

Judgment

Expansion set for Magic: The Gathering

This card list is copyrighted, but may be distributed freely in unmodified form at no more than cost of duplication.

It is an original work with exact text card descriptions provided to assist players and collectors.

It is not approved by Wizards of the Coast, but it should not violate the rights and protection that they are entitled to.

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

Key:

Rare cards (R) are shown in bold text.

Uncommon cards (U) are shown in italicized text.

Common cards (C) are shown in normal text.

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.

Land:

Card Name	Spell Type	Ability
<i>Krosan Verge</i>	Land	Krosan Verge comes into play tapped. ; Tap: Add one colorless mana to your mana pool. ; 2.Tap,Sacrifice Krosan Verge: Search your library for a forest card and a plains card and put them into play tapped. Then shuffle your library.
<i>Nantuko Monastery</i>	Land	Tap: Add one colorless mana to your mana pool. ; Threshold - GW: Nantuko Monastery becomes a 4/4 green and white creature with first strike until end of turn. It's still a land. (Play this ability only if seven or more cards are in your graveyard.)
<i>Riftstone Portal</i>	Land	Tap: Add one colorless mana to your mana pool. ; As long as Riftstone Portal is in your graveyard, lands you control have "Tap: Add G or W to your mana pool."

Multicolor Spells:

Card Name	Spell Type	Cost	Ability
Anurid Brushhopper	Creature - Beast	GW1	3/4. Discard two cards from your hand: Remove Anurid Brushhopper from the game. Return it to play under its owner's control at end of turn.
Hunting Grounds	Enchantment	GW	Threshold - Whenever an opponent plays a spell, you may put a creature card from your hand into play. (You have threshold as long as seven or more cards are in your graveyard.)
Mirari's Wake	Enchantment	GW3	Creatures you control get +1/+1. ; Whenever you tap a land for mana, add one mana to your mana pool of any type that land produced.
Phantom Nishoba	Creature - Beast Spirit	GW5	0/0, Trample. Phantom Nishoba comes into play with seven +1/+1 counters on it. ; Whenever Phantom Nishoba deals damage, you gain that much life. ; If damage would be dealt to Phantom Nishoba, prevent that damage. Remove a +1/+1 counter from Phantom Nishoba.

Black Spells:

Card Name	Spell Type	Cost	Ability
Balthor the Defiled	Creature - Zombie Dwarf Legend	BB2	2/2. All Minions get +1/+1. ; BBB, Remove Balthor the Defiled from the game: Each player returns all black and all red creature cards from his or her graveyard to play.
Death Wish	Sorcery	BB1	Choose a card you own from outside the game and put it into your hand. You lose half your life, rounded up. Remove Death Wish from the game.
Guiltfeeder	Creature - Horror	BB3	0/4. Guiltfeeder can't be blocked except by artifact creatures and/or black creatures. ; Whenever Guiltfeeder attacks and isn't blocked, defending player loses 1 life for each card in his or her graveyard.
Masked Gorgon	Creature - Gorgon	B4	5/5. Green creatures and white creatures have protection from Gorgons. ; Threshold - Masked Gorgon has protection from green and from white. (You have threshold as long as seven or more cards are in your graveyard.)
Morality Shift	Sorcery	BB5	Exchange your graveyard and library. Then shuffle your library.
Sutured Ghoul	Creature - Zombie	BBB4	*/*. Trample. As Sutured Ghoul comes into play, remove any number of creature cards in your graveyard from the game. ; Sutured Ghoul's power is equal to the total power of the removed cards and its toughness is equal to their total toughness. (A * on a card not in play is 0.)
<i>Cabal Therapy</i>	Sorcery	B	Name a nonland card. Target player reveals his or her hand and discards from it all cards with that name. ; Flashback-Sacrifice a creature. (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
<i>Filth</i>	Creature - Incarnation	B3	2/2, Swampwalk. As long as Filth is in your graveyard and you control a swamp, creatures you control have swampwalk.
<i>Grave Consequences</i>	Instant	B1	Each player may remove any number of cards in his or her graveyard from the game. Then each player loses 1 life for each card in his or her graveyard. ; Draw a card.
<i>Stitch Together</i>	Sorcery	BB	Return target creature card from your graveyard to your hand. ; Threshold - Instead return that card from your graveyard to play. (You have threshold if seven or more cards are in your graveyard.)
<i>Treacherous Vampire</i>	Creature - Vampire	B4	4/4, Flying. Whenever Treacherous Vampire attacks or blocks, sacrifice it unless you remove a card in your graveyard from the game. ; Threshold - Treacherous Vampire gets +2/+2 and has "When Treacherous Vampire is put into a graveyard from play, you lose 6 life."
<i>Cabal Trainee</i>	Creature - Minion	B	1/1. Sacrifice Cabal Trainee: Target creature gets -2/-0 until end of turn.
<i>Earsplitting Rats</i>	Creature - Rat	B3	2/1. When Earsplitting Rats comes into play, each player discards a card from his or her hand. ; Discard a card from your hand: Regenerate Earsplitting Rats.
<i>Rats' Feast</i>	Sorcery	BX	Remove X target cards in a single graveyard from the game.
<i>Toxic Stench</i>	Instant	B1	Target nonblack creature gets -1/-1 until end of turn. ; Threshold - Instead destroy that creature. It can't be regenerated. (You have threshold if seven or more cards are in your graveyard.)
<i>Treacherous Werewolf</i>	Creature - Minion Wolf	B2	2/2. Threshold - Treacherous Werewolf gets +2/+2 and has "When Treacherous Werewolf is put into a graveyard from play, you lose 4 life." (You have threshold as long as seven or more cards are in your graveyard.)

