

Magic: The Gathering

(Out of Print cards from The Gathering)

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Key:

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

The following are used to indicate differences between the editions:

{bracketed text} describes a change between editions.

(ABUR) = If a card is only in some editions, it will be flagged with some or all of these characters.

A=Alpha and B=Beta parts of Limited Edition. U=Unlimited Edition. R=Revised Edition. 4=Fourth Edition.

(AN) = Added from Arabian Nights expansion, (AQ) = Added from Antiquities expansion

(LG) = Added from Legends expansion, (DK) = Added from The Dark expansion, (FE) = Added from Fallen Empires expansion,

(IA) = Added from Ice Age expansion, (HL) = Added from Homelands expansion

The sets are listed on separate lines if the art differed between sets.

Special Land

Card Name	Spell Type	Ability
Badlands (ABUR)	Land	Tap for 1 Black or Red mana
Bayou (ABUR)	Land	Tap for 1 Black or Green mana
Plateau (ABU) (R)	Land	Tap for 1 Red or White mana
Savannah (ABUR)	Land	Tap for 1 Green or White mana
Scrubland (ABUR)	Land	Tap for 1 Black or White mana
Taiga (ABUR)	Land	Tap for 1 Green or Red mana
Tropical Island (ABUR)	Land	Tap for 1 Blue or Green mana
Tundra (ABUR)	Land	Tap for 1 Blue or White mana
Underground Sea (ABUR)	Land	Tap for 1 Black or Blue mana
Volcanic Island (BUR)	Land	Tap for 1 Blue or Red mana
<i>Mishra's Factory</i> (AQ) (4)	Land	Tap for 1 colorless mana. Tap to give +1/+1 to any Assembly Worker. Turn this card into a 2/2 Assembly Worker artifact-land creature until end of turn (1).
<i>Oasis</i> (AN) (4)	Land	Tap to prevent one damage to any creature.
<i>Strip Mine</i> (AQ) (4)	Land	Tap for 1 colorless mana. Destroy a land (Tap and sacrifice this card).

Artifacts (Part 1 of 2)

Card Name	Spell Type	Cost	Ability
Aladdin's Lamp (AN) (R4)	Artifact	10	Instead of drawing in draw phase, draw X cards and keep only one (Tap+X). X cannot be zero.
Armageddon Clock (AQ) (R4)	Artifact	6	Add one counter each upkeep; Does 1 damage to all players for each counter at end of upkeep; Any player may remove a counter during an upkeep for 4 mana.
Black Lotus (ABU)	Mono Artifact	0	Tap and sacrifice Lotus for 3 mana of one color.
Black Mana Battery (LG) (4)	Artifact	4	Add a counter to it (Tap+2). Tap and remove X counters for X+1 black mana.
Blue Mana Battery (LG) (4)	Artifact	4	Add a counter to it (Tap+2). Tap and remove X counters for X+1 blue mana.

Artifacts (Part 2 of 2)

