

Magic: The Gathering

(Limited/Unlimited/Revised/Fourth/Fifth 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

The following are used to indicate differences between the editions:

{bracketed text} describes a change between editions.
 (ABUR45) = If a card is only in some editions, it will be flagged with some or all of these characters.
 A=Alpha and B=Beta parts of Limited Edition. U=Unlimited Edition. R=Revised Edition. 4=Fourth Edition. 5=Fifth Edition.
 (AN) = Added from Arabian Nights expansion, (AQ) = Added from Antiquities expansion,
 (LG) = Added from Legends expansion, (DK) = Added from The Dark expansion, (FE) = Added from Fallen Empires expansion,
 (IA) = Added from Ice Age expansion, (HL) = Added from Homelands expansion
 The sets are listed on separate lines if the art differed between sets.

Basic Land

Card Name	Spell Type	Ability
Forest	Land	Tap for 1 Green mana
<i>Path</i> (ABUR4)		
<i>Shadows</i> (ABUR4)		
<i>Big Tree</i> (BUR4)		
<i>Bright green</i> (5)		
<i>Fall colors</i> (5)		
<i>Dark</i> (5)		
<i>Whitish</i> (5)		
Island	Land	Tap for 1 Blue mana
<i>Purplish</i> (ABUR4)		
<i>Greenish</i> (ABUR4)		
<i>Red Sky</i> (BUR4)		
<i>Three arches</i> (5)		
<i>Snow</i> (5)		
<i>One arch</i> (5)		
<i>Two Islands</i> (5)		
Mountain	Land	Tap for 1 Red mana
<i>Red Sky</i> (ABUR4)		
<i>Blue Sky</i> (ABUR4)		
<i>Green Sky</i> (BUR4)		
<i>Snow</i> (5)		
<i>Red, barren</i> (5)		
<i>Green, snow-capped</i> (5)		
<i>Dark with flowers</i> (5)		
Plains	Land	Tap for 1 White mana
<i>Dots</i> (ABUR4)		
<i>Trees</i> (ABUR4)		
<i>Dark</i> (BUR4)		
<i>Snow</i> (5)		
<i>Wheat</i> (5)		
<i>Red flowers</i> (5)		
<i>Tracks and mountain</i> (5)		
Swamp	Land	Tap for 1 Black mana
<i>Whitish</i> (ABUR4)		
<i>Yellowish</i> (ABUR4)		
<i>Greenish</i> (BUR4)		
<i>Fallen trees / Yellow</i> (5)		
<i>Big tree on left</i> (5)		
<i>Reflections</i> (5)		
<i>Tree on right / Puddles</i> (5)		

Special Land

Card Name	Spell Type	Ability
Adarkar Wastes (IA) (5)	Land	Tap for 1 blue or 1 white mana and take 1 damage -or- Tap for 1 colorless mana.
Badlands (ABUR)	Land	Tap for 1 Black or Red mana
Bayou (ABUR)	Land	Tap for 1 Black or Green mana
Bottomless Vault (FE) (5)	Land	Enters play tapped. Put one counter on this card if you choose not to untap it during untap. Tap and remove any number of counters to get one Black mana per counter removed.
Brushland (IA) (5)	Land	Tap for 1 green or 1 white mana and take 1 damage -or- Tap for 1 colorless mana.
City of Brass (AN)(CH) (5)	Land	Tap for 1 mana of any color; Take 1 damage when City is tapped.
Dwarven Hold (FE) (5)	Land	Enters play tapped. Put one counter on this card if you choose not to untap it during untap. Tap and remove any number of counters to get one Red mana per counter removed.
Hollow Trees (FE) (5)	Land	Enters play tapped. Put one counter on this card if you choose not to untap it during untap. Tap and remove any number of counters to get one Green mana per counter removed.
Icatian Store (FE) (5)	Land	Enters play tapped. Put one counter on this card if you choose not to untap it during untap. Tap and remove any number of counters to get one White mana per counter removed.
Karplusan Forest (IA) (5)	Land	Tap for 1 green or 1 red mana and take 1 damage -or- Tap for 1 colorless mana.
Plateau (ABU) (R)	Land	Tap for 1 Red or White mana
Sand Silos (FE) (5)	Land	Enters play tapped. Put one counter on this card if you choose not to untap it during untap. Tap and remove any number of counters to get one Blue mana per counter removed.
Savannah (ABUR)	Land	Tap for 1 Green or White mana
Scrubland (ABUR)	Land	Tap for 1 Black or White mana
Sulfurous Springs (IA) (5)	Land	Tap for 1 black or 1 red mana and take 1 damage -or- Tap for 1 colorless mana.
Taiga (ABUR)	Land	Tap for 1 Green or Red mana
Tropical Island (ABUR)	Land	Tap for 1 Blue or Green mana
Tundra (ABUR)	Land	Tap for 1 Blue or White mana
Underground River (IA) (5)	Land	Tap for 1 black or 1 blue mana and take 1 damage -or- Tap for 1 colorless mana.
Underground Sea (ABUR)	Land	Tap for 1 Black or Blue mana
Volcanic Island (BUR)	Land	Tap for 1 Blue or Red mana
<i>Dwarven Ruins</i> (FE) (5)	Land	Enters play tapped. Tap for one Red mana -or- Tap and sacrifice this card for two Red mana.
<i>Ebon Stronghold</i> (FE) (5)	Land	Enters play tapped. Tap for one Black mana -or- Tap and sacrifice this card for two Black mana.
<i>Havenwood Battleground</i> (FE) (5)	Land	Enters play tapped. Tap for one Green mana -or- Tap and sacrifice this card for two Green mana.
<i>Ice Floe</i> (IA) (5)	Land	Tap to tap a non-Flying creature which is attacking you. Creature does not untap as normal as long as this card is tapped. May choose not to untap this card during untap.
<i>Mishra's Factory</i> (AQ) (4)	Land	Tap for 1 colorless mana. Tap to give +1/+1 to any Assembly Worker. Turn this card into a 2/2 Assembly Worker artifact-land creature until end of turn (1).
<i>Oasis</i> (AN) (4)	Land	Tap to prevent one damage to any creature.
<i>Ruins of Trokair</i> (FE) (5)	Land	Enters play tapped. Tap for one White mana -or- Tap and sacrifice this card for two White mana.
<i>Strip Mine</i> (AQ) (4)	Land	Tap for 1 colorless mana. Destroy a land (Tap and sacrifice this card).
<i>Svyelunite Temple</i> (FE) (5)	Land	Enters play tapped. Tap for one Blue mana -or- Tap and sacrifice this card for two Blue mana.
Urza's Mine (AQ)(CH) (5)	Land	Tap for 1 colorless mana; If Urza's Power Plant and Urza's Tower are also in play you get 2 colorless mana.
Urza's Power Plant (AQ)(CH) (5)	Land	Tap for 1 colorless mana; If Urza's Mine and Urza's Tower are also in play you get 2 colorless mana.
Urza's Tower (AQ)(CH) (5)	Land	Tap for 1 colorless mana; If Urza's Mine and Urza's Power Plant are also in play you get 3 colorless mana.

Artifacts (Part 1 of 3)

Card Name	Spell Type	Cost	Ability
Aladdin's Lamp (AN)(R4)	Artifact	10	Instead of drawing in draw phase, draw X cards and keep only one (Tap+X). X cannot be zero.
Aladdin's Ring (AN)(R4)(5)	Artifact	8	4 damage to any target (Tap+8)
Ankh of Mishra (ABUR4)(5)	Artifact	2	Player takes 2 damage each time they play a land.
Armageddon Clock (AQ)(R4)	Artifact	6	Add one counter each upkeep; Does 1 damage to all players for each counter at end of upkeep; Any player may remove a counter during an upkeep for 4 mana.
Barl's Cage (DK)(CH)(5)	Artifact	4	Make a creature not untap during its next untap (3)
Black Lotus (ABU)	Mono Artifact	0	Tap and sacrifice Lotus for 3 mana of one color.
Black Mana Battery (LG)(4)	Artifact	4	Add a counter to it (Tap+2). Tap and remove X counters for X+1 black mana.
Blue Mana Battery (LG)(4)	Artifact	4	Add a counter to it (Tap+2). Tap and remove X counters for X+1 blue mana.
Bottle of Suleiman (AN)(R4)(5)	Artifact	4	Flip coin and take 5 damage or get 5/5 Flying Djinn token creature (1+Sacrifice this card)
Bronze Tablet (AQ)(4)	Artifact	6	As an interrupt Swap Tablet with any card in play (Tap+4); Effect is permanent, but can be countered with 10 life lost; Ante games only; Enters play tapped.
Chaos Orb (ABU)	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 Avian (AQ)(4)	Artifact Creature	5	0/4, Flying. Starts with four +1/+0 counters. Remove one counter at end of combat if it attacks or defends. Add X counters (Tap+X). Cannot have more than 4 counters.
Clockwork Beast (ABUR45)	Artifact Creature	6	0/4, Starts with seven +1/+0 counters;. Remove one counter at end of combat if it attacks or defends. Use during upkeep to add X counters (Tap+X). Cannot have more than 7 counters.
Colossus of Sardia (AQ)(4)(5)	Artifact Creature	9	9/9, Trample; Does not untap as normal. Costs 9 to untap during upkeep.
Coral Helm (AQ)(4)(5)	Artifact	3	+2/+2 to a creature until end of turn (3+discard random card from hand)
Crown of the Ages (IA)(5)	Artifact	2	Move an enchantment from one creature to another legal creature (Tap+4). It acts as if newly cast.
Cyclopean Tomb (ABU)	Mono Artifact	4	Change a non-Swamp land to Swamp during upkeep (Tap+2); Lands revert at the rate of 1 per turn when Tomb is destroyed.
Dancing Scimitar (AN)(R45)	Artifact Creature	4	1/5, Flying
Dingus Egg (ABUR4)(5)	Artifact	4	2 damage to controller of land which goes to the graveyard from play.
Disrupting Scepter (ABUR4)(5)	Artifact	3	Target player discards one card (Tap+3). Only usable on your turn. { ABU+RV = was only on opponent }
Dragon Engine (AQ)(R45)	Artifact Creature	3	1/3, +1/+0 (2)
Ebony Horse (AN)(R4)	Artifact	3	Untap one of your attackers and make it neither take nor deal damage (Tap+2){ RV = attacker was considered to never have attacked }
Elkin Bottle (IA)(5)	Artifact	3	Take a card from your library and make it usable as if in your hand (Tap+3). You have until the beginning of your next turn to use it or it is buried.
Feroz's Ban (HL)(5)	Artifact	6	Summon spells cost 2 more mana to cast.
Flying Carpet (AN)(R45)	Artifact	4	Gives Flying until end of turn (Tap+2); Buried if creature destroyed when using it. {AN+RV+4th=Was destroyed}
Forcefield (ABU)	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 (ABU)	Continuous Artifact	4	+1/+1 to all Red creatures; Mountains produce 1 extra Red mana when tapped.
Gauntlets of Chaos (LG)(CH)(5)	Artifact	5	Sacrifice this card and pay 5 mana to swap control of land, creature or artifact until end of game. Buries enchantments on the cards swapped.
Green Mana Battery (LG)(4)	Artifact	4	Add a counter to it (Tap+2). Tap and remove X counters for X+1 green mana.
Helm of Chatzuk (ABUR45)	Artifact	1	Give creature Banding until end of turn(Tap+1)
The Hive (ABUR45)	Artifact	5	Create 1/1 Flying Wasp artifact token creature (Tap+5)
Howling Mine (ABUR45)	Artifact	2	All players draw 1 extra card during Draw phase.
Illusionary Mask (ABU)	Poly Artifact	2	Can summon creatures face down (X); Creature becomes face up once used or damaged.
Infinite Hourglass (IA)(5)	Artifact	4	Gives +1/+0 to all creatures for each counter on this card. Put a counter on this card during your upkeep. Players can pay 3 mana during any upkeep to remove a counter.
Ivory Tower (AQ)(R4)	Artifact	1	Gain 1 life at beginning of upkeep for each card over 4 in hand. {RV = at any time during upkeep }

