

Magic: The Gathering

(Sixth Edition - "Classic")

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Key:

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

The following are used to indicate where cards originally were printed:

(AN) = Added from Arabian Nights expansion, (AQ) = Added from Antiquities expansion
 (LG) = Added from Legends expansion, (DK) = Added from The Dark expansion, (FE) = Added from Fallen Empires expansion,
 (IA) = Added from Ice Age expansion, (HL) = Added from Homelands expansion, (AL) = Added from Alliances expansion,
 (MI) = Added from Mirage expansion, (VI) = Added from Visions expansion, (WL) = Added from Weatherlight expansion,
 (TE) = Added from Tempest expansion, (SH) = Added from Stronghold expansion, (EX) = Added from Exodus expansion,
 (PT) = Added from Portal game.
 * indicates that this edition had new art.

Basic Land

Card Name	Spell Type	Ability
Forest	Land	Tap: Add G to your mana pool.
347	*	
348	*	
349	*	
350	*	
Island	Land	Tap: Add U to your mana pool.
335	*	
336	*	
337	*	
338	*	
Mountain	Land	Tap: Add R to your mana pool.
343	*	
344	*	
345	*	
346	*	
Plains	Land	Tap: Add W to your mana pool.
331	*	
332	*	
333	*	
334	*	
Swamp	Land	Tap: Add B to your mana pool.
339	*	
340	*	
341	*	
342	*	

Non-Basic Land

Card Name	Spell Type	Ability
Adarkar Wastes (IA)	Non Basic Land	Tap: Add one colorless mana to your mana pool. ; Tap: Add W or U to your mana pool. Adarkar Wastes deals 1 damage to you.
Brushland (IA)	Non Basic Land	Tap: Add one colorless mana to your mana pool. ; Tap: Add G or W to your mana pool. Brushland deals 1 damage to you.
City of Brass (AN)	Non Basic Land	Whenever City of Brass becomes tapped, it deals 1 damage to you. ; Tap: Add one mana of any color to your mana pool.
Karplusan Forest (IA)	Non Basic Land	Tap: Add one colorless mana to your mana pool. ; Tap: Add R or G to your mana pool. Karplusan Forest deals 1 damage to you.
Sulfurous Springs (IA)	Non Basic Land	Tap: Add one colorless mana to your mana pool. ; Tap: Add B or R to your mana pool. Sulfurous Springs deals 1 damage to you.
Underground River (IA)	Non Basic Land	Tap: Add one colorless mana to your mana pool. ; Tap: Add U or B to your mana pool. Underground River deals 1 damage to you.
<i>Crystal Vein</i> (MI)	Non Basic Land	Tap: Add one colorless mana to your mana pool. ; Tap, Sacrifice Crystal Vein: Add two colorless mana to your mana pool.
<i>Dwarven Ruins</i> (FE)	Non Basic Land	Dwarven Ruins comes into play tapped. ; Tap: Add R to your mana pool. ; Tap, Sacrifice Dwarven Ruins: Add RR to your mana pool.
<i>Ebon Stronghold</i> (FE)	Non Basic Land	Ebon Stronghold comes into play tapped. ; Tap: Add B to your mana pool. ; Tap, Sacrifice Ebon Stronghold: Add BB to your mana pool.
<i>Havenwood Battleground</i> (FE)	Non Basic Land	Havenwood Battleground comes into play tapped. ; Tap: Add G to your mana pool. ; Tap, Sacrifice Havenwood Battleground: Add GG to your mana pool.
<i>Ruins of Trokair</i> (FE)	Non Basic Land	Ruins of Trokair comes into play tapped. ; Tap: Add W to your mana pool. ; Tap, Sacrifice Ruins of Trokair: Add WW to your mana pool.
<i>Svyelunite Temple</i> (FE)	Non Basic Land	Svyelunite Temple comes into play tapped. ; Tap: Add U to your mana pool. ; Tap, Sacrifice Svyelunite Temple: Add UU to your mana pool.

Artifacts (Part 1 of 2)

Card Name	Spell Type	Cost	Ability
Aladdin's Ring (AN)	Artifact	8	8, Tap: Aladdin's Ring deals 4 damage to target creature or player.
Amber Prison (MI)	Artifact	4	You may choose not to untap Amber Prison during your untap step. ; 4, Tap: Tap target artifact, creature, or land. As long as Amber Prison is tapped, that permanent doesn't untap during its controller's untap step.
Ankh of Mishra	Artifact	2	Whenever a land comes into play, Ankh of Mishra deals 2 damage to that land's controller.
Bottle of Suleiman (AN)	Artifact	4	1, Sacrifice Bottle of Suleiman: Flip a coin. If you lose the flip, Bottle of Suleiman deals 5 damage to you. If you win the flip, put a 5/5 Djinn artifact creature token into play. That creature has flying.
Cursed Totem (MI)	Artifact	2	Players can't play activated abilities of creatures.
Dancing Scimitar (AN)	Artifact Creature	4	1/5. Flying.
Dingus Egg	Artifact	4	Whenever a land is put into a graveyard from play, Dingus Egg deals 2 damage to that land's controller.
Disrupting Scepter	Artifact	3	3, Tap: Target player discards a card from his or her hand. Play this ability only during your turn.
Dragon Engine (AQ)	Artifact Creature	3	1/3. 2: Dragon Engine gets +1/+0 until end of turn.
Flying Carpet (AN)	Artifact	4	2, Tap: Target creature gains flying until end of turn.
Griming Totem (MI)	Artifact	4	2, Tap, Sacrifice Griming Totem: Search target opponent's library for a card and set that card aside. That player then shuffles his or her library. You may play the card as though it were in your hand. At the beginning of your next upkeep, if you haven't played the card, put it into its owner's graveyard.
The Hive	Artifact	5	5, Tap: Put a 1/1 Wasp artifact creature token into play. That creature has flying.
Howling Mine	Artifact	2	At the beginning of each player's draw step, if Howling Mine is untapped, that player draws an additional card.
Jade Monolith	Artifact	4	1: The next time a source of your choice would deal damage to target creature this turn, that damage is dealt to you instead.
Jalum Tome (AQ)	Artifact	3	2, Tap: Draw a card, then choose and discard a card from your hand.
Jayemdae Tome	Artifact	4	4, Tap: Draw a card.
Meekstone	Artifact	1	Creatures with power 3 or greater don't untap during their controllers' untap steps.
Millstone (AQ)	Artifact	2	2, Tap: Put the top two cards of target player's library into his or her graveyard.
Pentagram of the Ages (IA)	Artifact	4	4, Tap: The next time a source of your choice would deal damage to you this turn, prevent that damage.
Primal Clay (AQ)	Artifact Creature	4	*/*. Primal Clay comes into play as your choice of a 3/3 artifact creature; a 2/2 artifact creature with flying; or a 1/6 Wall artifact creature. (<i>Walls can't attack.</i>)
Snake Basket (VI)	Artifact	4	X, Sacrifice Snake Basket: Put X 1/1 green Cobra creature tokens into play. Play this ability only if you are allowed to play a sorcery.
Storm Cauldron (AL)	Artifact	5	Each player may play an additional land during each of his or her turns. ; Whenever a land is tapped for mana, return it to its owner's hand.
Teferi's Puzzle Box (VI)	Artifact	4	At the beginning of each player's draw step, that player counts the cards in his or her hand, puts them on the bottom of his or her library, and then draws that many cards.
Wand of Denial (VI)	Artifact	2	Tap: Look at the top card of target player's library. If it's a nonland card, you may pay 2 life. If you do, put it into that player's graveyard.

