

Magic: The Gathering

(Eighth 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
- Fixed cards are in underline text within other sections and include an (F#) indicating how many times the card appears in the preconstructed deck.
 These cards never appear in booster packs but are listed under the rarity marked on the card.

Each booster pack contains 1 rare, 3 uncommon, 10 common, and 1 basic land.

- 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.
- Basic land foil cards appear in a common slot in one out of every 12 booster packs.

All cards in this edition have new art.

Basic Land

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

Non-Basic Land

| Card Name | Spell Type | Ability |
|---------------------------|---------------------------|--|
| City of Brass | Land | Whenever City of Brass becomes tapped, it deals 1 damage to you. ; Tap: Add one mana of any color to your mana pool. |
| <i>Coastal Tower</i> | Land | Coastal Tower comes into play tapped. ; Tap: Add W or U to your mana pool. |
| <i>Elfhame Palace</i> | Land | Elfhame Palace comes into play tapped. ; Tap: Add G or W to your mana pool. |
| <i>Salt Marsh</i> | Land | Salt Marsh comes into play tapped. ; Tap: Add U or B to your mana pool. |
| <i>Shivan Oasis</i> | Land | Shivan Oasis comes into play tapped. ; Tap: Add R or G to your mana pool. |
| <i>Urborg Volcano</i> | Land | Urborg Volcano comes into play tapped. ; Tap: Add B or R to your mana pool. |
| <i>Urza's Mine</i> | Land - Urza's Mine | Tap: Add 1 to your mana pool. If you control an Urza's Power-Plant and an Urza's Tower, add 2 to your mana pool instead. |
| <i>Urza's Power Plant</i> | Land - Urza's Power-Plant | Tap: Add 1 to your mana pool. If you control an Urza's Mine and an Urza's Tower, add 2 to your mana pool instead. |
| <i>Urza's Tower</i> | Land - Urza's Tower | Tap: Add 1 to your mana pool. If you control an Urza's Mine and an Urza's Power-Plant, add 3 to your mana pool instead. |

