

Invasion

Expansion set for Magic: The Gathering

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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

Each tournament deck contains 3 rare, 10 uncommon, 32 common, 30 basic land.
 Each booster pack contains 1 rare, 3 uncommon, and 11 common.

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.

Basic Land

Card Name	Spell Type	Ability
Forest <i>347</i> <i>348</i> <i>349</i> <i>350</i>	Land	Tap for 1 Green mana.
Island <i>335</i> <i>336</i> <i>337</i> <i>338</i>	Land	Tap for 1 Blue mana.
Mountain <i>343</i> <i>344</i> <i>345</i> <i>346</i>	Land	Tap for 1 Red mana.
Plains <i>331</i> <i>332</i> <i>333</i> <i>334</i>	Land	Tap for 1 White mana.
Swamp <i>339</i> <i>340</i> <i>341</i> <i>342</i>	Land	Tap for 1 Black mana.

Special Land

Card Name	Spell Type	Ability
Keldon Necropolis	Legendary Land	Tap: Add one colorless mana to your mana pool. ; 4R, Tap, Sacrifice a creature: Keldon Necropolis deals 2 damage to target creature or player.
<i>Archaeological Dig</i>	Land	Tap: Add one colorless mana to your mana pool. ; Tap, Sacrifice Archaeological Dig: Add one mana of any color to your mana pool.
<i>Coastal Tower</i>	Land	Coastal Tower comes into play tapped. ; Tap: Add W or U to your mana pool.
<i>Elfhome Palace</i>	Land	Elfhome Palace comes into play tapped. ; Tap: Add G or W to your mana pool.
<i>Salt Marsh</i>	Land	Salt Marsh comes into play tapped. ; Tap: Add U or B to your mana pool.
<i>Shivan Oasis</i>	Land	Shivan Oasis comes into play tapped. ; Tap: Add R or G to your mana pool.
<i>Urborg Volcano</i>	Land	Urborg Volcano comes into play tapped. ; Tap: Add B or R to your mana pool.
Ancient Spring	Land	Ancient Spring comes into play tapped. ; Tap: Add U to your mana pool. ; Tap, Sacrifice Ancient Spring: Add WB to your mana pool.
Geothermal Crevice	Land	Geothermal Crevice comes into play tapped. ; Tap: Add R to your mana pool. ; Tap, Sacrifice Geothermal Crevice: Add BG to your mana pool.
Irrigation Ditch	Land	Irrigation Ditch comes into play tapped. ; Tap: Add W to your mana pool. ; Tap, Sacrifice Irrigation Ditch: Add GU to your mana pool.
Sulfur Vent	Land	Sulfur Vent comes into play tapped. ; Tap: Add B to your mana pool. ; Tap, Sacrifice Sulfur Vent: Add UR to your mana pool.
Tinder Farm	Land	Tinder Farm comes into play tapped. ; Tap: Add G to your mana pool. ; Tap, Sacrifice Tinder Farm: Add RW to your mana pool.

Artifacts

Card Name	Spell Type	Cost	Ability
Juntu Stakes	Artifact	2	Creatures with power 1 or less don't untap during their controllers' untap steps.
Lotus Guardian	Artifact Creature	7	4/4, Flying. Tap: Add one mana of any color to your mana pool.
Phyrexian Altar	Artifact	3	Sacrifice a creature: Add one mana of any color to your mana pool.
Phyrexian Lens	Artifact	3	Tap,Pay 1 life: Add one mana of any color to your mana pool.
Planar Portal	Artifact	6	6,Tap: Search your library for a card and put that card into your hand. Then shuffle your library.
Tek	Artifact Creature - Dragon	5	2/2. Tek gets +0/+2 as long as you control a plains, has flying as long as you control an island, gets +2/+0 as long as you control a swamp, has first strike as long as you control a mountain, and has trample as long as you control a forest.
Tsabo's Web	Artifact	2	When Tsabo's Web comes into play, draw a card. ; Lands with an activated ability that doesn't produce mana don't untap during their controllers' untap steps.
Urza's Filter	Artifact	4	Multicolored spells cost up to 2 less to play.
<i>Alloy Golem</i>	Artifact Creature - Golem	6	4/4. As Alloy Golem comes into play, choose a color. ; Alloy Golem is the chosen color. (It's still an artifact.)
<i>Bloodstone Cameo</i>	Artifact	3	Tap: Add B or R to your mana pool.
<i>Chromatic Sphere</i>	Artifact	1	1,Tap,Sacrifice Chromatic Sphere: Add one mana of any color to your mana pool. Draw a card.
<i>Crosis's Attendant</i>	Artifact Creature - Golem	5	3/3. 1,Sacrifice Crosis's Attendant: Add UBR to your mana pool.
<i>Darigaaz's Attendant</i>	Artifact Creature - Golem	5	3/3. 1,Sacrifice Darigaaz's Attendant: Add BRG to your mana pool.
<i>Drake-Skull Cameo</i>	Artifact	3	Tap: Add U or B to your mana pool.
<i>Dromar's Attendant</i>	Artifact Creature - Golem	5	3/3. 1,Sacrifice Dromar's Attendant: Add WUB to your mana pool.
<i>Power Armor</i>	Artifact	4	3,Tap: Target creature gets +1/+1 until end of turn for each basic land type among lands you control.
<i>Rith's Attendant</i>	Artifact Creature - Golem	5	3/3. 1,Sacrifice Rith's Attendant: Add RGW to your mana pool.
<i>Seashell Cameo</i>	Artifact	3	Tap: Add W or U to your mana pool.
<i>Sparring Golem</i>	Artifact Creature - Golem	3	2/2. Whenever Sparring Golem becomes blocked, it gets +1/+1 until end of turn for each creature blocking it.
<i>Tigereye Cameo</i>	Artifact	3	Tap: Add G or W to your mana pool.
<i>Treva's Attendant</i>	Artifact Creature - Golem	5	3/3. 1,Sacrifice Treva's Attendant: Add GWU to your mana pool.
<i>Troll-Horn Cameo</i>	Artifact	3	Tap: Add R or G to your mana pool.