Card Name	Spell Type	Cost	Ability
Bronze Tablet (AQ) (4)	Artifact	6	As an interrupt Swap Tablet with any card in play (Tap+4); Effect is permanent, but can be countered with 10 life lost; Ante games only; Enters play tapped.
Chaos Orb (ABU)	Mono Artifact	2	Flip Orb onto table to destroy cards (Tap+1); Orb destroyed if it does not flip or if it destroys other cards.
Clockwork Avian (AQ) (4)	Artifact Creature	5	0/4, Flying. Starts with four +1/+0 counters. Remove one counter at end of combat if it attacks or defends. Add X counters (Tap+X). Cannot have more than 4 counters.
Cyclopean Tomb (ABU)	Mono Artifact	4	Change a non-Swamp land to Swamp during upkeep (Tap+2); Lands revert at the rate of 1 per turn when Tomb is destroyed.
Ebony Horse (AN) (R4)	Artifact	3	Untap one of your attackers and make it neither take nor deal damage (Tap+2){ RV = attacker was considered to never have attacked }
Forcefield (ABU)	Poly Artifact	3	Take only 1 damage from an unblocked creature (1). { actually says lose one life, but errata says take 1 damage }
Gauntlet of Might (ABU)	Continuous Artifact	4	+1/+1 to all Red creatures; Mountains produce 1 extra Red mana when tapped.
Green Mana Battery (LG) (4)	Artifact	4	Add a counter to it (Tap+2). Tap and remove X counters for X+1 green mana.
Illusionary Mask (ABU)	Poly Artifact	2	Can summon creatures face down (X); Creature becomes face up once used or damaged.
Ivory Tower (AQ) (R4)	Artifact	1	Gain 1 life at beginning of upkeep for each card over 4 in hand. {RV = at any time during upkeep }
Jandor's Ring (AN) (R)	Artifact	6	Discard the card just drawn and replace it (Tap+2)
Kormus Bell (ABUR4)	Artifact	4	All Swamps become 1/1 black land-creatures. { ABU+RV = was colorless land-creatures }
Mishra's War Machine (AQ) (R4)	Artifact Creature	7	5/5, Bands; Discard 1 card from hand each upkeep or take 3 damage and Machine is tapped if damage is not prevented. {RV = was always tapped}
Mox Emerald (ABU)	Mono Artifact	0	Tap for 1 Green mana.
Mox Jet (ABU)	Mono Artifact	0	Tap for 1 Black mana.
Mox Pearl (ABU)	Mono Artifact	0	Tap for 1 White mana.
Mox Ruby (ABU)	Mono Artifact	0	Tap for 1 Red mana.
Mox Sapphire (ABU)	Mono Artifact	0	Tap for 1 Blue mana.
Onulet (AQ) (R4)	Artifact Creature	3	2/2, Controller gets +2 life when Onulet is destroyed.
Red Mana Battery (LG) (4)	Artifact	4	Add a counter to it (Tap+2). Tap and remove X counters for X+1 red mana.
Rocket Launcher (AQ) (R)	Artifact	4	1 damage to any target (2); Goes to graveyard at end of turn in which it is used; Cannot be used until begins your turn in play.
Sunglasses of Urza (ABUR4)	Artifact	3	Can use White mana as Red mana.
Tetravus (AQ) (4)	Artifact Creature	6	1/1, Flying; Starts with three +1/+1 counters; During upkeep can convert counters to or from 1/1, Flying artifact token Tetravite creatures which cannot be enchanted.
Time Vault (ABU)	Mono Artifact	2	Skip turn to untap; Tap for extra turn.
Triskelion (AQ) (4)	Artifact Creature	6	1/1; Starts with three +1/+1 counters; Do 1 damage to any target (Remove a counter).
White Mana Battery (LG) (4)	Artifact	4	Add a counter to it (Tap+2). Tap and remove X counters for X+1 white mana.
<i>Ashnod's Battle Gear</i> (AQ) (4)	Artifact	2	Give one of your creatures +2/-2 (Tap+2); Effect remains until untapped, may choose not to untap.
<i>Basalt Monolith</i> (ABUR)	Artifact	3	Tap to get 3 mana; Untap by spending 3 mana.
<i>Black Vise</i> (ABUR4)	Artifact	1	Opponent takes 1 damage at end of upkeep for each card over 4 in hand. { ABU+RV = Was any time during upkeep }
<i>Brass Man</i> (AN) (R4)	Artifact Creature	1	1/3; Does not untap as normal. Pay 1 during upkeep to untap.
<i>Celestial Prism</i> (ABUR4)	Artifact	3	1 mana of any color (Tap+2)
<i>Conservator</i> (ABUR4)	Artifact	4	Prevent 2 damage to you (Tap+3) {ABU+RV = was prevent loss of 2 life but errata says it is prevent 2 damage anyway }
<i>Copper Tablet</i> (ABU)	Artifact	2	Does 1 damage to each player during upkeep.
<i>Cursed Rack</i> (AQ) (4)	Artifact	4	Opponent must discard down to 4 cards during discard phase.
<i>Icy Manipulator</i> (ABU)	Mono Artifact	4	Tap one creature, artifact or land (Tap+1)
<i>Jade Statue</i> (ABU)	Artifact	4	3/6 creature for attack or block (2)
<i>Juggernaut</i> (ABUR)	Artifact Creature	4	5/3, must attack, Cannot be blocked by Walls
<i>Living Wall</i> (ABUR)	Artifact Creature	4	0/6, Wall, Regenerates (1)
<i>Obsidian Golem</i> (ABUR4)	Artifact Creature	6	4/6
<i>The Rack</i> (AQ) (R4)	Artifact	1	Opponent takes 1 damage at end of upkeep for each card less than 3 in hand. { ABU+RV = was at any time during upkeep }
<i>Sol Ring</i> (ABUR)	Artifact	1	Tap for 2 colorless mana.
<i>Tawnos's Wand</i> (AQ) (4)	Artifact	4	Creature of power<=2 unblockable until end of turn (Tap+2)
<i>Yotian Soldier</i> (AQ) (4)	Artifact Creature	3	1/4, Does not tap when attacking.

