

Portal

(A Simplified Magic: The Gathering Game)

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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
- Land cards are in normal text

Each starter contains the same cards. They are shown in this list as "(s#)" entries, where # = the number appearing in a starter.
 Some cards only appear in starter decks and are listed as "starter only".

Each booster contains: 5 Common, 2 Uncommon, 1 Rare, Theme Pack of { Theme card, 1 Uncommon, 4 Common, 2 Land that fit the theme }.
 The theme pack cards are marked in here as: (A), (C), (F), (G), and (H). These cards never appear in normal card slots.
 The approximate rarity works out like this: R=1, Theme U=2.75, Normal U=3.15, Normal C=5, Land=5.5, Theme C=7.3, Theme card=11.

Land

Card Name	Spell Type	Ability
Forest <i>big tree in middle</i> (s6) <i>three black trees</i> <i>big tree front left</i> <i>lots of whitish trees</i>	Land	<i>Tap for 1 Green mana</i>
Island <i>big with waterfall</i> (s6) <i>arches</i> <i>cove and pinnacles</i> <i>two hills back to back</i>	Land	<i>Tap for 1 Blue mana</i>
Mountain <i>snow left and right</i> (s6) <i>snow on right only</i> <i>trees left and right</i> <i>trees in center</i>	Land	<i>Tap for 1 Red mana</i>
Plains <i>several trees, 1 near left</i> (s6) <i>tree against left edge</i> <i>lone tree in center left</i> <i>tree branches in upper right</i>	Land	<i>Tap for 1 White mana</i>
Swamp <i>sun off lower left</i> (s6) <i>sun off upper right</i> <i>white tree in foreground</i> <i>blue/green, trees in middle</i>	Land	<i>Tap for 1 Black mana</i>

Unplayable Cards

Card Name	Description
Checklist Card 1 of 2 (s1) starter only	First part of checklist for the set.
Checklist Card 2 of 2 (s1) starter only	Second part of checklist for the set.
Air Superiority (A)	Blue/White deck strategy card.
Card Domination (C)	Black/Blue deck strategy card.
Fiery Doom (F)	Black/Red deck strategy card.
Gargantuans (G)	Green/Red deck strategy card.
The Horde (H)	Green/White deck strategy card.

Black Spells (Part 1 of 2)

Card Name	Spell Type	Cost	Ability
Cruel Bargain	Sorcery	BBB	Draw four cards. You lose half your life, rounded up. (For example, if you have 11 life, you lose 6 life.)
Cruel Tutor	Sorcery	B2	Search your deck for any card. Shuffle your deck and put that card on top of it. You lose 2 life.
Dread Charge	Sorcery	B3	This turn, your black creatures can be intercepted only by other black creatures.
Dread Reaper	Summon Creature	BBB3	6/5, Flying. When Dread Reaper comes into play from your hand, you lose 5 life. (The person who plays Dread Reaper loses the life.)
Ebon Dragon	Summon Creature	BB5	5/4, Flying. When Ebon Dragon comes into play from your hand, you may force your opponent to choose and discard a card from his or her hand.
Endless Cockroaches	Summon Creature	BB1	1/1. If Endless Cockroaches is put into your discard pile from play, return Endless Cockroaches to your hand.
Final Strike	Sorcery	BB2	Choose one of your creatures. Final Strike deals to your opponent damage equal to that creature's offense. Then, put the creature in your discard pile.
King's Assassin	Summon Creature	BB1	1/1. On your turn, before you attack, you may tap King's Assassin to destroy any one tapped creature.
Mercenary Knight	Summon Creature	B2	4/4. When Mercenary Knight comes into play from your hand, choose and discard a summon creature from your hand or destroy Mercenary Knight.
Serpent Assassin	Summon Creature	BB3	2/2. When Serpent Assassin comes into play from your hand, you may choose to destroy any one creature that isn't black.
Wicked Pact	Sorcery	BB1	Destroy any two creatures that aren't black. You lose 5 life. (You can't play Wicked Pact unless you can choose two creatures to destroy.)
<i>Arrogant Vampire</i>	Summon Creature	BB3	4/3, Flying
<i>Assassin's Blade</i> (C)	Sorcery	B1	Play Assassin's Blade only after you're attacked, before you declare interceptors. Destroy any one attacking creature that isn't black.
<i>Bog Wraith</i>	Summon Creature	B3	3/3, Swampwalk (If defending player has any swamps in play, Bog Wraith can't be intercepted.)
<i>Charging Bandits</i> (F)	Summon Creature	B4	3/3. If Charging Bandits attacks, it gets +2/+0 until the end of the turn.
<i>Dry Spell</i>	Sorcery	B1	Dry Spell deals 1 damage to each creature and player. (This includes your creatures and you.)
<i>Gravedigger</i> (S1)	Summon Creature	B3	2/2. When Gravedigger comes into play from your hand, you may choose to return a summon creature from your discard pile to your hand.
<i>Nature's Ruin</i>	Sorcery	B2	Destroy all green creatures. (This includes your green creatures.)
<i>Noxious Toad</i> (C)	Summon Creature	B2	1/1. If Noxious Toad is put into your discard pile from play, your opponent chooses and discards a card from his or her hand.
<i>Rain of Tears</i>	Sorcery	BB1	Destroy any one land.
<i>Vampiric Feast</i> (F)	Sorcery	BB5	Vampiric Feast deals 4 damage to any one creature or player. You gain 4 life.
<i>Virtue's Ruin</i>	Sorcery	B2	Destroy all white creatures. (This includes your white creatures.)

