

# Odyssey

## Expansion set for Magic: The Gathering

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Key:

**Rare** cards are in bold text  
*Uncommon* cards are in italics.  
 Common cards are in normal text

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

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

## Basic Land

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

# Special Land

Card Name	Spell Type	Ability
Crystal Quarry	Land	Tap: Add one colorless mana to your mana pool. ; 5, Tap: Add WUBRG to your mana pool.
Darkwater Catacombs	Land	1, Tap: Add UB to your mana pool.
Deserted Temple	Land	Tap: Add one colorless mana to your mana pool. ; 1, Tap: Untap target land.
Mossfire Valley	Land	1, Tap: Add RG to your mana pool.
Petrified Field	Land	Tap: Add one colorless mana to your mana pool. ; Tap, Sacrifice Petrified Field: Return target land card from your graveyard to your hand.
Shadowblood Ridge	Land	1, Tap: Add BR to your mana pool.
Skycloud Expanse	Land	1, Tap: Add WU to your mana pool.
Sungrass Prairie	Land	1, Tap: Add GW to your mana pool.
Tarnished Citadel	Land	Tap: Add one colorless mana to your mana pool. ; Tap: Add one mana of any color to your mana pool. Tarnished Citadel deals 3 damage to you.
Barbarian Ring	Land	Tap: Add R to your mana pool. Barbarian Ring deals 1 damage to you. ; Threshold - R, Tap, Sacrifice Barbarian Ring: Barbarian Ring deals 2 damage to target creature or player. (Play this ability only if seven or more cards are in your graveyard.)
Cabal Pit	Land	Tap: Add B to your mana pool. Cabal Pit deals 1 damage to you. ; Threshold - B, Tap, Sacrifice Cabal Pit: Target creature gets -2/-2 until end of turn. (Play this ability only if seven or more cards are in your graveyard.)
Centaur Garden	Land	Tap: Add G to your mana pool. Centaur Garden deals 1 damage to you. ; Threshold - G, Tap, Sacrifice Centaur Garden: Target creature gets +3/+3 until end of turn. (Play this ability only if seven or more cards are in your graveyard.)
Cephalid Coliseum	Land	Tap: Add U to your mana pool. Cephalid Coliseum deals 1 damage to you. ; Threshold - U, Tap, Sacrifice Cephalid Coliseum: Target player draws three cards, then discards three cards from his or her hand. (Play this ability only if seven or more cards are in your graveyard.)
Nomad Stadium	Land	Tap: Add W to your mana pool. Nomad Stadium deals 1 damage to you. ; Threshold - W, Tap, Sacrifice Nomad Stadium: You gain 4 life. (Play this ability only if seven or more cards are in your graveyard.)
Abandoned Outpost	Land	Abandoned Outpost comes into play tapped. ; Tap: Add W to your mana pool. ; Tap, Sacrifice Abandoned Outpost: Add one mana of any color to your mana pool.
Bog Wreckage	Land	Bog Wreckage comes into play tapped. ; Tap: Add B to your mana pool. ; Tap, Sacrifice Bog Wreckage: Add one mana of any color to your mana pool.
Ravaged Highlands	Land	Ravaged Highlands comes into play tapped. ; Tap: Add R to your mana pool. ; Tap, Sacrifice Ravaged Highlands: Add one mana of any color to your mana pool.
Seafloor Debris	Land	Seafloor Debris comes into play tapped. ; Tap: Add U to your mana pool. ; Tap, Sacrifice Seafloor Debris: Add one mana of any color to your mana pool.
Timberland Ruins	Land	Timberland Ruins comes into play tapped. ; Tap: Add G to your mana pool. ; Tap, Sacrifice Timberland Ruins: Add one mana of any color to your mana pool.

# Artifacts

Card Name	Spell Type	Cost	Ability
<b>Catalyst Stone</b>	Artifact	2	Flashback costs you pay cost up to 2 less. ; Flashback costs your opponents pay cost 2 more.
<b>Charmed Pendant</b>	Artifact	4	Tap,Put the top card of your library into your graveyard: For each colored mana symbol in that card's mana cost, add one mana of that color to your mana pool. Play this ability only any time you could play an instant. (For example, if the card's mana cost is 3UUB, you add UUB to your mana pool.)
<b>Junk Golem</b>	Artifact Creature - Golem	4	0/0. Junk Golem comes into play with three +1/+1 counters on it. ; At the beginning of your upkeep, sacrifice Junk Golem unless you remove a +1/+1 counter from it. ; 1,Discard a card from your hand: Put a +1/+1 counter on Junk Golem.
<b>Mirari</b>	Legendary Artifact	5	Whenever you play an instant or sorcery spell, you may pay 3. If you do, put a copy of that spell onto the stack. You may choose new targets for the copy.
<b>Otarian Juggernaut</b>	Artifact Creature	4	2/3. Otarian Juggernaut can't be blocked by Walls. ; Threshold - Otarian Juggernaut gets +3/+0 and attacks each turn if able. (You have threshold as long as seven or more cards are in your graveyard.)
<i>Darkwater Egg</i>	Artifact	1	2,Tap,Sacrifice Darkwater Egg: Add UB to your mana pool. Draw a card.
<i>Limestone Golem</i>	Artifact Creature - Golem	6	3/4. 2,Sacrifice Limestone Golem: Target player draws a card.
<i>Millikin</i>	Artifact Creature	2	0/1. Tap,Put the top card of your library into your graveyard: Add one colorless mana to your mana pool.
<i>Mossfire Egg</i>	Artifact	1	2,Tap,Sacrifice Mossfire Egg: Add RG to your mana pool. Draw a card.
<i>Patchwork Gnomes</i>	Artifact Creature - Gnome	3	2/1. Discard a card from your hand: Regenerate Patchwork Gnomes.
<i>Sandstone Deadfall</i>	Artifact	3	Tap,Sacrifice two lands and Sandstone Deadfall: Destroy target attacking creature.
<i>Shadowblood Egg</i>	Artifact	1	2,Tap,Sacrifice Shadowblood Egg: Add BR to your mana pool. Draw a card.
<i>Skycloud Egg</i>	Artifact	1	2,Tap,Sacrifice Skycloud Egg: Add WU to your mana pool. Draw a card.
<i>Steamclaw</i>	Artifact	2	3,Tap: Remove target card in a graveyard from the game. ; 1,Sacrifice Steamclaw: Remove target card in a graveyard from the game.
<i>Sungrass Egg</i>	Artifact	1	2,Tap,Sacrifice Sungrass Egg: Add GW to your mana pool. Draw a card.