Artifacts (Part 2 of 3)

Card Name	Spell Type	Cost	Ability
Jade Monolith (ABUR4) (5)	Artifact	4	Redirect damage from creature to self (1)
Jalum Tome (AQ) (CH) (5)	Artifact	3	Draw a card, then discard one (Tap+2)
Jandor's Ring (AN) (R)	Artifact	6	Discard the card just drawn and replace it (Tap+2)
Jandor's Saddlebags (AN) (R4) (5)	Artifact	2	Untap a creature (Tap+3)
Jayemdae Tome (ABUR45)	Artifact	4	Draw a card (Tap+4)
Jester's Cap (IA) (5)	Artifact	4	Look through a player's library and remove any 3 cards from the game (Tap+2+Sacrifice this card)
Kormus Bell (ABUR4)	Artifact	4	All Swamps become 1/1 black land-creatures. { ABU+RV = was colorless land-creatures }
Mana Vault (ABUR45)	Artifact	1	Tap for 3 colorless mana; Does not untap as normal; During upkeep, untap at end of upkeep (4). Take 1 damage if tapped at end of upkeep. { ABU+RV+4th= Was untapped immediately }
Meekstone (ABUR45)	Artifact	1	Creatures with power >2 do not untap.
Millstone (AQ) (R45)	Artifact	2	Put top 2 cards of a player's library and put them in their graveyard (Tap+2)
Mishra's War Machine (AQ) (R4)	Artifact Creature	7	5/5, Bands; Discard 1 card from hand each upkeep or take 3 damage and Machine is tapped if damage is not prevented. { RV = was always tapped }
Mox Emerald (ABU)	Mono Artifact	0	Tap for 1 Green mana.
Mox Jet (ABU)	Mono Artifact	0	Tap for 1 Black mana.
Mox Pearl (ABU)	Mono Artifact	0	Tap for 1 White mana.
Mox Ruby (ABU)	Mono Artifact	0	Tap for 1 Red mana.
Mox Sapphire (ABU)	Mono Artifact	0	Tap for 1 Blue mana.
Nevinyrral's Disk (ABUR45)	Artifact	4	Destroy all creatures, enchantments and artifacts (Tap+1); Enters play tapped. { RV = Errata says to add tap symbol to this version }
Obelisk of Undoing (AQ) (CH) (5)	Artifact	1	Return one permanent in play you own and control to hand (6)
Onulet (AQ) (R4)	Artifact Creature	3	2/2, Controller gets +2 life when Onulet is destroyed.
Pentagram of the Ages (IA) (5)	Artifact	4	Prevent damage to you from one source (Tap+4)
Primal Clay (AQ) (R4) (5)	Artifact Creature	4	At casting choose to make it a 3/3 creature, a 1/6 Wall creature, or a 2/2, Flying creature.
Red Mana Battery (LG) (4)	Artifact	4	Add a counter to it (Tap+2). Tap and remove X counters for X+1 red mana.
Rocket Launcher (AQ) (R)	Artifact	4	1 damage to any target (2); Goes to graveyard at end of turn in which it is used; Cannot be used until begins your turn in play.
Serpent Generator (LG) (CH) (5)	Artifact	6	Create 1/1 Poison Snake token creature (Tap+4); If Snake damages opponent, give opponent a poison counter. If opponent has 10 or more poison counter, they lose.
Sunglasses of Urza (ABUR4)	Artifact	3	Can use White mana as Red mana.
Tetravus (AQ) (4)	Artifact Creature	6	1/1, Flying; Starts with three +1/+1 counters; During upkeep can convert counters to or from 1/1, Flying artifact token Tetravite creatures which cannot be enchanted.
Time Bomb (IA) (5)	Artifact	4	Do 1 damage to each player for each counter on this card (Tap+1+Sacrifice this card). Put a counter on this card during your upkeep.
Time Vault (ABU)	Mono Artifact	2	Skip turn to untap; Tap for extra turn.
Triskelion (AQ) (4)	Artifact Creature	6	1/1; Starts with three +1/+1 counters; Do 1 damage to any target (Remove a counter).
Urza's Avenger (AQ) (45)	Artifact Creature	6	4/4; Can get Bands, Flying, Trample, and/or First Strike until end of turn at -1/-1 until end of turn for each ability.
White Mana Battery (LG) (4)	Artifact	4	Add a counter to it (Tap+2). Tap and remove X counters for X+1 white mana.
Winter Orb (ABUR45)	Artifact	2	All players untap only one land per turn.
<i>Ashnod's Altar</i> (AQ) (CH) (5)	Artifact	3	Get 2 colorless mana (Sacrifice a creature).
<i>Ashnod's Battle Gear</i> (AQ) (4)	Artifact	2	Give one of your creatures +2/-2 (Tap+2); Effect remains until untapped, may choose not to untap.
<i>Basalt Monolith</i> (ABUR)	Artifact	3	Tap to get 3 mana; Untap by spending 3 mana.
<i>Black Vise</i> (ABUR4)	Artifact	1	Opponent takes 1 damage at end of upkeep for each card over 4 in hand. { ABU+RV = Was any time during upkeep }
<i>Brass Man</i> (AN) (R4)	Artifact Creature	1	1/3; Does not untap as normal. Pay 1 during upkeep to untap.
<i>Celestial Prism</i> (ABUR4)	Artifact	3	1 mana of any color (Tap+2)
<i>Clockwork Steed</i> (HL) (5)	Artifact Creature	4	0/3, Cannot be blocked by artifact creatures. Put four +1/+0 counters on it when it enters play. Remove one counter at end of any combat in which it attacks or blocks. During upkeep put X +1/+0 counters on this card (Tap+X). Cannot have more than 4 counters.

Artifacts (Part 3 of 3)

Card Name	Spell Type	Cost	Ability
<i>Conservator</i> (ABUR4)	Artifact	4	Prevent 2 damage to you (Tap+3) {ABU+RV = was prevent loss of 2 life but errata says it is prevent 2 damage anyway }
<i>Copper Tablet</i> (ABU)	Artifact	2	Does 1 damage to each player during upkeep.
<i>Crystal Rod</i> (ABUR4) (5)	Artifact	1	+1 life when Blue spell cast (1). {ABU+RV+4th=Was usable until end of turn}
<i>Cursed Rack</i> (AQ) (4)	Artifact	4	Opponent must discard down to 4 cards during discard phase.
<i>Diabolic Machine</i> (DK) (4) (5)	Artifact Creature	7	4/4, Regenerates (3)
<i>Feldon's Cane</i> (AQ) (CH) (5)	Artifact	1	Tap and remove Cane from game to reshuffle graveyard into library.
<i>Fellwar Stone</i> (DK) (45)	Artifact	2	Tap for one mana of any type opponent's lands can produce.
<i>Fountain of Youth</i> (DK) (CH) (5)	Artifact	0	Gain one life (Tap+2)
<i>Glasses of Urza</i> (ABUR45)	Artifact	1	Tap to look at one player's hand. {ABU+RV = was opponent only }
<i>Icy Manipulator</i> (ABU)	Mono Artifact	4	Tap one creature, artifact or land (Tap+1)
<i>Iron Star</i> (ABUR4) (5)	Artifact	1	+1 life when Red spell cast (1). {ABU+RV+4th= Was usable until end of turn}
<i>Ivory Cup</i> (ABUR4) (5)	Artifact	1	+1 life when White spell cast (1). {ABU+RV+4th= Was usable until end of turn}
<i>Jade Statue</i> (ABU)	Artifact	4	3/6 creature for attack or block (2)
<i>Joven's Tools</i> (HL) (5)	Artifact	6	Make a creature only blockable by walls this turn (Tap+4)
<i>Juggernaut</i> (ABUR)	Artifact Creature	4	5/3, must attack, Cannot be blocked by Walls
<i>Library of Leng</i> (ABUR45)	Artifact	1	Skip discard phase; Can discard to top of library if discard is forced. { ABU = Was no limit to hand size }
<i>Living Wall</i> (ABUR)	Artifact Creature	4	0/6, Wall, Regenerates (1)
<i>Obsidian Golem</i> (ABUR4)	Artifact Creature	6	4/6
<i>Ornithopter</i> (AQ) (R45)	Artifact Creature	0	0/2, Flying
<i>The Rack</i> (AQ) (R4)	Artifact	1	Opponent takes 1 damage at end of upkeep for each card less than 3 in hand. { ABU+RV = was at any time during upkeep }
<i>Rod of Ruin</i> (ABUR45)	Artifact	4	Do 1 damage to any player or creature (Tap+3)
<i>Shapeshifter</i> (AQ) (4) (5)	Artifact Creature	6	*(7-*) where * is chosen between 0 and 7 on casting and each upkeep.
<i>Skull Catapult</i> (IA) (5)	Artifact	4	Do 2 damage to a creature or player (Tap+1+Sacrifice creature)
<i>Sol Ring</i> (ABUR)	Artifact	1	Tap for 2 colorless mana.
<i>Soul Net</i> (ABUR4) (5)	Artifact	1	+1 life when creature goes to graveyard (1)
<i>Tawnos's Wand</i> (AQ) (4)	Artifact	4	Creature of power<=2 unblockable until end of turn (Tap+2)
<i>Tawnos's Weaponry</i> (AQ) (4) (5)	Artifact	2	Gives +1/+1 to a creature (Tap+2); Effect remains until untapped, may choose not to untap.
<i>Throne of Bone</i> (ABUR4) (5)	Artifact	1	+1 life when Black spell cast (1). {ABU+RV+4th= Was usable until end of turn}
<i>Urza's Bauble</i> (IA) (5)	Artifact	0	Look at a random card in a player's hand (Tap+Sacrifice this card). Draw a card at the beginning of the next turn after using this ability.
<i>Wooden Sphere</i> (ABUR4) (5)	Artifact	1	+1 life when Green spell cast (1). {ABU+RV+4th= Was usable until end of turn}
<i>Amulet of Kroog</i> (AQ) (45)	Artifact	2	Prevent 1 damage to any creature or player (Tap+2)
<i>Ashnod's Transmogrant</i> (AQ) (CH) (5)	Artifact	1	Tap and sacrifice this card to give a non-artifact creature a permanent +1/+1 and it becomes an Artifact Creature.
<i>Barbed Sextant</i> (IA) (5)	Artifact	1	Add 1 mana of any color to your pool (Tap+1+Sacrifice this card). Draw a card at the beginning of the next turn after ability is used.
<i>Battering Ram</i> (AQ) (45)	Artifact Creature	2	1/1, Bands only when attacking; Destroys Walls that block it at end of combat.
<i>Clay Statue</i> (AQ) (4) (5)	Artifact Creature	4	3/1, Regenerates (2)
<i>Grapeshot Catapult</i> (AQ) (45)	Artifact Creature	4	2/3, Do 1 damage to a Flying creature (Tap).
<i>Wall of Spears</i> (AQ) (4) (5)	Artifact Creature	3	2/3, Wall, First Strike
<i>Yotian Soldier</i> (AQ) (4)	Artifact Creature	3	1/4, Does not tap when attacking.

