Magic: The Gathering

(Limited/Unlimited Editions)

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Key:

Rare cards are in bold text
Uncommon cards are in italics
Common cards are in normal text
Land cards are in normal text
(*parenthesized text) indicates a change between the Alpha and Beta Limited printings; Unlimited print same as Beta print.

Limited printings have black borders. Unlimited printing has white border.

Land:

Card Name	Spell Type	Ability
Forest *Path* *Shadows* (* added) *Big Tree*	Land	Tap for 1 Green mana
Island *Purplish* *Greenish* (* added) *Red Sky*	Land	Tap for 1 Blue mana
Mountain *Red Sky* *Blue Sky* (* added) *Green Sky*	Land	Tap for 1 Red mana
Plains *Dots* *Trees* (* added) *Dark*	Land	Tap for 1 White mana
Swamp *Whitish* *Yellowish* (* added) *Greenish*	Land	Tap for 1 Black mana
Badlands	Land	Tap for 1 Black or Red mana
Bayou	Land	Tap for 1 Black or Green mana
Plateau	Land	Tap for 1 Red or White mana
Savannah	Land	Tap for 1 Green or White mana
Scrubland	Land	Tap for 1 Black or White mana
Taiga	Land	Tap for 1 Green or Red mana
Tropical Island (*artist changed)	Land	Tap for 1 Blue or Green mana
Tundra	Land	Tap for 1 Blue or White mana
Underground Sea	Land	Tap for 1 Black or Blue mana
Volcanic Island (*added)	Land	Tap for 1 Blue or Red mana

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Artifacts:

		Card Name	Spell Type	Cost	Ability
		Ankh of Mishra	Continuous Artifact	2	Players take 2 damage each time they play a land.
		Black Lotus	Mono Artifact	0	Tap and destroy Lotus for 3 mana of one color.
		Chaos Orb	Mono Artifact	2	Flip Orb onto table to destroy cards (Tap+1); Orb destroyed if it does not flip or if it destroys other cards.
		Clockwork Beast	Artifact Creature	6	0/4, Starts with seven +1/+0 counters; Remove counter when attacking or defending; Do not untap to pay 1 mana per counter restored (tap if not tapped).
		Cyclopean Tomb (*add cost)	Mono Artifact	4	Change a non-Swamp land to a Swamp during upkeep (Tap+2); Lands revert at the rate of 1 per turn when Tomb is destroyed.
		Dingus Egg	Continuous Artifact	4	2 damage to controller of land which is destroyed.
		Disrupting Scepter	Mono Artifact	3	Opponent discards one card (Tap+3). Only usable on your turn.
		Forcefield	Poly Artifact	3	Take only 1 damage from an unblocked creature (1). {actually says lose one life, but errata says take 1 damage }
		Gauntlet of Might	Continuous Artifact	4	+1/+1 to all Red creatures; Mountains produce 1 extra Red mana when tapped.
		Helm of Chatzuk	Mono Artifact	1	Give creature Banding until end of turn (Tap+1)
		The Hive	Mono Artifact	5	Create 1/1 Flying Wasp token creature (Tap+5)
		Howling Mine	Continuous Artifact	2	All players draw 1 extra card during Draw phase.
		Illusionary Mask	Poly Artifact	2	Can summon creatures face down (X), creature becomes face up once it is used or damaged.
		Jade Monolith	Poly Artifact	4	Transfer damage from creature to self (1)
		Jayemdae Tome	Mono Artifact	4	Draw a card (Tap+4)
		Kormus Bell	Continuous Artifact	4	All Swamps become 1/1 creatures.
		Mana Vault	Mono Artifact	1	Tap for 3 colorless mana; Pay 4 mana to untap it during upkeep or take 1 damage.
		Meekstone	Continuous Artifact	1	Creatures with power>2 do not untap.
		Mox Emerald	Mono Artifact	0	Tap for 1 Green mana.
		Mox Jet	Mono Artifact	0	Tap for 1 Black mana.
		Mox Pearl	Mono Artifact	0	Tap for 1 White mana
		Mox Ruby	Mono Artifact	0	Tap for 1 Red mana
		Mox Sapphire	Mono Artifact	0	Tap for 1 Blue mana
		Nevinyrral's Disk	Mono Artifact	4	Destroy all creatures, enchantments and artifacts (Tap+1); Enters play tapped.
		Sunglasses of Urza	Continuous Artifact	3	You can use White mana as Red mana.
		Time Vault	Mono Artifact	2	Skip turn to untap; Tap for extra turn; Enters play tapped.
		Winter Orb	Continuous Artifact	2	All players untap only one land per turn.
		Basalt Monolith (*text changed)	Mono Artifact	3	Tap to get 3 mana; Untap by spending 3 mana.
		Black Vise	Continuous Artifact	1	Opponent takes 1 damage during upkeep for each card over 4 in hand.
		Celestial Prism	Mono Artifact	3	Get 1 mana of any color (Tap+2)
		Conservator	Mono Artifact	4	Prevent 2 damage to you (Tap+3) {actually prevent loss of 2 life but errata says it is prevent 2 damage }
		Copper Tablet	Continuous Artifact	2	Does 1 damage to each player in Upkeep
		Crystal Rod	Poly Artifact	1	+1 life when Blue spell cast (1)
		Glasses of Urza	Mono Artifact	1	Tap to look at one opponent's hand.
		Icy Manipulator (*text changed)	Mono Artifact	4	Tap one creature, artifact or land (Tap+1)
		Iron Star	Poly Artifact	1	+1 life when Red spell cast (1)
		Ivory Cup	Poly Artifact	1	+1 life when White spell cast (1)
		Jade Statue	Artifact	4	Becomes 3/6 creature for attacking or blocking (2)
		Juggernaut	Artifact Creature	4	5/3, must attack, Cannot be blocked by Walls
		Library of Leng	Continuous Artifact	1	No limit to size of hand; Can discard to top of library.
		Living Wall	Artifact Creature	4	0/6, Wall, Regenerates (1)
		Obsianus Golem	Artifact Creature	6	4/6
		Rod of Ruin	Mono Artifact	4	Do 1 dmg to any target (Tap+3)
		Sol Ring	Mono Artifact	1	Tap for 2 colorless mana.
		Soul Net	Poly Artifact	1	+1 life when creature destroyed (1)
		Throne of Bone	Poly Artifact	1	+1 life when Black spell cast (1)
		Wooden Sphere	Poly Artifact	1	+1 life when Green spell cast (1)

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Black Spells:

		Card Name	Spell Type	Cost	Ability
		Bad Moon	Enchantment	B1	Gives +1/+1 to all Black creatures.
		Contract from Below	Sorcery	B	Get new hand but add one card to ante.
		Darkpact	Sorcery	BBB	Swap top card of library with either ante.
		Deathlace	Interrupt	B	Change one card's color to Black.
		Demonic Attorney	Sorcery	BB1	All players Ante another card or forfiet.
		Demonic Hordes (*icon changed)	Summon Demons	BBB3	5/5, Tap to destroy a land; Pay BBB during upkeep or lose a land and Hordes become tapped.
		Lich	Enchantment	BBBB	Lose cards in play instead of life lost; Gain cards in hand instead of life gain; You lose if you cannot sacrifice card or if Lich destroyed.
		Lord of the Pit	Summon Demon	BBB4	7/7, Trample, Flying; Sacrifice one creature during upkeep or take 7 damage.
		Mind Twist	Sorcery	BX	Opponent discards X cards at random.
		Nether Shadow	Summon Shadow	BB	1/1, Can attack on turn it is brought into play; If in graveyard with 3 or more creatures on top, can be brought into play for original casting cost.
		Nightmare	Summon Nightmare	B5	*/* where *=number of swamps, Flying
		Royal Assassin	Summon Assassin	BB1	1/1, Tap to destroy one tapped creature
		Warp Artifact	Enchant Artifact	BB	Does 1 damage during upkeep to artifact's controller.
		Will-O'-The-Wisp	Summon Will-O'-The-Wisp	B	0/1, Flying, Regenerates (B)
		Word of Command	Instant	BB	Cast one of opponent's spells using their mana.
		Zombie Master	Summon Lord	BB1	2/3, All Zombies get SwampWalk and regeneration.
		Animate Dead	Enchant Dead Creature	B1	Pull creature from any graveyard at -1 power as if just summoned. It is buried if this card is removed.
		Black Knight	Summon Knight	BB	2/2, First Strike, Protection from White
		Bog Wraith	Summon Wraith	B3	3/3, SwampWalk
		Cursed Land	Enchant Land	BB2	Does 1 damage during upkeep to land's controller.
		Deathgrip	Enchantment	BB	Destroy Green spell as it is cast (BB)
		Demonic Tutor	Sorcery	B1	Take any one card from library into hand.
		Evil Presence	Enchant Land	B	Change a land into a Swamp.
		Gloom	Enchantment	B2	White spells and Circles cost 3 more mana.
		Hypnotic Specter	Summon Specter	BB1	2/2, Flying, Player discards if damaged
		Nettling Imp	Summon Imp	B2	1/1, Tap to force a non-Wall to attack or die
		Sacrifice	Interrupt	B	Sacrifice a creature and add its casting cost as Black mana to pool.
		Scavenging Ghoul	Summon Ghoul	B3	2/2; Gets 1 counter at end of turn for each creature that dies during that turn. Can use a counter to Regenerate from being destroyed.
		Sengir Vampire	Summon Vampire	BB3	4/4, Flying; Gets a +1/+1 counter each time a creature it damaged that turn goes to the graveyard.
		Simulacrum	Instant	B1	Transfer all damage this turn from self to a creature.
		Wall of Bone	Summon Wall	B2	1/4, Wall, Regenerates (B)
		Dark Ritual	Interrupt	B	Gain 3 Black mana.
		Drain Life (*icon changed)	Sorcery	B1	Does X damage to target and gives X life to caster where X is the amount of additional Black mana spent.
		Drudge Skeletons	Summon Skeletons	B1	1/1, Regenerates (B)
		Fear	Enchant Creature	BB	Only blockable by Black or Artifact creatures
		Frozen Shade	Summon Shade	B2	0/1, +1/+1 (B)
		Howl from Beyond	Instant	BX	+X/+0 until end of turn
		Paralyze	Enchant Creature	B	Taps creature; Does not untap as normal, Pay 4 to untap creature during upkeep.
		Pestilence	Enchantment	BB2	Do 1 damage to all creatures and players (B); Discard if no creatures in play at end of turn.
		Plague Rats	Summon Rats	B2	*/* where *=number of Plague Rats in play
		Raise Dead	Sorcery	B	Return a creature from your graveyard to hand.
		Scathe Zombies	Summon Zombies	B2	2/2
		Sinkhole	Sorcery	BB	Destroy a land.
		Terror	Instant	B1	Destroy a non-Black/Artifact creature; It cannot regenerate.
		Unholy Strength	Enchant Creature	B	Gives creature +2/+1
		Weakness	Enchant Creature	B	Gives creature -2/-1

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Blue Spells:

		Card Name	Spell Type	Cost	Ability
		Ancestral Recall	Instant	U	Draw (or force opponent to draw) 3 cards.
		Braingeyser	Sorcery	UUX	Draw (or force opponent to draw) X cards.
		Copy Artifact	Enchantment	U1	Card acts as a copy of an artifact in play.
		Drain Power	Sorcery	UU	Tap all of opponent's lands and mana pool into your mana pool.
		Lord of Atlantis	Summon Lord of Atlantis	UU	2/2, All Merfolk get +1/+1 and IslandWalk.
		Mahamoti Djinn	Summon Djinn	UU4	5/6, Flying
		Magical Hack	Interrupt	U	Change land type references on one card.
		Mana Short (* text changed)	Instant	U2	All of an opponent's lands become tapped and mana pool is emptied.
		Pirate Ship	Summon Ship	U4	4/3, Tap to do 1 damage to a target; Opponent must have islands to attack with this card, Destroyed if you have no islands
		Sleight of Mind	Interrupt	U	Change color type references on one card.
		Stasis	Enchantment	U1	No Untap phase for any player; Pay U during upkeep or Stasis is destroyed.
		Thoughtlace	Interrupt	U	Change card color to blue.
		Timetwister	Sorcery	U2	Everyone shuffles decks and draws 7 cards.
		Time Walk	Sorcery	U1	Take an extra turn after the current one.
		Vesuvan Doppelganger	Summon Doppelganger	UU3	*/* where * = copies creature but not color; Can change creature imitated during upkeep
		Volcanic Eruption	Sorcery	UUUX	Destroys X Mountains in play doing X dmg to all players and creatures.
		Air Elemental	Summon Elemental	UU3	4/4, Flying
		Animate Artifact	Enchant Non-Creature Artifact	U3	Makes it a */* creature where *=casting cost
		Clone	Summon Clone	U3	*/* where *=copies creature and color
		Control Magic	Enchant Creature	UU2	Caster takes control of the creature.
		Counterspell	Interrupt	UU	Counters a spell as it is being cast.
		Feedback	Enchant Enchantment	U2	Does 1 damage to enchantment's controller during upkeep.
		Lifetap	Enchantment	UU	Gain 1 life when opponent taps a Forest.
		Phantasmal Forces (* icon changed)	Summon Phantasm	U3	4/1, Flying; Pay U during upkeep or Forces are destroyed.
		Phantom Monster	Summon Phantasm	U3	3/3, Flying
		Psionic Blast	Instant	U2	Does 4 damage to target, 2 damage to self.
		Siren's Call	Instant	U	All of oppoent's non-wall creatures attack or die.
		Steal Artifact	Enchant Artifact	UU2	Takes control of artifact.
		Wall of Air	Summon Wall	UU1	1/5, Flying, Wall
		Wall of Water	Summon Wall	UU1	0/5, +1/+0(U), Wall
		Water Elemental	Summon Elemental	UU3	5/4
		Blue Elemental Blast	Interrupt	U	Destroys a red card or counter a red spell.
		Creature Bond	Enchant Creature	U1	Does creature's toughness in damage to opponent on death of creature.
		Flight	Enchant Creature	U	Gives creature Flying.
		Invisibility	Enchant Creature	UU	Creature is blocked only by Walls.
		Jump	Instant	U	Creature gets Flying until end of turn.
		Merfolk of the Pearl Trident	Summon	U	1/1
		Phantasmal Terrain	Enchant Land	UU	Change land type to a basic land type.
		Power Leak	Enchant Enchantment	U1	Enchantment costs 2 mana during upkeep or take 1 damage for each unpaid mana.
		Power Sink	Interrupt	UX	Opponent pays X mana or spell fails; Must try.
		Prodigal Sorcerer	Summon	U2	1/1, Tap to do 1 damage to a target.
		Psychic Venom	Enchant Land	U1	Does 2 damage when land is tapped.
		Sea Serpent	Summon	U5	5/5; Opponent must have Iislands to attack with this card, Destroyed if you have no Islands.
		Spell Blast	Interrupt	UX	Counters target spell of cost X.
		Twiddle (* text changed)	Instant	U	Tap or untap one creature, land or artifact.
		Unsummon (* text changed)	Instant	U	Send a creature to owner's hand from play.

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Green Spells:

		Card Name	Spell Type	Cost	Ability
		Aspect of Wolf	Enchant Creature	G1	Gives +*/+* where *=1/2 number of Forests. Round down power and up toughness.
		Birds of Paradise (*text changed)	Summon Mana Birds	G	0/1, Flying, Tap for one mana of any color
		Cockatrice	Summon Cockatrice	GG3	2/4, Flying, Any non-Wall blocked by/blocking Cockatrice is destroyed.
		Elvish Archers (*combat changed)	Summon Elves	G1	2/1, First Strike (* was 1/2)
		Fastbond	Enchantment	G	Can play extra lands for 1 damage each
		Force of Nature (*icons changed)	Summon Force	GGGG2	8/8, Trample; Pay GGGG during upkeep or take 8 damage.
		Fungusaur	Summon Fungusaur	G3	2/2; Gets a +1/+1 counter when damaged and not killed.
		Gaea's Liege	Summon Gaea's Liege	GGG3	*/* where *=number of Forests(of opponent when attacking, self otherwise); Tap to turn one land into a Forest.
		Kudzu	Enchant Land	GG1	Destroys land when land is tapped then moves to another land.
		Lifelace	Interrupt	G	Change a card's color to Green.
		Living Artifact	Enchant Artifact	G	Put one counter on this card each time a life is lost; Can remove one counter to gain 1 life each upkeep.
		Living Lands	Enchantment	G3	Treat all Forests in play as 1/1 creatures.
		Natural Selection	Instant	G	Look at top 3 cards of any library, then rearrange them or shuffle the library.
		Timber Wolves	Summon Wolves	G	1/1, Bands
		Verduran Enchantress	Summon Enchantress	GG1	0/2, Can draw a card whenever you cast an enchantment
		Web	Enchant Creature	G	Gives +0/+2, Can block Flying creatures
		Berserk	Instant	G	Doubles power and gives Trample until end of turn; Creature dies if it attacks.
		Camouflage	Instant	G	Your creatures attack face down so your opponent blocks blindly.
		Channel (* text changed)	Sorcery	GG	Turn life into colorless mana for rest of turn.
		Hurricane	Sorcery	GX	All players and flying creatures take X damage.
		Ice Storm	Sorcery	G2	Destroy one land.
		Instill Energy	Enchant Creature	G	May untap once during your turn in addition to the untap phase; May attack on turn it enters play.
		Ley Druid	Summon Cleric	G2	1/1, Tap to untap land of choice
		Lifeforce	Enchantment	GG	Counter Black spell as it is cast (GG)
		Lure	Enchant Creature	GG1	All creatures able to block this creature must do so.
		Regrowth	Sorcery	G1	Return one card from graveyard to your hand.
		Thicket Basilisk	Summon Basilisk	GG3	2/4, Any non-Wall blocked by/blocking Basilisk is destroyed
		Tsunami	Sorcery	G3	Destroys all Islands in play.
		Wall of Brambles	Summon Wall	G2	2/3, Wall, Regenerates (G)
		Wall of Ice	Summon Wall	G2	0/7, Wall
		Wanderlust	Enchant Creature	G2	Does 1 damage to creature's controller during upkeep.
		Craw Wurm	Summon Wurm	GG4	6/4
		Fog	Instant	G	No creatures deal damage from attacks this turn.
		Giant Growth	Instant	G	+3/+3 to creature until end of turn
		Giant Spider	Summon Spider	G3	2/4, Can block Flying creatures
		Grizzly Bears	Summon Bears	G1	2/2
		Ironroot Treefolk	Summon Treefolk	G4	3/5
		Llanowar Elves	Summon Elves	G	1/1, Tap for 1 Green mana
		Regeneration	Enchant Creature	G1	Gives creature Regenerate (G)
		Scryb Sprites	Summon Faeries	G	1/1, Flying
		Shanodin Dryads	Summon Nymphs	G	1/1, ForestWalk
		Stream of Life	Sorcery	GX	Gain X life.
		Tranquility	Sorcery	G2	Destroys all enchantments.
		Wall of Wood	Summon Wall	G	0/3, Wall
		War Mammoth	Summon Mammoth	G3	3/3, Trample
		Wild Growth	Enchant Land	G	Land gives 1 extra Green mana when tapped.

