














































Magic: The Gathering

(All-in-One Alphabetical Listing)

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

Key: (R) = Rare is Bold , (U) = Uncommon is *Italics*, (C) = Common is normal, (L) = Basic land is normal

Set Type	Code	Set Name	Border	Symbol	Copyright	Rarities Available
Limited Edition Base Set:	A	Alpha Printing	black	<i>none</i>	<i>none</i>	R, U, C
	B	Beta Printing	black	<i>none</i>	<i>none</i>	R, U, C
Base Sets:	U	Unlimited Edition	white	<i>none</i>	<i>none</i>	R, U, C
	RV	Revised Edition	white	<i>none</i>	<i>none</i>	R, U, C
	4th	Fourth Edition	white	<i>none</i>	1995	R, U, C, L
	5th	Fifth Edition	white	<i>none</i>	1997	R, U, C, L
	6th	Sixth Edition	white		1993-1999	R, U, C, L
	7th	Seventh Edition	white		1993-2001	R, U, C, L, plus foil versions FR , FU , FC , FL
	8th	Eighth Edition	white		1993-2003	R, U, C, L, D1, D2, D3, plus foil versions FR , FU , FC , FL
Expansion Sets:	AN	Arabian Nights	black		<i>none</i>	U2, U3, C4 and C5 ... Cx/y is two cards with different rarity
	AQ	Antiquities	black		<i>none</i>	U1, U2, U3, C1, C2, C4
	LG	Legends	black		1994	R, U, U2, C1, C2
	DK	The Dark	black		1994	U1, U2, C1, C3
	FE	Fallen Empires	black		1994	U1, U2, U3, C1, C3, C4
	IA	Ice Age	black		1995	R, U, C, L
	CH	Chronicles	white	<i>many</i>	1995	U1, U2, U3, C1, C2, C3, C4
	HL	Homelands	black		1995	U1, U3, C1, C4
	AL	Alliances	black		1996	R2, R6, U2, U6, C1, C2, C3
	MI	Mirage	black		1996	R, U, C, L
	VI	Visions	black		1996	R2, U2, C2
	WL	Weatherlight	black		1997	R2, U2, C2
	TE	Tempest	black		1997	R, U, C, L
	SH	Stronghold	black		1998	R, U, C
	EX	Exodus	black		1993-1998	R, U, C
	UG	Unglued	silver		1993-1998	R, U, C, L
	US	Urza's Saga	black		1993-1998	R, U, C, L
	UL	Urza's Legacy	black		1993-1999	R, U, C, plus foil versions FR , FU , FC
	UD	Urza's Destiny	black		1993-1999	R, U, C, plus foil versions FR , FU , FC
	MM	Mercadian Masques	black		1993-1999	R, U, C, L, plus foil versions FR , FU , FC , FL
	NE	Nemesis	black		1993-2000	R, U, C, plus foil versions FR , FU , FC
	PY	Prophecy	black		1993-2000	R, U, C, plus foil versions FR , FU , FC
	IN	Invasion	black		1993-2000	R, U, C, L, plus foil versions FR , FU , FC , FL
	PS	Planeshift	black		1993-2001	R, U, C, plus foil versions FR , FU , FC
	AP	Apocalypse	black		1993-2001	R, U, C, plus foil versions FR , FU , FC
	OD	Odyssey	black		1993-2001	R, U, C, L, plus foil versions FR , FU , FC , FL
	TO	Torment	black		1993-2002	R, U, C, plus foil versions FR , FU , FC
	JU	Judgment	black		1993-2002	R, U, C, plus foil versions FR , FU , FC
	ON	Onslaught	black		1993-2002	R, U, C, L, plus foil versions FR , FU , FC , FL
	LE	Legions	black		1993-2003	R, U, C, plus foil versions FR , FU , FC
	SC	Scourge	black		1993-2003	R, U, C, plus foil versions FR , FU , FC
Box Sets:	AT	Anthologies	white	<i>many</i>	1993-1998	D1, D5, D6
	BR	Battle Royale	white	<i>many</i>	1993-1999	D1, D2
	BD	Beatdown	white		1993-2000	D1, D3, D4, plus foil version F1
Starter Sets:	PT	Portal	black		1997	R, U, C
	P2	Portal: Second Age	black		1993-1998	R, U, C
	P3	Portal: Three Kingdoms	white		1993-1999	R, U, C
	ST	Starter	black		1993-1999	R, U, C
	S2	Starter 2000 + Sampler	white	<i>none</i>	1993-2000	D1, D2, plus foil version F1
Promotional Cards:	PR(DC)	Promo Cards	black		1994	From DragonCon, Duelist Magazine #3, Duelist Convocation #4
	PR(AR)		black		1994	From the novel "Arena" by William R. Forstchen
	PR(WW)		black		1994	From the novel "Whispering Woods" by Clayton Emery
	PR(SC)		black		1995	From the novel "Shattered Chains" by Clayton Emery
	PR(FS)		black		1995	From the novel "Final Sacrifice" by Clayton Emery
	PR(MA)		black		<i>varies</i>	From the Arema Magic League
	PR(MD)		black		<i>varies</i>	From Duelist Convocation Legend membership
	PR(C1)		white	<i>none</i>	1994	Released w/ comic book. 4th edition card with other copyright
	PR(C2)		white	<i>none</i>	1994	Released w/ comic book. 4th edition card with other copyright

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Basic Land (Part 1 of 8)

Card Name	Spell Type	Ability
Forest	A/B/U(L)	Tap: Add G to your mana pool.
Path	RV(L)	
	4th(L)	
Shadows	A/B/U(L)	
	RV(L)	
	4th(L)	
Big Tree	B/U(L)	
	RV(L)	
	4th(L)	
Two Trees	IA(L)	
Pine Tree	IA(L)	
Barren Trees	IA(L)	
Tropical	PR(MA)	
	AT(D5)	
waterfall	MI(L)	
open flowers down right	MI(L)	
closed flowers down right	MI(L)	
flowers down center	MI(L)	
Bright green	5th(L)	
	BR(D1)	
Fall colors	5th(L)	
Dark	5th(L)	
	BR(D2)	
Whitish	5th(L)	
Dark front left under big tree	PT(L)	
	BR(D2)	
Thin white trees	PT(L)	
	BR(D2)	
Big tree in center	PT(L)	
349	6th(L)	
172	ST(L)	
-	BR(D2)	
89	BD(D4)	
Three dark trees in front	PT(L)	
350	6th(L)	
173	ST(L)	
-	BR(D2)	
90	BD(D3)	
Roots	TE(L)	
Looking up	TE(L)	
88	BD(D4)	
One Branch	TE(L)	
Lots of Branches	TE(L)	
House on right	P2(L)	
	AT(D5)	
Just a picture with no text box	UG(L)	
347	US(L)	
348	US(L)	
349	US(L)	
350	US(L)	
178	P3(L)	
Water in front left	BR(D2)	
179	P3(L)	
Path in center	BR(D1)	
180	P3(L)	
Trees on right	BR(D1)	
347	6th(L)	
170	ST(L)	
348	6th(L)	
171	ST(L)	
347	MM(L)	
	MM(FL)	
348	MM(L)	
	MM(FL)	
349	MM(L)	
	MM(FL)	
350	MM(L)	
	MM(FL)	
347	IN(L)	
	IN(FL)	
348	IN(L)	
	IN(FL)	
349	IN(L)	
	IN(FL)	
350	IN(L)	
	IN(FL)	

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Basic Land (Part 2 of 8)

Card Name	Spell Type	Ability
Forest (Continued...)		
7th(L)		
328 7th(FL)		
329 7th(L)		
7th(FL)		
330 7th(L)		
7th(FL)		
331 7th(L)		
7th(FL)		
347 OD(L)		
OD(FL)		
348 OD(L)		
OD(FL)		
349 OD(L)		
OD(FL)		
350 OD(L)		
OD(FL)		
347 ON(L)		
ON(FL)		
348 ON(L)		
ON(FL)		
349 ON(L)		
ON(FL)		
350 ON(L)		
ON(FL)		
347 8th(L)		
8th(FL)		
348 8th(L)		
8th(FL)		
349 8th(L)		
8th(FL)		
350 8th(L)		
8th(FL)		
Island Purplish A/B/U(L)	Land	Tap: Add U to your mana pool.
RV(L)		
4th(L)		
Greenish A/B/U(L)		
RV(L)		
4th(L)		
81 BD(D3)		
Red Sky B/U(L)		
RV(L)		
4th(L)		
with Trees IA(L)		
Some Green IA(L)		
Iceberg IA(L)		
Serpent in Front PR(MA)		
palm tree MI(L)		
rocks in foreground MI(L)		
sunset / dark peak MI(L)		
day / light peak MI(L)		
Three arches 5th(L)		
Snow 5th(L)		
One arch 5th(L)		
Two Islands 5th(L)		
Cove in front + waterfall PT(L)		
338 6th(L)		
161 ST(L)		
Cove in front + Pinacles PT(L)		
Cove on left and right PT(L)		
Several arches PT(L)		
Two Islands/Cave TE(L)		
Lots of Islands/Dark TE(L)		
Island off Top/Purple TE(L)		
Stone Series in Upper Right TE(L)		
Just a picture with no text box UG(L)		
335 US(L)		
336 US(L)		
337 US(L)		
338 US(L)		
335 6th(L)		
158 ST(L)		
336 6th(L)		
159 ST(L)		
337 6th(L)		
160 ST(L)		
80 BD(D4)		

Basic Land (Part 3 of 8)

Card Name	Spell Type	Ability
Island (Continued...)	P3(L)	
169 BR(D2)		
Land on front left		
170 P3(L)		
Land across front	BR(D2)	
171 P3(L)		
Land on front right	BR(D2)	
335 MM(L)		
MM(FL)		
336 MM(L)		
MM(FL)		
Crescent open on left	BR(D2)	
337 MM(L)		
MM(FL)		
338 MM(L)		
MM(FL)		
Crescent open on right	BR(D1)	
79 BD(D4)		
335 IN(L)		
IN(FL)		
336 IN(L)		
IN(FL)		
337 IN(L)		
IN(FL)		
338 IN(L)		
IN(FL)		
332 7th(L)		
7th(FL)		
333 7th(L)		
7th(FL)		
334 7th(L)		
7th(FL)		
335 7th(L)		
7th(FL)		
335 OD(L)		
OD(FL)		
336 OD(L)		
OD(FL)		
337 OD(L)		
OD(FL)		
338 OD(L)		
OD(FL)		
335 ON(L)		
ON(FL)		
336 ON(L)		
ON(FL)		
337 ON(L)		
ON(FL)		
338 ON(L)		
ON(FL)		
335 8th(L)		
8th(FL)		
336 8th(L)		
8th(FL)		
337 8th(L)		
8th(FL)		
338 8th(L)		
8th(FL)		
Mountain Red Sky A/B/U(L)	Land	Tap: Add R to your mana pool.
RV(L)		
4th(L)		
86 BD(D4)		
Blue Sky A/B/U(L)		
RV(L)		
4th(L)		
Green Sky B/U(L)		
AN(C1)		
RV(L)		
4th(L)		
AT(D6)		
Yellowish IA(L)		
Snow-capped IA(L)		
Pinnacles in Snow IA(L)		
Distant behind plains PR(MA)		

Basic Land (Part 4 of 8)

Card Name	Spell Type	Ability
Mountain (Continued...)	MI(L)	
<i>sunset / silhouette</i>	6th(L)	
343	ST(L)	
166	AT(D6)	
-	BR(D2)	
-		
<i>brown / desert</i>	MI(L)	
345	6th(L)	
168	ST(L)	
<i>green / forested</i>	MI(L)	
85	BD(D4)	
<i>purple / barren</i>	MI(L)	
<i>Snow</i>	5th(L)	
<i>Red, brown grain in front</i>	5th(L)	
344	6th(L)	
167	ST(L)	
-	BR(D2)	
<i>Green, snow-capped</i>	5th(L)	
<i>Dark with flowers</i>	5th(L)	
<i>Two peaks left/right + no trees</i>	PT(L)	
<i>Two peaks with trees</i>	PT(L)	
<i>Two peaks on right</i>	PT(L)	
346	6th(L)	
169	ST(L)	
<i>Three peaks</i>	PT(L)	
<i>Archway</i>	TE(L)	
<i>Points Left</i>	TE(L)	
<i>Points Right</i>	TE(L)	
	BR(D2)	
<i>Valley Center</i>	TE(L)	
	BR(D2)	
<i>Three distant peaks</i>	P2(L)	
	BR(D1)	
<i>Just a picture with no text box</i>	UG(L)	
343	US(L)	
<i>Water in center</i>	BR(D1)	
344	US(L)	
<i>Volcano in distance</i>	BR(D1)	
345	US(L)	
<i>Many teeth on left</i>	BR(D1)	
346	US(L)	
<i>Plateaus</i>	BR(D1)	
<i>One green peak</i>	P3(L)	
<i>Jaggy peaks over clouds</i>	P3(L)	
<i>Silhouettes</i>	P3(L)	
343	MM(L)	
	MM(FL)	
344	MM(L)	
	MM(FL)	
345	MM(L)	
	MM(FL)	
346	MM(L)	
	MM(FL)	
87	BD(D3)	
343	IN(L)	
	IN(FL)	
344	IN(L)	
	IN(FL)	
345	IN(L)	
	IN(FL)	
346	IN(L)	
	IN(FL)	
337	7th(L)	
	7th(FL)	
338	7th(L)	
	7th(FL)	
339	7th(L)	
	7th(FL)	
340	7th(L)	
	7th(FL)	

Basic Land (Part 5 of 8)

Card Name	Spell Type	Ability
343 OD(L) OD(FL)		
344 OD(L) OD(FL)		
345 OD(L) OD(FL)		
346 OD(L) OD(FL)		
343 ON(L) ON(FL)		
344 ON(L) ON(FL)		
345 ON(L) ON(FL)		
346 ON(L) ON(FL)		
343 8th(L) 8th(FL)		
344 8th(L) 8th(FL)		
345 8th(L) 8th(FL)		
346 8th(L) 8th(FL)		
Plains Dots A/B/U(L) RV(L) 4th(L) Trees A/B/U(L) RV(L) 4th(L) Dark B/U(L) RV(L) 4th(L)	Land	Tap: Add W to your mana pool.
Sunset Clouds IA(L) Some Clouds IA(L) Butterfly / Dark IA(L)		
Angels in Sky PR(MA) zebras MI(L) AT(D6) watering hole MI(L) 331 6th(L) 154 ST(L) bird on rock MI(L) water buffalo MI(L) 332 6th(L) 155 ST(L)		
Snow 5th(L) Wheat 5th(L) BR(D1) Red flowers 5th(L) BR(D1) Tracks and mountain 5th(L) BR(D2)		
Wide tree left of center PT(L) BR(D2) Tree halfway off left side PT(L) BR(D2) Clouds in sky on upper left PT(L) 333 6th(L) 156 ST(L) - AT(D5) - BR(D1) One tree left / 3 trees right PT(L) Plant on Left TE(L) Broken Rocks in Center TE(L) Hill on Left/Buttes TE(L) Hill on Right/Tree TE(L)		
Just a picture with no text box UG(L)		
331 US(L)		
332 US(L)		
333 US(L)		
334 US(L)		
334 6th(L)		
157 ST(L)		

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Basic Land (Part 6 of 8)

Card Name	Spell Type	Ability
Plains (Continued...)		
166 P3(L) Trees and hills on horizon BR(D2)		
167 P3(L) Only wheat and clouds BR(D2)		
168 P3(L) Birds in upper right BR(D2)		
331 MM(L) MM(FL)		
332 MM(L) MM(FL)		
333 MM(L) MM(FL)		
334 MM(L) MM(FL)		
331 IN(L) IN(FL)		
332 IN(L) IN(FL)		
333 IN(L) IN(FL)		
334 IN(L) IN(FL)		
341 7th(L) 7th(FL)		
342 7th(L) 7th(FL)		
342 7th(L) 7th(FL)		
344 7th(L) 7th(FL)		
331 OD(L) OD(FL)		
332 OD(L) OD(FL)		
333 OD(L) OD(FL)		
334 OD(L) OD(FL)		
331 ON(L) ON(FL)		
332 ON(L) ON(FL)		
333 ON(L) ON(FL)		
334 ON(L) ON(FL)		
331 8th(L) 8th(FL)		
332 8th(L) 8th(FL)		
333 8th(L) 8th(FL)		
334 8th(L) 8th(FL)		
Swamp Whitish A/B/U(L) RV(L) 4th(L)	Land	Tap: Add B to your mana pool.
Yellowish A/B/U(L) RV(L) 4th(L)		
Greenish B/U(L) RV(L) 4th(L)		
- RV(L) 4th(L)		
340 6th(L)		
163 ST(L)		
Tree Stump IA(L)		
River to Right IA(L)		
341 6th(L)		
164 ST(L)		
- AT(D5)		
84 BD(D3)		
River in Center IA(L)		
Skeleton Serpent PR(MA)		

Basic Land (Part 7 of 8)

		Card Name	Spell Type	Ability
		Swamp (Continued...)	MI(L)	
		<i>yellow sunbeams</i>		
		<i>gray cloudy</i>	MI(L)	
		<i>orange rising sun</i>	MI(L)	
		<i>blue moonlit</i>	MI(L)	
		<i>Fallen trees / Yellow</i>	5th(L)	
		<i>Big tree on left</i>	5th(L)	
		<i>Reflections</i>	5th(L)	
		<i>Tree on right / Puddles</i>	5th(L)	
		<i>Crossed stumps in center</i>	PT(L)	
		339	6th(L)	
		162	ST(L)	
		83	BD(D4)	
		<i>Big white stump on right</i>	PT(L)	
		<i>One fallen stump in center</i>	PT(L)	
		<i>Stump half off left side</i>	PT(L)	
		342	6th(L)	
		165	ST(L)	
		<i>Rocks in Center</i>	TE(L)	
		<i>Big Stump on Right</i>	TE(L)	
			AT(D5)	
		<i>Two Stumps on Left</i>	TE(L)	
		<i>Stump on Left in Distance</i>	TE(L)	
		<i>Just a picture with no text box</i>	UG(L)	
		339	US(L)	
		<i>Two V's in center</i>	BR(D2)	
		82	BD(D4)	
		340	US(L)	
		<i>Two trees on left slope right</i>	BR(D2)	
		341	US(L)	
		<i>Lots of ripples</i>	BR(D2)	
		342	US(L)	
		<i>Metal ribcage on left</i>	BR(D2)	
		<i>Stump half off right</i>	P3(L)	
		<i>White tree on right</i>	P3(L)	
		<i>Mist on wrecked ship</i>	P3(L)	
		339	MM(L)	
			MM(FL)	
		340	MM(L)	
			MM(FL)	
		341	MM(L)	
			MM(FL)	
		342	MM(L)	
			MM(FL)	
		339	IN(L)	
			IN(FL)	
		340	IN(L)	
			IN(FL)	
		341	IN(L)	
			IN(FL)	
		342	IN(L)	
			IN(FL)	
		346	7th(L)	
			7th(FL)	
		347	7th(L)	
			7th(FL)	
		348	7th(L)	
			7th(FL)	
		349	7th(L)	
			7th(FL)	
		339	OD(L)	
			OD(FL)	
		340	OD(L)	
			OD(FL)	
		341	OD(L)	
			OD(FL)	
		342	OD(L)	
			OD(FL)	

Basic Land (Part 8 of 8)

		Card Name	Spell Type	Ability
		Swamp (Continued...)	ON(L)	
		339	ON(FL)	
		340	ON(L)	
			ON(FL)	
		341	ON(L)	
			ON(FL)	
		342	ON(L)	
			ON(FL)	
		339	8th(L)	
			8th(FL)	
		340	8th(L)	
			8th(FL)	
		341	8th(L)	
			8th(FL)	
		342	8th(L)	
			8th(FL)	
		Snow-Covered Forest	IA(L)	Land
		Snow-Covered Island	IA(L)	Land
		Snow-Covered Mountain	IA(L)	Land
		Snow-Covered Plains	IA(L)	Land
		Snow-Covered Swamp	IA(L)	Land
				Tap for 1 Green mana.
				Tap for 1 Blue mana.
				Tap for 1 Red mana.
				Tap for 1 White mana.
				Tap for 1 Black mana.

Tokens

		Card Name	Spell Type
		Goblin	UG(U) (Token)
			AT(D5)
		Pegasus	UG(U) (Token)
			AT(D5)
		Sheep	UG(U) (Token)
		Soldier	UG(U) (Token)
		Squirrel	UG(U) (Token)
		Zombie	UG(U) (Token)

Non-Basic Land (Part 1 of 9)

		Card Name	Spell Type	Ability
		Abandoned Outpost OD(C) OD(FC)	Land	Abandoned Outpost comes into play tapped. ; Tap: Add W to your mana pool. ; Tap,Sacrifice Abandoned Outpost: Add one mana of any color to your mana pool.
-----		Adarkar Wastes 1A(R) 5th(R) 6th(R) 7th(R) 7th(FR)	Land	Tap: Add one colorless mana to your mana pool. ; Tap: Add W or U to your mana pool. Adarkar Wastes deals 1 damage to you.
		Adventurers' Guildhouse LG(U)	Land	Your green Legends may Band with Other Legends.
		Ancient Spring IN(C) IN(FC)	Land	Ancient Spring comes into play tapped. ; Tap: Add U to your mana pool. ; Tap,Sacrifice Ancient Spring: Add WB to your mana pool.
		Ancient Tomb TE(U)	Land	Gain 2 colorless mana and take 2 damage (Tap).
		An-Havva Township HL(U3)	Land	Get 1 colorless mana (Tap). Get one green mana (Tap+1) Get one red mana (Tap+2). Get one white mana (Tap+2).
		Archaeological Dig IN(U) IN(FU)	Land	Tap: Add one colorless mana to your mana pool. ; Tap,Sacrifice Archaeological Dig: Add one mana of any color to your mana pool.
		Arena PR(AR)	Land	You and your opponent each choose one of your own creatures, and these creatures deal damage equal to their power to each other. (Tap+3)
		Aysen Abbey HL(U3)	Land	Get 1 colorless mana (Tap). Get one white mana (Tap+1) Get one blue mana (Tap+2). Get one green mana (Tap+2).
		Badlands A/B/U(R) RV(R)	Land	Tap for 1 Black or Red mana.
		Bad River MI(U)	Land	Enters play tapped. Bring a Swamp or Island from your library into play (Tap+ Sacrifice this card).
		Balduvian Trading Post AL(R2)	Land	Sacrifice an untapped Mountain when enters play or bury this card. Add R1 to mana pool (Tap). Do 1 damage to an attacking creature (Tap+1).
		Barbarian Ring OD(U) OD(FU)	Land	Tap: Add R to your mana pool. Barbarian Ring deals 1 damage to you. ; Threshold - R,Tap,Sacrifice Barbarian Ring: Barbarian Ring deals 2 damage to target creature or player. (Play this ability only if seven or more cards are in your graveyard.)
		Barren Moor ON(C) ON(FC)	Land	Barren Moor comes into play tapped. ; Tap: Add B to your mana pool. ; Cycling B.
		Battlefield Forge AP(R) AP(FR)	Land	Tap: Add one colorless mana to your mana pool. ; Tap: Add R or W to your mana pool. Battlefield Forge deals 1 damage to you.
		Bayou A/B/U(R) RV(R)	Land	Tap for 1 Black or Green mana.
		Bazaar of Baghdad AN(U3)	Land	Tap to take 2 cards from your library but discard 3 cards from your hand.
		Blasted Landscape US(U)	Land	Cycling 2. Add one colorless mana to your mana pool (Tap).
		Bloodstained Mire ON(R) ON(FR)	Land	Tap,Pay 1 life,Sacrifice Bloodstained Mire: Search your library for a swamp or mountain card and put it into play. Then shuffle your library.
		Bog Wreckage OD(C) OD(FC)	Land	Bog Wreckage comes into play tapped. ; Tap: Add B to your mana pool. ; Tap,Sacrifice Bog Wreckage: Add one mana of any color to your mana pool.
-----		Bottomless Vault FE(U1) 5th(R)	Land	Enters play tapped. Put one counter on this card if you choose not to untap it during untap. Tap and remove any number of counters to get one Black mana per counter removed.
-----		Brushland 1A(R) AT(D1) 5th(R) 6th(R) 7th(R) 7th(FR)	Land	Tap: Add one colorless mana to your mana pool. ; Tap: Add G or W to your mana pool. Brushland deals 1 damage to you.
		Cabal Coffers TO(U) TO(FU)	Land	2,Tap: Add B to your mana pool for each swamp you control.
		Cabal Pit OD(U) OD(FU)	Land	Tap: Add B to your mana pool. Cabal Pit deals 1 damage to you. ; Threshold - B,Tap,Sacrifice Cabal Pit: Target creature gets -2/-2 until end of turn. (Play this ability only if seven or more cards are in your graveyard.)
		Caldera Lake TE(R)	Land	Enters play tapped. Gain 1 colorless mana (Tap). Gain 1 Blue or 1 Red mana and take 1 damage (Tap).
		Castle Sengir HL(U3)	Land	Get 1 colorless mana (Tap). Get one black mana (Tap+1) Get one blue mana (Tap+2). Get one red mana (Tap+2).
		Cathedral of Serra LG(U)	Land	Your white Legends may Band with Other Legends.
		Caves of Koilos AP(R) AP(FR)	Land	Tap: Add one colorless mana to your mana pool. ; Tap: Add W or B to your mana pool. Caves of Koilos deals 1 damage to you.
		Centaur Garden OD(U) OD(FU)	Land	Tap: Add G to your mana pool. Centaur Garden deals 1 damage to you. ; Threshold - G,Tap,Sacrifice Centaur Garden: Target creature gets +3/+3 until end of turn. (Play this ability only if seven or more cards are in your graveyard.)

Non-Basic Land (Part 2 of 9)

Card Name	Spell Type	Ability
Cephalid Coliseum <i>OD(U)</i> <i>OD(FU)</i>	Land	Tap: Add U to your mana pool. Cephalid Coliseum deals 1 damage to you. ; Threshold - U, Tap, Sacrifice Cephalid Coliseum: Target player draws three cards, then discards three cards from his or her hand. (Play this ability only if seven or more cards are in your graveyard.)
Cinder Marsh <i>TE(U)</i> <i>BR(D1)</i>	Land	Gain 1 colorless mana (Tap). Gain 1 Black or 1 Red mana and this card does not untap during your next untap phase (Tap).
City of Brass <i>AN(U3)</i> CH(U1) 5th(R) 6th(R) 7th(R) 7th(FR) 8th(R) 8th(FR)	Land	Whenever City of Brass becomes tapped, it deals 1 damage to you. ; Tap: Add one mana of any color to your mana pool.
City of Shadows DK(U1)	Land	Tap and sacrifice one of your creatures (and remove it from the game) to put a counter on the City -or- Tap to get N colorless mana where N=number of counters on City.
City of Traitors EX(R)	Land	Add two colorless mana to your mana pool (Tap). Sacrifice this card if you play a land.
Coastal Tower <i>IN(U)</i> <i>IN(FU)</i> <i>8th(U)</i> <i>8th(FU)</i>	Land	Coastal Tower comes into play tapped. ; Tap: Add W or U to your mana pool.
Contested Cliffs ON(R) ON(FR)	Land	Tap: Add 1 to your mana pool. ; RG, Tap: Choose target Beast you control and target creature an opponent controls. Each creature deals damage equal to its power to the other.
Coral Atoll <i>VI(U)</i>	Land	Enters play tapped. When enters play, return an untapped Island you control to its owner's hand or bury this card. Add U1 to your mana pool (Tap).
Crosis's Catacombs <i>PS(U)</i> <i>PS(FU)</i>	Land	Crosis's Catacombs is a Lair in addition to its land type. ; When Crosis's Catacombs comes into play, sacrifice it unless you return a non-Lair land you control to its owner's hand. ; Tap: Add U, B, or R to your mana pool.
Crystal Quarry OD(R) OD(FR)	Land	Tap: Add one colorless mana to your mana pool. ; 5, Tap: Add WUBRG to your mana pool.
Crystal Vein <i>MI(U)</i> <i>6th(U)</i> {MI: was Land}	Non Basic Land	Tap: Add one colorless mana to your mana pool. ; Tap, Sacrifice Crystal Vein: Add two colorless mana to your mana pool.
Darigaaz's Caldera <i>PS(U)</i> <i>PS(FU)</i>	Land	Darigaaz's Caldera is a Lair in addition to its land type. ; When Darigaaz's Caldera comes into play, sacrifice it unless you return a non-Lair land you control to its owner's hand. ; Tap: Add B, R, or G to your mana pool.
Darkwater Catacombs OD(R) OD(FR)	Land	1, Tap: Add UB to your mana pool.
Daru Encampment <i>ON(U)</i> <i>ON(FU)</i>	Land	Tap: Add 1 to your mana pool. ; W, Tap: Target Soldier gets +1/+1 until end of turn.
Desert <i>AN(C11)</i>	Land	Tap for 1 colorless mana -or- Tap to do 1 point of damage to any attacking creature after it deals damage.
Deserted Temple OD(R) OD(FR)	Land	Tap: Add one colorless mana to your mana pool. ; 1, Tap: Untap target land.
Diamond Valley <i>AN(U2)</i>	Land	Tap to sacrifice a creature and gain life equal to its toughness.
Dormant Volcano <i>VI(U)</i>	Land	Enters play tapped. When enters play, return an untapped Mountain you control to its owner's hand or bury this card. Add R1 to your mana pool (Tap).
Drifting Meadow <i>US(C)</i> <i>AT(D1)</i> <i>BR(D1)</i>	Land	Cycling 2. Enters play tapped. Add W to your mana pool (Tap).
Dromar's Cavern <i>PS(U)</i> <i>PS(FU)</i>	Land	Dromar's Cavern is a Lair in addition to its land type. ; When Dromar's Cavern comes into play, sacrifice it unless you return a non-Lair land you control to its owner's hand. ; Tap: Add W, U, or B to your mana pool.
Dust Bowl MM(R) MM(FR)	Land	Tap: Add one colorless mana to your mana pool. ; 3, Tap, Sacrifice a land: Destroy target nonbasic land.
Dwarven Hold FE(U1) 5th(R)	Land	Enters play tapped. Put one counter on this card if you choose not to untap it during untap. Tap and remove any number of counters to get one Red mana per counter removed.
Dwarven Ruins <i>FE(U2)</i> <i>5th(U)</i> <i>6th(U)</i> <i>BD(D1)</i>	Non Basic Land	Dwarven Ruins comes into play tapped. ; Tap: Add R to your mana pool. ; Tap, Sacrifice Dwarven Ruins: Add RR to your mana pool.
Ebon Stronghold <i>FE(U2)</i> <i>5th(U)</i> <i>6th(U)</i> <i>BD(D1)</i>	Non Basic Land	Ebon Stronghold comes into play tapped. ; Tap: Add B to your mana pool. ; Tap, Sacrifice Ebon Stronghold: Add BB to your mana pool.
Elephant Graveyard <i>AN(U2)</i>	Land	Tap for 1 colorless mana -or- Tap to regenerate an Elephant or Mammoth.

Non-Basic Land (Part 3 of 9)

		Card Name	Spell Type	Ability
		Elfhame Palace <i>IN(U)</i> <i>IN(FU)</i> <i>8th(U)</i> <i>8th(FU)</i>	Land	Elfhame Palace comes into play tapped. ; Tap: Add G or W to your mana pool.
		Everglades <i>VI(U)</i>	Land	Enters play tapped. When enters play, return an untapped Swamp you control to its owner's hand or bury this card. Add B1 to your mana pool (Tap).
		Faerie Conclave <i>UL(U)</i> <i>UL(FU)</i>	Land	Faerie Conclave comes into play tapped. ; Tap: Add one blue mana to your mana pool. ; 1U: Faerie Conclave becomes a 2/1 blue creature with flying until end of turn. This creature still counts as a land.
		Flooded Strand ON(R) ON(FR)	Land	Tap, Pay 1 life, Sacrifice Flooded Strand: Search your library for a plains or island card and put it into play. Then shuffle your library.
		Flood Plain <i>MI(U)</i>	Land	Enters play tapped. Bring an Island or Plains from your library into play (Tap+ Sacrifice this card).
		Forbidding Watchtower <i>UL(U)</i> <i>UL(FU)</i>	Land	Forbidding Watchtower comes into play tapped. ; Tap: Add one white mana to your mana pool. ; 1W: Forbidding Watchtower becomes a 1/5 white creature until end of turn. This creature still counts as a land.
		Forgotten Cave <i>ON(C)</i> <i>ON(FC)</i>	Land	Forgotten Cave comes into play tapped. ; Tap: Add R to your mana pool. ; Cycling R.
		Forsaken City PS(R) PS(FR)	Land	Forsaken City doesn't untap during your untap step. ; At the beginning of your upkeep, you may remove a card in your hand from the game. If you do, untap Forsaken City. ; Tap: Add one mana of any color to your mana pool.
		Fountain of Cho <i>MM(U)</i> <i>MM(FU)</i>	Land	Fountain of Cho comes into play tapped. ; Tap: Put a storage counter on Fountain of Cho. ; Tap, Remove any number of storage counters from Fountain of Cho: Add one white mana to your mana pool for each storage counter removed this way.
		Gaea's Cradle US(R)	Legendary Land	Add G to your mana pool for each creature you control (Tap).
		Gemstone Mine <i>WL(U)</i>	Land	Put 3 counters on this card when it comes into play. Gain 1 mana of any color (Tap+Remove a counter). Bury this card if it has no counters.
		Geothermal Crevice <i>IN(C)</i> <i>IN(FC)</i>	Land	Geothermal Crevice comes into play tapped. ; Tap: Add R to your mana pool. ; Tap, Sacrifice Geothermal Crevice: Add BG to your mana pool.
		Ghitu Encampment <i>UL(U)</i> <i>UL(FU)</i>	Land	Ghitu Encampment comes into play tapped. ; Tap: Add one red mana to your mana pool. ; 1R: Ghitu Encampment becomes a 2/1 red creature with first strike until end of turn. This creature still counts as a land.
		Ghost Town <i>TE(U)</i>	Land	Gain 1 colorless mana (Tap). Send this card to owner's hand when it is not your turn (0).
		Glacial Chasm <i>IA(U)</i>	Land	Sacrifice land when enters play. You cannot declare an attack, but all damage done to you is reduced to zero. Cumulative Upkeep=2 life.
		Goblin Burrows <i>ON(U)</i> <i>ON(FU)</i>	Land	Tap: Add 1 to your mana pool. ; 1R, Tap: Target Goblin gets +2/+0 until end of turn.
		Grand Coliseum ON(R) ON(FR)	Land	Grand Coliseum comes into play tapped. ; Tap: Add 1 to your mana pool. ; Tap: Add one mana of any color to your mana pool. Grand Coliseum deals 1 damage to you.
		Grasslands <i>MI(U)</i>	Land	Enters play tapped. Bring a Forest or Plains from your library into play (Tap+ Sacrifice this card).
		Griffin Canyon VI(R)	Land	Add 1 colorless mana to your mana pool (Tap). Untap a Griffin and give it +1/+1 until end of turn (Tap).
		Halls of Mist IA(R)	Land	Creatures cannot attack if they attacked during their controller's last turn. Cumulative Upkeep=1 mana.
		Hammerheim LG(U2)	Legendary Land	Tap for one red mana -or- Tap to remove landwalk ability from a creature until end of turn.
		Havenwood Battleground <i>FE(U2)</i> <i>5th(U)</i> <i>6th(U)</i> <i>BD(D1)</i>	Non Basic Land {FE/5th: was Land}	Havenwood Battleground comes into play tapped. ; Tap: Add G to your mana pool. ; Tap, Sacrifice Havenwood Battleground: Add GG to your mana pool.
		Heart of Yavimaya AL(R2)	Land	Sacrifice a Forest when enters play or bury this card. Add G to mana pool (Tap). Give a creature +1/+1 until end of turn (Tap).
		Henge of Ramos <i>MM(U)</i> <i>MM(FU)</i>	Land	Tap: Add one colorless mana to your mana pool. ; 2, Tap: Add one mana of any color to your mana pool.
		Hickory Woodlot <i>MM(C)</i> <i>MM(FC)</i>	Land	Hickory Woodlot comes into play tapped with two depletion counters on it. ; Tap, Remove a depletion counter from Hickory Woodlot: Add two green mana to your mana pool. If there are no depletion counters on Hickory Woodlot, sacrifice it.
		High Market MM(R) MM(FR)	Land	Tap: Add one colorless mana to your mana pool. ; Tap, Sacrifice a creature: You gain 1 life.
		Hollow Trees FE(U1) 5th(R)	Land	Enters play tapped. Put one counter on this card if you choose not to untap it during untap. Tap and remove any number of counters to get one Green mana per counter removed.

Non-Basic Land (Part 4 of 9)

Card Name	Spell Type	Ability
Icatian Store FE(U1) 5th(R)	Land	Enters play tapped. Put one counter on this card if you choose not to untap it during untap. Tap and remove any number of counters to get one White mana per counter removed.
Ice Floe <i>IA(U)</i> <i>5th(U)</i>	Land	Tap to tap a non-Flying creature which is attacking you. Creature does not untap as normal as long as this card is tapped. May choose not to untap this card during untap.
Irrigation Ditch IN(C) IN(FC)	Land	Irrigation Ditch comes into play tapped. ; Tap: Add W to your mana pool. ; Tap,Sacrifice Irrigation Ditch: Add GU to your mana pool.
Island of Wak-Wak <i>AN(U2)</i>	Land	Tap to change power of one flying creature to 0 until end of turn.
Jungle Basin <i>VI(U)</i>	Land	Enters play tapped. When enters play, return an untapped Forest you control to its owner's hand or bury this card. Add G1 to your mana pool (Tap).
Karakas <i>LG(U2)</i>	Legendary Land	Tap for one white mana -or- Tap to send a Legend from play into its owner's hand.
Karoo <i>VI(U)</i>	Land	Enters play tapped. When enters play, return an untapped Plains you control to its owner's hand or bury this card. Add W1 to your mana pool (Tap).
Karplusan Forest IA(R) 5th(R) 6th(R) 7th(R) 7th(FR)	Land	Tap: Add one colorless mana to your mana pool. ; Tap: Add R or G to your mana pool. Karplusan Forest deals 1 damage to you.
Keldon Necropolis IN(R) IN(FR)	Legendary Land	Tap: Add one colorless mana to your mana pool. ; 4R,Tap, Sacrifice a creature: Keldon Necropolis deals 2 damage to target creature or player.
Kjeldoran Outpost AL(R2)	Land	Sacrifice a Plains when enters play or bury this card. Add W to mana pool (Tap). Put a 1/1 white Soldier token into play (Tap+W1).
Kor Haven NE(R) NE(FR)	Legendary Land	Tap: Add one colorless mana to your mana pool. ; 1W,Tap: Prevent all combat damage that would be dealt by target attacking creature this turn.
Koskun Keep <i>HL(U3)</i>	Land	Get 1 colorless mana (Tap). Get one red mana (Tap+1) Get one black mana (Tap+2). Get one green mana (Tap+2).
Krosan Verge <i>JU(U)</i> <i>JU(FU)</i>	Land	Krosan Verge comes into play tapped. ; Tap: Add one colorless mana to your mana pool. ; 2,Tap,Sacrifice Krosan Verge: Search your library for a forest card and a plains card and put them into play tapped. Then shuffle your library.
Lake of the Dead AL(R2)	Land	Sacrifice a Swamp when enters play or bury this card. Add B to mana pool (Tap). Add BBBB to mana pool (Tap+Sacrifice a Swamp).
Land Cap IA(R)	Land	Tap for 1 blue or 1 white mana and put a counter on the land. It will not untap as normal if it has a counter. Remove a counter at the beginning of upkeep.
Lava Tubes IA(R)	Land	Tap for 1 black or 1 red mana and put a counter on the land. It will not untap as normal if it has a counter. Remove a counter at the beginning of upkeep.
Library of Alexandria <i>AN(U3)</i>	Land	Tap for 1 colorless mana -or- Tap to draw one card from library, you must already have exactly 7 cards in your hand.
Llanowar Wastes AP(R) AP(FR)	Land	Tap: Add one colorless mana to your mana pool. ; Tap: Add B or G to your mana pool. Llanowar Wastes deals 1 damage to you.
Lonely Sandbar ON(C) ON(FC)	Land	Lonely Sandbar comes into play tapped. ; Tap: Add U to your mana pool. ; Cycling U.
Lotus Vale WL(R)	Land	Sacrifice 2 untapped lands when this card comes into play, or bury this card. Gain 3 mana of any one color (Tap).
Maze of Ith <i>DK(C1)</i>	Land	Tap to untap an attacking creature and it will not give or receive damage from this attack.
Maze of Shadows <i>TE(U)</i>	Land	Gain 1 colorless mana (Tap). Untap an attacking creature with Shadow and it does not deal or receive combat damage (Tap).
Mercadian Bazaar <i>MM(U)</i> <i>MM(FU)</i>	Land	Mercadian Bazaar comes into play tapped. ; Tap: Put a storage counter on Mercadian Bazaar. ; Tap,Remove any number of storage counters from Mercadian Bazaar: Add one red mana to your mana pool for each storage counter removed this way.
Meteor Crater PS(R) PS(FR)	Land	Tap: Choose a color of a permanent you control. Add one mana of that color to your mana pool.
Mishra's Factory -Red Balloon / Summer / Dark Green -Two Balloons / Fall / Red -No Balloon / Winter / White -Blue Balloon / Spring / Pale Green	Land	Tap for 1 colorless mana. Tap to give +1/+1 to any Assembly Worker. Turn this card into a 2/2 Assembly Worker artifact-land creature until end of turn (1).
Mishra's Workshop AQ(U1)	Land	Tap for 3 colorless mana which can only be used to cast artifacts.

Non-Basic Land (Part 5 of 9)

Card Name	Spell Type	Ability
Mogg Hollows <i>TE(U)</i> <i>BR(D1)</i>	Land	Gain 1 colorless mana (Tap). Gain 1 Red or 1 Green mana and this card does not untap during your next untap phase (Tap).
Mossfire Valley OD(R) OD(FR)	Land	1, Tap: Add RG to your mana pool.
Mountain Stronghold <i>LG(U)</i>	Land	Your red Legends may Band with Other Legends.
Mountain Valley <i>MI(U)</i>	Land	Enters play tapped. Bring a Forest or Mountain from your library into play (Tap+ Sacrifice this card).
Nantuko Monastery <i>JU(U)</i> <i>JU(FU)</i>	Land	Tap: Add one colorless mana to your mana pool. ; Threshold - GW: Nantuko Monastery becomes a 4/4 green and white creature with first strike until end of turn. It's still a land. (Play this ability only if seven or more cards are in your graveyard.)
Nomad Stadium <i>OD(U)</i> <i>OD(FU)</i>	Land	Tap: Add W to your mana pool. Nomad Stadium deals 1 damage to you. ; Threshold - W, Tap, Sacrifice Nomad Stadium: You gain 4 life. (Play this ability only if seven or more cards are in your graveyard.)
Oasis <i>AN(U4)</i> <i>4th(U)</i>	Land	Tap to prevent one damage to any creature.
Peat Bog <i>MM(C)</i> <i>MM(FC)</i>	Land	Peat Bog comes into play tapped with two depletion counters on it. ; Tap, Remove a depletion counter from Peat Bog: Add two black mana to your mana pool. If there are no depletion counters on Peat Bog, sacrifice it.
Pendelhaven <i>LG(U2)</i> <i>AT(D1)</i>	Legendary Land	Tap for one green mana -or- Tap to give +1/+2 to a 1/1 creature until end of turn.
Petrified Field OD(R) OD(FR)	Land	Tap: Add one colorless mana to your mana pool. ; Tap, Sacrifice Petrified Field: Return target land card from your graveyard to your hand.
Phyrexian Tower <i>US(R)</i>	Legendary Land	Add one colorless mana to your mana pool (Tap). Add BB to your mana pool (Tap+ Sacrifice a creature).
Pine Barrens <i>TE(R)</i>	Land	Enters play tapped. Gain one colorless mana (Tap). Gain 1 Black or 1 Green mana and take 1 damage (Tap).
Plateau <i>A/B/U(R)</i> <i>RV(R)</i>	Land	Tap for 1 Red or White mana.
Polluted Delta ON(R) ON(FR)	Land	Tap, Pay 1 life, Sacrifice Polluted Delta: Search your library for an island or swamp card and put it into play. Then shuffle your library.
Polluted Mire <i>US(C)</i> <i>AT(D1)</i> <i>BR(D1)</i> <i>BD(D1)</i>	Land	Cycling 2. Enters play tapped. Add B to your mana pool (Tap).
Quicksand <i>VI(U)</i>	Land	Add 1 colorless mana to your mana pool (Tap). Give a non-Flying attacking creature -1/-2 until end of turn (Tap+ Sacrifice this card).
Rainbow Vale <i>FE(U1)</i>	Land	Tap to add one mana of any color to your pool, and then give control of this land to your opponent at end of turn.
Rath's Edge <i>NE(R)</i> <i>NE(FR)</i>	Legendary Land	Tap: Add one colorless mana to your mana pool. ; 4, Tap, Sacrifice a land: Rath's Edge deals 1 damage to target creature or player.
Ravaged Highlands <i>OD(C)</i> <i>OD(FC)</i>	Land	Ravaged Highlands comes into play tapped. ; Tap: Add R to your mana pool. ; Tap, Sacrifice Ravaged Highlands: Add one mana of any color to your mana pool.
Reflecting Pool <i>TE(R)</i>	Land	Gain 1 mana of any type that another land you control can produce (Tap).
Remote Farm <i>MM(C)</i> <i>MM(FC)</i>	Land	Remote Farm comes into play tapped with two depletion counters on it. ; Tap, Remove a depletion counter from Remote Farm: Add two white mana to your mana pool. If there are no depletion counters on Remote Farm, sacrifice it.
Remote Isle <i>US(C)</i> <i>BR(D1)</i> <i>BD(D1)</i>	Land	Cycling 2. Enters play tapped. Add U to your mana pool (Tap).
Rhystic Cave <i>PY(U)</i> <i>PY(FU)</i>	Land	Tap: Add one mana of any color to your mana pool unless any player pays 1.
Riftstone Portal <i>JU(U)</i> <i>JU(FU)</i>	Land	Tap: Add one colorless mana to your mana pool. ; As long as Riftstone Portal is in your graveyard, lands you control have "Tap: Add G or W to your mana pool."
Riptide Laboratory ON(R) ON(FR)	Land	Tap: Add 1 to your mana pool. ; 1U, Tap: Return target Wizard you control to its owner's hand.
Rishadan Port MM(R) MM(FR)	Land	Tap: Add one colorless mana to your mana pool. ; 1, Tap: Tap target land.
Rith's Grove <i>PS(U)</i> <i>PS(FU)</i>	Land	Rith's Grove is a Lair in addition to its land type. ; When Rith's Grove comes into play, sacrifice it unless you return a non-Lair land you control to its owner's hand. ; Tap: Add R, G, or W to your mana pool.
River Delta <i>IA(R)</i>	Land	Tap for 1 black or 1 blue mana and put a counter on the land. It will not untap as normal if it has a counter. Remove a counter at the beginning of upkeep.

Non-Basic Land (Part 6 of 9)

		Card Name	Spell Type	Ability
		Rocky Tar Pit <i>MI(U)</i>	Land	Enters play tapped. Bring a Swamp or Mountain from your library into play (Tap+ Sacrifice this card).
		Rootwater Depths <i>TE(U)</i>	Land	Gain 1 colorless mana (Tap). Gain 1 Black or 1 Blue mana and this card does not untap during your next untap phase (Tap).
		Ruins of Trokair <i>FE(U2)</i> <i>5th(U)</i> <i>6th(U)</i>	Non Basic Land {FE/5th: was Land}	Ruins of Trokair comes into play tapped. ; Tap: Add W to your mana pool. ; Tap, Sacrifice Ruins of Trokair: Add WW to your mana pool.
		Rushwood Grove <i>MM(U)</i> <i>MM(FU)</i>	Land	Rushwood Grove comes into play tapped. ; Tap: Put a storage counter on Rushwood Grove. ; Tap,Remove any number of storage counters from Rushwood Grove: Add one green mana to your mana pool for each storage counter removed this way.
		Safe Haven <i>DK(U1)</i> <i>CH(U1)</i>	Land	Remove one of your creatures from the game to a safe place (Tap+2); Sacrifice Haven during upkeep to return all those creatures to play under owner's control.
		Salt Flats <i>TE(R)</i>	Land	Enters play tapped. Gain one colorless mana (Tap). Gain 1 Black or 1 White mana and take 1 damage (Tap).
		Salt Marsh <i>IN(U)</i> <i>IN(FU)</i> <i>8th(U)</i> <i>8th(FU)</i>	Land	Salt Marsh comes into play tapped. ; Tap: Add U or B to your mana pool.
		Sand Silos <i>FE(U1)</i> <i>5th(R)</i>	Land	Enters play tapped. Put one counter on this card if you choose not to untap it during untap. Tap and remove any number of counters to get one Blue mana per counter removed.
		Sandstone Needle <i>MM(C)</i> <i>MM(FC)</i>	Land	Sandstone Needle comes into play tapped with two depletion counters on it. ; Tap,Remove a depletion counter from Sandstone Needle: Add two red mana to your mana pool. If there are no depletion counters on Sandstone Needle, sacrifice it.
		Saprazzan Cove <i>MM(U)</i> <i>MM(FU)</i>	Land	Saprazzan Cove comes into play tapped. ; Tap: Put a storage counter on Saprazzan Cove. ; Tap,Remove any number of storage counters from Saprazzan Cove: Add one blue mana to your mana pool for each storage counter removed this way.
		Saprazzan Skerry <i>MM(C)</i> <i>MM(FC)</i>	Land	Saprazzan Skerry comes into play tapped with two depletion counters on it. ; Tap,Remove a depletion counter from Saprazzan Skerry: Add two blue mana to your mana pool. If there are no depletion counters on Saprazzan Skerry, sacrifice it.
		Savannah <i>A/B/U(R)</i> <i>RV(R)</i>	Land	Tap for 1 Green or White mana
		Scabland <i>TE(R)</i>	Land	Enters play tapped. Gain one colorless mana (Tap). Gain 1 Red or 1 White mana and take 1 damage (Tap).
		School of the Unseen <i>AL(U2)</i>	Land	Add 1 colorless mana to mana pool (Tap). Add 1 mana of any color to mana pool (Tap+2).
		Scorched Ruins <i>WL(R)</i>	Land	Sacrifice 2 untapped lands when this card comes into play, or bury this card. Gain 4 colorless mana (Tap).
		Scrubland <i>A/B/U(R)</i> <i>RV(R)</i>	Land	Tap for 1 Black or White mana.
		Seafarer's Quay <i>LG(U)</i>	Land	Your blue Legends may Band with Other Legends.
		Seafloor Debris <i>OD(C)</i> <i>OD(FC)</i>	Land	Seafloor Debris comes into play tapped. ; Tap: Add U to your mana pool. ; Tap,Sacrifice Seafloor Debris: Add one mana of any color to your mana pool.
		Seaside Haven <i>ON(U)</i> <i>ON(FU)</i>	Land	Tap: Add 1 to your mana pool. ; WU,Tap,Sacrifice a Bird: Draw a card.
		Secluded Steppe <i>ON(C)</i> <i>ON(FC)</i>	Land	Secluded Steppe comes into play tapped. ; Tap: Add W to your mana pool. ; Cycling W.
		Serra's Sanctum <i>US(R)</i>	Legendary Land	Add W to your mana pool for each enchantment you control (Tap).
		Shadowblood Ridge <i>OD(R)</i> <i>OD(FR)</i>	Land	1,Tap: Add BR to your mana pool.
		Sheltered Valley <i>AL(R2)</i>	Land	When enters play, bury any other Sheltered Valley you control. Gain 1 life during your upkeep if you control 3 or fewer lands. Add 1 colorless mana to mana pool (Tap).
		Shivan Gorge <i>US(R)</i>	Legendary Land	Add one colorless mana to your mana pool (Tap). Does 1 damage to each opponent (Tap+R2).
		Shivan Oasis <i>IN(U)</i> <i>IN(FU)</i> <i>8th(U)</i> <i>8th(FU)</i>	Land	Shivan Oasis comes into play tapped. ; Tap: Add R or G to your mana pool.
		Shivan Reef <i>AP(R)</i> <i>AP(FR)</i>	Land	Tap: Add one colorless mana to your mana pool. ; Tap: Add U or R to your mana pool. Shivan Reef deals 1 damage to you.
		Skycloud Expanse <i>OD(R)</i> <i>OD(FR)</i>	Land	1,Tap: Add WU to your mana pool.
		Skyshroud Forest <i>TE(R)</i>	Land	Enters play tapped. Gain one colorless mana (Tap). Gain 1 Blue or 1 Green mana and take 1 damage (Tap).
		Slippery Karst <i>US(C)</i> <i>AT(D1)</i> <i>BR(D1)</i> <i>BD(D1)</i>	Land	Cycling 2. Enters play tapped. Add G to your mana pool (Tap).

Non-Basic Land (Part 7 of 9)

		Card Name	Spell Type	Ability
		Smoldering Crater US(C) AT(D1) BD(D1)	Land	Cycling 2. Enters play tapped. Add R to your mana pool (Tap).
		Soldevi Excavations AL(R2)	Land	Sacrifice an untapped Island when enters play or bury this card. Add U1 to mana pool (Tap). Look at top card of your library and put it back on top or bottom of your library (Tap+1).
		Sorrow's Path DK(U1)	Land	Tap to swap two of opponent's blocking creatures; You and your creatures each take 2 damage whenever Path is tapped.
		Spawning Pool UL(U) UL(FU)	Land	Spawning Pool comes into play tapped. ; Tap: Add one black mana to your mana pool. ; 1B: Spawning Pool becomes a 1/1 black creature with "B: Regenerate this creature" until end of turn. This creature still counts as a land.
		Stalking Stones TE(U)	Land	Gain 1 colorless mana (Tap). This card becomes a 3/3 artifact creature permanently as well as a land (6).
		Starlit Sanctum ON(U) ON(FU)	Land	Tap: Add 1 to your mana pool. ; W,Tap,Sacrifice a Cleric: You gain life equal to that Cleric's toughness. ; B,Tap,Sacrifice a Cleric: Target player loses life equal to that Cleric's power.
		Strip Mine -Uneven steps , Sky AQ(U1) 4th(U) AT(D1) -Even steps , Sky AQ(U1) - Small tower lower left, No sky AQ(U1) - No tower, No sky, Wide steps AQ(C1)	Land	Tap for 1 colorless mana. Destroy a land (Tap and sacrifice this card).
		Subterranean Hangar MM(U) MM(FU)	Land	Subterranean Hangar comes into play tapped. ; Tap: Put a storage counter on Subterranean Hangar. ; Tap,Remove any number of storage counters from Subterranean Hangar: Add one black mana to your mana pool for each storage counter removed this way.
		Sulfurous Springs IA(R) 5th(R) 6th(R) 7th(R) 7th(FR)	Land	Tap: Add one colorless mana to your mana pool. ; Tap: Add B or R to your mana pool. Sulfurous Springs deals 1 damage to you.
		Sulfur Vent IN(C) IN(FC)	Land	Sulfur Vent comes into play tapped. ; Tap: Add B to your mana pool. ; Tap,Sacrifice Sulfur Vent: Add UR to your mana pool.
		Sungrass Prairie OD(R) OD(FR)	Land	1,Tap: Add GW to your mana pool.
		Svyelunite Temple FE(U2) 5th(U) 6th(U) BD(D1)	Non Basic Land {FE/5th: was Land}	Svyelunite Temple comes into play tapped. ; Tap: Add U to your mana pool. ; Tap, Sacrifice Svyelunite Temple: Add UU to your mana pool.
		The Tabernacle at Pendrell Vale LG(R)	Legendary Land	Gives all creatures an upkeep cost of 1 colorless mana in addition to other costs. If not paid, creature is destroyed.
		Taiga A/B/U(R) RV(R)	Land	Tap for 1 Green or Red mana.
		Tainted Field TO(U) TO(FU)	Land	Tap: Add one colorless mana to your mana pool. ; Tap: Add W or B to your mana pool. Play this ability only if you control a swamp.
		Tainted Isle TO(U) TO(FU)	Land	Tap: Add one colorless mana to your mana pool. ; Tap: Add U or B to your mana pool. Play this ability only if you control a swamp.
		Tainted Peak TO(U) TO(FU)	Land	Tap: Add one colorless mana to your mana pool. ; Tap: Add B or R to your mana pool. Play this ability only if you control a swamp.
		Tainted Wood TO(U) TO(FU)	Land	Tap: Add one colorless mana to your mana pool. ; Tap: Add B or G to your mana pool. Play this ability only if you control a swamp.
		Tarnished Citadel OD(R) OD(FR)	Land	Tap: Add one colorless mana to your mana pool. ; Tap: Add one mana of any color to your mana pool. Tarnished Citadel deals 3 damage to you.
		Teferi's Isle MI(R)	Legendary Land	Phasing. Gain 2 Blue mana (Tap). Enters play tapped.
		Terminal Moraine PS(U) PS(FU)	Land	Tap: Add one colorless mana to your mana pool. ; 2,Tap,Sacrifice Terminal Moraine: Search your library for a basic land card and put that card into play tapped. Then shuffle your library.
		Temple of the False God SC(U) SC(FU)	Land	Tap: Add 2 to your mana pool. Play this ability only if you control five or more lands.
		Terrain Generator NE(U) NE(FU)	Land	Tap: Add one colorless mana to your mana pool. ; 2,Tap: Put a basic land card from your hand into play tapped.
		Thalakos Lowlands TE(U) BR(D1)	Land	Gain 1 colorless mana (Tap). Gain 1 Blue or 1 White mana and this card does not untap during your next untap phase (Tap).
		Thawing Glaciers AL(R2)	Land	Enters play tapped. Bring a basic land from your library into play tapped and send this to owner's hand (Tap+1).
		Thran Quarry US(R)	Land	Add one mana of any color to your mana pool (Tap). Sacrifice this card at end of turn if you control no creatures.

Non-Basic Land (Part 8 of 9)

Card Name	Spell Type	Ability
Timberland Ruins OD(C) OD(FC)	Land	Timberland Ruins comes into play tapped. ; Tap: Add G to your mana pool. ; Tap,Sacrifice Timberland Ruins: Add one mana of any color to your mana pool.
Timberline Ridge IA(R)	Land	Tap for 1 green or 1 red mana and put a counter on the land. It will not untap as normal if it has a counter. Remove a counter at the beginning of upkeep.
Tinder Farm IN(C) IN(FC)	Land	Tinder Farm comes into play tapped. ; Tap: Add G to your mana pool. ; Tap,Sacrifice Tinder Farm: Add RW to your mana pool.
Tolaria LG(U2)	Legendary Land	Tap for one blue mana -or- Tap to remove Banding or Bands with Other ability from creature until end of turn.
Tolarian Academy US(R)	Legendary Land	Add U to your mana pool for each artifact you control (Tap).
Tower of the Magistrate MM(R) MM(FR)	Land	Tap: Add one colorless mana to your mana pool. ; 1,Tap: Target creature gains protection from artifacts until end of turn.
Tranquil Thicket ON(C) ON(FC)	Land	Tranquil Thicket comes into play tapped. ; Tap: Add G to your mana pool. ; Cycling G.
Treetop Village UL(U) UL(FU)	Land	Treetop Village comes into play tapped. ; Tap: Add one green mana to your mana pool. ; 1G: Treetop Village becomes a 3/3 green creature with trample until end of turn. This creature still counts as a land.
Treva's Ruins PS(U) PS(FU)	Land	Treva's Ruins is a Lair in addition to its land type. ; When Treva's Ruins comes into play, sacrifice it unless you return a non-Lair land you control to its owner's hand. ; Tap: Add G, W, or U to your mana pool.
Tropical Island A(R) B/U(R) RV(R)	Land	Tap for 1 Blue or Green mana.
Tundra A/B/U(R) RV(R)	Land	Tap for 1 Blue or White mana.
Underground River IA(R) 5th(R) 6th(R) 7th(R) 7th(FR)	Land	Tap: Add one colorless mana to your mana pool. ; Tap: Add U or B to your mana pool. Underground River deals 1 damage to you.
Underground Sea A/B/U(R) RV(R)	Land	Tap for 1 Black or Blue mana.
Undiscovered Paradise VI(R)	Land	Add 1 mana of any color to your mana pool, but at beginning of your next untap return this card to its owner's hand (Tap).
Unholy Citadel LG(U)	Land	Your black Legends may Band with Other Legends.
Unholy Grotto ON(R) ON(FR)	Land	Tap: Add 1 to your mana pool. ; B,Tap: Put target Zombie card from your graveyard on top of your library.
Urborg LG(U2)	Legendary Land	Tap for one black mana -or- Tap to remove First Strike or SwampWalk ability from creature until end of turn.
Urborg Volcano IN(U) IN(FU) 8th(U) 8th(FU)	Land	Urborg Volcano comes into play tapped. ; Tap: Add B or R to your mana pool.
Urza's Mine -Tunnel mouth -Pulley -Bathyscape / Clawed Sphere -Tower AQ(C1) CH(C1) AQ(C1) CH(C1) AQ(C2) CH*(C1) 5th(C) AQ(C2) CH(C1) 8th(U) 8th(FU)	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.
Urza's Power Plant - Columns - Vat / Rock in Pot - Insect / Bug - Copper Sphere AQ(C1) CH(C1) 5th(C) AQ(C1) CH(C1) AQ(C2) CH(C1) AQ(C2) CH(C1) 8th(U) 8th(FU)	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.
Urza's Tower - Winter / Mountains - Spring / Seashore - Summer / Plains - Fall / Forest AQ(C1) CH(C1) AQ(C1) CH(C1) AQ(C1) CH(C1) AQ(C2) CH(C1) 5th(C) 8th(U) 8th(FU)	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.

Non-Basic Land (Part 9 of 9)

Card Name	Spell Type	Ability
Vec Townships <i>TE(U)</i> <i>BR(D1)</i>	Land	Gain 1 colorless mana (Tap). Gain 1 Green or 1 White mana and this card does not untap during your next untap phase (Tap).
Veldt <i>IA(R)</i>	Land	Tap for 1 green or 1 white mana and put a counter on the land. It will not untap as normal if it has a counter. Remove a counter at the beginning of upkeep.
Volcanic Island <i>B(U(R))</i> <i>RV(R)</i>	Land	Tap for 1 Blue or Red mana
Volrath's Stronghold <i>SH(R)</i>	Legendary Land	Gain 1 colorless mana (Tap). Put a creature card from your graveyard on top of your library (Tap+B1).
Wasteland <i>TE(U)</i>	Land	Gain 1 colorless mana (Tap). Destroy a non-basic land (Tap+Sacrifice this card).
Winding Canyons <i>WL(R)</i>	Land	Gain 1 colorless mana (Tap). Until end of turn, you may play creature cards when you can play instants (Tap+2).
Windswept Heath <i>ON(R)</i> <i>ON(FR)</i>	Land	Tap, Pay 1 life, Sacrifice Windswept Heath: Search your library for a forest or plains card and put it into play. Then shuffle your library.
Wintermoon Mesa <i>PV(R)</i> <i>PY(FR)</i>	Land	Wintermoon Mesa comes into play tapped. ; Tap: Add one colorless mana to your mana pool. ; 2, Tap, Sacrifice Wintermoon Mesa: Tap two target lands.
Wirewood Lodge <i>ON(U)</i> <i>ON(FU)</i>	Land	Tap: Add 1 to your mana pool. ; G, Tap: Untap target Elf.
Wizards' School <i>HL(U3)</i>	Land	Get 1 colorless mana (Tap). Get one blue mana (Tap+1) Get one black mana (Tap+2). Get one white mana (Tap+2).
Wooded Foothills <i>ON(R)</i> <i>ON(FR)</i>	Land	Tap, Pay 1 life, Sacrifice Wooded Foothills: Search your library for a mountain or forest card and put it into play. Then shuffle your library.
Yavimaya Coast <i>AP(R)</i> <i>AP(FR)</i>	Land	Tap: Add one colorless mana to your mana pool. ; Tap: Add G or U to your mana pool. Yavimaya Coast deals 1 damage to you.
Yavimaya Hollow <i>UD(R)</i> <i>UD(FR)</i>	Legendary Land	Tap: Add one colorless mana to your mana pool. ; G, Tap: Regenerate target creature.

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Artifacts (Part 1 of 20)

		Card Name	Spell Type	Cost	Ability
		Acidic Dagger MI(R)	Artifact	4	Make a creature so any non-Wall it damages in combat this turn will be destroyed; use before defense is chosen (Tap+4). If the affected creature leaves play this turn, bury this card.
		Adarkar Sentinel <i>IA(U)</i>	Artifact Creature	5	3/3, +0/+1 (1).
		Aegis of the Meek IA(R)	Artifact	3	Give a 1/1 creature +1/+2 until end of turn (Tap+1)
		Aeolipile FE(U1)	Artifact	2	Do 2 damage to any target (Tap+1+Sacrifice this card)
		Aesthir Glider <i>Moon</i> AL(C1) <i>Clouds</i> AT(D1) AL(C1)	Artifact Creature	3	2/1, Flying, Cannot be assigned to block.
		Al-abara's Carpet LG(R)	Artifact	5	Prevent all damage done to you by non-Flying attacking creatures (Tap+5)
		Aladdin's Lamp <i>AN(U2)</i> RV(R) <i>{ABU: was Mono Artifact}</i> 4th(R)	Artifact	10	Instead of drawing in draw phase, draw X cards and keep only one (Tap+X). X cannot be zero.
		Aladdin's Ring <i>AN(U2)</i> RV(R) <i>{ABU: was Mono Artifact}</i> 4th(R) 5th(R) 6th(R) 7th(R) 7th(FR) 8th(R) 8th(FR)	Artifact	8	8, Tap: Aladdin's Ring deals 4 damage to target creature or player.
		Alchor's Tomb LG(R)	Artifact	4	Change the color of one of your permanents to any color (Tap+2)
		Alloy Golem <i>IN(U)</i> <i>IN(FU)</i>	Artifact Creature - Golem	6	4/4. As Alloy Golem comes into play, choose a color. ; Alloy Golem is the chosen color. (It's still an artifact.)
		Altar of Dementia TE(R)	Artifact	2	Make a player put a number of cards equal to the sacrificed creature's power from their library into their graveyard (Sacrifice a creature).
		Amber Prison MI(R) 6th(R)	Artifact	4	You may choose not to untap Amber Prison during your untap step. ; 4, Tap: Tap target artifact, creature, or land. As long as Amber Prison is tapped, that permanent doesn't untap during its controller's untap step.
		Amulet of Kroog <i>AQ(C4)</i> <i>4th(C)</i> <i>5th(C)</i>	Artifact	2	Prevent 1 damage to any creature or player (Tap+2)
		Amulet of Quoz IA(R)	Artifact	6	During upkeep, flip a coin and the opponent calls it (Tap+ Sacrifice this card). Opponent may Ante another card to counter this. Loser of the toss loses the game. Opponent can counter effect by anteing an extra card. Only use in Ante games.
		Amulet of Unmaking MI(R)	Artifact	5	As a sorcery, remove an artifact, creature or land from the game (Tap+5+Remove this card from the game).
		Angel's Trumpet <i>UL(U)</i> <i>UL(FU)</i>	Artifact	3	Attacking does not cause creatures to tap. ; At the end of each player's turn, tap all untapped creatures he or she controls that did not attack this turn. Angel's Trumpet deals 1 damage to that player for each creature tapped this way.
		Ankh of Mishra <i>A/B/U(R)</i> RV(R) <i>{ABU: was Continuous Artifact}</i> 4th(R) 5th(R) 6th(R)	Artifact	2	Whenever a land comes into play, Ankh of Mishra deals 2 damage to that land's controller.
		Anvil of Bogarden VI(R)	Artifact	2	All players skip their discard phase. During each player's upkeep, they draw a card and then discard a card.
		Apocalypse Chime HL(U1)	Artifact	2	Bury all <i>Homelands</i> cards (Tap+2+sacrifice this card)
		Arcum's Sleigh <i>IA(U)</i>	Artifact	1	Make a creature not tap when attacking this turn (Tap+2). Only usable if defending player has Snow-Covered lands.
		Arcum's Weathervane <i>IA(U)</i>	Artifact	2	Make a Snow-Covered land be normal or a normal basic land be Snow-Covered (Tap+2). Change is permanent.
		Arcum's Whistle <i>IA(U)</i>	Artifact	3	Force a non-Wall creature which started the turn in the current player's side to attack or die (Tap+3) Opponent can counter this by paying the creature's casting cost in colorless mana.
		Arena of the Ancients LG(R) CH(U1)	Artifact	3	Taps all Legends as it enters play; Legends do not untap as normal.
		Ark of Blight <i>SC(U)</i> <i>SC(FU)</i>	Artifact	2	3,Tap,Sacrifice Ark of Blight: Destroy target land.
		Armageddon Clock <i>AQ(U2)</i> RV(R) <i>{AQ: was Continuous Artifact}</i> 4th(R)	Artifact	6	Add one counter each upkeep; Does 1 damage to all players for each counter at end of upkeep; Any player may remove a counter during an upkeep for 4 mana.
		Ashnod's Altar <i>AQ(U2)</i> CH(C2) <i>5th(U)</i> <i>6th(U)</i>	Artifact	3	Sacrifice a creature: Add two colorless mana to your mana pool.
		Ashnod's Battle Gear <i>AQ(U2)</i> 4th(U) <i>{AQ: was Mono Artifact}</i>	Artifact	2	Give one of your creatures +2/-2 (Tap+2); Effect remains until untapped, may choose not to untap.
		Ashnod's Coupon UG(R)	Artifact	0	Tap, Sacrifice Ashnod's Coupon: Target player gets you target drink. Errata: You pay any costs for the drink.
		Ashnod's Cylix AL(R2)	Artifact	2	Target player looks at top 3 cards of library, puts 1 back and removes other 2 from game (Tap+3).

Artifacts (Part 2 of 20)

Card Name	Spell Type	Cost	Ability
Ashnod's Transmogrator <i>AQ(U3) CH(C2) 5th(C)</i>	Artifact {AQ: was Mono Artifact}	1	Tap and sacrifice this card to give a non-artifact creature a permanent +1/+1 and it becomes an Artifact Creature.
Assembly Hall MM(R) MM(FR)	Artifact	5	4, Tap: Reveal a creature card in your hand, search your library for a copy of that card, and put the card into your hand. Then shuffle your library.
Astrolabe <i>On Map/Red A Windows/Yellow A</i> AL(C2)	Artifact	3	Add 2 mana of any one color to mana pool and draw a card at the beginning of the next upkeep (Tap+1+Sacrifice this card)
Balm of Restoration FE(U1)	Artifact	2	Gain 2 life or prevent 2 damage to any target (Tap+1+Sacrifice this card)
Barbed Sextant IA(C) 5th(C)	Artifact	1	Add 1 mana of any color to your pool (Tap+1+Sacrifice this card). Draw a card at the beginning of the next turn after ability is used. {IA=was begin next upkeep}
Barbed Wire <i>MM(U) MM(FU)</i>	Artifact	3	At the beginning of each player's upkeep, Barbed Wire deals 1 damage to that player. ; 2: Prevent the next 1 damage that would be dealt by Barbed Wire this turn.
Bargaining Table MM(R) MM(FR)	Artifact	5	X, Tap: Draw a card. X is the number of cards in an opponent's hand.
Barl's Cage DK(U1) CH(U1) 5th(R)	Artifact	4	Make a creature not untap during its next untap (3)
Barrin's Codex US(R)	Artifact	4	Draw one card for each counter on this card (Tap+4+Sacrifice this card). During your upkeep, you may put a counter on this card.
Basalt Golem <i>MI(U)</i>	Artifact Creature	5	2/4. Cannot be blocked by artifact creatures. When blocked by a creature, bury that creature at end of combat and give its controller a 0/2 Stone token artifact creature that counts as a Wall.
Basalt Monolith <i>A(U) B(U/U) RV(U) IA(U)</i>	Artifact {ABU: was Mono Artifact}	3	Tap to get 3 mana; Untap by spending 3 mana.
Baton of Morale <i>IA(U)</i>	Artifact	2	Give Banding to a creature until end of turn (2)
Battering Ram AQ(C4) 4th(C) 5th(C)	Artifact Creature	2	1/1, Bands only when attacking; Destroys Walls that block it at end of combat.
Beast of Burden UL(R) UL(FR) 7th(R) 7th(FR) 8th(R) 8th(FR)	Artifact Creature	6	*/*. Beast of Burden's power and toughness are each equal to the number of creatures in play.
Belbe's Armor <i>NE(U) NE(FU)</i>	Artifact	3	X, Tap: Target creature gets -X/+X until end of turn.
Belbe's Portal NE(R) NE(FR)	Artifact	5	As Belbe's Portal comes into play, choose a creature type. ; 3, Tap: Put a creature card of the chosen type from your hand into play.
Black Lotus UG(R)	Artifact	0	Tap: Tear Blacker Lotus into pieces. Add four mana of any one color to your mana pool. Play this ability as a mana source. Remove the pieces from the game afterwards.
Black Lotus A/B/U(R)	Mono Artifact	0	Tap and sacrifice Lotus for 3 mana of one color.
Black Mana Battery <i>LG(U) 4th(R)</i>	Artifact	4	Add a counter to it (Tap+2). Tap and remove X counters for X+1 black mana.
Black Vise <i>A/B/U(U) RV(U) 4th(U) Artifact</i>	Artifact {ABU: was Continuous Artifact}	1	Opponent takes 1 damage at end of upkeep for each card over 4 in hand. { ABU+RV = Was any time during upkeep }
Bloodstone Cameo <i>IN(U) IN(FU)</i>	Artifact	3	Tap: Add B or R to your mana pool.
Blue Mana Battery <i>LG(U) 4th(R)</i>	Artifact	4	Add a counter to it (Tap+2). Tap and remove X counters for X+1 blue mana.
Bone Flute DK(U2)	Artifact	3	-1/-0 to all creatures until end of turn (Tap+2)
Bone Mask MI(R)	Artifact	4	Prevent all damage to you from one source and remove 1 card from the top of your library from the game for each damage prevented. (Tap+2)
Booby Trap TE(R)	Artifact	6	Name a card other than a basic land when this card comes into play. A target opponent shows all drawn cards to all players. If they draw the named card, they take 10 damage and you sacrifice this card.
Book of Rass DK(U2) CH(U1)	Artifact	6	Draw one card (2+Lose 2 life)
Bösium Strip WL(R)	Artifact	3	For the rest of this turn, you can play instants, interrupts and sorceries from the top of your graveyard as if they were in your hand, but the cards are removed from the game when cast (Tap+3).
Bottle Gnomes <i>TE(U)</i>	Artifact Creature	3	1/3. Gain 3 life (Sacrifice this card).

Artifacts (Part 3 of 20)

Card Name	Spell Type	Cost	Ability
Bottle of Suleiman <i>AN(U2)</i> RV(R) 4th(R) 5th(R) 6th(R)	Artifact {AN: was Mono Artifact}	4	1, Sacrifice Bottle of Suleiman: Flip a coin. If you lose the flip, Bottle of Suleiman deals 5 damage to you. If you win the flip, put a 5/5 Djinn artifact creature token into play. That creature has flying.
Braidwood Cup <i>UD(U)</i> <i>UD(FU)</i>	Artifact	3	Tap: You gain 1 life.
Braidwood Sextant <i>UD(U)</i> <i>UD(FU)</i>	Artifact	1	2, Tap, Sacrifice Braidwood Sextant: Search your library for a basic land card, reveal that card, and put it into your hand. Then shuffle your library.
Brass Herald <i>AP(U)</i> <i>AP(FU)</i> 8th(R) 8th(FR)	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.
Brass Man <i>AN(U3)</i> <i>RV(U)</i> <i>4th(U)</i>	Artifact Creature	1	1/3; Does not untap as normal; Pay 1 during upkeep to untap.
Brass Secretary <i>UD(U)</i> <i>UD(FU)</i>	Artifact Creature	3	2/1. 2, Sacrifice Brass Secretary: Draw a card.
Brass-Talon Chimera <i>VI(U)</i>	Artifact Creature	4	2/2, First Strike. Counts as a Chimera. Give First Strike to and put a +2/+2 counter on a Chimera (Sacrifice this card).
Bronze Calendar <i>UG(U)</i>	Artifact	4	Your spells cost 1 less to play as long as you speak in a voice other than your normal voice. If you speak in your normal voice, sacrifice Bronze Calendar.
Bronze Horse LG(R) CH(U)	Artifact Creature	7	4/4, Trample; Damaged by targeted spells is reduced to zero if you have other creatures in play.
Bronze Tablet AQ(U) 4th(R) {AQ: was Mono Artifact}	Artifact {AQ: was Mono Artifact}	6	As an interrupt Swap Tablet with any card in play (Tap+4); Effect is permanent, but can be countered with 10 life lost; Ante games only; Enters play tapped. { AQ was just '4' to use and was not an interrupt}
Bubble Matrix WL(R)	Artifact	4	All damage done to creatures is reduced to zero.
Bullwhip <i>SH(U)</i>	Artifact	4	Do 1 damage to a creature, and that creature attacks this turn if it can (Tap+2).
Caltrops <i>UD(U)</i> <i>UD(FU)</i> <i>7th(U)</i> <i>7th(FU)</i>	Artifact	3	Whenever a creature attacks, Caltrops deals 1 damage to it.
Candelabra of Tawnos AQ(U)	Mono Artifact	1	Untap X lands (X)
Catalyst Stone OD(R) OD(FR)	Artifact	2	Flashback costs you pay cost up to 2 less. ; Flashback costs your opponents pay cost 2 more.
Cathodion <i>US(U)</i>	Artifact Creature	3	3/3. When this goes to the graveyard from play, add three colorless mana to your mana pool.
Celestial Prism <i>A/B/U(U)</i> <i>RV(U)</i> {ABU: was Mono Artifact} <i>4th(U)</i>	Artifact {ABU: was Mono Artifact}	3	1 mana of any color (Tap+2)
Celestial Sword IA(R)	Artifact	6	Give +3/+3 to one of your creatures but bury it at end of turn. (Tap+3)
Chaos Confetti <i>UG(C)</i>	Artifact	4	4, Tap: Tear Chaos Confetti into pieces. Throw the pieces onto the playing area from a distance of at least five feet. Destroy each card in play that a piece touches. Remove the pieces from the game afterwards.
Chaos Orb A/B/U(R)	Mono Artifact	2	Flip Orb onto table to destroy cards (Tap+1); Orb destroyed if it does not flip or if it destroys other cards.
Charcoal Diamond <i>MI(U)</i> <i>6th(U)</i> <i>7th(U)</i> <i>7th(FU)</i>	Artifact	2	Charcoal Diamond comes into play tapped. ; Tap: Add B to your mana pool.
Chariot of the Sun <i>MI(U)</i>	Artifact	3	Give a creature you control Flying and set its Toughness to 1 until end of turn (Tap+2).
Charmed Pendant OD(R) OD(FR)	Artifact	4	Tap, Put the top card of your library into your graveyard: For each colored mana symbol in that card's mana cost, add one mana of that color to your mana pool. Play this ability only any time you could play an instant. (For example, if the card's mana cost is 3UUB, you add UUB to your mana pool.)
Chimeric Idol <i>PY(U)</i> <i>PY(FU)</i>	Artifact	3	0: Tap all lands you control. Chimeric Idol becomes a 3/3 artifact creature until end of turn.
Chimeric Sphere <i>WL(U)</i>	Artifact	3	This card is a 2/1 Flying artifact creature until end of turn (2). This card is a 3/2 non-Flying artifact creature until end of turn (2).
Chimeric Staff US(R)	Artifact	4	This card is an X/X artifact creature until end of turn (X).
Chromatic Sphere <i>IN(U)</i> <i>IN(FU)</i>	Artifact	1	1, Tap, Sacrifice Chromatic Sphere: Add one mana of any color to your mana pool. Draw a card.
Crosis's Attendant <i>IN(U)</i> <i>IN(FU)</i>	Artifact Creature - Golem	5	3/3. 1, Sacrifice Crosis's Attendant: Add UBR to your mana pool.
Citanul Flute US(R)	Artifact	5	Search your library for a creature card with total casting cost of X or less, reveal it, put it into your hand, and shuffle (Tap+X).

Artifacts (Part 4 of 20)

Card Name	Spell Type	Cost	Ability
City in a Bottle <i>AN(U2)</i>	Continuous Artifact	2	Removes all Arabian Nights cards from play and prevents any new ones from being put into play.
Claws of Gix <i>US(U)</i>	Artifact	0	Gain 1 life (1+Sacrifice a permanent).
Clay Pigeon <i>UG(U)</i>	Artifact Creature	3	1/1, Flying. 1, Throw Clay Pigeon into the air at least two feet above your head while seated, Attempt to catch it with one hand: If you catch Clay Pigeon, prevent all damage to you from any one source and return Clay Pigeon to play, tapped. Otherwise sacrifice it.
Clay Statue <i>AQ(C4) 4th(C) 5th(C)</i>	Artifact Creature	4	3/1, Regenerates (2).
Clockwork Avian <i>AQ(U1) 4th(R) BD(D1)</i>	Artifact Creature	5	0/4, Flying. Starts with four +1/+0 counters. Remove one counter at end of combat if it attacks or defends. Add X counters (Tap+X). Cannot have more than 4 counters.
Clockwork Beast <i>A/B/U(R) RV(R) 4th(R) 5th(R) BD(D1)</i>	Artifact Creature	6	0/4, Starts with seven +1/+0 counters. Remove one counter at end of combat if it attacks or defends. Use during upkeep to add X counters (Tap+X). Cannot have more than 7 counters.
Clockwork Gnomes <i>HL(C1)</i>	Artifact Creature	4	2/2. Regenerate an artifact creature (Tap+3).
Clockwork Steed <i>HL(C1) 5th(U)</i>	Artifact Creature	4	0/3, Cannot be blocked by artifact creatures. Put four +1/+0 counters on it when it enters play. Remove one counter at end of any combat in which it attacks or blocks. During upkeep put X +1/+0 counters on this card (Tap+X). Cannot have more than 4 counters.
Clockwork Swarm <i>HL(C1)</i>	Artifact Creature	4	0/3, Cannot be blocked by walls. Put four +1/+0 counters on it when it enters play. Remove one counter at end of any combat in which it attacks or blocks. During upkeep put X +1/+0 counters on this card (Tap+X). Cannot have more than 4 counters.
Coal Golem <i>DK(U2)</i>	Artifact Creature	5	3/3; Add RRR to your mana pool (3+Sacrifice this card)
Coat of Arms <i>EX(R) 7th(R) 7th(FR) 8th(R) 8th(FR)</i>	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.)
Coiled Tinvipser <i>TE(C)</i>	Artifact Creature	3	2/1, First Strike.
Cold Storage <i>TE(R)</i>	Artifact	4	Put one of your creatures out of play on this card (3). Put all creature cards on this card into play (Sacrifice this card).
Colossus of Sardia <i>AQ(U1) 4th(R) 5th(R)</i>	Artifact Creature	9	9/9, Trample; Does not untap as normal. Costs 9 to untap during upkeep.
Complex Automaton <i>NE(R) NE(FR)</i>	Artifact Creature - Golem	4	4/4. At the beginning of your upkeep, if you control seven or more permanents, return Complex Automaton to its owner's hand.
Conch Horn <i>FE(U1)</i>	Artifact	2	Draw 2 cards then put 1 card from your hand on top of library (Tap+1+Sacrifice this card)
Conservator <i>A/B/U(U) RV(U) {ABU: was Mono Artifact} 4th(U)</i>	Artifact	4	Prevent 2 damage to you (Tap+3) {ABU+RV = was prevent loss of 2 life but errata says it is prevent 2 damage anyway }
Copper Gnomes <i>US(R)</i>	Artifact Creature	2	1/1. Put an artifact card from your hand into play (4+Sacrifice this card).
Copper-Leaf Angel <i>PY(R) PY(FR)</i>	Artifact Creature - Angel	5	2/2, Flying. Tap,Sacrifice X lands: Put X +1/+1 counters on Copper-Leaf Angel.
Copper Tablet <i>A/B/U(U)</i>	Continuous Artifact	2	Does 1 damage to each player during upkeep.
Coral Helm <i>AQ(U1) 4th(R) 5th(R)</i>	Artifact <i>{AQ: was Poly Artifact}</i>	3	+2/+2 to a creature until end of turn (3+discard random card from hand)
Crawlspace <i>UL(R) UL(FR)</i>	Artifact	3	No more than two creatures can attack you each combat.
Credit Voucher <i>MM(U) MM(FU)</i>	Artifact	2	2,Tap,Sacrifice Credit Voucher: Shuffle any number of cards from your hand into your library, then draw that many cards.
Crenellated Wall <i>MM(U) MM(FU)</i>	Artifact Creature - Wall	4	0/4. (Walls can't attack.) Tap: Target creature gets +0/+4 until end of turn.
Crooked Scales <i>MM(R) MM(FR)</i>	Artifact	4	4,Tap: Choose target creature you control and target creature an opponent controls. Flip a coin. If you win the flip, destroy the creature the opponent controls. If you lose the flip, destroy the creature you control unless you pay 3 and reflip the coin.
Crown of the Ages <i>IA(R) 5th(R)</i>	Artifact	2	Move an enchantment from one creature to another legal creature (Tap+4). It acts as if newly cast.
Crumbling Sanctuary <i>MM(R) MM(FR)</i>	Artifact	5	For each 1 damage that would be dealt to a player, that player removes the top card of his or her library from the game instead.
Cryptic Gateway <i>ON(R) ON(FR)</i>	Artifact	5	Tap two untapped creatures you control: You may put a creature card from your hand into play that shares a creature type with each creature tapped this way.
Crystal Chimes <i>US(U)</i>	Artifact	3	Bring all enchantment cards from your graveyard to your hand (Tap+3+Sacrifice this card).

Artifacts (Part 5 of 20)

Card Name	Spell Type	Cost	Ability
Crystal Golem	<i>MI(U)</i> Artifact Creature	4	3/3. Phases out at the end of your turn.
Crystal Rod	<i>A/B/U(U)</i> Artifact <i>RV(U)</i> {ABU: was Poly Artifact} <i>4th(U)</i> <i>5th(U)</i> <i>6th(U)</i> <i>7th(U)</i> <i>7th(FU)</i> <i>8th(U)</i> <i>8th(FU)</i>	1	Whenever a player plays a blue spell, you may pay 1. If you do, you gain 1 life.
Cursed Rack	<i>AQ(CI)</i> Artifact <i>4th(U)</i> {AQ: was Continuous Artifact}	4	Opponent must discard down to 4 cards during discard phase.
Cursed Scroll	TE(R) Artifact	1	Name a card, and if target opponent chooses that card at random from your hand, do 2 damage to a creature or player (Tap+3).
Cursed Totem	MI(R) Artifact 6th(R)	2	Players can't play activated abilities of creatures.
Cyclopean Tomb	A(R) Mono Artifact B/U(R)	4	Change land to Swamp during upkeep (Tap+2); Lands revert at the rate of 1 per turn when Tomb is destroyed.
Damping Engine	UL(R) Artifact UL(FR)	4	A player who controls more permanents than any other cannot play lands or artifact, creature, or enchantment spells. That player may sacrifice a permanent to ignore this effect until end of turn.
Dancing Scimitar	<i>AN(U2)</i> Artifact Creature <i>RV(R)</i> 4th(R) 5th(R) 6th(R)	4	1/5, Flying.
Darigaaz's Attendant	<i>IN(U)</i> Artifact Creature - Golem <i>IN(FU)</i>	5	3/3. 1, Sacrifice Darigaaz's Attendant: Add BRG to your mana pool.
Dark Sphere	DK(U2) Artifact	0	Tap and sacrifice this card to prevent half (round down) the damage from one source to you.
Darkwater Egg	<i>OD(U)</i> Artifact <i>OD(FU)</i>	1	2, Tap, Sacrifice Darkwater Egg: Add UB to your mana pool. Draw a card.
Defense Grid	UL(R) Artifact UL(FR) 8th(R) 8th(FR)	2	During each player's turn, each other player's spells cost 3 more to play.
Delif's Cone	<i>FE(CI)</i> Artifact	0	If one of your creatures attacks and is not blocked, you can gain its power in life instead of dealing damage (Tap+Sacrifice this card)
Delif's Cube	FE(U1) Artifact	1	If one of your creatures attacks and is not blocked, you can put a counter on this card instead of dealing damage (Tap+2). Regenerate a creature (2+remove one counter)
Despotic Scepter	IA(R) Artifact	1	Bury a permanent you own (Tap).
Diabolic Machine	DK(U2) Artifact Creature <i>4th(U)</i> <i>5th(U)</i>	7	4/4, Regenerates (3)
Diamond Kaleidoscope	VI(R) Artifact	4	Put a 0/1 Prism artifact creature token into play (Tap+3). Add one mana of any color to your mana pool (Sacrifice a Prism token).
Didgeridoo	HL(U1) Artifact	1	Play a Minotaur from your hand (3).
Dingus Egg	<i>A/B/U(R)</i> Artifact RV(R) {ABU: was Continuous Artifact} 4th(R) 5th(R) 6th(R) 7th(R) 7th(FR) 8th(R) 8th(FR)	4	Whenever a land is put into a graveyard from play, Dingus Egg deals 2 damage to that land's controller.
Dingus Staff	<i>WL(U)</i> Artifact	4	Does 2 damage to a creature's controller when that creature goes to the graveyard from play.
Disrupting Scepter	<i>A/B/U(R)</i> Artifact RV(R) {ABU: was Mono Artifact} 4th(R) 5th(R) 6th(R) 7th(R) 7th(FR) 8th(R) 8th(FR)	3	3, Tap: Target player discards a card from his or her hand. Play this ability only during your turn.
Distorting Lens	MM(R) Artifact MM(FR) 8th(R) 8th(FR)	2	Tap: Target permanent becomes the color of your choice until end of turn.
Dodecapod	<i>AP(U)</i> Artifact Creature <i>AP(FU)</i>	4	3/3. If a spell or ability an opponent controls causes you to discard Dodecapod from your hand, put it into play with two +1/+1 counters on it instead of putting it into your graveyard.

Artifacts (Part 6 of 20)

Card Name	Spell Type	Cost	Ability
Doom Cannon ON(R) ON(FR)	Artifact	6	As Doom Cannon comes into play, choose a creature type. ; 3,Tap,Sacrifice a creature of the chosen type: Doom Cannon deals 3 damage to target creature or player.
Draco PS(R) PS(FR)	Artifact Creature - Dragon	16	9/9, Flying. Draco costs 2 less to play for each basic land type among lands you control. ; At the beginning of your upkeep, sacrifice Draco unless you pay 10. This cost is reduced by 2 for each basic land type among lands you control.
Draconian Cylux FE(U1)	Artifact	3	Regenerate a creature (Tap+2+discard a card from your hand)
Dragon Arch AP(U) AP(FU)	Artifact	5	2,Tap: Put a multicolored creature card from your hand into play.
Dragon Blood US(U)	Artifact	3	Put a +1/+1 counter on a creature (Tap+3).
Dragon Engine AQ(C4) RV(R) 4th(R) 5th(R) 6th(R)	Artifact Creature	3	1/3. 2: Dragon Engine gets +1/+0 until end of turn.
Dragon Mask VI(U) 6th(U)	Artifact	3	3, Tap: Target creature you control gets +2/+2 until end of turn. At end of turn return that creature to its owner's hand.
Drake-Skull Cameo IN(U) IN(FU)	Artifact	3	Tap: Add U or B to your mana pool.
Dream Chisel ON(R) ON(FR)	Artifact	2	Face-down creature spells you play cost 1 less to play.
Dromar's Attendant IN(U) IN(FU)	Artifact Creature - Golem	5	3/3. 1,Sacrifice Dromar's Attendant: Add WUB to your mana pool.
Ebony Horse AN(U2) RV(R) 4th(R)	Artifact {AN: was Mono Artifact}	3	Untap one of your attackers and make it neither take nor deal damage (Tap+2) { AN+RV= attacker was considered to never have attacked }
Ebony Rhino HL(C1)	Artifact Creature	7	4/5, Trample
Echo Chamber TE(R)	Artifact	4	As a sorcery, a target opponent picks one of their creatures and you get a token creature that is a copy of that creature (Tap+4). The token does not have summoning sickness and is removed from the game at end of turn.
Elixir of Vitality MI(U)	Artifact	4	Enters play tapped. Gain 4 life (Tap+Sacrifice this card). Gain 8 life (Tap+8+Sacrifice this card).
Elkin Bottle IA(R) 5th(R)	Artifact	3	Take a card from your library and make it usable as if in your hand (Tap+3). You have until the beginning of your next turn to use it or it is buried. {IA= Was until begin next upkeep, and was removed from the game}
Elven Lyre FE(U1)	Artifact	2	Give a creature +2/+2 until end of turn (Tap+1+Sacrifice this card)
Emblazoned Golem AP(U) AP(FU)	Artifact Creature - Golem	2	1/2. Kicker X (You may pay an additional X as you play this spell.) ; Spend only colored mana on X. No more than one mana of each color may be spent this way. ; If you paid the kicker cost, Emblazoned Golem comes into play with X +1/+1 counters on it.
Emerald Medallion TE(R)	Artifact	2	Your Green spells cost 1 generic mana less to play.
Emmessi Tome TE(R)	Artifact	4	Draw 2 cards then discard a card (Tap+5).
Endoskeleton US(U)	Artifact	2	Give a creature +0/+3 as long as this remains tapped (Tap+2). You may choose not to untap this card during your untap.
Energizer TE(R)	Artifact Creature	4	2/2. Put a +1/+1 counter on this card (Tap+2).
Ensnaring Bridge SH(R) 7th(R) 7th(FR) 8th(R) 8th(FR)	Artifact	3	Creatures with power greater than the number of cards in your hand can't attack.
Erratic Portal EX(R)	Artifact	4	Send target creature to owner's hand unless its controller pays 1 mana (Tap+1).
Ersatz Gnomes MI(U)	Artifact Creature	3	1/1. Make a spell colorless (Tap). Make a permanent colorless until end of turn (Tap).
Essence Bottle TE(U)	Artifact	2	Put a counter on this card (Tap+3). Gain 2 life for each counter removed (Tap+Remove all counters).
Excavator TE(U)	Artifact	2	Give a creature LandWalk of the type of land sacrificed (Tap+Sacrifice a basic land).
Extruder UD(U) UD(FU)	Artifact Creature	4	4/3, Echo. Sacrifice an artifact: Put a +1/+1 counter on target creature.
Eye of Ramos MM(R) MM(FR)	Artifact	3	Tap: Add one blue mana to your mana pool. ; Sacrifice Eye of Ramos: Add one blue mana to your mana pool.
Eye of Yawgmoth NE(R) NE(FR)	Artifact	3	3,Tap,Sacrifice a creature: Reveal cards from the top of your library equal to the sacrificed creature's power. Put one into your hand and remove the rest from the game.
Feldon's Cane AQ(C1) CH(C2) 5th(U)	Artifact {AQ: was Mono Artifact}	1	Tap and remove Cane from game to reshuffle graveyard into library.
Fellwar Stone DK(U2) 4th(U) 5th(U)	Artifact	2	Tap for one mana of any type opponent's lands can produce.
Feroz's Ban HL(U1) 5th(R) 7th(R) 7th(FR)	Artifact	6	Creature spells cost 2 more to play.

Artifacts (Part 7 of 20)

Card Name	Spell Type	Cost	Ability
Fire Diamond <i>MI(U)</i> <i>6th(U)</i> <i>7th(U)</i> <i>7th(FU)</i>	Artifact	2	Fire Diamond comes into play tapped. ; Tap: Add R to your mana pool.
Flint Golem <i>NE(U)</i> <i>NE(FU)</i>	Artifact Creature - Golem	4	2/3. Whenever Flint Golem becomes blocked, defending player puts the top three cards of his or her library into his or her graveyard.
Floodwater Dam <i>AL(R2)</i>	Artifact	3	Tap X lands (Tap+XX1)
Flowstone Armor <i>NE(U)</i> <i>NE(FU)</i>	Artifact	3	You may choose not to untap Flowstone Armor during your untap step. ; 3,Tap: Target creature gets +1/-1 as long as Flowstone Armor remains tapped.
Flowstone Sculpture <i>TE(R)</i>	Artifact Creature	6	4/4. Gains Flying, First Strike, or Trample permanently or gets a +1/+1 counter (2+discard a card).
Flowstone Thopter <i>NE(U)</i> <i>NE(FU)</i>	Artifact Creature	7	4/4. 1: Flowstone Thopter gets +1/-1 and gains flying until end of turn.
Fluctuator <i>US(R)</i>	Artifact	2	Cycling costs you up to 2 less to play.
Flying Carpet <i>AN(U3)</i> <i>RV(R)</i> <i>4th(R)</i> <i>5th(R)</i> <i>6th(R)</i> <i>7th(R)</i> <i>7th(FR)</i> <i>8th(R)</i> <i>8th(FR)</i>	Artifact {AN: was Mono Artifact}	4	2, Tap: Target creature gains flying until end of turn.
Fodder Cannon <i>UD(U)</i> <i>UD(FU)</i> <i>8th(U)</i> <i>8th(FU)</i>	Artifact	4	4,Tap,Sacrifice a creature: Fodder Cannon deals 4 damage to target creature.
Fool's Tome <i>TE(R)</i>	Artifact	4	Draw a card if you have no cards in your hand (Tap+2).
Forcefield <i>A/B/U(R)</i>	Poly Artifact	3	Take only 1 damage from an unblocked creature (1). { actually says lose one life, but errata says take 1 damage }
Forethought Amulet <i>LG(R)</i>	Artifact	5	Reduces damage done by sorceries and instants to 2; Pay 3 mana during upkeep or Amulet is destroyed.
Fountain of Youth <i>DK(U2)</i> <i>CH(C2)</i> <i>5th(U)</i> <i>6th(U)</i>	Artifact	0	2, Tap: You gain 1 life.
Fyndhorn Bow <i>LA(U)</i>	Artifact	2	Give First Strike to a creature until end of turn (Tap+3)
Gauntlet of Might <i>A/B/U(R)</i>	Continuous Artifact	4	+1/+1 to all Red creatures; Mountains produce 1 extra Red mana when tapped.
Gauntlets of Chaos <i>LG(R)</i> <i>CH(U1)</i> <i>5th(R)</i>	Artifact	5	Sacrifice this card and pay 5 mana to swap control of land, creature or artifact until end of game. Buries enchantments on the cards swapped.
General's Regalia <i>MM(R)</i> <i>MM(FR)</i>	Artifact	3	3: The next time a source of your choice would deal damage to you this turn, that damage is dealt to target creature you control instead.
Giant Fan <i>UG(R)</i>	Artifact	4	2, Tap: Move target counter from one card to another. If the second card's rules text refers to any type of counters, the moved counter becomes one of those counters. Otherwise, it becomes a +1/+1 counter.
Glasses of Urza <i>A/B/U</i> <i>RV(U)</i> <i>4th(U)</i> <i>5th(U)</i> <i>6th(U)</i>	Artifact {ABU: was Mono Artifact}	1	Tap: Look at target player's hand.
Goblin Lyre <i>IA(R)</i>	Artifact	3	Flip a coin and opponent calls it (Sacrifice this card). If you win, opponent takes 1 damage for each creature you have. If opponent wins, you take 1 damage for each creature they have.
Golgothian Sylex <i>AQ(U1)</i>	Mono Artifact	4	Destroys all Antiquities cards in play including itself (1)
Grafted Skullcap <i>US(R)</i> <i>7th(R)</i> <i>7th(FR)</i>	Artifact	4	At the beginning of your draw step, draw a card. ; At the end of your turn, discard your hand.
Grapeshot Catapult <i>AQ(C4)</i> <i>4th(C)</i> <i>5th(C)</i> <i>7th(U)</i> <i>7th(FU)</i>	Artifact Creature	4	2/3. Tap: Grapeshot Catapult deals 1 damage to target creature with flying.
Green Mana Battery <i>LG(U)</i> <i>4th(R)</i>	Artifact	4	Add a counter to it (Tap+2). Tap and remove X counters for X+1 green mana.
Grim Monolith <i>UL(R)</i> <i>UL(FR)</i>	Artifact	2	Grim Monolith does not untap during your untap phase. ; Tap: Add three colorless mana to your mana pool. Play this ability as a mana source. ; 4: Untap Grim Monolith.
Grindstone <i>TE(R)</i>	Artifact	1	Put top 2 cards of a player's library into their graveyard, and repeat if both cards share at least one color (Tap+3).