Black Spells (Part 2 of 2)

Card Name	Spell Type	Cost	Ability
Bog Imp	Summon Creature	B1	1/1, Flying
Bog Raiders	Summon Creature	B2	2/2, Swampwalk (If defending player has any swamps in play, Bog Raiders can't be intercepted.)
Craven Knight (s1)	Summon Creature	B1	2/2. Craven Knight can't intercept.
Feral Shadow (s1)	Summon Creature	B2	2/1, Flying
Hand of Death (s1) starter only	Sorcery	B2	Destroy any one creature that isn't black. (A creature is black if it has B in its cost.)
Hand of Death (F)	Sorcery	B2	Destroy any one creature that isn't black.
Howling Fury	Sorcery	B2	Any one creature gets +4/+0 until the end of the turn.
Mind Knives (C)	Sorcery	B1	Your opponent discards a card at random from his or her hand.
Mind Rot (s1)	Sorcery	B2	Your opponent chooses and discards two cards from his or her hand. (If your opponent has only one card, he or she discards it.)
Muck Rats (s1)	Summon Creature	B	1/1
Python	Summon Creature	BB1	3/2
Raise Dead	Sorcery	B	Return any one summon creature from your discard pile to your hand.
Serpent Warrior (C)	Summon Creature	B2	3/3. When Serpent Warrior comes into play from your hand, you lose 3 life. (The person who plays Serpent Warrior loses the life.)
Skeletal Crocodile (s1)	Summon Creature	B3	5/1
Skeletal Snake (F)	Summon Creature	B1	2/1
Soul Shred (F)	Sorcery	BB3	Soul Shred deals 3 damage to any one creature that isn't black. You gain 3 life.
Undying Beast (C)	Summon Creature	B3	3/2. If Undying Beast is put into your discard pile from play, put Undying Beast on top of your deck.
Vampiric Touch (s1)	Sorcery	B2	Vampiric Touch deals 2 damage to your opponent. You gain 2 life.

