

Onslaught

Expansion set for Magic: The Gathering

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

Key:

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

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

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

Basic Land

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

Special Land

| Card Name | Spell Type | Ability |
|---------------------------|------------|--|
| Bloodstained Mire | Land | Tap,Pay 1 life,Sacrifice Bloodstained Mire: Search your library for a swamp or mountain card and put it into play. Then shuffle your library. |
| Contested Cliffs | Land | Tap: Add 1 to your mana pool. ; RG,Tap: Choose target Beast you control and target creature an opponent controls. Each creature deals damage equal to its power to the other. |
| Flooded Strand | Land | Tap,Pay 1 life,Sacrifice Flooded Strand: Search your library for a plains or island card and put it into play. Then shuffle your library. |
| Grand Coliseum | Land | Grand Coliseum comes into play tapped. ; Tap: Add 1 to your mana pool. ; Tap: Add one mana of any color to your mana pool. Grand Coliseum deals 1 damage to you. |
| Polluted Delta | Land | Tap,Pay 1 life,Sacrifice Polluted Delta: Search your library for an island or swamp card and put it into play. Then shuffle your library. |
| Riptide Laboratory | Land | Tap: Add 1 to your mana pool. ; 1U,Tap: Return target Wizard you control to its owner's hand. |
| Unholy Grotto | Land | Tap: Add 1 to your mana pool. ; B,Tap: Put target Zombie card from your graveyard on top of your library. |
| Windswept Heath | Land | Tap,Pay 1 life,Sacrifice Windswept Heath: Search your library for a forest or plains card and put it into play. Then shuffle your library. |
| Wooded Foothills | Land | Tap,Pay 1 life,Sacrifice Wooded Foothills: Search your library for a mountain or forest card and put it into play. Then shuffle your library. |
| <i>Daru Encampment</i> | Land | Tap: Add 1 to your mana pool. ; W,Tap: Target Soldier gets +1/+1 until end of turn. |
| <i>Goblin Burrows</i> | Land | Tap: Add 1 to your mana pool. ; 1R,Tap: Target Goblin gets +2/+0 until end of turn. |
| <i>Seaside Haven</i> | Land | Tap: Add 1 to your mana pool. ; WU,Tap,Sacrifice a Bird: Draw a card. |
| <i>Starlit Sanctum</i> | Land | Tap: Add 1 to your mana pool. ; W,Tap,Sacrifice a Cleric: You gain life equal to that Cleric's toughness. ; B,Tap,Sacrifice a Cleric: Target player loses life equal to that Cleric's power. |
| <i>Wirewood Lodge</i> | Land | Tap: Add 1 to your mana pool. ; G,Tap: Untap target Elf. |
| Barren Moor | Land | Barren Moor comes into play tapped. ; Tap: Add B to your mana pool. ; Cycling B. |
| Forgotten Cave | Land | Forgotten Cave comes into play tapped. ; Tap: Add R to your mana pool. ; Cycling R. |
| Lonely Sandbar | Land | Lonely Sandbar comes into play tapped. ; Tap: Add U to your mana pool. ; Cycling U. |
| Secluded Steppe | Land | Secluded Steppe comes into play tapped. ; Tap: Add W to your mana pool. ; Cycling W. |
| Tranquil Thicket | Land | Tranquil Thicket comes into play tapped. ; Tap: Add G to your mana pool. ; Cycling G. |

Artifacts

| Card Name | Spell Type | Cost | Ability |
|---------------------------|---------------------------|------|--|
| Cryptic Gateway | Artifact | 5 | Tap two untapped creatures you control: You may put a creature card from your hand into play that shares a creature type with each creature tapped this way. |
| Doom Cannon | Artifact | 6 | As Doom Cannon comes into play, choose a creature type. ; 3,Tap,Sacrifice a creature of the chosen type: Doom Cannon deals 3 damage to target creature or player. |
| Dream Chisel | Artifact | 2 | Face-down creature spells you play cost 1 less to play. |
| Riptide Replicator | Artifact | 4X | As Riptide Replicator comes into play, choose a color and a creature type. ; Riptide Replicator comes into play with X charge counters on it. ; 4,Tap: Put an X/X creature token of the chosen color and type into play, where X is the number of charge counters on Riptide Replicator. |
| Slate of Ancestry | Artifact | 4 | 4,Tap,Discard your hand: Draw a card for each creature you control. |
| Tribal Golem | Artifact Creature - Golem | 6 | 4/4. Tribal Golem has trample as long as you control a Beast, haste as long as you control a Goblin, first strike as long as you control a Soldier, flying as long as you control a Wizard, and "B: Regenerate Tribal Golem" as long as you control a Zombie. |

Black Spells (Part 1 of 2)