Artifacts (Part 8 of 20)

Card Name	Spell Type	Cost	Ability
Grinning Totem MI(R) 6th(R)	Artifact	4	2, Tap, Sacrifice Grinning Totem: Search target opponent's library for a card and set that card aside. That player then shuffles his or her library. You may play the card as though it were in your hand. At the beginning of your next upkeep, if you haven't played the card, put it into its owner's graveyard.
Gustha's Scepter AL(R2)	Artifact	0	Put a card under this card (Tap). Bring a card from under this card to your hand (Tap). If leaves your control or leaves play, bury all cards that are under it.
Heart of Ramos MM(R) MM(FR)	Artifact	3	Tap: Add one red mana to your mana pool. ; Sacrifice Heart of Ramos: Add one red mana to your mana pool.
Heartstone SH(U)	Artifact	3	Reduces the cost of activated creature abilities by 1 colorless mana, but not to less than 1 colorless mana.
Helm of Awakening VI(U)	Artifact	2	All spells cost 1 generic mana less to play.
Helm of Chatzuk A/B/U(R) RV(R) 4th(R) 5th(R)	Artifact {ABU: was Mono Artifact}	1	Give creature Banding until end of turn(Tap+1)
Helm of Obedience AL(R2)	Artifact	4	Put a card from opponent's library into their graveyard; do this X times or until a creature is exposed this way (Tap+X). If a creature is exposed, bury this card and bring the creature into play under your control. X cannot be zero.
Helm of Possession TE(R)	Artifact	4	Gain control of a creature for as long as this card is tapped (Tap+2+Sacrifice a creature). You can choose not to untap this card during your untap.
Hematite Talisman IA(U)	Artifact	2	Untap a permanent (3). Usable once when a red spell is cast.
Henge Guardian MM(U) MM(FU)	Artifact Creature	5	3/4. 2: Henge Guardian gains trample until end of turn.
The Hive A/B/U(R) RV(R) 4th(R) 5th(R) 6th(R)	Artifact {ABU: was Mono Artifact}	5	5, Tap: Put a 1/1 Wasp artifact creature token into play. That creature has flying.
Hollow Warrior PY(U) PY(FU)	Artifact Creature - Golem	4	4/4. Hollow Warrior can't attack or block unless you tap an untapped creature you control. (This cost is paid as attackers or blockers are declared.)
Hopping Automaton US(U)	Artifact Creature	3	2/2. -1/-1 and Flying until end of turn (0).
Hornet Cannon SH(U)	Artifact	4	Put a 1/1 Hornet artifact creature token with Flying and "unaffected by summoning sickness" into play, but destroy it at end of turn (Tap+3).
Horn of Deafening LG(R) CH(U1)	Artifact	4	Make a creature deal no damage this turn in combat (Tap+2)
Horn of Greed SH(R)	Artifact	3	Whenever a player plays a land, they draw a card.
Horn of Plenty MM(R) MM(FR)	Artifact	6	Whenever a player plays a spell, he or she may pay 1. If that player does, he or she draws a card at end of turn.
Horn of Ramos MM(R) MM(FR)	Artifact	3	Tap: Add one green mana to your mana pool. ; Sacrifice Horn of Ramos: Add one green mana to your mana pool.
Horrible Hordes MI(U)	Artifact Creature	3	2/2, Rampage: 1.
Howling Mine A/B/U(R) RV(R) 4th(R) 5th(R) 6th(R) 7th(R) 7th(FR) 8th(R) 8th(FR)	Artifact {ABU: was Continuous Artifact}	2	At the beginning of each player's draw step, if Howling Mine is untapped, that player draws a card.
Ice Cauldron IA(R)	Artifact	4	Put a spell face up on this card along with a counter (Tap+X). Get back exact mana used to put on counter (Tap+remove counter). Mana can only be used to cast the spell on this card.
Icy Manipulator A(U) B/U(U) IA(U)	Artifact {ABU: was Mono Artifact}	4	Tap one creature, artifact or land (Tap+1)
Igneous Golem MI(U)	Artifact Creature	5	3/4. Trample until end of turn (2).
Illusionary Mask A/B/U(R)	Poly Artifact	2	Can summon creatures face down (X); Creature becomes face up once used or damaged.
Implements of Sacrifice FE(U1)	Artifact	2	Add 2 mana of any color to your pool (Tap+1+Sacrifice this card)
Infinite Hourglass IA(R) 5th(R)	Artifact	4	Gives +1/+0 to all creatures for each counter on this card. Put a counter on this card during your upkeep. Players can pay 3 mana during any upkeep to remove a counter.
Iron-Heart Chimera VI(U)	Artifact Creature	4	2/2, Does not tap to attack. Counts as a Chimera. Give 'Does not tap to attack' to and put a +2/+2 counter on a Chimera (Sacrifice this card).
Iron Lance MM(U) MM(FU)	Artifact	2	3, Tap: Target creature gains first strike until end of turn.
Iron Maiden UL(R) UL(FR)	Artifact	3	During each of your opponents' upkeeps, Iron Maiden deals 1 damage to that player for each card more than four in his or her hand.

Artifacts (Part 9 of 20)

Card Name	Spell Type	Cost	Ability
Iron Star <i>A/B/U(U)</i> <i>RV(U)</i> <i>4th(U)</i> <i>5th(U)</i> <i>6th(U)</i> <i>7th(U)</i> <i>7th(FU)</i> <i>8th(U)</i> <i>8th(FU)</i>	Artifact {ABU: was Poly Artifact}	1	Whenever a player plays a red spell, you may pay 1. If you do, you gain 1 life.
Ivory Cup <i>A/B/U(U)</i> <i>RV(U)</i> <i>4th(U)</i> <i>5th(U)</i> <i>6th(U)</i> <i>7th(U)</i> <i>7th(FU)</i> <i>8th(U)</i> <i>8th(FU)</i>	Artifact {ABU: was Poly Artifact}	1	Whenever a player plays a white spell, you may pay 1. If you do, you gain 1 life.
Ivory Tower <i>AQ(U3)</i> <i>RV(R)</i> <i>4th(R)</i>	Artifact {AQ: was Continuous Artifact}	1	Gain 1 life at beginning of upkeep for each card over 4 in hand. {AQ+RV = at any time during upkeep }
Jabari's Banner <i>WL(U)</i>	Artifact	2	Give a creature Flanking until end of turn (Tap+1).
Jack-in-the-Mox <i>UG(R)</i>	Artifact	0	Tap: Roll a six-sided die for Jack-in-the-Mox. On a 1, sacrifice Jack-in-the-Mox and lose 5 life. Otherwise, Jack-in-the-Mox has one of the following effects. Treat this ability as a mana source. 2 - Add W to your mana pool. 3 - Add U to your mana pool. 4 - Add B to your mana pool. 5 - Add R to your mana pool. 6 - Add G to your mana pool.
Jade Monolith <i>A/B/U(R)</i> <i>RV(R)</i> <i>4th(R)</i> <i>5th(R)</i> <i>6th(R)</i>	Artifact {ABU: was Poly Artifact}	4	1: The next time a source of your choice would deal damage to target creature this turn, that damage is dealt to you instead.
Jade Statue <i>A/B/U(U)</i>	Artifact	4	3/6 creature for attack or block (2)
Jalum Tome <i>AQ(U2)</i> <i>CH(U1)</i> <i>5th(R)</i> <i>6th(R)</i> <i>AT(D1)</i> <i>7th(R)</i> <i>7th(FR)</i>	Artifact {AQ: was Mono Artifact}	3	2, Tap: Draw a card, then discard a card from your hand.
Jandor's Ring <i>AN(U2)</i> <i>RV(R)</i>	Artifact {AN: was Mono Artifact}	6	Discard the card just drawn and replace it (Tap+2)
Jandor's Saddlebags <i>AN(U2)</i> <i>RV(R)</i> <i>4th(R)</i> <i>5th(R)</i> <i>7th(R)</i> <i>7th(FR)</i>	Artifact {AN: was Mono Artifact}	2	3, Tap: Untap target creature.
Jangling Automaton <i>WL(C)</i>	Artifact Creature	3	3/2. If this card attacks, untap all of defending player's creatures.
Jayemdae Tome <i>A/B/U(R)</i> <i>RV(R)</i> <i>4th(R)</i> <i>5th(R)</i> <i>6th(R)</i> <i>7th(R)</i> <i>7th(FR)</i> <i>8th(R)</i> <i>8th(FR)</i>	Artifact {ABU: was Mono Artifact}	4	4, Tap: Draw a card.
Jester's Cap <i>IA(R)</i> <i>5th(R)</i>	Artifact	4	Look through a player's library and remove any 3 cards from the game (Tap+2+Sacrifice this card)
Jester's Mask <i>IA(R)</i>	Artifact	5	Enters play tapped. Look at a player's hand and library and choose a new hand of the same size for that player (Tap+1+Sacrifice this card)
Jester's Sombrero <i>UG(R)</i>	Artifact	2	2, Tap, Sacrifice Jester's Sombrero: Look through target player's sideboard and remove any three of those cards from it for the remainder of the match.
Jet Medallion <i>TE(R)</i>	Artifact	2	Your Black spells cost 1 generic mana less to play.
Jeweled Amulet <i>LA(U)</i>	Artifact	0	Put a counter on if no counter (Tap+1). Get color of mana used to put on counter (Tap+remove counter).
Jeweled Bird <i>AN(U3)</i> <i>CH(U1)</i>	Artifact {AN: was Mono Artifact}	1	Tap to make this card for your Ante, put your previous Ante in your graveyard, then draw a new card. Only in Ante games.
Jeweled Torque <i>MM(U)</i> <i>MM(FU)</i>	Artifact	2	As Jeweled Torque comes into play, choose a color. Whenever a player plays a spell of the chosen color, you may pay 2. If you do, you gain 2 life.
Jhoira's Toolbox <i>UL(U)</i> <i>UL(FU)</i>	Artifact Creature	2	1/1. 2: Regenerate target artifact creature.
Jinxed Idol <i>TE(R)</i>	Artifact	2	Give control of this card to an opponent (Sacrifice a creature). Does 2 damage to you during your upkeep.

Artifacts (Part 10 of 20)

Card Name	Spell Type	Cost	Ability
Jinxed Ring SH(R)	Artifact	2	Does 1 damage to you whenever a card goes to your graveyard from play. Give control of this card to an opponent (Sacrifice a creature).
Joven's Tools <i>HL(U3)</i> <i>5th(U)</i>	Artifact	6	Make a creature only blockable by walls this turn (Tap+4)
Juggernaut <i>A/B/U(U)</i> <i>RV(U)</i>	Artifact Creature	4	5/3, must attack, Cannot be blocked by Walls
Juju Bubble <i>VI(U)</i>	Artifact	1	Gain 1 life (2). Bury this card if you play a card. Cumulative Upkeep=1 mana.
Junk Diver UD(R) UD(FR)	Artifact Creature	3	1/1, Flying. When Junk Diver is put into a graveyard from play, return another target artifact card from your graveyard to your hand.
Junk Golem OD(R) OD(FR)	Artifact Creature - Golem	4	0/0. Junk Golem comes into play with three +1/+1 counters on it. ; At the beginning of your upkeep, sacrifice Junk Golem unless you remove a +1/+1 counter from it. ; 1,Discard a card from your hand: Put a +1/+1 counter on Junk Golem.
Juntu Stakes IN(R) IN(FR)	Artifact	2	Creatures with power 1 or less don't untap during their controllers' untap steps.
Karn, Silver Golem US(R)	Legendary Artifact Creature	5	4/4. When this card blocks or becomes blocked, it gets -4/+4 until end of turn. Make a non-creature artifact into an artifact creature with power/toughness equal to its casting cost until end of turn (1).
Keldon Battlewagon PY(R) PY(FR)	Artifact Creature	5	0/3, Trample. Keldon Battlewagon can't block. ; When Keldon Battlewagon attacks, sacrifice it at end of combat. ; Tap an untapped creature you control: Keldon Battlewagon gets +X/+0 until end of turn, where X is the tapped creature's power.
Kill Switch NE(R) NE(FR)	Artifact	3	2,Tap: Tap all other artifacts. They don't untap during their controllers' untap steps as long as Kill Switch remains tapped.
Knowledge Vault LG(R)	Artifact	4	Put a card from your library under Vault (Tap+2); Sacrifice Vault and your entire hand to use cards under Vault as your hand.
Kormus Bell <i>A/B/U(R)</i> <i>RV(R)</i> <i>4th(R)</i>	Artifact {ABU: was Continuous Artifact}	4	All Swamps become 1/1 black land-creatures. { ABU+RV = was colorless land-creatures }
Kry Shield <i>LG(U)</i>	Artifact	2	Give +0/+N to a creature where N is its casting cost (Tap+2)
Kyren Archive MM(R) MM(FR)	Artifact	3	At the beginning of your upkeep, you may remove the top card of your library from the game face down. ; 5,Discard your hand,Sacrifice Kyren Archive: Put all cards removed from the game with Kyren Archive into their owner's hand.
Kyren Toy MM(R) MM(FR)	Artifact	3	1,Tap: Put a charge counter on Kyren Toy. ; Tap,Remove X charge counters from Kyren Toy: Add X plus one colorless mana to your mana pool.
Lapis Lazuli Talisman <i>LA(U)</i>	Artifact	2	Untap a permanent (3). Usable once when a blue spell is cast.
Lead-Belly Chimera <i>VI(U)</i>	Artifact Creature	4	2/2, Trample. Counts as a Chimera. Give Trample to and put a +2/+2 counter on a Chimera (Sacrifice this card).
Lead Golem <i>MI(U)</i> <i>6th(U)</i>	Artifact Creature - Golem {MI: was not type Golem}	5	3/5. Whenever Lead Golem attacks, it doesn't untap during its controller's next untap step.
Legacy Weapon AP(R) AP(FR)	Legendary Artifact	7	WUBRG: Remove target permanent from the game. ; If Legacy Weapon would be put into a graveyard from anywhere, reveal Legacy Weapon and shuffle it into its owner's library instead.
Library of Leng <i>A/B/U(U)</i> <i>RV(U)</i> <i>4th(U)</i> <i>5th(U)</i>	Artifact {ABU: was Continuous Artifact}	1	Skip discard phase; Can discard to top of library if discard is forced. { ABU = Was no limit to hand size }
Life Chisel <i>LG(U2)</i>	Artifact	4	Sacrifice a creature during upkeep to gain life equal to its toughness.
Lifeline US(R)	Artifact	5	Whenever a creature is put into a graveyard and a creature is in play, return the creature from the graveyard to play at end of turn.
Life Matrix LG(R)	Artifact	4	Add regeneration counter to a creature (Tap+4); Can only be used during your upkeep.
Limestone Golem <i>OD(U)</i> <i>OD(FU)</i>	Artifact Creature - Golem	6	3/4. 2,Sacrifice Limestone Golem: Target player draws a card.
Lion's Eye Diamond MI(R)	Artifact	0	Gain 3 mana of any one color as a mana source (Sacrifice this card and discard your hand).
Living Armor DK(U2) CH(C2)	Artifact	4	Tap and sacrifice this card to put a +0/+X counter on a creature where X is the creature's casting cost.
Living Wall <i>A/B/U(U)</i> <i>RV(U)</i>	Artifact Creature	4	0/6, Wall, Regenerates (1)
Lodestone Bauble AL(R2)	Artifact	0	Move up to 4 basic lands from a player's graveyard onto their library in any order and that player draws a card at the beginning of the next upkeep (Tap+1+Sacrifice this card).
Lotus Blossom US(R)	Artifact	2	Add one mana for each counter on this card, all of one color, to your mana pool as a mana source (Tap+Sacrifice this card). During your upkeep, you may put a counter on this card.
Lotus Guardian IN(R) IN(FR)	Artifact Creature	7	4/4, Flying. Tap: Add one mana of any color to your mana pool.

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Artifacts (Part 11 of 20)

Card Name	Spell Type	Cost	Ability
Lotus Petal TE(C)	Artifact	0	Gain 1 mana of any color as a mana source (Tap+Sacrifice this card).
Magistrate's Scepter MM(R) MM(FR)	Artifact	3	4, Tap: Put a charge counter on Magistrate's Scepter. ; Tap, Remove three charge counters from Magistrate's Scepter: Take another turn after this one.
Magma Mine VI(U)	Artifact	1	Put a counter on this card (4). Do 1 damage to a creature or player for each counter on this card (Tap+Sacrifice this card).
Magnetic Web TE(R)	Artifact	2	Put a magnet counter on a creature (Tap+1). If any creature with a magnet counter attacks, all others with such counters that can attack do so. All of the defending player's creatures with magnet counters must block an attacker with a magnet counter if able.
Malachite Talisman IA(U)	Artifact	2	Untap a permanent (3). Usable once when a green spell is cast.
Mana Crypt PR(FS)	Artifact	0	Tap for 2 colorless mana. During upkeep flip a coin, if in opponent's favor you take 3 damage.
Mana Cylix PS(U) PS(FU)	Artifact	1	1, Tap: Add one mana of any color to your mana pool.
Manakin TE(C)	Artifact Creature	2	1/1. Gain 1 colorless mana as a mana source (Tap).
Mana Matrix LG(R)	Artifact	6	You pay up to two less on the colorless mana part of instant, interrupt, or enchantment spells.
Mana Prism MI(U) 6th(U)	Artifact	3	Tap: Add one colorless mana to your mana pool. ; 1, Tap: Add one mana of a color of your choice to your mana pool.
Mana Vault A/B/U(R) RV(R) 4th(R) 5th(R)	Artifact {ABU: was Mono Artifact}	1	Tap for 3 colorless mana; Does not untap as normal; During upkeep, untap at end of upkeep (4). Take 1 damage if tapped at end of upkeep. {ABU+RV+4th= Was untapped immediately}
Mana Web WL(R)	Artifact	3	When target opponent taps a land for mana, all lands that can be tapped for that type of mana become tapped.
Mangara's Tome MI(R)	Artifact	5	Choose any 5 cards in your library, shuffle them, and put them under this card when it enters play. Instead of drawing a card, put the top card under this card into your hand (2). If you lose control of this card, remove all cards under it from the game.
Mantis Engine UD(U) UD(FU)	Artifact Creature	5	3/3. 2: Mantis Engine gains flying until end of turn. ; 2: Mantis Engine gains first strike until end of turn.
Marble Diamond MI(U) 6th(U) 7th(U) 7th(FU)	Artifact	2	Marble Diamond comes into play tapped. ; Tap: Add W to your mana pool.
Marble Priest LG(U)	Artifact Creature	5	3/3, All Walls able to block Priest must do so, Does not take damage from Walls.
Mask of Intolerance AP(R) AP(FR)	Artifact	2	At the beginning of each player's upkeep, if there are four or more basic land types among lands that player controls, Mask of Intolerance deals 3 damage to him or her.
Masticore UD(R) UD(FR)	Artifact Creature	4	4/4. At the beginning of your upkeep, you may choose and discard a card from your hand. If you don't, sacrifice Masticore. ; 2: Masticore deals 1 damage to target creature. ; 2: Regenerate Masticore.
Matopi Golem VI(U)	Artifact Creature	5	3/3. Regenerate and put a -1/-1 counter on this card (1).
Medicine Bag EX(U)	Artifact	3	Regenerate target creature (Tap+1+Discard a card).
Meekstone A/B/U(R) RV(R) 4th(R) 5th(R) 6th(R) 7th(R) 7th(FR)	Artifact {ABU: was Continuous Artifact}	1	Creatures with power 3 or greater don't untap during their controllers' untap steps.
Memory Crystal EX(R)	Artifact	3	All Buyback costs are reduced by 2 mana.
Memory Jar UL(R) UL(FR)	Artifact	5	Tap, Sacrifice Memory Jar: Each player sets aside his or her hand, face down, and draws seven cards. At end of turn, each player discards his or her hand and returns to his or her hand each card he or she set aside this way.
Mercadian Atlas MM(R) MM(FR)	Artifact	5	At the end of your turn, if you didn't play a land this turn, you may draw a card.
Mercadian Lift MM(R) MM(FR)	Artifact	2	1, Tap: Put a winch counter on Mercadian Lift. ; Tap, Remove X winch counters from Mercadian Lift: Put a creature card with converted mana cost X from your hand into play.
Metallic Sliver TE(C)	Artifact Creature	1	1/1. Counts as a Sliver.
Metalworker UD(R) UD(FR)	Artifact Creature	3	1/2. Tap: Reveal any number of artifact cards in your hand. Add two colorless mana to your mana pool for each card revealed this way.
Metrognome US(R)	Artifact	4	Put a 1/1 Gnome artifact creature token into play (Tap+4). When your opponent causes you to discard this card, put four 1/1 Gnome artifact creature tokens into play.
Mightstone AQ(U2)	Continuous Artifact	4	+1/+0 to all attacking creatures.
Millikin OD(U) OD(FU)	Artifact Creature	2	0/1. Tap, Put the top card of your library into your graveyard: Add one colorless mana to your mana pool.

Artifacts (Part 12 of 20)

Card Name	Spell Type	Cost	Ability
Millstone <i>AQ(U3)</i> RV(R) 4th(R) 5th(R) 6th(R) 7th(R) 8th(R) 8th(FR)	Artifact {AQ: was Mono Artifact}	2	2, Tap: Target player puts the top two cards of his or her library into his or her graveyard.
Mindless Automaton EX(R)	Artifact Creature	4	0/0. Comes into play with two +1/+1 counters. Put a +1/+1 counter on this card (1+Discard a card). Draw a card (Remove two counters).
Mind Stone WL(C)	Artifact	2	Gain 1 colorless mana (Tap). Draw a card (Tap+1+Sacrifice this card).
Mirari OD(R) OD(FR)	Legendary Artifact	5	Whenever you play an instant or sorcery spell, you may pay 3. If you do, put a copy of that spell onto the stack. You may choose new targets for the copy.
Mirror Mirror UG(R)	Artifact	7	Mirror Mirror comes into play tapped. 7, Tap, Sacrifice Mirror Mirror: At end of turn, exchange life totals with target player and exchange all cards in play that you control, and all cards in your hand, library, and graveyard, with that player until end of game.
Mirror Universe LG(R)	Artifact	6	Tap and sacrifice this card during upkeep to switch life totals with your opponent.
Misers' Cage MI(R)	Artifact	3	Does 2 damage to target opponent if they have 5 or more cards in hand at the end of their upkeep.
Mishra's Groundbreaker <i>AL(U2)</i>	Artifact	4	Make a land become a 3/3 artifact land creature (Tap+Sacrifice this card)
Mishra's Helix US(R)	Artifact	5	Tap X lands (Tap+X).
Mishra's War Machine <i>AQ(U1)</i> RV(R) 4th(R)	Artifact Creature	7	5/5, Bands; Discard 1 card from hand each upkeep or take 3 damage and Machine is tapped if damage is not prevented. {AQ+RV = was always tapped}
Mobile Fort <i>US(U)</i>	Artifact Creature	4	0/6, Wall. +3/-1 until end of turn and can attack as if it were not a wall (3). Use this ability only once a turn.
Mogg Cannon <i>TE(U)</i>	Artifact	2	Give one of your creatures +1/+0 and Flying until end of turn, and destroy it at end of turn (Tap).
Monkey Cage MM(R) MM(FR)	Artifact	5	When a creature comes into play, sacrifice Monkey Cage and put into play a number of 2/2 green Ape creature tokens equal to that creature's converted mana cost.
Moss Diamond <i>MI(U)</i> <i>6th(U)</i> <i>7th(U)</i> <i>7th(FU)</i>	Artifact	2	Moss Diamond comes into play tapped. ; Tap: Add G to your mana pool.
Mossfire Egg <i>OD(U)</i> <i>OD(FU)</i>	Artifact	1	2, Tap, Sacrifice Mossfire Egg: Add RG to your mana pool. Draw a card.
Mox Diamond SH(R)	Artifact	0	When comes into play, discard a land or sacrifice this card. Gain 1 mana of any color (Tap).
Mox Emerald A/B/U(R)	Mono Artifact	0	Tap for 1 Green mana.
Mox Jet A/B/U(R)	Mono Artifact	0	Tap for 1 Black mana.
Mox Pearl A/B/U(R)	Mono Artifact	0	Tap for 1 White mana.
Mox Ruby A/B/U(R)	Mono Artifact	0	Tap for 1 Red mana.
Mox Sapphire A/B/U(R)	Mono Artifact	0	Tap for 1 Blue mana.
Mystic Compass <i>AL(U2)</i> <i>6th(U)</i>	Artifact	2	1, Tap: Target land becomes a basic land type of your choice until end of turn.
Nacre Talisman <i>LA(U)</i>	Artifact	2	Untap a permanent (3). Usable once when a white spell is cast.
Naked Singularity IA(R)	Artifact	5	Mountains provide blue mana, Islands provide green mana, Forests provide black mana, Swamps provide white mana, and Plains provide red mana. Cumulative Upkeep=3 mana.
Necropolis DK(U2)	Artifact Creature	5	0/1, Wall; Remove a creature in your graveyard from the game to get X +0/+1 counters on Necropolis where X is the casting cost of the creature removed.
Nevinyrral's Disk A/B/U(R) RV(R) 4th(R) 5th(R) AT(D1)	Artifact {ABU: was Mono Artifact}	4	Destroy all creatures, enchantments and artifacts (Tap+1); Enters play tapped. { RV = Errata says to add tap symbol to this version }
Noetic Scales US(R)	Artifact	4	During each player's upkeep, send to owner's hand each creature that player controls with power > # of cards in their hand.
North Star LG(R)	Artifact	4	Cast a spell with any color mana (Tap+4)
Nova Pentacle LG(R)	Artifact	4	Redirect damage done by one source from yourself to a creature of opponent's choice (Tap+3)
Null Brooch EX(R)	Artifact	4	Counter target non-creature spell. (Tap+2+Discard your hand).
Null Rod WL(R)	Artifact	2	Artifact abilities with activation costs cannot be played.
Obelisk of Undoing <i>AQ(U1)</i> CH(U1) 5th(R)	Artifact {AQ: was Mono Artifact}	1	Return one permanent in play you own and control to hand (6) {AQ=Was card in play}

Artifacts (Part 13 of 20)

Card Name	Spell Type	Cost	Ability
Obsidian Golem <i>A/B/U(U) RV(U) 4th(U) 6th(U)</i>	Artifact Creature - Golem {ABU/RV/4th: was not of type Golem}	6	4/6.
Onulet <i>AQ(U3) RV(R) 4th(R)</i>	Artifact Creature	3	2/2, Controller gets +2 life when Onulet is destroyed.
Onyx Talisman <i>LA(U)</i>	Artifact	2	Untap a permanent (3). Usable once when a black spell is cast.
Ornithopter <i>AQ(C4) RV(U) 4th(U) 5th(U) 6th(U)</i>	Artifact Creature	0	0/2, Flying.
Otarian Juggernaut OD(R) OD(FR)	Artifact Creature	4	2/3. Otarian Juggernaut can't be blocked by Walls. ; Threshold - Otarian Juggernaut gets +3/+0 and attacks each turn if able. (You have threshold as long as seven or more cards are in your graveyard.)
Panacea <i>MM(U) MM(FU)</i>	Artifact	4	XX, Tap: Prevent the next X damage that would be dealt to target creature or player this turn.
Paper Tiger <i>UG(C)</i>	Artifact Creature	4	4/3. Rock Lobsters cannot attack or block.
Parallax Inhibitor NE(R) NE(FR)	Artifact	2	1, Tap, Sacrifice Parallax Inhibitor: Put a fade counter on each permanent with fading you control.
Patagia Golem <i>MI(U) 6th(U) 7th(U) 7th(FU) 8th(U) 8th(FU)</i>	Artifact Creature - Golem {MI: was not of type Golem}	4	2/3. 3: Patagia Golem gains flying until end of turn.
Patchwork Gnomes <i>TE(U) OD(U) OD(FU)</i>	Artifact Creature - Gnome {TE: was not of type Golem}	3	2/1. Discard a card from your hand: Regenerate Patchwork Gnomes.
Paupers' Cage MI(R)	Artifact	3	Does 2 damage to target opponent if they have 2 or less cards in hand at the end of their upkeep.
Pearl Medallion TE(R)	Artifact	2	Your White spells cost 1 generic mana less to play.
Pentagram of the Ages IA(R) 5th(R) 6th(R)	Artifact	4	4, Tap: The next time a source of your choice would deal damage to you this turn, prevent that damage.
Phyrexian Altar IN(R) IN(FR)	Artifact	3	Sacrifice a creature: Add one mana of any color to your mana pool.
Phyrexian Colossus US(R) 7th(R) 7th(FR) 8th(R) 8th(FR)	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.
Phyrexian Devourer AL(R2)	Artifact Creature	6	1/1. Put a +X/+X counter on it where X is the removed card's casting cost (Remove top card of library from game). Bury if power is ever 7 or greater.
Phyrexian Dreadnought MI(R)	Artifact Creature	1	12/12, Trample. Sacrifice any number of creatures with total power of 12 or more when it enters play or bury this card.
Phyrexian Furnace <i>WL(U)</i>	Artifact	1	Remove bottom card of a player's graveyard from the game (Tap). Remove target card in a graveyard from the game, then draw a card (1+Sacrifice this card).
Phyrexian Grimoire TE(R)	Artifact	3	Make an opponent choose one of the top two cards in your graveyard to be removed from the game, and put the other card in your hand (Tap+4).
Phyrexian Hulk <i>TE(U) 7th(U) 7th(FU) 8th(U) 8th(FU)</i>	Artifact Creature	6	5/4.
Phyrexian Lens IN(R) IN(FR)	Artifact	3	Tap, Pay 1 life: Add one mana of any color to your mana pool.
Phyrexian Marauder VI(R)	Artifact Creature	X	0/0. Enters play with X +1/+1 counters. Cannot block. Cannot attack unless you pay 1 mana for each counter on it.
Phyrexian Portal AL(R2)	Artifact	3	Opponent looks at top 10 cards of your library and splits them into 2 piles; you choose a pile and remove it from the game, then take one of the cards from the other pile into your hand and shuffle the remaining into your library (3). Ignore effect if have fewer than 10 cards in library.
Phyrexian Processor US(R)	Artifact	4	Pay X life when this comes into play. Put a X/X Minion black creature token into play (Tap+4).
Phyrexian Splicer <i>TE(U)</i>	Artifact	2	Make a creature lose Flying, First Strike, Trample, or Shadow until end of turn, and give the lost ability to another creature until end of turn (Tap+2).
Phyrexian Vault <i>MI(U) 6th(U)</i>	Artifact	3	2, Tap, Sacrifice a creature: Draw a card.
Phyrexian Walker <i>VI(C)</i>	Artifact Creature	0	0/3.

Artifacts (Part 14 of 20)

Card Name	Spell Type	Cost	Ability	
Phyrexian War Beast <i>Feet Left</i> <i>Feet Right</i>	AL(C2)	Artifact Creature	3	3/4. Sacrifice a land and take 1 damage if it leaves play.
Pit Trap	IA(U)	Artifact	2	2,Tap,Sacrifice Pit Trap: Destroy target attacking creature without flying. It can't be regenerated.
Pit Trap	US(U) 7th(U) 7th(FU)			
Planar Gate	LG(R)	Artifact	6	You pay up to 2 less on the colorless mana part of summon spells.
Planar Portal	IN(R) IN(FR) 8th(R) 8th(FR)	Artifact	6	6,Tap: Search your library for a card and put that card into your hand. Then shuffle your library.
Portcullis	SH(R)	Artifact	4	If there are 2 or more creatures in play when a creature comes into play, set that creature aside. When this card leaves play, put all set aside creatures into play under their owner's control.
Powder Keg	UD(R) UD(FR)	Artifact	2	At the beginning of your upkeep, you may put a fuse counter on Powder Keg. ; Tap,Sacrifice Powder Keg: Destroy each artifact and creature with converted mana cost equal to the number of fuse counters on Powder Keg.
Power Armor	IN(U) IN(FU)	Artifact	4	3,Tap: Target creature gets +1/+1 until end of turn for each basic land type among lands you control.
Power Matrix	MM(R) MM(FR)	Artifact	4	Tap: Target creature gets +1/+1 and gains flying, first strike, and trample until end of turn.
Predator, Flagship	NE(R) NE(FR)	Legendary Artifact	5	2: Target creature gains flying until end of turn. ; 5,Tap: Destroy target creature with flying.
Primal Clay	AQ(U3) RV(R) 4th(R) 5th(R) 6th(R)	Artifact Creature	4	*/*. Primal Clay comes into play as your choice of a 3/3 artifact creature; a 2/2 artifact creature with flying; or a 1/6 Wall artifact creature. (Walls can't attack.)
Proteus Machine	SC(U) SC(FU)	Artifact Creature	3	2/2. Morph 0. ; When Proteus Machine is turned face up, its type becomes the creature type of your choice. (This effect doesn't end at end of turn.)
Puffer Extract	MM(U) MM(FU)	Artifact	5	X,Tap: Target creature you control gets +X/+X until end of turn. Destroy it at end of turn.
Puppet Strings	TE(U)	Artifact	3	Tap or untap a creature (Tap+2).
Purging Scythe	US(R)	Artifact	5	During your upkeep, do 2 damage to the creature with the lowest toughness. You choose if there is more than one lowest creature.
Pyramids	AN(U2)	Poly Artifact	6	Prevent a land from being destroyed or remove an enchantment from a land (2)
Quicksilver Amulet	UL(R) UL(FR)	Artifact	4	4,Tap: Choose a creature card in your hand and put that creature into play.
The Rack	AQ(U3) RV(U) {AQ: was Continuous 4th(U) Artifact}	Artifact	1	Opponent takes 1 damage at end of upkeep for each card less than 3 in hand. { ABU+RV = was at any time during upkeep }
Rackling	NE(U) NE(FU)	Artifact Creature	4	2/2. At the beginning of each opponent's upkeep, Rackling deals X damage to that player, where X is the number of cards in his or her hand fewer than three.
Rakalite	AQ(U3) CH(U1) {AQ: was Poly Artifact}	Artifact	6	Prevent 1 damage to any target (2); Return to hand at end of turn in which it is used.
Razor Pendulum	MI(R)	Artifact	4	Does 2 damage to a player if they have 5 or less life at the end of their turn.
Red Mana Battery	LG(U) 4th(R)	Artifact	4	Add a counter to it (Tap+2). Tap and remove X counters for X+1 red mana.
Reflecting Mirror	DK(U2)	Artifact	4	Reflect a spell from targeting you to targeting another player (Tap+2 times cost of spell being redirected)
Rejuvenation Chamber	NE(U) NE(FU)	Artifact	3	Fading 2 (This artifact comes into play with two fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.) ; Tap: You gain 2 life.
Relic Barrier	LG(U2)	Artifact	2	Tap an artifact (Tap)
Ring of Gix	UL(R) UL(FR)	Artifact	3	Echo. 1,Tap: Tap target artifact, creature, or land.
Ring of Immortals	LG(R)	Artifact	5	Counter interrupt or enchantment which targets one of your permanents (Tap+3)
Ring of Ma'rûf	AN(U2)	Mono Artifact	5	Select one card from outside the game instead of drawing (5)
Ring of Renewal	FE(U1)	Artifact	5	Discard a random card from your hand and draw 2 new cards (Tap+5)
Riptide Replicator	ON(R) ON(FR)	Artifact	4X	As Riptide Replicator comes into play, choose a color and a creature type. ; Riptide Replicator comes into play with X charge counters on it. ; 4,Tap: Put an X/X creature token of the chosen color and type into play, where X is the number of charge counters on Riptide Replicator.
Rishadan Pawnshop	MM(R) MM(FR)	Artifact	2	2,Tap: Shuffle target card in play you control into its owner's library.
Rith's Attendant	IN(U) IN(FU)	Artifact Creature - Golem	5	3/3. 1,Sacrifice Rith's Attendant: Add RGW to your mana pool.

Artifacts (Part 15 of 20)

Card Name	Spell Type	Cost	Ability
Rocket Launcher <i>AQ(U3)</i> RV(R)	Artifact {AQ: was Poly Artifact}	4	1 damage to any target (2); Goes to graveyard at end of turn in which it is used; Cannot be used until begins your turn in play.
Rock Lobster UG(C)	Artifact Creature	4	4/3. Scissors Lizards cannot attack or block.
Rod of Ruin <i>A/B/U(U)</i> <i>RV(U)</i> <i>4th(U)</i> <i>5th(U)</i> <i>6th(U)</i> <i>7th(FU)</i> <i>8th(U)</i> <i>8th(FU)</i>	Artifact {ABU: was Mono Artifact}	4	3, Tap: Rod of Ruin deals 1 damage to target creature or player.
Roterothopter <i>HL(C1)</i>	Artifact Creature	1	0/2, Flying. +1/+0 until end of turn (2). Cannot spend more than 4 on this ability each turn.
Ruby Medallion TE(R)	Artifact	2	Your Red spells cost 1 generic mana less to play.
Runed Arch IA(R)	Artifact	3	Enters play tapped. Make X creatures of power<=2 unblockable until end of turn (Tap+X+Sacrifice this card).
Runesword DK(U2) CH(C2)	Artifact	6	+2/+0 to a creature (Tap+3); Creatures damaged by a Runesword wielding creature may not regenerate and leaves the game if destroyed; Bury Runesword if creature using it is destroyed. { There is a variant of the Dark card with a hair across the text box }
Rusting Golem <i>NE(U)</i> <i>NE(FU)</i>	Artifact Creature - Golem	4	*/*. Fading 5 (This creature comes into play with five fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.) ; Rusting Golem's power and toughness are each equal to the number of fade counters on it.
Sandals of Abdallah <i>AN(U3)</i>	Mono Artifact	4	Gives IslandWalk to a creature until end of turn (2); Discarded if creature destroyed when using it.
Sand Golem <i>MI(U)</i>	Artifact Creature	5	3/3. If an opponent's spell or effect causes you to discard this card, put it into play with a +1/+1 counter at end of turn.
Sands of Time VI(R)	Artifact	4	All players skip their untap phase. At the beginning of each player's turn, untap all their tapped artifacts, creatures and lands, and tap all their untapped ones.
Sandstone Deadfall <i>OD(U)</i> <i>OD(FU)</i>	Artifact	3	Tap,Sacrifice two lands and Sandstone Deadfall: Destroy target attacking creature.
Sapphire Medallion TE(R)	Artifact	2	Your Blue spells cost 1 generic mana less to play.
Scalding Tongs TE(R)	Artifact	2	During your upkeep, if you have 3 or less cards in your hand, do 1 damage to target opponent.
Scarab of the Unseen <i>AL(U2)</i>	Artifact	2	Return all enchantments on a permanent you own to their owners' hand, and draw a card at the beginning of the next upkeep (Tap+Sacrifice this card).
Scarecrow DK(U2)	Artifact Creature	5	2/2; Reduce all damage done to you by Flying creatures to zero until end of turn (Tap+6)
Scissors Lizard UG(C)	Artifact Creature	4	4/3. Paper Tigers cannot attack or block.
Scrapheap UL(R) UL(FR)	Artifact	3	Whenever an artifact or enchantment is put into your graveyard from play, gain 1 life.
Scroll Rack TE(R)	Artifact	2	Swap any number of cards from your hand for an equal number of cards from the top of your library (Tap+1). You choose the order the cards go on your library.
Screaming Glass UD(R) UD(FR)	Artifact	2	3,Tap: Choose a number greater than 0 and a color. Target opponent reveals his or her hand. If that opponent reveals exactly the chosen number of cards of the chosen color, you draw a card.
Seashell Cameo <i>IN(U)</i> <i>IN(FU)</i>	Artifact	3	Tap: Add W or U to your mana pool.
Sentinel LG(R) CH(U1)	Artifact Creature	4	1/* where * = 1 at time of casting but can be changed to be N+1 during combat where N is the power of a creature blocked by/blocking the Sentinel.
Serpent Generator LG(R) CH(U1) 5th(R)	Artifact	6	Create 1/1 Poison Snake token creature (Tap+4); If Snake damages opponent, give opponent a poison counter. If opponent has 10 or more poison counter, they lose.
Serrated Arrows <i>HL(C1)</i> <i>AT(D1)</i>	Artifact	4	Put a -1/-1 counter on a creature (Tap+remove a counter). Put three counters on when enters play. Bury during upkeep if no counters.
Serrated Biskelion <i>WL(U)</i>	Artifact Creature	3	2/2. Put a -1/-1 counter on this card and a -1/-1 counter on target creature (Tap).
Shadowblood Egg <i>OD(U)</i> <i>OD(FU)</i>	Artifact	1	2,Tap,Sacrifice Shadowblood Egg: Add BR to your mana pool. Draw a card.
Shapeshifter AQ(U1) <i>4th(U)</i> <i>5th(U)</i>	Artifact Creature	6	*/(7-*) where * is chosen between 0 and 7 on casting and each upkeep. { AQ = was only 0 to 6 }
Shield of the Ages <i>IA(U)</i>	Artifact	2	Prevent 1 damage to you (2)
Shield Sphere <i>AL(U2)</i>	Artifact Creature	0	0/6, Wall. Gets a -0/-1 counter when assigned to block.
Shifting Wall <i>SH(U)</i>	Artifact Creature	X	0/0, Wall. Enters play with X +1/+1 counters.
Sisay's Ring <i>VI(C)</i> <i>7th(U)</i> <i>7th(FU)</i>	Artifact	4	Tap: Add two colorless mana to your mana pool.

Artifacts (Part 16 of 20)

Card Name	Spell Type	Cost	Ability
Skull Catapult <i>1A(U)</i> <i>5th(U)</i> <i>6th(U)</i>	Artifact	4	1, Tap, Sacrifice a creature: Skull Catapult deals 2 damage to target creature or player.
Skull of Orm DK(U2) 8th(R) 8th(FR)	Artifact	3	5, Tap: Return target enchantment card from your graveyard to your hand.
Skull of Ramos MM(R) MM(FR)	Artifact	3	Tap: Add one black mana to your mana pool. ; Sacrifice Skull of Ramos: Add one black mana to your mana pool.
Skycloud Egg <i>OD(U)</i> <i>OD(FU)</i>	Artifact	1	2, Tap, Sacrifice Skycloud Egg: Add WU to your mana pool. Draw a card.
Sky Diamond <i>MI(U)</i> <i>6th(U)</i> <i>7th(U)</i> <i>7th(FU)</i>	Artifact	2	Sky Diamond comes into play tapped. ; Tap: Add U to your mana pool.
Skyshaper <i>EX(U)</i>	Artifact	2	All your creatures gain Flying until end of turn (Sacrifice this card).
Skyship Weatherlight PS(R) PS(FR) PS(FRa)	Legendary Artifact	4	When Skyship Weatherlight comes into play, search your library for any number of artifact and/or creature cards and remove them from the game. Then shuffle your library. ; 4, Tap: Choose a card at random that was removed from the game with Skyship Weatherlight. Put that card into your hand. <i>{There are two pieces of art for the foil card.}</i>
Slate of Ancestry ON(R) ON(FR)	Artifact	4	4, Tap, Discard your hand: Draw a card for each creature you control.
Smokestack US(R)	Artifact	4	During your upkeep, you may put a counter on this card. During each player's upkeep, they sacrifice a permanent for each counter on this card.
Snake Basket VI(R) 6th(R)	Artifact	4	X, Sacrifice Snake Basket: Put X 1/1 green Cobra creature tokens into play. Play this ability only if you are allowed to play a sorcery.
Snow Fortress IA(R)	Artifact Creature	5	0/4, Wall, +1/+0 (1), +0/+1 (1). Do 1 damage to a non-Flying creature attacking you (3).
Soldevi Digger AL(R2)	Artifact	2	Put top card of your graveyard on the bottom of your library (2).
Soldevi Golem IA(R)	Artifact Creature	4	5/3. Does not untap as normal. Untap one of opponent's creatures during your upkeep to untap this card at the end of upkeep.
Soldevi Sentry <i>Combat</i> <i>Head & Shoulders</i> AL(C2)	Artifact Creature	1	1/1, Regenerate and opponent may draw a card (1).
Soldevi Simulacrum <i>1A(U)</i>	Artifact Creature	4	2/4, +1/+0 (1). Cumulative Upkeep=1 mana.
Soldevi Steam Beast <i>Face Left</i> <i>Face Right</i> AL(C2)	Artifact Creature	5	4/2, Regenerate (2). Opponent gains 2 life when this card becomes tapped.
Sol Grail <i>AL(R6)</i>	Artifact	3	Choose a color when it enters play. Add one mana of chosen color to mana pool (Tap).
Sol Ring <i>A/B/U(U)</i> <i>RV(U)</i> <i>{ABU: was Mono Artifact}</i>	Artifact	1	Tap for 2 colorless mana.
Soul Net <i>A/B/U(U)</i> <i>RV(U)</i> <i>{ABU: was Poly Artifact}</i> <i>4th(U)</i> <i>5th(U)</i> <i>6th(U)</i> <i>7th(U)</i> <i>7th(FU)</i>	Artifact	1	Whenever a creature is put into a graveyard from play, you may pay 1. If you do, you gain 1 life.
Sparring Golem <i>IN(U)</i> <i>IN(FU)</i>	Artifact Creature - Golem	3	2/2. Whenever Sparring Golem becomes blocked, it gets +1/+1 until end of turn for each creature blocking it.
Spatula of the Ages <i>UG(U)</i>	Artifact	4	4, Tap, Sacrifice Spatula of the Ages: Put into play from your hand any card from an Unglued supplement.
Spellbook <i>EX(U)</i> <i>7th(U)</i> <i>7th(FU)</i> <i>8th(U)</i> <i>8th(FU)</i>	Artifact	0	You have no maximum hand size.
Sphere of Resistance EX(R)	Artifact	2	All spells cost an additional 1 mana to play.
Spirit Shield FE(U1)	Artifact	3	Give a creature +0/+2 (Tap+2). Effect lasts while this card is tapped and in play. You may choose not to untap this card as normal during untap.
Squee's Toy TE(C)	Artifact	1	Prevent 1 damage to a creature (Tap).
Stabilizer SC(R) SC(FR)	Artifact	2	Players can't cycle cards.
Staff of the Ages IA(R)	Artifact	3	Stops all Landwalk abilities.
Staff of Zegon AQ(C4)	Mono Artifact	4	-2/-0 to target until end of turn (Tap+3)
Standing Stones DK(U2)	Artifact	3	Gain 1 mana of any color (Tap+1+Lose 1 life)
Star Compass <i>PS(U)</i> <i>PS(FU)</i> <i>8th(U)</i> <i>8th(FU)</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.
Static Orb TE(R) 7th(R) 7th(FR)	Artifact	3	If Static Orb is untapped, players can't untap more than two permanents during their untap steps.

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Artifacts (Part 17 of 20)

		Card Name	Spell Type	Cost	Ability
		Steamclaw <i>OD(U)</i> <i>OD(FU)</i>	Artifact	2	3, Tap: Remove target card in a graveyard from the game. ; 1, Sacrifice Steamclaw: Remove target card in a graveyard from the game.
		Steel Golem <i>WL(U)</i>	Artifact Creature	3	3/4. You cannot play summon or artifact creature spells.
		Stone Calendar DK(U1)	Artifact	5	Reduces casting cost of your spells by 1 colorless mana but will not go below zero colorless mana.
		Storage Matrix UD(R) UD(FR)	Artifact	3	As long as Storage Matrix is untapped, instead of each player untapping the permanents he or she controls during his or her untap step, that player chooses artifacts, creatures, or lands and untaps all permanents of the chosen type he or she controls.
		Storm Cauldron AL(R2) 6th(R) 7th(R) 7th(FR)	Artifact	5	Each player may play an additional land during each of his or her turns. ; Whenever a land is tapped for mana, return it to its owner's hand.
		Stratadon <i>PS(U)</i> <i>PS(FU)</i>	Artifact Creature	10	5/5, Trample. Stratadon costs 1 less to play for each basic land type among lands you control.
		Straw Golem <i>WL(U)</i>	Artifact Creature	1	2/3. Bury this card if an opponent successfully casts a summon or artifact creature spell.
		Su-Chi <i>AQ(U3)</i>	Artifact Creature	4	4/4; Controller gets 4 colorless mana when Su-Chi is destroyed.
		Sunglasses of Urza A/B(U/R) RV(R) {ABU: was Continuous Artifact}	Artifact	3	Can use White mana as Red mana.
		Sungrass Egg <i>OD(U)</i> <i>OD(FU)</i>	Artifact	1	2, Tap, Sacrifice Sungrass Egg: Add GW to your mana pool. Draw a card.
		Sunstone <i>LA(U)</i>	Artifact	3	No creatures deal damage in combat this turn (2+ Sacrifice a Snow-Covered land)
		Sword of the Ages LG(R)	Artifact	6	Tap and sacrifice this card and as many of your creatures as you want to do damage to one target equal to the sum of the power of all creatures sacrificed.
		Sword of the Chosen SH(R)	Legendary Artifact	2	Give a Legend +2/+2 until end of turn (Tap).
		Tablet of Epityr <i>AQ(C4)</i>	Poly Artifact	1	+1 life when an artifact goes to graveyard (1)
		Tangle Wire NE(R) NE(FR)	Artifact	3	Fading 4 (This artifact comes into play with four fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.) ; At the beginning of each player's upkeep, that player taps an untapped artifact, creature, or land he or she controls for each fade counter on Tangle Wire.
		Tawnos's Coffin AQ(U1)	Mono Artifact	4	Remove creature from game (3); Effect remains until untapped, may choose not to untap.
		Tawnos's Wand <i>AQ(U3)</i> <i>4th(U)</i>	Mono Artifact	4	Creature of power <=2 unblockable until end of turn (Tap+2). {AQ = was blockable only by artifact creatures}
		Tawnos's Weaponry <i>AQ(U3)</i> <i>4th(U)</i> <i>5th(U)</i>	Mono Artifact	2	Gives +1/+1 to a creature (Tap+2); Effect remains until untapped, may choose not to untap. { There are 2 versions of the AQ card... one does not have a colorless mana circle. }
		Teeka's Dragon MI(R)	Artifact Creature	9	5/5, Flying, Trample, Rampage: 4. Counts as a Dragon.
		Teferi's Puzzle Box VI(R) 6th(R) 7th(R) 7th(FR) 8th(R) 8th(FR)	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.
		Tek IN(R) IN(FR)	Artifact Creature - Dragon	5	2/2. Tek gets +0/+2 as long as you control a plains, has flying as long as you control an island, gets +2/+0 as long as you control a swamp, has first strike as long as you control a mountain, and has trample as long as you control a forest.
		Telethopter <i>TE(U)</i>	Artifact Creature	4	3/1. Flying until end of turn (Tap one of your creatures).
		Telim'Tor's Darts <i>MI(U)</i>	Artifact	2	Do 1 damage to a player (Tap+2).
		Temporal Aperture US(R)	Artifact	2	Shuffle your library and reveal the top card (Tap+5). You can play this card this turn at no cost, with X=0, as if it was in your hand.
		Tetravus AQ(U1) 4th(R)	Artifact Creature	6	1/1, Flying; Starts with three +1/+1 counters; During upkeep can convert counters to or from 1/1, Flying artifact token Tetravite creatures which cannot be enchanted.
		Thopter Squadron EX(R)	Artifact Creature	5	0/0, Flying. Comes into play with three +1/+1 counters. As a sorcery, put a 1/1 Flying artifact Thopter creature token into play (1+Remove a +1/+1 counter). As a sorcery, put a +1/+1 counter on this card (1+Sacrifice a Thopter).
		Thran Dynamo <i>UD(U)</i> <i>UD(FU)</i>	Artifact	4	Tap: Add three colorless mana to your mana pool.
		Thran Forge <i>WL(U)</i>	Artifact	3	Give a non-artifact creature +1/+0 and make it an artifact creature until end of turn (2).
		Thran Foundry <i>UD(U)</i> <i>UD(FU)</i>	Artifact	1	1, Tap, Remove Thran Foundry from the game: Target player shuffles his or her graveyard into his or her library.
		Thran Golem UD(R) UD(FR)	Artifact Creature - Golem	5	3/3. As long as Thran Golem is enchanted, it gets +2/+2 and gains flying, first strike, and trample.
		Thran Lens UL(R) UL(FR)	Artifact	2	All permanents are colorless.
		Thran Tome WL(R)	Artifact	4	Show the top 3 cards of your library to an opponent, bury one card of the opponent's choice, and draw the other cards (Tap+5).

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Artifacts (Part 18 of 20)

		Card Name	Spell Type	Cost	Ability
		Thran Turbine <i>US(U)</i>	Artifact	1	During your upkeep, you may add up to two colorless mana to your mana pool. This mana cannot be spent to play spells.
		Thran War Machine <i>UL(U)</i> <i>UL(FU)</i>	Artifact Creature	4	4/5, Echo. Thran War Machine attacks each turn if able.
		Thran Weaponry <i>UL(R)</i> <i>UL(FR)</i>	Artifact	4	Echo. You may choose not to untap Thran Weaponry during your untap phase. ; 2, Tap: All creatures get +2/+2 as long as Thran Weaponry remains tapped.
		Throne of Bone <i>A/B/U(U)</i> <i>RV(U)</i> <i>4th(U)</i> <i>5th(U)</i> <i>6th(U)</i> <i>7th(U)</i> <i>7th(FU)</i> <i>8th(U)</i> <i>8th(FU)</i>	Artifact {ABU: was Poly Artifact}	1	Whenever a player plays a black spell, you may pay 1. If you do, you gain 1 life.
		Thumbscrews <i>TE(R)</i>	Artifact	2	During your upkeep, if you have 5 or more cards in your hand, do 1 damage to target opponent.
		Ticking Gnomes <i>UL(U)</i> <i>UL(FU)</i>	Artifact Creature	3	3/3, Echo. Sacrifice Ticking Gnomes: Ticking Gnomes deals 1 damage to target creature or player.
		Tigereye Cameo <i>IN(U)</i> <i>IN(FU)</i>	Artifact	3	Tap: Add G or W to your mana pool.
		Time Bomb <i>IA(R)</i> <i>5th(R)</i>	Artifact	4	Do 1 damage to each player for each counter on this card (Tap+1+Sacrifice this card). Put a counter on this card during your upkeep.
		Time Vault <i>A/B/U(R)</i>	Mono Artifact	2	Skip turn to untap; Tap for extra turn.
		Tin-Wing Chimera <i>VI(U)</i>	Artifact Creature	4	2/2, Flying. Counts as a Chimera. Give Flying to and put a +2/+2 counter on a Chimera (Sacrifice this card).
		Tooth of Ramos <i>MM(R)</i> <i>MM(FR)</i>	Artifact	3	Tap: Add one white mana to your mana pool. ; Sacrifice Tooth of Ramos: Add one white mana to your mana pool.
		Tormod's Crypt <i>DK(U2)</i> <i>CH(C2)</i>	Artifact	0	Tap and sacrifice this card to remove a player's graveyard from the game.
		Torture Chamber <i>TE(R)</i>	Artifact	3	Do X damage to a creature (Tap+1+Remove all counters on this card). X= number of counters on this card. Put a counter on this card during your upkeep. Does X damage to you at the end of your turn.
		Touchstone <i>WL(U)</i>	Artifact	2	Tap an artifact you don't control (Tap).
		Tower of Coireall <i>DK(U2)</i>	Artifact	2	Tap to make a creature unblockable by walls until end of turn.
		Toymaker <i>MM(U)</i> <i>MM(FU)</i>	Artifact Creature - Spellshaper	2	1/1. 1, Tap, Discard a card from your hand: Target noncreature artifact becomes an artifact creature with power and toughness each equal to its converted mana cost until end of turn. (It retains its abilities.)
		Transmogrifying Lcid <i>EX(U)</i>	Artifact Creature	3	2/2. Counts as a Lcid. This card loses this ability, becomes a creature enchantment with "Enchanted creature gets +1/+1 and counts as an artifact", and moves onto a creature (Tap+1). You can pay 1 mana to end this effect.
		Treva's Attendant <i>IN(U)</i> <i>IN(FU)</i>	Artifact Creature - Golem	5	3/3. 1, Sacrifice Treva's Attendant: Add GWU to your mana pool.
		Triangle of War <i>VI(R)</i>	Artifact	1	Make one of your creatures and an opponent's creature deal their power in damage to each other (2+Sacrifice this card).
		Triassic Egg <i>LG(R)</i> <i>CH(U1)</i>	Artifact	4	Put one counter on Egg (Tap+3); Sacrifice Egg with two or more counters to bring any creature from your hand or graveyard directly into play.
		Tribal Golem <i>ON(R)</i> <i>ON(FR)</i>	Artifact Creature - Golem	6	4/4. Tribal Golem has trample as long as you control a Beast, haste as long as you control a Goblin, first strike as long as you control a Soldier, flying as long as you control a Wizard, and "B: Regenerate Tribal Golem" as long as you control a Zombie.
		Triskelion <i>AQ(U1)</i> <i>4th(R)</i>	Artifact Creature	6	1/1; Starts with three +1/+1 counters; Do 1 damage to any target (Remove a counter).
		Troll-Horn Cameo <i>IN(U)</i> <i>IN(FU)</i>	Artifact	3	Tap: Add R or G to your mana pool.
		Tsabo's Web <i>IN(R)</i> <i>IN(FR)</i>	Artifact	2	When Tsabo's Web comes into play, draw a card. ; Lands with an activated ability that doesn't produce mana don't untap during their controllers' untap steps.
		Umbilicus <i>US(R)</i>	Artifact	4	During each player's upkeep, they pay 2 life or send one of their permanents to owner's hand.
		Unerring Sling <i>MI(U)</i>	Artifact	3	Do X damage to a Flying attacking or blocking creature where X = tapped creature's power (Tap+3+Tap one of your creatures).
		Urza's Armor <i>US(U)</i> <i>8th(R)</i> <i>8th(FR)</i>	Artifact	6	If a source would deal damage to you, prevent 1 of that damage.
		Urza's Avenger <i>AQ(U1)</i> <i>4th(R)</i> <i>5th(R)</i>	Artifact Creature	6	4/4; Can get Bands, Flying, Trample, and/or First Strike until end of turn at -1/-1 until end of turn for each ability.
		Urza's Bauble <i>IA(U)</i> <i>5th(U)</i>	Artifact	0	Look at a random card in a player's hand (Tap+Sacrifice this card). Draw a card at the beginning of the next turn after using this ability. {IA= Was at beginning of upkeep}
		Urza's Blueprints <i>UL(R)</i> <i>UL(FR)</i>	Artifact	6	Echo. Tap: Draw a card.

Artifacts (Part 19 of 20)

Card Name	Spell Type	Cost	Ability
Urza's Chalice	AQ(C4)	1	+1 life when artifact is cast (1)
Urza's Contact Lenses	UG(U)	0	Urza's Contact Lenses comes into play tapped and does not untap during its controller's untap phase. All players play with their hands face up. Clap your hands twice: Tap or untap Urza's Contact Lenses.
Urza's Engine	AL(R6)	5	1/5, Trample. Banding until end of turn (3). All creatures Banded with this gain Trample until end of turn (3).
Urza's Filter	IN(R) IN(FR)	4	Multicolored spells cost up to 2 less to play.
Urza's Incubator	UD(R) UD(FR)	3	When Urza's Incubator comes into play, choose a creature type. ; Creature spells of the chosen type cost 2 less to play.
Urza's Miter	AQ(U1)	3	Draw one card when one of your artifacts goes to the graveyard (3); Does not work when you gain other benefits for sending the artifact there.
Urza's Science Fair Project	UG(U)	6	4/4. 2: Roll a six-sided die for Urza's Science Fair Project. 1 - It gets -2/-2 until end of turn. 2 - It deals no combat damage this turn. 3 - Attacking does not cause it to tap this turn. 4 - It gains first strike until end of turn. 5 - It gains flying until end of turn. 6 - it gets +2/+2 until end of turn.
Ventifact Bottle	MI(R)	3	As a sorcery, put X counters onto this card (Tap+1X). If at the beginning of your main phase this card has counters on it, tap this card, remove all the counters, and gain X colorless mana where X= the number of counters removed.
Vexing Arcanix	IA(R) 8th(R) 8th(FR)	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.
Vibrating Sphere	IA(R)	4	Your creatures have +2/+0 on your turn and -0/-2 on other turns.
Viseling	NE(U) NE(FU)	4	2/2. At the beginning of each opponent's upkeep, Viseling deals X damage to that player, where X is the number of cards in his or her hand minus four.
Volrath's Laboratory	SH(R)	5	Choose a color and creature type when playing this card. Put a 2/2 token creature of that type and color into play (Tap+5).
Voltaic Key	US(U)	1	Untap an artifact (Tap+1).
Voodoo Doll	LG(R) CH(U1)	6	Do X damage to any target (Tap+X+X); X is the number of counters on this card. Add one counter at beginning of each upkeep. If untapped at the end of your turn, take X damage and destroy Doll. {LG = was any time during upkeep}
Walking Wall	LA(U)	4	0/6, Wall. +3/-1 until end of turn and may attack this turn (3). Can only use ability once per turn. Cannot attack unless it started this turn under your control.
Wall of Junk	US(U)	2	0/7, Wall. Whenever this card blocks, send it to owner's hand at end of combat.
Wall of Shields	LA(U)	3	0/4, Wall, Bands
Wall of Spears	AQ(U3) 4th(C) 5th(C) 7th(U) 7th(FU) 8th(U) 8th(FU)	3	2/3, First Strike. (Walls can't attack.)
Wand of Denial	VI(R) 6th(R)	2	Tap: Look at the top card of target player's library. If it's a nonland card, you may pay 2 life. If you do, put it into that player's graveyard.
Wand of Ith	DK(U2)	4	Look at one random card from a player's hand (Tap+3), that player may discard the card or pay its casting cost in life to keep it. Lands cost 1 life.
War Barge	DK(U2)	4	Give a creature Island Walk until end of turn (3); Creature using Barge is buried if Barge leaves play.
War Chariot	LA(U)	3	Give a creature Trample until end of turn (Tap+3)
Watchdog	TE(U)	3	1/2. Blocks if able. Creatures attacking you get -1/-0 while this card is untapped.
Weakstone	AQ(U3)	4	-1/-0 to all attacking creatures
Well of Discovery	PY(R) PY(FR)	6	At the end of your turn, if you control no untapped lands, draw a card.
Well of Knowledge	WL(R)	3	All players may pay 2 to draw a card during their draw phase. This ability can be used as many times as desired each turn.
Well of Life	PY(U) PY(FU)	4	At the end of your turn, if you control no untapped lands, you gain 2 life.
Whalebone Glider	LA(U)	2	Give Flying until end of turn to a creature with power<=3 (Tap+2)
Wheel of Torture	UL(R) UL(FR)	3	During each of your opponents' upkeeps, Wheel of Torture deals 1 damage to that player for each card fewer than three in his or her hand.
Whetstone	US(R)	3	Each player puts the top two cards of their library into their graveyard (3).

Artifacts (Part 20 of 20)

		Card Name	Spell Type	Cost	Ability	
		White Mana Battery	<i>LG(U)</i> 4th(R)	Artifact	4	Add a counter to it (Tap+2). Tap and remove X counters for X+1 white mana.
		Winter Orb	A/B/U(R) RV(R) 4th(R) 5th(R)	Artifact <i>{ABU: was Continuous Artifact}</i>	2	All players untap only one land per turn.
		Wirecat	<i>US(U)</i>	Artifact Creature	4	4/3. Cannot attack or block if an enchantment is in play.
		Wooden Sphere	<i>A/B/U(U)</i> <i>RV(U)</i> <i>4th(U)</i> <i>5th(U)</i> <i>6th(U)</i> <i>7th(U)</i> <i>7th(FU)</i> <i>8th(U)</i> <i>8th(FU)</i>	Artifact <i>{ABU: was Poly Artifact}</i>	1	Whenever a player plays a green spell, you may pay 1. If you do, you gain 1 life.
		Workhorse	EX(R)	Artifact Creature	6	0/0. Comes into play with four +1/+1 counters. Add one colorless mana to your mana pool as a mana source (Remove a counter).
		Worn Powerstone	<i>US(U)</i>	Artifact	3	Enters play tapped. Add two colorless mana to your mana pool as a mana source (Tap).
		Worry Beads	MM(R) MM(FR)	Artifact	3	At the beginning of each player's upkeep, that player puts the top card of his or her library into his or her graveyard.
		Xanthic Statue	WL(R)	Artifact	8	Until end of turn, this card is an 8/8 Trample artifact creature (5).
		Yotian Soldier	AQ(C4) 4th(C)	Artifact Creature	3	1/4. Does not tap when attacking.
		Zelyon Sword	FE(U1)	Artifact	3	Give a creature +2/+0 (Tap+3). Effect lasts while this card is tapped and in play. You may choose not to untap this card as normal during untap.
		Zuran Orb	<i>IA(U)</i>	Artifact	0	Gain 2 life (Sacrifice a land)

Multi-Colored Spells (Part 1 of 10)

Card Name	Spell Type	Cost	Ability
Absorb IN(R) IN(FR)	Instant	WUU	Counter target spell. You gain 3 life.
Acidic Sliver SH(U)	Summon Sliver	BR	2/2. Each Sliver gains "Do 2 damage to a creature or player (2+Sacrifice this card)".
Adun Oakenshield LG(R)	Summon Legend	BGR	1/2, Bring creature from graveyard to hand (Tap+BGR)
AEther Mutation AP(U) AP(FU)	Sorcery	GU3	Return target creature to its owner's hand. Put X 1/1 green Saproling creature tokens into play, where X is its converted mana cost.
AEther Rift IN(R) IN(FR)	Enchantment	RG1	At the beginning of your upkeep, discard a card at random from your hand. If you discard a creature card this way, put that card into play unless any player pays 5 life.
Altar of Bone IA(R)	Sorcery	GW	Sacrifice a creature to bring a creature in your library into your hand.
Ancient Spider PS(R) PS(FR)	Creature - Spider	GW2	2/5, First strike. ; Ancient Spider may block as though it had flying.
Angelic Shield IN(U) IN(FU)	Enchantment	WU	Creatures you control get +0/+1. ; Sacrifice Angelic Shield: Return target creature to its owner's hand.
Angus Mackenzie LG(R)	Summon Legend	UGW	2/2, No creatures deal damage in combat this turn (Tap+UGW)
Anurid Brushhopper JU(R) JU(FR)	Creature - Beast	GW1	3/4. Discard two cards from your hand: Remove Anurid Brushhopper from the game. Return it to play under its owner's control at end of turn.
Arcades Sabboth LG(R) CH(U)	Summon Elder Dragon Legend	UUGG WW2	7/7, Flying, +0/+1(W); Your untapped and not attacking creatures get +0/+2; Pay UGW during upkeep or this card is buried.
Armadillo Cloak IN(C) IN(FC)	Enchant Creature	GW1	Enchanted creature gets +2/+2 and has trample. ; Whenever enchanted creature deals damage, you gain that much life.
Armored Guardian IN(R) IN(FR)	Creature - Guardian	WU3	2/5. 1WW: Target creature you control gains protection from the color of your choice until end of turn. ; 1UU: Armored Guardian can't be the target of spells or abilities this turn.
Army Ants VI(U)	Summon Insects	BR1	1/1. Destroy a land (Tap+Sacrifice a land).
Artifact Mutation IN(R) IN(FR)	Instant	RG	Destroy target artifact. It can't be regenerated. Put X 1/1 green Saproling creature tokens into play, where X is its converted mana cost.
Asmira, Holy Avenger MI(R)	Summon Legend	GW2	2/3, Flying. Put a +1/+1 counter on this card at end of turn for each creature put into your graveyard that turn.
Atogatog OD(R) OD(FR)	Creature - Atog Legend	WUBRG	5/5. Sacrifice an Atog: Atogatog gets +X/+X until end of turn, where X is the sacrificed Atog's power.
Aura Mutation IN(R) IN(FR)	Instant	GW	Destroy target enchantment. Put X 1/1 green Saproling creature tokens into play, where X is its converted mana cost.
Aura Shards IN(U) IN(FU)	Enchantment	GW1	Whenever a creature comes into play under your control, you may destroy target artifact or enchantment.
Axelrod Gunnarson LG(R) CH(U)	Summon Legend	BBRR4	5/5, Trample; Gives you one life and does one damage to a player whenever a creature goes to the graveyard on a turn in which Axelrod damaged it.
Ayesha Tanaka LG(R) CH(U)	Summon Legend	UUWW	2/2, Banding; Tap to counter effect of an artifact with an activation cost unless opponent pays W.
Backlash IN(U) IN(FU)	Instant	BR1	Tap target untapped creature. That creature deals damage equal to its power to its controller.
Barktooth Warbeard LG(U)	Summon Legend	BRR4	6/5.
Barrin's Spite IN(R) IN(FR)	Sorcery	UB2	Choose two target creatures controlled by one player. That player chooses and sacrifices one of them. Return the other to its owner's hand.
Bartel Runeaxe LG(R)	Summon Legend	BGR3	6/5, Does not tap when attacking; Cannot be targeted by enchant creature spells.
Benthic Djinn MI(R)	Summon Djinn	BU2	5/3, IslandWalk. Lose 2 life during upkeep.
Bladewing the Risen SC(R) SC(FR)	Creature - Dragon Legend	BBRR3	4/4, Flying. When Bladewing the Risen comes into play, you may return target Dragon card from your graveyard to play. ; BR: All Dragons get +1/+1 until end of turn.
Blazing Specter IN(R) IN(FR)	Creature - Specter	BR2	2/2, Flying, Haste. Whenever Blazing Specter deals combat damage to a player, that player discards a card from his or her hand.
Boris Devilboon LG(R)	Summon Legend	BR3	2/2; Create 1/1 red and black Minor Demon token creature (Tap+BR2)
Breathstealer's Crypt VI(R)	Enchantment	BU2	Whenever a player draws a card, show it to all players. If it is a creature card, they pay 3 life or discard it.
Cadaverous Bloom MI(R)	Enchantment	BG3	Add 2 Green or 2 Black mana to your mana pool as a mana source (Remove a card in your hand from the game).
Captain Sisay IN(R) IN(FR)	Creature - Legend	GW2	2/2. Tap: Search your library for a Legend or legendary card, reveal that card, and put it into your hand. Then shuffle your library.
Captain's Maneuver AP(U) AP(FU)	Instant	RWX	The next X damage that would be dealt to target creature or player this turn is dealt to another target creature or player instead.

Multi-Colored Spells (Part 2 of 10)

Card Name	Spell Type	Cost	Ability
Cauldron Dance <i>IN(U)</i> <i>IN(FU)</i>	Instant	BR4	Play Cauldron Dance only during combat. ; Return target creature card from your graveyard to play. That creature gains haste. Return it to your hand at end of turn. ; Put a creature card from your hand into play. That creature gains haste. Put it into your graveyard at end of turn.
Cavern Harpy <i>PS(C)</i> <i>PS(FC)</i>	Creature - Beast	UB	2/1, Flying. When Cavern Harpy comes into play, return a blue or black creature you control to its owner's hand. ; Pay 1 life: Return Cavern Harpy to its owner's hand.
Centaur Archer <i>IA(U)</i>	Summon Centaur	GR1	3/2. Do 1 damage to a Flying creature (Tap).
Charging Troll <i>IN(U)</i> <i>IN(FU)</i>	Creature - Troll	GW2	3/3. Attacking doesn't cause Charging Troll to tap. ; G: Regenerate Charging Troll.
Chromatic Armor <i>IA(R)</i>	Enchant Creature	UW1	Creature is not damaged by sources of a single color. Put a counter on this card and pick the color when it is brought into play. Pay 1 mana for each counter and then add a counter to change the choice of colors.
Chromium <i>LG(R)</i> <i>CH(UI)</i>	Summon Elder Dragon Legend	BBUU WW2	7/7, Flying, Rampage:2; Pay BUW during upkeep or this card is buried.
Cinder Shade <i>IN(U)</i> <i>IN(FU)</i>	Creature - Shade	BR1	1/1. B: Cinder Shade gets +1/+1 until end of turn. ; R,Sacrifice Cinder Shade: Cinder Shade deals damage equal to its power to target creature.
Circle of Despair <i>MI(R)</i>	Enchantment	BW1	Prevent all damage to a creature or player from any one source (1+Sacrifice a creature).
Cloud Cover <i>PS(R)</i> <i>PS(FR)</i>	Enchantment	WU2	Whenever another permanent you control becomes the target of a spell or ability an opponent controls, you may return that permanent to its owner's hand.
Coalition Victory <i>IN(R)</i> <i>IN(FR)</i>	Sorcery	WUBRG3	You win the game if you control a land of each basic land type and a creature of each color.
Consume Strength <i>AP(C)</i> <i>AP(FC)</i>	Instant	BG1	Target creature gets +2/+2 until end of turn. Another target creature gets -2/-2 until end of turn.
Corrosion <i>VI(R)</i>	Enchantment	BR1	During your upkeep, put a counter on each artifact target opponent controls. If the number of counters on an artifact equals or exceeds its casting cost, bury the artifact. Remove all these counters if this card leaves play. Cumulative Upkeep=1 mana.
Cromat <i>AP(R)</i> <i>AP(FR)</i>	Creature - Legend	WUBRG	5/5. WB: Destroy target creature blocking or blocked by Cromat. ; UR: Cromat gains flying until end of turn. ; BG: Regenerate Cromat. ; RW: Cromat gets +1/+1 until end of turn. ; GU: Put Cromat on top of its owner's library.
Crosis's Charm <i>PS(U)</i> <i>PS(FU)</i>	Instant	UBR	Choose one - Return target permanent to its owner's hand; or destroy target nonblack creature, and it can't be regenerated; or destroy target artifact.
Crosis, the Purger <i>IN(R)</i> <i>IN(FR)</i>	Creature - Dragon Legend	UBR3	6/6, Flying. Whenever Crosis, the Purger deals combat damage to a player, you may pay 2B. If you do, choose a color. That player reveals his or her hand and discards all cards of that color from it.
Crystalline Sliver <i>SH(U)</i>	Summon Sliver	UW	2/2. Slivers cannot be targeted by spells or abilities.
Dakkon Blackblade <i>LG(R)</i> <i>CH(UI)</i>	Summon Legend	BUUW2	*/* where * is the number of lands you control.
Darigaaz's Charm <i>PS(U)</i> <i>PS(FU)</i>	Instant	BRG	Choose one - Return target creature card from your graveyard to your hand; or Darigaaz's Charm deals 3 damage to target creature or player; or target creature gets +3/+3 until end of turn.
Darigaaz, the Igniter <i>IN(R)</i> <i>IN(FR)</i>	Creature - Dragon Legend	BRG3	6/6, Flying. Whenever Darigaaz, the Igniter deals combat damage to a player, you may pay 2R. If you do, choose a color. That player reveals his or her hand and Darigaaz deals X damage to him or her, where X is the number of cards revealed of that color.
Daring Leap <i>PS(C)</i> <i>PS(FC)</i>	Instant	WU1	Target creature gets +1/+1 and gains flying and first strike until end of turn.
Dark Heart of the Wood <i>DK(C3)</i>	Enchantment	BG	Sacrifice a Forest to gain 3 life.
Death Grasp <i>AP(R)</i> <i>AP(FR)</i>	Sorcery	WBX	Death Grasp deals X damage to target creature or player. You gain X life.
Death Mutation <i>AP(U)</i> <i>AP(FU)</i>	Sorcery	BG6	Destroy target nonblack creature. It can't be regenerated. Put X 1/1 green Saproling creature tokens into play, where X is its converted mana cost.
Decimate <i>OD(R)</i> <i>OD(FR)</i>	Sorcery	RG2	Destroy target artifact, target creature, target enchantment, and target land.
Delirium <i>MI(U)</i>	Instant	BR1	Play on an opponent's turn to tap a creature that player controls, and that creature deals and receives no damage in combat this turn, and that creature does its power in damage to its controller.
Destructive Flow <i>PS(R)</i> <i>PS(FR)</i>	Enchantment	BRG	At the beginning of each player's upkeep, that player sacrifices a nonbasic land.
Diabolic Vision <i>IA(U)</i> <i>BD(D1)</i>	Sorcery	BU	Look at the top 5 cards of your library, keep 1 of them, and replace the others in any order.
Discordant Spirit <i>MI(R)</i>	Summon Spirit	BR2	2/2. Gets a +1/+1 counter at end of opponent's turn for each damage done to you that turn. Remove all these counters at end of your turn.

Multi-Colored Spells (Part 3 of 10)

Card Name	Spell Type	Cost	Ability
Doomsday Specter PS(R) PS(FR)	Creature - Specter	UB2	2/3, Flying. When Doomsday Specter comes into play, return a blue or black creature you control to its owner's hand. ; Whenever Doomsday Specter deals combat damage to a player, look at that player's hand and choose a card from it. The player discards that card.
Dracoplasm TE(R)	Summon Shapeshifter	UR	*/*, Flying. Sacrifice any number of creatures when playing this card and it enters play with power equal to total power of sacrificed creatures and toughness equal to total toughness. +1/+0 until end of turn (R).
Dralnu's Crusade PS(R) PS(FR)	Enchantment	BR1	All Goblins get +1/+1, are black, and are Zombies in addition to their creature types.
Dromar's Charm <i>PS(U)</i> <i>PS(FU)</i>	Instant	WUB	Choose one - You gain 5 life; or counter target spell; or target creature gets -2/-2 until end of turn.
Dromar, the Banisher IN(R) IN(FR)	Creature - Dragon Legend	WUB3	6/6, Flying. Whenever Dromar, the Banisher deals combat damage to a player, you may pay 2U. If you do, choose a color. Return all creatures of that color to their owners' hands.
Dueling Grounds IN(R) IN(FR)	Enchantment	GW1	No more than one creature may attack each turn. ; No more than one creature may block each turn.
Earthlink IA(R)	Enchantment	BGR3	Players bury a land each time one of their creatures goes to the graveyard. Upkeep=2 mana.
Ebony Treefolk <i>AP(U)</i> <i>AP(FU)</i>	Creature - Treefolk	BG1	3/3. BG: Ebony Treefolk gets +1/+1 until end of turn.
Edgewalker <i>SC(U)</i> <i>SC(FU)</i>	Creature - Cleric	WB1	2/2. Cleric spells you play cost WB less to play. This effect reduces only the amount of colored mana you pay. (For example, if you play a Cleric with mana cost 1W, it costs 1 to play.)
Eladamri's Call PS(R) PS(FR)	Instant	GW	Search your library for a creature card, reveal that card, and put it into your hand. Then shuffle your library.
Elemental Augury IA(R)	Enchantment	BUR	Look at and reorder top 3 cards of a player's library (3)
Emberwilde Caliph MI(R)	Summon Djinn	UR2	4/4, Flying, Trample. Must attack each turn if able. You lose 1 life for each damage the Caliph deals.
Energy Arc <i>AL(U2)</i>	Instant	UW	Untap any number of creatures. Those creatures will not deal or receive damage in combat this turn.
Energy Bolt MI(R)	Sorcery	RWX	Do X damage to a player -or- give a player X life.
Ertai, the Corrupted PS(R) PS(FR) PS(FR)	Creature - Wizard Legend	WUB2	3/4. U,Tap,Sacrifice a creature or enchantment: Counter target spell. {There are two pieces of art for the foil card,}
Essence Vortex <i>IA(U)</i>	Instant	BU1	Bury a creature unless controller pays the creature's toughness in life.
Femeref Enchantress VI(R)	Summon Enchantress	GW	1/2. Draw a card whenever an enchantment goes to a graveyard from play.
Fervent Charge AP(R) AP(FR)	Enchantment	WBR1	Whenever a creature you control attacks, it gets +2/+2 until end of turn.
Fiery Justice IA(R)	Sorcery	GRW	Give an opponent 5 life then do 5 damage divided among any number of targets.
Fire Covenant <i>IA(U)</i>	Instant	BR1	Pay X life to do X damage divided among any number of creatures.
Fires of Yavimaya <i>IN(U)</i> <i>IN(FU)</i>	Enchantment	RG1	Creatures you control have haste. ; Sacrifice Fires of Yavimaya: Target creature gets +2/+2 until end of turn.
Firestorm Hellkite VI(R)	Summon Dragon	UR4	6/6, Flying, Trample. Cumulative Upkeep=UR.
Fleetfoot Panther <i>PS(U)</i> <i>PS(FU)</i>	Creature - Cat	GW1	3/4. You may play Fleetfoot Panther any time you could play an instant. ; When Fleetfoot Panther comes into play, return a green or white creature you control to its owner's hand.
Flooded Woodlands IA(R)	Enchantment	BU2	Players sacrifice a land each time they declare a green creature as an attacker.
Flowstone Charger <i>AP(U)</i> <i>AP(FU)</i>	Creature - Beast	RW2	2/5. Whenever Flowstone Charger attacks, it gets +3/+3 until end of turn.
Frenetic Efreet MI(R)	Summon Efreet	UR1	2/1, Flying. Flip a coin, and if it is in your favor this card phases out, otherwise it is buried (0).
Frenzied Tilling <i>IN(C)</i> <i>IN(FC)</i>	Sorcery	RG3	Destroy target land. Search your library for a basic land card and put that card into play tapped. Then shuffle your library.
Fumarole <i>IA(U)</i>	Sorcery	BR3	Pay 3 life to destroy a land and a creature.
Fungal Shambler AP(R) AP(FR)	Creature - Beast	GUB4	6/4, Trample. Whenever Fungal Shambler deals damage to an opponent, you draw a card and that opponent discards a card from his or her hand.
Gabriel Angelfire LG(R) CH(U1)	Summon Legend	GGWW3	4/4, Each upkeep can get one of Flying, First Strike, Trample or Rampage:3 until beginning of next upkeep.
Gaea's Skyfolk <i>AP(C)</i> <i>AP(FC)</i>	Creature - Elf Merfolk	GU	2/2, Flying.
Galina's Knight <i>IN(C)</i> <i>IN(EC)</i>	Creature - Merfolk Knight	WU	2/2, Protection from Red.
Gerrard's Command <i>PS(C)</i> <i>PS(FC)</i>	Instant	GW	Untap target creature. It gets +3/+3 until end of turn.
Gerrard's Verdict <i>AP(U)</i> <i>AP(FU)</i>	Sorcery	WB	Target player discards two cards from his or her hand. You gain 3 life for each land card discarded this way.
Ghostly Flame IA(R)	Enchantment	BR	Red and black spells and permanents are treated as colorless sources of damage.

Multi-Colored Spells (Part 4 of 10)

Card Name	Spell Type	Cost	Ability
Giant Trap Door Spider	<i>IA(U)</i> Summon Spider	GR1	2/3. Remove a creature which is attacking you from the game (Tap+GR+ Remove this card from the game)
Glaciers	IA(R) Enchantment	UW2	All Mountains are changed to Plains. Upkeep=UW.
Goblin Legionnaire	<i>AP(C)</i> <i>AP(FC)</i> Creature - Goblin Soldier	RW	2/2. R,Sacrifice Goblin Legionnaire: Goblin Legionnaire deals 2 damage to target creature or player. ; W,Sacrifice Goblin Legionnaire: Prevent the next 2 damage that would be dealt to target creature or player this turn.
Goblin Trenches	AP(R) AP(FR) Enchantment	RW1	2,Sacrifice a land: Put two 1/1 red and white Goblin Soldier creature tokens into play.
Gosta Dirk	LG(R) Summon Legend	UUWW3	4/4, First Strike; Stops all use of IslandWalk in play
Grim Feast	MI(R) Enchantment	BG1	Whenever a creature is put into target opponent's graveyard from play, gain life equal to its toughness. Does 1 damage to you at the beginning of your upkeep.
Guided Passage	AP(R) AP(FR) Sorcery	URG	Reveal the cards in your library. An opponent chooses from among them a creature card, a land card, and a noncreature, nonland card. You put the chosen cards into your hand. Then shuffle your library.
Guiding Spirit	VI(R) Summon Angel	UW1	1/2, Flying. If the top card of target player's graveyard is a creature, put it on top of their library (Tap).
Gwendlyn Di Corci	LG(R) Summon Legend	BBUR	3/5; Tap to make opponent discard a card. Can only be used on your turn.
Halfdane	LG(R) Summon Legend	BUW1	*/* where * is 3 at casting time and changes each upkeep to be equal to power of a creature in play. If there are no creatures, * is 3.
Hanna, Ship's Navigator	IN(R) IN(FR) Creature - Legend	WU1	1/2. 1WU,Tap: Return target artifact or enchantment card from your graveyard to your hand.
Harbor Guardian	<i>MI(U)</i> Summon Guardian	UW2	3/4. Can block Flying creatures. If it attacks, defending player may draw a card.
Haunting Apparition	<i>MI(U)</i> Summon Ghost	BU1	*/2, Flying. Where *= 1 + # of green creature cards in target opponent's graveyard.
Hazerider Drake	<i>MI(U)</i> Summon Drake	UW2	2/3, Flying, Protection from Red
Hazezon Tamar	LG(R) Summon Legend	GRW4	2/4; On the upkeep after Hazezon enters play you get a 1/1 green, white and red Sand Warrior token creature for each land you control. The tokens leave play if Hazezon does.
Heroes' Reunion	<i>IN(U)</i> <i>IN(FU)</i> Instant	GW	Target player gains 7 life.
Hibernation Sliver	<i>SH(U)</i> Summon Sliver	BU	2/2. Each Sliver gains "Return this card to owner's hand (2 life)".
Horned Cheetah	<i>IN(U)</i> <i>IN(FU)</i> Creature - Cat	GW2	2/2. Whenever Horned Cheetah deals damage, you gain that much life.
Horned Kavv	<i>PS(C)</i> <i>PS(FC)</i> Creature - Kavv	RG	3/4. When Horned Kavv comes into play, return a red or green creature you control to its owner's hand.
Hull Breach	<i>PS(C)</i> <i>PS(FC)</i> Sorcery	RG	Choose one - Destroy target artifact; or destroy target enchantment; or destroy target artifact and target enchantment.
Hunding Gjornersen	<i>LG(U)</i> Summon Legend	UUW3	5/4, Rampage:1.
Hunting Grounds	JU(R) JU(FR) Enchantment	GW	Threshold - Whenever an opponent plays a spell, you may put a creature card from your hand into play. (You have threshold as long as seven or more cards are in your graveyard.)
Hunting Kavv	<i>IN(U)</i> <i>IN(FU)</i> Creature - Kavv	RG1	2/3. 1RG,Tap: Remove from the game Hunting Kavv and target creature without flying that's attacking you.
Hymn of Rebirth	<i>IA(U)</i> Sorcery	GW3	Bring a creature from any graveyard into play under your control.
Iridescent Angel	OD(R) OD(FR) Creature - Angel	WU5	4/4, Flying, Protection from all Colors.
Jacques le Vert	LG(R) Summon Legend	GRW1	3/2; All your green creatures get +0/+2.
Jasmine Boreal	<i>LG(U)</i> Summon Legend	GW3	4/5.
Jedit Ojanen	<i>LG(U)</i> Summon Legend	UWW4	5/5.
Jerrard of the Closed Fist	<i>LG(U)</i> Summon Legend	GGR3	6/5.
Johan	LG(R) CH(U) Summon Legend	GRW3	5/4; If does not attack and is not tapped then none of your creatures tap when attacking.
Jungle Barrier	<i>AP(U)</i> <i>AP(FU)</i> Creature - Wall	GU2	2/6. (Walls can't attack.) When Jungle Barrier comes into play, draw a card.
Jungle Troll	<i>MI(U)</i> Summon Troll	GR1	2/1. Regenerate (G -or- R).
Kaervek's Purge	<i>MI(U)</i> Sorcery	BRX	Destroy a creature with casting cost of X and if the creature goes to the graveyard, its controller takes the creature's power in damage.
Kangee, Aerie Keeper	IN(R) IN(FR) Creature - Legend	WU2	2/2, Flying. Kicker 2X (You may pay an additional 2X as you play this spell.); When Kangee, Aerie Keeper comes into play, if you paid the kicker cost, put X feather counters on it. ; All Birds get +1/+1 for each feather counter on Kangee, Aerie Keeper.
Karona, False God	SC(R) SC(FR) Creature - Legend	WUBRG1	5/5, Haste. At the beginning of each player's upkeep, that player untaps Karona, False God and gains control of it. ; Whenever Karona attacks, creatures of the type of your choice get +3/+3 until end of turn.
Kasimir the Lone Wolf	<i>LG(U)</i> Summon Legend	UW4	5/3.
Kei Takahashi	LG(R) <i>CH(C)</i> Summon Legend	GW2	2/2, Tap to prevent up to 2 damage to a creature.

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Multi-Colored Spells (Part 5 of 10)

		Card Name	Spell Type	Cost	Ability
		Keldon Twilight PS(R) PS(FR)	Enchantment	BR1	At the end of each player's turn, if no creatures attacked that turn, that player sacrifices a creature he or she controlled since the beginning of the turn.
		Kjeldoran Frostbeast <i>LA(U)</i>	Summon Frostbeast	GW3	2/4. All creatures blocking or blocked by this one are destroyed at the end of combat.
		Lady Caleria LG(R)	Summon Legend	GGWW3	3/6, Tap to do 3 damage to attacker or blocker.
		Lady Evangela LG(R)	Summon Legend	BUW	1/2, Cause a creature not to deal damage during combat (Tap+BW)
		The Lady of the Mountain <i>LG(U)</i>	Summon Legend	GR4	5/5.
		Lady Orca <i>LG(U)</i> <i>AT(D1)</i>	Summon Legend	BR5	7/4.
		Last Stand AP(R) AP(FR)	Sorcery	WUBRG	Target opponent loses 2 life for each swamp you control. Last Stand deals damage equal to the number of mountains you control to target creature. Put a 1/1 green Saproling creature token into play for each forest you control. You gain 2 life for each plains you control. Draw a card for each island you control, then discard that many cards from your hand.
		Lava Zombie PS(C) PS(EC)	Creature - Zombie	BR1	4/3. When Lava Zombie comes into play, return a black or red creature you control to its owner's hand. ; 2: Lava Zombie gets 1/+0 until end of turn.
		Leering Gargoyle MI(R)	Summon Gargoyle	UW1	2/2, Flying. Gets -2/+2 and loses Flying until end of turn (Tap).
		Lightning Angel AP(R) AP(FR)	Creature - Angel	RWU1	3/4, Flying, Haste. Attacking doesn't cause Lightning Angel to tap.
		Lim-Dûl's Paladin <i>AL(U2)</i>	Summon Paladin	BR2	0/3, Trample. Gets +6/+3 until end of turn when blocked. If not blocked, it deals no damage and opponent loses 4 life instead. Discard a card during upkeep -or- bury this card and draw a card.
		Lim-Dûl's Vault <i>AL(U2)</i>	Instant	BU	Look at top 5 cards of your library and either put them back, or pay 1 life to put them on the bottom of your library and repeat. Once done, shuffle all but top 5 and order the top 5 as you choose.
		Lithatog <i>OD(U)</i> <i>OD(FU)</i>	Creature - Atog	RG1	1/2. Sacrifice an artifact: Lithatog gets +1/+1 until end of turn. ; Sacrifice a land: Lithatog gets +1/+1 until end of turn.
		Livonya Silone LG(R)	Summon Legend	GGR2	4/4, First Strike, Legendary-Land-Walk
		Llanowar Dead AP(C) AP(EC)	Creature - Zombie Elf	BG	2/2. Tap: Add B to your mana pool.
		Llanowar Knight IN(C) IN(EC)	Creature - Elf Knight	GW	2/2, Protection from Black.
		Lobotomy <i>TE(U)</i> <i>IN(U)</i> <i>IN(FU)</i>	Sorcery	UB2	Look at target player's hand and choose a card other than a basic land card from it. Search that player's graveyard, hand, and library for all cards with the same name as the chosen card and remove them from the game. Then that player shuffles his or her library.
		Lord Magnus <i>LG(U)</i>	Summon Legend	GW3	4/3, First Strike; Stops all use of PlainsWalk and ForestWalk in play.
		Lord of Tresserhorn AL(R2)	Summon Legend	BUR1	10/4, Regenerate (B). When enters play, lose 2 life, sacrifice 2 creatures and opponent draws 2 cards.
		Malicious Advice PS(C) PS(EC)	Instant	UBX	Tap X target artifacts, creatures, and/or lands. You lose X life.
		Malignant Growth MI(R)	Enchantment	UG3	During your upkeep, put a counter on this card. During target opponent's draw phase, they draw an extra card and take 1 damage for each counter on this card. Cumulative Upkeep=1.
		Marhault Elsdragon <i>LG(U)</i> <i>CH(C1)</i>	Summon Legend	GRR3	4/6, Rampage:1
		Marsh Crocodile <i>PS(U)</i> <i>PS(FU)</i>	Creature - Crocodile	UB2	4/4. When Marsh Crocodile comes into play, return a blue or black creature you control to its owner's hand. ; When Marsh Crocodile comes into play, each player discards a card from his or her hand.
		Marsh Goblins DK(C3)	Summon Goblins	BR	1/1, SwampWalk
		Martyrs' Tomb <i>AP(U)</i> <i>AP(FU)</i>	Enchantment	WB2	Pay 2 life: Prevent the next 1 damage that would be dealt to target creature this turn.
		Meddling Mage PS(R) PS(FR)	Creature - Wizard	WU	2/2. As Meddling Mage comes into play, name a nonland card. ; The named card can't be played.
		Merieke Ri Berit IA(R)	Summon Legend	BUW	1/1. Tap to take control of a creature; Bury the creature if this card leaves play or is untapped. Lose control of creature if you lose control of this card. Does not untap as normal.
		Meteor Storm IN(R) IN(FR)	Enchantment	RG	2RG,Discard two cards at random from your hand: Meteor Storm deals 4 damage to target creature or player.
		Minotaur Illusionist <i>AP(U)</i> <i>AP(FU)</i>	Creature - Minotaur	UR3	3/4. 1U: Minotaur Illusionist can't be the target of spells or abilities this turn. ; R,Sacrifice Minotaur Illusionist: Minotaur Illusionist deals damage equal to its power to target creature.
		Mirari's Wake JU(R) JU(FR)	Enchantment	GW3	Creatures you control get +1/+1. ; Whenever you tap a land for mana, add one mana to your mana pool of any type that land produced.
		Misfortune AL(R2)	Sorcery	BGR1	Opponent chooses: you gain 4 life and get a +1/+1 counter on each of your creatures -or- They take 4 damage and get -1/-1 counter on each of their creatures.
		Monsoon IA(R)	Enchantment	GR2	Players take 1 damage for each Island untapped at end of their turn.

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Multi-Colored Spells (Part 6 of 10)

Card Name		Spell Type	Cost	Ability
Mountain Titan	IA(R)	Summon Titan	BR2	2/2. Put a +1/+1 counter on this card each time you cast a black spell this turn (RR1).
Mundungu	VI(U)	Summon Wizard	BU1	1/1. Counter a spell unless its caster pays 1 mana and 1 life (Tap).
Mystic Enforcer	OD(R) OD(FR)	Creature - Nomad Mystic	GW2	3/3, Protection from Black. Threshold - Mystic Enforcer gets +3/+3 and has flying. (You have threshold as long as seven or more cards are in your graveyard.)
Mystic Snake	AP(R) AP(FR)	Creature - Snake	GUU1	2/2. You may play Mystic Snake any time you could play an instant. ; When Mystic Snake comes into play, counter target spell.
Natural Emergence	PS(R) PS(FR)	Enchantment	RG2	When Natural Emergence comes into play, return a red or green enchantment you control to its owner's hand. ; Lands you control are 2/2 creatures with first strike. They're still lands.
Nature's Blessing	AL(U2)	Enchantment	GW2	Give Banding, First Strike, Trample or a +1/+1 counter to a creature (GW+discard a card).
Nebuchadnezzar	LG(R) CH(U1)	Summon Legend	BU3	3/3; (Tap+X) to see X random cards in opponent's hand. Name a card before looking and if it is there it is discarded. Can only be used on your turn.
Nicol Bolas	LG(R) CH(U1)	Summon Elder Dragon Legend	BBUU RR2	7/7, Flying; If opponent is damaged by Nicol, he must discard their entire hand; Pay BUR during upkeep or this card is buried.
Noble Panther	IN(R) IN(FR)	Creature - Cat	GW1	3/3. 1: Noble Panther gains first strike until end of turn.
Ordered Migration	IN(U) IN(FU)	Sorcery	WU3	Put a 1/1 blue Bird creature token with flying into play for each basic land type among lands you control.
Overabundance	IN(R) IN(FR)	Enchantment	RG1	Whenever a player taps a land for mana, that player adds one additional mana to his or her mana pool of the same type, and Overabundance deals 1 damage to him or her.
Overgrown Estate	AP(R) AP(FR)	Enchantment	BGW	Sacrifice a land: You gain 3 life.
Palladia-Mors	LG(R) CH(U1)	Summon Elder Dragon Legend	GRRR WW2	7/7, Flying, Trample; Pay GRW during upkeep or this card is buried.
Pavel Maliki	LG(U)	Summon Legend	BR4	5/3, +1/+0 (BR)
Pernicious Deed	AP(R) AP(FR)	Enchantment	BG1	X,Sacrifice Pernicious Deed: Destroy each artifact, creature, and enchantment with converted mana cost X or less.
Phantatog	OD(U) OD(FU)	Creature - Atog	WU1	1/2. Sacrifice an enchantment: Phantatog gets +1/+1 until end of turn. ; Discard a card from your hand: Phantatog gets +1/+1 until end of turn.
Phantom Nishoba	JU(R) JU(FR)	Creature - Beast Spirit	GW5	0/0, Trample. Phantom Nishoba comes into play with seven +1/+1 counters on it. ; Whenever Phantom Nishoba deals damage, you gain that much life. ; If damage would be dealt to Phantom Nishoba, prevent that damage. Remove a +1/+1 counter from Phantom Nishoba.
Phelddagrif	AL(R2)	Summon Legend	UGW1	4/4. Flying until end of turn and opponent gains 2 life (W). Send to owner's hand and opponent may draw a card (U). Trample until end of turn and opponent gets a 1/1 green Hippo creature token (G).
Phyrexian Purge	MI(R)	Sorcery	BR2	Pay 3 life per target to destroy any number of creatures.
Phyrexian Tyranny	PS(R) PS(FR)	Enchantment	UBR	Whenever a player draws a card, that player loses 2 life unless he or she pays 2.
Plague Spores	IN(C) IN(FC)	Sorcery	BR4	Destroy target nonblack creature and target land. They can't be regenerated.
Powerstone Minefield	AP(R) AP(FR)	Enchantment	RW2	Whenever a creature attacks or blocks, Powerstone Minefield deals 2 damage to it.
Princess Lucrezia	LG(U)	Summon Legend	BUU3	5/4, Tap for one blue mana.
Prismatic Boon	MI(U)	Instant	UWX	Give X creatures Protection from a single color of choice until end of turn.
Prophetic Bolt	AP(R) AP(FR)	Instant	UR3	Prophetic Bolt deals 4 damage to target creature or player. Look at the top four cards of your library. Put one of those cards into your hand and the rest on the bottom of your library.
Psychatog	OD(U) OD(FU)	Creature - Atog	UB1	1/2. Discard a card from your hand: Psychatog gets +1/+1 until end of turn. ; Remove two cards in your graveyard from the game: Psychatog gets +1/+1 until end of turn.
Purgatory	MI(R)	Enchantment	BW2	Whenever a summon card goes to your graveyard from play, put it under this card. During upkeep you may pay 4 and 2 life to bring any card under this card into play. If this card leaves play, remove all cards under it from the game.
Putrid Warrior	AP(C) AP(FC)	Creature - Soldier Zombie	WB	2/2. Whenever Putrid Warrior deals damage, choose one - each player loses 1 life; or each player gains 1 life.
Pygmy Hippo	VI(R)	Summon Hippopotamus	UG	2/2. If attacks and is not blocked, may choose to deal no combat damage and instead force defending player to draw mana from all their lands and then empty their mana pool. After combat, you get an equal amount of colorless mana added to your pool.
Pyre Zombie	IN(R) IN(FR)	Creature - Zombie	BR1	2/1. At the beginning of your upkeep, if Pyre Zombie is in your graveyard, you may pay 1BB. If you do, return Pyre Zombie from your graveyard to your hand. ; 1RR,Sacrifice Pyre Zombie: Pyre Zombie deals 2 damage to target creature or player.