Black Spells

Card Name	Spell Type	Cost	Ability
Contract from Below (ABUR)	Sorcery	B	Get new hand but add one card to ante.
Cosmic Horror (LG) (4)	Summon Horror	BBB3	7/7, First Strike; Pay BBB3 during upkeep or take 7 damage and destroys this card.
Darkpact (ABUR)	Sorcery	BBB	Swap top card of library with either ante.
Deathlace (ABUR4)	Interrupt	B	Change one permannt's or spell's color to Black. { ABU+RV = was cards and spells }
Demonic Attorney (ABUR)	Sorcery	BB1	All players Ante another card or forfeit.
Demonic Hordes (ABUR)	Summon Demons	BBB3	5/5, Tap to destroy a land; Pay BBB during upkeep or lose a land and Hordes become tapped.
El-Hajjāj (AN) (R4)	Summun El-Hajjāj	BB1	1/1; +1 life for each damage it does up to a maximum of the creature's toughness or player's life total. { AN+RV = had no life gain limit }
Greed (LG) (4)	Enchantment	B3	Draw a card (B + 2 life)
Lich (ABU)	Enchantment	BBBB	Destroy cards in play when damaged; Draw cards instead of life gain; Lose if cannot destroy card or if Lich is destroyed.
Mind Twist (ABUR4)	Sorcery	BX	Target player discards X cards at random. { ABU+RV = was only on opponent }
Royal Assassin (ABUR4)	Summon Assassin	BB1	1/1, Tap to destroy one tapped creature
Will-O'-The-Wisp (ABUR4)	Summon Will-O'-The-Wisp	B	0/1, Flying, Regenerates (B)
Word of Command (ABU)	Instant	BB	Cast one of opponent's spells using their mana.
<i>Abomination</i> (LG) (4)	Summon Abomination	BB3	2/6, Any green or white creature blocked by/blocking it is destroyed at end of combat.
<i>Demonic Tutor</i> (ABUR)	Sorcery	B1	Take any one card from library into hand.
<i>Hypnotic Specter</i> (ABUR4)	Summon Specter	BB1	2/2, Flying, Player discards one card if damaged
<i>Junun Efreet</i> (AN) (4)	Summon Efreet	BB1	3/3, Flying; Pay BB during upkeep or Efreet is buried.
<i>Nettling Imp</i> (ABUR)	Summon Imp	B2	1/1, Tap to force a non-Wall to attack or die
<i>Sacrifice</i> (ABUR)	Interrupt	B	Sacrifice creature to get casting cost as Black mana.
<i>Scavenging Ghoul</i> (ABUR4)	Summon Ghoul	B3	2/2; Gets 1 counter at end of turn for each creature that dies during that turn. Can use a counter to Regenerate from being destroyed. { RV = was if destroyed by lethal damage. }
<i>Sengir Vampire</i> (ABUR4)	Summon Vampire	BB3	4/4, Flying; Gets a +1/+1 counter each time a creature it damaged that turn goes to the graveyard.
<i>Simulacrum</i> (ABUR4)	Instant	B1	Transfer all damage this turn from self to a creature.
<i>Spirit Shackle</i> (LG) (4)	Enchant Creature	BB	Creature gets a -0/-2 counter each time it is tapped.
<i>Uncle Istvan</i> (DK) (4)	Summon Uncle Istvan	BBB1	1/3, All damage from creatures is reduced to zero.
<i>Cyclopean Mummy</i> (LG) (4)	Summon Mummy	B1	2/1, Leaves game if goes to graveyard from play.
<i>Marsh Gas</i> (DK) (4)	Instant	B	-2/-0 to all creatures until end of turn.
<i>Sinkhole</i> (ABU)	Sorcery	BB	Destroy a land.
<i>Word of Binding</i> (DK) (4)	Sorcery	BBX	Tap X creatures.