# Multi-Color Spells

Card Name	Spell Type	Cost	Ability
<b>Atogatog</b>	Creature - Atog Legend	WUBRG	5/5. Sacrifice an Atog: Atogatog gets +X/+X until end of turn, where X is the sacrificed Atog's power.
<b>Decimate</b>	Sorcery	RG2	Destroy target artifact, target creature, target enchantment, and target land.
<b>Iridescent Angel</b>	Creature - Angel	WU5	4/4, Flying, Protection from all Colors.
<b>Mystic Enforcer</b>	Creature - Nomad Mystic	GW2	3/3, Protection from Black. Threshold - Mystic Enforcer gets +3/+3 and has flying. (You have threshold as long as seven or more cards are in your graveyard.)
<b>Shadowmage Infiltrator</b>	Creature - Wizard	UB1	1/3. Shadowmage Infiltrator can't be blocked except by artifact creatures and/or black creatures. ; Whenever Shadowmage Infiltrator deals combat damage to a player, you may draw a card.
<b>Vampiric Dragon</b>	Creature - Vampire Dragon	BR6	5/5, Flying. ; Whenever a creature dealt damage by Vampiric Dragon this turn is put into a graveyard, put a +1/+1 counter on Vampiric Dragon. ; 1R: Vampiric Dragon deals 1 damage to target creature.
<i>Lithatog</i>	Creature - Atog	RG1	1/2. Sacrifice an artifact: Lithatog gets +1/+1 until end of turn. ; Sacrifice a land: Lithatog gets +1/+1 until end of turn.
<i>Phantatog</i>	Creature - Atog	WU1	1/2. Sacrifice an enchantment: Phantatog gets +1/+1 until end of turn. ; Discard a card from your hand: Phantatog gets +1/+1 until end of turn.
<i>Psychatog</i>	Creature - Atog	UB1	1/2. Discard a card from your hand: Psychatog gets +1/+1 until end of turn. ; Remove two cards in your graveyard from the game: Psychatog gets +1/+1 until end of turn.
<i>Sarcatog</i>	Creature - Atog	BR1	1/2. Remove two cards in your graveyard from the game: Sarcatog gets +1/+1 until end of turn. ; Sacrifice an artifact: Sarcatog gets +1/+1 until end of turn.
<i>Thaumatog</i>	Creature - Atog	GW1	1/2. Sacrifice a land: Thaumatog gets +1/+1 until end of turn. ; Sacrifice an enchantment: Thaumatog gets +1/+1 until end of turn.

# Black Spells (Part 1 of 2)

Card Name	Spell Type	Cost	Ability
<b>Bloodcurdler</b>	Creature - Horror	B1	1/1, Flying. At the beginning of your upkeep, put the top card of your library into your graveyard. ; Threshold - Bloodcurdler gets +1/+1 and has "At the end of your turn, remove two cards in your graveyard from the game." (You have threshold as long as seven or more cards are in your graveyard.)
<b>Braids, Cabal Minion</b>	Creature - Minion Legend	BB2	2/2. At the beginning of each player's upkeep, that player sacrifices an artifact, creature, or land.
<b>Cabal Patriarch</b>	Creature - Wizard Legend	BBB3	5/5. 2B,Sacrifice a creature: Target creature gets -2/-2 until end of turn. ; 2B.Remove a creature card in your graveyard from the game: Target creature gets -2/-2 until end of turn.
<b>Cabal Shrine</b>	Enchantment	BB1	Whenever a player plays a spell, that player discards X cards from his or her hand, where X is the number of cards in all graveyards with the same name as that spell.
<b>Cursed Monstrosity</b>	Creature - Horror	B4	4/3, Flying. ; Whenever Cursed Monstrosity becomes the target of a spell or ability, sacrifice it unless you discard a land card from your hand.
<b>Decaying Soil</b>	Enchantment	BB1	At the beginning of your upkeep, remove a card in your graveyard from the game. ; Threshold - Whenever a nontoken creature is put into your graveyard from play, you may pay 1. If you do, return that card to your hand. (You have threshold as long as seven or more cards are in your graveyard.)
<b>Entomb</b>	Instant	B	Search your library for a card and put that card into your graveyard. Then shuffle your library.
<b>Gravestorm</b>	Enchantment	BBB	At the beginning of your upkeep, target opponent may remove a card in his or her graveyard from the game. If that player doesn't, you may draw a card.
<b>Haunting Echoes</b>	Sorcery	BB3	Remove all cards in target player's graveyard other than basic land cards from the game. Search that player's library for all cards with the same name as cards removed this way, and remove them from the game. Then that player shuffles his or her library.
<b>Hint of Insanity</b>	Sorcery	B2	Target player reveals his or her hand. That player discards from it all nonland cards with the same name as another card in his or her hand.
<b>Mindslicer</b>	Creature - Horror	BB2	4/3. When Mindslicer is put into a graveyard from play, each player discards his or her hand.
<b>Mortivore</b>	Creature - Lhurgoyf	BB2	*/*. Mortivore's power and toughness are each equal to the number of creature cards in all graveyards. ; B: Regenerate Mortivore.
<b>Nefarious Lich</b>	Enchantment	BBBB	If you would be dealt damage, remove that many cards in your graveyard from the game instead. If you can't, you lose the game. ; If you would gain life, draw that many cards instead. ; When Nefarious Lich leaves play, you lose the game.
<b>Repentant Vampire</b>	Creature - Vampire	BB3	3/3, Flying. ; Whenever a creature dealt damage by Repentant Vampire this turn is put into a graveyard, put a +1/+1 counter on Repentant Vampire. ; Threshold - Repentant Vampire is white and has "Tap: Destroy target black creature."
<b>Stalking Bloodsucker</b>	Creature - Vampire	BB4	4/4, Flying. ; 1B,Discard a card from your hand: Stalking Bloodsucker gets +2/+2 until end of turn.
<b>Tainted Pact</b>	Instant	B1	Remove the top card of your library from the game. You may put that card into your hand unless it has the same name as another card removed this way. Repeat this process until you put a card into your hand or you remove two cards with the same name, whichever comes first.
<b>Tombfire</b>	Sorcery	B	Target player removes all cards with flashback in his or her graveyard from the game.
<b>Traveling Plague</b>	Enchant Creature	BB3	At the beginning of each player's upkeep, put a plague counter on Traveling Plague. ; Enchanted creature gets -1/-1 for each plague counter on Traveling Plague. ; When enchanted creature leaves play, that creature's controller returns Traveling Plague from its owner's graveyard to play.
<i>Buried Alive</i>	Sorcery	B2	Search your library for up to three creature cards and put them into your graveyard. Then shuffle your library.
<i>Caustic Tar</i>	Enchant Land	BB4	Enchanted land has "Tap: Target player loses 3 life."
<i>Childhood Horror</i>	Creature - Horror	B3	2/2, Flying. Threshold - Childhood Horror gets +2/+2 and can't block. (You have threshold as long as seven or more cards are in your graveyard.)
<i>Decompose</i>	Sorcery	B1	Remove up to three target cards in a single graveyard from the game.
<i>Diabolic Tutor</i>	Sorcery	BB2	Search your library for a card and put that card into your hand. Then shuffle your library.
<i>Execute</i>	Instant	B2	Destroy target white creature. It can't be regenerated. ; Draw a card.
<i>Face of Fear</i>	Creature - Horror	B5	3/4. 2B,Discard a card from your hand: Face of Fear can't be blocked this turn except by artifact creatures and/or black creatures.
<i>Famished Ghoul</i>	Creature - Zombie	B3	3/2. 1B,Sacrifice Famished Ghoul: Remove up to two target cards in a single graveyard from the game.