Artifacts

| Card Name | Spell Type | Cost | Ability |
|----------------------------|---------------------------|------|---|
| Aladdin's Ring | Artifact | 8 | 8, Tap: Aladdin's Ring deals 4 damage to target creature or player. |
| Beast of Burden | Artifact Creature | 6 | */**. Beast of Burden's power and toughness are each equal to the number of creatures in play. |
| Brass Herald | Artifact Creature - Golem | 6 | 2/2. As Brass Herald comes into play, choose a creature type. ; When Brass Herald comes into play, reveal the top four cards of your library. Put all creature cards of the chosen type revealed this way into your hand and the rest on the bottom of your library in any order. ; Creatures of the chosen type get +1/+1. |
| Coat of Arms | Artifact | 5 | Each creature gets +1/+1 for each other creature in play that shares a creature type with it. (For example, if there are three Goblins in play, each gets +2/+2.) |
| Defense Grid | Artifact | 2 | During each player's turn, each other player's spells cost 3 more to play. |
| 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. |
| Distorting Lens | Artifact | 2 | Tap: Target permanent becomes the color of your choice until end of turn. |
| Ensnaring Bridge | Artifact | 3 | Creatures with power greater than the number of cards in your hand can't attack. |
| Flying Carpet | Artifact | 4 | 2, Tap: Target creature gains flying until end of turn. |
| Howling Mine | Artifact | 2 | At the beginning of each player's draw step, if Howling Mine is untapped, that player draws a card. |
| Jayemdae Tome | Artifact | 4 | 4, Tap: Draw a card. |
| Millstone | Artifact | 2 | 2, Tap: Target player puts the top two cards of his or her library into his or her graveyard. |
| Phyrexian Colossus | Artifact Creature | 7 | 8/8. Phyrexian Colossus doesn't untap during your untap step. ; Pay 8 life: Untap Phyrexian Colossus. ; Phyrexian Colossus can't be blocked except by three or more creatures. |
| Planar Portal | Artifact | 6 | 6, Tap: Search your library for a card and put that card into your hand. Then shuffle your library. |
| Skull of Orm | Artifact | 3 | 5, Tap: Return target enchantment card from your graveyard to your hand. |
| Teferi's Puzzle Box | Artifact | 4 | At the beginning of each player's draw step, that player puts the cards in his or her hand on the bottom of his or her library in any order, then draws that many cards. (That player draws his or her card for the turn first.) |
| Urza's Armor | Artifact | 6 | If a source would deal damage to you, prevent 1 of that damage. |
| Vexing Arcanix | Artifact | 4 | 3, Tap: Target player names a card, then reveals the top card of his or her library. If it's the named card, the player puts it into his or her hand. Otherwise, the player puts it into his or her graveyard and Vexing Arcanix deals 2 damage to him or her. |
| <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>Fodder Cannon</i> | Artifact | 4 | 4, Tap, Sacrifice a creature: Fodder Cannon deals 4 damage to target creature. |
| <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>Patagia Golem</i> | Artifact Creature - Golem | 4 | 2/3. 3: Patagia Golem gains flying until end of turn. |
| <i>Phyrexian Hulk</i> | Artifact Creature | 6 | 5/4. |
| <i>Rod of Ruin</i> | Artifact | 4 | 3, Tap: Rod of Ruin deals 1 damage to target creature or player. |
| <i>Spellbook</i> | Artifact | 0 | You have no maximum hand size. |
| <i>Star Compass</i> | Artifact | 2 | Star Compass comes into play tapped. ; Tap: Add to your mana pool one mana of any color a basic land you control could produce. |
| <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>Wall of Spears</i> | Artifact Creature - Wall | 3 | 2/3. First Strike. (Walls can't attack.) |
| <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 |
|-----------------------------|----------------------|------|--|
| Death Pit Offering | Enchantment | BB2 | When Death Pit Offering comes into play, sacrifice all creatures you control. ; Creatures you control get +2/+2. |
| Death Pits of Rath | Enchantment | BB3 | Whenever a creature is dealt damage, destroy it. It can't be regenerated. |
| Eastern Paladin | Creature - Knight | BB2 | 3/3. BB, Tap: Destroy target green creature. |
| Fallen Angel | Creature - Angel | BB3 | 3/3, Flying. Sacrifice a creature: Fallen Angel gets +2/+1 until end of turn. |
| Grave Pact | Enchantment | BBB1 | Whenever a creature you control is put into a graveyard from play, each other player sacrifices a creature. |
| Larceny | Enchantment | BB3 | Whenever a creature you control deals combat damage to a player, that player discards a card from his or her hand. |
| Lord of the Undead | Creature - Lord | BB1 | 2/2. All Zombies get +1/+1. ; 1B, Tap: Return target Zombie card from your graveyard to your hand. |
| Murderous Betrayal | Enchantment | BBB | BB, Pay half your life rounded up: Destroy target nonblack creature. It can't be regenerated. |
| Nightmare | Creature - Nightmare | B5 | */*, Flying. Nightmare's power and toughness are each equal to the number of Swamps you control. |
| Persecute | Sorcery | BB2 | Choose a color. Target player reveals his or her hand and discards all cards of that color from it. |
| Phyrexian Arena | Enchantment | BB1 | At the beginning of your upkeep, you draw a card and you lose 1 life. (Your upkeep step is after you untap and before you draw.) |
| Phyrexian Plaguelord | Creature - Carrier | BB3 | 4/4. Tap, Sacrifice Phyrexian Plaguelord: Target creature gets -4/-4 until end of turn. ; Sacrifice a creature: Target creature gets -1/-1 until end of turn. |
| Plague Wind | Sorcery | BB7 | Destroy all creatures you don't control. They can't be regenerated. |
| Royal Assassin | Creature - Assassin | BB1 | 1/1. Tap: Destroy target tapped creature. |
| Underworld Dreams | Enchantment | BBB | Whenever an opponent draws a card, Underworld Dreams deals 1 damage to him or her. |
| Vampiric Spirit | Creature - Spirit | BB2 | 4/3, Flying. When Vampiric Spirit comes into play, you lose 4 life. |
| Warped Devotion | Enchantment | B2 | Whenever a permanent is returned to a player's hand, that player discards a card from his or her hand. |
| Western Paladin | Creature - Knight | BB2 | 3/3. BB, Tap: Destroy target white creature. |
| <i>Abyssal Specter</i> | Creature - Specter | BB2 | 2/3, Flying. Whenever Abyssal Specter deals damage to a player, that player discards a card from his or her hand. |
| <i>Ambition's Cost</i> | Sorcery | B3 | You draw three cards and you lose 3 life. |
| <i>Bog Wraith</i> | Creature - Wraith | B3 | 3/3, Swampwalk. |
| <i>Carrion Wall</i> | Creature - Wall | BB1 | 3/2. (Walls can't attack.) 1B: Regenerate Carrion Wall. |
| <i>Deathgazer</i> | Creature - Lizard | B3 | 2/2. Whenever Deathgazer blocks or becomes blocked by a nonblack creature, destroy that creature at end of combat. |
| <i>Diabolic Tutor</i> | Sorcery | BB2 | Search your library for a card and put that card into your hand. Then shuffle your library. |
| <i>Execute</i> | Instant | B2 | Destroy target white creature. It can't be regenerated. Draw a card. |
| <i>Gluttonous Zombie</i> | Creature - Zombie | B4 | 3/3, Fear. |
| <i>Megrim</i> | Enchantment | B2 | Whenever an opponent discards a card from his or her hand, Megrim deals 2 damage to that player. |
| <i>Mind Slash</i> | Enchantment | BB1 | B, Sacrifice a creature: Target opponent reveals his or her hand. Choose a card from it. That player discards that card. Play this ability only any time you could play a sorcery. |
| <i>Mind Sludge</i> | Sorcery | B4 | Target player discards a card from his or her hand for each Swamp you control. |
| <i>Nekrataal</i> | Creature - Nekrataal | BB2 | 2/1, First Strike. When Nekrataal comes into play, destroy target nonartifact, nonblack creature. That creature can't be regenerated. |
| <i>Primeval Shambler</i> | Creature - Mercenary | B4 | 3/3. B: Primeval Shambler gets +1/+1 until end of turn. |
| <i>Sever Soul</i> | Sorcery | BB3 | Destroy target nonblack creature. It can't be regenerated. You gain life equal to its toughness. |
| <i>Slay</i> | Instant | B2 | Destroy target green creature. It can't be regenerated. Draw a card. |
| <i>Soul Feast</i> | Sorcery | BB3 | Target player loses 4 life and you gain 4 life. |
| <i>Swarm of Rats</i> | Creature - Rat | B1 | */1. Swarm of Rats's power is equal to the number of Rats you control. |
| <i>Zombify</i> | Sorcery | B3 | Return target creature card from your graveyard to play. |