| Card Name | Spell Type | Cost | Ability |
|-----------------------------|--------------------------------|------|---|
| Cover of Darkness | Enchantment | B1 | As Cover of Darkness comes into play, choose a creature type. ; Creatures of the chosen type have fear. |
| Death Match | Enchantment | B3 | Whenever a creature comes into play, that creature's controller may have target creature of his or her choice get -3/-3 until end of turn. |
| Doomed Necromancer | Creature - Cleric Mercenary | B2 | 2/2. B, Tap, Sacrifice Doomed Necromancer: Return target creature card from your graveyard to play. |
| Ebonblade Reaper | Creature - Cleric | B2 | 1/1. Whenever Ebonblade Reaper attacks, you lose half your life, rounded up. ; Whenever Ebonblade Reaper deals combat damage to a player, that player loses half his or her life, rounded up. ; Morph 3BB. |
| Endemic Plague | Sorcery | B3 | As an additional cost to play Endemic Plague, sacrifice a creature. ; Destroy all creatures that share a creature type with the sacrificed creature. They can't be regenerated. |
| Entrails Feaster | Creature - Zombie Cat | B | 1/1. At the beginning of your upkeep, you may remove a creature card in a graveyard from the game. If you do, put a +1/+1 counter on Entrails Feaster. If you don't, tap Entrails Feaster. |
| False Cure | Instant | BB | Until end of turn, whenever a player gains life, that player loses 2 life for each 1 life he or she gained. |
| Gangrenous Goliath | Creature - Zombie Giant | BB3 | 4/4. Tap three untapped Clerics you control: Return Gangrenous Goliath from your graveyard to your hand. |
| Gravespawn Sovereign | Creature - Zombie Lord | BB4 | 3/3. Tap five untapped Zombies you control: Put target creature card from a graveyard into play under your control. |
| Grinning Demon | Creature - Demon | BB2 | 6/6. At the beginning of your upkeep, you lose 2 life. ; Morph 2BB. |
| Head Games | Sorcery | BB3 | Target opponent puts the cards from his or her hand on top of his or her library. Search that player's library for that many cards. The player puts those cards into his or her hand, then shuffles his or her library. |
| Oversold Cemetery | Enchantment | B1 | At the beginning of your upkeep, if you have four or more creature cards in your graveyard, you may return target creature card from your graveyard to your hand. |
| Patriarch's Bidding | Sorcery | BB3 | Each player chooses a creature type. Each player returns all creature cards of a type chosen this way from his or her graveyard to play. |
| Rotlung Reanimator | Creature - Zombie Cleric | B2 | 2/2. Whenever Rotlung Reanimator or another Cleric is put into a graveyard from play, put a 2/2 black Zombie creature token into play. |
| Silent Specter | Creature - Specter | BB4 | 4/4, Flying. Whenever Silent Specter deals combat damage to a player, that player discards two cards from his or her hand. ; Morph 3BB. |
| Strongarm Tactics | Sorcery | B1 | Each player discards a card from his or her hand. Then each player who didn't discard a creature card this way loses 4 life. |
| Undead Gladiator | Creature - Zombie Barbarian | BB1 | 3/1. 1B, Discard a card from your hand: Return Undead Gladiator from your graveyard to your hand. Play this ability only during your upkeep. ; Cycling 1B. |
| Visara the Dreadful | Creature - Gorgon Legend | BBB3 | 5/5, Flying. Tap: Destroy target creature. It can't be regenerated. |
| Words of Waste | Enchantment | B2 | 1: The next time you would draw a card this turn, each opponent discards a card from his or her hand instead. |
| <i>Aphetto Vulture</i> | Creature - Zombie Bird | BB4 | 3/2, Flying. When Aphetto Vulture is put into a graveyard from play, you may put target Zombie card from your graveyard on top of your library. |
| <i>Blackmail</i> | Sorcery | B | Target player reveals three cards from his or her hand and you choose one of them. That player discards that card. |
| <i>Boneknitter</i> | Creature - Zombie Cleric | B1 | 1/1. 1B: Regenerate target Zombie. ; Morph 2B. |
| <i>Cabal Archon</i> | Creature - Cleric | B2 | 2/2. B, Sacrifice a Cleric: Target player loses 2 life and you gain 2 life. |
| <i>Cabal Executioner</i> | Creature - Cleric | BB2 | 2/2. Whenever Cabal Executioner deals combat damage to a player, that player sacrifices a creature. ; Morph 3BB. |
| <i>Cabal Slaver</i> | Creature - Cleric | B2 | 2/1. Whenever a Goblin deals combat damage to a player, that player discards a card from his or her hand. |
| <i>Chain of Smog</i> | Sorcery | B1 | Target player discards two cards from his or her hand. That player may copy this spell and may choose a new target for that copy. |
| <i>Death Pulse</i> | Instant | BB2 | Target creature gets -4/-4 until end of turn. ; Cycling 1BB. ; When you cycle Death Pulse, you may have target creature get -1/-1 until end of turn. |
| <i>Fade from Memory</i> | Instant | B | Remove target card in a graveyard from the game. ; Cycling B. |
| <i>Feeding Frenzy</i> | Instant | B2 | Target creature gets -X/-X until end of turn, where X is the number of Zombies in play. |
| <i>Frightshroud Courier</i> | Creature - Zombie | B2 | 2/1. You may choose not to untap Frightshroud Courier during your untap step. ; 2B, Tap: As long as Frightshroud Courier remains tapped, target Zombie gets +2/+2 and has fear. |
| <i>Gluttonous Zombie</i> | Creature - Zombie | B4 | 3/3, Fear. |

Black Spells (Part 2 of 2)

| Card Name | Spell Type | Cost | Ability |
|----------------------------|---------------------------|------|---|
| <i>Headhunter</i> | Creature - Cleric | B1 | 1/1. Whenever Headhunter deals combat damage to a player, that player discards a card from his or her hand. ; Morph B. |
| <i>Infect</i> | Sorcery | BB1 | All creatures get -2/-2 until end of turn. |
| <i>Prowling Pangolin</i> | Creature - Beast | BB3 | 6/5. When Prowling Pangolin comes into play, any player may sacrifice two creatures. If a player does, sacrifice Prowling Pangolin. |
| <i>Shade's Breath</i> | Instant | B1 | Until end of turn, each creature you control becomes black, its creature type becomes Shade, and it gains "B: This creature gets +1/+1 until end of turn." |
| <i>Smother</i> | Instant | B1 | Destroy target creature with converted mana cost 3 or less. It can't be regenerated. |
| <i>Soulless One</i> | Creature - Zombie Avatar | B3 | */*. Soulless One's power and toughness are each equal to the number of Zombies in play plus the number of Zombie cards in all graveyards. |
| <i>Thrashing Mudspawn</i> | Creature - Beast | BB3 | 4/4. Whenever Thrashing Mudspawn is dealt damage, you lose that much life. ; Morph 1BB. |
| <i>Walking Desecration</i> | Creature - Zombie | B2 | 1/1. B, Tap: Creatures of the type of your choice attack this turn if able. |
| <i>Withering Hex</i> | Enchant Creature | B | Whenever a player cycles a card, put a plague counter on Withering Hex. ; Enchanted creature gets -1/-1 for each plague counter on Withering Hex. |
| <i>Accursed Centaur</i> | Creature - Zombie Centaur | B | 2/2. When Accursed Centaur comes into play, sacrifice a creature. |
| <i>Anurid Murkdiver</i> | Creature - Zombie Beast | BB4 | 4/3, Swampwalk. |
| <i>Aphetto Dredging</i> | Sorcery | B3 | Return up to three target creature cards of the creature type of your choice from your graveyard to your hand. |
| <i>Crown of Suspicion</i> | Enchant Creature | B1 | Enchanted creature gets +2/-1. ; Sacrifice Crown of Suspicion: Enchanted creature and other creatures that share a creature type with it get +2/-1 until end of turn. |
| <i>Cruel Revival</i> | Instant | B4 | Destroy target non-Zombie creature. It can't be regenerated. Return up to one target Zombie card from your graveyard to your hand. |
| <i>Dirge of Dread</i> | Sorcery | B2 | All creatures gain fear until end of turn. ; Cycling 1B. ; When you cycle Dirge of Dread, you may have target creature gain fear until end of turn. |
| <i>Disciple of Malice</i> | Creature - Cleric | B1 | 1/2, Protection from white. Cycling 2. |
| <i>Fallen Cleric</i> | Creature - Zombie Cleric | B4 | 4/2, Protection from Clerics. Morph 4B. |
| <i>Festering Goblin</i> | Creature - Zombie Goblin | B | 1/1. When Festering Goblin is put into a graveyard from play, target creature gets -1/-1 until end of turn. |
| <i>Haunted Cadaver</i> | Creature - Zombie | B3 | 2/2. Whenever Haunted Cadaver deals combat damage to a player, you may sacrifice it. If you do, that player discards three cards from his or her hand. ; Morph 1B. |
| <i>Misery Charm</i> | Instant | B | Choose one - Destroy target Cleric; or return target Cleric card from your graveyard to your hand; or target player loses 2 life. |
| <i>Nantuko Husk</i> | Creature - Zombie Insect | B2 | 2/2. Sacrifice a creature: Nantuko Husk gets +2/+2 until end of turn. |
| <i>Profane Prayers</i> | Sorcery | BB2 | Profane Prayers deals X damage to target creature or player and you gain X life, where X is the number of Clerics in play. |
| <i>Screeching Buzzard</i> | Creature - Bird | B3 | 2/2, Flying. When Screeching Buzzard is put into a graveyard from play, each opponent discards a card from his or her hand. |
| <i>Severed Legion</i> | Creature - Zombie | BB1 | 2/2, Fear. |
| <i>Shepherd of Rot</i> | Creature - Zombie Cleric | B1 | 1/1. Tap: Each player loses 1 life for each Zombie in play. |
| <i>Spined Basher</i> | Creature - Zombie Beast | B2 | 3/1. Morph 2B. |
| <i>Swat</i> | Instant | BB1 | Destroy target creature with power 2 or less. ; Cycling 2. |
| <i>Syphon Mind</i> | Sorcery | B3 | Each other player discards a card from his or her hand. You draw a card for each card discarded this way. |
| <i>Syphon Soul</i> | Sorcery | B2 | Syphon Soul deals 2 damage to each other player. You gain life equal to the damage dealt this way. |
| <i>Wretched Anurid</i> | Creature - Zombie Beast | B1 | 3/3. Whenever another creature comes into play, you lose 1 life. |

