

# Prophecy

## Expansion set for Magic: The Gathering

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Key:

**Rare** cards (R) are shown in bold text.  
*Uncommon* cards (U) are shown in italicized text.  
 Common cards (C) are shown in normal text.

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.

### Land:

Card Name	Spell Type	Ability
<b>Wintermoon Mesa</b>	Land	Wintermoon Mesa comes into play tapped. ; Tap: Add one colorless mana to your mana pool. ; 2,Tap,Sacrifice Wintermoon Mesa: Tap two target lands.
<i>Rhystic Cave</i>	Land	Tap: Add one mana of any color to your mana pool unless any player pays 1.

### Artifacts:

Card Name	Spell Type	Cost	Ability
<b>Copper-Leaf Angel</b>	Artifact Creature - Angel	5	2/2, Flying. Tap,Sacrifice X lands: Put X +1/+1 counters on Copper-Leaf Angel.
<b>Keldon Battlewagon</b>	Artifact Creature	5	0/3, Trample. Keldon Battlewagon can't block. ; When Keldon Battlewagon attacks, sacrifice it at end of combat. ; Tap an untapped creature you control: Keldon Battlewagon gets +X/+0 until end of turn, where X is the tapped creature's power.
<b>Well of Discovery</b>	Artifact	6	At the end of your turn, if you control no untapped lands, draw a card.
<i>Chimeric Idol</i>	Artifact	3	0: Tap all lands you control. Chimeric Idol becomes a 3/3 artifact creature until end of turn.
<i>Hollow Warrior</i>	Artifact Creature - Golem	4	4/4. Hollow Warrior can't attack or block unless you tap an untapped creature you control. (This cost is paid as attackers or blockers are declared.)
<i>Well of Life</i>	Artifact	4	At the end of your turn, if you control no untapped lands, you gain 2 life.

