

Ninth Edition

Core set for Magic: The Gathering

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 This card list was created by Eric DeWall, based on a template originated by Stephen D'Angelo.

Ninth Edition (expansion code: 9ED) was released on August 29, 2005. The expansion symbol is three fanned cards with a "9" on the center card.

The set contains 350 cards plus 9 "S-Series" cards. The S-Series cards are only available in a two-player core set game box (i.e. not in boosters), yet are legal for tournament play wherever Ninth Edition is legal. The set is distributed as follows:

	Land	Artifact	Black	Blue	Green	Red	White	
Rare	10	15	17	17	17	17	17	110
Rare "S-Series"	-	-	-	1	-	-	-	1
Uncommon	4	16	18	18	18	18	18	110
Uncommon "S-Series"	-	-	-	-	1	-	1	2
Common	-	-	22	22	22	22	22	110
Common "S-Series"	-	-	-	3	1	1	1	6
Basic Land	20	-	-	-	-	-	-	20
	34	31	57	61	59	58	59	359

Key: **Rare** cards (R) are shown in bold text.
Uncommon cards (U) are shown in italicized text.
 Common cards (C) are shown in normal text.
 Cards contained in the "S-Series" are denoted with a superscripted "S".
 In the "Prior Set(s)" column, these conventions indicate the rarity in the prior set.
 Note that prior set information is not listed for basic land.

Basic Land

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

Nonbasic Land

Card Name	Spell Type	Ability	Prior Set(s)
Adarkar Wastes	Land	T: Add 1 to your mana pool. ; T: Add W or U to your mana pool. Adarkar Wastes deals 1 damage to you.	Ice Age Fifth Edition Classic (Sixth Edition) Seventh Edition
Battlefield Forge	Land	T: Add 1 to your mana pool. ; T: Add R or W to your mana pool. Battlefield Forge deals 1 damage to you.	Apocalypse
Brushland	Land	T: Add 1 to your mana pool. ; T: Add G or W to your mana pool. Brushland deals 1 damage to you.	Ice Age Fifth Edition Classic (Sixth Edition) Seventh Edition
Caves of Koilos	Land	T: Add 1 to your mana pool. ; T: Add W or B to your mana pool. Caves of Koilos deals 1 damage to you.	Apocalypse
Karplusan Forest	Land	T: Add 1 to your mana pool. ; T: Add R or G to your mana pool. Karplusan Forest deals 1 damage to you.	Ice Age Fifth Edition Classic (Sixth Edition) Seventh Edition
Llanowar Wastes	Land	T: Add 1 to your mana pool. ; T: Add B or G to your mana pool. Llanowar Wastes deals 1 damage to you.	Apocalypse
Shivan Reef	Land	T: Add 1 to your mana pool. ; T: Add U or R to your mana pool. Shivan Reef deals 1 damage to you.	Apocalypse
Sulfurous Springs	Land	T: Add 1 to your mana pool. ; T: Add B or R to your mana pool. Sulfurous Springs deals 1 damage to you.	Ice Age Fifth Edition Classic (Sixth Edition) Seventh Edition
Underground River	Land	T: Add 1 to your mana pool. ; T: Add U or B to your mana pool. Underground River deals 1 damage to you.	Ice Age Fifth Edition Classic (Sixth Edition) Seventh Edition
Yavimaya Coast	Land	T: Add 1 to your mana pool. ; T: Add G or U to your mana pool. Yavimaya Coast deals 1 damage to you.	Apocalypse
<i>Quicksand</i>	Land	T: Add 1 to your mana pool. ; T, Sacrifice Quicksand: Target attacking creature without flying gets -1/-2 until end of turn.	<i>Visions</i>
<i>Urza's Mine</i>	Land - Urza's Mine	T: 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.	Antiquities <i>Antiquities Chronicles Fifth Edition Core Set - Eighth Edition</i>
<i>Urza's Power Plant</i>	Land - Urza's Power-Plant	T: 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.	Antiquities <i>Antiquities Chronicles Fifth Edition Core Set - Eighth Edition</i>
<i>Urza's Tower</i>	Land - Urza's Tower	T: 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.	Antiquities <i>Antiquities Chronicles Fifth Edition Core Set - Eighth Edition</i>

Artifacts (Part 1 of 2)

Card Name	Spell Type	Cost	Ability	Prior Set(s)
Aladdin's Ring	Artifact	8	8, T: Aladdin's Ring deals 4 damage to target creature or player.	Arabian Nights Revised Edition Fourth Edition Fifth Edition Classic (Sixth Edition) Seventh Edition Core Set - Eighth Edition
Beast of Burden	Artifact Creature - Golem	6	*/*: Beast of Burden's power and toughness are each equal to the number of creatures in play.	Urza's Legacy Seventh Edition Core Set - Eighth Edition Promo set for Gatherer
Booby Trap	Artifact	6	As Booby Trap comes into play, name a card other than a basic land card and choose an opponent. ; The chosen player reveals each card he or she draws. ; When the chosen player draws the named card, sacrifice Booby Trap. If you do, Booby Trap deals 10 damage to that player.	Tempest
Coat of Arms	Artifact	5	Each creature gets +1/+1 for each other creature in play that shares a creature type with it. (<i>For example, if a Goblin Warrior, a Goblin Scout, and a Zombie Goblin are in play, each gets +2/+2.</i>)	Exodus Seventh Edition Core Set - Eighth Edition
Defense Grid	Artifact	2	Each spell costs 3 more to play except during its controller's turn.	Urza's Legacy Core Set - Eighth Edition
Disrupting Scepter	Artifact	3	3, T: Target player discards a card. Play this ability only during your turn.	Alpha Beta Unlimited Revised Edition Fourth Edition Fifth Edition Classic (Sixth Edition) Seventh Edition Core Set - Eighth Edition
Howling Mine	Artifact	2	At the beginning of each player's draw step, if Howling Mine is tapped, that player draws a card.	Alpha Beta Unlimited Revised Edition Fourth Edition Fifth Edition Classic (Sixth Edition) Seventh Edition Core Set - Eighth Edition
Jade Statue	Artifact	4	2: Jade Statue becomes a 3/6 artifact creature until end of combat. Play this ability only during combat.	<i>Alpha Beta Unlimited</i>
Jester's Cap	Artifact	4	2, T, Sacrifice Jester's Cap: Search target player's library for three cards and remove them from the game. Then that player shuffles his or her library.	Ice Age Fifth Edition
Loxodon Warhammer	Artifact - Equipment	3	Equipped creature gets +3/+0, has trample, and has "Whenever this creature deals damage, you gain that much life." ; Equip 3 (3: <i>Attach to target creature you control. Equip only as a sorcery.</i>)	<i>Mirrodin</i>
Millstone	Artifact	2	2, T: Target player puts the top two cards of his or her library into his or her graveyard.	<i>Antiquities Revised Edition Fourth Edition Fifth Edition Classic (Sixth Edition) Seventh Edition Core Set - Eighth Edition</i>
Slate of Ancestry	Artifact	4	4, T, Discard your hand: Draw a card for each creature you control.	Onslaught
Storage Matrix	Artifact	3	As long as Storage Matrix is untapped, each player chooses artifact, creature, or land during his or her untap step. That player can untap only permanents of the chosen type this step.	Urza's Destiny
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.	Visions Classic (Sixth Edition) Seventh Edition Core Set - Eighth Edition
Thran Golem	Artifact Creature - Golem	5	3/3. As long as Thran Golem is enchanted, it gets +2/+2 and has flying, first strike, and trample.	Urza's Destiny
<i>Angel's Feather</i>	Artifact	2	Whenever a player plays a white spell, you may gain 1 life.	<i>Darksteel</i>

Artifacts (Part 2 of 2)

Card Name	Spell Type	Cost	Ability	Prior Set(s)
<i>Bottle Gnomes</i>	Artifact Creature - Gnome	3	1/3. Sacrifice Bottle Gnomes: You gain 3 life.	<i>Tempest</i> <i>Mirrodin</i>
<i>Dancing Scimitar</i>	Artifact Creature - Spirit	4	1/5. Flying. (This creature can't be blocked except by creatures with flying.)	Arabian Nights Revised Edition Fourth Edition Fifth Edition Classic (Sixth Edition)
<i>Demon's Horn</i>	Artifact	2	Whenever a player plays a black spell, you may gain 1 life.	<i>Darksteel</i>
<i>Dragon's Claw</i>	Artifact	2	Whenever a player plays a red spell, you may gain 1 life.	<i>Darksteel</i>
<i>Fellwar Stone</i>	Artifact	2	T: Add to your mana pool one mana of any color that a land an opponent controls could produce.	<i>The Dark</i> <i>Fourth Edition</i> <i>Fifth Edition</i>
<i>Icy Manipulator</i>	Artifact	4	1, T: Tap target artifact, creature, or land.	<i>Alpha</i> <i>Beta</i> <i>Unlimited</i> <i>Ice Age</i> <i>Mirrodin</i>
<i>Kraken's Eye</i>	Artifact	2	Whenever a player plays a blue spell, you may gain 1 life.	<i>Darksteel</i>
<i>Ornithopter</i>	Artifact Creature - Thopter	0	0/2. Flying (This creature can't be blocked except by creatures with flying.)	<i>Antiquities</i> <i>Revised Edition</i> <i>Fourth Edition</i> <i>Fifth Edition</i> <i>Classic (Sixth Edition)</i> <i>Mirrodin</i>
<i>Phyrexian Hulk</i>	Artifact Creature - Golem	6	5/4.	<i>Tempest</i> <i>Seventh Edition</i> <i>Core Set - Eighth Edition</i>
<i>Rod of Ruin</i>	Artifact	4	3, T: Rod of Ruin deals 1 damage to target creature or player.	<i>Alpha</i> <i>Beta</i> <i>Unlimited</i> <i>Revised Edition</i> <i>Fourth Edition</i> <i>Fifth Edition</i> <i>Classic (Sixth Edition)</i> <i>Starter 2000</i> <i>Seventh Edition</i> <i>Core Set - Eighth Edition</i>
<i>Spellbook</i>	Artifact	0	You have no maximum hand size.	<i>Exodus</i> <i>Seventh Edition</i> <i>Core Set - Eighth Edition</i>
<i>Tanglebloom</i>	Artifact	1	1, T: You gain 1 life.	<i>Mirrodin</i>
<i>Ur-Golem's Eye</i>	Artifact	4	T: Add 2 to your mana pool.	<i>Darksteel</i>
<i>Vulshok Morningstar</i>	Artifact - Equipment	2	Equipped creature gets +2/+2. ; Equip 2 (2: Attach to target creature you control. Equip only as a sorcery.)	<i>Darksteel</i>
<i>Wurm's Tooth</i>	Artifact	2	Whenever a player plays a green spell, you may gain 1 life.	<i>Darksteel</i>