Blue Spells

Card Name	Spell Type	Cost	Ability
Ancestral Recall (ABU)	Instant	U	Draw (or force opponent to draw) 3 cards.
Braingeyser (ABUR)	Sorcery	UUX	Draw (or force opponent to draw) X cards.
Copy Artifact (ABUR)	Enchantment	U1	Card acts as a copy of an artifact in play.
Island Fish Jasconius (AN) (R4)	Summon Island Fish	UUU4	6/8; Does not untap as normal; Pay UUU during upkeep to untap; Cannot attack if opponent has no Islands; Buried if you have no Islands. { RV = was destroyed }
Mahamoti Djinn (ABUR4)	Summon Djinn	UU4	5/6, Flying
Mana Short (ABUR4)	Instant	U2	All of a player's lands become tapped and mana pool is emptied. { A+BU+RV = was only usable on opponent }
Psionic Entity (LG) (4)	Summon Entity	U4	2/2, Tap for 2 damage to any target but takes 3 damage to itself.
Relic Bind (LG) (4)	Enchant Artifact	U2	Give one life or one damage to a player whenever artifact opponent controls is tapped.
Serendib Efreet (AN) (R)	Summon Efreet	U2	3/4, Flying; Take 1 damage during upkeep. { Card has green background and Ifh-Biff picture }
Thoughtlace (ABUR4)	Interrupt	U	Change one spell's or permanent's color to blue. { ABU+RV = was spell or card }
Timetwister (ABU)	Sorcery	U2	Everyone shuffles decks and draws 7 cards.
Time Walk (ABU)	Sorcery	U1	Take an extra turn after the current one.
Vesuvan Doppelganger (ABUR)	Summon Doppelganger	UU3	*/* where * = copies creature but not color; Can change creature imitated during upkeep.
Volcanic Eruption (ABUR4)	Sorcery	UUUX	Destroys X Mountains in play doing 1 damage to all players and creatures for each destroyed. { ABU = was doing X damage }
<i>Animate Artifact</i> (ABUR4)	Enchant Artifact	U3	Makes it a */* creature where *=casting cost; No effect on artifact creatures. { ABU = was not castable on artifact creatures }
<i>Backfire</i> (LG) (4)	Enchant Creature	U	For each one damage done to you by this creature, does one damage to controller of that creature.
<i>Clone</i> (ABUR)	Summon Clone	U3	*/* where *=copies creature and color
<i>Control Magic</i> (ABUR)	Enchant Creature	UU2	Caster takes control of the creature.
<i>Ghost Ship</i> (DK) (4)	Summon Ship	UU2	2/4, Flying, Regenerates (UUU)
<i>Psionic Blast</i> (ABU)	Instant	U2	Does 4 damage to target, 2 damage to self.
<i>Sindbad</i> (AN) (4)	Summon Sindbad	U1	1/1; Tap to draw a new card but discard it if it is not a land.
<i>Siren's Call</i> (ABUR4)	Instant	U	All of opponent's non-wall creatures attack or die.
<i>Wall of Water</i> (ABUR4)	Summon Wall	UU1	0/5, Wall, +1/+0(U)
<i>Water Elemental</i> (ABUR4)	Summon Elemental	UU3	5/4
<i>Apprentice Wizard</i> (DK) (4)	Summon Wizard	UU1	0/1, Add 3 colorless mana to your pool (Tap+U)
<i>Blue Elemental Blast</i> (ABUR4)	Interrupt	U	Destroys a red permanent or counters a red spell. { ABU+RV = was card or spell }
<i>Creature Bond</i> (ABUR4)	Enchant Creature	U1	Does creature's toughness in damage to opponent when creature goes to graveyard.
<i>Energy Tap</i> (LG) (4)	Sorcery	U	Taps a creature for colorless mana equal to its casting cost.
<i>Erosion</i> (DK) (4)	Enchant Land	UUU	Land's controller pays 1 colorless mana or 1 life point during upkeep or land is destroyed.
<i>Giant Tortoise</i> (AN) (4)	Summon Tortoise	U1	1/1, +0+3 while untapped.
<i>Invisibility</i> (ABU)	Enchant Creature	UU	Creature is blocked only by Walls.
<i>Jump</i> (ABUR4)	Instant	U	Creature gets Flying until end of turn.
<i>Power Leak</i> (ABUR4)	Enchant Enchantment	U1	Enchantment costs 2 during upkeep or take 1 damage for each unpaid mana.
<i>Reconstruction</i> (AQ) (R)	Sorcery	U	Take artifact from your graveyard to your hand
<i>Sunken City</i> (DK) (4)	Enchantment	UU	+1/+1 to all blue creatures; Pay UU during upkeep or City is destroyed.