# Black Spells:

Card Name	Spell Type	Cost	Ability
<b>Avatar of Woe</b>	Creature - Avatar	BB6	6/5. If there are ten or more creature cards total in all graveyards, Avatar of Woe costs 6 less to play. ; Avatar of Woe can't be blocked except by artifact creatures and/or black creatures. ; Tap: Destroy target creature. It can't be regenerated.
<b>Bog Elemental</b>	Creature - Elemental	BB3	5/4. Protection from White. ; At the beginning of your upkeep, sacrifice Bog Elemental unless you sacrifice a land.
<b>Coffin Puppets</b>	Creature - Zombie	BB3	3/3. Sacrifice two lands: Return Coffin Puppets to play. Play this ability only during your upkeep, only if Coffin Puppets is in your graveyard, and only if you control a swamp.
<b>Greel, Mind Raker</b>	Creature - Spellshaper Legend	BB3	3/3. BX, Tap, Discard two cards from your hand: Target player discards X cards at random from his or her hand.
<b>Infernal Genesis</b>	Enchantment	BB4	At the beginning of each player's upkeep, that player puts the top card of his or her library into his or her graveyard. He or she then puts X 1/1 black Minion creature tokens into play, where X is that card's converted mana cost.
<b>Plague Wind</b>	Sorcery	BB7	Destroy all creatures you don't control. They can't be regenerated.
<b>Rebel Informer</b>	Creature - Mercenary Rebel	B2	1/2. Rebel Informer can't be the target of white spells or abilities. ; 3: Put target Rebel card on the bottom of its owner's library.
<b>Rhystic Tutor</b>	Sorcery	B2	Unless any player pays 2, search your library for a card, put that card into your hand, then shuffle your library.
<i>Chilling Apparition</i>	Creature - Ghost	B2	1/1. B: Regenerate Chilling Apparition. ; Whenever Chilling Apparition deals combat damage to a player, that player discards a card from his or her hand.
<i>Endbringer's Revel</i>	Enchantment	B2	4: Return target creature card from a graveyard to its owner's hand. Any player may play this ability but only any time he or she could play a sorcery.
<i>Nakaya Shade</i>	Creature - Shade	B1	1/1. B: Nakaya Shade gets +1/+1 until end of turn unless any player pays 2.
<i>Noxious Field</i>	Enchant Land	BB1	Enchanted land has "Tap: This land deals 1 damage to each creature and each player."
<i>Outbreak</i>	Sorcery	B3	You may discard a swamp from your hand instead of paying Outbreak's mana cost. ; Choose a creature type. All creatures of that type get -1/-1 until end of turn.
<i>Pit Raptor</i>	Creature - Mercenary	BB2	4/3, Flying, First Strike. At the beginning of your upkeep, sacrifice Pit Raptor unless you pay BB2.
<i>Rhystic Syphon</i>	Sorcery	BB3	Unless target player pays 3, he or she loses 5 life and you gain 5 life.
<i>Wall of Vipers</i>	Creature - Wall	B2	2/4. (Walls can't attack.) 3: Destroy Wall of Vipers and target creature it's blocking. Any player may play this ability.
<i>Agent of Shauku</i>	Creature - Mercenary	B1	1/1. B1, Sacrifice a land: Target creature gets +2/+0 until end of turn.
<i>Bog Glider</i>	Creature - Mercenary	B2	1/1, Flying. Tap, Sacrifice a land: Search your library for a Mercenary card with converted mana cost 2 or less and put that card into play. Then shuffle your library.
<i>Death Charmer</i>	Creature - Mercenary	B2	2/2. Whenever Death Charmer deals combat damage to a creature, that creature's controller loses 2 life unless he or she pays 2.
<i>Despoil</i>	Sorcery	B3	Destroy target land. Its controller loses 2 life.
<i>Fen Stalker</i>	Creature - Nightstalker	B3	3/2. Fen Stalker can't be blocked except by artifact creatures and/or black creatures as long as you control no untapped lands.
<i>Flay</i>	Sorcery	B3	Target player discards a card at random from his or her hand. Then that player discards another card at random from his or her hand unless he or she pays 1.
<i>Greel's Caress</i>	Enchant Creature	B1	You may play Greel's Caress any time you could play an instant. ; Enchanted creature gets -3/-0.
<i>Plague Fiend</i>	Creature - Insect	B1	1/1. Whenever Plague Fiend deals combat damage to a creature, destroy that creature unless its controller pays 2.
<i>Soul Strings</i>	Sorcery	BX	Return two target creature cards from your graveyard to your hand unless any player pays X.
<i>Steal Strength</i>	Instant	B1	Target creature gets +1/+1 until end of turn. Another target creature gets -1/-1 until end of turn.
<i>Whipstitched Zombie</i>	Creature - Zombie	B1	2/2. At the beginning of your upkeep, sacrifice Whipstitched Zombie unless you pay B.