Black Spells (Part 1 of 3)

Card Name	Spell Type	Cost	Ability
Bad Moon (ABUR4) (5)	Enchantment	B1	Gives +1/+1 to all Black creatures.
Broken Visage (HL) (5)	Instant	B4	Bury an attacking non-artifact creature and put a black Shadow token creature with the same power/toughness as the creature that was buried into play. Bury token creature at end of turn.
Contract from Below (ABUR)	Sorcery	B	Get new hand but add one card to ante.
Cosmic Horror (LG) (4)	Summon Horror	BBB3	7/7, First Strike; Pay BBB3 during upkeep or take 7 damage and destroys this card.
Darkpact (ABUR)	Sorcery	BBB	Swap top card of library with either ante.
Deathlace (ABUR4)	Interrupt	B	Change one permanant's or spell's color to Black. { ABU+RV = was cards and spells }
Demonic Attorney (ABUR)	Sorcery	BB1	All players Ante another card or forfeit.
Demonic Hordes (ABUR)	Summon Demons	BBB3	5/5, Tap to destroy a land; Pay BBB during upkeep or lose a land and Hordes become tapped.
Derelor (FE) (5)	Summon Thrull	B3	4/4. Your black spells cost one additional Black mana to cast.
El-Hajjāj (AN) (R4)	Summun El-Hajjāj	BB1	1/1; +1 life for each damage it does up to a maximum of the creature's toughness or player's life total. { AN+RV = had no life gain limit }
Greed (LG) (4)	Enchantment	B3	Draw a card (B + 2 life)
Hecatomb (IA) (5)	Enchantment	BB1	Sacrifice four creatures when enters play. Tap a Swamp to do 1 damage to a player or creature.
Lich (ABU)	Enchantment	BBBB	Destroy cards in play when damaged; Draw cards instead of life gain; Lose if cannot destroy card or if Lich is destroyed.
Lord of the Pit (ABUR45)	Summon Demon	BBB4	7/7, Trample, Flying; Sacrifice one creature during upkeep or take 7 damage. Cannot sacrifice itself. { ABU = did not have restriction against sacrificing itself. }
Mind Twist (ABUR4)	Sorcery	BX	Target player discards X cards at random. { ABU+RV = was only on opponent }
Necropotence (IA) (5)	Enchantment	BBB	Skip your draw phase. Pay 1 life to put a card aside until the beginning of your discard phase, then it is added to your hand. If you discard a card, remove it from the game.
Nether Shadow (ABUR4) (5)	Summon Shadow	BB	1/1, Not affected by summon sickness; If in graveyard with 3 creatures on top, can be brought into play for no cost at end of upkeep. { ABU = required payment of casting cost } { ABU+RV = was at any time during upkeep }
Nightmare (ABUR45)	Summon Nightmare	B5	*/# where #=number of swamps you control, Flying
Pox (IA) (5)	Sorcery	BBB	All players lose 1/3 of their life, discard 1/3 of their hand, sacrifice 1/3 of their creatures, and sacrifice 1/3 of their lands. All fractions are rounded up.
Rag Man (DK) (45)	Summon Rag Man	BB2	2/1, On your turn you can look at opponent's hand and make them discard a random creature card (Tap+BBB)
Royal Assassin (ABUR4)	Summon Assassin	BB1	1/1, Tap to destroy one tapped creature
Sengir Autocrat (HL) (5)	Summon Autocrat	B3	2/2. Put three 0/1 black Serf token creatures into play when this card enters play. Bury all Serf tokens if this card leaves play.
Sorceress Queen (AN) (R45)	Summon Sorceress	BB1	1/1; Tap to make a creature other than this one 0/2 until end of turn
Stromgald Cabal (IA) (5)	Summon Knights	BB1	2/2. Counter a white spell (Tap+1 life).
Warp Artifact (ABUR45)	Enchant Artifact	BB	Does 1 damage during upkeep to artifact's controller.
Will-O'-The-Wisp (ABUR4)	Summon Will-O'-The-Wisp	B	0/1, Flying, Regenerates (B)
Word of Command (ABU)	Instant	BB	Cast one of opponent's spells using their mana.
The Wretched (LG) (CH) (5)	Summon Wretched	BB3	2/5; At end of combat, take control of all creatures which block this card; Lose control of them if this card leaves your control.
Xenic Poltergeist (AQ) (4) (5)	Summon Poltergeist	BB1	1/1, Tap to turn a non-creature artifact into a creature of power/toughness equal to its casting cost until beginning of your next upkeep.
Zombie Master (ABUR4) (5)	Summon Lord	BB1	2/3, All Zombies get "SwampWalk and Regenerate(B)".
<i>Abyssal Specter</i> (IA) (5)	Summon Specter	BB2	2/3, Flying. Player discards 1 card of their choice if damaged by this creature.
<i>Abomination</i> (LG) (4)	Summon Abomination	BB3	2/6, Any green or white creature blocked by/blocking it is destroyed at end of combat.
<i>Animate Dead</i> (ABUR45)	Enchantment {ABU+RV+4th= Was Enchant Dead Creature }	B1	Pull creature from any graveyard at -1 power as if just summoned. It is buried if this card is removed.
<i>Ashes to Ashes</i> (DK) (4) (5)	Sorcery	BB1	Remove two non-artifact creatures from the game and take 5 damage on yourself.
<i>Black Knight</i> (ABUR4) (5)	Summon Knight	BB	2/2, First Strike, Protection from White

Black Spells (Part 2 of 3)

Card Name	Spell Type	Cost	Ability
<i>Blight</i> (LG) (4) (5)	Enchant Land	BB	If land is tapped, it is destroyed at end of turn.
<i>Bog Wraith</i> (ABUR45)	Summon Wraith	B3	3/3, SwampWalk
<i>Breeding Pit</i> (FE) (5)	Enchantment	B3	Put a Thrull 0/1 black creature token into play at the end of your turn. Pay BB during upkeep or bury this card.
<i>Carrion Ants</i> (LG) (4) (5)	Summon Ants	BB2	0/1, +1/+1(1)
<i>Cursed Land</i> (ABUR45)	Enchant Land	BB2	Does 1 damage during upkeep to land's controller.
<i>Deathgrip</i> (ABUR45)	Enchantment	BB	Counter Green spell as it is cast (BB)
<i>Demonic Tutor</i> (ABUR)	Sorcery	B1	Take any one card from library into hand.
<i>Evil Eye of Orms-By-Gore</i> (LG) (5)	Summon Evil Eye	B4	3/6, Blocked only by Walls; Only your Evil Eyes may attack while they are in play.
<i>Evil Presence</i> (ABUR4) (5)	Enchant Land	B	Change a Land to a Swamp.
<i>Fallen Angel</i> (LG) (CH) (5)	Summon Angel	BB3	3/3, Flying, Sacrifice a creature for +2/+1 until end of turn.
<i>Gloom</i> (ABUR4) (5)	Enchantment	B2	White spells cost 3 more to cast and white enchantments cost 3 more to activate. [ABU = was white spells and Circles of Protection]
<i>Greater Werewolf</i> (HL) (5)	Summon Lycanthrope	B4	2/4. At end of combat, put a -0/-2 counter on all creatures blocking or blocked by this creature.
<i>Hypnotic Specter</i> (ABUR4)	Summon Specter	BB1	2/2, Flying, Player discards one card if damaged
<i>Junun Efreet</i> (AN) (4)	Summon Efreet	BB1	3/3, Flying; Pay BB during upkeep or Efreet is buried.
<i>Knight of Stromgald</i> (IA) (5)	Summon Knight	BB	2/1, Protection from White. First Strike until end of turn (B). +1/+0 until end of turn (BB).
<i>Leshrac's Rite</i> (IA) (5)	Enchant Creature	B	Creature gets SwampWalk.
<i>Mind Warp</i> (IA) (5)	Sorcery	B3X	Make a player discard X cards of your choice.
<i>Mole Worms</i> (IA) (5)	Summon Worms	B2	1/1. Tap to tap a land. Land does not untap as long as this card is tapped. May choose not to untap this card during untap.
<i>Nettling Imp</i> (ABUR)	Summon Imp	B2	1/1, Tap to force a non-Wall to attack or die
<i>Sacrifice</i> (ABUR)	Interrupt	B	Sacrifice creature to get casting cost as Black mana.
<i>Scavenging Ghoul</i> (ABUR4)	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. { RV = was if destroyed by lethal damage. }
<i>Sengir Vampire</i> (ABUR4)	Summon Vampire	BB3	4/4, Flying; Gets a +1/+1 counter each time a creature it damaged that turn goes to the graveyard.
<i>Simulacrum</i> (ABUR4)	Instant	B1	Transfer all damage this turn from self to a creature.
<i>Spirit Shackles</i> (LG) (4)	Enchant Creature	BB	Creature gets a -0/-2 counter each time it is tapped.
<i>Thrull Retainer</i> (FE) (5)	Enchant Creature	B	Gives creature +1/+1. Sacrifice this card to Regenerate the creature.
<i>Uncle Istvan</i> (DK) (4)	Summon Uncle Istvan	BBB1	1/3, All damage from creatures is reduced to zero.
<i>Wall of Bone</i> (ABUR45)	Summon Wall	B2	1/4, Wall, Regenerates (B)
<i>Bog Imp</i> (DK) (45)	Summon Imp	B1	1/1, Flying
<i>Bog Rats</i> (DK) (CH) (5)	Summon Rats	B	1/1, Cannot be blocked by Walls
<i>Cloak of Confusion</i> (IA) (5)	Enchant Creature	B1	Play on one of your creatures. If not blocked, creature deals no damage and defender discards a card at random (0).
<i>Cyclopean Mummy</i> (LG) (4)	Summon Mummy	B1	2/1, Leaves game if goes to graveyard from play.
<i>Dark Ritual</i> (ABUR4) (5)	Interrupt	B	Gain 3 Black mana.
<i>Drain Life</i> (ABUR4) (5)	Sorcery	B1	Does X damage to target, where X is the amount of additional Black mana spent. Gain 1 life for each damage done. Cannot gain more than creature's toughness or player's life.
<i>Drudge Skeletons</i> (ABUR4) (5)	Summon Skeletons	B1	1/1, Regenerates (B)
<i>Erg Raiders</i> (AN) (R4) (5)	Summon Raiders	B1	2/3, Take 2 damage at end of turn if do not attack with them and they are not summon sick.
<i>Fear</i> (ABUR4) (5)	Enchant Creature	BB	Only blockable by Black or Artifact creatures
<i>Frozen Shade</i> (ABUR4) (5)	Summon Shade	B2	0/1, +1/+1 (B)
<i>Funeral March</i> (HL) (5)	Enchant Creature	BB1	Creature's controller must sacrifice another creature if this one leaves play.
<i>Howl from Beyond</i> (ABUR4) (5)	Instant	BX	+X/+0 until end of turn
<i>Initiates of the Ebon Hand</i> (FE) (5)	Summon Clerics	B	1/1. Add 1 Black mana to your pool (1). Bury this card at end of any turn in which more than 3 mana is spent in this way.
<i>Kjeldoran Dead</i> (IA) (5)	Summon Dead	B	3/1, Regenerate (B). Sacrifice a creature when this card enters play.
<i>Krovikan Fetish</i> (IA) (5)	Enchant Creature	B2	Creature gets +1/+1. Draw a card during the player's upkeep following the turn this card enters play.
<i>Lost Soul</i> (LG) (45)	Summon Lost Soul	BB1	2/1, SwampWalk
<i>Marsh Gas</i> (DK) (4)	Instant	B	-2/-0 to all creatures until end of turn.