Black Spells (Part 1 of 4)

Card Name	Spell Type	Cost	Ability	Prior Set(s)
Death Pits of Rath	Enchantment	3BB	Whenever a creature is dealt damage, destroy it. It can't be regenerated.	Tempest Core Set - Eighth Edition
Final Punishment	Sorcery	3BB	Target player loses life equal to the damage already dealt to him or her this turn.	Scourge
Grave Pact	Enchantment	1BBB	Whenever a creature you control is put into a graveyard from play, each other player sacrifices a creature.	Stronghold Core Set - Eighth Edition
Hell's Caretaker	Creature - Horror	3B	1/1. T, Sacrifice a creature: Return target creature card from your graveyard to play. Play this ability only during your upkeep.	Legends Chronicles
Hypnotic Specter	Creature - Specter	1BB	2/2. Flying (<i>This creature can't be blocked except by creatures with flying.</i>); Whenever Hypnotic Specter deals damage to an opponent, that player discards a card at random.	Alpha Beta Unlimited Revised Edition Fourth Edition
Lord of the Undead	Creature - Zombie Lord	1BB	2/2. Other Zombies get +1/+1.; 1B, T: Return target Zombie card from your graveyard to your hand.	Planeshift Core Set - Eighth Edition
Mindslicer	Creature - Horror	2BB	4/3. When Mindslicer is put into a graveyard from play, each player discards his or her hand.	Odyssey
Mortivore	Creature - Lhurgoyf	2BB	*/*. Mortivore's power and toughness are each equal to the number of creature cards in all graveyards.; B: Regenerate Mortivore. (<i>The next time this creature would be destroyed this turn, it isn't. Instead tap it, remove all damage from it, and remove it from combat.</i>)	Odyssey
Nightmare	Creature - Nightmare	5B	*/*. Flying (<i>This creature can't be blocked except by creatures with flying.</i>); Nightmare's power and toughness are each equal to the number of Swamps you control.	Alpha Beta Unlimited Revised Edition Fourth Edition Fifth Edition Classic (Sixth Edition) Seventh Edition Core Set - Eighth Edition
Persecute	Sorcery	2BB	Choose a color. Target player reveals his or her hand and discards all cards of that color.	Urza's Saga Seventh Edition Core Set - Eighth Edition
Phyrexian Arena	Enchantment	1BB	At the beginning of your upkeep, you draw a card and you lose 1 life.	Apocalypse Core Set - Eighth Edition
Plague Wind	Sorcery	7BB	Destroy all creatures you don't control. They can't be regenerated.	Prophecy Core Set - Eighth Edition
Royal Assassin	Creature - Human Assassin	1BB	1/1. T: Destroy target tapped creature.	Alpha Beta Unlimited Revised Edition Fourth Edition Core Set - Eighth Edition
Sengir Vampire	Creature - Vampire	3BB	4/4. Flying (<i>This creature can't be blocked except by creatures with flying.</i>); Whenever a creature dealt damage by Sengir Vampire this turn is put into a graveyard, put a +1/+1 counter on Sengir Vampire.	Alpha Beta Unlimited Revised Edition Fourth Edition Battle Royale Box Set Beatdown Box Set Torment
Underworld Dreams	Enchantment	BBB	Whenever an opponent draws a card, Underworld Dreams deals 1 damage to him or her.	Legends Core Set - Eighth Edition
Will-o'-the-Wisp	Creature - Spirit	B	0/1. Flying (<i>This creature can't be blocked except by creatures with flying.</i>); B: Regenerate Will-o'-the-Wisp. (<i>The next time this creature would be destroyed this turn, it isn't. Instead tap it, remove all damage from it, and remove it from combat.</i>)	Alpha Beta Unlimited Revised Edition Fourth Edition
Yawgmoth Demon	Creature - Demon	4BB	6/6. Flying (<i>This creature can't be blocked except by creatures with flying.</i>); First strike (<i>This creature deals combat damage before creatures without first strike.</i>); At the beginning of your upkeep, you may sacrifice an artifact. If you don't, tap Yawgmoth Demon and it deals 2 damage to you.	Antiquities Chronicles

Black Spells (Part 2 of 4)

Card Name	Spell Type	Cost	Ability	Prior Set(s)
<i>Blackmail</i>	Sorcery	B	Target player reveals three cards from his or her hand and you choose one of them. That player discards that card.	<i>Onslaught</i>
<i>Bog Wraith</i>	Creature - Wraith	3B	3/3. Swampwalk (<i>This creature is unblockable as long as defending player controls a Swamp.</i>)	Alpha Beta Unlimited Revised Edition Fourth Edition Fifth Edition Portal Classic (Sixth Edition) Starter 1999 Seventh Edition Core Set - Eighth Edition
<i>Consume Spirit</i>	Sorcery	X1B	Spend only black mana on X. ; Consume Spirit deals X damage to target creature or player. ; You gain X life.	Mirrodin
<i>Cruel Edict</i>	Sorcery	1B	Target opponent sacrifices a creature.	Portal: Second Age
<i>Deathgazer</i>	Creature - Lizard	3B	2/2. Whenever Deathgazer blocks or becomes blocked by a nonblack creature, destroy that creature at end of combat.	<i>Mercadian Masques</i> Core Set - Eighth Edition
<i>Diabolic Tutor</i>	Sorcery	2BB	Search your library for a card and put that card into your hand. Then shuffle your library.	<i>Odyssey</i> Core Set - Eighth Edition Ninth Edition
<i>Drudge Skeletons</i>	Creature - Skeleton	1B	1/1. B: Regenerate Drudge Skeletons. (<i>The next time this creature would be destroyed this turn, it isn't. Instead tap it, remove all damage from it, and remove it from combat.</i>)	Alpha Beta Unlimited Revised Edition Fourth Edition Fifth Edition Classic (Sixth Edition) Starter 2000 Seventh Edition Core Set - Eighth Edition
<i>Execute</i>	Instant	2B	Destroy target white creature. It can't be regenerated. ; Draw a card.	<i>Odyssey</i> Core Set - Eighth Edition
<i>Gluttonous Zombie</i>	Creature - Zombie	4B	3/3. Fear (<i>This creature can't be blocked except by artifact creatures and/or black creatures.</i>)	<i>Onslaught</i> Core Set - Eighth Edition
<i>Horror of Horrors</i>	Enchantment	3BB	Sacrifice a Swamp: Regenerate target black creature. (<i>The next time that creature would be destroyed this turn, it isn't. Instead tap it, remove all damage from it, and remove it from combat.</i>)	<i>Legends</i>
<i>Megrim</i>	Enchantment	2B	Whenever an opponent discards a card, Megrim deals 2 damage to that player.	<i>Stronghold</i> Seventh Edition Core Set - Eighth Edition
<i>Slay</i>	Instant	2B	Destroy target green creature. It can't be regenerated. ; Draw a card.	<i>Planeshift</i> Core Set - Eighth Edition
<i>Soul Feast</i>	Sorcery	3BB	Target player loses 4 life and you gain 4 life.	<i>Urza's Destiny</i> Starter 1999 Seventh Edition Core Set - Eighth Edition
<i>Nantuko Husk</i>	Creature - Zombie Insect	2B	2/2. Sacrifice a creature: Nantuko Husk gets +2/+2til end of turn.	<i>Onslaught</i>
<i>Nekrataal</i>	Creature - Human Assassin	2BB	2/1. First strike (<i>This creature deals combat damage before creatures without first strike.</i>) ; When Nekrataal comes into play, destroy target nonartifact, nonblack creature. That creature can't be regenerated.	<i>Visions</i> <i>Battle Royale Box Set</i> Core Set - Eighth Edition
<i>Phyrexian Gargantua</i>	Creature - Horror	4BB	4/4. When Phyrexian Gargantua comes into play, you draw two cards and you lose 2 life.	<i>Apocalypse</i>
<i>Swarm of Rats</i>	Creature - Rat	1B	*1. Swarm of Rats's power is equal to the number of Rats you control.	Portal: Second Age Core Set - Eighth Edition
<i>Zombify</i>	Sorcery	3B	Return target creature card from your graveyard to play.	<i>Odyssey</i> Core Set - Eighth Edition
<i>Bog Imp</i>	Creature - Imp	1B	1/1. Flying (<i>This creature can't be blocked except by creatures with flying.</i>)	The Dark Fourth Edition Fifth Edition Portal Classic (Sixth Edition) Starter 1999 Starter 2000 Seventh Edition Core Set - Eighth Edition