Blue Spells (Part 1 of 2)

| Card Name | Spell Type | Cost | Ability |
|---------------------------------|--------------------------|------|---|
| Arcanis the Omnipotent | Creature - Wizard Legend | UUU3 | 3/4. Tap: Draw three cards. ; 2UU: Return Arcanis the Omnipotent to its owner's hand. |
| Artificial Evolution | Instant | U | Change the text of target spell or permanent by replacing all instances of one creature type with another. The new creature type can't be Legend or Wall. (This effect doesn't end at end of turn.) |
| Blatant Thievery | Sorcery | UUU4 | For each opponent, gain control of target permanent that player controls. (This effect doesn't end at end of turn.) |
| Callous Oppressor | Creature - Cephalid | UU1 | 1/2. You may choose not to untap Callous Oppressor during your untap step. ; As Callous Oppressor comes into play, an opponent chooses a creature type. ; Tap: Gain control of target creature that isn't of the chosen type as long as Callous Oppressor remains tapped. |
| Clone | Creature - Clone | U3 | 0/0. As Clone comes into play, you may choose a creature in play. If you do, Clone comes into play as a copy of that creature. |
| Future Sight | Enchantment | UUU2 | Play with the top card of your library revealed. ; You may play the top card of your library as though it were in your hand. |
| Ixidor, Reality Sculptor | Creature - Wizard Legend | UU3 | 3/4. Face-down creatures get +1/+1. ; 2U: Turn target face-down creature face up. |
| Mistform Skyreaver | Creature - Illusion | UU5 | 6/6, Flying. 1: Mistform Skyreaver's type becomes the creature type of your choice until end of turn. |
| Peer Pressure | Sorcery | U3 | Choose a creature type. If you control more creatures of that type than any other player, you gain control of all creatures of that type. (This effect doesn't end at end of turn.) |
| Psychic Trance | Instant | UU2 | Until end of turn, Wizards you control gain "Tap: Counter target spell." |
| Quicksilver Dragon | Creature - Dragon | UU4 | 5/5, Flying. U: If target spell has only one target and that target is Quicksilver Dragon, change that spell's target to another creature. ; Morph 4U. |
| Read the Runes | Instant | UX | Draw X cards. For each card drawn this way, discard a card from your hand unless you sacrifice a permanent. |
| Riptide Entrancer | Creature - Wizard | UU1 | 1/1. Whenever Riptide Entrancer deals combat damage to a player, you may sacrifice it. If you do, gain control of target creature that player controls. (This effect doesn't end at end of turn.) ; Morph UU. |
| Standardize | Instant | UU | Choose a creature type other than Legend or Wall. Each creature's type becomes that type until end of turn. |
| Supreme Inquisitor | Creature - Wizard Lord | UU3 | 1/3. Tap five untapped Wizards you control: Search target player's library for up to five cards and remove them from the game. Then that player shuffles his or her library. |
| Trade Secrets | Sorcery | UU1 | Target opponent draws two cards, then you draw up to four cards. That opponent may repeat this process as many times as he or she chooses. |
| Voidmage Prodigy | Creature - Wizard | UU | 2/1. UU,Sacrifice a Wizard: Counter target spell. ; Morph U. |
| Wheel and Deal | Instant | U3 | Any number of target opponents each discards his or her hand and draws seven cards. ; Draw a card. |
| Words of Wind | Enchantment | U2 | 1: The next time you would draw a card this turn, each player returns a permanent he or she controls to its owner's hand instead. |
| <i>Annex</i> | Enchant Land | UU2 | You control enchanted land. |
| <i>Aphetto Alchemist</i> | Creature - Wizard | U1 | 1/2. Tap: Untap target artifact or creature. ; Morph U. |
| <i>Aphetto Grifter</i> | Creature - Wizard | U2 | 1/1. Tap two untapped Wizards you control: Tap target permanent. |
| <i>Aven Fateshaper</i> | Creature - Bird Wizard | U6 | 4/5, Flying. When Aven Fateshaper comes into play, look at the top four cards of your library, then put them back in any order. ; 4U: Look at the top four cards of your library, then put them back in any order. |
| <i>Chain of Vapor</i> | Instant | U | Return target nonland permanent to its owner's hand. Then that permanent's controller may sacrifice a land. If the player does, he or she may copy this spell and may choose a new target for that copy. |
| <i>Complicate</i> | Instant | U2 | Counter target spell unless its controller pays 3. ; Cycling 2U. ; When you cycle Complicate, you may counter target spell unless its controller pays 1. |
| <i>Discombobulate</i> | Instant | UU2 | Counter target spell. Look at the top four cards of your library, then put them back in any order. |
| <i>Dispersing Orb</i> | Enchantment | UU3 | 3U,Sacrifice a permanent: Return target permanent to its owner's hand. |
| <i>Essence Fracture</i> | Sorcery | UU3 | Return two target creatures to their owners' hands. ; Cycling 2U. |
| <i>Fleeting Aven</i> | Creature - Bird Wizard | UU1 | 2/2, Flying. Whenever a player cycles a card, return Fleeting Aven to its owner's hand. |
| <i>Ghosthelm Courier</i> | Creature - Wizard | U2 | 2/1. You may choose not to untap Ghosthelm Courier during your untap step. ; 2U,Tap: As long as Ghosthelm Courier remains tapped, target Wizard gets +2/+2 and can't be the target of spells or abilities. |
| <i>Graxiplon</i> | Creature - Beast | U5 | 3/4. Graxiplon is unblockable unless defending player controls three or more creatures that share a creature type. |
| <i>Meddle</i> | Instant | U1 | If target spell has only one target and that target is a creature, change that spell's target to another creature. |