# Black Spells (Part 2 of 2)

Card Name	Spell Type	Cost	Ability
<i>Infected Vermin</i>	Creature - Rat	B2	1/1. 2B: Infected Vermin deals 1 damage to each creature and each player. ; Threshold - 3B: Infected Vermin deals 3 damage to each creature and each player. (Play this ability only if seven or more cards are in your graveyard.)
<i>Malevolent Awakening</i>	Enchantment	BB1	1BB,Sacrifice a creature: Return target creature card from your graveyard to your hand.
<i>Painbringer</i>	Creature - Minion	BB2	1/1. Tap,Remove any number of cards in your graveyard from the game: Target creature gets -X/-X until end of turn, where X is the number of cards removed this way.
<i>Rotting Giant</i>	Creature - Zombie Giant	B1	3/3. Whenever Rotting Giant attacks or blocks sacrifice it unless you remove a card in your graveyard from the game.
<i>Sadistic Hypnotist</i>	Creature - Minion	BB3	2/2. Sacrifice a creature: Target player discards two cards from his or her hand. Play this ability only any time you could play a sorcery.
<i>Screams of the Damned</i>	Enchantment	BB3	1B,Remove a card in your graveyard from the game: Screams of the Damned deals 1 damage to each creature and each player.
<i>Skeletal Scrying</i>	Instant	BX	As an additional cost to play Skeletal Scrying, remove X cards in your graveyard from the game. You draw X cards and you lose X life.
<i>Skull Fracture</i>	Sorcery	B	Target player discards a card from his or her hand. ; Flashback 3B (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
<i>Zombie Infestation</i>	Enchantment	B1	Discard two cards from your hand: Put a 2/2 black Zombie creature token into play.
<i>Zombify</i>	Sorcery	B3	Return target creature card from your graveyard to play.
<i>Afflict</i>	Instant	B2	Target creature gets -1/-1 until end of turn. ; Draw a card.
<i>Cabal Inquisitor</i>	Creature - Minion	B1	1/1. Threshold - 1B,Tap,Remove two cards in your graveyard from the game: Target player discards a card from his or her hand. Play this ability only any time you could play a sorcery. (Play this ability only if seven or more cards are in your graveyard.)
<i>Coffin Purge</i>	Instant	B	Remove target card in a graveyard from the game. ; Flashback B (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
<i>Crypt Creeper</i>	Creature - Zombie	B1	2/1. Sacrifice Crypt Creeper: Remove target card in a graveyard from the game.
<i>Dirty Wererat</i>	Creature - Minion Rat	B3	2/3. B,Discard a card from your hand: Regenerate Dirty Wererat. ; Threshold - Dirty Wererat gets +2/+2 and can't block. (You have threshold as long as seven or more cards are in your graveyard.)
<i>Dusk Imp</i>	Creature - Imp	B2	2/1. Flying.
<i>Filthy Cur</i>	Creature - Hound	B1	2/2. Whenever Filthy Cur is dealt damage, you lose that much life.
<i>Fledgling Imp</i>	Creature - Imp	B2	2/2. B,Discard a card from your hand: Fledgling Imp gains flying until end of turn.
<i>Frightcrawler</i>	Creature - Horror	B1	1/1. Frightcrawler can't be blocked except by artifact creatures and/or black creatures. ; Threshold - Frightcrawler gets +2/+2 and can't block. (You have threshold as long as seven or more cards are in your graveyard.)
<i>Ghastly Demise</i>	Instant	B	Destroy target nonblack creature if its toughness is less than or equal to the number of cards in your graveyard.
<i>Gravedigger</i>	Creature - Zombie	B3	2/2. When Gravedigger comes into play, you may return target creature card from your graveyard to your hand.
<i>Innocent Blood</i>	Sorcery	B	Each player sacrifices a creature.
<i>Last Rites</i>	Sorcery	B2	Discard any number of cards from your hand. Target player reveals his or her hand, then you choose a nonland card from it for each card discarded this way. That player discards those cards.
<i>Mind Burst</i>	Sorcery	B1	Target player discards X cards from his or her hand, where X is one plus the number of Mind Burst cards in all graveyards.
<i>Morbid Hunger</i>	Sorcery	BB4	Morbid Hunger deals 3 damage to target creature or player. You gain 3 life. ; Flashback 7BB (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
<i>Morgue Theft</i>	Sorcery	B1	Return target creature card from your graveyard to your hand. ; Flashback 4B (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
<i>Overeager Apprentice</i>	Creature - Minion	B2	1/2. Discard a card from your hand,Sacrifice Overageer Apprentice: Add BBB to your mana pool.
<i>Patriarch's Desire</i>	Enchant Creature	B3	Enchanted creature gets +2/-2. ; Threshold - Enchanted creature gets an additional +2/-2. (You have threshold as long as seven or more cards are in your graveyard.)
<i>Whispering Shade</i>	Creature - Shade	B3	1/1, Swampwalk. ; B: Whispering Shade gets +1/+1 until end of turn
<i>Zombie Assassin</i>	Creature - Zombie Assassin	B4	3/2. Tap,Remove two cards in your graveyard and Zombie Assassin from the game: Destroy target nonblack creature. It can't be regenerated.
<i>Zombie Cannibal</i>	Creature - Zombie	B	1/1. Whenever Zombie Cannibal deals combat damage to a player, you may remove target card in that player's graveyard from the game.