Blue Spells (Part 1 of 2)

Card Name	Spell Type	Cost	Ability
Cephalid Constable	Creature - Cephalid Wizard	UU1	1/1. Whenever Cephalid Constable deals combat damage to a player, return up to X target permanents that player controls to their owners' hands, where X is the damage it dealt to that player.
Cunning Wish	Instant	U2	Choose an instant card you own from outside the game, reveal that card, and put it into your hand. Remove Cunning Wish from the game.
Mist of Stagnation	Enchantment	UU3	Permanents don't untap during their controllers' untap steps. ; At the beginning of each player's upkeep, that player untaps a permanent for each card in his or her graveyard.
Scalpelexis	Creature - Beast	U4	1/5, Flying. Whenever Scalpelexis deals combat damage to a player, that player removes the top four cards of his or her library from the game. If two or more of those cards have the same name, repeat this process.
Spelljack	Instant	UUU3	Counter target spell. If it's countered this way, remove it from the game instead of putting it into its owner's graveyard. As long as it remains removed from the game, you may play it as though it were in your hand without paying its mana cost. If it has X in its mana cost, X is 0.
Telekinetic Bonds	Enchantment	UUU2	Whenever a player discards a card from his or her hand, you may pay 1U. If you do, tap or untap target permanent.
Wormfang Behemoth	Creature - Nightmare Beast	UU3	5/5. When Wormfang Behemoth comes into play, remove all cards in your hand from the game. ; When Wormfang Behemoth leaves play, return the removed cards to their owner's hand.
Wormfang Manta	Creature - Nightmare Beast	UU5	6/1, Flying. When Wormfang Manta comes into play, you skip your next turn. ; When Wormfang Manta leaves play, you take an extra turn after this one.
<i>Cephalid Inkshrouder</i>	Creature - Cephalid	U2	2/1. Discard a card from your hand; Cephalid Inkshrouder can't be the target of spells or abilities and is unblockable this turn.
<i>Flash of Insight</i>	Instant	U1X	Look at the top X cards of your library. Put one of them into your hand and the rest on the bottom of your library. ; Flashback-1U, Remove X blue cards in your graveyard from the game. (You can't remove Flash of Insight to pay for its own flashback cost.)
<i>Laquatus's Disdain</i>	Instant	U1	Counter target spell played from a graveyard. ; Draw a card.
<i>Quiet Speculation</i>	Sorcery	U1	Search target player's library for up to three cards with flashback and put them into that player's graveyard. Then the player shuffles his or her library.
<i>Web of Inertia</i>	Enchantment	U2	At the beginning of each opponent's combat phase, that player may remove a card in his or her graveyard from the game. If the player doesn't, creatures he or she controls can't attack you this turn.
<i>Wonder</i>	Creature - Incarnation	U3	2/2, Flying. As long as Wonder is in your graveyard and you control an island, creatures you control have flying.
<i>Wormfang Crab</i>	Creature - Nightmare Crab	U3	3/6. Wormfang Crab is unblockable. ; When Wormfang Crab comes into play, an opponent chooses a permanent you control and removes it from the game. ; When Wormfang Crab leaves play, return the removed card to play under its owner's control.
<i>Wormfang Turtle</i>	Creature - Nightmare Beast	U2	2/4. When Wormfang Turtle comes into play, remove a land you control from the game. ; When Wormfang Turtle leaves play, return the removed card to play under its owner's control.
Aven Fogbringer	Creature - Bird Wizard	U3	2/1, Flying. When Aven Fogbringer comes into play, return target land to its owner's hand.
Defy Gravity	Instant	U	Target creature gains flying until end of turn. ; Flashback U (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
Envelop	Instant	U	Counter target sorcery spell.
Grip of Amnesia	Instant	U1	Counter target spell unless its controller removes his or her graveyard from the game. ; Draw a card.
Hapless Researcher	Creature - Wizard	U	1/1. Sacrifice Hapless Researcher: Draw a card, then discard a card from your hand.
Keep Watch	Instant	U2	Draw a card for each attacking creature.
Lost in Thought	Enchant Creature	U1	Enchanted creature can't attack or block and its activated abilities can't be played. Its controller may remove three cards in his or her graveyard from the game to ignore this ability until end of turn.
Mental Note	Instant	U	Put the top two cards of your library into your graveyard. ; Draw a card.