Black Spells (Part 3 of 3)

Card Name	Spell Type	Cost	Ability
Mind Ravel (IA) (5)	Sorcery	B2	Make a player discard one card of their choice. Draw a card at the beginning of the next turn.
Mindstab Thrull (FE) (5)	Summon Thrull	BB1	2/2. If attacks and is not blocked, this card deals no damage and opponent discards 3 cards (Sacrifice this card).
Murk Dwellers (DK) (45)	Summon Murk Dwellers	B3	2/2, +2/+0 if attacking and not blocked
Necrite (FE) (5)	Summon Thrull	BB1	2/2. If attacks and is not blocked, this card deals no damage and bury one of opponent's creatures (Sacrifice this card).
Paralyze (ABUR4) (5)	Enchant Creature	B	Taps creature; Does not untap as normal; Pay 4 during upkeep to untap creature
Pestilence (ABUR4) (5)	Enchantment	BB2	Do 1 damage to all creatures and players (B); Bury this card if no creatures in play at end of turn.
Pit Scorpion (LG) (4) (5)	Summon Scorpion	B2	1/1, Gives poison token each time damages a player. Player loses if ever has 10 poison tokens.
Plague Rats (ABUR45)	Summon Rats	B2	*/* where *=number of Plague Rats in play
Raise Dead (ABUR4) (5)	Sorcery	B	Return a creature from your graveyard to hand.
Scathe Zombies (ABUR4) (5)	Summon Zombies	B2	2/2
Sinkhole (ABU)	Sorcery	BB	Destroy a land.
Terror (ABUR45)	Instant	B1	Buries non-Black/Artifact creature.
Torture (HL) (5)	Enchant Creature	B	Put a -1/-1 counter on the creature (B1).
Touch of Death (IA) (5)	Sorcery	B2	Do 1 damage to a player. Gain 1 life. Draw a card at the beginning of the next turn. (IA = Was beginning of next upkeep)
Unholy Strength (ABUR4) (5)	Enchant Creature	B	Gives creature +2/+1 { 4th = missing pentagram in art }
Vampire Bats (LG) (45)	Summon Bats	B	0/1, Flying, +1/+0 until end of turn (B) with maximum of two B each turn.
Weakness (ABUR45)	Enchant Creature	B	Gives creature -2/-1
Word of Binding (DK) (4)	Sorcery	BBX	Tap X creatures.

Blue Spells (Part 1 of 3)

Card Name	Spell Type	Cost	Ability
Ancestral Recall (ABU)	Instant	U	Draw (or force opponent to draw) 3 cards.
Braingeyser (ABUR)	Sorcery	UUX	Draw (or force opponent to draw) X cards.
Copy Artifact (ABUR)	Enchantment	U1	Card acts as a copy of an artifact in play.
Dance of Many (DK)(CH)(5)	Enchantment	UU	Put token creature into play which copies all characteristics of a Summon card which is in play. Token leaves play if this card does, and this card leaves play if token does; Pay UU each upkeep or this card is destroyed.
Deflection (IA)(5)	Interrupt	U3	Change the target of a spell with one target to a new legal choice.
Drain Power (ABUR4)(5)	Sorcery	UU	Tap all of a player's land and mana pool into your pool. {ABU+RV = was only on opponent }
Forget (HL)(5)	Sorcery	UU	Make a player discard 2 cards then draw same number of cards that were discarded.
Hurkyl's Recall (AQ)(R45)	Instant	U1	Sends all of target player's artifacts from play into hand.
Island Fish Jasconius (AN)(R4)	Summon Island Fish	UUU4	6/8; Does not untap as normal; Pay UUU during upkeep to untap; Cannot attack if opponent has no Islands; Buried if you have no Islands. { RV = was destroyed }
Juxtapose (LG)(CH)(5)	Sorcery	U3	You and your opponnet each trade control of your highest cost creature and highest cost artifact. Do not trade a type if a player has none of the correct type.
Leviathan (DK)(45)	Summon Leviathan	UUUU5	10/10, Trample; Does not untap as normal, sacrifice 2 Islands during upkeep to untap it; Cannot attack unless 2 Islands are sacrificed; Enters play tapped.
Lord of Atlantis (ABUR45)	Summon Lord	UU	2/2; All Merfolk get +1/+1 and IslandWalk. { ABU = was 'Summon Lord of Atlantis' }
Magical Hack (ABUR45)	Interrupt	U	Change land type references on one spell or permanent. {ABU+RV = was spell or card }
Magus of the Unseen (IA)(5)	Summon Wizard	U1	1/1. Take control of an artifact until end of turn and get it untapped (Tap+U1). If it is an artifact creature, it does not have summoning sickness. Creature becomes tapped when you lose control of it at end of turn.
Mahamoti Djinn (ABUR4)	Summon Djinn	UU4	5/6, Flying
Mana Short (ABUR4)	Instant	U2	All of a player's lands become tapped and mana pool is emptied. { A+BU+RV = was only usable on opponent }
Pirate Ship (ABUR45)	Summon Ship	U4	4/3, Tap to do 1 damage to target; IslandHome= Cannot attack if opponent has no Islands; Buried if you have no Islands. { ABU+RV = was destroyed }
Psionic Entity (LG)(4)	Summon Entity	U4	2/2, Tap for 2 damage to any target but takes 3 damage to itself.
Recall (LG)(CH)(5)	Sorcery	UXX	Sacrifice X cards from hand and bring X cards of choice from your graveyard to your hand. Then this card leaves the game.
Relic Bind (LG)(4)	Enchant Artifact	U2	Give one life or one damage to a player whenever artifact opponent controls is tapped.
Serendib Efreet (AN)(R)	Summon Efreet	U2	3/4, Flying; Take 1 damage during upkeep. { Card has green background and Ifh-Biff picture }
Sibilant Spirit (IA)(5)	Summon Spirit	U5	5/6, Flying. Defending player can draw a card when this card attacks.
Sleight of Mind (ABUR45)	Interrupt	U	Change color type references on one spell or permanent. {ABU+RV = was spell or card }
Stasis (ABUR45)	Enchantment	U1	No Untap phase for any player; Pay U during upkeep or Stasis is buried.
Thoughtlace (ABUR4)	Interrupt	U	Change one spell's or permanent's color to blue. { ABU+RV = was spell or card }
Time Elemental (LG)(45)	Summon Elemental	U2	0/2, Send permanent with no enchantments on it to owner's hand (Tap+UU2); Take 5 damage and bury at end of combat if it is used to attack or block.
Timetwister (ABU)	Sorcery	U2	Everyone shuffles decks and draws 7 cards.
Time Walk (ABU)	Sorcery	U1	Take an extra turn after the current one.
Vesuvan Doppelganger (ABUR)	Summon Doppelganger	UU3	*/* where * = copies creature but not color; Can change creature imitated during upkeep.
Volcanic Eruption (ABUR4)	Sorcery	UUUX	Destroys X Mountains in play doing 1 damage to all players and creatures for each destroyed. { ABU = was doing X damage }
Zur's Weirding (IA)(5)	Enchantment	U3	All players play with open hands. Players may pay 2 life to force a player to discard a just-drawn card.
<i>Ether Storm</i> (HL)(5)	Enchantment	U3	No summon spells can be cast. Players can pay 4 life to bury this card.
<i>Air Elemental</i> (ABUR4)(5)	Summon Elemental	UU3	4/4, Flying
<i>Animate Artifact</i> (ABUR4)	Enchant Artifact	U3	Makes it a */* creature where *=casting cost; No effect on artifact creatures. { ABU = was not castable on artifact creatures }
<i>Anti-Magic Aura</i> (LG)(5)	Enchant Creature	U2	Destroys enchantments on creature and prevents all further enchantments, instants and sorceries on it.

Blue Spells (Part 2 of 3)

