Magic: The Gathering

(Revised Edition)

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

Land:

Card Name		Spell Type	Ability
Forest	*Path* *Shadows* *Big Tree*	Land	Tap for 1 Green mana
Island	*Purplish* *Greenish* *Red Sky*	Land	Tap for 1 Blue mana
Mountain	*Red Sky* *Blue Sky* *Green Sky*	Land	Tap for 1 Red mana
Plains	*Dots* *Trees* *Dark*	Land	Tap for 1 White mana
Swamp	*Whitish* *Yellowish* *Greenish*	Land	Tap for 1 Black mana

Badlands		Land	Tap for 1 Black or Red mana
Bayou		Land	Tap for 1 Black or Green mana
Plateau		Land	Tap for 1 Red or White mana
Savannah		Land	Tap for 1 Green or White mana
Scrubland		Land	Tap for 1 Black or White mana
Taiga		Land	Tap for 1 Green or Red mana
Tropical Island		Land	Tap for 1 Blue or Green mana
Tundra		Land	Tap for 1 Blue or White mana
Underground Sea		Land	Tap for 1 Black or Blue mana
Volcanic Island		Land	Tap for 1 Blue or Red mana

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Rare Artifacts:

		Card Name		Spell Type	Cost	Ability
		Aladdin's Lamp	(From AN)	Artifact	10	Instead of drawing in draw phase, draw X cards and keep only one (Tap+X). X cannot be zero.
		Aladdin's Ring	(From AN)	Artifact	8	4 damage to any target (Tap+8)
		Ankh of Mishra		Artifact	2	Player takes 2 damage each time they play a land.
		Armageddon Clock	(From AQ)	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 for 4 mana.
		Bottle of Suleiman	(From AN)	Artifact	4	Flip coin and take 5 damage or get 5/5 Flying Djinn token creature (1+Sacrifice this card).
		Clockwork Beast		Artifact Creature	6	0/4, Starts with seven +1/+0 counters; Remove counter when attacking or defending; Do not untap to pay 1 mana per counter restored (tap if not tapped)
		Dancing Scimitar	(From AN)	Artifact Creature	4	1/5, Flying
		Dingus Egg		Artifact	4	2 damage to controller of land which is destroyed.
		Disrupting Scepter		Artifact	3	Opponent discards one card (Tap+3). Only usable on your turn.
		Dragon Engine	(From AQ)	Artifact Creature	3	1/3, +1/+0 (2)
		Ebony Horse	(From AN)	Artifact	3	Make one of your attacking creatures untap and it is not considered to have ever attacked (Tap+2)
		Flying Carpet	(From AN)	Artifact	4	Gives Flying until end of turn (Tap+2); Destroyed if creature destroyed when using it.
		Helm of Chatzuk		Artifact	1	Give creature Banding until end of turn(Tap+1)
		The Hive		Artifact	5	Create 1/1 Flying Wasp token creature (Tap+5)
		Howling Mine		Artifact	2	All players draw 1 extra card during Draw phase.
		Ivory Tower	(From AQ)	Artifact	1	Gain 1 life during upkeep for each card over 4 in hand.
		Jade Monolith		Artifact	4	Transfer damage from creature to self (1)
		Jandor's Ring	(From AN)	Artifact	6	Discard the card just drawn and replace it (Tap+2)
		Jandor's Saddlebags	(From AN)	Artifact	2	Untap a creature (Tap+3)
		Jayemdae Tome		Artifact	4	Draw a card (Tap+4)
		Kormus Bell		Artifact	4	All Swamps become 1/1 land-creatures.
		Mana Vault		Artifact	1	Tap for 3 colorless mana; Untap for 4 mana during upkeep or take 1 damage.
		Meekstone		Artifact	1	Creatures with power >2 do not untap.
		Millstone	(From AQ)	Artifact	2	Put top 2 cards of a player's library and put them in their graveyard (Tap+2)
		Mishra's War Machine	(From AQ)	Artifact Creature	7	5/5, Bands; Discard 1 card from hand each upkeep or take 3 damage and Machine is tapped.
		Nevinyrral's Disk		Artifact	4	Destroy all creatures, enchantments and artifacts (Tap+1); Enters play tapped. { Does not have tap symbol but errata says to consider it there }
		Onulet	(From AQ)	Artifact Creature	3	2/2, Controller gets +2 life when Onulet is destroyed.
		Primal Clay	(From AQ)	Artifact Creature	4	At casting choose to make it a 3/3 creature, a 1/6, Wall creature, or a 2/2, Flying creature.
		Rocket Launcher	(From AQ)	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		Artifact	3	Can use White mana as Red mana.
		Winter Orb		Artifact	2	All players untap only one land per turn.