Multi-Colored Spells (Part 7 of 10)

Card Name	Spell Type	Cost	Ability
Questing Phelddagrif PS(R) PS(FR)	Creature - Phelddagrif	GWU1	4/4. G: Questing Phelddagrif gets +1/+1 until end of turn. Target opponent puts a 1/1 green Hippo creature token into play. ; W: Questing Phelddagrif gains protection from black and from red until end of turn. Target opponent gains 2 life. ; U: Questing Phelddagrif gains flying until end of turn. Target opponent may draw a card.
Quicksilver Dagger AP(C) AP(FC)	Enchant Creature	UR1	Enchanted creature has "Tap: This creature deals 1 damage to target player. You draw a card."
Radiant Essence <i>MI(U)</i>	Summon Spirit	GW1	2/3. Gets +1/+2 if target opponent controls any black permanents.
Radiant Kavv PS(R) PS(FR)	Creature - Kavv	RGW	3/3. RGW: Prevent all combat damage blue creatures and black creatures would deal this turn.
Raging Kavv IN(R) IN(FR)	Creature - Kavv	RG1	3/1, Haste. You may play Raging Kavv any time you could play an instant.
Ragnar LG(R)	Summon Legend	UGW	2/2, Regenerate a creature (Tap+UGW)
Ramirez DePietro <i>LG(U)</i>	Summon Legend	BBU3	4/3, First Strike
Ramses Overdark LG(R)	Summon Legend	BBUU2	4/3, Tap to destroy a creature with an enchantment on it.
Ranger en-Vec <i>TE(U)</i> <i>AT(D1)</i>	Summon Soldier	GW1	2/2, First Strike. Regenerate (G).
Rasputin Dreamweaver LG(R)	Summon Legend	UW4	4/1; Has 7 counters which can be used to either prevent one damage to him or to get one colorless mana. Add a counter during upkeep if untapped at beginning of turn and less than 7 counters.
Razing Snidd <i>PS(U)</i> <i>PS(FU)</i>	Creature - Beast	BR4	3/3. When Razing Snidd comes into play, return a black or red creature you control to its owner's hand. ; When Razing Snidd comes into play, each player sacrifices a land.
Razorfin Hunter AP(C) AP(FC)	Creature - Merfolk Goblin	UR	1/1. Tap: Razorfin Hunter deals 1 damage to target creature or player.
Reckless Assault IN(R) IN(FR)	Enchantment	BR2	1, Pay 2 life: Reckless Assault deals 1 damage to target creature or player.
Reclamation IA(R)	Enchantment	GW2	Must sacrifice a land to declare a black creature as an attacker.
Recoil <i>IN(C)</i> <i>IN(FC)</i>	Instant	UB1	Return target permanent to its owner's hand. Then that player discards a card from his or her hand.
Reflect Damage MI(R)	Instant	RW3	Redirect all damage from one source to that source's controller.
Reparations MI(R)	Enchantment	UW1	You may draw a card when opponent successfully casts a spell targeting you or a creature you control.
Reviving Vapors <i>IN(U)</i> <i>IN(FU)</i>	Instant	WU2	Reveal the top three cards of your library and put one of them to your hand. You gain life equal to that card's converted mana cost. Put the other cards revealed this way into your graveyard.
Righteous War VI(R)	Enchantment	BW1	Your white creatures get Protection from Black and your black creatures get Protection from White.
Riptide Crab <i>IN(U)</i> <i>IN(FU)</i>	Creature - Crab	WU1	1/3. Attacking doesn't cause Riptide Crab to tap. ; When Riptide Crab is put into a graveyard from play, draw a card.
Rith's Charm <i>PS(U)</i> <i>PS(FU)</i>	Instant	RGW	Choose one - Destroy target nonbasic land; or put three 1/1 green Saproling creature tokens into play; or prevent all damage a source of your choice would deal this turn.
Rith, the Awakener IN(R) IN(FR)	Creature - Dragon Legend	RGW3	6/6, Flying. Whenever Rith, the Awakener deals combat damage to a player, you may pay 2G. If you do, choose a color. Put a 1/1 green Saproling creature token into play for each permanent of that color.
Riven Turnbull <i>LG(U)</i>	Summon Legend	BU5	5/7, Tap for one black mana.
Rock Basilisk MI(R)	Summon Basilisk	GR4	4/5. If blocks or is blocked by a non-Wall creature, destroy that creature at end of combat.
Rohgahh of Kher Keep LG(R)	Summon Legend	BBRR2	5/5; Your Kobolds of Kher Keep get +2/+2; Pay RRR during upkeep or taps and takes Kobolds with him to opponent's control.
Rubinia Soulsinger LG(R) CH(U1)	Summon Legend	UGW2	2/3, Tap to control a creature; May choose not to untap; Lose control of creature if Rubinia becomes untapped, leaves your control or leaves play.
Sabertooth Nishoba IN(R) IN(FR)	Creature - Beast	GW4	5/5, Trample, Protection from Blue, Protection from Red.
Samite Archer <i>IN(U)</i> <i>IN(FU)</i>	Creature - Cleric	WU1	1/1. Tap: Prevent the next 1 damage that would be dealt to target creature or player this turn. ; Tap: Samite Archer deals 1 damage to target creature or player.
Sarcatog <i>OD(U)</i> <i>OD(FU)</i>	Creature - Atog	BR1	1/2. Remove two cards in your graveyard from the game: Sarcatog gets +1/+1 until end of turn. ; Sacrifice an artifact: Sarcatog gets +1/+1 until end of turn.
Savage Twister <i>MI(U)</i>	Sorcery	GRX	Do X damage to each creature.
Sawback Manticore MI(R)	Summon Manticore	GR3	2/4. Flying until end of turn (4). Do 2 damage to an attacking or blocking creature; use only once a turn and only if this card is attacking or blocking (1).
Sawtooth Loon <i>PS(U)</i> <i>PS(FU)</i>	Creature - Bird	WU2	2/2, Flying. When Sawtooth Loon comes into play, return a white or blue creature you control to its owner's hand. ; When Sawtooth Loon comes into play, draw two cards, then put two cards from your hand on the bottom of your library.
Scalebane's Elite <i>VI(U)</i>	Summon Soldiers	GW3	4/4, Protection from Black.
Scarwood Goblins DK(C3)	Summon Goblins	GR	2/2.

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Multi-Colored Spells (Part 8 of 10)

		Card Name	Spell Type	Cost	Ability
		Sealed Fate <i>MI(U)</i>	Sorcery	BUX	Look at top X cards of an opponent's library, remove one of those cards from the game, then put the rest back on their library in any order.
		Seer's Vision <i>IN(U)</i> <i>IN(FU)</i>	Enchantment	UB2	All opponents play with their hands revealed. ; Sacrifice Seer's Vision: Look at target player's hand and choose a card from it. That player discards that card. Play this ability only any time you could play a sorcery.
		Segmented Wurm <i>TE(U)</i> <i>BD(D1)</i>	Summon Wurm	GR3	5/5. Put a -1/-1 counter on this card whenever it is the target of a spell or ability.
		Selenia, Dark Angel TE(R)	Summon Legend	BW3	3/3, Flying. Counts as an Angel. Send this card to owner's hand (2 life).
		Shadowmage Infiltrator OD(R) OD(FR)	Creature - Wizard	UB1	1/3. Shadowmage Infiltrator can't be blocked except by artifact creatures and/or black creatures. ; Whenever Shadowmage Infiltrator deals combat damage to a player, you may draw a card.
		Shauku's Minion <i>MI(U)</i>	Summon Minion	BR1	2/2. Do 2 damage to a white creature (Tap+BR).
		Shivan Wurm PS(R) PS(FR)	Creature - Wurm	RG3	7/7, Trample. When Shivan Wurm comes into play, return a red or green creature you control to its owner's hand.
		Shivan Zombie <i>IN(C)</i> <i>IN(FC)</i>	Creature - Barbarian Zombie	BR	2/2, Protection from White.
		Silver Drake <i>PS(C)</i> <i>PS(FC)</i>	Creature - Drake	WU1	3/3, Flying. When Silver Drake comes into play, return a white or blue creature you control to its owner's hand.
		Sliver Overlord SC(R) SC(FR)	Creature - Sliver Mutant Legend	WUBRG	7/7. 3: Search your library for a Sliver card, reveal that card, and put it into your hand. Then shuffle your library. ; 3: Gain control of target Sliver. (This effect doesn't end at end of turn.)
		Simoon <i>VI(U)</i> <i>IN(U)</i> <i>IN(FU)</i>	Instant	RG	Simoon deals 1 damage to each creature target opponent controls.
		Sir Shandlar of Eberyn <i>LG(U)</i>	Summon Legend	GW4	4/7.
		Sivitri Scarzam <i>LG(U)</i> <i>CH(C1)</i>	Summon Legend	BU5	6/4.
		Skeleton Ship IA(R)	Summon Legend	BU3	0/3. Put a -1/-1 counter on a creature (Tap). Bury this card if you control no Islands.
		Sky Spirit <i>TE(U)</i>	Summon Spirit	UW1	2/2, Flying, First Strike.
		Sleeper's Robe <i>IN(U)</i> <i>IN(FU)</i>	Enchant Creature	UB	Enchanted creature can't be blocked except by artifact creatures and/or black creatures. ; Whenever enchanted creature deals combat damage to an opponent, you may draw a card.
		Slinking Serpent <i>IN(U)</i> <i>IN(FU)</i>	Creature - Serpent	UB2	2/3, Forestwalk.
		Sliver Queen SH(R)	Summon Legend	BUGRW	7/7. Counts as a Sliver. Put a 1/1 colorless Sliver token creature into play (2).
		Smoldering Tar <i>IN(U)</i> <i>IN(FU)</i>	Enchantment	BR2	At the beginning of your upkeep, target player loses 1 life. ; Sacrifice Smoldering Tar: Smoldering Tar deals 4 damage to target creature. Play this ability only any time you could play a sorcery.
		Sol'kanar the Swamp King LG(R) CH(U1)	Summon Legend	BUR2	5/5, SwampWalk; Gain one life each time a black spell is cast.
		Soltari Guerrillas TE(R)	Summon Soldiers	RW2	3/2, Shadow. If damages an opponent, you can redirect that damage to a creature.
		Soul Link <i>AP(C)</i> <i>AP(FC)</i>	Enchant Creature	WB1	Whenever enchanted creature deals or is dealt damage, you gain that much life.
		Spatial Binding <i>MI(U)</i>	Enchantment	BU	Make a permanent unable to phase out until the beginning of your next upkeep (1 life).
		Spectral Shield <i>IA(U)</i>	Enchant Creature	UW1	Creature gets +0/+2 and cannot be targeted by spells.
		Sparkcaster <i>PS(U)</i> <i>PS(FU)</i>	Creature - Kavu	RG2	5/3. When Sparkcaster comes into play, return a red or green creature you control to its owner's hand. ; When Sparkcaster comes into play, it deals 1 damage to target player.
		Spinal Embrace IN(R) IN(FR)	Instant	UUB3	Play Spinal Embrace only during combat. ; Untap target creature you don't control and gain control of it. It gains haste until end of turn. At end of turn, sacrifice it. If you do, you gain life equal to its toughness.
		Spined Sliver <i>SH(U)</i>	Summon Sliver	GR	2/2. Each Sliver gains "+1/+1 until end of turn for each creature that blocks this card".
		Spiritmonger AP(R) AP(FR)	Creature - Beast	BG3	6/6. Whenever Spiritmonger deals damage to a creature, put a +1/+1 counter on Spiritmonger. ; B: Regenerate Spiritmonger. ; G: Spiritmonger becomes the color of your choice until end of turn.
		Spontaneous Combustion <i>TE(U)</i>	Instant	BR1	Sacrifice a creature as part of the cost. Does 3 damage to each creature.
		Squandered Resources VI(R)	Enchantment	BG	Add one mana to your mana pool of any type the sacrificed land can produce (Sacrifice a land).
		Squee's Embrace <i>AP(C)</i> <i>AP(FC)</i>	Enchant Creature	RW	Enchanted creature gets +2/+2. ; When enchanted creature is put into a graveyard, return that creature card to its owner's hand.
		Squee's Revenge <i>AP(U)</i> <i>AP(FU)</i>	Sorcery	UR1	Choose a number. Flip a coin that many times or until you lose a flip, whichever comes first. If you win all the flips, draw two cards for each flip.

Multi-Colored Spells (Part 9 of 10)

Card Name	Spell Type	Cost	Ability
Stalking Assassin	IN(R) IN(FR) Creature - Assassin	UB1	1/1. 3U, Tap: Tap target creature. ; 3B, Tap: Destroy target tapped creature.
Stangg	LG(R) CH(U) Summon Legend	GR4	3/4; When comes into play also place a 3/4 green and red legend Stangg Twin token creature into play. If either Stangg or the Twin leaves play, the other is buried.
Steel Leaf Paladin	PS(C) PS(FC) Creature - Knight	GW4	4/4, First Strike. ; When Steel Leaf Paladin comes into play, return a green or white creature you control to its owner's hand.
Sterling Grove	IN(U) IN(FU) Enchantment	GW	All other enchantments you control can't be the targets of spells or abilities. ; 1, Sacrifice Sterling Grove: Search your library for an enchantment card and reveal that card. Shuffle your library, then put the card on top of it.
Stormbind	IA(R) Enchantment	GR1	Do 2 damage to a player or creature (2+Discard a random card)
Storm Spirit	IA(R) Summon Spirit	UGW3	3/3, Flying. Do 2 damage to a creature (Tap).
Suffocating Blast	AP(R) AP(FR) Instant	UUR1	Counter target spell and Suffocating Blast deals 3 damage to target creature.
Suleiman's Legacy	VI(R) Enchantment	RW	Bury all Djinns and Efreetes when this card enters play. When a Djinn or Efreet enters play, bury it.
Sunastian Falconer	LG(U) Summon Legend	GR3	4/4, Tap for two colorless mana.
Surge of Strength	AL(U2) Instant	GR	Discard a red or green card when cast. Give a creature Trample and +X/+0 where X is the creature's casting cost.
Teferi's Moat	IN(R) IN(FR) Enchantment	WU3	As Teferi's Moat comes into play, choose a color. ; Creatures of the chosen color without flying can't attack you.
Tempest Drake	VI(U) Summon Drake	UW1	2/2, Flying. Does not tap to attack.
Terminate	PS(C) PS(FC) Instant	BR	Destroy target creature. It can't be regenerated.
Temporal Spring	AP(C) AP(FC) Sorcery	GU1	Put target permanent on top of its owner's library.
Tetsuo Umezawa	LG(R) Summon Legend	BUR	3/3, Destroy a tapped or blocking creature (Tap+BBUR); Cannot be targeted by enchant creature spells.
Thaumatog	OD(U) OD(FU) Creature - Atog	GW1	1/2. Sacrifice a land: Thaumatog gets +1/+1 until end of turn. ; Sacrifice an enchantment: Thaumatog gets +1/+1 until end of turn.
Tobias Andron	LG(U) CH(C1) Summon Legend	UW3	4/4.
Torsten Von Ursus	LG(U) Summon Legend	GGW3	5/5.
Tor Wauki	LG(U) CH(C1) Summon Legend	BBR2	3/3, Tap to do 2 damage to an attacking or blocking creature.
Treva's Charm	PS(U) PS(FU) Instant	GWU	Choose one - Destroy target enchantment; or remove target attacking creature from the game; or draw a card, then discard a card from your hand.
Treva, the Renewer	IN(R) IN(FR) Creature - Dragon Legend	GWU3	6/6, Flying. Whenever Treva, the Renewer deals combat damage to a player, you may pay 2W. If you do, choose a color. You gain 1 life for each permanent of that color.
Tsabo Tavoc	IN(R) IN(FR) Creature - Legend	BR4	7/4, First Strike, Protection from Legends. ; BB, Tap: Destroy target Legend. It can't be regenerated.
Tuknir Deathlock	LG(R) Summon Legend	GGRR	2/2, Flying. Give a creature +2/+2 until end of turn (Tap+GR)
Undermine	IN(R) IN(FR) Instant	UUB	Counter target spell. Its controller loses 3 life.
Unfulfilled Desires	MI(R) Enchantment	BU1	Draw a card then discard a card. (1+1 life).
Urborg Drake	IN(U) IN(FU) Creature - Drake	UB1	2/3, Flying. Urborg Drake attacks each turn if able.
Ur-Drago	LG(R) Summon Legend	BBUU3	4/4, First Strike; Stops all use of SwampWalk in play.
Urza's Guilt	PS(R) PS(FR) Sorcery	UB2	Each player draws two cards, then discards three cards from his or her hand, then loses 4 life.
Vaevictis Asmadi	LG(R) CH(U) Summon Elder Dragon Legend	BBGG RR2	7/7, Flying, +1/+0(B or G or R); Pay BGR during upkeep or this card is buried.
Vampiric Dragon	OD(R) OD(FR) Creature - Vampire Dragon	BR6	5/5, Flying. ; Whenever a creature dealt damage by Vampiric Dragon this turn is put into a graveyard, put a +1/+1 counter on Vampiric Dragon. ; 1R: Vampiric Dragon deals 1 damage to target creature.
Vhati il-Dal	TE(R) Summon Legend	BG2	3/3. Change a creature's power or toughness to 1 until end of turn (Tap).
Viashivan Dragon	VI(R) Summon Dragon	GGRR2	4/4, Flying. +1/+0 until end of turn (R). +0/+1 until end of turn (G).
Vicious Kavu	IN(U) IN(FU) Creature - Kavu	BR1	2/2. Whenever Vicious Kavu attacks, it gets +2/+0 until end of turn.
Victual Sliver	SH(U) Summon Sliver	GW	2/2. Each Sliver gains "Gain 4 life (2+Sacrifice this card)".
Vile Consumption	IN(R) IN(FR) Enchantment	UB1	All creatures have "At the beginning of your upkeep, sacrifice this creature unless you pay 1 life."
Vindicate	AP(R) AP(FR) Sorcery	WB1	Destroy target permanent.
Vitalizing Cascade	MI(U) Instant	GWX	Gain X+3 life.
Vodalian Zombie	IN(C) IN(FC) Creature - Merfolk Zombie	UB	2/2, Protection from Green.

Multi-Colored Spells (Part 10 of 10)

Card Name	Spell Type	Cost	Ability
Void IN(R) IN(FR)	Sorcery	BR3	Choose a number. Destroy all artifacts and creatures with converted mana cost equal to that number. Then target player reveals his or her hand and discards from it all nonland cards with converted mana cost equal to the number.
Voracious Cobra <i>IN(U)</i> <i>IN(FU)</i>	Creature - Snake	RG2	2/2, First Strike. Whenever Voracious Cobra deals combat damage to a creature, destroy that creature.
Wandering Mage AL(R2)	Summon Cleric	BUW	0/3. Prevent up to 2 damage to a creature (W+1 life). Prevent 1 damage to a Cleric or Wizard (U). Prevent 2 damage to a player (B+put a -1/-1 counter on a creature you control).
Warping Wurm MI(R)	Summon Wurm	UG2	1/1, Phasing. Pay UG2 during upkeep or it phases out. It gets a +1/+1 counter when it phases in.
Wellspring MI(R)	Enchant Land	GW1	Take control of the land when this enters play and at the beginning of each of your turns. Lose control of the land at the end of each of your turns.
Windreaper Falcon <i>MI(U)</i>	Summon Falcon	GR1	1/1, Flying, Protection from Blue.
Wings of Aesthir <i>LA(U)</i>	Enchant Creature	UW	Creature gets +1/+0, Flying, and First Strike.
Wings of Hope <i>IN(C)</i> <i>IN(FC)</i>	Enchant Creature	WU	Enchanted creature gets +1/+3 and has flying.
Winter's Night AL(R2)	Enchant World	GRW	Snow-covered lands produce one additional mana of the same type when tapped, but they do not untap during the next untap.
Wood Sage TE(R)	Summon Druid	UG	1/1. Name a creature card, then if any of the top 4 cards of your library is that card, put it in your hand and put the rest in your graveyard (Tap).
Xira Arien LG(R) CH(UI)	Summon Legend	BGR	1/2, Flying, Make a player draw one card (Tap+BGR)
Yavimaya Barbarian <i>IN(C)</i> <i>IN(FC)</i>	Creature - Barbarian Elf	RG	2/2, Protection from Blue.
Yavimaya Kavv <i>IN(U)</i> <i>IN(FU)</i>	Creature - Kavv	RG2	*/*. Yavimaya Kavv's power is equal to the number of red creatures in play. ; Yavimaya Kavv's toughness is equal to the number of green creatures in play.
Yavimaya's Embrace AP(R) AP(FR)	Enchant Creature	GUU5	You control enchanted creature. ; Enchanted creature gets +2/+2 and has trample.
Zebra Unicorn <i>MI(U)</i>	Summon Unicorn	GW2	2/2. Gain 1 life for each damage it does.

Split Spells (Part 1 of 1)

Card Name	Spell Type	Cost	Ability
Assault/Battery (Assault) <i>IN(U)</i> <i>IN(FU)</i>	Sorcery	R	Assault deals 2 damage to target creature or player.
(Battery)	Sorcery	G3	Put a 3/3 green Elephant creature token into play.
Fire/Ice (Fire) <i>AP(U)</i> <i>AP(FU)</i>	Instant	R1	Fire deals 2 damage divided as you choose among any number of target creatures and/or players.
(Ice)	Instant	U1	Tap target permanent. Draw a card.
Illusion/Reality (Illusion) <i>AP(U)</i> <i>AP(FU)</i>	Instant	U	Target spell or permanent becomes the color of your choice until end of turn.
(Reality)	Instant	G2	Destroy target artifact.
Life/Death (Life) <i>AP(U)</i> <i>AP(FU)</i>	Sorcery	G	Until end of turn, all lands you control are 1/1 creatures that are still lands.
(Death)	Sorcery	B1	Return target creature card from your graveyard to play. You lose life equal to its converted mana cost.
Night/Day (Night) <i>AP(U)</i> <i>AP(FU)</i>	Instant	B	Target creature gets -1/-1 until end of turn.
(Day)	Instant	W2	Creatures target player controls get +1/+1 until end of turn.
Order/Chaos (Order) <i>AP(U)</i> <i>AP(FU)</i>	Instant	W3	Remove target attacking creature from the game.
(Chaos)	Instant	R2	Creatures can't block this turn.
Pain/Suffering (Pain) <i>IN(U)</i> <i>IN(FU)</i>	Sorcery	B	Target player discards a card from his or her hand.
(Suffering)	Sorcery	R3	Destroy target land.
Spite/Malice (Malice) <i>IN(U)</i> <i>IN(FU)</i>	Instant	B3	Destroy target nonblack creature. It can't be regenerated.
(Spite)	Instant	U3	Counter target noncreature spell.
Stand/Deliver (Deliver) <i>IN(U)</i> <i>IN(FU)</i>	Instant	U2	Return target permanent to its owner's hand.
(Stand)	Instant	W	Prevent the next 2 damage that would be dealt to target creature this turn.
Wax/Wane (Wane) <i>IN(U)</i> <i>IN(FU)</i>	Instant	W	Destroy target enchantment.
(Wax)	Instant	G	Target creature gets +2/+2 until end of turn.

Black Spells (Part 1 of 36)

Card Name	Spell Type	Cost	Ability
Abandon Hope <i>TE(U)</i>	Sorcery	B1X	Discard X cards as part of the cost. Look at an opponent's hand and choose X cards for them to discard.
Abomination <i>LG(U)</i> <i>4th(U)</i>	Summon Abomination	BB3	2/6, Any green or white creature blocked by/blocking it is destroyed at end of combat.
The Abyss LG(R)	Enchant World	B3	All players bury one non-artifact creature each upkeep.
Abyssal Gatekeeper <i>WL(C)</i>	Summon Gatekeeper	B1	1/1. If this card is put in the graveyard from play, every player buries one of their creatures.
Abyssal Horror US(R) ST(R) 7th(R) 7th(FR)	Creature - Horror	BB4	2/2, Flying. When Abyssal Horror comes into play, target player discards two cards from his or her hand.
Abyssal Hunter MI(R) <i>{M: was Summon Hunter}</i>	Creature - Minion	B3	1/1. B, Tap: Tap target creature. Abyssal Hunter deals damage equal to its power to that creature.
Abyssal Nightstalker <i>P2(U)</i>	Creature - Nightstalker	B3	2/2. If Abyssal Nightstalker attacks and isn't blocked, your opponent chooses and discards a card from his or her hand. (Ignore this effect if your opponent doesn't have any cards.)
Abyssal Specter <i>LA(U)</i> <i>6th(U)</i> <i>BR(D1)</i> <i>5th(U)</i> <i>7th(U)</i> <i>7th(FU)</i> <i>8th(U)</i> <i>8th(FU)</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.
Accursed Centaur ON(C) ON(FC)	Creature - Zombie Centaur	B	2/2. When Accursed Centaur comes into play, sacrifice a creature.
Addle <i>IN(U)</i> <i>IN(FU)</i>	Sorcery	B1	Choose a color. Look at target player's hand and choose a card of that color from it. That player discards that card.
Afflict OD(C) OD(FC)	Instant	B2	Target creature gets -1/-1 until end of turn. ; Draw a card.
Agent of Shauku PY(C) PY(FC)	Creature - Mercenary	B1	1/1. B1,Sacrifice a land: Target creature gets +2/+0 until end of turn.
Agonizing Demise IN(C) IN(FC)	Instant	B3	Kicker 1R (You may pay an additional 1R as you play this spell.) ; Destroy target nonblack creature. It can't be regenerated. If you paid the kicker cost, Agonizing Demise deals damage equal to that creature's power to the creature's controller.
Agonizing Memories <i>WL(U)</i> <i>6th(U)</i> <i>7th(U)</i> <i>7th(FU)</i>	Sorcery	BB2	Look at target player's hand and choose two cards from it. Put them on top of that player's library in any order.
Aku Djinn VI(R)	Summon Djinn	BB3	5/6, Trample. During your upkeep, put a +1/+1 counter on all opponent's creatures.
Alley Grifters MM(C) MM(FC)	Creature - Mercenary	BB1	2/2. Whenever Alley Grifters becomes blocked, defending player discards a card from his or her hand.
All Hallow's Eve LG(R)	Sorcery {Should be Enchantment}	BB2	Two turns from time of casting all creatures in all graveyards are brought into play.
Ambition's Cost <i>8th(U)</i> <i>8th(FU)</i>	Sorcery	B3	You draw three cards and you lose 3 life.
Ancient Craving P2(R) ST(R)	Sorcery	B3	Draw three cards. You lose 3 life.
Andradite Leech IN(R) IN(FR)	Creature - Leech	B2	2/2. Black spells you play cost B more to play. ; B: Andradite Leech gets +1/+1 until end of turn.
Animate Dead <i>A/B/U(U)</i> <i>RV(U)</i> <i>4th(U)</i> <i>5th(U)</i>	Enchantment {ABU+RV+4th= Was Enchant Dead Creature}	B1	Pull creature from any graveyard at -1 power as if just summoned. It is buried if this card is removed.
Annihilate <i>IN(U)</i> <i>IN(FU)</i>	Instant	BB3	Destroy target nonblack creature. It can't be regenerated. ; Draw a card.
Anurid Murkdiver ON(C) ON(FC)	Creature - Zombie Beast	BB4	4/3, Swampwalk.
Aphetto Dredging ON(C) ON(FC)	Sorcery	B3	Return up to three target creature cards of the creature type of your choice from your graveyard to your hand.
Aphetto Exterminator <i>LE(U)</i> <i>LE(FU)</i>	Creature - Wizard	B2	3/1. Morph 3B. When Aphetto Exterminator is turned face up, target creature gets -3/-3 until end of turn.
Aphetto Vulture <i>ON(U)</i> <i>ON(FU)</i>	Creature - Zombie Bird	BB4	3/2, Flying. When Aphetto Vulture is put into a graveyard from play, you may put target Zombie card from your graveyard on top of your library.
Apprentice Necromancer UD(R) UD(FR)	Creature - Wizard	B1	1/1. B,Tap,Sacrifice Apprentice Necromancer: Return target creature card from your graveyard to play. That creature gains haste. At end of turn, sacrifice it. (The creature may attack and Tap the turn it comes under your control.)
Armor Thrull <i>Krischner</i> <i>Menges</i> <i>Spencer</i> <i>Venters</i> FE(C4)	Summon Thrull	B2	1/3. Put a +1/+2 counter on a creature (Tap+Sacrifice this card)
Arrogant Vampire <i>PT(U)</i>	Summon Creature	BB3	4/3, Flying
Artifact Possession AQ(C4)	Enchant Artifact	B2	2 damage when taps or powers the target artifact.
Ascendant Evincar NE(R) NE(FR)	Creature - Legend	BB4	3/3, Flying. Other black creatures get +1/+1. ; Nonblack creatures get -1/-1.

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Black Spells (Part 2 of 36)

Card Name	Spell Type	Cost	Ability
Ashen Ghoul <i>LA(U)</i>	Summon Ghoul	B3	3/1, May attack on turn it enters play. During upkeep you can pay B to return it to play at end of upkeep if there are at least 3 creatures on top of it in the graveyard.
Ashen Powder MI(R) 6th(R)	Sorcery	BB2	Put target creature card from one of your opponent's graveyards into play under your control.
Ashes to Ashes DK(C3) <i>4th(U)</i> <i>5th(U)</i>	Sorcery	BB1	Remove two non-artifact creatures from the game and take 5 damage on yourself.
Assassin's Blade <i>PT(U)</i>	Sorcery	B1	Play Assassin's Blade only after you're attacked, before you declare interceptors. Destroy any one attacking creature that isn't black.
Attrition UD(R) UD(FR)	Enchantment	BB1	B,Sacrifice a creature: Destroy target nonblack creature.
Avatar of Woe PY(R) PY(FR)	Creature - Avatar	BB6	6/5. If there are ten or more creature cards total in all graveyards, Avatar of Woe costs 6 less to play. ; Avatar of Woe can't be blocked except by artifact creatures and/or black creatures. ; Tap: Destroy target creature. It can't be regenerated.
Bad Moon A/B/U(R) RV(R) 4th(R) 5th(R)	Enchantment	B1	Gives +1/+1 to all Black creatures.
Balduvian Dead <i>AL(U2)</i>	Summon Zombies	B3	2/3. Put a 3/1 black and red Graveborn token into play; it can attack the turn it enters play but is buried at the end of the turn (R2+Remove a summon card in your graveyard from the game).
Balthor the Defiled JU(R) JU(FR)	Creature - Zombie Dwarf Legend	BB2	2/2. All Minions get +1/+1. ; BBB,Remove Balthor the Defiled from the game: Each player returns all black and all red creature cards from his or her graveyard to play.
Bane of the Living LE(R) LE(FR)	Creature - Insect	BB2	4/3. Morph XBB. When Bane of the Living is turned face up, all creatures get -X/-X until end of turn.
Banshee DK(U2) <i>CH(U3)</i>	Summon Banshee	BB2	0/1; Do half of X (round down) in damage to any player or creature but take half of X (round up) damage on yourself (Tap+X)
Barbed-Back Wurm <i>MI(U)</i>	Summon Wurm	B4	4/3. Give a green creature blocking this one -1/-1 until end of turn (B).
Baron Sengir HL(U1)	Summon Legend	BBB5	5/5, Flying. Regenerate a Vampire (Tap). Gets a +2/+2 counter whenever a creature goes to the graveyard the turn he damaged it.
Barrow Ghoul <i>WL(C)</i>	Summon Zombie	B1	4/4. During your upkeep, remove top creature card in your graveyard from the game or bury this card.
Basal Thrull <i>K. Foglio</i> <i>P. Foglio</i> <i>Kane-Ferguson</i> <i>Rush</i> FE(C4)	Summon Thrull	BB	1/2. As an interrupt add 2 Black mana to your pool (Tap+ Sacrifice this card)
Battlefield Percher <i>NE(U)</i> <i>NE(FU)</i>	Creature - Bird	BB3	2/2, Flying. Battlefield Percher can block only creatures with flying. ; 1B: Battlefield Percher gets +1/+1 until end of turn.
Befoul US(C) <i>7th(U)</i> <i>7th(FU)</i>	Sorcery	BB2	Destroy target land or nonblack creature. It can't be regenerated.
Belbe's Percher NE(C) NE(FC)	Creature - Bird	B2	2/2, Flying. Belbe's Percher can block only creatures with flying.
Bellowing Fiend TE(R) 7th(R) 7th(FR)	Summon Spirit	B4	3/3, Flying. Whenever Bellowing Fiend deals damage to a creature, Bellowing Fiend deals 3 damage to that creature's controller and 3 damage to you.
Bereavement <i>US(U)</i> <i>7th(U)</i> <i>7th(FU)</i>	Enchantment	B1	Whenever a green creature is put into a graveyard from play, its controller discards a card from his or her hand.
B.F.M. (Big Furry Monster) <i>Left</i> UG(R)	Summon The Biggest, Baddest, Nastiest,	BBBBBB BBBBBB BB	99/99. You must play both B.F.M. cards to put B.F.M. into play. If either B.F.M. card leaves play, sacrifice the other. B.F.M. can be
<i>Right</i> UG(R)	Scariest Creature You'll Ever See	B	blocked only by three or more creatures. [Note: The text for this creature is split across two cards, referred to here as the left and right.]
Binding Agony MI(C)	Enchant Creature	B1	Does 1 damage to creature's controller for each damage done to creature.
Black Carriage HL(U1)	Summon Carriage	BB3	4/4, Trample. Does not untap as normal. Untap this card during upkeep (Sacrifice a creature).
Black Knight <i>A/B/U(U)</i> <i>RV(U)</i> <i>4th(U)</i> <i>5th(U)</i> <i>AT(D1)</i>	Summon Knight	BB	2/2, First Strike, Protection from White
Blackmail <i>ON(U)</i> <i>ON(FU)</i>	Sorcery	B	Target player reveals three cards from his or her hand and you choose one of them. That player discards that card.
Black Market MM(R) MM(FR)	Enchantment	BB3	Whenever a creature is put into a graveyard from play, put a charge counter on Black Market. ; At the beginning of your precombat main phase, add B to your mana pool for each charge counter on Black Market.

Black Spells (Part 3 of 36)

Card Name	Spell Type	Cost	Ability
Bladewing's Thrall <i>SC(U)</i> <i>SC(FU)</i>	Creature - Zombie	BB2	3/3. Bladewing's Thrall has flying as long as you control a Dragon. ; When a Dragon comes into play, you may return Bladewing's Thrall from your graveyard to play.
Blanket of Night <i>VI(U)</i>	Enchantment	BB1	All mana producing lands are Swamps in addition to their normal type.
Blight <i>LG(U)</i> <i>4th(U)</i> <i>5th(U)</i> <i>6th(U)</i>	Enchant Land	BB	When enchanted land becomes tapped, destroy it.
Blighted Shaman <i>MI(U)</i> <i>6th(U)</i> <i>{MI: was Summon Cleric}</i>	Creature - Wizard	B1	1/1. Tap, Sacrifice a swamp: Target creature gets +1/+1 until end of turn. ; Tap, Sacrifice a creature: Target creature gets +2/+2 until end of turn.
Blood Celebrant <i>LE(C)</i> <i>LE(FC)</i>	Creature - Cleric	B	1/1. B, Pay 1 life: Add one mana of any color to your mana pool.
Bloodcurdler OD(R) OD(FR)	Creature - Horror	B1	1/1, Flying. At the beginning of your upkeep, put the top card of your library into your graveyard. ; Threshold - Bloodcurdler gets +1/+1 and has "At the end of your turn, remove two cards in your graveyard from the game." (You have threshold as long as seven or more cards are in your graveyard.)
Bloodcurdling Scream <i>P2(U)</i>	Sorcery	BX	Any one creature gets +XS/+0D until the end of the turn.
Blood Pet <i>TE(C)</i> <i>6th(C)</i> <i>7th(C)</i> <i>7th(FC)</i>	Creature - Thrull	B	1/1. Sacrifice Blood Pet: Add B to your mana pool.
Blood Vassal <i>US(C)</i>	Summon Thrull	B2	2/2. Add BB to your mana pool as a mana source (Sacrifice this card).
Body Snatcher UD(R) UD(FR)	Creature - Minion	BB2	2/2. When Body Snatcher comes into play, you may choose and discard a creature card from your hand. If you don't, remove Body Snatcher from the game. ; When Body Snatcher is put into a graveyard from play, remove Body Snatcher from the game and return target creature card from your graveyard to play.
Bog Down <i>PS(C)</i> <i>PS(FC)</i>	Sorcery	B2	Kicker - Sacrifice two lands. (You may sacrifice two lands in addition to any other costs as you play this spell.) ; Target player discards two cards from his or her hand. If you paid the kicker cost, that player discards three cards from his or her hand instead.
Bog Elemental PY(R) PY(FR)	Creature - Elemental	BB3	5/4, Protection from White. ; At the beginning of your upkeep, sacrifice Bog Elemental unless you sacrifice a land.
Bog Glider <i>PY(C)</i> <i>PY(FC)</i>	Creature - Mercenary	B2	1/1, Flying. Tap, Sacrifice a land: Search your library for a Mercenary card with converted mana cost 2 or less and put that card into play. Then shuffle your library.
Bog Imp <i>DK(C3)</i> <i>4th(C)</i> <i>5th(C)</i> <i>6th(C)</i> <i>PT(C)</i> <i>ST(C)</i> <i>7th(C)</i> <i>7th(FC)</i> <i>8th(C)</i> <i>8th(FC)</i>	Creature - Imp	B1	1/1, Flying.
Bog Initiate <i>IN(C)</i> <i>IN(FC)</i>	Creature - Wizard	B1	1/1. 1: Add B to your mana pool.
Bog Raiders <i>US(C)</i> <i>PT(C)</i> <i>ST(C)</i>	Summon Zombies	B2	2/2, Swampwalk.
Bog Rats <i>DK(C3)</i> <i>CH(C3)</i> <i>5th(C)</i> <i>6th(C)</i>	Creature - Rat	B	1/1. Bog Rats can't be blocked by Walls.
Bog Smugglers <i>MM(C)</i> <i>MM(FC)</i>	Creature - Mercenary	BB1	2/2, Swampwalk. (This creature is unblockable as long as defending player controls a swamp.)
Bog Witch <i>MM(C)</i> <i>MM(FC)</i>	Creature - Spellshaper	B2	1/1. B, Tap, Discard a card from your hand: Add BBB to your mana pool.
Bog Wraith <i>A/B/U(U)</i> <i>RV(U)</i> <i>4th(U)</i> <i>5th(U)</i> <i>6th(U)</i> <i>PT(U)</i> <i>ST(U)</i> <i>7th(U)</i> <i>7th(FC)</i> <i>8th(U)</i> <i>8th(FC)</i>	Creature - Wraith	B3	3/3, Swampwalk. (This creature is unblockable if defending player controls a swamp.)
Bone Dancer WL(R)	Summon Zombie	BB1	2/2. Bring top creature card from defending player's graveyard into play under your control, and this card does not deal combat damage this turn (0). Use this only if this card is attacking and is unblocked and only once a turn.
Bone Harvest <i>MI(C)</i> <i>BD(D1)</i>	Instant	B2	Put any number of creatures in your graveyard on top of your library. Draw a card at the beginning of the next turn's upkeep.

Black Spells (Part 4 of 36)

Card Name	Spell Type	Cost	Ability
Boneknitter <i>ON(U)</i> <i>ON(FU)</i>	Creature - Zombie Cleric	B1	1/1. 1B: Regenerate target Zombie. ; Morph 2B.
Boneshard Slasher <i>TO(U)</i> <i>TO(FU)</i>	Creature - Horror	B1	1/1, Flying. Threshold - Boneshard Slasher gets +2/+2 and has "When Boneshard Slasher becomes the target of a spell or ability, sacrifice it." (You have threshold as long as seven or more cards are in your graveyard.)
Bone Shredder <i>UL(U)</i> <i>UL(FU)</i>	Summon Minion	B2	1/1, Flying, Echo. When Bone Shredder comes into play, destroy target nonartifact, nonblack creature.
Bottomless Pit <i>SH(U)</i>	Enchantment	BB1	During each player's upkeep, they discard a card at random.
Bounty Hunter <i>TE(R)</i>	Summon Minion	BB2	2/2. Put a bounty counter on a non-black creature (Tap). Destroy a creature with a bounty counter on it (Tap).
Braids, Cabal Minion <i>OD(R)</i> <i>OD(FR)</i>	Creature - Minion Legend	BB2	2/2. At the beginning of each player's upkeep, that player sacrifices an artifact, creature, or land.
Breach <i>US(C)</i>	Instant	B2	Give a creature +2/+0 until end of turn, and it cannot be blocked except by artifact creatures and black creatures this turn.
Breathstealer <i>MI(C)</i>	Summon Night Stalker	B2	2/2. +1/-1 until end of turn (B).
Breeding Pit <i>FE(U3)</i> <i>5th(U)</i>	Enchantment	B3	Put a Thrull 0/1 black creature token into play at the end of your turn. Pay BB during upkeep or bury this card.
Brine Shaman <i>IA(C)</i>	Summon Cleric	B1	1/1. Give a creature +2/+2 until end of turn (Tap+Sacrifice a creature). Counter a summon spell (UU1+Sacrifice a creature)
Brink of Madness <i>UL(R)</i> <i>UL(FR)</i>	Enchantment	BB2	During your upkeep, if you have no cards in hand, sacrifice Brink of Madness and target opponent discards his or her hand.
Broken Visage <i>HL(U1)</i> <i>5th(R)</i>	Instant	B4	Bury an attacking non-artifact creature and put a black Shadow token creature with the same power/toughness as the creature that was buried into play. Bury token creature at end of turn.
Brood of Cockroaches <i>VI(U)</i>	Summon Insects	B1	1/1. If put into the graveyard from play, pay 1 life and return this card to your hand at end of turn.
Brush with Death <i>SH(C)</i>	Sorcery	B2	Buyback BB2. Make an opponent lose 2 life, and you gain 2 life.
Brutal Nightstalker <i>P2(U)</i>	Creature - Nightstalker	BB3	3/2. When Brutal Nightstalker comes into play from your hand, you may force your opponent to choose and discard a card from his or her hand.
Bubbling Muck <i>UD(C)</i> <i>UD(FC)</i>	Sorcery	B	Until end of turn, whenever a player taps a swamp for mana, it produces an additional B.
Buried Alive <i>WL(U)</i> <i>OD(U)</i> <i>OD(FU)</i>	Sorcery	B2	Search your library for up to three creature cards and put them into your graveyard. Then shuffle your library.
Burnt Offering <i>IA(C)</i>	Interrupt	B	Sacrifice a creature to get its casting cost as any combination of red and black mana.
Cabal Archon <i>ON(U)</i> <i>ON(FU)</i>	Creature - Cleric	B2	2/2. B,Sacrifice a Cleric: Target player loses 2 life and you gain 2 life.
Cabal Conditioning <i>SC(R)</i> <i>SC(FR)</i>	Sorcery	B6	Any number of target players each discards cards from his or her hand equal to the highest converted mana cost among permanents you control.
Cabal Executioner <i>ON(U)</i> <i>ON(FU)</i>	Creature - Cleric	BB2	2/2. Whenever Cabal Executioner deals combat damage to a player, that player sacrifices a creature. ; Morph 3BB.
Cabal Inquisitor <i>OD(C)</i> <i>OD(FC)</i>	Creature - Minion	B1	1/1. Threshold - 1B,Tap,Remove two cards in your graveyard from the game: Target player discards a card from his or her hand. Play this ability only any time you could play a sorcery. (Play this ability only if seven or more cards are in your graveyard.)
Cabal Interrogator <i>SC(U)</i> <i>SC(FU)</i>	Creature - Zombie Wizard	B1	1/1. XB,Tap: Target player reveals X cards from his or her hand and you choose one of them. That player discards that card. Play this ability only any time you could play a sorcery.
Cabal Patriarch <i>OD(R)</i> <i>OD(FR)</i>	Creature - Wizard Legend	BBB3	5/5. 2B,Sacrifice a creature: Target creature gets -2/-2 until end of turn. ; 2B,Remove a creature card in your graveyard from the game: Target creature gets -2/-2 until end of turn.
Cabal Ritual <i>TO(C)</i> <i>TO(FC)</i>	Instant	B1	Add BBB to your mana pool. ; Threshold - Instead add BBBBB to your mana pool. (You have threshold if seven or more cards are in your graveyard.)
Cabal Shrine <i>OD(R)</i> <i>OD(FR)</i>	Enchantment	BB1	Whenever a player plays a spell, that player discards X cards from his or her hand, where X is the number of cards in all graveyards with the same name as that spell.
Cabal Slaver <i>ON(U)</i> <i>ON(FU)</i>	Creature - Cleric	B2	2/1. Whenever a Goblin deals combat damage to a player, that player discards a card from his or her hand.
Cabal Surgeon <i>TO(C)</i> <i>TO(FC)</i>	Creature - Minion	BB2	2/1. 2BB,Tap,Remove two cards in your graveyard from the game: Return target creature card from your graveyard to your hand.
Cabal Therapy <i>JU(U)</i> <i>JU(FU)</i>	Sorcery	B	Name a nonland card. Target player reveals his or her hand and discards from it all cards with that name. ; Flashback-Sacrifice a creature. (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
Cabal Trainee <i>JU(C)</i> <i>JU(FC)</i>	Creature - Minion	B	1/1. Sacrifice Cabal Trainee: Target creature gets -2/-0 until end of turn.

Black Spells (Part 5 of 36)

Card Name	Spell Type	Cost	Ability
Cabal Torturer <i>TO(C)</i> <i>TO(FC)</i>	Creature - Minion	BB1	1/1. B,Tap: Target creature gets -1/-1 until end of turn. ; Threshold - 3BB,Tap: Target creature gets -2/-2 until end of turn. (Play this ability only if seven or more cards are in your graveyard.)
Cackling Fiend <i>US(C)</i> <i>BR(D1)</i>	Summon Zombie	BB2	2/1. When this comes into play, each opponent discards a card of their choice.
Cackling Witch <i>MM(U)</i> <i>MM(FU)</i>	Creature - Spellshaper	B1	1/1. XB,Tap,Discard a card from your hand: Target creature gets +X/+0 until end of turn.
Cadaverous Knight <i>MI(C)</i>	Summon Knight	B2	2/2, Flanking. Regenerate (BB1).
Call to the Grave <i>SC(R)</i> <i>SC(FR)</i>	Enchantment	B4	At the beginning of each player's upkeep, that player sacrifices a non-Zombie creature. ; At end of turn, if no creatures are in play, sacrifice Call to the Grave.
Cannibalize <i>SH(C)</i>	Sorcery	B1	Choose two creatures controlled by one player. One is removed from the game and the other gets two +1/+1 counters.
Carnival of Souls <i>UD(R)</i> <i>UD(FR)</i>	Enchantment	B1	Whenever a creature comes into play, you lose 1 life and add B to your mana pool.
Carnophage <i>EX(C)</i>	Summon Zombie	B	2/2. During your upkeep, pay 1 life or tap this card.
Carriion <i>MI(R)</i>	Instant	BB1	Sacrifice a creature to put X 0/1 black Maggot creature tokens into play. X = power of sacrificed creature.
Carriion Ants <i>LG(R)</i> <i>4th(U)</i> <i>5th(U)</i>	Summon Ants	BB2	0/1, +1/+1(1)
Carriion Beetles <i>US(C)</i>	Summon Insects	B	1/1. Remove up to 3 cards in one graveyard from the game (Tap+B).
Carriion Feeder <i>SC(C)</i> <i>SC(FC)</i>	Creature - Zombie	B	1/1. Carriion Feeder can't block. ; Sacrifice a creature: Put a +1/+1 counter on Carriion Feeder.
Carriionette <i>TE(R)</i>	Summon Skeleton	B1	1/1. If in your graveyard, remove this card and a creature in play from the game, but the creature's controller can pay 2 to counter this (BB2).
Carriion Rats <i>TO(C)</i> <i>TO(FC)</i>	Creature - Rat	B	2/1. Whenever Carriion Rats attacks or blocks, any player may remove a card in his or her graveyard from the game. If a player does, Carriion Rats deals no combat damage this turn.
Carriion Wall <i>NE(U)</i> <i>NE(FU)</i> <i>8th(U)</i> <i>8th(FU)</i>	Creature - Wall	BB1	3/2. (Walls can't attack.) 1B: Regenerate Carriion Wall.
Carriion Wurm <i>TO(U)</i> <i>TO(FC)</i>	Creature - Zombie Wurm	BB3	6/5. Whenever Carriion Wurm attacks or blocks, any player may remove three cards in his or her graveyard from the game. If a player does, Carriion Wurm deals no combat damage this turn.
Crypt Creeper <i>OD(C)</i> <i>OD(FC)</i>	Creature - Zombie	B1	2/1. Sacrifice Crypt Creeper: Remove target card in a graveyard from the game.
Casting of Bones <i>Hand</i> <i>Robed Person</i> <i>AL(C2)</i>	Enchant Creature	B2	When enchanted creature goes to the graveyard, draw 3 cards and discard one of them.
Catacomb Dragon <i>MI(R)</i>	Summon Dragon	BB4	4/4, Flying. Non-artifact, non-Dragon creatures that block this card have their power halved, rounded up, until end of turn.
Cat Burglar <i>EX(C)</i>	Summon Minion	B3	2/2. As a sorcery, target player discards a card (Tap+B2).
Cateran Brute <i>MM(C)</i> <i>MM(FC)</i>	Creature - Mercenary	B2	2/2. 2,Tap: Search your library for a Mercenary card with converted mana cost 2 or less and put that card into play. Then shuffle your library.
Cateran Enforcer <i>MM(U)</i> <i>MM(FU)</i>	Creature - Mercenary	BB3	4/3. Cateran Enforcer can't be blocked except by artifact creatures and black creatures. ; 4,Tap: Search your library for a Mercenary card with converted mana cost 4 or less and put that card into play. Then shuffle your library.
Cateran Kidnappers <i>MM(U)</i> <i>MM(FU)</i>	Creature - Mercenary	BB2	4/2. 3,Tap: Search your library for a Mercenary card with converted mana cost 3 or less and put that card into play. Then shuffle your library.
Cateran Overlord <i>MM(R)</i> <i>MM(FR)</i>	Creature - Mercenary	BBB4	7/5. Sacrifice a creature: Regenerate Cateran Overlord. ; 6,Tap: Search your library for a Mercenary card with converted mana cost 6 or less and put that card into play. Then shuffle your library.
Cateran Persuader <i>MM(C)</i> <i>MM(FC)</i>	Creature - Mercenary	BB	2/1. 1,Tap: Search your library for a Mercenary card with converted mana cost 1 or less and put that card into play. Then shuffle your library.
Cateran Slaver <i>MM(R)</i> <i>MM(FR)</i>	Creature - Mercenary	BB4	5/5, Swampwalk. (This creature is unblockable as long as defending player controls a swamp.). ; 5,Tap: Search your library for a Mercenary card with converted mana cost 5 or less and put that card into play. Then shuffle your library.
Cateran Summons <i>MM(U)</i> <i>MM(FU)</i>	Sorcery	B	Search your library for a Mercenary card, reveal that card, and put it into your hand. Then shuffle your library.
Caustic Tar <i>OD(U)</i> <i>OD(FU)</i>	Enchant Land	BB4	Enchanted land has "Tap: Target player loses 3 life."
Cemetery Gate <i>Gate Close</i> <i>Gate Far</i> <i>HL(C4)</i>	Summon Wall	B2	0/5, Protection from Black
Chainer, Dementia Master <i>TO(R)</i> <i>TO(FR)</i>	Creature - Minion Legend	BB3	3/3. All Nightmares get +1/+1. ; BBB,Pay 3 life: Put target creature card from a graveyard into play under your control. That creature is black and is a Nightmare in addition to its creature types. ; When Chainer, Dementia Master leaves play, remove all Nightmares from the game.

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Black Spells (Part 6 of 36)

Card Name	Spell Type	Cost	Ability
Chainer's Edict <i>TO(U)</i> <i>TO(FU)</i>	Sorcery	B1	Target player sacrifices a creature. ; Flashback 5BB (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
Chain of Smog <i>ON(U)</i> <i>ON(FU)</i>	Sorcery	B1	Target player discards two cards from his or her hand. That player may copy this spell and may choose a new target for that copy.
Chains of Mephistopheles LG(R)	Enchantment	B1	For all players, for each card drawn (other than the first one during draw phase) player must discard one card.
Charging Bandits <i>PT(U)</i>	Summon Creature	B4	3/3. If Charging Bandits attacks, it gets +2/+0 until the end of the turn.
Childhood Horror <i>OD(U)</i> <i>OD(FU)</i>	Creature - Horror	B3	2/2, Flying. Threshold - Childhood Horror gets +2/+2 and can't block. (You have threshold as long as seven or more cards are in your graveyard.)
Chill Haunting <i>SC(U)</i> <i>SC(FU)</i>	Instant	B1	As an additional cost to play Chill Haunting, remove X creature cards in your graveyard from the game. ; Target creature gets -X/-X until end of turn.
Chilling Apparition <i>PY(U)</i> <i>PY(FU)</i>	Creature - Ghost	B2	1/1. B: Regenerate Chilling Apparition. ; Whenever Chilling Apparition deals combat damage to a player, that player discards a card from his or her hand.
Chime of Night <i>UD(C)</i> <i>UD(FC)</i>	Enchant Creature	B1	When Chime of Night is put into a graveyard from play, destroy target nonblack creature.
Choking Sands <i>MI(C)</i>	Sorcery	BB1	Destroy a non-Swamp land. Do 2 damage to its controller if land is not a basic land.
Chorus of Woe <i>P2(C)</i> <i>ST(C)</i>	Sorcery	B	Creatures you control get +1/+0 until end of turn.
Circling Vultures <i>WL(U)</i>	Summon Birds	B	3/2, Flying. During your upkeep, remove the top creature card in your graveyard from the game or bury this card. If this card is in your hand, you may discard it as an instant.
Cloak of Confusion <i>IA(C)</i> 5th(C)	Enchant Creature	B1	Play on one of your creatures. If not blocked, creature deals no damage and defender discards a card at random (0). {IA= Was triggered instead of activated}
Clot Sliver <i>TE(C)</i>	Summon Sliver	B1	1/1. Each Sliver gains "Regenerate (2)".
Clutch of Undeath <i>SC(C)</i> <i>SC(FC)</i>	Enchant Creature	BB3	Enchanted creature gets +3/+3 as long as it's a Zombie. Otherwise, it gets -3/-3.
Coercion <i>VI(C)</i> 6th(C) <i>TE(C)</i> <i>P2(U)</i> <i>P3(U)</i> <i>ST(U)</i> BD(D1) 8th(C) 8th(FC)	Sorcery	B2	Target opponent reveals his or her hand. Choose a card from it. That player discards that card.
Coffin Puppets PY(R) PY(FR)	Creature - Zombie	BB3	3/3. Sacrifice two lands: Return Coffin Puppets to play. Play this ability only during your upkeep, only if Coffin Puppets is in your graveyard, and only if you control a swamp.
Coffin Purge <i>OD(C)</i> <i>OD(FC)</i>	Instant	B	Remove target card in a graveyard from the game. ; Flashback B (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
Coffin Queen TE(R)	Summon Wizard	B2	1/1. Put a creature card from any graveyard into play, but remove it from the game if this card is untapped or leaves your control (Tap+B2). You can choose not to untap this card.
Coils of the Medusa <i>WL(C)</i>	Enchant Creature	B1	Creature gets +1/-1. Destroy all non-Walls blocking this creature (Sacrifice this card).
Commander Greven il-Vec TE(R)	Summon Legend	BBB3	7/5. Cannot be blocked except by black and/or artifact creatures. Sacrifice a creature when comes into play.
Conspiracy MM(R) MM(FR)	Enchantment	BB3	As Conspiracy comes into play, choose a creature type. ; Creatures you control and creature cards in your graveyard, hand, and library are of the chosen type.
Consumptive Goo SC(R) SC(FR)	Creature - Ooze	BB	1/1. 2BB: Target creature gets -1/-1 until end of turn. Put a +1/+1 counter on Consumptive Goo.
Contagion <i>AL(U2)</i>	Instant	BB3	Can pay 1 life and remove a black card in your hand from the game instead of paying the casting cost. Put two -2/-1 counters on creatures in play.
Contamination US(R)	Enchantment	B2	When a land is tapped for mana, it produces B instead of its normal type and amount. During your upkeep, sacrifice a creature or sacrifice this card.
Contract from Below <i>A/B/U(R)</i> RV(R)	Sorcery	B	Get new hand but add one card to ante.
Corpse Dance TE(R)	Instant	B2	Buyback 2. Put the top creature card from your graveyard into play. That creature is unaffected by summoning sickness this turn. Remove the creature from the game at end of turn.
Corpse Harvester <i>LE(U)</i> <i>LE(FU)</i>	Creature - Zombie Wizard	BB3	3/3. 1B,Tap,Sacrifice a creature: Search your library for a Zombie card and a swamp card, reveal them, and put them into your hand. Then shuffle your library.
Corrupt <i>US(C)</i> 7th(C) 7th(FC)	Sorcery	B5	Corrupt deals damage equal to the number of swamps you control to target creature or player. You gain life equal to the damage dealt this way.

Black Spells (Part 7 of 36)

Card Name	Spell Type	Cost	Ability
Corrupting Lcid <i>SH(U)</i>	Summon Lcid	B2	2/2. This card loses this ability, becomes a creature enchantment with "Creature can only be blocked by black and artifact creatures", and moves onto a creature (Tap+B). You can pay B to end this effect.
Corrupt Official MM(R) MM(FR)	Creature - Minion	B4	3/1. 2B: Regenerate Corrupt Official. ; Whenever Corrupt Official becomes blocked, defending player discards a card at random from his or her hand.
Cosmic Horror LG(R) 4th(R)	Summon Horror	BBB3	7/7, First Strike; Pay BBB3 during upkeep or take 7 damage and destroys this card.
Cover of Darkness ON(R) ON(FR)	Enchantment	B1	As Cover of Darkness comes into play, choose a creature type. ; Creatures of the chosen type have fear.
Craven Knight <i>PT(C)</i>	Summon Creature	B1	2/2. Craven Knight can't intercept.
Crazed Skirge <i>US(U)</i> <i>BR(DI)</i>	Summon Imp	B3	2/2, Flying. Not affected by summoning sickness.
Cremate <i>IN(U)</i> <i>IN(FU)</i>	Instant	B	Remove target card in a graveyard from the game. Draw a card.
Crippling Fatigue <i>TO(C)</i> <i>TO(FC)</i>	Sorcery	BB1	Target creature gets -2/-2 until end of turn. ; Flashback-1B, Pay 3 life. (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
Crovax the Cursed SH(R)	Summon Legend	BB2	0/0. Counts as a Vampire. Enters play with four +1/+1 counters. Flying until end of turn (B). During your upkeep, sacrifice a creature and put a +1/+1 counter on this card, or remove a +1/+1 counter from it.
Crown of Suspicion <i>ON(C)</i> <i>ON(FC)</i>	Enchant Creature	B1	Enchanted creature gets +2/-1. ; Sacrifice Crown of Suspicion: Enchanted creature and other creatures that share a creature type with it get +2/-1 until end of turn.
Cruel Bargain PT(R)	Sorcery	BBB	Draw four cards. You lose half your life, rounded up. (For example, if you have 11 life, you lose 6 life.)
Cruel Edict <i>P2(C)</i>	Sorcery	B1	Your opponent chooses one of his or her creatures. Destroy that creature.
Cruel Revival <i>ON(C)</i> <i>ON(FC)</i>	Instant	B4	Destroy target non-Zombie creature. It can't be regenerated. Return up to one target Zombie card from your graveyard to your hand.
Cruel Tutor PT(R)	Sorcery	B2	Search your deck for any card. Shuffle your deck and put that card on top of it. You lose 2 life.
Crypt Angel IN(R) IN(FR)	Creature - Angel	B4	3/3, Flying, Protection from White. When Crypt Angel comes into play, return target blue or red creature card from your graveyard to your hand.
Crypt Cobra <i>MI(U)</i>	Summon Cobra	B3	3/3. If attacks and is not blocked, defender gets a Poison counter.
Crypt Rats <i>VI(C)</i> <i>7th(U)</i> <i>7th(FU)</i>	Creature - Rat	B2	1/1. X: Crypt Rats deals X damage to each creature and each player. Spend only black mana this way.
Crypt Sliver <i>LE(C)</i> <i>LE(FC)</i>	Creature - Sliver	B1	1/1. All Slivers have "Tap: Regenerate target Sliver."
Culling the Weak <i>EX(C)</i>	Mana Source	B	Sacrifice a creature when casting this spell. Add BBBB to your mana pool.
Cuombajj Witches <i>AN(C4)</i> <i>CH(C3)</i> <i>AT(D1)</i>	Summon Witches	BB	1/3; Tap for each player to do 1 damage to any player or creature. You choose first.
Curse Artifact DK(U2)	Enchant Artifact	BB2	Each upkeep take 2 damage or bury the artifact.
Cursed Flesh <i>EX(C)</i> <i>IN(C)</i> <i>IN(FC)</i>	Enchant Creature	B	Enchanted creature gets -1/-1 and can't be blocked except by artifact creatures and/or black creatures.
Cursed Land <i>A/B/U(U)</i> <i>RV(U)</i> <i>4th(U)</i> <i>5th(U)</i>	Enchant Land	BB2	Does 1 damage during upkeep to land's controller.
Cursed Monstrosity OD(R) OD(FR)	Creature - Horror	B4	4/3, Flying. ; Whenever Cursed Monstrosity becomes the target of a spell or ability, sacrifice it unless you discard a land card from your hand.
Cyclopean Mummy <i>LG(C2)</i> <i>4th(C)</i>	Summon Mummy	B1	2/1, Leaves game if goes to graveyard from play.
Dakmor Bat <i>P2(C)</i>	Creature - Bat	B1	1/1, Flying.
Dakmor Ghoul <i>ST(U)</i>	Creature - Zombie	BB2	2/2. When Dakmor Ghoul comes into play, target opponent loses 2 life. You gain 2 life.
Dakmor Lancer ST(R) <i>7th(U)</i> <i>7th(FU)</i>	Creature - Knight	BB4	3/3. When Dakmor Lancer comes into play, destroy target nonblack creature.
Dakmor Plague <i>P2(U)</i> <i>ST(U)</i>	Sorcery	BB3	Dakmor Plague deals 3 damage to each creature and each player. (This includes your creatures and you.)
Dakmor Scorpion <i>P2(C)</i> <i>ST(C)</i>	Creature - Scorpion	B1	2/1.
Dakmor Sorceress P2(R) ST(R)	Creature - Wizard	B5	*4. Dakmor Sorceress's power is equal to the number of swamps you control. (Count only the swamps you have in play, including both tapped and untapped swamps.)
Dance of the Dead <i>LA(U)</i>	Enchant Dead Creature	B1	Bring a creature from any graveyard into play tapped with +1/+1. Creature does not untap as normal, controller may pay B1 to untap it at end of upkeep. Bury creature if this card leaves play.

Black Spells (Part 8 of 36)

Card Name	Spell Type	Cost	Ability
Dark Banishing IA(C) MI(C) TE(C) 7th(C) 7th(FC) 8th(C) 8th(FC)	Instant	B2	Destroy target nonblack creature. It can't be regenerated.
Darkest Hour US(R) 7th(R) 7th(FR)	Enchantment	B	All creatures are black.
Dark Hatchling US(R)	Summon Horror	BB4	3/3, Flying. When this comes into play, bury a non-black creature.
Darkling Stalker TE(C)	Summon Spirit	B3	1/1. Regenerate (B). +1/+1 until end of turn (B).
Darkness LG(C1)	Instant	B	No creatures deal damage in attack phase this turn.
Darkpact A/B/U(R) RV(R)	Sorcery	BBB	Swap top card of library with either ante.
Dark Offering P2(U) ST(U)	Sorcery	BB4	Destroy target nonblack creature. You gain 3 life.
Dark Privilege VI(C)	Enchant Creature	B1	Creature gets +1/+1. Regenerate the creature (Sacrifice a creature).
Dark Ritual A/B/U(C) RV(C) 4th(C) IA(C) MI(C) 5th(C) BR(D1) BD(D1) TE(C) US(C) MM(C) MM(FC)	Instant {was Mana Source} {was Interrupt}	B	Add BBB to your mana pool.
Dark Supplicant LE(U) LE(FU)	Creature - Cleric	B	1/1. Tap, Sacrifice three Clerics: Search your graveyard, hand, and/or library for a card named Scion of Darkness and put it into play. If you search your library this way, shuffle it.
Dark Suspicions PS(R) PS(FR)	Enchantment	BB2	At the beginning of each opponent's upkeep, that player loses 1 life for each card in his or her hand more than you have in your hand.
Dark Triumph NE(U) NE(FU)	Instant	B4	If you control a swamp, you may sacrifice a creature instead of paying Dark Triumph's mana cost. ; Creatures you control get +2/+0 until end of turn.
Dauthi Cutthroat EX(U)	Summon Minion	B1	1/1, Shadow. Destroy target creature with Shadow (Tap+B1).
Dauthi Embrace TE(U)	Enchantment	B2	Give a creature Shadow until end of turn (BB).
Dauthi Ghoul TE(U)	Summon Zombie	B1	1/1, Shadow. Put a +1/+1 counter on this card whenever a creature with Shadow goes to a graveyard from play.
Dauthi Horror TE(C)	Summon Beast	B1	2/1, Shadow. Cannot be blocked by White creatures.
Dauthi Jackal EX(C)	Summon Hound	B2	2/1, Shadow. Destroy target blocking creature (BB+Sacrifice this card).
Dauthi Marauder TE(C)	Summon Minion	B2	3/1, Shadow.
Dauthi Mercenary TE(U)	Summon Knight	B2	2/1, Shadow. +1/+0 until end of turn (B1).
Dauthi Mindripper TE(U)	Summon Minion	B3	2/1, Shadow. If attacking and unblocked, make a player discard 3 cards of their choice (Sacrifice this card).
Dauthi Slayer TE(C)	Summon Soldier	BB	2/2, Shadow. Attacks every turn if able.
Dauthi Trapper SH(U)	Summon Minion	B2	1/1. Give a creature Shadow until end of turn (Tap).
Dauthi Warlord EX(U)	Summon Soldier	B1	*1, Shadow, where *=the number of creatures with Shadow in play.
Dawn of the Dead TO(R) TO(FR)	Enchantment	BBB2	At the beginning of your upkeep, you lose 1 life. ; At the beginning of your upkeep, you may return target creature card from your graveyard to play. That creature gains haste until end of turn. Remove it from the game at end of turn.
Deadhead UG(C)	Summon Zombie	B3	3/3. Put Deadhead into play. Use this ability only if any opponent loses contact with his or her hand of cards and only if Deadhead is in your graveyard.
Dead Ringers AP(C) AP(FC)	Sorcery	B4	Destroy two target nonblack creatures unless either one is a color the other isn't. They can't be regenerated.
Death Bomb PS(C) PS(FC)	Instant	B3	As an additional cost to play Death Bomb, sacrifice a creature. ; Destroy target nonblack creature. It can't be regenerated. Its controller loses 2 life.
Death Charmer PY(C) PY(FC)	Creature - Mercenary	B2	2/2. Whenever Death Charmer deals combat damage to a creature, that creature's controller loses 2 life unless he or she pays 2.
Deathgazer MM(U) MM(FU) 8th(U) 8th(FU)	Creature - Lizard	B3	2/2. Whenever Deathgazer blocks or becomes blocked by a nonblack creature, destroy that creature at end of combat.
Deathgrip A/B/U(C) RV(U) 4th(U) 5th(U)	Enchantment	BB	Counter Green spell as it is cast (BB)

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Black Spells (Part 9 of 36)

Card Name	Spell Type	Cost	Ability
Deathlace A/B/U(R) RV(R) 4th(R)	Interrupt	B	Change one permanent's or spell's color to Black. { ABU+RV = was cards and spells }
Deathmark Prelate LE(U) LE(FU)	Creature - Cleric	B3	2/3. 2B, Tap, Sacrifice a Zombie: Destroy target non-Zombie creature. It can't be regenerated. Play this ability only any time you could play a sorcery.
Death Match ON(R) ON(FR)	Enchantment	B3	Whenever a creature comes into play, that creature's controller may have target creature of his or her choice get -3/-3 until end of turn.
Death Pit Offering NE(R) NE(FR) 8th(R) 8th(FR)	Enchantment	BB2	When Death Pit Offering comes into play, sacrifice all creatures you control. ; Creatures you control get +2/+2.
Death Pits of Rath TE(R) 8th(R) 8th(FR)	Enchantment	BB3	Whenever a creature is dealt damage, destroy it. It can't be regenerated.
Death Pulse ON(U) ON(FU)	Instant	BB2	Target creature gets -4/-4 until end of turn. ; Cycling 1BB. ; When you cycle Death Pulse, you may have target creature get -1/-1 until end of turn.
Death's Duet EX(C)	Sorcery	B2	Bring two target creature cards from your graveyard to your hand.
Death's-Head Buzzard SC(C) SC(FC)	Creature - Bird	BB1	2/1, Flying. ; When Death's-Head Buzzard is put into a graveyard from play, all creatures get -1/-1 until end of turn.
Death Stroke SH(C) BD(D1)	Sorcery	BB	Destroy a tapped creature.
Death Watch VI(C)	Enchant Creature	B	If the creature goes to the graveyard, its controller loses its power in life and you gain its toughness in life.
Death Wish JU(R) JU(FR)	Sorcery	BB1	Choose a card you own from outside the game and put it into your hand. You lose half your life, rounded up. Remove Death Wish from the game.
Decaying Soil OD(R) OD(FR)	Enchantment	BB1	At the beginning of your upkeep, remove a card in your graveyard from the game. ; Threshold - Whenever a nontoken creature is put into your graveyard from play, you may pay 1. If you do, return that card to your hand. (You have threshold as long as seven or more cards are in your graveyard.)
Decompose OD(U) OD(FU)	Sorcery	B1	Remove up to three target cards in a single graveyard from the game.
Decree of Pain SC(R) SC(FR)	Sorcery	BB6	Destroy all creatures. They can't be regenerated. Draw a card for each creature destroyed this way. ; Cycling 3BB. ; When you cycle Decree of Pain, all creatures get -2/-2 until end of turn.
Deepwood Ghoul MM(C) MM(FC) 8th(C) 8th(FC)	Creature - Zombie	B2	2/1. Pay 2 life: Regenerate Deepwood Ghoul.
Deepwood Legate MM(U) MM(FU)	Creature - Shade	B3	1/1. If an opponent controls a forest and you control a swamp, you may play Deepwood Legate without paying its mana cost. ; B: Deepwood Legate gets +1/+1 until end of turn.
Delraich MM(R) MM(FR)	Creature - Horror	B6	6/6, Trample. You may sacrifice three black creatures instead of paying Delraich's mana cost.
Defiling Tears IN(U) IN(FU)	Instant	B2	Until end of turn, target creature becomes black, gets +1/-1, and gains "B: Regenerate this creature."
Demonic Attorney A/B/U(R) RV(R)	Sorcery	BB1	All players Ante another card or forfeit.
Demonic Consultation LA(U)	Instant	B	Name a card, remove top 6 cards in library from the game and then start drawing cards from your library until you find the named card or run out. Incorrect cards are removed from game.
Demonic Hordes A(R) B/U(R) RV(R)	Summon Demons	BBB3	5/5, Tap to destroy a land; Pay BBB during upkeep or lose a land and Hordes become tapped.
Demonic Torment LG(U)	Enchant Creature	B2	Creature may not attack and deals no damage during combat.
Demonic Tutor A/B/U(U) RV(U)	Sorcery	B1	Take any one card from library into hand.
Derelor FE(U1) 5th(R) 6th(R)	Creature - Thrull	B3	4/4. Your black spells cost B more to play.
Desolation VI(U)	Enchantment	BB1	At the end of each turn, each player that tapped a land for mana that turn sacrifices a land. If a Plains is sacrificed in this way, the player takes 2 damage.
Desolation Angel AP(R) AP(FR)	Creature - Angel	BB3	5/4, Flying. Kicker WW (You may pay an additional WW as you play this spell.); When Desolation Angel comes into play, destroy all lands you control. If you paid the kicker cost, destroy all lands instead.
Desperate Research IN(R) IN(FR)	Sorcery	B1	Name a card other than a basic land. Then reveal the top seven cards of your library and put all of them with that name into your hand. Remove the rest from the game.
Despoil PY(C) PY(FC)	Sorcery	B3	Destroy target land. Its controller loses 2 life.
Despondency US(C)	Enchant Creature	B1	Enchanted creature gets -2/-0.

Black Spells (Part 10 of 36)

Card Name	Spell Type	Cost	Ability
Devouring Strossus IN(R) IN(FR)	Creature - Horror	BBB5	9/9, Flying, Trample. ; At the beginning of your upkeep, sacrifice a creature. ; Sacrifice a creature: Regenerate Devouring Strossus.
Diabolic Edict TE(C) BD(D1)	Instant	B1	Make a player sacrifice a creature.
Diabolic Intent PS(R) PS(FR)	Sorcery	B1	As an additional cost to play Diabolic Intent, sacrifice a creature. ; Search your library for a card and put that card into your hand. Then shuffle your library.
Diabolic Servitude US(U)	Enchantment	B3	When this comes into play, bring creature card from your graveyard into play. When the creature goes to the graveyard, remove it from the game and send this to owner's hand. When this card leaves play, remove the chosen creature from the game.
Diabolic Tutor OD(U) OD(FU) 8th(U) 8th(FU)	Sorcery	BB2	Search your library for a card and put that card into your hand. Then shuffle your library.
Dirge of Dread ON(C) ON(FC)	Sorcery	B2	All creatures gain fear until end of turn. ; Cycling 1B. ; When you cycle Dirge of Dread, you may have target creature gain fear until end of turn.
Dirtwater Wraith MI(C)	Summon Wraith	B3	1/3, SwampWalk. +1/+0 until end of turn (B).
Dirty Wererat OD(C) OD(FC)	Creature - Minion Rat	B3	2/3, B, Discard a card from your hand: Regenerate Dirty Wererat. ; Threshold - Dirty Wererat gets +2/+2 and can't block. (You have threshold as long as seven or more cards are in your graveyard.)
Disciple of Malice ON(C) ON(FC)	Creature - Cleric	B1	1/2, Protection from white. Cycling 2.
Discordant Dirge US(R)	Enchantment	BB3	Look at opponent's hand and make them discard up to one card for each counter on this card (B+Sacrifice this card). During your upkeep, you may put a counter on this card.
Disease Carriers UD(C) UD(FC)	Creature - Rat	BB2	2/2. When Disease Carriers is put into a graveyard from play, target creature gets -2/-2 until end of turn.
Diseased Vermin AL(U2)	Summon Rats	B2	1/1. If damages a player in combat, gets a counter. During upkeep does 1 damage per counter to a single player it has previously damaged.
Disturbed Burial TE(C)	Sorcery	B1	Buyback 3. Bring a creature card from your graveyard to your hand.
Divining Witch NE(R) NE(FR)	Creature - Spellshaper	B1	1/1. 1B, Tap, Discard a card from your hand: Name a card. Remove the top six cards of your library from the game. Reveal cards from the top of your library until you reveal the named card, then put that card into your hand. Remove all other cards revealed this way from the game.
Doomed Necromancer ON(R) ON(FR)	Creature - Cleric Mercenary	B2	2/2. B, Tap, Sacrifice Doomed Necromancer: Return target creature card from your graveyard to play.
Doomsday WL(R) 6th(R)	Sorcery	BBB	Search your library and graveyard for five cards and remove the rest from the game. Put the chosen cards on top of your library in any order. You lose half your life, rounded up.
Do or Die IN(R) IN(FR)	Sorcery	B1	Separate all creatures target player controls into two face-up piles. Destroy all creatures in the pile of that player's choice. They can't be regenerated.
Double Cross UG(C)	Sorcery	BB3	Choose another player. Look at that player's hand and choose one of those cards other than a basic land. He or she discards that card. At the beginning of the next game with the player, look at the player's hand and choose one of those cards other than a basic land. He or she discards that card.
Dragon Shadow SC(C) SC(FC)	Enchant Creature	B1	Enchanted creature gets +1/+0 and has fear. ; When a creature with converted mana cost 6 or more comes into play, you may return Dragon Shadow from your graveyard to play enchanting that creature.
Drain Life A(C) B/U(C) RV(C) 4th(C) MI(C) 5th(C) BD(D1)	Sorcery	B1	Does X damage to target, where X is the amount of additional Black mana spent. Gain 1 life for each damage done. Cannot gain more than creature's toughness or player's life.
Dread Charge PT(R)	Sorcery	B3	This turn, your black creatures can be intercepted only by other black creatures.
Dread of Night TE(U) 6th(U)	Enchantment	B	White creatures get -1/-1.
Dread Reaper PT(R) ST(R)	Creature - Horror	BBB3	6/5, Flying. When Dread Reaper comes into play, you lose 5 life.
Dread Specter MI(U)	Summon Specter	B3	2/2. Destroy at end of combat any non-black creature that blocks or is blocked by this one.
Dread Wight IA(R)	Summon Wight	BB3	3/4. All creatures blocking or blocked by this one become tapped at end of combat and get a counter. Player can pay 4 mana to remove a counter from a creature. Creature will not untap as normal if it has a counter.
Dredge IN(U) IN(FU)	Instant	B	Sacrifice a creature or land. ; Draw a card.

Black Spells (Part 11 of 36)

Card Name	Spell Type	Cost	Ability
Dregs of Sorrow TE(R) 7th(R) 7th(FR)	Sorcery	B4X	Destroy X target nonblack creatures. Draw X cards.
Drift of the Dead LA(U)	Summon Wall	B3	*/* where *= number of Snow-Covered lands you have, Wall.
Drinker of Sorrow LE(R) LE(FR)	Creature - Horror	B2	5/3. Drinker of Sorrow can't block. ; Whenever Drinker of Sorrow deals combat damage, sacrifice a permanent.
Dripping Dead LE(C) LE(FC)	Creature - Zombie	BB4	4/1. Dripping Dead can't block. ; Whenever Dripping Dead deals combat damage to a creature, destroy that creature. It can't be regenerated.
Drudge Skeletons A/B/U(C) RV(C) 4th(C) 5th(C) 6th(C) 7th(C) 7th(FC) 8th(C) 8th(FC)	Creature - Skeleton	B1	1/1. B: Regenerate Drudge Skeletons.
Drudge Spell HL(U3)	Enchantment	BB	Put a 1/1 black Skeleton token creature with "Regenerate (B)" ability into play (B+remove two creatures in your graveyard from the game). Bury all Skeleton tokens if this card leaves play.
Dry Spell <i>Skull</i> <i>Fish</i> HL(C2) HL(C2) 6th(C) PT(U)	Sorcery	B1	Dry Spell deals 1 damage to each creature and each player.
Dungeon Shade SH(C)	Summon Spirit	B3	1/1, Flying. +1/+1 until end of turn (B).
Duress US(C) 7th(C) 7th(FC)	Sorcery	B	Target opponent reveals his or her hand. Choose a noncreature, nonland card from it. That player discards that card.
Dusk Imp OD(C) OD(FC) 8th(C) 8th(FC)	Creature - Imp	B2	2/1, Flying.
Duskwalker IN(C) IN(FC)	Creature - Minion	B	1/1. Kicker 3B (You may pay an additional 3B as you play this spell.) ; If you paid the kicker cost, Duskwalker comes into play with two +1/+1 counters on it and has "Duskwalker can't be blocked except by artifact creatures and/or black creatures."
Dying Wail UD(C) UD(FC)	Enchant Creature	B1	When enchanted creature is put into a graveyard from play, target player chooses and discards two cards from his or her hand.
Dystopia AL(R2)	Enchantment	BB1	During each players upkeep, if they control a white or green permanent, they sacrifice a white or green permanent. Cumulative Upkeep=1 life.
Earsplitting Rats JU(C) JU(FC)	Creature - Rat	B3	2/1. When Earsplitting Rats comes into play, each player discards a card from his or her hand. ; Discard a card from your hand: Regenerate Earsplitting Rats.
Eastern Paladin US(R) 7th(R) 7th(FR) 8th(R) 8th(FR)	Creature - Knight	BB2	3/3. BB, Tap: Destroy target green creature.
Eater of the Dead DK(U2)	Summon Eater	B4	3/4; Remove a creature in any graveyard from the game in order to untap Eater.
Earthblighter LE(U) LE(FU)	Creature - Cleric	B1	1/1. 2B, Tap, Sacrifice a Goblin: Destroy target land.
Ebonblade Reaper ON(R) ON(FR)	Creature - Cleric	B2	1/1. Whenever Ebonblade Reaper attacks, you lose half your life, rounded up. ; Whenever Ebonblade Reaper deals combat damage to a player, that player loses half his or her life, rounded up. ; Morph 3BB.
Ebon Dragon PT(R)	Summon Creature	BB5	5/4, Flying. When Ebon Dragon comes into play from your hand, you may force your opponent to choose and discard a card from his or her hand.
Ebon Praetor FE(U1)	Summon Avatar	BB4	5/5, Trample, First Strike. During upkeep either sacrifice a creature or put a -2/-2 counter on this card. If the creature sacrificed is a Thrull, put a +1/+0 counter on this card.
Ebony Charm MI(C)	Instant	B	Choose one: Opponent loses 1 life and you gain 1 life -or- remove 3 cards in any player's graveyard from the game -or- make a creature blockable only by black or artifact creatures this turn.
El-Hajjâj AN(U2) RV(R) 4th(R)	Summon El-Hajjâj	BB1	1/1; +1 life for each damage it does up to a maximum of the creature's toughness or player's life total. { AN+RV = had no life gain limit }
Embalmed Brawler LE(C) LE(FC)	Creature - Zombie	B2	2/2. Amplify 1. Whenever Embalmed Brawler attacks or blocks, you lose 1 life for each +1/+1 counter on it.
Encroach UD(U) UD(FU)	Sorcery	B	Look at target player's hand and choose a nonbasic land card from it. That player discards that card.

Black Spells (Part 12 of 36)

Card Name	Spell Type	Cost	Ability
Endbringer's Revel <i>PY(U)</i> <i>PY(FU)</i>	Enchantment	B2	4: Return target creature card from a graveyard to its owner's hand. Any player may play this ability but only any time he or she could play a sorcery.
Endemic Plague ON(R) ON(FR)	Sorcery	B3	As an additional cost to play Endemic Plague, sacrifice a creature. ; Destroy all creatures that share a creature type with the sacrificed creature. They can't be regenerated.
Endless Cockroaches PT(R)	Summon Creature	BB1	1/1. If Endless Cockroaches is put into your discard pile from play, return Endless Cockroaches to your hand.
Endless Scream <i>TE(C)</i>	Enchant Creature	BX	Creature gets +X/+0.
Enfeeblement <i>MI(C)</i> <i>6th(C)</i> <i>TE(C)</i>	Enchant Creature	BB	Enchanted creature gets -2/-2.
Engineered Plague <i>UL(U)</i> <i>UL(FU)</i> <i>7th(U)</i> <i>7th(FU)</i>	Enchantment	B2	As Engineered Plague comes into play, choose a creature type. ; All creatures of the chosen type get -1/-1.
Enslaved Horror <i>MM(U)</i> <i>MM(FU)</i>	Creature - Horror	B3	4/4. When Enslaved Horror comes into play, each other player may return a creature card from his or her graveyard to play.
Entomb OD(R) OD(FR)	Instant	B	Search your library for a card and put that card into your graveyard. Then shuffle your library.
Entrails Feaster ON(R) ON(FR)	Creature - Zombie Cat	B	1/1. At the beginning of your upkeep, you may remove a creature card in a graveyard from the game. If you do, put a +1/+1 counter on Entrails Feaster. If you don't, tap Entrails Feaster.
Entropic Specter EX(R)	Summon Spirit	BB3	*/*, Flying, where *=the number of cards in target opponent's hand. If this card damages any player, that player discards a card.
Eradicate <i>UD(U)</i> <i>UD(FU)</i>	Sorcery	BB2	Remove target nonblack creature from the game. Search its controller's graveyard, hand, and library for all copies of that card and remove them from the game. That player then shuffles his or her library.
Erg Raiders <i>AN(C3/2)</i> <i>RV(C)</i> <i>4th(C)</i> <i>5th(C)</i>	Summon Raiders	B1	2/3. Take 2 damage at end of turn if do not attack with them and they are not summon sick.
Evil Eye of Orms-By-Gore <i>LG(U)</i> <i>5th(U)</i> <i>6th(U)</i>	Creature - Horror	B4	3/6. Evil Eye of Orms-by-Gore can't be blocked except by Walls. ; Except for Evil Eye of Orms-by-Gore, creatures you control can't attack.
Evil Presence <i>A/B/U(U)</i> <i>RV(U)</i> <i>4th(U)</i> <i>5th(U)</i>	Enchant Land	B	Change a Land to a basic Swamp.
Evincar's Justice <i>TE(C)</i>	Sorcery	BB2	Buyback 3. Does 2 damage to each creature and player.
Eviscerator UL(R) UL(FR)	Summon Horror	BB3	5/5, Protection from white. When Eviscerator comes into play, lose 5 life.
Execute <i>OD(U)</i> <i>OD(FU)</i> <i>8th(U)</i> <i>8th(FU)</i>	Instant	B2	Destroy target white creature. It can't be regenerated. ; Draw a card.
Exhume <i>US(C)</i> <i>BR(D1)</i>	Sorcery	B1	Each player puts a creature card in his or her graveyard into play.
Exotic Curse <i>IN(C)</i> <i>IN(FC)</i>	Enchant Creature	B2	Enchanted creature gets -1/-1 for each basic land type among lands you control.
Exotic Disease <i>PS(U)</i> <i>PS(FU)</i>	Sorcery	B4	Target player loses X life and you gain X life, where X is the number of basic land types among lands you control.
Expunge <i>US(C)</i>	Instant	B2	Cycling 2. Bury a non-artifact, non-black creature.
Extinction TE(R)	Sorcery	B4	Choose a creature type. Destroy all creatures of that type.
Extortion MM(R) MM(FR)	Sorcery	BB3	Look at target player's hand and choose up to two cards from it. That player discards those cards.
Faceless Butcher <i>TO(C)</i> <i>TO(FC)</i>	Creature - Nightmare Horror	BB2	2/3. When Faceless Butcher comes into play, remove target creature other than Faceless Butcher from the game. ; When Faceless Butcher leaves play, return the removed card to play under its owner's control.
Face of Fear <i>OD(U)</i> <i>OD(FU)</i>	Creature - Horror	B5	3/4. 2B,Discard a card from your hand: Face of Fear can't be blocked this turn except by artifact creatures and/or black creatures.
Fade from Memory <i>ON(U)</i> <i>ON(FU)</i>	Instant	B	Remove target card in a graveyard from the game. ; Cycling B.
The Fallen DK(U2) <i>CH(U3)</i>	Summon Fallen	BBB1	2/3; Each upkeep does 1 damage to each opponent it has damaged previously.
Fallen Angel <i>LG(U)</i> <i>CH(U3)</i> <i>5th(U)</i> 6th(R) <i>BD(D1)</i> 7th(R) 7th(FR) 8th(R) 8th(FR)	Creature - Angel	BB3	3/3, Flying. Sacrifice a creature: Fallen Angel gets +2/+1 until end of turn.

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Black Spells (Part 13 of 36)

Card Name	Spell Type	Cost	Ability
Fallen Askari VI(C)	Summon Knight	B1	2/2, Flanking. Cannot block.
Fallen Cleric ON(C) ON(FC)	Creature - Zombie Cleric	B4	4/2, Protection from Clerics. Morph 4B.
False Cure ON(R) ON(FB)	Instant	BB	Until end of turn, whenever a player gains life, that player loses 2 life for each 1 life he or she gained.
Famished Ghoul OD(U) OD(FU)	Creature - Zombie	B3	3/2. 1B, Sacrifice Famished Ghoul: Remove up to two target cards in a single graveyard from the game.
Fatal Blow WL(C) 6th(C)	Instant	B	Destroy target creature that was dealt damage this turn. It can't be regenerated.
Fatal Lore AL(R2)	Sorcery	BB2	Opponent chooses: You draw 3 cards -or- Opponent draws up to 3 cards and you bury up to two creatures they control.
Fatal Mutation SC(U) SC(FU)	Enchant Creature	B	When enchanted creature is turned face up, destroy it. It can't be regenerated.
Fear A/B/U(C) RV(C) 4th(C) 1A(C) 5th(C) 6th(C) 7th(C) 7th(FC) 8th(C) 8th(FC)	Enchant Creature	BB	Enchanted creature has fear. (It can't be blocked except by artifact creatures and/or black creatures.)
Feast of the Unicorn Creatures Head HL(C2) HL(C2) 6th(C) AT(D1)	Enchant Creature	B3	Enchanted creature gets +4/+0.
Feast or Famine Knife Falling AL(U6)	Instant	B3	Bury a non-black, non-artifact creature -or- Put a 2/2 black Zombie token into play.
Feeding Frenzy ON(U) ON(FU)	Instant	B2	Target creature gets -X/-X until end of turn, where X is the number of Zombies in play.
Fen Stalker PY(C) PY(FC)	Creature - Nightstalker	B3	3/2. Fen Stalker can't be blocked except by artifact creatures and/or black creatures as long as you control no untapped lands.
Feral Shadow MI(C) 6th(C) PT(C) ST(C) BD(D1)	Creature - Night Stalker	B2	2/1, Flying.
Festering Evil WL(U)	Enchantment	BB3	Does 1 damage to each creature and player during your upkeep. Do 3 damage to each creature and player (BB+Sacrifice this card).
Festering Goblin ON(C) ON(FC)	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.
Festering Wound UD(U) UD(FU)	Enchant Creature	B1	At the beginning of your upkeep, you may put an infection counter on Festering Wound. ; At the beginning of the upkeep of enchanted creature's controller, Festering Wound deals X damage to that player, where X is the number of infection counters on Festering Wound.
Fetid Horror MI(C)	Summon Shade	B3	1/2. +1/+1 until end of turn (B).
Fevered Convulsions TE(R)	Enchantment	BB	Put a -1/-1 counter on a creature (BB2).
Fevered Strength Sun (C1) Chained Rock (C2) AL(C3)	Instant	B2	Give +2/+0 until end of turn to a creature. Draw a card at the beginning of the next upkeep.
Filth JU(U) JU(FU)	Creature - Incarnation	B3	2/2, Swampwalk. As long as Filth is in your graveyard and you control a swamp, creatures you control have swampwalk.
Filthy Cur OD(C) OD(FC)	Creature - Hound	B1	2/2. Whenever Filthy Cur is dealt damage, you lose that much life.
Final Punishment SC(R) SC(FB)	Sorcery	BB3	Target player loses life equal to the damage already dealt to him or her this turn.
Firescreamer IN(C) IN(FC)	Creature - Kavu	B3	2/2. R: Firescreamer gets +1/+0 until end of turn.
Final Strike PT(R)	Sorcery	BB2	Choose one of your creatures. Final Strike deals to your opponent damage equal to that creature's offense. Then, put the creature in your discard pile.
Flay PY(C) PY(FC)	Sorcery	B3	Target player discards a card at random from his or her hand. Then that player discards another card at random from his or her hand unless he or she pays 1.
Fledgling Djinn WL(C)	Summon Djinn	B1	2/2, Flying. Does 1 damage to you during your upkeep.
Fledgling Imp OD(C) OD(FC)	Creature - Imp	B2	2/2. B, Discard a card from your hand: Fledgling Imp gains flying until end of turn.
Flesh Reaver US(U)	Summon Horror	B1	4/4. When this card successfully damages a creature or opponent, it does an equal amount of damage to you.
Flow of Maggots IA(R)	Summon Insects	B2	2/2, Can only be blocked by Walls. Cumulative Upkeep=1 mana.
Fog of Gnats UL(C) UL(FC)	Summon Insects	BB	1/1, Flying. B: Regenerate Fog of Gnats.
Forbidden Crypt MI(R) 6th(R)	Enchantment	BB3	Whenever you would draw a card, instead return target card from your graveyard to your hand. If you can't, you lose the game. ; Whenever a card would be put into your graveyard, instead remove that card from the game.

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Black Spells (Part 14 of 36)

Card Name	Spell Type	Cost	Ability
Forbidden Ritual VI(R)	Sorcery	BB2	Sacrifice a card in play to make opponent choose to lose 2 life or sacrifice a permanent or discard a card. You can do this as many times as you want.
Forced March MM(R) MM(FR)	Sorcery	BBB	Destroy all creatures with converted mana cost X or less.
Forsaken Wastes MI(R)	Enchant World	B2	Players cannot gain life. Each player loses 1 life during their upkeep. If targeted by a successfully cast spell, the spell's caster loses 5 life.
Foul Familiar IA(C)	Summon Spirit	B2	3/1, Cannot be used to block. Return this card to owner's hand (B+1 life).
Foul Imp SH(C) 7th(U) 7th(FU)	Creature - Imp	BB	2/2, Flying. When Foul Imp comes into play, you lose 2 life.
Foul Presence AP(U) AP(FU)	Enchant Creature	B2	Enchanted creature gets -1/-1 and has "Tap: Target creature gets -1/-1 until end of turn."
Foul Spirit P2(U)	Creature - Spirit	B2	3/2, Flying. When Foul Spirit comes into play from your hand, destroy one of your lands.
Frankenstein's Monster DK(U1)	Summon Monster	BBX	0/1; Remove X creatures in your graveyard from the game when cast to get X counters of any combination of +2/+0, +1/+1 or +0/+2.
Frightcrawler OD(C) OD(FC)	Creature - Horror	B1	1/1. Frightcrawler can't be blocked except by artifact creatures and/or black creatures. ; Threshold - Frightcrawler gets +2/+2 and can't block. (You have threshold as long as seven or more cards are in your graveyard.)
Frightshroud Courier ON(U) ON(FU)	Creature - Zombie	B2	2/1. You may choose not to untap Frightshroud Courier during your untap step. ; 2B, Tap: As long as Frightshroud Courier remains tapped, target Zombie gets +2/+2 and has fear.
Frozen Shade A/B/U(C) RV(C) 4th(C) 5th(C)	Summon Shade	B2	0/1, +1/+1 (B)
Fugue EX(U) 7th(U) 7th(FU)	Sorcery	BB3	Target player discards three cards from his or her hand.
Funeral Charm VI(C)	Instant	B	Make a player discard a card -or- gives a creature +2/-1 until end of turn -or- gives a creature SwampWalk until end of turn.
Funeral March HL(C1) 5th(C)	Enchant Creature	BB1	Creature's controller must sacrifice another creature if this one leaves play.
Gallowbraid WL(R)	Summon Legend	BB3	5/5, Trample. Cumulative Upkeep: 1 life.
Gangrenous Goliath ON(R) ON(FR)	Creature - Zombie Giant	BB3	4/4. Tap three untapped Clerics you control: Return Gangrenous Goliath from your graveyard to your hand.
Gangrenous Zombies IA(C)	Summon Zombies	BB1	2/2. Do 1 damage to all creatures and players (Tap+Sacrifice this card). Does 2 damage if you have a Snow-Covered Swamp.
Gate to Phyrexia AQ(U3)	Enchantment	BB	Sacrifice a creature during upkeep to destroy any one artifact in play.
Gaze of Pain IA(C)	Sorcery	B1	For each of your creatures that you attack with this turn and are not blocked, you can choose to have them not deal damage an instead to do their power in damage to a creature of choice.
Gempalm Polluter LE(C) LE(FC)	Creature - Zombie	B5	4/3. Cycling BB. When you cycle Gempalm Polluter, you may have target player lose 1 life for each Zombie in play.
Ghastly Demise OD(C) OD(FC)	Instant	B	Destroy target nonblack creature if its toughness is less than or equal to the number of cards in your graveyard.
Ghastly Remains LE(R) LE(FR)	Creature - Zombie	BBB	0/0. Amplify 1. At the beginning of your upkeep, if Ghastly Remains is in your graveyard, you may pay BBB. If you do, return Ghastly Remains to your hand.
Ghost Hounds HL(U3)	Summon Hounds	B1	1/1, Does not tap when attacking. Gets First Strike until end of turn if blocking or blocked by a white creature.
Ghosts of the Damned LG(C2)	Summon Ghosts	BB1	0/2, Tap to give -1/-0 to a creature until end of turn.
Ghoul's Feast MM(U) MM(FU)	Instant	B1	Target creature gets +X/+0 until end of turn, where X is the number of creature cards in your graveyard.
Giant Cockroach UL(C) UL(FC) 7th(C) 7th(FC) 8th(C) 8th(FC)	Creature - Insect	B3	4/2.
Giant Slug LG(C2) CH(C3)	Summon Slug	B1	1/1, Gains basic landwalk ability of choice starting next upkeep and going until end of turn (5)
Gloom A/B/U(U) RV(U) 4th(U) 5th(U)	Enchantment	B2	White spells cost 3 more to cast and white enchantments cost 3 more to activate. { ABU = was white spells and Circles of Protection }
Gloomdrifter TO(U) TO(FU)	Creature - Minion	B3	2/2, Flying. Threshold - When Gloomdrifter comes into play, nonblack creatures get -2/-2 until end of turn. (You have threshold if seven or more cards are in your graveyard.)
Gluttonous Zombie ON(U) ON(FU) 8th(U) 8th(FU)	Creature - Zombie	B4	3/3, Fear.