Card Name	Spell Type	Cost	Ability
<i>Azure Drake</i> (LG)(CH) (5)	Summon Drake	U3	2/4, Flying
<i>Backfire</i> (LG) (4)	Enchant Creature	U	For each one damage done to you by this creature, does one damage to controller of that creature.
<i>Binding Grasp</i> (IA) (5)	Enchant Creature	U3	You take control of creature. Creature gets +0/+1. Upkeep=U1.
<i>Clone</i> (ABUR) (5)	Summon Clone	U3	*/* where *=copies creature and color
<i>Control Magic</i> (ABUR) (5)	Enchant Creature	UU2	Caster takes control of the creature.
<i>Energy Flux</i> (AQ)(R45) (5)	Enchantment	U2	All artifacts gain "During upkeep pay 2 or bury this artifact". {AQ+RV+4th= Was pay 2 for each artifact during upkeep or it is destroyed}
<i>Feedback</i> (ABUR45) (5)	Enchant Enchantment	U2	Does 1 damage during upkeep to enchantment's controller.
<i>Ghost Ship</i> (DK) (4)	Summon Ship	UU2	2/4, Flying, Regenerates (UUU)
<i>Glacial Wall</i> (IA) (5)	Summon Wall	U2	0/7, Wall
<i>Hydroblast</i> (IA) (5)	Interrupt	U	Counter a red spell or destroy a red permanent.
<i>Lifetap</i> (ABUR4) (5)	Enchantment	UU	Gain 1 life when opponent taps a Forest.
<i>Mind Bomb</i> (DK) (45)	Sorcery	U	Each player takes 3 damage but can discard up to 3 cards where each card prevents one point of damage.
<i>Phantasmal Forces</i> (ABUR45) (5)	Summon Phantasm	U3	4/1, Flying; Pay U during upkeep or Forces are buried.
<i>Phantom Monster</i> (ABUR4) (5)	Summon Phantasm	U3	3/3, Flying
<i>Power Sink</i> (ABUR45) (5)	Interrupt	UX	Opponent spends X mana or spell fails; Must try. {ABUR4 = Was common}
<i>Psionic Blast</i> (ABU) (5)	Instant	U2	Does 4 damage to target, 2 damage to self.
<i>Seasinger</i> (FE) (5)	Summon Merfolk	UU1	0/1. Tap to take control of a creature. Can only be used if opponent controls at least one Island. Lose control of creature if you lose control of this card or this card leaves play or if this card becomes untapped. You may choose not to untap this card as normal during untap. Bury this card if you control no Islands.
<i>Sea Spirit</i> (IA) (5)	Summon Spirit	U4	2/3, +1/+0 (U)
<i>Sea Sprite</i> (HL) (5)	Summon Faerie	U1	1/1, Flying, Protection from Red
<i>Segovian Leviathan</i> (LG) (45)	Summon Leviathan	U4	3/3, IslandWalk
<i>Sindbad</i> (AN) (4)	Summon Sindbad	U1	1/1; Tap to draw a new card but discard it if it is not a land.
<i>Siren's Call</i> (ABUR4) (5)	Instant	U	All of opponent's non-wall creatures attack or die.
<i>Steal Artifact</i> (ABUR4) (5)	Enchant Artifact	UU2	You take control of an artifact.
<i>Wall of Air</i> (ABUR4) (5)	Summon Wall	UU1	1/5, Flying, Wall
<i>Wall of Water</i> (ABUR4) (5)	Summon Wall	UU1	0/5, Wall, +1/+0(U)
<i>Water Elemental</i> (ABUR4) (5)	Summon Elemental	UU3	5/4
<i>Wind Spirit</i> (IA) (5)	Summon Spirit	U4	3/2, Flying, Cannot be blocked by only one creature.
<i>Apprentice Wizard</i> (DK) (4)	Summon Wizard	UU1	0/1, Add 3 colorless mana to your pool (Tap+U)
<i>Blue Elemental Blast</i> (ABUR4) (5)	Interrupt	U	Destroys a red permanent or counters a red spell. { ABU+RV = was card or spell }
<i>Boomerang</i> (LG)(CH) (5)	Instant	UU	Send a permanent to its owner's hand.
<i>Brainstorm</i> (IA) (5)	Instant	U	Draw three cards, then put two cards on top of your library in any order.
<i>Counterspell</i> (ABUR4) (5)	Interrupt	UU	Counters spell as it is being cast. {ABUR4 = Was an uncommon}
<i>Creature Bond</i> (ABUR4) (5)	Enchant Creature	U1	Does creature's toughness in damage to opponent when creature goes to graveyard.
<i>Dandân</i> (AN)(CH) (5)	Summon Dandân	UU	4/1; IslandHome=Cannot attack if opponent does not have Islands, Buried if you have no Islands.
<i>Dark Maze</i> (HL) (5)	Summon Wall	U4	4/5. Allow this card to attack, but not on turn it enters play, and remove it from game at end of turn (0).
<i>Energy Tap</i> (LG) (4)	Sorcery	U	Taps a creature for colorless mana equal to its casting cost.
<i>Enervate</i> (IA) (5)	Instant	U1	Tap a creature, artifact, or land. Draw a card at the beginning of the next turn.
<i>Erosion</i> (DK) (4)	Enchant Land	UUU	Land's controller pays 1 colorless mana or 1 life point during upkeep or land is destroyed.
<i>Flight</i> (ABUR4) (5)	Enchant Creature	U	Gives creature Flying.
<i>Flood</i> (DK) (45)	Enchantment	U	Tap a non-Flying creature (UU)
<i>Force Spike</i> (LG) (5)	Interrupt	U	Counters spell unless opponent pays 1 colorless mana.
<i>Gaseous Form</i> (LG) (4)	Enchant Creature	U2	Creature takes and deals no damage in combat.
<i>Giant Tortoise</i> (AN) (4)	Summon Tortoise	U1	1/1, +0+3 while untapped.

Blue Spells (Part 3 of 3)

Card Name	Spell Type	Cost	Ability
Homarid Warrior (FE) (5)	Summon Homarid	U4	3/3. May not be the target of spells or effects until end of turn, but does not untap as normal during your next untap (U+ Tap this card if it is not already tapped).
Invisibility (ABU)	Enchant Creature	UU	Creature is blocked only by Walls.
Jump (ABUR4)	Instant	U	Creature gets Flying until end of turn.
Krovikan Sorcerer (IA) (5)	Summon Wizard	U2	1/1. Discard a non-black card then draw a card (Tap). Discard a black card then draw 2 cards and discard one (Tap).
Labyrinth Minotaur (HL) (5)	Summon Minotaur	U3	1/4. Creatures it blocks do not untap as normal during their next untap.
Memory Lapse (HL) (5)	Interrupt	U1	Counter a spell, but put the spell on top of its owner's library.
Merfolk of the Pearl Trident (ABUR4) (5)	Summon Merfolk	U	1/1
Phantasmal Terrain (ABUR4) (5)	Enchant Land	UU	Changes land to a basic type of choice.
Portent (IA) (5)	Sorcery	U	Look at top 3 cards of a player's library and either put them back in any order or shuffle the whole library. Draw a card at the beginning of the next player's turn.
Power Leak (ABUR4)	Enchant Enchantment	U1	Enchantment costs 2 during upkeep or take 1 damage for each unpaid mana.
Prodigal Sorcerer (ABUR45)	Summon Wizard	U2	1/1, Tap for 1 damage to a target
Psychic Venom (ABUR45)	Enchant Land	U1	Does 2 damage when land is tapped.
Ray of Command (IA) (5)	Instant	U3	Take control of a creature opponent controls until end of turn and make it be untapped. It does not have summoning sickness. Creature becomes tapped when you lose control of it at end of turn.
Reconstruction (AQ) (R)	Sorcery	U	Take artifact from your graveyard to your hand
Reef Pirates (HL) (5)	Summon Ships	UU1	2/2. Put top card of opponent's library in their graveyard when this card damages them.
Remove Soul (LG) (CH) (5)	Interrupt	U1	Counters a summon spell.
Sea Serpent (ABUR4) (5)	Summon Serpent	U5	5/5; IslandHome= Cannot attack if opponent has no Islands, Buried if you have no Islands.
Soul Barrier (IA) (5)	Enchantment	U2	Targeted opponent must pay 2 mana or take 2 damage each time they cast a summon spell.
Spell Blast (ABUR4) (5)	Interrupt	UX	Counters target spell of cost X.
Sunken City (DK) (4)	Enchantment	UU	+1/+1 to all blue creatures; Pay UU during upkeep or City is destroyed.
Twiddle (ABU) (45)	Instant	U	Tap or untap one creature, land or artifact.
Unstable Mutation (AN) (R4) (5)	Enchant Creature	U	Gives +3/+3; Creature gets a -1/-1 counter each upkeep; Counters remain even if enchantment is removed.
Unsummon (ABUR45)	Instant	U	Send a creature to owner's hand from play.
Updraft (IA) (5)	Instant	U1	Creature gets Flying until end of turn. Draw a card at the beginning of the next turn.
Vodalian Soldiers (FE) (5)	Summon Merfolk	U1	1/2
Zephyr Falcon (LG) (45)	Summon Falcon	U1	1/1, Flying, Does not tap when attacking.

Green Spells (Part 1 of 2)

Card Name	Spell Type	Cost	Ability
An-Havva Constable (HL) (5)	Summon Constable	GG1	2/1+* where *=number of green creatures in play.
Aspect of Wolf (ABUR4) (5)	Enchant Creature	G1	Gives +*/+* where *=1/2 number of Forests; Round down power and up toughness.
Birds of Paradise (ABUR45)	Summon Mana Birds	G	0/1, Flying, Tap for one mana of any color
Cockatrice (ABUR45)	Summon Cockatrice	GG3	2/4, Flying, Any non-Wall blocked-by/blocking Cockatrice is destroyed at end of combat. {ABU+RV = was any non-Wall blocking or any blocked by}
Elder Druid (IA) (5)	Summon Cleric	G3	2/2. Tap or untap a land, creature or artifact (Tap+G3)
Elvish Archers (ABUR45)	Summon Elves	G1	2/1, First Strike
Fastbond (ABUR)	Enchantment	G	Can play extra lands but take 1 damage for each.
Force of Nature (ABUR4) (5)	Summon Force	GGGG2	8/8, Trample; Pay GGGG during upkeep or take 8 damage.
Fungusaur (ABUR4) (5)	Summon Fungusaur	G3	2/2; Gets a +1/+1 counter when at end of turn in which it is damaged and not killed. { ABU = was every time damaged }
Gaea's Liege (ABUR4)	Summon Gaea's Liege	GGG3	*/* where *=number of Forests (of opponent when attacking, self otherwise); Tap to turn one land into a Forest.
Kudzu (ABUR)	Enchant Land	GG1	Destroys land when land is tapped then moves to another land.
Lhurgoyf (IA) (5)	Summon Lhurgoyf	GG2	*1+* where *=number of creatures in all graveyards.
Lifeface (ABUR4)	Interrupt	G	Changes spell's or permanent's color to Green. { ABU+RV = was spell or card }
Living Artifact (ABUR45)	Enchant Artifact	G	Put one counter on artifact for each life lost; Can convert one counter each upkeep to gain 1 life.
Living Lands (ABUR4) (5)	Enchantment	G3	Treat all Forests in play as 1/1 creatures.
Natural Selection (ABU)	Instant	G	Look at top 3 cards of any library, then rearrange them or shuffle the library.
Primal Order (HL) (5)	Enchantment	GG2	Does 1 damage to a player during their upkeep for each non- basic land they control.
Rebirth (LG) (4)	Sorcery	GGG3	Each player may add a card to their Ante and be returned to 20 life points. Only used in Ante games.
Stampede (IA) (5)	Instant	GG1	Gives all attacking creatures Trample and +1/+0 until end of turn.
Sylvan Library (LG) (45)	Enchantment	G1	Draw 2 extra cards during draw then put two back on the library in any order (0); Lose 4 life for each card not put back.
Timber Wolves (ABUR4)	Summon Wolves	G	1/1, Bands
Titania's Song (AQ) (R4) (5)	Enchantment	G3	All non-creature artifacts lose their abilities and become artifact creatures with power/toughness = casting cost. They return to being artifacts just before untap on the turn after this card leaves play.
Verduran Enchantress (ABUR45)	Summon Enchantress	GG1	0/2, Draw a card when you cast an enchantment (0). {ABU+RV = was a continuous effect so you drew immediately }
Web (ABUR4)	Enchant Creature	G	Gives creature +0/+2 and it can block Flying creatures.
Wyluli Wolf (AN) (5)	Summon Wolf	G1	1/1; Tap to give a creature +1/+1 until end of turn.
Berserk (ABU)	Instant	G	Doubles power of creature and gives Trample until end of turn; Creature dies if it attacks.
Camouflage (ABU)	Instant	G	Your creatures attack face down so your opponent blocks blindly.
Channel (ABUR4)	Sorcery	GG	Can turn life into colorless mana for rest of turn.
Craw Giant (LG) (CH) (5)	Summon Giant	GGGG3	6/4, Trample, Rampage:2
Crumble (AQ) (R45)	Instant	G	Buries target artifact and gives controller life equal to its casting cost.
Desert Twister (AN) (R45)	Sorcery	GG4	Destroy any one permanent in play. { RV = was card }
Elven Riders (LG) (4) (5)	Summon Riders	GG3	3/3, Only blockable by Walls and Flying creatures.
Fyndhorn Elder (IA) (5)	Summon Elves	G2	1/1. Add GG to your mana pool (Tap).
Hurricane (ABUR4) (5)	Sorcery	GX	All players and flying creatures take X damage.
Ice Storm (ABU)	Sorcery	G2	Destroy one land.
Instill Energy (ABUR4) (5)	Enchant Creature	G	Untap once during your turn (0); Creature is not affected by summoning sickness.
Johtull Wurm (IA) (5)	Summon Wurm	G5	6/6. Gets -2/-1 until end of turn for each creature past the first one assigned to block it.
Killer Bees (LG) (45)	Summon Bees	GG1	0/1, Flying, +1/+1(G)
Lifeforce (ABUR4) (5)	Enchantment	GG	Counter Black spell as cast (GG)
Lure (ABUR45)	Enchant Creature	GG1	All creatures able to block this creature must do so.
Rabid Wombat (LG) (CH) (5)	Summon Wombat	GG2	0/1, Does not tap when attacking; Gets +2/+2 for each enchantment on it.
Radjan Spirit (LG) (45)	Summon Spirit	G3	3/2, Tap to remove flying from a creature until end of turn.