Multi-Color Spells (Part 1 of 3)

Card Name	Spell Type	Cost	Ability
Absorb	Instant	WUU	Counter target spell. You gain 3 life.
AEther Rift	Enchantment	RG1	At the beginning of your upkeep, discard a card at random from your hand. If you discard a creature card this way, put that card into play unless any player pays 5 life.
Armored Guardian	Creature - Guardian	WU3	2/5. 1WW: Target creature you control gains protection from the color of your choice until end of turn. ; 1UU: Armored Guardian can't be the target of spells or abilities this turn.
Artifact Mutation	Instant	RG	Destroy target artifact. It can't be regenerated. Put X 1/1 green Saproling creature tokens into play, where X is its converted mana cost.
Aura Mutation	Instant	GW	Destroy target enchantment. Put X 1/1 green Saproling creature tokens into play, where X is its converted mana cost.
Barrin's Spite	Sorcery	UB2	Choose two target creatures controlled by one player. That player chooses and sacrifices one of them. Return the other to its owner's hand.
Blazing Specter	Creature - Specter	BR2	2/2, Flying, Haste. Whenever Blazing Specter deals combat damage to a player, that player discards a card from his or her hand.
Captain Sisay	Creature - Legend	GW2	2/2. Tap: Search your library for a Legend or legendary card, reveal that card, and put it into your hand. Then shuffle your library.
Coalition Victory	Sorcery	WUBRG3	You win the game if you control a land of each basic land type and a creature of each color.
Crosis, the Purger	Creature - Dragon Legend	UBR3	6/6, Flying. Whenever Crosis, the Purger deals combat damage to a player, you may pay 2B. If you do, choose a color. That player reveals his or her hand and discards all cards of that color from it.
Darigaaz, the Igniter	Creature - Dragon Legend	BRG3	6/6, Flying. Whenever Darigaaz, the Igniter deals combat damage to a player, you may pay 2R. If you do, choose a color. That player reveals his or her hand and Darigaaz deals X damage to him or her, where X is the number of cards revealed of that color.
Dromar, the Banisher	Creature - Dragon Legend	WUB3	6/6, Flying. Whenever Dromar, the Banisher deals combat damage to a player, you may pay 2U. If you do, choose a color. Return all creatures of that color to their owners' hands.
Dueling Grounds	Enchantment	GW1	No more than one creature may attack each turn. ; No more than one creature may block each turn.
Hanna, Ship's Navigator	Creature - Legend	WU1	1/2. 1WU, Tap: Return target artifact or enchantment card from your graveyard to your hand.
Kangee, Aerie Keeper	Creature - Legend	WU2	2/2, Flying. Kicker 2X (You may pay an additional 2X as you play this spell.) ; When Kangee, Aerie Keeper comes into play, if you paid the kicker cost, put X feather counters on it. ; All Birds get +1/+1 for each feather counter on Kangee, Aerie Keeper.
Meteor Storm	Enchantment	RG	2RG, Discard two cards at random from your hand: Meteor Storm deals 4 damage to target creature or player.
Noble Panther	Creature - Cat	GW1	3/3. 1: Noble Panther gains first strike until end of turn.
Overabundance	Enchantment	RG1	Whenever a player taps a land for mana, that player adds one additional mana to his or her mana pool of the same type, and Overabundance deals 1 damage to him or her.
Pyre Zombie	Creature - Zombie	BR1	2/1. At the beginning of your upkeep, if Pyre Zombie is in your graveyard, you may pay 1BB. If you do, return Pyre Zombie from your graveyard to your hand. ; 1RR, Sacrifice Pyre Zombie: Pyre Zombie deals 2 damage to target creature or player.
Raging Kavv	Creature - Kavv	RG1	3/1, Haste. You may play Raging Kavv any time you could play an instant.
Reckless Assault	Enchantment	BR2	1, Pay 2 life: Reckless Assault deals 1 damage to target creature or player.
Rith, the Awakener	Creature - Dragon Legend	RGW3	6/6, Flying. Whenever Rith, the Awakener deals combat damage to a player, you may pay 2G. If you do, choose a color. Put a 1/1 green Saproling creature token into play for each permanent of that color.
Sabertooth Nishoba	Creature - Beast	GW4	5/5, Trample, Protection from Blue, Protection from Red.
Spinal Embrace	Instant	UUB3	Play Spinal Embrace only during combat. ; Untap target creature you don't control and gain control of it. It gains haste until end of turn. At end of turn, sacrifice it. If you do, you gain life equal to its toughness.
Stalking Assassin	Creature - Assassin	UB1	1/1. 3U, Tap: Tap target creature. ; 3B, Tap: Destroy target tapped creature.
Teferi's Moat	Enchantment	WU3	As Teferi's Moat comes into play, choose a color. ; Creatures of the chosen color without flying can't attack you.

Multi-Color Spells (Part 2 of 3)

Card Name	Spell Type	Cost	Ability
Treva, the Renewer	Creature - Dragon Legend	GWU3	6/6, Flying. Whenever Treva, the Renewer deals combat damage to a player, you may pay 2W. If you do, choose a color. You gain 1 life for each permanent of that color.
Tsabo Tavoc	Creature - Legend	BR4	7/4, First Strike, Protection from Legends. ; BB, Tap: Destroy target Legend. It can't be regenerated.
Undermine	Instant	UUB	Counter target spell. Its controller loses 3 life.
Vile Consumption	Enchantment	UB1	All creatures have "At the beginning of your upkeep, sacrifice this creature unless you pay 1 life."
Void	Sorcery	BR3	Choose a number. Destroy all artifacts and creatures with converted mana cost equal to that number. Then target player reveals his or her hand and discards from it all nonland cards with converted mana cost equal to the number.
<i>Angelic Shield</i>	Enchantment	WU	Creatures you control get +0/+1. ; Sacrifice Angelic Shield: Return target creature to its owner's hand.
<i>Aura Shards</i>	Enchantment	GW1	Whenever a creature comes into play under your control, you may destroy target artifact or enchantment.
<i>Backlash</i>	Instant	BR1	Tap target untapped creature. That creature deals damage equal to its power to its controller.
<i>Cauldron Dance</i>	Instant	BR4	Play Cauldron Dance only during combat. ; Return target creature card from your graveyard to play. That creature gains haste. Return it to your hand at end of turn. ; Put a creature card from your hand into play. That creature gains haste. Put it into your graveyard at end of turn.
<i>Charging Troll</i>	Creature - Troll	GW2	3/3. Attacking doesn't cause Charging Troll to tap. ; G: Regenerate Charging Troll.
<i>Cinder Shade</i>	Creature - Shade	BR1	1/1. B: Cinder Shade gets +1/+1 until end of turn. ; R, Sacrifice Cinder Shade: Cinder Shade deals damage equal to its power to target creature.
<i>Fires of Yavimaya</i>	Enchantment	RG1	Creatures you control have haste. ; Sacrifice Fires of Yavimaya: Target creature gets +2/+2 until end of turn.
<i>Heroes' Reunion</i>	Instant	GW	Target player gains 7 life.
<i>Horned Cheetah</i>	Creature - Cat	GW2	2/2. Whenever Horned Cheetah deals damage, you gain that much life.
<i>Hunting Kavu</i>	Creature - Kavu	RG1	2/3. 1RG, Tap: Remove from the game Hunting Kavu and target creature without flying that's attacking you.
<i>Lobotomy</i>	Sorcery	UB2	Look at target player's hand and choose a card other than a basic land card from it. Search that player's graveyard, hand, and library for all cards with the same name as the chosen card and remove them from the game. Then that player shuffles his or her library.
<i>Ordered Migration</i>	Sorcery	WU3	Put a 1/1 blue Bird creature token with flying into play for each basic land type among lands you control.
<i>Reviving Vapors</i>	Instant	WU2	Reveal the top three cards of your library and put one of them to your hand. You gain life equal to that card's converted mana cost. Put the other cards revealed this way into your graveyard.
<i>Riptide Crab</i>	Creature - Crab	WU1	1/3. Attacking doesn't cause Riptide Crab to tap. ; When Riptide Crab is put into a graveyard from play, draw a card.
<i>Samite Archer</i>	Creature - Cleric	WU1	1/1. Tap: Prevent the next 1 damage that would be dealt to target creature or player this turn. ; Tap: Samite Archer deals 1 damage to target creature or player.
<i>Seer's Vision</i>	Enchantment	UB2	All opponents play with their hands revealed. ; Sacrifice Seer's Vision: Look at target player's hand and choose a card from it. That player discards that card. Play this ability only any time you could play a sorcery.
<i>Simoon</i>	Instant	RG	Simoon deals 1 damage to each creature target opponent controls.
<i>Sleeper's Robe</i>	Enchant Creature	UB	Enchanted creature can't be blocked except by artifact creatures and/or black creatures. ; Whenever enchanted creature deals combat damage to an opponent, you may draw a card.
<i>Slinking Serpent</i>	Creature - Serpent	UB2	2/3, Forestwalk.
<i>Smoldering Tar</i>	Enchantment	BR2	At the beginning of your upkeep, target player loses 1 life. ; Sacrifice Smoldering Tar: Smoldering Tar deals 4 damage to target creature. Play this ability only any time you could play a sorcery.
<i>Sterling Grove</i>	Enchantment	GW	All other enchantments you control can't be the targets of spells or abilities. ; 1, Sacrifice Sterling Grove: Search your library for an enchantment card and reveal that card. Shuffle your library, then put the card on top of it.
<i>Urborg Drake</i>	Creature - Drake	UB1	2/3, Flying. Urborg Drake attacks each turn if able.
<i>Vicious Kavu</i>	Creature - Kavu	BR1	2/2. Whenever Vicious Kavu attacks, it gets +2/+0 until end of turn.