Green Spells

Card Name	Spell Type	Cost	Ability
Fastbond (ABUR)	Enchantment	G	Can play extra lands but take 1 damage for each.
Gaea's Liege (ABUR4)	Summon Gaea's Liege	GGG3	*/* where *=number of Forests (of opponent when attacking, self otherwise); Tap to turn one land into a Forest.
Kudzu (ABUR)	Enchant Land	GG1	Destroys land when land is tapped then moves to another land.
Lifelace (ABUR4)	Interrupt	G	Changes spell's or permanent's color to Green. { ABU+RV = was spell or card }
Natural Selection (ABU)	Instant	G	Look at top 3 cards of any library, then rearrange them or shuffle the library.
Rebirth (LG) (4)	Sorcery	GGG3	Each player may add a card to their Ante and be returned to 20 life points. Only used in Ante games.
Timber Wolves (ABUR4)	Summon Wolves	G	1/1, Bands
Web (ABUR4)	Enchant Creature	G	Gives creature +0/+2 and it can block Flying creatures.
<i>Berserk</i> (ABU)	Instant	G	Doubles power of creature and gives Trample until end of turn; Creature dies if it attacks.
<i>Camouflage</i> (ABU)	Instant	G	Your creatures attack face down so your opponent blocks blindly.
<i>Channel</i> (ABUR4)	Sorcery	GG	Can turn life into colorless mana for rest of turn.
<i>Ice Storm</i> (ABU)	Sorcery	G2	Destroy one land.
<i>Regrowth</i> (ABUR)	Sorcery	G1	Return one card from your graveyard to hand.
<i>Wall of Ice</i> (ABUR4)	Summon Wall	G2	0/7, Wall
<i>Carnivorous Plant</i> (DK) (4)	Summon Wall	G3	4/5, Wall
<i>Land Leeches</i> (DK) (4)	Summon Leeches	GG1	2/2, First Strike
<i>Nafs Asp</i> (AN) (4)	Summon Asp	G	1/1; If it hits opponent, it does 1 additional point of damage during opponent's next draw phase unless 1 colorless mana is paid by then.
<i>Sandstorm</i> (AN) (4)	Instant	G	Do 1 damage to all attacking creatures.
<i>Wall of Wood</i> (ABUR4)	Summon Wall	G	0/3, Wall