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Uncommon Artifacts:

		Card Name	Spell Type	Cost	Ability
		Basalt Monolith	Artifact	3	Tap to get 3 mana; Untap by spending 3 mana.
		Black Vise	Artifact	1	Opponent takes 1 damage during upkeep for each card over 4 in hand.
		Brass Man (From AN)	Artifact Creature	1	1/3; Does not untap as normal; Pay 1 during upkeep to untap.
		Celestial Prism	Artifact	3	1 mana of any color (Tap+2)
		Conservator	Artifact	4	Prevent 2 damage to you (Tap+3) { actually says prevent loss of 2 life but errata says it is prevent 2 damage }
		Crystal Rod	Artifact	1	+1 life when Blue spell cast (1)
		Glasses of Urza	Artifact	1	Tap to look at one opponent's hand.
		Iron Star	Artifact	1	+1 life when Red spell cast (1)
		Ivory Cup	Artifact	1	+1 life when White spell cast (1)
		Juggernaut	Artifact Creature	4	5/3, must attack, Cannot be blocked by Walls
		Library of Leng	Artifact	1	Skip discard phase; Can discard to top of library.
		Living Wall	Artifact Creature	4	0/6, Wall, Regenerates (1)
		Obsianus Golem	Artifact Creature	6	4/6
		Ornithopter (From AQ)	Artifact Creature	0	0/2, Flying
		The Rack (From AQ)	Artifact	1	Opponent takes 1 damage during upkeep for each card less than 3 in hand.
		Rod of Ruin	Artifact	4	Do 1 damage to any target (Tap+3)
		Sol Ring	Artifact	1	Tap for 2 colorless mana.
		Soul Net	Artifact	1	+1 life when creature goes to graveyard (1)
		Throne of Bone	Artifact	1	+1 life when Black spell cast (1)
		Wooden Sphere	Artifact	1	+1 life when Green spell cast (1)

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Black Spells:

		Card Name	Spell Type	Cost	Ability
		Bad Moon	Enchantment	B1	Gives +1/+1 to all Black creatures.
		Contract from Below	Sorcery	B	Get new hand but add one card to ante.
		Darkpact	Sorcery	BBB	Swap top card of library with either ante.
		Deathlace	Interrupt	B	Change one card's color to Black.
		Demonic Attorney	Sorcery	BB1	All players Ante another card or forfeit.
		Demonic Hordes	Summon Demons	BBB3	5/5, Tap to destroy a land; Pay BBB during upkeep or lose a land and Hordes become tapped.
		El-Hajjâj (From AN)	Summun El-Hajjâj	BB1	1/1; +1 life for each damage it does.
		Lord of the Pit	Summon Demon	BBB4	7/7, Trample, Flying; Sacrifice one creature during upkeep or take 7 damage.
		Mind Twist	Sorcery	BX	Opponent discards X cards at random.
		Nether Shadow	Summon Shadow	BB	1/1, Can attack on turn it is brought into play; If in graveyard with 3 creatures on top, can be brought into play for no cost during upkeep.
		Nightmare	Summon Nightmare	B5	*/* where *=number of swamps, Flying
		Royal Assassin	Summon Assassin	BB1	1/1, Tap to destroy one tapped creature
		Sorceress Queen (From AN)	Summon Sorceress	BB1	1/1; Tap to make a creature 0/2 until end of turn
		Warp Artifact	Enchant Artifact	BB	Does 1 damage during upkeep to artifact's controller.
		Will-O'-The-Wisp	Summon Will-O'-The-Wisp	B	0/1, Flying, Regenerates (B)
		Zombie Master	Summon Lord	BB1	2/3, All Zombies get SwampWalk & Regeneration.
		Animate Dead	Enchant Dead Creature	B1	Pull creature from any graveyard at -1 power as if just summoned. It is buried if this card is removed.
		Black Knight	Summon Knight	BB	2/2, First Strike, Protection from White
		Bog Wraith	Summon Wraith	B3	3/3, SwampWalk
		Cursed Land	Enchant Land	BB2	Does 1 damage during upkeep to land's controller.
		Deathgrip	Enchantment	BB	Counter Green spell as it is cast (BB)
		Demonic Tutor	Sorcery	B1	Take any one card from library into hand.
		Evil Presence	Enchant Land	B	Change a Land to a basic Swamp.
		Gloom	Enchantment	B2	White spells and white enchantments cost 3 more.
		Hypnotic Specter	Summon Specter	BB1	2/2, Flying, Player discards one card if damaged
		Nettling Imp	Summon Imp	B2	1/1, Tap to force a non-Wall to attack or die
		Sacrifice	Interrupt	B	Sacrifice creature to get casting cost as Black mana.
		Scavenging Ghoul	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 by taking lethal damage.
		Sengir Vampire	Summon Vampire	BB3	4/4, Flying; Gets a +1/+1 counter each time a creature it damaged that turn goes to the graveyard.
		Simulacrum	Instant	B1	Transfer all damage this turn from self to a creature.
		Wall of Bone	Summon Wall	B2	1/4, Wall, Regenerates (B)
		Dark Ritual	Interrupt	B	Gain 3 Black mana.
		Drain Life	Sorcery	B1	Does X dmg to target and gives X life to caster, where X is the amount of additional Black mana spent. Cannot gain more than creature's toughness or player's life.
		Drudge Skeletons	Summon Skeletons	B1	1/1, Regenerates (B)
		Erg Raiders (From AN)	Summon Raiders	B1	2/3, Take 2 dmg if do not attack with them
		Fear	Enchant Creature	BB	Only blockable by Black or Artifact creatures
		Frozen Shade	Summon Shade	B2	0/1, +1/+1 (B)
		Howl from Beyond	Instant	BX	+X/+0 until end of turn
		Paralyze	Enchant Creature	B	Taps creature; Does not untap as normal; Pay 4 during upkeep to untap creature
		Pestilence	Enchantment	BB2	Do 1 damage to call creatures and players (B); Discard if no creatures in play at end of turn.
		Plague Rats	Summon Rats	B2	*/* where *=number of Plague Rats in play
		Raise Dead	Sorcery	B	Return a creature from your graveyard to hand.
		Scathe Zombies	Summon Zombies	B2	2/2
		Terror	Instant	B1	Buries non-Black/Artifact creature.
		Unholy Strength	Enchant Creature	B	Gives creature +2/+1
		Weakness	Enchant Creature	B	Gives creature -2/-1

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Blue Spells:

		Card Name	Spell Type	Cost	Ability
		Braingeyser	Sorcery	UUX	Draw (or force opponent to draw) X cards.
		Copy Artifact	Enchantment	U1	Card acts as a copy of an artifact in play.
		Drain Power	Sorcery	UU	Tap all of opponent's land and mana pool into your pool.
		Hurkyl's Recall (From AQ)	Instant	U1	Sends all of target player's artifacts from play into hand.
		Island Fish Jasconius (From AN)	Summon Island Fish	UUU4	6/8; Pay UUU during upkeep to untap; Cannot attack if opponent has no Islands; Destroyed if you have no Islands.
		Lord of Atlantis	Summon Lord	UU	2/2; All Merfolk get +1/+1 and IslandWalk.
		Magical Hack	Interrupt	U	Change land type references on one card.
		Mahamoti Djinn	Summon Djinn	UU4	5/6, Flying
		Mana Short	Instant	U2	All of an opponent's lands become tapped and mana pool is emptied.
		Pirate Ship	Summon Ship	U4	4/3, Tap to do 1 damage to target; Cannot attack if opponent has no Islands; Destroyed if you have no Islands.
		Serendib Efreet (From AN)	Summon Efreet	U2	3/4, Flying; Take 1 damage during upkeep. { Card has green background and Ifh-Biff picture }
		Sleight of Mind	Interrupt	U	Change color type references on one card.
		Stasis	Enchantment	U1	No Untap phase for any player; Pay U during upkeep or Stasis is destroyed..
		Thoughtlace	Interrupt	U	Change one card's color to blue.
		Vesuvan Doppelganger	Summon Doppelganger	UU3	*/* where * = copies creature but not color; Can change creature imitated during upkeep.
		Volcanic Eruption	Sorcery	UUUX	Destroys X Mountains in play doing 1 damage to all players and creatures for each destroyed.
		Air Elemental	Summon Elemental	UU3	4/4, Flying
		Animate Artifact	Enchant Artifact	U3	Makes it a */* creature where *=casting cost; No effect on artifact creatures. { ABU = was not castable them }
		Clone	Summon Clone	U3	*/* where *=copies creature and color
		Control Magic	Enchant Creature	UU2	Caster takes control of the creature.
		Counterspell	Interrupt	UU	Counters spell as it is being cast.
		Energy Flux (From AQ)	Enchantment	U2	Pay 2 for each artifact during upkeep or it is destroyed.
		Feedback	Enchant Enchantment	U2	Does 1 damage during upkeep to enchantment's controller.
		Lifetap	Enchantment	UU	Gain 1 life when opponent taps a Forest.
		Phantasmal Forces	Summon Phantasm	U3	4/1, Flying; Pay U during upkeep or Forces are destroyed.
		Phantom Monster	Summon Phantasm	U3	3/3, Flying
		Siren's Call	Instant	U	All of opponent's non-wall creatures attack or die.
		Steal Artifact	Enchant Artifact	UU2	Caster takes control of an artifact.
		Wall of Air	Summon Wall	UU1	1/5, Flying, Wall
		Wall of Water	Summon Wall	UU1	0/5, Wall, +1/+0(U)
		Water Elemental	Summon Elemental	UU3	5/4
		Blue Elemental Blast	Interrupt	U	Destroys a red card or counters a red spell
		Creature Bond	Enchant Creature	U1	Does creature's toughness in damage to opponent when creature goes to graveyard.
		Flight	Enchant Creature	U	Gives creature Flying.
		Jump	Instant	U	Creature gets Flying until end of turn.
		Merfolk ofthe Pearl Trident	Summon Merfolk	U	1/1
		Phantasmal Terrain	Enchant Land	UU	Changes land to a basic type of choice.
		Power Leak	Enchant Enchantment	U1	Enchantment costs 2 during upkeep or take 1 damage for each unpaid mana.
		Power Sink	Interrupt	UX	Opponent spends X mana or spell fails; Must try.
		Prodigal Sorcerer	Summon Wizard	U2	1/1, Tap for 1 damage to a target
		Psychic Venom	Enchant Land	U1	Does 2 damage when land is tapped.
		Reconstruction (From AQ)	Sorcery	U	Take artifact from your graveyard to your hand
		Sea Serpent	Summon Serpent	U5	5/5; Cannot attack if opponent has no Islands, Buried if you have no Islands.
		Spell Blast	Interrupt	UX	Counters target spell of cost X.
		Unstable Mutation (From AN)	Enchant Creature	U	Gives +3/+3; Creature gets a -1/-1 counter each upkeep; Counters remain even if enchantment is removed.
		Unsummon	Instant	U	Send a creature to owner's hand from play.