Blue Spells (Part 2 of 2)

| Card Name | Spell Type | Cost | Ability |
|-----------------------------|----------------------------|------|--|
| <i>Mistform Mutant</i> | Creature - Illusion Mutant | UU4 | 3/4. 1U: Choose a creature type other than Legend or Wall. Target creature's type becomes that type until end of turn. |
| <i>Mistform Shrieker</i> | Creature - Illusion | UU3 | 3/3, Flying. 1: Mistform Shrieker's type becomes the creature type of your choice until end of turn. ; Morph 3UU. |
| <i>Mistform Stalker</i> | Creature - Illusion | U1 | 1/1. 1: Mistform Stalker's type becomes the creature type of your choice until end of turn. ; 2UU: Mistform Stalker gets +2/+2 and gains flying until end of turn. |
| <i>Nameless One</i> | Creature - Wizard Avatar | U3 | */*. Nameless One's power and toughness are each equal to the number of Wizards in play. ; Morph 2U. |
| <i>Reminisce</i> | Sorcery | U2 | Target player shuffles his or her graveyard into his or her library. |
| <i>Riptide Chronologist</i> | Creature - Wizard | UU3 | 1/3. U,Sacrifice Riptide Chronologist: Untap all creatures of the type of your choice. |
| <i>Riptide Shapeshifter</i> | Creature - Shapeshifter | UU3 | 3/3. 2UU,Sacrifice Riptide Shapeshifter: Choose a creature type. Reveal cards from the top of your library until you reveal a creature card of that type. Put that card into play and shuffle the rest into your library. |
| <i>Rummaging Wizard</i> | Creature - Wizard | U3 | 2/2. 2U: Look at the top card of your library. You may put that card into your graveyard. |
| <i>Airborne Aid</i> | Sorcery | U3 | Draw a card for each Bird in play. |
| <i>Ascending Aven</i> | Creature - Bird Soldier | UU2 | 3/2, Flying. Ascending Aven may block only creatures with flying. ; Morph 2U. |
| <i>Backslide</i> | Instant | U1 | Turn target creature with morph face down. ; Cycling U. |
| <i>Choking Tethers</i> | Instant | U3 | Tap up to four target creatures. ; Cycling 1U. ; When you cycle Choking Tethers, you may tap target creature. |
| <i>Crafty Pathmage</i> | Creature - Wizard | U2 | 1/1. Tap: Target creature with power 2 or less is unblockable this turn. |
| <i>Crown of Ascension</i> | Enchant Creature | U1 | Enchanted creature has flying. ; Sacrifice Crown of Ascension: Enchanted creature and other creatures that share a creature type with it gain flying until end of turn. |
| <i>Disruptive Pitmage</i> | Creature - Wizard | U2 | 1/1. Tap: Counter target spell unless its controller pays 1. ; Morph U. |
| <i>Imagecrafter</i> | Creature - Wizard | U | 1/1. Tap: Choose a creature type other than Legend or Wall. Target creature's type becomes that type until end of turn. |
| <i>Information Dealer</i> | Creature - Wizard | U1 | 1/1. Tap: Look at the top X cards of your library, where X is the number of Wizards in play, then put them back in any order. |
| <i>Ixidor's Will</i> | Instant | U2 | Counter target spell unless its controller pays 2 for each Wizard in play. |
| <i>Mage's Guile</i> | Instant | U1 | Target creature can't be the target of spells or abilities this turn. ; Cycling U. |
| <i>Mistform Dreamer</i> | Creature - Illusion | U2 | 2/1, Flying. 1: Mistform Dreamer's type becomes the creature type of your choice until end of turn. |
| <i>Mistform Mask</i> | Enchant Creature | U1 | 1: Enchanted creature's type becomes the creature type of your choice until end of turn. |
| <i>Mistform Wall</i> | Creature - Illusion Wall | U2 | 1/4. (Walls can't attack.) 1: Mistform Wall's type becomes the creature type of your choice until end of turn. |
| <i>Riptide Biologist</i> | Creature - Wizard | U1 | 1/2. Protection from Beasts. Morph 2U. |
| <i>Sage Aven</i> | Creature - Bird Wizard | U3 | 1/3, Flying. When Sage Aven comes into play, look at the top four cards of your library, then put them back in any order. |
| <i>Screaming Seahawk</i> | Creature - Bird | U4 | 2/2, Flying. When Screaming Seahawk comes into play, you may search your library for a card named Screaming Seahawk, reveal it, and put it into your hand. If you do, shuffle your library. |
| <i>Sea's Claim</i> | Enchant Land | U | Enchanted land is an island. |
| <i>Slipstream Eel</i> | Creature - Beast | UU5 | 6/6. Slipstream Eel can't attack unless defending player controls an island. ; Cycling 1U. |
| <i>Spy Network</i> | Instant | U | Look at target player's hand, the top card of that player's library, and any face-down creatures he or she controls. Look at the top four cards of your library, then put them back in any order. |
| <i>Trickery Charm</i> | Instant | U | Choose one - Target creature gains flying until end of turn; or target creature's type becomes the creature type of your choice until end of turn; or look at the top four cards of your library, then put them back in any order. |

Green Spells (Part 1 of 2)

| Card Name | Spell Type | Cost | Ability |
|--------------------------------|-----------------------------|------|--|
| Animal Magnetism | Sorcery | G4 | Reveal the top five cards of your library. An opponent chooses a creature card from among them. Put that card into play and the rest into your graveyard. |
| Biorhythm | Sorcery | GG6 | Each player's life total becomes the number of creatures he or she controls. |
| Elvish Vanguard | Creature - Elf | G1 | 1/1. Whenever another Elf comes into play, put a +1/+1 counter on Elvish Vanguard. |
| Enchantress's Presence | Enchantment | G2 | Whenever you play an enchantment spell, draw a card. |
| Gigapede | Creature - Insect | GG3 | 6/1. Gigapede can't be the target of spells or abilities. ; At the beginning of your upkeep, if Gigapede is in your graveyard, you may discard a card from your hand. If you do, return Gigapede to your hand. |
| Hystrodon | Creature - Beast | G4 | 3/4, Trample. Whenever Hystrodon deals combat damage to a player, you may draw a card. ; Morph 1GG. |
| Kamahl, Fist of Krosa | Creature - Druid Legend | GG4 | 4/3. G: Target land becomes a 1/1 creature until end of turn. It's still a land. ; 2GGG: Creatures you control get +3/+3 and gain trample until end of turn. |
| Krosan Colossus | Creature - Beast | GGG6 | 9/9. Morph 6GG. |
| Mythic Proportions | Enchant Creature | GGG4 | Enchanted creature gets +8/+8 and has trample. |
| Ravenous Baloth | Creature - Beast | GG2 | 4/4. Sacrifice a Beast: You gain 4 life. |
| Silklash Spider | Creature - Spider | GG3 | 2/7. Silklash Spider may block as though it had flying. ; XGG: Silklash Spider deals X damage to each creature with flying. |
| Silvos, Rogue Elemental | Creature - Elemental Legend | GGG3 | 8/5, Trample. G: Regenerate Silvos, Rogue Elemental. |
| Stag Beetle | Creature - Insect | GG3 | 0/0. Stag Beetle comes into play with X +1/+1 counters on it, where X is the number of other creatures in play. |
| Steely Resolve | Enchantment | G1 | As Steely Resolve comes into play, choose a creature type. ; Creatures of the chosen type can't be the targets of spells or abilities. |
| Symbiotic Wurm | Creature - Wurm | GGG5 | 7/7. When Symbiotic Wurm is put into a graveyard from play, put seven 1/1 green Insect creature tokens into play. |
| Tempting Wurm | Creature - Wurm | G1 | 5/5. When Tempting Wurm comes into play, each opponent may put any number of artifact, creature, enchantment, and/or land cards from his or her hand into play. |
| Voice of the Woods | Creature - Elf Lord | GG3 | 2/2. Tap five untapped Elves you control: Put a 7/7 green Elemental creature token with trample into play. |
| Weird Harvest | Sorcery | GGX | Each player may search his or her library for up to X creature cards, reveal those cards, and put them into his or her hand. Then each player who searched his or her library this way shuffles it. |
| Words of Wilding | Enchantment | G2 | 1: The next time you would draw a card this turn, put a 2/2 green Bear creature token into play instead. |
| <i>Bloodline Shaman</i> | Creature - Elf Wizard | G1 | 1/1. Tap: Choose a creature type. Reveal the top card of your library. If that card is a creature card of the chosen type, put it into your hand. Otherwise, put it into your graveyard. |
| <i>Broodhatch Nantuko</i> | Creature - Insect Druid | G1 | 1/1. Whenever Broodhatch Nantuko is dealt damage, you may put that many 1/1 green Insect creature tokens into play. ; Morph 2G. |
| <i>Centaur Glade</i> | Enchantment | GG3 | 2GG: Put a 3/3 green Centaur creature token into play. |
| <i>Chain of Acid</i> | Sorcery | G3 | Destroy target noncreature permanent. Then that permanent's controller may copy this spell and may choose a new target for that copy. |
| <i>Elven Riders</i> | Creature - Elf | GG3 | 3/3. Elven Riders can't be blocked except by creatures with flying and/or Walls. |
| <i>Elvish Scrapper</i> | Creature - Elf | G | 1/1. G, Tap, Sacrifice Elvish Scrapper: Destroy target artifact. |
| <i>Everglove Courier</i> | Creature - Elf | G2 | 2/1. You may choose not to untap Everglove Courier during your untap step. ; 2G, Tap: As long as Everglove Courier remains tapped, target Elf gets +2/+2 and has trample. |
| <i>Explosive Vegetation</i> | Sorcery | G3 | Search your library for up to two basic land cards and put them into play tapped. Then shuffle your library. |
| <i>Heedless One</i> | Creature - Elf Avatar | G3 | */*. Trample. Heedless One's power and toughness are each equal to the number of Elves in play. |
| <i>Invigorating Boon</i> | Enchantment | G1 | Whenever a player cycles a card, you may put a +1/+1 counter on target creature. |
| <i>Kamahl's Summons</i> | Sorcery | G3 | Each player may reveal any number of creature cards from his or her hand. Then each player puts a 2/2 green Bear creature token into play for each card he or she revealed this way. |
| <i>Krosan Groundshaker</i> | Creature - Beast | GGG4 | 6/6. G: Target Beast gains trample until end of turn. |
| <i>Overwhelming Instinct</i> | Enchantment | G2 | Whenever you attack with three or more creatures, draw a card. |
| <i>Primal Boost</i> | Instant | G2 | Target creature gets +4/+4 until end of turn. ; Cycling 2G. ; When you cycle Primal Boost, you may have target creature get +1/+1 until end of turn. |
| <i>Run Wild</i> | Instant | G | Until end of turn, target creature gains trample and "G: Regenerate this creature." |
| <i>Serpentine Basilisk</i> | Creature - Basilisk | GG2 | 2/3. Whenever Serpentine Basilisk deals combat damage to a creature, destroy that creature at end of combat. ; Morph 1GG. |