# Blue Spells:

Card Name	Spell Type	Cost	Ability
<b>Alexi, Zephyr Mage</b>	Creature - Spellshaper Legend	UU3	3/3. UX, Tap, Discard two cards from your hand: Return X target creatures to their owners' hands.
<b>Avatar of Will</b>	Creature - Avatar	UU6	5/6, Flying. If an opponent has no cards in hand, Avatar of Will costs 6 less to play.
<b>Denying Wind</b>	Sorcery	UU7	Search target player's library for up to seven cards and remove them from the game. Then that player shuffles his or her library.
<b>Heightened Awareness</b>	Enchantment	UU3	As Heightened Awareness comes into play, discard your hand. ; At the beginning of your draw step, draw a card.
<b>Overburden</b>	Enchantment	U1	Whenever a player puts a creature card into play, that player returns a land he or she controls to its owner's hand.
<b>Psychic Theft</b>	Sorcery	U1	Look at target player's hand, choose an instant or sorcery card from it, and remove that card from the game. You may play the card as though it were in your hand as long as the card remains removed from the game. At end of turn, if you haven't played the card, return it to its owner's hand.
<b>Shrouded Serpent</b>	Creature - Serpent	UUU4	4/4. Whenever Shrouded Serpent attacks, defending player may pay 4. If he or she doesn't, Shrouded Serpent is unblockable this turn.
<b>Troublesome Spirit</b>	Creature - Spirit	UU2	3/4, Flying. At the end of your turn, tap all lands you control.
<i>Excavation</i>	Enchantment	U1	1, Sacrifice a land: Draw a card. Any player may play this ability.
<i>Foil</i>	Instant	UU2	You may discard an island and another card from your hand instead of paying Foil's mana cost. ; Counter target spell.
<i>Mana Vapors</i>	Sorcery	U1	Lands target player controls don't untap during his or her next untap step.
<i>Quicksilver Wall</i>	Creature - Wall	U2	1/6. (Walls can't attack.) 4: Return Quicksilver Wall to its owner's hand. Any player may play this ability.
<i>Rhystic Scrying</i>	Sorcery	UU2	Draw three cards. Then, if any player pays 2, discard three cards from your hand.
<i>Spiketail Drake</i>	Creature - Drake	UU3	3/3, Flying. Sacrifice Spiketail Drake: Counter target spell unless its controller pays 3.
<i>Sunken Field</i>	Enchant Land	U1	Enchanted land has "Tap: Counter target spell unless its controller pays 1."
<i>Windscouter</i>	Creature - Ship	U3	3/3, Flying. Whenever Windscouter attacks or blocks, return it to its owner's hand at end of combat
<b>Alexi's Cloak</b>	Enchant Creature	U1	You may play Alexi's Cloak any time you could play an instant. ; Enchanted creature can't be the target of spells or abilities.
<b>Coastal Hornclaw</b>	Creature - Bird	U4	3/3. Sacrifice a land: Coastal Hornclaw gains flying until end of turn.
<b>Gulf Squid</b>	Creature - Beast	U3	2/2. When Gulf Squid comes into play, tap all lands target player controls.
<b>Hazy Homunculus</b>	Creature - Illusion	U1	1/1. Hazy Homunculus is unblockable as long as defending player controls an untapped land.
<b>Rethink</b>	Instant	U2	Counter target spell unless its controller pays X, where X is its converted mana cost.
<b>Rhystic Deluge</b>	Enchantment	U2	U: Tap target creature unless its controller pays 1.
<b>Rhystic Study</b>	Enchantment	U2	Whenever an opponent plays a spell, you may draw a card unless that player pays 1.
<b>Ribbon Snake</b>	Creature - Snake	UU1	2/3, Flying. 2: Ribbon Snake loses flying until end of turn. Any player may play this ability.
<b>Spiketail Hatchling</b>	Creature - Drake	U1	1/1, Flying. Sacrifice Spiketail Hatchling: Counter target spell unless its controller pays 1.
<b>Stormwatch Eagle</b>	Creature - Bird	U3	2/1, Flying. Sacrifice a land: Return Stormwatch Eagle to its owner's hand.
<b>Withdraw</b>	Instant	UU	Return target creature to its owner's hand. Then return another target creature to its owner's hand unless its controller pays 1.