Black Spells (Part 2 of 2)

| Card Name | Spell Type | Cost | Ability |
|------------------|----------------------|------|--|
| Bog Imp | Creature - Imp | B1 | 1/1, Flying. |
| Coercion | Sorcery | B2 | Target opponent reveals his or her hand. Choose a card from it. That player discards that card. |
| Dark Banishing | Instant | B2 | Destroy target nonblack creature. It can't be regenerated. |
| Deepwood Ghoul | Creature - Zombie | B2 | 2/1. Pay 2 life: Regenerate Deepwood Ghoul. |
| Drudge Skeletons | Creature - Skeleton | B1 | 1/1. B: Regenerate Drudge Skeletons. |
| Dusk Imp | Creature - Imp | B2 | 2/1, Flying. |
| Fear | Enchant Creature | BB | Enchanted creature has fear. (It can't be blocked except by artifact creatures and/or black creatures.) |
| Giant Cockroach | Creature - Insect | B3 | 4/2. |
| Gravedigger | Creature - Zombie | B3 | 2/2. When Gravedigger comes into play, you may return target creature card from your graveyard to your hand. |
| Looming Shade | Creature - Shade | B2 | 1/1. B: Looming Shade gets +1/+1 until end of turn. |
| Maggot Carrier | Creature - Zombie | B | 1/1. When Maggot Carrier comes into play, each player loses 1 life. |
| Mind Rot | Sorcery | B2 | Target player discards two cards from his or her hand. |
| Nausea | Sorcery | B1 | All creatures get -1/-1 until end of turn. |
| Plague Beetle | Creature - Insect | B | 1/1, Swampwalk. |
| Raise Dead | Sorcery | B | Return target creature card from your graveyard to your hand. |
| Ravenous Rats | Creature - Rat | B1 | 1/1. When Ravenous Rats comes into play, target opponent discards a card from his or her hand. |
| Scathe Zombies | Creature - Zombie | B2 | 2/2. |
| Serpent Warrior | Creature - Soldier | B2 | 3/3. When Serpent Warrior comes into play, you lose 3 life. |
| Severed Legion | Creature - Zombie | BB1 | 2/2, Fear. |
| Spineless Thug | Creature - Mercenary | B1 | 2/2. Spineless Thug can't block. |
| Unholy Strength | Enchant Creature | B | Enchanted creature gets +2/+1. |
| Vicious Hunger | Sorcery | BB | Vicious Hunger deals 2 damage to target creature and you gain 2 life. |

Blue Spells (Part 1 of 2)

| Card Name | Spell Type | Cost | Ability |
|----------------------------|----------------------|------|--|
| Archivist | Creature - Wizard | UU2 | 1/1. Tap: Draw a card. |
| Balance of Power | Sorcery | UU3 | If target opponent has more cards in hand than you, draw cards equal to the difference. |
| Bribery | Sorcery | UU3 | Search target opponent's library for a creature card and put that card into play under your control. Then that player shuffles his or her library. |
| Coastal Piracy | Enchantment | UU2 | Whenever a creature you control deals combat damage to an opponent, you may draw a card. |
| Cowardice | Enchantment | UU3 | Whenever a creature becomes the target of a spell or ability, return that creature to its owner's hand. (It won't be affected by the spell or ability.) |
| Daring Apprentice | Creature - Wizard | UU1 | 1/1. Tap,Sacrifice Daring Apprentice: Counter target spell. |
| Deflection | Instant | U3 | Change the target of target spell with a single target. |
| Evacuation | Instant | UU3 | Return all creatures to their owners' hands. |
| Fleeting Image | Creature - Illusion | U2 | 2/1, Flying. 1U: Return Fleeting Image to its owner's hand. |
| Intruder Alarm | Enchantment | U2 | Creatures don't untap during their controllers' untap steps. ; Whenever a creature comes into play, untap all creatures. |
| Mahamoti Djinn | Creature - Djinn | UU4 | 5/6, Flying. |
| Mind Bend | Instant | U | Change the text of target permanent by replacing all instances of one color word with another or one basic land type with another. (For example, you may change "nonblack creature" to "nongreen creature" or "forestwalk" to "plainswalk." This effect doesn't end at end of turn.) |
| Sage of Lat-Nam | Creature - Sage | U1 | 1/2. Tap,Sacrifice an artifact: Draw a card. |
| Shifting Sky | Enchantment | U2 | As Shifting Sky comes into play, choose a color. ; All nonland permanents are the chosen color. |
| Temporal Adept | Creature - Wizard | UU1 | 1/1. UUU,Tap: Return target permanent to its owner's hand. |
| Tidal Kraken | Creature - Monster | UUU5 | 6/6. Tidal Kraken is unblockable. |
| Trade Routes | Enchantment | U1 | 1: Return target land you control to its owner's hand. ; 1,Discard a land card from your hand: Draw a card. |
| Vizzerdrix (F2) | Creature - Beast | U6 | 6/6. |
| Zur's Weirding | Enchantment | U3 | Players play with their hands revealed. ; If a player would draw a card, he or she reveals it instead. Then any other player may pay 2 life. If a player does, put that card into its owner's graveyard. Otherwise, that player draws the card. |
| <i>Air Elemental</i> | Creature - Elemental | UU3 | 4/4, Flying. |
| <i>Concentrate</i> | Sorcery | UU2 | Draw three cards. |
| <i>Confiscate</i> | Enchant Permanent | UU4 | You control enchanted permanent. |
| <i>Curiosity</i> | Enchant Creature | U | Whenever enchanted creature deals damage to an opponent, you may draw a card. |
| <i>Fighting Drake</i> | Creature - Drake | UU2 | 2/4, Flying. |
| <i>Hibernation</i> | Instant | U2 | Return all green permanents to their owners' hands. |
| <i>Invisibility</i> | Enchant Creature | UU | Enchanted creature can't be blocked except by Walls. |
| <i>Merchant Scroll</i> | Sorcery | U1 | Search your library for a blue instant card, reveal that card, and put it into your hand. Then shuffle your library. |
| <i>Phantom Warrior</i> | Creature - Illusion | UU1 | 2/2. Phantom Warrior is unblockable. |
| <i>Puppeteer</i> | Creature - Wizard | U2 | 1/2. U,Tap: Tap or untap target creature. |
| <i>Rewind</i> | Instant | UU2 | Counter target spell, then untap up to four lands. |
| <i>Spiketail Hatchling</i> | Creature - Drake | U1 | 1/1, Flying. Sacrifice Spiketail Hatchling: Counter target spell unless its controller pays 1. |
| <i>Steal Artifact</i> | Enchant Artifact | UU2 | You control enchanted artifact. |
| <i>Telepathy</i> | Enchantment | U | Your opponents play with their hands revealed. |
| <i>Thieving Magpie</i> | Creature - Bird | UU2 | 1/3, Flying. Whenever Thieving Magpie deals damage to an opponent, you draw a card. |
| <i>Treasure Trove</i> | Enchantment | UU2 | 2UU: Draw a card. |
| <i>Wall of Air</i> | Creature - Wall | UU1 | 1/5, Flying. (Walls can't attack.) |
| <i>Wrath of Marit Lage</i> | Enchantment | UU3 | When Wrath of Marit Lage comes into play, tap all red creatures. ; Red creatures don't untap during their controllers' untap steps. |