Blue Spells (Part 2 of 2)

Card Name	Spell Type	Cost	Ability
Mirror Wall	Creature - Wall	U3	3/4. (Walls can't attack.) W: Mirror Wall may attack this turn as though it weren't a Wall.
Wormfang Drake	Creature - Nightmare Drake	U2	3/4, Flying. When Wormfang Drake comes into play, sacrifice it unless you remove a creature you control other than Wormfang Drake from the game. ; When Wormfang Drake leaves play, return the removed card to play under its owner's control.
Wormfang Newt	Creature - Nightmare Beast	U1	2/2. When Wormfang Newt comes into play, remove a land you control from the game. ; When Wormfang Newt leaves play, return the removed card to play under its owner's control.

Green Spells (Part 1 of 2)

Card Name	Spell Type	Cost	Ability
Crush of Wurms	Sorcery	GGG6	Put three 6/6 green Wurm creature tokens into play. ; Flashback 9GGG (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
Epic Struggle	Enchantment	GG2	At the beginning of your upkeep, if you control twenty or more creatures, you win the game.
Erhnam Djinn	Creature - Djinn	G3	4/5. At the beginning of your upkeep, target non-Wall creature an opponent controls gains forestwalk until your next upkeep.
Genesis	Creature - Incarnation	G4	4/4. At the beginning of your upkeep, if Genesis is in your graveyard, you may pay 2G. If you do, return target creature card from your graveyard to your hand.
Living Wish	Sorcery	G1	Choose a creature or land card you own from outside the game, reveal that card, and put it into your hand. Remove Living Wish from the game.
Phantom Nantuko	Creature - Insect Spirit	G2	0/0, Trample. Phantom Nantuko comes into play with two +1/+1 counters on it. ; If damage would be dealt to Phantom Nantuko, prevent that damage. Remove a +1/+1 counter from Phantom Nantuko. ; Tap: Put a +1/+1 counter on Phantom Nantuko.
Seedtime	Instant	G1	Play Seedtime only during your turn. ; Take an extra turn after this one if an opponent played a blue spell this turn.
Sylvan Safekeeper	Creature - Wizard	G	1/1. Sacrifice a land: Target creature you control can't be the target of spells or abilities this turn.
Thriss, Nantuko Primus	Creature - Insect Druid Legend	GG5	5/5. G,Tap: Target creature gets +5/+5 until end of turn.
<i>Anurid Swarmsnapper</i>	Creature - Beast	G2	1/4. Anurid Swarmsnapper may block as though it had flying. ; 1G: Anurid Swarmsnapper may block an additional creature this turn.
<i>Brawn</i>	Creature - Incarnation	G3	3/3, Trample. As long as Brawn is in your graveyard and you control a forest, creatures you control have trample.
<i>Elephant Guide</i>	Enchant Creature	G2	Enchanted creature gets +3/+3. ;When enchanted creature is put into a graveyard, put a 3/3 green Elephant creature token into play.
<i>Exoskeletal Armor</i>	Enchant Creature	G1	Enchanted creature gets +X/+X, where X is the number of creature cards in all graveyards.
<i>Forcemage Advocate</i>	Creature - Centaur	G1	2/1. Tap: Return target card in an opponent's graveyard to his or her hand. Put a +1/+1 counter on target creature.
<i>Grizzly Fate</i>	Sorcery	GG3	Put two 2/2 green Bear creature tokens into play. ; Threshold - Instead put four 2/2 green Bear creature tokens into play. ; Flashback 5GG (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
<i>Krosan Reclamation</i>	Instant	G1	Target player shuffles up to two target cards from his or her graveyard into his or her library. ; Flashback 1G (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
<i>Phantom Centaur</i>	Creature - Centaur Spirit	GG2	2/0, Protection from Black. Phantom Centaur comes into play with three +1/+1 counters on it. ; If damage would be dealt to Phantom Centaur, prevent that damage. Remove a +1/+1 counter from Phantom Centaur.
<i>Serene Sunset</i>	Instant	GX	Prevent all combat damage X target creatures would deal this turn.
<i>Tunneler Wurm</i>	Creature - Wurm	GG6	6/6. Discard a card from your hand: Regenerate Tunneler Wurm.
<i>Anurid Barkripper</i>	Creature - Beast	GG1	2/2. Threshold - Anurid Barkripper gets +2/+2. (You have threshold as long as seven or more cards are in your graveyard.)
<i>Battlefield Scrounger</i>	Creature - Centaur	GG3	3/3. Threshold - Put three cards from your graveyard on the bottom of your library: Battlefield Scrounger gets +3/+3 until end of turn. Play this ability only once each turn. (Play this ability only if seven or more cards are in your graveyard.)
<i>Canopy Claws</i>	Instant	G	Target creature loses flying until end of turn. ; Flashback G (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
<i>Centaur Rootcaster</i>	Creature - Centaur Druid	G3	2/2. Whenever Centaur Rootcaster deals combat damage to a player, you may search your library for a basic land card and put that card into play tapped. If you do, shuffle your library.
<i>Folk Medicine</i>	Instant	G2	You gain 1 life for each creature you control. ; Flashback 1W (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
<i>Giant Warthog</i>	Creature - Beast	G5	5/5, Trample.

Magic: The Gathering and *Judgment* and all of its cards are copyrighted by *Wizards of the Coast*.

This list uses exact card text to assist players and collectors of this game. Copyright 2002 by S. D'Angelo.