# Blue Spells (Part 1 of 2)

Card Name	Spell Type	Cost	Ability
<b>Aboshan, Cephalid Emperor</b>	Creature - Cephalid Legend	UU4	3/3. Tap an untapped Cephalid you control: Tap target permanent. ; UUU: Tap all creatures without flying.
<b>Amugaba</b>	Creature - Illusion	UU5	6/6, Flying. ; 2U,Discard a card from your hand: Return Amugaba to its owner's hand.
<b>Battle of Wits</b>	Enchantment	UU3	At the beginning of your upkeep, if you have 200 or more cards in your library, you win the game.
<b>Cephalid Retainer</b>	Creature - Cephalid	UU2	2/3. UU: Tap target creature without flying.
<b>Cephalid Shrine</b>	Enchantment	UU1	Whenever a player plays a spell, counter that spell unless that player pays X, where X is the number of cards in all graveyards with the same name as the spell.
<b>Cognivore</b>	Creature - Lhurgoyf	UU6	*/*, Flying. ; Cognivore's power and toughness are each equal to the number of instant cards in all graveyards.
<b>Cultural Exchange</b>	Sorcery	UU4	Choose any number of creatures target player controls. Choose the same number of creatures another target player controls. Those players exchange control of those creatures. (This effect doesn't end at end of turn.)
<b>Divert</b>	Instant	U	Change the target of target spell with a single target unless that spell's controller pays 2.
<b>Extract</b>	Sorcery	U	Search target player's library for a card and remove that card from the game. Then that player shuffles his or her library.
<b>Patron Wizard</b>	Creature - Wizard	UUU	2/2. Tap an untapped Wizard you control: Counter target spell unless its controller pays 1.
<b>Pedantic Learning</b>	Enchantment	UU	Whenever a land card is put into your graveyard from your library, you may pay 1. If you do, draw a card.
<b>Persuasion</b>	Enchant Creature	UU3	You control enchanted creature.
<b>Shifty Doppelganger</b>	Creature - Shapeshifter	U2	1/1. 3U,Remove Shifty Doppelganger from the game: Put a creature card from your hand into play. That creature gains haste until end of turn. At end of turn, sacrifice that creature. If you do, return Shifty Doppelganger to play.
<b>Thought Devourer</b>	Creature - Beast	UU2	4/4, Flying. Your maximum hand size is reduced by four.
<b>Time Stretch</b>	Sorcery	UU8	Target player takes two extra turns after this one.
<b>Traumatize</b>	Sorcery	UU3	Target player puts the top half of his or her library, rounded down, into his or her graveyard.
<b>Unifying Theory</b>	Enchantment	U1	Whenever a player plays a spell, that player may pay 2. If the player does, he or she draws a card.
<b>Upheaval</b>	Sorcery	UU4	Return all permanents to their owners' hands.
<i>Aura Graft</i>	Instant	U1	Move target enchantment that's enchanting a permanent to another permanent it can enchant. Gain control of that enchantment. (This effect doesn't end at end of turn.)
<i>Aven Smokeweaver</i>	Creature - Bird Soldier	UU2	2/3, Flying, Protection from Red.
<i>Balshan Beguiler</i>	Creature - Wizard	U2	1/1. Whenever Balshan Beguiler deals combat damage to a player, that player reveals the top two cards of his or her library. You choose one of those cards and put it into his or her graveyard.
<i>Balshan Griffin</i>	Creature - Griffin	UU3	3/2, Flying. ; 1U,Discard a card from your hand: Return Balshan Griffin to its owner's hand.
<i>Bamboozele</i>	Sorcery	U2	Target player reveals the top four cards of his or her library. You choose two of those cards and put them into his or her graveyard. Put the rest on top of his or her library in any order.
<i>Cephalid Broker</i>	Creature - Cephalid	U3	2/2. Tap: Target player draws two cards, then discards two cards from his or her hand.
<i>Chamber of Manipulation</i>	Enchant Land	UU2	Enchanted land has "Tap,Discard a card from your hand: Gain control of target creature until end of turn."
<i>Concentrate</i>	Sorcery	UU2	Draw three cards.
<i>Deluge</i>	Instant	U2	Tap all creatures without flying.
<i>Fervent Denial</i>	Instant	UU3	Counter target spell. ; Flashback 5UU (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
<i>Laquatus's Creativity</i>	Sorcery	U4	Target player draws cards equal to the number of cards in that player's hand, then discards that many cards.
<i>Predict</i>	Instant	U1	Name a card, then put the top card of target player's library into his or her graveyard. If that card is the named card, you draw two cards. Otherwise, you draw a card.
<i>Pulsating Illusion</i>	Creature - Illusion	U4	0/1, Flying. Discard a card from your hand: Pulsating Illusion gets +4/+4 until end of turn. Play this ability only once each turn.
<i>Puppeteer</i>	Creature - Wizard	U2	1/2. U,Tap: Tap or untap target creature.
<i>Standstill</i>	Enchantment	U1	When a player plays a spell, sacrifice Standstill. If you do, then each of that player's opponents draws three cards.
<i>Think Tank</i>	Enchantment	U2	At the beginning of your upkeep, look at the top card of your library. You may put that card into your graveyard.
<i>Thought Eater</i>	Creature - Beast	U1	2/2, Flying. Your maximum hand size is reduced by three.
<i>Treetop Sentinel</i>	Creature - Bird Soldier	UU2	2/3, Flying, Protection from Green.

# Blue Spells (Part 2 of 2)

Card Name	Spell Type	Cost	Ability
Aboshan's Desire	Enchant Creature	U	Enchanted creature has flying. ; Threshold - Enchanted creature can't be the target of spells or abilities. (You have threshold as long as seven or more card are in your graveyard.)
AEther Burst	Instant	U1	Return up to X target creatures to their owners' hands, where X is one plus the number of AEther Burst cards in all graveyards as you play AEther Burst.
Aven Fisher	Creature - Bird Soldier	U3	2/2, Flying. ; When Aven Fisher is put into a graveyard from play, you may draw a card.
Aven Windreader	Creature - Bird Soldier Wizard	UU3	3/3, Flying. 1U: Target player reveals the top card of his or her library.
Careful Study	Sorcery	U	Draw two cards, then discard two cards from your hand.
Cephalid Looter	Creature - Cephalid	U2	2/1. Tap: Target player draws a card, then discards a card from his or her hand.
Cephalid Scout	Creature - Cephalid Wizard	U1	1/1, Flying. 2U,Sacrifice a land: Draw a card.
Dematerialize	Sorcery	U3	Return target permanent to its owner's hand. ; Flashback 5UU (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
Dreamwinder	Creature - Serpent	U3	4/3. Dreamwinder can't attack unless defending player controls an island. ; U,Sacrifice an island: Target land becomes an island until end of turn.
Escape Artist	Creature - Wizard	U1	1/1. Escape Artist is unblockable. ; U,Discard a card from your hand: Return Escape Artist to its owner's hand.
Immobilizing Ink	Enchant Creature	U1	Enchanted creature doesn't untap during its controller's untap step. ; Enchanted creature has "1,Discard a card from your hand: Untap this creature."
Peek	Instant	U	Look at target player's hand. ; Draw a card.
Phantom Whelp	Creature - Hound	U1	2/2. When Phantom Whelp attacks or blocks, return it to its owner's hand at end of combat.
Psionic Gift	Enchant Creature	U1	Enchanted creature has "Tap: This creature deals 1 damage to target creature or player."
Repel	Instant	U3	Put target creature on top of its owner's library.
Rites of Refusal	Instant	U1	Discard any number of cards from your hand. Counter target spell unless its controller pays 3 for each card discarded this way.
Scrivener	Creature - Townsfolk	U4	2/2. When Scrivener comes into play, you may return target instant card from your graveyard to your hand.
Syncopate	Instant	UX	Counter target spell unless its controller pays X. If that spell is countered this way, remove it from the game instead of putting it into its owner's graveyard.
Thought Nibbler	Creature - Beast	U	1/1, Flying. Your maximum hand size is reduced by two.
Touch of Invisibility	Sorcery	U3	Target creature is unblockable this turn. ; Draw a card.
Words of Wisdom	Instant	U1	You draw two cards, then each other player draws a card.