Blue Spells (Part 2 of 2)

| Card Name | Spell Type | Cost | Ability |
|---------------------|-------------------------|------|--|
| Aven Fisher | Creature - Bird Soldier | U3 | 2/2, Flying. When Aven Fisher is put into a graveyard from play, you may draw a card. |
| Boomerang | Instant | UU | Return target permanent to its owner's hand. |
| Catalog | Instant | U2 | Draw two cards, then discard a card from your hand. |
| Coastal Hornclaw | Creature - Bird | U4 | 3/3. Sacrifice a land: Coastal Hornclaw gains flying until end of turn. |
| Coral Eel | Creature - Eel | U1 | 2/1. |
| Dehydration | Enchant Creature | U3 | Enchanted creature doesn't untap during its controller's untap step. |
| Flash Counter | Instant | U1 | Counter target instant spell. |
| Flight | Enchant Creature | U | Enchanted creature has flying. |
| Fugitive Wizard | Creature - Wizard | U | 1/1. |
| Giant Octopus (F3) | Creature - Octopus | U3 | 3/3. |
| Horned Turtle | Creature - Turtle | U2 | 1/4. |
| Index | Sorcery | U | Look at the top five cards of your library, then put them back in any order. |
| Inspiration | Instant | U3 | Target player draws two cards. |
| Mana Leak | Instant | U1 | Counter target spell unless its controller pays 3. |
| Merchant of Secrets | Creature - Wizard | U2 | 1/1. When Merchant of Secrets comes into play, draw a card. |
| Remove Soul | Instant | U1 | Counter target creature spell. |
| Sage Owl | Creature - Bird | U1 | 1/1, Flying. When Sage Owl comes into play, look at the top four cards of your library, then put them back in any order. |
| Sea Eagle (F1) | Creature - Bird | U1 | 1/1, Flying. |
| Sea Monster | Creature - Serpent | UU4 | 6/6. Sea Monster can't attack unless defending player controls an Island. |
| Sneaky Homunculus | Creature - Illusion | U1 | 1/1. Sneaky Homunculus can't block or be blocked by creatures with power 2 or greater. |
| Storm Crow | Creature - Bird | U1 | 1/2, Flying. |
| Twiddle | Instant | U | Tap or untap target artifact, creature, or land. |
| Unsummon | Instant | U | Return target creature to its owner's hand. |
| Wind Drake | 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 | 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. |
| Collective Unconscious | Sorcery | GG4 | Draw a card for each creature you control. |
| Elvish Champion | Creature - Lord | GG1 | 2/2. All Elves get +1/+1 and have forestwalk. |
| Elvish Piper | Creature - Elf | G3 | 1/1. G,Tap: Put a creature card from your hand into play. |
| Emperor Crocodile | Creature - Crocodile | G3 | 5/5. When you control no other creatures, sacrifice Emperor Crocodile. |
| Fungusaur | Creature - Fungusaur | G3 | 2/2. Whenever Fungusaur is dealt damage, put a +1/+1 counter on it. (The damage is dealt before the counter is put on.) |
| Gaea's Herald | Creature - Elf | G1 | 1/1. Creature spells can't be countered. |
| Lhurgoyf | Creature - Lhurgoyf | GG2 | *1+*. Lhurgoyf's power is equal to the number of creature cards in all graveyards and its toughness is equal to that number plus 1. |
| Maro | Creature - Elemental | GG2 | */**. Maro's power and toughness are each equal to the number of cards in your hand. |
| Might of Oaks | Instant | G3 | Target creature gets +7/+7 until end of turn. |
| Natural Affinity | Instant | G2 | Until end of turn, all lands become 2/2 creatures that are still lands. |
| Plow Under | Sorcery | GG3 | Put two target lands on top of their owner's library. |
| Primeval Force | Creature - Elemental | GGG2 | 8/8. When Primeval Force comes into play, sacrifice it unless you sacrifice three Forests. |
| Rhox | Creature - Beast | GG4 | 5/5. You may have Rhox deal its combat damage to defending player as though it weren't blocked. ; 2G: Regenerate Rhox. |
| Thorn Elemental | Creature - Elemental | GG5 | 7/7. You may have Thorn Elemental deal its combat damage to defending player as though it weren't blocked. |
| Verduran Enchantress | Creature - Druid | GG1 | 0/2. Whenever you play an enchantment spell, you may draw a card. |
| Vernal Bloom | Enchantment | G3 | Whenever a Forest is tapped for mana, its controller adds G to his or her mana pool. |
| <i>Blanchwood Armor</i> | Enchant Creature | G2 | Enchanted creature gets +1/+1 for each Forest you control. |