Multi-Color Spells (Part 3 of 3)

Card Name	Spell Type	Cost	Ability
<i>Voracious Cobra</i>	Creature - Snake	RG2	2/2, First Strike. Whenever Voracious Cobra deals combat damage to a creature, destroy that creature.
<i>Yavimaya Kavu</i>	Creature - Kavu	RG2	*/*. Yavimaya Kavu's power is equal to the number of red creatures in play. ; Yavimaya Kavu's toughness is equal to the number of green creatures in play.
Armadillo Cloak	Enchant Creature	GW1	Enchanted creature gets +2/+2 and has trample. ; Whenever enchanted creature deals damage, you gain that much life.
Frenzied Tilling	Sorcery	RG3	Destroy target land. Search your library for a basic land card and put that card into play tapped. Then shuffle your library.
Galina's Knight	Creature - Merfolk Knight	WU	2/2, Protection from Red.
Llanowar Knight	Creature - Elf Knight	GW	2/2, Protection from Black.
Plague Spores	Sorcery	BR4	Destroy target nonblack creature and target land. They can't be regenerated.
Recoil	Instant	UB1	Return target permanent to its owner's hand. Then that player discards a card from his or her hand.
Shivan Zombie	Creature - Barbarian Zombie	BR	2/2, Protection from White.
Vodalian Zombie	Creature - Merfolk Zombie	UB	2/2, Protection from Green.
Wings of Hope	Enchant Creature	WU	Enchanted creature gets +1/+3 and has flying.
Yavimaya Barbarian	Creature - Barbarian Elf	RG	2/2, Protection from Blue.

Split Spells

Card Name	Spell Type	Cost	Ability
<i>Assault/Battery</i> (Assault)	Sorcery	R	Assault deals 2 damage to target creature or player.
(Battery)	Sorcery	G3	Put a 3/3 green Elephant creature token into play.
<i>Pain/Suffering</i> (Pain)	Sorcery	B	Target player discards a card from his or her hand.
(Suffering)	Sorcery	R3	Destroy target land.
<i>Spite/Malice</i> (Malice)	Instant	B3	Destroy target nonblack creature. It can't be regenerated.
(Spite)	Instant	U3	Counter target noncreature spell.
<i>Stand/Deliver</i> (Deliver)	Instant	U2	Return target permanent to its owner's hand.
(Stand)	Instant	W	Prevent the next 2 damage that would be dealt to target creature this turn.
<i>Wax/Wane</i> (Wane)	Instant	W	Destroy target enchantment.
(Wax)	Instant	G	Target creature gets +2/+2 until end of turn.

Black Spells (Part 1 of 2)

Card Name	Spell Type	Cost	Ability
Andradite Leech	Creature - Leech	B2	2/2. Black spells you play cost B more to play. ; B: Andradite Leech gets +1/+1 until end of turn.
Crypt Angel	Creature - Angel	B4	3/3, Flying, Protection from White. When Crypt Angel comes into play, return target blue or red creature card from your graveyard to your hand.
Desperate Research	Sorcery	B1	Name a card other than a basic land. Then reveal the top seven cards of your library and put all of them with that name into your hand. Remove the rest from the game.
Devouring Strossus	Creature - Horror	BBB5	9/9, Flying, Trample. ; At the beginning of your upkeep, sacrifice a creature. ; Sacrifice a creature: Regenerate Devouring Strossus.
Do or Die	Sorcery	B1	Separate all creatures target player controls into two face-up piles. Destroy all creatures in the pile of that player's choice. They can't be regenerated.
Marauding Knight	Creature - Knight	BB2	2/2, Protection from White. Marauding Knight gets +1/+1 for each plains your opponents control.
Nightscape Master	Creature - Wizard	BB2	2/2. UU, Tap: Return target creature to its owner's hand. ; RR, Tap: Nightscape Master deals 2 damage to target creature.
Phyrexian Delver	Creature - Zombie	BB3	3/2. When Phyrexian Delver comes into play, return target creature card from your graveyard to play. You lose life equal to that card's converted mana cost.
Phyrexian Infiltrator	Creature - Minion	B2	2/2. 2UU: Exchange control of Phyrexian Infiltrator and target creature.
Spreading Plague	Enchantment	B4	Whenever a creature comes into play, destroy all other creatures that share a color with it. They can't be regenerated.
Tsabo's Assassin	Creature - Assassin	BB2	1/1. Tap: Destroy target creature if it shares a color with the most common color among all permanents or the color tied for most common. A creature destroyed this way can't be regenerated.
Tsabo's Decree	Instant	B5	Choose a creature type. Target player reveals his or her hand and discards all creature cards of that type from it. Then destroy all creatures of that type that player controls. They can't be regenerated.
Twilight's Call	Sorcery	BB4	You may play Twilight's Call any time you could play an instant if you pay 2 more to play it. ; Each player returns all creature cards from his or her graveyard to play.
Yawgmoth's Agenda	Enchantment	BB3	Play no more than one spell each turn. ; You may play cards in your graveyard as though they were in your hand. ; If a card would be put into your graveyard from anywhere, remove it from the game instead.
<i>Addle</i>	Sorcery	B1	Choose a color. Look at target player's hand and choose a card of that color from it. That player discards that card.
<i>Annihilate</i>	Instant	BB3	Destroy target nonblack creature. It can't be regenerated. ; Draw a card.
<i>Cremate</i>	Instant	B	Remove target card in a graveyard from the game. Draw a card.
<i>Defiling Tears</i>	Instant	B2	Until end of turn, target creature becomes black, gets +1/-1, and gains "B: Regenerate this creature."
<i>Dredge</i>	Instant	B	Sacrifice a creature or land. ; Draw a card.
<i>Goham Djinn</i>	Creature - Djinn	B5	5/5. 1B: Regenerate Goham Djinn. ; Goham Djinn gets -2/-2 as long as black is the most common color among all permanents or is tied for most common.
<i>Hate Weaver</i>	Creature - Wizard	B1	2/1. 2: Target blue or red creature gets +1/+0 until end of turn.
<i>Plague Spitter</i>	Creature - Horror	B2	2/2. At the beginning of your upkeep, Plague Spitter deals 1 damage to each creature and each player. ; When Plague Spitter is put into a graveyard from play, Plague Spitter deals 1 damage to each creature and each player.
<i>Reckless Spite</i>	Instant	BB1	Destroy two target nonblack creatures. You lose 5 life.
<i>Trench Wurm</i>	Creature - Wurm	B3	3/3. 2R, Tap: Destroy target nonbasic land.
<i>Urborg Emissary</i>	Creature - Wizard	B2	3/1. Kicker 1U (You may pay an additional 1U as you play this spell.) ; When Urborg Emissary comes into play, if you paid the kicker cost, return target permanent to its owner's hand.
<i>Urborg Shambler</i>	Creature - Horror	BB2	4/3. All other black creatures get -1/-1.