Artifacts (Part 2 of 2)

Card Name	Spell Type	Cost	Ability
<i>Ashnod's Altar</i> (AQ)	Artifact	3	Sacrifice a creature: Add two colorless mana to your mana pool.
<i>Charcoal Diamond</i> (MI)	Artifact	2	Charcoal Diamond comes into play tapped. ; Tap: Add B to your mana pool.
<i>Crystal Rod</i>	Artifact	1	Whenever a player plays a blue spell, you may pay 1. If you do, you gain 1 life.
<i>Dragon Mask</i> (VI)	Artifact	3	3, Tap: Target creature you control gets +2/+2 until end of turn. At end of turn return that creature to its owner's hand.
<i>Fire Diamond</i> (MI)	Artifact	2	Fire Diamond comes into play tapped. ; Tap: Add R to your mana pool.
<i>Fountain of Youth</i> (DK)	Artifact	0	2, Tap: You gain 1 life.
<i>Glasses of Urza</i>	Artifact	1	Tap: Look at target player's hand.
<i>Iron Star</i>	Artifact	1	Whenever a player plays a red spell, you may pay 1. If you do, you gain 1 life.
<i>Ivory Cup</i>	Artifact	1	Whenever a player plays a white spell, you may pay 1. If you do, you gain 1 life.
<i>Lead Golem</i> (MI)	Artifact Creature - Golem	5	3/5. Whenever Lead Golem attacks, it doesn't untap during its controller's next untap step.
<i>Mana Prism</i> (MI)	Artifact	3	Tap: Add one colorless mana to your mana pool. ; 1, Tap: Add one mana of a color of your choice to your mana pool.
<i>Marble Diamond</i> (MI)	Artifact	2	Marble Diamond comes into play tapped. ; Tap: Add W to your mana pool.
<i>Moss Diamond</i> (MI)	Artifact	2	Moss Diamond comes into play tapped. ; Tap: Add G to your mana pool.
<i>Mystic Compass</i> (AL)	Artifact	2	1, Tap: Target land becomes a basic land type of your choice until end of turn.
<i>Obsidian Golem</i>	Artifact Creature - Golem	6	4/6.
<i>Ornithopter</i> (AQ)	Artifact Creature	0	0/2, Flying.
<i>Patagia Golem</i> (MI)	Artifact Creature - Golem	4	2/3. 3: Patagia Golem gains flying until end of turn.
<i>Phyrexian Vault</i> (MI)	Artifact	3	2, Tap, Sacrifice a creature: Draw a card.
<i>Rod of Ruin</i>	Artifact	4	3, Tap: Rod of Ruin deals 1 damage to target creature or player.
<i>Skull Catapult</i> (IA)	Artifact	4	1, Tap, Sacrifice a creature: Skull Catapult deals 2 damage to target creature or player.
<i>Sky Diamond</i> (MI)	Artifact	2	Sky Diamond comes into play tapped. ; Tap: Add U to your mana pool.
<i>Soul Net</i>	Artifact	1	Whenever a creature is put into a graveyard from play, you may pay 1. If you do, you gain 1 life.
<i>Throne of Bone</i>	Artifact	1	Whenever a player plays a black spell, you may pay 1. If you do, you gain 1 life.
<i>Wooden Sphere</i>	Artifact	1	Whenever a player plays a green spell, you may pay 1. If you do, you gain 1 life.