| <i>Choke</i> | Enchantment | G2 | Islands don't untap during their controllers' untap steps. |
| <i>Creeping Mold</i> | Sorcery | GG2 | Destroy target artifact, enchantment, or land. |
| <i>Elvish Lyrst</i> | Creature - Elf | G | 1/1. G,Tap,Sacrifice Elvish Lyrst: Destroy target enchantment. |
| <i>Elvish Scrapper</i> | Creature - Elf | G | 1/1. G,Tap,Sacrifice Elvish Scrapper: Destroy target artifact. |
| <i>Enormous Baloth</i> (F2) | Creature - Beast | G6 | 7/7. |
| <i>Fecundity</i> | Enchantment | G2 | Whenever a creature is put into a graveyard from play, that creature's controller may draw a card. |
| <i>Foratog</i> | Creature - Atog | G2 | 1/2. G,Sacrifice a Forest: Foratog gets +2/+2 until end of turn. |
| <i>Fyndhorn Elder</i> | Creature - Elf | G2 | 1/1. Tap: Add GG to your mana pool. |
| <i>Hunted Wumpus</i> | Creature - Beast | G3 | 6/6. When Hunted Wumpus comes into play, each other player may put a creature card from his or her hand into play. |
| <i>Living Terrain</i> | Enchant Land | GG2 | Enchanted land is a 5/6 green Treefolk creature that's still a land. |
| <i>Llanowar Behemoth</i> | Creature - Behemoth | GG3 | 4/4. Tap an untapped creature you control: Llanowar Behemoth gets +1/+1 until end of turn. |
| <i>Lure</i> | Enchant Creature | GG1 | All creatures able to block enchanted creature do so. |
| <i>Revive</i> | Sorcery | G1 | Return target green card from your graveyard to your hand. |
| <i>Silverback Ape</i> (F1) | Creature - Ape | GG3 | 5/5. |
| <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>Spreading Algae</i> | Enchant Land | G | Spreading Algae can enchant only a Swamp. ; When enchanted land becomes tapped, destroy that land. ; When Spreading Algae is put into a graveyard from play, return Spreading Algae to its owner's hand. |
| <i>Stream of Life</i> | Sorcery | GX | Target player gains X life. |
| <i>Wing Snare</i> | Sorcery | G2 | Destroy target creature with flying. |
| <i>Yavimaya Enchantress</i> | Creature - Druid | G2 | 2/2. Yavimaya Enchantress gets +1/+1 for each enchantment in play. |

Green Spells (Part 2 of 2)

| Card Name | Spell Type | Cost | Ability |
|------------------|----------------------------|------|---|
| Canopy Spider | Creature - Spider | G1 | 1/3. Canopy Spider may block as though it had flying. |
| Craw Wurm | Creature - Wurm | GG4 | 6/4. |
| Elvish Pioneer | Creature - Elf Druid | G | 1/1. When Elvish Pioneer comes into play, you may put a basic land card from your hand into play tapped. |
| Fertile Ground | Enchant Land | G1 | Whenever enchanted land is tapped for mana, its controller adds one mana of any color to his or her mana pool. |
| Giant Badger | Creature - Badger | GG1 | 2/2. Whenever Giant Badger blocks, it gets +2/+2 until end of turn. |
| Giant Growth | Instant | G | Target creature gets +3/+3 until end of turn. |
| Giant Spider | Creature - Spider | G3 | 2/4. Giant Spider may block as though it had flying. |
| Grizzly Bears | Creature - Bear | G1 | 2/2. |
| Horned Troll | Creature - Troll | G2 | 2/2. G: Regenerate Horned Troll. |
| Lone Wolf | Creature - Wolf | G2 | 2/2. You may have Lone Wolf deal its combat damage to defending player as though it weren't blocked. |
| Monstrous Growth | Sorcery | G1 | Target creature gets +4/+4 until end of turn. |
| Moss Monster | Creature - Monster | GG3 | 3/6. |
| Nantuko Disciple | Creature - Insect Druid | G3 | 2/2. G, Tap: Target creature gets +2/+2 until end of turn. |
| Naturalize | Instant | G1 | Destroy target artifact or enchantment. |
| Norwood Ranger | Creature - Elf | G | 1/2. |
| Rampant Growth | Sorcery | G1 | Search your library for a basic land card and put that card into play tapped. Then shuffle your library. |
| Regeneration | Enchant Creature | G1 | G: Regenerate enchanted creature. |
| Rushwood Dryad | Creature - Dryad | G1 | 2/1, Forestwalk. |
| Spined Wurm | Creature - Wurm | G4 | 5/4. |
| Trained Armodon | Creature - Elephant | GG1 | 3/3. |
| Vine Trellis | Creature - Wall | G1 | 0/4. (Walls can't attack.) Tap: Add G to your mana pool. |
| Wood Elves | Creature - Elf | G2 | 1/1. When Wood Elves comes into play, search your library for a Forest card and put that card into play. Then shuffle your library. |