Black Spells (Part 2 of 2)

Card Name	Spell Type	Cost	Ability
Agonizing Demise	Instant	B3	Kicker 1R (You may pay an additional 1R as you play this spell.) ; Destroy target nonblack creature. It can't be regenerated. If you paid the kicker cost, Agonizing Demise deals damage equal to that creature's power to the creature's controller.
Bog Initiate	Creature - Wizard	B1	1/1. 1: Add B to your mana pool.
Cursed Flesh	Enchant Creature	B	Enchanted creature gets -1/-1 and can't be blocked except by artifact creatures and/or black creatures.
Duskwalker	Creature - Minion	B	1/1. Kicker 3B (You may pay an additional 3B as you play this spell.) ; If you paid the kicker cost, Duskwalker comes into play with two +1/+1 counters on it and has "Duskwalker can't be blocked except by artifact creatures and/or black creatures."
Exotic Curse	Enchant Creature	B2	Enchanted creature gets -1/-1 for each basic land type among lands you control.
Firescreamer	Creature - Kavu	B3	2/2. R: Firescreamer gets +1/+0 until end of turn.
Hypnotic Cloud	Sorcery	B1	Kicker 4 (You may pay an additional 4 as you play this spell.) ; Target player discards a card from his or her hand. If you paid the kicker cost, that player discards three cards from his or her hand instead.
Mourning	Enchant Creature	B1	Enchanted creature gets -2/-0. ; B: Return Mourning to its owner's hand.
Nightscape Apprentice	Creature - Wizard	B	1/1. U, Tap: Put target creature you control on top of its owner's library. ; R, Tap: Target creature gains first strike until end of turn.
Phyrexian Battleflies	Creature - Insect	B	0/1, Flying. B: Phyrexian Battleflies gets +1/+0 until end of turn. This ability may be played no more than twice each turn.
Phyrexian Reaper	Creature - Zombie	B4	3/3. Whenever Phyrexian Reaper becomes blocked by a green creature, destroy that creature. It can't be regenerated.
Phyrexian Slayer	Creature - Minion	B3	2/2, Flying. Whenever Phyrexian Slayer becomes blocked by a white creature, destroy that creature. It can't be regenerated.
Ravenous Rats	Creature - Rat	B1	1/1. When Ravenous Rats comes into play, target opponent discards a card from his or her hand.
Recover	Sorcery	B2	Return target creature card from your graveyard to your hand. ; Draw a card.
Scavenged Weaponry	Enchant Creature	B2	When Scavenged Weaponry comes into play, draw a card. ; Enchanted creature gets +1/+1.
Soul Burn	Sorcery	B2X	Spend only black and/or red mana on X. ; Soul Burn deals X damage to target creature or player. You gain life equal to the damage dealt, but not more than the amount of B spent on X, the player's life total before Soul Burn dealt damage, or the creature's toughness.
Tainted Well	Enchant Land	B2	When Tainted Well comes into play, draw a card. ; Enchanted land is a swamp.
Urborg Phantom	Creature - Minion	B2	3/1. Urborg Phantom can't block. ; U: Prevent all combat damage that would be dealt to and dealt by Urborg Phantom this turn.
Urborg Skeleton	Creature - Skeleton	B	0/1. Kicker 3 (You may pay an additional 3 as you play this spell.) ; B: Regenerate Urborg Skeleton. ; If you paid the kicker cost, Urborg Skeleton comes into play with a +1/+1 counter on it.

Blue Spells (Part 1 of 2)