Black Spells (Part 3 of 4)

Card Name	Spell Type	Cost	Ability	Prior Set(s)
Coercion	Sorcery	2B	Target opponent reveals his or her hand. Choose a card from it. That player discards that card.	Visions Tempest <i>Portal: Second Age</i> Classic (Sixth Edition) <i>Portal: Three Kingdoms</i> Starter 1999 Starter 2000 Beatdown Box Set Core Set - Eighth Edition
Contaminated Bond	Enchantment - Aura	1B	Enchant creature (<i>Target a creature as you play this. This card comes into play attached to that creature.</i>); Whenever enchanted creature attacks or blocks, its controller loses 3 life.	Mirrodin
Dark Banishing	Instant	2B	Destroy target nonblack creature. It can't be regenerated.	Ice Age Mirage Tempest Seventh Edition Core Set - Eighth Edition
Enfeeblement	Enchantment - Aura	BB	Enchant creature (<i>Target a creature as you play this. This card comes into play attached to that creature.</i>); Enchanted creature gets -2/-2.	Mirage Tempest Classic (Sixth Edition)
Fear	Enchantment - Aura	BB	Enchant creature (<i>Target a creature as you play this. This card comes into play attached to that creature.</i>); Enchanted creature has fear. (<i>It can't be blocked except by artifact creatures and/or black creatures.</i>)	Alpha Beta Unlimited Revised Edition Fourth Edition Ice Age Fifth Edition Classic (Sixth Edition) Seventh Edition Core Set - Eighth Edition
Festering Goblin	Creature - Zombie Goblin	B	1/1. When Festering Goblin is put into a graveyard from play, target creature gets -1/-1 until end of turn.	Onslaught
Foul Imp	Creature - Imp	BB	2/2. Flying (<i>This creature can't be blocked except by creatures with flying.</i>); When Foul Imp comes into play, you lose 2 life.	Stronghold Seventh Edition
Giant Cockroach	Creature - Insect	3B	4/2.	Urza's Legacy Seventh Edition Core Set - Eighth Edition
Gravedigger	Creature - Zombie	3B	2/2. When Gravedigger comes into play, you may return target creature card from your graveyard to your hand.	Portal Tempest Classic (Sixth Edition) Starter 1999 Beatdown Box Set Seventh Edition Odyssey Core Set - Eighth Edition
Highway Robber	Creature - Human Mercenary	2BB	2/2. When Highway Robber comes into play, you gain 2 life and target opponent loses 2 life.	Mercadian Masques
Hollow Dogs	Creature - Hound	4B	3/3. Whenever Hollow Dogs attacks, it gets +2/+0 until end of turn.	Urza's Saga Starter 1999 Beatdown Box Set Seventh Edition
Looming Shade	Creature - Shade	2B	1/1. B: Looming Shade gets +1/+1 until end of turn.	Urza's Saga Seventh Edition Core Set - Eighth Edition
Mind Rot	Sorcery	2B	Target player discards two cards.	Portal Portal: Second Age Starter 1999 Seventh Edition Core Set - Eighth Edition
Plague Beetle	Creature - Insect	B	1/1. Swampwalk (<i>This creature is unblockable as long as defending player controls a Swamp.</i>)	Urza's Legacy Seventh Edition Core Set - Eighth Edition

Black Spells (Part 4 of 4)

Card Name	Spell Type	Cost	Ability	Prior Set(s)
Raise Dead	Sorcery	B	Return target creature card from your graveyard to your hand.	Alpha Beta Unlimited Revised Edition Fourth Edition Fifth Edition Portal Portal: Second Age Classic (Sixth Edition) Starter 1999 Seventh Edition Core Set - Eighth Edition
Ravenous Rats	Creature - Rat	1B	1/1. When Ravenous Rats comes into play, target opponent discards a card.	Portal: Second Age Urza's Destiny Starter 1999 Invasion Core Set - Eighth Edition
Razortooth Rats	Creature - Rat	2B	2/1. Fear (<i>This creature can't be blocked except by artifact creatures and/or black creatures.</i>)	Weatherlight Classic (Sixth Edition) Seventh Edition
Scathe Zombies	Creature - Zombie	2B	2/2.	Alpha Beta Unlimited Revised Edition Fourth Edition Fifth Edition Classic (Sixth Edition) Starter 1999 Starter 2000 Seventh Edition Core Set - Eighth Edition
Serpent Warrior	Creature - Snake Warrior	2B	3/3. When Serpent Warrior comes into play, you lose 3 life.	Portal Stronghold Starter 1999 Seventh Edition Core Set - Eighth Edition
Spineless Thug	Creature - Zombie Mercenary	1B	2/2. Spineless Thug can't block.	Nemesis Seventh Edition Core Set - Eighth Edition
Unholy Strength	Enchantment - Aura	B	Enchant creature (<i>Target a creature as you play this. This card comes into play attached to that creature.</i>) ; Enchanted creature gets +2/+1.	Alpha Beta Unlimited Revised Edition Fourth Edition Fifth Edition Seventh Edition Core Set - Eighth Edition

Blue Spells (Part 1 of 4)

Card Name	Spell Type	Cost	Ability	Prior Set(s)
Archivist	Creature - Human Wizard	2UU	1/1. T: Draw a card.	Urza's Legacy Seventh Edition Core Set - Eighth Edition
Battle of Wits	Enchantment	3UU	At the beginning of your upkeep, if you have 200 or more cards in your library, you win the game.	Odyssey
Clone	Creature - Shapeshifter	3U	0/0. As Clone comes into play, you may choose a creature in play. If you do, Clone comes into play as a copy of that creature.	Alpha Beta Unlimited Revised Edition Onslaught
Cowardice	Enchantment	3UU	Whenever a creature becomes the target of a spell or ability, return that creature to its owner's hand. <i>(It won't be affected by the spell or ability.)</i>	Mercadian Masques Core Set - Eighth Edition
Daring Apprentice	Creature - Human Wizard	1UU	1/1. T, Sacrifice Daring Apprentice: Counter target spell.	Mirage Classic (Sixth Edition) Seventh Edition Core Set - Eighth Edition
Evacuation	Instant	3UU	Return all creatures to their owners' hands.	Stronghold Seventh Edition Core Set - Eighth Edition
Fleeting Image	Creature - Illusion	2U	2/1. Flying <i>(This creature can't be blocked except by creatures with flying.)</i> ; 1U: Return Fleeting Image to its owner's hand.	Urza's Legacy Seventh Edition Core Set - Eighth Edition
Imaginary Pet	Creature - Illusion	1U	4/4. At the beginning of your upkeep, if you have a card in hand, return Imaginary Pet to its owner's hand.	Urza's Saga
Mahamoti Djinn	Creature - Djinn	4UU	5/6. Flying <i>(This creature can't be blocked except by creatures with flying.)</i>	Alpha Beta Unlimited Revised Edition Fourth Edition Beatdown Box Set Seventh Edition Core Set - Eighth Edition
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. <i>(For example, you may change "nonblack creature" to "nongreen creature" or "forestwalk" to "plainswalk." This effect doesn't end at end of turn.)</i>	Mirage Core Set - Eighth Edition
Plagiarize	Instant	3U	Until end of turn, if target player would draw a card, instead that player skips that draw and you draw a card.	Torment
Polymorph	Sorcery	3U	Destroy target creature. It can't be regenerated. Its controller reveals cards from the top of his or her library until he or she reveals a creature card. The player puts that card into play and shuffles all other cards revealed this way into his or her library.	Mirage Classic (Sixth Edition)
Temporal Adept	Creature - Human Wizard	1UU	1/1. UUU, T: Return target permanent to its owner's hand.	Urza's Destiny Seventh Edition Core Set - Eighth Edition
Tidal Kraken	Creature - Kraken	5UUU	6/6. Tidal Kraken is unblockable.	Mercadian Masques Core Set - Eighth Edition
Trade Routes	Enchantment	1U	1: Return target land you control to its owner's hand.; 1, Discard a land card: Draw a card.	Mercadian Masques Core Set - Eighth Edition
Traumatize	Sorcery	3UU	Target player puts the top half of his or her library, rounded down, into his or her graveyard.	Odyssey
Vizzerdrix^S	Creature - Beast	6U	6/6.	Starter 1999 Starter 2000 Seventh Edition Core Set - Eighth Edition
Zur's Weirding	Enchantment	3U	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 a card.	Ice Age Fifth Edition Classic (Sixth Edition) Core Set - Eighth Edition

Blue Spells (Part 2 of 4)