Red Spells (Part 1 of 2)

| Card Name | Spell Type | Cost | Ability |
|--------------------------------|---------------------|------|---|
| Blood Moon | Enchantment | R2 | Nonbasic lands are Mountains. |
| Bloodshot Cyclops | Creature - Giant | R5 | 4/4. Tap,Sacrifice a creature: Bloodshot Cyclops deals damage equal to the sacrificed creature's power to target creature or player. |
| Furnace of Rath | Enchantment | RRR1 | If a source would deal damage to a creature or player, it deals double that damage to that creature or player instead. |
| Goblin King | Creature - Lord | RR1 | 2/2. All Goblins get +1/+1 and have mountainwalk. |
| Hammer of Bogardan | Sorcery | RR1 | Hammer of Bogardan deals 3 damage to target creature or player. ; 2RRR: Return Hammer of Bogardan from your graveyard to your hand. Play this ability only during your upkeep. (Your upkeep step is after you untap and before you draw.) |
| Inferno | Instant | RR5 | Inferno deals 6 damage to each creature and each player. |
| Lava Hounds | Creature - Hound | RR2 | 4/4, Haste. When Lava Hounds comes into play, it deals 4 damage to you. |
| Mana Clash | Sorcery | R | You and target opponent each flip a coin. Mana Clash deals 1 damage to each player whose coin comes up tails. Repeat this process until both players' coins come up heads on the same flip. |
| Mogg Sentry | Creature - Goblin | R | 1/1. Whenever an opponent plays a spell, Mogg Sentry gets +2/+2 until end of turn. |
| Obliterate | Sorcery | RR6 | Obliterate can't be countered. ; Destroy all artifacts, creatures, and lands. They can't be regenerated. |
| Okk | Creature - Goblin | R1 | 4/4. Okk can't attack unless a creature with greater power also attacks. ; Okk can't block unless a creature with greater power also blocks. |
| Relentless Assault | Sorcery | RR2 | Untap all creatures that attacked this turn. After this phase, there is an additional combat phase followed by an additional main phase. |
| Rukh Egg | Creature - Egg | R3 | 0/3. When Rukh Egg is put into a graveyard from play, put a 4/4 red Rukh creature token with flying into play at end of turn. |
| Searing Wind | Instant | R8 | Searing Wind deals 10 damage to target creature or player. |
| Seismic Assault | Enchantment | RRR | Discard a land card from your hand: Seismic Assault deals 2 damage to target creature or player. |
| Shivan Dragon | Creature - Dragon | RR4 | 5/5, Flying. R: Shivan Dragon gets +1/+0 until end of turn. |
| Thieves' Auction | Sorcery | RRR4 | Set aside all cards in play. Starting with you, each player chooses one of the cards set aside and puts it into play tapped under his or her control. Repeat this process until all those cards have been chosen. |
| Two-Headed Dragon | Creature - Dragon | RR4 | 4/4, Flying. 1R: Two-Headed Dragon gets +2/+0 until end of turn. ; Two-Headed Dragon can't be blocked except by two or more creatures. ; Two-Headed Dragon may block an additional creature. |
| <i>Blaze</i> | Sorcery | RX | Blaze deals X damage to target creature or player. |
| <i>Boil</i> | Instant | R3 | Destroy all Islands. |
| <i>Demolish</i> | Sorcery | R3 | Destroy target artifact or land. |
| <i>Dwarven Demolition Team</i> | Creature - Dwarf | R2 | 1/1. Tap: Destroy target Wall. |
| <i>Enrage</i> | Instant | RX | Target creature gets +X/+0 until end of turn. |
| <i>Flashfires</i> | Sorcery | R3 | Destroy all Plains. |
| <i>Goblin Glider</i> | Creature - Goblin | R1 | 1/1, Flying. Goblin Glider can't block. |
| <i>Guerrilla Tactics</i> | Instant | R1 | Guerrilla Tactics deals 2 damage to target creature or player. ; When a spell or ability an opponent controls causes you to discard Guerrilla Tactics from your hand, Guerrilla Tactics deals 4 damage to target creature or player. |
| <i>Hulking Cyclops</i> | Creature - Giant | RR3 | 5/5. Hulking Cyclops can't block. |
| <i>Lesser Gargadon</i> | Creature - Beast | RR2 | 6/4. Whenever Lesser Gargadon attacks or blocks, sacrifice a land. |
| <i>Lightning Blast</i> | Instant | R3 | Lightning Blast deals 4 damage to target creature or player. |
| <i>Ogre Taskmaster</i> | Creature - Ogre | R3 | 4/3. Ogre Taskmaster 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>Pyroclasm</i> | Sorcery | R1 | Pyroclasm deals 2 damage to each creature. |
| <i>Pyrotechnics</i> | Sorcery | R4 | Pyrotechnics deals 4 damage divided as you choose among any number of target creatures and/or players. |
| <i>Sudden Impact</i> | Instant | R3 | Sudden Impact deals damage equal to the number of cards in target player's hand to that player. |
| <i>Viashino Sandstalker</i> | Creature - Viashino | RR1 | 4/2, Haste. At end of turn, return Viashino Sandstalker to its owner's hand. (Return it only if it's in play.) |
| <i>Wall of Stone</i> | Creature - Wall | RR1 | 0/8. (Walls can't attack.) |