Black Spells (Part 1 of 2)

Card Name	Spell Type	Cost	Ability
Abyssal Hunter (MI)	Creature - Minion	B3	1/1. B, Tap: Tap target creature. Abyssal Hunter deals damage equal to its power to that creature.
Ashen Powder (MI)	Sorcery	BB2	Put target creature card from one of your opponent's graveyards into play under your control.
Derelor (FE)	Creature - Thrull	B3	4/4. Your black spells cost B more to play.
Doomsday (WL)	Sorcery	BBB	Search your library and graveyard for five cards and remove the rest from the game. Put the chosen cards on top of your library in any order. You lose half your life, rounded up.
Fallen Angel (LG)	Creature - Angel	BB3	3/3, Flying. Sacrifice a creature: Fallen Angel gets +2/+1 until end of turn.
Forbidden Crypt (MI)	Enchantment	BB3	Whenever you would draw a card, instead return target card from your graveyard to your hand. If you can't, you lose the game. ; Whenever a card would be put into your graveyard, instead remove that card from the game.
Greed (LG)	Enchantment	B3	B, Pay 2 life: Draw a card.
Hecatomb (IA)	Enchantment	BB1	When Hecatomb comes into play, you may sacrifice four creatures. If you don't, sacrifice Hecatomb. ; Tap an untapped swamp you control: Hecatomb deals 1 damage to target creature or player.
Infernal Contract (MI)	Sorcery	BBB	Draw four cards. You lose half your life, rounded up.
Necrosavant (VI)	Creature - Necrosavant	BBB3	5/5. 3BB, Sacrifice a creature: Return Necrosavant from your graveyard to play. ; Play this ability only during your upkeep.
Nightmare	Creature - Nightmare	B5	*/*, Flying. Nightmare's power and toughness are each equal to the number of swamps you control.
Rag Man (DK)*	Creature - Rag Man	BB2	2/1. BBB, Tap: Look at target opponent's hand. That player discards a creature card at random from it. Play this ability only during your turn.
Sengir Autocrat (HL)	Creature - Minion	B3	2/2. When Sengir Autocrat comes into play, put three 0/1 Serf creature tokens into play. ; When Sengir Autocrat leaves play, remove all Serf tokens from play.
Stromgald Cabal (IA)	Creature - Knight	BB1	2/2. Tap, Pay 1 life: Counter target white spell.
Vampiric Tutor (VI)	Instant	B	Search your library for a card, then shuffle your library and put that card on top of it. You lose 2 life.
Zombie Master *	Creature - Lord	BB1	2/3. All Zombies gain "B: Regenerate this creature" and swampwalk. (They're unblockable if defending player controls a swamp.)
<i>Abyssal Specter</i> (IA)	Creature - Specter	BB2	2/3, Flying. Whenever Abyssal Specter deals damage to a player, that player chooses and discards a card from his or her hand.
<i>Agonizing Memories</i> (WL)	Sorcery	BB2	Look at target player's hand and choose two cards from it. Put those cards on top of that player's library in any order.
<i>Blight</i> (LG)*	Enchant Land	BB	When enchanted land becomes tapped, destroy it.
<i>Blighted Shaman</i> (MI)	Creature - Wizard	B1	1/1. Tap, Sacrifice a swamp: Target creature gets +1/+1 until end of turn. ; Tap, Sacrifice a creature: Target creature gets +2/+2 until end of turn.
<i>Bog Wraith</i>	Creature - Wraith	B3	3/3, Swampwalk. (This creature is unblockable if defending player controls a swamp.)
<i>Dread of Night</i> (TE)	Enchantment	B	White creatures get -1/-1.
<i>Evil Eye of Orms-By-Gore</i> (LG)	Creature - Horror	B4	3/6. Evil Eye of Orms-by-Gore can't be blocked except by Walls. ; Except for Evil Eye of Orms-by-Gore, creatures you control can't attack.
<i>Gravebane Zombie</i> (MI)	Creature - Zombie	B3	3/2. When Gravebane Zombie would be put into a graveyard from play, instead put Gravebane Zombie on top of its owner's library.
<i>Hidden Horror</i> (WL)	Creature - Horror	BB1	4/4. When Hidden Horror comes into play, choose and discard a creature card from your hand. If you don't, sacrifice Hidden Horror.

Black Spells (Part 2 of 2)

Card Name	Spell Type	Cost	Ability
Leshrac's Rite (IA)	Enchant Creature	B	Enchanted creature has swampwalk. (It's unblockable if defending player controls a swamp.)
Mind Warp (IA)	Sorcery	B3X	Look at target player's hand and choose X cards from it. That player discards them.
Mischievous Poltergeist (WL)	Creature - Ghost	B2	1/1, Flying. Pay 1 life: Regenerate Mischievous Poltergeist.
Perish (TE)	Sorcery	B2	Destroy all green creatures. They can't be regenerated.
Pestilence	Enchantment	BB2	At end of turn, if there are no creatures in play, sacrifice Pestilence. ; B: Pestilence deals 1 damage to each creature and each player.
Strands of Night (WL)	Enchantment	BB2	BB, Pay 2 life, Sacrifice a swamp: Return target creature card from your graveyard to play.
Stupor (MI)	Sorcery	B2	Target opponent discards a card at random from his or her hand, then chooses and discards a card from his or her hand.
Blood Pet (TE)	Creature - Thrull	B	1/1. Sacrifice Blood Pet: Add B to your mana pool.
Bog Imp (DK)	Creature - Imp	B1	1/1, Flying.
Bog Rats (DK)	Creature - Rat	B	1/1. Bog Rats can't be blocked by Walls.
Coercion (VI/TE)	Sorcery	B2	Look at target opponent's hand and choose a card from it. That player discards that card.
Drudge Skeletons	Creature - Skeleton	B1	1/1. B: Regenerate Drudge Skeletons.
Dry Spell (HL)	Sorcery	B1	Dry Spell deals 1 damage to each creature and each player.
Enfeeblement (MI/TE)	Enchant Creature	BB	Enchanted creature gets -2/-2.
Fatal Blow (WL)	Instant	B	Destroy target creature that was dealt damage this turn. It can't be regenerated.
Fear	Enchant Creature	BB	Enchanted creature can't be blocked except by artifact creatures and black creatures.
Feast of the Unicorn (HL)	Enchant Creature	B3	Enchanted creature gets +4/+0.
Feral Shadow (MI)	Creature - Night Stalker	B2	2/1, Flying.
Gravedigger (TE)	Creature - Zombie	B3	2/2. When Gravedigger comes into play, you may return target creature card from your graveyard to your hand.
Howl from Beyond	Instant	BX	Target creature gets +X/+0 until end of turn.
Kjeldoran Dead (IA)	Creature - Skeleton	B	3/1. When Kjeldoran Dead comes into play, sacrifice a creature. ; B: Regenerate Kjeldoran Dead.
Lost Soul (LG)	Creature - Minion	BB1	2/1, Swampwalk. (This creature is unblockable if defending player controls a swamp.)
Painful Memories (MI)*	Sorcery	B1	Look at target opponent's hand and choose a card from it. Put that card on top of that player's library.
Python (VI)	Creature - Snake	BB1	3/2.
Raise Dead	Sorcery	B	Return target creature card from your graveyard to your hand.
Razortooth Rats (WL)	Creature - Rat	B2	2/1. Razortooth Rats can't be blocked except by artifact creatures and black creatures.
Scathe Zombies *	Creature - Zombie	B2	2/2.
Syphon Soul (LG)	Sorcery	B2	Syphon Soul deals 2 damage to each other player. You gain life equal to the damage dealt this way.
Terror	Instant	B1	Destroy target nonartifact, nonblack creature. It can't be regenerated.