# Green Spells:

Card Name	Spell Type	Cost	Ability
<b>Avatar of Might</b>	Creature - Avatar	GG6	8/8, Trample. If an opponent controls at least four more creatures than you, Avatar of Might costs 6 less to play.
<b>Dual Nature</b>	Enchantment	GG4	Whenever a creature card comes into play, its controller puts a creature token into play that's a copy of that creature. ; Whenever a creature card leaves play, remove all tokens with the same name as that creature from the game. ; When Dual Nature leaves play, remove all tokens created with it from the game.
<b>Elephant Resurgence</b>	Sorcery	G1	Each player puts a green Elephant creature token into play. Those creatures have "This creature's power and toughness are each equal to the number of creature cards in its controller's graveyard."
<b>Forgotten Harvest</b>	Enchantment	G1	At the beginning of your upkeep, you may remove a land card in your graveyard from the game. If you do, put a +1/+1 counter on target creature.
<b>Jolrael, Empress of Beasts</b>	Creature - Spellshaper Legend	GG3	3/3. G2, Tap, Discard two cards from your hand: Until end of turn, all lands target player controls are 3/3 creatures that are still lands.
<b>Mungha Wurm</b>	Creature - Wurm	GG2	6/5. You can't untap more than one land during your untap step.
<b>Squirrel Wrangler</b>	Creature - Druid	GG2	2/2. G1, Sacrifice a land: Put two 1/1 green Squirrel creature tokens into play. ; G1, Sacrifice a land: All Squirrels get +1/+1 until end of turn.
<b>Vitalizing Wind</b>	Instant	G8	Creatures you control get +7/+7 until end of turn.
<i>Darba</i>	Creature - Beast	G3	5/4. At the beginning of your upkeep, sacrifice Darba unless you pay GG.
<i>Living Terrain</i>	Enchant Land	GG2	Enchanted land is a 5/6 green Treefolk creature that's still a land.
<i>Root Cage</i>	Enchantment	G1	Mercenaries don't untap during their controllers' untap steps.
<i>Snag</i>	Instant	G3	You may discard a forest from your hand instead of paying Snag's mana cost. ; Prevent all combat damage that would be dealt by unblocked creatures this turn.
<i>Spitting Spider</i>	Creature - Spider	GG3	3/5. Spitting Spider may block as though it had flying. ; Sacrifice a land: Spitting Spider deals 1 damage to each creature with flying.
<i>Verdant Field</i>	Enchant Land	G2	Enchanted land has "Tap: Target creature gets +1/+1 until end of turn."
<i>Vintara Snapper</i>	Creature - Turtle	GG	2/2. Vintara Snapper can't be the target of spells or abilities as long as you control no untapped lands.
<i>Wing Storm</i>	Sorcery	G2	Wing Storm deals X damage to each player, where X is twice the number of creatures with flying that player controls.
<b>Calming Verse</b>	Sorcery	G3	Destroy all enchantments you don't control. Then, if you control an untapped land, destroy all enchantments you control.
<b>Jolrael's Favor</b>	Enchant Creature	G1	You may play Jolrael's Favor any time you could play an instant. ; G1: Regenerate enchanted creature.
<b>Marsh Boa</b>	Creature - Snake	G	1/1, Swampwalk.
<b>Pygmy Razorback</b>	Creature - Boar	G1	2/1, Trample.
<b>Rib Cage Spider</b>	Creature - Spider	G2	1/4. Rib Cage Spider may block as though it had flying.
<b>Silt Crawler</b>	Creature - Beast	G2	3/3. When Silt Crawler comes into play, tap all lands you control.
<b>Spore Frog</b>	Creature - Frog	G	1/1. Sacrifice Spore Frog: Prevent all combat damage that would be dealt this turn.
<b>Thresher Beast</b>	Creature - Beast	GG3	4/4. Whenever Thresher Beast becomes blocked, defending player sacrifices a land.
<b>Thrive</b>	Sorcery	GX	Put a +1/+1 counter on each of X target creatures.
<b>Vintara Elephant</b>	Creature - Elephant	G4	4/3, Trample. 3: Vintara Elephant loses trample until end of turn. Any player may play this ability.
<b>Wild Might</b>	Instant	G1	Target creature gets +1/+1 until end of turn. That creature gets an additional +4/+4 until end of turn unless any player pays 2.