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Red Spells:

Card Name	Spell Type	Cost	Ability
Chaoslace	Interrupt	R	Change one card's color to Red.
Earthquake	Sorcery	RX	All players and non-Flying creatures take X damage.
Fork	Interrupt	RR	Copy Sorcery or Instant and control the duplicate.
Goblin King	Summon Goblin King	RR1	2/2, All Goblins get +1/+1 and MountainWalk
Granite Gargoyle	Summon Gargoyle	R2	2/2, Flying, +0/+1(R)
Manabarbs	Enchantment	R3	Does 1 damage to anyone who taps a Land.
Mana Flare	Enchantment	R2	All lands produce one extra mana of the proper color.
Power Surge	Enchantment	RR	All players take 1 damage per untapped land at beginning of turn.
Raging River	Enchantment	RR	Opponents must split ground defenses into two groups.
Rock Hydra (*text changed)	Summon Hydra	RRX	0/0; Starts with X +1/+1 counters; Loses one counter for each point of damage unless R spent; Pay RRR during upkeep to get a new counter.
Roc of Kher Ridges	Summon Roc	R3	3/3, Flying
Sedge Troll (* artist changed)	Summon Troll	R2	2/2 (3/3 if have swamps), Regenerate (B)
Shivan Dragon	Summon Dragon	RR4	5/5, Flying, +1/+0 (R)
Smoke	Enchantment	RR	Players may only untap one creature during untap phase.
Two-Headed Giant of Foriys	Summon Giant	R4	4/4, Trample, May block 2 attackers
Wheel of Fortune	Sorcery	R2	All players discard and draw a new hand.
Burrowing	Enchant Creature	R	Gives creature MountainWalk.
Dragon Whelp	Summon Dragon	RR2	2/3, Flying, +1/+0(R); Dies if more than RRR is spent in one turn.
Dwarven Demolition Team	Summon Dwarves	R2	1/1, Tap to destroy a Wall
Earth Elemental	Summon Elemental	RR3	4/5
Fire Elemental	Summon Elemental	RR3	5/4
Flashfires	Sorcery	R3	Destroys all Plains in play.
Goblin Balloon Brigade	Summon Goblins	R	1/1, Flying (R)
Keldon Warlord	Summon Lord	RR2	*/* where *=number of non-Wall creatures you have
Orcish Artillery (* cost changed)	Summon Orcs	RR1(*R1)	1/3; Tap to do 2 damage to a target and 3 damage to self.
Orcish Oriflamme (* cost changed)	Enchantment	R3(*R1)	Gives +1/+0 to all your attacking creatures.
Stone Giant	Summon Giant	RR2	3/4, Tap to give a creature of toughness less than Giant's power Flying until end of turn, then creature dies.
Tunnel	Instant	R	Destroy one Wall; It cannot regenerate.
Uthden Troll	Summon Troll	R2	2/2, Regenerates (R)
Wall of Fire	Summon Wall	RR1	0/5, Wall, +1/+0 (R)
Wall of Stone	Summon Wall	RR1	0/8, Wall
Disintegrate	Sorcery	RX	Do X dmg to target; It cannot regenerate this turn and leaves the game if it dies this turn.
Dwarven Warriors	Summon Dwarves	R2	1/1, Tap to make a creature of power <=2 unblockable until end of turn.
Earthbind	Enchant Flying Creature	R	Does 2 damage to Flying creature; Removes Flying from it.
False Orders	Instant	R	Choose how/if one creature blocks.
Fireball	Sorcery	RX	Do X damage to a target; Each extra target (1), split damage evenly among targets.
Firebreathing	Enchant Creature	R	Gives +1/+0 (R)
Gray Ogre	Summon Ogre	R2	2/2
Hill Giant	Summon Giant	R3	3/3
Hurloon Minotaur	Summon Minotaur	RR1	2/3
Ironclaw Orcs	Summon Orcs	R1	2/2, Cannot block creatures with power greater than 1
Lightning Bolt	Instant	R	Does 3 damge to a target.
Mons's Goblin Raiders	Summon Goblins	R	1/1
Red Elemental Blast (*speed changed)	Interrupt (* Instant)	R	Destroys Blue card or counters a Blue spell.
Shatter	Instant	R1	Destroys an artifact.
Stone Rain	Sorcery	R2	Destroys a Land.