Green Spells (Part 2 of 2)

Card Name	Spell Type	Cost	Ability
Regrowth (ABUR)	Sorcery	G1	Return one card from your graveyard to hand.
Thicket Basilisk (ABUR45)	Summon Basilisk	GG3	2/4, Any non-Wall blocked-by/blocking Basilisk is destroyed at end of combat. {ABU+RV = was any non-Wall blocking or any blocked by}
Tsunami (ABUR45)	Sorcery	G3	Destroys all Islands in play.
Untamed Wilds (LG) (45)	Sorcery	G2	Bring one basic land from Library into play. Shuffle.
Wall of Brambles (ABUR4) (5)	Summon Wall	G2	2/3, Wall, Regenerates (G)
Wall of Ice (ABUR4)	Summon Wall	G2	0/7, Wall
Wanderlust (ABUR4) (5)	Enchant Creature	G2	Does 1 damage during upkeep to creature's controller.
Whirling Dervish (LG) (45)	Summon Dervish	GG	1/1, Protection from Black, Gets a +1/+1 counter each time it damages opponent.
Winter Blast (LG) (45)	Sorcery	GX	Taps X creatures and does 2 damage to each of them that has Flying.
Wolverine Pack (LG) (5)	Summon Wolverine	GG2	2/4, Rampage:2
Aurochs (IA) (5)	Summon Aurochs	G3	2/3, Trample. Gets +1/+0 until end of turn when attacking for each other Aurochs that attacks.
Carapace (HL) (5)	Enchant Creature	G	Gives creature +0/+2. Regenerate creature (Sacrifice this card.)
Carnivorous Plant (DK) (4)	Summon Wall	G3	4/5, Wall
Cat Warriors (LG) (CH) (5)	Summon Cat Warriors	GG1	2/2, ForestWalk
Chub Toad (IA) (5)	Summon Toad	G2	1/1. Gets +2/+2 until end of turn when blocking or blocked.
Craw Wurm (ABUR45)	Summon Wurm	GG4	6/4
Durkwood Boars (LG) (45)	Summon Boars	G4	4/4
Fog (ABUR4) (5)	Instant	G	No damage from this attack. { RV = was no damage and no other attack/block effects }
Foxfire (IA) (5)	Instant	G2	Untap an attacking creature, and the creature does not deal or receive damage during combat. Draw a card at the beginning of the next turn.
Ghazbán Ogre (AN) (CH) (5)	Summon Ogre	G	2/2; During upkeep moves control to player with the most life points. Controller keeps it in a tie.
Giant Growth (ABUR4) (5)	Instant	G	+3/+3 to creature until end of turn
Giant Spider (ABUR4) (5)	Summon Spider	G3	2/4, Can block Flying creatures
Grizzly Bears (ABUR4) (5)	Summon Bears	G1	2/2
Hungry Mist (HL) (5)	Summon Mist	GG2	6/2. Pay GG during upkeep or bury this card.
Ironroot Treefolk (ABUR4) (5)	Summon Treefolk	G4	3/5
Land Leeches (DK) (4)	Summon Leeches	GG1	2/2, First Strike
Ley Druid (ABUR45)	Summon Cleric	G2	1/1, Tap to untap land of choice. {ABUR4 = Was Uncommon}
Llanowar Elves (ABUR45)	Summon Elves	G	1/1, Tap for 1 Green mana
Marsh Viper (DK) (45)	Summon Viper	G3	1/2; If damages a player, give opponent 2 poison tokens; If opponent ever has 10 or more poison tokens they lose.
Nafs Asp (AN) (4)	Summon Asp	G	1/1; If it hits opponent, it does 1 additional point of damage during opponent's next draw phase unless 1 colorless mana is paid by then.
Nature's Lore (IA) (5)	Sorcery	G1	Bring a Forest from your library into play. Does not count toward your land limit. Shuffle.
Pradesh Gypsies (LG) (45)	Summon Gypsies	G2	1/1, Give a creature -2/-0 until end of turn (Tap+G1)
Regeneration (ABUR45)	Enchant Creature	G1	Gives creature Regenerate (G)
Sandstorm (AN) (4)	Instant	G	Do 1 damage to all attacking creatures.
Scaled Wurm (IA) (5)	Summon Wurm	G7	7/6
Scavenger Folk (DK) (CH) (5)	Summon Scavenger Folk	G	1/1, Destroy an artifact (Tap+G+Sacrifice this card)
Scryb Sprites (ABUR45)	Summon Faeries	G	1/1, Flying
Shanodin Dryads (ABUR4) (5)	Summon Nymphs	G	1/1, ForestWalk
Shrink (HL) (5)	Instant	G	Creature gets -5/-0 until end of turn.
Stream of Life (ABUR4) (5)	Sorcery	GX	Gain X life.
Tarpan (IA) (5)	Summon Tarpan	G	1/1. Gain 1 life when goes to the graveyard from play.
Tranquility (ABUR45)	Sorcery	G2	Destroys all enchantments.
Venom (DK) (45)	Enchant Creature	GG1	Makes it so non-Wall creatures blocking/blocked-by this creature are destroyed at end of combat.
Wall of Wood (ABUR4)	Summon Wall	G	0/3, Wall
War Mammoth (ABUR45)	Summon Mammoth	G3	3/3, Trample
Wild Growth (ABUR4) (5)	Enchant Land	G	Gives 1 extra Green mana when land is tapped for mana. { ABU = was land gives extra mana whenever tapped }

Red Spells (Part 1 of 3)

Card Name	Spell Type	Cost	Ability
Ball Lightning (DK) (45)	Summon Ball Lightning	RRR	6/1, Trample, Not affected by summoning sickness; Buried at end of any turn in which it enters play.
Chaoslace (ABUR4)	Interrupt	R	Change one spell's or permanent's color to Red. { ABU+RV = was spell or card }
Crimson Manticore (LG) (4) (5)	Summon Manticore	RR2	2/2, Flying, Do one damage to attacking or blocking creature (Tap+R).
Earthquake (ABUR4) (5)	Sorcery	RX	All players and non-Flying creatures take X damage.
Fork (ABUR)	Interrupt	RR	Copy Sorcery or Instant and control the duplicate.
Game of Chaos (IA) (5)	Sorcery	RRR	Flip a coin and opponent calls it. Winner gains 1 life, loser loses 1 life. Game continues as long as winner of round wants to go on. Double the stakes in life and damage each round.
Goblin King (ABUR4) (5)	Summon Lord	RR1	2/2; All Goblins get +1/+1 and MountainWalk. { ABU = was 'Summon Goblin King' }
Goblin Warrens (FE) (5)	Enchantment	R2	Put three Goblin 1/1 red token creatures into play (R2+Sacrifice two Goblins)
Granite Gargoyle (ABUR)	Summon Gargoyle	R2	2/2, Flying, +0/+1 (R)
Hurr Jackal (AN) (4)	Summon Jackal	R	1/1; Tap to prevent creature from regenerating this turn.
Inferno (DK) (4) (5)	Instant	RR5	Does 6 damage to all players and creatures.
Ironclaw Curse (HL) (5)	Enchant Creature	R	Gives creature -0/-1. Creature cannot block creatures with power greater than or equal to this creature's toughness.
Jokulhaups (IA) (5)	Sorcery	RR4	Bury all creatures, lands, and artifacts.
Magnetic Mountain (AN) (R4)	Enchantment	RR1	Blue creatures do not untap as normal. It costs 4 to untap them during upkeep.
Manabarbs (ABUR4) (5)	Enchantment	R3	Does 1 damage to anyone who taps a land for mana. { ABU = was when land becomes tapped }
Mana Clash (DK) (45)	Sorcery	R	You and opponent flip coins until both of you get Heads; A player takes 1 damage each time they get Tails.
Mana Flare (ABUR45)	Enchantment	R2	All lands produce one extra mana for the proper color.
Mijae Djinn (AN) (R)	Summon Djinn	RRR	6/3; Flip coin when attacking... it may decide not to attack.
Orcish Squatters (IA) (5)	Summon Orcs	R4	2/3. If attacks and is not blocked, this card deals no damage and you take control of one of opponent's lands (0). You lose control of these lands when this card leaves your control.
Orgg (FE) (5)	Summon Orgg	RR3	6/6, Trample. Cannot attack if opponent has an untapped creature of power>2 and may not block a creature of power>2.
Power Surge (ABUR4)	Enchantment	RR	During upkeep phase, all players take 1 damage per land which was untapped at beginning of turn.
Raging River (ABU)	Enchantment	RR	Opponents must split ground defenses into two groups.
Rock Hydra (ABUR)	Summon Hydra	RRX	0/0; Starts with X +1/+1 counters; Loses 1 counter for each point of damage unless R spent; Pay RRR during upkeep to get new counter.
Roc of Kher Ridges (ABUR)	Summon Roc	R3	3/3, Flying
Sedge Troll (ABUR)	Summon Troll	R2	2/2 (3/3 if have swamps), Regenerate (B)
Shivan Dragon (ABUR45)	Summon Dragon	RR4	5/5, Flying, +1/+0 (R)
Smoke (ABUR4) (5)	Enchantment	RR	Players may only untap one creature during untap phase.
Tempest Efreet (LG) (4)	Summon Efreet	RRR1	3/3, Tap and bury Efreet in opponent's graveyard as an interrupt to take a random card from their hand into yours. Swap is permanent. Can be countered by losing 10 life. Play only in Ante games.
Two-Headed Giant of Foriys (ABU)	Summon Giant	R4	4/4, Trample, May block 2 attackers
Wheel of Fortune (ABUR)	Sorcery	R2	All discard and draw a new hand.
Winds of Change (LG) (4) (5)	Sorcery	R	All players shuffle hands into library and draw up to same number of cards in hand as before.
Ali Baba (AN) (4)	Summon Ali Baba	R	1/1; Tap a wall (R)
Atog (AQ) (R) (5)	Summon Atog	R1	1/2, Sacrifice and artifact for +2/+2 until end of turn. {R= Was common}
Burrowing (ABUR4)	Enchant Creature	R	Gives creature MountainWalk.
Cave People (DK) (4) (5)	Summon Cave People	RR1	1/4, +1/-2 when attacking; Give a creature MountainWalk (Tap+RR1)
Conquer (IA) (5)	Enchant Land	RR3	Take control of a land.
Detonate (AQ) (45)	Sorcery	RX	Buries an artifact of casting cost X and does X damage to its controller.
Dragon Whelp (ABUR4)	Summon Dragon	RR2	2/3, Flying, +1/+0 (R); Dies at end of turn if more than RRR spent in one turn.