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Black Spells (Part 15 of 36)

Card Name	Spell Type	Cost	Ability
Glyph of Doom LG(C2)	Instant	B	Destroys all creatures blocked by target wall at end of combat.
Goblin Turncoat LE(C) LE(FC)	Creature - Goblin Mercenary	B1	2/1. Sacrifice a Goblin: Regenerate Goblin Turncoat.
Goham Djinn IN(U) IN(FU)	Creature - Djinn	B5	5/5. 1B: Regenerate Goham Djinn. ; Goham Djinn gets -2/-2 as long as black is the most common color among all permanents or is tied for most common.
Grandmother Sengir HL(U1)	Summon Legend	B4	3/3. Give a creature -1/-1 until end of turn (Tap+B1).
Gravebane Zombie MI(C) 6th(U)	Creature - Zombie	B3	3/2. When Gravebane Zombie would be put into a graveyard from play, instead put Gravebane Zombie on top of its owner's library.
Gravebind IA(R)	Instant	B	Make a creature unable to Regenerate this turn. Draw a card during the next player's upkeep.
Graveborn Muse LE(R) LE(FR)	Creature - Zombie Spirit	BB2	3/3. At the beginning of your upkeep, you draw X cards and you lose X life, where X is the number of Zombies you control.
Grave Consequences JU(U) JU(FU)	Instant	B1	Each player may remove any number of cards in his or her graveyard from the game. Then each player loses 1 life for each card in his or her graveyard. ; Draw a card.
Grave Defiler AP(U) AP(FU)	Creature - Zombie	B3	2/1. When Grave Defiler comes into play, reveal the top four cards of your library. Put all Zombie cards revealed this way into your hand and the rest on the bottom of your library. ; 1B: Regenerate Grave Defiler.
Gravedigger TE(C) 6th(C) ST(U) PT(U) BD(D1) 7th(C) 7th(FC) OD(C) OD(FC) 8th(C) 8th(FC)	Creature - Zombie	B3	2/2. When Gravedigger comes into play, you may return target creature card from your graveyard to your hand.
Gravegouger TO(C) TO(FC)	Creature - Nightmare Horror	B2	2/2. When Gravegouger comes into play, remove up to two target cards in a single graveyard from the game. ; When Gravegouger leaves play, return the removed cards to their owner's graveyard.
Grave Pact SH(R) 8th(R) 8th(FR)	Enchantment	BBB1	Whenever a creature you control is put into a graveyard from play, each other player sacrifices a creature.
Grave Robbers DK(U1)	Summon Robbers	BB1	1/1, Remove one artifact in any graveyard from the game and gain 2 life (Tap+B)
Grave Servitude MI(C)	Enchant Creature	B1	Gives creature +3/-1 and makes it black. May be played as an Instant, but this is buried at end of turn.
Gravespawn Sovereign ON(R) ON(FR)	Creature - Zombie Lord	BB4	3/3. Tap five untapped Zombies you control: Put target creature card from a graveyard into play under your control.
Gravestorm OD(R) OD(FR)	Enchantment	BBB	At the beginning of your upkeep, target opponent may remove a card in his or her graveyard from the game. If that player doesn't, you may draw a card.
Greater Werewolf HL(C1) 5th(U)	Summon Lycanthrope	B4	2/4. At end of combat, put a -0/-2 counter on all creatures blocking or blocked by this creature.
Greed LG(R) 4th(R) 6th(R) 7th(R) 7th(FR)	Enchantment	B3	B,Pay 2 life: Draw a card.
Greel, Mind Raker PY(R) PY(FR)	Creature - Spellshaper Legend	BB3	3/3. BX,Tap,Discard two cards from your hand: Target player discards X cards at random from his or her hand.
Greel's Caress PY(C) PY(FC)	Enchant Creature	B1	You may play Greel's Caress any time you could play an instant. ; Enchanted creature gets -3/-0.
Grim Tutor ST(R)	Sorcery	BB1	Search your library for a card and put that card into your hand. You lose 3 life.
Grimacing Demon ON(R) ON(FR)	Creature - Demon	BB2	6/6. At the beginning of your upkeep, you lose 2 life. ; Morph 2BB.
Grollub EX(C)	Summon Beast	B2	3/3. For each 1 damage dealt to this card, each opponent gains 1 life.
Grotesque Hybrid TO(U) TO(FU)	Creature - Zombie	B4	3/3. Whenever Grotesque Hybrid deals combat damage to a creature, destroy that creature. It can't be regenerated. ; Discard a card from your hand: Grotesque Hybrid gains flying and protection from green and from white until end of turn.
Guardian Beast AN(U2)	Summon Guardian	B3	2/4; If untapped prevents stealing, destroying or enchanting of non-creature artifacts.
Guiltfeeder JU(R) JU(FR)	Creature - Horror	BB3	0/4. Guiltfeeder can't be blocked except by artifact creatures and/or black creatures. ; Whenever Guiltfeeder attacks and isn't blocked, defending player loses 1 life for each card in his or her graveyard.
Handcuffs UG(U)	Enchantment	BB3	Target player keeps both hands in contact with each other. If he or she does not, sacrifice Handcuffs and that player sacrifices three cards in play.

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Black Spells (Part 16 of 36)

Card Name	Spell Type	Cost	Ability
Hand of Death PT(C) P2(C) ST(C) S2(D1) <i>Has parenthesized text</i> PT(D1)	Sorcery	B2	Destroy target nonblack creature.
Harbinger of Night MI(R)	Summon Spirit	BB2	2/3. During your upkeep, put a -1/-1 counter on each creature.
Hasran Ogress AN(C3/2) CH(C3)	Summon Ogre	BB	3/2; Pay 2 colorless mana when attacking or take 3 damage.
Hatred EX(R)	Instant	BB3	Pay X life when casting this spell. Target creature gets +X/+0 until end of turn.
Hate Weaver IN(U) IN(FU)	Creature - Wizard	B1	2/1. 2: Target blue or red creature gets +1/+0 until end of turn.
Haunted Cadaver ON(C) ON(FC)	Creature - Zombie	B3	2/2. Whenever Haunted Cadaver deals combat damage to a player, you may sacrifice it. If you do, that player discards three cards from his or her hand. ; Morph 1B.
Haunted Crossroads MM(U) MM(FU)	Enchantment	B2	B: Put target creature card from your graveyard on top of your library.
Haunting Echoes OD(R) OD(FR)	Sorcery	BB3	Remove all cards in target player's graveyard other than basic land cards from the game. Search that player's library for all cards with the same name as cards removed this way, and remove them from the game. Then that player shuffles his or her library.
Haunting Misery WL(C)	Sorcery	BB1	Do X damage to a player (Remove X creature cards in your graveyard from the game).
Haunting Wind AQ(U3)	Enchantment	B3	1 damage to anyone who taps or powers an artifact.
Havoc Demon LE(R) LE(FR)	Creature - Demon	BB5	5/5, Flying. When Havoc Demon is put into a graveyard from play, all creatures get -5/-5 until end of turn.
Head Games ON(R) ON(FR)	Sorcery	BB3	Target opponent puts the cards from his or her hand on top of his or her library. Search that player's library for that many cards. The player puts those cards into his or her hand, then shuffles his or her library.
Headhunter ON(U) ON(FU)	Creature - Cleric	B1	1/1. Whenever Headhunter deals combat damage to a player, that player discards a card from his or her hand. ; Morph B.
Headless Horseman LG(C1)	Summon Horseman	B2	2/2
Headstone HL(C1)	Instant	B1	Remove a card in any graveyard from the game. Draw a card at the beginning of the next upkeep.
Hecatomb IA(R) 5th(R) 6th(R)	Enchantment	BB1	When Hecatomb comes into play, you may sacrifice four creatures. If you don't, sacrifice Hecatomb. ; Tap an untapped swamp you control: Hecatomb deals 1 damage to target creature or player.
Hellfire LG(R)	Sorcery	BBB2	Destroys all non-black creatures and does 3 damage plus one damage to you for each creature that goes to the graveyard.
Hell's Caretaker LG(R) CH(U1)	Summon Hell's Caretaker	B3	1/1, Tap and sacrifice a creature during upkeep to bring a creature from your graveyard directly into play.
Hell Swarm LG(C1)	Instant	B	-1/-0 to all creatures until end of turn.
Hidden Horror WL(U) 6th(U) P2(R) {WL: was Summon Undead}	Creature - Horror	BB1	4/4. When Hidden Horror comes into play, choose and discard a creature card from your hand. If you don't, sacrifice Hidden Horror.
Highway Robber MM(C) MM(FC)	Creature - Mercenary	BB2	2/2. When Highway Robber comes into play, you gain 2 life and target opponent loses 2 life.
Hint of Insanity OD(R) OD(FR)	Sorcery	B2	Target player reveals his or her hand. That player discards from it all nonland cards with the same name as another card in his or her hand.
Hoar Shade IA(C)	Summon Shade	B3	1/2, +1/+1 (B)
Hollow Dogs US(C) ST(C) BD(D1) 7th(C) 7th(FC)	Creature - Hound	B4	3/3. Whenever Hollow Dogs attacks, it gets +2/+0 until end of turn.
Hollow Specter LE(R) LE(FR)	Creature - Specter	BB1	2/2, Flying. Whenever Hollow Specter deals combat damage to a player, you may pay X. If you do, that player reveals X cards from his or her hand and you choose one of them. That player discards that card.
Horror of Horrors LG(U)	Enchantment	BB3	Can sacrifice a Swamp to regenerate a black creature.
Howl from Beyond A/B/U(C) RV(C) 4th(C) IA(C) 5th(C) 6th(C) 7th(C) 7th(FC)	Instant	BX	Target creature gets +X/+0 until end of turn.
Howling Fury PT(C) ST(U)	Sorcery	B2	Target creature gets +4/+0 until end of turn.
Hyalopterous Lemure IA(U)	Summon Lemure	B4	4/3. Flying and -1/-0 until end of turn (0)

Black Spells (Part 17 of 36)

Card Name	Spell Type	Cost	Ability
Hymn to Tourach <i>Danforth</i> FE(C1) AT(D1) <i>Hoover</i> FE(C1) <i>Kirschner</i> FE(C1) <i>Van Camp</i> FE(C1)	Sorcery	BB	Makes opponent discard 2 cards at random from their hand.
Hypnotic Cloud IN(C) IN(FC)	Sorcery	B1	Kicker 4 (You may pay an additional 4 as you play this spell.) ; Target player discards a card from his or her hand. If you paid the kicker cost, that player discards three cards from his or her hand instead.
Hypnotic Specter A/B/U(U) RV(U) 4th(U) AT(D1)	Summon Specter	BB1	2/2, Flying, Player discards one card if damaged
Hypnox TO(R) TO(FR)	Creature - Nightmare Horror	BBB8	8/8, Flying. When Hypnox comes into play, if you played it from your hand, remove all cards in target opponent's hand from the game. ; When Hypnox leaves play, return the removed cards to their owner's hand.
Icequake IA(U)	Sorcery	BB1	Destroy a land. Controller takes 1 damage if the land is Snow-Covered.
Ichorid TO(R) TO(FR)	Creature - Horror	B3	3/1, Haste. At end of turn, sacrifice Ichorid. ; At the beginning of your upkeep, if Ichorid is in your graveyard, you may remove a black creature card in your graveyard other than Ichorid from the game. If you do, return Ichorid to play.
Ihsan's Shade HL(U3) AT(D1)	Summon Legend	BBB3	5/5, Protection from White
Ill-Gotten Gains US(R)	Sorcery	BB2	All players discard their hands then bring any 3 cards from their graveyard to their hand. Remove this card from the game.
Imprison LG(R)	Enchant Creature	B	Pay 1 mana each time creature attacks, blocks or is tapped in order to prevent that action; Enchantment is destroyed if you do not pay.
Imps' Taunt TE(U)	Instant	B1	Buyback 3. Make a creature attack this turn if able.
Infected Vermin OD(U) OD(FU)	Creature - Rat	B2	1/1. 2B: Infected Vermin deals 1 damage to each creature and each player. ; Threshold - 3B: Infected Vermin deals 3 damage to each creature and each player. (Play this ability only if seven or more cards are in your graveyard.)
Infernal Caretaker LE(C) LE(FC)	Creature - Cleric	B3	2/2. Morph 3B. When Infernal Caretaker is turned face up, return all Zombie cards from all graveyards to their owners' hands.
Infernal Contract MI(R) 6th(R) 7th(R) 7th(FR)	Sorcery	BBB	Draw four cards. You lose half your life, rounded up.
Infernal Darkness IA(R)	Enchantment	BB2	All mana producing lands produce 1 black mana instead of their normal color. Cumulative Upkeep=1 life and 1 black mana.
Infernal Denizen IA(R)	Summon Infernal Denizen	B7	5/7. Tap to take control of a creature. Sacrifice 2 Swamps during upkeep or tap this card and opponent takes control of one of your creatures of their choice. Creatures revert to their original controllers when this card leaves play.
Infernal Genesis PY(R) PY(FR)	Enchantment	BB4	At the beginning of each players upkeep, that player puts the top card of his or her library into his or her graveyard. He or she then puts X 1/1 black Minion creature tokens into play, where X is that cards converted mana cost.
Infernal Harvest VI(C)	Sorcery	B1	Return X of your Swamps to owner's hand to do X damage divided any way among any number of creatures.
Infernal Medusa LG(U)	Summon Medusa	BB3	2/4, Any creature blocked by/blocking it is destroyed at end of combat.
Infernal Spawn of Evil UG(R)	Summon (Demon) Beast	BBB6	7/7, Flying, First Strike. 1B, Reveal Infernal Spawn of Evil from your hand, Say "It's coming!": Infernal Spawn of Evil deals 1 damage to target opponent. Use this ability only during your upkeep and only once each upkeep.
Infernal Tribute WL(R)	Enchantment	BBB	Draw a card (2+Sacrifice a card).
Infest ON(U) QN(FU)	Sorcery	BB1	All creatures get -2/-2 until end of turn.
Initiates of the Ebon Hand <i>Danforth</i> FE(C1) <i>K. Foglio</i> FE(C1) <i>Hudson</i> FE(C1) 5th(C)	Summon Clerics	B	1/1. Add 1 Black mana to your pool (1). Bury this card at end of any turn in which more than 3 mana is spent in this way.
Innocent Blood OD(C) OD(FC)	Sorcery	B	Each player sacrifices a creature.
Inquisition DK(C3)	Sorcery	B2	Look at opponent's hand; Does 1 damage to opponent for each white card in their hand.
Insidious Bookworms <i>One</i> AL(C2) <i>Many</i>	Summon Worms	B	1/1. Make a player discard a random card (B1). Ability can only be used once and only when this card goes to the graveyard from play.
Insidious Dreams TO(R) TO(FR)	Instant	B3	As an additional cost to play Insidious Dreams, discard X cards from your hand. ; Search your library for X cards. Then shuffle your library and put those cards on top of it in any order.

Black Spells (Part 18 of 36)

Card Name	Spell Type	Cost	Ability
Instigator MM(R) MM(FR)	Creature - Spellshaper	B1	1/1. 1BB, Tap, Discard a card from your hand: Creatures target player controls attack this turn if able.
Insubordination MM(C) MM(FC)	Enchant Creature	BB	At the end of the turn of enchanted creature's controller, Insubordination deals 2 damage to that player unless enchanted creature attacked this turn.
Intimidation MM(U) MM(FU)	Enchantment	BBB2	Creatures you control can't be blocked except by artifact creatures and black creatures.
Irini Sengir HL(U3)	Summon Legend	BB2	2/2. White and green enchantments cost 2 more to cast.
Jovial Evil LG(R)	Sorcery	B2	Opponent takes 2 damage for each white creature controlled.
Jumbo Imp UG(U)	Summon Imp	B2	0/0, Flying. When you play Jumbo Imp, roll a six-sided die. Jumbo Imp comes into play with a number of +1/+1 counters on it equal to the die roll. During your upkeep, roll a six-sided die and put on Jumbo Imp a number of +1/+1 counters equal to the die roll. At the end of your turn, roll a six-sided die and remove from Jumbo Imp a number of +1/+1 counters equal to the die roll.
Junún Efreet AN(U2) 4th(U)	Summon Efreet	BB1	3/3, Flying; Pay BB during upkeep or Efreet is buried.
Juzam Djinn AN(U2)	Summon Djinn	BB2	5/5; Take 1 damage during upkeep.
Kaervek's Hex MI(U)	Sorcery	B3	Does 1 damage to each non-black creature, and an additional 1 damage to each green creature.
Kaervek's Spite VI(R)	Instant	BBB	Sacrifice all your permanents and discard your hand to make a player lose 5 life.
Keeper of the Dead EX(U)	Summon Wizard	BB	1/2. If a player has fewer cards in their graveyard than you do, destroy target non-black creature they control (Tap+B).
Keeper of Tresserhorn AL(R2)	Summon Keeper	B5	6/6. If not blocked, opponent loses 2 life instead of taking damage from this card.
Kezzerdrix TE(R)	Summon Beast	BB2	4/4, First Strike. Does 4 damage to you during your upkeep if your opponents control no creatures.
Khabal Ghoul AN(U3)	Summon Ghoul	B2	1/1; Gets a +1/+1 counter at end of turn for each creature that was destroyed that turn.
Kjeldoran Dead IA(C) 5th(C) 6th(C)	Creature - Skeleton [IA/5th: was Summon Dead]	B	3/1. When Kjeldoran Dead comes into play, sacrifice a creature. ; B: Regenerate Kjeldoran Dead.
Knight of Dusk TE(U)	Summon Knight	BB1	2/2. Destroy a creature blocking this one (BB).
Knight of Stromgald IA(U) 5th(U) AT(D1)	Summon Knight	BB	2/1, Protection from White. First Strike until end of turn (B). +1/+0 until end of turn (BB).
King's Assassin PT(R)	Summon Creature	BB1	1/1. On your turn, before you attack, you may tap King's Assassin to destroy any one tapped creature.
Kiss of Death P2(U)	Sorcery	BB4	Kiss of Death deals 4 damage to your opponent. You gain 4 life.
Koskun Falls HL(U1)	Enchant World	BB2	Players must pay 2 mana per creature that attacks you. Tap one of your creatures during upkeep or bury this card.
Krovikan Elementalist IA(U)	Summon Wizard	BB	1/1. Give a creature +1/+0 (R2). Give one of your creatures Flying but bury it at end of turn (UU).
Krovikan Fetish IA(C) 5th(C)	Enchant Creature	B2	Creature gets +1/+1. Draw a card during the player's upkeep following the turn this card enters play.
Krovikan Horror AL(R2)	Summon Horror	B3	2/2. Do 1 damage to a player or creature (1+Sacrifice a creature). If at the end of any turn it is in the graveyard with a summon card directly above it, you may return it to your hand.
Krovikan Plague AL(U2)	Enchant Creature	B2	Play on a non-Wall creature you control. Draw a card at the beginning of the upkeep after it enters play. Do 1 damage to a creature or player and put a -0/-1 counter on enchanted creature (Tap enchanted creature).
Krovikan Vampire IA(U)	Summon Vampire	BB3	3/3. At end of turn, bring any creatures in graveyard that this creature damaged this turn into play under your control. Bury the creatures when this creature leaves play or your control.
Lab Rats SH(C)	Sorcery	B	Buyback 4. Put a 1/1 black Rat token creature into play.
Laquatus's Champion TO(R) TO(FR)	Creature - Nightmare Horror	BB4	6/3. When Laquatus's Champion comes into play, target player loses 6 life. ; When Laquatus's Champion leaves play, that player gains 6 life. ; B: Regenerate Laquatus's Champion.
Larceny MM(U) MM(FU) 8th(R) 8th(FR)	Enchantment	BB3	Whenever a creature you control deals combat damage to a player, that player discards a card from his or her hand.
Last Caress AP(C) AP(FC)	Sorcery	B2	Target player loses 1 life and you gain 1 life. Draw a card.
Last Laugh TO(R) TO(FR)	Enchantment	BB2	Whenever a permanent other than Last Laugh is put into a graveyard from play, Last Laugh deals 1 damage to each creature and each player. ; When no creatures are in play, sacrifice Last Laugh.
Last Rites OD(C) OD(FC)	Sorcery	B2	Discard any number of cards from your hand. Target player reveals his or her hand, then you choose a nonland card from it for each card discarded this way. That player discards those cards.

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Black Spells (Part 19 of 36)

Card Name	Spell Type	Cost	Ability
Leeching Lcid <i>TE(U)</i>	Summon Lcid	B1	1/1. This card loses this ability, becomes a creature enchantment with "Does 1 damage to the creature's controller during their upkeep", and moves onto a creature (Tap+B). You can pay B to end this effect.
Legions of Lim-Dûl <i>IA(C)</i>	Summon Zombies	BB1	2/3, Snow-Covered SwampWalk.
Leshrac's Rite <i>IA(U)</i> <i>5th(U)</i> <i>6th(U)</i> <i>7th(U)</i> <i>7th(FU)</i>	Enchant Creature	B	Enchanted creature has swampwalk. <i>(It's unblockable if defending player controls a swamp.)</i>
Leshrac's Sigil <i>IA(U)</i>	Enchantment	BB	Each time a green spell is cast, you can pay BB to choose one of opponent's cards in hand to be discarded. Return this card to your hand (BB).
Lesser Werewolf <i>LG(U)</i>	Summon Lycanthrope	B3	2/4, When blocked by/blocking creatures, may take -1/-0 until end of turn to give a permanent -0/-1 counter to creature(B), cannot bring power to less than zero.
Lethal Vapors <i>SC(R)</i> <i>SC(FR)</i>	Enchantment	BB2	Whenever a creature comes into play, destroy it. ; 0: Destroy Lethal Vapors. You skip your next turn. Any player may play this ability.
Liability <i>MM(R)</i> <i>MM(FR)</i>	Enchantment	BB1	Whenever a card is put into a player's graveyard from play, that player loses 1 life.
Lich <i>A/B/U(R)</i>	Enchantment	BBBB	Destroy cards in play when damaged; Draw cards instead of life gain; Lose if cannot destroy card or if Lich is destroyed.
Lim-Dûl's Cohort <i>IA(C)</i>	Summon Zombies	BB1	2/3, Creatures blocking or blocked by this one cannot Regenerate this turn.
Lim Dûl's Hex <i>IA(U)</i>	Enchantment	B1	During your upkeep, all players pay B or pay 3 mana or take 1 damage.
Lim-Dûl's High Guard <i>Flag</i> <i>Swords</i> <i>AL(C2)</i>	Summon Skeleton	BB1	2/1, First Strike, Regenerate (B1).
Lingering Death <i>SC(C)</i> <i>SC(FC)</i>	Enchant Creature	B1	The controller of enchanted creature sacrifices it at the end of his or her turn.
Living Death <i>TE(R)</i> <i>BR(D1)</i>	Sorcery	BB3	Set aside all creatures out of all graveyards, then bury all creatures in play, then put all the set aside creatures into play under their owner's control.
Looming Shade <i>US(C)</i> <i>7th(C)</i> <i>7th(FC)</i> <i>8th(C)</i> <i>8th(FC)</i>	Creature - Shade	B2	1/1. B: Looming Shade gets +1/+1 until end of turn.
Lord of the Pit <i>A/B/U(R)</i> <i>RV(R)</i> <i>4th(R)</i> <i>5th(R)</i>	Summon Demon	BBB4	7/7, Trample, Flying; Sacrifice one creature during upkeep or take 7 damage. Cannot sacrifice itself. { ABU = did not have restriction against sacrificing itself. }
Lord of the Undead <i>PS(R)</i> <i>PS(FR)</i> <i>8th(R)</i> <i>8th(FR)</i>	Creature - Lord	BB1	2/2. All Zombies get +1/+1. ; 1B,Tap: Return target Zombie card from your graveyard to your hand.
Lost Soul <i>LG(C2)</i> <i>4th(C)</i> <i>5th(C)</i> <i>6th(C)</i>	Creature - Minion <i>{LG/4th/5th: was Summon Lost Soul}</i>	BB1	2/1, Swampwalk. <i>(This creature is unblockable if defending player controls a swamp.)</i>
Lurking Evil <i>US(R)</i>	Enchantment	BBB	This card becomes a 4/4 Flying creature of type Horror (Pay half your life, rounded up).
Lurking Jackals <i>UD(U)</i> <i>UD(FU)</i>	Enchantment	B	When one of your opponents has 10 life or less, if Lurking Jackals is an enchantment, it becomes a 3/2 Hound creature.
Lurking Nightstalker <i>P2(C)</i>	Creature - Nightstalker	BB	1/1. If Lurking Nightstalker attacks, it gets +2S/+0D until the end of the turn.
Lurking Skirge <i>UL(R)</i> <i>UL(FR)</i>	Enchantment	B1	When a creature is put into one of your opponents' graveyards, if Lurking Skirge is an enchantment, Lurking Skirge becomes a 3/2 creature with flying that counts as an Imp.
Maddening Imp <i>TE(R)</i>	Summon Imp	B2	1/1, Flying. On opponent's turn before their attack, make all their non-Wall creatures so they must attack this turn if able, and so that any which do not attack are destroyed at end of turn (Tap).
Maggot Carrier <i>PS(C)</i> <i>PS(FC)</i> <i>8th(C)</i> <i>8th(FC)</i>	Creature - Zombie	B	1/1. When Maggot Carrier comes into play, each player loses 1 life.
Maggot Therapy <i>MM(C)</i> <i>MM(FC)</i>	Enchant Creature	B2	You may play Maggot Therapy any time you could play an instant. Enchanted creature gets +2/-2.
Malevolent Awakening <i>OD(U)</i> <i>OD(FU)</i>	Enchantment	BB1	1BB,Sacrifice a creature: Return target creature card from your graveyard to your hand.
Mana Leech <i>US(U)</i>	Summon Worm	B2	1/1. Tap target land (Tap). As long as this card is tapped, that land does not untap as normal. You may choose not to untap this card during your untap phase.
Marauding Knight <i>IN(R)</i> <i>IN(FR)</i>	Creature - Knight	BB2	2/2, Protection from White. Marauding Knight gets +1/+1 for each plains your opponents control.
Marsh Gas <i>DK(C3)</i> <i>4th(C)</i>	Instant	B	-2/-0 to all creatures until end of turn.

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Black Spells (Part 20 of 36)

Card Name	Spell Type	Cost	Ability
Marsh Lurker TE(C)	Summon Beast	B3	3/2. Cannot be blocked this turn except by artifact and/or black creatures (Sacrifice a Swamp).
Masked Gorgon JU(R) JU(FR)	Creature - Gorgon	B4	5/5. Green creatures and white creatures have protection from Gorgons. ; Threshold - Masked Gorgon has protection from green and from white. (You have threshold as long as seven or more cards are in your graveyard.)
Massacre NE(U) NE(FU)	Sorcery	BB2	If an opponent controls a plains and you control a swamp, you may play Massacre without paying its mana cost. ; All creatures get -2/-2 until end of turn.
Megrim SH(U) 7th(U) 7th(FU) 8th(U) 8th(FU)	Enchantment	B2	Whenever an opponent discards a card from his or her hand, Megrim deals 2 damage to that player.
Mercenary Knight PT(R)	Summon Creature	B2	4/4. When Mercenary Knight comes into play from your hand, choose and discard a summon creature from your hand or destroy Mercenary Knight.
Mesmeric Fiend TO(C) TO(FC)	Creature - Nightmare Horror	B1	1/1. When Mesmeric Fiend comes into play, target opponent reveals his or her hand and you choose a nonland card from it. Remove that card from the game. ; When Mesmeric Fiend leaves play, return the removed card to its owner's hand.
Midnight Ritual MM(R) MM(FR)	Sorcery	B2X	Remove X target creature cards in your graveyard from the game. For each creature card removed this way, put a black 2/2 Zombie creature token into play.
Mind Burst OD(C) OD(FC)	Sorcery	B1	Target player discards X cards from his or her hand, where X is one plus the number of Mind Burst cards in all graveyards.
Mind Extraction AP(C) AP(FC)	Sorcery	B2	As an additional cost to play Mind Extraction, sacrifice a creature. ; Target player reveals his or her hand and discards all cards of each of the sacrificed creature's colors from it.
Mind Knives PT(C)	Sorcery	B1	Your opponent discards a card at random from his or her hand.
Mind Maggots EX(U)	Summon Insects	B3	2/2. Discard any number of creature cards when this card comes into play, and put two +1/+1 counters on this card for each one discarded.
Mind Peel SH(U)	Sorcery	B	Buyback BB2. Make a player discard a card of their choice.
Mind Ravel IA(C) 5th(C)	Sorcery	B2	Make a player discard one card of their choice. Draw a card at the beginning of the next turn. {IA= Was begin of next upkeep}
Mind Rot PT(C) P2(C) ST(C) 7th(C) 7th(FC) 8th(C) 8th(FC)	Sorcery	B2	Target player discards two cards from his or her hand.
Mind Slash NE(U) NE(FU) 8th(U) 8th(FU)	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.
Mindslicer OD(R) OD(FR)	Creature - Horror	BB2	4/3. When Mindslicer is put into a graveyard from play, each player discards his or her hand.
Mind Sludge TO(U) TO(FU) 8th(U) 8th(FU)	Sorcery	B4	Target player discards a card from his or her hand for each Swamp you control.
Mindstab Thrull Hudson Kane-Ferguson Tedin FE(C1) FE(C1) FE(C1) 5th(C)	Summon Thrull	BB1	2/2. If attacks and is not blocked, this card deals no damage and opponent discards 3 cards (Sacrifice this card). {FE= Was triggered instead of activated}
Mind Swords NE(C) NE(FC)	Sorcery	B1	If you control a swamp, you may sacrifice a creature instead of paying Mind Swords's mana cost. ; Each player removes two cards in his or her hand from the game.
Mind Twist A/B/U(R) RV(R) 4th(R)	Sorcery	BX	Target player discards X cards at random. { ABU+RV = was only on opponent }
Mind Warp IA(U) 5th(U) 6th(U)	Sorcery	B3X	Look at target player's hand and choose X cards from it. That player discards them.
Mindwarper SH(R)	Summon Spirit	BB2	0/0. Enters play with three +1/+1 counters. As a sorcery, make a player discard a card (B2+Remove a +1/+1 counter from this card).
Mind Whip IA(R)	Enchant Creature	BB2	Pay 3 mana during creature controller's upkeep or creature becomes tapped and controller takes 2 damage.
Mindwhip Sliver TE(U)	Summon Sliver	B2	2/2. Each Sliver gains "As a sorcery, make a player discard a random card (2+ Sacrifice this creature)".
Minion of Leshrac IA(R)	Summon Demon	BBB4	5/5. Protection from Black. Destroy a land or creature (Tap). Sacrifice a creature during upkeep or take 5 damage. If damaged, tap this card.
Minion of Tevesh Szat IA(R)	Summon Demon	BBB4	4/4. Give a creature +3/-2 until end of turn (Tap). Pay BB during upkeep or take 2 damage.

Black Spells (Part 21 of 36)

Card Name	Spell Type	Cost	Ability
Minion of the Wastes TE(R)	Summon Minion	BBB3	*/*, Trample. Pay any amount of life when this card is played. Has power and toughness equal to the life paid.
Mire Shade <i>MI(U)</i>	Summon Shade	B1	1/1. Put a +1/+1 counter on this card as a sorcery (B+Sacrifice a Swamp)
Mischievous Poltergeist <i>WL(U)</i> <i>6th(U)</i>	Creature - Ghost	B2	1/1, Flying. Pay 1 life: Regenerate Mischievous Poltergeist.
Misery Charm ON(C) ON(FC)	Instant	B	Choose one - Destroy target Cleric; or return target Cleric card from your graveyard to your hand; or target player loses 2 life.
Misinformation <i>AL(U2)</i>	Instant	B	Put up to three cards from an opponent's graveyard on top of their library in any order.
Misshapen Fiend MM(C) MM(FC)	Creature - Mercenary	B1	1/1, Flying.
Moaning Spirit P2(C)	Creature - Spirit	B2	2/1, Flying.
Mold Demon LG(R)	Summon Mold Demon	BB5	6/6, Must sacrifice two Swamps when it comes into play.
Mole Worms <i>LA(U)</i> <i>5th(U)</i>	Summon Worms	B2	1/1. Tap to tap a land. Land does not untap as long as this card is tapped. May choose not to untap this card during untap.
Molting Harpy MM(U) MM(FC)	Creature - Mercenary	B	2/1, Flying. At the beginning of your upkeep, sacrifice Molting Harpy unless you pay 2.
Moor Fiend IA(C)	Summon Fiend	B3	3/3, Swampwalk
Morality Shift JU(R) JU(FR)	Sorcery	BB5	Exchange your graveyard and library. Then shuffle your library.
Morbid Hunger OD(C) OD(FC)	Sorcery	BB4	Morbid Hunger deals 3 damage to target creature or player. You gain 3 life. ; Flashback 7BB (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
Morgue Theft OD(C) OD(FC)	Sorcery	B1	Return target creature card from your graveyard to your hand. ; Flashback 4B (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
Morgue Thrull SH(C)	Summon Thrull	B2	2/2. Put the top three cards of your library into your graveyard (Sacrifice this card).
Morgue Toad PS(C) PS(FC)	Creature - Toad	B2	2/2. Sacrifice Morgue Toad: Add UR to your mana pool.
Morinfen WL(R)	Summon Legend	BB3	5/4, Flying. Cumulative Upkeep: 1 life.
Mortal Combat TO(R) TO(FR)	Enchantment	BB2	At the beginning of your upkeep, if twenty or more creature cards are in your graveyard, you win the game.
Mortiphobia <i>TO(U)</i> <i>TO(FC)</i>	Enchantment	BB1	1B, Discard a card from your hand: Remove target card in a graveyard from the game. ; 1B, Sacrifice Mortiphobia: Remove target card in a graveyard from the game.
Mortivore OD(R) OD(FR)	Creature - Lhurgoyf	BB2	*/*. Mortivore's power and toughness are each equal to the number of creature cards in all graveyards. ; B: Regenerate Mortivore.
Mortuary SH(R)	Enchantment	B3	When a creature goes to your graveyard from play, put it on top of your library.
Mournful Zombie AP(C) AP(FC)	Creature - Zombie	B2	2/1. W, Tap: Target player gains 1 life.
Mourning IN(C) IN(FC)	Enchant Creature	B1	Enchanted creature gets -2/-0. ; B: Return Mourning to its owner's hand.
Muck Rats PT(C) P2(C) ST(C)	Creature - Rat	B	1/1.
Murderous Betrayal NE(R) NE(FR) 8th(R) 8th(FR)	Enchantment	BBB	BB, Pay half your life rounded up: Destroy target nonblack creature. It can't be regenerated.
Murk Dwellers DK(C3) 4th(C) 5th(C)	Summon Murk Dwellers	B3	2/2, +2/+0 if attacking and not blocked
Mutilate TO(R) TO(FR)	Sorcery	BB2	All creatures get -1/-1 until end of turn for each swamp you control.
Nakaya Shade <i>PY(U)</i> <i>PY(FC)</i>	Creature - Shade	B1	1/1. B: Nakaya Shade gets +1/+1 until end of turn unless any player pays 2.
Nameless Race DK(U1)	Summon Nameless Race	B3	*/*, Trample; Where *=number of life paid when brought into play and * cannot exceed the number of white cards opponents have in play and their graveyards.
Nantuko Husk ON(C) ON(FC)	Creature - Zombie Insect	B2	2/2. Sacrifice a creature: Nantuko Husk gets +2/+2 until end of turn.
Nantuko Shade TO(R) TO(FR)	Creature - Insect Shade	BB	2/1. B: Nantuko Shade gets +1/+1 until end of turn.
Nature's Ruin <i>PT(U)</i>	Sorcery	B2	Destroy all green creatures. (This includes your green creatures.)
Nausea EX(C) 7th(C) 7th(FC) 8th(C) 8th(FC)	Sorcery	B1	All creatures get -1/-1 until end of turn.
Necra Disciple AP(C) AP(FC)	Creature - Wizard	B	1/1. G, Tap: Add one mana of any color to your mana pool. ; W, Tap: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Black Spells (Part 22 of 36)

Card Name	Spell Type	Cost	Ability
Necra Sanctuary <i>AP(U)</i> <i>AP(FU)</i>	Enchantment	B2	At the beginning of your upkeep, if you control a green or white permanent, target player loses 1 life. If you control a green permanent and a white permanent, that player loses 3 life instead.
Necratog <i>WL(U)</i>	Summon Atog	BB1	1/2. +2/+2 until end of turn (Remove top creature card in your graveyard from the game).
Necravolver AP(R) AP(FR)	Creature - Volver	B2	2/2. Kicker 1G and/or W. ; If you paid the 1G kicker cost, Necravolver comes into play with two +1/+1 counters on it and has trample. ; If you paid the W kicker cost, Necravolver comes into play with a +1/+1 counter on it and has "Whenever Necravolver deals damage, you gain that much life."
Necrite <i>Rush</i> <i>Tucker</i> <i>Spencer</i> FE(C1) FE(C1) FE(C1) 5th(C)	Summon Thrull	BB1	2/2. If attacks and is not blocked, this card deals no damage and bury one of opponent's creatures (Sacrifice this card). {FE= Was triggered instead of activated}
Necrologia <i>EX(U)</i> <i>7th(U)</i> <i>7th(FU)</i>	Instant	BB3	Play Necrologia only during your end of turn step. As an additional cost to play Necrologia, pay any amount of life. Draw cards equal to the life paid this way.
Necromancy <i>VI(U)</i>	Enchantment	B2	Choose a creature card in any graveyard when you play this, and when this card enters play, bring that creature into play and this card becomes an Enchant Creature card on that creature. Bury the creature if this card leaves play. You can play this as an instant, but it is buried at end of turn if you do.
Necropotence IA(R) 5th(R)	Enchantment	BBB	Skip your draw phase. Pay 1 life to put a card aside until the beginning of your discard phase, then it is added to your hand. If you discard a card, remove it from the game.
Necrosavant VI(R) 6th(R)	Creature - Necrosavant	BBB3	5/5. 3BB, Sacrifice a creature: Return Necrosavant from your graveyard to play. ; Play this ability only during your upkeep.
Nefarious Lich OD(R) OD(FR)	Enchantment	BBBB	If you would be dealt damage, remove that many cards in your graveyard from the game instead. If you can't, you lose the game. ; If you would gain life, draw that many cards instead. ; When Nefarious Lich leaves play, you lose the game.
Nefashu SC(R) SC(FR)	Creature - Zombie Mutant	BB4	5/3. Whenever Nefashu attacks, up to five target creatures each get -1/-1 until end of turn.
Nekrataal <i>VI(U)</i> BR(D1) 8th(U) 8th(FU)	Creature - Nekrataal	BB2	2/1, First Strike. When Nekrataal comes into play, destroy target nonartifact, nonblack creature. That creature can't be regenerated.
Nether Shadow A/B/U(R) RV(R) 4th(R) 5th(R)	Summon Shadow	BB	1/1, Not affected by summon sickness; If in graveyard with 3 creatures on top, can be brought into play for no cost at end of upkeep. { ABU = required payment of casting cost } { ABU+RV = was at any time during upkeep }.
Nether Spirit MM(R) MM(FR)	Creature - Spirit	BB1	2/2. At the beginning of your upkeep, if Nether Spirit is the only creature card in your graveyard, you may return Nether Spirit to play.
Nether Void LG(R)	Enchant World	B3	All spells require 3 more mana or else they are countered.
Nettling Imp <i>A/B/U(U)</i> <i>RV(U)</i>	Summon Imp	B2	1/1, Tap to force a non-Wall to attack or die
Nightmare A/B/U(R) RV(R) 4th(R) 5th(R) 6th(R) 7th(R) 7th(FR) 8th(R) 8th(FR)	Creature - Nightmare	B5	*/*, Flying. Nightmare's power and toughness are each equal to the number of Swamps you control.
Nightscape Apprentice IN(C) IN(FC)	Creature - Wizard	B	1/1. U,Tap: Put target creature you control on top of its owner's library. ; R,Tap: Target creature gains first strike until end of turn.
Nightscape Battlemage <i>PS(U)</i> <i>PS(FU)</i>	Creature - Wizard	B2	2/2. Kicker 2U and/or 2R. ; When Nightscape Battlemage comes into play, if you paid the 2U kicker cost, return up to two target nonblack creatures to their owners' hands. ; When Nightscape Battlemage comes into play, if you paid the 2R kicker cost, destroy target land.
Nightscape Familiar PS(C) PS(FC)	Creature - Zombie	B1	1/1. Blue spells and red spells you play cost 1 less to play. ; 1B: Regenerate Nightscape Familiar.
Nightscape Master IN(R) IN(FR)	Creature - Wizard	BB2	2/2. UU,Tap: Return target creature to its owner's hand. ; RR,Tap: Nightscape Master deals 2 damage to target creature.
Nightshade Seer <i>UD(U)</i> <i>UD(FU)</i>	Creature - Wizard	B3	1/1. 2B,Tap: Reveal any number of black cards in your hand. Target creature gets -X/-X until end of turn, where X is the number of cards revealed this way.
Nightstalker Engine P2(R)	Creature - Nightstalker	B4	*/3. Nightstalker Engine has power equal to the number of creature cards in your graveyard.
Nocturnal Raid <i>MI(U)</i> 7th(U) 7th(FU)	Instant	BB2	Black creatures get +2/+0 until end of turn.
No Mercy UL(R) UL(FR)	Enchantment	BB2	Whenever a creature successfully deals damage to you, destroy it.

Black Spells (Part 23 of 36)

Card Name	Spell Type	Cost	Ability
No Rest for the Wicked <i>US(U)</i>	Enchantment	B1	Send all creature cards put into your graveyard this turn to your hand (Sacrifice this card).
Norritt <i>IA(C)</i>	Summon Imp	B3	1/1. Untap a blue creature (Tap). Force a non-Wall creature which started the turn in the current player's side to attack or die (Tap).
Notorious Assassin <i>MM(R)</i> <i>MM(FR)</i>	Creature - Spellshaper	B3	2/2. 2B, Tap, Discard a card from your hand: Destroy target nonblack creature. It can't be regenerated.
Noxious Field <i>PY(U)</i> <i>PY(FU)</i>	Enchant Land	BB1	Enchanted land has "Tap: This land deals 1 damage to each creature and each player."
Noxious Ghoul <i>LE(U)</i> <i>LE(FU)</i>	Creature - Zombie	BB3	3/3. Whenever Noxious Ghoul or another Zombie comes into play, all non-Zombie creatures get -1/-1 until end of turn.
Noxious Toad <i>PT(U)</i>	Summon Creature	B2	1/1. If Noxious Toad is put into your discard pile from play, your opponent chooses and discards a card from his or her hand.
Noxious Vapors <i>PS(U)</i> <i>PS(FU)</i>	Sorcery	BB1	Each player reveals his or her hand and chooses one card of each color from it, then discards all other nonland cards from it.
Oath of Ghouls <i>EX(R)</i>	Enchantment	B1	During each player's upkeep, if there are more creature cards in that player's graveyard than in target opponent's graveyard, the player may bring a creature card from their graveyard to their hand.
Oath of Lim-Dûl <i>IA(R)</i>	Enchantment	B3	Draw a card (BB). Sacrifice a permanent or discard a card for each point of damage or loss of life you take. You cannot sacrifice this card to this effect.
Odylic Wraith <i>WL(U)</i>	Summon Undead	B3	2/2. SwampWalk. If this card damages a player, that player discards a card of their choice.
Oppression <i>US(R)</i> <i>7th(R)</i> <i>7th(FR)</i>	Enchantment	BB1	Whenever a player plays a spell, that player discards a card from his or her hand.
Order of the Ebon Hand <i>Benson</i> <i>Rush</i> <i>Spencer</i> <i>FE(C3)</i>	Summon Clerics	BB	2/1, Protection from White. First Strike (B). +1/+0 (BB)
Order of Yawgmooth <i>US(U)</i>	Summon Knight	BB2	2/2. Cannot be blocked except by artifact creatures and black creatures. When this card successfully damages a player, that player discards a card of their choice.
Organ Grinder <i>TO(C)</i> <i>TO(FC)</i>	Creature - Zombie	B2	3/1. Tap, Remove three cards in your graveyard from the game: Target player loses 3 life.
Organ Harvest <i>UG(C)</i>	Sorcery	B	You and your teammates may sacrifice any number of creatures. For each creature sacrificed in this way, add BB to your mana pool.
Ostracize <i>UL(C)</i> <i>UL(FC)</i> <i>7th(C)</i> <i>7th(FC)</i>	Sorcery	B	Target opponent reveals his or her hand. Choose a creature card from it. That player discards that card.
Oubliette <i>AN(C2/2)</i>	Enchantment	BB1	Holds creature out of play until dispelled.
Outbreak <i>PY(U)</i> <i>PY(FU)</i>	Sorcery	B3	You may discard a swamp from your hand instead of paying Outbreak's mana cost. ; Choose a creature type. All creatures of that type get -1/-1 until end of turn.
Overeager Apprentice <i>OD(C)</i> <i>OD(FC)</i>	Creature - Minion	B2	1/2. Discard a card from your hand, Sacrifice Overeager Apprentice: Add BBB to your mana pool.
Oversold Cemetery <i>ON(R)</i> <i>ON(FR)</i>	Enchantment	B1	At the beginning of your upkeep, if you have four or more creature cards in your graveyard, you may return target creature card from your graveyard to your hand.
Ow <i>UG(R)</i>	Enchantment	B	Whenever any creature damages a player, for each Ow card in play, that player says "Ow" once or Ow deals 1 damage to him or her.
Painbringer <i>OD(U)</i> <i>OD(FU)</i>	Creature - Minion	BB2	1/1. Tap, Remove any number of cards in your graveyard from the game: Target creature gets -X/-X until end of turn, where X is the number of cards removed this way.
Painful Memories <i>MI(U)</i> <i>6th(C)</i>	Sorcery	B1	Look at target opponent's hand and choose a card from it. Put that card on top of that player's library.
Parallax Dementia <i>NE(C)</i> <i>NE(FC)</i>	Enchant Creature	B1	Fading 1 (This enchantment comes into play with one fade counter on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.) ; Enchanted creature gets +3/+2. ; When Parallax Dementia leaves play, destroy enchanted creature. That creature can't be regenerated.
Parallax Nexus <i>NE(R)</i> <i>NE(FR)</i>	Enchantment	B2	Fading 5. ; Remove a fade counter from Parallax Nexus: Target opponent removes a card in his or her hand from the game. Play this ability only if you could play a sorcery. ; When Parallax Nexus leaves play, each player returns to his or her hand all cards he or she owns removed from the game with Parallax Nexus.
Paralyze <i>A/B/U(C)</i> <i>RV(C)</i> <i>4th(C)</i> <i>5th(C)</i>	Enchant Creature	B	Taps creature; Does not untap as normal; Pay 4 during upkeep to untap creature
Parasitic Bond <i>US(U)</i>	Enchant Creature	B3	During the creature's controller's upkeep, do 2 damage to that player.

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Black Spells (Part 24 of 36)

Card Name	Spell Type	Cost	Ability
Patriarch's Bidding ON(R) ON(FR)	Sorcery	BB3	Each player chooses a creature type. Each player returns all creature cards of a type chosen this way from his or her graveyard to play.
Patriarch's Desire OD(C) OD(FC)	Enchant Creature	B3	Enchanted creature gets +2/-2. ; Threshold - Enchanted creature gets an additional +2/-2. (You have threshold as long as seven or more cards are in your graveyard.)
Perish TE(U) 6th(U)	Sorcery	B2	Destroy all green creatures. They can't be regenerated.
Persecute US(R) 7th(R) 7th(FR) 8th(R) 8th(FR)	Sorcery	BB2	Choose a color. Target player reveals his or her hand and discards all cards of that color from it.
Pestilence A/B/U(C) RV(C) 4th(C) 5th(C) 6th(U) US(C) BR(D1)	Enchantment	BB2	At end of turn, if there are no creatures in play, sacrifice Pestilence. ; B: Pestilence deals 1 damage to each creature and each player.
Pestilence Rats 1A(C)	Summon Rats	B2	*3 where *=number of Rats in play other than this one.
Phage the Untouchable LE(R) LE(FR)	Creature - Minion Legend	BBB3	4/4. When Phage the Untouchable comes into play, if you didn't play it from your hand, you lose the game. ; Whenever Phage deals combat damage to a creature, destroy that creature. It can't be regenerated. ; Whenever Phage deals combat damage to a player, that player loses the game.
Phantasmal Fiend <i>Arch Mouth</i> AL(C2)	Summon Phantasm	B3	1/5. +1/-1 until end of turn (B). Switch power and toughness until end of turn, and effects that alter power instead alter toughness and vice versa (U1).
Phyrexian Arena AP(R) AP(FR) 8th(R) 8th(FR)	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 Battleflies IN(C) IN(FC)	Creature - Insect	B	0/1, Flying. B: Phyrexian Battleflies gets +1/+0 until end of turn. This ability may be played no more than twice each turn.
Phyrexian Bloodstock PS(C) PS(FC)	Creature - Zombie	B4	3/3. When Phyrexian Bloodstock leaves play, destroy target white creature. It can't be regenerated.
Phyrexian Boon <i>Man Woman</i> AL(C2)	Enchant Creature	B2	If black, enchanted creature gets +2/+1, else -1/-2.
Phyrexian Broodlings UL(C) UL(FC)	Summon Minions	BB1	2/2. 1, Sacrifice a creature: Put a +1/+1 counter on Phyrexian Broodlings.
Phyrexian Debaser UL(C) UL(FC)	Summon Carrier	B3	2/2, Flying. Tap, Sacrifice Phyrexian Debaser: Target creature gets -2/-2 until end of turn.
Phyrexian Defiler UL(U) UL(FU)	Summon Carrier	BB2	3/3. Tap, Sacrifice Phyrexian Defiler: Target creature gets -3/-3 until end of turn.
Phyrexian Delver IN(R) IN(FR)	Creature - Zombie	BB3	3/2. When Phyrexian Delver comes into play, return target creature card from your graveyard to play. You lose life equal to that card's converted mana cost.
Phyrexian Denouncer UL(C) UL(FC)	Summon Carrier	B1	1/1. Tap, Sacrifice Phyrexian Denouncer: Target creature gets -1/-1 until end of turn.
Phyrexian Driver NE(C) NE(FC)	Creature - Mercenary	B2	1/1. When Phyrexian Driver comes into play, all other Mercenaries get +1/+1 until end of turn.
Phyrexian Gargantua AP(U) AP(FU)	Creature - Horror	BB4	4/4. When Phyrexian Gargantua comes into play, you draw two cards and you lose 2 life.
Phyrexian Ghoul US(C) BR(D1)	Summon Zombie	B2	2/2. +2/+2 until end of turn (Sacrifice a creature).
Phyrexian Gremlins AQ(C4)	Summon Gremlins	B2	1/1, Tap to tap an artifact; Artifact stays tapped until Gremlins are untapped, may choose not to untap Gremlins.
Phyrexian Infiltrator IN(R) IN(FR)	Creature - Minion	B2	2/2. 2UU: Exchange control of Phyrexian Infiltrator and target creature.
Phyrexian Monitor UD(C) UD(FC)	Creature - Skeleton	B3	2/2. B: Regenerate Phyrexian Monitor.
Phyrexian Negator UD(R) UD(FR)	Creature - Horror	B2	5/5, Trample. Whenever Phyrexian Negator is dealt damage, sacrifice a permanent for each 1 damage dealt to it.
Phyrexian Plaguelord UL(R) UL(FR) 8th(R) 8th(FR)	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.
Phyrexian Prowler NE(U) NE(FU)	Creature - Mercenary	B3	3/3. Fading 3 (This creature comes into play with three fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.) ; Remove a fade counter from Phyrexian Prowler: Phyrexian Prowler gets +1/+1 until end of turn.
Phyrexian Rager AP(C) AP(FC)	Creature - Horror	B2	2/2. When Phyrexian Rager comes into play, you draw a card and you lose 1 life.
Phyrexian Reaper IN(C) IN(FC)	Creature - Zombie	B4	3/3. Whenever Phyrexian Reaper becomes blocked by a green creature, destroy that creature. It can't be regenerated.

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Card Name	Spell Type	Cost	Ability
Phyrexian Reclamation <i>UL(U)</i> <i>UL(FU)</i>	Enchantment	B	1B, Pay 2 life: Return target creature card from your graveyard to your hand.
Phyrexian Scuta PS(R) PS(FR)	Creature - Zombie	B3	3/3. Kicker - Pay 3 life. (You may pay 3 life in addition to any other costs as you play this spell.) ; If you paid the kicker cost, Phyrexian Scuta comes into play with two +1/+1 counters on it.
Phyrexian Slayer <i>IN(C)</i> <i>IN(FC)</i>	Creature - Minion	B3	2/2, Flying. Whenever Phyrexian Slayer becomes blocked by a white creature, destroy that creature. It can't be regenerated.
Plague Beetle <i>8th(C)</i> <i>8th(FC)</i>	Creature - Insect	B	1/1, Swampwalk.
Plague Spitter <i>IN(U)</i> <i>IN(FU)</i>	Creature - Horror	B2	2/2. At the beginning of your upkeep, Plague Spitter deals 1 damage to each creature and each player. ; When Plague Spitter is put into a graveyard from play, Plague Spitter deals 1 damage to each creature and each player.
Plague Wind 8th(R) 8th(FR)	Sorcery	BB7	Destroy all creatures you don't control. They can't be regenerated.
Phyrexian Tribute MI(R)	Sorcery	B2	Sacrifice 2 creatures to destroy an artifact.
Pillar Tombs of Aku VI(R)	Enchant World	BB2	During each player's upkeep they sacrifice a creature -or- they lose 5 life and bury this card.
Pit Imp <i>TE(C)</i>	Summon Imp	B	0/1, Flying. +1/+0 until end of turn (B). You cannot spend more than BB on this each turn.
Pit Raptor <i>PY(U)</i> <i>PY(FU)</i>	Creature - Mercenary	BB2	4/3, Flying, First Strike. At the beginning of your upkeep, sacrifice Pit Raptor unless you pay BB2.
Pit Scorpion <i>LG(C2)</i> <i>4th(C)</i> <i>5th(C)</i>	Summon Scorpion	B2	1/1. Gives poison token each time damages a player. Player loses if ever has 10 poison tokens.
Pit Spawn EX(R)	Summon Beast	BBB4	6/4, First Strike. Pay BB during your upkeep or sacrifice this card. If this card damages any creature, remove that creature from the game.
Plaguebearer EX(R)	Summon Zombie	B1	1/1. Destroy target non-black creature with casting cost of X (BXX).
Plague Beetle <i>UL(C)</i> <i>UL(FC)</i> <i>7th(C)</i> <i>7th(FC)</i>	Creature - Insect	B	1/1, Swampwalk.
Plague Dogs <i>UD(U)</i> <i>UD(FU)</i>	Creature - Hound	B4	3/3. When Plague Dogs is put into a graveyard from play, all creatures get -1/-1 until end of turn. ; 2, Sacrifice Plague Dogs: Draw a card.
Plague Fiend <i>PY(C)</i> <i>PY(FC)</i>	Creature - Insect	B1	1/1. Whenever Plague Fiend deals combat damage to a creature, destroy that creature unless its controller pays 2.
Plague Rats <i>A/B/U(C)</i> <i>RV(C)</i> <i>4th(C)</i> <i>5th(C)</i>	Summon Rats	B2	*/# where #=number of Plague Rats in play
Plague Wind PY(R) PY(FR)	Sorcery	BB7	Destroy all creatures you don't control. They can't be regenerated.
Plague Witch <i>NE(C)</i> <i>NE(FC)</i>	Creature - Spellshaper	B1	1/1. B, Tap, Discard a card from your hand: Target creature gets -1/-1 until end of turn.
Planar Despair AP(R) AP(FR)	Sorcery	BB3	All creatures get -1/-1 until end of turn for each basic land type among lands you control.
Planar Void <i>US(U)</i>	Enchantment	B	When a card is put into a graveyard, remove it from the game.
Planeswalker's Scorn PS(R) PS(FR)	Enchantment	B2	3B: Target opponent reveals a card at random from his or her hand. Target creature gets -X/-X until end of turn, where X is the revealed card's converted mana cost. Play this ability only any time you could play a sorcery.
Poultrygeist <i>UG(C)</i>	Summon Chicken	B2	1/1, Flying. Whenever a creature is put into any graveyard from play, you may roll a six-sided die. On a 1, sacrifice Poultrygeist. Otherwise, put a +1/+1 counter on Poultrygeist.
Pox IA(R) <i>5th(R)</i>	Sorcery	BBB	All players lose 1/3 of their life, discard 1/3 of their hand, sacrifice 1/3 of their creatures, and sacrifice 1/3 of their lands. All fractions are rounded up.
Predatory Nightstalker <i>P2(U)</i>	Creature - Nightstalker	BB3	3/2. When Predatory Nightstalker comes into play from your hand, you may force your opponent to destroy any one of his or her creatures. (Your opponent chooses the creature.)
Pretender's Claim <i>MM(U)</i> <i>MM(FU)</i>	Enchant Creature	B1	Whenever enchanted creature becomes blocked, tap all lands defending player controls.
Priest of Gix <i>US(U)</i>	Summon Minion	B2	2/1. When this card comes into play, add BBB to your mana pool.
Priest of Yawgmoth <i>AQ(C4)</i>	Summon Cleric	B1	1/2, Tap to sacrifice one of your artifacts for Black mana equal to artifact casting cost.
Primeval Shambler <i>MM(U)</i> <i>MM(FU)</i> <i>8th(U)</i> <i>8th(FU)</i>	Creature - Mercenary	B4	3/3. B: Primeval Shambler gets +1/+1 until end of turn.
Profane Prayers <i>ON(C)</i> <i>ON(FC)</i>	Sorcery	BB2	Profane Prayers deals X damage to target creature or player and you gain X life, where X is the number of Clerics in play.
Prowling Nightstalker <i>P2(C)</i>	Creature - Nightstalker	B3	2/2. Prowling Nightstalker can't be blocked except by other black creatures.

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Card Name	Spell Type	Cost	Ability
Prowling Pangolin <i>ON(U)</i> <i>ON(FU)</i>	Creature - Beast	BB3	6/5. When Prowling Pangolin comes into play, any player may sacrifice two creatures. If a player does, sacrifice Prowling Pangolin.
Psychotic Haze <i>TO(C)</i> <i>TO(FC)</i>	Instant	BB2	Psychotic Haze deals 1 damage to each creature and each player. ; Madness 1B (You may play this card for its madness cost at the time you discard it from your hand.)
Purraj of Urborg MI(R)	Summon Legend	BB3	2/3. First Strike when attacking. Put a +1/+1 counter on this card; use when a black spell is cast and only once per spell (B).
Putrefaction <i>MM(U)</i> <i>MM(FU)</i>	Enchantment	B4	Whenever a player plays a white spell or green spell, that player discards a card from his or her hand.
Putrid Imp <i>TO(C)</i> <i>TO(FC)</i>	Creature - Zombie Imp	B	1/1. Discard a card from your hand: Putrid Imp gains flying until end of turn. ; Threshold - Putrid Imp gets +1/+1 and can't block. (You have threshold as long as seven or more cards are in your graveyard.)
Putrid Raptor <i>SC(U)</i> <i>SC(FU)</i>	Creature - Zombie Beast	BB4	4/4. Morph - Discard a Zombie card from your hand.
Python <i>VI(C)</i> <i>6th(C)</i> <i>PT(C)</i> <i>{VT: was Summon Python}</i>	Creature - Snake	BB1	3/2.
Quagmire <i>LG(U)</i>	Enchantment	B2	Stops all use of SwampWalk in play.
Quagmire Druid <i>AP(C)</i> <i>AP(FC)</i>	Creature - Zombie Druid	B2	2/2. G,Tap,Sacrifice a creature: Destroy target enchantment.
Quagmire Lamprey <i>MM(U)</i> <i>MM(FU)</i>	Creature - Fish	B2	1/1. Whenever Quagmire Lamprey becomes blocked by a creature, put a -1/-1 counter on that creature.
Rabid Rats <i>SH(C)</i>	Summon Rats	B1	1/1. Give a blocking creature -1/-1 until end of turn (Tap).
Rag Man DK(U1) 4th(R) 5th(R) 6th(R) 7th(R) 7th(FR)	Creature - Minion	BB2	2/1. BBB,Tap: Target opponent reveals his or her hand and discards a creature card at random from it. Play this ability only during your turn.
Raiding Nightstalker <i>P2(C)</i>	Creature - Nightstalker	B2	2/2, Swampwalk (If defending player has any swamps in play, Raiding Nightstalker can't be blocked.)
Rain of Daggers P2(R)	Sorcery	BB4	Destroy all your opponent's creatures. For each creature destroyed this way, you lose 2 life.
Rain of Filth <i>US(U)</i>	Instant	B	Your lands gain " Add B to your mana pool (Sacrifice this card)" until end of turn.
Rain of Tears <i>TE(U)</i> <i>PT(U)</i> <i>MM(U)</i> <i>MM(FU)</i>	Sorcery	BB1	Destroy target land.
Raise Dead <i>A/B/U(C)</i> <i>RV(C)</i> <i>4th(C)</i> <i>5th(C)</i> <i>6th(C)</i> <i>PT(C)</i> <i>P2(C)</i> <i>ST(C)</i> <i>7th(C)</i> <i>7th(FC)</i> <i>8th(C)</i> <i>8th(FC)</i>	Sorcery	B	Return target creature card from your graveyard to your hand.
Rampart Crawler <i>MM(C)</i> <i>MM(FC)</i>	Creature - Mercenary	B	1/1. Rampart Crawler can't be blocked by Walls.
Rancid Earth <i>TO(C)</i> <i>TO(FC)</i>	Sorcery	BB1	Destroy target land. ; Threshold - Instead destroy that land and Rancid Earth deals 1 damage to each creature and each player. (You have threshold if seven or more cards are in your graveyard.)
Rank and File <i>UL(U)</i> <i>UL(FU)</i>	Summon Zombies	BB2	3/3. When Rank and File comes into play, all green creatures get -1/-1 until end of turn.
Rapid Decay UD(R) UD(FR)	Instant	B1	Cycling 2. Remove from the game up to three target cards in a single graveyard.
Rathi Assassin NE(R) NE(FR)	Creature - Mercenary	BB2	2/2. 1BB,Tap: Destroy target tapped nonblack creature. ; 3,Tap: Search your library for a Mercenary card with converted mana cost 3 or less and put that card into play. Then shuffle your library.
Rathi Fiend <i>NE(U)</i> <i>NE(FU)</i>	Creature - Mercenary	B3	2/2. When Rathi Fiend comes into play, each player loses 3 life. ; 3,Tap: Search your library for a Mercenary card with converted mana cost 3 or less and put that card into play. Then shuffle your library.
Rathi Intimidator <i>NE(C)</i> <i>NE(FC)</i>	Creature - Mercenary	BB1	2/1. Rathi Intimidator can't be blocked except by artifact creatures and black creatures. ; 2,Tap: Search your library for a Mercenary card with converted mana cost 2 or less and put that card into play. Then shuffle your library.
Rats' Feast <i>JU(C)</i> <i>JU(FC)</i>	Sorcery	BX	Remove X target cards in a single graveyard from the game.
Rats of Rath <i>TE(C)</i>	Summon Rats	B1	2/1. Destroy one of your artifacts, creatures, or lands (B).

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Card Name	Spell Type	Cost	Ability
Ravenous Rats UD(C) UD(FC) P2(C) ST(U) IN(C) IN(FC) 8th(C) 8th(FC)	Creature - Rat	B1	1/1. When Ravenous Rats comes into play, target opponent discards a card from his or her hand.
Recover IN(C) IN(FC)	Sorcery	B2	Return target creature card from your graveyard to your hand. ; Draw a card.
Ravenous Skirge US(C)	Summon Imp	B2	1/1, Flying. When this card attacks, it gets +2/+0 until end of turn.
Ravenous Vampire MI(U)	Summon Vampire	BB3	3/3, Flying. During upkeep, sacrifice a non-artifact creature and put a +1/+1 counter on this card -or- tap this card.
Razortooth Rats WL(C) 6th(C) 7th(C) 7th(FC)	Creature - Rat	B2	2/1. Razortooth Rats can't be blocked except by artifact creatures and/or black creatures.
Reanimate TE(U) BR(D1)	Sorcery	B	Put a creature card from any graveyard into play under your control. Lose life equal to that creature's casting cost.
Reaping the Graves SC(C) SC(FC)	Instant	B2	Return target creature card from your graveyard to your hand. ; Storm.
Rebel Informer PY(R) PY(FR)	Creature - Mercenary Rebel	B2	1/2. Rebel Informer can't be the target of white spells or abilities. ; 3: Put target Rebel card on the bottom of its owner's library.
Reckless Spite TE(U) IN(U) IN(FU)	Instant	BB1	Destroy two target nonblack creatures. You lose 5 life.
Reclusive Wight US(U)	Summon Minion	B3	4/4. During your upkeep, sacrifice this card if you control any other non-land permanents.
Recurring Nightmare EX(R)	Enchantment	B2	As a sorcery, put target creature card from your graveyard into play (Sacrifice a creature+Unsummon this card).
Reign of Terror MI(U)	Sorcery	BB3	Bury all white creatures or all green creatures and lose 2 life for each creature put into the graveyard this way.
Repentant Vampire OD(R) OD(FR)	Creature - Vampire	BB3	3/3, Flying. ; Whenever a creature dealt damage by Repentant Vampire this turn is put into a graveyard, put a +1/+1 counter on Repentant Vampire. ; Threshold - Repentant Vampire is white and has "Tap: Destroy target black creature."
Reprocess US(R) 7th(R) 7th(FR)	Sorcery	BB2	Sacrifice any number of artifacts, creatures, and/or lands. Draw a card for each permanent sacrificed this way.
Restless Dead MI(C)	Summon Skeletons	B1	1/1. Regenerate (B).
Restless Dreams TO(C) TO(FC)	Sorcery	B	As an additional cost to play Restless Dreams, discard X cards from your hand. ; Return X target creature cards from your graveyard to your hand.
Return of the Nightstalkers P2(R)	Sorcery	BB5	Return all the Nightstalker cards from your graveyard to play. Then destroy all your swamps. (Treat these Nightstalkers as though they just came into play from your hand.)
Revenant SH(R) 7th(R) 7th(FR)	Creature - Spirit	B4	*/*, Flying. Revenant's power and toughness are each equal to the number of creature cards in your graveyard.
Rhystic Syphon PY(U) PY(FU)	Sorcery	BB3	Unless target player pays 3, he or she loses 5 life and you gain 5 life.
Rhystic Tutor PY(R) PY(FR)	Sorcery	B2	Unless any player pays 2, search your library for a card, put that card into your hand, then shuffle your library.
Ritual of the Machine AL(R2)	Sorcery	BB2	Sacrifice a creature to take control of a non-black, non-artifact creature.
Rotlung Reanimator ON(R) ON(FR)	Creature - Zombie Cleric	B2	2/2. Whenever Rotlung Reanimator or another Cleric is put into a graveyard from play, put a 2/2 black Zombie creature token into play.
Rotting Giant OD(U) OD(FU)	Creature - Zombie Giant	B1	3/3. Whenever Rotting Giant attacks or blocks sacrifice it unless you remove a card in your graveyard from the game.
Rouse MM(C) MM(FC)	Instant	B1	If you control a swamp, you may pay 2 life instead of paying Rouse's mana cost. ; Target creature gets +2/+0 until end of turn.
Royal Assassin A/B/U(R) RV(R) 4th(R) 8th(R) 8th(FR)	Creature - Assassin	BB1	1/1. Tap: Destroy target tapped creature.
Sacrifice A/B/U(U) RV(U)	Interrupt	B	Sacrifice creature to get casting cost as Black mana.
Sadistic Glee TE(C) BR(D1)	Enchant Creature	B	Put a +1/+1 counter on enchanted creature whenever a creature is put into a graveyard from play.
Sadistic Hypnotist OD(U) OD(FU)	Creature - Minion	BB3	2/2. Sacrifice a creature: Target player discards two cards from his or her hand. Play this ability only any time you could play a sorcery.
Sanguine Guard US(U)	Summon Knight	BB1	2/2, First Strike. Regenerate(B1).
Sarcomancy TE(R)	Enchantment	B	When comes into play, put a 2/2 black Zombie token into play. Does 1 damage to you during your upkeep if no Zombies in play.

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Black Spells (Part 28 of 36)

Card Name	Spell Type	Cost	Ability
Scandalmonger <i>MM(U)</i> <i>MM(FU)</i>	Creature - Monger	B3	3/3. 2: Target player discards a card from his or her hand. Any player may play this ability but only if he or she could play a sorcery.
Scare Tactics <i>EX(C)</i>	Instant	B	All your creatures get +1/+0 until end of turn.
Scathe Zombies <i>A/B/U(C)</i> <i>RV(C)</i> <i>4th(C)</i> <i>5th(C)</i> <i>ST(D)</i> <i>6th(C)</i> <i>7th(C)</i> <i>7th(FC)</i> <i>8th(C)</i> <i>8th(FC)</i>	Creature - Zombie	B2	2/2.
Scavenged Weaponry <i>IN(C)</i> <i>IN(FC)</i>	Enchant Creature	B2	When Scavenged Weaponry comes into play, draw a card. ; Enchanted creature gets +1/+1.
Scavenging Ghoul <i>A/B/U(U)</i> <i>RV(U)</i> <i>4th(U)</i>	Summon Ghoul	B3	2/2; Gets 1 counter at end of turn for each creature that dies during that turn. Can use a counter to Regenerate from being destroyed. { RV = was if destroyed by lethal damage. }
Scent of Nightshade <i>UD(C)</i> <i>UD(FC)</i>	Instant	B1	Reveal any number of black cards in your hand. Target creature gets -X/-X until end of turn, where X is the number of cards revealed this way.
Scion of Darkness <i>LE(R)</i> <i>LE(FR)</i>	Creature - Avatar	BBB5	6/6, Trample. Whenever Scion of Darkness deals combat damage to a player, you may put target creature card from that player's graveyard into play under your control. ; Cycling 3.
Screams of the Damned <i>OD(U)</i> <i>OD(FU)</i>	Enchantment	BB3	1B, Remove a card in your graveyard from the game: Screams of the Damned deals 1 damage to each creature and each player.
Screeching Buzzard <i>ON(C)</i> <i>ON(FC)</i>	Creature - Bird	B3	2/2, Flying. When Screeching Buzzard is put into a graveyard from play, each opponent discards a card from his or her hand.
Screeching Harpy <i>TE(U)</i>	Summon Beast	BB2	2/2, Flying. Regenerate (B1).
Seal of Doom <i>NE(C)</i> <i>NE(FC)</i>	Enchantment	B2	Sacrifice Seal of Doom: Destroy target nonblack creature. It can't be regenerated.
Season of the Witch <i>DK(U1)</i>	Enchantment	BBB	At end of each player's turn destroy all untapped creatures which could have attacked but did not; Each upkeep you lose 2 life or destroy this card.
Seizures <i>IA(C)</i>	Enchant Creature	B1	Creature's controller must pay 3 mana or take 3 damage each time the creature is tapped.
Sengir Autocrat <i>HL(U1)</i> <i>5th(R)</i> <i>6th(R)</i>	Creature - Minion {HL/5th: was Summon Autocrat}	B3	2/2. When Sengir Autocrat comes into play, put three 0/1 Serf creature tokens into play. ; When Sengir Autocrat leaves play, remove all Serf tokens from play.
Sengir Bats <i>Two Bats</i> <i>One Bat</i>	HL(C4) Summon Bats	BB1	1/2, Flying. Gets a +1/+1 counter whenever a creature goes to the graveyard the turn they damaged it.
Sengir Vampire <i>A/B/U(U)</i> <i>RV(U)</i> <i>4th(U)</i> <i>BR(D1)</i> <i>BD(F1)</i> <i>TO(R)</i> <i>TO(FR)</i>	Summon Vampire	BB3	4/4, Flying. Whenever a creature dealt damage by Sengir Vampire this turn is put into a graveyard, put a +1/+1 counter on Sengir Vampire.
Serpent Assassin <i>PT(R)</i>	Summon Creature	BB3	2/2. When Serpent Assassin comes into play from your hand, you may choose to destroy any one creature that isn't black.
Serpent Warrior <i>SH(C)</i> <i>PT(C)</i> <i>ST(C)</i> <i>7th(C)</i> <i>7th(FC)</i> <i>8th(C)</i> <i>8th(FC)</i>	Creature - Soldier	B2	3/3. When Serpent Warrior comes into play, you lose 3 life.
Servant of Volrath <i>TE(C)</i>	Summon Minion	B2	3/3. Sacrifice a creature if this one leaves play.
Severed Legion <i>ON(C)</i> <i>ON(FC)</i> <i>8th(C)</i> <i>8th(FC)</i>	Creature - Zombie	BB1	2/2, Fear.
Sever Soul <i>MM(C)</i> <i>MM(FC)</i> <i>8th(U)</i> <i>8th(FU)</i>	Sorcery	BB3	Destroy target nonblack creature. It can't be regenerated. You gain life equal to its toughness.
Sewer Rats <i>MI(C)</i> <i>BR(D1)</i>	Summon Rats	B	1/1. +1/+0 until end of turn; cannot spend more than BBB this way each turn (B+1 life).
Sewers of Estark <i>PR(AR)</i>	Instant	BB2	Play on a creature. If that creature is attacking, play before defenders are chosen to make it so it cannot be blocked during this turn. If that creature is defending, no damage is done by the creature or any of the creatures it blocks.
Shade's Breath <i>ON(U)</i> <i>ON(FU)</i>	Instant	B1	Until end of turn, each creature you control becomes black, its creature type becomes Shade, and it gains "B: This creature gets +1/+1 until end of turn."
Shade's Form <i>TO(C)</i> <i>TO(FC)</i>	Enchant Creature	BB1	Enchanted creature has "B: This creature gets +1/+1 until end of turn." ; When enchanted creature is put into a graveyard, return that creature to play under your control.

Black Spells (Part 29 of 36)

		Card Name	Spell Type	Cost	Ability	
		Shadow Guildmage	MI(C)	Summon Wizard	B	1/1. Put one of your creatures on its owner's library (Tap+U). Do 1 damage to a creature or player and 1 to you (Tap+R).
		Shadow Rider	WL(C)	Summon Knight	BB2	3/3, Flanking.
		Shallow Grave	MI(R)	Instant	B1	Bring top creature card from your graveyard into play without summoning sickness. Remove this creature from the game at end of any turn.
		Shambling Swarm	TO(R) TO(FR)	Creature - Horror	BBB1	3/3. When Shambling Swarm is put into a graveyard from play, distribute three -1/-1 counters among one, two, or three target creatures. Remove those counters at end of turn.
		Shattered Crypt	WL(C)	Sorcery	BBX	Bring X creature cards from your graveyard to your hand and lose X life.
		Shauku, Endbringer	MI(R)	Summon Legend	BB5	5/5, Flying. Cannot attack if there is another creature in play. Lose 3 life during upkeep. Remove a creature from the game and give this card a +1/+1 counter (Tap).
		Shepherd of Rot	ON(C) ON(FC)	Creature - Zombie Cleric	B1	1/1. Tap: Each player loses 1 life for each Zombie in play.
		Shimian Night Stalker	LG(U) CH(U3)	Summon Night Stalker	BB3	4/4, Redirect damage done to you by one creature from you to Stalker (Tap+B)
		Shrieking Specter	ST(U)	Creature - Specter	B5	2/2, Flying. When Shrieking Specter attacks, defending player chooses and discards a card from his or her hand.
		Shriek of Dread	PS(C) PS(FC)	Instant	B1	Target creature can't be blocked this turn except by artifact creatures and/or black creatures.
		Sick and Tired	UL(C) UL(FC)	Instant	B2	Two target creatures each get -1/-1 until end of turn.
		Sicken	US(C)	Enchant Creature	B	Cycling 2. Enchanted creature gets -1/-1.
		Sickening Dreams	TO(U) TO(FU)	Sorcery	B1	As an additional cost to play Sickening Dreams, discard X cards from your hand. ; Sickening Dreams deals X damage to each creature and each player.
		Silent Assassin	MM(R) MM(FR)	Creature - Mercenary	BB	2/1. 3B: Destroy target blocking creature at end of combat.
		Silent Specter	ON(R) ON(FR)	Creature - Specter	BB4	4/4, Flying. Whenever Silent Specter deals combat damage to a player, that player discards two cards from his or her hand. ; Morph 3BB.
		Simulacrum	A/B/U(U) RV(U) 4th(U)	Instant	B1	Transfer all damage this turn from self to a creature.
		Sinister Strength	PS(C) PS(FC)	Enchant Creature	B1	Enchanted creature gets +3/+1 and is black.
		Sinkhole	A/B/U(C)	Sorcery	BB	Destroy a land.
		Skeletal Crocodile	PT(C)	Summon Creature	B3	5/1
		Skeletal Scrying	OD(U) OD(FU)	Instant	BX	As an additional cost to play Skeletal Scrying, remove X cards in your graveyard from the game. You draw X cards and you lose X life.
		Skeletal Snake	PT(C)	Summon Creature	B1	2/1
		Skeleton Scavengers	SH(R)	Summon Skeletons	B2	0/0. Enters play with one +1/+1 counter. Regenerate and put a +1/+1 counter on this card (X, where X= # of +1/+1 counters on this card).
		Skinthinner	LE(C) LE(FC)	Creature - Zombie	B1	2/1. Morph 3BB. When Skinthinner is turned face up, destroy target nonblack creature. It can't be regenerated.
		Skirge Familiar	US(U)	Summon Imp	B4	3/2, Flying. Add B to your mana pool as a mana source (Discard a card).
		Skittering Horror	UD(C) UD(FC) BD(D1)	Creature - Horror	B2	4/3. When you play a creature spell, sacrifice Skittering Horror.
		Skittering Skirge	US(C) BD(D1)	Summon Imp	BB	3/2, Flying. When you successfully cast a creature spell, sacrifice this card.
		Skulking Fugitive	MM(C) MM(FC)	Creature - Mercenary	B2	3/4. When Skulking Fugitive becomes the target of a spell or ability, sacrifice Skulking Fugitive.
		Skulking Ghost	MI(C)	Summon Ghost	B1	2/1, Flying. Bury this if it is targeted by a spell or effect.
		Skull Fracture	OD(U) OD(FU)	Sorcery	B	Target player discards a card from his or her hand. ; Flashback 3B (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
		Skulltap	SC(C) SC(FC)	Sorcery	B1	As an additional cost to play Skulltap, sacrifice a creature. ; Draw two cards.
		Skyshroud Vampire	TE(U)	Summon Vampire	BB3	3/3, Flying. +2/+2 until end of turn (Discard a creature card).
		Slaughter	EX(U)	Instant	BB2	Buyback: 4 life. Bury target non-black creature.
		Slay	PS(U) PS(FU) 8th(U) 8th(FU)	Instant	B2	Destroy target green creature. It can't be regenerated. ; Draw a card.
		Sleeper Agent	US(R)	Summon Minion	B	3/3. When this comes into play, an opponent gains control of it. During controller's upkeep, they take 2 damage.
		Sleeper's Guile	UL(C) UL(FC)	Enchant Creature	B2	Enchanted creature cannot be blocked except by artifact creatures and black creatures. ; When Sleeper's Guile is put into a graveyard from play, return Sleeper's Guile to owner's hand.
		Slinking Skirge	UD(C) UD(FC)	Creature - Imp	B3	2/1, Flying. 2,Sacrifice Slinking Skirge: Draw a card.

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Card Name	Spell Type	Cost	Ability
Slithery Stalker <i>TO(U)</i> <i>TO(FU)</i>	Creature - Nightmare Horror	BB1	1/1, Swampwalk. When Slithery Stalker comes into play, remove target green or white creature an opponent controls from the game. ; When Slithery Stalker leaves play, return the removed card to play under its owner's control.
Smokespew Invoker <i>LE(C)</i> <i>LE(FC)</i>	Creature - Zombie Mutant	B2	3/1. 7B: Target creature gets -3/-3 until end of turn.
Smother <i>ON(U)</i> <i>ON(FU)</i>	Instant	B1	Destroy target creature with converted mana cost 3 or less. It can't be regenerated.
Snuff Out <i>MM(C)</i> <i>MM(FC)</i>	Instant	B3	If you control a swamp, you may pay 4 life instead of paying Snuff Out's mana cost. ; Destroy target nonblack creature. It can't be regenerated.
Soldevi Adnate <i>Man</i> <i>Woman</i> <i>AL(C2)</i>	Summon Cleric	B1	1/2. Gain black mana equal to creature's casting cost (Tap+ Sacrifice a black or artifact creature).
Sootfeather Flock <i>LE(C)</i> <i>LE(FC)</i>	Creature - Bird	B4	3/2, Flying. Morph 3B.
Songs of the Damned <i>IA(C)</i>	Interrupt	B	Gain B for each creature in your graveyard.
Sorceress Queen <i>AN(U3)</i> <i>RV(R)</i> <i>4th(R)</i> <i>5th(R)</i>	Summon Sorceress	BB1	1/1; Tap to make a creature other than this one 0/2 until end of turn
Soul Burn <i>IA(C)</i> <i>IN(C)</i> <i>IN(FC)</i>	Sorcery	B2X	Spend only black and/or red mana on X. ; Soul Burn deals X damage to target creature or player. You gain life equal to the damage dealt, but not more than the amount of B spent on X, the player's life total before Soul Burn dealt damage, or the creature's toughness.
Soul Channeling <i>MM(C)</i> <i>MM(FC)</i>	Enchant Creature	B2	Pay 2 life: Regenerate enchanted creature.
Soul Collector <i>SC(R)</i> <i>SC(FR)</i>	Creature - Vampire	BB3	3/4, Flying. Whenever a creature dealt damage by Soul Collector this turn is put into a graveyard, return that card to play under your control. ; Morph BBB.
Souldrinker <i>TE(U)</i>	Summon Spirit	B3	2/2. Put a +1/+1 counter on this card (3 life).
Soul Exchange <i>FE(U3)</i>	Sorcery	BB	Sacrifice a creature and remove it from the game instead of putting it into the graveyard in order to bring a creature from your graveyard directly into play. Creature gets a +2/+2 counter if the one sacrificed was a Thrull.
Soul Feast <i>UD(U)</i> <i>UD(FU)</i> <i>ST(U)</i> <i>7th(U)</i> <i>7th(FU)</i> <i>8th(U)</i> <i>8th(FU)</i>	Sorcery	BB3	Target player loses 4 life and you gain 4 life.
Soul Kiss <i>IA(C)</i>	Enchant Creature	B2	+2/+2 (B+1 life). Maximum of BBB in one turn.
Soulless One <i>ON(U)</i> <i>ON(FU)</i>	Creature - Zombie Avatar	B3	*/*. Soulless One's power and toughness are each equal to the number of Zombies in play plus the number of Zombie cards in all graveyards.
Soul Rend <i>MI(U)</i>	Instant	B1	Bury creature if it is white. Draw a card at the beginning of the next turn's upkeep.
Soul Scourge <i>TO(C)</i> <i>TO(FC)</i>	Creature - Nightmare Horror	B4	3/2, Flying. When Soul Scourge comes into play, target player loses 3 life. ; When Soul Scourge leaves play, that player gains 3 life.
Soul Shred <i>PT(C)</i>	Sorcery	BB3	Soul Shred deals 3 damage to any one creature that isn't black. You gain 3 life.
Soulshriek <i>MI(C)</i>	Instant	B	Give a creature you control +X/+0 until end of turn and bury creature at end of turn. X= # of creatures in your graveyard.
Soul Strings <i>PY(C)</i> <i>PY(FC)</i>	Sorcery	BX	Return two target creature cards from your graveyard to your hand unless any player pays X.
Specter's Wail <i>MM(C)</i> <i>MM(FC)</i>	Sorcery	B1	Target player discards a card at random from his or her hand.
Spectral Sliver <i>LE(U)</i> <i>LE(FU)</i>	Creature - Sliver	B2	2/2. All Slivers have "2: This creature gets +1/+1 until end of turn."
Spike Cannibal <i>EX(U)</i>	Summon Spike	BB1	0/0. Comes into play with one +1/+1 counter. When this card comes into play, move all +1/+1 counters from all creatures onto this card.
Spinal Graft <i>TE(C)</i>	Enchant Creature	B1	Creature gets +3/+3. Bury the creature if it is targeted by a spell or ability.
Spined Basher <i>ON(C)</i> <i>ON(FC)</i>	Creature - Zombie Beast	B2	3/1. Morph 2B.
Spined Fluke <i>US(U)</i>	Summon Horror	B2	5/1. Regenerate (B). When this comes into play, sacrifice a creature.
Spineless Thug <i>NE(C)</i> <i>NE(FC)</i> <i>7th(C)</i> <i>7th(FC)</i> <i>8th(C)</i> <i>8th(FC)</i>	Creature - Mercenary	B1	2/2. Spineless Thug can't block.
Spinning Darkness <i>WL(C)</i>	Instant	BB4	Do 3 damage to a non-black creature and gain 3 life. Instead of paying the casting cost, you can remove the top 3 black cards in your graveyard from the game.

Black Spells (Part 31 of 36)

Card Name	Spell Type	Cost	Ability
Spreading Plague IN(R) IN(FR)	Enchantment	B4	Whenever a creature comes into play, destroy all other creatures that share a color with it. They can't be regenerated.
Spirit of the Night MI(R)	Summon Legend	BBB6	6/5, Flying, Trample, Protection from Black. First Strike when attacking. Not affected by summoning sickness.
Spirit Shackle LG(C1) 4th(U)	Enchant Creature	BB	Creature gets a -0/-2 counter each time it is tapped.
Spiteful Bully NE(C) NE(FC)	Creature - Mercenary	B1	3/3. At the beginning of your upkeep, Spiteful Bully deals 3 damage to target creature you control.
Spoils of Evil IA(R)	Interrupt	B2	Get 1 colorless mana and 1 life for each artifact or creature in an opponent's graveyard.
Spoils of War IA(R)	Sorcery	BX	Put a +1/+1 counter on any creature for each creature or artifact in an opponent's graveyard. X is the number of counters to be placed.
Squirming Mass UD(C) UD(FC)	Creature - Horror	B1	1/1. Squirming Mass can't be blocked except by artifact creatures and black creatures.
Stalking Bloodsucker OD(R) OD(FR)	Creature - Vampire	BB4	4/4, Flying. ; 1B, Discard a card from your hand: Stalking Bloodsucker gets +2/+2 until end of turn.
Steal Strength PY(C) PY(FC)	Instant	B1	Target creature gets +1/+1 until end of turn. Another target creature gets -1/-1 until end of turn.
Stench of Decay <i>Stink Flower</i> AL(C2)	Instant	BB1	Gives -1/-1 until end of turn to all non-artifact creatures.
Stench of Evil <i>IA(U)</i>	Sorcery	BB2	Destroys all Plains. Players take 1 damage for each of their lands that is destroyed, but can pay 2 mana to prevent each point of damage.
Stitch Together <i>JU(U)</i> <i>JU(FU)</i>	Sorcery	BB	Return target creature card from your graveyard to your hand. ; Threshold - Instead return that card from your graveyard to play. (You have threshold if seven or more cards are in your graveyard.)
Stone-Throwing Devils AN(C3/1)	Summon Devils	B	1/1, First Strike
Strands of Night <i>WL(U)</i> <i>6th(U)</i> <i>7th(U)</i> <i>7th(FU)</i>	Enchantment	BB2	BB, Pay 2 life, Sacrifice a swamp: Return target creature card from your graveyard to play.
Stream of Acid <i>ST(U)</i>	Sorcery	BB2	Destroy target land or nonblack creature.
Strength of Lunacy <i>TO(U)</i> <i>TO(FU)</i>	Enchant Creature	B1	Enchanted creature gets +2/+1 and has protection from white. ; Madness B (You may play this card for its madness cost at the time you discard it from your hand.)
Stromgald Cabal IA(R) 5th(R) 6th(R)	Creature - Knight	BB1	2/2. Tap, Pay 1 life: Counter target white spell.
Stromgald Spy <i>AL(U2)</i>	Summon Spy	B3	2/4. If attacks and is not blocked, can choose to deal no damage and opponent plays with hand face-up on the table until this card leaves play.
Strongarm Tactics ON(R) ON(FR)	Sorcery	B1	Each player discards a card from his or her hand. Then each player who didn't discard a creature card this way loses 4 life.
Strongarm Thug <i>MM(U)</i> <i>MM(FU)</i>	Creature - Mercenary	B2	1/1. When Strongarm Thug comes into play, you may return a Mercenary card from your graveyard to your hand.
Stronghold Assassin SH(R) 7th(R) 7th(FR)	Creature - Assassin	BB1	2/1. Tap, Sacrifice a creature: Destroy target nonblack creature.
Stronghold Discipline NE(C) NE(FC)	Sorcery	BB2	Each player loses 1 life for each creature he or she controls.
Stronghold Taskmaster <i>SH(U)</i>	Summon Minion	BB2	4/3. All other black creatures get -1/-1.
Stupor <i>MI(U)</i> <i>6th(U)</i>	Sorcery	B2	Target opponent discards a card at random from his or her hand, then chooses and discards a card from his or her hand.
Subversion UL(R) UL(FR) BR(D1)	Enchantment	BB2	During your upkeep, each of your opponents loses 1 life. Gain 1 life for each 1 life lost this way.
Suppress <i>AP(U)</i> <i>AP(FU)</i>	Sorcery	B2	Target player removes all cards in his or her hand from the game face down. At the end of that player's next turn, that player returns those cards to his or her hand.
Suq'Ata Assassin <i>VI(U)</i>	Summon Assassin	BB1	1/1. Can only be blocked by black or artifact creatures. If attacks and is not blocked, defender gets a poison counter.
Sutured Ghoul JU(R) JU(FR)	Creature - Zombie	BBB4	*/*, Trample. As Sutured Ghoul comes into play, remove any number of creature cards in your graveyard from the game. ; Sutured Ghoul's power is equal to the total power of the removed cards and its toughness is equal to their total toughness. (A * on a card not in play is 0.)
Swamp Mosquito <i>Side/Mossy (C1)</i> <i>Face/Stumps (C2)</i> AL(C3)	Summon Mosquito	B1	0/1, Flying. If not blocked, gives defending player a poison counter. Ten or more poison counters and a player loses the game.
Swarm of Rats P2(C) <i>8th(U)</i> <i>8th(FU)</i>	Creature - Rats	B1	*/1. Swarm of Rats's power is equal to the number of Rats you control.
Swat <i>UL(C)</i> <i>UL(FC)</i> <i>ON(C)</i> <i>ON(FC)</i>	Instant	BB1	Destroy target creature with power 2 or less. ; Cycling 2.

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Black Spells (Part 32 of 36)

Card Name	Spell Type	Cost	Ability
Syphon Mind ON(C) ON(FC)	Sorcery	B3	Each other player discards a card from his or her hand. You draw a card for each card discarded this way.
Syphon Soul LG(C2) 6th(C) BR(D1) ON(C) ON(FC)	Sorcery	B2	Syphon Soul deals 2 damage to each other player. You gain life equal to the damage dealt this way.
Tainted AEther US(R) 7th(R) 7th(FR)	Enchantment	BB2	Whenever a creature comes into play, its controller sacrifices a creature or land.
Tainted Pact OD(R) OD(FR)	Instant	B1	Remove the top card of your library from the game. You may put that card into your hand unless it has the same name as another card removed this way. Repeat this process until you put a card into your hand or you remove two cards with the same name, whichever comes first.
Tainted Specter MI(R)	Summon Specter	B3	2/2, Flying. As a sorcery, make a player choose to discard a card or put it on top of their library (BB1). If the card is discarded, do 1 damage to each player and creature.
Tainted Well IN(C) IN(FC)	Enchant Land	B2	When Tainted Well comes into play, draw a card. ; Enchanted land is a swamp.
Takklemaggot LG(U) CH(U3)	Enchant Creature	BB2	Creature gets a -0/-1 counter each upkeep; When creature goes to graveyard, creature's controller places this on another creature; If no creatures then it becomes an Enchantment and does 1 damage each upkeep to the controller of the last creature that was killed.
Tar Pit Warrior VI(C) BD(D1)	Summon Cyclops	B2	3/4. Bury this card if it is targeted by a spell or effect.
Temp of the Damned UG(C)	Summon Zombie	B2	3/3. When you play Temp of the Damned, roll a six-sided die. Temp of the Damned comes into play with a number of funk counters on it equal to the die roll. During your upkeep, remove a funk counter from Temp of the Damned or sacrifice Temp of the Damned.
Tendrils of Agony SC(U) SC(FU)	Sorcery	BB2	Target player loses 2 life and you gain 2 life. ; Storm.
Tendrils of Despair WL(C)	Sorcery	B	Sacrifice a creature to make an opponent discard 2 cards.
Terror A/B/U(C) RV(C) 4th(C) 5th(C) 6th(C) AT(D1) BR(D1) BD(D1)	Instant	B1	Destroy target nonartifact, nonblack creature. It can't be regenerated.
Tethered Skirge UL(U) UL(FU)	Summon Imp	B2	2/2, Flying. Whenever Tethered Skirge becomes the target of a spell or ability, lose 1 life.
Thrashing Mudspawn ON(U) ON(FU)	Creature - Beast	BB3	4/4. Whenever Thrashing Mudspawn is dealt damage, you lose that much life. ; Morph 1BB.
Thrashing Wumpus MM(R) MM(FR)	Creature - Beast	BB3	3/3. B: Thrashing Wumpus deals 1 damage to each creature and each player.
Thrull Champion FE(U1)	Summon Thrull	B4	2/2. Gives +1/+1 to all Thrulls. Tap to take control of a Thrull. You lose control of the Thrull if you lose control of this card or this card leaves play.
Thrull Retainer FE(U3) 5th(U)	Enchant Creature	B	Gives creature +1/+1. Sacrifice this card to Regenerate the creature.
Thrull Surgeon EX(C)	Summon Thrull	B1	1/1. As a sorcery, look at target player's hand and choose one card for them to discard (B1+Sacrifice this card).
Thrull Wizard FE(U3)	Summon Thrull	B2	1/1. Counter a black spell unless opponent pays an additional Black mana or 3 colorless mana (B1)
Timmerian Fiends HL(U1)	Summon Fiends	BB1	1/1. Bury artifact opponent owns in your graveyard and put this card in opponent's graveyard as a permanent change in ownership (BBB+Sacrifice this card). Effect is countered if opponent antes an additional card. Use only in ante games.
Tombfire OD(R) OD(FR)	Sorcery	B	Target player removes all cards with flashback in his or her graveyard from the game.
Tombstone Stairwell MI(R)	Enchant World	BB2	During each upkeep, all players put one 2/2 black Tombspawn token creature without summoning sickness that counts as a Zombie into play for each summon card in their graveyard. Bury all these tokens at end of turn or if this card leaves play. Cumulative Upkeep=B1.
Torment SH(C)	Enchant Creature	B1	Creature gets -3/-0.
Torture Man in Mask Marked Back HL(C2) HL(C2) 5th(C)	Enchant Creature	B	Put a -1/-1 counter on the creature (B1).
Tortured Existence SH(C)	Enchantment	B	Bring a creature card from your graveyard to your hand (B+Discard a creature card).
Touch of Darkness LG(U)	Instant	B	Changes color of any/all creatures to black until end of turn
Touch of Death IA(C) 5th(C)	Sorcery	B2	Do 1 damage to a player. Gain 1 life. Draw a card at the beginning of the next turn. {IA = Was beginning of next upkeep}

Black Spells (Part 33 of 36)

Card Name	Spell Type	Cost	Ability
Tourach's Chant <i>FE(U3)</i>	Enchantment	BB1	Players take 3 damage or put a -1/-1 counter on a creature they control if they put a Forest into play. Pay B during upkeep or bury this card.
Tourach's Gate <i>FE(U1)</i>	Enchant Land	BB1	Tap the land to give all your attacking creatures +2/-1 until end of turn. Sacrifice a Thrull to put 3 counters on this card. Remove a counter each upkeep. Bury this card when there are no counters on it. Can only be played on one of your lands.
Toxic Stench <i>JU(C)</i> <i>JU(FC)</i>	Instant	B1	Target nonblack creature gets -1/-1 until end of turn. ; Threshold - Instead destroy that creature. It can't be regenerated. (You have threshold if seven or more cards are in your graveyard.)
Toxin Sliver <i>LE(R)</i> <i>LE(FR)</i>	Creature - Sliver	B3	3/3. Whenever a Sliver deals combat damage to a creature, destroy that creature. It can't be regenerated.
Transmutation <i>LG(C1)</i> <i>CH(C3)</i>	Instant	B1	Switch power and toughness of a creature until end of turn. Effects of altering effects are also switched.
Traveling Plague <i>OD(R)</i> <i>OD(FR)</i>	Enchant Creature	BB3	At the beginning of each player's upkeep, put a plague counter on Traveling Plague. ; Enchanted creature gets -1/-1 for each plague counter on Traveling Plague. ; When enchanted creature leaves play, that creature's controller returns Traveling Plague from its owner's graveyard to play.
Treacherous Link <i>UL(U)</i> <i>UL(FU)</i>	Enchant Creature	B1	Redirect to its controller all damage dealt to enchanted creature.
Treacherous Vampire <i>JU(U)</i> <i>JU(FU)</i>	Creature - Vampire	B4	4/4, Flying. Whenever Treacherous Vampire attacks or blocks, sacrifice it unless you remove a card in your graveyard from the game. ; Threshold - Treacherous Vampire gets +2/+2 and has "When Treacherous Vampire is put into a graveyard from play, you lose 6 life."
Treacherous Werewolf <i>JU(C)</i> <i>JU(FC)</i>	Creature - Minion Wolf	B2	2/2. Threshold - Treacherous Werewolf gets +2/+2 and has "When Treacherous Werewolf is put into a graveyard from play, you lose 4 life." (You have threshold as long as seven or more cards are in your graveyard.)
Trench Wurm <i>IN(U)</i> <i>IN(FU)</i>	Creature - Wurm	B3	3/3. 2R, Tap: Destroy target nonbasic land.
Tsabo's Assassin <i>IN(R)</i> <i>IN(FR)</i>	Creature - Assassin	BB2	1/1. Tap: Destroy target creature if it shares a color with the most common color among all permanents or the color tied for most common. A creature destroyed this way can't be regenerated.
Tsabo's Decree <i>IN(R)</i> <i>IN(FR)</i>	Instant	B5	Choose a creature type. Target player reveals his or her hand and discards all creature cards of that type from it. Then destroy all creatures of that type that player controls. They can't be regenerated.
Twilight's Call <i>IN(R)</i> <i>IN(FR)</i>	Sorcery	BB4	You may play Twilight's Call any time you could play an instant if you pay 2 more to play it. ; Each player returns all creature cards from his or her graveyard to play.
Twisted Abomination <i>SC(C)</i> <i>SC(FC)</i>	Creature - Zombie Mutant	B5	5/3. B: Regenerate Twisted Abomination. ; Swampcycling 2.
Twisted Experiment <i>UD(C)</i> <i>UD(FC)</i>	Enchant Creature	B1	Enchanted creature gets +3/-1.
Unburden <i>SC(C)</i> <i>SC(FC)</i>	Sorcery	BB1	Target player discards two cards. ; Cycling 2.
Uncle Istvan <i>DK(U2)</i> <i>4th(U)</i>	Summon Uncle Istvan	BBB1	1/3, All damage from creatures is reduced to zero.
Undead Gladiator <i>ON(R)</i> <i>ON(FR)</i>	Creature - Zombie Barbarian	BB1	3/1. 1B, Discard a card from your hand: Return Undead Gladiator from your graveyard to your hand. Play this ability only during your upkeep. ; Cycling 1B.
Undead Warchief <i>SC(U)</i> <i>SC(FU)</i>	Creature - Zombie	BB2	1/1. Zombie spells you play cost 1 less to play. ; Zombies you control get +2/+1.
Undertaker <i>MM(C)</i> <i>MM(FC)</i>	Creature - Spellshaper	B1	1/1. B, Tap, Discard a card from your hand: Return target creature card from your graveyard to your hand.
Underworld Dreams <i>LG(U)</i> <i>8th(R)</i> <i>8th(FR)</i>	Enchantment	BBB	Whenever an opponent draws a card, Underworld Dreams deals 1 damage to him or her.
Undying Beast <i>PT(C)</i>	Summon Creature	B3	3/2. If Undying Beast is put into your discard pile from play, put Undying Beast on top of your deck.
Unearth <i>UL(C)</i> <i>UL(FC)</i>	Sorcery	B	Cycling 2. Choose target creature card in your graveyard with total casting cost 3 or less and put that creature into play.
Unhinge <i>TO(C)</i> <i>TO(FC)</i>	Sorcery	B2	Target player discards a card from his or her hand. Draw a card.
Unholy Strength <i>A/B/U(C)</i> <i>RV(C)</i> <i>4th(C)</i> <i>AT(D1)</i> <i>5th(C)</i> <i>7th(C)</i> <i>7th(FC)</i> <i>8th(C)</i> <i>8th(FC)</i>	Enchant Creature	B	Enchanted creature gets +2/+1.
Unmask <i>MM(R)</i> <i>MM(FR)</i>	Sorcery	B3	You may remove a black card in your hand from the game instead of paying Unmask's mana cost. ; Look at target player's hand and choose a nonland card from it. That player discards that card.