Blue Spells (Part 1 of 2)

Card Name	Spell Type	Cost	Ability
Ancestral Memories (MI)	Sorcery	UUU2	Look at the top seven cards of your library and put two of them into your hand. Put the rest into your graveyard.
Daring Apprentice (MI)	Creature - Wizard	UU1	1/1. Tap, Sacrifice Daring Apprentice: Counter target spell.
Deflection (IA)	Instant	U3	Choose a new target for target spell with a single target.
Desertion (VI)	Instant	UU3	Counter target spell. If it's an artifact or creature card, put it into play under your control instead of into its owner's graveyard.
Diminishing Returns (AL)	Sorcery	UU2	Each player shuffles his or her hand and graveyard into his or her library. You remove the top ten cards of your library from the game. Then each player draws up to seven cards.
Flash (MI)	Instant	U1	Put a creature card from your hand into play. You may pay its mana cost reduced by up to 2. If you don't, sacrifice it.
Forget (HL)	Sorcery	UU	Target player discards two cards from his or her hand, then draws as many cards as he or she discarded this way.
Juxtapose (LG)	Sorcery	U3	You and target player exchange control of the creature you each control with the highest converted mana cost. Then exchange control of artifacts the same way. <i>(If two or more permanents a player controls are tied for highest cost, that player chooses between them.)</i>
Library of Lat-Nam (AL)	Sorcery	U4	Target opponent chooses one - You draw three cards at the beginning of the next turn's upkeep; or you search your library for a card, put that card into your hand, and then shuffle your library.
Lord of Atlantis	Creature - Lord	UU	2/2. All Merfolk get +1/+1 and gain islandwalk. <i>(They're unblockable if defending player controls an island.)</i>
Mana Short	Instant	U2	Tap all lands target player controls and empty his or her mana pool.
Polymorph (MI)	Sorcery	U3	Destroy target creature. It can't be regenerated. Its controller reveals cards from the top of his or her library until a creature card is revealed. The player puts that card into play and shuffles all other cards revealed this way into his or her library.
Psychic Transfer (MI)	Sorcery	U4	If the difference between your life total and target player's life total is 5 or less, exchange life totals with that player.
Recall (LG)	Sorcery	UXX	Choose and discard X cards from your hand, then return that many cards from your graveyard to your hand. ; Remove Recall from the game.
Sibilant Spirit (IA)	Creature - Spirit	U5	5/6, Flying. Whenever Sibilant Spirit attacks, defending player may draw a card.
Zur's Weirding (IA)	Enchantment	U3	Players play with their hands revealed. ; Whenever a player would draw a card, instead reveal it. Any other player may pay 2 life to put that card into its owner's graveyard. If no one does, that player then draws the card.
Abduction (WL)*	Enchant Creature	UU2	When Abduction comes into play, untap enchanted creature. ; You control enchanted creature. ; When enchanted creature is put into a graveyard, return that creature to play under its owner's control.
Air Elemental	Creature - Elemental	UU3	4/4, Flying.
Browse (AL)	Enchantment	UU2	2UU: Look at the top five cards of your library and put one of them into your hand. Remove the rest from the game.
Chill (TE)	Enchantment	U1	Red spells cost 2 more to play.
Glacial Wall (IA)	Creature - Wall	U2	0/7. <i>(Walls can't attack.)</i>
Harmattan Efreet (MI)	Creature - Efreet	UU2	2/2, Flying. 1UU: Target creature gains flying until end of turn.
Insight (TE)	Enchantment	U2	Whenever one of your opponents plays a green spell, you draw a card.
Mystical Tutor (MI)	Instant	U	Search your library for an instant or sorcery card and reveal that card. Shuffle your library, then put the card on top of it.

Blue Spells (Part 2 of 2)