Red Spells (Part 2 of 2)

| Card Name | Spell Type | Cost | Ability |
|----------------------|----------------------|------|--|
| Anaba Shaman | Creature - Minotaur | R3 | 2/2. R,Tap: Anaba Shaman deals 1 damage to target creature or player. |
| Balduvian Barbarians | Creature - Barbarian | RR1 | 3/2. |
| Canyon Wildcat | Creature - Cat | R1 | 2/1, Mountainwalk. |
| Cinder Wall | Creature - Wall | R | 3/3. (Walls can't attack.) When Cinder Wall blocks, destroy it at end of combat. |
| Goblin Chariot | Creature - Goblin | R2 | 2/2, Haste. |
| Goblin Raider | Creature - Goblin | R1 | 2/2. Goblin Raider can't block. |
| Hill Giant | Creature - Giant | R3 | 3/3. |
| Lava Axe | Sorcery | R4 | Lava Axe deals 5 damage to target player. |
| Lightning Elemental | Creature - Elemental | R3 | 4/1, Haste. |
| Orcish Spy | Creature - Orc | R | 1/1. Tap: Look at the top three cards of target player's library. (Put them back in the same order.) |
| Panic Attack | Sorcery | R2 | Up to three target creatures can't block this turn. |
| Raging Goblin | Creature - Goblin | R | 1/1, Haste. |
| Reflexes | Enchant Creature | R | Enchanted creature has first strike. |
| Ridgeline Rager | Creature - Beast | R2 | 1/2. R: Ridgeline Rager gets +1/+0 until end of turn. |
| Sabretooth Tiger | Creature - Cat | R2 | 2/1, First Strike. |
| Shatter | Instant | R1 | Destroy target artifact. |
| Shock | Instant | R | Shock deals 2 damage to target creature or player. |
| Shock Troops | Creature - Soldier | R3 | 2/2. Sacrifice Shock Troops: Shock Troops deals 2 damage to target creature or player. |
| Sizzle | Sorcery | R2 | Sizzle deals 3 damage to each opponent. |
| Stone Rain | Sorcery | R2 | Destroy target land. |
| Tremor | Sorcery | R | Tremor deals 1 damage to each creature without flying. |
| Volcanic Hammer | Sorcery | R1 | Volcanic Hammer deals 3 damage to target creature or player. |

White Spells (Part 1 of 2)