Card Name	Spell Type	Cost	Ability	Prior Set(s)
<i>Air Elemental</i>	Creature - Elemental	3UU	4/4. Flying (<i>This creature can't be blocked except by creatures with flying.</i>)	Alpha Beta Unlimited Revised Edition Fourth Edition Fifth Edition Portal: Second Age Classic (Sixth Edition) Starter 1999 Battle Royale Box Set Beatdown Box Set Seventh Edition Core Set - Eighth Edition
<i>Annex</i>	Enchantment - Aura	2UU	Enchant land (<i>Target a land as you play this. This card comes into play attached to that land.</i>) ; You control enchanted land.	Onslaught
<i>Azure Drake</i>	Creature - Drake	3U	2/4. Flying (<i>This creature can't be blocked except by creatures with flying.</i>)	Legends Chronicles Fifth Edition Battle Royale Box Set
<i>Baleful Stare</i>	Sorcery	2U	Target opponent reveals his or her hand. You draw a card for each Mountain and red card in it.	Portal Seventh Edition
<i>Confiscate</i>	Enchantment - Aura	4UU	Enchant permanent (<i>Target a permanent as you play this. This card comes into play attached to that permanent.</i>) ; You control enchanted permanent.	Urza's Saga Seventh Edition Core Set - Eighth Edition
<i>Dream Prowler</i>	Creature - Illusion	2UU	1/5. Dream Prowler is unblockable as long as it's attacking alone.	Stronghold
<i>Exhaustion</i>	Sorcery	2U	Creatures and lands target opponent controls don'ttap during his or her next untap step.	Portal Portal: Second Age Urza's Saga Portal: Three Kingdoms Starter 1999
<i>Levitation</i>	Enchantment	2UU	Creatures you control have flying. (<i>They can't be blocked except by creatures with flying.</i>)	Urza's Legacy Seventh Edition
<i>Phantom Warrior</i>	Creature - Illusion	1UU	2/2. Phantom Warrior is unblockable.	Weatherlight Portal Classic (Sixth Edition) Starter 1999 Seventh Edition Core Set - Eighth Edition
<i>Puppeteer</i>	Creature - Human Wizard	2U	1/2. U, T: Tap or untap target creature.	Odyssey Core Set - Eighth Edition
<i>Reminisce</i>	Sorcery	2U	Target player shuffles his or her graveyard into his or her library.	Onslaught
<i>Rewind</i>	Instant	2UU	Counter target spell, then untap up to four lands.	Urza's Saga Core Set - Eighth Edition
<i>Telepathy</i>	Enchantment	U	Your opponents play with their hands revealed.	Urza's Saga Seventh Edition Core Set - Eighth Edition
<i>Thieving Magpie</i>	Creature - Bird	2UU	1/3. Flying (<i>This creature can't be blocked except by creatures with flying.</i>) ; Whenever Thieving Magpie deals damage to an opponent, you draw a card.	Urza's Destiny Seventh Edition Core Set - Eighth Edition
<i>Thought Courier</i>	Creature - Human Wizard	1U	1/1. T: Draw a card, then discard a card.	Fifth Dawn
<i>Tidings</i>	Sorcery	3UU	Draw four cards.	Starter 1999
<i>Treasure Trove</i>	Enchantment	2UU	2UU: Draw a card.	Exodus Seventh Edition Core Set - Eighth Edition
<i>Withering Gaze</i>	Sorcery	2U	Target opponent reveals his or her hand. You draw a card for each Forest and green card in it.	Portal
<i>Aven Fisher</i>	Creature - Bird Soldier	3U	2/2. Flying (<i>This creature can't be blocked except by creatures with flying.</i>) ; When Aven Fisher is put into a graveyard from play, you may draw a card.	Odyssey Core Set - Eighth Edition
<i>Aven Windreader</i>	Creature - Bird Soldier Wizard	3UU	3/3. Flying (<i>This creature can't be blocked except by creatures with flying.</i>) ; 1U: Target player reveals the top card of his or her library.	Odyssey

Blue Spells (Part 3 of 4)

Card Name	Spell Type	Cost	Ability	Prior Set(s)
Boomerang	Instant	UU	Return target permanent to its owner's hand.	Legends Chronicles Mirage Fifth Edition Classic (Sixth Edition) Seventh Edition Core Set - Eighth Edition
Coral Eel ^S	Creature - Eel	1U	2/1.	Portal Starter 1999 Core Set - Eighth Edition
Counsel of the Soratami	Sorcery	2U	Draw two cards.	Champions of Kamigawa
Crafty Pathmage	Creature - Human Wizard	2U	1/1. T: Target creature with power 2 or less is unblockable this turn.	Onslaught
Dehydration	Enchantment - Aura	3U	Enchant creature (<i>Target a creature as you play this. This card comes into play attached to that creature.</i>); Enchanted creature doesn't untap during its controller's untap step.	Mercadian Masques Core Set - Eighth Edition
Fishliver Oil	Enchantment - Aura	1U	Enchant creature (<i>Target a creature as you play this. This card comes into play attached to that creature.</i>); Enchanted creature has islandwalk. (<i>This creature is unblockable as long as defending player controls an Island.</i>)	Arabian Nights Chronicles
Flight	Enchantment - Aura	U	Enchant creature (<i>Target a creature as you play this. This card comes into play attached to that creature.</i>); Enchanted creature has flying. (<i>It can't be blocked except by creatures with flying.</i>)	Alpha Beta Unlimited Revised Edition Fourth Edition Fifth Edition Classic (Sixth Edition) Starter 2000 Seventh Edition Core Set - Eighth Edition
Fugitive Wizard	Creature - Human Wizard	U	1/1.	Legions Core Set - Eighth Edition
Giant Octopus ^S	Creature - Octopus	3U	3/3.	Portal Starter 1999 Starter 2000 Seventh Edition Core Set - Eighth Edition
Horned Turtle	Creature - Turtle	2U	1/4.	Portal Tempest Classic (Sixth Edition) Seventh Edition Core Set - Eighth Edition
Index ^S	Sorcery	U	Look at the top five cards of your library, then put them back in any order.	Apocalypse Core Set - Eighth Edition
Lumengrid Warden	Creature - Human Wizard	1U	1/3.	Mirrodin
Mana Leak	Instant	1U	Counter target spellless its controller pays 3.	Stronghold Battle Royale Box Set Core Set - Eighth Edition
Remove Soul	Instant	1U	Counter target creature spell.	Legends Chronicles Fifth Edition Classic (Sixth Edition) Starter 1999 Seventh Edition Core Set - Eighth Edition
Sage Aven	Creature - Bird Wizard	3U	1/3. Flying (<i>This creature can't be blocked except by creatures with flying.</i>); When Sage Aven comes into play, look at the top four cards of your library, then put them back in any order.	Onslaught
Sea Monster	Creature - Serpent	4UU	6/6. Sea Monster can't attack unless defending player controls an Island.	Tempest Classic (Sixth Edition) Seventh Edition Core Set - Eighth Edition
Sea's Claim	Enchantment - Aura	U	Enchant land (<i>Target a land as you play this. This card comes into play attached to that land.</i>); Enchanted land is an Island.	Onslaught
Sift	Sorcery	3U	Draw three cards, then discard a card.	Stronghold

Blue Spells (Part 4 of 4)

Card Name	Spell Type	Cost	Ability	Prior Set(s)
Sleight of Hand	Sorcery	U	Look at the top two cards of your library. Put one of them into your hand and the other on the bottom of your library.	Portal: Second Age Starter 1999 Seventh Edition
Storm Crow	Creature - Bird	1U	1/2. Flying (<i>This creature can't be blocked except by creatures with flying.</i>)	Alliances Portal Classic (Sixth Edition) Starter 1999 Seventh Edition Core Set - Eighth Edition
Time Ebb	Sorcery	2U	Put target creature on top of its owner's library.	Portal Tempest Portal: Second Age Starter 1999 Starter 2000
Wanderguard Sentry	Creature - Drone	4U	3/3. When Wanderguard Sentry comes into play, look at target opponent's hand.	Mirrodin
Wind Drake	Creature - Drake	2U	2/2. Flying (<i>This creature can't be blocked except by creatures with flying.</i>)	Portal Tempest Classic (Sixth Edition) Starter 1999 Battle Royale Box Set Starter 2000 Seventh Edition Core Set - Eighth Edition

Green Spells (Part 1 of 4)