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Card Name	Spell Type	Cost	Ability
Unnatural Hunger MM(R) MM(FR)	Enchant Creature	BB3	At the beginning of the upkeep of enchanted creature's controller, Unnatural Hunger deals to that player damage equal to enchanted creature's power unless he or she sacrifices another creature.
Unnerve US(C) BR(D1)	Sorcery	B3	Each of your opponents discards two cards of their choice.
Unspeakable Symbol SC(U) SC(FU)	Enchantment	BB1	Pay 3 life: Put a +1/+1 counter on target creature.
Unworthy Dead US(C)	Summon Skeletons	B1	1/1. Regenerate (B).
Urborg Emissary IN(U) IN(FU)	Creature - Wizard	B2	3/1. Kicker 1U (You may pay an additional 1U as you play this spell.) ; When Urborg Emissary comes into play, if you paid the kicker cost, return target permanent to its owner's hand.
Urborg Justice WL(R)	Instant	BB	Make an opponent bury a number of creatures equal to the number of creatures put into your graveyard from play this turn.
Urborg Mindsucker VI(C)	Summon Mindsucker	B2	2/2. Make opponent discard a card at random (B+Sacrifice this card).
Urborg Panther MI(C)	Summon Night Stalker	B2	2/2. Destroy a creature blocking this one (B+Sacrifice this card). Bring Spirit of the Night from your library into play (Sacrifice this card + Sacrifice Feral Shadow + Sacrifice Breathstealer)
Urborg Phantom IN(C) IN(FC)	Creature - Minion	B2	3/1. Urborg Phantom can't block. ; U: Prevent all combat damage that would be dealt to and dealt by Urborg Phantom this turn.
Urborg Shambler IN(U) IN(FU)	Creature - Horror	BB2	4/3. All other black creatures get -1/-1.
Urborg Skeleton IN(C) IN(FC)	Creature - Skeleton	B	0/1. Kicker 3 (You may pay an additional 3 as you play this spell.) ; B: Regenerate Urborg Skeleton. ; If you paid the kicker cost, Urborg Skeleton comes into play with a +1/+1 counter on it.
Urborg Stalker WL(R)	Summon Undead	B3	2/4. Does 1 damage to each player during their upkeep if they control any non-black permanents other than lands.
Urborg Uprising AP(C) AP(FC)	Sorcery	B4	Return up to two target creature cards from your graveyard to your hand. Draw a card.
Vampire Bats LG(C2) 4th(C) 5th(C)	Summon Bats	B	0/1, Flying, +1/+0 until end of turn (B) with maximum of two B each turn.
Vampiric Embrace US(U)	Enchant Creature	BB2	Enchanted creature gets +2/+2 and gains flying. When a creature which enchanted creature successfully damaged this turn goes to the graveyard, put a +1/+1 counter on enchanted creature.
Vampiric Feast PT(U)	Sorcery	BB5	Vampiric Feast deals 4 damage to any one creature or player. You gain 4 life.
Vampire Hounds EX(C)	Summon Hounds	B2	2/2. +2/+2 until end of turn (Discard a creature card).
Vampiric Spirit P2(R) 8th(R) 8th(FR)	Creature - Spirit	BB2	4/3, Flying. When Vampiric Spirit comes into play, you lose 4 life.
Vampiric Touch PT(C)	Sorcery	B2	Vampiric Touch deals 2 damage to your opponent. You gain 2 life.
Vampiric Tutor VI(R) 6th(R)	Instant	B	Search your library for a card, then shuffle your library and put that card on top of it. You lose 2 life.
Vampirism VI(U)	Enchant Creature	B1	Creature gets +1/+1 for each other creature you control and all other creatures you control get -1/-1. Draw a card at the beginning of the next turn's upkeep after this card enters play.
Vebulid US(R)	Summon Horror	B	0/0. Enters play with one +1/+1 counter. During your upkeep, you may put a +1/+1 counter on this card. When this card attacks or blocks, destroy it at end of combat.
Veldrane of Sengir HL(U1)	Summon Legend	BB5	5/5. Forestwalk and -3/-0 until end of turn (BB1).
Vendetta MM(C) MM(FC)	Instant	B	Destroy target nonblack creature. It can't be regenerated. You lose life equal to that creature's toughness.
Vengeful Dead SC(C) SC(FC)	Creature - Zombie	B3	3/2. Whenever Vengeful Dead or another Zombie is put into a graveyard from play, each opponent loses 1 life.
Vicious Hunger NE(C) NE(FC) 8th(C) 8th(FC)	Sorcery	BB	Vicious Hunger deals 2 damage to target creature and you gain 2 life.
Victimize US(U)	Sorcery	B2	Sacrifice a creature, and put two creature cards from your graveyard into play tapped.
Vile Deacon LE(C) LE(FC)	Creature - Cleric	BB2	2/2. Whenever Vile Deacon attacks, it gets +X/+X until end of turn, where X is the number of Clerics in play.
Vile Requiem US(U)	Enchantment	BB2	Bury one non-black creature for each counter on this card (B1+Sacrifice this card). During your upkeep, you may put a counter on this card.
Virtue's Ruin PT(U)	Sorcery	B2	Destroy all white creatures. (This includes your white creatures.)
Visara the Dreadful ON(R) ON(FR)	Creature - Gorgon Legend	BBB3	5/5, Flying. Tap: Destroy target creature. It can't be regenerated.
Volcano Imp PS(C) PS(FC)	Creature - Imp	B3	2/2, Flying. 1R: Volcano Imp gains first strike until end of turn.
Volrath's Dungeon EX(R)	Enchantment	BB2	As a sorcery, target player puts a card from their hand on top of their library (Discard a card). Any player may pay 5 life during their turn to destroy this card.

Black Spells (Part 35 of 36)

Card Name	Spell Type	Cost	Ability
Volrath's Motion Sensor <i>UG(U)</i>	Enchant Player	B	When Volrath's Motion Sensor comes into play, choose target hand controlled by an opponent. Enchanted player balances Volrath's Motion Sensor on the back of that hand. If Volrath's Motion Sensor falls off the hand, sacrifice Volrath's Motion Sensor and that player loses 3 life.
Volrath the Fallen NE(R) NE(FR)	Creature - Legend	BBB3	6/4. 1B,Discard a creature card from your hand: Volrath the Fallen gets +X/+X until end of turn, where X is the discarded card's converted mana cost.
Wake of Vultures <i>VI(C)</i>	Summon Vultures	B3	3/1, Flying. Regenerate (B1+Sacrifice a creature).
Walking Dead <i>LG(C1)</i>	Summon Walking Dead	B1	1/1, Regenerates(B)
Walking Desecration <i>ON(U)</i> <i>ON(FU)</i>	Creature - Zombie	B2	1/1. B,Tap: Creatures of the type of your choice attack this turn if able.
Wall of Bone <i>A/B/U(U)</i> <i>RV(U)</i> <i>4th(U)</i> <i>5th(U)</i> <i>7th(U)</i> <i>7th(FU)</i>	Creature - Wall	B2	1/4. (Walls can't attack.) B: Regenerate Wall of Bone.
Wall of Corpses <i>MI(C)</i>	Summon Wall	B1	0/2. Destroy creature blocked by this one (B+Sacrifice this card).
Wall of Distortion <i>MM(C)</i> <i>MM(FC)</i>	Creature - Wall	BB2	1/3. (Walls can't attack.) 2B,Tap: Target player discards a card from his or her hand. Play this ability only if you could play a sorcery.
Wall of Putrid Flesh <i>LG(U)</i>	Summon Wall	B2	2/4, Wall, Protection from White, Not damaged by creatures with enchantments on them.
Wall of Shadows <i>LG(C2)</i> <i>CH(C3)</i>	Summon Wall	BB1	0/1, Wall, Damage when blocking creatures is reduced to zero and cannot be targeted by spells that target only Walls. { CH = Has Antiquities symbol instead of Legends symbol }
Wall of Souls <i>SH(U)</i>	Summon Wall	B1	0/4, Wall. When this card is dealt combat damage, it does an equal amount of damage to an opponent.
Wall of Tombstones <i>LG(U)</i>	Summon Wall	B1	0/1+* where * is the number of creatures in your graveyard at the end of upkeep.
Wall of Vipers <i>PY(U)</i> <i>PY(FU)</i>	Creature - Wall	B2	2/4. (Walls can't attack.) 3: Destroy Wall of Vipers and target creature it's blocking. Any player may play this ability.
Warp Artifact <i>A/B/U(R)</i> <i>RV(R)</i> <i>4th(R)</i> <i>5th(R)</i>	Enchant Artifact	BB	Does 1 damage during upkeep to artifact's controller.
Warped Devotion <i>PS(U)</i> <i>PS(FU)</i> 8th(R) 8th(FR)	Enchantment	B2	Whenever a permanent is returned to a player's hand, that player discards a card from his or her hand.
Waste Away <i>TO(C)</i> <i>TO(FC)</i>	Instant	B4	As an additional cost to play Waste Away, discard a card from your hand. ; Target creature gets -5/-5 until end of turn.
Wave of Terror WL(R)	Enchantment	B2	At the end of your upkeep, bury each creature with a casting cost equal to this card's last paid cumulative upkeep. Cumulative Upkeep: 1.
Weakness <i>A/B/U(C)</i> <i>RV(C)</i> <i>4th(C)</i> <i>5th(C)</i> <i>BR(D1)</i>	Enchant Creature	B	Gives creature -2/-1
Western Paladin US(R) 7th(R) 7th(FR) 8th(R) 8th(FR)	Creature - Knight	BB2	3/3. BB,Tap: Destroy target white creature.
Whipstitched Zombie <i>PY(C)</i> <i>PY(FC)</i>	Creature - Zombie	B1	2/2. At the beginning of your upkeep, sacrifice Whipstitched Zombie unless you pay B.
Whispering Shade <i>OD(C)</i> <i>OD(FC)</i>	Creature - Shade	B3	1/1, Swampwalk. ; B: Whispering Shade gets +1/+1 until end of turn
Wicked Pact PT(R) ST(R)	Sorcery	BB1	Destroy two target nonblack creatures. You lose 5 life. (You can't play this card unless you can choose two creatures in play.)
Wicked Reward <i>VI(C)</i>	Instant	B1	Sacrifice a creature to give a creature +4/+2 until end of turn.
Will-O'-The-Wisp <i>A/B/U(R)</i> <i>RV(R)</i> <i>4th(R)</i>	Summon Will-O'-The-Wisp	B	0/1, Flying, Regenerates (B)
Witch Engine US(R)	Summon Horror	B5	4/4, Swampwalk. Add BBBB to your mana pool as an instant and give an opponent control of this card (Tap).
Withered Wretch <i>LE(U)</i> <i>LE(FU)</i>	Creature - Zombie Cleric	BB	2/2. 1: Remove target card in a graveyard from the game.
Withering Boon <i>MI(U)</i>	Interrupt	B1	Pay 3 life to counter a summon spell.
Withering Hex <i>ON(U)</i> <i>ON(FU)</i>	Enchant Creature	B	Whenever a player cycles a card, put a plague counter on Withering Hex. ; Enchanted creature gets -1/-1 for each plague counter on Withering Hex.
Withering Wisps <i>IA(U)</i>	Enchantment	BB1	Do 1 damage to all creatures and players (B); Cannot spend more than B per Snow-Covered Swamp you control. Bury if no creatures in play at end of turn.

Black Spells (Part 36 of 36)

Card Name	Spell Type	Cost	Ability
Word of Binding DK(C3) 4th(C)	Sorcery	BBX	Tap X creatures.
Word of Command A/B/U(R)	Instant	BB	Cast one of opponent's spells using their mana.
Words of Waste ON(R) ON(FR)	Enchantment	B2	1: The next time you would draw a card this turn, each opponent discards a card from his or her hand instead.
Worms of the Earth DK(U1)	Enchantment	BBB2	No lands can be put into play; Any player can destroy Worms during their upkeep by sacrificing 2 lands or taking 5 damage.
The Wretched LG(R) CH(U1) 5th(R)	Summon Wretched	BB3	2/5; At end of combat, take control of all creatures which block this card; Lose control of them if this card leaves your control.
Wretched Anurid ON(C) ON(FE)	Creature - Zombie Beast	B1	3/3. Whenever another creature comes into play, you lose 1 life.
Xenic Poltergeist AQ(U3) 4th(R) 5th(R)	Summon Poltergeist	BB1	1/1, Tap to turn a non-creature artifact into a creature of power/toughness equal to its casting cost until beginning of your next upkeep.
Yawgmoth's Agenda IN(R) IN(FR)	Enchantment	BB3	Play no more than one spell each turn. ; You may play cards in your graveyard as though they were in your hand. ; If a card would be put into your graveyard from anywhere, remove it from the game instead.
Yawgmoth Demon AQ(U1) CH(U1)	Summon Demon	BB4	6/6, Flying, First Strike; Sacrifice an artifact during upkeep or take 2 damage and Demon taps.
Yawgmoth's Bargain UD(R) UD(FR)	Enchantment	BB4	Skip your draw step. ; Pay 1 life: Draw a card.
Yawgmoth's Edict US(U) 7th(U) 7th(FU)	Enchantment	B1	Whenever an opponent plays a white spell, that player loses 1 life and you gain 1 life.
Yawgmoth's Will US(R)	Sorcery	B2	Until end of turn, you may play cards in your graveyard as though they were in your hand. Cards put into your graveyard this turn are removed from the game instead.
Zombie Assassin OD(C) OD(FE)	Creature - Zombie Assassin	B4	3/2. Tap, Remove two cards in your graveyard and Zombie Assassin from the game: Destroy target nonblack creature. It can't be regenerated.
Zombie Boa AP(C) AP(FE)	Creature - Zombie Snake	B4	3/3. 1B: Choose a color. Whenever Zombie Boa becomes blocked by a creature of that color this turn, destroy that creature. Play this ability only any time you could play a sorcery.
Zombie Brute LE(U) LE(FU)	Creature - Zombie	B6	5/4, Trample. Amplify 1.
Zombie Cannibal OD(C) OD(FE)	Creature - Zombie	B	1/1. Whenever Zombie Cannibal deals combat damage to a player, you may remove target card in that player's graveyard from the game.
Zombie Infestation OD(U) OD(FU)	Enchantment	B1	Discard two cards from your hand: Put a 2/2 black Zombie creature token into play.
Zombie Trailblazer TO(U) TO(FU)	Creature - Zombie	BBB	2/2. Tap an untapped Zombie you control: Target land becomes a swamp until end of turn. ; Tap an untapped Zombie you control: Target creature gains swampwalk until end of turn.
Zombie Master A/B/U(R) RV(R) 4th(R) 5th(R) 6th(R)	Creature - Lord	BB1	2/3. All Zombies gain "B: Regenerate this creature" and swampwalk. (They're unblockable if defending player controls a swamp.)
Zombify OD(U) OD(FU) 8th(U) 8th(FU)	Sorcery	B3	Return target creature card from your graveyard to play.
Zombie Cutthroat SC(C) SC(FE)	Creature - Zombie	BB3	3/4. Morph - Pay 5 life.
Zombie Mob MI(U)	Summon Zombies	BB2	2/0. Enters play with a +1/+1 counter for each summon card in your graveyard, and it removes all those cards from the game.
Zombie Scavengers WL(C)	Summon Zombies	B2	3/1. Regenerate (Remove the top creature card in your graveyard from the game).

Blue Spells (Part 1 of 35)

Card Name	Spell Type	Cost	Ability
Abduction <i>WL(U)</i> 6th(C)	Enchant Creature	UU2	When Abduction comes into play, untap enchanted creature. ; You control enchanted creature. ; When enchanted creature is put into a graveyard, return that creature to play under its owner's control.
Abjure <i>WL(C)</i>	Interrupt	U	Counter target spell (Sacrifice a blue permanent).
Aboshan, Cephalid Emperor <i>OD(R)</i> <i>OD(FR)</i>	Creature - Cephalid Legend	UU4	3/3. Tap an untapped Cephalid you control: Tap target permanent. ; UUU: Tap all creatures without flying.
Aboshan's Desire <i>OD(C)</i> <i>OD(FC)</i>	Enchant Creature	U	Enchanted creature has flying. ; Threshold - Enchanted creature can't be the target of spells or abilities. (You have threshold as long as seven or more card are in your graveyard.)
Academy Researchers <i>US(U)</i>	Summon Wizards	UU1	2/2. When this comes into play, you may put an enchant creature card from your hand on this card.
Accumulated Knowledge <i>NE(C)</i> <i>NE(FC)</i>	Instant	U1	Draw a card, then draw cards equal to the number of Accumulated Knowledge cards in all graveyards.
Acid Rain <i>LG(R)</i>	Sorcery	U3	Destroys all Forests in play.
Aerial Caravan <i>MM(R)</i> <i>MM(FR)</i>	Creature - Soldier	UU4	4/3, Flying. 1UU: Remove the top card of your library from the game. Until end turn, you may play that card as though it were in your hand. (Reveal the card as you remove it from the game.)
AEther Barrier <i>NE(R)</i> <i>NE(FR)</i>	Enchantment	U2	Whenever a player plays a creature spell, that player sacrifices a permanent unless he or she pays 1.
AEther Burst <i>OD(C)</i> <i>OD(FC)</i>	Instant	U1	Return up to X target creatures to their owners' hands, where X is one plus the number of AEther Burst cards in all graveyards as you play AEther Burst.
Æther Storm <i>HL(U3)</i> <i>5th(U)</i>	Enchantment	U3	No summon spells can be cast. Players can pay 4 life to bury this card.
AEther Tide <i>EX(C)</i>	Sorcery	UX	Discard X creature cards when casting this spell. Send X target creatures to their owner's hand.
Air Bladder <i>NE(C)</i> <i>NE(FC)</i>	Enchant Creature	U	Enchanted creature has flying. ; Enchanted creature can block only creatures with flying.
Airborne Aid <i>ON(C)</i> <i>ON(FC)</i>	Sorcery	U3	Draw a card for each Bird in play.
Air Elemental <i>A/B/U(U)</i> <i>RV(U)</i> <i>4th(U)</i> <i>5th(U)</i> <i>P2(U)</i> <i>BR(D1)</i> <i>6th(U)</i> <i>ST(U)</i> <i>BD(D1)</i> <i>7th(U)</i> <i>7th(FU)</i> <i>8th(U)</i> <i>8th(FU)</i>	Creature - Elemental	UU3	4/4, Flying.
Alexi's Cloak <i>PY(C)</i> <i>PY(FC)</i>	Enchant Creature	U1	You may play Alexis Cloak any time you could play an instant. ; Enchanted creature can't be the target of spells or abilities.
Alexi, Zephyr Mage <i>PY(R)</i> <i>PY(FR)</i>	Creature - Spellshaper Legend	UU3	3/3. UX, Tap, Discard two cards from your hand: Return X target creatures to their owners' hands.
Allied Strategies <i>PS(U)</i> <i>PS(FU)</i>	Sorcery	U4	Target player draws a card for each basic land type among lands he or she controls.
Alter Reality <i>TO(R)</i> <i>TO(FR)</i>	Instant	U1	Change the text of target permanent or spell by replacing all instances of one color word with another. (This effect doesn't end at end of turn.) ; Flashback 1U (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
Ambassador Laquatus <i>TO(R)</i> <i>TO(FR)</i>	Creature - Merfolk Legend	UU1	1/3. 3: Target player puts the top three cards of his or her library into his or her graveyard.
Amnesia <i>DK(U2)</i>	Sorcery	UUU3	Look at opponent's hand and have them discard all non-Land cards.
Amugaba <i>OD(R)</i> <i>OD(FR)</i>	Creature - Illusion	UU5	6/6, Flying. ; 2U, Discard a card from your hand: Return Amugaba to its owner's hand.
Ancestral Knowledge <i>WL(R)</i>	Enchantment	U1	When this card comes into play, look at top 10 cards of your library, remove any number of them from the game, then put the rest back on your library in any order. Shuffle your library if this card leaves play. Cumulative Upkeep: 1.
Ancestral Memories <i>MI(R)</i> <i>PT(R)</i> <i>6th(R)</i> <i>7th(R)</i> <i>7th(FR)</i>	Sorcery	UUU2	Look at the top seven cards of your library. Put two of them into your hand and the rest into your graveyard.
Ancestral Recall <i>A/B/U(R)</i>	Instant	U	Draw (or force opponent to draw) 3 cards.
Animate Artifact <i>A/B/U(U)</i> <i>RV(U)</i> <i>4th(U)</i>	Enchant Artifact	U3	Makes it a */* creature where *=casting cost; No effect on artifact creatures. { ABU = was not castable on artifact creatures }
Annex <i>ON(U)</i> <i>ON(FU)</i>	Enchant Land	UU2	You control enchanted land.
Annul <i>US(C)</i>	Interrupt	U	Counter an artifact or enchantment spell.

Blue Spells (Part 2 of 35)

Card Name	Spell Type	Cost	Ability
Anthroplasm UL(R) UL(FR)	Summon Shapeshifter	UU2	0/0. Anthroplasm comes into play with two +1/+1 counters on it. ; X,Tap: Remove all +1/+1 counters from Anthroplasm and put X +1/+1 counters on it.
Anti-Magic Aura LG(C1) 5th(U)	Enchant Creature	U2	Destroys enchantments on creature and prevents all further enchantments, instants and sorceries on it.
Apathy WL(C)	Enchant Creature	U	The creature does not untap as normal. The creature's controller can discard a random card to untap the creature during their upkeep.
Aphetto Alchemist ON(U) ON(FU)	Creature - Wizard	U1	1/2. Tap: Untap target artifact or creature. ; Morph U.
Aphetto Grifter ON(U) ON(FU)	Creature - Wizard	U2	1/1. Tap two untapped Wizards you control: Tap target permanent.
Aphetto Runecaster SC(U) SC(FU)	Creature - Wizard	U3	2/3. Whenever a creature is turned face up, you may draw a card.
Apprentice Sorcerer P2(U)	Creature - Wizard	U2	1/1. On your turn, before you attack, you may tap Apprentice Sorcerer to have it deal 1 damage to any one creature or player.
Apprentice Wizard DK(U1) 4th(C)	Summon Wizard	UU1	0/1, Add 3 colorless mana to your pool (Tap+U)
Aquamoeba TO(C) TO(FC)	Creature - Beast	U1	1/3. Discard a card from your hand: Switch Aquamoeba's power and toughness until end of turn.
Arcane Denial Axe Sword AL(C2)	Interrupt	U1	Counter a spell and draw a card at the beginning of the next turn's upkeep. Spell's caster may also draw up to two cards at the beginning of the next upkeep.
Arcane Laboratory US(U) 7th(U) 7th(FU)	Enchantment	U2	Each player can't play more than one spell each turn.
Arcanis the Omnipotent ON(R) ON(FR)	Creature - Wizard Legend	UUU3	3/4. Tap: Draw three cards. ; 2UU: Return Arcanis the Omnipotent to its owner's hand.
Archivist UL(R) UL(FR) 7th(R) 7th(FR) 8th(R) 8th(FR)	Creature - Wizard	UU2	1/1. Tap: Draw a card.
Arctic Merfolk PS(C) PS(FC)	Creature - Merfolk	U1	1/1. Kicker - Return a creature you control to its owner's hand. (You may return a creature you control to its owner's hand in addition to any other costs as you play this spell.) ; If you paid the kicker cost, Arctic Merfolk comes into play with a +1/+1 counter on it.
Argivian Restoration WL(U)	Sorcery	UU2	Bring an artifact from your graveyard into play.
Armored Galleon P2(U)	Creature - Ship	U4	5/4. Armored Galleon can't attack unless the defending player has an island in play.
Arnjlot's Ascent IA(C)	Enchantment	UU1	Give a creature Flying until end of turn (1). Cumulative Upkeep=U.
Artificial Evolution ON(R) ON(FR)	Instant	U	Change the text of target spell or permanent by replacing all instances of one creature type with another. The new creature type can't be Legend or Wall. (This effect doesn't end at end of turn.)
Ascending Aven ON(C) ON(FC)	Creature - Bird Soldier	UU2	3/2, Flying. Ascending Aven may block only creatures with flying. ; Morph 2U.
Attunement US(R)	Enchantment	U2	Draw 3 cards, then discard 4 cards (Send this to owner's hand).
Aura Flux UL(C) UL(FC)	Enchantment	U2	Each other enchantment gains "During your upkeep, pay 2 or sacrifice this enchantment."
Aura Graft OD(U) OD(FU)	Instant	U1	Move target enchantment that's enchanting a permanent to another permanent it can enchant. Gain control of that enchantment. (This effect doesn't end at end of turn.)
Aura Thief UD(R) UD(FR)	Creature - Illusion	U3	2/2, Flying. When Aura Thief is put into a graveyard from play, you gain control of all enchantments. (You don't get to move local enchantments.)
Avatar of Will PY(R) PY(FR)	Creature - Avatar	UU6	5/6, Flying. If an opponent has no cards in hand, Avatar of Will costs 6 less to play.
Aven Envoy LE(C) LE(FC)	Creature - Bird Soldier	U	0/2, Flying.
Aven Fateshaper ON(U) ON(FU)	Creature - Bird Wizard	U6	4/5, Flying. When Aven Fateshaper comes into play, look at the top four cards of your library, then put them back in any order. ; 4U: Look at the top four cards of your library, then put them back in any order.
Aven Fisher OD(C) OD(FC) 8th(C) 8th(FC)	Creature - Bird Soldier	U3	2/2, Flying. When Aven Fisher is put into a graveyard from play, you may draw a card.
Aven Fogbringer JU(C) JU(FC)	Creature - Bird Wizard	U3	2/1, Flying. When Aven Fogbringer comes into play, return target land to its owner's hand.
Aven Smokeweaver OD(U) OD(FU)	Creature - Bird Soldier	UU2	2/3, Flying. Protection from Red.
Aven Windreader OD(C) OD(FC)	Creature - Bird Soldier Wizard	UU3	3/3, Flying. 1U: Target player reveals the top card of his or her library.
Avizoa WL(R)	Summon Avizoa	U3	2/2, Flying. +2/+2 until end of turn, usable once per turn (Skip your next untap phase).

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Blue Spells (Part 3 of 35)

Card Name	Spell Type	Cost	Ability	
Awesome Presence <i>Monster Right</i> <i>Monster Center</i>	AL(C2)	Enchant Creature	U	Defender must pay 3 mana for each blocker assigned to enchanted creature.
Azimaet Drake	MI(C)	Summon Drake	U2	1/3, Flying. +1/+0 until end of turn; cannot spend more than U on this each turn (U).
Azure Drake	LG(U) CH(U3) 5th(U) BR(D1)	Summon Drake	U3	2/4, Flying
Backfire	LG(U) 4th(U)	Enchant Creature	U	For each one damage done to you by this creature, does one damage to controller of that creature.
Backslide	ON(C) ON(FC)	Instant	U1	Turn target creature with morph face down. ; Cycling U.
Back to Basics	US(R)	Enchantment	U2	Non-basic lands do not untap as normal.
Baki's Curse	HL(U1)	Sorcery	UU2	Does 2 damage to each creature in play for each enchantment on the creature.
Balance of Power	PT(R) 8th(R) 8th(FR)	Sorcery	UU3	If target opponent has more cards in hand than you, draw cards equal to the difference.
Balduvian Conjurer	IA(U)	Summon Wizard	U1	0/2 . Turn a Snow Covered land into a 2/2 creature until end of turn (Tap).
Balduvian Shaman	IA(C)	Summon Cleric	U	1/1. Change color references on a white enchantment you control which does not have a Cumulative Upkeep to a different color and give it a Cumulative Upkeep of 1 mana (Tap).
Baleful Stare	PT(U) 7th(U) 7th(FU)	Sorcery	U2	Target opponent reveals his or her hand. You draw a card for each mountain and red card in it.
Balloon Peddler	MM(C) MM(FC)	Creature - Spellshaper	U2	2/2. U,Tap,Discard a card from your hand: Target creature gains flying until end of turn.
Balshan Beguiler	OD(U) OD(FU)	Creature - Wizard	U2	1/1. Whenever Balshan Beguiler deals combat damage to a player, that player reveals the top two cards of his or her library. You choose one of those cards and put it into his or her graveyard.
Balshan Collaborator	TO(U) TO(FU)	Creature - Bird Soldier	U3	2/2, Flying. B: Balshan Collaborator gets +1/+1 until end of turn.
Balshan Griffin	OD(U) OD(FU)	Creature - Griffin	UU3	3/2, Flying. ; 1U,Discard a card from your hand: Return Balshan Griffin to its owner's hand.
Bamboozle	OD(U) OD(FU)	Sorcery	U2	Target player reveals the top four cards of his or her library. You choose two of those cards and put them into his or her graveyard. Put the rest on top of his or her library in any order.
Barrin, Master Wizard	US(R)	Summon Legend	UU1	1/1. Counts as a Wizard. Send a creature to owner's hand (2+Sacrifice a permanent).
Barrin's Unmaking	IN(C) IN(FC)	Instant	U1	Return target permanent to its owner's hand if that permanent shares a color with the most common color among all permanents or the color tied for most common.
Battle of Wits	OD(R) OD(FR)	Enchantment	UU3	At the beginning of your upkeep, if you have 200 or more cards in your library, you win the game.
Bay Falcon	MI(C)	Summon Falcon	U1	1/1, Flying. Does not tap when attacking.
Bazaar of Wonders	MI(R)	Enchant World	UU3	Remove all cards in graveyards from the game when this enters play. Whenever a spell is played, counter it if a card with the same name is in play or in any graveyard.
Benthic Behemoth	TE(R) 7th(R) 7th(FR)	Creature - Serpent	UUU5	7/6, Islandwalk.
Benthic Explorers <i>Full-Shot</i> <i>Close-Up</i>	AL(C2)	Summon Merfolk	U3	2/4; Untap an opponent's land to get 1 mana of any type that land produces (Tap).
Betrayal	VI(C)	Enchant Creature	U	Play only on an opponent's creature. Draw a card if the creature becomes tapped.
Blatant Thievery	ON(R) ON(FR)	Sorcery	UUU4	For each opponent, gain control of target permanent that player controls. (This effect doesn't end at end of turn.)
Binding Grasp	IA(U) 5th(U)	Enchant Creature	U3	You take control of creature. Creature gets +0/+1. Upkeep=U1.
Blind Seer	IN(R) IN(FR)	Creature - Legend	UU2	3/3. 1U: Target spell or permanent becomes the color of your choice until end of turn.
Blizzard Elemental	UD(R) UD(FR) BD(D1)	Creature - Elemental	UU5	5/5, Flying. 3U: Untap Blizzard Elemental.
Blockade Runner	MM(C) MM(FC)	Creature - Merfolk	U3	2/2. U: Blockade Runner is unblockable this turn.
Blue Elemental Blast	A/B/U(C) RV(C) 4th(C) PR(C2)	Interrupt	U	Destroys a red permanent or counters a red spell. { ABU+RV = was card or spell }

Blue Spells (Part 4 of 35)

Card Name	Spell Type	Cost	Ability
Boomerang LG(C2) CH(C3) MI(C) 5th(C) 6th(C) 7th(C) 7th(FC) 8th(C) 8th(FC)	Instant	UU	Return target permanent to its owner's hand.
Bouncing Beebles UL(C) UL(FC)	Summon Beebles	U2	2/2. Bouncing Beebles is unblockable if defending player controls an artifact.
Brain Freeze SC(U) SC(FU)	Instant	U1	Target player puts the top three cards of his or her library into his or her graveyard. ; Storm.
Braingeyser A/B/U(R) RV(R)	Sorcery	UUX	Draw (or force opponent to draw) X cards.
Brainstorm IA(C) 5th(C) BD(D1) MM(C) MM(FC)	Instant	U	Draw three cards, then put two cards from your hand on top of your library in any order.
Breaking Wave IN(R) IN(FR)	Sorcery	UU2	You may play Breaking Wave any time you could play an instant if you pay 2 more to play it. ; Simultaneously untap all tapped creatures and tap all untapped creatures.
Breakthrough TO(U) TO(FU)	Sorcery	UX	Draw four cards, then choose X cards in your hand and discard the rest from it.
Breath of Dreams IA(U)	Enchantment	UU2	Green creatures have a Cumulative Upkeep of 1 mana. Cumulative Upkeep=U.
Breezekeeper VI(C)	Summon Djinn	U3	4/4, Flying, Phasing.
Bribery MM(R) MM(FR) 8th(R) 8th(FR)	Sorcery	UU3	Search target opponent's library for a creature card and put that card into play under your control. That player then shuffles his or her library.
Brine Hag LG(U)	Summon Hag	UU2	2/2; Creatures which damaged the Hag on the turn it goes to the graveyard become 0/2 creatures.
Brine Seer UD(U) UD(FU)	Creature - Wizard	U3	1/1. 2U, Tap: Reveal any number of blue cards in your hand. Counter target spell unless its controller pays o1 for each card revealed this way.
Browse AL(U2) 6th(U)	Enchantment	UU2	2UU: Look at the top five cards of your library and put one of them into your hand. Remove the rest from the game.
Bubbling Beebles UD(C) UD(FC)	Creature - Beeble	U4	3/3. Bubbling Beebles is unblockable as long as defending player controls an enchantment.
Buoyancy MM(C) MM(FC)	Enchant Creature	U1	You may play Buoyancy any time you could play an instant. ; Enchanted creature has flying.
Bureaucracy UG(R)	Enchantment	UU3	Pursuant to subsection 3.1(4) of Richard's Rules of Order, during the upkeep of each participant in this game of the Magic: The Gathering trading card game (hereafter known as "PLAYER"), that PLAYER performs all actions in the sequence of previously added actions (hereafter known as "ACTION QUEUE"), in the order those actions were added, then adds another action to the end of the ACTION QUEUE. All actions must be simple physical or verbal actions that a PLAYER can perform while sitting in a chair, without jeopardizing the health and security of said PLAYER. If any PLAYER does not perform all the prescribed actions in the correct order, sacrifice Bureaucracy and said PLAYER discards his or her complement of cards in hand (hereafter known as "HAND").
Callous Oppressor ON(R) ON(FR)	Creature - Cephalid	UU1	1/2. You may choose not to untap Callous Oppressor during your untap step. ; As Callous Oppressor comes into play, an opponent chooses a creature type. ; Tap: Gain control of target creature that isn't of the chosen type as long as Callous Oppressor remains tapped.
Capricious Sorcerer PT(R)	Summon Creature	U2	1/1. On your turn, before you attack, you may tap Capricious Sorcerer to have it deal 1 damage to any one creature or player.
Capsize TE(C)	Instant	UU1	Buyback 3. Send a permanent to owner's hand.
Careful Study OD(C) OD(FC)	Sorcery	U	Draw two cards, then discard two cards from your hand.
Catalog US(C) 8th(C) 8th(FC)	Instant	U2	Draw two cards, then discard a card from your hand.
Censorship UG(U)	Enchantment	U	When Censorship comes into play, choose a [CENSORED] word. Whenever any [CENSORED] player says the chosen [CENSORED] word, Censorship deals 2 [CENSORED] damage to him or her.
Cephalid Aristocrat TO(C) TO(FC)	Creature - Cephalid	U4	3/3. Whenever Cephalid Aristocrat becomes the target of a spell or ability, put the top two cards of your library into your graveyard.
Cephalid Broker OD(U) OD(FU)	Creature - Cephalid	U3	2/2. Tap: Target player draws two cards, then discards two cards from his or her hand.

Blue Spells (Part 5 of 35)

Card Name	Spell Type	Cost	Ability
Cephalid Constable JU(R) JU(FR)	Creature - Cephalid Wizard	UU1	1/1. Whenever Cephalid Constable deals combat damage to a player, return up to X target permanents that player controls to their owners' hands, where X is the damage it dealt to that player.
Cephalid Illusionist <i>TO(U)</i> <i>TO(FU)</i>	Creature - Cephalid Wizard	U1	1/1. Whenever Cephalid Illusionist becomes the target of a spell or ability, put the top three cards of your library into your graveyard. ; 2U, Tap: This turn prevent all combat damage that would be dealt to and dealt by target creature you control.
Cephalid Inkshrouder <i>JU(U)</i> <i>JU(FU)</i>	Creature - Cephalid	U2	2/1. Discard a card from your hand: Cephalid Inkshrouder can't be the target of spells or abilities and is unblockable this turn.
Cephalid Looter <i>OD(C)</i> <i>OD(FC)</i>	Creature - Cephalid	U2	2/1. Tap: Target player draws a card, then discards a card from his or her hand.
Cephalid Pathmage <i>LE(C)</i> <i>LE(FC)</i>	Creature - Cephalid Wizard	U2	1/2. Cephalid Pathmage is unblockable. ; Tap, Sacrifice Cephalid Pathmage: Target creature is unblockable this turn.
Cephalid Retainer OD(R) OD(FR)	Creature - Cephalid	UU2	2/3. UU: Tap target creature without flying.
Cephalid Sage <i>TO(U)</i> <i>TO(FU)</i>	Creature - Cephalid	U3	2/3. ; Threshold - When Cephalid Sage comes into play, draw three cards, then discard two cards from your hand. (You have threshold if seven or more cards are in your graveyard.)
Cephalid Scout <i>OD(C)</i> <i>OD(FC)</i>	Creature - Cephalid Wizard	U1	1/1, Flying. 2U, Sacrifice a land: Draw a card.
Cephalid Shrine OD(R) OD(FR)	Enchantment	UU1	Whenever a player plays a spell, counter that spell unless that player pays X, where X is the number of cards in all graveyards with the same name as the spell.
Cephalid Snitch <i>TO(C)</i> <i>TO(FC)</i>	Creature - Cephalid Wizard	U1	1/1. Sacrifice Cephalid Snitch: Target creature loses protection from black until end of turn.
Cephalid Vandal TO(R) TO(FR)	Creature - Cephalid	U1	1/1. At the beginning of your upkeep, put a shred counter on Cephalid Vandal. Then put the top card of your library into your graveyard for each shred counter on Cephalid Vandal.
Cerulean Wyvern <i>MI(U)</i>	Summon Wyvern	U4	3/3, Flying, Protection from Green.
Ceta Disciple <i>AP(C)</i> <i>AP(FC)</i>	Creature - Wizard	U	1/1. R, Tap: Target creature gets +2/+0 until end of turn. ; G, Tap: Add one mana of any color to your mana pool.
Ceta Sanctuary <i>AP(U)</i> <i>AP(FU)</i>	Enchantment	U2	At the beginning of your upkeep, if you control a red or green permanent, draw a card, then discard a card from your hand. If you control a red permanent and a green permanent, instead draw two cards, then discard a card from your hand.
Cetavolver AP(R) AP(FR)	Creature - Volver	U1	1/1. Kicker 1R and/or G. ; If you paid the 1R kicker cost, Cetavolver comes into play with two +1/+1 counters on it and has first strike. ; If you paid the G kicker cost, Cetavolver comes into play with a +1/+1 counter on it and has trample.
Chain of Vapor <i>ON(U)</i> <i>ON(FU)</i>	Instant	U	Return target nonland permanent to its owner's hand. Then that permanent's controller may sacrifice a land. If the player does, he or she may copy this spell and may choose a new target for that copy.
Chain Stasis HL(U1)	Instant	U	Tap or untap a creature. Controller of affected creature can pay U2 to do it again.
Chambered Nautilus <i>MM(U)</i> <i>MM(FU)</i>	Creature - Beast	U2	2/2. Whenever Chambered Nautilus becomes blocked, you may draw a card.
Chamber of Manipulation <i>OD(U)</i> <i>OD(FU)</i>	Enchant Land	UU2	Enchanted land has "Tap, Discard a card from your hand: Gain control of target creature until end of turn."
Chameleon Spirit <i>MM(U)</i> <i>MM(FU)</i>	Creature - Illusion	U3	*/*. As Chameleon Spirit comes into play, choose a color. ; Chameleon Spirit's power and toughness are each equal to the number of permanents of the chosen color your opponents control.
Charisma MM(R) MM(FR)	Enchant Creature	UUU	Whenever enchanted creature deals damage to a creature, you control that creature as long as Charisma remains in play.
Checks and Balances <i>UG(U)</i>	Enchantment	U2	Whenever any spell is played, counter that spell if each player, other than the caster and his or her teammates, agrees to choose and discard a card. Those players must discard those cards after agreeing. Checks and Balances may be played only in a game with three or more players.
Chicken a la King UG(R)	Summon Chicken	UU1	2/2. Whenever a 6 is rolled on a six-sided die, put a +1/+1 counter on each Chicken in play. (You may roll dice only when a card instructs you to.) Tap a Chicken you control: Roll a six-sided die.
Chill <i>TE(U)</i> <i>6th(U)</i>	Enchantment	U1	Red spells cost 2 more to play.
Choking Tethers <i>ON(C)</i> <i>ON(FC)</i>	Instant	U3	Tap up to four target creatures. ; Cycling 1U. ; When you cycle Choking Tethers, you may tap target creature.
Chromeshell Crab LE(R) LE(FR)	Creature - Beast	U4	3/3. Morph 4U. When Chromeshell Crab is turned face up, you may exchange control of target creature you control and target creature an opponent controls.
Chronatog VI(R)	Summon Atog	U1	1/2. +3/+3 until end of turn, usable once per turn (Skip your next turn).
Churning Eddy <i>TO(C)</i> <i>TO(FC)</i>	Sorcery	U3	Return target creature and target land to their owners' hands.
Circular Logic <i>TO(U)</i> <i>TO(FU)</i>	Instant	U2	Counter target spell unless its controller pays 1 for each card in your graveyard. ; Madness U (You may play this card for its madness cost at the time you discard it from your hand.)

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Blue Spells (Part 6 of 35)

		Card Name	Spell Type	Cost	Ability
		Clairvoyance	IA(C) Instant	U	Look at a player's hand. Draw a card during the next player's upkeep.
		Clambassadors	UG(C) Summon Clamfolk	U3	4/4 ; If Clambassadors damages any player, choose an artifact, creature, or land you control. That player gains control of that artifact, creature, or land.
		Clam-I-Am	UG(C) Summon Clamfolk	U2	2/2. Whenever you roll a 3 on a six-sided die, you may reroll that die.
		Clam Session	UG(C) Summon Clamfolk	UU1	2/5. When Clam Session comes into play, choose a word. During your upkeep, sing at least six words of a song, one of which must be the chosen word, or sacrifice Clam Session. You cannot repeat a song.
		Cloak of Feathers	PT(C) Sorcery	U	Any one creature gains flying until the end of the turn. You draw a card.
		Cloak of Invisibility	MI(C) Enchant Creature	U	Gives creature Phasing, and it can only be blocked by Walls.
		Cloak of Mists	US(C) Enchant Creature	U1	Enchanted creature is unblockable.
		Clone	A/B/U(U) RV(U) ON(R) ON(FR)	U3	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.
		Cloud Djinn	WL(U) BD(D1)	U5	5/4, Flying. Can only block Flying creatures.
		Cloud Dragon	PT(R) Summon Creature	U5	5/4, Flying. Cloud Dragon can intercept only creatures with flying.
		Cloud Elemental	VI(C) BD(D1)	U2	2/3, Flying. Can only block Flying creatures.
		Cloud of Faeries	UL(C) UL(FC)	U1	1/1, Flying. Cycling 2. When Cloud of Faeries comes into play, untap up to two lands.
		Cloud Pirates	PT(C) Summon Creature	U	1/1, Flying. Cloud Pirates can intercept only creatures with flying.
		Cloudskate	NE(C) NE(FC)	U1	2/2, Flying. Fading 3 (This creature comes into play with three fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)
		Cloud Spirit	SH(C) PT(U)	U2	3/1, Flying. Can only block Flying creatures.
		Cloud Sprite	MM(C) MM(FC)	U	1/1, Flying. Cloud Sprite may block only creatures with flying.
		Coastal Drake	AP(C) AP(FC)	U2	2/1, Flying. 1U,Tap: Return target Kavv to its owner's hand.
		Coastal Hornclaw	PY(C) PY(FC) 8th(C) 8th(FC)	U4	3/3. Sacrifice a land: Coastal Hornclaw gains flying until end of turn.
		Coastal Piracy	MM(U) MM(FU) 8th(R) 8th(FR)	UU2	Whenever a creature you control deals combat damage to an opponent, you may draw a card.
		Coastal Wizard	P2(R)	UU2	1/1. On your turn, before you attack, you may tap Coastal Wizard to return it and any one other creature to their owners' hands.
		Coast Watcher	SC(C) SC(FC)	U1	1/1, Flying, Protection from Green.
		Cognivore	OD(R) OD(FR)	UU6	*/*, Flying. ; Cognivore's power and toughness are each equal to the number of instant cards in all graveyards.
		Collective Restraint	IN(R) IN(FR)	U3	Creatures can't attack you unless their controller pays X for each creature attacking you, where X is the number of basic land types among lands you control. (This cost is paid as attackers are declared.)
		Command of Unsummoning	PT(U)	U2	Play Command of Unsummoning only after you're attacked, before you declare interceptors. Return any one or two attacking creatures to their Owner's hand.
		Common Courtesy	UG(U)	UU2	Counter any spell unless its caster asks your permission to play that spell. If you refuse permission, Sacrifice Common Courtesy and counter the spell.
		Complicate	ON(U) ON(FU)	U2	Counter target spell unless its controller pays 3. ; Cycling 2U. ; When you cycle Complicate, you may counter target spell unless its controller pays 1.
		Compulsion	TO(U) TO(FU)	U1	1U,Discard a card from your hand: Draw a card. ; 1U,Sacrifice Compulsion: Draw a card.
		Concentrate	OD(U) OD(FU) 8th(U) 8th(FU)	UU2	Draw three cards.
		Confiscate	US(U) 7th(U) 7th(FU) 8th(U) 8th(FU)	UU4	You control enchanted permanent.
		Confound	PS(C) PS(FC)	U1	Counter target spell that targets one or more creatures. ; Draw a card.

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Blue Spells (Part 7 of 35)

Card Name	Spell Type	Cost	Ability
Contempt SH(C)	Enchant Creature	U1	If the creature attacks, return the creature and this card to their owner's hands at end of combat.
Control Magic A/B/U(U) RV(U) 4th(U) BR(D1)	Enchant Creature	UU2	Caster takes control of the creature.
Copy Artifact A/B/U(R) RV(R)	Enchantment	U1	Card acts as a copy of an artifact in play.
Coral Eel PT(C) ST(C) 8th(C) 8th(FC)	Creature - Eel	U1	2/1.
Coral Fighters MI(U)	Summon Merfolk	U1	1/1. If it attacks and is not blocked, look at the top card of the defender's library and put it on top or bottom of the library.
Coral Merfolk US(C) 7th(C) 7th(FC)	Creature - Merfolk	U1	2/1.
Coral Net TO(C) TO(FC)	Enchant Creature	U	Coral Net can enchant only a green or white creature. ; Enchanted creature has "At the beginning of your upkeep, sacrifice this creature unless you discard a card from your hand."
Coral Reef HL(C1)	Enchantment	UU	Put 4 counters on this card when enters play. Put a +0/+1 counter on a creature (U+Tap one of your blue creatures+remove a counter). Put 2 counters on this card (Sacrifice an Island).
Counterspell A/B/U(U) RV(U) 4th(U) IA(C) BD(D1) PR(MD) 5th(C) 6th(C) ST(U) BR(D1) TE(C) MM(C) MM(FC) 7th(C) 7th(FC)	Instant {ABU/RV/4th/5th/1A/PR/TE : was Interrupt}	UU	Counter target spell.
Covert Operative LE(C) LE(FC)	Creature - Wizard	U4	3/2. Covert Operative is unblockable.
Cowardice MM(R) MM(FR) 8th(R) 8th(FR)	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.)
Crafty Pathmage ON(C) ON(FC)	Creature - Wizard	U2	1/1. Tap: Target creature with power 2 or less is unblockable this turn.
Creature Bond A/B/U(C) RV(C) 4th(C)	Enchant Creature	U1	Does creature's toughness in damage to opponent when creature goes to graveyard.
Crookclaw Elder LE(U) LE(FU)	Creature - Bird Wizard	U5	3/2, Flying. Tap two untapped Birds you control: Draw a card. ; Tap two untapped Wizards you control: Target creature gains flying until end of turn.
Crown of Ascension ON(C) ON(FC)	Enchant Creature	U1	Enchanted creature has flying. ; Sacrifice Crown of Ascension: Enchanted creature and other creatures that share a creature type with it gain flying until end of turn.
Cruel Fate PT(R)	Sorcery	U4	Look at the top five cards of your opponent's deck. Put one of them into your opponent's discard pile and the rest on top of his or her deck in any order.
Crystal Spray IN(R) IN(FR)	Instant	U2	Change the text of target spell or permanent by replacing all instances of one color word or basic land type with another until end of turn. ; Draw a card.
Cultural Exchange OD(R) OD(FR)	Sorcery	UU4	Choose any number of creatures target player controls. Choose the same number of creatures another target player controls. Those players exchange control of those creatures. (This effect doesn't end at end of turn.)
Cunning EX(C)	Enchant Creature	U1	The creature gets +3/+3. If the creature attacks or blocks, sacrifice this card at end of turn.
Cunning Wish JU(R) JU(FR)	Instant	U2	Choose an instant card you own from outside the game, reveal that card, and put it into your hand. Remove Cunning Wish from the game.
Curfew US(C) BR(D1)	Instant	U	Each player sends a creature they control to owner's hand.
Curiosity EX(U) 8th(U) 8th(FU)	Enchant Creature	U	Whenever enchanted creature deals damage to an opponent, you may draw a card.
Customs Depot MM(U) MM(FU)	Enchantment	U1	Whenever you play a creature spell, you may pay 1. If you do, draw a card, then discard a card from your hand.
Dance of Many DK(U1) CH(U1) 5th(R)	Enchantment	UU	Put token creature into play which copies all characteristics of a Summon card which is in play. Token leaves play if this card does, and this card leaves play if token does; Pay UU each upkeep or this card is destroyed.

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Blue Spells (Part 8 of 35)

Card Name	Spell Type	Cost	Ability
Dandân AN(C4) CH(C3) 5th(C)	Summon Dandân	UU	4/1; IslandHome=Cannot attack if opponent does not have Islands, Buried if you have no Islands. {AN=was destroyed}
Daring Apprentice MI(R) 6th(C) 7th(R) 7th(FR) 8th(R) 8th(FR)	Creature - Wizard	UU1	1/1. Tap, Sacrifice Daring Apprentice: Counter target spell.
Dark Maze <i>Dead Warrior</i> <i>Defensive Warrior</i> HL(C2) HL(C2) 5th(C)	Summon Wall	U4	4/5. Allow this card to attack, but not on turn it enters play, and remove it from game at end of turn (0).
Darting Merfolk MM(C) MM(FC)	Creature - Merfolk	U1	1/1. U: Return Darting Merfolk to its owner's hand.
Day of the Dragons SC(R)SC(FR) R	Enchantment	UUU4	When Day of the Dragons comes into play, remove all creatures you control from the game. Then put that many 5/5 red Dragon creature tokens with flying into play. ; When Day of the Dragons leaves play, sacrifice all Dragons you control. Then return the removed cards to play under your control.
Daze NE(C) NE(FC)	Instant	U1	You may return an island you control to its owner's hand instead of paying Daze's mana cost. ; Counter target spell unless its controller pays 1.
Decree of Silence SC(R)SC(FR) R	Enchantment	UU6	Whenever an opponent plays a spell, counter that spell and put a depletion counter on Decree of Silence. If there are three or more depletion counters on Decree of Silence, sacrifice it. ; Cycling 4UU. ; When you cycle Decree of Silence, you may counter target spell.
Deep Analysis TO(C) TO(FC)	Sorcery	U3	Target player draws two cards. ; Flashback-1U, Pay 3 life. (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
Deep-Sea Serpent PT(U)	Summon Creature	UU4	5/5. Deep-Sea Serpent can attack only if the defending player has an island in play.
Deep Spawn FE(U3)	Summon Homarid	UUU5	6/6, Trample. May not be the target of spells or effects until end of turn, but does not untap as normal during your next untap (U+Tap this card if it is not already tapped). During upkeep put the top two cards of your library into your graveyard or destroy this card.
Deep Water DK(C3)	Enchantment	UU	All your mana producing lands produce U instead of their normal mana until end of turn (U)
Deflection IA(R) 5th(R) 6th(R) 7th(R) 7th(FR) 8th(R) 8th(FR)	Instant {IA/5th: was Interrupt}	U3	Change the target of target spell with a single target.
Defy Gravity JU(C) JU(FC)	Instant	U	Target creature gains flying until end of turn. ; Flashback U (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
Dehydration MM(C) MM(FC) 8th(C) 8th(FC)	Enchant Creature	U3	Enchanted creature doesn't untap during its controller's untap step.
Déjà Vu PT(C) P2(C)	Sorcery	U2	Return any one sorcery card from your graveyard to your hand.
Deluge OD(U) OD(FU)	Instant	U2	Tap all creatures without flying.
Delusions of Mediocrity UL(R) UL(FR) 7th(R) 7th(FR)	Enchantment	U3	When Delusions of Mediocrity comes into play, you gain 10 life. ; When Delusions of Mediocrity leaves play, you lose 10 life.
Dematerialize OD(C) OD(FC)	Sorcery	U3	Return target permanent to its owner's hand. ; Flashback 5UU (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
Denied! UG(C)	Interrupt	U	Play Denied! only as any opponent casts target spell. Name a card, then look at all cards in that player's hand. If the named card is in the player's hand, counter target spell.
Denizen of the Deep P2(R) ST(R)	Creature - Serpent	UU6	11/11. When Denizen of the Deep comes into play, return all other creatures you control from play to their owner's hand.
Denying Wind PY(R) PY(FR)	Sorcery	UU7	Search target players library for up to seven cards and remove them from the game. Then that player shuffles his or her library.
Dermoplasm LE(R) LE(FR)	Creature - Shapeshifter	U2	1/1, Flying. Morph 2UU. When Dermoplasm is turned face up, you may put a creature card with morph from your hand into play face up. If you do, return Dermoplasm to its owner's hand.
Desertion VI(R) 6th(R)	Instant {VI: was Interrupt}	UU3	Counter target spell. If it's an artifact or creature card, put it into play under your control instead of into its owner's graveyard.
Devouring Deep LG(C2)	Summon Devouring Deep	U2	1/2, IslandWalk

Blue Spells (Part 9 of 35)

Card Name	Spell Type	Cost	Ability
Diminishing Returns AL(R2) 6th(R)	Sorcery	UU2	Each player shuffles his or her hand and graveyard into his or her library. You remove the top ten cards of your library from the game. Then each player draws up to seven cards.
Diplomatic Escort <i>MM(U)</i> <i>MM(FU)</i>	Creature - Spellshaper	U1	1/1. U, Tap, Discard a card from your hand: Counter target spell or ability that targets a creature.
Diplomatic Immunity <i>MM(C)</i> <i>MM(FC)</i>	Enchant Creature	U1	Enchanted creature can't be the target of spells or abilities. ; Diplomatic Immunity can't be the target of spells or abilities.
Disappear <i>UD(U)</i> <i>UD(FU)</i>	Enchant Creature	UU2	U: Return enchanted creature and Disappear to their owners' hands.
Discombobulate <i>ON(U)</i> <i>ON(FU)</i>	Instant	UU2	Counter target spell. Look at the top four cards of your library, then put them back in any order.
Dismiss <i>TE(U)</i>	Interrupt	UU2	Counter a spell and draw a card.
Dispersal Shield <i>SC(C)</i> <i>SC(FC)</i>	Instant	U1	Counter target spell if its converted mana cost is less than or equal to the highest converted mana cost among permanents you control.
Dispersing Orb <i>ON(U)</i> <i>ON(FU)</i>	Enchantment	UU3	3U, Sacrifice a permanent: Return target permanent to its owner's hand.
Disrupt <i>WL(C)</i> <i>IN(U)</i> <i>IN(FU)</i>	Instant	U	Counter target instant or sorcery spell unless its controller pays 1. ; Draw a card.
Disruptive Pitmage <i>ON(C)</i> <i>ON(FC)</i>	Creature - Wizard	U2	1/1. Tap: Counter target spell unless its controller pays 1. ; Morph U.
Disruptive Student <i>US(C)</i> <i>BR(D1)</i>	Summon Wizard	U2	1/1. Counter a spell unless its caster pays 1 mana (Tap).
Dissipate <i>MI(U)</i>	Interrupt	UU1	Counter a spell and remove it from the game.
Distorting Wake IN(R) IN(FR)	Sorcery	UUUX	Return X target nonland permanents to their owners' hands.
Divert OD(R) OD(FR)	Instant	U	Change the target of target spell with a single target unless that spell's controller pays 2.
Djinn of the Lamp PT(R)	Summon Creature	UU5	5/6, Flying
Dominate <i>NE(U)</i> <i>NE(FU)</i>	Instant	UU1X	Gain control of target creature with converted mana cost X or less. (This spell's effect doesn't end at end of turn.)
Dominating Lcid EX(R)	Summon Lcid	UU1	1/1. This card loses this ability, becomes a creature enchantment with "Gain control of enchanted creature", and moves onto a creature (Tap+UU1). You can pay U to end this effect.
Donate UD(R) UD(FR)	Sorcery	U2	Target player gains control of target permanent you control.
Double Take <i>UG(C)</i>	Instant	UU3	Choose another player. Draw two cards now and draw an additional two cards at the beginning of the next game with that player.
Douse <i>US(U)</i>	Enchantment	U2	Counter a red spell (U1).
Drafna's Restoration <i>AQ(C4)</i>	Sorcery	U	Take any number of artifacts from one player's graveyard and place them in any order on top of his library.
Dragon Wings <i>SC(C)</i> <i>SC(FC)</i>	Enchant Creature	U1	Enchanted creature has flying. ; Cycling 1U. ; When a creature with converted mana cost 6 or more comes into play, you may return Dragon Wings from your graveyard to play enchanting that creature.
Drain Power <i>A/B/U(R)</i> RV(R) 4th(R) 5th(R)	Sorcery	UU	Tap all of target player's land and mana pool into your pool. {ABU+RV = was only on opponent }
Drake Hatchling <i>MM(C)</i> <i>MM(FC)</i>	Creature - Drake	U2	1/3, Flying. U: Drake Hatchling gets +1/+0 until end of turn. Play this ability only once each turn.
Dralnu's Pet PS(R) PS(FR)	Creature - Shapeshifter	UU1	2/2. Kicker - 2B, Discard a creature card from your hand. (You may pay 2B and discard a creature card from your hand in addition to any other costs as you play this spell.) ; If you paid the kicker cost, Dralnu's Pet has flying and comes into play with X +1/+1 counters on it, where X is the discarded card's converted mana cost.
Dreamborn Muse LE(R) LE(FR)	Creature - Spirit	UU2	2/2. At the beginning of each player's upkeep, that player puts the top X cards from his or her library into his or her graveyard, where X is the number of cards in his or her hand.
Dream Cache <i>MI(C)</i> 6th(C) <i>TE(C)</i>	Sorcery	U2	Draw three cards. Choose two cards from your hand and put both on either the top or the bottom of your library.
Dream Coat <i>LG(U)</i>	Enchant Creature	U	Creature can change colors once per turn.
Dream Fighter <i>MI(C)</i>	Summon Soldier	U2	1/1. Whenever blocked or blocking a creature, this card and that creature phase out.
Dream Halls SH(R)	Enchantment	UU3	Any player may cast a colored spell without paying the casting cost by discarding a card of the same color as the spell being cast. X in the casting cost is zero.
Dream Prowler <i>SH(C)</i>	Summon Illusion	UU2	1/5. Unblockable if no other creatures are attacking.
Dreams of the Dead <i>LA(U)</i>	Enchantment	U3	Bring a white or black creature from your graveyard into play (U1). Creature has a Cumulative Upkeep of 2 mana and it is removed from the game if it leaves play.
Dream Thrush <i>IN(C)</i> <i>IN(FC)</i>	Creature - Bird	U1	1/1, Flying. Tap: Target land becomes a land of the basic land type of your choice until end of turn.

Blue Spells (Part 10 of 35)

Card Name	Spell Type	Cost	Ability
Dream Tides <i>VI(U)</i>	Enchantment	UU2	Creatures do not untap as normal. Players may pay 2 mana during their upkeep to untap a non-green creature they control.
Dreamwinder <i>OD(C) OD(FC)</i>	Creature - Serpent	U3	4/3. Dreamwinder can't attack unless defending player controls an island. ; U,Sacrifice an island: Target land becomes an island until end of turn.
Drifting Djinn <i>US(R)</i>	Summon Djinn	UU4	Cycling 2. 5/5, Flying. During your upkeep, pay U1 or sacrifice this.
Drowned <i>DK(C3)</i>	Summon Zombies	U1	1/1, Regenerates (B)
Duplicity <i>TE(R)</i>	Enchantment	UU3	When comes into play, put the top 5 cards of your library face down on this card. During your upkeep, you may swap your hand for the cards on this card. At the end of your turn, discard a card. If you lose control of this card, put all cards on it into owner's graveyard.
Echo Tracer <i>LE(C) LE(FC)</i>	Creature - Wizard	U2	2/2. Morph 2U. When Echo Tracer is turned face up, return target creature to its owner's hand.
Elder Spawn <i>LG(R)</i>	Summon Spawn	UUU4	6/6, Cannot be blocked by red creatures; Sacrifice an Island each upkeep or take 6 damage and bury Spawn.
Electric Eel <i>DK(U2)</i>	Summon Eel	U	1/1, +2/+0 and take 1 damage (RR); Take 1 damage when putting Eel into play.
Embargo <i>MM(R) MM(FR)</i>	Enchantment	U3	Nonland permanents don't untap during their controllers' untap steps. ; At the beginning of your upkeep, you lose 2 life.
Empress Galina <i>IN(R) IN(FR)</i>	Creature - Legend	UU3	1/3. UU, Tap: Gain control of target Legend or legendary permanent. (This effect doesn't end at end of turn.)
Enchantment Alteration <i>LG(C1) CH(U3) US(U)</i>	Instant	U	Move an enchantment from one creature to another or from one land to another. The new location must be legal.
Energy Field <i>US(R)</i>	Enchantment	U1	Prevent all damage dealt to you from sources you do not control. When a card is put into your graveyard, sacrifice this card.
Energy Flux <i>AQ(U3) RV(U) 4th(U) 5th(U) MM(U) MM(FU)</i>	Enchantment	U2	All artifacts gain "At the beginning of your upkeep, sacrifice this artifact unless you pay 2."
Energy Tap <i>LG(C2) 4th(C)</i>	Sorcery	U	Taps a creature for colorless mana equal to its casting cost.
Energy Vortex <i>MI(R)</i>	Enchantment	UU3	During your upkeep, put X counters on this card (X). At beginning of your upkeep, remove all these counters. During target opponent's upkeep they pay 1 mana for each counter on this card or takes 3 damage.
Enervate <i>IA(C) 5th(C)</i>	Instant	U1	Tap a creature, artifact, or land. Draw a card at the beginning of the next turn. {IA= Was at beginning of next upkeep}
Ensnare <i>NE(U) NE(FU)</i>	Instant	U3	You may return two islands you control to their owner's hand instead of paying Ensnare's mana cost. ; Tap all creatures.
Envelop <i>JU(C) JU(FC)</i>	Instant	U	Counter target sorcery spell.
Ephemeron <i>EX(R)</i>	Summon Illusion	UU4	4/4, Flying. Return this card to owner's hand (Discard a card).
Equilibrium <i>EX(R) 7th(R) 7th(FR)</i>	Enchantment	UU1	Whenever you play a creature spell, you may pay 1. If you do, return target creature to its owner's hand.
Erosion <i>DK(C3) 4th(C)</i>	Enchant Land	UUU	Land's controller pays 1 colorless mana or 1 life point during upkeep or land is destroyed.
Errant Minion <i>IA(C)</i>	Enchant Creature	U2	Creature's controller takes 2 damage during upkeep but can pay 1 mana for each damage to be prevented.
Ertai's Familiar <i>WL(R)</i>	Summon Illusion	U1	2/2, Phasing. Put top 3 cards from your library into your graveyard when this card leaves play. Cannot phase out until the beginning of your next upkeep (U).
Ertai's Meddling <i>TE(R)</i>	Interrupt	UX	When target spell is successfully cast, put X counters on it. X cannot be 0. During each of that spell caster's upkeeps, remove a counter from the spell. If the spell has no counters on it, it resolves.
Ertai's Trickery <i>PS(U) PS(FU)</i>	Instant	U	Counter target spell if a kicker cost was paid for it.
Ertai, Wizard Adept <i>EX(R)</i>	Summon Legend	U2	1/1. Counts as a Wizard. Counter target spell (Tap+UU2).
Escape Artist <i>OD(C) OD(FC)</i>	Creature - Wizard	U1	1/1. Escape Artist is unblockable. ; U, Discard a card from your hand: Return Escape Artist to its owner's hand.
Escaped Shapeshifter <i>TE(R)</i>	Summon Shapeshifter	UU3	3/4. Gains Flying while your opponent has any Flying creatures. The same applies for First Strike, Trample, and Protection from any color.
Escape Routes <i>PS(C) PS(FC)</i>	Enchantment	U2	2U: Return target white or black creature you control to its owner's hand.
Essence Flare <i>IA(C)</i>	Enchant Creature	U	Creature gets +2/+0. Put a -0/-1 counter on it each upkeep. Counters remain even if enchantment is removed.
Essence Fracture <i>ON(U) ON(FU)</i>	Sorcery	UU3	Return two target creatures to their owners' hands. ; Cycling 2U.
Essence Leak <i>IN(U) IN(FU)</i>	Enchant Permanent	U	If enchanted permanent is red or green, it has "At the beginning of your upkeep, sacrifice this permanent unless you pay its mana cost."

Blue Spells (Part 11 of 35)

Card Name	Spell Type	Cost	Ability
Ether Well <i>MI(U)</i>	Instant	U3	Put a creature in play on top of owner's library, or if it is red you may put it on the bottom of the library.
Evacuation SH(R) 7th(R) 7th(FR) 8th(R) 8th(FR)	Instant	UU3	Return all creatures to their owners' hands.
Evasive Action <i>AP(U)</i> <i>AP(FU)</i>	Instant	U1	Counter target spell unless its controller pays 1 for each basic land type among lands you control.
Excavation <i>PY(U)</i> <i>PY(FU)</i>	Enchantment	U1	1. Sacrifice a land: Draw a card. Any player may play this ability.
Exclude <i>IN(C)</i> <i>IN(FC)</i>	Instant	U2	Counter target creature spell. ; Draw a card.
Exhaustion PT(R) P2(R) <i>US(U)</i> <i>ST(U)</i>	Sorcery	U2	Creatures and lands target opponent controls don't untap during his or her next untap step.
Extinguish <i>P2(C)</i> <i>P3(C)</i> <i>ST(C)</i>	Instant	U1	Counter target sorcery spell.
Extract OD(R) OD(FR)	Sorcery	U	Search target player's library for a card and remove that card from the game. Then that player shuffles his or her library.
Extravagant Spirit MM(R) MM(FR)	Creature - Spirit	U3	4/4, Flying. At the beginning of your upkeep, sacrifice Extravagant Spirit unless you pay 1 for each card in your hand.
Eye Spy <i>P2(U)</i> <i>ST(U)</i>	Sorcery	U	Look at the top card of target player's library. Put that card back on top of that library or into that player's graveyard.
Faces of the Past SC(R) SC(FR)	Enchantment	U2	Whenever a creature is put into a graveyard from play, tap or untap all creatures that share a creature type with it.
Fact or Fiction <i>IN(U)</i> <i>IN(FU)</i>	Instant	U3	Reveal the top five cards of your library. An opponent separates those cards into two face-up piles. Put one pile into your hand and the other into your graveyard.
Fade Away <i>EX(C)</i>	Sorcery	U2	For each creature, that creature's controller pays 1 mana or sacrifices a permanent.
Faerie Squadron <i>IN(C)</i> <i>IN(FC)</i>	Creature - Faerie	U	1/1. Kicker 3U (You may pay an additional 3U as you play this spell.) ; If you paid the kicker cost, Faerie Squadron comes into play with two +1/+1 counters on it and has flying.
False Demise <i>Man/Cave</i> <i>Woman/Reed</i> <i>AL(U3)</i> <i>AL(U3)</i> <i>MM(U)</i> <i>MM(FU)</i>	Enchant Creature	U2	When enchanted creature is put into a graveyard, return that creature to play under your control.
False Memories TO(R) TO(FR)	Instant	U1	Put the top seven cards of your library into your graveyard. At end of turn, remove seven cards in your graveyard from the game.
False Summoning <i>P2(C)</i>	Sorcery	U1	Play False Summoning only in response to another player playing a creature. That creature card has no effect, and that player puts it into his or her graveyard.
Fatigue <i>UD(C)</i> <i>UD(FC)</i>	Sorcery	U1	Target player skips his or her next draw step.
Feedback <i>A/B/U(U)</i> <i>RV(U)</i> <i>4th(U)</i> <i>5th(U)</i>	Enchant Enchantment	U2	Does 1 damage during upkeep to enchantment's controller.
Fervent Denial <i>OD(U)</i> <i>OD(FU)</i>	Instant	UU3	Counter target spell. ; Flashback 5UU (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
Field of Dreams LG(R)	Enchant World	U	Top card of each player's library is always face-up.
Fighting Drake <i>TE(U)</i> <i>7th(U)</i> <i>7th(FU)</i> <i>8th(U)</i> <i>8th(FU)</i>	Creature - Drake	UU2	2/4, Flying.
Fishliver Oil <i>AN(C3/1)</i> <i>CH(C3)</i>	Enchant Creature	U1	Gives Island/Walk ability.
Flash MI(R) 6th(R)	Instant	U1	Put a creature card from your hand into play. You may pay its mana cost reduced by up to 2. If you don't, sacrifice it.
Flash Counter <i>LG(C2)</i> <i>8th(C)</i> <i>8th(FC)</i>	Instant {LG was "Interrupt"}	U1 U1	Counter target instant spell.
Flash Flood <i>LG(C2)</i> <i>CH(C3)</i>	Instant	U	Destroys red permanent -or- sends a Mountain in play to its owner's hand.
Flash of Insight <i>JU(U)</i> <i>JU(FU)</i>	Instant	U1X	Look at the top X cards of your library. Put one of them into your hand and the rest on the bottom of your library. ; Flashback-1U, Remove X blue cards in your graveyard from the game. (You can't remove Flash of Insight to pay for its own flashback cost.)
Fledgling Osprey <i>UD(C)</i> <i>UD(FC)</i>	Creature - Bird	U	1/1. Fledgling Osprey gains flying as long as it's enchanted.
Fleeting Aven <i>ON(U)</i> <i>ON(FU)</i>	Creature - Bird Wizard	UU1	2/2, Flying. Whenever a player cycles a card, return Fleeting Aven to its owner's hand.

Blue Spells (Part 12 of 35)

Card Name	Spell Type	Cost	Ability
Fleeting Image UL(R) UL(FR) 7th(R) 7th(FR) 8th(R) 8th(FR)	Creature - Illusion	U2	2/1, Flying. 1U: Return Fleeting Image to its owner's hand.
Flight A/B/U(C) RV(C) 4th(C) 5th(C) 6th(C) 7th(C) 7th(FC) 8th(C) 8th(FC)	Enchant Creature	U	Enchanted creature has flying.
Flood DK(U2) 4th(C) 5th(C) BR(D1)	Enchantment	U	Tap a non-Flying creature (UU)
Flooded Shoreline VI(R)	Enchantment	UU	Send a creature to its owner's hand (UU+Send two of your Islands to owner's hand).
Floodgate <i>MI(U)</i>	Summon Wall	U3	0/5, Wall. Bury this card if it gains Flying. If it leaves play, do 1 damage to each non-blue creature without Flying for each 2 Islands you control.
Flux WL(C) PT(U)	Sorcery	U2	Each player discards any number of cards then draws as many cards as they discarded. Draw a card.
Flying Men AN(C5)	Summon Flying Men	U	1/1, Flying
Fog Bank <i>US(U)</i>	Summon Wall	U1	0/2, Flying, Wall. Does not deal or receive combat damage.
Fog Elemental WL(C) 6th(C) BD(D1)	Creature - Elemental	U2	4/4, Flying. When Fog Elemental attacks or blocks, sacrifice it at end of combat.
Foil <i>PY(U)</i> <i>PY(FU)</i>	Instant	UU2	You may discard an island and another card from your hand instead of paying Foil's mana cost. Counter target spell.
Forbid <i>EX(U)</i>	Interrupt	UU1	Buyback: Discard two cards. Counter target spell.
Force of Will <i>AL(U2)</i>	Interrupt	UU3	You can pay 1 life and remove a blue card in your hand from the game instead of paying the casting cost. Counter a spell.
Force Spike LG(C2) 5th(C) 7th(C) 7th(FC)	Instant {LG/5th = was Interrupt}	U	Counter target spell unless its controller pays 1.
Force Void <i>LA(U)</i>	Interrupt	U2	Counters a spell unless its caster pays 1 mana. Draw a card during the next player's upkeep.
Foreshadow <i>VI(U)</i>	Instant	U1	Name a card, then put the top card of an opponent's library into their graveyard. If you correctly named the card, draw a card. Draw a card at the beginning of the next turn's upkeep.
Foresight <i>Woman</i> <i>Mermaid</i> AL(C2)	Sorcery	U1	Remove 3 cards of choice in your library from the game, then shuffle. Draw a card at the beginning of the next upkeep.
Forget HL(U1) 5th(R) 6th(R)	Sorcery	UU	Target player discards two cards from his or her hand, then draws as many cards as he or she discarded this way.
Fowl Play UG(C)	Enchant Creature	U2	Enchanted creature loses all abilities and is a 1/1 creature that counts as a Chicken.
Frantic Search UL(C) UL(FC)	Instant	U2	Draw two cards, then choose and discard two cards. Untap up to three lands.
Free-for-All UG(R)	Enchantment	U3	When Free-for-All comes into play, set aside all creatures in play, face down. During each player's upkeep, that player chooses a creature card at random from those set aside in this way and puts that creature into play under his or her control. If Free-for-All leaves play, but each creature still set aside this way into its owner's graveyard.
Frozen Solid SC(C) SC(FC)	Enchant Creature	UU1	Enchanted creature doesn't untap during its controller's untap step. ; When damage is dealt to enchanted creature, destroy it.
Fugitive Wizard LE(C) LE(FC) 8th(C) 8th(FC)	Creature - Wizard	U	1/1.
Future Sight ON(R) ON(FR)	Enchantment	UUU2	Play with the top card of your library revealed. ; You may play the top card of your library as though it were in your hand.
Fylamarid <i>TE(U)</i>	Summon Beast	UU1	1/3, Flying. Cannot be blocked by Blue creatures. Change a creature Blue until end of turn (U).
Gainsay <i>PS(U)</i> <i>PS(FU)</i>	Instant	U1	Counter target blue spell.
Gaseous Form LG(C1) 4th(C) 5th(C) 6th(C) BD(D1) TE(C)	Enchant Creature	U2	Enchanted creature deals no combat damage. Prevent all combat damage that would be dealt to enchanted creature.
Gempalm Sorcerer <i>LE(U)</i> <i>LE(FU)</i>	Creature - Wizard	U2	2/2. Cycling 2U. When you cycle Gempalm Sorcerer, all Wizards gain flying until end of turn.

Blue Spells (Part 13 of 35)

Card Name	Spell Type	Cost	Ability
Ghosthelm Courier <i>ON(U)</i> <i>ON(FU)</i>	Creature - Wizard	U2	2/1. You may choose not to untap Ghosthelm Courier during your untap step. ; 2U, Tap: As long as Ghosthelm Courier remains tapped, target Wizard gets +2/+2 and can't be the target of spells or abilities.
Ghostly Wings <i>TO(C)</i> <i>TO(FC)</i>	Enchant Creature	U1	Enchanted creature gets +1/+1 and has flying. ; Discard a card from your hand: Return enchanted creature to its owner's hand.
Ghost Ship <i>DK(C3)</i> <i>4th(U)</i>	Summon Ship	UU2	2/4, Flying, Regenerates (UUU)
Giant Albatross <i>In Air</i> <i>Above Ship</i> <i>HL(C4)</i>	Summon Albatross	U1	1/1, Flying. When this card is destroyed, opponent pays 2 life or buries each creature that damaged this card this turn (U1).
Giant Crab <i>TE(C)</i> <i>BD(D1)</i>	Summon Crab	U4	3/3. Cannot be the target of spells or abilities until end of turn (U).
Giant Octopus <i>PT(C)</i> <i>ST(C)</i> <i>7th(C)</i> <i>7th(FC)</i> <i>8th(D3)</i>	Creature - Octopus	U3	3/3.
Giant Oyster <i>HL(U3)</i>	Summon Oyster	UU2	0/3. Make a tapped creature not untap as normal and put a -1/-1 counter during each of your upkeeps for as long as this card is tapped (Tap). You can choose not to untap this card as normal. Remove all the -1/-1 counters if this card is untapped or leaves play.
Giant Shark <i>DK(C3)</i>	Summon Shark	U5	4/4, +2/+0 and Trample until end of turn if blocked-by/blocking a creature which was already damaged this turn; Cannot attack if opponent has no Islands, Buried if you have no Islands.
Giant Tortoise <i>AN(C3/1)</i> <i>4th(C)</i>	Summon Tortoise	U1	1/1, +0+3 while untapped.
Gilded Drake <i>US(R)</i>	Summon Drake	U1	3/3, Flying. When this comes into play, exchange control of this card for an opponent's creature or sacrifice this card.
Glacial Wall <i>LA(U)</i> <i>5th(U)</i> <i>6th(U)</i> <i>7th(U)</i> <i>7th(FU)</i>	Creature - Wall	U2	0/7. <i>(Walls can't attack.)</i>
Gliding Lcid <i>SH(U)</i>	Summon Lcid	U2	2/2. This card loses this ability, becomes a creature enchantment with "Creature gains Flying", and moves onto a creature (Tap+U). You can pay U to end this effect.
Glintwing Invoker <i>LE(C)</i> <i>LE(FC)</i>	Creature - Wizard Mutant	U4	3/3. 7U: Glintwing Invoker gets +3/+3 and gains flying until end of turn.
Glowing Anemone <i>MM(U)</i> <i>MM(FU)</i>	Creature - Beast	U3	1/3. When Glowing Anemone comes into play, you may return target land to its owner's hand.
Glyph of Delusion <i>LG(C1)</i>	Instant	U	One creature blocked by target Wall becomes tapped for N turns where N is the casting cost of the creature.
Graxiplon <i>ON(U)</i> <i>ON(FU)</i>	Creature - Beast	U5	3/4. Graxiplon is unblockable unless defending player controls three or more creatures that share a creature type.
Great Whale <i>US(R)</i>	Summon Whale	UU5	5/5. When this comes into play, untap up to 7 lands.
Grip of Amnesia <i>JU(C)</i> <i>JU(FC)</i>	Instant	U1	Counter target spell unless its controller removes his or her graveyard from the game. ; Draw a card.
Gulf Squid <i>PY(C)</i> <i>PY(FC)</i>	Creature - Beast	U3	2/2. When Gulf Squid comes into play, tap all lands target player controls.
Gush <i>MM(C)</i> <i>MM(FC)</i>	Instant	U4	You may return two islands you control to their owner's hand instead of paying Gush's mana cost. ; Draw two cards.
Hakim, Loreweaver <i>MI(R)</i>	Summon Legend	UU3	2/4, Flying. Destroy all enchantments on this card (Tap+UU). During upkeep if there are no enchantments on this card, play an enchantment from your graveyard onto him (UU).
Hammerhead Shark <i>SH(C)</i>	Summon Fish	U1	2/3. Cannot attack if defending player controls no Islands.
Hapless Researcher <i>JU(C)</i> <i>JU(FC)</i>	Creature - Wizard	U	1/1. Sacrifice Hapless Researcher: Draw a card, then discard a card from your hand.
Harmattan Efreet <i>MI(U)</i> <i>6th(U)</i>	Creature - Efreet	UU2	2/2, Flying. 1UU: Target creature gains flying until end of turn.
Hazy Homunculus <i>PY(C)</i> <i>PY(FC)</i>	Creature - Illusion	U1	1/1. Hazy Homunculus is unblockable as long as defending player controls an untapped land.
Heightened Awareness <i>PY(R)</i> <i>PY(FR)</i>	Enchantment	UU3	As Heightened Awareness comes into play, discard your hand. ; At the beginning of your draw step, draw a card.
Hermetic Study <i>US(C)</i>	Enchant Creature	U1	The creature gains "Do 1 damage to a creature or player (Tap)."
Hesitation <i>SH(U)</i>	Enchantment	U1	If a spell is played, counter that spell and sacrifice this card.
Hibernation <i>US(U)</i> <i>7th(U)</i> <i>7th(FU)</i> <i>8th(U)</i> <i>8th(FU)</i>	Instant	U2	Return all green permanents to their owners' hands.
High Seas <i>MM(U)</i> <i>MM(FU)</i>	Enchantment	U2	Red creature spells and green creature spells cost 1 more to play.
High Tide <i>Maddocks</i> <i>Tucker</i> <i>Weber</i> <i>FE(C3)</i>	Instant	U	All Islands produce an additional Blue mana until end of turn.
Hindering Touch <i>SC(C)</i> <i>SC(FC)</i>	Instant	U3	Counter target spell unless its controller pays 2. ; Storm.

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Blue Spells (Part 14 of 35)

Card Name	Spell Type	Cost	Ability
Homarid <i>Hoover</i> <i>Hudson</i> <i>Tedin</i> <i>Wackwitz</i> FE(C4)	Summon Homarid	U2	2/2. Starts with one counter. During upkeep add a counter. Gets -1/-1 if exactly one counter is on it and +1/+1 if exactly three counters are on it. If it has four counters, remove them all.
Homarid Shaman FE(U1)	Summon Homarid	UU2	2/1. Tap a green creature (U)
Homarid Spawning Bed FE(U3)	Enchantment	UU	Put N Camarid 1/1 blue creature tokens into play (UU1+Sacrifice a blue creature). N is the casting cost of the blue creature.
Homarid Warrior <i>Asplund-Faith</i> <i>Gelon</i> <i>Shuler</i> FE(C1) FE(C1) 5th(C)	Summon Homarid	U4	3/3. May not be the target of spells or effects until end of turn, but does not untap as normal during your next untap (U+ Tap this card if it is not already tapped).
Hoodwink MM(C) MM(FC)	Instant	U1	Return target artifact, enchantment, or land to its owner's hand.
Horned Turtle TE(C) PT(C) 6th(C) 7th(C) 7th(FC) 8th(C) 8th(FC)	Creature - Turtle	U2	1/4.
Horseshoe Crab US(C)	Summon Crab	U2	1/3. Untap this card (U).
Hunting Drake PS(C) PS(FC)	Creature - Drake	U4	2/2, Flying. When Hunting Drake comes into play, put target red or green creature on top of its owner's library.
Hurkyl's Recall AQ(U1) RV(R) 4th(R) 5th(R)	Instant	U1	Sends all of target player's artifacts from play into hand.
Hydroblast IA(C) 5th(U)	Interrupt	U	Counter a red spell or destroy a red permanent.
Hydromorph Guardian TO(C) TO(FC)	Creature - Guardian	U2	2/2. U,Sacrifice Hydromorph Guardian: Counter target spell that targets one or more creatures you control.
Hydromorph Gull TO(U) TO(FC)	Creature - Bird Guardian	UU3	3/3, Flying. U,Sacrifice Hydromorph Gull: Counter target spell that targets one or more creatures you control.
Iceberg IA(U)	Enchantment	UUX	Gain 1 colorless mana (remove a counter). Put X counters on this card when it is brought into play. Put a counter on this card (3).
Ice Cave AP(R) AP(FC)	Enchantment	UU3	Whenever a player plays a spell, any other player may pay that spell's mana cost. If a player does, counter the spell. (Mana cost includes color.)
Icy Prison IA(R)	Enchantment	UU	Remove a creature from the game until this card leaves play. This card is destroyed during your upkeep unless a player pays 3 mana to prevent it.
Illuminated Wings UD(C) UD(FC)	Enchant Creature	U1	Enchanted creature gains flying. ; 2,Sacrifice Illuminated Wings: Draw a card.
Illusionary Forces IA(C)	Summon Illusion	U3	4/4, Flying. Cumulative Upkeep=U.
Illusionary Presence IA(R)	Summon Illusion	UU1	2/2. During your upkeep, gains a Landwalk ability of choice until end of turn. Cumulative Upkeep=U.
Illusionary Terrain IA(U)	Enchantment	UU	Change all basic lands of one type to another type. Cumulative Upkeep=2 mana.
Illusionary Wall IA(C)	Summon Wall	U4	7/4, Wall, Flying, First Strike. Cumulative Upkeep=U.
Illusions of Grandeur IA(R)	Enchantment	U3	Gain 20 life when brought into play and lose 20 when it leaves play. Cumulative Upkeep=2 mana.
Imagecrafter ON(C) ON(FC)	Creature - Wizard	U	1/1. Tap: Choose a creature type other than Legend or Wall. Target creature's type becomes that type until end of turn.
Imaginary Pet US(R)	Summon Illusion	U1	4/4. During your upkeep, if you have a card in hand, return this card to owner's hand.
Immobilizing Ink OD(C) OD(FC)	Enchant Creature	U1	Enchanted creature doesn't untap during its controller's untap step. ; Enchanted creature has "1,Discard a card from your hand: Untap this creature."
Impulse VI(C) BD(D1)	Instant	U1	Look at the top 4 cards of your library. Keep 1 and put the others back, then shuffle your library.
Indentured Djinn MM(U) MM(FC)	Creature - Djinn	UU1	4/4, Flying. When Indentured Djinn comes into play, each other player may draw up to three cards.
Index AP(C) AP(FC) 8th(C) 8th(FC)	Sorcery	U	Look at the top five cards of your library, then put them back in any order.
Infiltrate NE(C) NE(FC)	Instant	U	Target creature is unblockable this turn.
Information Dealer ON(C) ON(FC)	Creature - Wizard	U1	1/1. Tap: Look at the top X cards of your library, where X is the number of Wizards in play, then put them back in any order.
Infuse IA(C)	Instant	U2	Untap a creature, artifact, or land. Draw a card during the next player's upkeep.
Ingenious Thief PT(U) ST(C)	Creature - Thief	U1	1/1, Flying.
Insight TE(U) 6th(U)	Enchantment	U2	Whenever one of your opponents plays a green spell, you draw a card.

Blue Spells (Part 15 of 35)

Card Name	Spell Type	Cost	Ability
Inspiration VI(C) 6th(C) 7th(C) 7th(FC) 8th(C) 8th(FC)	Instant	U3	Target player draws two cards.
Interdict TE(U)	Interrupt	U1	Counter target artifact, creature, enchantment, or land ability with an activation cost. Abilities of that permanent cannot be played again this turn. Draw a card.
Intervene UL(C) UL(FC)	Interrupt	U	Counter target spell that targets a creature.
In the Eye of Chaos LG(R)	Enchant World	U2	All instants and interrupts are countered unless the spell cost is paid a second time with any color mana.
Intruder Alarm SH(R) 8th(R) 8th(FR)	Enchantment	U2	Creatures don't untap during their controllers' untap steps. ; Whenever a creature comes into play, untap all creatures.
Intuition TE(R)	Instant	U2	Search your library for any 3 cards and show them to an opponent. They choose one card to go in your hand while the others go in your graveyard. Shuffle your library.
Invisibility A/B/U(C) 8th(U) 8th(FU)	Enchant Creature	UU	Enchanted creature can't be blocked except by Walls.
Invoke Prejudice LG(R)	Enchantment	UUUU	Opponent must pay N additional mana to cast summon spells that are not the same color as one of your creatures; N is the cost of the summon spell.
Iridescent Drake UD(U) UD(FU)	Creature - Drake	U3	2/2, Flying. When Iridescent Drake comes into play, return target enchant creature card from a graveyard to play enchanting Iridescent Drake. (You control that enchantment.)
Island Fish Jasconius AN(U2) RV(R) 4th(R)	Summon Island Fish	UUU4	6/8; Does not untap as normal; Pay UUU during upkeep to untap; Cannot attack if opponent has no Islands; Buried if you have no Islands. { AN+RV = was destroyed }
Ixidor, Reality Sculptor ON(R) ON(FR)	Creature - Wizard Legend	UU3	3/4. Face-down creatures get +1/+1. ; 2U: Turn target face-down creature face up.
Ixidor's Will ON(C) ON(FC)	Instant	U2	Counter target spell unless its controller pays 2 for each Wizard in play.
Jaded Response AP(C) AP(FC)	Instant	U1	Counter target spell if it shares a color with a creature you control.
Jilt AP(C) AP(FC)	Instant	U1	Kicker 1R (You may pay an additional 1R as you play this spell.) ; Return target creature to its owner's hand. If you paid the kicker cost, Jilt deals 2 damage to another target creature.
Jinx HL(C1)	Instant	U1	Turn a land to any basic type until end of turn. Draw a card at the beginning of the next upkeep.
Jolt MI(C)	Instant	U2	Tap or untap a creature, artifact or land. Draw a card at the beginning of the next turn's upkeep.
Jolting Merfolk NE(U) NE(FU)	Creature - Merfolk	UU2	2/2. Fading 4 (This creature comes into play with four fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.) ; Remove a fade counter from Jolting Merfolk: Tap target creature.
Jump A/B/U(C) RV(C) 4th(C)	Instant	U	Creature gets Flying until end of turn.
Juxtapose LG(R) CH(U1) 5th(R) 6th(R)	Sorcery	U3	You and target player exchange control of the creature you each control with the highest converted mana cost. Then exchange control of artifacts the same way. (If two or more permanents a player controls are tied for highest cost, that player chooses between them.)
Karn's Touch MM(R) MM(FR)	Instant	UU	Target noncreature artifact becomes an artifact creature with power and toughness each equal to its converted mana cost until end of turn. (It retains its abilities.)
Keeneye Aven LE(C) LE(FC)	Creature - Bird Soldier	U3	2/3, Flying. Cycling 2.
Keeper of the Mind EX(U)	Summon Wizard	UU	1/2. If target opponent has at least 2 more cards in hand than you, draw a card (Tap+U).
Keeper of the Nine Gales LE(R) LE(FR)	Creature - Bird Wizard	U2	1/2, Flying. Tap, Tap two untapped Birds you control: Return target permanent to its owner's hand.
Keep Watch JU(C) JU(FC)	Instant	U2	Draw a card for each attacking creature.
Killer Whale EX(U) BD(D1)	Summon Whale	UU3	3/5. Flying until end of turn (U).
King Crab UL(U) UL(FU)	Summon Crab	UU4	4/5. 1U, Tap: Put target green creature on top of owner's library.
Kingfisher UD(C) UD(FC)	Creature - Bird	U3	2/2, Flying. When Kingfisher is put into a graveyard from play, draw a card.
Knight of the Mists VI(C)	Summon Knight	U2	2/2, Flanking. When enters play, pay U or bury a Knight.
Krovikan Sorcerer IA(C) 5th(C)	Summon Wizard	U2	1/1. Discard a non-black card then draw a card (Tap). Discard a black card then draw 2 cards and discard one (Tap).
Kukemssa Pirates MI(R)	Summon Pirates	U3	2/2. If attacks and is not blocked, may deal no damage to take control of an artifact defending player controls.

Blue Spells (Part 16 of 35)

Card Name	Spell Type	Cost	Ability
Kukemssa Serpent	MI(C)	U3	4/3, IslandHome. Change an opponent's land into an Island until end of turn (U+Sacrifice an Island).
Labyrinth Minotaur	HL(C2) HL(C2) 5th(C)	U3	1/4. Creatures it blocks do not untap as normal during their next untap.
Land Equilibrium	LG(R)	UU2	If opponent has at least as many land as you do, then opponent must sacrifice a land when playing a new one.
Laquatus's Creativity	OD(U) OD(FU)	U4	Target player draws cards equal to the number of cards in that player's hand, then discards that many cards.
Laquatus's Disdain	JU(U) JU(FU)	U1	Counter target spell played from a graveyard. ; Draw a card.
Lat-Nam's Legacy	AL(C2)	U1	Shuffle a card from your hand into your library to draw 2 cards at the beginning of the next upkeep.
Launch	US(C)	U1	The creature gains Flying.
Leap	SH(C)	U	Give a creature Flying until end of turn. Draw a card.
Legacy's Allure	TE(U)	UU	Gain control of a creature with power less than or equal to the number of counters on this card (Sacrifice this card). You can put a counter on this card during your upkeep.
Legerdemain	TE(U)	UU2	Permanently swap control of an artifact or creature for control of target permanent of the same type.
Leviathan	DK(U1) 4th(R) 5th(R) BD(D1)	UUUU5	10/10, Trample; Does not untap as normal, sacrifice 2 Islands during upkeep to untap it; Cannot attack unless 2 Islands are sacrificed; Enters play tapped.
Levitation	UL(U) UL(FU) 7th(U) 7th(FU)	UU2	Creatures you control have flying.
Library of Lat-Nam	AL(R2) 6th(R)	U4	Target opponent chooses one - You draw three cards at the beginning of the next turn's upkeep; or you search your library for a card, put that card into your hand, and then shuffle your library.
Lifetap	A/B/U(U) RV(U) 4th(U) 5th(U)	UU	Gain 1 life when opponent taps a Forest.
Lilting Refrain	US(U)	U1	Counter a spell unless caster pays 1 mana for each counter on this card (Sacrifice this card). During your upkeep, you may put a counter on this card.
Lingering Mirage	US(U)	U1	Cycling 2. Enchanted land is an island.
Liquify	TO(C) TO(FC)	U2	Counter target spell with converted mana cost 3 or less. If it's countered this way, remove it from the game instead of putting it into its owner's graveyard.
Living Airship	AP(C) AP(FC)	U3	2/3, Flying. 2G: Regenerate Living Airship.
Llawan, Cephalid Empress	TO(R) TO(FR)	U3	2/3. When Llawan, Cephalid Empress comes into play, return all blue creatures your opponents control to their owners' hands. ; Your opponents can't play blue creature spells.
Long-Term Plans	SC(U) SC(FU)	U2	Search your library for a card, shuffle your library, then put that card third from the top.
Lord of Atlantis	A/B/U(R) RV(R) 4th(R) 5th(R) 6th(R) 7th(R) 7th(FR)	UU	2/2. All Merfolk get +1/+1 and have islandwalk.
Lost in Thought	JU(C) JU(FC)	U1	Enchanted creature can't attack or block and its activated abilities can't be played. Its controller may remove three cards in his or her graveyard from the game to ignore this ability until end of turn.
Mage's Guile	ON(C) ON(FC)	U1	Target creature can't be the target of spells or abilities this turn. ; Cycling U.
Magical Hack	A/B/U(R) RV(R) 4th(R) 5th(R)	U	Change land type references on one spell or permanent. {ABU+RV = Was spell or card }
Magus of the Unseen	IA(R) 5th(R)	U1	1/1. Take control of an artifact until end of turn and get it untapped (Tap+U1). If it is an artifact creature, it does not have summoning sickness. Creature becomes tapped when you lose control of it at end of turn.
Mahamoti Djinn	A/B/U(R) RV(R) 4th(R) BD(D1) 7th(R) 7th(FR) 8th(R) 8th(FR)	UU4	5/6, Flying

Blue Spells (Part 17 of 35)

Card Name	Spell Type	Cost	Ability
Mana Breach <i>EX(U)</i> <i>7th(U)</i> <i>7th(FU)</i>	Enchantment	U2	Whenever a player plays a spell, that player returns a land he or she controls to its owner's hand.
Mana Chains <i>WL(C)</i>	Enchant Creature	U	Creature gets "Cumulative Upkeep: 1".
Mana Drain <i>LG(U)</i>	Interrupt	UU	Counters target spell and gives N colorless mana to you next turn. N is the cost of the spell countered.
Mana Leak <i>SH(C)</i> <i>BR(D1)</i> <i>8th(C)</i> <i>8th(FC)</i>	Instant	U1	Counter target spell unless its controller pays 3.
Mana Maze <i>IN(R)</i> <i>IN(FR)</i>	Enchantment	U1	Players can't play spells that share a color with the spell last played this turn.
Mana Severance <i>TE(R)</i>	Sorcery	U1	Remove any number of land cards from your library and the game. Shuffle.
Mana Short <i>A(R)</i> <i>B/U(R)</i> <i>RV(R)</i> <i>4th(R)</i> <i>6th(R)</i> <i>7th(R)</i> <i>7th(FR)</i>	Instant	U2	Tap all lands target player controls and empty his or her mana pool.
Mana Vapors <i>PY(U)</i> <i>PY(FU)</i>	Sorcery	U1	Lands target player controls don't untap during his or her next untap step.
Mana Vortex <i>DK(U1)</i>	Enchantment	UU1	All players must sacrifice a land each upkeep; Vortex is destroyed when there are no lands in play; Must sacrifice a land when casting Vortex or it is countered.
Manipulate Fate <i>IN(U)</i> <i>IN(FU)</i>	Sorcery	U1	Search your library for three cards, remove them from the game, then shuffle your library. ; Draw a card.
Man-o'-War <i>VI(C)</i> <i>BR(D1)</i> <i>PT(U)</i> <i>ST(U)</i>	Creature - Jellyfish	U2	2/2. When Man-o'-War comes into play, return target creature to its owner's hand.
Manta Ray <i>WL(C)</i>	Summon Fish	UU1	3/3. IslandHome= Cannot attack if opponent has no Islands; Buried if you have no Islands. Can only be blocked by blue creatures.
Manta Riders <i>TE(C)</i> <i>BR(D1)</i>	Summon Merfolk	U	1/1. Flying until end of turn (U).
Marjhan <i>HL(U1)</i>	Summon Serpent	UU5	8/8. Does not untap as normal. During upkeep, untap this card (UU+Sacrifice a creature). Do 1 damage to a non-Flying attacking creature and give -1/-0 until end of turn to this card (UU). Cannot attack if defender controls no Islands. Bury this card if you control no Islands.
Mask of the Mimic <i>SH(U)</i>	Instant	U	Sacrifice a creature when playing this spell. Search your library for any copy of target creature card and put it into play. Shuffle.
Master of the Veil <i>LE(U)</i> <i>LE(FU)</i>	Creature - Wizard	UU2	2/3. Morph 2U. When Master of the Veil is turned face up, you may turn target creature with morph face down.
Mawcor <i>TE(R)</i> <i>7th(R)</i> <i>7th(FR)</i>	Creature - Beast	UU3	3/3, Flying. Tap: Mawcor deals 1 damage to target creature or player.
Meddle <i>MI(U)</i> <i>ON(U)</i> <i>ON(FU)</i>	Instant	U1	If target spell has only one target and that target is a creature, change that spell's target to another creature.
Meditate <i>TE(R)</i>	Instant	U2	Skip your next turn as part of the play cost. Draw four cards.
Memory Lapse <i>Woman</i> <i>Man</i> <i>HL(C2)</i> <i>HL(C2)</i> <i>5th(C)</i> <i>6th(C)</i> <i>MI(C)</i> <i>7th(C)</i> <i>7th(FC)</i>	Instant {HL/5th/MI: was Interrupt}	U1	Counter target spell. Put it on top of its owner's library instead of into that player's graveyard.
Mental Discipline <i>UD(C)</i> <i>UD(FC)</i>	Enchantment	UU1	1U, Choose and discard a card from your hand: Draw a card.
Mental Note <i>JU(C)</i> <i>JU(FC)</i>	Instant	U	Put the top two cards of your library into your graveyard. ; Draw a card.
Merchant of Secrets <i>LE(C)</i> <i>LE(FC)</i> <i>8th(C)</i> <i>8th(FC)</i>	Creature - Wizard	U2	1/1. When Merchant of Secrets comes into play, draw a card.
Merchant Scroll <i>HL(C1)</i> <i>8th(U)</i> <i>8th(FU)</i>	Sorcery	U1	Search your library for a blue instant card, reveal that card, and put it into your hand. Then shuffle your library.
Merchant Ship <i>AN(U3)</i>	Summon Ship	U	0/2; Gain 2 life if attacks and is not blocked; Cannot attack if opponent does not have Islands, Destroyed if you have no Islands.
Mercurial Kite <i>SC(C)</i> <i>SC(FC)</i>	Creature - Bird	U3	2/2, Flying. Whenever Mercurial Kite deals combat damage to a creature, tap that creature. It doesn't untap during its controller's next untap step.
Merfolk Assassin <i>DK(U2)</i>	Summon Merfolk	UU	1/2, Tap to destroy an IslandWalking creature
Merfolk Looter <i>EX(C)</i> <i>7th(U)</i> <i>7th(FU)</i>	Creature - Merfolk	U1	1/1. Tap: Draw a card, then discard a card from your hand.