Card Name	Spell Type	Cost	Ability
Blind Seer	Creature - Legend	UU2	3/3. 1U: Target spell or permanent becomes the color of your choice until end of turn.
Breaking Wave	Sorcery	UU2	You may play Breaking Wave any time you could play an instant if you pay 2 more to play it. ; Simultaneously untap all tapped creatures and tap all untapped creatures.
Collective Restraint	Enchantment	U3	Creatures can't attack you unless their controller pays X for each creature attacking you, where X is the number of basic land types among lands you control. (This cost is paid as attackers are declared.)
Crystal Spray	Instant	U2	Change the text of target spell or permanent by replacing all instances of one color word or basic land type with another until end of turn. ; Draw a card.
Distorting Wake	Sorcery	UUUX	Return X target nonland permanents to their owners' hands.
Empress Galina	Creature - Legend	UU3	1/3. UU, Tap: Gain control of target Legend or legendary permanent. (This effect doesn't end at end of turn.)
Mana Maze	Enchantment	U1	Players can't play spells that share a color with the spell last played this turn.
Metathran Aerostat	Creature - Ship	UU2	2/2, Flying. ; XU: You may put a creature card with converted mana cost X from your hand into play. If you do, return Metathran Aerostat to its owner's hand.
Psychic Battle	Enchantment	UU3	Whenever a player chooses one or more targets, each player reveals the top card of his or her library. The player who reveals the card with the highest converted mana cost may change the target or targets. If two or more cards are tied for highest cost, the target or targets remain unchanged.
Sapphire Leech	Creature - Leech	U1	2/2, Flying. Blue spells you play cost U more to play.
Stormscape Master	Creature - Wizard	UU2	2/2. WW, Tap: Target creature gains protection from the color of your choice until end of turn. ; BB, Tap: Target player loses 2 life and you gain 2 life.
Teferi's Response	Instant	U1	Counter target spell or ability an opponent controls that targets a land you control. If a permanent's ability is countered this way, destroy that permanent. ; Draw two cards.
Temporal Distortion	Enchantment	UU3	Whenever a creature or land becomes tapped, put an hourglass counter on it. ; Permanents with an hourglass counter on them don't untap during their controllers' untap steps. ; At the beginning of each player's upkeep, remove all hourglass counters from permanents that player controls.
Well-Laid Plans	Enchantment	U2	Prevent all damage that would be dealt to a creature by another creature if they share a color.
<i>Disrupt</i>	Instant	U	Counter target instant or sorcery spell unless its controller pays 1. ; Draw a card.
<i>Essence Leak</i>	Enchant Permanent	U	If enchanted permanent is red or green, it has "At the beginning of your upkeep, sacrifice this permanent unless you pay its mana cost."
<i>Fact or Fiction</i>	Instant	U3	Reveal the top five cards of your library. An opponent separates those cards into two face-up piles. Put one pile into your hand and the other into your graveyard.
<i>Manipulate Fate</i>	Sorcery	U1	Search your library for three cards, remove them from the game, then shuffle your library. ; Draw a card.
<i>Metathran Transport</i>	Creature - Ship	UU1	1/3, Flying. ; Metathran Transport can't be blocked by blue creatures. ; U: Target creature becomes blue until end of turn.
<i>Rainbow Crow</i>	Creature - Bird	U3	2/2, Flying. 1: Rainbow Crow becomes the color of your choice until end of turn.
<i>Sky Weaver</i>	Creature - Wizard	U1	2/1. 2: Target white or black creature gains flying until end of turn.
<i>Sway of Illusion</i>	Instant	U1	Any number of target creatures become the color of your choice until end of turn. ; Draw a card.
<i>Tolarian Emissary</i>	Creature - Wizard	U2	1/2, Flying. Kicker 1W (You may pay an additional 1W as you play this spell.) ; When Tolarian Emissary comes into play, if you paid the kicker cost, destroy target enchantment.
<i>Vodalian Hypnotist</i>	Creature - Wizard	U1	1/1. 2B, Tap: Target player discards a card from his or her hand. Play this ability only any time you could play a sorcery.
<i>Wash Out</i>	Sorcery	U3	Return all permanents of the color of your choice to their owners' hands.
<i>Zanam Djinn</i>	Creature - Djinn	U5	5/6, Flying. Zanam Djinn gets -2/-2 as long as blue is the most common color among all permanents or is tied for most common.

Blue Spells (Part 2 of 2)

Card Name	Spell Type	Cost	Ability
Barrin's Unmaking	Instant	U1	Return target permanent to its owner's hand if that permanent shares a color with the most common color among all permanents or the color tied for most common.
Dream Thrush	Creature - Bird	U1	1/1, Flying. Tap: Target land becomes a land of the basic land type of your choice until end of turn.
Exclude	Instant	U2	Counter target creature spell. ; Draw a card.
Faerie Squadron	Creature - Faerie	U	1/1. Kicker 3U (You may pay an additional 3U as you play this spell.) ; If you paid the kicker cost, Faerie Squadron comes into play with two +1/+1 counters on it and has flying.
Metathran Zombie	Creature - Zombie	U1	1/1. B: Regenerate Metathran Zombie.
Opt	Instant	U	Look at the top card of your library. You may put that card on the bottom of your library. ; Draw a card.
Phantasmal Terrain	Enchant Land	UU	As Phantasmal Terrain comes into play, choose a basic land type. ; Enchanted land is a land of the chosen type.
Probe	Sorcery	U2	Kicker 1B (You may pay an additional 1B as you play this spell.) ; Draw three cards, then discard two cards from your hand. ; If you paid the kicker cost, target player discards two cards from his or her hand.
Prohibit	Instant	U1	Kicker 2 (You may pay an additional 2 as you play this spell.) ; Counter target spell if its converted mana cost is 2 or less. If you paid the kicker cost, counter that spell if its converted mana cost is 4 or less instead.
Repulse	Instant	U2	Return target creature to its owner's hand. ; Draw a card.
Shimmering Wings	Enchant Creature	U	Enchanted creature has flying. ; U: Return Shimmering Wings to its owner's hand.
Shoreline Raider	Creature - Merfolk	U2	2/2, Protection from Kavu.
Stormscape Apprentice	Creature - Wizard	U	1/1. W, Tap: Tap target creature. ; B, Tap: Target player loses 1 life.
Tidal Visionary	Creature - Wizard	U	1/1. Tap: Target creature becomes the color of your choice until end of turn.
Tower Drake	Creature - Drake	U2	2/1, Flying. W: Tower Drake gets +0/+1 until end of turn.
Traveler's Cloak	Enchant Creature	U2	As Traveler's Cloak comes into play, choose a land type. ; Enchanted creature has landwalk of the chosen type. ; When Traveler's Cloak comes into play, draw a card.
Vodalian Merchant	Creature - Merfolk	U1	1/2. When Vodalian Merchant comes into play, draw a card, then discard a card from your hand.
Vodalian Serpent	Creature - Serpent	U3	2/2. Kicker 2 (You may pay an additional 2 as you play this spell.) ; Vodalian Serpent can't attack unless defending player controls an island. ; If you paid the kicker cost, Vodalian Serpent comes into play with four +1/+1 counters on it.
Worldly Counsel	Instant	U1	Look at the top X cards of your library, where X is the number of basic land types among lands you control. Put one of those cards into your hand and the rest on the bottom of your library.

Green Spells (Part 1 of 2)