Card Name	Spell Type	Cost	Ability
<i>Phantom Warrior</i> (WL)	Creature - Illusion	UU1	2/2. Phantom Warrior is unblockable.
<i>Power Sink</i>	Instant	UX	Counter target spell unless its controller pays X more. If he or she doesn't, tap all mana producing lands that player controls and empty his or her mana pool.
<i>Prosperity</i> (VI)*	Sorcery	UX	Each player draws X cards.
<i>Relearn</i> (WL)	Sorcery	UU1	Return target instant or sorcery card from your graveyard to your hand.
<i>Segovian Leviathan</i> (LG)	Creature - Serpent	U4	3/3, Islandwalk. (<i>This creature is unblockable if defending player controls an island.</i>)
<i>Soldevi Sage</i> (AL)	Creature - Wizard	U1	1/1. Tap, Sacrifice two lands: Draw three cards, then choose and discard one of them.
<i>Wall of Air</i>	Creature - Wall	UU1	1/5, Flying. (<i>Walls can't attack.</i>)
<i>Wind Spirit</i> (IA)	Creature - Spirit	U4	3/2, Flying. Wind Spirit can't be blocked by only one creature each combat.
<i>Boomerang</i> (LG)	Instant	UU	Return target permanent to its owner's hand.
<i>Counterspell</i>	Instant	UU	Counter target spell.
<i>Dream Cache</i> (MI/TE)	Sorcery	U2	Draw three cards. Choose two cards from your hand and put both on either the top or the bottom of your library.
<i>Flight</i>	Enchant Creature	U	Enchanted creature gains flying.
<i>Fog Elemental</i> (WL)	Creature - Elemental	U2	4/4, Flying. When Fog Elemental attacks or blocks, sacrifice it at end of combat.
<i>Gaseous Form</i> (LG)	Enchant Creature	U2	Enchanted creature deals no combat damage. Prevent all combat damage that would be dealt to enchanted creature.
<i>Horned Turtle</i> (TE)	Creature - Turtle	U2	1/4.
<i>Inspiration</i> (VI)	Instant	U3	Target player draws two cards.
<i>Memory Lapse</i> (HL)	Instant	U1	Counter target spell. Put it on top of its owner's library instead of into that player's graveyard.
<i>Merfolk of the Pearl Trident</i>	Creature - Merfolk	U	1/1.
<i>Phantasmal Terrain</i>	Enchant Land	UU	Enchanted land is a basic land type of your choice.
<i>Prodigal Sorcerer</i>	Creature - Wizard	U2	1/1. Tap: Prodigal Sorcerer deals 1 damage to target creature or player.
<i>Psychic Venom</i>	Enchant Land	U1	Whenever enchanted land is tapped, Psychic Venom deals 2 damage to that land's controller.
<i>Remove Soul</i> (LG)	Instant	U1	Counter target creature spell.
<i>Sage Owl</i> (WL)*	Creature - Bird	U1	1/1, Flying. When Sage Owl comes into play, look at the top four cards of your library and put them back in any order you choose.
<i>Sea Monster</i> (TE)	Creature - Serpent	UU4	6/6. Sea Monster can't attack unless defending player controls an island.
<i>Spell Blast</i> *	Instant	UX	Counter target spell with converted mana cost equal to X.
<i>Storm Crow</i> (AL)	Creature - Bird	U1	1/2, Flying.
<i>Tidal Surge</i> (SH)*	Sorcery	U1	Tap up to three target creatures without flying.
<i>Unsummon</i>	Instant	U	Return target creature to its owner's hand.
<i>Vodalian Soldiers</i> (FE)	Creature - Merfolk	U1	1/2.
<i>Wind Drake</i> (TE)	Creature - Drake	U2	2/2, Flying.

Green Spells (Part 1 of 2)

Card Name	Spell Type	Cost	Ability
Birds of Paradise	Creature - Bird	G	0/1, Flying. Tap: Add one mana of any color to your mana pool.
Call of the Wild (WL)	Enchantment	GG2	2GG: Reveal the top card of your library. If it's a creature card, put it into play. Otherwise, put it into your graveyard.
Dense Foliage (WL)	Enchantment	G2	Creatures can't be the targets of spells.
Early Harvest (MI)	Instant	GG1	Target player untaps all basic lands he or she controls.
Elder Druid (IA)	Creature - Cleric	G3	2/2. 3G, Tap: Tap or untap target artifact, creature, or land.
Elvish Archers	Creature - Elf	G1	2/1, First Strike.
Hurricane *	Sorcery	GX	Hurricane deals X damage to each creature with flying and each player.
Living Lands	Enchantment	G3	All forests are 1/1 creatures that are still lands.
Maro (MI)	Creature - Elemental	GG2	*/*. Maro's power and toughness are each equal to the number of cards in your hand.
Nature's Resurgence (WL)	Sorcery	GG2	Each player draws as many cards as there are creature cards in his or her graveyard.
Rowen (VI)	Enchantment	GG2	Reveal the first card you draw each turn. Whenever you reveal a basic land card this way, draw a card.
Tranquil Grove (WL) *	Enchantment	G1	1GG: Destroy all other enchantments.
Uktabi Wildcats (MI)	Creature - Cat Warrior	G4	*/*. Uktabi Wildcats's power and toughness are each equal to the number of forests you control. ; G, Sacrifice a forest: Regenerate Uktabi Wildcats.
Verduran Enchantress	Creature - Wizard	GG1	0/2. Whenever you play an enchantment spell, you may draw a card.
Waiting in the Weeds (MI)	Sorcery	GG1	Each player counts the untapped forests he or she controls and puts that many 1/1 green Cat creature tokens into play.
Wyluli Wolf (AN)	Creature - Wolf	G1	1/1. Tap: Target creature gets +1/+1 until end of turn.
<i>Creeping Mold</i> (VI)	Sorcery	GG2	Destroy target artifact, land, or enchantment.
<i>Elven Riders</i> (LG)	Creature - Elf	GG3	3/3. Elven Riders can't be blocked except by creatures with flying or Walls.
<i>Fallow Earth</i> (MI)	Sorcery	G2	Put target land on top of its owner's library.
<i>Familiar Ground</i> (WL)	Enchantment	G2	Each creature you control can't be blocked by more than one creature.
<i>Femeref Archers</i> (MI)	Creature - Soldier	G2	2/2. Tap: Femeref Archers deals 4 damage to target attacking creature with flying.
<i>Fyndhorn Elder</i> (AN)	Creature - Elf	G2	1/1. Tap: Add GG to your mana pool.
<i>Lure</i>	Enchant Creature	GG1	All ceatures able to block enchanted creature do so.
<i>Radjan Spirit</i> (LG)	Creature - Spirit	G3	3/2. Tap: Target creature loses flying until end of turn.
<i>River Boa</i> (VI)	Creature - Snake	G1	2/1, Islandwalk. (<i>This creature is unblockable if defending player controls an island.</i>) ; G: Regenerate River Boa.
<i>Summer Bloom</i> (VI)	Sorcery	G1	Play up to three additional lands this turn.
<i>Thicket Basilisk</i>	Creature - Basilisk	GG3	2/4. Whenever Thicket Basilisk blocks or becomes blocked by a non-Wall creature, destroy that creature at end of combat.
<i>Uktabi Orangutan</i> (VI)	Creature - Ape	G2	2/2. When Uktabi Orangutan comes into play, destroy target artifact.
<i>Unseen Walker</i> (MI)	Creature - Dryad	G1	1/1, Forestwalk, (<i>This creature is unblockable if defending player controls a forest.</i>)
<i>Untamed Wilds</i> (LG)	Sorcery	G2	Search your library for a basic land card and put that card into play. Then shuffle your library.
<i>Warthog</i> (VI)	Creature - Warthog	GG1	3/2, Swampwalk. (<i>This creature is unblockable if defending player controls a swamp.</i>)
<i>Wordly Tutor</i> (MI)	Instant	G	Search your library for a creature card and reveal that card. Shuffle your library, then put the card on top of it.

