

Visions

Expansion set for Magic: The Gathering

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

Key:

Rare cards (R2) are shown in bold text.

Uncommon cards (U2) are shown in italicized text.

Common cards (C2, B15, B16) are shown in normal text. (B15 and B16 cards about 75% as common as C2 cards.)

There are 3 uncommon cards sheets, 10 common card sheets, and 1 common B card sheet for each rare card sheet printed.
 The numbers next to the name indicate the relative frequency of a card within its group (common/uncommon/rare).

Land:

Card Name	Spell Type	Ability
Griffin Canyon R2	Land	Add 1 colorless mana to your mana pool (Tap). Untap a Griffin and give it +1/+1 until end of turn (Tap).
Undiscovered Paradise R2	Land	Add 1 mana of any color to your mana pool, but at beginning of your next untap return this card to its owner's hand (Tap).
<i>Coral Atoll</i> U2	Land	Enters play tapped. When enters play, return an untapped Island you control to its owner's hand or bury this card. Add U1 to your mana pool (Tap).
<i>Dormant Volcano</i> U2	Land	Enters play tapped. When enters play, return an untapped Mountain you control to its owner's hand or bury this card. Add R1 to your mana pool (Tap).
<i>Everglades</i> U2	Land	Enters play tapped. When enters play, return an untapped Swamp you control to its owner's hand or bury this card. Add B1 to your mana pool (Tap).
<i>Jungle Basin</i> U2	Land	Enters play tapped. When enters play, return an untapped Forest you control to its owner's hand or bury this card. Add G1 to your mana pool (Tap).
<i>Karoo</i> U2	Land	Enters play tapped. When enters play, return an untapped Plains you control to its owner's hand or bury this card. Add W1 to your mana pool (Tap).
<i>Quicksand</i> U2	Land	Add 1 colorless mana to your mana pool (Tap). Give a non-Flying attacking creature -1/-2 until end of turn (Tap+Sacrifice this card).

Artifacts:

Card Name	Spell Type	Cost	Ability
Anvil of Bogarden R2	Artifact	2	All players skip their discard phase. During each player's upkeep, they draw a card and then discard a card.
Diamond Kaleidoscope R2	Artifact	4	Put a 0/1 Prism artifact creature token into play (Tap+3). Add one mana of any color to your mana pool (Sacrifice a Prism token).
Phyrexian Marauder R2	Artifact Creature	X	0/0. Enters play with X +1/+1 counters. Cannot block. Cannot attack unless you pay 1 mana for each counter on it.
Sands of Time R2	Artifact	4	All players skip their untap phase. At the beginning of each player's turn, untap all their tapped artifacts, creatures and lands, and tap all their untapped ones.
Snake Basket R2	Artifact	4	As a sorcery, put X 1/1 green Cobra tokens into play (X+Sacrifice this card).
Teferi's Puzzle Box R2	Artifact	4	During each player's draw phase, they put their hand on the bottom of their library and draw enough cards to bring their hand up to its old size.
Triangle of War R2	Artifact	1	Make one of your creatures and an opponent's creature deal their power in damage to each other (2+Sacrifice this card).
Wand of Denial R2	Artifact	2	Look at top card of a player's library, and if it is a non-land, you may pay 2 life to put it in their graveyard (Tap).
<i>Brass-Talon Chimera</i> U2	Artifact Creature	4	2/2, First Strike. Counts as a Chimera. Give First Strike to and put a +2/+2 counter on a Chimera (Sacrifice this card).
<i>Dragon Mask</i> U2	Artifact	3	Give a creature you control +2/+2 until end of turn, and it is sent to its owner's hand at end of turn (Tap+3).
<i>Helm of Awakening</i> U2	Artifact	2	All spells cost 1 generic mana less to play.
<i>Iron-Heart Chimera</i> U2	Artifact Creature	4	2/2, Does not tap to attack. Counts as a Chimera. Give 'Does not tap to attack' to and put a +2/+2 counter on a Chimera (Sacrifice this card).
<i>Juju Bubble</i> U2	Artifact	1	Gain 1 life (2). Bury this card if you play a card. Cumulative Upkeep=1 mana.
<i>Lead-Belly Chimera</i> U2	Artifact Creature	4	2/2, Trample. Counts as a Chimera. Give Trample to and put a +2/+2 counter on a Chimera (Sacrifice this card).
<i>Magma Mine</i> U2	Artifact	1	Put a counter on this card (4). Do 1 damage to a creature or player for each counter on this card (Tap+Sacrifice this card).
<i>Matopi Golem</i> U2	Artifact Creature	5	3/3. Regenerate and put a -1/-1 counter on this card (1).
<i>Tin-Wing Chimera</i> U2	Artifact Creature	4	2/2, Flying. Counts as a Chimera. Give Flying to and put a +2/+2 counter on a Chimera (Sacrifice this card).
Phyrexian Walker B15	Artifact Creature	0	0/3.
Sisay's Ring B15	Artifact	4	Add 2 colorless mana to your pool (Tap).