Card Name	Spell Type	Cost	Ability
Bind	Instant	G1	Counter target activated ability. (Mana abilities can't be countered.) ; Draw a card.
Blurred Mongoose	Creature - Mongoose	G1	2/1. Blurred Mongoose can't be countered. ; Blurred Mongoose can't be the target of spells or abilities.
Elvish Champion	Creature - Lord	GG1	2/2. All Elves get +1/+1 and have forestwalk.
Jade Leech	Creature - Leech	GG2	5/5. Green spells you play cost G more to play.
Kavu Lair	Enchantment	G2	Whenever a creature with power 4 or greater comes into play, its controller draws a card.
Kavu Titan	Creature - Kavu	G1	2/2. Kicker 2G (You may pay an additional 2G as you play this spell.) ; If you paid the kicker cost, Kavu Titan comes into play with three +1/+1 counters on it and has trample.
Molimo, Maro-Sorcerer	Creature - Legend	GGG4	*/*. Trample. Molimo, Maro-Sorcerer's power and toughness are each equal to the number of lands you control.
Restock	Sorcery	GG3	Return two target cards from your graveyard to your hand. Remove Restock from the game.
Saproling Infestation	Enchantment	G1	Whenever a player pays a kicker cost, you put a 1/1 green Saproling creature token into play.
Saproling Symbiosis	Sorcery	G3	You may play Saproling Symbiosis any time you could play an instant if you pay 2 more to play it. ; Put a 1/1 green Saproling creature token into play for each creature you control.
Thicket Elemental	Creature - Elemental	GG3	4/4. Kicker 1G (You may pay an additional 1G as you play this spell.) ; When Thicket Elemental comes into play, if you paid the kicker cost, you may reveal cards from the top of your library until you reveal a creature card. If you do, put that card into play and shuffle all other cards revealed this way into your library.
Thornscape Master	Creature - Wizard	GG2	2/2. RR, Tap: Thornscape Master deals 2 damage to target creature. ; WW, Tap: Target creature gains protection from the color of your choice until end of turn.
Utopia Tree	Creature - Plant	G1	0/2. Tap: Add one mana of any color to your mana pool.
Verdeloth the Ancient	Creature - Treefolk Legend	GG4	4/7. Kicker X (You may pay an additional X as you play this spell.) ; All other Treefolk and all Saprolings get +1/+1. ; When Verdeloth the Ancient comes into play, if you paid the kicker cost, put X 1/1 green Saproling creature tokens into play.
<i>Canopy Surge</i>	Sorcery	G1	Kicker 2 (You may pay an additional 2 as you play this spell.) ; Canopy Surge deals 1 damage to each creature with flying and each player. If you paid the kicker cost, Canopy Surge deals 4 damage to each creature with flying and each player instead.
<i>Elfhame Sanctuary</i>	Enchantment	G1	At the beginning of your upkeep, you may search your library for a basic land card, reveal that card, and put it into your hand. If you do, skip your draw step this turn and shuffle your library.
<i>Kavu Chameleon</i>	Creature - Kavu	GG3	4/4. Kavu Chameleon can't be countered. ; G: Kavu Chameleon becomes the color of your choice until end of turn.
<i>Might Weaver</i>	Creature - Wizard	G1	2/1. 2: Target red or white creature gains trample until end of turn.
<i>Pulse of Llanowar</i>	Enchantment	G3	If a basic land you control is tapped for mana, it produces mana of any one color instead of its normal type.
<i>Rooting Kavu</i>	Creature - Kavu	GG2	4/3. When Rooting Kavu is put into a graveyard from play, you may remove Rooting Kavu from the game. If you do, shuffle all creature cards from your graveyard into your library.
<i>Scouting Trek</i>	Sorcery	G1	Search your library for any number of basic land cards, reveal them, and set them aside. Shuffle your library, then put those cards on top of it in any order.
<i>Sulam Djinn</i>	Creature - Djinn	G5	6/6, Trample. Sulam Djinn gets -2/-2 as long as green is the most common color among all permanents or is tied for most common.
<i>Tangle</i>	Instant	G1	Prevent all combat damage that would be dealt this turn. ; Attacking creatures don't untap during their controllers' next untap steps.
<i>Treefolk Healer</i>	Creature - Treefolk	G4	2/3. 2W, Tap: Prevent the next 2 damage that would be dealt to target creature or player this turn.
<i>Verduran Emissary</i>	Creature - Wizard	G2	2/3. Kicker 1R (You may pay an additional 1R as you play this spell.) ; When Verduran Emissary comes into play, if you paid the kicker cost, destroy target artifact. It can't be regenerated.
<i>Wallop</i>	Sorcery	G1	Destroy target blue or black creature with flying.

Green Spells (Part 2 of 2)

Card Name	Spell Type	Cost	Ability
Aggressive Urge	Instant	G1	Target creature gets +1/+1 until end of turn. ; Draw a card.
Explosive Growth	Instant	G	Kicker 5 (You may pay an additional 5 as you play this spell.) ; Target creature gets +2/+2 until end of turn. If you paid the kicker cost, that creature gets +5/+5 until end of turn instead.
Fertile Ground	Enchant Land	G1	Whenever enchanted land is tapped for mana, its controller adds one mana of any color to his or her mana pool.
Harrow	Instant	G2	As an additional cost to play Harrow, sacrifice a land. ; Search your library for up to two basic land cards and put them into play. Then shuffle your library.
Kavu Climber	Creature - Kavu	GG3	3/3. When Kavu Climber comes into play, draw a card.
Llanowar Cavalry	Creature - Soldier	G2	1/4. W: Attacking doesn't cause Llanowar Cavalry to tap this turn.
Llanowar Elite	Creature - Elf	G	1/1, Trample. Kicker 8 (You may pay an additional 8 as you play this spell.) ; If you paid the kicker cost, Llanowar Elite comes into play with five +1/+1 counters on it.
Llanowar Vanguard	Creature - Dryad	G2	1/1. Tap: Llanowar Vanguard gets +0/+4 until end of turn.
Nomadic Elf	Creature - Elf	G1	2/2. 1G: Add one mana of any color to your mana pool.
Pincer Spider	Creature - Spider	G2	2/3. Kicker 3 (You may pay an additional 3 as you play this spell.) ; Pincer Spider may block as though it had flying. ; If you paid the kicker cost, Pincer Spider comes into play with a +1/+1 counter on it.
Quirion Elves	Creature - Elf	G1	1/1. As Quirion Elves comes into play, choose a color. ; Tap: Add G to your mana pool. ; Tap: Add one mana of the chosen color to your mana pool.
Quirion Sentinel	Creature - Elf	G1	2/1. When Quirion Sentinel comes into play, add one mana of any color to your mana pool.
Quirion Trailblazer	Creature - Elf	G3	1/2. When Quirion Trailblazer comes into play, you may search your library for a basic land card and put that card into play tapped. If you do, shuffle your library.
Serpentine Kavu	Creature - Kavu	G4	4/4. R: Serpentine Kavu gains haste until end of turn.
Thornscape Apprentice	Creature - Wizard	G	1/1. W, Tap: Tap target creature. ; R, Tap: Target creature gains first strike until end of turn.
Tranquility	Sorcery	G2	Destroy all enchantments.
Vigorous Charge	Instant	G	Kicker W (You may pay an additional W as you play this spell.) ; Target creature gains trample until end of turn. Whenever that creature deals combat damage this turn, if you paid the kicker cost, you gain life equal to that damage.
Wandering Stream	Sorcery	G2	You gain 2 life for each basic land type among lands you control.
Whip Silk	Enchant Creature	G	Enchanted creature may block as though it had flying. ; G: Return Whip Silk to its owner's hand.