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White Spells:

		Card Name	Spell Type	Cost	Ability
		Animate Wall	Enchant Wall	W	Wall can attack.
		Armageddon	Sorcery	W3	Destroys all lands in play.
		Balance	Sorcery	W1	Balance number of lands, cards in hand and creatures by having player with the most sacrifice until players are equal.
		Blaze of Glory	Instant	W	Defending creature can and must block all attackers.
		Blessing	Enchant Creature	WW	Gives +1/+1 (W)
		Crusade	Enchantment	WW	Gives +1/+1 to all White creatures.
		Farmstead	Enchant Land	WWW	During upkeep pay WW to gain 1 life; Once per turn.
		Island Sanctuary (*text changed)	Enchantment	W1	Skip drawing one card during draw to make non-Flying and non-IslandWalk creatures unable to attack you. { Alpha version was unable to damage }
		Northern Paladin	Summon Paladin	WW2	3/3, Destroy a Black card (Tap+WW)
		Personal Incarnation	Summon Avatar	WWW3	6/6; Can redirect damage from it to self; lose 1/2 of life if it dies (rounding down).
		Purelace	Interrupt	W	Change one card to White.
		Reverse Damage	Instant	WW1	All damage from one source this turn is instead added to life.
		Righteousness	Instant	W	Gives +7/+7 to defending creature.
		Savannah Lions	Summon Lions	W	2/1
		Veteran Bodyguard	Summon Bodyguard	WW3	2/5; When not tapped it takes all damage done to you
		Wrath of God	Sorcery	WW2	All creatures in play are destroyed and cannot regenerate
		Black Ward	Enchant Creature	W	Gives Protection from Black
		Blue Ward	Enchant Creature	W	Gives Protection from Blue
		Castle	Enchantment	W3	Your untapped and non-attacking creatures gain +0/+2.
		Consecrate Land	Enchant Land	W	Removes enchantments and protects from further enchantments; Prevents destruction of the land.
		Conversion	Enchantment	WW2	All Mountains become Plains; Pay WW during upkeep or Conversion is destroyed.
		Green Ward	Enchant Creature	W	Gives Protection from Green
		Karma (*text changed)	Enchantment	WW2	Does 1 damage during upkeep for each Swamp.
		Lance	Enchant Creature	W	Gives First Strike
		Red Ward	Enchant Creature	W	Gives Protection from Red
		Resurrection	Sorcery	WW2	Brings a creature from your graveyard into play.
		Serra Angel	Summon Angel	WW3	4/4, Flying, Does not tap when attacking
		Swords to Plowshares	Instant	W	Gives creature's power in life to owner of the creature which then leaves the game.
		Wall of Swords	Summon Wall	W3	3/5, Flying, Wall
		White Knight	Summon Knight	WW	2/2, First Strike, Protection from Black
		White Ward	Enchant Creature	W	Gives Protection from White
		Benalish Hero	Summon Hero	W	1/1, Bands
		Circle of Protection: Black (*added)	Enchantment	W1	Prevent dmg from Black source (1)
		Circle of Protection: Blue	Enchantment	W1	Prevent dmg from Blue source (1)
		Circle of Protection: Green	Enchantment	W1	Prevent dmg from Green source (1)
		Circle of Protection: Red (*artist)	Enchantment	W1	Prevent dmg from Red source (1)
		Circle of Protection: White	Enchantment	W1	Prevent dmg from White source (1)
		Death Ward (* artist changed)	Instant	W	Regenerates creature.
		Disenchant	Instant	W1	Destroy enchantment or artifact.
		Guardian Angel	Instant	WX	Prevents X damage to a target; Can pay for rest of turn to prevent further damage to the target.
		Healing Salve	Instant	W	Gain 3 Life or prevent 3 damage to any target.
		Holy Armor	Enchant Creature	W	Gives +0/+2, +0/+1 (W)
		Holy Strength	Enchant Creature	W	Gives +1/+2
		Mesa Pegasus	Summon Pegasus	W1	1/1, Flying, Bands
		Pearled Unicorn	Summon Unicorn	W2	2/2
		Samite Healer	Summon Cleric	W1	1/1, Tap to prevent 1 damage to any target

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