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Blue Spells (Part 18 of 35)

Card Name	Spell Type	Cost	Ability
Merfolk of the Pearl Trident A/B/U(C) RV(C) 4th(C) 5th(C) 6th(C) PT(C) ST(D) 7th(C) 7th(FC)	Creature - Merfolk	U	1/1.
Merfolk Raiders MI(C)	Summon Merfolk	U1	2/3, Phasing, IslandWalk.
Merfolk Seer MI(C)	Summon Merfolk	U2	2/2. Draw a card; use only when this card is put into the graveyard from play (U1).
Merfolk Traders WL(C)	Summon Merfolk	U1	1/2. When this card comes into play, draw a card then discard a card.
Merseine Hudson Organ-Kean Tucker Venters FE(C4)	Enchant Creature	UU2	Put 3 counters on this card. Creature's controller can pay the creature's casting cost to remove a counter. Creature does not untap as normal if there are any counters.
Mesmeric Trance IA(R)	Enchantment	UU1	Discard and then draw a card (U). Cumulative Upkeep=1 mana.
Metamorphose SC(U) SC(FU)	Instant	U1	Put target permanent an opponent controls on top of its owner's library. That opponent may put an artifact, creature, enchantment, or land card from his or her hand into play.
Metathran Aerostat IN(R) IN(FR)	Creature - Ship	UU2	2/2, Flying. ; XU: You may put a creature card with converted mana cost X from your hand into play. If you do, return Metathran Aerostat to its owner's hand.
Metathran Elite UD(U) UD(FU)	Creature - Soldier	UU1	2/3. Metathran Elite is unblockable as long as it's enchanted.
Metathran Soldier UD(C) UD(FC)	Creature - Soldier	U1	1/1. Metathran Soldier is unblockable.
Metathran Transport IN(U) IN(FU)	Creature - Ship	UU1	1/3, Flying. ; Metathran Transport can't be blocked by blue creatures. ; U: Target creature becomes blue until end of turn.
Metathran Zombie IN(C) IN(FC)	Creature - Zombie	U1	1/1. B: Regenerate Metathran Zombie.
Mind Bend MI(U) 8th(R) 8th(FR)	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.)
Mind Bomb DK(U1) 4th(U) 5th(U)	Sorcery	U	Each player takes 3 damage but can discard up to 3 cards where each card prevents one point of damage.
Mind Games SH(C)	Instant	U	Buyback U2. Tap an artifact, creature, or land.
Mind Harness MI(U)	Enchant Creature	U	Play on a red or green creature to gain control of it. Cumulative Upkeep= 1 mana.
Mind Over Matter EX(R)	Enchantment	UUU2	Tap or untap target artifact, creature, or land (Discard a card).
Mind's Desire SC(R)SC(FR) R	Sorcery	UU4	Shuffle your library. Then remove the top card of your library from the game. Until end of turn, you may play it as though it were in your hand without paying its mana cost. (If it has X in its mana cost, X is 0.) ; Storm.
Mirozel EX(U)	Summon Illusion	U3	2/3, Flying. Send this card to owner's hand if it is targeted by a spell or ability.
Mirror Wall JU(C) JU(FC)	Creature - Wall	U3	3/4. (Walls can't attack.) W: Mirror Wall may attack this turn as though it weren't a Wall.
Miscalculation UL(C) UL(FC)	Interrupt	U1	Cycling 2. Counter target spell unless its caster pays an additional 2.
Mischievous Quanan SC(R) SC(FR)	Creature - Beast	U4	3/3. 3UU: Turn Mischievous Quanan face down. ; Morph 1UU. ; When Mischievous Quanan is turned face up, copy target instant or sorcery spell. You may choose new targets for that copy.
Misdirection MM(R) MM(FR)	Instant	UU3	You may remove a blue card in your hand from the game instead of paying Misdirection's mana cost. ; Target spell with a single target targets another target instead.
Misstep MM(C) MM(FC)	Sorcery	U1	Creatures target player controls don't untap during that player's next untap step.
Mist Dragon MI(R)	Summon Dragon	UU4	4/4, Flying (0). Loses Flying (0). Phases out (UU3).
Mistfolk IA(C)	Summon Mistfolk	UU	1/2. Counter a spell targeting this card (U).
Mistform Dreamer ON(C) ON(FC)	Creature - Illusion	U2	2/1, Flying. 1: Mistform Dreamer's type becomes the creature type of your choice until end of turn.
Mistform Mask ON(C) ON(FC)	Enchant Creature	U1	1: Enchanted creature's type becomes the creature type of your choice until end of turn.
Mistform Wall ON(C) ON(FC)	Creature - Illusion Wall	U2	1/4. (Walls can't attack.) 1: Mistform Wall's type becomes the creature type of your choice until end of turn.
Mistform Mutant ON(U) ON(FU)	Creature - Illusion Mutant	UU4	3/4. 1U: Choose a creature type other than Legend or Wall. Target creature's type becomes that type until end of turn.
Mistform Seaswift LE(C) LE(FC)	Creature - Illusion	U3	3/1, Flying. 1: Mistform Seaswift's type becomes the creature type of your choice until end of turn. ; Morph 1U.
Mistform Shrieker ON(U) ON(FU)	Creature - Illusion	UU3	3/3, Flying. 1: Mistform Shrieker's type becomes the creature type of your choice until end of turn. ; Morph 3UU.

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Card Name	Spell Type	Cost	Ability
Mistform Skyreaver ON(R) ON(FR)	Creature - Illusion	UU5	6/6, Flying. 1: Mistform Skyreaver's type becomes the creature type of your choice until end of turn.
Mistform Sliver LE(C) LE(FC)	Creature - Illusion Sliver	U1	1/1. All Slivers have "1: This creature's type becomes the creature type of your choice in addition to its other types until end of turn."
Mistform Stalker ON(U) ON(FU)	Creature - Illusion	U1	1/1. 1: Mistform Stalker's type becomes the creature type of your choice until end of turn. ; 2UU: Mistform Stalker gets +2/+2 and gains flying until end of turn.
Mistform Ultimus LE(R) LE(FR)	Creature - Illusion Legend	U3	3/3. Mistform Ultimus is every creature type (even if this card isn't in play). ; Mistform Ultimus may attack as though it weren't a Wall.
Mistform Wakecaster LE(U) LE(FU)	Creature - Illusion	U4	2/3, Flying. 1: Mistform Wakecaster's type becomes the creature type of your choice until end of turn. ; 2UU, Tap: Choose a creature type. The type of each creature you control becomes that type until end of turn.
Mistform Warchief SC(U) SC(FU)	Creature - Illusion	U2	1/3. Creature spells you play that share a creature type with Mistform Warchief cost 1 less to play. ; Tap: Mistform Warchief's type becomes the creature type of your choice until end of turn.
Mist of Stagnation JU(R) JU(FR)	Enchantment	UU3	Permanents don't untap during their controllers' untap steps. ; At the beginning of each player's upkeep, that player untaps a permanent for each card in his or her graveyard.
Mnemonic Sliver TE(U)	Summon Sliver	U2	2/2. Each Sliver gains "Draw a card (2+Sacrifice this creature)".
Morphling US(R)	Summon Shapeshifter	UU3	3/3. Untap this(U). Flying until end of turn (U). +1/-1 until end of turn (1). -1/+1 until end of turn (1). Cannot be targeted by spells or abilities until end of turn (U).
Musician IA(R)	Summon Mage	U2	1/3. Put a counter on a creature (Tap). Creature's controller must pay 1 mana for each counter during upkeep or bury the creature. Cumulative Upkeep=1 mana.
Mystical Tutor MI(U) 6th(U)	Instant	U	Search your library for an instant or sorcery card and reveal that card. Shuffle your library, then put the card on top of it.
Mystic Decree HL(U1)	Enchant World	UU2	All creatures lose Flying and IslandWalk.
Mystic Denial PT(U) P2(U)	Sorcery	UU1	Play Mystic Denial only in response to another player playing a creature or a sorcery. That card has no effect, and that player puts it into his or her graveyard.
Mystic Might IA(R)	Enchant Land	U	Play on one of your lands. Tap the land to give a creature +2/+2 until end of turn. Cumulative Upkeep=U1.
Mystic Remora IA(C)	Enchantment	U	You may draw a card whenever targeted opponent casts a non-creature spell, unless they pay 4 mana. Cumulative Upkeep=1 mana.
Mystic Veil VI(C)	Enchant Creature	U1	Creature cannot be targeted by spells or effects. You can play this as an instant, but it is buried at end of turn if you do.
Nameless One ON(U) ON(FU)	Creature - Wizard Avatar	U3	*/*. Nameless One's power and toughness are each equal to the number of Wizards in play. ; Morph 2U.
Narwhal HL(U1)	Summon Narwhal	UU2	2/2, First Strike, Protection from Red
Noble Benefactor WL(U)	Summon Cleric	U2	2/2. If this card is put into the graveyard from play, each player may bring one card of choice from their library into their hand and then shuffles.
Oath of Scholars EX(R)	Enchantment	U3	During each player's upkeep, if that player has fewer cards in hand than target opponent, the player may discard their hand and draw three cards.
Obsessive Search TO(C) TO(FC)	Instant	U	Draw a card. ; Madness U (You may play this card for its madness cost at the time you discard it from your hand.)
Old Man of the Sea AN(U2)	Summon Marid	UU1	2/3; Tap to control creature of power less than or equal to the Old Man's; May choose not to untap; Lose control if becomes untapped or power becomes greater than Old Man's.
Omen PT(C)	Sorcery	U1	Look at the top three cards of your deck and return them in any order. You may choose to shuffle your deck. Then draw a card.
Ophidian WL(C)	Summon Snake	U2	1/3. Draw a card and this card deals no damage in combat this turn (0). Usable only when attacking and not blocked and only once per turn.
Opportunity UL(U) UL(FU) BR(D1) 7th(U) 7th(FU)	Instant	UU4	Target player draws four cards.
Opposition UD(R) UD(FR) 7th(R) 7th(FR)	Enchantment	UU2	Tap an untapped creature you control: Tap target artifact, creature, or land.
Opt IN(C) IN(FC)	Instant	U	Look at the top card of your library. You may put that card on the bottom of your library. ; Draw a card.
Oraxid NE(C) NE(FC)	Creature - Beast	U3	2/3, Protection from Red.
Overburden PY(R) PY(FR)	Enchantment	U1	Whenever a player puts a creature card into play, that player returns a land he or she controls to its owner's hand.

Blue Spells (Part 20 of 35)

Card Name	Spell Type	Cost	Ability
Overtaker MM(R) MM(FR)	Creature - Spellshaper	U1	1/1. 3U, Tap, Discard a card from your hand: Untap target creature and gain control of it until end of turn. That creature gains haste until end of turn. (It may attack and Tap the turn it comes under your control.).
Ovinomancer <i>VI(U)</i>	Summon Sorcerer	U2	0/1. When enters play, send 3 of your basic lands to owner's hand or bury this card. Bury a creature and put a 0/1 green Sheep token into play under the creature's controller's control (Tap+Send this card to owner's hand).
Owl Familiar <i>PT(C)</i> <i>ST(U)</i>	Creature - Bird	U1	1/1, Flying.
Pale Moon NE(R) NE(FR)	Instant	U1	Until end of turn, if a player taps a nonbasic land for mana, it produces colorless mana instead of its normal type.
Palinchron UL(R) UL(FR)	Summon Illusion	UU5	4/5, Flying. When Palinchron comes into play, untap up to seven lands. ; 2UU: Return Palinchron to owner's hand.
Paradigm Shift WL(R)	Sorcery	U1	Remove all cards in your library from the game, then shuffle your graveyard into your library.
Parallax Tide NE(R) NE(FR)	Enchantment	UU2	Fading 5. ; Remove a fade counter from Parallax Tide: Remove target land from the game. ; When Parallax Tide leaves play, each player returns to play all cards he or she owns removed from the game with Parallax Tide.
Parallel Thoughts SC(R) SC(F) R	Enchantment	UU3	When Parallel Thoughts comes into play, search your library for seven cards, remove them from the game in a face-down pile, and shuffle that pile. Then shuffle your library. ; If you would draw a card, you may instead put the top card of the pile you removed into your hand.
Part Water <i>LG(U)</i>	Sorcery	UXX	Gives X creatures IslandWalk.
Patron Wizard OD(R) OD(FR)	Creature - Wizard	UUU	2/2. Tap an untapped Wizard you control: Counter target spell unless its controller pays 1.
Pedantic Learning OD(R) OD(FR)	Enchantment	UU	Whenever a land card is put into your graveyard from your library, you may pay 1. If you do, draw a card.
Peek <i>OD(C)</i> <i>OD(EC)</i>	Instant	U	Look at target player's hand. ; Draw a card.
Peer Pressure ON(R) ON(FR)	Sorcery	U3	Choose a creature type. If you control more creatures of that type than any other player, you gain control of all creatures of that type. (This effect doesn't end at end of turn.)
Pemmin's Aura <i>SC(U)</i> <i>SC(FU)</i>	Enchant Creature	UU1	U: Untap enchanted creature. ; U: Enchanted creature gains flying until end of turn. ; U: Enchanted creature can't be the target of spells or abilities this turn. ; 1: Enchanted creature gets +1/-1 or -1/+1 until end of turn.
Pendrell Drake <i>US(C)</i>	Summon Drake	U3	Cycling 2. 2/3, Flying.
Pendrell Flux <i>US(C)</i>	Enchant Creature	U1	The creature gains "During your upkeep, pay this creature's casting cost or sacrifice it."
Pendrell Mists WL(R)	Enchantment	U3	All creatures gain "Pay 1 during your upkeep or bury this creature."
Peregrine Drake <i>US(U)</i>	Summon Drake	U	2/3, Flying. When this comes into play, untap up to 5 lands.
Personal Tutor <i>PT(U)</i>	Sorcery	U	Search your deck for a sorcery and reveal that card to all players. Shuffle your deck and put the revealed card on top of it.
Persuasion OD(R) OD(FR)	Enchant Creature	UU3	You control enchanted creature.
Phantasmal Forces <i>A(U)</i> <i>B/U(U)</i> <i>RV(U)</i> <i>4th(U)</i> <i>5th(U)</i>	Summon Phantasm	U3	4/1, Flying; Pay U during upkeep or Forces are destroyed.
Phantasmal Mount <i>LA(U)</i>	Summon Phantasm	U1	1/1, Flying. Give one of your creatures with toughness <3 +1/+1 and Flying until end of turn (Tap). If either this card or the creature leaves play this turn, bury the other.
Phantasmal Sphere AL(R2)	Summon Phantasm	U1	0/1, Flying. Put a +1/+1 counter on it at the beginning of upkeep. Pay * mana during upkeep or bury this card. When this card leaves play, put a */* blue flying Orb token into play under opponent's control. *= number of +1/+1 counters on this card.
Phantasmal Terrain <i>A/B/U(C)</i> <i>RV(C)</i> <i>4th(C)</i> <i>5th(C)</i> <i>6th(C)</i> <i>IN(C)</i> <i>IN(EC)</i>	Enchant Land	UU	As Phantasmal Terrain comes into play, choose a basic land type. ; Enchanted land is a land of the chosen type.
Phantom Monster <i>A/B/U(U)</i> <i>RV(U)</i> <i>4th(U)</i> <i>5th(U)</i>	Summon Phantasm	U3	3/3, Flying
Phantom Warrior <i>WL(U)</i> <i>6th(U)</i> PT(R) ST(R) <i>7th(U)</i> <i>7th(FU)</i> <i>8th(U)</i> <i>8th(FU)</i>	Creature - Illusion	UU1	2/2. Phantom Warrior is unblockable.

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Blue Spells (Part 21 of 35)

Card Name	Spell Type	Cost	Ability
Phantom Whelp OD(C) OD(FC)	Creature - Hound	U1	2/2. When Phantom Whelp attacks or blocks, return it to its owner's hand at end of combat.
Phantom Wings WL(C)	Enchant Creature	U1	Creature gains Flying. Send creature to owner's hand (Sacrifice this card).
Piracy P2(R) ST(R)	Sorcery	UU	This turn, you may tap lands you don't control to help pay for your spells.
Pirate Ship A/B/U(R) RV(R) 4th(R) 5th(R)	Summon Ship	U4	4/3, Tap to do 1 damage to target; IslandHome= Cannot attack if opponent has no Islands; Buried if you have no Islands. { ABU+RV = was destroyed }
Plagiarize TO(R) TO(FR)	Instant	U3	Until end of turn, if target player would draw a card, instead that player skips that draw and you draw a card.
Planar Overlay PS(R) PS(FR)	Sorcery	U2	Each player chooses a land he or she controls of each basic land type. Return those lands to their owners' hands.
Planeswalker's Mischief PS(R) PS(FR)	Enchantment	U2	3U: Target opponent reveals a card at random from his or her hand. If it's an instant or sorcery card, remove it from the game. As long as it remains removed from the game, you may play it as though it were in your hand without paying its mana cost. If it has X in its mana cost, X is 0. At end of turn, if you haven't played it, return it to owner's hand. Play this ability only any time you could play a sorcery.
Polar Kraken IA(R)	Summon Kraken	UUU8	11/11, Trample. Cumulative Upkeep=Sacrifice a land.
Political Trickery MI(R)	Sorcery	U2	Exchange control of a land you control for one of an opponent's.
Polymorph MI(R) 6th(R)	Sorcery	U3	Destroy target creature. It can't be regenerated. Its controller reveals cards from the top of his or her library until a creature card is revealed. The player puts that card into play and shuffles all other cards revealed this way into his or her library.
Portent IA(C) 5th(C)	Sorcery	U	Look at top 3 cards of a player's library and either put them back in any order or shuffle the whole library. Draw a card at the beginning of the next player's turn. {IA= Was begin of next upkeep}
Port Inspector MM(C) MM(FC)	Creature - Townsfolk	U1	1/2. Whenever Port Inspector becomes blocked, you may look at defending player's hand.
Possessed Aven TO(R) TO(FR)	Creature - Bird Soldier Horror	UU2	3/3, Flying. Threshold - Possessed Aven gets +1/+1, is black, and has "2B,Tap: Destroy target blue creature." (You have threshold as long as seven or more cards are in your graveyard.)
Power Artifact AQ(U3)	Enchant Artifact	UU	Reduce artifact use cost by 2 (minimum of 1); Does not affect artifacts with no use cost.
Power Leak A/B/U(C) RV(C) 4th(C)	Enchant Enchantment	U1	Enchantment costs 2 during upkeep or take 1 damage for each unpaid mana.
Power Sink A/B/U(C) RV(C) 4th(C) 5th(U) 6th(U) IA(C) BD(D1) MI(C) TE(C) US(C)	Instant {ABU/RV/4th/5th/IA/MI/TE/ US: was Interrupt}	UX	Counter target spell unless its controller pays X more. If he or she doesn't, tap all mana producing lands that player controls and empty his or her mana pool.
Power Taint US(C)	Enchant Enchantment	U1	Cycling 2. During the enchantment controller's upkeep, they pay 2 mana or lose 2 life.
Precognition TE(R)	Enchantment	U4	You may look at the top card of target opponent's library during your upkeep. You then choose to put that card on the top or bottom of their library.
Predict OD(U) OD(FU)	Instant	U1	Name a card, then put the top card of target player's library into his or her graveyard. If that card is the named card, you draw two cards. Otherwise, you draw a card.
Primoc Escapee LE(U) LE(FU)	Creature - Bird Beast	U6	4/4, Flying. Cycling 2.
Prismatic Lace MI(R)	Instant	U	Change a permanent to be of all the colors of your choice.
Private Research UD(U) UD(FU)	Enchant Creature	U	At the beginning of your upkeep, you may put a page counter on Private Research. ; When enchanted creature is put into a graveyard, draw a card for each page counter on Private Research.
Probe IN(C) IN(FC)	Sorcery	U2	Kicker 1B (You may pay an additional 1B as you play this spell.) ; Draw three cards, then discard two cards from your hand. ; If you paid the kicker cost, target player discards two cards from his or her hand.
Prodigal Sorcerer A/B/U(C) RV(C) 4th(C) 5th(C) 6th(C) BR(D1) 7th(C) 7th(FC)	Creature - Wizard	U2	1/1. Tap: Prodigal Sorcerer deals 1 damage to target creature or player.

Blue Spells (Part 22 of 35)

Card Name	Spell Type	Cost	Ability
Prohibit IN(C) IN(FC)	Instant	U1	Kicker 2 (You may pay an additional 2 as you play this spell.) ; Counter target spell if its converted mana cost is 2 or less. If you paid the kicker cost, counter that spell if its converted mana cost is 4 or less instead.
Propaganda TE(U)	Enchantment	U2	Each turn, each creature cannot attack you unless its controller pays 2 generic mana.
Prosperity VI(U) PT(R) 6th(U)	Sorcery	UX	Each player draws X cards.
Psionic Blast A/B/U(U)	Instant	U2	Does 4 damage to target, 2 damage to self.
Psionic Entity LG(R) 4th(R)	Summon Entity	U4	2/2, Tap for 2 damage to any target but takes 3 damage to itself.
Psionic Gift OD(C) OD(FC)	Enchant Creature	U1	Enchanted creature has "Tap: This creature deals 1 damage to target creature or player."
Psychic Allergy DK(U1)	Enchantment	UU3	Select a color when casting; Opponent takes 1 damage during upkeep for each card of that color they have in play; Sacrifice 2 Islands during upkeep or Allergy is destroyed.
Psychic Battle IN(R) IN(FR)	Enchantment	UU3	Whenever a player chooses one or more targets, each player reveals the top card of his or her library. The player who reveals the card with the highest converted mana cost may change the target or targets. If two or more cards are tied for highest cost, the target or targets remain unchanged.
Psychic Network UG(R)	Enchantment	U	Each player reveals the top card of his or her library to all other players by continuously holding it against his or her forehead. This does not allow a player to look at his or her own card. (That card still counts as the top card of your library. Whenever you draw a card, draw that one and replace it with the next card of your library.)
Psychic Purge LG(C1)	Sorcery	U	Does 1 damage to any target. If this card is discarded by your opponent's action, opponent loses 5 life.
Psychic Theft PY(R) PY(FR)	Sorcery	U1	Look at target player's hand, choose an instant or sorcery card from it, and remove that card from the game. You may play the card as though it were in your hand as long as the card remains removed from the game. At end of turn, if you haven't played the card, return it to its owner's hand.
Psychic Trance ON(R) ON(FR)	Instant	UU2	Until end of turn, Wizards you control gain "Tap: Counter target spell."
Psychic Transfer MI(R) 6th(R) ST(R)	Sorcery	U4	If the difference between your life total and target player's life total is 5 or less, exchange life totals with that player.
Psychic Venom A/B/U(C) RV(C) 4th(C) 5th(C) 6th(C)	Enchant Land	U1	Whenever enchanted land is tapped, Psychic Venom deals 2 damage to that land's controller.
Psychic Vortex WL(R)	Enchantment	UU2	At the end of your turn, sacrifice a land and discard your hand. Cumulative Upkeep: Draw a card.
Pulsating Illusion OD(U) OD(FU)	Creature - Illusion	U4	0/1, Flying. Discard a card from your hand; Pulsating Illusion gets +4/+4 until end of turn. Play this ability only once each turn.
Puppeteer OD(U) OD(FU) 8th(U) 8th(FU)	Creature - Wizard	U2	1/2. U,Tap: Tap or untap target creature.
Puppet Master LG(U) CH(U3)	Enchant Creature	UUU	If creature goes to graveyard, you may instead put it in your hand. If you pay UUU when this happens you may also reclaim this card.
Quash UD(U) UD(FU)	Instant	UU2	Counter target instant or sorcery spell. Search its controller's graveyard, hand, and library for all copies of that card and remove them from the game. That player then shuffles his or her library.
Quicksilver Dragon ON(R) ON(FR)	Creature - Dragon	UU4	5/5, Flying. U: If target spell has only one target and that target is Quicksilver Dragon, change that spell's target to another creature. ; Morph 4U.
Quicksilver Wall PY(U) PY(FU)	Creature - Wall	U2	1/6. (Walls can't attack.) 4: Return Quicksilver Wall to its owner's hand. Any player may play this ability.
Quiet Speculation JU(U) JU(FU)	Sorcery	U1	Search target player's library for up to three cards with flashback and put them into that player's graveyard. Then the player shuffles his or her library.
Rainbow Crow IN(U) IN(FU)	Creature - Bird	U3	2/2, Flying. 1: Rainbow Crow becomes the color of your choice until end of turn.
Rainbow Efreet VI(R)	Summon Efreet	U3	3/1, Flying. Phase out (UU).
Ransack SH(U) ST(R)	Sorcery	U3	Look at the top five cards of target player's library. Put any number of them on the bottom of that library in any order and the rest on top of the library in any order.
Raven Familiar UL(U) UL(FU)	Summon Bird	U2	1/2, Flying, Echo. When Raven Familiar comes into play, look at the top three cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order.

Blue Spells (Part 23 of 35)

Card Name	Spell Type	Cost	Ability
Raven Guild Initiate SC(C) SC(FC)	Creature - Wizard	U2	1/4. Morph - Return a Bird you control to its owner's hand.
Raven Guild Master SC(R) SC(FC) R	Creature - Wizard Mutant	UU1	1/1. Whenever Raven Guild Master deals combat damage to a player, that player removes the top ten cards of his or her library from the game. ; Morph 2UU.
Rayne, Academy Chancellor UD(R) UD(FC)	Creature - Wizard Legend	U2	1/1. Whenever you or a permanent you control is the target of a spell or ability controlled by one of your opponents, you may draw a card, and if Rayne, Academy Chancellor is enchanted, you may draw another card.
Ray of Command IA(C) 5th(C) MI(C) BR(D1)	Instant	U3	Take control of a creature opponent controls until end of turn and make it be untapped. It does not have summoning sickness. Creature becomes tapped when you lose control of it at end of turn.
Ray of Erasure IA(C)	Instant	U	Opponent puts 1 card from top of library into graveyard. Draw a card during the next player's upkeep.
Read the Runes ON(R) ON(FC)	Instant	UX	Draw X cards. For each card drawn this way, discard a card from your hand unless you sacrifice a permanent.
Reality Ripple MI(C)	Instant	U1	Make a creature, land or artifact phase out.
Reality Twist IA(R)	Enchantment	UUU	Mountains provide white mana, Forests provide black mana, Swamps provide green mana, and Plains provide red mana. Cumulative Upkeep=UU1
Rebound SH(U)	Interrupt	U1	Make a spell which only targets only a single player, target another player of your choice instead.
Rebuild UL(U) UL(FU)	Instant	U2	Cycling 2. Return all artifacts to owners' hands.
Recall LG(R) CH(U3) 5th(R) 6th(R)	Sorcery	UXX	Choose and discard X cards from your hand, then return that many cards from your graveyard to your hand. ; Remove Recall from the game.
Recantation US(R)	Enchantment	UU3	Send up to one permanent to owner's hand for each counter on this card (U+Sacrifice this card). During your upkeep, you may put a counter on this card.
Reconstruction AQ(C4) RV(C)	Sorcery	U	Take artifact from your graveyard to your hand [AQ card does not have Anvil symbol on it]
Reef Pirates <i>Pirates on Ship Ships</i> HL(C2) HL(C2) 5th(C)	Summon Ships	UU1	2/2. Put top card of opponent's library in their graveyard when this card damages them.
Reef Shaman AP(C) AP(FC)	Creature - Merfolk	U	0/2. Tap: Target land's type becomes the basic land type of your choice until end of turn.
Reins of Power SH(R)	Instant	UU2	Swap all your creatures for all of your opponent's, until end of turn. All creatures are untapped and do not have summoning sickness this turn.
Relearn WL(U) 6th(U) ST(U)	Sorcery	UU1	Return target instant or sorcery card from your graveyard to your hand.
Relic Bind LG(U) 4th(R)	Enchant Artifact	U2	Give one life or one damage to a player whenever artifact opponent controls is tapped. { LG = does not say opponent must control it but errata says this }
Reminisce ON(U) ON(FC)	Sorcery	U2	Target player shuffles his or her graveyard into his or her library.
Remove P2(U)	Sorcery	U	Play Remove only after you're attacked, before you declare blockers. Return any one attacking creature to its owner's hand.
Remove Soul LG(C2) CH(C3) 5th(C) 6th(C) ST(C) 7th(C) 7th(FC) 8th(C) 8th(FC)	Instant {LG/CH/5th: was Interrupt}	U1	Counter target creature spell.
Repel OD(C) OD(FC)	Instant	U3	Put target creature on top of its owner's library.
Repulse IN(C) IN(FC)	Instant	U2	Return target creature to its owner's hand. ; Draw a card.
Rescind US(C)	Instant	UU1	Cycling 2. Send a permanent to owner's hand.
Rescue UD(C) UD(FC)	Instant	U	Return target permanent you control to its owner's hand.
Reset LG(U)	Interrupt	UU	Untaps all your lands. Played on opponent's turn after upkeep.
Rethink PY(C) PY(FC)	Instant	U2	Counter target spell unless its controller pays X, where X is its converted mana cost.
Retraced Image TO(R) TO(FC)	Sorcery	U	Reveal a card in your hand, then put that card into play if it has the same name as a permanent in play.
Reveka, Wizard Savant HL(U1)	Summon Legend	UU2	0/1. Do 2 damage to a creature or player, and this card does not untap next untap (Tap).
Reverberation LG(R)	Instant	UU2	Redirects damage done by one sorcery back at its caster.
Rewind US(C) 8th(U) 8th(FU)	Instant {US was "Interrupt"}	UU2	Counter target spell, then untap up to four lands.

Blue Spells (Part 24 of 35)

Card Name	Spell Type	Cost	Ability
Rhystic Deluge PY(C) PY(FC)	Enchantment	U2	U: Tap target creature unless its controller pays 1.
Rhystic Scrying PY(U) PY(FU)	Sorcery	UU2	Draw three cards. Then, if any player pays 2, discard three cards from your hand.
Rhystic Study PY(C) PY(FC)	Enchantment	U2	Whenever an opponent plays a spell, you may draw a card unless that player pays 1.
Ribbon Snake PY(C) PY(FC)	Creature - Snake	UU1	2/3, Flying. 2: Ribbon Snake loses flying until end of turn. Any player may play this ability.
Riptide DK(C3)	Instant	U	Taps all blue creatures.
Riptide Biologist ON(C) ON(FC)	Creature - Wizard	U1	1/2, Protection from Beasts. Morph 2U.
Riptide Chronologist ON(U) ON(FU)	Creature - Wizard	UU3	1/3. U,Sacrifice Riptide Chronologist: Untap all creatures of the type of your choice.
Riptide Director LE(R) LE(FR)	Creature - Wizard	UU2	2/3. 2UU, Tap: Draw a card for each Wizard you control.
Riptide Entrancer ON(R) ON(FR)	Creature - Wizard	UU1	1/1. Whenever Riptide Entrancer deals combat damage to a player, you may sacrifice it. If you do, gain control of target creature that player controls. (This effect doesn't end at end of turn.) ; Morph UU.
Riptide Mangler LE(R) LE(FR)	Creature - Beast	U1	0/3. 1U: Change Riptide Mangler's power to target creature's power. (It doesn't change back at end of turn)
Riptide Shapeshifter ON(U) ON(FU)	Creature - Shapeshifter	UU3	3/3. 2UU,Sacrifice Riptide Shapeshifter: Choose a creature type. Reveal cards from the top of your library until you reveal a creature card of that type. Put that card into play and shuffle the rest into your library.
Riptide Survivor SC(U) SC(FU)	Creature - Wizard	U2	2/1. Morph {1} {U} {U}. When Riptide Survivor is turned face up, discard two cards from your hand, then draw three cards.
Rishadan Airship MM(C) MM(FC)	Creature - Pirate	U2	3/1, Flying. Rishadan Airship may block only creatures with flying.
Rishadan Brigand MM(R) MM(FR)	Creature - Pirate	U4	3/2, Flying. When Rishadan Brigand comes into play, each opponent sacrifices a permanent unless he or she pays 3. ; Rishadan Brigand may block only creatures with flying.
Rishadan Cutpurse MM(C) MM(FC)	Creature - Pirate	U2	1/1. When Rishadan Cutpurse comes into play, each opponent sacrifices a permanent unless he or she pays 1.
Rishadan Footpad MM(U) MM(FU)	Creature - Pirate	U3	2/2. When Rishadan Footpad comes into play, each opponent sacrifices a permanent unless he or she pays 2.
Rising Waters NE(R) NE(FR)	Enchantment	U3	Lands don't untap during their controllers' untap steps. ; At the beginning of each player's upkeep, that player untaps a land he or she controls.
Rites of Refusal OD(C) OD(FC)	Instant	U1	Discard any number of cards from your hand. Counter target spell unless its controller pays 3 for each card discarded this way.
River Merfolk FE(U1)	Summon Merfolk	UU	2/1. Mountainwalk (U)
Robe of Mirrors EX(C)	Enchant Creature	U	The creature cannot be the target of spells or abilities.
Rootwater Commando NE(C) NE(FC)	Creature - Merfolk	U2	2/2, Islandwalk (This creature is unblockable as long as defending player controls an island.)
Rootwater Diver TE(U)	Summon Merfolk	U	1/1. Bring an artifact from your graveyard to your hand (Tap+Sacrifice this card).
Rootwater Hunter TE(C)	Summon Merfolk	U2	1/1. Do 1 damage to a creature or player (Tap).
Rootwater Matriarch TE(R)	Summon Merfolk	UU2	2/3. Gain control of a creature for as long as it has enchantments on it (Tap).
Rootwater Mystic EX(C)	Summon Merfolk	U	1/1. Look at the top card of target player's library (U1).
Rootwater Shaman TE(R)	Summon Merfolk	U2	2/2. You may play creature enchantments whenever you could play an instant.
Rootwater Thief NE(R) NE(FR)	Creature - Merfolk	U1	1/2. U: Rootwater Thief gains flying until end of turn. ; Whenever Rootwater Thief deals combat damage to a player, you may pay 2. If you do, search that player's library for a card and remove that card from the game, then the player shuffles his or her library.
Rummaging Wizard ON(U) ON(FU)	Creature - Wizard	U3	2/2. 2U: Look at the top card of your library. You may put that card into your graveyard.
Rushing River PS(C) PS(FC)	Instant	U2	Kicker - Sacrifice a land. (You may sacrifice a land in addition to any other costs as you play this spell.) ; Return target nonland permanent to its owner's hand. If you paid the kicker cost, return another target nonland permanent to its owner's hand.
Rush of Knowledge SC(C) SC(FC)	Sorcery	U4	Draw cards equal to the highest converted mana cost among permanents you control.
Sage Aven ON(C) ON(FC)	Creature - Bird Wizard	U3	1/3, Flying. When Sage Aven comes into play, look at the top four cards of your library, then put them back in any order.
Sage of Lat-Nam AQ(C4) 8th(R) 8th(FR)	Creature - Sage	U1	1/2. Tap,Sacrifice an artifact: Draw a card.
Sage Owl WL(C) 6th(C) 7th(C) 7th(FC) 8th(C) 8th(FC)	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.
Sailmonger MM(U) MM(FU)	Creature - Monger	U3	3/3. 2: Target creature gains flying until end of turn. Any player may play this ability.

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Blue Spells (Part 25 of 35)

Card Name	Spell Type	Cost	Ability
Sandbar Crocodile	MI(C)	U4	6/5, Phasing.
Sandbar Merfolk	US(C)	U	Cycling 2. 1/1.
Sandbar Serpent	US(U)	U4	Cycling 2. 3/4.
Sand Squid	MM(R) MM(FR)	U3	2/2, Islandwalk. (This creature is unblockable as long as defending player controls an island.). You may choose not to untap Sand Squid during your untap step. ; Tap: Tap target creature. That creature does not untap during its controller's untap step as long as Sand Squid remains tapped.
Sapphire Charm	MI(C)	U	Choose one: Make a player draw a card at the beginning of the next turn's upkeep -or- make an opponent's creature phase out -or- give a creature Flying until end of turn.
Sapphire Leech	IN(R) IN(FR)	U1	2/2, Flying. Blue spells you play cost U more to play.
Saprazzan Bailiff	MM(R) MM(FR)	UU3	2/2. When Saprazzan Bailiff comes into play, remove all artifact and enchantment cards in all graveyards from the game. ; When Saprazzan Bailiff leaves play, return all artifact and enchantment cards from all graveyards to their owners' hands.
Saprazzan Breaker	MM(U) MM(FU)	U4	3/3. U: Put the top card of your library into your graveyard. If that card is a land card, Saprazzan Breaker is unblockable this turn.
Saprazzan Heir	MM(R) MM(FR)	U1	1/1. Whenever Saprazzan Heir becomes blocked, you may draw three cards.
Saprazzan Legate	MM(U) MM(FU)	U3	1/3, Flying. If an opponent controls a mountain and you control an island, you may play Saprazzan Legate without paying its mana cost.
Saprazzan Outrigger	MM(C) MM(FC)	U3	5/5. When Saprazzan Outrigger attacks or blocks, put it on top of its owner's library at end of combat.
Saprazzan Raider	MM(C) MM(FC)	U2	1/2. When Saprazzan Raider becomes blocked, return it to its owner's hand.
Scalpelexis	JU(R) JU(FR)	U4	1/5, Flying. Whenever Scalpelexis deals combat damage to a player, that player removes the top four cards of his or her library from the game. If two or more of those cards have the same name, repeat this process.
Scent of Brine	UD(C) UD(FC)	U1	Reveal any number of blue cards in your hand. Counter target spell unless its controller pays 1 for each card revealed this way.
School of Piranha	EX(C)	U1	3/3. Pay U1 during your upkeep or sacrifice this card.
Scomful Egotist	SC(C) SC(FC)	U7	1/1. Morph U.
Screaming Seahawk	ON(C) ON(FC)	U4	2/2, Flying. When Screaming Seahawk comes into play, you may search your library for a card named Screaming Seahawk, reveal it, and put it into your hand. If you do, shuffle your library.
Screeching Drake	P2(C)	U3	2/2, Flying. When Screeching Drake comes into play from your hand, draw a card, then choose and discard a card from your hand.
Scrivener	EX(U) OD(C) OD(FC)	U4	2/2. When Scrivener comes into play, you may return target instant card from your graveyard to your hand.
Sea Drake	P2(U)	U2	4/3, Flying. When Sea Drake comes into play from your hand, return any two of your lands from play to your hand.
Sea Eagle	ST(C) S2(D1) 8th(D1)	U1	1/1, Flying.
Seahunter	NE(R) NE(FR)	UU2	2/2. 3, Tap: Search your library for a Merfolk card and put that card into play. Then shuffle your library.
Sea Kings' Blessing	LG(U)	U	Changes any/all creatures in play to blue until end of turn.
Seal of Removal	NE(C) NE(FC)	U	Sacrifice Seal of Removal: Return target creature to its owner's hand.
Sea Monster	TE(C) 6th(C) 7th(C) 7th(FC) 8th(C) 8th(FC)	UU4	6/6. Sea Monster can't attack unless defending player controls an island.
Sea's Claim	ON(C) ON(FC)	U	Enchanted land is an island.
Sea Scryer	MI(C)	U1	1/1. Gain 1 colorless mana as a mana source (Tap). Gain 1 Blue mana as a mana source (Tap+1).
Sea Serpent	A/B/U(C) RV(C) 4th(C) 5th(C)	U5	5/5; IslandHome= Cannot attack if opponent has no Islands, Buried if you have no Islands.
Seasinger	FE(U3) 5th(U)	UU1	0/1. Tap to take control of a creature. Can only be used if opponent controls at least one Island. Lose control of creature if you lose control of this card or this card leaves play or if this card becomes untapped. You may choose not to untap this card as normal during untap. Bury this card if you control no Islands.
Sea Snidd	PS(C) PS(FC)	U4	3/3. Tap: Target land's type becomes the basic land type of your choice until end of turn.

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Blue Spells (Part 26 of 35)

Card Name	Spell Type	Cost	Ability
Sea Spirit <i>IA(U)</i> <i>5th(U)</i>	Summon Spirit	U4	2/3, +1/+0 (U)
Sea Sprite <i>HL(U3)</i> <i>5th(U)</i>	Summon Faerie	U1	1/1, Flying, Protection from Red
Sea Troll <i>HL(U3)</i>	Summon Troll	U2	2/1. Regenerate if blocked or was blocked by a blue creature this turn (U).
Second Chance UL(R) UL(FR)	Enchantment	U2	During your upkeep, if you have 5 or less life, sacrifice Second Chance and take an extra turn after this one.
Segovian Leviathan <i>LG(U)</i> <i>4th(U)</i> <i>5th(U)</i> <i>6th(U)</i>	Creature - Serpent { <i>LG/4th/5th: was Summon Leviathan</i> }	U4	3/3, Islandwalk. (<i>This creature is unblockable if defending player controls an island.</i>)
Serendib Djinn <i>AN(U2)</i>	Summon Djinn	UU2	5/6, Flying; Destroys a land during upkeep; take 3 damage if the destroyed land is an Island.
Serendib Efreet <i>AN(U2)</i> RV(R)	Summon Efreet	U2	3/4, Flying; Take 1 damage during upkeep. { RV = Card has green background and 1th-Biff picture }
Shadow Rift <i>TE(C)</i>	Instant	U	Give a creature Shadow until end of turn, and draw a card.
Shaper Guildmage <i>MI(C)</i>	Summon Wizard	U	1/1. Give a creature First Strike until end of turn (Tap+W). Give a creature +1/+0 until end of turn (Tap+B).
Shifting Sky <i>PS(U)</i> <i>PS(FU)</i> 8th(R) 8th(FR)	Enchantment	U2	As Shifting Sky comes into play, choose a color. ; All nonland permanents are the chosen color.
Shifting Sliver <i>LE(U)</i> <i>LE(FU)</i>	Creature - Sliver	U3	2/2. Slivers can't be blocked except by Slivers.
Shifty Doppelganger OD(R) OD(FR)	Creature - Shapeshifter	U2	1/1. 3U, Remove Shifty Doppelganger from the game: Put a creature card from your hand into play. That creature gains haste until end of turn. At end of turn, sacrifice that creature. If you do, return Shifty Doppelganger to play.
Shimmer MI(R)	Enchantment	UU2	Choose a land type when played. Lands of that type gain Phasing.
Shimmering Efreet <i>VI(U)</i>	Summon Efreet	U2	2/2, Flying, Phasing. When phases in, target creature phases out.
Shimmering Mirage <i>AP(C)</i> <i>AP(FC)</i>	Instant	U1	Target land's type becomes the basic land type of your choice until end of turn. Draw a card.
Shimmering Wings <i>TE(C)</i> <i>IN(C)</i> <i>IN(FC)</i>	Enchant Creature	U	Enchanted creature has flying. ; U: Return Shimmering Wings to its owner's hand.
Shoreline Raider <i>IN(C)</i> <i>IN(FC)</i>	Creature - Merfolk	U2	2/2, Protection from Kavu.
Shoreline Ranger <i>SC(C)</i> <i>SC(FC)</i>	Creature - Bird Soldier	U5	3/4, Flying. Islandcycling 2.
Shoving Match <i>MM(U)</i> <i>MM(FU)</i>	Instant	U2	Until end of turn, all creatures gain "Tap: Tap target creature."
Show and Tell US(R)	Sorcery	U2	Each player may put an artifact, creature, enchantment, or land card from their hand into play.
Shrieking Drake <i>VI(C)</i>	Summon Drake	U	1/1, Flying. When enters play, send one of your creatures to owner's hand.
Shrouded Serpent PY(R) PY(FR)	Creature - Serpent	UUU4	4/4. Whenever Shrouded Serpent attacks, defending player may pay 4. If he or she doesn't, Shrouded Serpent is unblockable this turn.
Shyft IA(R)	Summon Shyft	U4	4/2. During your upkeep, you can change the color of this card to any color or combination of colors.
Sibilant Spirit IA(R) 5th(R) 6th(R)	Creature - Spirit	U5	5/6, Flying. Whenever Sibilant Spirit attacks, defending player may draw a card.
Sift <i>SH(C)</i>	Sorcery	U3	Draw 3 cards, then discard a card.
Sigil of Sleep <i>UD(C)</i> <i>UD(FC)</i>	Enchant Creature	U	Whenever enchanted creature deals damage to a player, return target creature that player controls to its owner's hand.
Silhouette <i>LG(U)</i>	Instant	U1	Creature is not damaged by spells or effects that target it until end of turn.
Silver Erme <i>IA(U)</i>	Summon Erme	U3	2/2, Flying, Trample
Silver Wyvern SH(R)	Summon Drake	UU3	4/3, Flying. As an interrupt, make a spell or ability which only targets this card target another creature of your choice (U).
Sindbad <i>AN(U3)</i> <i>4th(U)</i>	Summon Sindbad	U1	1/1; Tap to draw a new card but discard it if it is not a land.
Siren's Call <i>A/B/U(U)</i> <i>RV(U)</i> <i>4th(U)</i>	Instant	U	All of opponent's non-wall creatures attack or die.
Sisay's Ingenuity <i>PS(C)</i> <i>PS(FC)</i>	Enchant Creature	U	When Sisay's Ingenuity comes into play, draw a card. ; Enchanted creature has "2U: Target creature becomes the color of your choice until end of turn."
Skyshroud Condor <i>TE(U)</i>	Summon Bird	U1	2/2, Flying. You cannot play this card unless you have successfully cast another spell this turn.
Sky Weaver <i>IN(U)</i> <i>IN(FU)</i>	Creature - Wizard	U1	2/1. 2: Target white or black creature gains flying until end of turn.
Skywing Aven <i>TO(C)</i> <i>TO(FC)</i>	Creature - Bird Soldier	U2	2/1, Flying. Discard a card from your hand: Return Skywing Aven to its owner's hand.

Blue Spells (Part 27 of 35)

Card Name	Spell Type	Cost	Ability
Sleeping Potion PS(C) PS(FC)	Enchant Creature	U1	When Sleeping Potion comes into play, tap enchanted creature. ; Enchanted creature doesn't untap during its controller's untap step. ; When enchanted creature becomes the target of a spell or ability, sacrifice Sleeping Potion.
Sleight of Hand P2(C) ST(C) 7th(C) 7th(FC)	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.
Sleight of Mind A/B/U(R) RV(R) 4th(R) 5th(R) IA(U)	Interrupt	U	Change all color type references on one spell or permanent. {ABU+RV = was spell or card }
Slipstream Eel ON(C) ON(FC)	Creature - Beast	UU5	6/6. Slipstream Eel can't attack unless defending player controls an island. ; Cycling 1U.
Sliptide Serpent NE(R) NE(FR)	Creature - Serpent	UU4	4/4. 3U: Return Sliptide Serpent to its owner's hand.
Slow Motion UL(C) UL(FC)	Enchant Creature	U2	During the upkeep of enchanted creature's controller, that player pays 2 or sacrifices that creature. ; When Slow Motion is put into a graveyard from play, return Slow Motion to owner's hand.
Snap UL(C) UL(FC)	Instant	U1	Return target creature to owner's hand. Untap up to two lands.
Snapping Drake PT((C) ST(C) BD(D1)	Creature - Drake	U3	3/2, Flying.
Sneaky Homunculus NE(C) NE(FC) 8th(C) 8th(FC)	Creature - Illusion	U1	1/1. Sneaky Homunculus can't block or be blocked by creatures with power 2 or greater.
Snow Devil IA(C)	Enchant Creature	U1	Gives creature Flying. If you have Snow-Covered lands, it also gets First Strike when blocking.
Snowfall IA(C)	Enchantment	U2	Islands can produce an extra U and Snow-Covered Islands can produce an extra U or UU which can only be used to pay Cumulative Upkeep. Cumulative Upkeep=U.
Soar MI(C)	Enchant Creature	U1	Creature gets +0/+1 and Flying. May be played as an Instant, but this is buried at end of turn.
Soldevi Heretic <i>Hands Up</i> <i>Hand Pointing</i> AL(C2)	Summon Heretic	U2	2/2. Prevent 2 damage to a creature and opponent may draw a card (Tap+W).
Soldevi Machinist IA(U)	Summon Wizard	U1	1/1. Gain 2 colorless mana which can only be used to pay for artifact activation (Tap).
Soldevi Sage <i>Man/Candles</i> <i>Woman</i> AL(C1) AL(C2) 6th(U)	Creature - Wizard	U1	1/1. Tap, Sacrifice two lands: Draw three cards, then choose and discard one of them.
Somnophore US(R)	Summon Illusion	UU2	2/2, Flying. When this card successfully damages a player, tap one of that player's creatures and it does not untap as normal as long as this card is in play.
Soothsaying MM(U) MM(FU)	Enchantment	U	3UU: Shuffle your library. ; X: Look at the top X cards of your library and put them back in any order.
Sorcerous Sight PT(C)	Sorcery	U	Look at your opponent's hand. You draw a card. (Draw the card from your deck.)
Sorry UG(U)	Enchantment	UU	Before playing any spell, if a copy of that spell card is in any graveyard, the spell's caster may say "Sorry." If he or she does not, any other player may counter the spell by saying "Sorry" as it is cast. If any player says "Sorry" at any other time, Sorry deals 2 damage to that player.
Soul Barrier IA(U) 5th(C)	Enchantment	U2	Targeted opponent must pay 2 mana or take 2 damage each time they cast a summon spell.
Spectral Cloak LG(U)	Enchant Creature	UU	Creature cannot be target of instants, sorceries, fast effects or enchantments unless it is tapped.
Spell Blast A/B/U(C) RV(C) 4th(C) 5th(C) TE(C) 6th(C)	Instant {ABU/RV/4th/5th/TE: was Interrupt}	UX	Counter target spell with converted mana cost equal to X.
Spelljack JU(R) JU(FR)	Instant	UUU3	Counter target spell. If it's countered this way, remove it from the game instead of putting it into its owner's graveyard. As long as it remains removed from the game, you may play it as though it were in your hand without paying its mana cost. If it has X in its mana cost, X is 0.
Spiketail Drake PY(U) PY(FU)	Creature - Drake	UU3	3/3, Flying. Sacrifice Spiketail Drake: Counter target spell unless its controller pays 3.
Spiketail Hatchling PY(C) PY(FC) 8th(U) 8th(FU)	Creature - Drake	U1	1/1, Flying. Sacrifice Spiketail Hatchling: Counter target spell unless its controller pays 1.
Spindrift Drake SH(C)	Summon Drake	U	2/1, Flying. Pay U during your upkeep, or sacrifice this card.

Blue Spells (Part 28 of 35)

Card Name	Spell Type	Cost	Ability
Spiny Starfish <i>AL(U2)</i>	Summon Starfish	U2	0/1, Regenerate (U). Put a 0/1 blue Starfish token into play at end of any turn in which this card regenerated for each time it regenerated.
Spire Owl <i>US(C)</i>	Summon Bird	U1	1/1, Flying. When this comes into play, look at the top 4 cards of your library and put them back in any order.
Spy Network <i>ON(C) ON(FC)</i>	Instant	U	Look at target player's hand, the top card of that player's library, and any face-down creatures he or she controls. Look at the top four cards of your library, then put them back in any order.
Squeeze <i>MM(R) MM(FR)</i>	Enchantment	U3	Sorcery spells cost 3 more to play.
Standardize <i>ON(R) ON(FR)</i>	Instant	UU	Choose a creature type other than Legend or Wall. Each creature's type becomes that type until end of turn.
Standstill <i>OD(U) OD(FU)</i>	Enchantment	U1	When a player plays a spell, sacrifice Standstill. If you do, then each of that player's opponents draws three cards.
Stasis <i>A/B/U(R) RV(R) 4th(R) 5th(R)</i>	Enchantment	U1	No Untap phase for any player; Pay U during upkeep or Stasis is buried.
Statecraft <i>MM(R) MM(FR)</i>	Enchantment	U3	Prevent all combat damage that would be dealt to and dealt by creatures you control.
Steal Artifact <i>A/B/U(U) RV(U) 4th(U) 5th(U) 7th(U) 7th(FU) 8th(U) 8th(FU)</i>	Enchant Artifact	UU2	You control enchanted artifact.
Steal Enchantment <i>TE(U)</i>	Enchant Enchantment	UU	Gain control of enchanted enchantment.
Steam Frigate <i>P2(C)</i>	Creature - Ship	U2	3/3. Steam Frigate can't attack unless the defending player has an island in play.
Stern Proctor <i>US(U)</i>	Summon Wizard	UU	1/2. When this comes into play, send an artifact or enchantment to owner's hand.
Stifle <i>SC(R)SC(F) B</i>	Instant	U	Counter target activated or triggered ability. (Mana abilities can't be countered.)
Stinging Barrier <i>MM(C) MM(FC)</i>	Creature - Wall	UU2	0/4. (Walls can't attack). U,Tap: Stinging Barrier deals 1 damage to target creature or player.
Stinging Lcid <i>TE(U)</i>	Summon Lcid	U1	1/1. This card loses this ability, becomes a creature enchantment with "Does 2 damage to creature's controller when the creature becomes tapped", and moves onto a creature (Tap+U1). You can pay U to end this effect.
Storm Crow <i>Left Right AL(C1) AL(C2) 6th(C) PT(C) ST(C) 7th(C) 7th(FC) 8th(C) 8th(FC)</i>	Creature - Bird	U1	1/2, Flying.
Storm Elemental <i>AL(U2)</i>	Summon Elemental	U5	3/4, Flying. Tap a flying creature (U+Remove top card of your library from game). Gets +1/+1 until end of turn if removed card is a Snow-Covered land (U+Remove top card of your library from the game).
Stormscape Apprentice <i>IN(C) IN(FC)</i>	Creature - Wizard	U	1/1. W,Tap: Tap target creature. ; B,Tap: Target player loses 1 life.
Stormscape Battlemage <i>PS(U) PS(FU)</i>	Creature - Wizard	U2	2/2. Kicker W and/or 2B. ; When Stormscape Battlemage comes into play, if you paid the W kicker cost, you gain 3 life. ; When Stormscape Battlemage comes into play, if you paid the 2B kicker cost, destroy target nonblack creature. That creature can't be regenerated.
Stormscape Familiar <i>PS(C) PS(FC)</i>	Creature - Bird	U1	1/1, Flying. White spells and black spells you play cost 1 less to play.
Stormscape Master <i>IN(R) IN(FR)</i>	Creature - Wizard	UU2	2/2. WW,Tap: Target creature gains protection from the color of your choice until end of turn. ; BB,Tap: Target player loses 2 life and you gain 2 life.
Stormwatch Eagle <i>PY(C) PY(FC)</i>	Creature - Bird	U3	2/1, Flying. Sacrifice a land: Return Stormwatch Eagle to its owner's hand.
Stroke of Genius <i>US(R)</i>	Instant	U2X	Make a player draw X cards.
Stronghold Biologist <i>NE(U) NE(FU)</i>	Creature - Spellshaper	U2	1/1. UU,Tap,Discard a card from your hand: Counter target creature spell.
Stronghold Machinist <i>NE(U) NE(FU)</i>	Creature - Spellshaper	U2	1/1. UU,Tap,Discard a card from your hand: Counter target noncreature spell.
Stronghold Zeppelin <i>NE(U) NE(FU)</i>	Creature - Ship	UU2	3/3, Flying. Stronghold Zeppelin can block only creatures with flying.
Stupefying Touch <i>TO(U) TO(FU)</i>	Enchant Creature	U1	When Stupefying Touch comes into play, draw a card. ; Enchanted creature's activated abilities can't be played.

Blue Spells (Part 29 of 35)

Card Name	Spell Type	Cost	Ability
Submerge <i>NE(U)</i> <i>NE(FU)</i>	Instant	U4	If an opponent controls a forest and you control an island, you may play Submerge without paying its mana cost. ; Put target creature on top of its owner's library.
Suffocation <i>AL(U2)</i>	Instant	U1	Play when a red sorcery or red instant deals damage to you to deal 4 damage to that spell's caster. Draw a card at the beginning of the next upkeep.
Sunder <i>US(R)</i>	Instant	UU3	Send all lands to owners' hands.
Sunken City <i>DK(C3)</i> <i>4th(C)</i>	Enchantment	UU	+1/+1 to all blue creatures; Pay UU during upkeep or City is destroyed.
Sunken Field <i>PY(U)</i> <i>PY(FU)</i>	Enchant Land	U1	Enchanted land has "Tap: Counter target spell unless its controller pays 1."
Sunken Hope <i>PS(R)</i> <i>PS(FR)</i>	Enchantment	UU3	At the beginning of each player's upkeep, that player returns a creature he or she controls to its owner's hand.
Supreme Inquisitor <i>ON(R)</i> <i>ON(FR)</i>	Creature - Wizard Lord	UU3	1/3. Tap five untapped Wizards you control: Search target player's library for up to five cards and remove them from the game. Then that player shuffles his or her library.
Suq'Ata Firewalker <i>MI(U)</i>	Summon Wizard	UU1	0/1. Cannot be targeted by red spells or effects. Do 1 damage to a creature or player (Tap).
Sway of Illusion <i>IN(U)</i> <i>IN(FU)</i>	Instant	U1	Any number of target creatures become the color of your choice until end of turn. ; Draw a card.
Svyelunite Priest <i>FE(U3)</i>	Summon Merfolk	U1	1/1. During your upkeep make a creature unable to be targeted by spells or effects until end of turn (Tap+UU)
Symbol of Unsummoning <i>PT(C)</i>	Sorcery	U2	Return any one creature to its owner's hand. You draw a card.
Synapse Sliver <i>LE(R)</i> <i>LE(FR)</i>	Creature - Sliver	U4	3/3. Whenever a Sliver deals combat damage to a player, its controller may draw a card.
Syncopate <i>OD(C)</i> <i>OD(FC)</i>	Instant	UX	Counter target spell unless its controller pays X. If that spell is countered this way, remove it from the game instead of putting it into its owner's graveyard.
Talas Air Ship <i>P2(C)</i>	Creature - Ship	U3	3/2, Flying.
Talas Explorer <i>P2(C)</i>	Creature - Merchant	U1	1/1, Flying. When Talas Explorer comes into play from your hand, look at your opponent's hand.
Talas Merchant <i>P2(C)</i>	Creature - Merchant	U1	1/3.
Talas Researcher <i>P2(R)</i>	Creature - Wizard	U4	1/1. On your turn, before you attack, you may tap Talas Researcher to draw a card.
Talas Scout <i>P2(C)</i>	Creature - Pirate	U1	1/2, Flying.
Talas Warrior <i>P2(R)</i>	Creature - Pirate	UU1	2/2. Talas Warrior can't be blocked.
Tangle Kelp <i>DK(U2)</i>	Enchant Creature	U	Tap creature; Creature does not untap during untap phase if it attacked on its last turn.
Taniwha <i>MI(R)</i>	Summon Legend	UU3	7/7, Phasing, Trample. All your lands phase out at the beginning of your upkeep.
Taunt <i>PT(R)</i>	Sorcery	U	Choose any one player. On that player's next turn, all his or her creatures that can attack you must do so.
Teferi's Response <i>IN(R)</i> <i>IN(FR)</i>	Instant	U1	Counter target spell or ability an opponent controls that targets a land you control. If a permanent's ability is countered this way, destroy that permanent. ; Draw two cards.
Teferi's Curse <i>MI(C)</i>	Enchant Permanent	U1	Play only on an artifact or creature. It gets Phasing.
Teferi's Drake <i>MI(C)</i>	Summon Drake	U2	3/2, Flying, Phasing
Teferi's Imp <i>MI(R)</i>	Summon Imp	U2	1/1, Flying, Phasing. Discard a card when it phases out. Draw a card when it phases in.
Teferi's Realm <i>VI(R)</i>	Enchant World	UU1	At beginning of each player's upkeep, they choose: artifacts, creatures, lands or global enchantments. All cards of that type phase out.
Teferi's Veil <i>WL(U)</i>	Enchantment	U1	Whenever a creature you control attacks, it phases out at end of combat.
Telekinesis <i>LG(R)</i>	Instant	UU	Makes a creature not deal damage this turn. Also taps it and keeps it tapped for two turns.
Telekinetic Bonds <i>JU(R)</i> <i>JU(FR)</i>	Enchantment	UUU2	Whenever a player discards a card from his or her hand, you may pay 1U. If you do, tap or untap target permanent.
Telepathic Spies <i>UD(C)</i> <i>UD(FC)</i> <i>7th(C)</i> <i>7th(FC)</i>	Creature - Wizard	U2	2/2. When Telepathic Spies comes into play, look at target opponent's hand.
Telepathy <i>US(U)</i> <i>7th(U)</i> <i>7th(FU)</i> <i>8th(U)</i> <i>8th(FU)</i>	Enchantment	U	Your opponents play with their hands revealed.
Teleport <i>LG(R)</i> <i>CH(U1)</i>	Instant	UUU	Makes creature unblockable until end of turn; Played after attackers chosen but before blockers chosen.
Temporal Adept <i>UD(R)</i> <i>UD(FR)</i> <i>7th(R)</i> <i>7th(FR)</i> <i>8th(R)</i> <i>8th(FR)</i>	Creature - Wizard	UU1	1/1. UUU, Tap: Return target permanent to its owner's hand.

Blue Spells (Part 30 of 35)

Card Name	Spell Type	Cost	Ability
Temporal Distortion IN(R) IN(FR)	Enchantment	UU3	Whenever a creature or land becomes tapped, put an hourglass counter on it ; Permanents with an hourglass counter on them don't untap during their controllers' untap steps. ; At the beginning of each player's upkeep, remove all hourglass counters from permanents that player controls.
Temporal Fissure SC(C) SC(FC)	Sorcery	U4	Return target permanent to its owner's hand. ; Storm.
Temporal Manipulation P2(R)	Sorcery	UU3	You take an extra turn after this one.
Thalakos Deceiver SH(R)	Summon Wizard	U3	1/1, Shadow. If this card is attacking and is not blocked, take control of target creature (Sacrifice this card).
Thalakos Dreamsower TE(U)	Summon Wizard	U2	1/1, Shadow. If this card damages an opponent, tap a creature and the creature does not untap as normal while this card remains tapped. You can choose not to untap this card during your untap.
Thalakos Drifters EX(R)	Summon Townsfolk	UU2	3/3. Shadow until end of turn (Discard a card).
Thalakos Mistfolk TE(C)	Summon Illusion	U2	2/1, Shadow. Put this card on top of owner's library (U).
Thalakos Scout EX(C)	Summon Soldier	U2	2/1, Shadow. Return this card to owner's hand (Discard a card).
Thalakos Seer TE(C)	Summon Wizard	UU	1/1, Shadow. Draw a card when this card leaves play.
Thalakos Sentry TE(C)	Summon Soldier	U1	1/2, Shadow.
Theft of Dreams EX(C) PT(U) P2(U)	Sorcery	U2	Draw a card for each tapped creature target opponent controls.
Thieving Magpie UD(U) UD(FU) 7th(U) 7th(FU) 8th(U) 8th(FU)	Creature - Bird	UU2	1/3, Flying. Whenever Thieving Magpie deals damage to an opponent, you draw a card.
Thing from the Deep PT(R)	Summon Creature	UUU6	9/9. If Thing from the Deep attacks, destroy one of your islands or destroy Thing from the Deep.
Think Tank OD(U) OD(FU)	Enchantment	U2	At the beginning of your upkeep, look at the top card of your library. You may put that card into your graveyard.
Thirst MI(C)	Enchant Creature	U2	Creature becomes tapped when this enters play and does not untap as normal. Pay U during upkeep or this is buried.
Thornwind Faeries UL(C) UL(FC)	Summon Faeries	UU1	1/1, Flying. Tap: Thornwind Faeries deals 1 damage to target creature or player.
Thought Devourer OD(R) OD(FR)	Creature - Beast	UU2	4/4, Flying. Your maximum hand size is reduced by four.
Thought Eater OD(U) OD(FU)	Creature - Beast	U1	2/2, Flying. Your maximum hand size is reduced by three.
Thoughtface A/B/U(R) RV(R) 4th(R)	Interrupt	U	Change one spell's or permanent's color to blue. { ABU+RV = was spell or card }
Thought Lash AL(R2)	Enchantment	UU2	Prevent 1 damage to you (Remove top card of your library from the game). Cumulative Upkeep=Remove the top card of your library from the game. If you do not pay the upkeep, remove this card and your entire library from the game.
Thought Nibbler OD(C) OD(FC)	Creature - Beast	U	1/1, Flying. Your maximum hand size is reduced by two.
Three Wishes VI(R)	Instant	UU1	Set aside the top 3 cards of your library. You may play these cards as if they were in your hand. Bury them at the beginning of your next turn.
Thundercloud Elemental SC(U) SC(FU)	Creature - Elemental	UU5	3/4, Flying. 3U: Tap all creatures with toughness 2 or less. ; 3U: All other creatures lose flying until end of turn.
Thunder Wall LA(U)	Summon Wall	UU1	0/2, Wall, Flying. +1/+1 (U).
Thwart MM(U) MM(FU)	Instant	UU2	You may return three islands you control to their owner's hand instead of paying Thwart's mana cost. ; Counter target spell.
Tidal Bore MM(C) MM(FC)	Instant	U1	You may return an island you control to its owner's hand instead of paying Tidal Bore's mana cost. ; Tap or untap target creature.
Tidal Control AL(R2)	Enchantment	UU1	Players may pay 2 mana or 2 life to counter a red or green spell. Cumulative Upkeep=2 mana.
Tidal Courier AP(U) AP(FU)	Creature - Merfolk	U3	1/2. When Tidal Courier comes into play, reveal the top four cards of your library. Put all Merfolk cards revealed this way into your hand and the rest on the bottom of your library. ; 3U: Tidal Courier gains flying until end of turn.
Tidal Flats <i>Alexander/Green</i> <i>Alexander/Pink Sky</i> <i>Everingham</i> FE(C3)	Enchantment	U	Give First Strike until end of turn to all your creatures blocking non-Flying creatures (UU). Attacking player can pay 1 to prevent a creature from getting First Strike.
Tidal Influence FE(U3)	Enchantment	U2	Starts with one counter. During upkeep add a counter. All blue creatures get -2/-0 if exactly one counter is on it and +2/+0 if exactly three counters are on it. If it has four counters, remove them all. You may not cast this if another Tidal Influence is already in play.
Tidal Kraken MM(R) MM(FR) 8th(R) 8th(FR)	Creature - Monster	UUU5	6/6. Tidal Kraken is unblockable.
Tidal Surge SH(C) PT(C) P2(C) 6th(C)	Sorcery	U1	Tap up to three target creatures without flying.

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Blue Spells (Part 31 of 35)

Card Name	Spell Type	Cost	Ability
Tidal Visionary IN(C) IN(FC)	Creature - Wizard	U	1/1. Tap: Target creature becomes the color of your choice until end of turn.
Tidal Warrior SH(C)	Summon Merfolk	U	1/1. Change a land into an Island until end of turn (Tap).
Tidal Wave MI(U)	Instant	U2	Put a 5/5 blue Wave creature token that counts as a Wall into play. Bury this token at end of turn.
Tidings ST(U)	Sorcery	UU3	Draw four cards.
Time and Tide VI(U)	Instant	UU	All creatures that are phased out phase in, and all creatures with Phasing phase out.
Time Ebb TE(C) PT(C) P2(C) ST(C) S2(D1)	Sorcery	U2	Put target creature on the top of its owner's library.
Time Elemental LG(R) 4th(R) 5th(R)	Summon Elemental	U2	0/2, Send permanent with no enchantments on it to owner's hand (Tap+UU2); Take 5 damage and bury at end of combat if it is used to attack or block.
Time Spiral US(R)	Sorcery	UU4	Each player shuffles their graveyard and hand into their library, then draws 7 cards. Untap up to 6 lands. Remove this card from the game.
Time Stretch OD(R) OD(FR)	Sorcery	UU8	Target player takes two extra turns after this one.
Timetwister A/B/U(R)	Sorcery	U2	Everyone shuffles decks and draws 7 cards.
Time Walk A/B/U(R)	Sorcery	U1	Take an extra turn after the current one.
Time Warp TE(R) ST(R)	Sorcery	UU3	Target player takes another turn after this one.
Timid Drake WL(U) MM(U) MM(FU)	Creature - Drake	U2	3/3, Flying. Whenever another creature comes into play, return Timid Drake to its owner's hand.
Tinker UL(U) UL(FU)	Sorcery	U2	At the time you play Tinker, sacrifice an artifact. ; Search your library for an artifact card and put that artifact into play. Shuffle your library afterward.
Tolarian Drake WL(C)	Summon Drake	U2	2/4, Flying, Phasing.
Tolarian Emissary IN(U) IN(FU)	Creature - Wizard	U2	1/2, Flying. Kicker 1W (You may pay an additional 1W as you play this spell.); When Tolarian Emissary comes into play, if you paid the kicker cost, destroy target enchantment.
Tolarian Entrancer WL(R)	Summon Wizard	U1	1/1. When this card is blocked by a creature, gain control of that creature at end of combat.
Tolarian Serpent WL(R)	Summon Serpent	UU5	7/7. During your upkeep, put the top 7 cards of your library into your graveyard.
Tolarian Winds US(C) BD(D1) 7th(C) 7th(FC)	Instant	U1	Discard your hand, then draw that many cards.
Touch of Brilliance PT(C) P2(C) ST(C)	Sorcery	U3	Draw two cards.
Touch of Invisibility OD(C) OD(FC)	Sorcery	U3	Target creature is unblockable this turn. ; Draw a card.
Tower Drake IN(C) IN(FC)	Creature - Drake	U2	2/1, Flying. W: Tower Drake gets +0/+1 until end of turn.
Trade Routes MM(R) MM(FR) 8th(R) 8th(FR)	Enchantment	U1	1: Return target land you control to its owner's hand. ; 1,Discard a land card from your hand: Draw a card.
Trade Secrets ON(R) ON(FR)	Sorcery	UU1	Target opponent draws two cards, then you draw up to four cards. That opponent may repeat this process as many times as he or she chooses.
Tradewind Rider TE(R)	Summon Spirit	U3	1/4, Flying. Send a permanent to its owner's hand (Tap+Tap two of your creatures).
Transmute Artifact AQ(U3)	Sorcery	UU	Send one of your artifacts in play to the graveyard and place any artifact from your library into play; You must pay difference in casting cost.
Traumatize OD(R) OD(FR)	Sorcery	UU3	Target player puts the top half of his or her library, rounded down, into his or her graveyard.
Traveler's Cloak IN(C) IN(FC)	Enchant Creature	U2	As Traveler's Cloak comes into play, choose a land type. ; Enchanted creature has landwalk of the chosen type. ; When Traveler's Cloak comes into play, draw a card.
Treachery UD(R) UD(FR)	Enchant Creature	UU3	When Treachery comes into play, untap up to five lands. ; You control enchanted creature.
Treasure Trove EX(U) 7th(U) 7th(FU) 8th(U) 8th(FU)	Enchantment	UU2	2UU: Draw a card.
Treetop Sentinel OD(U) OD(FU)	Creature - Bird Soldier	UU2	2/3, Flying, Protection from Green.
Trickery Charm ON(C) ON(FC)	Instant	U	Choose one - Target creature gains flying until end of turn; or target creature's type becomes the creature type of your choice until end of turn; or look at the top four cards of your library, then put them back in any order.

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Card Name	Spell Type	Cost	Ability
Trickster Mage NE(C) NE(FC)	Creature - Spellshaper	U	1/1. U,Tap,Discard a card from your hand: Tap or untap target artifact, creature, or land.
Troublesome Spirit PY(R) PY(FR)	Creature - Spirit	UU2	3/4, Flying. At the end of your turn, tap all lands you control.
Turbulent Dreams TO(R) TO(FR)	Sorcery	UU	As an additional cost to play Turbulent Dreams, discard X cards from your hand. ; Return X target nonland permanents to their owners' hands.
Turnabout US(U)	Instant	UU2	Tap or untap all artifacts, creatures, or lands target player controls.
Twiddle A(C) B/U(C) 4th(C) 5th(C) 7th(C) 7th(FC) 8th(C) 8th(FC)	Instant	U	Tap or untap target artifact, creature, or land.
Twitch TE(C)	Instant	U2	Tap or untap an artifact, creature, or land. Draw a card.
Undertow LG(U)	Enchantment	U2	Stops all use of IslandWalk in play.
Undo VI(C) P2(U) ST(U)	Sorcery	UU1	Return two target creatures to their owner's hand. (You can't play this card unless you can choose two creatures in play.)
Unifying Theory OD(R) OD(FR)	Enchantment	U1	Whenever a player plays a spell, that player may pay 2. If the player does, he or she draws a card.
Unnatural Selection AP(R) AP(FR)	Enchantment	U1	1: Choose a creature type other than Wall. Target creature's type becomes that type until end of turn.
Unstable Mutation AN(C5) RV(C) 4th(C) 5th(C)	Enchant Creature	U	Gives +3/+3; Creature gets a -1/-1 counter each upkeep; Counters remain even if enchantment is removed.
Unstable Shapeshifter TE(R)	Summon Shapeshifter	U3	0/1. Whenever a creature comes into play, this card becomes a copy of that creature but still keeps this ability.
Unsummon A(C) B/U(C) RV(C) 4th(C) 5th(C) 6th(C) 7th(C) 7th(FC) 8th(C) 8th(FC)	Instant	U	Return target creature to its owner's hand.
Updraft IA(U) 5th(C)	Instant	U1	Creature gets Flying until end of turn. Draw a card at the beginning of the next turn. {IA= Was beginning of next upkeep}
Upheaval OD(R) OD(FR)	Sorcery	UU4	Return all permanents to their owners' hands.
Vanishing VI(C)	Enchant Creature	U	Creature phases out (UU).
Vaporous Djinn MI(U)	Summon Djinn	UU2	3/4, Flying. Pay UU during upkeep or it phases out.
Veiled Apparition US(U)	Enchantment	U1	When an opponent successfully casts a spell, if this is an enchantment, it becomes a 3/3 Flying creature of type Illusion with "During your upkeep, pay U1 or sacrifice this card" ability.
Veiled Crocodile US(R)	Enchantment	U2	When a player has no cards in hand, if this is an enchantment, it becomes a 4/4 creature of type Crocodile.
Veiled Sentry US(U)	Enchantment	U	When an opponent successfully casts a spell, if this is an enchantment, it becomes an X/X creature of type Illusion. X=the spell's casting cost.
Veiled Serpent US(C)	Enchantment	U2	Cycling 2. When an opponent successfully casts a spell, if this is an enchantment, it becomes a 4/4 creature of type Serpent that cannot attack unless defending player controls an island.
Veil of Birds US(C)	Enchantment	U	When an opponent successfully casts a spell, if this is an enchantment, it becomes a 1/1 Flying creature of type Bird.
Venarian Gold LG(C1)	Enchant Creature	UUX	Taps creature and keeps it tapped for X turns.
Vesuvan Doppelganger A/B/U(R) RV(R)	Summon Doppelganger	UU3	*/* where * = copies creature but not color; Can change creature imitated during upkeep.
Vigilant Drake UL(C) UL(FC) BD(D1) 7th(C) 7th(FC)	Creature - Drake	U4	3/3, Flying. 2U: Untap Vigilant Drake
Viscerid Armor Alone Fighting AL(C2)	Enchant Creature	U1	Creature gets +1/+1. Return this card to owner's hand (U1).
Viscerid Drone AL(U2)	Summon Homarid	U1	1/2. Bury target non-artifact creature (Tap+Sacrifice a creature and a Swamp). Bury a creature (Tap+Sacrifice a creature and a Snow-Covered Swamp).
Vision Charm VI(C)	Instant	U	Phase out an artifact -or- put top 4 cards of a player's library into their graveyard -or- make all lands of one type be a basic land type of your choice until end of turn.
Vizzerdrix ST(R) S2(D1) 7th(R) 7th(FR) 8th(D2)	Creature - Beast	U6	6/6.

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Blue Spells (Part 33 of 35)

Card Name	Spell Type	Cost	Ability
Vodalian Hypnotist <i>IN(U)</i> <i>IN(FU)</i>	Creature - Wizard	U1	1/1. 2B, Tap: Target player discards a card from his or her hand. Play this ability only any time you could play a sorcery.
Vodalian Illusionist <i>WL(U)</i>	Summon Merfolk	U2	2/2. Make a creature phase out (Tap+UU).
Vodalian Knights FE(U1)	Summon Merfolk	UU1	2/2, First Strike. Flying (U). Can only attack if opponent controls at least one Island. Bury this card if you control no Islands.
Vodalian Mage <i>Hoover</i> <i>Poole</i> <i>Van Camp</i> FE(C3)	Summon Merfolk	U2	1/1. Counter spell unless opponent pays an additional 1 mana (Tap+U)
Vodalian Merchant <i>IN(C)</i> <i>IN(FC)</i>	Creature - Merfolk	U1	1/2. When Vodalian Merchant comes into play, draw a card, then discard a card from your hand.
Vodalian Mystic <i>AP(U)</i> <i>AP(FU)</i>	Creature - Merfolk	U1	1/1. Tap: Target instant or sorcery spell becomes the color of your choice.
Vodalian Serpent <i>IN(C)</i> <i>IN(FC)</i>	Creature - Serpent	U3	2/2. Kicker 2 (You may pay an additional 2 as you play this spell.) ; Vodalian Serpent can't attack unless defending player controls an island. ; If you paid the kicker cost, Vodalian Serpent comes into play with four +1/+1 counters on it.
Vodalian Soldiers <i>Menges</i> <i>Kane-Ferguson</i> <i>Van Camp</i> <i>Benson</i> <i>FE(C1)</i> <i>FE(C1)</i> <i>FE(C1)</i> <i>FE(C1)</i> <i>5th(C)</i> <i>6th(C)</i> FE(U1)	Creature - Merfolk	U1	1/2.
Vodalian War Machine FE(U1)	Summon Wall	UU1	0/4. Tap a Merfolk to give this card +2/+1 until end of turn and to also allow it to attack. If this card goes to the graveyard this turn, all Merfolk used for it are also destroyed.
Voidmage Apprentice <i>LE(C)</i> <i>LE(FC)</i>	Creature - Wizard	U1	1/1. Morph 2UU. When Voidmage Apprentice is turned face up, counter target spell.
Voidmage Prodigy ON(R) ON(FR)	Creature - Wizard	UU	2/1. UU, Sacrifice a Wizard: Counter target spell. ; Morph U.
Volcanic Eruption <i>A/B/U(R)</i> <i>RV(R)</i> <i>4th(R)</i>	Sorcery	UUUX	Destroys X Mountains in play doing 1 damage to all players and creatures for each destroyed. { ABU = was doing X damage }
Volrath's Curse <i>TE(C)</i>	Enchant Creature	U1	Creature cannot attack, block, or play any ability with an activation cost. The creature's controller may sacrifice a permanent to ignore this ability until end of turn. Send this card to owner's hand (U1).
Volrath's Shapeshifter SH(R)	Summon Shapeshifter	UU1	0/1. Discard a card (2). If the top card of your graveyard is a creature card, this card is a copy of that card, but also keeps its own abilities.
Walking Dream <i>SH(U)</i>	Summon Illusion	U3	3/3, Unblockable. Does not untap as normal if any opponent controls two or more creatures.
Walking Sponge <i>UL(U)</i> <i>UL(FU)</i>	Summon Sponge	U1	1/1. Tap: Target creature loses flying, first strike, or trample until end of turn.
Wall of Air <i>A/B/U(U)</i> <i>RV(U)</i> <i>4th(U)</i> <i>5th(U)</i> <i>6th(U)</i> <i>7th(U)</i> <i>7th(FU)</i> <i>8th(U)</i> <i>8th(FU)</i>	Creature - Wall	UU1	1/5, Flying. (<i>Walls can't attack.</i>)
Wall of Deceit <i>LE(U)</i> <i>LE(FU)</i>	Creature - Wall	U1	0/5. (Walls can't attack) 3: Turn Wall of Deceit face down. ; Morph U.
Wall of Kelp HL(U1)	Summon Wall	UU	0/3. Put a Kelp 0/1 blue wall token creature into play (Tap+UU).
Wall of Tears <i>SH(U)</i>	Summon Wall	U1	0/4, Wall. If this card blocks a creature, send the creature to owner's hand at end of combat.
Wall of Vapor <i>LG(C2)</i> <i>CH(C3)</i>	Summon Wall	U3	0/1, Damage when blocking creatures is reduced to zero.
Wall of Water <i>A/B/U(U)</i> <i>RV(U)</i> <i>4th(U)</i>	Summon Wall	UU1	0/5, Wall, +1/+0(U)
Wall of Wonder <i>LG(U)</i> <i>CH(U3)</i> 7th(R) 7th(FR)	Creature - Wall	UU2	1/5. (Walls can't attack.) 2UU: Wall of Wonder gets +4/-4 until end of turn and may attack this turn as though it weren't a Wall.
Wandering Eye <i>NE(C)</i> <i>NE(FC)</i>	Creature - Illusion	U2	1/3, Flying. All players play with their hands revealed.
Warped Researcher <i>LE(U)</i> <i>LE(FU)</i>	Creature - Wizard Mutant	U4	3/4. Whenever a player cycles a card, Warped Researcher gains flying until end of turn and can't be the target of spells or abilities this turn.
War Tax <i>MM(U)</i> <i>MM(FU)</i>	Enchantment	U2	XU: Creatures can't attack this turn unless their controller pays X for each attacking creature.
Wash Out <i>IN(U)</i> <i>IN(FU)</i>	Sorcery	U3	Return all permanents of the color of your choice to their owners' hands.

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Card Name	Spell Type	Cost	Ability
Water Elemental <i>A/B/U(U)</i> <i>RV(U)</i> <i>4th(U)</i> <i>ST(U)</i>	Creature - Elemental	UU3	5/4
Waterfront Bouncer <i>MM(C)</i> <i>MM(FC)</i>	Creature - Spellshaper	U1	1/1. U, Tap, Discard a card from your hand: Return target creature to its owner's hand.
Waterspout Djinn <i>VI(U)</i>	Summon Djinn	UU2	4/4, Flying. During your upkeep, send one of your untapped Islands to owner's hand or bury this card.
Waterspout Elemental <i>PS(R)</i> <i>PS(FR)</i>	Creature - Elemental	UU3	3/4, Flying. Kicker U (You may pay an additional U as you play this spell.); When Waterspout Elemental comes into play, if you paid the kicker cost, return all other creatures to their owners' hands and you skip your next turn.
Water Wurm <i>DK(C3)</i>	Summon Wurm	U	1/1, +0/+1 if opponent has at least one Island
Wave Elemental <i>MI(U)</i>	Summon Elemental	UU2	2/3. Tap up to three non-flying creatures (Tap+U+Sacrifice this card).
Wayward Soul <i>EX(C)</i> <i>BD(D1)</i>	Summon Spirit	UU2	3/2, Flying. Put this card on top of owner's library (U).
Weatherseed Faeries <i>UL(C)</i> <i>UL(FC)</i>	Summon Faeries	U2	2/1, Flying, Protection from Red.
Weaver of Lies <i>LE(R)</i> <i>LE(FR)</i>	Creature - Beast	UU5	4/4. Morph 4U. When Weaver of Lies is turned face up, turn any number of target creatures with morph other than Weaver of Lies face down.
Web of Inertia <i>JU(U)</i> <i>JU(FU)</i>	Enchantment	U2	At the beginning of each opponent's combat phase, that player may remove a card in his or her graveyard from the game. If the player doesn't, creatures he or she controls can't attack you this turn.
Well-Laid Plans <i>IN(R)</i> <i>IN(FR)</i>	Enchantment	U2	Prevent all damage that would be dealt to a creature by another creature if they share a color.
Wheel and Deal <i>ON(R)</i> <i>ON(FR)</i>	Instant	U3	Any number of target opponents each discards his or her hand and draws seven cards.; Draw a card.
Whim of Volrath <i>TE(R)</i>	Instant	U	Buyback 2. Change the text of a permanent until end of turn by replacing all instances of one color word or basic land type with another.
Whiptongue Frog <i>EX(C)</i>	Summon Frog	U2	1/3. Flying until end of turn (U).
Whirlpool Drake <i>AP(U)</i> <i>AP(FU)</i>	Creature - Drake	U3	2/2, Flying. When Whirlpool Drake comes into play, shuffle the cards from your hand into your library, then draw that many cards.; When Whirlpool Drake is put into a graveyard from play, shuffle the cards from your hand into your library, then draw that many cards.
Whirlpool Rider <i>AP(C)</i> <i>AP(FC)</i>	Creature - Merfolk	U1	1/1. When Whirlpool Rider comes into play, shuffle the cards from your hand into your library, then draw that many cards.
Whirlpool Warrior <i>AP(R)</i> <i>AP(FR)</i>	Creature - Merfolk	U2	2/2. When Whirlpool Warrior comes into play, shuffle the cards from your hand into your library, then draw that many cards.; R, Sacrifice Whirlpool Warrior: Each player shuffles the cards from his or her hand into his or her library, then draws that many cards.
Whispers of the Muse <i>TE(U)</i>	Instant	U	Buyback 5. Draw a card.
Willbender <i>LE(U)</i> <i>LE(FU)</i>	Creature - Wizard	U1	1/2. Morph 1U. When Willbender is turned face up, change the target of target spell or ability with a single target.
Wind Dancer <i>TE(U)</i> <i>7th(U)</i> <i>7th(FU)</i>	Creature - Faerie	U1	1/1, Flying. Tap: Target creature gains Flying until end of turn.
Wind Drake <i>TE(C)</i> <i>6th(C)</i> <i>PT(C)</i> <i>ST(C)</i> <i>BR(D1)</i> <i>7th(C)</i> <i>7th(FC)</i> <i>8th(C)</i> <i>8th(FC)</i>	Creature - Drake	U2	2/2, Flying.
Windfall <i>US(U)</i> <i>BR(D1)</i>	Sorcery	U2	Each player discards their hand and draws cards equal to the greatest number a player discarded this way.
Wind Sail <i>P2(C)</i> <i>ST(U)</i>	Sorcery	U1	One or two target creatures gain flying until end of turn.
Windscout <i>PY(U)</i> <i>PY(FU)</i>	Creature - Ship	U3	3/3, Flying. Whenever Windscout attacks or blocks, return it to its owner's hand at end of combat
Wind Spirit <i>LA(U)</i> <i>5th(U)</i> <i>6th(U)</i>	Creature - Spirit	U4	3/2, Flying. Wind Spirit can't be blocked by only one creature each combat.
Winged Sliver <i>TE(C)</i>	Summon Sliver	U1	1/1. All Slivers gain Flying.
Winter's Chill <i>IA(R)</i>	Instant	UX	Play during combat before blockers are chosen to select X attacking creatures. For each creature, attacking player can pay 2 mana to prevent the effect, pay 1 mana to have the creature deal and receive no damage, or not pay and combat is normal but creature is destroyed at end of combat. X must be less than or equal to the number of Snow-Covered lands you have.
Withdraw <i>PY(C)</i> <i>PY(FC)</i>	Instant	UU	Return target creature to its owner's hand. Then return another target creature to its owner's hand unless its controller pays 1.

Blue Spells (Part 35 of 35)

Card Name	Spell Type	Cost	Ability
Withering Gaze <i>PT(U)</i>	Sorcery	U2	Look at your opponent's hand. For each forest and green card there, you draw a card. (You draw from your deck.)
Wizard Mentor <i>US(C)</i>	Summon Wizard	U2	2/2. Send this card and a creature you control to owner's hand (Tap).
Wonder <i>JU(U)</i> <i>JU(FU)</i>	Creature - Incarnation	U3	2/2, Flying. As long as Wonder is in your graveyard and you control an island, creatures you control have flying.
Word of Undoing <i>IA(C)</i>	Instant	U	Send a creature to its owner's hand. White enchantments you own on the creature go to your hand.
Words of Wind <i>ON(R)</i> <i>ON(FR)</i>	Enchantment	U2	1: The next time you would draw a card this turn, each player returns a permanent he or she controls to its owner's hand instead.
Words of Wisdom <i>OD(C)</i> <i>OD(FC)</i>	Instant	U1	You draw two cards, then each other player draws a card.
Worldly Counsel <i>IN(C)</i> <i>IN(FC)</i>	Instant	U1	Look at the top X cards of your library, where X is the number of basic land types among lands you control. Put one of those cards into your hand and the rest on the bottom of your library.
Wormfang Behemoth <i>JU(R)</i> <i>JU(FR)</i>	Creature - Nightmare Beast	UU3	5/5. When Wormfang Behemoth comes into play, remove all cards in your hand from the game. ; When Wormfang Behemoth leaves play, return the removed cards to play under its owner's control.
Wormfang Crab <i>JU(U)</i> <i>JU(FU)</i>	Creature - Nightmare Crab	U3	3/6. Wormfang Crab is unblockable. ; When Wormfang Crab comes into play, an opponent chooses a permanent you control and removes it from the game. ; When Wormfang Crab leaves play, return the removed card to play under its owner's control.
Wormfang Drake <i>JU(C)</i> <i>JU(FC)</i>	Creature - Nightmare Drake	U2	3/4, Flying. When Wormfang Drake comes into play, sacrifice it unless you remove a creature you control other than Wormfang Drake from the game. ; When Wormfang Drake leaves play, return the removed card to play under its owner's control.
Wormfang Manta <i>JU(R)</i> <i>JU(FR)</i>	Creature - Nightmare Beast	UU5	6/1, Flying. When Wormfang Manta comes into play, you skip your next turn. ; When Wormfang Manta leaves play, you take an extra turn after this one.
Wormfang Newt <i>JU(C)</i> <i>JU(FC)</i>	Creature - Nightmare Beast	U1	2/2. When Wormfang Newt comes into play, remove a land you control from the game. ; When Wormfang Newt leaves play, return the removed card to play under its owner's control.
Wormfang Turtle <i>JU(U)</i> <i>JU(FU)</i>	Creature - Nightmare Beast	U2	2/4. When Wormfang Turtle comes into play, remove a land you control from the game. ; When Wormfang Turtle leaves play, return the removed card to play under its owner's control.
Wrath of Marit Lage <i>IA(R)</i> <i>8th(U)</i> <i>8th(FU)</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.
Zanam Djinn <i>IN(U)</i> <i>IN(FU)</i>	Creature - Djinn	U5	5/6, Flying. Zanam Djinn gets -2/-2 as long as blue is the most common color among all permanents or is tied for most common.
Zephid <i>US(R)</i>	Summon Illusion	UU4	3/4, Flying. Cannot be the target of spells or abilities.
Zephid's Embrace <i>US(U)</i>	Enchant Creature	UU2	Enchanted creature gets +2/+2, gains Flying, and cannot be the target of spells or abilities.
Zephyr Falcon <i>LG(C2)</i> <i>4th(C)</i> <i>5th(C)</i>	Summon Falcon	U1	1/1, Flying, Does not tap when attacking.
Zuran Enchanter <i>IA(C)</i>	Summon Wizard	U1	1/1. During your turn, make a player discard a card of their choice (Tap+B2).
Zuran Spellcaster <i>IA(C)</i>	Summon Wizard	U2	1/1. Do 1 damage to a player or creature (Tap).
Zur's Weirding <i>IA(R)</i> <i>5th(R)</i> <i>6th(R)</i> <i>8th(R)</i> <i>8th(FR)</i>	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.

Green Spells (Part 1 of 35)

Card Name	Spell Type	Cost	Ability
Aboroth WL(R)	Summon Aboroth	GG4	9/9. Cumulative Upkeep: Put a -1/-1 counter on this card.
Abundance US(R)	Enchantment	GG2	Instead of drawing a card, you may choose land or non-land and reveal cards from your library until you reveal a card of the chosen kind. Put that card into your hand and put all other revealed cards on the bottom of your library in any order.
Accelerated Mutation SC(C) SC(FC)	Instant	GG3	Target creature gets +X/+X until end of turn, where X is the highest converted mana cost among permanents you control.
Acorn Harvest TO(C) TO(FC)	Sorcery	G3	Put two 1/1 green Squirrel creature tokens into play. ; Flashback-1G, Pay 3 life. (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
Acridian US(C)	Summon Insect	G1	Echo. 2/4.
Afiya Grove MI(R)	Enchantment	G1	Enters play with three +1/+1 counters. During upkeep, put one of these counters on a creature. Bury this card if it has no counters.
Aggressive Urge IN(C) IN(FC)	Instant	G1	Target creature gets +1/+1 until end of turn. ; Draw a card.
Aisling Leprechaun LG(C1)	Summon Faerie	G	1/1, Turns all creatures blocked by/blocking it to green.
Albino Troll US(U)	Summon Troll	G1	Echo. 3/3. Regenerate (G).
Alluring Scent PT(R) P2(R) ST(R)	Sorcery	GG1	All creatures able to block target creature this turn do so.
Alpha Kavu PS(U) PS(FU)	Creature - Kavu	G2	2/2. 1G: Target Kavu gets -1/+1 until end of turn.
Alpha Status SC(U) SC(FU)	Enchant Creature	G2	Enchanted creature gets +2/+2 for each other creature in play that shares a creature type with it.
Aluren TE(R)	Enchantment	GG2	Any player may play a creature card with total casting cost 3 or less whenever he or she could play an instant and without paying the casting cost.
Ambush Commander SC(R)SC(F) R	Creature - Elf	GG3	2/2. Forests you control are 1/1 green Elf creatures that are still lands. ; 1G, Sacrifice an Elf: Target creature gets +3/+3 until end of turn.
Amphibious Kavu PS(C) PS(FC)	Creature - Kavu	G2	2/2. Whenever Amphibious Kavu blocks or becomes blocked by one or more blue and/or black creatures, Amphibious Kavu gets +3/+3 until end of turn.
Anaconda US(U) PT(U) PT(D1) 7th(U) 7th(FU)	Creature - Snake	G3	3/3, Swampwalk.
Ana Disciple AP(C) AP(FC)	Creature - Wizard	G	1/1. U,Tap: Target creature gains flying until end of turn. ; B,Tap: Target creature gets -2/-0 until end of turn.
Ana Sanctuary AP(U) AP(FU)	Enchantment	G2	At the beginning of your upkeep, if you control a blue or black permanent, target creature gets +1/+1 until end of turn. If you control a blue permanent and a black permanent, that creature gets +5/+5 until end of turn instead.
Anavolver AP(R) AP(FR)	Creature - Volver	G3	3/3. Kicker 1U and/or B. ; If you paid the 1U kicker cost, Anavolver comes into play with two +1/+1 counters on it and has flying. ; If you paid the B kicker cost, Anavolver comes into play with a +1/+1 counter on it and has "Pay 3 life: Regenerate Anavolver."
Ancestral Mask MM(C) MM(FC)	Enchant Creature	G2	Enchanted creature gets +2/+2 for each other enchantment in play.
Ancient Ooze SC(R)SC(F) R	Creature - Ooze	GG5	*/*. Ancient Ooze's power and toughness are each equal to the total converted mana cost of other creatures you control.
Ancient Silverback UD(R) UD(FR) 7th(R) 7th(FR)	Creature - Ape	GG4	6/5. G: Regenerate Ancient Silverback.
An-Havva Constable HL(U1) 5th(R)	Summon Constable	GG1	2/1+* where *=number of green creatures in play.
An-Havva Inn HL(U3)	Sorcery	GG1	Gain 1+* life where *=number of green creatures in play.
Animal Magnetism ON(R) ON(FR)	Sorcery	G4	Reveal the top five cards of your library. An opponent chooses a creature card from among them. Put that card into play and the rest into your graveyard.
Animate Land NE(U) NE(FU)	Instant	G	Until end of turn, target land is a 3/3 creature that's still a land.
Anurid Barkripper JU(C) JU(FC)	Creature - Beast	GG1	2/2. Threshold - Anurid Barkripper gets +2/+2. (You have threshold as long as seven or more cards are in your graveyard.)
Anurid Swarmsnapper JU(U) JU(FU)	Creature - Beast	G2	1/4. Anurid Swarmsnapper may block as though it had flying. ; 1G: Anurid Swarmsnapper may block an additional creature this turn.
Anurid Scavenger TO(U) TO(FU)	Creature - Beast	G2	3/3, Protection from Black. At the beginning of your upkeep, sacrifice Anurid Scavenger unless you put a card from your graveyard on the bottom of your library.
Apes of Rath TE(U)	Summon Apes	GG2	5/4. If this card attacks, it does not untap during your next untap phase.
Arboria LG(U)	Enchant World	GG2	If a player does not put a card into play or cast a spell they cannot be attacked until the their next turn.