Red Spells (Part 1 of 2)

Card Name	Spell Type	Cost	Ability
Bend or Break	Sorcery	R3	Each player separates all land cards he or she controls into two face-up piles. For each player, an opponent chooses a pile. Destroy all lands in that pile. Tap all lands in the other pile.
Callous Giant	Creature - Giant	RR4	4/4. If a source would deal 3 damage or less to Callous Giant, prevent that damage.
Collapsing Borders	Enchantment	R3	At the beginning of each player's upkeep, that player gains 1 life for each basic land type among lands he or she controls. Then Collapsing Borders deals 3 damage to him or her.
Ghitu Fire	Sorcery	RX	You may play Ghitu Fire any time you could play an instant if you pay 2 more to play it. ; Ghitu Fire deals X damage to target creature or player.
Kavu Monarch	Creature - Kavu	RR2	3/3. All Kavu have trample. ; Whenever another Kavu comes into play, put a +1/+1 counter on Kavu Monarch.
Loafing Giant	Creature - Giant	R4	4/6. Whenever Loafing Giant attacks or blocks, put the top card of your library into your graveyard. If that card is a land card, prevent all combat damage that Loafing Giant would deal this turn.
Mages' Contest	Instant	RR1	You and target spell's controller bid life. You start the bidding with a high bid of 1. In turn order, each player may top the high bid. The bidding ends when the high bid stands. The highest bidder loses life equal to the high bid. If you win the bidding, counter that spell.
Obliterate	Sorcery	RR6	Obliterate can't be countered. ; Destroy all artifacts, creatures, and lands. They can't be regenerated.
Ruby Leech	Creature - Leech	R1	2/2, First Strike. Red spells you play cost R more to play.
Skizzik	Creature - Elemental	R3	5/3, Trample, Haste. Kicker R (You may pay an additional R as you play this spell.) ; At end of turn, sacrifice Skizzik unless the kicker cost was paid.
Stand or Fall	Enchantment	R3	At the beginning of your combat phase, separate all creatures defending player controls into two face-up piles. Only creatures in the pile of that player's choice may block this turn.
Tectonic Instability	Enchantment	R2	Whenever a land comes into play, tap all lands its controller controls.
Thunderscape Master	Creature - Wizard	RR2	2/2. BB, Tap: Target player loses 2 life and you gain 2 life. ; GG, Tap: Creatures you control get +2/+2 until end of turn.
Urza's Rage	Instant	R2	Kicker 8R (You may pay an additional 8R as you play this spell.) ; Urza's Rage can't be countered by spells or abilities. ; Urza's Rage deals 3 damage to target creature or player. If you paid the kicker cost, instead Urza's Rage deals 10 damage to that creature or player and the damage can't be prevented.
<i>Breath of Darigaaz</i>	Sorcery	R1	Kicker 2 (You may pay an additional 2 as you play this spell.) ; Breath of Darigaaz deals 1 damage to each creature without flying and each player. If you paid the kicker cost, Breath of Darigaaz deals 4 damage to each creature without flying and each player instead.
<i>Chaotic Strike</i>	Instant	R1	Play Chaotic Strike only during combat after blockers are declared. ; Choose target creature and flip a coin. If you win the flip, that creature gets +1/+1 until end of turn. ; Draw a card.
<i>Firebrand Ranger</i>	Creature - Soldier	R1	2/1. G, Tap: Put a basic land card from your hand into play.
<i>Goblin Spy</i>	Creature - Goblin	R	1/1. Play with the top card of your library revealed.
<i>Halam Djinn</i>	Creature - Djinn	R5	6/5, Haste. Halam Djinn gets -2/-2 as long as red is the most common color among all permanents or is tied for most common.
<i>Kavu Runner</i>	Creature - Kavu	R3	3/3. Kavu Runner has haste as long as no opponent controls a white or blue creature.
<i>Lightning Dart</i>	Instant	R1	Lightning Dart deals 1 damage to target creature. If that creature is white or blue, Lightning Dart deals 4 damage to it instead.
<i>Rage Weaver</i>	Creature - Wizard	R1	2/1. 2: Target black or green creature gains haste until end of turn.
<i>Searing Rays</i>	Sorcery	R2	Choose a color. Searing Rays deals damage to each player equal to the number of creatures of that color that player controls.
<i>Shivan Emissary</i>	Creature - Wizard	R2	1/1. Kicker 1B (You may pay an additional 1B as you play this spell.) ; When Shivan Emissary comes into play, if you paid the kicker cost, destroy target nonblack creature. It can't be regenerated.
<i>Shivan Harvest</i>	Enchantment	R1	1R, Sacrifice a creature: Destroy target nonbasic land.
<i>Skittish Kavu</i>	Creature - Kavu	R1	1/1. Skittish Kavu gets +1/+1 as long as no opponent controls a white or blue creature.

Red Spells (Part 2 of 2)

Card Name	Spell Type	Cost	Ability
Ancient Kavú	Creature - Kavú	R3	3/3. 2: Ancient Kavú becomes colorless until end of turn.
Crown of Flames	Enchant Creature	R	R: Enchanted creature gets +1/+0 until end of turn. ; R: Return Crown of Flames to its owner's hand.
Hooded Kavú	Creature - Kavú	R2	2/2. B: Hooded Kavú can't be blocked this turn except by artifact creatures and/or black creatures.
Kavú Aggressor	Creature - Kavú	R2	3/2. Kicker 4 (You may pay an additional 4 as you play this spell.) ; Kavú Aggressor can't block. ; If you paid the kicker cost, Kavú Aggressor comes into play with a +1/+1 counter on it.
Kavú Scout	Creature - Kavú	R2	0/2. Kavú Scout gets +1/+0 for each basic land type among lands you control.
Maniacal Rage	Enchant Creature	R1	Enchanted creature gets +2/+2 and can't block.
Overload	Instant	R	Kicker 2 (You may pay an additional 2 as you play this spell.) ; Destroy target artifact if its converted mana cost is 2 or less. If you paid the kicker cost, destroy that artifact if its converted mana cost is 5 or less instead.
Pouncing Kavú	Creature - Kavú	R1	1/1, First Strike. Kicker 2R (You may pay an additional 2R as you play this spell.) ; If you paid the kicker cost, Pouncing Kavú comes into play with two +1/+1 counters on it and has haste.
Rogue Kavú	Creature - Kavú	R1	1/1. Whenever Rogue Kavú attacks alone, it gets +2/+0 until end of turn.
Savage Offensive	Sorcery	R1	Kicker G (You may pay an additional G as you play this spell.) ; Creatures you control gain first strike until end of turn. If you paid the kicker cost, they get +1/+1 until end of turn.
Scarred Puma	Creature - Cat	R	2/1. Scarred Puma can't attack unless a black or green creature also attacks.
Scorching Lava	Instant	R1	Kicker R (You may pay an additional R as you play this spell.) ; Scorching Lava deals 2 damage to target creature or player. If you paid the kicker cost, that creature can't be regenerated this turn and if it would be put into a graveyard this turn, remove it from the game instead.
Slimy Kavú	Creature - Kavú	R2	2/2. Tap: Target land becomes a swamp until end of turn.
Stun	Instant	R1	Target creature can't block this turn. ; Draw a card.
Thunderscape Apprentice	Creature - Wizard	R	1/1. B, Tap: Target player loses 1 life. ; G, Tap: Target creature gets +1/+1 until end of turn.
Tribal Flames	Sorcery	R1	Tribal Flames deals X damage to target creature or player, where X is the number of basic land types among lands you control.
Turf Wound	Instant	R2	Target player can't play land cards this turn. ; Draw a card.
Viashino Grappler	Creature - Viashino	R2	3/1. G: Viashino Grappler gains trample until end of turn.
Zap	Instant	R2	Zap deals 1 damage to target creature or player. ; Draw a card.