Green Spells (Part 2 of 2)

Card Name	Spell Type	Cost	Ability
Harvester Druid	Creature - Druid	G1	1/1. Tap: Add to your mana pool one mana of any color that a land you control could produce.
Ironshell Beetle	Creature - Insect	G1	1/1. When Ironshell Beetle comes into play, put a +1/+1 counter on target creature.
Krosan Wayfarer	Creature - Druid	G	1/1. Sacrifice Krosan Wayfarer: Put a land card from your hand into play.
Nantuko Tracer	Creature - Insect Druid	G1	2/1. When Nantuko Tracer comes into play, you may put target card from a graveyard on the bottom of its owner's library.
Nullmage Advocate	Creature - Insect Druid	G2	2/3. Tap: Return two target cards in an opponent's graveyard to his or her hand. Destroy target artifact or enchantment.
Phantom Tiger	Creature - Cat Spirit	G2	1/0. Phantom Tiger comes into play with two +1/+1 counters on it. ; If damage would be dealt to Phantom Tiger, prevent that damage. Remove a +1/+1 counter from Phantom Tiger.
Sudden Strength	Instant	G3	Target creature gets +3/+3 until end of turn. ; Draw a card.
Venomous Vines	Sorcery	GG2	Destroy target enchanted permanent.

Red Spells (Part 1 of 2)

Card Name	Spell Type	Cost	Ability
Breaking Point	Sorcery	RR1	Destroy all creatures unless a player has Breaking Point deal 6 damage to him or her. Creatures destroyed this way can't be regenerated.
Burning Wish	Sorcery	R1	Choose a sorcery card you own from outside the game, reveal that card, and put it into your hand. Remove Burning Wish from the game.
Dwarven Bloodboiler	Creature - Dwarf	RRR	2/2. Tap an untapped Dwarf you control: Target creature gets +2/+0 until end of turn.
Fledgling Dragon	Creature - Dragon	RR2	2/2, Flying. Threshold - Fledgling Dragon gets +3/+3 and has "R: Fledgling Dragon gets +1/+0 until end of turn." (You have threshold as long as seven or more cards are in your graveyard.)
Jeska, Warrior Adept	Creature - Barbarian Legend	RR2	3/1, First Strike, Haste. Tap: Jeska, Warrior Adept deals 1 damage to target creature or player.
Lightning Surge	Sorcery	RR3	Lightning Surge deals 4 damage to target creature or player. ; Threshold - Instead Lightning Surge deals 6 damage to that creature or player and the damage can't be prevented. ; Flashback 5RR (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
Shaman's Trance	Instant	R2	Until end of turn, other players can't play cards from their graveyards, and you may play cards from other players' graveyards as though they were in your graveyard.
Worldgorger Dragon	Creature - Nightmare Dragon	RRR3	7/7, Flying, Trample. When Worldgorger Dragon comes into play, remove all other permanents you control from the game. ; When Worldgorger Dragon leaves play, return the removed cards to play under their owners' control.