Multi-Color Spells:

Card Name	Spell Type	Cost	Ability
Breathstealer's Crypt R2	Enchantment	BU2	Whenever a player draws a card, show it to all players. If it is a creature card, they pay 3 life or discard it.
Corrosion R2	Enchantment	BR1	During your upkeep, put a counter on each artifact target opponent controls. If the number of counters on an artifact equals or exceeds its casting cost, bury the artifact. Remove all these counters if this card leaves play. Cumulative Upkeep=1 mana.
Femeref Enchantress R2	Summon Enchantress	GW	1/2. Draw a card whenever an enchantment goes to a graveyard from play.
Firestorm Hellkite R2	Summon Dragon	UR4	6/6, Flying, Trample. Cumulative Upkeep=UR.
Guiding Spirit R2	Summon Angel	UW1	1/2, Flying. If the top card of target player's graveyard is a creature, put it on top of their library (Tap).
Pygmy Hippo R2	Summon Hippopotamus	UG	2/2. If attacks and is not blocked, may choose to deal no combat damage and instead force defending player to draw mana from all their lands and then empty their mana pool. After combat, you get an equal amount of colorless mana added to your pool.
Righteous War R2	Enchantment	BW1	Your white creatures get Protection from Black and your black creatures get Protection from White.
Squandered Resources R2	Enchantment	BG	Add one mana to your mana pool of any type the sacrificed land can produce (Sacrifice a land).
Suleiman's Legacy R2	Enchantment	RW	Bury all Djinn and Efreet when this card enters play. When a Djinn or Efreet enters play, bury it.
Viashivan Dragon R2	Summon Dragon	GRR2	4/4, Flying. +1/+0 until end of turn (R). +0/+1 until end of turn (G).
<i>Army Ants</i> U2	Summon Insects	BR1	1/1. Destroy a land (Tap+Sacrifice a land).
<i>Mundungu</i> U2	Summon Wizard	BU1	1/1. Counter a spell unless its caster pays 1 mana and 1 life (Tap).
<i>Scalebane's Elite</i> U2	Summon Soldiers	GW3	4/4, Protection from Black.
<i>Simoon</i> U2	Instant	GR	Do 1 damage to each creature an opponent controls.
<i>Tempest Drake</i> U2	Summon Drake	UW1	2/2, Flying, Does not tap to attack.

Black Spells:

Card Name	Spell Type	Cost	Ability
Aku Djinn R2	Summon Djinn	BB3	5/6, Trample. During your upkeep, put a +1/+1 counter on all opponent's creatures.
Forbidden Ritual R2	Sorcery	BB2	Sacrifice a card in play to make opponent choose to lose 2 life or sacrifice a permanent or discard a card. You can do this as many times as you want.
Kaervek's Spite R2	Instant	BBB	Sacrifice all your permanents and discard your hand to make a player lose 5 life.
Necrosavant R2	Summon Necrosavant	BBB3	5/5. If in your graveyard during your upkeep, bring this card into play (BB3+ Sacrifice a creature).
Pillar Tombs of Aku R2	Enchant World	BB2	During each player's upkeep they sacrifice a creature -or- they lose 5 life and bury this card.
Vampiric Tutor R2	Instant	B	Pay 2 life to search your library for a card, shuffle the library and put the chosen card on top.
<i>Blanket of Night</i> U2	Enchantment	BB1	All mana producing lands are Swamps in addition to their normal type.
<i>Brood of Cockroaches</i> U2	Summon Insects	B1	1/1. If put into the graveyard from play, pay 1 life and return this card to your hand at end of turn.
<i>Desolation</i> U2	Enchantment	BB1	At the end of each turn, each player that tapped a land for mana that turn sacrifices a land. If a Plains is sacrificed in this way, the player takes 2 damage.
<i>Necromancy</i> U2	Enchantment	B2	Choose a creature card in any graveyard when you play this, and when this card enters play, bring that creature into play and this card becomes an Enchant Creature card on that creature. Bury the creature if this card leaves play. You can play this as an instant, but it is buried at end of turn if you do.
<i>Nekrataal</i> U2	Summon Nekrataal	BB2	2/1, First Strike. When enters play, bury a non-black, non-artifact creature.
<i>Suq'Ata Assassin</i> U2	Summon Assassin	BB1	1/1. Can only be blocked by black or artifact creatures. If attacks and is not blocked, defender gets a poison counter.
<i>Vampirism</i> U2	Enchant Creature	B1	Creature gets +1/+1 for each other creature you control and all other creatures you control get -1/-1. Draw a card at the beginning of the next turn's upkeep after this card enters play.
Coercion C2	Sorcery	B2	Look at an opponent's hand and make them discard a card of your choice.
Crypt Rats C2	Summon Rats	B2	1/1. Do X damage to each creature and player (X black mana).
Dark Privilege C2	Enchant Creature	B1	Creature gets +1/+1. Regenerate the creature (Sacrifice a creature).
Death Watch C2	Enchant Creature	B	If the creature goes to the graveyard, its controller loses its power in life and you gain its toughness in life.
Fallen Askari C2	Summon Knight	B1	2/2, Flanking. Cannot block.
Funeral Charm C2	Instant	B	Make a player discard a card -or- gives a creature +2/-1 until end of turn -or- gives a creature SwampWalk until end of turn.
Infernal Harvest C2	Sorcery	B1	Return X of your Swamps to owner's hand to do X damage divided any way among any number of creatures.
Python C2	Summon Python	BB1	3/2.
Tar Pit Warrior C2	Summon Cyclops	B2	3/4. Bury this card if it is targeted by a spell or effect.
Urborg Mindsucker B16	Summon Mindsucker	B2	2/2. Make opponent discard a card at random (B+Sacrifice this card).
Wake of Vultures C2	Summon Vultures	B3	3/1, Flying. Regenerate (B1+Sacrifice a creature).
Wicked Reward C2	Instant	B1	Sacrifice a creature to give a creature +4/+2 until end of turn.

Blue Spells:

Card Name	Spell Type	Cost	Ability
Chronatog R2	Summon Atog	U1	1/2. +3/+3 until end of turn, usable once per turn (Skip your next turn).
Desertion R2	Interrupt	UU3	Counter a spell, and if it is a summon or artifact spell, put the card into play under your control.
Flooded Shoreline R2	Enchantment	UU	Send a creature to its owner's hand (UU+Send two of your Islands to owner's hand).
Rainbow Efreet R2	Summon Efreet	U3	3/1, Flying. Phase out (UU).
Teferi's Realm R2	Enchant World	UU1	At beginning of each player's upkeep, they choose: artifacts, creatures, lands or global enchantments. All cards of that type phase out.
Three Wishes R2	Instant	UU1	Set aside the top 3 cards of your library. You may play these cards as if they were in your hand. Bury them at the beginning of your next turn.
<i>Dream Tides</i> U2	Enchantment	UU2	Creatures do not untap as normal. Players may pay 2 mana during their upkeep to untap a non-green creature they control.
<i>Foreshadow</i> U2	Instant	U1	Name a card, then put the top card of an opponent's library into their graveyard. If you correctly named the card, draw a card. Draw a card at the beginning of the next turn's upkeep.
<i>Ovinomancer</i> U2	Summon Sorcerer	U2	0/1. When enters play, send 3 of your basic lands to owner's hand or bury this card. Bury a creature and put a 0/1 green Sheep token into play under the creature's controller's control (Tap+Send this card to owner's hand).
<i>Prosperity</i> U2	Sorcery	UX	All players draw X cards.
<i>Shimmering Efreet</i> U2	Summon Efreet	U2	2/2, Flying, Phasing. When phases in, target creature phases out.
<i>Time and Tide</i> U2	Instant	UU	All creatures that are phased out phase in, and all creatures with Phasing phase out.
<i>Waterspout Djinn</i> U2	Summon Djinn	UU2	4/4, Flying. During your upkeep, send one of your untapped Islands to owner's hand or bury this card.
Betrayal C2	Enchant Creature	U	Play only on an opponent's creature. Draw a card if the creature becomes tapped.
Breezekeeper C2	Summon Djinn	U3	4/4, Flying, Phasing.
Cloud Elemental C2	Summon Elemental	U2	2/3, Flying. Can only block Flying creatures.
Impulse C2	Instant	U1	Look at the top 4 cards of your library. Keep 1 and put the others back, then shuffle your library.
Inspiration C2	Instant	U3	Make a player draw 2 cards.
Knight of the Mists C2	Summon Knight	U2	2/2, Flanking. When enters play, pay U or bury a Knight.
Man-o'-War B16	Summon Jellyfish	U2	2/2. When enters play, send a creature to its owner's hand.
Mystic Veil C2	Enchant Creature	U1	Creature cannot be targeted by spells or effects. You can play this as an instant, but it is buried at end of turn if you do.
Shrieking Drake C2	Summon Drake	U	1/1, Flying. When enters play, send one of your creatures to owner's hand.
Undo C2	Sorcery	UU1	Send two creatures to their owner's hand.
Vanishing C2	Enchant Creature	U	Creature phases out (UU).
Vision Charm C2	Instant	U	Phase out an artifact -or- put top 4 cards of a player's library into their graveyard -or- make all lands of one type be a basic land type of your choice until end of turn.

Green Spells:

Card Name		Spell Type	Cost	Ability
City of Solitude	R2	Enchantment	G2	Players may play abilities with activation cost and spells only on their turn.
Katabatic Winds	R2	Enchantment	G2	Phasing. Flying creatures cannot attack, block or use abilities with Tap in the activation cost.
Lichenthrope	R2	Summon Lichenthrope	GG3	5/5. Each point of damage to this card puts on a -1/-1 counter instead. Remove one of these counters during each of your upkeeps.
Natural Order	R2	Sorcery	GG2	Sacrifice a green creature to bring a green creature from your library into play. Shuffle the library.
Quirion Druid	R2	Summon Druid	G2	1/2. Make a land become a 2/2 green creature while still being a land (Tap+G).
Rowen	R2	Enchantment	GG2	Show the first card you draw during your draw phase to all players, and draw another card if that card is a basic land.
<i>Creeping Mold</i>	U2	Sorcery	GG2	Destroy a land, artifact, or enchantment.
<i>Elephant Grass</i>	U2	Enchantment	G	Black creatures cannot attack you, and non-black creatures cannot attack you unless their controller pays 2 mana per creature. Cumulative Upkeep=1 mana.
<i>Kyscu Drake</i>	U2	Summon Drake	G3	2/2, Flying. +0/+1 until end of turn, usable once per turn (G). Bring a Viashivan Dragon from your library into play, shuffle the library (Sacrifice this card and a Spitting Drake).
<i>Stampeding Wildebeests</i>	U2	Summon Wildebeests	GG2	5/4, Trample. During your upkeep, return one of your green creatures to owner's hand.
<i>Summer Bloom</i>	U2	Sorcery	G1	You can play 3 additional lands this turn.
<i>Uktabi Orangutan</i>	U2	Summon Ape	G2	2/2. Destroy an artifact when enters play.
<i>Wind Shear</i>	U2	Instant	G2	Make all Flying attacking creatures lose Flying until end of turn and get -2/-2 until end of turn.
Bull Elephant	C2	Summon Elephant	G3	4/4. When enters play, send two of your Forests to owner's hand or bury this card.
Elven Cache	C2	Sorcery	GG2	Bring a card from your graveyard to your hand.
Emerald Charm	C2	Instant	G	Untap a permanent -or- destroy a global enchantment -or- make a creature lose Flying until end of turn.
Feral Instinct	C2	Instant	G1	Give a creature +1/+1 until end of turn. Draw a card at the beginning of the next turn's upkeep.
Giant Caterpillar	C2	Summon Caterpillar	G3	3/3. Put a 1/1 Flying green Butterfly token into play at end of turn (G+Sacrifice this card).
King Cheetah	B16	Summon Cheetah	G3	3/2. Can be played as an instant.
Mortal Wound	C2	Enchant Creature	G	Creature is destroyed if it is damaged.
Panther Warriors	C2	Summon Cat Warriors	G4	6/3.
Quirion Ranger	C2	Summon Elf	G	1/1. Untap a creature, usable once each turn (Send one of your Forests to owner's hand).
River Boa	C2	Summon Snake	G1	2/1, IslandWalk. Regenerate (G).
Spider Climb	C2	Enchant Creature	G	Creature gets +0/+3 and can block Flying creatures. You can play this as an instant, but it is buried at end of turn if you do.
Warthog	C2	Summon Warthog	GG1	3/2, SwampWalk.