Green Spells (Part 2 of 2)

| Card Name | Spell Type | Cost | Ability |
|---------------------------|----------------------|------|---|
| <i>Symbiotic Beast</i> | Creature - Beast | GG4 | 4/4. When Symbiotic Beast is put into a graveyard from play, put four 1/1 green Insect creature tokens into play. |
| <i>Towering Baloth</i> | Creature - Beast | GG5 | 7/6. Morph 6G. |
| <i>Tribal Unity</i> | Instant | G2X | Creatures of the type of your choice get +X/+X until end of turn. |
| <i>Venomspout Brackus</i> | Creature - Beast | G6 | 5/5. 1G, Tap: Venomspout Brackus deals 5 damage to target attacking or blocking creature with flying. ; Morph 3GG. |
| <i>Wall of Mulch</i> | Creature - Wall | G1 | 0/4. (Walls can't attack.) G, Sacrifice a Wall: Draw a card. |
| <i>Barkhide Mauler</i> | Creature - Beast | G4 | 4/4. Cycling 2. |
| <i>Birchlore Rangers</i> | Creature - Elf | G | 1/1. Tap two untapped Elves you control: Add one mana of any color to your mana pool. ; Morph G. |
| <i>Crown of Vigor</i> | Enchant Creature | G1 | Enchanted creature gets +1/+1. ; Sacrifice Crown of Vigor: Enchanted creature and other creatures that share a creature type with it get +1/+1 until end of turn. |
| <i>Elvish Guidance</i> | Enchant Land | G2 | Whenever enchanted land is tapped for mana, its controller adds G to his or her mana pool for each Elf in play. |
| <i>Elvish Pathcutter</i> | Creature - Elf | G3 | 1/2. 2G: Target Elf gains forestwalk until end of turn. |
| <i>Elvish Pioneer</i> | Creature - Elf Druid | G | 1/1. When Elvish Pioneer comes into play, you may put a basic land card from your hand into play tapped. |
| <i>Elvish Warrior</i> | Creature - Elf | GG | 2/3. |
| <i>Krosan Tusker</i> | Creature - Beast | GG5 | 6/5. Cycling 2G. ; When you cycle Krosan Tusker, you may search your library for a basic land card, reveal that card, and put it into your hand. Then shuffle your library. |
| <i>Leery Fogbeast</i> | Creature - Beast | G2 | 4/2. Whenever Leery Fogbeast becomes blocked, prevent all combat damage that would be dealt this turn. |
| <i>Naturalize</i> | Instant | G1 | Destroy target artifact or enchantment. |
| <i>Snarling Undorak</i> | Creature - Beast | GG2 | 3/3. 2G: Target Beast gets +1/+1 until end of turn. ; Morph 1GG. |
| <i>Spitting Gourna</i> | Creature - Beast | GG3 | 3/4. Spitting Gourna may block as though it had flying. ; Morph 4G. |
| <i>Symbiotic Elf</i> | Creature - Elf | G3 | 2/2. When Symbiotic Elf is put into a graveyard from play, put two 1/1 green Insect creature tokens into play. |
| <i>Taunting Elf</i> | Creature - Elf | G | 0/1. All creatures able to block Taunting Elf do so. |
| <i>Treespring Lorian</i> | Creature - Beast | G5 | 5/4. Morph 5G. |
| <i>Vitality Charm</i> | Instant | G | Choose one - Put a 1/1 green Insect creature token into play; or target creature gets +1/+1 and gains trample until end of turn; or regenerate target Beast. |
| <i>Wellwisher</i> | Creature - Elf | G1 | 1/1. Tap: You gain 1 life for each Elf in play. |
| <i>Wirewood Elf</i> | Creature - Elf | G1 | 1/2. Tap: Add G to your mana pool. |
| <i>Wirewood Herald</i> | Creature - Elf | G1 | 1/1. When Wirewood Herald is put into a graveyard from play, you may search your library for an Elf card. If you do, reveal that card and put it into your hand. Then shuffle your library. |
| <i>Wirewood Pride</i> | Instant | G | Target creature gets +X/+X until end of turn, where X is the number of Elves in play. |
| <i>Wirewood Savage</i> | Creature - Elf | G2 | 2/2. Whenever a Beast comes into play, you may draw a card. |