Green Spells (Part 2 of 2)

Card Name	Spell Type	Cost	Ability
Cat Warriors (LG)	Creature - Cat Warrior	GG1	2/2, Forestwalk. (This creature is unblockable if defending player controls a forest.)
Elven Cache (VI)	Sorcery	GG2	Return target card from your graveyard to your hand.
Fog	Instant	G	Creatures deal no combat damage this turn.
Fyndhorn Brownie (IA)	Creature - Brownie	G2	1/1. 2G, Tap: Untap target creature.
Giant Growth	Instant	G	Target creature gets +3/+3 until end of turn.
Giant Spider	Creature - Spider	G3	2/4. Giant Spider can block as though it had flying.
Gorilla Chieftain (AL)	Creature - Ape	GG2	3/3. 1G: Regenerate Gorilla Chieftain.
Grizzly Bears	Creature - Bear	G1	2/2.
Llanowar Elves	Creature - Elf	G	1/1. Tap: Add G to your mana pool.
Panther Warriors (VI) *	Creature - Cat Warrior	G4	6/3.
Pradesh Gypsies (LG)	Creature - Gypsy	G2	1/1. 1G, Tap: Target creature gets -2/-0 until end of turn.
Rampant Growth (MI/TE)	Sorcery	G1	Search your library for a basic land card and put that card into play tapped. Then shuffle your library.
Redwood Treefolk (WL)	Creature - Treefolk	G4	3/6.
Regeneration	Enchant Creature	G1	G: Regenerate enchanted creature.
Scaled Wurm (IA)	Creature - Wurm	G7	7/6.
Shanodin Dryads	Creature - Dryad	G	1/1, Forestwalk. (This creature is unblockable if defending player controls a forest.)
Stalking Tiger (MI)	Creature - Tiger	G3	3/3. Stalking Tiger can't be blocked by more than one creature each combat.
Stream of Life	Sorcery	GX	Target player gains X life.
Trained Armodon (TE)	Creature - Elephant	GG1	3/3.
Tranquility	Sorcery	G2	Destroy all enchantments.
Vitalize (WL)	Instant	G	Untap all creatures you control.
Wild Growth	Enchant Land	G	Whenever enchanted land is tapped for mana, it produces an additional G.

Red Spells (Part 1 of 2)

Card Name	Spell Type	Cost	Ability
Balduvian Horde (AL)	Creature - Barbarian	RR2	5/5. When Balduvian Horde comes into play, discard a card at random from your hand. If you don't, sacrifice Balduvian Horde.
Crimson Hellkite (MI)	Creature - Dragon	RRR6	6/6, Flying. X, Tap: Crimson Hellkite deals X damage to target creature. Spend only red mana this way.
Earthquake	Sorcery	RX	Earthquake deals X damage to each creature without flying and each player.
Fervor (WL)	Enchantment	R2	Creatures you control gain haste. <i>(They may attack and Tap the turn they come under your control.)</i>
Final Fortune (MI)	Instant	RR	Take another turn after this one. At the end of that turn, you lose the game.
Goblin King	Creature - Lord	RR1	2/2. All Goblins get +1/+1 and have mountainwalk. <i>(They're unblockable if defending player controls a mountain.)</i>
Goblin Warrens (FE)	Enchantment	R2	2R, Sacrifice two Goblins: Put three 1/1 red Goblin creature tokens into play.
Hammer of Bogardan (MI)	Sorcery	RR1	Hammer of Bogardan deals 3 damage to target creature or player. ; 2RRR: Return Hammer of Bogardan to your hand. Play this ability only during your upkeep and only if Hammer of Bogardan is in your graveyard.
Illicit Auction (MI)	Sorcery	RR3	Choose target creature. Each player may bid life for control of that creature. You begin the bidding at 0. Proceeding in turn order, each player may top the high bid. The auction ends when the high bid stands. The high bidder loses life equal to the high bid and gains control of the creature.
Inferno (DK)	Instant	RR5	Inferno deals 6 damage to each creature and each player.
Jokulhaups (IA)	Sorcery	RR4	Destroy all artifacts, creatures, and lands. They can't be regenerated.
Manabarbs	Enchantment	R3	Whenever a player taps a land for mana, Manabarbs deals 1 damage to him or her.
Reckless Embermage (MI)	Creature - Wizard	R3	2/2. 1R: Reckless Embermage deals 1 damage to target creature or player and 1 damage to itself.
Relentless Assault (VI)	Sorcery	RR2	Untap all creatures that attacked this turn. You get an additional combat phase followed by an additional main phase this turn.
Shatterstorm (AQ)	Sorcery	RR2	Destroy all artifacts. They can't be regenerated.
Volcanic Dragon (MI)	Creature - Dragon	RR4	4/4, Flying, Haste. <i>(This creature may attack and Tap the turn it comes under your control.)</i>
<i>AEther Flash</i> (WL)	Enchantment	RR2	Whenever a creature comes into play, AEther Flash deals 2 damage to it.
<i>Blaze</i> (PT)*	Sorcery	RX	Blaze deals X damage to target creature or player.
<i>Boil</i> (TE)	Instant	R3	Destroy all islands.
<i>Burrowing</i>	Enchant Creature	R	Enchanted creature has mountainwalk. <i>(It's unblockable if defending player controls a mountain.)</i>
<i>Conquer</i> (IA)	Enchant Land	RR3	You control enchanted land.
<i>Fire Elemental</i>	Creature - Elemental	RR3	5/4.
<i>Flashfires</i>	Sorcery	R3	Destroy all plains.
<i>Goblin Recruiter</i> (VI)	Creature - Goblin	R1	1/1. When Goblin Recruiter comes into play, search your library for any number of Goblin cards you choose. Reveal those cards, then shuffle your library and put them on top of it in any order you choose.
<i>Hulking Cyclops</i> (VI)	Creature - Giant	RR3	5/5. Hulking Cyclops can't block.
<i>Orcish Artillery</i>	Creature - Orc	RR1	1/3. Tap: Orcish Artillery deals 2 damage to target creature or player and 3 damage to you.
<i>Orcish Oriflamme</i>	Enchantment	R3	Attacking creatures you control get +1/+0.
<i>Pillage</i> (AL)	Sorcery	RR1	Destroy target artifact or land. It can't be regenerated.
<i>Spitting Drake</i> (VI)	Creature - Drake	R3	2/2, Flying. R: Spitting Drake gets +1/+0 until end of turn. Spend no more than R this way each turn.
<i>Vertigo</i> (IA)	Instant	R	Vertigo deals 2 damage to target creature with flying. That creature loses flying until end of turn.
<i>Volcanic Geyser</i> (MI)	Instant	RRX	Volcanic Geyser deals X damage to target creature or player.
<i>Wall of Fire</i>	Creature - Wall	RR1	0/5. <i>(Walls can't attack.)</i> R: Wall of Fire gets +1/+0 until end of turn.