<i>Anger</i>	Creature - Incarnation	R3	2/2, Haste. As long as Anger is in your graveyard and you control a mountain, creatures you control have haste.
<i>Browbeat</i>	Sorcery	R2	Unless a player has Browbeat deal 5 damage to him or her, target player draws three cards.
<i>Dwarven Driller</i>	Creature - Dwarf	R3	2/2. Tap: Destroy target land unless its controller has Dwarven Driller deal 2 damage to him or her.
<i>Firecat Blitz</i>	Sorcery	RRX	Put X 1/1 red Cat creature tokens with haste into play. Remove them from the game at end of turn. ; Flashback-RR,Sacrifice X mountains. (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
<i>Infectious Rage</i>	Enchant Creature	R1	Enchanted creature gets +2/-1. ; When enchanted creature is put into a graveyard, choose a creature at random Infectious Rage can enchant. Return Infectious Rage to play enchanting that creature.
<i>Planar Chaos</i>	Enchantment	R2	At the beginning of your upkeep, flip a coin. If you lose the flip, sacrifice Planar Chaos. ; Whenever a player plays a spell, that player flips a coin. If he or she loses the flip, counter that spell.
<i>Soulgorger Orgg</i>	Creature - Nightmare Orgg	RR3	6/6, Trample. When Soulgorger Orgg comes into play, you lose all but 1 life. ; When Soulgorger Orgg leaves play, you gain life equal to the life you lost when it came into play.
<i>Swelter</i>	Sorcery	R3	Swelter deals 2 damage to each of two target creatures.
<i>Arcane Teachings</i>	Enchant Creature	R2	Enchanted creature gets +2/+2 and has "Tap: This creature deals 1 damage to target creature or player."
<i>Barbarian Bully</i>	Creature - Barbarian	R2	2/2. Discard a card at random from your hand: Barbarian Bully gets +2/+2 until end of turn unless a player has Barbarian Bully deal 4 damage to him or her. Play this ability only once each turn.
<i>Book Burning</i>	Sorcery	R1	Unless a player has Book Burning deal 6 damage to him or her, put the top six cards of target player's library into his or her graveyard.
<i>Dwarven Scorcher</i>	Creature - Dwarf	R	1/1. Sacrifice Dwarven Scorcher: Dwarven Scorcher deals 1 damage to target creature unless that creature's controller has Dwarven Scorcher deal 2 damage to him or her.
<i>Ember Shot</i>	Instant	R6	Ember Shot deals 3 damage to target creature or player. ; Draw a card.
<i>Flaring Pain</i>	Instant	R1	Damage can't be prevented this turn. ; Flashback R (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
<i>Goretusk Firebeast</i>	Creature - Beast	R5	2/2. When Goretusk Firebeast comes into play, it deals 4 damage to target player.
<i>Lava Dart</i>	Instant	R	Lava Dart deals 1 damage to target creature or player. ; Flashback-Sacrifice a mountain. (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