Card Name	Spell Type	Cost	Ability	Prior Set(s)
Ancient Silverback	Creature - Ape	4GG	6/5. G: Regenerate Ancient Silverback. <i>(The next time this creature would be destroyed this turn, it isn't. Instead tap it, remove all damage from it, and remove it from combat.)</i>	Urza's Destiny Seventh Edition
Biorhythm	Sorcery	6GG	Each player's life total becomes the number of creatures he or she controls.	Onslaught
Early Harvest	Instant	1GG	Target playertaps all basic lands he or she controls.	Mirage Classic (Sixth Edition) Seventh Edition
Elvish Champion	Creature - Elf Lord	1GG	2/2. Other Elves get +1/+1 and have forestwalk. <i>(They're unblockable as long as defending player controls a Forest.)</i>	Invasion Seventh Edition Core Set - Eighth Edition
Elvish Piper	Creature - Elf Shaman	3G	1/1. G, T: Put a creature card from your hand into play.	Urza's Destiny Seventh Edition Core Set - Eighth Edition
Emperor Crocodile	Creature - Crocodile	3G	5/5. When you control no other creatures, sacrifice Emperor Crocodile.	Urza's Destiny Core Set - Eighth Edition
Force of Nature	Creature - Elemental	2GGGG	8/8. Trample <i>(If this creature would deal enough combat damage to its blockers to destroy them, you may have it deal the rest of its damage to defending player.)</i> ; At the beginning of your upkeep, Force of Nature deals 8 damage to youless you pay GGGG.	Alpha Beta Unlimited Revised Edition Fourth Edition Fifth Edition Beatdown Box Set
Greater Good	Enchantment	2GG	Sacrifice a creature: Draw cards equal to the sacrificed creature's power, then discard three cards.	Urza's Saga
Maro	Creature - Elemental	2GG	*/*. Maro's power and toughness are each equal to the number of cards in your hand.	Mirage Classic (Sixth Edition) Seventh Edition Core Set - Eighth Edition
Might of Oaks	Instant	3G	Target creature gets +7/+7 until end of turn.	Urza's Legacy Seventh Edition Core Set - Eighth Edition
Natural Affinity	Instant	2G	Until end of turn, all lands become 2/2 creatures that are still lands.	Mercadian Masques Core Set - Eighth Edition
Seedborn Muse	Creature - Spirit	3GG	2/4. Untap all permanents you control during each other player's tap step.	Legions
Silkflash Spider	Creature - Spider	3GG	2/7. Silkflash Spider can block as though it had flying. ; XGG: Silkflash Spider deals X damage to each creature with flying.	Onslaught
Utopia Tree	Creature - Plant	1G	0/2. T: Add one mana of any color to your mana pool.	Invasion
Verdant Force	Creature - Elemental	5GGG	7/7. At the beginning of each upkeep, put a 1/1 green Saproling creature token into play under your control.	Tempest
Verduran Enchantress	Creature - Human Druid	1GG	0/2. Whenever you play an enchantment spell, you may draw a card.	Alpha Beta Unlimited Revised Edition Fourth Edition Fifth Edition Classic (Sixth Edition) Seventh Edition Core Set - Eighth Edition
Weird Harvest	Sorcery	XGG	Each player may search his or her library for up to X creature cards, reveal those cards, and put them into his or her hand. Then each player who searched his or her library this way shuffles it.	Onslaught
<i>Anaconda</i>	Creature - Snake	3G	3/3. Swampwalk <i>(This creature is unblockable as long as defending player controls a Swamp.)</i>	<i>Portal Urza's Saga Seventh Edition</i>
<i>Blanchwood Armor</i>	Enchantment - Aura	2G	Enchant creature <i>(Target a creature as you play this. This card comes into play attached to that creature.)</i> ; Enchanted creature gets +1/+1 for each Forest you control.	<i>Urza's Saga Seventh Edition Core Set - Eighth Edition</i>
<i>Creeping Mold</i>	Sorcery	2GG	Destroy target artifact, enchantment, or land.	<i>Visions Classic (Sixth Edition) Seventh Edition Core Set - Eighth Edition Mirrodin</i>

Green Spells (Part 2 of 4)

Card Name	Spell Type	Cost	Ability	Prior Set(s)
<i>Elvish Bard</i>	Creature - Elf Shaman	3GG	2/4. All creatures able to block Elvish Bard do so.	<i>Alliances</i>
<i>Enormous Baloth</i> ⁵	Creature - Beast	6G	7/7.	<i>Legions</i> <i>Core Set - Eighth Edition</i>
<i>Groundskeeper</i>	Creature - Human Druid	G	1/1. 1G: Return target basic land card from your graveyard to your hand.	<i>Mercadian Masques</i>
<i>Hunted Wumpus</i>	Creature - Beast	3G	6/6. When Hunted Wumpus comes into play, each other player may put a creature card from his or her hand into play.	<i>Mercadian Masques</i> <i>Core Set - Eighth Edition</i>
<i>King Cheetah</i>	Creature - Cat	3G	3/2. You may play King Cheetah any time you could play an instant.	Visions
<i>Ley Druid</i>	Creature - Human Druid	2G	T: Untap target land.	<i>Alpha</i> <i>Beta</i> <i>Unlimited</i> <i>Revised Edition</i> <i>Fourth Edition</i> <i>Fifth Edition</i>
<i>Llanowar Behemoth</i>	Creature - Elemental	3GG	4/4. Tap antapped creature you control: Llanowar Behemoth gets +1/+1til end of turn.	<i>Weatherlight</i> <i>Core Set - Eighth Edition</i>
<i>Needle Storm</i>	Sorcery	2G	Needle Storm deals 4 damage to each creature with flying.	<i>Portal</i> <i>Tempest</i>
<i>Regeneration</i>	Enchantment - Aura	1G	Enchant creature (<i>Target a creature as you play this. This card comes into play attached to that creature.</i>) G: ; Regenerate enchanted creature. (<i>The next time that creature would be destroyed this turn, it isn't. Instead tap it, remove all damage from it, and remove it from combat.</i>)	<i>Alpha</i> <i>Beta</i> <i>Unlimited</i> <i>Revised Edition</i> <i>Fourth Edition</i> <i>Ice Age</i> <i>Mirage</i> <i>Fifth Edition</i> <i>Classic (Sixth Edition)</i> <i>Seventh Edition</i> <i>Core Set - Eighth Edition</i>
<i>River Bear</i>	Creature - Bear	3G	3/3. Islandwalk (<i>This creature is unblockable as long as defending player controls an Island.</i>)	<i>Portal: Second Age</i>
<i>Rootbreaker Wurm</i>	Creature - Wurm	5GG	6/6. Trample (<i>If this creature would deal enough combat damage to its blockers to destroy them, you may have it deal the rest of its damage to defending player.</i>)	Tempest
<i>Stream of Life</i>	Sorcery	XG	Target player gains X life.	<i>Alpha</i> <i>Beta</i> <i>Unlimited</i> <i>Revised Edition</i> <i>Fourth Edition</i> <i>Fifth Edition</i> <i>Classic (Sixth Edition)</i> <i>Seventh Edition</i> <i>Core Set - Eighth Edition</i>
<i>Summer Bloom</i>	Sorcery	1G	You may play up to three additional lands this turn.	Visions Portal <i>Classic (Sixth Edition)</i> Starter 1999
<i>Viridian Shaman</i>	Creature - Elf Shaman	2G	2/2. When Viridian Shaman comes into play, destroy target artifact.	<i>Mirrodin</i>
<i>Web</i>	Enchantment - Aura	G	Enchant creature (<i>Target a creature as you play this. This card comes into play attached to that creature.</i>) ; Enchanted creature gets +0/+2 and can block as though it had flying.	Alpha Beta Unlimited Revised Edition Fourth Edition
<i>Yavimaya Enchantress</i>	Creature - Human Druid	2G	2/2. Yavimaya Enchantress gets +1/+1 for each enchantment in play.	<i>Urza's Destiny</i> <i>Seventh Edition</i> <i>Core Set - Eighth Edition</i>
<i>Craw Wurm</i>	Creature - Wurm	4GG	6/4.	<i>Alpha</i> <i>Beta</i> <i>Unlimited</i> <i>Revised Edition</i> <i>Fourth Edition</i> <i>Fifth Edition</i> <i>Core Set - Eighth Edition</i>
<i>Elvish Berserker</i>	Creature - Elf Berserker	G	1/1. Whenever Elvish Berserker becomes blocked, it gets +1/+1til end of turn for each creature blocking it.	Exodus

Green Spells (Part 3 of 4)

Card Name	Spell Type	Cost	Ability	Prior Set(s)
Elvish Warrior	Creature - Elf Warrior	GG	2/3.	Onslaught
Giant Growth	Instant	G	Target creature gets +3/+3 until end of turn.	Alpha Beta Unlimited Revised Edition Fourth Edition Ice Age Fifth Edition Classic (Sixth Edition) Battle Royale Box Set Starter 2000 Beatdown Box Set Seventh Edition Core Set - Eighth Edition
Giant Spider	Creature - Spider	3G	2/4. Giant Spider can block as though it had flying.	Alpha Beta Unlimited Revised Edition Fourth Edition Fifth Edition Portal Classic (Sixth Edition) Seventh Edition Core Set - Eighth Edition
Grizzly Bears	Creature - Bear	1G	2/2.	Alpha Beta Unlimited Revised Edition Fourth Edition Fifth Edition Portal Classic (Sixth Edition) Starter 1999 Seventh Edition Core Set - Eighth Edition
Kavu Climber	Creature - Kavu	3GG	3/3. When Kavu Climber comes into play, draw a card.	Invasion
Llanowar Elves	Creature - Elf Druid	G	1/1. T: Add G to your mana pool.	Alpha Beta Unlimited Revised Edition Fourth Edition Fifth Edition Classic (Sixth Edition) Battle Royale Box Set Starter 2000 Beatdown Box Set Seventh Edition
Natural Spring	Sorcery	3GG	Target player gains 8 life.	Portal Tempest Portal: Second Age Starter 1999
Naturalize	Instant	1G	Destroy target artifact or enchantment.	Onslaught Core Set - Eighth Edition
Norwood Ranger	Creature - Elf Scout	G	1/2.	Portal: Second Age Starter 1999 Core Set - Eighth Edition
Order of the Sacred Bell	Creature - Human Monk	3G	4/3.	Champions of Kamigawa
Overgrowth	Enchantment - Aura	2G	Enchant land (<i>Target a land as you play this. This card comes into play attached to that land.</i>); Whenever enchanted land is tapped for mana, its controller adds GG to his or her mana pool.	Stronghold
Rampant Growth	Sorcery	1G	Search your library for a basic land card and put that card into play tapped. Then shuffle your library.	Mirage Tempest Classic (Sixth Edition) Beatdown Box Set Seventh Edition Core Set - Eighth Edition
Reclaim	Instant	G	Put target card from your graveyard on top of your library.	Exodus Seventh Edition