| Card Name | Spell Type | Cost | Ability |
|------------------------------------|--------------------|------|--|
| Avatar of Hope | 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. |
| Blessed Reversal | Instant | W1 | You gain 3 life for each creature attacking you. |
| Blinding Angel | Creature - Angel | WW3 | 2/4, Flying. Whenever Blinding Angel deals combat damage to a player, that player skips his or her next combat phase. |
| Elite Archers | Creature - Soldier | W5 | 3/3. Tap: Elite Archers deals 3 damage to target attacking or blocking creature. |
| Glorious Anthem | Enchantment | WW1 | Creatures you control get +1/+1. |
| Intrepid Hero | Creature - Soldier | W2 | 1/1. Tap: Destroy target creature with power 4 or greater. |
| Ivory Mask | Enchantment | WW2 | You can't be the target of spells or abilities. |
| Master Healer | Creature - Cleric | W4 | 1/4. Tap: Prevent the next 4 damage that would be dealt to target creature or player this turn. |
| Noble Purpose | Enchantment | WW3 | Whenever a creature you control deals combat damage, you gain that much life. |
| Oracle's Attendants | Creature - Soldier | W3 | 1/5. Tap: All damage that would be dealt to target creature this turn by a source of your choice is dealt to Oracle's Attendants instead. |
| Rolling Stones | Enchantment | W1 | Walls may attack as though they weren't Walls. |
| Sacred Ground | Enchantment | W1 | Whenever a spell or ability an opponent controls causes a land to be put into your graveyard from play, return that land to play. |
| Savannah Lions | Creature - Lion | W | 2/1. |
| Serra Angel | Creature - Angel | WW3 | 4/4, Flying. Attacking doesn't cause Serra Angel to tap. |
| Story Circle | Enchantment | WW1 | As Story Circle comes into play, choose a color. ; W: The next time a source of your choice of the chosen color would deal damage to you this turn, prevent that damage. |
| Sunweb | Creature - Wall | W3 | 5/6, Flying. (Walls can't attack.) Sunweb can't block creatures with power 2 or less. |
| Worship | Enchantment | W3 | If you control a creature, damage that would reduce your life total to less than 1 reduces it to 1 instead. |
| Wrath of God | Sorcery | WW2 | Destroy all creatures. They can't be regenerated. |
| <i>Angel of Mercy</i> | Creature - Angel | W4 | 3/3, Flying. When Angel of Mercy comes into play, you gain 3 life. |
| <i>Ardent Militia</i> | Creature - Soldier | W4 | 2/5. Attacking doesn't cause Ardent Militia to tap. |
| <i>Chastise</i> | Instant | W3 | Destroy target attacking creature. You gain life equal to its power. |
| <i>Circle of Protection: Black</i> | Enchantment | W1 | 1: The next time a black source of your choice would deal damage to you this turn, prevent that damage. |
| <i>Circle of Protection: Blue</i> | Enchantment | W1 | 1: The next time a blue source of your choice would deal damage to you this turn, prevent that damage. |
| <i>Circle of Protection: Green</i> | Enchantment | W1 | 1: The next time a green source of your choice would deal damage to you this turn, prevent that damage. |
| <i>Circle of Protection: Red</i> | Enchantment | W1 | 1: The next time a red source of your choice would deal damage to you this turn, prevent that damage. |
| <i>Circle of Protection: White</i> | Enchantment | W1 | 1: The next time a white source of your choice would deal damage to you this turn, prevent that damage. |
| <i>Elite Javelineer</i> | Creature - Soldier | W2 | 2/2. Whenever Elite Javelineer blocks, it deals 1 damage to target attacking creature. |
| <i>Karma</i> | Enchantment | WW2 | At the beginning of each player's upkeep, Karma deals damage to that player equal to the number of Swamps he or she controls. (Your upkeep step is after you untap and before you draw.) |
| <i>Peach Garden Oath</i> | Sorcery | W | You gain 2 life for each creature you control. |
| <i>Rain of Blades</i> | Instant | W | Rain of Blades deals 1 damage to each attacking creature. |
| <i>Sanctimony</i> | Enchantment | W1 | Whenever an opponent taps a Mountain for mana, you may gain 1 life. |
| <i>Seasoned Marshal</i> | Creature - Soldier | WW2 | 2/2. Whenever Seasoned Marshal attacks, you may tap target creature. |
| <i>Spirit Link</i> | Enchant Creature | W | Whenever enchanted creature deals damage, you gain that much life. |
| <i>Staunch Defenders</i> | Creature - Soldier | WW3 | 3/4. When Staunch Defenders comes into play, you gain 4 life. |
| <i>Sword Dancer</i> | Creature - Rebel | W1 | 1/2. WW: Target attacking creature gets -1/-0 until end of turn. |
| <i>Vengeance</i> (F2) | Sorcery | W3 | Destroy target tapped creature. |
| <i>Wall of Swords</i> | Creature - Wall | W3 | 3/5, Flying. (Walls can't attack.) |

White Spells (Part 2 of 2)

| Card Name | Spell Type | Cost | Ability |
|-------------------|-------------------------|------|---|
| Angelic Page | Creature - Spirit | W1 | 1/1, Flying. Tap: Target attacking or blocking creature gets +1/+1 until end of turn. |
| Aven Cloudchaser | Creature - Bird Soldier | W3 | 2/2, Flying. When Aven Cloudchaser comes into play, destroy target enchantment. |
| Aven Flock | Creature - Bird Soldier | W4 | 2/3, Flying. W: Aven Flock gets +0/+1 until end of turn. |
| Crossbow Infantry | Creature - Soldier | W1 | 1/1. Tap: Crossbow Infantry deals 1 damage to target attacking or blocking creature. |
| Demystify | Instant | W | Destroy target enchantment. |
| Diving Griffin | Creature - Griffin | WW1 | 2/2, Flying. Attacking doesn't cause Diving Griffin to tap. |
| Eager Cadet (F1) | Creature - Soldier | W | 1/1 |
| Glory Seeker | Creature - Soldier | W1 | 2/2. |
| Healing Salve | Instant | W | Choose one - Target player gains 3 life; or prevent the next 3 damage that would be dealt to target creature or player this turn. |
| Holy Day | Instant | W | Prevent all combat damage that would be dealt this turn. |
| Holy Strength | Enchant Creature | W | Enchanted creature gets +1/+2. |
| Honor Guard | Creature - Soldier | W | 1/1. W: Honor Guard gets +0/+1 until end of turn. |
| Master Decoy | Creature - Soldier | W1 | 1/2. W, Tap: Tap target creature. |
| Pacifism | Enchant Creature | W1 | Enchanted creature can't attack or block. |
| Razorfoot Griffin | Creature - Griffin | W3 | 2/2, Flying, First strike. |
| Redeem | Instant | W1 | Prevent all damage that would be dealt this turn to up to two target creatures. |
| Sacred Nectar | Sorcery | W1 | You gain 4 life. |
| Samite Healer | Creature - Cleric | W1 | 1/1. Tap: Prevent the next 1 damage that would be dealt to target creature or player this turn. |
| Solidarity | Instant | W3 | Creatures you control get +0/+5 until end of turn. |
| Standing Troops | Creature - Soldier | W2 | 1/4. Attacking doesn't cause Standing Troops to tap. |
| Suntail Hawk | Creature - Bird | W | 1/1, Flying. |
| Tundra Wolves | Creature - Wolf | W | 1/1, First Strike. |
| Venerable Monk | Creature - Cleric | W2 | 2/2. When Venerable Monk comes into play, you gain 2 life. |