# Green Spells (Part 1 of 2)

Card Name	Spell Type	Cost	Ability
<b>Bearscape</b>	Enchantment	GG1	1G.Remove two cards in your graveyard from the game: Put a 2/2 green Bear creature token into play.
<b>Call of the Herd</b>	Sorcery	G2	Put a 3/3 green Elephant creature token into play. ; Flashback 3G (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
<b>Chlorophant</b>	Creature - Elemental	GGG	1/1. At the beginning of your upkeep, you may put a +1/+1 counter on Chlorophant. ; Threshold - At the beginning of your upkeep, you may put another +1/+1 counter on Chlorophant. (You have threshold as long as seven or more cards are in your graveyard.)
<b>Ground Seal</b>	Enchantment	G1	When Ground Seal comes into play, draw a card. ; Cards in graveyards can't be the targets of spells or abilities.
<b>Holistic Wisdom</b>	Enchantment	GG1	2.Remove a card in your hand from the game: Return target card from your graveyard to your hand if it shares a type with the card removed this way. (The card types are artifact, creature, enchantment, instant, land and sorcery.)
<b>Ivy Elemental</b>	Creature - Elemental	GX	0/0. Ivy Elemental comes into play with X +1/+1 counters on it.
<b>Krosan Beast</b>	Creature - Squirrel Beast	G3	1/1. Threshold - Krosan Beast gets +7/+7. (You have threshold as long as seven or more cards are in your graveyard.)
<b>Nantuko Mentor</b>	Creature - Insect Druid	G2	1/1. 2G, Tap: Target creature gets +X/+X until end of turn, where X is that creature's power.
<b>Nantuko Shrine</b>	Enchantment	GG1	Whenever a player plays a spell, that player puts X 1/1 green Squirrel creature tokens into play, where X is the number of cards in all graveyards with the same name as that spell.
<b>New Frontiers</b>	Sorcery	GX	Each player may search his or her library for up to X basic land cards and put them into play tapped. Then each player who searched his or her library this way shuffles it.
<b>Nut Collector</b>	Creature - Druid	G5	1/1. At the beginning of your upkeep, you may put a 1/1 green Squirrel creature token into play. ; Threshold - All Squirrels get +2/+2. (You have threshold as long as seven or more cards are in your graveyard.)
<b>Seton, Krosan Protector</b>	Creature - Centaur Druid Legend	GGG	2/2. Tap an untapped Druid you control: Add G to your mana pool.
<b>Spellbane Centaur</b>	Creature - Centaur	G2	3/2. Creatures you control can't be the targets of blue spells or abilities from blue sources.
<b>Squirrel Mob</b>	Creature - Squirrel	GG1	2/2. Squirrel Mob gets +1/+1 for each other Squirrel in play.
<b>Stone-Tongue Basilisk</b>	Creature - Basilisk	GGG4	4/5. Whenever Stone-Tongue Basilisk deals combat damage to a creature, destroy that creature at end of combat. ; Threshold - All creatures able to block Stone-Tongue Basilisk do so. (You have threshold as long as seven or more cards are in your graveyard.)
<b>Terravore</b>	Creature - Lhurgoyf	GG1	*/*. Trample. Terravore's power and toughness are each equal to the number of land cards in all graveyards.
<b>Verdant Succession</b>	Enchantment	G4	Whenever a green nontoken creature is put into a graveyard from play, that creature's controller may search his or her library for a card with the same name as that creature and put it into play. If that player does, he or she then shuffles his or her library.
<b>Zoologist</b>	Creature - Druid	G3	1/2. 3G, Tap: Reveal the top card of your library. If it's a creature card, put it into play. Otherwise, put it into your graveyard.
<i>Beast Attack</i>	Instant	GGG2	Put a 4/4 green Beast creature token into play. ; Flashback 2GGG (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
<i>Crashing Centaur</i>	Creature - Centaur	GG4	3/4. G, Discard a card from your hand: Crashing Centaur gains trample until end of turn. ; Threshold - Crashing Centaur gets +2/+2 and can't be the target of spells or abilities. (You have threshold as long as seven or more cards are in your graveyard.)
<i>Deep Reconnaissance</i>	Sorcery	G2	Search your library for a basic land card and put that card into play tapped. Then shuffle your library. ; Flashback 4G (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
<i>Druid's Call</i>	Enchant Creature	G1	Whenever enchanted creature is dealt damage, its controller puts that many 1/1 green Squirrel creature tokens into play.
<i>Gorilla Titan</i>	Creature - Ape	GG3	4/4, Trample. Gorilla Titan gets +4/+4 as long as there are no cards in your graveyard.
<i>Howling Gale</i>	Instant	G1	Howling Gale deals 1 damage to each creature with flying and to each player. ; Flashback 1G (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
<i>Metamorphic Wurm</i>	Creature - Elephant Wurm	GG3	3/3. Threshold - Metamorphic Wurm gets +4/+4. (You have threshold as long as seven or more cards are in your graveyard.)
<i>Nantuko Elder</i>	Creature - Insect Druid	G2	1/2. Tap: Add 1G to your mana pool.
<i>Nimble Mongoose</i>	Creature - Mongoose	G	1/1. Nimble Mongoose can't be the target of spells or abilities. ; Threshold - Nimble Mongoose gets +2/+2. (You have threshold as long as seven or more cards are in your graveyard.)
<i>Overrun</i>	Sorcery	GGG2	Creatures you control get +3/+3 and gain trample until end of turn.
<i>Piper's Melody</i>	Sorcery	G	Shuffle any number of target creature cards from your graveyard into your library.

# Green Spells (Part 2 of 2)

Card Name	Spell Type	Cost	Ability
<i>Roar of the Wurm</i>	Sorcery	G6	Put a 6/6 green Wurm creature token into play. ; Flashback 3G (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
<i>Skysooter</i>	Creature - Centaur	G1	1/2. Skysooter may block as though it has flying. ; Tap,Sacrifice Skysooter: Destroy target attacking or blocking creature with flying.
<i>Squirrel Nest</i>	Enchant Land	GG1	Enchanted land has "Tap: Put a 1/1 green Squirrel creature token into play."
<i>Still Life</i>	Enchantment	GG1	GG: Still Life becomes a 4/3 Centaur creature until end of turn. It's still an enchantment.
<i>Sylvan Might</i>	Instant	G1	Target creature gets +2/+2 and gains trample until end of turn. ; Flashback 2GG (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
<i>Twigwalker</i>	Creature - Insect	G2	2/2. 1G,Sacrifice Twigwalker: Two target creatures each get +2/+2 until end of turn.
<i>Vivify</i>	Instant	G2	Target land becomes a 3/3 creature until end of turn. It's still a land. ; Draw a card.
<i>Cartographer</i>	Creature - Townsfolk	G2	2/2. When Cartographer comes into play, you may return target land card from your graveyard to your hand.
<i>Chatter of the Squirrel</i>	Sorcery	G	Put a 1/1 green Squirrel creature token into play. ; Flashback 1G (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
<i>Diligent Farmhand</i>	Creature - Druid	G	1/1. 1G,Sacrifice Diligent Farmhand: Search your library for a basic land card, and put that card into play tapped. Then shuffle your library. ; If Diligent Farmhand is in a graveyard, Muscle Burst's effect counts it as a Muscle Burst.
<i>Druid Lyrist</i>	Creature - Druid	G	1/1. G,Tap,Sacrifice Druid Lyrist: Destroy target enchantment.
<i>Elephant Ambush</i>	Instant	GG2	Put a 3/3 green Elephant creature token into play. ; Flashback 6GG (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
<i>Krosan Archer</i>	Creature - Centaur	G3	2/3. Krosan Archer may block as though it had flying. ; G,Discard a card from your hand: Krosan Archer gets +0/+2 until end of turn.
<i>Krosan Avenger</i>	Creature - Druid	G2	3/1, Trample. Threshold - 1G: Regenerate Krosan Avenger. (Play this ability only if seven or more cards are in your graveyard.)
<i>Leaf Dancer</i>	Creature - Centaur	GG1	2/2, Forestwalk.
<i>Moment's Peace</i>	Instant	G1	Prevent all combat damage that would be dealt this turn. ; Flashback 2G (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
<i>Muscle Burst</i>	Instant	G1	Target creature gets +X/+X until end of turn, where X is 3 plus the number of Muscle Burst cards in all graveyards.
<i>Nantuko Disciple</i>	Creature - Insect Druid	G3	2/2. G,Tap: Target creature gets +2/+2 until end of turn.
<i>Primal Frenzy</i>	Enchant Creature	G	Enchanted creature has trample.
<i>Rabid Elephant</i>	Creature - Elephant	G4	3/4. Whenever Rabid Elephant becomes blocked, it gets +2/+2 until end of turn for each creature blocking it.
<i>Refresh</i>	Instant	G2	Regenerate target creature. ; Draw a card.
<i>Rites of Spring</i>	Sorcery	G1	Discard any number of cards from your hand. Search your library for that many basic land cards, reveal those cards, and put them into your hand. Then shuffle your library.
<i>Seton's Desire</i>	Enchant Creature	G2	Enchanted creature gets +2/+2. ; Threshold - All creatures able to block enchanted creature do so. (You have threshold as long as seven or more cards are in your graveyard.)
<i>Simplify</i>	Sorcery	G	Each player sacrifices an enchantment.
<i>Springing Tiger</i>	Creature - Cat	G3	3/3. Threshold - Springing Tiger gets +2/+2. (You have threshold as long as seven or more cards are in your graveyard.)
<i>Werebear</i>	Creature - Druid Bear	G1	1/1. Tap: Add G to your mana pool. ; Threshold - Werebear gets +3/+3. (You have threshold as long as seven or more cards are in your graveyard.)
<i>Wild Mongrel</i>	Creature - Hound	G1	2/2. Discard a card from your hand: Wild Mongrel gets +1/+1 and becomes the color of your choice until end of turn.
<i>Woodland Druid</i>	Creature - Druid	G	1/2.