Red Spells (Part 2 of 2)

Card Name	Spell Type	Cost	Ability
Anaba Bodyguard (HL)	Creature - Minotaur	R3	2/3, First Strike.
Anaba Shaman (HL)	Creature - Minotaur	R3	2/2. R, Tap: Anaba Shaman deals 1 damage to target creature or player.
Balduvian Barbarians (IA)	Creature - Barbarian	RR1	3/2.
Firebreathing	Enchant Creature	R	R: Enchanted creature gets +1/+0 until end of turn.
Fit of Rage (WL)	Sorcery	R1	Target creature gets +3/+3 and gains first strike until end of turn.
Flame Spirit (IA)	Creature - Spirit	R4	2/3. R: Flame Spirit gets +1/+0 until end of turn.
Giant Strength (LG)	Enchant Creature	RR	Enchanted creature gets +2/+2.
Goblin Digging Team (DK)	Creature - Goblin	R	1/1. Tap, Sacrifice Goblin Digging Team: Destroy target Wall.
Goblin Elite Infantry (MI)	Creature - Goblin	R1	2/2. Whenever Goblin Elite Infantry blocks or becomes blocked, it gets -1/-1 until end of turn.
Goblin Hero (DK)	Creature - Goblin	R2	2/2.
Lightning Blast (TE)	Instant	R3	Lightning Blast deals 4 damage to target creature or player.
Mountain Goat (IA)*	Creature - Goat	R	1/1, Mountainwalk. <i>(This creature is unblockable if defending player controls a mountain.)</i>
Pyrotechnics (LG)	Sorcery	R4	Pyrotechnics deals 4 damage divided any way you choose among any number of target creatures and/or players.
Raging Goblin (EX)	Creature - Goblin	R	1/1, Haste. <i>(This creature may attack and Tap the turn it comes under your control.)</i>
Sabretooth Tiger (IA)	Creature - Tiger	R2	2/1, First Strike.
Shatter	Instant	R1	Destroy target artifact.
Shock (SH)	Instant	R	Shock deals 2 damage to target creature or player.
Spitting Earth (MI)	Sorcery	R1	Spitting Earth deals to target creature damage equal to the number of mountains you control.
Stone Rain	Sorcery	R2	Destroy target land.
Talruum Minotaur (MI)	Creature - Minotaur	RR2	3/3, Haste. <i>(This creature may attack and Tap the turn it comes under your control.)</i>
Tremor (VI)	Sorcery	R	Tremor deals 1 damage to each creature without flying.
Viashino Warrior (MI)	Creature - Viashino	R3	4/2.

White Spells (Part 1 of 2)