Red Spells:

Card Name	Spell Type	Cost	Ability
Bogardan Phoenix R2	Summon Phoenix	RRR2	3/3, Flying. If put into the graveyard from play without a counter on it, put it back into play with a counter on it. If put into the graveyard from play with a counter on it, remove it from the game.
Elkin Lair R2	Enchant World	R3	During each player's upkeep, they set aside a card at random from their hand, face up. It can be played as if in their hand but is buried at end of turn if not played.
Kookus R2	Summon Djinn	RR3	3/5, Trample. +1/+0 until end of turn (R). During you upkeep, if you do not control a Keeper of Kookus, take 3 damage and this card must attack this turn.
Lightning Cloud R2	Enchantment	R3	Do 1 damage to a creature of player, usable once each time a red spell is successfully cast (R).
Ogre Enforcer R2	Summon Ogre	RR3	4/4. Cannot be destroyed by lethal damage unless a single source deals enough damage to destroy it.
Relentless Assault R2	Sorcery	RR2	Untap all creatures that attacked this turn, and you may declare an additional attack this turn.
<i>Goblin Recruiter</i> U2	Summon Goblin	R1	1/1. When enters play, bring any number of Goblins in your library out and show them to all players. Shuffle your library then put the Goblins on top in any order.
<i>Heat Wave</i> U2	Enchantment	R2	Blue creatures cannot block your creatures. Non-blue creatures cannot block your creatures unless their controller pays 1 life for each blocking creature. Cumulative Upkeep=R.
<i>Hulking Cyclops</i> U2	Summon Cyclops	RR3	5/5. Cannot block.
<i>Mob Mentality</i> U2	Enchant Creature	R	Creature gets Trample. If all your non-Walls attack, the creature gets +X/+0 until end of turn, where X=the number of attacking creatures.
<i>Spitting Drake</i> U2	Summon Drake	R3	2/2, Flying. +1/+0 until end of turn, usable once per turn (R).
<i>Talruum Piper</i> U2	Summon Minotaur	R4	3/3. All Flying creatures able to block this card must do so.
<i>Viashino Sandstalker</i> U2	Summon Viashino	RR1	4/2. Not affected by summoning sickness. Send this card to owner's hand at end of every turn.
Dwarven Vigilantes C2	Summon Dwarves	R2	2/2. If attacks and is not blocked, you can have it deal no combat damage and instead do its power in damage to a target creature.
Fireblast C2	Instant	RR4	Do 4 damage to a creature or player. You can sacrifice two Mountains instead of paying the casting cost.
Goblin Swine-Rider C2	Summon Goblin	R	1/1. If blocked, it deals 2 damage to all attacking and blocking creatures.
Hearth Charm C2	Instant	R	Destroy an artifact creature -or- give all attacking creatures +1/+0 until end of turn -or- make a creature with power 2 or less unblockable this turn.
Keeper of Kookus B16	Summon Goblin	R	1/1. Protection from Red until end of turn (R).
Raging Gorilla C2	Summon Gorilla	R2	2/3. Gets +2/-2 until end of turn if blocks or is blocked.
Rock Slide C2	Instant	RX	Do X damage divided among any number of non-Flying attacking or blocking creatures.
Solfataras C2	Instant	R2	Make a player unable to play any land cards this turn. Draw a card at the beginning of the next turn's upkeep.
Song of Blood C2	Sorcery	R1	Put the top four cards of your library into the graveyard. All creatures that attack this turn get +1/+0 for each creature put into the graveyard this way.
Sug'Ata Lancer C2	Summon Knight	R2	2/2, Flanking. Not affected by summoning sickness.
Talruum Champion C2	Summon Minotaur	R4	3/3, Fist Strike. Creatures that block or are blocked by this card lose First Strike until end of turn.
Tremor C2	Sorcery	R	Do 1 damage to each non-Flying creature.