Green Spells (Part 4 of 4)

Card Name	Spell Type	Cost	Ability	Prior Set(s)
Rootwalla	Creature - Lizard	2G	2/2. 1G: Rootwalla gets +2/+2 til end of turn. Play this ability only once each turn.	Tempest
Scaled Wurm	Creature - Wurm	7G	7/6.	Ice Age Fifth Edition Classic (Sixth Edition) Battle Royale Box Set Beatdown Box Set
Spined Wurm ^s	Creature - Wurm	4G	5/4.	Portal Stronghold Starter 2000 Seventh Edition Core Set - Eighth Edition
Trained Armodon	Creature - Elephant	1GG	3/3.	Tempest Classic (Sixth Edition) Seventh Edition Core Set - Eighth Edition
Tree Monkey	Creature - Ape	G	1/1. Tree Monkey can block as though it had flying.	Portal: Second Age
Treetop Bracers	Enchantment - Aura	1G	Enchant creature (<i>Target a creature as you play this. This card comes into play attached to that creature.</i>); Enchanted creature gets +1/+1 and can't be blocked except by creatures with flying.	Nemesis
Wood Elves	Creature - Elf Scout	2G	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.	Portal Exodus Starter 1999 Seventh Edition Core Set - Eighth Edition
Zodiac Monkey	Creature - Ape	1G	Forestwalk (<i>This creature is unblockable as long as defending player controls a Forest.</i>)	Portal: Three Kingdoms

Red Spells (Part 1 of 4)

Card Name	Spell Type	Cost	Ability	Prior Set(s)
Blood Moon	Enchantment	2R	Nonbasic lands are Mountains.	The Dark Chronicles Core Set - Eighth Edition
Bloodfire Colossus	Creature - Giant	6RR	6/6. R, Sacrifice Bloodfire Colossus: Bloodfire Colossus deals 6 damage to each creature and each player.	Apocalypse
Flowstone Slide	Sorcery	X2RR	All creatures get +X/-X until end of turn.	Nemesis
Form of the Dragon	Enchantment	4RRR	At the beginning of your upkeep, Form of the Dragon deals 5 damage to target creature or player. ; At the end of each turn, your life total becomes 5. ; Creatures without flying can't attack you.	Scourge
Furnace of Rath	Enchantment	1RRR	If a source would deal damage to a creature or player, it deals double that damage to that creature or player instead.	Tempest Core Set - Eighth Edition
Goblin King	Creature - Goblin Lord	1RR	2/2. Other Goblins get +1/+1 and have mountainwalk. <i>(They're unblockable as long as defending player controls a Mountain.)</i>	Alpha Beta Unlimited Revised Edition Fourth Edition Fifth Edition Classic (Sixth Edition) Seventh Edition Core Set - Eighth Edition
Karplusan Yeti	Creature - Yeti	3RR	3/3. T: Karplusan Yeti deals damage equal to its power to target creature. That creature deals damage equal to its power to Karplusan Yeti.	Ice Age
Magnivore	Creature - Lhurgoyf	2RR	*/*: Haste <i>(This creature can attack the turn it comes under your control.)</i> ; Magnivore's power and toughness are each equal to the number of sorcery cards in all graveyards.	Odyssey
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.	The Dark Fourth Edition Fifth Edition Seventh Edition Core Set - Eighth Edition
Mogg Sentry	Creature - Goblin Warrior	R	1/1. Whenever an opponent plays a spell, Mogg Sentry gets +2/+2 until end of turn.	Planeshift Core Set - Eighth Edition
Rathi Dragon	Creature - Dragon	2RR	5/5. Flying <i>(This creature can't be blocked except by creatures with flying.)</i> ; When Rathi Dragon comes into play, sacrifice it unless you sacrifice two Mountains.	Tempest
Relentless Assault	Sorcery	2RR	Untap all creatures that attacked this turn. After this main phase, there is an additional combat phase followed by an additional main phase.	Visions Portal: Second Age Classic (Sixth Edition) Portal: Three Kingdoms Starter 1999 Seventh Edition Core Set - Eighth Edition
Rukh Egg	Creature - Egg	3R	0/3. When Rukh Egg is put into a graveyard from play, put a 4/4 red Bird creature token with flying into play at end of turn.	Arabian Nights Core Set - Eighth Edition
Shard Phoenix	Creature - Phoenix	4R	2/2. Flying <i>(This creature can't be blocked except by creatures with flying.)</i> ; Sacrifice Shard Phoenix: Shard Phoenix deals 2 damage to each creature without flying. ; RRR: Return Shard Phoenix from your graveyard to your hand. Play this ability only during your upkeep.	Stronghold
Shivan Dragon	Creature - Dragon	4RR	5/5. Flying <i>(This creature can't be blocked except by creatures with flying.)</i> ; R: Shivan Dragon gets +1/+0 until end of turn.	Alpha Beta Unlimited Revised Edition Fourth Edition Fifth Edition Beatdown Box Set Seventh Edition Core Set - Eighth Edition
Thundermare	Creature - Thundermare	5R	5/5. Haste <i>(This creature can attack the turn it comes under your control.)</i> ; When Thundermare comes into play, tap all other creatures.	Weatherlight Portal

Red Spells (Part 2 of 4)

Card Name	Spell Type	Cost	Ability	Prior Set(s)
Wildfire	Sorcery	4RR	Each player sacrifices four lands. ; Wildfire deals 4 damage to each creature.	Portal: Second Age Urza's Saga Seventh Edition
<i>Anarchist</i>	Creature - Human Wizard	4R	2/2. When Anarchist comes into play, you may return target sorcery card from your graveyard to your hand.	Exodus Odyssey
<i>Blaze</i>	Sorcery	XR	Blaze deals X damage to target creature or player.	<i>Portal</i> <i>Portal: Second Age Classic (Sixth Edition)</i> <i>Portal: Three Kingdoms Seventh Edition</i> <i>Core Set - Eighth Edition</i>
<i>Boiling Seas</i>	Sorcery	3R	Destroy all Islands.	<i>Portal</i>
<i>Demolish</i>	Sorcery	3R	Destroy target artifact or land.	<i>Odyssey</i> <i>Core Set - Eighth Edition</i>
<i>Enrage</i>	Instant	XR	Target creature gets +X/+0 until end of turn.	<i>Scourge</i> <i>Core Set - Eighth Edition</i>
<i>Flame Wave</i>	Sorcery	3RRRR	Flame Wave deals 4 damage to target player and each creature he or she controls.	<i>Stronghold</i>
<i>Flashfires</i>	Sorcery	3R	Destroy all Plains.	<i>Alpha</i> <i>Beta</i> <i>Unlimited</i> <i>Revised Edition</i> <i>Fourth Edition</i> <i>Fifth Edition</i> <i>Portal</i> <i>Classic (Sixth Edition)</i> <i>Core Set - Eighth Edition</i>
<i>Flowstone Crusher</i>	Creature - Beast	3RR	4/4. R: Flowstone Crusher gets +1/-1 until end of turn.	Nemesis
<i>Goblin Balloon Brigade</i>	Creature - Goblin Warrior	R	1/1. R: Goblin Balloon Brigade gains flying until end of turn. (<i>It can't be blocked except by creatures with flying.</i>)	<i>Alpha</i> <i>Beta</i> <i>Unlimited</i> <i>Revised Edition</i> <i>Fourth Edition</i>
<i>Guerrilla Tactics</i>	Instant	1R	Guerrilla Tactics deals 2 damage to target creature or player. ; When a spell or ability an opponent controls causes you to discard Guerrilla Tactics, Guerrilla Tactics deals 4 damage to target creature or player.	Alliances <i>Core Set - Eighth Edition</i>
<i>Kird Ape</i>	Creature - Ape	R	1/1. Kird Ape gets +1/+2 as long as you control a Forest.	Arabian Nights Revised Edition Beatdown Box Set
<i>Ogre Taskmaster</i>	Creature - Ogre	3R	4/3. Ogre Taskmaster can't block.	<i>Portal: Second Age</i> <i>Mercadian Masques</i> <i>Seventh Edition</i> <i>Core Set - Eighth Edition</i>
<i>Orcish Artillery</i>	Creature - Orc Warrior	1RR	1/3. T: Orcish Artillery deals 2 damage to target creature or player and 3 damage to you.	<i>Alpha</i> <i>Beta</i> <i>Unlimited</i> <i>Revised Edition</i> <i>Fourth Edition</i> <i>Fifth Edition</i> <i>Classic (Sixth Edition)</i> <i>Seventh Edition</i> <i>Core Set - Eighth Edition</i>
<i>Pyroclasm</i>	Sorcery	1R	Pyroclasm deals 2 damage to each creature.	<i>Ice Age</i> Portal <i>Seventh Edition</i> <i>Core Set - Eighth Edition</i>
<i>Sudden Impact</i>	Instant	3R	Sudden Impact deals damage equal to the number of cards in target player's hand to that player.	<i>Tempest</i> <i>Seventh Edition</i> <i>Core Set - Eighth Edition</i>
<i>Threaten</i>	Sorcery	2R	Untap target creature and gain control of it until end of turn. That creature gains haste until end of turn. (<i>It can attack this turn.</i>)	<i>Onslaught</i>
<i>Viashino Sandstalker</i>	Creature - Viashino Warrior	1RR	4/2. Haste (<i>This creature can attack the turn it comes under your control.</i>) ; At end of turn, return Viashino Sandstalker to its owner's hand. (<i>Return it only if it's in play.</i>)	<i>Visions</i> <i>Core Set - Eighth Edition</i>