Card Name	Spell Type	Cost	Ability
Animate Wall	Enchant Creature	W	Enchanted creature may attack as though it weren't a Wall.
Archangel (VI)	Creature - Angel	WW5	5/5, Flying. Attacking doesn't cause Archangel to tap.
Armageddon	Sorcery	W3	Destroy all lands.
Celestial Dawn (MI)	Enchantment	WW1	Nonland cards you own that aren't in play are white. Nonland permanents you control are white. Lands you control are plains. Colored mana symbols in the costs on all those cards and permanents are W.
Crusade	Enchantment	WW	White creatures get +1/+1.
Ethereal Champion (MI)	Creature - Avatar	WWW2	3/4. Pay 1 life: Prevent the next 1 damage that would be dealt to Ethereal Champion this turn.
Exile (AL)	Instant	W2	Remove target nonwhite attacking creature from the game. You gain life equal to its toughness.
Icatian Town (FE)	Sorcery	W5	Put four 1/1 white Citizen creature tokens into play.
Kjeldoran Royal Guard (IA)	Creature - Soldier	WW3	2/5. Tap: All combat damage that would be dealt to you by unblocked creatures this turn is dealt to Kjeldoran Royal Guard instead.
Order of the Sacred Torch (IA)	Creature - Paladin	WW1	2/2. Tap, Pay 1 life: Counter target black spell.
Pearl Dragon (MI)	Creature - Dragon	WW4	4/4, Flying. 1W: Pearl Dragon gets +0/+1 until end of turn.
Reverse Damage	Instant	WW1	The next time a source of your choice would deal damage to you this turn, prevent that damage. You gain life equal to the damage prevented this way.
Serenity (WL)	Enchantment	W1	At the beginning of your upkeep, destroy all artifacts and enchantments. They can't be regenerated.
Sunweb (MI)	Creature - Wall	W3	5/6, Flying. (Walls can't attack.) Sunweb can't block creatures with power 2 or less.
Tariff (WL)	Sorcery	W1	Each player chooses a creature with the highest converted mana cost he or she controls, then pays mana equal to that cost or sacrifices that creature.
Wrath of God	Sorcery	WW2	Destroy all creatures. They can't be regenerated.
<i>Ardent Militia</i> (WL)	Creature - Soldier	W4	2/5. Attacking doesn't cause Ardent Militia to tap.
<i>Castle</i>	Enchantment	W3	Untapped creatures you control get +0/+2.
<i>Daraja Griffin</i> (VI)	Creature - Griffin	W3	2/2, Flying. Sacrifice Daraja Griffin: Destroy target black creature.
<i>Divine Transformation</i> (LG)	Enchant Creature	WW2	Enchanted creature gets +3/+3.
<i>Enlightened Tutor</i> (MI)	Instant	W	Search your library for an artifact or enchantment card and reveal that card. Shuffle your library, then put the card on top of it.
<i>Heavy Ballista</i> (WL)	Creature - Soldier	W3	2/3. Tap: Heavy Ballista deals 2 damage to target attacking or blocking creature.
<i>Kismet</i> (LG)	Enchantment	W3	Artifacts, creatures, and lands your opponents play come into play tapped.
<i>Light of Day</i> (TE)	Enchantment	W3	Black creatures can't attack or block.
<i>Longbow Archer</i> (VI)	Creature - Soldier	WW	2/2, First strike. Longbow Archer can block as though it had flying.
<i>Reprisal</i> (AL)	Instant	W1	Destroy target creature with power 4 or greater. It can't be regenerated.
<i>Serra's Blessing</i> (WL)	Enchantment	W1	Attacking doesn't cause creatures you control to tap.
<i>Spirit Link</i> (LG)	Enchant Creature	W	Whenever enchanted creature deals damage, you gain life equal to the damage dealt this way.
<i>Staunch Defenders</i> (TE)	Creature - Soldier	WW3	3/4. When Staunch Defenders comes into play, you gain 4 life.
<i>Unyaro Griffin</i> (MI)	Creature - Griffin	W3	2/2, Flying. Sacrifice Unyaro Griffin: Counter target red instant or sorcery spell.
<i>Wall of Swords</i>	Creature - Wall	W3	3/5, Flying. (Walls can't attack.)
<i>Warmth</i> (TE)	Enchantment	W1	Whenever one of your opponents plays a red spell, you gain 2 life.

White Spells (Part 2 of 2)

Card Name	Spell Type	Cost	Ability
Armored Pegasus (TE)	Creature - Pegasus	W1	1/2, Flying.
Circle of Protection: Black	Enchantment	W1	1: The next time a black source of your choice would deal damage to you this turn, prevent that damage.
Circle of Protection: Blue	Enchantment	W1	1: The next time a blue source of your choice would deal damage to you this turn, prevent that damage.
Circle of Protection: Green	Enchantment	W1	1: The next time a green source of your choice would deal damage to you this turn, prevent that damage.
Circle of Protection: Red	Enchantment	W1	1: The next time a red source of your choice would deal damage to you this turn, prevent that damage.
Circle of Protection: White	Enchantment	W1	1: The next time a white source of your choice would deal damage to you this turn, prevent that damage.
D'Avenant Archer (LG)	Creature - Soldier	W2	1/2. Tap: D'Avenant Archer deals 1 damage to target attacking or blocking creature.
Disenchant	Instant	W1	Destroy target artifact or enchantment.
Ekundu Griffin (MI)	Creature - Griffin	W3	2/2, Flying, First Strike.
Healing Salve *	Instant	W	Choose one - Target player gains 3 life; or prevent the next 3 damage to target creature or player this turn.
Hero's Resolve (TE)	Enchant Creature	W1	Enchanted creature gets +1/+5.
Infantry Veteran (VI)	Creature - Soldier	W	1/1. Tap: Target attacking creature gets +1/+1 until end of turn.
Mesa Falcon (HL)	Creature - Bird	W1	1/1, Flying. 1W: Mesa Falcon gets +0/+1 until end of turn.
Pacifism (MI/TE)	Enchant Creature	W1	Enchanted creature can't attack or block.
Regal Unicorn (PT) *	Creature - Unicorn	W2	2/3.
Remedy (VI)	Instant	W1	Prevent the next 5 damage this turn divided any way you choose among any number of target creatures and/or players.
Resistance Fighter (VI)	Creature - Soldier	W	1/1. Sacrifice Resistance Fighter: Target creature deals no combat damage this turn.
Samite Healer	Creature - Cleric	W1	1/1. Tap: Prevent the next 1 damage to target creature or player this turn.
Standing Troops (EX)	Creature - Soldier	W2	1/4. Attacking doesn't cause Standing Troops to tap.
Tundra Wolves (LG)	Creature - Wolf	W	1/1, First strike.
Venerable Monk (SH)	Creature - Cleric	W2	2/2. When Venerable Monk comes into play, you gain 2 life.
Warrior's Honor (VI)	Instant	W2	Creatures you control get +1/+1 until end of turn.