Red Spells (Part 1 of 2)

| Card Name | Spell Type | Cost | Ability |
|----------------------------|--------------------------|------|--|
| Aggravated Assault | Enchantment | R2 | 3RR: Untap all creatures you control. After this phase, there is an additional combat phase followed by an additional main phase. Play this ability only any time you could play a sorcery. |
| Blistering Firecat | Creature - Cat | RRR1 | 7/1, Trample, Haste. At end of turn, sacrifice Blistering Firecat. ; Morph RR. |
| Butcher Orgg | Creature - Orgg | RRR4 | 6/6. You may divide Butcher Orgg's combat damage as you choose among defending player and/or any number of creatures he or she controls. |
| Dragon Roost | Enchantment | RR4 | 5RR: Put a 5/5 red Dragon creature token with flying into play. |
| Goblin Piledriver | Creature - Goblin | R1 | 1/2, Protection from Blue. Whenever Goblin Piledriver attacks, it gets +2/+0 until end of turn for each other attacking Goblin. |
| Goblin Pyromancer | Creature - Goblin Wizard | R3 | 2/2. When Goblin Pyromancer comes into play, all Goblins get +3/+0 until end of turn. ; At end of turn, destroy all Goblins. |
| Goblin Sharpshooter | Creature - Goblin | R2 | 1/1. Goblin Sharpshooter doesn't untap during your untap step. ; Whenever a creature is put into a graveyard from play, untap Goblin Sharpshooter. ; Tap: Goblin Sharpshooter deals 1 damage to target creature or player. |
| Grand Melee | Enchantment | R3 | All creatures attack each turn if able. ; All creatures block each turn if able. |
| Gratuitous Violence | Enchantment | RRR2 | If a creature you control would deal damage to a creature or player, it deals double that damage to that creature or player instead. |
| Insurrection | Sorcery | RRR5 | Untap all creatures and gain control of them until end of turn. They gain haste until end of turn. |
| Kaboom! | Sorcery | R4 | Choose any number of target players. For each of those players, reveal cards from the top of your library until you reveal a nonland card. Kaboom! deals damage equal to that card's converted mana cost to that player, then you put the revealed cards on the bottom of your library in any order. |
| Mana Echoes | Enchantment | RR2 | Whenever a creature comes into play, you may add 1 to your mana pool for each creature you control that shares a creature type with it. |
| Menacing Ogre | Creature - Ogre | RR3 | 3/3, Trample, Haste. When Menacing Ogre comes into play, each player secretly chooses a number. Then those numbers are revealed. Each player with the highest number loses that much life. If you are one of those players, put two +1/+1 counters on Menacing Ogre. |
| Risky Move | Enchantment | RRR3 | At the beginning of each player's upkeep, that player gains control of Risky Move. ; When you gain control of Risky Move from another player, choose a creature you control and an opponent. Flip a coin. If you lose the flip, that opponent gains control of that creature. |
| Rorix Bladewing | Creature - Dragon Legend | RRR3 | 6/5, Flying, Haste. |
| Skirk Fire Marshal | Creature - Goblin Lord | RR3 | 2/2, Protection from Red. Tap five untapped Goblins you control: Skirk Fire Marshal deals 10 damage to each creature and each player. |
| Starstorm | Instant | RRX | Starstorm deals X damage to each creature. ; Cycling 3. |
| Tephraform | Creature - Beast | R4 | 4/5. Whenever a creature deals damage to Tephraform, Tephraform deals that much damage to that creature. ; Whenever a spell deals damage to Tephraform, Tephraform deals that much damage to that spell's controller. |
| Words of War | Enchantment | R2 | 1: The next time you would draw a card this turn, Words of War deals 2 damage to target creature or player instead. |
| <i>AEther Charge</i> | Enchantment | R4 | Whenever a Beast comes into play under your control, you may have it deal 4 damage to target opponent. |
| <i>Airdrop Condor</i> | Creature - Bird | R4 | 2/2, Flying. 1R,Sacrifice a Goblin: Airdrop Condor deals damage equal to the sacrificed Goblin's power to target creature or player. |
| <i>Avarax</i> | Creature - Beast | RR3 | 3/3, Haste. When Avarax comes into play, you may search your library for a card named Avarax, reveal it, and put it into your hand. If you do, shuffle your library. ; 1R: Avarax gets +1/+0 until end of turn. |
| <i>Chain of Plasma</i> | Instant | R1 | Chain of Plasma deals 3 damage to target creature or player. Then that player or that creature's controller may discard a card from his or her hand. If the player does, he or she may copy this spell and may choose a new target for that copy. |
| <i>Commando Raid</i> | Instant | R2 | Until end of turn, target creature you control gains "When this creature deals combat damage to a player, you may have it deal damage equal to its power to target creature that player controls." |
| <i>Custody Battle</i> | Enchant Creature | R1 | Enchanted creature has "At the beginning of your upkeep, target opponent gains control of this creature unless you sacrifice a land." |
| <i>Dwarven Blastminer</i> | Creature - Dwarf | R1 | 1/1. 2R, Tap: Destroy target nonbasic land. ; Morph R. |
| <i>Embermage Goblin</i> | Creature - Goblin Wizard | R3 | 1/1. When Embermage Goblin comes into play, you may search your library for a card named Embermage Goblin, reveal it, and put it into your hand. If you do, shuffle your library. ; Tap: Embermage Goblin deals 1 damage to target creature or player. |

Red Spells (Part 2 of 2)