Red Spells (Part 3 of 4)

Card Name	Spell Type	Cost	Ability	Prior Set(s)
<i>Whip Sergeant</i>	Creature - Human Soldier	2R	2/1. R: Target creature gains haste until end of turn. (<i>It can attack this turn.</i>)	<i>Prophecy</i>
Anaba Shaman	Creature - Minotaur Shaman	3R	2/2. R, T: Anaba Shaman deals 1 damage to target creature or player.	Homelands Classic (Sixth Edition) Core Set - Eighth Edition
Balduvian Barbarians	Creature - Human Barbarian	1RR	3/2.	Ice Age Classic (Sixth Edition) Seventh Edition Core Set - Eighth Edition
Firebreathing	Enchantment - Aura	R	Enchant creature (<i>Target a creature as you play this. This card comes into play attached to that creature.</i>); R: Enchanted creature gets +1/+0 until end of turn.	Alpha Beta Unlimited Revised Edition Fourth Edition Mirage Fifth Edition Classic (Sixth Edition)
Flowstone Shambler	Creature - Beast	2R	2/2. R: Flowstone Shambler gets +1/-1 until end of turn.	Stronghold
Goblin Brigand	Creature - Goblin Warrior	1R	2/2. Goblin Brigand attacks each turn if able.	Scourge
Goblin Chariot	Creature - Goblin Warrior	2R	2/2. Haste (<i>This creature can attack the turn it comes under your control.</i>)	Starter 1999 Seventh Edition Core Set - Eighth Edition
Goblin Mountaineer	Creature - Goblin Scout	R	1/1. Mountainwalk (<i>This creature is unblockable as long as defending player controls a Mountain.</i>)	Portal: Second Age Starter 1999
Goblin Piker	Creature - Goblin Warrior	1R	2/1.	Portal: Second Age
Goblin Raider ^s	Creature - Goblin Warrior	1R	2/2. Goblin Raider can't block.	Portal: Second Age Urza's Saga Seventh Edition Core Set - Eighth Edition
Goblin Sky Raider	Creature - Goblin Warrior	2R	1/2. Flying (<i>This creature can't be blocked except by creatures with flying.</i>)	Onslaught
Hill Giant	Creature - Giant	3R	3/3.	Alpha Beta Unlimited Revised Edition Fourth Edition Fifth Edition Portal Seventh Edition Core Set - Eighth Edition
Lava Axe	Sorcery	4R	Lava Axe deals 5 damage to target player.	Portal Portal: Second Age Urza's Legacy Starter 1999 Starter 2000 Beatdown Box Set Seventh Edition Core Set - Eighth Edition
Lightning Elemental	Creature - Elemental	3R	4/1. Haste (<i>This creature can attack the turn it comes under your control.</i>)	Tempest Battle Royale Box Set Seventh Edition Core Set - Eighth Edition
Panic Attack	Sorcery	2R	Up to three target creatures can't block this turn.	<i>Prophecy</i> Core Set - Eighth Edition
Raging Goblin	Creature - Goblin Berserker	R	1/1. Haste (<i>This creature can attack the turn it comes under your control.</i>)	Portal Exodus Portal: Second Age Classic (Sixth Edition) Starter 1999 Battle Royale Box Set Beatdown Box Set Seventh Edition Core Set - Eighth Edition

Red Spells (Part 4 of 4)

Card Name	Spell Type	Cost	Ability	Prior Set(s)
Reflexes	Enchantment - Aura	R	Enchant creature (<i>Target a creature as you play this. This card comes into play attached to that creature.</i>) ; Enchanted creature has first strike. (<i>It deals combat damage before creatures without first strike.</i>)	Urza's Saga Seventh Edition Core Set - Eighth Edition
Rogue Kavu	Creature - Kavu	1R	1/1. Whenever Rogue Kavu attacks alone, it gets +2/+0 until end of turn.	Invasion
Sandstone Warrior	Creature - Human Soldier	2RR	1/3. First strike (<i>This creature deals combat damage before creatures without first strike.</i>) ; R: Sandstone Warrior gets +1/+0 until end of turn.	Tempest
Seething Song	Instant	2R	Add RRRRR to your mana pool.	Mirrodin
Shatter	Instant	1R	Destroy target artifact.	Alpha Beta Unlimited Revised Edition Fourth Edition Ice Age Fifth Edition Tempest Classic (Sixth Edition) Seventh Edition Core Set - Eighth Edition Mirrodin
Shock	Instant	R	Shock deals 2 damage to target creature or player.	Stronghold Classic (Sixth Edition) Starter 2000 Beatdown Box Set Seventh Edition Onslaught Core Set - Eighth Edition
Stone Rain	Sorcery	2R	Destroy target land.	Alpha Beta Unlimited Revised Edition Fourth Edition Ice Age Mirage Fifth Edition Portal Tempest Portal: Second Age Classic (Sixth Edition) Portal: Three Kingdoms Starter 1999 Mercadian Masques Starter 2000 Seventh Edition Core Set - Eighth Edition Champions of Kamigawa
Volcanic Hammer	Sorcery	1R	Volcanic Hammer deals 3 damage to target creature or player.	Portal Portal: Second Age Starter 1999 Seventh Edition Core Set - Eighth Edition

White Spells (Part 1 of 4)

Card Name	Spell Type	Cost	Ability	Prior Set(s)
Blinding Angel	Creature - Angel	3WW	2/4. Flying (<i>This creature can't be blocked except by creatures with flying.</i>) ; Whenever Blinding Angel deals combat damage to a player, that player skips his or her next combat phase.	Nemesis Core Set - Eighth Edition
Blinking Spirit	Creature - Spirit	3W	2/2. 0: Return Blinking Spirit to its owner's hand.	Ice Age Fifth Edition Battle Royale Box Set
Glorious Anthem	Enchantment	1WW	Creatures you control get +1/+1.	Urza's Saga Seventh Edition Core Set - Eighth Edition
Ivory Mask	Enchantment	2WW	You can't be the target of spells or abilities.	Mercadian Masques Core Set - Eighth Edition
Marble Titan	Creature - Giant	3W	3/3. Creatures with power 3 or greater don't untap during their controllers' untap steps.	Tempest
Master Healer	Creature - Human Cleric	4W	1/4. T: Prevent the next 4 damage that would be dealt to target creature or player this turn.	Urza's Destiny Seventh Edition Core Set - Eighth Edition
Oracle's Attendants	Creature - Human Soldier	3W	1/5. T: All damage that would be dealt to target creature this turn by a source of your choice is dealt to Oracle's Attendants instead.	Nemesis Core Set - Eighth Edition
Paladin en-Vec	Creature - Human Knight	1WW	2/2. First strike (<i>This creature deals combat damage before creatures without first strike.</i>) ; Protection from black, Protection from red (<i>This creature can't be blocked, targeted, dealt damage, or enchanted by anything black or red.</i>)	Exodus
Reverse Damage	Instant	1WW	The next time a source of your choice would deal damage to you this turn, prevent that damage. You gain that much life.	Alpha Beta Unlimited Revised Edition Fourth Edition Fifth Edition Classic (Sixth Edition) Seventh Edition
Righteousness	Instant	W	Target blocking creature gets +7/+7 until end of turn.	Alpha Beta Unlimited Revised Edition Fourth Edition Fifth Edition
Sacred Ground	Enchantment	1W	Whenever a spell or ability an opponent controls causes a land to be put into your graveyard from play, return that land to play.	Stronghold Seventh Edition Core Set - Eighth Edition
Savannah Lions	Creature - Cat	W	2/1.	Alpha Beta Unlimited Revised Edition Fourth Edition Core Set - Eighth Edition
Serra Angel	Creature - Angel	3WW	4/4. Flying (<i>This creature can't be blocked except by creatures with flying.</i>) ; Vigilance (<i>Attacking doesn't cause this creature to tap.</i>)	Alpha Beta Unlimited Revised Edition Fourth Edition Seventh Edition Core Set - Eighth Edition
Story Circle	Enchantment	1WW	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.	Mercadian Masques Core Set - Eighth Edition
Weathered Wayfarer	Creature - Human Nomad Cleric	W	1/1. W, T: Search your library for a land card, reveal it, and put it into your hand. Then shuffle your library. Play this ability only if an opponent controls more lands than you.	Onslaught
Worship	Enchantment	3W	If you control a creature, damage that would reduce your life total to less than 1 reduces it to 1 instead.	Urza's Saga Seventh Edition Core Set - Eighth Edition

White Spells (Part 2 of 4)