# Red Spells:

Card Name	Spell Type	Cost	Ability
<b>Avatar of Fury</b>	Creature - Avatar	RR6	6/6, Flying. If an opponent controls seven or more lands, Avatar of Fury costs 6 less to play. ; R: Avatar of Fury gets +1/+0 until end of turn.
<b>Fickle Efreet</b>	Creature - Efreet	R3	5/2. Whenever Fickle Efreet attacks or blocks, flip a coin at end of combat. If you lose the flip, an opponent gains control of Fickle Efreet.
<b>Keldon Firebombers</b>	Creature - Soldier	RR3	3/3. When Keldon Firebombers comes into play, each player sacrifices all lands he or she controls except for three.
<b>Latulla, Keldon Overseer</b>	Creature - Spellshaper Legend	RR3	3/3. RX, Tap, Discard two cards from your hand: Latulla, Keldon Overseer deals X damage to target creature or player.
<b>Search for Survivors</b>	Sorcery	R2	Shuffle your graveyard. An opponent chooses a card from it at random. If that card is a creature card, put it into play. Otherwise, remove it from the game.
<b>Searing Wind</b>	Instant	R8	Searing Wind deals 10 damage to target creature or player.
<b>Task Mage Assembly</b>	Enchantment	R2	When there are no creatures in play, sacrifice Task Mage Assembly. ; 2: Task Mage Assembly deals 1 damage to target creature. Any player may play this ability but only any time he or she could play a sorcery.
<b>Veteran Brawlers</b>	Creature - Soldier	R1	4/4. Veteran Brawlers can't attack if defending player controls an untapped land. ; Veteran Brawlers can't block if you control an untapped land.
<i>Barbed Field</i>	Enchant Land	RR2	Enchanted land has "Tap: This land deals 1 damage to target creature or player."
<i>Brutal Suppression</i>	Enchantment	R	Activated abilities on Rebel cards cost an additional "Sacrifice a land" to play.
<i>Citadel of Pain</i>	Enchantment	R2	At the end of each player's turn, Citadel of Pain deals X damage to that player, where X is the number of untapped lands he or she controls.
<i>Flameshot</i>	Sorcery	R3	You may discard a mountain from your hand instead of paying Flameshot's mana cost. ; Flameshot deals 3 damage divided as you choose among any number of target creatures.
<i>Keldon Arsonist</i>	Creature - Soldier	R2	1/1. 1, Sacrifice two lands: Destroy target land.
<i>Lesser Gargadon</i>	Creature - Beast	RR2	6/4. Whenever Lesser Gargadon attacks or blocks, sacrifice a land.
<i>Scoria Cat</i>	Creature - Cat	RR3	3/3. Scoria Cat gets +3/+3 as long as you control no untapped lands.
<i>Whip Sergeant</i>	Creature - Soldier	R2	2/1. R: Target creature gains haste until end of turn. (It may attack and Tap the turn it comes under your control.)
<b>Branded Brawlers</b>	Creature - Soldier	R	2/2. Branded Brawlers can't attack if defending player controls an untapped land. ; Branded Brawlers can't block if you control an untapped land.
<b>Devastate</b>	Sorcery	RR3	Destroy target land. Devastate deals 1 damage to each creature and each player.
<b>Fault Riders</b>	Creature - Soldier	R2	2/2. Sacrifice a land: Fault Riders gets +2/+0 and gains first strike until end of turn. Play this ability only once each turn.
<b>Inflame</b>	Instant	R	Inflame deals 2 damage to each creature dealt damage this turn.
<b>Keldon Berserker</b>	Creature - Soldier	R3	2/3. Whenever Keldon Berserker attacks, if you control no untapped lands, it gets +3/+0 until end of turn.
<b>Latulla's Orders</b>	Enchant Creature	R1	You may play Latulla's Orders any time you could play an instant. ; Whenever enchanted creature deals combat damage to defending player, you may have it destroy target artifact that player controls.
<b>Panic Attack</b>	Sorcery	R2	Up to three target creatures can't block this turn.
<b>Rhystic Lightning</b>	Instant	R2	Rhystic Lightning deals 4 damage to target creature or player unless that creature's controller or that player pays 2. If he or she does, Rhystic Lightning deals 2 damage to the creature or player.
<b>Ridgeline Rager</b>	Creature - Beast	R2	1/2. R: Ridgeline Rager gets +1/+0 until end of turn.
<b>Spur Grappler</b>	Creature - Beast	R2	2/1. Spur Grappler gets +2/+1 as long as you control no untapped lands.
<b>Zerapa Minotaur</b>	Creature - Minotaur	RR2	3/3, First Strike. 2: Zerapa Minotaur loses first strike until end of turn. Any player may play this ability.