Green Spells (Part 2 of 35)

Card Name	Spell Type	Cost	Ability
Arctic Wolves	<i>WL(U)</i> Summon Wolves	GG3	4/5. Draw a card when this card comes into play. Cumulative Upkeep: 2.
Argothian Elder	<i>US(U)</i> <i>BR(D1)</i> Summon Elf	G3	2/2. Untap 2 lands (Tap).
Argothian Enchantress	<i>US(R)</i> Summon Enchantress	G1	0/1. Cannot be the target of spells or abilities. When you successfully cast an enchantment spell, draw a card.
Argothian Pixies	<i>AQ(C4)</i> <i>CH(C3)</i> Summon Faeries	G1	2/1, Cannot be blocked by artifact creatures, Damage from artifact sources is reduced to zero.
Argothian Swine	<i>US(C)</i> Summon Boars	G3	3/3, Trample.
Argothian Treefolk	<i>AQ(C4)</i> Summon Treefolk	GG3	3/5, Ignores damage from artifact sources
Argothian Wurm	<i>US(R)</i> Summon Wurm	G3	6/6, Trample. When this comes into play, any player may sacrifice a land to put this card on top of owner's library.
Armor of Thorns	<i>MI(C)</i> Enchant Creature	G1	Creature gets +2/+2. Play only on a non-black creature. May be played as an Instant, but bury this at end of turn.
Arrogant Wurm	<i>TO(U)</i> <i>TO(FU)</i> Creature - Wurm	GG3	4/4, Trample. ; Madness 2G (You may play this card for its madness cost at the time you discard it from your hand.)
Aspect of Wolf	<i>A/B/U(R)</i> <i>RV(R)</i> <i>4th(R)</i> <i>5th(R)</i> Enchant Creature	G1	Gives +*/+* where *=1/2 number of Forests; Round down power and up toughness.
Aurochs	<i>IA(C)</i> <i>5th(C)</i> Summon Aurochs	G3	2/3, Trample. Gets +1/+0 until end of turn when attacking for each other Aurochs that attacks.
Autumn Willow	<i>HL(U1)</i> Summon Legend	GG4	4/4. Cannot be targeted by spells or effects. Allow a player to target this card with spells or effects (G).
Avatar of Might	<i>PY(R)</i> <i>PY(FR)</i> Creature - Avatar	GG6	8/8, Trample. If an opponent controls at least four more creatures than you, Avatar of Might costs 6 less to play.
Avenging Druid	<i>EX(C)</i> Summon Druid	G2	1/3. If this card damages any opponent, you may reveal cards from your library until you reveal a land card. Put that land into play and put all other revealed cards into your graveyard.
Avoid Fate	<i>LG(C1)</i> Interrupt	G	Counters interrupt or enchantment targeted at one of your permanents.
Awakening	<i>SH(R)</i> Enchantment	GG2	At the beginning of each player's upkeep, untap all creatures and lands.
Balduvian Bears	<i>IA(C)</i> Summon Bears	G1	2/2
Barbary Apes	<i>LG(C1)</i> Summon Apes	G1	2/2
Barbed Foliage	<i>MI(U)</i> Enchantment	GG2	Creatures that attack you lose Flanking until end of turn. Does 1 damage to each non-Flying creature that attacks you.
Barbtooth Wurm	<i>P2(C)</i> <i>ST(C)</i> Creature - Wurm	G5	6/4.
Barishi	<i>WL(U)</i> Summon Barishi	GG2	4/3. If this card is put in the graveyard from play, remove it from the game then shuffle all the creature cards in your graveyard into your library.
Barkhide Mauler	<i>ON(C)</i> <i>ON(FC)</i> Creature - Beast	G4	4/4. Cycling 2.
Basking Rootwalla	<i>TO(C)</i> <i>TO(FC)</i> Creature - Lizard	G	1/1. 1G: Basking Rootwalla gets +2/+2 until end of turn. Play this ability only once each turn. ; Madness 0 (You may play this card for its madness cost at the time you discard it from your hand.)
Battlefield Scrounger	<i>JU(C)</i> <i>JU(FC)</i> Creature - Centaur	GG3	3/3. Threshold - Put three cards from your graveyard on the bottom of your library: Battlefield Scrounger gets +3/+3 until end of turn. Play this ability only once each turn. (Play this ability only if seven or more cards are in your graveyard.)
Bayou Dragonfly	<i>TE(C)</i> Summon Insect	G1	1/1, Flying, SwampWalk.
Bear Cub	<i>P2(C)</i> Creature - Bear	G1	2/2.
Bearscape	<i>OD(R)</i> <i>OD(FR)</i> Enchantment	GG1	1G, Remove two cards in your graveyard from the game: Put a 2/2 green Bear creature token into play.
Beast Attack	<i>OD(U)</i> <i>OD(FU)</i> Instant	GGG2	Put a 4/4 green Beast creature token into play. ; Flashback 2GGG (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
Bee Sting	<i>PT(U)</i> <i>P2(U)</i> Sorcery	G3	Bee Sting deals 2 damage to any one creature or player.
Bequeathal	<i>EX(C)</i> Enchant Creature	G	Draw 2 cards if the creature is put into any graveyard.
Berserk	<i>A/B/U(U)</i> Instant	G	Doubles power of creature and gives Trample until end of turn; Creature dies if it attacks.
Berserk Murlodont	<i>LE(C)</i> <i>LE(FC)</i> Creature - Beast	G4	3/3. Whenever a Beast becomes blocked, it gets +1/+1 until end of turn for each creature blocking it.
Bifurcate	<i>MM(R)</i> <i>MM(FR)</i> Sorcery	G3	Search your library for a copy of target creature card in play and put that card into play. Then shuffle your library.
Bind	<i>IN(R)</i> <i>IN(FR)</i> Instant	G1	Counter target activated ability. (Mana abilities can't be countered.) ; Draw a card.
Biorhythm	<i>ON(R)</i> <i>ON(FR)</i> Sorcery	GG6	Each player's life total becomes the number of creatures he or she controls.
Birchlore Rangers	<i>ON(C)</i> <i>ON(FC)</i> Creature - Elf	G	1/1. Tap two untapped Elves you control: Add one mana of any color to your mana pool. ; Morph G.

Green Spells (Part 3 of 35)

Card Name	Spell Type	Cost	Ability
Birds of Paradise A(R) B/U(R) RV(R) 4th(R) 5th(R) 6th(R) 7th(R) 7th(FR) 8th(R) 8th(FR)	Creature - Bird {ABU/RV/4th/5th: was Summon Mana Birds}	G	0/1, Flying. Tap: Add one mana of any color to your mana pool.
Blanchwood Armor US(U) 7th(U) 7th(FU) 8th(U) 8th(FU)	Enchant Creature	G2	Enchanted creature gets +1/+1 for each forest you control.
Blanchwood Treefolk US(C)	Summon Treefolk	G4	4/5.
Blastoderm NE(C) NE(FC)	Creature - Beast	GG2	5/5. Fading 3 (This creature comes into play with three fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.) ; Blastoderm can't be the target of spells or abilities.
Blizzard IA(R)	Enchantment	GG	Flying creatures do not untap as normal. Can only be cast if you have a Snow-Covered land. Cumulative Upkeep=2 mana.
Bloated Toad UL(U) UL(FU)	Summon Toad	G2	2/2, Protection from blue. Cycling 2.
Bloodline Shaman ON(U) ON(FU)	Creature - Elf Wizard	G1	1/1. Tap: Choose a creature type. Reveal the top card of your library. If that card is a creature card of the chosen type, put it into your hand. Otherwise, put it into your graveyard.
Blossoming Wreath WL(C)	Instant	G	Gain 1 life for each creature card in your graveyard.
Blurred Mongoose IN(R) IN(FR)	Creature - Mongoose	G1	2/1. Blurred Mongoose can't be countered. ; Blurred Mongoose can't be the target of spells or abilities.
Boa Constrictor MM(U) MM(FU)	Creature - Snake	G4	3/3. Tap: Boa Constrictor gets +3/+3 until end of turn.
Bog Gnarr AP(C) AP(FC)	Creature - Beast	G4	2/2. Whenever a player plays a black spell, Bog Gnarr gets +2/+2 until end of turn.
Bounty of the Hunt AL(U2)	Instant	GG3	You can remove a green card in your hand from the game instead of paying the casting cost. Put three +1/+1 counters on creatures. Remove these counters at end of turn.
Branchsnap Lorian LE(U) LE(FU)	Creature - Beast	GG1	4/1, Trample. Morph G.
Brawn JU(U) JU(FU)	Creature - Incarnation	G3	3/3, Trample. As long as Brawn is in your graveyard and you control a forest, creatures you control have trample.
Break Asunder SC(C) SC(FC)	Sorcery	GG2	Destroy target artifact or enchantment. ; Cycling 2.
Briar Patch MM(U) MM(FU)	Enchantment	GG1	Whenever a creature attacks you, it gets -1/-0 until end of turn.
Briar Shield WL(C)	Enchant Creature	G	Creature gets +1/+1. +3/+3 until end of turn (Sacrifice this card).
Broken Fall TE(C) BR(D1)	Enchantment	G2	Regenerate a creature (Send this card to owner's hand).
Brontotherium LE(U) LE(FU)	Creature - Beast	GG4	5/3, Trample, Provoke.
Broodhatch Nantuko ON(U) ON(FU)	Creature - Insect Druid	G1	1/1. Whenever Broodhatch Nantuko is dealt damage, you may put that many 1/1 green Insect creature tokens into play. ; Morph 2G.
Brood Sliver LE(R) LE(FR)	Creature - Sliver	G4	3/3. Whenever a Sliver deals combat damage to a player, its controller may put a 1/1 colorless Sliver creature token into play.
Brown Ouphe IA(C)	Summon Ouphe	G	1/1. Counter effect of an artifact with an activation cost (Tap+G1).
Brushwagg MI(R)	Summon Brushwagg	GG1	3/2. Gets -2/+2 until end of turn if it blocks or is blocked.
Bull Elephant VI(C)	Summon Elephant	G3	4/4. When enters play, send two of your Forests to owner's hand or bury this card.
Bull Hippo US(U) PT(U) ST(U) 7th(U) 7th(FU)	Creature - Hippo	G3	3/3, Islandwalk. (This creature is unblockable as long as defending player has an island in play.)
Burgeoning SH(R)	Enchantment	G	Whenever an opponent plays a land, you may put a land from your hand into play.
Caller of the Claw LE(R) LE(FR)	Creature - Elf	G2	2/2. You may play Caller of the Claw any time you could play an instant. ; When Caller of the Claw comes into play, put a 2/2 green Bear creature token into play for each nontoken creature put into your graveyard from play this turn.
Caller of the Hunt MM(R) MM(FR)	Creature - Lord	G2	*/*. As you play Caller of the Hunt, choose a creature type. ; Caller of the Hunt's power and toughness are each equal to the number of creatures in play of the chosen type.
Call of the Herd OD(R) OD(FR)	Sorcery	G2	Put a 3/3 green Elephant creature token into play. ; Flashback 3G (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
Call of the Wild WL(R) 6th(R) 8th(R) 8th(FR)	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.

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Green Spells (Part 4 of 35)

Card Name	Spell Type	Cost	Ability
Calming Verse PY(C) PY(FC)	Sorcery	G3	Destroy all enchantments you don't control. Then, if you control an untapped land, destroy all enchantments you control.
Camouflage A/B/U(U)	Instant	G	Your creatures attack face down so your opponent blocks blindly.
Canopy Claws JU(C) JU(FC)	Instant	G	Target creature loses flying until end of turn. ; Flashback G (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
Canopy Crawler LE(U) LE(FU)	Creature - Beast	G3	2/2. Amplify 1. Tap: Target creature gets +1/+1 until end of turn for each +1/+1 counter on Canopy Crawler.
Canopy Dragon MI(R)	Summon Dragon	GG4	4/4, Trample. Flying and loses Trample until end of turn (G1).
Canopy Spider TE(C) AT(D1) 7th(C) 7th(FC) 8th(C) 8th(FC)	Creature - Spider	G1	1/3. Canopy Spider may block as though it had flying.
Canopy Surge IN(U) IN(FU)	Sorcery	G1	Kicker 2 (You may pay an additional 2 as you play this spell.) ; Canopy Surge deals 1 damage to each creature with flying and each player. If you paid the kicker cost, Canopy Surge deals 4 damage to each creature with flying and each player instead.
Carapace <i>Woman with Sword</i> <i>Man in Armor</i> HL(C2) HL(C2) 5th(C)	Enchant Creature	G	Gives creature +0/+2. Regenerate creature (Sacrifice this card).
Cardboard Carapace UG(R)	Enchant Creature	G5	For each other Cardboard Carapace card you have with you, enchanted creature gets +1/+1. Errata: This does not count any Cardboard Carapace cards in play that you control or in your graveyard, hand, or library.
Carnassid SH(R)	Summon Beast	GG4	5/4, Trample. Regenerate (G1).
Carnivorous Plant DK(C3) 4th(C) AT(D1)	Summon Wall	G3	4/5, Wall
Carpet of Flowers US(U)	Enchantment	G	During your main phase, you may add up to X mana of one color to your mana pool, where X= # of islands an opponent controls.
Cartographer EX(U) OD(C) OD(FC)	Creature - Townsfolk	G2	2/2. When Cartographer comes into play, you may return target land card from your graveyard to your hand.
Cat Warriors LG(C2) CH(C3) 5th(C) 6th(C)	Creature - Cat Warriors	GG1	2/2, Forestwalk. (This creature is unblockable if defending player controls a forest.)
Caustic Wasps MM(U) MM(FU)	Creature - Insect	G2	1/1, Flying. Whenever Caustic Wasps deals combat damage to a player, you may destroy target artifact that player controls.
Cave Tiger US(C)	Summon Cat	G2	2/2. When a creature blocks this card, it gets +1/+1 until end of turn.
Centaur Chieftain TO(U) TO(FU)	Creature - Centaur	G3	3/3, Haste. ; Threshold - When Centaur Chieftain comes into play, creatures you control get +1/+1 and gain trample until end of turn. (You have threshold if seven or more cards are in your graveyard.)
Centaur Glade ON(U) ON(FU)	Enchantment	GG3	2GG: Put a 3/3 green Centaur creature token into play.
Centaur Rootcaster JU(C) JU(FC)	Creature - Centaur Druid	G3	2/2. Whenever Centaur Rootcaster deals combat damage to a player, you may search your library for a basic land card and put that card into play tapped. If you do, shuffle your library.
Centaur Veteran TO(C) TO(FC)	Creature - Centaur	G5	3/3, Trample. ; G, Discard a card from your hand: Regenerate Centaur Veteran.
Chain of Acid ON(U) ON(FU)	Sorcery	G3	Destroy target noncreature permanent. Then that permanent's controller may copy this spell and may choose a new target for that copy.
Channel A/B/U(U) RV(U) 4th(U)	Sorcery	GG	Can turn life into colorless mana for rest of turn.
Charging Rhino TE(U) PT(R)	Summon Rhino	GG3	4/4. Cannot be blocked by more than one creature.
Chatter of the Squirrel OD(C) OD(FC)	Sorcery	G	Put a 1/1 green Squirrel creature token into play. ; Flashback 1G (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
Child of Gaea US(R)	Summon Elemental	GGG3	7/7, Trample. Regenerate (G1). During your upkeep, pay GG or sacrifice this card.
Chlorophant OD(R) OD(FC)	Creature - Elemental	GGG	1/1. At the beginning of your upkeep, you may put a +1/+1 counter on Chlorophant. ; Threshold - At the beginning of your upkeep, you may put another +1/+1 counter on Chlorophant. (You have threshold as long as seven or more cards are in your graveyard.)
Choke TE(U) 8th(U) 8th(FU)	Enchantment	G2	Islands don't untap during their controllers' untap steps.
Choking Vines WL(C)	Instant	GX	Play when blockers are declared to make X attacking creatures be considered blocked. Each of those creatures takes 1 damage.

Green Spells (Part 5 of 35)

Card Name	Spell Type	Cost	Ability
Chub Toad 1A(C) 5th(C)	Summon Toad	G2	1/1. Gets +2/+2 until end of turn when blocking or blocked.
Citanul Centaurs US(R)	Summon Centaurs	G3	Echo. 6/3. Cannot be the target of spells or abilities.
Citanul Druid AQ(U3)	Summon Druid	G1	1/1; Gets a +1/+1 counter every time opponent casts an artifact.
Citanul Hierophants US(R)	Summon Druids	G3	3/2. Each of your creatures gains "Add G to your mana pool as a mana source (Tap)."
City of Solitude VI(R)	Enchantment	G2	Players may play abilities with activation costs and spells only on their turn.
Claws of Wirewood SC(U) SC(FU)	Sorcery	G3	Claws of Wirewood deals 3 damage to each creature with flying and each player.; ; Cycling 2.
Clear the Land MM(R) MM(FR)	Sorcery	G2	Each player reveals the top five cards of his or her library, puts into play tapped all land cards revealed this way, and removes the rest from the game.
Cockatrice A/B/U(R) RV(R) 4th(R) 5th(R)	Summon Cockatrice	GG3	2/4, Flying, Any non-Wall blocked-by/blocking Cockatrice is destroyed at end of combat. {ABU+RV = was any non-Wall blocking or any blocked by}
Cocoon LG(U) CH(U3)	Enchant Creature	G	Taps creature and holds it tapped for 3 turns, then it gets +1/+1 and Flying; this card is buried.
Coiling Woodworm NE(U) NE(FU)	Creature - Insect	G2	*1. Coiling Woodworm's power is equal to the number of forests in play.
Collective Unconscious MM(R) MM(FR) 8th(R) 8th(FR)	Sorcery	GG4	Draw a card for each creature you control.
Compost UD(U) UD(FU) 7th(U) 7th(FU)	Enchantment	G1	Whenever a black card is put into an opponent's graveyard, you may draw a card.
Concordant Crossroads LG(R) CH(U1)	Enchant World	G	Creatures may attack or use abilities which tap them as soon as they are brought into play. {LG=was on turn entered play}
Constant Mists SH(U)	Instant	G1	Buyback - Sacrifice a land. Creatures do not deal combat damage this turn.
Cradle Guard US(U)	Summon Treefolk	GG1	Echo. 4/4, Trample.
Crashing Boars EX(U) BD(D1)	Summon Boars	GG3	4/4. If this card attacks, defending player chooses an untapped creature they control, which must block this card this turn if able.
Crashing Centaur OD(U) OD(FU)	Creature - Centaur	GG4	3/4. G,Discard a card from your hand: Crashing Centaur gains trample until end of turn. ; Threshold - Crashing Centaur gets +2/+2 and can't be the target of spells or abilities. (You have threshold as long as seven or more cards are in your graveyard.)
Crash of Rhinos MI(C) BD(D1)	Summon Rhinos	GG6	8/4, Trample.
Craw Giant LG(U) CH(U3) 5th(U)	Summon Giant	GGGG3	6/4, Trample, Rampage:2
Craw Wurm A/B/U(C) RV(C) 4th(C) 5th(C) 8th(C) 8th(FU)	Creature - Wurm	GG4	6/4
Crazed Armodon TE(R)	Summon Elephant	GG2	3/3. +3/+0 and Trample until end of turn and destroy this card at end of turn, usable once per turn (G).
Creeping Mold VI(U) 6th(U) 7th(U) 7th(FU) 8th(U) 8th(FU)	Sorcery	GG2	Destroy target artifact, enchantment, or land.
Crop Rotation UL(C) UL(FU)	Instant	G	At the time you play Crop Rotation, sacrifice a land. ; Search your library for a land card and put that land into play. Shuffle your library afterwards.
Crossbow Ambush SH(C)	Instant	G	All your creatures can block Flying creatures until end of turn.
Crosswinds US(U)	Enchantment	G1	All Flying creatures get -2/-0.
Crown of Vigor ON(C) ON(FU)	Enchant Creature	G1	Enchanted creature gets +1/+1. ; Sacrifice Crown of Vigor: Enchanted creature and other creatures that share a creature type with it get +1/+1 until end of turn.
Crumble AQ(C4) RV(U) 4th(U) 5th(U)	Instant	G	Buries target artifact and gives controller life equal to its casting cost.
Crush of Wurms JU(R) JU(FR)	Sorcery	GGG6	Put three 6/6 green Wurm creature tokens into play. ; Flashback 9GGG (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
Cycle of Life MI(R)	Enchantment	GG1	A creature you summoned this turn becomes 0/1 until the beginning of your next upkeep, at which time it gains a +1/+1 counter (Return this card to owner's hand).

Green Spells (Part 6 of 35)

Card Name	Spell Type	Cost	Ability
Cyclone <i>AN(U3) CH(U1)</i>	Enchantment	GG2	Gets 1 counter each upkeep; Pay G for each counter to do 1 damage per counter to all players and creatures; If not paid, it is destroyed.
Darba <i>PY(U) PY(FU)</i>	Creature - Beast	G3	5/4. At the beginning of your upkeep, sacrifice Darba unless you pay GG.
Darkwatch Elves <i>UL(U) UL(FU)</i>	Summon Elves	G2	2/2, Protection from black. Cycling 2.
Daughter of Autumn <i>HL(U1)</i>	Summon Legend	GG2	2/4. Redirect 1 damage from a white creature to this card (W).
Dawnstrider <i>MM(R) MM(FR)</i>	Creature - Spellshaper	G1	1/1. G,Tap,Discard a card from your hand: Prevent all combat damage that would be dealt this turn.
Deadfall <i>LG(U)</i>	Enchantment	G2	Stops all use of ForestWalk in play.
Deadly Insect <i>Bird/Flower Woman/Pond</i> <i>AL(U3) AL(U3) MM(C) MM(FC) BD(D1)</i>	Creature - Insect	G4	6/1. Deadly Insect can't be the target of spells or abilities.
Deathcoil Wurm <i>P2(R)</i>	Creature - Wurm	GG6	7/6. If Deathcoil Wurm attacks and is blocked, you may choose to have it deal its damage to the defending player instead of to the creatures blocking it.
Decomposition <i>MI(U)</i>	Enchant Creature	G1	Play on a black creature to give it a Cumulative Upkeep of 1 life. Its controller loses 2 life if the creature goes to the graveyard.
Decree of Savagery <i>SC(R)SC(FR)</i>	Instant	GG7	Put four +1/+1 counters on each creature you control. ; Cycling 4GG. ; When you cycle Decree of Savagery, you may put four +1/+1 counters on target creature.
Deep Reconnaissance <i>OD(U) OD(FU)</i>	Sorcery	G2	Search your library for a basic land card and put that card into play tapped. Then shuffle your library. ; Flashback 4G (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
Deep Wood <i>PT(U) P2(U)</i>	Sorcery	G1	Play Deep Wood only after you're attacked, before you declare blockers. This turn, all damage dealt to you by attacking creatures is reduced to 0.
Deepwood Drummer <i>MM(C) MM(FC)</i>	Creature - Spellshaper	G1	1/1. G,Tap,Discard a card from your hand: Target creature gets +2/+2 until end of turn.
Deepwood Elder <i>MM(R) MM(FR)</i>	Creature - Spellshaper	GG	2/2. XGG,Tap,Discard a card from your hand: X target lands become forests until end of turn.
Deepwood Tantiv <i>MM(U) MM(FU)</i>	Creature - Beast	G4	2/4. Whenever Deepwood Tantiv becomes blocked, you gain 2 life.
Deepwood Wolverine <i>MM(C) MM(FC)</i>	Creature - Wolverine	G	1/1. Whenever Deepwood Wolverine becomes blocked, it gets +2/+0 until end of turn.
Defense of the Heart <i>UL(R) UL(FR)</i>	Enchantment	G3	During your upkeep, if one of your opponents controls three or more creatures, sacrifice Defense of the Heart, search your library for up to two creature cards, and put those creatures into play. Shuffle your library afterward.
Defiant Elf <i>LE(C) LE(FC)</i>	Creature - Elf	G	1/1, Trample.
Dense Foliage <i>WL(R) 6th(R)</i>	Enchantment	G2	Creatures can't be the targets of spells.
Deranged Hermit <i>UL(R) UL(FR)</i>	Summon Elf	GG3	1/1, Echo. When Deranged Hermit comes into play, put four Squirrel tokens into play. Treat these tokens as 1/1 green creatures. ; All Squirrels get +1/+1.
Desert Twister <i>AN(U3) RV(U) 4th(U) 5th(U) MM(U) MM(FU)</i>	Sorcery	GG4	Destroy target permanent.
Diligent Farmhand <i>OD(C) OD(FC)</i>	Creature - Druid	G	1/1. 1G,Sacrifice Diligent Farmhand: Search your library for a basic land card, and put that card into play tapped. Then shuffle your library. ; If Diligent Farmhand is in a graveyard, Muscle Burst's effect counts it as a Muscle Burst.
Dire Wolves <i>IA(C)</i>	Summon Wolves	G2	2/2, Bands if you control any Plains
Dirtcowl Wurm <i>TE(R) BR(D1)</i>	Summon Wurm	G4	3/4. Put a +1/+1 counter on this card whenever an opponent plays a land.
Divergent Growth <i>SC(C) SC(FC)</i>	Instant	G	Until end of turn, lands you control gain "Tap: Add one mana of any color to your mana pool."
Double Play <i>UG(C)</i>	Sorcery	GG3	Choose another player. Search your library for a basic land and put that land into play. At the beginning of the next game with that player, search your library for an additional basic land and put that land into play. In both cases, shuffle your library afterwards.
Downdraft <i>WL(U)</i>	Enchantment	G2	Target creature loses Flying until end of turn (G). Do 2 damage to each Flying creature (Sacrifice this card).
Dragon Fangs <i>SC(C) SC(FC)</i>	Enchant Creature	G1	Enchanted creature gets +1/+1 and has trample. ; When a creature with converted mana cost 6 or more comes into play, you may return Dragon Fangs from your graveyard to play enchanting that creature.
Drop of Honey <i>AN(U2)</i>	Enchantment	G	During upkeep, lowest power creature is destroyed and cannot regenerate; Discarded when there are no more creatures.

Green Spells (Part 7 of 35)

Card Name		Spell Type	Cost	Ability
Druid Lyryst	OD(C) OD(FC)	Creature - Druid	G	1/1. G,Tap,Sacrifice Druid Lyryst: Destroy target enchantment.
Druid's Call	OD(U) OD(FU)	Enchant Creature	G1	Whenever enchanted creature is dealt damage, its controller puts that many 1/1 green Squirrel creature tokens into play.
Dual Nature	PY(R) PY(FR)	Enchantment	GG4	Whenever a creature card comes into play, its controller puts a creature token into play that's a copy of that creature. ; Whenever a creature card leaves play, remove all tokens with the same name as that creature from the game. ; When Dual Nature leaves play, remove all tokens created with it from the game.
Durkwood Boars	LG(C2) 4th(C) 5th(C) ST(C) S2(D1)	Creature - Boar	G4	4/4
Dwell on the Past	TO(U) TO(FU)	Sorcery	G	Target player shuffles up to four target cards from his or her graveyard into his or her library.
Early Harvest	MI(R) 6th(R) 7th(R) 7th(FR)	Instant	GG1	Target player untaps all basic lands he or she controls.
Earthcraft	TE(R)	Enchantment	G1	Untap a basic land (Tap one of your untapped creatures).
Earthlore	IA(C)	Enchant Land	G	Play on one of your lands. Tap the land to give a blocking creature +1/+2 until end of turn.
Eladamri, Lord of Leaves	TE(R)	Summon Legend	GG	2/2. All Elves gain ForestWalk. Elves cannot be the target of spells or abilities.
Eladamri's Vineyard	TE(R)	Enchantment	G	Each player gains 2 Green mana at the beginning of their main phase.
Elder Druid	IA(R) 5th(R) 6th(R) 7th(R) 7th(FR)	Creature - Cleric	G3	2/2. 3G, Tap: Tap or untap target artifact, creature, or land.
Elfhame Sanctuary	IN(U) IN(FU)	Enchantment	G1	At the beginning of your upkeep, you may search your library for a basic land card, reveal that card, and put it into your hand. If you do, skip your draw step this turn and shuffle your library.
Elephant Ambush	OD(C) OD(FC)	Instant	GG2	Put a 3/3 green Elephant creature token into play. ; Flashback 6GG (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
Elephant Grass	VI(U)	Enchantment	G	Black creatures cannot attack you, and non-black creatures cannot attack you unless their controller pays 2 mana per creature. Cumulative Upkeep=1 mana.
Elephant Guide	JU(U) JU(FU)	Enchant Creature	G2	Enchanted creature gets +3/+3. ; When enchanted creature is put into a graveyard, put a 3/3 green Elephant creature token into play.
Elephant Resurgence	PY(R) PY(FR)	Sorcery	G1	Each player puts a green Elephant creature token into play. Those creatures have "This creature's power and toughness are each equal to the number of creature cards in its controllers graveyard."
Elite Cat Warrior	PT(C) Has statement about forests in play PT(D1)	Summon Creature	G2	2/3, Forestwalk (If defending player has any forests in play, Elite Cat Warrior can't be intercepted.)
Elven Cache	VI(C) PT(C) 6th(C)	Sorcery	GG2	Return target card from your graveyard to your hand.
Elven Fortress	Asplund-Faith Poole Venters Wänerstrand	FE(C4)	G	Give a blocking creature +0/+1 until end of turn (G1)
Elven Palisade	EX(U)	Enchantment	G	Target attacking creature gets -3/-0 until end of turn (Sacrifice a forest).
Elven Riders	LG(R) 4th(U) 5th(U) 6th(U) ON(U) ON(FU)	Creature - Elf {LG/4th/5th: was Summon Riders}	GG3	3/3. Elven Riders can't be blocked except by creatures with flying and/or Walls.
Elven Rite	SH(U)	Sorcery	G1	Put two +1/+1 counters, distributed any way you chose, on any number of creatures.
Elven Warhounds	TE(R)	Summon Hounds	G3	2/2. If this card is blocked by a creature, put that creature on top of its owner's library.
Elves of Deep Shadow	DK(U2)	Summon Elves	G	1/1, Tap to add B to your mana pool and take 1 damage
Elvish Aberration	SC(U) SC(FU)	Creature - Elf Mutant	G5	4/5. Tap: Add GGG to your mana pool. ; Forestcycling 2.

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Card Name	Spell Type	Cost	Ability
Elvish Archers A(R) B/U(R) RV(R) 4th(R) 5th(R) 6th(R) 7th(R) 7th(FR)	Creature - Elf	G1	2/1, First Strike.
Elvish Bard AL(U2)	Summon Elf	GG3	2/4. All creatures able to block this card must do so.
Elvish Berserker EX(C)	Summon Elf	G	1/1. Gets +1/+1 until end of turn for each creature that blocks it.
Elvish Champion IN(R) IN(FR) 7th(R) 7th(FR) 8th(R) 8th(FR)	Creature - Lord	GG1	2/2. All Elves get +1/+1 and have forestwalk.
Elvish Farmer FE(U1)	Summon Elf	G1	0/2. Put a spore counter on this card during upkeep. Remove 3 counters to put a Saproling 1/1 green creature token into play. Sacrifice a Saproling to gain 2 life.
Elvish Fury TE(C)	Instant	G	Buyback 4. Give a creature +2/+2 until end of turn.
Elvish Guidance ON(C) ON(FC)	Enchant Land	G2	Whenever enchanted land is tapped for mana, its controller adds G to his or her mana pool for each Elf in play.
Elvish Herder US(C)	Summon Elf	G	1/1. Give a creature Trample until end of turn (G).
Elvish Hunter Maddocks Poole Van Camp FE(C3)	Summon Elf	G1	1/1. Make a creature not untap during controller's next untap phase (Tap+G1)
Elvish Impersonators UG(C)	Summon Elves	G3	*/*. When you play Elvish Impersonators, roll two six-sided dice one after the other. Elvish Impersonators comes into play with power equal to the first die roll and toughness equal to the second.
Elvish Lookout UD(C) UD(FC)	Creature - Elf	G	1/1. Elvish Lookout can't be the target of spells or abilities.
Elvish Lyrst US(C) BR(D1) 7th(U) 7th(FU) 8th(U) 8th(FU)	Creature - Elf	G	1/1. G,Tap,Sacrifice Elvish Lyrst: Destroy target enchantment.
Elvish Pathcutter ON(C) ON(FC)	Creature - Elf	G3	1/2. 2G: Target Elf gains forestwalk until end of turn.
Elvish Pioneer ON(C) ON(FC) 8th(C) 8th(FC)	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.
Elvish Piper UD(R) UD(FR) 7th(R) 7th(FR) 8th(R) 8th(FR)	Creature - Elf	G3	1/1. G,Tap: Put a creature card from your hand into play.
Elvish Ranger Man Woman AL(C1) AL(C1) PT(C)	Summon Elf	G2	4/1
Elvish Scout Poole Rush Venters FE(C3)	Summon Elf	G	1/1. Untap an attacking creature that you control and make it neither deal nor receive damage from the combat (Tap+G)
Elvish Scrapper ON(U) ON(FU) 8th(U) 8th(FU)	Creature - Elf	G	1/1. G,Tap,Sacrifice Elvish Scrapper: Destroy target artifact.
Elvish Soultiller LE(R) LE(FR)	Creature - Elf Mutant	GG3	5/4. When Elvish Soultiller is put into a graveyard from play, choose a creature type. Shuffle all creature cards of that type from your graveyard into your library.
Elvish Spirit Guide AL(U2)	Summon Spirit	G2	2/2. If in your hand, you can remove this card from the game to add G to mana pool.
Elvish Vanguard ON(R) ON(FR)	Creature - Elf	G1	1/1. Whenever another Elf comes into play, put a +1/+1 counter on Elvish Vanguard.
Elvish Warrior ON(C) ON(FC)	Creature - Elf	GG	2/3.
Emerald Charm VI(C)	Instant	G	Untap a permanent -or- destroy a global enchantment -or- make a creature lose Flying until end of turn.
Emerald Dragonfly LG(C2) CH(C3)	Summon Dragonfly	G1	1/1, Flying, First Strike(GG)
Emperor Crocodile UD(R) UD(FR) 8th(R) 8th(FR)	Creature - Crocodile	G3	5/5. When you control no other creatures, sacrifice Emperor Crocodile.
Enchantress's Presence ON(R) ON(FR)	Enchantment	G2	Whenever you play an enchantment spell, draw a card.
Endangered Armodon SH(C)	Summon Elephant	GG2	4/5. Sacrifice this card if you control a creature with toughness 2 or less.

Green Spells (Part 9 of 35)

Card Name	Spell Type	Cost	Ability	
Endless Wurm	US(R) Summon Wurm	GG3	9/9, Trample. During your upkeep, sacrifice an enchantment or sacrifice this card.	
Enormous Baloth	LE(U) LE(FU) 8th(D2)	Creature - Beast	G6	7/7.
Epic Struggle	JU(R) JU(FR)	Enchantment	GG2	At the beginning of your upkeep, if you control twenty or more creatures, you win the game.
Erhnam Djinn	AN(U2) CH(U3) AT(D1) BD(D1) JU(R) JU(FR)	Creature - Djinn	G3	4/5. At the beginning of your upkeep, target non-Wall creature an opponent controls gains forestwalk until your next upkeep.
Erithizon	MM(R) MM(FR)	Creature - Beast	GG2	4/4. Whenever Erithizon attacks, put a +1/+1 counter on target creature of defending player's choice.
Essence Filter	IA(C)	Sorcery	GG1	Destroy all enchantments or destroy all non-white enchantments.
Eureka	LG(R)	Sorcery	GG2	Players alternate playing permanents from their hands with no casting cost required.
Everglove Courier	ON(U) ON(FU)	Creature - Elf	G2	2/1. You may choose not to untap Everglove Courier during your untap step. ; 2G,Tap: As long as Everglove Courier remains tapped, target Elf gets +2/+2 and has trample.
Exoskeletal Armor	JU(U) JU(FU)	Enchant Creature	G1	Enchanted creature gets +X/+X, where X is the number of creature cards in all graveyards.
Exploration	US(R)	Enchantment	G	You may play an additional land each turn.
Explosive Growth	IN(C) IN(FC)	Instant	G	Kicker 5 (You may pay an additional 5 as you play this spell.) ; Target creature gets +2/+2 until end of turn. If you paid the kicker cost, that creature gets +5/+5 until end of turn instead.
Explosive Vegetation	ON(U) ON(FU)	Sorcery	G3	Search your library for up to two basic land cards and put them into play tapped. Then shuffle your library.
Faerie Noble	HL(U1)	Summon Noble	G2	1/2, Flying. All your Faeries get +0/+1. Give your Faeries +1/+0 until end of turn (Tap).
Falling Timber	PS(C) PS(FC)	Instant	G2	Kicker - Sacrifice a land. (You may sacrifice a land in addition to any other costs as you play this spell.) ; Prevent all combat damage target creature would deal this turn. If you paid the kicker cost, prevent all combat damage another target creature would deal this turn.
Fallow Earth	MI(U) 6th(U)	Sorcery	G2	Put target land on top of its owner's library.
Fallow Wurm	WL(U)	Summon Wurm	G2	4/4. Discard a land card when this card enters play, or bury this card.
Familiar Ground	WL(U) 6th(U) 7th(U) 7th(FU)	Enchantment	G2	Each creature you control can't be blocked by more than one creature.
Fanatical Fever	IA(U)	Instant	GG2	Creature gets +3/+0 and Trample until end of turn.
Far Wanderings	TO(C) TO(FC)	Sorcery	G2	Search your library for a basic land card and put that card into play tapped. Then shuffle your library. ; Threshold - Instead search your library for three basic land cards and put them into play tapped. Then shuffle your library. (You have threshold if seven or more cards are in your graveyard.)
Fastbond	A/B/U(R) RV(R)	Enchantment	G	Can play extra lands but take 1 damage for each.
Fecundity	US(U) BR(D1) 8th(U) 8th(FU)	Enchantment	G2	Whenever a creature is put into a graveyard from play, that creature's controller may draw a card.
Femeref Archers	MI(U) 6th(U) 7th(U) 7th(FU)	Creature - Soldier {MI: was Summon Archers}	G2	2/2. Tap: Femeref Archers deals 4 damage to target attacking creature with flying.
Feral Instinct	VI(C)	Instant	G1	Give a creature +1/+1 until end of turn. Draw a card at the beginning of the next turn's upkeep.
Feral Thallid	FE(U3)	Summon Fungus	GGG3	6/3. Put a spore counter on this card during upkeep. Remove 3 counters to Regenerate this creature.
Feral Throwback	LE(R) LE(FR)	Creature - Beast	GG4	3/3, Provoke. Amplify 2.
Ferocity	MM(C) MM(FC)	Enchant Creature	G1	Whenever enchanted creature blocks or becomes blocked, you may put a +1/+1 counter on it.
Fertile Ground	US(C) BR(D1) IN(C) IN(FC) 8th(C) 8th(FC)	Enchant Land	G1	Whenever enchanted land is tapped for mana, its controller adds one mana of any color to his or her mana pool.
Fierce Empath	SC(C) SC(FC)	Creature - Elf	G2	1/1. When Fierce Empath comes into play, you may search your library for a creature card with converted mana cost 6 or more, reveal it, and put it into your hand. Then shuffle your library.
Fire Sprites	LG(C2)	Summon Faerie	G1	1/1, Flying, (Tap+G) to get one red mana

Green Spells (Part 10 of 35)

Card Name	Spell Type	Cost	Ability
Flailing Drake <i>TE(U)</i>	Summon Drake	G3	2/3, Flying. If this card blocks or is blocked by any creature, that creature gets +1/+1 until end of turn.
Flock of Rabid Sheep <i>UG(U)</i>	Sorcery	GGX	Flip X coins; an opponent calls heads or tails. For each flip you win, put a Rabid Sheep token into play. Treat these tokens as 2/2 green creatures that count as Sheep.
Floral Spuzzem <i>LG(U)</i>	Summon Spuzzem	G3	2/2; If not blocked when it attacks, you may destroy an artifact instead of dealing damage.
Fog <i>A/B/U(C) RV(C) 4th(C) MI(C) BD(D1) 5th(C) 6th(C) 7th(C) 7th(FC)</i>	Instant	G	Prevent all combat damage that would be dealt this turn.
Fog Patch <i>NE(C) NE(FC)</i>	Instant	G1	Play Fog Patch only during the declare blockers step. ; Attacking creatures become blocked. (This spell works on unblockable creatures.)
Folk Medicine <i>JU(C) JU(FC)</i>	Instant	G2	You gain 1 life for each creature you control.; Flashback 1W (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
Folk of An-Havva <i>Dancing Woman Alone</i> <i>HL(C4)</i>	Summon Folk of An-Havva	G	1/1. Gets +2/+0 until end of turn when blocking.
Folk of the Pines <i>IA(C)</i>	Summon Dryads	G4	2/5, +1/+0 (G1)
Food Chain <i>MM(R) MM(FR)</i>	Enchantment	G2	Remove a creature you control from the game: Add X mana of any color to your mana pool, where X is the removed creature's converted mana cost plus one. This mana may be spent only to play creature spells.
Foratog <i>MI(U) 8th(U) 8th(FC)</i>	Creature - Atog	G2	1/2. G,Sacrifice a Forest: Foratog gets +2/+2 until end of turn.
Forbidden Lore <i>IA(R)</i>	Enchant Land	G2	Tap the land to give a creature +2/+1 until end of turn.
Forcemail Advocate <i>JU(U) JU(FC)</i>	Creature - Centaur	G1	2/1. Tap: Return target card in an opponent's graveyard to his or her hand. Put a +1/+1 counter on target creature.
Force of Nature <i>A(R) B/U(R) RV(R) 4th(R) BD(D1) 5th(R)</i>	Summon Force	GGGG2	8/8, Trample; Pay GGGG during upkeep or take 8 damage.
Forgotten Ancient <i>SC(R)SC(FR)</i>	Creature - Elemental	G3	0/3. Whenever a player plays a spell, you may put a +1/+1 counter on Forgotten Ancient. At the beginning of your upkeep, you may move any number of +1/+1 counters from Forgotten Ancient onto other creatures.
Forgotten Harvest <i>PY(R) PY(FR)</i>	Enchantment	G1	At the beginning of your upkeep, you may remove a land card in your graveyard from the game. If you do, put a +1/+1 counter on target creature.
Forgotten Lore <i>IA(U)</i>	Sorcery	G	Opponent picks a card in your graveyard to come into your hand. You can pay G as many times as you want to make them pick a different card.
Fortitude <i>US(C)</i>	Enchant Creature	G1	Regenerate the creature (Sacrifice a forest). When this is put into a graveyard from play, send this to owner's hand.
Foster <i>MM(R) MM(FR)</i>	Enchantment	GG2	Whenever a creature you control is put into a graveyard, you may pay 1. If you do, reveal cards from the top of your library until you reveal a creature card. Put that card into your hand and the rest into your graveyard.
Foxfire <i>IA(C) 5th(C)</i>	Instant	G2	Untap an attacking creature, and the creature does not deal or receive damage during combat. Draw a card at the beginning of the next turn. {IA= Was beginning of next upkeep}
Free-Range Chicken <i>UG(C)</i>	Summon Chicken	G3	3/3. G1: Roll two six-sided dice. If both die rolls are the same, Free-Range Chicken gets +X/+X until end of turn, where X is the number rolled on each die. Otherwise, if the total rolled is equal to any other total you have rolled this turn for Free-Range Chicken, sacrifice it. (For example, if you roll two 3s, Free-Range Chicken gets +3/+3. If you roll a total of 6 for Free-Range Chicken later in that turn, sacrifice it.)
Freyalise's Charm <i>IA(U)</i>	Enchantment	GG	Each time a black spell is cast, you can pay GG to draw a card. Return this card to your hand (GG).
Freyalise Supplicant <i>IA(U)</i>	Summon Cleric	G1	1/1. Do one half of a red or white creature's power rounded down in damage to any target (Tap+Sacrifice the creature)
Freyalise's Winds <i>IA(R)</i>	Enchantment	GG2	All permanents take two turns to untap.
Frog Tongue <i>TE(C)</i>	Enchant Creature	G	Draw a card when this card comes into play. Creature can block Flying creatures.
Fugitive Druid <i>TE(R)</i>	Summon Druid	G3	3/2. Draw a card whenever a player successfully casts an enchantment spell that targets this card.
Fruition <i>PT(C)</i>	Sorcery	G	For each forest you and your opponent have in play, you gain 1 life.
Fungal Bloom <i>FE(U1)</i>	Enchantment	GG	Put a spore counter on a Fungus (GG)

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Green Spells (Part 11 of 35)

Card Name	Spell Type	Cost	Ability
Fungusaur A/B/U(R) RV(R) 4th(R) 5th(R) 8th(R) 8th(FR)	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.)
Fungus Elemental WL(R)	Summon Elemental	G3	3/3. Put a +2/+2 counter on this card, usable only on turn it comes into play (G+Sacrifice a Forest).
Fyndhorn Brownie IA(C) 6th(C)	Creature - Brownie	G2	1/1. 2G, Tap: Untap target creature.
Fyndhorn Druid <i>Man/Hands Left</i> <i>Woman/Hands Up</i> AL(C2)	Summon Druid	G2	2/2. Gain 4 life if put into the graveyard on a turn it was blocked.
Fyndhorn Elder IA(U) 5th(U) 6th(U) 7th(U) 7th(FU) 8th(U) 8th(FU)	Creature - Elf	G2	1/1. Tap: Add GG to your mana pool.
Fyndhorn Elves IA(C)	Summon Elves	G	1/1. Add G to your mana pool (Tap).
Fyndhorn Pollen IA(R)	Enchantment	G2	Gives all creatures -1/-0. Give all creatures -1/-0 until end of turn (G1). Cumulative Upkeep=1 mana.
Gaea's Avenger AQ(U1)	Summon Gaea's Avenger	GG1	(*+1)/(*+1) where * = number of artifacts opponent has in play.
Gaea's Balance AP(U) AP(FU)	Sorcery	G3	As an additional cost to play Gaea's Balance, sacrifice five lands. Search your library for a land card of each basic land type and put them into play. Then shuffle your library.
Gaea's Blessing WL(U)	Sorcery	G1	Make a player shuffle 3 cards of your choice from their graveyard into their library, then draw a card. If this card is put into your graveyard from your library, shuffle your graveyard into your library.
Gaea's Bounty US(C)	Sorcery	G2	Search your library for up to 2 forest cards, reveal them, put them into your hand, and shuffle.
Gaea's Embrace US(U)	Enchant Creature	GG2	The creature gets +3/+3 and Trample. Regenerate the creature (G).
Gaea's Herald PS(R) PS(FR) 8th(R) 8th(FR)	Creature - Elf	G1	1/1. Creature spells can't be countered.
Gaea's Liege A/B/U(R) RV(R) 4th(R)	Summon Gaea's Liege	GGG3	*/* where *=number of Forests (of opponent when attacking, self otherwise); Tap to turn one land into a Forest.
Gaea's Might PS(C) PS(FC)	Instant	G	Target creature gets +1/+1 until end of turn for each basic land type among lands you control.
Gaea's Touch DK(C3)	Enchantment	GG	May play one Forest in addition to normal land each turn; Sacrifice this card to get GG added to mana pool. { A variant of this card has the name and text shifted to the left }
Gamekeeper UD(U) UD(FU)	Creature - Elf	G3	2/2. When Gamekeeper is put into a graveyard from play, you may remove Gamekeeper from the game. If you do, reveal cards from your library until you reveal a creature card. Put that card into play and put the other cards revealed this way into your graveyard.
Game Preserve MM(R) MM(FR)	Enchantment	G2	At the beginning of your upkeep, each player reveals the top card of his or her library. If all cards revealed this way are creature cards, put those cards into play under their owners' control. (Otherwise, put them back face-down on top of their owners' libraries.)
Gang of Elk UL(U) UL(FU) 7th(U) 7th(FU)	Creature - Beast	G5	5/4. Whenever Gang of Elk becomes blocked, it gets +2/+2 until end of turn for each creature blocking it.
Gargantuan Gorilla AL(R2)	Summon Gorilla	GGG4	7/7. This card deals its power in damage to a creature and that creature deals its power to this card (Tap). During upkeep, sacrifice a Forest or take 7 damage and bury this card. If sacrifice a Snow-Covered Forest, it gains Trample until end of turn.
Gempalm Strider LE(U) LE(FU)	Creature - Elf	G1	2/2. Cycling 2GG. When you cycle Gempalm Strider, all Elves get +2/+2 until end of turn.
Genesis JU(R) JU(FR)	Creature - Incarnation	G4	4/4. At the beginning of your upkeep, if Genesis is in your graveyard, you may pay 2G. If you do, return target creature card from your graveyard to your hand.
Gerrymandering UG(U)	Sorcery	G2	Remove all lands from play and shuffle them together. Randomly deal to each player one land card for each land he or she had before. Each player puts those lands into play under his or her control, untapped.
Ghazbán Ogre AN(C4) CH(C3) 5th(C)	Summon Ogre	G	2/2; During upkeep moves control to player with the most life points. Controller keeps it in a tie.

Green Spells (Part 12 of 35)

Card Name	Spell Type	Cost	Ability	
Ghazban Ogress	UG(C)	Summon Ogre	G	2/2. When Ghazban Ogress comes into play, the player who has won the most Magic games that day gains control of it. If more than one player has won the same number of games, you retain control of Ghazban Ogress.
Giant Badger	PR(SC) 8th(C) 8th(FC)	Creature - Badger	GG1	2/2. Whenever Giant Badger blocks, it gets +2/+2 until end of turn.
Giant Caterpillar	VI(C) MM(C) MM(FC)	Creature - Insect	G3	3/3. G,Sacrifice Giant Caterpillar: Put a 1/1 green Butterfly creature token with flying into play at end of turn.
Giant Growth	A/B/U(C) RV(C) 4th(C) AT(D1) IA(C) 5th(C) 6th(C) BR(D1) BD(D1) 7th(C) 7th(FC) 8th(C) 8th(FC)	Instant	G	Target creature gets +3/+3 until end of turn.
Giant Mantis	MI(C)	Summon Mantis	G3	2/4, Can block Flying creatures.
Giant Spider	A/B/U(C) RV(C) 4th(C) AT(D1) 5th(C) PT(C) 6th(C) 7th(C) 7th(FC) 8th(C) 8th(FC)	Creature - Spider	G3	2/4. Giant Spider may block as though it had flying.
Giant Turtle	LG(C2)	Summon Turtle	GG1	2/4, Cannot attack if it did so last turn.
Giant Warthog	JU(C) JU(FC)	Creature - Beast	G5	5/5, Trample.
Gibbering Hyenas	MI(C)	Summon Hyenas	G2	3/2. Cannot block black creatures.
Gift of the Woods	Man Woman AL(C2)	Enchant Creature	G	If blocks or is blocked, creature gets +0/+3 until end of turn and you gain 1 life.
Gigapede	ON(R) ON(FR)	Creature - Insect	GG3	6/1. Gigapede can't be the target of spells or abilities. ; At the beginning of your upkeep, if Gigapede is in your graveyard, you may discard a card from your hand. If you do, return Gigapede to your hand.
Glade Gnarr	AP(C) AP(FC)	Creature - Beast	G5	4/4. Whenever a player plays a blue spell, Glade Gnarr gets +2/+2 until end of turn.
Glowering Rogon	LE(C) LE(FC)	Creature - Beast	G5	4/4. Amplify 1.
Glyph of Reincarnation	LG(C1)	Instant	G	All creatures which survive being blocked by target wall are buried, and then pull one creature of choice out of attacker's graveyard and into play for each one that was buried.
Golden Bear	P2(C)	Creature - Bear	G3	4/3.
Goliath Beetle	UD(C) UD(FC)	Creature - Insect	G2	3/1, Trample.
Gorilla Berserkers	Patrol (C1) Combat (C2) AL(C3)	Summon Gorillas	GG3	2/3, Trample, Rampage:2. Cannot be blocked by less than 3 creatures.
Gorilla Chieftain	Two Four AL(C1) AT(D1) AL(C1) 6th(C) 7th(C) 7th(FC)	Creature - Ape {AL: was Summon Gorilla}	GG2	3/3. 1G: Regenerate Gorilla Chieftain.
Gorilla Pack	IA(C)	Summon Gorilla Pack	G2	3/3; Cannot attack unless defender controls Forests; Buried if you control no Forests.
Gorilla Titan	OD(U) OD(FU)	Creature - Ape	GG3	4/4, Trample. Gorilla Titan gets +4/+4 as long as there are no cards in your graveyard.
Gorilla Warrior	US(C) PT(C) ST(C) BR(D1)	Creature - Ape	G2	3/2.
Granger Guildmage	MI(C)	Summon Wizard	G	1/1. Give a creature First Strike until end of turn (Tap+W). Do 1 damage to a creature or player and 1 damage to you (Tap+R).
Greater Good	US(R)	Enchantment	GG2	Draw cards equal to the sacrificed creature's power, then discard 3 cards (Sacrifice a creature).
Greener Pastures	US(R)	Enchantment	G2	During each player's upkeep, if they control more lands than any other player, they put a 1/1 green Saproling token into play under their control.

Green Spells (Part 13 of 35)

Card Name	Spell Type	Cost	Ability
Grizzly Bears A/B/U(C) RV(C) 4th(C) 5th(C) 6th(C) PT(C) ST(C) 7th(C) 7th(FC) 8th(C) 8th(FC)	Creature - Bear	G1	2/2.
Grizzly Fate JU(U) JU(FU)	Sorcery	GG3	Put two 2/2 green Bear creature tokens into play. ; Threshold - Instead put four 2/2 green Bear creature tokens into play. ; Flashback 5GG (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
Ground Seal OD(R) OD(FR)	Enchantment	G1	When Ground Seal comes into play, draw a card. ; Cards in graveyards can't be the targets of spells or abilities.
Groundskeeper MM(U) MM(FU)	Creature - Druid	G	1/1. 1G: Return target basic land card from your graveyard to your hand.
Growth Spurt UG(C)	Instant	G1	Roll a six-sided die. Target creature gets +X/+X until end of turn, where X is equal to the die roll.
Gurzigost TO(R) TO(FR)	Creature - Beast	GG3	6/8. At the beginning of your upkeep, sacrifice Gurzigost unless you put two cards from your graveyard on the bottom of your library. ; GG, Discard a card from your hand: You may have Gurzigost deal its combat damage to defending player this turn as though it weren't blocked.
Gus UG(C)	Summon Gus	G2	2/2. Gus comes into play with one +1/+1 counter on it for each game you have lost to your opponent since you last won a Magic game against him or her.
Hail Storm AL(U2)	Instant	GG1	Do 2 damage to each attacking creature and 1 to you and each creature you control.
Hall of Gemstone MI(R)	Enchant World	GG1	During each player's upkeep, they choose a color and all mana producing lands make mana of that color instead of their normal colors.
Harmonic Convergence UL(U) UL(FU)	Instant	G2	Return all enchantments to top of owners' libraries.
Harmony of Nature P2(U)	Sorcery	G2	Tap any number of your creatures. You gain 4 life for each creature tapped in this way. (Tapped creatures can't block.)
Harrow TE(U) IN(C) IN(FC)	Instant	G2	As an additional cost to play Harrow, sacrifice a land. ; Search your library for up to two basic land cards and put them into play. Then shuffle your library.
Harvester Druid JU(C) JU(FC)	Creature - Druid	G1	1/1. Tap: Add to your mana pool one mana of any color that a land you control could produce.
Harvest Mage NE(C) NE(FC)	Creature - Spellshaper	G	1/1. G, Tap, Discard a card from your hand: Until end of turn, if you tap a land for mana, it produces one mana of any color instead of its normal type and amount.
Harvest Wurm WL(C)	Summon Wurm	G1	3/2. Bring a basic land from your graveyard to your hand when this card comes into play, or bury this card.
Hawkeater Moth US(U)	Summon Insect	G3	1/2, Flying. Cannot be the target of spells or abilities.
Heart Warden UD(C) UD(FC)	Creature - Elf	G1	1/1. Tap: Add one green mana to your mana pool. ; 2, Sacrifice Heart Warden: Draw a card.
Heartwood Dryad TE(C)	Summon Dryad	G1	2/1. Can block creatures with Shadow.
Heartwood Giant TE(R)	Summon Giant	GG3	4/4. Do 2 damage to a player (Tap+Sacrifice a forest).
Heartwood Treefolk TE(U)	Summon Treefolk	GG2	3/4, ForestWalk.
Heedless One ON(U) ON(FU)	Creature - Elf Avatar	G3	*/*, Trample. Heedless One's power and toughness are each equal to the number of Elves in play.
Hermit Druid SH(R)	Summon Druid	G1	1/1. Reveal cards from your library until you reveal a basic land, then put that land into your hand and put the other revealed cards into your graveyard (Tap+G).
Hidden Ancients US(U)	Enchantment	G1	When an opponent successfully casts an enchantment spell, if this is an enchantment, it becomes a 5/5 creature of type Treefolk.
Hidden Gibbons UL(R) UL(FR)	Enchantment	G	When one of your opponents successfully casts an instant or interrupt spell, if Hidden Gibbons is an enchantment, Hidden Gibbons becomes a 4/4 creature that counts as an Ape.
Hidden Guerrillas US(U)	Enchantment	G	When an opponent successfully casts an artifact spell, if this is an enchantment, it becomes a 5/3 Trample creature of type Soldier.
Hidden Herd US(R)	Enchantment	G	When an opponent plays a non-basic land, if this is an enchantment, it becomes a 3/3 creature of type Beast.
Hidden Path DK(U1)	Enchantment	GGGG2	Gives all green creatures ForestWalk
Hidden Predators US(R)	Enchantment	G	When an opponent controls a creature with power 4 or greater, if this is an enchantment, it becomes a 4/4 creature of type Beast.
Hidden Spider US(C)	Enchantment	G	When an opponent successfully casts a creature with flying, if this is an enchantment, it becomes a 3/5 creature of type Spider that can block creatures with flying.
Hidden Stag US(R)	Enchantment	G1	When an opponent plays a land, if this is an enchantment, it becomes a 3/2 creature of type Beast. When you play a land, if this is a creature, it becomes an enchantment.

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Green Spells (Part 14 of 35)

Card Name	Spell Type	Cost	Ability
Holistic Wisdom OD(R) OD(FR)	Enchantment	GG1	2.Remove a card in your hand from the game: Return target card from your graveyard to your hand if it shares a type with the card removed this way. (The card types are artifact, creature, enchantment, instant, land and sorcery.)
Horned Sliver <i>TE(U)</i>	Summon Sliver	G2	2/2. All Slivers gain Trample.
Horned Troll MM(C) MM(FC) 8th(C) 8th(FC)	Creature - Troll	G2	2/2. G: Regenerate Horned Troll.
Hornet Cobra LG(C2)	Summon Cobra	GG1	2/1, First Strike
Hot Springs IA(R)	Enchant Land	G1	Play on one of your lands. Tap the land to prevent 1 damage to a player or creature.
Howling Gale <i>OD(U)</i> <i>OD(FU)</i>	Instant	G1	Howling Gale deals 1 damage to each creature with flying and to each player. ; Flashback 1G (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
Howling Wolf MM(C) MM(FC)	Creature - Wolf	GG2	2/2. When Howling Wolves comes into play, you may search your library for up to three Howling Wolves cards, reveal them, and put them into your hand. If you do, shuffle your library.
Hundroog LE(C) LE(FC)	Creature - Beast	G6	4/7. Cycling 3.
Hungry Hungry Heifer UG(U)	Summon Cow	G2	3/3. During your upkeep, remove a counter from any card you control or sacrifice Hungry Hungry Heifer.
Hungry Mist <i>Lantern in Window</i> <i>Dead Woman</i> HL(C2) HL(C2) 5th(C)	Summon Mist	GG2	6/2. Pay GG during upkeep or bury this card.
Hunted Wumpus MM(U) MM(FU) 8th(U) 8th(FU)	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.
Hunting Moa UD(U) UD(FU)	Creature - Beast	G2	3/2, Echo. Whenever Hunting Moa comes into play or is put into a graveyard from play, put a +1/+1 counter on target creature.
Hunting Pack SC(U) SC(FU)	Instant	GG5	Put a 4/4 green Beast creature token into play. ; Storm.
Hurricane A/B/U(U) RV(U) 4th(U) IA(U) 5th(U) AT(D1) PT(R) P2(R) BR(D1) 6th(R) 7th(R) 7th(FR)	Sorcery	GX	Hurricane deals X damage to each creature with flying and each player.
Hush US(C)	Sorcery	G3	Cycling 2. Destroy all enchantments.
Hystrodon ON(R) ON(FR)	Creature - Beast	G4	3/4, Trample. Whenever Hystrodon deals combat damage to a player, you may draw a card. ; Morph 1GG.
Ice Storm A/B/U(U)	Sorcery	G2	Destroy one land.
Ichneumon Druid LG(U)	Summon Druid	GG1	1/1, Opponent takes 4 damage for each instant past the first one cast each turn.
Ifh-Biff Efreet AN(U2)	Summon Efreet	GG2	3/3, Flying; Any player can pay G to do 1 damage to all players and flying creatures.
Incoming! UG(R)	Sorcery	GGGG4	Each player searches his or her library for any number of artifacts, creatures, enchantments, and lands and puts those cards into play. Each player shuffles his or her library afterwards.
Insist TO(R) TO(FR)	Sorcery	G	The next creature spell you play this turn can't be countered by spells or abilities. Draw a card.
Instill Energy A/B/U(U) RV(U) 4th(U) 5th(U)	Enchant Creature	G	Untap once during your turn (0); Creature is not affected by summoning sickness.
Invigorate MM(C) MM(FC)	Instant	G2	If you control a forest, you may have an opponent gain 3 life instead of paying Invigorate's mana cost. ; Target creature gets +4/+4 until end of turn.
Invigorating Boon ON(U) ON(FU)	Enchantment	G1	Whenever a player cycles a card, you may put a +1/+1 counter on target creature.
Invigorating Falls TO(C) TO(FC)	Sorcery	GG2	You gain life equal to the number of creature cards in all graveyards.
Ironhoof Ox P2(U)	Creature - Ox	GG3	4/4. Ironhoof Ox can't be blocked by more than one creature.
Ironroot Treefolk A/B/U(C) RV(C) 4th(C) 5th(C)	Summon Treefolk	G4	3/5
Ironshell Beetle JU(C) JU(FC)	Creature - Insect	G1	1/1. When Ironshell Beetle comes into play, put a +1/+1 counter on target creature.
Ivy Elemental OD(R) OD(FR)	Creature - Elemental	GX	0/0. Ivy Elemental comes into play with X +1/+1 counters on it.

Green Spells (Part 15 of 35)

Card Name	Spell Type	Cost	Ability
Ivy Seer <i>UD(U)</i> <i>UD(FU)</i>	Creature - Wizard	G3	1/1. 2G, Tap: Reveal any number of green cards in your hand. Target creature gets +X/+X until end of turn, where X is the number of cards revealed this way.
Jackalope Herd <i>EX(C)</i>	Summon Beasts	G3	4/5. Send this card to owner's hand if you play a spell.
Jade Leech <i>IN(R)</i> <i>IN(FR)</i>	Creature - Leech	GG2	5/5. Green spells you play cost G more to play.
Johtull Wurm <i>IA(U)</i> <i>5th(U)</i>	Summon Wurm	G5	6/6. Gets -2/-1 until end of turn for each creature past the first one assigned to block it.
Jolrael, Empress of Beasts <i>PY(R)</i> <i>PY(FR)</i>	Creature - Spellshaper Legend	GG3	3/3. G2, Tap, Discard two cards from your hand: Until end of turn, all lands target player controls are 3/3 creatures that are still lands.
Jolrael's Centaur <i>MI(C)</i>	Summon Centaur	GG1	2/2, Flanking. Cannot be the target of spells or effects.
Jolrael's Favor <i>PY(C)</i> <i>PY(FC)</i>	Enchant Creature	G1	You may play Jolrael's Favor any time you could play an instant. ; G1: Regenerate enchanted creature.
Joven's Ferrets <i>HL(CI)</i>	Summon Ferrets	G	1/1. Gets +0/+2 when attacking. At end of combat, tap creatures that block this card and they do not untap as normal next untap.
Jungle Patrol <i>MI(R)</i>	Summon Soldiers	G3	3/2. Put a 0/1 green Wood token creature that counts as a Wall into play (Tap+G1). Gain 1 Red mana as a mana source (Sacrifice a Wood token).
Jungle Lion <i>PT(C)</i>	Summon Creature	G	2/1. Jungle Lion can't intercept.
Jungle Wurm <i>MI(C)</i>	Summon Wurm	GG3	5/5. Gets -1/-1 for each creature assigned to block it after the first.
Juniper Order Druid <i>IA(C)</i>	Summon Cleric	G2	1/1. Untap a land (Tap).
Kamah! Fist of Krosa <i>ON(R)</i> <i>ON(FR)</i>	Creature - Druid Legend	GG4	4/3. G: Target land becomes a 1/1 creature until end of turn. It's still a land. ; 2GGG: Creatures you control get +3/+3 and gain trample until end of turn.
Kamah!s Summons <i>ON(U)</i> <i>ON(FU)</i>	Sorcery	G3	Each player may reveal any number of creature cards from his or her hand. Then each player puts a 2/2 green Bear creature token into play for each card he or she revealed this way.
Karoo Meerkat <i>MI(U)</i>	Summon Meerkat	G1	2/1, Protection from Blue.
Katabatic Winds <i>VI(R)</i>	Enchantment	G2	Phasing. Flying creatures cannot attack, block or use abilities with Tap in the activation cost.
Kavu Chameleon <i>IN(U)</i> <i>IN(FU)</i>	Creature - Kavu	GG3	4/4. Kavu Chameleon can't be countered. ; G: Kavu Chameleon becomes the color of your choice until end of turn.
Kavu Climber <i>IN(C)</i> <i>IN(FC)</i>	Creature - Kavu	GG3	3/3. When Kavu Climber comes into play, draw a card.
Kavu Howler <i>AP(U)</i> <i>AP(FU)</i>	Creature - Kavu	GG4	4/5. When Kavu Howler comes into play, reveal the top four cards of your library. Put all Kavu cards revealed this way into your hand and the rest on the bottom of your library.
Kavu Lair <i>IN(R)</i> <i>IN(FR)</i>	Enchantment	G2	Whenever a creature with power 4 or greater comes into play, its controller draws a card.
Kavu Mauler <i>AP(R)</i> <i>AP(FR)</i>	Creature - Kavu	GG4	4/4, Trample. Whenever Kavu Mauler attacks, it gets +1/+1 until end of turn for each other attacking Kavu.
Kavu Titan <i>IN(R)</i> <i>IN(FR)</i>	Creature - Kavu	G1	2/2. Kicker 2G (You may pay an additional 2G as you play this spell.) ; If you paid the kicker cost, Kavu Titan comes into play with three +1/+1 counters on it and has trample.
Kaysa <i>AL(R2)</i>	Summon Legend	GG3	2/3. Gives +1/+1 to all your green creatures.
Keeper of the Beasts <i>EX(U)</i>	Summon Wizard	GG	1/2. If target opponent controls more creatures than you, put a 2/2 green Beast token creature into play (Tap+G).
Killer Bees <i>LG(R)</i> <i>4th(U)</i> <i>5th(U)</i>	Summon Bees	GG1	0/1, Flying, +1/+1(G)
King Cheetah <i>VI(C)</i>	Summon Cheetah	G3	3/2. Can be played as an instant.
Krakilin <i>TE(U)</i>	Summon Beast	GGX	0/0. Comes into play with X +1/+1 counters. Regenerate (G1).
Krosan Archer <i>OD(C)</i> <i>OD(FC)</i>	Creature - Centaur	G3	2/3. Krosan Archer may block as though it had flying. ; G, Discard a card from your hand: Krosan Archer gets +0/+2 until end of turn.
Krosan Avenger <i>OD(C)</i> <i>OD(FC)</i>	Creature - Druid	G2	3/1, Trample. Threshold - 1G: Regenerate Krosan Avenger. (Play this ability only if seven or more cards are in your graveyard.)
Krosan Beast <i>OD(R)</i> <i>OD(FR)</i>	Creature - Squirrel Beast	G3	1/1. Threshold - Krosan Beast gets +7/+7. (You have threshold as long as seven or more cards are in your graveyard.)
Krosan Cloudscraper <i>LE(R)</i> <i>LE(FR)</i>	Creature - Beast Mutant	GGG7	13/13. At the beginning of your upkeep, sacrifice Krosan Cloudscraper unless you pay GG. ; Morph 7GG.
Krosan Colossus <i>ON(R)</i> <i>ON(FR)</i>	Creature - Beast	GGG6	9/9. Morph 6GG.
Krosan Constrictor <i>TO(C)</i> <i>TO(FC)</i>	Creature - Snake	G3	2/2, Swampwalk. ; Tap: Target black creature gets -2/-0 until end of turn.
Krosan Drover <i>SC(C)</i> <i>SC(FC)</i>	Creature - Elf	G3	2/2. Creature spells you play with converted mana cost 6 or more cost 2 less to play.
Krosan Groundshaker <i>ON(U)</i> <i>ON(FU)</i>	Creature - Beast	GGG4	6/6. G: Target Beast gains trample until end of turn.
Krosan Reclamation <i>JU(U)</i> <i>JU(FU)</i>	Instant	G1	Target player shuffles up to two target cards from his or her graveyard into his or her library. ; Flashback 1G (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

Green Spells (Part 16 of 35)

Card Name	Spell Type	Cost	Ability
Krosan Restorer <i>TO(C)</i> <i>TO(FC)</i>	Creature - Druid	G2	1/2. Tap: Untap target land.; Threshold - Tap: Untap up to three target lands. (Play this ability only if seven or more cards are in your graveyard.)
Krosan Tusker <i>ON(C)</i> <i>ON(FC)</i>	Creature - Beast	GG5	6/5. Cycling 2G.; When you cycle Krosan Tusker, you may search your library for a basic land card, reveal that card, and put it into your hand. Then shuffle your library.
Krosan Vorine <i>LE(C)</i> <i>LE(FC)</i>	Creature - Cat Beast	G3	3/2, Provoke. Krosan Vorine can't be blocked by more than one creature.
Krosan Warchief <i>SC(U)</i> <i>SC(FU)</i>	Creature - Beast	G2	2/2. Beast spells you play cost 1 less to play.; 1G: Regenerate target Beast.
Krosan Wayfarer <i>JU(C)</i> <i>JU(FC)</i>	Creature - Druid	G	1/1. Sacrifice Krosan Wayfarer: Put a land card from your hand into play.
Kudzu <i>A/B/U(R)</i> <i>RV(R)</i>	Enchant Land	GG1	Destroys land when land is tapped then moves to another land.
Kurgadon <i>SC(U)</i> <i>SC(FU)</i>	Creature - Beast	G4	3/3. Whenever you play a creature spell with converted mana cost 6 or more, put three +1/+1 counters on Kurgadon.
Kyscu Drake <i>VI(U)</i>	Summon Drake	G3	2/2, Flying. +0/+1 until end of turn, usable once per turn (G). Bring a Viashivan Dragon from your library into play, shuffle the library (Sacrifice this card and a Spitting Drake).
Land Grant <i>MM(C)</i> <i>MM(FC)</i>	Sorcery	G1	If you have no land cards in hand, you may reveal your hand instead of paying Land Grant's mana cost.; Search your library for a forest card and put that card into your hand. Then shuffle your library.
Land Leeches <i>DK(C3)</i> <i>4th(C)</i>	Summon Leeches	GG1	2/2, First Strike
Lay of the Land <i>AP(C)</i> <i>AP(FC)</i>	Sorcery	G	Search your library for a basic land card, reveal that card, and put it into your hand. Then shuffle your library.
Leaf Dancer <i>OD(C)</i> <i>OD(FC)</i>	Creature - Centaur	GG1	2/2, Forestwalk.
Leaping Lizard <i>HL(C1)</i>	Summon Lizard	GG1	2/3. Flying and -0/-1 until end of turn (G1).
Leery Fogbeast <i>ON(C)</i> <i>ON(FC)</i>	Creature - Beast	G2	4/2. Whenever Leery Fogbeast becomes blocked, prevent all combat damage that would be dealt this turn.
Ley Druid <i>A/B/U(U)</i> <i>RV(U)</i> <i>4th(U)</i> <i>5th(C)</i>	Summon Cleric	G2	1/1, Tap to untap land of choice
Ley Line <i>MM(U)</i> <i>MM(FU)</i>	Enchantment	G3	At the beginning of each player's upkeep, that player may put a +1/+1 counter on target creature.
Lhurgoyf <i>IA(R)</i> <i>5th(R)</i> <i>BR(D1)</i>	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.
Lhurgoyf <i>8th(R)</i> <i>8th(FR)</i>			
Lichenthrope <i>VI(R)</i>	Summon Lichenthrope	GG3	5/5. Each point of damage to this card puts on a -1/-1 counter instead. Remove one of these counters during each of your upkeeps.
Liege of the Hollows <i>WL(R)</i>	Summon Spirit	GG2	3/4. If this card is put into the graveyard from play, each player may pay any amount of mana to put a 1/1 Green Squirrel creature token into play for each mana spent.
Lifeforce <i>A/B/U(U)</i> <i>RV(U)</i> <i>4th(U)</i> <i>5th(U)</i>	Enchantment	GG	Counter Black spell as cast (GG)
Lifelace <i>A/B/U(R)</i> <i>RV(R)</i> <i>4th(R)</i>	Interrupt	G	Changes spell's or permanent's color to Green. { ABU+RV = was spell or card }
Living Artifact <i>A/B/U(R)</i> <i>RV(R)</i> <i>4th(R)</i> <i>5th(R)</i>	Enchant Artifact	G	Put one counter on artifact for each life lost; Can convert one counter each upkeep to gain 1 life.
Living Lands <i>A/B/U(R)</i> <i>RV(R)</i> <i>4th(R)</i> <i>5th(R)</i> <i>6th(R)</i>	Enchantment	G3	All forests are 1/1 creatures that are still lands.
Living Plane <i>LG(R)</i>	Enchant World	GG2	All lands in play are 1/1 creatures as well as lands.
Living Terrain <i>PY(U)</i> <i>PY(FU)</i> <i>8th(U)</i> <i>8th(FU)</i>	Enchant Land	GG2	Enchanted land is a 5/6 green Treefolk creature that's still a land.
Living Wish <i>JU(R)</i> <i>JU(FR)</i>	Sorcery	G1	Choose a creature or land card you own from outside the game, reveal that card, and put it into your hand. Remove Living Wish from the game.
Llanowar Behemoth <i>WL(U)</i> <i>8th(U)</i> <i>8th(FU)</i>	Creature - Behemoth	GG3	4/4. Tap an untapped creature you control: Llanowar Behemoth gets +1/+1 until end of turn.
Llanowar Cavalry <i>IN(C)</i> <i>IN(FC)</i>	Creature - Soldier	G2	1/4. W: Attacking doesn't cause Llanowar Cavalry to tap this turn.

Green Spells (Part 17 of 35)

Card Name	Spell Type	Cost	Ability	
Llanowar Druid	WL(C)	Summon Elf	G1	1/2. Untap all Forests (Tap+Sacrifice this card).
Llanowar Elite	IN(C) IN(FC)	Creature - Elf	G	1/1, Trample. Kicker 8 (You may pay an additional 8 as you play this spell.) ; If you paid the kicker cost, Llanowar Elite comes into play with five +1/+1 counters on it.
Llanowar Elves	A/B/U(C) RV(C) 4th(C) 5th(C) 6th(C) AT(D1) BR(D1) BD(D1) 7th(C) 7th(FC)	Creature - Elf	G	1/1. Tap: Add G to your mana pool.
Llanowar Sentinel	WL(C)	Summon Elf	G2	2/3. When this card comes into play, you may pay G1 to bring another Llanowar Sentinel from your library into play, then shuffle.
Llanowar Vanguard	IN(C) IN(FC)	Creature - Dryad	G2	1/1. Tap: Llanowar Vanguard gets +0/+4 until end of turn.
Locust Swarm	MI(U)	Summon Swarm	G3	1/1, Flying. Regenerate (G). Untap this card; use only once each turn (G).
Lone Wolf	UL(U) UL(FU) P2(U) ST(C) 7th(C) 7th(FC) 8th(C) 8th(FC)	Creature - Wolf	G2	2/2. You may have Lone Wolf deal its combat damage to defending player as though it weren't blocked.
Lowland Basilisk	SH(C)	Summon Basilisk	G2	1/3. When this card damages a creature, destroy that creature the at end of combat.
Lull	US(C)	Instant	G1	Cycling 2. Creatures deal no combat damage this turn.
Lumbering Satyr	MM(U) MM(FU)	Creature - Beast	GG2	5/4. All creatures gain forestwalk. (They're unblockable as long as defending player controls a forest.)
Lure	A/B/U(U) RV(U) 4th(U) 5th(U) 6th(U) LA(U) MM(U) MM(FU) 7th(U) 7th(FU) 8th(U) 8th(FU)	Enchant Creature	GG1	All ceatures able to block enchanted creature do so.
Lure of Prey	MI(R)	Instant	GG2	Play if an opponent successfully cast a summon spell this turn. Put a green summon card from your hand into play.
Lurker	DK(U1)	Summon Lurker	G2	2/3, Cannot be targeted by spells unless it attacked or blocked this turn
Lynx	P2(C) ST(U)	Creature - Cat	G1	2/1, Forestwalk. (This creature is unblockable as long as defending play has a forest in play.)
Maddening Wind	LA(U)	Enchant Creature	G2	Creature's controller takes 2 damage during upkeep. Cumulative Upkeep=G.
Magnify	UD(C) UD(FC)	Instant	G	All creatures get +1/+1 until end of turn.
Magnigoth Treefolk	PS(R) PS(FR)	Creature - Treefolk	G4	2/6. For each basic land type among lands you control, Magnigoth Treefolk has landwalk of that type. (It's unblockable as long as defending player controls a land of that type.)
Mammoth Harness	HL(U1)	Enchant Creature	G3	Creature loses Flying. Creatures blocking or blocked by this creature gain First Strike until end of turn.
Manabond	EX(R)	Enchantment	G	During your discard phase, you may put all land cards from your hand into play and discard the rest of your hand.
Marker Beetles	UD(C) UD(FC)	Creature - Insect	GG1	2/3. When Marker Beetles is put into a graveyard from play, target creature gets +1/+1 until end of turn. ; 2,Sacrifice Marker Beetles: Draw a card.
Maro	MI(R) 6th(R) 7th(R) 7th(FR) 8th(R) 8th(FR)	Creature - Elemental {MI: was Summon Nature Spirit}	GG2	*/*. Maro's power and toughness are each equal to the number of cards in your hand.
Marsh Boa	PY(C) PY(FC)	Creature - Snake	G	1/1, Swampwalk.
Marsh Viper	DK(C3) 4th(C) 5th(C)	Summon Viper	G3	1/2; If damages a player, give opponent 2 poison tokens; If opponent ever has 10 or more poison tokens they lose.
Master of the Hunt	LG(R)	Summon Master	GG2	2/2, Creates 1/1, green Wolves of the Hunt token creature which has Bands with Other (GG2)
Megatherium	MM(R) MM(FR)	Creature - Beast	G2	4/4, Trample. When Megatherium comes into play, sacrifice it unless you pay 1 for each card in your hand.
Metamorphic Wurm	OD(U) OD(FU)	Creature - Elephant Wurm	GG3	3/3. Threshold - Metamorphic Wurm gets +4/+4. (You have threshold as long as seven or more cards are in your graveyard.)

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Green Spells (Part 18 of 35)

Card Name	Spell Type	Cost	Ability
Metamorphosis AN(C4) CH(C3)	Sorcery	G	Sacrifice creature for casting cost+1 mana of any color which can only be used for summonings.
Midsummer Revel US(R)	Enchantment	GG3	Put a 3/3 green Beast token into play for each counter on this card (G+Sacrifice this card). During your upkeep, you may put a counter on this card.
Might of Oaks UL(R) UL(FR) 7th(R) 7th(FR) 8th(R) 8th(FR)	Instant	G3	Target creature gets +7/+7 until end of turn.
Might Weaver IN(U) IN(FU)	Creature - Wizard	G1	2/1. 2: Target red or white creature gains trample until end of turn.
Mindbender Spores MI(R)	Summon Wall	G2	0/1, Flying, Wall. When it blocks a creature, put 4 counters on that creature. Creature does not untap during untap as long as it has any counters on it. Remove a counter during each of the creature's controller's untap phases.
Mine, Mine, Mine! UG(R)	Enchantment	GG4	When Mine, Mine, Mine! comes into play, each player puts his or her library into his or her hand. Each player skips his or her discard phase and does not lose as a result of being unable to draw a card. Each player cannot play more than one spell each turn. If Mine, Mine, Mine! leaves play, each player shuffles his or her hand and graveyard into his or her library.
Mirri, Cat Warrior EX(R) AT(D1)	Summon Legend	GG1	2/3, First Strike, Forestwalk, Does not tap when attacking. Counts as a Cat Warrior.
Mirri's Guile TE(R)	Enchantment	G	During your upkeep, you may look at the top 3 cards of your library and put them back in any order.
Mirrorwood Treefolk PS(U) PS(FU)	Creature - Treefolk	G3	2/4. 2RW: The next time damage would be dealt to Mirrorwood Treefolk this turn, that damage is dealt to target creature or player instead.
Mobilize PT(C)	Sorcery	G	Untap all your creatures.
Molimo, Maro-Sorcerer IN(R) IN(FR)	Creature - Legend	GGG4	*/*, Trample. Molimo, Maro-Sorcerer's power and toughness are each equal to the number of lands you control.
Moment's Peace OD(C) OD(FC)	Instant	G1	Prevent all combat damage that would be dealt this turn. ; Flashback 2G (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
Momentum UD(U) UD(FU)	Enchant Creature	G2	At the beginning of your upkeep, you may put a growth counter on Momentum. ; Enchanted creature gets +1/+1 for each growth counter on Momentum.
Mongrel Pack TE(R)	Summon Hounds	G3	4/1. If this card is put into any graveyard from play during combat, put four 1/1 green Hound token creatures into play.
Monstrous Growth PT(C) P2(C) ST(C) S2(D1) PT(D1) 7th(C) 7th(FC) 8th(C) 8th(FC)	Sorcery	G1	Target creature gets +4/+4 until end of turn.
Has parenthesized text			
Moon Sprite PT(U) ST(U) S2(D1)	Creature - Faerie	G1	1/1, Flying.
Mortal Wound VI(C)	Enchant Creature	G	Creature is destroyed if it is damaged.
Mosssdog NE(C) NE(FC)	Creature - Hound	G	1/1. Whenever Mosssdog becomes the target of a spell or ability an opponent controls, put a +1/+1 counter on Mosssdog.
Moss Monster LG(C2) 8th(C) 8th(FC)	Creature - Monster	GG3	3/6.
Mtenda Lion MI(C)	Summon Lion	G	2/1. Defending player may pay U to prevent it from dealing damage in combat when it attacks.
Mulch SH(C)	Sorcery	G1	Reveal the top four cards of your library. Put any revealed lands into your hand and the rest into your graveyard.
Multani, Maro-Sorcerer UL(R) UL(FR)	Summon Legend	GG4	*/*. Multani has power and toughness each equal to the total number of cards in all players' hands. ; Multani cannot be the target of spells or abilities.
Multani's Acolyte UL(C) UL(FC)	Summon Elf	GG	2/1, Echo. When Multani's Acolyte comes into play, draw a card.
Multani's Decree UD(C) UD(FC)	Sorcery	G3	Destroy all enchantments. You gain 2 life for each enchantment destroyed this way.
Multani's Harmony PS(U) PS(FU)	Enchant Creature	G	Enchanted creature has "Tap: Add one mana of any color to your mana pool."
Multani's Presence UL(U) UL(FU)	Enchantment	G	Whenever a spell you play is countered, draw a card.
Mungha Wurm PY(R) PY(FR)	Creature - Wurm	GG2	6/5. You can't untap more than one land during your untap step.
Muscle Burst OD(C) OD(FC)	Instant	G1	Target creature gets +X/+X until end of turn, where X is 3 plus the number of Muscle Burst cards in all graveyards.
Muscle Sliver TE(C)	Summon Sliver	G1	1/1. All Slivers get +1/+1.

Green Spells (Part 19 of 35)

Card Name	Spell Type	Cost	Ability
Mwonvuli Ooze WL(R)	Summon Ooze	G	1+*/1+*, where *= the last cumulative upkeep paid on this card. Cumulative Upkeep: 2.
Mythic Proportions ON(R) ON(FR)	Enchant Creature	GGG4	Enchanted creature gets +8/+8 and has trample.
Nafs Asp AN(C2/2) 4th(C)	Summon Asp	G	1/1; If it hits opponent, it does 1 additional point of damage during opponent's next draw phase unless 1 colorless mana is paid by then. { AN = was upkeep phase and lose 1 life instead of dmg}
Nantuko Blightcutter TO(R) TO(FR)	Creature - Insect Druid	G2	2/2, Protection from Black. Threshold - Nantuko Blightcutter gets +1/+1 for each black permanent your opponents control. (You have threshold as long as seven or more cards are in your graveyard.)
Nantuko Calmer TO(C) TO(FC)	Creature - Insect Druid	GG2	2/3. G,Tap,Sacrifice Nantuko Calmer: Destroy target enchantment. ; Threshold - Nantuko Calmer gets +1/+1. (You have threshold as long as seven or more cards are in your graveyard.)
Nantuko Cultivator TO(R) TO(FR)	Creature - Insect Druid	G3	2/2. When Nantuko Cultivator comes into play, you may discard any number of land cards from your hand. Put that many +1/+1 counters on Nantuko Cultivator and draw that many cards."
Nantuko Disciple OD(C) OD(FC) 8th(C) 8th(FC)	Creature - Insect Druid	G3	2/2. G,Tap: Target creature gets +2/+2 until end of turn.
Nantuko Elder OD(U) OD(FU)	Creature - Insect Druid	G2	1/2. Tap: Add 1G to your mana pool.
Nantuko Mentor OD(R) OD(FR)	Creature - Insect Druid	G2	1/1. 2G,Tap: Target creature gets +X/+X until end of turn, where X is that creature's power.
Nantuko Shrine OD(R) OD(FR)	Enchantment	GG1	Whenever a player plays a spell, that player puts X 1/1 green Squirrel creature tokens into play, where X is the number of cards in all graveyards with the same name as that spell.
Nantuko Tracer JU(C) JU(FC)	Creature - Insect Druid	G1	2/1. When Nantuko Tracer comes into play, you may put target card from a graveyard on the bottom of its owner's library.
Nantuko Vigilante LE(C) LE(FC)	Creature - Insect Druid Mutant	G3	3/2. Morph 1G. When Nantuko Vigilante is turned face up, destroy target artifact or enchantment.
Narcissism TO(U) TO(FU)	Enchantment	G2	G,Discard a card from your hand: Target creature gets +2/+2 until end of turn. ; G, Sacrifice Narcissism: Target creature gets +2/+2 until end of turn.
Natural Affinity MM(R) MM(FR) 8th(R) 8th(FR)	Instant	G2	Until end of turn, all lands become 2/2 creatures that are still lands.
Natural Balance MI(R)	Sorcery	GG2	Players with more than 5 lands sacrifice lands until they have just 5. Players with less than 5 lands may bring enough basic lands from their library into play to bring them to 5 lands.
Naturalize ON(C) ON(FC) 8th(C) 8th(FC)	Instant	G1	Destroy target artifact or enchantment.
Natural Order VI(R) PT(R)	Sorcery	GG2	Sacrifice a green creature to bring a green creature from your library into play. Shuffle the library.
Natural Selection A/B/U(R)	Instant	G	Look at top 3 cards of any library, then rearrange them or shuffle the library.
Natural Spring TE(C) PT(U) P2(U) ST(U)	Sorcery	GG3	You gain 8 life.
Nature's Chosen AL(U2)	Enchant Creature	G	Play on a creature you control. Untap enchanted creature; use only once each turn and only during your turn (0). Untap an artifact, creature or land; use only once each turn and only if enchanted creature is white (Tap enchanted creature).
Nature's Cloak PT(R) ST(R)	Sorcery	G2	Green creatures you control gain forestwalk until end of turn. (They're unblockable as long as defending player has a forest in play.)
Nature's Kiss WL(C)	Enchant Creature	G1	Creature gets +1/+1 until end of turn (1+Remove top card in your graveyard from the game).
Nature's Lore LA(U) 5th(C) PT(C) P2(C) ST(C)	Sorcery	G1	Search your library for a forest card and put that card into play. Then shuffle your library.
Nature's Resurgence WL(R) 6th(R) 7th(R) 7th(FR)	Sorcery	GG2	Each player draws a card for each creature card in his or her graveyard.
Nature's Revolt TE(R) 7th(R) 7th(FR)	Enchantment	GG3	All lands are 2/2 creatures that are still lands.
Nature's Wrath AL(R2)	Enchantment	GG4	When a player puts a Swamp or black permanent into play, they sacrifice a Swamp or black permanent. When a player puts an Island or blue permanent into play, they sacrifice an Island or blue permanent. Pay G during upkeep or bury this card.

Green Spells (Part 20 of 35)

Card Name	Spell Type	Cost	Ability
Needleshot Gourma	LE(C) LE(FC)	GG4	3/6. Needleshot Gourma may block as though it had flying.
Needle Storm	TE(U) PT(U)	G2	Does 4 damage to each Flying creature.
Nemata, Grove Guardian	PS(R) PS(FR)	GG4	4/5. 2G: Put a 1/1 green Saproling creature token into play. ; Sacrifice a Saproling: All Saprolings get +1/+1 until end of turn.
Nesting Wurm	NE(U) NE(FU)	GG4	4/3, Trample. When Nesting Wurm comes into play, you may search your library for up to three Nesting Wurm cards, reveal them, and put them into your hand. If you do, shuffle your library.
Nettletooth Djinn	MI(U)	G3	4/4. Does 1 damage to you during your upkeep.
New Frontiers	OD(R) OD(FR)	GX	Each player may search his or her library for up to X basic land cards and put them into play tapped. Then each player who searched his or her library this way shuffles it.
Niall Silvain	DK(U1)	GGG	2/2, Regenerate a creature (Tap+GGGG)
Night Soil	FE(C3) <i>Everingham Hudson Tucker</i>	GG	Create a Saproling 1/1 green token creature (1+Remove two creatures in any graveyard from the game)
Nimble Mongoose	OD(U) OD(FU)	G	1/1. Nimble Mongoose can't be the target of spells or abilities. ; Threshold - Nimble Mongoose gets +2/+2. (You have threshold as long as seven or more cards are in your graveyard.)
Nomadic Elf	IN(C) IN(FC)	G1	2/2. 1G: Add one mana of any color to your mana pool.
Norwood Archers	P2(C) ST(C)	G3	3/3. Norwood Archers can block as though it had flying.
Norwood Priestess	P2(R)	GG2	1/1. On your turn, before you attack, you may tap Norwood Priestess to put any green creature from your hand into play without paying for it.
Norwood Ranger	P2(C) ST(C) 8th(C) 8th(FC)	G	1/2.
Norwood Riders	P2(C)	G3	3/3. Norwood Riders can't be blocked by more than one creature.
Norwood Warrior	P2(C)	G2	2/2. If Norwood Warrior attacks and is blocked, it gets +1S/+1D until the end of the turn.
Nostalgic Dreams	TO(R) TO(FR)	GG	As an additional cost to play Nostalgic Dreams, discard X cards from your hand. ; Return X target cards from your graveyard to your hand. Remove Nostalgic Dreams from the game.
Nullmage Advocate	JU(C) JU(FC)	G2	2/3. Tap: Return two target cards in an opponent's graveyard to his or her hand. Destroy target artifact or enchantment.
Nurturing Licid	TE(U)	G1	1/1. This card loses this ability, becomes a creature enchantment with "Regenerate (G)", and moves onto a creature (Tap+G). You can pay G to end this effect.
Nut Collector	OD(R) OD(FR)	G5	1/1. At the beginning of your upkeep, you may put a 1/1 green Squirrel creature token into play. ; Threshold - All Squirrels get +2/+2. (You have threshold as long as seven or more cards are in your graveyard.)
Oath of Druids	EX(R)	G1	During each player's upkeep, if that player controls fewer creatures than target opponent, the player may reveal cards from his or her library until he or she reveals a creature card. The player puts that creature into play and all other revealed cards into his or her graveyard.
One with Nature	SC(U) SC(FU)	G	Whenever enchanted creature deals combat damage to a player, you may search your library for a basic land card and put that card into play tapped. Then shuffle your library.
Overgrowth	SH(C)	G2	The land produces an additional GG when tapped for mana.
Overlaid Terrain	NE(R) NE(FR)	GG2	As Overlaid Terrain comes into play, sacrifice all lands you control. ; Lands you control have "Tap: Add two mana of any color to your mana pool."
Overrun	TE(U) AT(D1) OD(U) OD(FU)	GGG2	Creatures you control get +3/+3 and gain trample until end of turn.
Overwhelming Instinct	ON(U) ON(FU)	G2	Whenever you attack with three or more creatures, draw a card.
Pack Hunt	NE(R) NE(FR)	G3	Search your library for up to three copies of target creature, reveal them, and put them into your hand. Then shuffle your library.
Pale Bears	IA(R)	G2	2/2, IslandWalk
Pangosaur	MM(R) MM(FR)	GG2	6/6. Whenever a player plays a land, return Pangosaur to its owner's hand.
Panther Warriors	VI(C) PT(C) 6th(C)	G4	6/3.
Parallel Evolution	TO(R) TO(FR)	GG3	For each creature token in play, its controller puts a creature token into play that's a copy of that creature. ; Flashback 4GGG (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

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Green Spells (Part 21 of 35)

Card Name	Spell Type	Cost	Ability
Pattern of Rebirth UD(R) UD(FR)	Enchant Creature	G3	When enchanted creature is put into a graveyard from play, that creature's controller may search his or her library for a creature card and put that card into play. If that player does, he or she then shuffles his or her library.
Patron of the Wild LE(C) LE(FC)	Creature - Elf	G	1/1. Morph 2G. When Patron of the Wild is turned face up, target creature gets +3/+3 until end of turn.
Penumbra Bobcat AP(C) AP(FC)	Creature - Cat	G2	2/1. When Penumbra Bobcat is put into a graveyard from play, put a 2/1 black Cat creature token into play.
Penumbra Kavv AP(U) AP(FU)	Creature - Kavv	G4	3/3. When Penumbra Kavv is put into a graveyard from play, put a 3/3 black Kavv creature token into play.
Penumbra Wurm AP(R) AP(FR)	Creature - Wurm	GG5	6/6, Trample. When Penumbra Wurm is put into a graveyard from play, put a 6/6 black Wurm creature token with trample into play.
People of the Woods DK(U2)	Summon People of the Woods	GG	1/* where *=number of Forests you control
Phantom Centaur JU(U) JU(FU)	Creature - Centaur Spirit	GG2	2/0, Protection from Black. Phantom Centaur comes into play with three +1/+1 counters on it. ; If damage would be dealt to Phantom Centaur, prevent that damage. Remove a +1/+1 counter from Phantom Centaur.
Phantom Nantuko JU(R) JU(FR)	Creature - Insect Spirit	G2	0/0, Trample. Phantom Nantuko comes into play with two +1/+1 counters on it. ; If damage would be dealt to Phantom Nantuko, prevent that damage. Remove a +1/+1 counter from Phantom Nantuko. ; Tap: Put a +1/+1 counter on Phantom Nantuko.
Phantom Tiger JU(C) JU(FC)	Creature - Cat Spirit	G2	1/0. Phantom Tiger comes into play with two +1/+1 counters on it. ; If damage would be dealt to Phantom Tiger, prevent that damage. Remove a +1/+1 counter from Phantom Tiger.
Pincer Spider IN(C) IN(FC)	Creature - Spider	G2	2/3. Kicker 3 (You may pay an additional 3 as you play this spell.) ; Pincer Spider may block as though it had flying. ; If you paid the kicker cost, Pincer Spider comes into play with a +1/+1 counter on it.
Pincher Beetles TE(C) BR(DI)	Summon Insects	G2	3/1. Cannot be the target of spells or abilities.
Piper's Melody OD(U) OD(FU)	Sorcery	G	Shuffle any number of target creature cards from your graveyard into your library.
Pixie Queen LG(R)	Summon Pixie Queen	GG2	1/1, Flying. Give other creature Flying (Tap+GGG)
Planeswalker's Favor PS(R) PS(FR)	Enchantment	G2	3G: Target opponent reveals a card at random from his or her hand. Target creature gets +X/+X until end of turn, where X is the revealed card's converted mana cost.
Plant Elemental PT(U)	Summon Creature	G1	3/4. When Plant Elemental comes into play from your hand, destroy one of your forests or destroy Plant Elemental.
Plated Rootwalla EX(C) BR(DI)	Summon Lizard	G4	3/3. +3/+3 until end of turn, usable once per turn (G2).
Plated Spider UD(C) UD(FC) BD(DI)	Creature - Spider	G4	4/4. Plated Spider may block as though it had flying.
Plated Wurm P2(C)	Creature - Wurm	G4	4/5.
Plow Under UD(R) UD(FR) 8th(R) 8th(FR)	Sorcery	GG3	Put two target lands on top of their owner's library.
Possessed Centaur TO(R) TO(FR)	Creature - Centaur Horror	GG2	3/3, Trample. Threshold - Possessed Centaur gets +1/+1, is black, and has "2B,Tap: Destroy target green creature." (You have threshold as long as seven or more cards are in your graveyard.)
Pouncing Jaguar US(C)	Summon Cat	G	Echo. 2/2.
Powerleech AQ(U3)	Enchantment	GG	+1 life whenever opponent taps or powers an artifact.
Pradesh Gypsies LG(U) 4th(C) 5th(C) 6th(C)	Creature - Gypsy	G2	1/1. 1G, Tap: Target creature gets -2/-0 until end of turn.
Predatory Hunger EX(C)	Enchant Creature	G	Put a +1/+1 counter on the creature whenever any opponent successfully casts a creature spell.
Preferred Selection MI(R)	Enchantment	GG2	At the beginning of your draw phase, look at the top 2 cards of your library and put one of them on the bottom of your library, or you may pay GG2 and sacrifice this card to draw that card.
Pride of Lions ST(U) 7th(U) 7th(FU)	Creature - Cat	GG3	4/4. You may have Pride of Lions deal its combat damage to defending player as though it weren't blocked.
Priest of Titania US(C)	Summon Elf	G1	1/1. Add G to your mana pool as a mana source for each Elf in play (Tap).
Primal Boost ON(U) ON(FU)	Instant	G2	Target creature gets +4/+4 until end of turn. ; Cycling 2G. ; When you cycle Primal Boost, you may have target creature get +1/+1 until end of turn.
Primal Frenzy OD(C) OD(FC)	Enchant Creature	G	Enchanted creature has trample.