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Green Spells:

		Card Name	Spell Type	Cost	Ability
		Aspect of Wolf	Enchant Creature	G1	Gives +*/+* where *=1/2 number of Forests; Round down power and up toughness.
		Birds of Paradise	Summon Mana Birds	G	0/1, Flying, Tap for one mana of any color
		Cockatrice	Summon Cockatrice	GG3	2/4, Flying, Any non-Wall blocked-by/blocking Cockatrice is destroyed.
		Elvish Archers	Summon Elves	G1	2/1, First Strike
		Fastbond	Enchantment	G	Can play extra lands but take 1 damage for each.
		Force of Nature	Summon Force	GGGG2	8/8, Trample; Pay GGGG during upkeep or take 8 damage.
		Fungusaur	Summon Fungusaur	G3	2/2; Gets a +1/+1 counter when at end of turn in which it is damaged and not killed.
		Gaea's Liege	Summon Gaea's Liege	GGG3	*/* where *=number of Forests (of opponent when attacking, self otherwise); Tap to turn one land into a Forest.
		Kudzu	Enchant Land	GG1	Destroys land when land is tapped then moves to another land.
		Lifelace	Interrupt	G	Changes card's color to Green.
		Living Artifact	Enchant Artifact	G	Put one counter on artifact for each life lost; Can convert one counter each upkeep to gain 1 life.
		Living Lands	Enchantment	G3	Treat all Forests in play as 1/1 creatures.
		Timber Wolves	Summon Wolves	G	1/1, Bands
		Titania's Song (From AQ)	Enchantment	G3	All non-creature artifacts lose their abilities and become artifact creatures with power/toughness = casting cost. They return to being artifacts just before untap on the turn after this card leaves play.
		Verduran Enchantress	Summon Enchantress	GG1	0/2, Can draw a card whenever you cast an enchantment
		Web	Enchant Creature	G	Gives creature +0/+2 and it can block Flying creatures.
		Channel	Sorcery	GG	Can turn life into colorless mana for rest of turn.
		Crumble (From AQ)	Instant	G	Buries target artifact and gives controller life equal to its casting cost.
		Desert Twister (From AN)	Sorcery	GG4	Destroy any one card in play.
		Hurricane	Sorcery	GX	All players and flying creatures take X damage.
		Instill Energy	Enchant Creature	G	May untap once during your turn in addition to the untap phase; May attack on turn it enters play.
		Ley Druid	Summon Cleric	G2	1/1, Tap to untap land of choice
		Lifeforce	Enchantment	GG	Counter Black spell as cast (GG)
		Lure	Enchant Creature	GG1	All creatures able to block this creature must do so.
		Regrowth	Sorcery	G1	Return one card from your graveyard to hand.
		Thicket Basilisk	Summon Basilisk	GG3	2/4, Any non-Wall blocked-by/blocking Basilisk is destroyed
		Tsunami	Sorcery	G3	Destroys all Islands in play.
		Wall of Brambles	Summon Wall	G2	2/3, Wall, Regenerates (G)
		Wall of Ice	Summon Wall	G2	0/7, Wall
		Wanderlust	Enchant Creature	G2	Does 1 damage during upkeep to creature's controller.
		Craw Wurm	Summon Wurm	GG4	6/4
		Fog	Instant	G	No damage or other effects from this attack.
		Giant Growth	Instant	G	+3/+3 to creature until end of turn
		Giant Spider	Summon Spider	G3	2/4, Can block Flying creatures
		Grizzly Bears	Summon Bears	G1	2/2
		Ironroot Treefolk	Summon Treefolk	G4	3/5
		Llanowar Elves	Summon Elves	G	1/1, Tap for 1 Green mana
		Regeneration	Enchant Creature	G1	Gives creature Regenerate (G)
		Scryb Sprites	Summon Faeries	G	1/1, Flying
		Shanodin Dryads	Summon Nymphs	G	1/1, ForestWalk
		Stream of Life	Sorcery	GX	Gain X life.
		Tranquility	Sorcery	G2	Destroys all enchantments.
		Wall of Wood	Summon Wall	G	0/3, Wall
		War Mammoth	Summon Mammoth	G3	3/3, Trample
		Wild Growth	Enchant Land	G	Gives 1 extra Green mana when land is tapped for mana.