Red Spells (Part 2 of 3)

Card Name	Spell Type	Cost	Ability
<i>Dwarven Catapult</i> (FE) (5)	Instant	RX	Does X damage divided equally and rounded down among all of your opponent's creatures.
<i>Dwarven Demolition Team</i> (ABU)	Summon Dwarves	R2	1/1, Tap to destroy Wall
<i>Dwarven Weaponsmith</i> (AQ) (R)	Summon Dwarves	R1	1/1, Tap and sacrifice artifact during upkeep to give a permanent +1/+1 to target creature.
<i>Earth Elemental</i> (ABUR4)	Summon Elemental	RR3	4/5
<i>Fire Drake</i> (DK) (CH) (5)	Summon Drake	RR1	1/2, Flying, +1/+0 (R) but maximum of R each turn.
<i>Fire Elemental</i> (ABUR4)	Summon Elemental	RR3	5/4
<i>Flame Spirit</i> (IA) (5)	Summon Spirit	R4	2/3, +1/+0 (R).
<i>Flashfires</i> (ABUR45)	Sorcery	R3	Destroys all Plains in play.
<i>Goblin Balloon Brigade</i> (ABUR4)	Summon Goblins	R	1/1, Flying (R)
<i>Keldon Warlord</i> (ABUR45)	Summon Lord	RR2	*/* where *=number of non-Wall creatures you have.
<i>Orcish Artillery</i> (ABUR4) (5)	Summon Orcs	RR1	1/3, Tap to do 2 damage to a target and 3 damage to self. { A = was R1 casting cost }
<i>Orcish Captain</i> (FE) (5)	Summon Orc	R	1/1. Give an Orc +2/+0 if coin flip is in your favor or -0/-2 until end of turn if it is in opponent's favor (1)
<i>Orcish Oriflame</i> (ABUR45)	Enchantment	R3	Gives +1/+0 to all your attacking creatures. {A=was R1 casting cost }
<i>Primordial Ooze</i> (LG) (CH) (5)	Summon Ooze	R	1/1, Must attack if possible; During each upkeep, gets +1/+1 counter then pay one mana per counter or it taps and you take damage equal to number of counters.
<i>Pyroblast</i> (IA) (5)	Interrupt	R	Counter a blue spell or destroy a blue permanent.
<i>Pyrotechnics</i> (LG) (45)	Sorcery	R4	Distribute 4 damage any way you want to among targets.
<i>Shatterstorm</i> (AQ) (R) (5)	Sorcery	RR2	All artifacts in play are buried.
<i>Stone Giant</i> (ABUR4) (5)	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.
<i>Stone Spirit</i> (IA) (5)	Summon Spirit	R4	4/3. Cannot be blocked by Flying creatures.
<i>Tunnel</i> (ABUR4)	Instant	R	Buries one Wall.
<i>Uthden Troll</i> (ABUR4)	Summon Troll	R2	2/2, Regenerates (R)
<i>Wall of Dust</i> (LG) (4)	Summon Wall	R2	1/4, Wall; Creatures blocked by wall cannot attack next turn.
<i>Wall of Fire</i> (ABUR4) (5)	Summon Wall	RR1	0/5, Wall, +1/+0 (R)
<i>Wall of Stone</i> (ABUR4) (5)	Summon Wall	RR1	0/8, Wall
<i>Word of Blasting</i> (IA) (5)	Instant	R1	Bury a Wall and do its casting cost in damage to the Wall's controller.
<i>Ambush Party</i> (HL) (5)	Summon Ambush Party	R4	3/1, First Strike, Not affected by summoning sickness.
<i>Bird Maiden</i> (AN) (45)	Summon Bird Maiden	R2	1/2, Flying
<i>Blood Lust</i> (LG) (45)	Instant	R1	+4/-4 to a creature until end of turn. Does not reduce toughness below 1.
<i>Brasslaw Orcs</i> (FE) (5)	Summon Orcs	R2	3/2. Cannot block a creature of power>1.
<i>Brothers of Fire</i> (DK) (45)	Summon Brothers	RR1	2/2, Do 1 damage to a player or creature and 1 damage to you (RR1)
<i>The Brute</i> (LG) (4) (5)	Enchant Creature	R1	+1/+0, Regenerates(RRR)
<i>Disintegrate</i> (ABUR45)	Sorcery	RX	Does X damage to target; It cannot regenerate this turn and leaves game if it dies this turn due to damage. {ABU+RV = was due to any means }
<i>Dwarven Soldier</i> (FE) (5)	Summon Dwarf	R1	2/1. Gets +0/+2 until end of turn if blocks or blocked by Orcs.
<i>Dwarven Warriors</i> (ABUR45)	Summon Dwarves	R2	1/1, Tap to make a creature of power <=2 unblockable until the end of turn.
<i>Earthbind</i> (ABUR)	Enchant Creature	R	Does 2 damage to Flying creature; Removes Flying from it. {ABU = was not castable on non-Flyers }
<i>Errantry</i> (IA) (5)	Enchant Creature	R1	Creature gets +3/+0. No other creatures can attack if this creature does.
<i>Eternal Warrior</i> (LG) (45)	Enchant Creature	R	Creature does not tap when attacking.
<i>False Orders</i> (ABU)	Instant	R	Choose how/if one creature blocks.
<i>Fireball</i> (ABUR45)	Sorcery	RX	Do X damage to a target; Each extra target (1), split damage evenly among targets.
<i>Firebreathing</i> (ABUR45)	Enchant Creature	R	Gives +1/+0 (R)
<i>Flare</i> (IA) (5)	Instant	R2	Do 1 damage to a creature or player. Draw a card at the beginning of the next turn. {IA= Was beginning of next upkeep }
<i>Fissure</i> (DK) (4)	Instant	RR3	Bury one land or creature
<i>Giant Strength</i> (LG) (4) (5)	Enchant Creature	RR	+2/+2
<i>Goblin Digging Team</i> (DK) (CH) (5)	Summon Goblins	R	1/1, Tap and sacrifice this card to destroy a Wall
<i>Goblin Hero</i> (DK) (5)	Summon Goblin	R2	2/2

Red Spells (Part 3 of 3)

Card Name	Spell Type	Cost	Ability
Goblin Rock Sled (DK) (4)	Summon Rock Sled	R1	3/1, Trample; Cannot attack if opponent has no Mountains; Does not untap as normal if attacked last turn.
Goblin War Drums (FE) (5)	Enchantment	R2	If blocked, your attacking creatures cannot be blocked by less than two creatures.
Gray Ogre (ABUR4)	Summon Ogre	R2	2/2
Hill Giant (ABUR4) (5)	Summon Giant	R3	3/3
Hurloon Minotaur (ABUR4) (5)	Summon Minotaur	RR1	2/3
Immolation (LG) (4)	Enchant Creature	R	+2/-2
Imposing Visage (IA) (5)	Enchant Creature	R	Creature cannot be blocked by only one creature.
Incinerate (IA) (5)	Instant	R1	Does 3 damage to a player or creature and the creature cannot Regenerate this turn.
Ironclaw Orcs (ABU) (4) (5)	Summon Orcs	R1	2/2, Cannot block creatures with power greater than 1
Kird Ape (AN) (R)	Summon Ape	R	1/1, +1/+2 if you have Forests in play
Lightning Bolt (ABUR4)	Instant	R	Does 3 damage to one target.
Mons's Goblin Raiders (ABUR4) (5)	Summon Goblins	R	1/1
Mountain Goat (IA) (5)	Summon Goat	R	1/1, MountainWalk
Orcish Conscripts (IA) (5)	Summon Orcs	R	2/2. Cannot attack or block unless 2 other creatures also attack or block.
Orcish Farmer (IA) (5)	Summon Orc	RR1	2/2. Change a land into a Swamp until its controller's next untap (Tap).
Panic (IA) (5)	Instant	R	Play during combat before defense is chosen to make a creature unable block this turn. Draw a card at the beginning of the next turn.
Red Elemental Blast (ABUR4)	Interrupt	R	Destroys a Blue permanent or counters a Blue spell. { A+BU+RV = was card or spell }
Sabretooth Tiger (IA) (5)	Summon Tiger	R2	2/1, First Strike
Shatter (ABUR4) (5)	Instant	R1	Destroy an artifact.
Sisters of the Flame (DK) (4)	Summon Sisters	RR1	2/2, Tap to add R to your mana pool
Stone Rain (ABUR4) (5)	Sorcery	R2	Destroy a Land.