Blue Spells (Part 1 of 2)

Card Name	Spell Type	Cost	Ability
Ancestral Memories	Sorcery	UUU2	Look at the top seven cards of your deck. Put two of them into your hand and the rest into your discard pile.
Balance of Power	Sorcery	UU3	If you have fewer cards in your hand than your opponent does, draw until you have the same number. (When you play Balance of Power, it doesn't count as in your hand.)
Capricious Sorcerer	Summon Creature	U2	1/1. On your turn, before you attack, you may tap Capricious Sorcerer to have it deal 1 damage to any one creature or player.
Cloud Dragon	Summon Creature	U5	5/4, Flying. Cloud Dragon can intercept only creatures with flying.
Cruel Fate	Sorcery	U4	Look at the top five cards of your opponent's deck. Put one of them into your opponent's discard pile and the rest on top of his or her deck in any order.
Djinn of the Lamp	Summon Creature	UU5	5/6, Flying
Exhaustion	Sorcery	U2	At the beginning of your opponent's next turn, he or she skips untapping his or her creatures and lands.
Phantom Warrior	Summon Creature	UU1	2/2. Phantom Warrior can't be intercepted.
Prosperity	Sorcery	UX	Each player draws X cards.
Taunt	Sorcery	U	Choose any one player. On that player's next turn, all his or her creatures that can attack you must do so.
Thing from the Deep	Summon Creature	UUU6	9/9. If Thing from the Deep attacks, destroy one of your islands or destroy Thing from the Deep.
<i>Baleful Stare</i>	Sorcery	U2	Look at your opponent's hand. For each mountain and red card there, you draw a card. (You draw from your deck.)
<i>Cloud Spirit</i> (A)	Summon Creature	U2	3/1, Flying. Cloud Spirit can intercept only creatures with flying.
<i>Command of Unsummoning</i> (s1)	Sorcery	U2	Play Command of Unsummoning only after you're attacked, before you declare interceptors. Return any one or two attacking creatures to their Owner's hand.
<i>Deep-Sea Serpent</i>	Summon Creature	UU4	5/5. Deep-Sea Serpent can attack only if the defending player has an island in play.
<i>Flux</i>	Sorcery	U2	Each player chooses and discards from his or her hand any number of cards and then draws that many cards. You then draw a card. (You choose first.)
<i>Ingenious Thief</i> (s1)	Summon Creature	U1	1/1, Flying. When Ingenious Thief comes into play from your hand, look at your opponent's hand.
<i>Man-o'-War</i> (C)	Summon Creature	U2	2/2. When Man-o'-War comes into play from your hand, return any one creature to its Owner's hand. (If you're the only one with creatures, return one of them to your hand.)
<i>Mystic Denial</i> (A)	Sorcery	UU1	Play Mystic Denial only in response to another player playing a summon creature or a sorcery. That card has no effect, and that player puts it into his or her discard pile.
<i>Personal Tutor</i>	Sorcery	U	Search your deck for a sorcery and reveal that card to all players. Shuffle your deck and put the revealed card on top of it.
<i>Theft of Dreams</i> (C)	Sorcery	U2	For each tapped creature your opponent has in play, you draw a card.
<i>Withering Gaze</i>	Sorcery	U2	Look at your opponent's hand. For each forest and green card there, you draw a card. (You draw from your deck.)

Blue Spells (Part 2 of 2)

Card Name	Spell Type	Cost	Ability
Cloak of Feathers (s1)	Sorcery	U	Any one creature gains flying until the end of the turn. You draw a card.
Cloud Pirates	Summon Creature	U	1/1, Flying. Cloud Pirates can intercept only creatures with flying.
Coral Eel (s1)	Summon Creature	U1	2/1
Déjà Vu (C)	Sorcery	U2	Return any one sorcery card from your discard pile to your hand.
Giant Octopus	Summon Creature	U3	3/3
Horned Turtle (A)	Summon Creature	U2	1/4
Merfolk of the Pearl Trident	Summon Creature	U	1/1
Omen (A)	Sorcery	U1	Look at the top three cards of your deck and return them in any order. You may choose to shuffle your deck. Then draw a card.
Owl Familiar	Summon Creature	U1	1/1, Flying. When Owl Familiar comes into play from your hand, draw a card, then choose and discard a card from your hand.
Snapping Drake (s1) (C)	Summon Creature	U3	3/2, Flying
Sorcerous Sight	Sorcery	U	Look at your opponent's hand. You draw a card. (Draw the card from your deck.)
Storm Crow (s1)	Summon Creature	U1	1/2, Flying
Symbol of Unsummoning (C)	Sorcery	U2	Return any one creature to its owner's hand. You draw a card.
Tidal Surge	Sorcery	U1	Tap any one, two, or three creatures without flying. (Tapped creatures can't intercept.)
Time Ebb (s1)	Sorcery	U2	Return any one creature to the top of its owner's deck.
Touch of Brilliance (s1)	Sorcery	U3	Draw two cards.
Wind Drake (A)	Summon Creature	U2	2/2, Flying