| Card Name | Spell Type | Cost | Ability |
|-----------------------------|--------------------------|------|---|
| <i>Flamestick Courier</i> | Creature - Goblin | R2 | 2/1. You may choose not to untap Flamestick Courier during your untap step. ; 2R, Tap: As long as Flamestick Courier remains tapped, target Goblin gets +2/+2 and has haste. |
| <i>Goblin Machinist</i> | Creature - Goblin | R4 | 0/5. 2R: Reveal cards from the top of your library until you reveal a nonland card. Goblin Machinist gets +X/+0 until end of turn, where X is that card's converted mana cost. Put the revealed cards on the bottom of your library in any order. |
| <i>Lightning Rift</i> | Enchantment | R1 | Whenever a player cycles a card, you may pay 1. If you do, Lightning Rift deals 2 damage to target creature or player. |
| <i>Reckless One</i> | Creature - Goblin Avatar | R3 | */*, Haste. Reckless One's power and toughness are each equal to the number of Goblins in play. |
| <i>Searing Flesh</i> | Sorcery | R6 | Searing Flesh deals 7 damage to target |
| <i>Shaleskin Bruiser</i> | Creature - Beast | R6 | 4/4, Trample. Whenever Shaleskin Bruiser attacks, it gets +3/+0 until end of turn for each other attacking Beast. |
| <i>Skittish Valesk</i> | Creature - Beast | R6 | 5/5. At the beginning of your upkeep, flip a coin. If you lose the flip, turn Skittish Valesk face down. ; Morph 5R. |
| <i>Slice and Dice</i> | Sorcery | RR4 | Slice and Dice deals 4 damage to each creature. ; Cycling 2R. ; When you cycle Slice and Dice, you may have it deal 1 damage to each creature. |
| <i>Snapping Thragg</i> | Creature - Beast | R4 | 3/3. Whenever Snapping Thragg deals combat damage to a player, you may have it deal 3 damage to target creature that player controls. ; Morph 4RR. |
| <i>Spitfire Handler</i> | Creature - Goblin | R1 | 1/1. Spitfire Handler can't block creatures with power greater than Spitfire Handler's power. ; R: Spitfire Handler gets +1/+0 until end of turn. |
| <i>Thoughtbound Primoc</i> | Creature - Bird Beast | R2 | 2/3, Flying. At the beginning of your upkeep, if a player controls more Wizards than any other player, he or she gains control of Thoughtbound Primoc. |
| <i>Threaten</i> | Sorcery | R2 | Untap target creature and gain control of it until end of turn. That creature gains haste until end of turn. |
| <i>Thunder of Hooves</i> | Sorcery | R3 | Thunder of Hooves deals X damage to each creature without flying and each player, where X is the number of Beasts in play. |
| <i>Battering Craghorn</i> | Creature - Beast | RR2 | 3/1, First Strike. Morph 1RR. |
| <i>Break Open</i> | Instant | R1 | Turn target face-down creature an opponent controls face up. |
| <i>Brightstone Ritual</i> | Instant | R | Add R to your mana pool for each Goblin in play. |
| <i>Charging Slateback</i> | Creature - Beast | R4 | 4/3. Charging Slateback can't block. ; Morph 4R. |
| <i>Crown of Fury</i> | Enchant Creature | R1 | Enchanted creature gets +1/+0 and has first strike. ; Sacrifice Crown of Fury: Enchanted creature and other creatures that share a creature type with it get +1/+0 and gain first strike until end of turn. |
| <i>Erratic Explosion</i> | Sorcery | R2 | Choose target creature or player. Reveal cards from the top of your library until you reveal a nonland card. Erratic Explosion deals damage equal to that card's converted mana cost to that creature or player. Put the revealed cards on the bottom of your library in any order. |
| <i>Fever Charm</i> | Instant | R | Choose one - Target creature gains haste until end of turn; or target creature gets +2/+0 until end of turn; or Fever Charm deals 3 damage to target Wizard. |
| <i>Goblin Sky Raider</i> | Creature - Goblin | R2 | 1/2, Flying. |
| <i>Goblin Sledder</i> | Creature - Goblin | R | 1/1. Sacrifice a Goblin: Target creature gets +1/+1 until end of turn. |
| <i>Goblin Taskmaster</i> | Creature - Goblin | R | 1/1. 1R: Target Goblin gets +1/+0 until end of turn. ; Morph R. |
| <i>Lavamancer's Skill</i> | Enchant Creature | R1 | Enchanted creature has "Tap: This creature deals 1 damage to target creature." ; If enchanted creature is a Wizard, it has "Tap: This creature deals 2 damage to target creature." |
| <i>Lay Waste</i> | Sorcery | R3 | Destroy target land. Cycling 2. |
| <i>Nosy Goblin</i> | Creature - Goblin | R2 | 2/1. Tap, Sacrifice Nosy Goblin: Destroy target face-down creature. |
| <i>Pinpoint Avalanche</i> | Instant | RR3 | Pinpoint Avalanche deals 4 damage to target creature. The damage can't be prevented. |
| <i>Shock</i> | Instant | R | Shock deals 2 damage to target creature or player. |
| <i>Skirk Commando</i> | Creature - Goblin | RR1 | 2/1. Whenever Skirk Commando deals combat damage to a player, you may have it deal 2 damage to target creature that player controls. ; Morph 2R. |
| <i>Skirk Prospector</i> | Creature - Goblin | R | 1/1. Sacrifice a Goblin: Add R to your mana pool. |
| <i>Solar Blast</i> | Instant | R3 | Solar Blast deals 3 damage to target creature or player. ; Cycling 1RR. ; When you cycle Solar Blast, you may have it deal 1 damage to target creature or player. |
| <i>Sparksmith</i> | Creature - Goblin | R1 | 1/1. Tap: Sparksmith deals X damage to target creature and X damage to you, where X is the number of Goblins in play. |
| <i>Spurred Wolverine</i> | Creature - Beast | R4 | 3/2. Tap two untapped Beasts you control: Target creature gains first strike until end of turn. |
| <i>Wave of Indifference</i> | Sorcery | RX | X target creatures can't block this turn. |

White Spells (Part 1 of 2)

| Card Name | Spell Type | Cost | Ability |
|------------------------------|-----------------------------|------|---|
| Akroma's Vengeance | Sorcery | WW4 | Destroy all artifacts, creatures, and enchantments. ; Cycling 3. |
| Ancestor's Prophet | Creature - Cleric Lord | W4 | 1/5. Tap five untapped Clerics you control: You gain 10 life. |
| Aurification | Enchantment | WW2 | Whenever a creature deals damage to you, put a gold counter on it. ; Each creature with a gold counter on it is a Wall in addition to its other creature types. (Walls can't attack.) ; When Aurification leaves play, remove all gold counters from all creatures. |
| Aven Brigadier | Creature - Bird Soldier | WWW3 | 3/5, Flying. All other Birds get +1/+1. ; All other Soldiers get +1/+1. |
| Catapult Master | Creature - Soldier Lord | WW3 | 3/3. Tap five untapped Soldiers you control: Remove target creature from the game. |
| Circle of Solace | Enchantment | W3 | As Circle of Solace comes into play, choose a creature type. ; 1W: The next time a creature of the chosen type would deal damage to you this turn, prevent that damage. |
| Convalescent Care | Enchantment | WW1 | At the beginning of your upkeep, if you have 5 life or less, you gain 3 life and draw a card. |
| Exalted Angel | Creature - Angel | WW4 | 4/5, Flying. Whenever Exalted Angel deals damage, you gain that much life. ; Morph 2WW. |
| Glarecaster | Creature - Bird Cleric | WW4 | 3/3, Flying. 5W: The next time damage would be dealt to Glarecaster or you this turn, that damage is dealt to target creature or player instead. |
| Gustcloak Savior | Creature - Bird Soldier | W4 | 3/4, Flying. Whenever a creature you control becomes blocked, you may untap that creature and remove it from combat. |
| Harsh Mercy | Sorcery | W2 | Each player chooses a creature type. Destroy all creatures that aren't of a type chosen this way. They can't be regenerated. |
| Jareth, Leonine Titan | Creature - Cat Giant Legend | WWW3 | 4/7. Whenever Jareth, Leonine Titan blocks, it gets +7/+7 until end of turn. ; W: Jareth gains protection from the color of your choice until end of turn. |
| Mobilization | Enchantment | W2 | Attacking doesn't cause Soldiers to tap. ; 2W: Put a 1/1 white Soldier creature token into play. |
| Oblation | Instant | W2 | The owner of target nonland permanent shuffles it into his or her library, then draws two cards. |
| Shared Triumph | Enchantment | W1 | As Shared Triumph comes into play, choose a creature type. ; Creatures of the chosen type get +1/+1. |
| Sigil of the New Dawn | Enchantment | W3 | Whenever a creature is put into your graveyard from play, you may pay 1W. If you do, return that card to your hand. |
| True Believer | Creature - Cleric | WW | 2/2. You can't be the target of spells or abilities. |
| Weathered Wayfarer | Creature - Nomad Cleric | W | 1/1. W, Tap: Search your library for a land card, reveal it, and put it into your hand. Then shuffle your library. Play this ability only if an opponent controls more lands than you. |
| Words of Worship | Enchantment | W2 | 1: The next time you would draw a card this turn, you gain 5 life instead. |
| <i>Akroma's Blessing</i> | Instant | W2 | Creatures you control gain protection from the color of your choice until end of turn. ; Cycling W. |
| <i>Astral Slide</i> | Enchantment | W2 | Whenever a player cycles a card, you may remove target creature from the game. If you do, return that creature to play under its owner's control at end of turn. |
| <i>Aura Extraction</i> | Instant | W1 | Put target enchantment on top of its owner's library. ; Cycling 2. |
| <i>Aven Soulgazer</i> | Creature - Bird Cleric | WW3 | 3/3, Flying. 2W: Look at target face-down creature. |
| <i>Catapult Squad</i> | Creature - Soldier | W1 | 2/1. Tap two untapped Soldiers you control: Catapult Squad deals 2 damage to target attacking or blocking creature. |
| <i>Chain of Silence</i> | Instant | W1 | Prevent all damage target creature would deal this turn. That creature's controller may sacrifice a land. If the player does, he or she may copy this spell and may choose a new target for that copy. |
| <i>Crowd Favorites</i> | Creature - Soldier | W6 | 4/4. 3W: Tap target creature. ; 3W: Crowd Favorites gets +0/+5 until end of turn. |
| <i>Crude Rampart</i> | Creature - Wall | W3 | 4/5. (Walls can't attack.) Morph 4W. |
| <i>Dawning Purist</i> | Creature - Cleric | W2 | 2/2. Whenever Dawning Purist deals combat damage to a player, you may destroy target enchantment that player controls. ; Morph 1W. |
| <i>Doubtless One</i> | Creature - Cleric Avatar | W3 | */*. Doubtless One's power and toughness are each equal to the number of Clerics in play. ; Whenever Doubtless One deals damage, you gain that much life. |
| <i>Gustcloak Sentinel</i> | Creature - Soldier | WW2 | 3/3. Whenever Gustcloak Sentinel becomes blocked, you may untap it and remove it from combat. |
| <i>Gustcloak Skirmisher</i> | Creature - Bird Soldier | W3 | 2/3, Flying. Whenever Gustcloak Skirmisher becomes blocked, you may untap it and remove it from combat. |
| <i>Improvised Armor</i> | Enchant Creature | W3 | Enchanted creature gets +2/+5. ; Cycling 3. |
| <i>Inspirit</i> | Instant | W2 | Untap target creature. It gets +2/+4 until end of turn. |
| <i>Ironfist Crusher</i> | Creature - Soldier | W4 | 2/4. Ironfist Crusher may block any number of creatures. ; Morph 3W. |
| <i>Nova Cleric</i> | Creature - Cleric | W | 1/2. 2W, Tap, Sacrifice Nova Cleric: Destroy all enchantments. |