# Red Spells (Part 1 of 2)

Card Name	Spell Type	Cost	Ability
<b>Ashen Firebeast</b>	Creature - Beast	RR6	6/6. 1R: Ashen Firebeast deals 1 damage to each creature without flying.
<b>Bomb Squad</b>	Creature - Dwarf	R3	1/1. Tap: Put a fuse counter on target creature. ; At the beginning of your upkeep, put a fuse counter on each creature that has a fuse counter on it. ; Whenever a creature has four or more fuse counters on it, remove all fuse counters from it and destroy it. That creature deals 4 damage to its controller.
<b>Burning Sands</b>	Enchantment	RR3	Whenever a creature is put into a graveyard from play, that creature's controller sacrifices a land.
<b>Chance Encounter</b>	Enchantment	RR2	Whenever you win a coin flip, put a luck counter on Chance Encounter. ; At the beginning of your upkeep, if Chance Encounter has ten or more luck counters on it, you win the game.
<b>Dwarven Shrine</b>	Enchantment	RR1	Whenever a player plays a spell, Dwarven Shrine deals X damage to that player, where X is twice the number of cards in all graveyards with the same name as that spell.
<b>Epicenter</b>	Sorcery	R4	Target player sacrifices a land. ; Threshold - All players sacrifice all lands instead. (You have threshold if seven or more cards are in your graveyard.)
<b>Impulsive Maneuvers</b>	Enchantment	RR2	Whenever a creature attacks, flip a coin. If you win the flip, the next time that creature would deal combat damage this turn, it deals double that damage instead. If you lose the flip, the next time that creature would deal combat damage this turn, prevent that damage.
<b>Kamah!, Pit Fighter</b>	Creature - Barbarian Legend	RR4	6/1, Haste. Tap: Kamahl, Pit Fighter deals 3 damage to target creature or player.
<b>Magnivore</b>	Creature - Lhurgoyf	RR2	*/*. Haste. Magnivore's power and toughness are each equal to the number of sorcery cards in all graveyards.
<b>Mine Layer</b>	Creature - Dwarf	R3	1/1. 1R, Tap: Put a mine counter on target land. ; Whenever a land with a mine counter on it becomes tapped, destroy it. ; When Mine Layer leaves play, remove all mine counters from all lands.
<b>Molten Influence</b>	Instant	R1	Counter target instant or sorcery spell unless its controller has Molten Influence deal 4 damage to him or her.
<b>Mudhole</b>	Instant	R2	Target player removes all land cards in his or her graveyard from the game.
<b>Need for Speed</b>	Enchantment	R	Sacrifice a land: Target creature gains haste until end of turn.
<b>Obstinate Familiar</b>	Creature - Lizard	R	1/1. If you would draw a card, you may skip that draw instead.
<b>Pardic Miner</b>	Creature - Dwarf	R1	1/1. Sacrifice Pardic Miner: Target player can't play lands this turn.
<b>Savage Firecat</b>	Creature - Cat	RR3	0/0, Trample. Savage Firecat comes into play with seven +1/+1 counters on it. ; Whenever you tap a land for mana, remove a +1/+1 counter from Savage Firecat.
<b>Seize the Day</b>	Sorcery	R3	Untap target creature. After this phase, there is an additional combat phase followed by an additional main phase. ; Flashback 2R (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
<b>Volley of Boulders</b>	Sorcery	R8	Volley of Boulders deals 6 damage divided as you choose among any number of target creatures and/or players. ; Flashback RRRRRR (You may play this card from your graveyard for the flashback cost. Then remove it from the game.)
<i>Bash to Bits</i>	Instant	R3	Destroy target artifact. ; Flashback 4RR (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
<i>Battle Strain</i>	Enchantment	R1	Whenever a creature blocks, Battle Strain deals 1 damage to that creature's controller.
<i>Demolish</i>	Sorcery	R3	Destroy target artifact or land.
<i>Dwarven Recruiter</i>	Creature - Dwarf	R2	2/2. When Dwarven Recruiter comes into play, search your library for any number of Dwarf cards and reveal those cards. Shuffle your library, then put them on top of it in any order.
<i>Dwarven Strike Force</i>	Creature - Dwarf	R4	4/3. Discard a card at random from your hand: Dwarven Strike Force gains first strike and haste until end of turn.
<i>Engulfing Flames</i>	Instant	R	Engulfing Flames deals 1 damage to target creature. It can't be regenerated this turn. ; Flashback 3R (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
<i>Frenetic Ogre</i>	Creature - Ogre	R4	2/3. R.Discard a card at random from your hand: Frenetic Ogre gets +3/+0 until end of turn.
<i>Lava Blister</i>	Sorcery	R1	Destroy target nonbasic land unless its controller has Lava Blister deal 6 damage to him or her.
<i>Liquid Fire</i>	Sorcery	RR4	Liquid Fire deals 5 damage divided as you choose between target creature and the creature's controller.
<i>Magma Vein</i>	Enchantment	R2	R, Sacrifice a land: Magma Vein deals 1 damage to each creature without flying.
<i>Minotaur Explorer</i>	Creature - Minotaur	R1	3/3. When Minotaur Explorer comes into play, sacrifice it unless you discard a card at random from your hand.
<i>Price of Glory</i>	Enchantment	R2	Whenever a player taps a land for mana during another player's turn, destroy that land.