Green Spells (Part 1 of 2)

Card Name	Spell Type	Cost	Ability
Alluring Scent	Sorcery	GG1	Choose any one creature. This turn, all creatures able to intercept that creature do so.
Charging Rhino	Summon Creature	GG3	4/4. Charging Rhino can't be intercepted by more than one creature.
Hurricane	Sorcery	GX	Hurricane deals X damage to each player and each creature with flying. (This includes you and your creatures with flying.)
Natural Order	Sorcery	GG2	Search your deck for a green summon creature and put that card into play. Treat it as though you just played it from your hand. Then put one of your green creatures into your discard pile. Shuffle your deck afterwards.
Nature's Cloak	Sorcery	G2	All your green creatures gain forestwalk until the end of the turn. (If defending player has any forests in play, none of your green creatures can be intercepted.)
Primeval Force	Summon Creature	GGG2	8/8. When Primeval Force comes into play from your hand, destroy three of your forests or destroy Primeval Force.
Summer Bloom	Sorcery	G1	Take up to three lands from your hand and put them into play.
Sylvan Tutor	Sorcery	G	Search your deck for a summon creature and reveal that card to all players. Then shuffle your deck and put the revealed card on top of it.
Thundering Wurm	Summon Creature	G2	4/4. When Thundering Wurm comes into play from your hand, discard a land from your hand or destroy Thundering Wurm.
Treetop Defense	Sorcery	G1	Play Treetop Defense only after you're attacked, before you declare interceptors. This turn, all your creatures can intercept as though they had flying.
Wood Elves	Summon Creature	G2	1/1. When Wood Elves comes into play from your hand, search your deck for a forest and put that card into play. Shuffle your deck afterwards.
<i>Anaconda</i> (s1) starter only	Summon Creature	G3	3/3, Swampwalk (If defending player has any swamps in play, Anaconda can't be intercepted. Swamps are in play regardless of whether they're tapped or untapped.)
<i>Anaconda</i>	Summon Creature	G3	3/3, Swampwalk (If defending player has any swamps in play, Anaconda can't be intercepted.)
<i>Bee Sting</i> (H)	Sorcery	G3	Bee Sting deals 2 damage to any one creature or player.
<i>Bull Hippo</i>	Summon Creature	G3	3/3, Islandwalk (If defending player has any islands in play, Bull Hippo can't be intercepted.)
<i>Deep Wood</i>	Sorcery	G1	Play Deep Wood only after you're attacked, before you declare interceptors. This turn, all damage dealt to you by attacking creatures is reduced to 0.
<i>Moon Sprite</i>	Summon Creature	G1	1/1, Flying
<i>Natural Spring</i>	Sorcery	GG3	You gain 8 life.
<i>Needle Storm</i>	Sorcery	G2	Needle Storm deals 4 damage to each creature with flying. (This includes your creatures with flying.)
<i>Plant Elemental</i> (H)	Summon Creature	G1	3/4. When Plant Elemental comes into play from your hand, destroy one of your forests or destroy Plant Elemental.
<i>Untamed Wilds</i> (s1)	Sorcery	G2	Search your deck for a plains, island, swamp, mountain, or forest and put that card into play. Shuffle your deck afterwards.
<i>Whiptail Wurm</i> (G)	Summon Creature	G6	8/5
<i>Winter's Grasp</i> (G)	Sorcery	GG1	Destroy any one land.