White Spells (Part 1 of 2)

Card Name	Spell Type	Cost	Ability
Alabaster Leech	Creature - Leech	W	1/3. White spells you play cost W more to play.
Atalya, Samite Master	Creature - Cleric Legend	WW3	2/3. X, Tap: Choose one - Prevent the next X damage that would be dealt to target creature this turn; or you gain X life. Spend only white mana this way.
Crusading Knight	Creature - Knight	WW2	2/2, Protection from Black. Crusading Knight gets +1/+1 for each swamp your opponents control.
Death or Glory	Sorcery	W4	Separate all creature cards in your graveyard into two face-up piles. Remove the pile of an opponent's choice from the game and return the other to play.
Divine Presence	Enchantment	W2	If a source would deal 4 damage or more to a creature or player, that source deals 3 damage to that creature or player instead.
Fight or Flight	Enchantment	W3	At the beginning of each opponent's combat phase, separate all creatures that player controls into two face-up piles. Only creatures in the pile of his or her choice may attack this turn.
Global Ruin	Sorcery	W4	Each player chooses from the lands he or she controls a land of each basic land type, then sacrifices the rest.
Harsh Judgment	Enchantment	WW2	As Harsh Judgment comes into play, choose a color. ; If an instant or sorcery of the chosen color would deal damage to you, it deals that damage to its controller instead.
Pure Reflection	Enchantment	W2	Whenever a player plays a creature spell, destroy all Reflections. Then that player puts a white Reflection creature token into play with power and toughness each equal to the converted mana cost of that spell.
Reya Dawnbringer	Creature - Angel Legend	WWW6	4/6, Flying. At the beginning of your upkeep, you may return target creature card from your graveyard to play.
Rout	Sorcery	WW3	You may play Rout any time you could play an instant if you pay 2 more to play it. ; Destroy all creatures. They can't be regenerated.
Spirit of Resistance	Enchantment	W2	If you control a permanent of each color, prevent all damage that would be dealt to you.
Sunscape Master	Creature - Wizard	WW2	2/2. GG, Tap: Creatures you control get +2/+2 until end of turn. ; UU, Tap: Return target creature to its owner's hand.
Winnow	Instant	W1	Destroy target nonland permanent if another permanent with the same name is in play. ; Draw a card.
<i>Angel of Mercy</i>	Creature - Angel	W4	3/3, Flying. When Angel of Mercy comes into play, you gain 3 life.
<i>Benalish Emissary</i>	Creature - Wizard	W2	1/4. Kicker 1G (You may pay an additional 1G as you play this spell.) ; When Benalish Emissary comes into play, if you paid the kicker cost, destroy target land.
<i>Benalish Heralds</i>	Creature - Soldier	W3	2/4. 3U, Tap: Draw a card.
<i>Blinding Light</i>	Sorcery	W2	Tap all nonwhite creatures.
<i>Liberate</i>	Instant	W1	Remove target creature you control from the game. At end of turn, return that card to play under its owner's control.
<i>Pledge of Loyalty</i>	Enchant Creature	W1	Enchanted creature has protection from the colors of permanents you control. This effect doesn't remove Pledge of Loyalty.
<i>Rewards of Diversity</i>	Enchantment	W2	Whenever an opponent plays a multicolored spell, you gain 4 life.
<i>Ruham Djinn</i>	Creature - Djinn	W5	5/5, First Strike. Ruham Djinn gets -2/-2 as long as white is the most common color among all permanents or is tied for most common.
<i>Samite Ministration</i>	Instant	W1	Prevent all damage that would be dealt by a source of your choice to you this turn. Whenever damage from a black or red source is prevented this way, you gain life equal to that damage.
<i>Spirit Weaver</i>	Creature - Wizard	W1	2/1. 2: Target green or blue creature gets +0/+1 until end of turn.
<i>Teferi's Care</i>	Enchantment	W2	W, Sacrifice an enchantment: Destroy target enchantment. ; 3UU: Counter target enchantment spell.
<i>Wayfaring Giant</i>	Creature - Giant	W5	1/3. Wayfaring Giant gets +1/+1 for each basic land type among lands you control.

White Spells (Part 2 of 2)

Card Name	Spell Type	Cost	Ability
Ardent Soldier	Creature - Soldier	W1	1/2. Kicker 2 (You may pay an additional 2 as you play this spell.) ; Attacking doesn't cause Ardent Soldier to tap. ; If you paid the kicker cost, Ardent Soldier comes into play with a +1/+1 counter on it.
Benalish Lancer	Creature - Knight	W2	2/2. Kicker 2W (You may pay an additional 2W as you play this spell.) ; If you paid the kicker cost, Benalish Lancer comes into play with two +1/+1 counters on it and has first strike.
Benalish Trapper	Creature - Soldier	W1	1/2. W, Tap: Tap target creature.
Capashen Unicorn	Creature - Unicorn	W1	1/2. 1W, Tap, Sacrifice Capashen Unicorn: Destroy target artifact or enchantment.
Crimson Acolyte	Creature - Cleric	W1	1/1, Protection from Red. W: Target creature gains protection from red until end of turn.
Dismantling Blow	Instant	W2	Kicker 2U (You may pay an additional 2U as you play this spell.) ; Destroy target artifact or enchantment. ; If you paid the kicker cost, draw two cards.
Glimmering Angel	Creature - Angel	W3	2/2, Flying. ; U: Glimmering Angel can't be the target of spells or abilities this turn.
Holy Day	Instant	W	Prevent all combat damage that would be dealt this turn.
Obsidian Acolyte	Creature - Cleric	W1	1/1, Protection from Black. W: Target creature gains protection from black until end of turn.
Orim's Touch	Instant	W	Kicker 1 (You may pay an additional 1 as you play this spell.) ; Prevent the next 2 damage that would be dealt to target creature or player this turn. If you paid the kicker cost, prevent the next 4 damage that would be dealt to that creature or player this turn instead.
Prison Barricade	Creature - Wall	W1	1/3. (Walls can't attack.) Kicker 1W (You may pay an additional 1W as you play this spell.) ; If you paid the kicker cost, Prison Barricade comes into play with a +1/+1 counter on it and may attack as though it weren't a Wall.
Protective Sphere	Enchantment	W2	1, Pay 1 life: Prevent all damage that would be dealt to you this turn by a source of your choice that shares a color with the mana spent on this activation cost. (Colorless mana prevents no damage.)
Rampant Elephant	Creature - Elephant	W3	2/2. G: Target creature blocks Rampant Elephant this turn if able.
Razorfoot Griffin	Creature - Griffin	W3	2/2, Flying, First Strike.
Restrain	Instant	W2	Prevent all combat damage that would be dealt by target attacking creature this turn. ; Draw a card.
Reviving Dose	Instant	W2	You gain 3 life. ; Draw a card.
Shackles	Enchant Creature	W2	Enchanted creature doesn't untap during its controller's untap step. ; W: Return Shackles to its owner's hand.
Strength of Unity	Enchant Creature	W3	Enchanted creature gets +1/+1 for each basic land type among lands you control.
Sunscape Apprentice	Creature - Wizard	W	1/1. G, Tap: Target creature gets +1/+1 until end of turn. ; U, Tap: Put target creature you control on top of its owner's library.