# Red Spells (Part 2 of 2)

Card Name	Spell Type	Cost	Ability
<i>Recoup</i>	Sorcery	R1	Target sorcery card in your graveyard gains flashback until end of turn. Its flashback cost is equal to its mana cost. (Mana cost includes color.) ; Flashback 3R (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
<i>Shower of Coals</i>	Sorcery	RR3	Shower of Coals deals 2 damage to each of up to three target creatures and/or players. ; Threshold - Shower of Coals deals 4 damage to each of those creatures and/or players instead. (You have threshold if seven or more cards are in your graveyard.)
<i>Spark Mage</i>	Creature - Dwarf Wizard	R	1/1. Whenever Spark Mage deals combat damage to a player, you may have Spark Mage deal 1 damage to target creature that player controls.
<i>Steam Vines</i>	Enchant Land	RR1	When enchanted land becomes tapped, destroy it and Steam Vines deals 1 damage to that land's controller. That player moves Steam Vines to a land of his or her choice.
<i>Volcanic Spray</i>	Sorcery	R1	Volcanic Spray deals 1 damage to each creature without flying and each player. ; Flashback 1R (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
<i>Whipkeeper</i>	Creature - Dwarf	RR2	1/1. Tap: Whipkeeper deals damage to target creature equal to the damage already dealt to it this turn.
<i>Acceptable Losses</i>	Sorcery	R3	As an additional cost to play Acceptable Losses, discard a card at random from your hand. ; Acceptable Losses deals 5 damage to target creature.
<i>Anarchist</i>	Creature - Townsfolk	R4	2/2. When Anarchist comes into play, you may return target sorcery card from your graveyard to your hand.
<i>Barbarian Lunatic</i>	Creature - Barbarian	R2	2/1. 2R,Sacrifice Barbarian Lunatic: Barbarian Lunatic deals 2 damage to target creature.
<i>Blazing Salvo</i>	Instant	R	Blazing Salvo deals 3 damage to target creature unless that creature's controller has Blazing Salvo deal 5 damage to him or her.
<i>Chainflinger</i>	Creature - Beast	R3	2/2. 1R,Tap: Chainflinger deals 1 damage to target creature or player. ; Threshold - 2R,Tap: Chainflinger deals 2 damage to target creature or player. (Play this ability only if seven or more cards are in your graveyard.)
<i>Demoralize</i>	Instant	R2	Each creature can't be blocked this turn except by two or more creatures. ; Threshold - Creatures can't block this turn. (You have threshold if seven or more cards are in your graveyard.)
<i>Dwarven Grunt</i>	Creature - Dwarf	R	1/1, Mountainwalk.
<i>Earth Rift</i>	Sorcery	R3	Destroy target land. ; Flashback 5RR (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
<i>Ember Beast</i>	Creature - Beast	R2	3/4. Ember Beast can't attack or block alone.
<i>Firebolt</i>	Sorcery	R	Firebolt deals 2 damage to target creature or player. ; Flashback 4R (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
<i>Flame Burst</i>	Instant	R1	Flame Burst deals X damage to target creature or player, where X is 2 plus the number of Flame Burst cards in all graveyards.
<i>Halberdier</i>	Creature - Barbarian	R3	3/1, First Strike.
<i>Kamahl's Desire</i>	Enchant Creature	R1	Enchanted creature has first strike. ; Threshold - Enchanted creature gets +3/+0. (You have threshold as long as seven or more cards are in your graveyard.)
<i>Mad Dog</i>	Creature - Hound	R1	2/2. At the end of your turn, if Mad Dog didn't attack or come under your control this turn, sacrifice it.
<i>Pardic Firecat</i>	Creature - Cat	R3	2/3, Haste. If Pardic Firecat is in a graveyard, Flame Burst's effect counts it as a Flame Burst.
<i>Pardic Swordsmith</i>	Creature - Dwarf	R2	1/1. R,Discard a card at random from your hand: Pardic Swordsmith gets +2/+0 until end of turn.
<i>Reckless Charge</i>	Sorcery	R	Target creature gets +3/+0 and gains haste until end of turn. ; Flashback 2R (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
<i>Rites of Initiation</i>	Instant	R	Discard any number of cards at random from your hand. Creatures you control get +1/+0 until end of turn for each card discarded this way.
<i>Scorching Missile</i>	Sorcery	R3	Scorching Missile deals 4 damage to target player. ; Flashback 9R (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
<i>Thermal Blast</i>	Instant	R4	Thermal Blast deals 3 damage to target creature. ; Threshold - Thermal Blast deals 5 damage to that creature instead. (You have threshold as long as seven or more cards are in your graveyard.)
<i>Tremble</i>	Sorcery	R1	Each player sacrifices a land.

# White Spells (Part 1 of 2)

Card Name	Spell Type	Cost	Ability
<b>Aegis of Honor</b>	Enchantment	W	1: The next time an instant or sorcery spell would deal damage to you this turn, that spell deals that damage to its controller instead.
<b>Ancestral Tribute</b>	Sorcery	WW5	You gain 2 life for each card in your graveyard. ; Flashback 9WWW (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
<b>Aven Shrine</b>	Enchantment	WW1	Whenever a player plays a spell, that player gains X life, where X is the number of cards in all graveyards with the same name as that spell.
<b>Balancing Act</b>	Sorcery	WW2	Each player chooses a number of permanents he or she controls equal to the number of permanents controlled by the player who controls the fewest, then sacrifices the rest. Each player discards cards from his or her hand the same way.
<b>Cantivore</b>	Creature - Lhurgoyf	WW1	*/*. Attacking doesn't cause Cantivore to tap. ; Cantivore's power and toughness are equal to the number of enchantment cards in all graveyards.
<b>Delaying Shield</b>	Enchantment	W3	If you would be dealt damage, put that many delay counters on Delaying Shield instead. ; At the beginning of your upkeep, remove all delay counters from Delaying Shield. For each delay counter removed this way, you lose 1 life unless you pay 1W.
<b>Devoted Caretaker</b>	Creature - Cleric	W	1/2. W,Tap: Target permanent you control gains protection from instant spells and from sorcery spells until end of turn.
<b>Divine Sacrament</b>	Enchantment	WW1	White creatures get +1/+1. ; Threshold - White creatures get an additional +1/+1. (You have threshold as long as seven or more cards are in your graveyard.)
<b>Dogged Hunter</b>	Creature - Nomad	W2	1/1. Tap: Destroy target creature token.
<b>Earnest Fellowship</b>	Enchantment	W1	Each creature has protection from its colors.
<b>Graceful Antelope</b>	Creature - Antelope	WW2	1/4, Plainswalk. Whenever Graceful Antelope deals combat damage to a player, you may have target land become a plains until Graceful Antelope leaves play.
<b>Karmic Justice</b>	Enchantment	W2	Whenever a spell or ability an opponent controls destroys a noncreature permanent you control, you may destroy target permanent that opponent controls.
<b>Kirtar's Wrath</b>	Sorcery	WW4	Destroy all creatures. They can't be regenerated. ; Threshold - Instead destroy all creatures, then put two 1/1 white Spirit creature tokens with flying into play. Creatures destroyed this way can't be regenerated. (You have threshold if seven or more cards are in your graveyard.)
<b>Lieutenant Kirtar</b>	Creature - Bird Soldier Legend	WW1	2/2, Flying ; 1W,Sacrifice Lieutenant Kirtar: Remove target attacking creature from the game.
<b>Master Apothecary</b>	Creature - Cleric	WWW	2/2. Tap an untapped Cleric you control: Prevent the next 2 damage that would be dealt to target creature or player this turn.
<b>Mystic Crusader</b>	Creature - Nomad Mystic	WW1	2/1, Protection from Black and from Red. ; Threshold - Mystic Crusader gets +1/+1 and has flying. (You have threshold as long as seven or more cards are in your graveyard.)
<b>Pianna, Nomad Captain</b>	Creature - Nomad Legend	WW1	2/2. Whenever Pianna, Nomad Captain attacks, attacking creatures get +1/+1 until end of turn.
<b>Wayward Angel</b>	Creature - Angel Horror	WW4	4/4, Flying. ; Attacking doesn't cause Wayward Angel to tap. ; Threshold - Wayward Angel gets +3/+3, is black, has trample, and has "At the beginning of your upkeep, sacrifice a creature". (You have threshold as long as seven or more cards are in your graveyard.)
<i>Animal Boneyard</i>	Enchant Land	W2	Enchanted land has "Tap, Sacrifice a creature: You gain life equal to that creature's toughness."
<i>Aven Archer</i>	Creature - Bird Soldier	WW3	2/2, Flying. 2W,Tap: Aven Archer deals 2 damage to target attacking or blocking creature.
<i>Beloved Chaplain</i>	Creature - Cleric	W1	1/1, Protection from Creatures.
<i>Blessed Orator</i>	Creature - Cleric	W3	1/4. Other creatures you control get +0/+1
<i>Gallantry</i>	Instant	W1	Target blocking creature gets +4/+4 until end of turn. ; Draw a card.
<i>Luminous Guardian</i>	Creature - Guardian	W3	1/4. W: Luminous Guardian gets +0/+1 until end of turn. ; 2: Luminous Guardian may block an additional creature this turn.
<i>Mystic Penitent</i>	Creature - Nomad Mystic	W	1/1. Attacking doesn't cause Mystic Penitent to tap. ; Threshold - Mystic Penitent gets +1/+1 and has flying. (You have threshold as long as seven or more cards are in your graveyard.)
<i>Nomad Decoy</i>	Creature - Nomad	W2	1/2. W,Tap: Tap target creature. ; Threshold - WW,Tap: Tap two target creatures. (Play this ability only as long as seven or more cards are in your graveyard.)
<i>Resilient Wanderer</i>	Creature - Nomad	WW2	2/3, First Strike. ; Discard a card from your hand: Resilient Wanderer gains protection from the color of your choice until end of turn.
<i>Soulcatcher</i>	Creature - Bird Soldier	W1	1/1, Flying. ; Whenever a creature with flying is put into a graveyard from play, put a +1/+1 counter on Soulcatcher.