Green Spells (Part 2 of 2)

Card Name	Spell Type	Cost	Ability
Elite Cat Warrior (s1) starter only	Summon Creature	G2	2/3, Forestwalk (If defending player has any forests in play, Elite Cat Warrior can't be intercepted. Forests are in play regardless of whether they're tapped or untapped.)
Elite Cat Warrior	Summon Creature	G2	2/3, Forestwalk (If defending player has any forests in play, Elite Cat Warrior can't be intercepted.)
Elven Cache	Sorcery	GG2	Return any one card from your discard pile to your hand.
Elvish Ranger (H)	Summon Creature	G2	4/1
Fruition	Sorcery	G	For each forest you and your opponent have in play, you gain 1 life.
Giant Spider (G)	Summon Creature	G3	2/4. Giant Spider can intercept as though it had flying.
Gorilla Warrior (s1)	Summon Creature	G2	3/2
Grizzly Bears (s1)	Summon Creature	G1	2/2
Jungle Lion (H)	Summon Creature	G	2/1. Jungle Lion can't intercept.
Mobilize	Sorcery	G	Untap all your creatures.
Monstrous Growth (s1) starter only	Sorcery	G1	Any one creature gets +4/+4 until the end of the turn. (For example, a 6/3 creature would become 10/7.)
Monstrous Growth (H)	Sorcery	G1	Any one creature gets +4/+4 until the end of the turn.
Nature's Lore (G)	Sorcery	G1	Search your deck for a forest and put that card into play. Shuffle your deck afterwards.
Panther Warriors (s1)	Summon Creature	G4	6/3
Redwood Treefolk	Summon Creature	G4	3/6
Rowan Treefolk (s1)	Summon Creature	G3	3/4
Spined Wurm (G)	Summon Creature	G4	5/4
Stalking Tiger	Summon Creature	G3	3/3. Stalking Tiger can't be intercepted by more than one creature.
Willow Dryad	Summon Creature	G	1/1, Forestwalk (If defending player has any forests in play, Willow Dryad can't be intercepted.)

Red Spells (Part 1 of 2)

Card Name	Spell Type	Cost	Ability
Devastation	Sorcery	RR5	Destroy all creatures and lands. (This includes your creatures and lands.)
Earthquake	Sorcery	RX	Earthquake deals X damage to each player and each creature without flying. (This includes you and your creatures without flying.)
Fire Dragon	Summon Creature	RRR6	6/6, Flying. When Fire Dragon comes into play from your hand, it deals to any one creature damage equal to the number of mountains you have in play.
Fire Tempest	Sorcery	RR5	Fire Tempest deals 6 damage to each creature and player. (This includes your creatures and you. If all players drop to 0 life or less, the game is a draw.)
Forked Lightning	Sorcery	R3	Forked Lightning deals 4 damage divided any way you choose among any one, two, or three creatures.
Last Chance	Sorcery	RR	Take another turn after this one. You lose the game at the end of that turn. (You don't lose if you've already won.)
Pillaging Horde	Summon Creature	RR2	5/5. When Pillaging Horde comes into play from your hand, discard a card at random from your hand or destroy Pillaging Horde.
Pyroclasm	Sorcery	R1	Pyroclasm deals 2 damage to each creature. (This includes your creatures.)
Thundermare	Summon Creature	R5	5/5. Thundermare is unaffected by summoning sickness. When Thundermare comes into play from your hand, tap all other creatures. (This includes your creatures.)
Volcanic Dragon	Summon Creature	RR4	4/4, Flying. Volcanic Dragon is unaffected by summoning sickness.
Winds of Change	Sorcery	R	Each player counts the cards in his or her hand, shuffles those cards into his or her deck, and then draws that many cards. (When you play Winds of Change, it doesn't count as a card in your hand.)
<i>Blaze</i> (s1) starter only	Sorcery	RX	Blaze deals X damage to any one creature or player. (For example, if you tap a mountain plus four other lands when you play Blaze, it deals 4 damage.)
<i>Blaze</i> (F)	Sorcery	RX	Blaze deals X damage to any one creature or player.
<i>Boiling Seas</i>	Sorcery	R3	Destroy all islands. (This includes your islands.)
<i>Desert Drake</i> (F)	Summon Creature	R3	2/2, Flying
<i>Fire Imp</i> (s1)	Summon Creature	R2	2/1. When Fire Imp comes into play from your hand, it deals 2 damage to any one creature. (If you're the only player with creatures, Fire Imp deals 2 damage to one of your creatures.)
<i>Flashfires</i>	Sorcery	R3	Destroy all plains. (This includes your plains.)
<i>Hulking Cyclops</i> (G)	Summon Creature	RR3	5/5. Hulking Cyclops can't intercept.
<i>Lava Flow</i>	Sorcery	RR3	Destroy any one creature or land.
<i>Mountain Goat</i>	Summon Creature	R	1/1, Mountainwalk (If defending player has any mountains in play, Mountain Goat can't be intercepted.)
<i>Rain of Salt</i> (G)	Sorcery	RR4	Destroy any two lands.
<i>Scorching Winds</i>	Sorcery	R	Play Scorching Winds only after you're attacked, before you declare interceptors. Scorching Winds deals 1 damage to each attacking creature.
<i>Wall of Granite</i>	Summon Creature	R2	0/7. Wall of Granite can't attack.