White Spells (Part 1 of 3)

Card Name	Spell Type	Cost	Ability
Akron Legionnaire (LG) (CH) (5)	Summon Legionnaire	WW6	8/4, None of your creatures may attack except Legionnaires and artifact creatures.
Animate Wall (ABUR4) (5)	Enchant Wall	W	Wall can attack.
Armageddon (ABUR45)	Sorcery	W3	Destroys all lands in play.
Balance (ABUR4)	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 (ABU)	Instant	W	Defending creature can and must block all attackers.
Blessing (ABUR4)	Enchant Creature	WW	Gives +1/+1 (W)
Blinking Spirit (IA) (5)	Summon Blinking	W3	2/2. Return this card to owner's hand (0).
Caribou Range (IA) (5)	Enchant Land	WW2	Play on one of your lands. Put a 0/1 Caribou white creature token into play (WW+Tap the land). Gain 1 life (Sacrifice a Caribou).
Crusade (ABUR4) (5)	Enchantment	WW	Gives +1/+1 to all White creatures
Elder Land Wurm (LG) (4)	Summon Wurm	WWW4	5/5, Trample; Cannot attack until after it blocks at least once.
Eye for an Eye (AN) (R45)	Instant	WW	Opponent takes damage equal to that inflicted on you by your opponent's spell, creature or effect.
Farmstead (ABUR)	Enchant Land	WWW	During upkeep pay WW to gain one life; Once per turn.
Icatian Town (FE) (5)	Sorcery	W5	Put four Citizen 1/1 white creature tokens into play.
Island Sanctuary (ABUR45)	Enchantment	W1	Skip drawing one card during draw to make non-Flying and non-IslandWalk creatures unable to attack you. { A = was unable to damage }
Kjeldoran Royal Guard (IA) (5)	Summon Soldiers	WW3	2/5. Redirect all damage done to you from unblocked creatures to this card (Tap).
Land Tax (LG) (4)	Enchantment	W	If opponent has more land than you, during upkeep you may pull up to 3 basic land from your library to your hand.
Northern Paladin (ABUR4)	Summon Paladin	WW2	3/3, Destroy Black permanent (Tap+WW) { ABU+RV = was card }
Order of the Sacred Torch (IA) (5)	Summon Paladin	WW1	2/2. Counters a black spell (Tap+1 life).
Personal Incarnation (ABUR4) (5)	Summon Avatar	WWW3	6/6; Can redirect damage from it to self, lose 1/2 of life if it dies (rounding loss up).
Purelace (ABUR4)	Interrupt	W	Change one spell's or permanent's color to White. { ABU+RV = was spell or card }
Reverse Damage (ABUR4) (5)	Instant	WW1	All damage from one source this turn is instead added to life.
Righteousness (ABUR4) (5)	Instant	W	+7/+7 to blocking creature
Savannah Lions (ABUR4)	Summon Lions	W	2/1
Seraph (IA) (5)	Summon Angel	W6	4/4, Flying. At end of turn, bring any creatures in graveyard that this creature damaged this turn into play under your control. Bury the creatures when you lose control of this creature.
Truce (HL) (5)	Instant	W2	Each player may draw 2 cards or for each draw skipped they gain 2 life.
Veteran Bodyguard (ABUR)	Summon Bodyguard	WW3	2/5, When not tapped it takes all damage done to you. Only one Bodyguard can be used this way during a turn. { ABU = did not have last sentence }
Wrath of God (ABUR45)	Sorcery	WW2	All creatures in play are buried.
Abbey Gargoyles (HL) (5)	Summon Gargoyles	WWW2	3/4, Flying, Protection from Red
Angry Mob (DK) (45)	Summon Mob	WW2	(2+*)(2+*), Trample; Where *= zero when it is not your turn and the number of Swamps opponents control when it is your turn.
Arenson's Aura (IA) (5)	Enchantment	W2	Destroy an enchantment (W+Sacrifice an enchantment). Counter an enchantment (UU3).
Black Ward (ABUR4)	Enchant Creature	W	Gives Protection from Black. This card will not remove itself.
Blue Ward (ABUR4)	Enchant Creature	W	Gives Protection from Blue. This card will not remove itself.
Castle (ABUR4) (5)	Enchantment	W3	You untapped and non-attacking creatures gain +0/+2.
Circle of Protection: Artifacts (AQ) (45)	Enchantment	W1	Reduce damage to you from one artifact source to zero (2)
Consecrate Land (ABU)	Enchant Land	W	Removes enchantments and protects from further enchantments; Prevents destruction of the land.
Conversion (ABUR4)	Enchantment	WW2	All Mountains become basic Plains; Pay WW during upkeep or Conversion is destroyed.
Divine Transformation (LG) (45)	Enchant Creature	WW2	+3/+3
Dust to Dust (DK) (5)	Sorcery	WW1	Remove 2 artifacts from the game.
Greater Realm of Preservation (LG) (5)	Enchantment	W1	Reduces damage from red or black source to zero (W1)
Green Ward (ABUR4)	Enchant Creature	W	Gives Protection from Green. This card will not remove itself.

White Spells (Part 2 of 3)

Card Name	Spell Type	Cost	Ability
<i>Icatian Phalanx</i> (FE) (5)	Summon Soldiers	W4	2/4, Bands
<i>Ivory Guardians</i> (LG) (CH) (5)	Summon Guardians	WW4	3/3, Protection from Red; Give+1/+1 to all Guardians if opponent has red cards in play.
<i>Justice</i> (IA) (5)	Enchantment	WW2	Does 1 damage to creature's controller or spell's caster for each point of damage done by a red spell or creature. This amount is not reduced if the original damage is prevented. Upkeep=WW.
<i>Karma</i> (ABUR4) (5)	Enchantment	WW2	Does 1 damage during upkeep for each Swamp.
<i>Kismet</i> (LG) (45)	Enchantment	W3	All of target player's creatures, land and artifacts enter play tapped.
<i>Kjeldoran Skycaptain</i> (IA) (5)	Summon Soldier	W4	2/2, Flying, First Strike, Bands
<i>Lance</i> (ABUR)	Enchant Creature	W	Gives First Strike
<i>Order of the White Shield</i> (IA) (5)	Summon Knights	WW	2/1, Protection from Black. First Strike until end of turn (W). +1/+0 (WW).
<i>Osai Vultures</i> (LG) (4)	Summon Vultures	W1	1/1, Flying, Gains a counter at end of turn if a creature went to the graveyard that turn. +1/+1 until end of turn (Remove 2 counters).
<i>Red Ward</i> (ABUR4)	Enchant Creature	W	Gives Protection from Red. This card will not remove itself.
<i>Resurrection</i> (ABUR)	Sorcery	WW2	Brings a creature from your graveyard into play.
<i>Reverse Polarity</i> (AQ) (R)	Instant	WW	All damage done by artifacts to you so far this turn is instead added to life.
<i>Sacred Boon</i> (IA) (5)	Instant	W1	Prevent up to 3 damage to a creature. At the end of the turn, put a +0/+1 counter on the creature for each damage prevented.
<i>Serra Angel</i> (ABUR4)	Summon Angel	WW3	4/4, Flying, Does not tap when attacking
<i>Serra Bestiary</i> (HL) (5)	Enchant Creature	WW	Creature cannot attack, block or use an ability with 'Tap' in its activation cost. Pay WW during your upkeep or bury this card.
<i>Serra Paladin</i> (HL) (5)	Summon Paladin	WW2	2/2. Prevent 1 damage to a creature or player (Tap). Make a creature not tap when attacking (Tap+WW1).
<i>Spirit Link</i> (LG) (45)	Enchant Creature	W	Each point of damage done by creature gives you one life.
<i>Swords to Plowshares</i> (ABUR4)	Instant	W	Gives creature's power in life to owner of the creature which then leaves the game
<i>Visions</i> (LG) (4)	Sorcery	W	Look at top 5 cards of any library, then may choose to shuffle it.
<i>Wall of Swords</i> (ABUR4) (5)	Summon Wall	W3	3/5, Flying, Wall
<i>White Knight</i> (ABUR45)	Summon Knight	WW	2/2, First Strike, Protection from Black
<i>White Ward</i> (ABUR4)	Enchant Creature	W	Gives Protection from White. This card will not remove itself.
<i>Alabaster Potion</i> (LG) (45)	Instant	WWX	GiveX life to a player-or- prevent X damage to target.
<i>Amrou Kithkin</i> (LG) (4)	Summon Kithkin	WW	1/1, Cannot be blocked by creatures with power>2.
<i>Armor of Faith</i> (IA) (5)	Enchant Creature	W	Creature gets +1/+1. +0/+1 (W).
<i>Aysen Bureaucrats</i> (HL) (5)	Summon Bureaucrats	W1	1/1. Tap a creature of power <= 2 (Tap).
<i>Benalish Hero</i> (ABUR45)	Summon Hero	W	1/1, Bands
<i>Blessed Wine</i> (IA) (5)	Instant	W1	Gain 1 life. Draw a card at the beginning of the next turn.
<i>Brainwash</i> (DK) (4) (5)	Enchant Creature	W	Creature now costs 3 mana to declare as an attacker.
<i>Circle of Protection: Black</i> (BUR4) (5)	Enchantment	W1	Prevent damage from Black source (1)
<i>Circle of Protection: Blue</i> (ABUR4) (5)	Enchantment	W1	Prevent damage from Blue source (1)
<i>Circle of Protection: Green</i> (ABUR4) (5)	Enchantment	W1	Prevent damage from Green source (1)
<i>Circle of Protection: Red</i> (ABUR4) (5)	Enchantment	W1	Prevent damage from Red source (1)
<i>Circle of Protection: White</i> (ABUR4) (5)	Enchantment	W1	Prevent damage from White source (1)
<i>D'Avenant Archer</i> (LG) (CH) (5)	Summon Archer	W2	1/2, Tap to do 1 damage to attacking or blocking creature.
<i>Death Speakers</i> (HL) (5)	Summon Speakers	W	1/1, Protection from Black
<i>Death Ward</i> (ABUR45)	Instant	W	Regenerates creature.
<i>Disenchant</i> (ABUR4) (5)	Instant	W1	Destroy enchantment or artifact.
<i>Divine Offering</i> (LG) (CH) (5)	Instant	W1	Destroy artifact and get life equal to its casting cost.
<i>Fortified Area</i> (LG) (4)	Enchantment	WW1	All your Walls get +1/+0 and Banding.
<i>Guardian Angel</i> (ABUR)	Instant	WX	Prevents X damage to target; Can pay for rest of turn to prevent further damage to the target.
<i>Heal</i> (IA) (5)	Instant	W	Prevent 1 damage to a player or creature. Draw a card at the beginning of the next turn.
<i>Healing Salve</i> (ABUR4) (5)	Instant	W	Give a player 3 life or prevent 3 damage to any target. {ABU+RV = was give self 3 life }

White Spells (Part 3 of 3)

Card Name	Spell Type	Cost	Ability
Hipparion (IA) (5)	Summon Hipparion	W1	1/3. May not block a creature of power>=3 unless you pay 1 mana.
Holy Armor (ABUR4)	Enchant Creature	W	Gives +0/+2, +0/+1 (W)
Holy Strength (ABUR45)	Enchant Creature	W	Gives +1/+2
Icatian Scout (FE) (5)	Summon Soldier	W	1/1. Give a creature First Strike until end of turn (Tap+1)
Mesa Falcon (HL) (5)	Summon Falcon	W1	1/1, Flying. +0/+1 until end of turn (W1).
Mesa Pegasus (ABUR45)	Summon Pegasus	W1	1/1, Flying, Bands
Morale (DK) (4)	Instant	WW1	Gives +1/+1 to all attacking creatures until end of turn.
Pearled Unicorn (ABUR4) (5)	Summon Unicorn	W2	2/2
Piety (AN) (4)	Instant	W2	+0/+3 to all blocking creatures until end of turn.
Pikemen (DK) (4) (5)	Summon Pikemen	W1	1/1, Banding, First Strike
Prismatic Ward (IA) (5)	Enchant Creature	W1	Choose a color when played. All damage of that color done to the creature is reduced to zero.
Repentant Blacksmith (AN) (CH) (5)	Summon Smith	W1	1/2, Protection from Red
Samite Healer (ABUR45)	Summon Cleric	W1	1/1, Tap to prevent 1 damage to any target
Seeker (LG) (4)	Enchant Creature	WW2	Creature can only be blocked by white and artifact creatures.
Shield Bearer (IA) (5)	Summon Soldier	W1	0/3, Bands
Shield Wall (LG) (CH) (5)	Instant	W1	+0/+2 to all your creatures until end of turn.
Tundra Wolves (LG) (45)	Summon Wolves	W	1/1, First Strike