Red Spells (Part 2 of 2)

Card Name	Spell Type	Cost	Ability
Liberated Dwarf	Creature - Dwarf	R	1/1. R,Sacrifice Liberated Dwarf: Target green creature gets +1/+0 and gains first strike until end of turn.
Spellgorger Barbarian	Creature - Nightmare Barbarian	R3	3/1. When Spellgorger Barbarian comes into play, discard a card at random from your hand. ; When Spellgorger Barbarian leaves play, draw a card.
Swirling Sandstorm	Sorcery	R3	Threshold - Swirling Sandstorm deals 5 damage to each creature without flying. (You have threshold if seven or more cards are in your graveyard.)

White Spells (Part 1 of 2)

Card Name	Spell Type	Cost	Ability
Commander Eesha	Creature - Bird Soldier Legend	WW2	2/4, Flying, Protection from Creatures.
Glory	Creature - Incarnation	WW3	3/3, Flying. 2W: Creatures you control gain protection from the color of your choice until end of turn. Play this ability only if Glory is in your graveyard.
Golden Wish	Sorcery	WW3	Choose an artifact or enchantment card you own from outside the game, reveal that card, and put it into your hand. Remove Golden Wish from the game.
Nomad Mythmaker	Creature - Cleric	W2	2/2. W,Tap: Put target enchant creature card from a graveyard into play enchanting a creature you control. (You control that enchantment.)
Pulsemage Advocate	Creature - Cleric	W2	1/3. Tap: Return three target cards in an opponent's graveyard to his or her hand. Return target creature card from your graveyard to play.
Selfless Exorcist	Creature - Cleric	WW3	3/4. Tap: Remove target creature card in a graveyard from the game. That card deals damage equal to its power to Selfless Exorcist. (A * on a card not in play is 0.)
Silver Seraph	Creature - Angel	WWW5	6/6, Flying. Threshold - Other creatures you control get +2/+2. (You have threshold as long as seven or more cards are in your graveyard.)
Solitary Confinement	Enchantment	W2	At the beginning of your upkeep, sacrifice Solitary Confinement unless you discard a card from your hand. ; Skip your draw step. ; You can't be the target of spells or abilities. ; Prevent all damage that would be dealt to you.
Test of Endurance	Enchantment	WW2	At the beginning of your upkeep, if you have 50 or more life, you win the game.
<i>Ancestor's Chosen</i>	Creature - Cleric	WW5	4/4, First Strike. When Ancestor's Chosen comes into play, you gain 1 life for each card in your graveyard.
<i>Aven Warcraft</i>	Instant	W2	Creatures you control get +0/+2 until end of turn. ; Threshold - Creatures you control also gain protection from the color of your choice until end of turn. (You have threshold if seven or more cards are in your graveyard.)
<i>Battle Screech</i>	Sorcery	WW2	Put two 1/1 white Bird creature tokens with flying into play. ; Flashback-Tap three untapped white creatures you control. (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
<i>Chastise</i>	Instant	W3	Destroy target attacking creature. You gain life equal to its power.
<i>Phantom Flock</i>	Creature - Bird Soldier Spirit	WW3	0/0, Flying. Phantom Flock comes into play with three +1/+1 counters on it. ; If damage would be dealt to Phantom Flock, prevent that damage. Remove a +1/+1 counter from Phantom Flock.