Red Spells (Part 2 of 2)

Card Name	Spell Type	Cost	Ability
Burning Cloak	Sorcery	R	Any one creature gets +2/+0 until the end of the turn. Burning Cloak deals 2 damage to that creature.
Craven Giant (F)	Summon Creature	R2	4/1. Craven Giant can't intercept.
Fire Snake (G)	Summon Creature	R4	3/1. If Fire Snake is put into your discard pile from play, destroy any one land.
Goblin Bully	Summon Creature	R1	2/1
Highland Giant	Summon Creature	RR2	3/4
Hill Giant (s1)	Summon Creature	R3	3/3
Hulking Goblin (s1)	Summon Creature	R1	2/2. Hulking Goblin can't intercept.
Lava Axe (s1)	Sorcery	R4	Lava Axe deals 5 damage to your opponent.
Lizard Warrior (s1)	Summon Creature	R3	4/2
Minotaur Warrior	Summon Creature	R2	2/3
Raging Cougar	Summon Creature	R2	2/2. Raging Cougar is unaffected by summoning sickness.
Raging Goblin (s1) starter only	Summon Creature	R	1/1. Raging Goblin is unaffected by summoning sickness. (It can attack the turn you play it, unless another card prevents this.)
Raging Goblin	Summon Creature	R	1/1. Raging Goblin is unaffected by summoning sickness.
Raging Minotaur (F)	Summon Creature	RR2	3/3. Raging Minotaur is unaffected by summoning sickness.
Scorching Spear	Sorcery	R	Scorching Spear deals 1 damage to any one creature or player.
Spitting Earth (F)	Sorcery	R1	Spitting Earth deals to any one creature damage equal to the number of mountains you have in play. (This includes both tapped and untapped mountains.)
Stone Rain (G)	Sorcery	R2	Destroy any one land.
Volcanic Hammer (s1) (G)	Sorcery	R1	Volcanic Hammer deals 3 damage to any one creature or player.

White Spells (Part 1 of 2)