# White Spells (Part 2 of 2)

Card Name	Spell Type	Cost	Ability
<i>Sphere of Duty</i>	Enchantment	W3	If a green source would deal damage to you, prevent 2 of that damage.
<i>Sphere of Grace</i>	Enchantment	W3	If a black source would deal damage to you, prevent 2 of that damage.
<i>Sphere of Law</i>	Enchantment	W3	If a red source would deal damage to you, prevent 2 of that damage.
<i>Sphere of Reason</i>	Enchantment	W3	If a blue source would deal damage to you, prevent 2 of that damage.
<i>Sphere of Truth</i>	Enchantment	W3	If a white source would deal damage to you, prevent 2 of that damage.
<i>Spiritualize</i>	Instant	W2	Until end of turn, whenever target creature deals damage, you gain that much life. ; Draw a card.
<i>Tattoo Ward</i>	Enchant Creature	W2	Enchanted creature gets +1/+1 and has protection from enchantments. This effect doesn't remove Tattoo Ward. ; Sacrifice Tattoo Ward: Destroy target enchantment.
<i>Testament of Faith</i>	Enchantment	W	X: Testament of Faith becomes an X/X Wall creature until end of turn. It's still an enchantment. (Walls can't attack.)
<i>Angelic Wall</i>	Creature - Wall	W1	0/4, Flying. (Walls can't attack.)
<i>Auramancer</i>	Creature - Wizard	W2	2/2. When Auramancer comes into play, you may return target enchantment card from your graveyard to your hand.
<i>Aven Cloudchaser</i>	Creature - Bird Soldier	W3	2/2, Flying. When Aven Cloudchaser comes into play, destroy target enchantment.
<i>Aven Flock</i>	Creature - Bird Soldier	W4	2/3, Flying. W: Aven Flock gets +0/+1 until end of turn.
<i>Cease-Fire</i>	Instant	W2	Target player can't play creature spells this turn. ; Draw a card.
<i>Confessor</i>	Creature - Cleric	W	1/1. Whenever a player discards a card from his or her hand, you may gain 1 life.
<i>Dedicated Martyr</i>	Creature - Cleric	W	1/1. W,Sacrifice Dedicated Martyr: You gain 3 life.
<i>Embolden</i>	Instant	W2	Prevent the next 4 damage that would be dealt this turn to any number of target creatures and/or players divided as you choose. ; Flashback 1W (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
<i>Hallowed Healer</i>	Creature - Cleric	W2	1/1. Tap: Prevent the next 2 damage that would be dealt to target creature or player this turn. ; Threshold - Tap: Prevent the next 4 damage that would be dealt to target creature or player this turn. (Play this ability only if seven or more cards are in your graveyard.)
<i>Kirtar's Desire</i>	Enchant Creature	W	Enchanted creature can't attack. ; Threshold - Enchanted creature can't block. (You have threshold as long as seven or more cards are in your graveyard.)
<i>Life Burst</i>	Instant	W1	Target player gains 4 life, then gains 4 life for each Life Burst card in each graveyard.
<i>Mystic Visionary</i>	Creature - Nomad Mystic	W1	2/1. Threshold - Mystic Visionary has flying. (You have threshold as long as seven or more cards are in your graveyard.)
<i>Mystic Zealot</i>	Creature - Nomad Mystic	W3	2/4. Threshold - Mystic Zealot gets +1/+1 and has flying. (You have threshold as long as seven or more cards are in your graveyard.)
<i>Patrol Hound</i>	Creature - Hound	W1	2/2. Discard a card from your hand; Patrol Hound gains first strike until end of turn.
<i>Pilgrim of Justice</i>	Creature - Cleric	W2	1/3, Protection from Red. ; W,Sacrifice Pilgrim of Justice: The next time a red source of your choice would deal damage this turn, prevent that damage.
<i>Pilgrim of Virtue</i>	Creature - Cleric	W2	1/3, Protection from Black. ; W,Sacrifice Pilgrim of Virtue: The next time a black source of your choice would deal damage this turn, prevent that damage.
<i>Ray of Distortion</i>	Instant	W3	Destroy target artifact or enchantment. ; Flashback 4WW (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
<i>Sacred Rites</i>	Instant	W	Discard any number of cards from your hand. Creatures you control get +0/+1 until end of turn for each card discarded this way.
<i>Second Thoughts</i>	Instant	W4	Remove target attacking creature from the game. ; Draw a card.
<i>Shelter</i>	Instant	W1	Target creature you control gains protection from the color of your choice until end of turn. ; Draw a card.
<i>Tireless Tribe</i>	Creature - Nomad	W	1/1. Discard a card from your hand; Tireless Tribe gets +0/+4 until end of turn.