# White Spells:

Card Name	Spell Type	Cost	Ability
<b>Avatar of Hope</b>	Creature - Avatar	WW6	4/9, Flying. If you have 3 life or less, Avatar of Hope costs 6 less to play. ; Avatar of Hope may block any number of creatures.
<b>Blessed Wind</b>	Sorcery	WW7	Target players life total becomes 20.
<b>Celestial Convergence</b>	Enchantment	WW2	Celestial Convergence comes into play with seven omen counters on it. ; At the beginning of your upkeep, remove an omen counter from Celestial Convergence. If there are no omen counters on Celestial Convergence, the player with the highest life total wins the game. If two or more players are tied for highest life total, the game is a draw.
<b>Jeweled Spirit</b>	Creature - Spirit	WW3	3/3, Flying. Sacrifice two lands: Jeweled Spirit gains protection from artifacts or from the color of your choice until end of turn.
<b>Mageta the Lion</b>	Creature - Spellshaper Legend	WW3	3/3. WW2, Tap, Discard two cards from your hand: Destroy all creatures except for Mageta the Lion. Those creatures can't be regenerated.
<b>Mercenary Informer</b>	Creature - Rebel Mercenary	W2	2/1. Mercenary Informer can't be the target of black spells or abilities. ; W2: Put target Mercenary card on the bottom of its owner's library.
<b>Samite Sanctuary</b>	Enchantment	W2	2: Prevent the next 1 damage that would be dealt to target creature this turn. Any player may play this ability.
<b>Sheltering Prayers</b>	Enchantment	W	Basic lands each player controls can't be the targets of spells or abilities as long as that player controls three or fewer lands.
<i>Abolish</i>	Instant	WW1	You may discard a plains from your hand instead of paying Abolish's mana cost. ; Destroy target artifact or enchantment.
<i>Entangler</i>	Enchant Creature	WW2	Enchanted creature may block any number of creatures.
<i>Flowering Field</i>	Enchant Land	W1	Enchanted land has "Tap: Prevent the next 1 damage that would be dealt to target creature or player this turn."
<i>Glittering Lion</i>	Creature - Cat	W2	2/2. Prevent all damage that would be dealt to Glittering Lion. ; 3: Until end of turn, Glittering Lion loses "Prevent all damage that would be dealt to Glittering Lion." Any player may play this ability.
<i>Mirror Strike</i>	Instant	W3	Target unblocked creature deals combat damage to its controller instead of to you this turn.
<i>Reveille Squad</i>	Creature - Rebel	WW2	3/3. Whenever you're attacked, if Reveille Squad is untapped, you may untap all creatures you control.
<i>Shield Dancer</i>	Creature - Rebel	W2	1/3. W2: The next time target attacking creature would deal combat damage to Shield Dancer this turn, that creature deals that damage to itself instead.
<i>Sword Dancer</i>	Creature - Rebel	W1	1/2. WW: Target attacking creature gets -1/-0 until end of turn.
<i>Aura Fracture</i>	Enchantment	W2	Sacrifice a land: Destroy target enchantment.
<i>Diving Griffin</i>	Creature - Griffin	WW1	2/2, Flying. Attacking doesn't cause Diving Griffin to tap.
<i>Excise</i>	Instant	WX	Remove target attacking creature from the game unless its controller pays X.
<i>Glittering Lynx</i>	Creature - Cat	W	1/1. Prevent all damage that would be dealt to Glittering Lynx. ; 2: Until end of turn, Glittering Lynx loses "Prevent all damage that would be dealt to Glittering Lynx." Any player may play this ability.
<i>Mageta's Boon</i>	Enchant Creature	W1	You may play Mageta's Boon any time you could play an instant. ; Enchanted creature gets +1/+2.
<i>Mine Bearer</i>	Creature - Soldier	W2	1/1. Tap, Sacrifice Mine Bearer: Destroy target attacking creature.
<i>Rhystic Circle</i>	Enchantment	WW2	1: Any player may pay 1. If no one does, the next time a source of your choice would deal damage to you this turn, prevent that damage.
<i>Rhystic Shield</i>	Instant	W1	Creatures you control get +0/+1 until end of turn. They get an additional +0/+2 until end of turn unless any player pays 2.
<i>Soul Charmer</i>	Creature - Rebel	W2	2/2. Whenever Soul Charmer deals combat damage to a creature, you gain 2 life unless that creature's controller pays 2.
<i>Trenching Steed</i>	Creature - Rebel	W3	2/3. Sacrifice a land: Trenching Steed gets +0/+3 until end of turn.
<i>Troubled Healer</i>	Creature - Cleric	W2	1/2. Sacrifice a land: Prevent the next 2 damage that would be dealt to target creature or player this turn.