Red Spells

Card Name	Spell Type	Cost	Ability
Chaoslace (ABUR4)	Interrupt	R	Change one spell's or permanent's color to Red. { ABU+RV = was spell or card }
Fork (ABUR)	Interrupt	RR	Copy Sorcery or Instant and control the duplicate.
Granite Gargoyle (ABUR)	Summon Gargoyle	R2	2/2, Flying, +0/+1 (R)
Hurr Jackal (AN) (4)	Summon Jackal	R	1/1; Tap to prevent creature from regenerating this turn.
Magnetic Mountain (AN) (R4)	Enchantment	RR1	Blue creatures do not untap as normal. It costs 4 to untap them during upkeep.
Mijae Djinn (AN) (R)	Summon Djinn	RRR	6/3; Flip coin when attacking... it may decide not to attack.
Power Surge (ABUR4)	Enchantment	RR	During upkeep phase, all players take 1 damage per land which was untapped at beginning of turn.
Raging River (ABU)	Enchantment	RR	Opponents must split ground defenses into two groups.
Rock Hydra (ABUR)	Summon Hydra	RRX	0/0; Starts with X +1/+1 counters; Loses 1 counter for each point of damage unless R spent; Pay RRR during upkeep to get new counter.
Roc of Kher Ridges (ABUR)	Summon Roc	R3	3/3, Flying
Sedge Troll (ABUR)	Summon Troll	R2	2/2 (3/3 if have swamps), Regenerate (B)
Tempest Efreet (LG) (4)	Summon Efreet	RRR1	3/3, Tap and bury Efreet in opponent's graveyard as an interrupt to take a random card from their hand into yours. Swap is permanent. Can be countered by losing 10 life. Play only in Ante games.
Two-Headed Giant of Foriys (ABU)	Summon Giant	R4	4/4, Trample, May block 2 attackers
Wheel of Fortune (ABUR)	Sorcery	R2	All discard and draw a new hand.
Ali Baba (AN) (4)	Summon Ali Baba	R	1/1; Tap a wall (R)
Burrowing (ABUR4)	Enchant Creature	R	Gives creature MountainWalk.
Dragon Whelp (ABUR4)	Summon Dragon	RR2	2/3, Flying, +1/+0 (R); Dies at end of turn if more than RRR spent in one turn.
Dwarven Demolition Team (ABU)	Summon Dwarves	R2	1/1, Tap to destroy Wall
Dwarven Weaponsmith (AQ) (R)	Summon Dwarves	R1	1/1, Tap and sacrifice artifact during upkeep to give a permanent +1/+1 to target creature.
Earth Elemental (ABUR4)	Summon Elemental	RR3	4/5
Fire Elemental (ABUR4)	Summon Elemental	RR3	5/4
Goblin Balloon Brigade (ABUR4)	Summon Goblins	R	1/1, Flying (R)
Tunnel (ABUR4)	Instant	R	Buries one Wall.
Uthden Troll (ABUR4)	Summon Troll	R2	2/2, Regenerates (R)
Wall of Dust (LG) (4)	Summon Wall	R2	1/4, Wall; Creatures blocked by wall cannot attack next turn.
Earthbind (ABUR)	Enchant Creature	R	Does 2 damage to Flying creature; Removes Flying from it. {ABU = was not castable on non-Flyers}
False Orders (ABU)	Instant	R	Choose how/if one creature blocks.
Fissure (DK) (4)	Instant	RR3	Bury one land or creature
Goblin Rock Sled (DK) (4)	Summon Rock Sled	R1	3/1, Trample; Cannot attack if opponent has no Mountains; Does not untap as normal if attacked last turn.
Gray Ogre (ABUR4)	Summon Ogre	R2	2/2
Immolation (LG) (4)	Enchant Creature	R	+2/-2
Kird Ape (AN) (R)	Summon Ape	R	1/1, +1/+2 if you have Forests in play
Lightning Bolt (ABUR4)	Instant	R	Does 3 damage to one target.
Red Elemental Blast (ABUR4)	Interrupt	R	Destroys a Blue permanent or counters a Blue spell. { A+BU+RV = was card or spell }
Sisters of the Flame (DK) (4)	Summon Sisters	RR1	2/2, Tap to add R to your mana pool