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Red Spells:

Card Name	Spell Type	Cost	Ability
Chaoslace	Interrupt	R	Change one card's color to Red.
Earthquake	Sorcery	RX	All players and non-Flying creatures take X damage.
Fork	Interrupt	RR	Copy Sorcery or Instant and control the duplicate.
Goblin King	Summon Lord	RR1	2/2; All Goblins get +1/+1 and MountainWalk.
Granite Gargoyle	Summon Gargoyle	R2	2/2, Flying, +0/+1 (R)
Magnetic Mountain (From AN)	Enchantment	RR1	Blue creatures cost 4 to untap during upkeep.
Manabarbs	Enchantment	R3	Does 1 damage to anyone who taps a land for mana.
Mana Flare	Enchantment	R2	All lands produce one extra mana for the proper color.
Mijae Djinn (From AN)	Summon Djinn	RRR	6/3; Flip coin when attacking... it may decide not to attack.
Power Surge	Enchantment	RR	During upkeep phase, all players take 1 damage per land which was untapped at beginning of turn.
Rock Hydra	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	Summon Roc	R3	3/3, Flying
Sedge Troll	Summon Troll	R2	2/2 (3/3 if have swamps), Regenerate (B)
Shivan Dragon	Summon Dragon	RR4	5/5, Flying, +1/+0 (R)
Smoke	Enchantment	RR	Players may only untap one creature during untap phase.
Wheel of Fortune	Sorcery	R2	All discard and draw a new hand.
Burrowing	Enchant Creature	R	Gives creature MountainWalk.
Dragon Whelp	Summon Dragon	RR2	2/3, Flying, +1/+0 (R); Dies at end of turn if more than RRR spent in one turn.
Dwarven Weaponsmith (From AQ)	Summon Dwarves	R1	1/1, Tap and sacrifice artifact during upkeep to give a permanent +1/+1 to target creature.
Earth Elemental	Summon Elemental	RR3	4/5
Fire Elemental	Summon Elemental	RR3	5/4
Flashfires	Sorcery	R3	Destroys all Plains in play.
Goblin Balloon Brigade	Summon Goblins	R	1/1, Flying (R)
Keldon Warlord	Summon Lord	RR2	*/* where *=number of non-Wall creatures you have.
Orcish Artillery	Summon Orcs	RR1	1/3, Tap to do 2 damage to a target and 3 damage to self
Orcish Oriflamme	Enchantment	R3	Gives +1/+0 to all your attacking creatures.
Shatterstorm (From AQ)	Sorcery	RR2	All artifacts in play are buried.
Stone Giant	Summon Giant	RR2	3/4, Tap to give a creature of toughness less than Giant's power Flying until end of turn, then creature dies.
Tunnel	Instant	R	Buries one Wall.
Uthden Troll	Summon Troll	R2	2/2, Regenerates (R)
Wall of Fire	Summon Wall	RR1	0/5, Wall, +1/+0 (R)
Wall of Stone	Summon Wall	RR1	0/8, Wall
Atog (From AQ)	Summon Atog	R1	1/2, Sacrifice and artifact for +2/+2 until end of turn
Disintegrate	Sorcery	RX	Does X damage to target; It cannot regenerate this turn and leaves game if it dies this turn.
Dwarven Warriors	Summon Dwarves	R2	1/1, Tap to make a creature of power <=2 unblockable until the end of turn.
Earthbind	Enchant Creature	R	Does 2 damage to Flying creature; Removes Flying from it.
Fireball	Sorcery	RX	Do X damage to a target; Each extra target (1), split damage evenly among targets.
Firebreathing	Enchant Creature	R	Gives +1/+0 (R)
Gray Ogre	Summon Ogre	R2	2/2
Hill Giant	Summon Giant	R3	3/3
Hurloon Minotaur	Summon Minotaur	RR1	2/3
Kird Ape (From AN)	Summon Ape	R	1/1, +1/+2 if you have Forests in play
Lightning Bolt	Instant	R	Does 3 damage to one target.
Mons's Goblin Raiders	Summon Goblins	R	1/1
Red Elemental Blast	Interrupt	R	Destroys a Blue card or counters a Blue spell.
Shatter	Instant	R1	Destroy an artifact.
Stone Rain	Sorcery	R2	Destroy a Land.