White Spells:

Card Name		Spell Type	Cost	Ability
Archangel	R2	Summon Angel	WW5	5/5, Flying. Does not tap when attacking.
Equipoise	R2	Enchantment	W2	During your upkeep, phase out any lands, artifacts or creatures of your choice that the opponent controls more of than you.
Eye of Singularity	R2	Enchant World	W3	When enters play, bury all permanents with the same name as another permanent, except basic lands. When a permanent enters play, bury it if it has the same name as another permanent that is not a basic land.
Retribution of the Meek	R2	Sorcery	W2	Bury all creatures of power 4 or more.
Tithe	R2	Instant	W	Choose a Plains from your library. If you control fewer lands than target opponent, you may choose a second Plains from your library. Put these cards into your hand and shuffle the library.
Zhalfirin Crusader	R2	Summon Knight	WW1	2/2, Flanking. Redirect 1 damage from this card to a creature or player (W1).
<i>Daraja Griffin</i>	U2	Summon Griffin	W3	2/2, Flying. Destroy a black creature (Sacrifice this card).
<i>Honorable Passage</i>	U2	Instant	W1	Prevent all damage to you or a creature from one source. If the source is red, do that damage back to the source's controller.
<i>Longbow Archer</i>	U2	Summon Archer	WW	2/2, First Strike. Can block Flying creatures.
<i>Miraculous Recovery</i>	U2	Instant	W4	Put a creature card from your graveyard into play with a +1/+1 counter on it.
<i>Peace Talks</i>	U2	Sorcery	W1	During this turn and the next one, players may not declare an attack, or play spells or abilities that target a permanent or a player.
<i>Relic Ward</i>	U2	Enchant Artifact	W1	The artifact cannot be targeted by spells or effects. You can play this as an instant, but it is buried at end of turn if you do.
<i>Teferi's Honor Guard</i>	U2	Summon Knight	W2	2/2, Flanking. Phase out (UU).
Freewind Falcon	C2	Summon Falcon	W1	1/1, Flying, Protection from Red.
Gossamer Chains	C2	Enchantment	WW	Make an unblocked creature deal no combat damage this turn (Send this card to owner's hand).
Hope Charm	C2	Instant	W	Give a creature First Strike until end of turn -or- Give a player 2 life -or- destroy a local enchantment.
Infantry Veteran	C2	Summon Soldier	W	1/1. Give an attacking creature +1/+1 until end of turn (Tap).
Jamuraan Lion	C2	Summon Lion	W2	3/1. Make a creature unable to block this turn (Tap+W).
Knight of Valor	C2	Summon Knight	W2	2/2, Flanking. Give each non-Flanking creature blocking this card -1/-1 until end of turn, usable once each turn (W1).
Parapet	C2	Enchantment	W1	Your creatures get +0/+1. You can play this as an instant, but it is buried at end of turn if you do.
Remedy	C2	Instant	W1	Prevent 5 damage divided among any number of creatures and players.
Resistance Fighter	B16	Summon Soldier	W	1/1. Make a creature deal no combat damage this turn (Sacrifice this card).
Righteous Aura	C2	Enchantment	W1	Prevent all damage to you from one source (W+2 life).
Sun Clasp	C2	Enchant Creature	W1	Creature gets +1/+3. Send the creature to owner's hand (W).
Warrior's Honor	C2	Instant	W2	Your creatures get +1/+1 until end of turn.