White Spells

Card Name	Spell Type	Cost	Ability
Balance (ABUR4)	Sorcery	W1	Balance number of lands, cards in hand and creatures by having player with the most sacrifice until players are equal.
Blaze of Glory (ABU)	Instant	W	Defending creature can and must block all attackers.
Blessing (ABUR4)	Enchant Creature	WW	Gives +1/+1 (W)
Elder Land Wurm (LG) (4)	Summon Wurm	WWW4	5/5, Trample; Cannot attack until after it blocks at least once.
Farmstead (ABUR)	Enchant Land	WWW	During upkeep pay WW to gain one life; Once per turn.
Land Tax (LG) (4)	Enchantment	W	If opponent has more land than you, during upkeep you may pull up to 3 basic land from your library to your hand.
Northern Paladin (ABUR4)	Summon Paladin	WW2	3/3, Destroy Black permanent (Tap+WW) { ABU+RV = was card }
Purelace (ABUR4)	Interrupt	W	Change one spell's or permanent's color to White. { ABU+RV = was spell or card }
Savannah Lions (ABUR4)	Summon Lions	W	2/1
Veteran Bodyguard (ABUR)	Summon Bodyguard	WW3	2/5, When not tapped it takes all damage done to you. Only one Bodyguard can be used this way during a turn. { ABU = did not have last sentence }
<i>Black Ward</i> (ABUR4)	Enchant Creature	W	Gives Protection from Black. This card will not remove itself.
<i>Blue Ward</i> (ABUR4)	Enchant Creature	W	Gives Protection from Blue. This card will not remove itself.
<i>Consecrate Land</i> (ABU)	Enchant Land	W	Removes enchantments and protects from further enchantments; Prevents destruction of the land.
<i>Conversion</i> (ABUR4)	Enchantment	WW2	All Mountains become basic Plains; Pay WW during upkeep or Conversion is destroyed.
<i>Green Ward</i> (ABUR4)	Enchant Creature	W	Gives Protection from Green. This card will not remove itself.
<i>Lance</i> (ABUR)	Enchant Creature	W	Gives First Strike
<i>Osai Vultures</i> (LG) (4)	Summon Vultures	W1	1/1, Flying, Gains a counter at end of turn if a creature went to the graveyard that turn. +1/+1 until end of turn (Remove 2 counters).
<i>Red Ward</i> (ABUR4)	Enchant Creature	W	Gives Protection from Red. This card will not remove itself.
<i>Resurrection</i> (ABUR)	Sorcery	WW2	Brings a creature from your graveyard into play.
<i>Reverse Polarity</i> (AQ) (R)	Instant	WW	All damage done by artifacts to you so far this turn is instead added to life.
<i>Serra Angel</i> (ABUR4)	Summon Angel	WW3	4/4, Flying, Does not tap when attacking
<i>Swords to Plowshares</i> (ABUR4)	Instant	W	Gives creature's power in life to owner of the creature which then leaves the game
<i>Visions</i> (LG) (4)	Sorcery	W	Look at top 5 cards of any library, then may choose to shuffle it.
<i>White Ward</i> (ABUR4)	Enchant Creature	W	Gives Protection from White. This card will not remove itself.
<i>Amrou Kithkin</i> (LG) (4)	Summon Kithkin	WW	1/1, Cannot be blocked by creatures with power>2.
<i>Fortified Area</i> (LG) (4)	Enchantment	WW1	All your Walls get +1/+0 and Banding.
<i>Guardian Angel</i> (ABUR)	Instant	WX	Prevents X damage to target; Can pay for rest of turn to prevent further damage to the target.
<i>Holy Armor</i> (ABUR4)	Enchant Creature	W	Gives +0/+2, +0/+1 (W)
<i>Morale</i> (DK) (4)	Instant	WW1	Gives +1/+1 to all attacking creatures until end of turn.
<i>Piety</i> (AN) (4)	Instant	W2	+0/+3 to all blocking creatures until end of turn.
<i>Seeker</i> (LG) (4)	Enchant Creature	WW2	Creature can only be blocked by white and artifact creatures.