<i>Soulcatchers' Aerie</i>	Enchantment	W1	Whenever a Bird is put into your graveyard from play, put a feather counter on Soulcatchers' Aerie. ; All Birds get +1/+1 for each feather counter on Soulcatchers' Aerie.
<i>Spirit Cairn</i>	Enchantment	W2	Whenever a player discards a card from his or her hand, you may pay W. If you do, put a 1/1 white Spirit creature token with flying into play.
<i>Spurnmage Advocate</i>	Creature - Nomad	W	1/1. Tap: Return two target cards in an opponent's graveyard to his or her hand. Destroy target attacking creature.
<i>Unquestioned Authority</i>	Enchant Creature	W2	When Unquestioned Authority comes into play, draw a card. ; Enchanted creature has protection from creatures.
<i>Valor</i>	Creature - Incarnation	W3	2/2, First strike. As long as Valor is in your graveyard and you control a plains, creatures you control have first strike.
Battlewise Aven	Creature - Bird Soldier	W3	2/2, Flying. Threshold - Battlewise Aven gets +1/+1 and has first strike. (You have threshold as long as seven or more cards are in your graveyard.)
Benevolent Bodyguard	Creature - Cleric	W	1/1. Sacrifice Benevolent Bodyguard: Target creature you control gains protection from the color of your choice until end of turn.
Border Patrol	Creature - Nomad	W4	1/6. Attacking doesn't cause Border Patrol to tap.
Cagemail	Enchant Creature	W1	Enchanted creature gets +2/+2 and can't attack.
Funeral Pyre	Instant	W	Remove target card in a graveyard from the game. Its owner puts a 1/1 white Spirit creature token with flying into play.
Guided Strike	Instant	W1	Target creature gets +1/+0 and gains first strike until end of turn. ; Draw a card.
Lead Astray	Instant	W1	Tap up to two target creatures.

White Spells (Part 2 of 2)

Card Name	Spell Type	Cost	Ability
Phantom Nomad	Creature - Nomad Spirit	W1	0/0. Phantom Nomad comes into play with two +1/+1 counters on it. ; If damage would be dealt to Phantom Nomad, prevent that damage. Remove a +1/+1 counter from Phantom Nomad.
Prismatic Strands	Instant	W2	Prevent all damage that sources of the color of your choice would deal this turn. ; Flashback-Tap an untapped white creature you control. (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
Ray of Revelation	Instant	W1	Destroy target enchantment. ; Flashback G (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
Shieldmage Advocate	Creature - Cleric	W2	1/3. Tap: Return target card in an opponent's graveyard to his or her hand. Prevent all damage that would be dealt to target creature or player this turn by a source of your choice.
Suntail Hawk	Creature - Bird	W	1/1, Flying.
Trained Pronghorn	Creature - Antelope	W1	1/1. Discard a card from your hand: Prevent all damage that would be dealt to Trained Pronghorn this turn.
Vigilant Sentry	Creature - Nomad	WW1	2/2. Threshold - Vigilant Sentry gets +1/+1 and has "Tap: Target attacking or blocking creature gets +3/+3 until end of turn." (You have threshold as long as seven or more cards are in your graveyard.)