2	All damage that would be dealt to you is dealt to enchanted creature instead.
		Purify	Sorcery	WW3	Destroy all artifacts and enchantments.
		Reverse Damage	Instant	WW1	The next time a source of your choice would deal damage to you this turn, prevent that damage. You gain that much life.
		Rolling Stones	Enchantment	W1	Walls may attack as though they weren't Walls.
		Sacred Ground	Enchantment	W1	Whenever a spell or ability an opponent controls puts a land into your graveyard from play, return that land to play.
		Serra Angel	Creature - Angel	WW3	4/4, Flying. Attacking doesn't cause Serra Angel to tap.
		Southern Paladin	Creature - Knight	WW2	3/3. WW,Tap: Destroy target red permanent.
		Sunweb	Creature - Wall	W3	5/6, Flying. (Walls can't attack.) Sunweb can't block creatures with power 2 or less.
		Worship	Enchantment	W3	If you control a creature, damage that would reduce your life total to less than 1 reduces it to 1 instead.
		Wrath of God	Sorcery	WW2	Destroy all creatures. They can't be regenerated.
		Ardent Militia	Creature - Soldier	W4	2/5. Attacking doesn't cause Ardent Militia to tap.
		Breath of Life	Sorcery	W3	Return target creature card from your graveyard to play.
		Castle	Enchantment	W3	Untapped creatures you control get +0/+2.
		Gerrard's Wisdom	Sorcery	WW2	You gain 2 life for each card in your hand.
		Heavy Ballista	Creature - Soldier	W3	2/3. Tap: Heavy Ballista deals 2 damage to target attacking or blocking creature.
		Knighthood	Enchantment	W2	Creatures you control have first strike.
		Longbow Archer	Creature - Soldier	WW	2/2, First Strike. Longbow Archer may block as though it had flying.
		Reprisal	Instant	W1	Destroy target creature with power 4 or greater. It can't be regenerated.
		Sanctimony	Enchantment	W1	Whenever an opponent taps a mountain for mana, you may gain 1 life.
		Seasoned Marshal	Creature - Soldier	WW2	2/2. Whenever Seasoned Marshal attacks, you may tap target creature.
		Serra Advocate	Creature - Angel	W3	2/2, Flying. Tap: Target attacking or blocking creature gets +2/+2 until end of turn.
		Serra's Embrace	Enchant Creature	WW2	Enchanted creature gets +2/+2, has flying, and attacking doesn't cause it to tap.
		Spirit Link	Enchant Creature	W	Whenever enchanted creature deals damage, you gain that much life.
		Starlight	Sorcery	W1	You gain 3 life for each black creature target opponent controls.
		Staunch Defenders	Creature - Soldier	WW3	3/4. When Staunch Defenders comes into play, you gain 4 life.
		Sustainer of the Realm	Creature - Angel	WW2	2/3, Flying. Whenever Sustainer of the Realm blocks, it gets +0/+2 until end of turn.
		Vengeance	Sorcery	W3	Destroy target tapped creature.
		Wall of Swords	Creature - Wall	W3	3/5, Flying. (Walls can't attack.)

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White Spells *(Part 2 of 2)*

		Card Name	Spell Type	Cost	Ability
		Angelic Page	Creature - Spirit	W1	1/1, Flying. Tap: Target attacking or blocking creature gets +1/+1 until end of turn.
		Circle of Protection: Black	Enchantment	W1	1: The next time a black source of your choice would deal damage to you this turn, prevent that damage.
		Circle of Protection: Blue	Enchantment	W1	1: The next time a blue source of your choice would deal damage to you this turn, prevent that damage.
		Circle of Protection: Green	Enchantment	W1	1: The next time a green source of your choice would deal damage to you this turn, prevent that damage.
		Circle of Protection: Red	Enchantment	W1	1: The next time a red source of your choice would deal damage to you this turn, prevent that damage.
		Circle of Protection: White	Enchantment	W1	1: The next time a white source of your choice would deal damage to you this turn, prevent that damage.
		Cloudchaser Eagle	Creature - Bird	W3	2/2, Flying. When Cloudchaser Eagle comes into play, destroy target enchantment.
		Crossbow Infantry	Creature - Soldier	W1	1/1. Tap: Crossbow Infantry deals 1 damage to target attacking or blocking creature.
		Disenchant	Instant	W1	Destroy target artifact or enchantment.
		Eager Cadet	Creature - Soldier	W	1/1.
		Healing Salve	Instant	W	Choose one - Target player gains 3 life; or prevent the next 3 damage that would be dealt to target creature or player this turn.
		Holy Strength	Enchant Creature	W	Enchanted creature gets +1/+2.
		Honor Guard	Creature - Soldier	W	1/1. W: Honor Guard gets +0/+1 until end of turn.
		Knight Errant	Creature - Knight	W1	2/2.
		Pacifism	Enchant Creature	W1	Enchanted creature can't attack or block.
		Razorfoot Griffin	Creature - Griffin	W3	2/2, Flying, First Strike.
		Sacred Nectar	Sorcery	W1	You gain 4 life.
		Samite Healer	Creature - Cleric	W1	1/1. Tap: Prevent the next 1 damage that would be dealt to target creature or player this turn.
		Shield Wall	Instant	W1	Creatures you control get +0/+2 until end of turn.
		Skyshroud Falcon	Creature - Bird	W1	1/1, Flying. Attacking doesn't cause Skyshroud Falcon to tap.
		Standing Troops	Creature - Soldier	W2	1/4. Attacking doesn't cause Standing Troops to tap.
		Venerable Monk	Creature - Cleric	W2	2/2. When Venerable Monk comes into play, you gain 2 life.

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