Card Name	Spell Type	Cost	Ability	Prior Set(s)
Wrath of God	Sorcery	2WW	Destroy all creatures. They can't be regenerated.	Alpha Beta Unlimited Revised Edition Fourth Edition Fifth Edition Portal Classic (Sixth Edition) Battle Royale Box Set Seventh Edition Core Set - Eighth Edition
<i>Angel of Mercy</i>	Creature - Angel	4W	3/3. Flying (<i>This creature can't be blocked except by creatures with flying.</i>) ; When Angel of Mercy comes into play, you gain 3 life.	<i>Portal: Second Age</i> <i>Starter 1999</i> <i>Invasion</i> <i>Core Set - Eighth Edition</i>
<i>Ballista Squad</i>	Creature - Human Rebel	3W	2/2. XW, T: Ballista Squad deals X damage to target attacking or blocking creature.	<i>Mercadian Masques</i>
<i>Blessed Orator</i>	Creature - Human Cleric	3W	1/4. Other creatures you control get +0/+1.	<i>Odyssey</i>
<i>Chastise</i>	Instant	3W	Destroy target attacking creature. You gain life equal to its power.	<i>Judgment</i> <i>Core Set - Eighth Edition</i>
<i>Circle of Protection: Black</i>	Enchantment	1W	1: The next time a black source of your choice would deal damage to you this turn, prevent that damage.	Beta Unlimited Revised Edition Fourth Edition Ice Age Fifth Edition Tempest Classic (Sixth Edition) Seventh Edition <i>Core Set - Eighth Edition</i>
<i>Circle of Protection: Red</i>	Enchantment	1W	1: The next time a red source of your choice would deal damage to you this turn, prevent that damage.	Alpha Beta Unlimited Revised Edition Fourth Edition Ice Age Fifth Edition Tempest Classic (Sixth Edition) Seventh Edition <i>Core Set - Eighth Edition</i>
<i>Gift of Estates</i>	Sorcery	1W	If an opponent controls more lands than you, search your library for up to three Plains cards, reveal them, and put them into your hand. Then shuffle your library.	Portal
<i>Inspirit</i>	Instant	2W	Untap target creature. It gets +2/+4 until end of turn.	<i>Onslaught</i>
<i>Kami of Old Stone</i>	Creature - Spirit	3W	1/7.	<i>Champions of Kamigawa</i>
<i>Leonin Skyhunter</i>	Creature - Cat Knight	WW	2/2. Flying (<i>This creature can't be blocked except by creatures with flying.</i>)	<i>Mirrodin</i>
<i>Peace of Mind</i>	Enchantment	1W	W, Discard a card: You gain 3 life.	<i>Exodus</i>
<i>Sanctum Guardian</i>	Creature - Human Cleric	1WW	1/4. Sacrifice Sanctum Guardian: The next time a source of your choice would deal damage to target creature or player this turn, prevent that damage.	<i>Urza's Saga</i> <i>Battle Royale Box Set</i>
<i>Seasoned Marshal</i>	Creature - Human Soldier	2WW	2/2. Whenever Seasoned Marshal attacks, you may tap target creature.	<i>Portal</i> <i>Urza's Saga</i> <i>Battle Royale Box Set</i> <i>Seventh Edition</i> <i>Core Set - Eighth Edition</i>
<i>Serra's Blessing</i>	Enchantment	1W	Creatures you control have vigilance. (<i>Attacking doesn't cause them to tap.</i>)	<i>Weatherlight</i> <i>Classic (Sixth Edition)</i>
<i>Soul Warden</i>	Creature - Human Cleric	W	1/1. Whenever another creature comes into play, you gain 1 life.	<i>Exodus</i> <i>Battle Royale Box Set</i>
<i>Spirit Link</i>	Enchantment - Aura	W	Enchant creature (<i>Target a creature as you play this. This card comes into play attached to that creature.</i>) ; Whenever enchanted creature deals damage, you gain that much life.	<i>Legends</i> <i>Fourth Edition</i> <i>Fifth Edition</i> <i>Classic (Sixth Edition)</i> <i>Seventh Edition</i> <i>Core Set - Eighth Edition</i>

White Spells (Part 3 of 4)

Card Name	Spell Type	Cost	Ability	Prior Set(s)
<i>Tempest of Light</i>	Instant	2W	Destroy all enchantments.	<i>Mirrodin</i>
<i>Vengeance</i> ^s	Sorcery	3W	Destroy target tapped creature.	<i>Portal</i> <i>Portal: Second Age</i> <i>Portal: Three Kingdoms</i> <i>Starter 1999</i> <i>Seventh Edition</i> <i>Core Set - Eighth Edition</i>
<i>Zealous Inquisitor</i>	Creature - Human Cleric	2W	2/2. 1W: The next 1 damage that would be dealt to Zealous Inquisitor this turn is dealt to target creature instead.	Scourge
Angelic Blessing	Sorcery	2W	Target creature gets +3/+3 and gains flying til end of turn. (It can't be blocked except by creatures with flying.)	Portal Exodus Portal: Second Age Starter 1999 Starter 2000
Aven Cloudchaser	Creature - Bird Soldier	3W	2/2. Flying (<i>This creature can't be blocked except by creatures with flying.</i>); When Aven Cloudchaser comes into play, destroy target enchantment.	Odyssey Core Set - Eighth Edition
Aven Flock	Creature - Bird Soldier	4W	2/3. Flying (<i>This creature can't be blocked except by creatures with flying.</i>); W: Aven Flock gets +0/+1 until end of turn.	Odyssey Core Set - Eighth Edition
Crossbow Infantry	Creature - Human Soldier	1W	1/1. T: Crossbow Infantry deals 1 damage to target attacking or blocking creature.	Mercadian Masques Seventh Edition Core Set - Eighth Edition
Demystify	Instant	W	Destroy target enchantment.	Onslaught Core Set - Eighth Edition
Eager Cadet ^s	Creature - Human Soldier	W	1/1.	Starter 1999 Starter 2000 Seventh Edition Core Set - Eighth Edition
Foot Soldiers	Creature - Human Soldier	3W	2/4.	Portal Starter 1999
Glory Seeker	Creature - Human Soldier	1W	2/2.	Onslaught Core Set - Eighth Edition
Holy Day	Instant	W	Prevent all combat damage that would be dealt this turn.	Legends Invasion Core Set - Eighth Edition
Holy Strength	Enchantment - Aura	W	Enchant creature (<i>Target a creature as you play this. This card comes into play attached to that creature.</i>); Enchanted creature gets +1/+2.	Alpha Beta Unlimited Revised Edition Fourth Edition Fifth Edition Seventh Edition Core Set - Eighth Edition
Honor Guard	Creature - Human Soldier	W	1/1. W: Honor Guard gets +0/+1 until end of turn.	Stronghold Seventh Edition Core Set - Eighth Edition
Infantry Veteran	Creature - Human Soldier	W	1/1. T: Target attacking creature gets +1/+1 until end of turn.	Visions Classic (Sixth Edition) Battle Royale Box Set
Master Decoy	Creature - Human Soldier	1W	1/2. W, T: Tap target creature.	Tempest Battle Royale Box Set Core Set - Eighth Edition
Mending Hands	Instant	W	Prevent the next 4 damage that would be dealt to target creature or player this turn.	Betrayers of Kamigawa
Pacifism	Enchantment - Aura	1W	Enchant creature (<i>Target a creature as you play this. This card comes into play attached to that creature.</i>); Enchanted creature can't attack or block.	Mirage Tempest Urza's Saga Classic (Sixth Edition) Battle Royale Box Set Seventh Edition Onslaught Core Set - Eighth Edition
Pegasus Charger	Creature - Pegasus	2W	2/1. Flying (<i>This creature can't be blocked except by creatures with flying.</i>); First strike (<i>This creature deals combat damage before creatures without first strike.</i>)	Urza's Saga

White Spells (Part 4 of 4)

Card Name	Spell Type	Cost	Ability	Prior Set(s)
Sacred Nectar	Sorcery	1W	You gain 4 life.	Portal Starter 1999 Seventh Edition Core Set - Eighth Edition
Samite Healer	Creature - Human Cleric	1W	1/1. T: Prevent the next 1 damage that would be dealt to target creature or player this turn.	Alpha Beta Unlimited Revised Edition Fourth Edition Fifth Edition Classic (Sixth Edition) Starter 2000 Seventh Edition Core Set - Eighth Edition
Skyhunter Prowler	Creature - Cat Knight	2W	1/3. Flying (<i>This creature can't be blocked except by creatures with flying.</i>) ; Vigilance (<i>Attacking doesn't cause this creature to tap.</i>)	Fifth Dawn
Suntail Hawk	Creature - Bird	W	1/1. Flying (<i>This creature can't be blocked except by creatures with flying.</i>)	Judgment Core Set - Eighth Edition
Venerable Monk	Creature - Human Monk Cleric	2W	2/2. When Venerable Monk comes into play, you gain 2 life.	Portal Stronghold Classic (Sixth Edition) Starter 1999 Starter 2000 Seventh Edition Core Set - Eighth Edition
Veteran Cavalier	Creature - Human Knight	WW	2/2. Vigilance (<i>Attacking doesn't cause this creature to tap.</i>)	Starter 1999
Warrior's Honor	Instant	2W	Creatures you control get +1/+1 until end of turn.	Visions Classic (Sixth Edition)