White Spells (Part 2 of 2)

| Card Name | Spell Type | Cost | Ability |
|----------------------------|---------------------------|------|--|
| <i>Pearlspear Courier</i> | Creature - Soldier | W2 | 2/1. You may choose not to untap Pearlspear Courier during your untap step. ; 2W, Tap: As long as Pearlspear Courier remains tapped, target Soldier gets +2/+2 and has "Attacking doesn't cause this creature to tap." |
| <i>Righteous Cause</i> | Enchantment | WW3 | Whenever a creature attacks, you gain 1 life. |
| <i>Shieldmage Elder</i> | Creature - Cleric Wizard | W5 | 2/3. Tap two untapped Clerics you control: Prevent all damage target creature would deal this turn. ; Tap two untapped Wizards you control: Prevent all damage target spell would deal this turn. |
| <i>Sunfire Balm</i> | Instant | W2 | Prevent the next 4 damage that would be dealt to target creature or player this turn. ; Cycling 1W. ; When you cycle Sunfire Balm, you may prevent the next 1 damage that would be dealt to target creature or player this turn. |
| <i>Whipcorder</i> | Creature - Soldier Rebel | WW | 2/2. W, Tap: Tap target creature. ; Morph W. |
| <i>Battlefield Medic</i> | Creature - Cleric | W1 | 1/1. Tap: Prevent the next X damage that would be dealt to target creature this turn, where X is the number of Clerics in play. |
| <i>Crown of Awe</i> | Enchant Creature | W1 | Enchanted creature has protection from black and from red. ; Sacrifice Crown of Awe: Enchanted creature and other creatures that share a creature type with it gain protection from black and from red until end of turn. |
| <i>Daru Cavalier</i> | Creature - Soldier | W3 | 2/2, First Strike. When Daru Cavalier comes into play, you may search your library for a card named Daru Cavalier, reveal it, and put it into your hand. If you do, shuffle your library. |
| <i>Daru Healer</i> | Creature - Cleric | W2 | 1/2. Tap: Prevent the next 1 damage that would be dealt to target creature or player this turn. ; Morph W. |
| <i>Daru Lancer</i> | Creature - Soldier | WW4 | 3/4, First Strike. Morph 2WW. |
| <i>Daunting Defender</i> | Creature - Cleric | W4 | 3/3. If a source would deal damage to a Cleric you control, prevent 1 of that damage. |
| <i>Defensive Maneuvers</i> | Instant | W3 | Creatures of the type of your choice get +0/+4 until end of turn. |
| <i>Demystify</i> | Instant | W | Destroy target enchantment. |
| <i>Disciple of Grace</i> | Creature - Cleric | W1 | 1/2, Protection from Black. Cycling 2. |
| <i>Dive Bomber</i> | Creature - Bird Soldier | W3 | 2/2, Flying. Tap, Sacrifice Dive Bomber: Dive Bomber deals 2 damage to target attacking or blocking creature. |
| <i>Foothill Guide</i> | Creature - Cleric | W | 1/1, Protection from Goblins. Morph W. |
| <i>Glory Seeker</i> | Creature - Soldier | W1 | 2/2. |
| <i>Grassland Crusader</i> | Creature - Cleric Soldier | W5 | 2/4. Tap: Target Elf or Soldier gets +2/+2 until end of turn. |
| <i>Gravel Slinger</i> | Creature - Soldier | W3 | 1/3. Tap: Gravel Slinger deals 1 damage to target attacking or blocking creature. ; Morph 1W. |
| <i>Gustcloak Harrier</i> | Creature - Bird Soldier | WW1 | 2/2, Flying. Whenever Gustcloak Harrier becomes blocked, you may untap it and remove it from combat. |
| <i>Gustcloak Runner</i> | Creature - Soldier | W | 1/1. Whenever Gustcloak Runner becomes blocked, you may untap it and remove it from combat. |
| <i>Pacifism</i> | Enchant Creature | W1 | Enchanted creature can't attack or block. |
| <i>Piety Charm</i> | Instant | W | Choose one - Destroy target enchant creature; or target Soldier gets +2/+2 until end of turn; or attacking doesn't cause creatures you control to tap this turn. |
| <i>Renewed Faith</i> | Instant | W2 | You gain 6 life. ; Cycling 1W. ; When you cycle Renewed Faith, you may gain 2 life. |
| <i>Sandskin</i> | Enchant Creature | W2 | Prevent all combat damage that would be dealt to and dealt by enchanted creature. |
| <i>Unified Strike</i> | Instant | W | Remove target attacking creature from the game if its power is less than or equal to the number of Soldiers in play. |