Card Name	Spell Type	Cost	Ability
Alabaster Dragon	Summon Creature	WW4	4/4, Flying. If Alabaster Dragon is put into your discard pile from play, shuffle Alabaster Dragon back into your deck.
Archangel	Summon Creature	WW5	5/5, Flying. Attacking doesn't cause Archangel to tap.
Armageddon	Sorcery	W3	Destroy all lands. (This includes your lands.)
Blessed Reversal	Sorcery	W1	Play Blessed Reversal only after you're attacked, before you declare interceptors. For each attacking creature, you gain 3 life.
Blinding Light	Sorcery	W2	Tap all creatures except for white creatures. (This includes your creatures.)
Gift of Estates	Sorcery	W1	If your opponent has more lands in play than you do, search your deck for up to three plains and put them into your hand. Shuffle your deck afterwards.
Harsh Justice	Sorcery	W2	Play Harsh Justice only after you're attacked, before you declare interceptors. This turn, each attacking creature that damages you also deals equal damage to the attacking player.
Spiritual Guardian	Summon Creature	WW3	3/4. When Spiritual Guardian comes into play from your hand, you gain 4 life.
Stern Marshal	Summon Creature	W2	2/2. On your turn, before you attack, you may tap Stern Marshal to give any one creature +2/+2 until the end of the turn.
Temporary Truce	Sorcery	W1	Each player may draw up to two cards. For each card less than two any player draws, that player gains 2 life. (You choose whether to draw first.)
Wrath of God	Sorcery	WW2	Put all creatures into their Owners' discard piles. (This includes your creatures.)
<i>Ardent Militia</i>	Summon Creature	W4	2/5. Attacking doesn't cause Ardent Militia to tap.
<i>Charging Paladin</i> (H)	Summon Creature	W2	2/2. If Charging Paladin attacks, it gets +0/+3 until the end of the turn.
<i>Defiant Stand</i> (s1)	Sorcery	W1	Play Defiant Stand only after you're attacked, before you declare interceptors. Any one creature gets +1/+3 until the end of the turn. If that creature is tapped, untap it.
<i>Renewing Dawn</i>	Sorcery	W1	For each mountain your opponent has in play, you gain 2 life.
<i>Seasoned Marshal</i> (H)	Summon Creature	WW2	2/2. If Seasoned Marshal attacks, you may choose to tap any one creature. (Tapped creatures can't intercept.)
<i>Starlight</i>	Sorcery	W1	For each black creature your opponent has in play, you gain 3 life.
<i>Starlit Angel</i> (A)	Summon Creature	WW3	3/4, Flying
<i>Valorous Charge</i>	Sorcery	WW1	All white creatures get +2/+0 until the end of the turn. (This includes other players' white creatures.)
<i>Venerable Monk</i> (s1)	Summon Creature	W2	2/2. When Venerable Monk comes into play from your hand, you gain 2 life.
<i>Vengeance</i>	Sorcery	W3	Destroy any one tapped creature.
<i>Wall of Swords</i> (A)	Summon Creature	W3	3/5, Flying. Wall of Swords can't attack.

White Spells (Part 2 of 2)

Card Name	Spell Type	Cost	Ability
Angelic Blessing (H)	Sorcery	W2	Any one creature gets +3/+3 and gains flying until the end of the turn.
Armored Pegasus (s1)	Summon Creature	W1	1/2, Flying
Border Guard	Summon Creature	W2	1/4
Breath of Life	Sorcery	W3	Take any one summon creature from your discard pile and put that card into play. Treat it as though you just played it from your hand.
Devoted Hero (s1)	Summon Creature	W	1/2
False Peace	Sorcery	W	Choose any one player. That player can't attack on his or her next turn.
Fleet-Footed Monk	Summon Creature	W1	1/1. Fleet-Footed Monk can't be intercepted by any creature with offense 2 or greater.
Foot Soldiers (A)	Summon Creature	W3	2/4
Keen-Eyed Archers	Summon Creature	W2	2/2. Keen-Eyed Archers can intercept as though it had flying.
Knight Errant (H)	Summon Creature	W1	2/2
Path of Peace (A)	Sorcery	W3	Destroy any one creature. That creature's owner gains 4 life.
Regal Unicorn (s1) (A)	Summon Creature	W2	2/3
Sacred Knight	Summon Creature	W3	3/2. Sacred Knight can't be intercepted by black or red creatures.
Sacred Nectar (s1)	Sorcery	W1	You gain 4 life.
Spotted Griffin (s1)	Summon Creature	W3	2/3, Flying
Steadfastness	Sorcery	W1	All your creatures get +0/+3 until the end of the turn.
Warrior's Charge (s1) starter only	Sorcery	W2	All your creatures get +1/+1 until the end of the turn. (For example, a 1/2 creature would become 2/3.)
Warrior's Charge (H)	Sorcery	W2	All your creatures get +1/+1 until the end of the turn.