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White Spells:

		Card Name	Spell Type	Cost	Ability
		Animate Wall	Enchant Wall	W	Wall can attack.
		Armageddon	Sorcery	W3	Destroys all lands in play.
		Balance	Sorcery	W1	Balance number of lands, cards in hand and creatures by having player with the most sacrifice until players are equal.
		Blessing	Enchant Creature	WW	Gives +1/+1 (W)
		Crusade	Enchantment	WW	Gives +1/+1 to all White creatures
		Eye for an Eye (From AN)	Instant	WW	Opponent takes damage equal to that inflicted on you by your opponent's spell, creature or effect.
		Farmstead	Enchant Land	WWW	During upkeep pay WW to gain one life; Once per turn.
		Island Sanctuary	Enchantment	W1	Skip drawing one card during draw to make non-Flying and non-IslandWalk creatures unable to attack you.
		Northern Paladin	Summon Paladin	WW2	3/3, Destroy Black card (Tap+WW)
		Personal Incarnation	Summon Avatar	WWW3	6/6; Can redirect damage from it to self, lose 1/2 of life if it dies (rounding loss up).
		Purelace	Interrupt	W	Change one card's color to White.
		Reverse Damage	Instant	WW1	All damage from one source this turn is instead added to life.
		Righteousness	Instant	W	+7/+7 to defending creature
		Savannah Lions	Summon Lions	W	2/1
		Veteran Bodyguard	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.
		Wrath of God	Sorcery	WW2	All creatures in play are buried.
		Black Ward	Enchant Creature	W	Gives Protection from Black
		Blue Ward	Enchant Creature	W	Gives Protection from Blue
		Castle	Enchantment	W3	You untapped and non-attacking creatures gain +0/+2.
		Conversion	Enchantment	WW2	All Mountains become basic Plains; Pay WW during upkeep or Conversion is destroyed.
		Green Ward	Enchant Creature	W	Gives Protection from Green
		Karma	Enchantment	WW2	Does 1 damage during upkeep for each Swamp.
		Lance	Enchant Creature	W	Gives First Strike
		Red Ward	Enchant Creature	W	Gives Protection from Red
		Resurrection	Sorcery	WW2	Brings a creature from your graveyard into play.
		Reverse Polarity (From AQ)	Instant	WW	All damage done by artifacts to you so far this turn is instead added to life.
		Serra Angel	Summon Angel	WW3	4/4, Flying, Does not tap when attacking
		Swords to Plowshares	Instant	W	Gives creature's power in life to owner of the creature which then leaves the game
		Wall of Swords	Summon Wall	W3	3/5, Flying, Wall
		White Knight	Summon Knight	WW	2/2, First Strike, Protection from Black
		White Ward	Enchant Creature	W	Gives Protection from White
		Benalish Hero	Summon Hero	W	1/1, Bands
		Circle of Protection: Black	Enchantment	W1	Prevent damage from Black source (1)
		Circle of Protection: Blue	Enchantment	W1	Prevent damage from Blue source (1)
		Circle of Protection: Green	Enchantment	W1	Prevent damage from Green source (1)
		Circle of Protection: Red	Enchantment	W1	Prevent damage from Red source (1)
		Circle of Protection: White	Enchantment	W1	Prevent damage from White source (1)
		Death Ward	Instant	W	Regenerates creature.
		Disenchant	Instant	W1	Destroy enchantment or artifact.
		Guardian Angel	Instant	WX	Prevents X damage to target; Can pay for rest of turn to prevent further damage to the target.
		Healing Salve	Instant	W	Gain 3 life or prevent 3 damage to any target.
		Holy Armor	Enchant Creature	W	Gives +0/+2, +0/+1 (W)
		Holy Strength	Enchant Creature	W	Gives +1/+2
		Mesa Pegasus	Summon Pegasus	W1	1/1, Flying, Bands
		Pearled Unicorn	Summon Unicorn	W2	2/2
		Samite Healer	Summon Cleric	W1	1/1, Tap to prevent 1 damage to any target

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