Green Spells (Part 22 of 35)

Card Name	Spell Type	Cost	Ability
Primal Growth PS(C) PS(FC)	Sorcery	G2	Kicker - Sacrifice a creature. (You may sacrifice a creature in addition to any other costs as you play this spell.) ; Search your library for a basic land card, put that card into play, then shuffle your library. If you paid the kicker cost, instead search your library for two basic land cards, put them into play, then shuffle your library.
Primal Order HL(U1) 5th(R)	Enchantment	GG2	Does 1 damage to a player during their upkeep for each non-basic land they control.
Primal Rage SH(U)	Enchantment	G1	All your creatures gain Trample.
Primal Whisperer LE(R) LE(FR)	Creature - Elf Soldier	G4	2/2. Primal Whisperer gets +2/+2 for each face-down creature in play. ; Morph 3G.
Primeval Force PT(R) 8th(R) 8th(FR)	Creature - Elemental	GGG2	8/8. When Primeval Force comes into play, sacrifice it unless you sacrifice three Forests.
Primitive Etchings SC(R)SC(F) R	Enchantment	GG2	Reveal the first card you draw each turn. Whenever you reveal a creature card this way, draw a card.
Provoke SH(C)	Instant	G1	Untap a creature you do not control, and it blocks this turn if it can. Draw a card.
Pulse of Llanowar IN(U) IN(FU)	Enchantment	G3	If a basic land you control is tapped for mana, it produces mana of any one color instead of its normal type.
Pygmy Allosaurus IA(R)	Summon Dinosaur	G2	2/2, SwampWalk
Pygmy Kavu PS(C) PS(FC)	Creature - Kavu	G3	1/2. When Pygmy Kavu comes into play, draw a card for each black creature your opponents control.
Pygmy Razorback PY(C) PY(FC)	Creature - Boar	G1	2/1, Trample.
Pygmy Troll EX(C)	Summon Troll	G1	1/1. Gets +1/+1 until end of turn for each creature that blocks it. Regenerate (G).
Pyknite IA(C)	Summon Pyknite	G2	1/1. Draw a card during the next player's upkeep after this card enters play.
Quick Sliver LE(C) LE(FC)	Creature - Sliver	G1	1/1. You may play Quick Sliver any time you could play an instant. ; Any player may play Sliver cards any time he or she could play an instant.
Quirion Druid VI(R)	Summon Druid	G2	1/2. Make a land become a 2/2 green creature while still being a land (Tap+G).
Quirion Dryad PS(R) PS(FR)	Creature - Dryad	G1	1/1. Whenever you play a white, blue, black, or red spell, put a +1/+1 counter on Quirion Dryad.
Quirion Elves MI(C) BD(D1) IN(C) IN(FC)	Creature - Elf	G1	1/1. As Quirion Elves comes into play, choose a color. ; Tap: Add G to your mana pool. ; Tap: Add one mana of the chosen color to your mana pool.
Quirion Explorer PS(C) PS(FC)	Creature - Elf	G1	1/1. Tap: Add to your mana pool one mana of any color that a land an opponent controls could produce.
Quirion Ranger VI(C)	Summon Elf	G	1/1. Untap a creature, usable once each turn (Send one of your Forests to owner's hand).
Quirion Sentinel IN(C) IN(FC)	Creature - Elf	G1	2/1. When Quirion Sentinel comes into play, add one mana of any color to your mana pool.
Quirion Trailblazer IN(C) IN(FC)	Creature - Elf	G3	1/2. When Quirion Trailblazer comes into play, you may search your library for a basic land card and put that card into play tapped. If you do, shuffle your library.
Rabid Elephant OD(C) OD(FC)	Creature - Elephant	G4	3/4. Whenever Rabid Elephant becomes blocked, it gets +2/+2 until end of turn for each creature blocking it.
Rabid Wolverines EX(C)	Summon Wolverines	GG3	4/4. Gets +1/+1 until end of turn for each creature that blocks it.
Rabid Wombat LG(U) CH(U3) 5th(U)	Summon Wombat	GG2	0/1, Does not tap when attacking; Gets +2/+2 for each enchantment on it.
Radjan Spirit LG(U) 4th(U) 5th(U) 6th(U)	Creature - Spirit	G3	3/2. Tap: Target creature loses flying until end of turn.
Rampant Growth MI(C) 6th(C) TE(C) BD(D1) 7th(C) 7th(FC) 8th(C) 8th(FC)	Sorcery	G1	Search your library for a basic land card and put that card into play tapped. Then shuffle your library.
Rancor UL(C) UL(FC)	Enchant Creature	G	Enchanted creature gains +2/+0 and trample. ; When Rancor is put into a graveyard from play, return Rancor to owner's hand.
Ravenous Baloth ON(R) ON(FR)	Creature - Beast	GG2	4/4. Sacrifice a Beast: You gain 4 life.
Razorclaw Bear P2(R)	Creature - Bear	GG2	3/3. If Razorclaw Bear attacks and is blocked, it gets +2S/+2D until the end of the turn.
Reality Anchor TE(C)	Instant	G1	Make a creature lose Shadow until end of turn. Draw a card.
Reap TE(U)	Instant	G1	Bring any number of cards from your graveyard to your hand. You cannot choose more cards than the number of Black permanents target opponent controls.

Green Spells (Part 23 of 35)

Card Name	Spell Type	Cost	Ability
Rebirth LG(R) 4th(R)	Sorcery	GGG3	Each player may add a card to their Ante and be returned to 20 life points. Only used in Ante games.
Reclaim EX(C) 7th(C) 7th(FC)	Instant	G	Put target card from your graveyard on top of your library.
Recycle TE(R)	Enchantment	GG4	Skip your draw phase. Whenever you play a card, draw a card. During your discard phase, discard all but 2 cards.
Redwood Treefolk WL(C) PT(C) 6th(C) 7th(C) 7th(FC)	Creature - Treefolk	G4	3/6.
Refresh OD(C) OD(FC)	Instant	G2	Regenerate target creature. ; Draw a card.
Refreshing Rain NE(U) NE(FU)	Instant	G3	If an opponent controls a swamp and you control a forest, you may play Refreshing Rain without paying its mana cost. ; Target player gains 6 life.
Regeneration A/B/U(C) RV(C) 4th(C) 5th(C) 6th(C) IA(C) MI(C) 7th(C) 7th(FC) 8th(C) 8th(FC)	Enchant Creature	G1	G: Regenerate enchanted creature.
Regrowth A/B/U(U) RV(U)	Sorcery	G1	Return one card from your graveyard to hand.
Reincarnation LG(U)	Instant	GG1	If target creature goes to graveyard this turn, may pull any creature of choice into play from graveyard.
Rejuvenate US(C)	Sorcery	G3	Cycling 2. Gain 6 life.
Renewal HL(C)	Sorcery	G2	Sacrifice a land to bring a basic land from your library into play, then reshuffle your library. Draw a card at the beginning of the next upkeep.
Renewing Touch ST(U) P2(U)	Sorcery	G	Choose any number of creature cards in your graveyard and shuffle them back into your library.
Repopulate UL(C) UL(FC)	Instant	G1	Cycling 2. Shuffle all creature cards from target player's graveyard into that player's library.
Respite TE(C)	Instant	G1	Creatures deal no combat damage this turn. Gain 1 life for each attacking creature.
Restock IN(R) IN(FR)	Sorcery	GG3	Return two target cards from your graveyard to your hand. Remove Restock from the game.
Resuscitate EX(U)	Instant	G1	Each creature you control gains "Regenerate this creature (1)" until end of turn.
Retaliation US(U)	Enchantment	G2	Each of your creatures gains "When a creature blocks it, this creature gets +1/+1 until end of turn."
Revelation LG(R) CH(U1)	Enchant World	G	All players play with hand face up on the table.
Reverent Silence NE(C) NE(FC)	Sorcery	G3	If you control a forest, you may have each other player gain 6 life instead of paying Reverent Silence's mana cost. ; Destroy all enchantments.
Revive MM(U) MM(FU) 8th(U) 8th(FU)	Sorcery	G1	Return target green card from your graveyard to your hand.
Rhox NE(R) NE(FR) S2(F1) 8th(R) 8th(FR)	Creature - Beast	GG4	5/5. You may have Rhox deal combat damage to defending player as though it weren't blocked. ; 2G: Regenerate Rhox. {Starter 2000 included an alternate art for card #112a}
Rib Cage Spider PY(C) PY(FC)	Creature - Spider	G2	1/4. Rib Cage Spider may block as though it had flying.
Rime Dryad IA(C)	Summon Dryad	G	1/2. Snow-Covered ForestWalk
Rites of Spring OD(C) OD(FC)	Sorcery	G1	Discard any number of cards from your hand. Search your library for that many basic land cards, reveal those cards, and put them into your hand. Then shuffle your library.
Ritual of Subdual IA(R)	Enchantment	GG4	All lands now provide colorless mana instead of their normal mana. Cumulative Upkeep=2 mana.
River Bear P2(U)	Creature - Bear	G3	3/3, Islandwalk (If defending player has any islands in play, River Bear can't be blocked.)
River Boa VI(C) 6th(U) BR(D1)	Creature - Snake	G1	2/1, Islandwalk. (This creature is unblockable if defending player controls an island.) ; G: Regenerate River Boa.
Roar of the Wurm OD(U) OD(FU)	Sorcery	G6	Put a 6/6 green Wurm creature token into play. ; Flashback 3G (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
Rofellos, Llanowar Emissary UD(R) UD(FR)	Creature - Elf Legend	GG	2/1. Tap: Add one green mana to your mana pool for each forest you control.

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Green Spells (Part 24 of 35)

Card Name	Spell Type	Cost	Ability
Rofellos's Gift UD(C) UD(FC)	Sorcery	G	Reveal any number of green cards in your hand. Return an enchantment card from your graveyard to your hand for each card revealed this way.
Rogue Elephant WL(C)	Summon Elephant	G	3/3. Sacrifice a Forest when this card comes into play, or bury this card.
Rootbreaker Wurm TE(C)	Summon Wurm	GG5	6/6, Trample.
Root Cage PY(U) PY(FU)	Enchantment	G1	Mercenaries don't untap during their controllers' untap steps.
Root Elemental SC(R)SC(F) R	Creature - Elemental	GG4	6/5. Morph 5GG. ; When Root Elemental is turned face up, you may put a creature card from your hand into play.
Root Greevil PS(C) PS(FC)	Creature - Beast	G3	2/3. 2G,Tap,Sacrifice Root Greevil: Destroy all enchantments of the color of your choice.
Rooting Kavv IN(U) IN(FU)	Creature - Kavv	GG2	4/3. When Rooting Kavv is put into a graveyard from play, you may remove Rooting Kavv from the game. If you do, shuffle all creature cards from your graveyard into your library.
Root Maze TE(R)	Enchantment	G	All artifacts and lands come into play tapped.
Roots HL(U3)	Enchant Creature	G3	Play on a non-Flying creature to tap it and make it not untap as normal.
Root Sliver LE(U) LE(FU)	Creature - Sliver	G3	2/2. Root Sliver can't be countered. ; Sliver spells can't be countered.
Roots of Life MI(U)	Enchantment	GG1	Choose Islands or Swamps when played. Gain 1 life whenever a land of the chosen type controlled by target opponent is tapped.
Root Spider HL(U3)	Summon Spider	G3	2/2. Gains First Strike and +1/+0 until end of turn when blocking.
Rootwalla TE(C)	Summon Lizard	G2	2/2. +2/+2 until end of turn, usable once per turn (G1).
Rootwater Alligator EX(C)	Summon Alligator	G3	3/2. Regenerate (Sacrifice a forest).
Rowan Treefolk PT(C)	Summon Creature	G3	3/4
Rowen VI(R) 6th(R) 7th(R) 7th(FR)	Enchantment	GG2	Reveal the first card you draw each turn. Whenever you reveal a basic land card this way, draw a card.
Run Wild ON(U) ON(FU)	Instant	G	Until end of turn, target creature gains trample and "G: Regenerate this creature."
Rushwood Dryad MM(C) MM(FC) 8th(C) 8th(FC)	Creature - Dryad	G1	2/1, Forestwalk. (This creature is unblockable as long as defending player controls a forest.)
Rushwood Elemental MM(R) MM(FR)	Creature - Elemental	GGGGG	4/4, Trample. At the beginning of your upkeep, you may put a +1/+1 counter on Rushwood Elemental.
Rushwood Herbalist MM(C) MM(FC)	Creature - Spellshaper	G2	2/2. G,Tap,Discard a card from your hand: Regenerate target creature.
Rushwood Legate MM(U) MM(FU)	Creature - Dryad	G2	2/1. If an opponent controls an island and you control a forest, you may play Rushwood Legate without paying its mana cost.
Rust LG(C2)	Interrupt	G	Counters effect of an artifact with an activation cost.
Rysorian Badger HL(U1)	Summon Badger	G2	2/2. If attacks and not blocked, you can remove up to 2 creatures in opponent's graveyard from the game instead of dealing damage. Gain 1 life for each removed creature.
Saber Ants MM(U) MM(FU)	Creature - Insect	G3	2/3. Whenever Saber Ants is dealt damage, you may put that many 1/1 green Insect creature tokens into play.
Sabertooth Cobra MI(C)	Summon Cobra	G2	2/2. If it damages a player, they get a Poison counter. The player gets a second Poison counter if they don't pay 2 mana before the end of their next upkeep.
Sacred Prey MM(C) MM(FC)	Creature - Beast	G	1/1. When Sacred Prey becomes blocked, you gain 1 life.
Salvage P2(C)	Sorcery	G	Take any one card from your graveyard and put that card on the top of your library.
Sandstorm AN(C5) 4th(C) BR(D1) MI(C)	Instant	G	Do 1 damage to each attacking creature.
Saproling Burst NE(R) NE(FR)	Enchantment	G4	Fading 7. ; Remove a fade counter from Saproling Burst: Put a green Saproling creature token into play. It has "This creature's power and toughness are each equal to the number of fade counters on Saproling Burst." ; When Saproling Burst leaves play, destroy all tokens put into play with Saproling Burst. They can't be regenerated.
Saproling Cluster NE(R) NE(FR)	Enchantment	G1	1,Discard a card from your hand: Put a 1/1 green Saproling creature token into play. Any player may play this ability.
Saproling Infestation IN(R) IN(FR)	Enchantment	G1	Whenever a player pays a kicker cost, you put a 1/1 green Saproling creature token into play.
Saproling Symbiosis IN(R) IN(FR)	Sorcery	G3	You may play Saproling Symbiosis any time you could play an instant if you pay 2 more to play it. ; Put a 1/1 green Saproling creature token into play for each creature you control.
Savaen Elves DK(C3)	Summon Elves	G	1/1, Destroy an Enchant Land card (Tap+GG)
Savage Gorilla AP(C) AP(FC)	Creature - Ape	G4	3/3. UB,Tap,Sacrifice Savage Gorilla: Target creature gets -3/-3 until end of turn. Draw a card.

Green Spells (Part 25 of 35)

Card Name	Spell Type	Cost	Ability
Scaled Wurm IA(C) 5th(C) 6th(C) BR(D1) BD(D1)	Creature - Wurm	G7	7/6.
Scarwood Bandits DK(U1)	Summon Bandits	GG2	2/2, ForestWalk; Take control of an artifact (Tap+G2), opponent can counter this by paying 2 colorless mana; Lose control of artifact if Bandits leave play.
Scarwood Hag DK(U2)	Summon Hag	G1	1/1, Tap to remove ForestWalk from a creature until end of turn; Give ForestWalk to a creature until end of turn (Tap+GGGG)
Scavenger Folk DK(C3) CH(C3) AT(D1) 5th(C) 7th(U) 7th(FU)	Creature - Scavenger {DK/CH/AT/5th = was Scavenger Folk}	G	1/1. G,Tap,Sacrifice Scavenger Folk: Destroy target artifact.
Scent of Ivy UD(C) UD(FC)	Instant	G	Reveal any number of green cards in your hand. Target creature gets +X/+X until end of turn, where X is the number of cards revealed this way.
Scouting Trek IN(U) IN(FU)	Sorcery	G1	Search your library for any number of basic land cards, reveal them, and set them aside. Shuffle your library, then put those cards on top of it in any order.
Scragnoth TE(U)	Summon Beast	G4	3/4, Protection from Blue. This card cannot be countered when it is being cast.
Scryb Sprites A/B/U(C) RV(C) 4th(C) 5th(C) BR(D1)	Summon Faeries	G	1/1, Flying
Seal of Strength NE(C) NE(FC)	Enchantment	G	Sacrifice Seal of Strength: Target creature gets +3/+3 until end of turn.
Seedborn Muse LE(R) LE(FR)	Creature - Spirit	GG3	2/4. Untap all permanents you control during each other player's untap step.
Seedling Charm MI(C)	Instant	G	Choose one: Regenerate a green creature -or- Send a creature enchantment to its owner's hand -or- Give a creature Trample until end of turn.
Seeds of Innocence MI(R)	Sorcery	GG1	Bury all artifacts. Players gain life equal to the casting costs of their artifacts which are buried.
Seedtime JU(R) JU(FR)	Instant	G1	Play Seedtime only during your turn. ; Take an extra turn after this one if an opponent played a blue spell this turn.
Seeker of Skybreak TE(C) BR(D1) 7th(C) 7th(FC)	Creature - Elf	G1	2/1. Tap: Untap target creature.
Serene Heart MI(C)	Instant	G1	Destroy all local enchantments.
Serene Sunset JU(U) JU(FU)	Instant	GX	Prevent all combat damage X target creatures would deal this turn.
Serpentine Basilisk ON(U) ON(FU)	Creature - Basilisk	GG2	2/3. Whenever Serpentine Basilisk deals combat damage to a creature, destroy that creature at end of combat. ; Morph 1GG.
Serpentine Kavu IN(C) IN(FC)	Creature - Kavu	G4	4/4. R: Serpentine Kavu gains haste until end of turn.
Seton, Krosan Protector OD(R) OD(FR)	Creature - Centaur Druid Legend	GGG	2/2. Tap an untapped Druid you control: Add G to your mana pool.
Seton's Desire OD(C) OD(FC)	Enchant Creature	G2	Enchanted creature gets +2/+2. ; Threshold - All creatures able to block enchanted creature do so. (You have threshold as long as seven or more cards are in your graveyard.)
Seton's Scout TO(U) TO(FU)	Creature - Centaur Druid	G1	2/1. Seton's Scout may block as though it had flying. ; Threshold - Seton's Scout gets +2/+2. (You have threshold as long as seven or more cards are in your graveyard.)
Shambling Strider IA(C) BD(D1)	Summon Strider	GG4	5/5, +1/-1 (RG)
Shanodin Dryads A/B/U(C) RV(C) 4th(C) 5th(C) 6th(C) 7th(C) 7th(FC)	Creature - Dryad {ABU/RV/4th/5th: was Summon Nymphs}	G	1/1, Forestwalk. (This creature is unblockable if defending player controls a forest.)
Shelkin Brownie LG(C1)	Summon Faerie	G1	1/1, Tap to remove Bands with Other ability from creature until end of turn.
Shrink Tall Woman Person in Shadow HL(C2) HL(C2) 5th(C)	Instant	G	Creature gets -5/-0 until end of turn.
Silklash Spider ON(R) ON(FR)	Creature - Spider	GG3	2/7. Silklash Spider may block as though it had flying. ; XGG: Silklash Spider deals X damage to each creature with flying.
Silk Net UL(C) UL(FC)	Instant	G	Target creature gets +1/+1 and can block creatures with flying until end of turn.
Silt Crawler PY(C) PY(FC)	Creature - Beast	G2	3/3. When Silt Crawler comes into play, tap all lands you control.
Silverback Ape ST(U) 8th(D1)	Creature - Ape	GG3	5/5.

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Green Spells (Part 26 of 35)

Card Name	Spell Type	Cost	Ability
Silverglade Elemental MM(C) MM(FC)	Creature - Elemental	G4	4/4. When Silverglade Elemental comes into play, you may search your library for a forest card and put that card into play. If you do, shuffle your library.
Silverglade Pathfinder MM(U) MM(FU)	Creature - Spellshaper	G1	1/1. 1G, Tap, Discard a card from your hand: Search your library for a basic land card and put that card into play tapped. Then shuffle your library.
Silvos, Rogue Elemental ON(R) ON(FR)	Creature - Elemental Legend	GGG3	8/5, Trample. G: Regenerate Silvos, Rogue Elemental.
Simian Grunts UL(C) UL(FC)	Summon Apes	G2	3/4, Echo. You may play Simian Grunts any time you could play an instant.
Simplify OD(C) OD(FC)	Sorcery	G	Each player sacrifices an enchantment.
Singing Tree AN(U2)	Summon Singing Tree	G3	0/3; Tap to reduce attacking creature's power to 0 until end of turn.
Skyshooter OD(U) OD(FU)	Creature - Centaur	G1	1/2. Skyshooter may block as though it has flying. ; Tap, Sacrifice Skyshooter: Destroy target attacking or blocking creature with flying.
Skyshroud Archer SH(C)	Summon Elf	G	1/1. Give a Flying creature -1/-1 until end of turn (Tap).
Skyshroud Behemoth NE(R) NE(FR)	Creature - Beast	GG5	10/10. Fading 2 (This creature comes into play with two fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.) ; Skyshroud Behemoth comes into play tapped.
Skyshroud Blessing PS(U) PS(FU)	Instant	G1	Lands can't be the targets of spells or abilities this turn. ; Draw a card.
Skyshroud Claim NE(C) NE(FC)	Sorcery	G3	Search your library for up to two forest cards and put them into play. Then shuffle your library.
Skyshroud Cutter NE(C) NE(FC)	Creature - Beast	G3	2/2. If you control a forest, you may have each other player gain 5 life instead of paying Skyshroud Cutter's mana cost.
Skyshroud Elf TE(C)	Summon Elf	G1	1/1. Gain 1 Green mana as a mana source (Tap). Gain 1 White or 1 Red mana as a mana source (1).
Skyshroud Elite EX(U) BR(D1)	Summon Elves	G	1/1. Gets +1/+2 as long as any opponent controls any non-basic lands.
Skyshroud Poacher NE(R) NE(FR)	Creature - Rebel	GG2	2/2. 3, Tap: Search your library for an Elf card and put that card into play. Then shuffle your library.
Skyshroud Ranger TE(C)	Summon Elf	G	1/1. As a sorcery, put a land from your hand into play (Tap).
Skyshroud Ridgeback NE(C) NE(FC)	Creature - Beast	G	2/3. Fading 2 (This creature comes into play with two fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)
Skyshroud Sentinel NE(C) NE(FC)	Creature - Elf	G2	1/1. When Skyshroud Sentinel comes into play, you may search your library for up to three Skyshroud Sentinel cards, reveal them, and put them into your hand. If you do, shuffle your library.
Skyshroud Troll TE(C)	Summon Giant	GG2	3/3. Regenerate (G1).
Skyshroud Troopers SH(C)	Summon Elves	G3	3/3. Gain 1 green mana (Tap).
Skyshroud War Beast EX(R)	Summon Beast	G1	*/*, Trample, where *=the number of non-basic lands target opponent controls.
Snag PY(U) PY(FU)	Instant	G3	You may discard a forest from your hand instead of paying Snags mana cost. ; Prevent all combat damage that would be dealt by unblocked creatures this turn.
Snake Pit MM(U) MM(FU)	Enchantment	G3	Whenever an opponent plays a blue or black spell, you may put a 1/1 green Snake creature token into play.
Snarling Undorak ON(C) ON(FC)	Creature - Beast	GG2	3/3. 2G: Target Beast gets +1/+1 until end of turn. ; Morph 1GG.
Snorting Gahr MM(C) MM(FC)	Creature - Beast	GG2	3/3. Whenever Snorting Gahr becomes blocked, it gets +2/+2 until end of turn.
Snowblind IA(R)	Enchant Creature	G3	Gives creature -X/-X where X is the number of Snow-Covered lands its controller has. When it attacks, X is the number of Snow-Covered lands the defender has. Will not reduce creature toughness below 1.
Song of Serenity EX(U)	Enchantment	G1	Creatures with enchantments on them cannot attack or block.
Southern Elephant ST(C)	Creature - Elephant	G3	3/4.
Spectral Bears HL(U3) AT(D1)	Summon Bears	G1	3/3. If attacks a player with no black cards, it does not untap as normal next untap.
Spellbane Centaur OD(R) OD(FR)	Creature - Centaur	G2	3/2. Creatures you control can't be the targets of blue spells or abilities from blue sources.
Spider Climb VI(C)	Enchant Creature	G	Creature gets +0/+3 and can block Flying creatures. You can play this as an instant, but it is buried at end of turn if you do.
Spidersilk Armor MM(C) MM(FC)	Enchantment	G2	Creatures you control get +0/+1 and may block as though they had flying.
Spike Breeder SH(R)	Summon Spike	G3	0/0. Enters play with three +1/+1 counters. Put a +1/+1 counter on a creature (2+Remove a +1/+1 counter). Put a 1/1 green Spike token creature into play (2+Remove a +1/+1 counter).
Spike Colony SH(C) BR(D1)	Summon Spike	G4	0/0. Enters play with four +1/+1 counters. Put a +1/+1 counter on a creature (2+Remove a +1/+1 counter).
Spike Drone TE(C)	Summon Spike	G	0/0. Comes into play with one +1/+1 counter. Put a +1/+1 counter on a creature (2+Remove a +1/+1 counter).

Green Spells (Part 27 of 35)

Card Name	Spell Type	Cost	Ability
Spike Feeder <i>SH(U)</i> <i>BR(D1)</i>	Summon Spike	GG1	0/0. Enters play with two +1/+1 counters. Put a +1/+1 counter on a creature (2+Remove a +1/+1 counter). Gain 2 life (Remove a +1/+1 counter).
Spike Hatcher EX(R)	Summon Spike	G6	0/0. Comes into play with six +1/+1 counters. Put a +1/+1 counter on target creature (2+Remove a +1/+1 counter). Regenerate (1+Remove a +1/+1 counter).
Spike Rogue <i>EX(U)</i>	Summon Spike	GG1	0/0. Comes into play with two +1/+1 counters. Put a +1/+1 counter on target creature (2+Remove a +1/+1 counter). Put a +1/+1 counter on this card (2+Remove a +1/+1 counter from one of your creatures).
Spike Soldier <i>SH(U)</i>	Summon Spike	GG2	0/0. Enters play with three +1/+1 counters. Put a +1/+1 counter on a creature (2+Remove a +1/+1 counter). +2/+2 until end of turn (Remove a +1/+1 counter).
Spike Weaver EX(R) <i>BR(D1)</i>	Summon Spike	GG2	0/0. Comes into play with three +1/+1 counters. Put a +1/+1 counter on target creature (2+Remove a +1/+1 counter). Creatures deal no combat damage this turn (1+Remove a +1/+1 counter).
Spike Worker <i>SH(C)</i> <i>BR(D1)</i>	Summon Spike	G2	0/0. Enters play with two +1/+1 counters. Put a +1/+1 counter on a creature (2+Remove a +1/+1 counter).
Spined Wurm <i>SH(C)</i> <i>PT(C)</i> <i>SA(F1)</i> <i>7th(C)</i> <i>7th(FC)</i> <i>8th(C)</i> <i>8th(FC)</i>	Creature - Wurm	G4	5/4.
Spitting Gourna <i>ON(C)</i> <i>ON(FC)</i>	Creature - Beast	GG3	3/4. Spitting Gourna may block as though it had flying. ; Morph 4G.
Spitting Slug DK(U2)	Summon Slug	GG1	2/4, First Strike (G1); If do not use First Strike ability, all blocking/blocked-by creatures get First Strike.
Spitting Spider <i>PY(U)</i> <i>PY(FU)</i> <i>8th(U)</i> <i>8th(FU)</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.
Splinter <i>UD(U)</i> <i>UD(FU)</i>	Sorcery	GG2	Remove target artifact from the game. Search its controller's graveyard, hand, and library for all copies of that card and remove them from the game. That player then shuffles his or her library.
Splintering Wind AL(R2)	Enchantment	GG2	Do 1 damage to a creature and put a 1/1 green flying Splinter token with Cumulative Upkeep=G into play (G2). If token leaves play it does 1 damage to you and to each creature you control.
Spontaneous Generation MM(R) MM(FR)	Sorcery	G3	Put a 1/1 green Saproling creature token into play for each card in your hand.
Spore Cloud <i>Myrfors</i> <i>Van Camp</i> <i>Weber</i> <i>FE(C3)</i>	Instant	GG1	Taps all blocking creatures and no creatures deal damage in the combat. Attacking and blocking creatures do not untap as normal during next untap.
Spore Flower <i>FE(U3)</i>	Summon Fungus	GG	0/1. Put a spore counter on this card during upkeep. Remove 3 counters to make it so no creatures deal damage in combat this turn.
Spore Frog <i>PY(C)</i> <i>PY(FC)</i>	Creature - Frog	G	1/1. Sacrifice Spore Frog: Prevent all combat damage that would be dealt this turn.
Sporogenesis US(R)	Enchantment	G3	When a creature with a fungus counter on it goes to the graveyard, put a 1/1 green Saproling token creature into play for each such fungus counter. During your upkeep, you may put a fungus counter on a non-token creature. When this card leaves play, remove all fungus counters from all creatures.
Springing Tiger <i>OD(C)</i> <i>OD(FC)</i>	Creature - Cat	G3	3/3. Threshold - Springing Tiger gets +2/+2. (You have threshold as long as seven or more cards are in your graveyard.)
Spreading Algae <i>US(U)</i> <i>8th(U)</i> <i>8th(FU)</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.
Sprouting Vines <i>SC(C)</i> <i>SC(FC)</i>	Instant	G2	Search your library for a basic land card, reveal that card, and put it into your hand. Then shuffle your library. ; Storm.
Squall <i>MM(C)</i> <i>MM(FC)</i> <i>ST(C)</i> <i>7th(C)</i> <i>7th(FC)</i>	Sorcery	G2	Squall deals 2 damage to each creature with flying.
Squallmonger <i>MM(U)</i> <i>MM(FU)</i>	Creature - Monger	G3	3/3. 2: Squallmonger deals 1 damage to each creature with flying and each player. Any player may play this ability.
Squirrel Farm UG(R)	Enchantment	G2	G1: Choose a card in your hand. Covering the artist's name, reveal the card to target player. If that player cannot name the artist, reveal the artist's name and put a Squirrel token into play. Treat this token as a 1/1 green creature.
Squirrel Mob OD(R) OD(FR)	Creature - Squirrel	GG1	2/2. Squirrel Mob gets +1/+1 for each other Squirrel in play.
Squirrel Nest <i>OD(U)</i> <i>OD(FU)</i>	Enchant Land	GG1	Enchanted land has "Tap: Put a 1/1 green Squirrel creature token into play."

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Green Spells (Part 28 of 35)

Card Name	Spell Type	Cost	Ability
Squirrel Wrangler PY(R) PY(FR)	Creature - Druid	GG2	2/2. G1,Sacrifice a land: Put two 1/1 green Squirrel creature tokens into play. ; G1,Sacrifice a land: All Squirrels get +1/+1 until end of turn.
Stag Beetle ON(R) ON(FR)	Creature - Insect	GG3	0/0. Stag Beetle comes into play with X +1/+1 counters on it, where X is the number of other creatures in play.
Stalking Tiger MI(C) PT(C) 6th(C)	Creature - Tiger	G3	3/3. Stalking Tiger can't be blocked by more than one creature each combat.
Stamina MM(U) MM(FU)	Enchant Creature	G2	Attacking doesn't cause enchanted creature to tap. ; Sacrifice Stamina: Regenerate enchanted creature.
Stampede IA(R) 5th(R)	Instant	GG1	Gives all attacking creatures Trample and +1/+0 until end of turn.
Stampede Driver NE(U) NE(FU)	Creature - Spellshaper	G	1/1. 1G,Tap,Discard a card from your hand: Creatures you control get +1/+1 and gain trample until end of turn.
Stampeding Wildebeests VI(U)	Summon Wildebeests	GG2	5/4, Trample. During your upkeep, return one of your green creatures to owner's hand.
Steely Resolve ON(R) ON(FR)	Enchantment	G1	As Steely Resolve comes into play, choose a creature type. ; Creatures of the chosen type can't be the targets of spells or abilities.
Still Life OD(U) OD(FU)	Enchantment	GG1	GG: Still Life becomes a 4/3 Centaur creature until end of turn. It's still an enchantment.
Stone Kavu PS(C) PS(FC)	Creature - Kavu	G4	3/3. R: Stone Kavu gets +1/+0 until end of turn. ; W: Stone Kavu gets +0/+1 until end of turn.
Stone-Tongue Basilisk OD(R) OD(FR)	Creature - Basilisk	GGG4	4/5. Whenever Stone-Tongue Basilisk deals combat damage to a creature, destroy that creature at end of combat. ; Threshold - All creatures able to block Stone-Tongue Basilisk do so. (You have threshold as long as seven or more cards are in your graveyard.)
Stonewood Invoker LE(C) LE(FC)	Creature - Elf Mutant	G1	2/2. 7G: Stonewood Invoker gets +5/+5 until end of turn.
Storm Seeker LG(U) CH(U3)	Instant	G3	Opponent takes one damage for each card in their hand.
Stream of Life A/B/U(C) RV(C) 4th(C) 5th(C) 6th(C) 7th(C) 7th(FC) 8th(U) 8th(FU)	Sorcery	GX	Target player gains X life.
Strength of Night AP(C) AP(FC)	Instant	G2	Kicker B (You may pay an additional B as you play this spell.) ; Creatures you control get +1/+1 until end of turn. If you paid the kicker cost, Zombies you control get an additional +2/+2 until end of turn.
Striped Bears WL(C)	Summon Bears	G3	2/2. Draw a card when this card comes into play.
Storm Front TE(U)	Enchantment	G	Tap a Flying creature (GG).
Stunted Growth IA(R)	Instant	GG3	Make a player put 3 cards of choice from their hand on top of their library in any order.
Subdue LG(C1)	Instant	G	Gives a creature +0/+N until end of turn but it deals no damage in combat. N is the casting cost of the creature.
Sudden Strength JU(C) JU(FC)	Instant	G3	Target creature gets +3/+3 until end of turn. ; Draw a card.
Sulam Djinn IN(U) IN(FU)	Creature - Djinn	G5	6/6, Trample. Sulam Djinn gets -2/-2 as long as green is the most common color among all permanents or is tied for most common.
Summer Bloom VI(U) 6th(U) PT(R) ST(R)	Sorcery	G1	Play up to three additional lands this turn.
Superior Numbers MI(U)	Sorcery	GG	Do 1 damage to a creature for each creature you control in excess of the number of creatures target opponent controls.
Survival of the Fittest EX(R)	Enchantment	G1	Search your library for a creature card, reveal it to all players, put it into your hand, and shuffle (G+Discard a creature card).
Sustenance MM(U) MM(FU)	Enchantment	G1	1,Sacrifice a land: Target creature gets +1/+1 until end of turn.
Sylvan Basilisk P2(R) ST(R)	Creature - Basilisk	GG3	2/4. When Sylvan Basilisk becomes blocked, destroy all creatures blocking it. (Destroy the creatures before they deal damage. Sylvan Basilisk still doesn't deal damage to defending player.)
Sylvan Hierophant WL(U)	Summon Cleric	G1	1/2. If this card is put into the graveyard from play, remove this card from the game, then bring a creature card from your graveyard to your hand.
Sylvan Library LG(U) 4th(R) 5th(R)	Enchantment	G1	Draw 2 extra cards during draw then put two back on the library in any order (0); Lose 4 life for each card not put back.
Sylvan Messenger AP(U) AP(FU)	Creature - Elf	G3	2/2, Trample. When Sylvan Messenger comes into play, reveal the top four cards of your library. Put all Elf cards revealed this way into your hand and the rest on the bottom of your library.

Green Spells (Part 29 of 35)

Card Name	Spell Type	Cost	Ability
Sylvan Might <i>OD(U)</i> <i>OD(FU)</i>	Instant	G1	Target creature gets +2/+2 and gains trample until end of turn. ; Flashback 2GG (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
Sylvan Paradise <i>LG(U)</i>	Instant	G	Change any/all creatures in play green until end of turn.
Sylvan Safekeeper <i>JU(R)</i> <i>JU(FR)</i>	Creature - Wizard	G	1/1. Sacrifice a land: Target creature you control can't be the target of spells or abilities this turn.
Sylvan Tutor <i>PT(R)</i>	Sorcery	G	Search your deck for a summon creature and reveal that card to all players. Then shuffle your deck and put the revealed card on top of it.
Sylvan Yeti <i>P2(R)</i> <i>ST(R)</i>	Creature - Elemental	GG2	*4. Sylvan Yeti's power is equal to the number of cards in your hand.
Symbiosis <i>US(C)</i> <i>BR(D1)</i>	Instant	G1	Give two creatures +2/+2 until end of turn.
Symbiotic Beast <i>ON(U)</i> <i>ON(FU)</i>	Creature - Beast	GG4	4/4. When Symbiotic Beast is put into a graveyard from play, put four 1/1 green Insect creature tokens into play.
Symbiotic Deployment <i>AP(R)</i> <i>AP(FR)</i>	Enchantment	G2	Skip your draw step. ; 1, Tap two untapped creatures you control: Draw a card.
Symbiotic Elf <i>ON(C)</i> <i>ON(FC)</i>	Creature - Elf	G3	2/2. When Symbiotic Elf is put into a graveyard from play, put two 1/1 green Insect creature tokens into play.
Symbiotic Wurm <i>ON(R)</i> <i>ON(FR)</i>	Creature - Wurm	GGG5	7/7. When Symbiotic Wurm is put into a graveyard from play, put seven 1/1 green Insect creature tokens into play.
Tangle <i>IN(U)</i> <i>IN(FU)</i>	Instant	G1	Prevent all combat damage that would be dealt this turn. ; Attacking creatures don't untap during their controllers' next untap steps.
Tarpan <i>IA(C)</i> <i>5th(C)</i>	Summon Tarpan	G	1/1. Gain 1 life when goes to the graveyard from play.
Taste of Paradise <i>Woman (C1)</i> <i>Man and Woman (C2)</i>	Sorcery	G3	Gain 3 life. Gain 3 life for each G1 paid in addition to the casting cost.
Taunting Elf <i>UD(C)</i> <i>UD(FC)</i> <i>ON(C)</i> <i>ON(FC)</i>	Creature - Elf	G	0/1. All creatures able to block Taunting Elf do so.
Team Spirit <i>UG(C)</i>	Instant	G2	All creatures controlled by target player and his or her teammates get +1/+1 until end of turn.
Tempting Lcid <i>SH(U)</i>	Summon Lcid	G2	2/2. This card loses this ability, becomes a creature enchantment with "All creatures able to block enchanted creature must do so", and moves onto a creature (Tap+G). You can pay G to end this effect.
Tempting Wurm <i>ON(R)</i> <i>ON(FR)</i>	Creature - Wurm	G1	5/5. When Tempting Wurm comes into play, each opponent may put any number of artifact, creature, enchantment, and/or land cards from his or her hand into play.
Terravore <i>OD(R)</i> <i>OD(FR)</i>	Creature - Lhurgoyf	GG1	*/*, Trample. Terravore's power and toughness are each equal to the number of land cards in all graveyards.
Thallid <i>Beard</i> <i>Gelon</i> <i>Myrfors</i> <i>Spencer</i>	Summon Fungus	G	1/1. Put a spore counter on this card during upkeep. Remove 3 counters to put a Saproling 1/1 green creature token into play.
Thallid Devourer <i>FE(U3)</i>	Summon Fungus	GG1	2/2. +1/+2 (Sacrifice a Saproling). Put a spore counter on this card during upkeep. Remove 3 counters to put a Saproling 1/1 green creature token into play.
Thelonite Druid <i>FE(U3)</i>	Summon Cleric	G2	1/1. Turn all your Forests into 2/3 creatures until end of turn (Tap+G1+ Sacrifice a creature). Forests are still land but cannot be tapped for mana if they entered play this turn.
Thelonite Monk <i>FE(U1)</i>	Summon Cleric	GG2	1/2. Change a land into a Forest (Tap+Sacrifice a green creature)
Thelon's Chant <i>FE(U3)</i>	Enchantment	GG1	Players take 3 damage or put a -1/-1 counter on a creature they control if they put a Swamp into play. Pay G during upkeep or bury this card.
Thelon's Curse <i>FE(U1)</i>	Enchantment	GG	Blue creatures do not untap as normal during untap. They may be untapped once during upkeep by paying one Blue mana.
Thermokarst <i>IA(U)</i>	Sorcery	GG1	Destroy a land. Gain 1 life if land is Snow-Covered.
Thicket Basilisk <i>A/B/U(U)</i> <i>RV(U)</i> <i>4th(U)</i> <i>5th(U)</i> <i>6th(U)</i>	Creature - Basilisk	GG3	2/4. Whenever Thicket Basilisk blocks or becomes blocked by a non-Wall creature, destroy that creature at end of combat.
Thicket Elemental <i>IN(R)</i> <i>IN(FR)</i>	Creature - Elemental	GG3	4/4. Kicker 1G (You may pay an additional 1G as you play this spell.) ; When Thicket Elemental comes into play, if you paid the kicker cost, you may reveal cards from the top of your library until you reveal a creature card. If you do, put that card into play and shuffle all other cards revealed this way into your library.
Thorn Elemental <i>UD(R)</i> <i>UD(FR)</i> <i>ST(R)</i> <i>7th(R)</i> <i>7th(FR)</i> <i>8th(R)</i> <i>8th(FR)</i>	Creature - Elemental	GG5	7/7. You may have Thorn Elemental deal its combat damage to defending player as though it weren't blocked.
Thornscape Apprentice <i>IN(C)</i> <i>IN(FC)</i>	Creature - Wizard	G	1/1. W, Tap: Tap target creature. ; R, Tap: Target creature gains first strike until end of turn.

Green Spells (Part 30 of 35)

Card Name	Spell Type	Cost	Ability
Thornscape Battlemage <i>PS(U)</i> <i>PS(FU)</i>	Creature - Wizard	G2	2/2. Kicker R and/or W. ; When Thornscape Battlemage comes into play, if you paid the R kicker cost, Thornscape Battlemage deals 2 damage to target creature or player. ; When Thornscape Battlemage comes into play, if you paid the W kicker cost, destroy target artifact.
Thornscape Familiar <i>PS(C)</i> <i>PS(FC)</i>	Creature - Insect	G1	2/1. Red spells and white spells you play cost 1 less to play.
Thornscape Master <i>IN(R)</i> <i>IN(FR)</i>	Creature - Wizard	GG2	2/2. RR, Tap: Thornscape Master deals 2 damage to target creature. ; WW, Tap: Target creature gains protection from the color of your choice until end of turn.
Thorn Thallid <i>Gelon</i> <i>Hudson</i> <i>Myrfors</i> <i>Tedin</i>	Summon Fungus	GG1	2/2. Put a spore counter on this card during upkeep. Remove 3 counters to do 1 damage to any target.
Thoughtleech <i>IA(U)</i> <i>7th(U)</i> <i>7th(FU)</i>	Enchantment	GG	Whenever an island an opponent controls becomes tapped, you may gain 1 life.
Thresher Beast <i>PY(C)</i> <i>PY(FC)</i>	Creature - Beast	GG3	4/4. Whenever Thresher Beast becomes blocked, defending player sacrifices a land.
Thriss, Nantuko Primus <i>JU(R)</i> <i>JU(FR)</i>	Creature - Insect Druid Legend	GG5	5/5. G, Tap: Target creature gets +5/+5 until end of turn.
Thrive <i>PY(C)</i> <i>PY(FC)</i>	Sorcery	GX	Put a +1/+1 counter on each of X target creatures.
Thundering Wurm <i>PT(R)</i>	Summon Creature	G2	4/4. When Thundering Wurm comes into play from your hand, discard a land from your hand or destroy Thundering Wurm.
Tiger Claws <i>MM(C)</i> <i>MM(FC)</i>	Enchant Creature	G2	You may play Tiger Claws any time you could play an instant. ; Enchanted creature gets +1/+1 and has trample.
Timberwatch Elf <i>LE(C)</i> <i>LE(FC)</i>	Creature - Elf	G2	1/2. Tap: Target creature gets +X/+X until end of turn, where X is the number of Elves in play.
Timber Wolves <i>A/B/U(R)</i> <i>RV(R)</i> <i>4th(R)</i>	Summon Wolves	G	1/1, Bands
Timmy, Power Gamer <i>UG(R)</i>	Summon Legend	GG2	1/1. 4: Put a creature into play from your hand.
Tinder Wall <i>IA(C)</i>	Summon Wall	G	0/3, Wall. Do 2 damage to a creature this one is blocking (R+Sacrifice this card). Add RR to your mana pool (Sacrifice this card).
Titania's Boon <i>US(U)</i>	Sorcery	G3	Put a +1/+1 counter on each creature you control.
Titania's Chosen <i>US(U)</i>	Summon Elf	G2	1/1. When a player successfully casts a green spell, put a +1/+1 counter on this card.
Titania's Song <i>AO(U3)</i> <i>RV(R)</i> <i>4th(R)</i> <i>5th(R)</i>	Enchantment	G3	All non-creature artifacts lose their abilities and become artifact creatures with power/toughness = casting cost. They return to being artifacts just before untap on the turn after this card leaves play.
Titanic Bulvox <i>SC(C)</i> <i>SC(FC)</i>	Creature - Beast	GG6	7/4, Trample. Morph 4GGG.
Tornado <i>AL(R2)</i>	Enchantment	G4	Destroy a permanent and put a counter on this card; use only once each turn (G2+3 life for each counter on this card). Cumulative Upkeep=G.
Totem Speaker <i>LE(U)</i> <i>LE(FU)</i>	Creature - Elf Druid	G4	3/3. Whenever a Beast comes into play, you may gain 3 life.
Touch of Vitae <i>IA(U)</i>	Instant	G2	Target creature may untap once during this turn in addition to the untap phase. May attack or use ability requiring a tap during turn it enters play. Draw a card during the next player's upkeep.
Towering Baloth <i>ON(U)</i> <i>ON(FU)</i>	Creature - Beast	GG5	7/6. Morph 6G.
Tracker <i>DK(U1)</i>	Summon Tracker	G2	2/2, Do power in damage to a creature and take that creature's power in damage to itself (Tap+GG)
Trailblazer <i>IA(R)</i>	Instant	GG2	Make a creature unblockable until end of turn.
Trained Armodon <i>TE(C)</i> <i>6th(C)</i> <i>7th(C)</i> <i>7th(FC)</i> <i>8th(C)</i> <i>8th(FC)</i>	Creature - Elephant	GG1	3/3.
Tranquil Domain <i>MI(C)</i>	Instant	G1	Destroy all global enchantments.
Tranquil Grove <i>WL(R)</i> <i>6th(R)</i>	Enchantment	G1	1GG: Destroy all other enchantments.
Tranquility <i>A/B/U(C)</i> <i>RV(C)</i> <i>4th(C)</i> <i>5th(C)</i> <i>6th(C)</i> <i>BR(D1)</i> <i>TE(C)</i> <i>MM(C)</i> <i>MM(FC)</i> <i>IN(C)</i> <i>IN(FC)</i> <i>7th(C)</i> <i>7th(FC)</i>	Sorcery	G2	Destroy all enchantments.

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Green Spells (Part 31 of 35)

Card Name	Spell Type	Cost	Ability
Tranquil Path AP(C) AP(FC)	Sorcery	G4	Destroy all enchantments. Draw a card.
Treefolk Healer IN(U) IN(FU)	Creature - Treefolk	G4	2/3. 2W, Tap: Prevent the next 2 damage that would be dealt to target creature or player this turn.
Treefolk Mystic UL(C) UL(FC)	Summon Treefolk	G3	2/4. Whenever a creature blocks or is blocked by Treefolk Mystic, destroy all enchantments on that creature.
Treefolk Seedlings US(U) 7th(U) 7th(FU)	Creature - Treefolk	G2	2/*. Treefolk Seedlings's toughness is equal to the number of forests you control.
Tree Monkey P2(C)	Creature - Monkey	G	1/1. Tree Monkey can block creatures with flying.
Treespring Lorian ON(C) ON(FC)	Creature - Beast	G5	5/4. Morph 5G.
Treetop Bracers NE(C) NE(FC)	Enchant Creature	G1	Enchanted creature gets +1/+1 and can be blocked only by creatures with flying.
Treetop Defense PT(R)	Sorcery	G1	Play Treetop Defense only after you're attacked, before you declare interceptors. This turn, all your creatures can intercept as though they had flying.
Treetop Rangers US(C)	Summon Elves	G2	2/2. Cannot be blocked except by Flying creatures.
Treetop Scout SC(C) SC(FC)	Creature - Elf	G	1/1. Treetop Scout can't be blocked except by creatures with flying.
Tribal Forcemage LE(R) LE(FR)	Creature - Elf Wizard	G1	1/1. Morph 1G. When Tribal Forcemage is turned face up, creatures of the type of your choice get +2/+2 and gain trample until end of turn.
Tribal Unity ON(U) ON(FU)	Instant	G2X	Creatures of the type of your choice get +X/+X until end of turn.
Tropical Storm MI(U)	Sorcery	GX	Do X damage to each Flying creature and 1 damage to each blue creature.
Trumpeting Armodon TE(U) BR(D1)	Summon Elephant	G3	3/3. Make a creature block this card this turn if able (G1).
Tsunami A/B/U(U) RV(U) 4th(U) 5th(U)	Sorcery	G3	Destroys all Islands.
Tunneler Wurm JU(U) JU(FU)	Creature - Wurm	GG6	6/6. Discard a card from your hand: Regenerate Tunneler Wurm.
Twigwalker OD(U) OD(FU)	Creature - Insect	G2	2/2. 1G, Sacrifice Twigwalker: Two target creatures each get +2/+2 until end of turn.
Typhoon LG(R)	Sorcery	G2	Opponent takes 1 damage for each Island she has.
Uktabi Efreet WL(C)	Summon Efreet	GG2	5/4. Cumulative Upkeep: G.
Uktabi Faerie MI(C)	Summon Faerie	G1	1/1, Flying. Destroy an artifact (G3+Sacrifice this card).
Uktabi Orangutan VI(U) 6th(U)	Creature - Ape	G2	2/2. When Uktabi Orangutan comes into play, destroy target artifact.
Uktabi Wildcats MI(R) 6th(R) {MI: was Summon Wildcats} 7th(R) 7th(FR)	Creature - Cat Warrior	G4	*/*. Uktabi Wildcats's power and toughness are each equal to the number of forests you control. ; G, Sacrifice a forest: Regenerate Uktabi Wildcats.
Undergrowth Fox Man AL(C2)	Instant	G	No creatures deal damage in combat this turn. If you pay R2 in addition to the casting cost, red creatures are not affected by this.
Unseen Walker MI(U) 6th(U)	Creature - Dryad	G1	1/1, Forestwalk, (This creature is unblockable if defending player controls a forest.)
Untamed Wilds LG(U) 4th(U) 5th(U) 6th(U) PT(U) P2(U) ST(U) 7th(U) 7th(FU)	Sorcery	G2	Search your library for a basic land card and put that card into play. Then shuffle your library.
Upwelling SC(R) SC(FR)	Enchantment	G3	Mana pools don't empty at the end of phases or turns. (This effect stops mana burn.)
Utopia Tree IN(R) IN(FR)	Creature - Plant	G1	0/2. Tap: Add one mana of any color to your mana pool.
Unyaro Bee Sting MI(U)	Sorcery	G3	Do 2 damage to a creature or player.
Urborg Elf AP(C) AP(FC)	Creature - Elf	G1	1/1. Tap: Add G, U, or B to your mana pool.
Venom DK(C3) 4th(C) 5th(C)	Enchant Creature	GG1	Makes it so non-Wall creatures blocking/blocked-by this creature are destroyed at end of combat.
Venomspout Brackus ON(U) ON(FU)	Creature - Beast	G6	5/5. 1G, Tap: Venomspout Brackus deals 5 damage to target attacking or blocking creature with flying. ; Morph 3GG.
Venomous Breath LA(U) MM(U) MM(FU)	Instant	G3	At end of combat, destroy all creatures that blocked or were blocked by target creature this turn.
Venomous Dragonfly MM(C) MM(FC)	Creature - Insect	G3	1/1, Flying. Whenever Venomous Dragonfly blocks or becomes blocked by a creature, destroy that creature at end of combat.
Venomous Fangs US(C)	Enchant Creature	G2	When the creature successfully damages a creature, destroy the damaged creature.

Green Spells (Part 32 of 35)

Card Name	Spell Type	Cost	Ability
Venomous Vines	JU(C) JU(FC)	Sorcery	GG2 Destroy target enchanted permanent.
Verdant Field	PY(U) PY(FU)	Enchant Land	G2 Enchanted land has "Tap: Target creature gets +1/+1 until end of turn."
Verdant Force	TE(R)	Summon Elemental	GGG5 7/7. During each player's upkeep, put a 1/1 green Saproling token creature into play.
Verdant Succession	OD(R) OD(FR)	Enchantment	G4 Whenever a green nontoken creature is put into a graveyard from play, that creature's controller may search his or her library for a card with the same name as that creature and put it into play. If that player does, he or she then shuffles his or her library.
Verdant Touch	SH(R)	Sorcery	G1 Buyback 3. Turn a land into a 2/2 land creature.
Verdeloth the Ancient	IN(R) IN(FR)	Creature - Treefolk Legend	GG4 4/7. Kicker X (You may pay an additional X as you play this spell.) ; All other Treefolk and all Saprolings get +1/+1. ; When Verdeloth the Ancient comes into play, if you paid the kicker cost, put X 1/1 green Saproling creature tokens into play.
Verdigris	TE(U)	Instant	G2 Destroy an artifact.
Verduran Emissary	IN(U) IN(FU)	Creature - Wizard	G2 2/3. Kicker 1R (You may pay an additional 1R as you play this spell.) ; When Verduran Emissary comes into play, if you paid the kicker cost, destroy target artifact. It can't be regenerated.
Verduran Enchantress	A/B/U(R) RV(R) 4th(R) 5th(R) 6th(R) 7th(R) 7th(FR) 8th(R) 8th(FR)	Creature - Druid {ABU/RV/4th/5th: was Summon Enchantress, 6th was Creature - Wizard}	GG1 0/2. Whenever you play an enchantment spell, you may draw a card.
Vernal Bloom	US(R) 7th(R) 7th(FR) 8th(R) 8th(FR)	Enchantment	G3 Whenever a Forest is tapped for mana, its controller adds G to his or her mana pool.
Vernal Equinox	MM(R) MM(FR)	Enchantment	G3 Any player may play creature and enchantment spells any time he or she could play an instant.
Veteran Explorer	WL(U)	Summon Soldier	G 1/1. If this card goes to the graveyard from play, each player may bring up to two basic lands from their library into play and then shuffle.
Vexing Beetle	LE(R) LE(FR)	Creature - Insect	G4 3/3. Vexing Beetle can't be countered. ; Vexing Beetle gets +3/+3 as long as no opponent controls a creature.
Vigorous Charge	IN(C) IN(FC)	Instant	G Kicker W (You may pay an additional W as you play this spell.) ; Target creature gains trample until end of turn. Whenever that creature deals combat damage this turn, if you paid the kicker cost, you gain life equal to that damage.
Village Elder	MI(C) BR(D1)	Summon Druid	G 1/1. Regenerate a creature (Tap+G+Sacrifice a Forest).
Vine Dryad	MM(R) MM(FR)	Creature - Dryad	G3 1/3, Forestwalk. (This creature is unblockable as long as defending player controls a forest.) You may play Vine Dryad any time you could play an instant. ; You may remove a green card in your hand from the game instead of paying Vine Dryad's mana cost.
Vine Trellis	MM(C) MM(FC) 8th(C) 8th(FC)	Creature - Wall	G1 0/4. (Walls can't attack.) Tap: Add G to your mana pool.
Vintara Elephant	PY(C) PY(FC)	Creature - Elephant	G4 4/3, Trample. 3: Vintara Elephant loses trample until end of turn. Any player may play this ability.
Vintara Snapper	PY(U) PY(FU)	Creature - Turtle	GG 2/2. Vintara Snapper can't be the target of spells or abilities as long as you control no untapped lands.
Vitality Charm	ON(C) ON(FC)	Instant	G Choose one - Put a 1/1 green Insect creature token into play; or target creature gets +1/+1 and gains trample until end of turn; or regenerate target Beast.
Vitalize	WL(C) 6th(C)	Instant	G Untap all creatures you control.
Vitalizing Wind	PY(R) PY(FR)	Instant	G8 Creatures you control get +7/+7 until end of turn.
Vivify	OD(U) OD(FU)	Instant	G2 Target land becomes a 3/3 creature until end of turn. It's still a land. ; Draw a card.
Voice of the Woods	ON(R) ON(FR)	Creature - Elf Lord	GG3 2/2. Tap five untapped Elves you control: Put a 7/7 green Elemental creature token with trample into play.
Volrath's Gardens	SH(R)	Enchantment	G1 As a sorcery, gain 2 life (2+Tap one of your creatures).
Waiting in the Weeds	MI(R) 6th(R)	Sorcery	GG1 Each player counts the untapped forests he or she controls and puts that many 1/1 green Cat creature tokens into play.
Wall of Blossoms	SH(U)	Summon Wall	G1 0/4, Wall. Draw a card when this card comes into play.
Wall of Brambles	A/B/U(U) RV(U) 4th(U) 5th(U)	Summon Wall	G2 2/3, Wall, Regenerates (G)

Green Spells (Part 33 of 35)

Card Name	Spell Type	Cost	Ability
Wall of Ice <i>A/B/U(U) RV(U) 4th(U)</i>	Summon Wall	G2	0/7, Wall
Wall of Mulch <i>ON(U) ON(FC)</i>	Creature - Wall	G1	0/4. (Walls can't attack.) G, Sacrifice a Wall: Draw a card.
Wall of Pine Needles <i>LA(U)</i>	Summon Wall	G3	3/3, Wall, Regenerate (G)
Wall of Roots <i>MI(C)</i>	Summon Wall	G1	0/5. Gain 1 Green mana as a mana source; use only once each turn (Put a -0/-1 counter on this card).
Wall of Wood <i>A/B/U(C) RV(C) 4th(C)</i>	Summon Wall	G	0/3, Wall
Wallop <i>IN(U) IN(FC)</i>	Sorcery	G1	Destroy target blue or black creature with flying.
Wandering Stream <i>IN(C) IN(FC)</i>	Sorcery	G2	You gain 2 life for each basic land type among lands you control.
Wanderlust <i>A/B/U(U) RV(U) 4th(U) 5th(U)</i>	Enchant Creature	G2	Does 1 damage during upkeep to creature's controller.
War Dance <i>US(U)</i>	Enchantment	G	Give a creature +1/+1 until end of turn for each counter on this card (Sacrifice this card). During your upkeep, you may put a counter on this card.
War Mammoth <i>A/B/U(C) RV(C) 4th(C) 5th(C)</i>	Summon Mammoth	G3	3/3, Trample
Warthog <i>VI(C) 6th(U)</i>	Creature - Warthog	GG1	3/2, Swampwalk.
Weatherseed Elf <i>UL(C) UL(FC)</i>	Summon Elf	G	1/1. Tap: Target creature gains forestwalk until end of turn.
Weatherseed Treefolk <i>UL(R) UL(FC)</i>	Summon Treefolk	GGG2	5/3, Trample. When Weatherseed Treefolk is put into a graveyard from play, return Weatherseed Treefolk to owner's hand.
Web <i>A/B/U(R) RV(R) 4th(R)</i>	Enchant Creature	G	Gives creature +0/+2 and it can block Flying creatures.
Weird Harvest <i>ON(R) ON(FC)</i>	Sorcery	GGX	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.
Wellwisher <i>ON(C) ON(FC)</i>	Creature - Elf	G1	1/1. Tap: You gain 1 life for each Elf in play.
Werebear <i>OD(C) OD(FC)</i>	Creature - Druid Bear	G1	1/1. Tap: Add G to your mana pool. ; Threshold - Werebear gets +3/+3. (You have threshold as long as seven or more cards are in your graveyard.)
Whippoorwill <i>DK(U2)</i>	Summon Whippoorwill	G	1/1, Make a creature so damage cannot be prevented or redirected from it plus it cannot regenerate and if destroyed it leaves the game (Tap+GG)
Whip Silk <i>IN(C) IN(FC)</i>	Enchant Creature	G	Enchanted creature may block as though it had flying. ; G: Return Whip Silk to its owner's hand.
Whiptail Wurm <i>PT(U) ST(U)</i>	Creature - Wurm	G6	8/5.
Whip Vine <i>Vine Only Vine and Bird</i> <i>AL(C2)</i>	Summon Wall	G2	1/4, Can block flying creatures. Tap a flying creature blocked by this card; that creature does not untap during its controller's untap as long as this is tapped (Tap). Can choose not to untap this card during untap.
Whirling Dervish <i>LG(U) 4th(U) 5th(U)</i>	Summon Dervish	GG	1/1, Protection from Black, Gets a +1/+1 counter each time it damages opponent.
Whirlwind <i>US(R) ST(R)</i>	Sorcery	GG2	Destroy all creatures with flying. (This includes your creatures.)
Whiteout <i>LA(U)</i>	Instant	G1	All creatures lose Flying until end of turn. Return this card from your graveyard to your hand (Sacrifice a Snow-Covered land)
Wiitigo <i>IA(R)</i>	Summon Wiitigo	GGG3	0/0. Gets six +1/+1 counters when brought into play. Gets a +1/+1 counter during your upkeep if it blocked or was blocked since last upkeep, otherwise remove a counter.
Wild Dogs <i>US(C)</i>	Summon Hounds	G	Cycling 2. 2/1. During your upkeep, if a player has more life than any other, that player gains control of this card.
Wild Elephant <i>MI(C)</i>	Summon Elephant	G3	3/3, Trample.
Wild Growth <i>A/B/U(C) RV(C) 4th(C) IA(C) BD(D1) 5th(C) 6th(C) 7th(C) 7th(FC)</i>	Enchant Land	G	Whenever enchanted land is tapped for mana, its controller adds G to his or her mana pool.

Green Spells (Part 34 of 35)

Card Name	Spell Type	Cost	Ability
Wild Mammoth <i>NE(U)</i> <i>NE(FU)</i>	Creature - Elephant	G2	3/4. At the beginning of your upkeep, if a player controls more creatures than any other, that player gains control of Wild Mammoth.
Wild Might <i>PY(C)</i> <i>PY(FC)</i>	Instant	G1	Target creature gets +1/+1 until end of turn. That creature gets an additional +4/+4 until end of turn unless any player pays 2.
Wild Mongrel <i>OD(C)</i> <i>OD(FC)</i>	Creature - Hound	G1	2/2. Discard a card from your hand: Wild Mongrel gets +1/+1 and becomes the color of your choice until end of turn.
Wild Ox <i>P2(U)</i> <i>ST(U)</i>	Creature - Ox	G3	3/3, Swampwalk. (This creature is unblockable as long as defending player has a swamp in play.)
Willow Dryad <i>PT(C)</i>	Summon Creature	G	1/1, Forestwalk (If defending player has any forests in play, Willow Dryad can't be intercepted.)
Willow Elf <i>ST(D)</i> <i>S2(D1)</i>	Creature - Elf	G	1/1.
Willow Faerie <i>Faerie</i> <i>Faerie on Deer</i>	Summon Faerie	G1	1/2, Flying
Willow Priestess <i>HL(U1)</i>	Summon Faerie	GG2	2/2. Put a Faerie from your hand into play (Tap). Give a green creature Protection from Black until end of turn (G2).
Willow Satyr <i>LG(R)</i>	Summon Satyr	GG2	1/1, Tap to take control of a Legend; May choose not to untap; Lose control of Legend if Satyr becomes untapped or leaves play.
Winding Wurm <i>US(C)</i>	Summon Wurm	G4	Echo. 6/6.
Wind Shear <i>VI(U)</i>	Instant	G2	Make all Flying attacking creatures lose Flying until end of turn and get -2/-2 until end of turn.
Wing Snare <i>UL(U)</i> <i>UL(FU)</i> <i>7th(U)</i> <i>7th(FU)</i> <i>8th(U)</i> <i>8th(FU)</i>	Sorcery	G2	Destroy target creature with flying.
Wing Storm <i>PY(U)</i> <i>PY(FU)</i>	Sorcery	G2	Wing Storm deals X damage to each player, where X is twice the number of creatures with flying that player controls.
Winter Blast <i>LG(R)</i> <i>4th(U)</i> <i>5th(U)</i>	Sorcery	GX	Taps X creatures and does 2 damage to each of them that has Flying.
Winter's Grasp <i>TE(U)</i> <i>PT(U)</i>	Sorcery	GG1	Destroy a land.
Wirewood Channeler <i>LE(U)</i> <i>LE(FU)</i>	Creature - Elf	G3	2/2. Tap: Add X mana of any one color to your mana pool, where X is the number of Elves in play.
Wirewood Elf <i>ON(C)</i> <i>ON(FC)</i>	Creature - Elf	G1	1/2. Tap: Add G to your mana pool.
Wirewood Guardian <i>SC(C)</i> <i>SC(FC)</i>	Creature - Elf Mutant	GG5	6/6. Forestcycling 2.
Wirewood Herald <i>ON(C)</i> <i>ON(FC)</i>	Creature - Elf	G1	1/1. When Wirewood Herald is put into a graveyard from play, you may search your library for an Elf card. If you do, reveal that card and put it into your hand. Then shuffle your library.
Wirewood Hivemaster <i>LE(U)</i> <i>LE(FU)</i>	Creature - Elf	G1	1/1. Whenever another nontoken Elf comes into play, you may put a 1/1 green Insect creature token into play.
Wirewood Pride <i>ON(C)</i> <i>ON(FC)</i>	Instant	G	Target creature gets +X/+X until end of turn, where X is the number of Elves in play.
Wirewood Savage <i>ON(C)</i> <i>ON(FC)</i>	Creature - Elf	G2	2/2. Whenever a Beast comes into play, you may draw a card.
Wirewood Symbiote <i>SC(U)</i> <i>SC(FU)</i>	Creature - Insect	G	1/1. Return an Elf you control to its owner's hand: Untap target creature. Play this ability only once each turn.
Wolverine Pack <i>LG(C2)</i> <i>5th(U)</i>	Summon Wolverine Pack	GG2	2/4, Rampage:2
Woodcloaker <i>SC(C)</i> <i>SC(FC)</i>	Creature - Elf	G5	3/3. Morph 2GG. ; When Woodcloaker is turned face up, target creature gains trample until end of turn.
Wood Elemental <i>LG(R)</i>	Summon Elemental	G3	*/ * where *=number of untapped Forests sacrificed when it is brought into play.
Wood Elves <i>EX(C)</i> <i>PT(R)</i> <i>ST(U)</i> <i>7th(C)</i> <i>7th(FC)</i> <i>8th(C)</i> <i>8th(FC)</i>	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.
Woodland Druid <i>OD(C)</i> <i>OD(FC)</i>	Creature - Druid	G	1/2.
Woodripper <i>NE(U)</i> <i>NE(FU)</i>	Creature - Beast	GG3	4/6. Fading 3 (This creature comes into play with three fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.) ; 1, Remove a fade counter from Woodripper: Destroy target artifact.
Woolly Mammoths <i>IA(C)</i>	Summon Mammoths	GG1	3/2, Trample if you control any Snow-Covered lands.
Woolly Spider <i>IA(C)</i> <i>AT(D1)</i> <i>BD(D1)</i>	Summon Spider	GG1	2/3, Can block Flying creatures. Gets +0/+2 until end of turn when blocks a Flying creature.
Words of Wilding <i>ON(R)</i> <i>ON(FR)</i>	Enchantment	G2	1: The next time you would draw a card this turn, put a 2/2 green Bear creature token into play instead.
Worldly Tutor <i>MI(U)</i> <i>6th(U)</i>	Instant	G	Search your library for a creature card and reveal that card. Shuffle your library, then put the card on top of it.

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Green Spells (Part 35 of 35)

Card Name	Spell Type	Cost	Ability
Wormwood Treefolk DK(U1)	Summon Treefolk	GG3	4/4; Gets ForestWalk and you take 2 damage (GG); Gets SwampWalk and you take 2 damage (BB)
Wyluli Wolf AN(C4/1) 5th(R) 6th(R)	Creature - Wolf	G1	1/1. Tap: Target creature gets +1/+1 until end of turn.
Xantid Swarm SC(R)SC(F R)	Creature - Insect	G	0/1, Flying. Whenever Xantid Swarm attacks, defending player can't play spells this turn.
Yavimaya Ancients <i>Tree</i> AL(C2)	Summon Treefolk	GG3	2/7. +1/-2 until end of turn (G).
Yavimaya Ants <i>Tree and Horse</i> AL(U2)	Summon Swarm	GG2	5/1, Trample, Can attack the turn it enters play. Cumulative Upkeep=GG.
Yavimaya Elder UD(C) UD(FC)	Creature - Druid	GG1	2/1. When Yavimaya Elder is put into a graveyard from play, you may search your library for up to two basic land cards, reveal them, and put them into your hand. If you do, shuffle your library. ; 2,Sacrifice Yavimaya Elder: Draw a card.
Yavimaya Enchantress UD(U) UD(FU) 7th(U) 7th(FU) 8th(U) 8th(FU)	Creature - Druid	G2	2/2. Yavimaya Enchantress gets +1/+1 for each enchantment in play.
Yavimaya Gnats LA(U)	Summon Insects	G2	0/1, Flying, Regenerate(G)
Yavimaya Granger UL(C) UL(FC)	Summon Elf	G2	2/2, Echo. When Yavimaya Granger comes into play, you may search your library for a basic land card and put that land into play tapped. Shuffle your library afterward.
Yavimaya Scion UL(C) UL(FC)	Summon Treefolk	G4	4/4, Protection from Artifacts.
Yavimaya Wurm UL(C) UL(FC) BD(D1)	Summon Wurm	GG4	6/4, Trample.
Zoologist OD(R) OD(FR)	Creature - Druid	G3	1/2. 3G,Tap: Reveal the top card of your library. If it's a creature card, put it into play. Otherwise, put it into your graveyard.

Red Spells (Part 1 of 36)

Card Name	Spell Type	Cost	Ability
About Face <i>UL(C) UL(FC)</i>	Instant	R	Switch target creature's power and toughness until end of turn. Effects that alter the creature's power alter its toughness instead, and vice versa, this turn.
Accelerate <i>TO(C) TO(FC)</i>	Instant	R1	Target creature gains haste until end of turn. Draw a card.
Acceptable Losses <i>OD(C) OD(FC)</i>	Sorcery	R3	As an additional cost to play Acceptable Losses, discard a card at random from your hand. ; Acceptable Losses deals 5 damage to target creature.
Acidic Soil <i>US(U)</i>	Sorcery	R2	Do 1 damage to each player for each land he or she controls.
Active Volcano <i>LG(C2) CH(C3)</i>	Instant	R	Destroy blue permanent -or- send Island in play to its owner's hand.
AErathi Berserker <i>LG(U)</i>	Summon Berserker	RRR2	2/4, Rampage:3 {Misprint in title of card}
AEther Charge <i>ON(U) ON(FU)</i>	Enchantment	R4	Whenever a Beast comes into play under your control, you may have it deal 4 damage to target opponent.
AEther Flash <i>WL(U) 6th(U) 7th(U) 7th(FU)</i>	Enchantment	RR2	Whenever a creature comes into play, AEther Flash deals 2 damage to it.
AEther Sting <i>UD(U) UD(FU)</i>	Enchantment	R3	Whenever one of your opponents plays a creature spell, AEther Sting deals 1 damage to that player.
Aftershock <i>TE(C)</i>	Sorcery	RR2	Destroys an artifact, creature, or land, and does 3 damage to you.
Agent of Stromgald <i>Staff Archway</i> <i>AL(C2)</i>	Summon Knight	R	1/1. Add B to mana pool (R).
Aggravated Assault <i>ON(R) ON(FR)</i>	Enchantment	R2	3RR: Untap all creatures you control. After this phase, there is an additional combat phase followed by an additional main phase. Play this ability only any time you could play a sorcery.
Aggression <i>LA(U)</i>	Enchant Creature	R2	Gives a non-Wall creature Trample and First Strike. Creature is destroyed if it does not attack during its controller's turn.
Agility <i>MI(C)</i>	Enchant Creature	R1	Creature gets +1/+1 and Flanking.
Airdrop Condor <i>ON(U) ON(FU)</i>	Creature - Bird	R4	2/2, Flying. 1R,Sacrifice a Goblin: Airdrop Condor deals damage equal to the sacrificed Goblin's power to target creature or player.
Aladdin <i>AN(U2) CH(U1)</i>	Summon Aladdin	RR2	1/1; Take control of artifact (Tap+RR1). Lose control if you lose control of this card. {AN=was lose control if leaves play}
Aleatory <i>MI(U)</i>	Instant	R1	Play before defense is chosen. Flip a coin and give a creature +1/+1 until end of turn if you win the toss. Draw a card at the beginning of the next turn's upkeep.
Ali Baba <i>AN(U3) 4th(U)</i>	Summon Ali Baba	R	1/1; Tap a wall (R)
Aliban's Tower <i>Wizard Three Horses</i> <i>HL(C4)</i>	Instant	R1	Give a blocking creature +3/+1 until end of turn.
Ali from Cairo <i>AN(U2)</i>	Summon Ali from Cairo	RR2	0/1; You cannot be reduced below 1 life due to damage while Ali is in play.
Ambush <i>HL(C1)</i>	Instant	R3	Gives all blocking creatures First Strike until end of turn.
Ambush Party <i>Inside On Cliff</i> <i>HL(C2) HL(C2) 5th(C)</i>	Summon Ambush Party	R4	3/1, First Strike, Not affected by summoning sickness.
Amok <i>SH(R)</i>	Enchantment	R1	Put a +1/+1 counter on a creature (1+Discard a card at random).
Anaba Ancestor <i>HL(U1)</i>	Summon Ghost	R1	1/1. Give a Minotaur +1/+1 until end of turn (Tap).
Anaba Bodyguard <i>Spear Crossbow</i> <i>HL(C2) HL(C2) 6th(C) Bodyguard}</i>	Creature - Minotaur	R3	2/3, First Strike.
Anaba Shaman <i>Looking Left Looking Right</i> <i>HL(C2) HL(C2) 6th(C) 8th(C) 8th(FC)</i>	Creature - Minotaur	R3	2/2. R, Tap: Anaba Shaman deals 1 damage to target creature or player.
Anaba Spirit Crafter <i>HL(U1)</i>	Summon Minotaur	RR2	1/3. Gives all Minotaurs +1/+0.
Anarchist <i>EX(C) OD(C) OD(FC)</i>	Creature - Townsfolk	R4	2/2. When Anarchist comes into play, you may return target sorcery card from your graveyard to your hand.
Anarchy <i>LA(U)</i>	Sorcery	RR2	Destroys all white permanents.
Ancient Kavv <i>IN(C) IN(FC)</i>	Creature - Kavv	R3	3/3. 2: Ancient Kavv becomes colorless until end of turn.
Ancient Hydra <i>NE(U) NE(FU)</i>	Creature - Hydra	R4	5/1. Fading 5 (This creature comes into play with five fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.) ; 1,Remove a fade counter from Ancient Hydra: Ancient Hydra deals 1 damage to target creature or player.
Ancient Runes <i>TE(U)</i>	Enchantment	R2	During each player's upkeep, does 1 damage to that player for each artifact they control.
Anger <i>JU(U) JU(FU)</i>	Creature - Incarnation	R3	2/2, Haste. As long as Anger is in your graveyard and you control a mountain, creatures you control have haste.
Antagonism <i>US(R)</i>	Enchantment	R3	During each player's discard phase, do 2 damage to that player unless one of their opponents was successfully damaged that turn.
An-Zerrin Ruins <i>HL(U1)</i>	Enchantment	RR2	Makes all creatures of a specific type not untap as normal.
Apocalypse <i>TE(R)</i>	Sorcery	RRR2	Remove all permanents from the game and discard your hand.

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Red Spells (Part 2 of 36)

Card Name	Spell Type	Cost	Ability
Arcane Teachings JU(C) JU(FC)	Enchant Creature	R2	Enchanted creature gets +2/+2 and has "Tap: This creature deals 1 damage to target creature or player."
Arc Lightning US(C) BR(D1)	Sorcery	R2	Do 3 damage divided as you choose among any number of creatures and/or players.
Arc Mage NE(U) NE(FU)	Creature - Spellshaper	R2	2/2. 2R,T,Discard a card from your hand: Arc Mage deals 2 damage divided as you choose among any number of target creatures and/or players.
Armorer Guildmage MI(C)	Summon Wizard	R	1/1. Give a creature +1/+0 until end of turn (Tap+B). Give a creature +0/+1 until end of turn (Tap+G).
Arms Dealer MM(U) MM(FU)	Creature - Goblin	R2	1/1. 1R,Sacrifice a Goblin: Arms Dealer deals 4 damage to target creature.
Artifact Blast AQ(C4)	Interrupt	R	Counters an artifact being cast.
Ashen Firebeast OD(R) OD(FR)	Creature - Beast	RR6	6/6. 1R: Ashen Firebeast deals 1 damage to each creature without flying.
Atog AQ(C4) RV(C) 5th(U)	Summon Atog	R1	1/2, Sacrifice and artifact for +2/+2 until end of turn
Avalanche IA(U)	Sorcery	RR2X	Destroys X Snow-Covered lands.
Avalanche Riders UL(U) UL(FU)	Summon Nomads	R3	2/2. Echo. Avalanche Riders is unaffected by summoning sickness. ; When Avalanche Riders comes into play, destroy target land.
Avarax ON(U) ON(FU)	Creature - Beast	RR3	3/3, Haste. When Avarax comes into play, you may search your library for a card named Avarax, reveal it, and put it into your hand. If you do, shuffle your library. ; 1R: Avarax gets +1/+0 until end of turn.
Avatar of Fury PY(R) PY(FR)	Creature - Avatar	RR6	6/6, Flying. If an opponent controls seven or more lands, Avatar of Fury costs 6 less to play. ; R: Avatar of Fury gets +1/+0 until end of turn.
Backdraft LG(U)	Instant	R1	Does one half of damage done by a sorcery back at the caster.
Balduvian Barbarians IA(C) 6th(C) 7th(C) 7th(FC) 8th(C) 8th(FC)	Creature - Barbarian	RR1	3/2.
Balduvian Horde AL(R2) 6th(R) BD(D1)	Creature - Barbarian	RR2	5/5. When Balduvian Horde comes into play, discard a card at random from your hand. If you don't, sacrifice Balduvian Horde.
Balduvian Hydra IA(R)	Summon Hydra	RRX	0/1. Prevent 1 damage to this creature (remove a counter). Enters play with X +1/+0 counters. During upkeep, put a +1/+0 counter on this card (RRR).
Balduvian War-Makers 3 Men 2 Men + Woman AL(C2)	Summon Barbarians	R4	3/3, Rampage:1, Can attack the turn it enters play.
Ball Lightning DK(U1) 4th(R) 5th(R) BD(D1)	Summon Ball Lightning	RRR	6/1, Trample, Not affected by summoning sickness; Buried at end of any turn in which it enters play.
Balthor the Stout TO(R) TO(FR)	Creature - Dwarf Legend	RR1	2/2. All Barbarians get +1/+1. ; R: Target Barbarian gets +1/+0 until end of turn.
Barbarian Bully JU(C) JU(FC)	Creature - Barbarian	R2	2/2. Discard a card at random from your hand: Barbarian Bully gets +2/+2 until end of turn unless a player has Barbarian Bully deal 4 damage to him or her. Play this ability only once each turn.
Barbarian Guides IA(C)	Summon Barbarians	R2	1/2. Give one of your creatures a Snow-Covered Landwalk of choice but it is sent to owner's hand at the end of turn (Tap+R2).
Barbarian Lunatic OD(C) OD(FC)	Creature - Barbarian	R2	2/1. 2R,Sacrifice Barbarian Lunatic: Barbarian Lunatic deals 2 damage to target creature.
Barbarian Outcast TO(C) TO(FC)	Creature - Barbarian Beast	R1	2/2. When you control no swamps, sacrifice Barbarian Outcast.
Barbed Field PY(U) PY(FU)	Enchant Land	RR2	Enchanted land has "Tap: This land deals 1 damage to target creature or player."
Barbed Sliver TE(U)	Summon Sliver	R2	2/2. Each Sliver gains "+1/+0 until end of turn (2)."
Barreling Attack MI(R)	Instant	RR2	Give a creature Trample until end of turn and +1/+1 until end of turn for each creature that blocks it.
Bash to Bits OD(U) OD(FU)	Instant	R3	Destroy target artifact. ; Flashback 4RR (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
Battering Craghorn ON(C) ON(FC)	Creature - Beast	RR2	3/1, First Strike. Morph 1RR.
Battle Frenzy IA(C)	Instant	R2	Gives all non-green creatures +1/+0 until end of turn and all green creatures +1/+1 until end of turn.
Battle Rampart MM(C) MM(FC)	Creature - Wall	R2	1/3. (Walls can't attack.) Tap: Target creature gains haste until end of turn. (That creature may attack and Tap the turn it comes under your control.)
Battle Squadron MM(R) MM(FR)	Creature - Ship	RR3	*/*, Flying. Battle Squadron's power and toughness are each equal to the number of creatures you control.
Battle Strain OD(U) OD(FU)	Enchantment	R1	Whenever a creature blocks, Battle Strain deals 1 damage to that creature's controller.

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Red Spells (Part 3 of 36)

Card Name	Spell Type	Cost	Ability
Beasts of Bogardan <i>LG(U)</i> <i>CH(U3)</i>	Summon Beasts	R4	3/3, Protection from Red, +1/+1 if an opponent has white cards in play.
Bedlam US(R) 7th(R) 7th(FR)	Enchantment	RR2	Creatures can't block.
Bend or Break IN(R) IN(FR)	Sorcery	R3	Each player separates all land cards he or she controls into two face-up piles. For each player, an opponent chooses a pile. Destroy all lands in that pile. Tap all lands in the other pile.
Bestial Fury <i>Facing Left (C1)</i> <i>Head On (C2)</i>	Enchant Creature	R2	Creature gets +4/+0 and Trample if attacks and is blocked. Draw a card at the beginning of the upkeep after this enters play.
Betrothed of Fire <i>WL(C)</i>	Enchant Creature	R1	The creature gets +2/+0 until end of turn (Sacrifice an untapped creature). All your creatures get +2/+0 until end of turn (Sacrifice enchanted creature).
Bird Maiden <i>AN(C2/2)</i> <i>4th(C)</i> <i>5th(C)</i>	Summon Bird Maiden	R2	1/2, Flying
Blade Sliver <i>LE(U)</i> <i>LE(FU)</i>	Creature - Sliver	R2	2/2. All Slivers get +1/+0.
Blaster Mage <i>MM(C)</i> <i>MM(FC)</i>	Creature - Spellshaper	R2	2/2. R,Tap,Discard a card from your hand: Destroy target Wall.
Blaze <i>6th(U)</i> <i>PT(U)</i> <i>P2(U)</i> <i>PT(D1)</i> <i>7th(U)</i> <i>7th(FU)</i> <i>8th(U)</i> <i>8th(FU)</i> <i>Has parenthesized text</i>	Sorcery	RX	Blaze deals X damage to target creature or player.
Blazing Effigy <i>LG(C2)</i>	Summon Effigy	R1	0/3, When put in graveyard from play you do 3 damage to any creature. If Effigy was killed by another Effigy you do damage done by the other Effigy plus 3 to the creature.
Blazing Salvo <i>OD(C)</i> <i>OD(FC)</i>	Instant	R	Blazing Salvo deals 3 damage to target creature unless that creature's controller has Blazing Salvo deal 5 damage to him or her.
Blind Fury <i>MI(U)</i>	Instant	RR2	All creatures lose Trample until end of turn. All combat damage done to creatures this turn is doubled.
Blistering Barrier <i>MI(C)</i>	Summon Wall	R2	5/2, Wall.
Blistering Firecat ON(R) ON(FR)	Creature - Cat	RRR1	7/1, Trample, Haste. At end of turn, sacrifice Blistering Firecat. ; Morph RR.
Bloodfire Colossus AP(R) AP(FR)	Creature - Giant	RR6	6/6. R,Sacrifice Bloodfire Colossus: Bloodfire Colossus deals 6 damage to each creature and each player.
Bloodfire Dwarf <i>AP(C)</i> <i>AP(FC)</i>	Creature - Dwarf	R	1/1. R,Sacrifice Bloodfire Dwarf: Bloodfire Dwarf deals 1 damage to each creature without flying.
Bloodfire Infusion <i>AP(C)</i> <i>AP(FC)</i>	Enchant Creature	R2	Bloodfire Infusion can enchant only a creature you control. ; R,Sacrifice enchanted creature: Bloodfire Infusion deals damage equal to the enchanted creature's power to each creature.
Bloodfire Kavu <i>AP(U)</i> <i>AP(FU)</i>	Creature - Kavu	RR2	2/2. R,Sacrifice Bloodfire Kavu: Bloodfire Kavu deals 2 damage to each creature.
Blood Frenzy <i>TE(C)</i>	Instant	R1	Give an attacking or blocking creature +4/+0 until end of turn, and destroy it at end of turn.
Blood Hound MM(R) MM(FR)	Creature - Hound	R2	1/1. Whenever you're dealt damage, you may put that many +1/+1 counters on Blood Hound. At the end of your turn, remove all +1/+1 counters from Blood Hound.
Blood Lust <i>LG(U)</i> <i>4th(C)</i> <i>5th(C)</i>	Instant	R1	+4/-4 to a creature until end of turn. Does not reduce toughness below 1.
Blood Moon DK(U1) CH(U1) 8th(R) 8th(FR)	Enchantment	R2	Nonbasic lands are Mountains.
Blood Oath MM(R) MM(FR)	Instant	R3	Choose a card type. Target opponent reveals his or her hand. Blood Oath deals 3 damage to that player for each card of the chosen type revealed this way. (The card types are artifact, creature, enchantment, instant, land, and sorcery.)
Bloodrock Cyclops <i>WL(C)</i> <i>BD(D1)</i>	Summon Cyclops	R2	3/3. Must attack each turn if able.
Bloodshot Cyclops UD(R) UD(FR) 7th(R) 7th(FR) 8th(R) 8th(FR)	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.
Bloodstoke Howler <i>LE(C)</i> <i>LE(FC)</i>	Creature - Beast	R5	3/4. Morph 6R. When Bloodstoke Howler is turned face up, Beasts you control get +3/+0 until end of turn.
Bogardan Firefiend <i>WL(C)</i>	Summon Spirit	R2	2/1. Does 2 damage to a creature if this card goes to the graveyard from play.
Bogardan Phoenix VI(R)	Summon Phoenix	RRR2	3/3, Flying. If put into the graveyard from play without a counter on it, put it back into play with a counter on it. If put into the graveyard from play with a counter on it, remove it from the game.

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Red Spells (Part 4 of 36)

Card Name	Spell Type	Cost	Ability
Boil <i>TE(U)</i> <i>6th(U)</i> <i>7th(U)</i> <i>7th(FU)</i> <i>8th(U)</i> <i>8th(FU)</i>	Instant	R3	Destroy all Islands.
Boiling Blood <i>WL(C)</i>	Instant	R2	Target creature must attack this turn if able. Draw a card.
Boiling Seas <i>PT(U)</i>	Sorcery	R3	Destroy all islands. (This includes your islands.)
Bola Warrior <i>NE(C)</i> <i>NE(FC)</i>	Creature - Spellshaper	R1	1/1. R, Tap, Discard a card from your hand: Target creature can't block this turn.
Bomb Squad <i>OD(R)</i> <i>OD(FR)</i>	Creature - Dwarf	R3	1/1. Tap: Put a fuse counter on target creature. ; At the beginning of your upkeep, put a fuse counter on each creature that has a fuse counter on it. ; Whenever a creature has four or more fuse counters on it, remove all fuse counters from it and destroy it. That creature deals 4 damage to its controller.
Bone Shaman <i>IA(C)</i>	Summon Giant	RR2	3/3. Creature damaged by this card cannot Regenerate this turn (B).
Bonethorn Valesk <i>SC(C)</i> <i>SC(FC)</i>	Creature - Beast	R4	4/2. Whenever a creature is turned face up, Bonethorn Valesk deals 1 damage to target creature or player.
Book Burning <i>JU(C)</i> <i>JU(FC)</i>	Sorcery	R1	Unless a player has Book Burning deal 6 damage to him or her, put the top six cards of target player's library into his or her graveyard.
Brand <i>US(R)</i>	Instant	R	Cycling 2. Gain control of all permanents you own.
Branded Brawlers <i>PY(C)</i> <i>PY(FC)</i>	Creature - Soldier	R	2/2. Branded Brawlers can't attack if defending player controls an untapped land. ; Branded Brawlers can't block if you control an untapped land.
Brand of Ill Omen <i>IA(R)</i>	Enchant Creature	R3	Controller of creature cannot cast any summon spells. Cumulative Upkeep=R.
Brassclaw Orcs <i>Frazier</i> <i>Hudson</i> <i>Alexander/Claws</i> <i>Alexander/Spear</i> <i>FE(C4)</i> <i>FE(C1)</i> <i>FE(C1)</i> <i>FE(C1)</i> <i>5th(C)</i>	Summon Orcs	R2	3/2. Cannot block a creature of power>1.
Bravado <i>US(C)</i>	Enchant Creature	R1	The creature gets +1/+1 for each other creature you control.
Brawl <i>MM(R)</i> <i>MM(FR)</i>	Instant	RR3	Until end of turn, all creatures gain "Tap: This creature deals damage equal to its power to target creature."
Breaking Point <i>JU(R)</i> <i>JU(FR)</i>	Sorcery	RR1	Destroy all creatures unless a player has Breaking Point deal 6 damage to him or her. Creatures destroyed this way can't be regenerated.
Break Open <i>ON(C)</i> <i>ON(FC)</i>	Instant	R1	Turn target face-down creature an opponent controls face up.
Breath of Darigaaz <i>IN(U)</i> <i>IN(FU)</i>	Sorcery	R1	Kicker 2 (You may pay an additional 2 as you play this spell.) ; Breath of Darigaaz deals 1 damage to each creature without flying and each player. If you paid the kicker cost, Breath of Darigaaz deals 4 damage to each creature without flying and each player instead.
Brightstone Ritual <i>ON(C)</i> <i>ON(FC)</i>	Instant	R	Add R to your mana pool for each Goblin in play.
Brimstone Dragon <i>P2(R)</i>	Creature - Dragon	RR6	6/6, Flying. Brimstone Dragon is unaffected by summoning sickness.
Brothers of Fire <i>DK(U2)</i> <i>4th(C)</i> <i>5th(C)</i>	Summon Brothers	RR1	2/2, Do 1 damage to a creature or player and 1 damage to you (RR1)
Browbeat <i>JU(U)</i> <i>JU(FU)</i>	Sorcery	R2	Unless a player has Browbeat deal 5 damage to him or her, target player draws three cards.
Brutal Suppression <i>PY(U)</i> <i>PY(FU)</i>	Enchantment	R	Activated abilities on Rebel cards cost an additional Sacrifice a land to play.
The Brute <i>LG(C1)</i> <i>4th(C)</i> <i>5th(C)</i>	Enchant Creature	R1	+1/+0, Regenerates(RRR)
Builder's Bane <i>MI(C)</i>	Sorcery	RXX	Destroy X artifacts. Does 1 damage to the artifact's controller for each one that goes to the graveyard.
Bulwark <i>US(R)</i>	Enchantment	RR3	During your upkeep, do 1 damage to an opponent for each card in your hand greater than the number of cards in that player's hand.
Burning Cinder Fury of Crimson Chaos Fire <i>UG(R)</i>	Enchantment	R3	Whenever any player taps a card, that player gives control of that card to an opponent at end of turn. If a player does not tap any nonland cards during his or her turn, Burning Cinder Fury of Crimson Chaos Fire deals 3 damage to that player at end of turn.
Burning Cloak <i>PT(C)</i>	Sorcery	R	Any one creature gets +2/+0 until the end of the turn. Burning Cloak deals 2 damage to that creature.
Burning Palm Efreet <i>MI(U)</i>	Summon Efreet	RR2	2/2. Do 2 damage to a Flying creature and it loses Flying until end of turn (RR1).
Burning Sands <i>OD(R)</i> <i>OD(FR)</i>	Enchantment	RR3	Whenever a creature is put into a graveyard from play, that creature's controller sacrifices a land.
Burning Shield Askari <i>MI(C)</i>	Summon Knight	R2	2/2, Flanking. First Strike until end of turn (RR).

Red Spells (Part 5 of 36)

Card Name	Spell Type	Cost	Ability
Burning Wish JU(R) JU(FR)	Sorcery	R1	Choose a sorcery card you own from outside the game, reveal that card, and put it into your hand. Remove Burning Wish from the game.
Burnout <i>AL(U2)</i>	Interrupt	R1	Counter a blue interrupt. Draw a card at the beginning of the next upkeep.
Burrowing <i>A/B/U(U)</i> <i>RV(U)</i> <i>4th(U)</i> <i>6th(U)</i>	Enchant Creature	R	Enchanted creature has mountainwalk. <i>(It's unblockable if defending player controls a mountain.)</i>
Butcher Orgg ON(R) ON(FR)	Creature - Orgg	RRR4	6/6. You may divide Butcher Orgg's combat damage as you choose among defending player and/or any number of creatures he or she controls.
Caldera Kavv <i>PS(C)</i> <i>PS(FC)</i>	Creature - Kavv	R2	2/2. 1B: Caldera Kavv gets +1/+1 until end of turn. ; G: Caldera Kavv becomes the color of your choice until end of turn.
Callous Giant IN(R) IN(FR)	Creature - Giant	RR4	4/4. If a source would deal 3 damage or less to Callous Giant, prevent that damage.
Canyon Drake TE(R)	Summon Drake	RR2	1/2, Flying. +2/+0 until end of turn (1+Discard a card at random).
Canyon Wildcat <i>TE(C)</i> <i>8th(C)</i> <i>8th(FC)</i>	Creature - Cat	R1	2/1, Mountainwalk.
Carbonize <i>SC(U)</i> <i>SC(FU)</i>	Instant	R2	Carbonize deals 3 damage to target creature or player. That creature can't be regenerated this turn. If the creature would be put into a graveyard this turn, remove it from the game instead.
Cave-In MM(R) MM(FR)	Sorcery	RR3	You may remove a red card in your hand from the game instead of paying Cave-In's mana cost. ; Cave-In deals 2 damage to each creature and each player.
Cave People DK(U2) <i>4th(U)</i> <i>5th(U)</i>	Summon Cave People	RR1	1/4, +1/-2 when attacking; Give a creature MountainWalk (Tap+RR1)
Cavern Crawler <i>MM(C)</i> <i>MM(FC)</i>	Creature - Insect	R2	0/3, Mountainwalk. (This creature is unblockable as long as defending player controls a mountain.) R: Cavern Crawler gets +1/-1 until end of turn.
Caverns of Despair LG(R)	Enchant World	RR2	All players may only attack or block with up to 2 creatures each turn.
Cave Sense <i>MM(C)</i> <i>MM(FC)</i>	Enchant Creature	R1	Enchanted creature gets +1/+1 and has mountainwalk. (It's unblockable as long as defending player controls a mountain.)
Ceremonial Guard <i>MM(C)</i> <i>MM(FC)</i>	Creature - Soldier	R2	3/4. When Ceremonial Guard attacks or blocks, destroy it at end of combat.
Chainflinger <i>OD(C)</i> <i>OD(FC)</i>	Creature - Beast	R3	2/2. 1R, Tap: Chainflinger deals 1 damage to target creature or player. ; Threshold - 2R, Tap: Chainflinger deals 2 damage to target creature or player. (Play this ability only if seven or more cards are in your graveyard.)
Chain Lightning <i>LG(C2)</i>	Sorcery	R	3 damage to any target, player or controller of target may pay RR to pick another target, repeat as necessary.
Chain of Plasma <i>ON(U)</i> <i>ON(FU)</i>	Instant	R1	Chain of Plasma deals 3 damage to target creature or player. Then that player or that creature's controller may discard a card from his or her hand. If the player does, he or she may copy this spell and may choose a new target for that copy.
Chance Encounter OD(R) OD(FR)	Enchantment	RR2	Whenever you win a coin flip, put a luck counter on Chance Encounter. ; At the beginning of your upkeep, if Chance Encounter has ten or more luck counters on it, you win the game.
Chandler <i>HL(C1)</i>	Summon Legend	R4	3/3. Destroy an artifact creature (Tap+RRR).
Chaos Charm <i>MI(C)</i>	Instant	R	Choose one: Make a creature not be affected by summoning sickness this turn -or- Do 1 damage to a creature -or- destroy a Wall.
Chaos Harlequin AL(R2)	Summon Harlequin	RR2	2/4. Gets -4/-0 if removed card is a land, +2/+0 otherwise (R+Remove top card of your library from the game).
Chaosphere MI(R)	Enchant World	R2	Creatures with Flying cannot block non-Flying creatures. Creatures without Flying may block Flying creatures.
Chaoslace <i>A/B/U(R)</i> <i>RV(R)</i> <i>4th(R)</i>	Interrupt	R	Change one spell's or permanent's color to Red. { ABU+RV = was spell or card }
Chaos Lord IA(R)	Summon Lord	RRR4	7/7, First Strike. May attack on turn you get control of it except when it is first brought into play. During your upkeep, if there are an even number of cards in play give control of this card to another player.
Chaos Moon IA(R)	Enchantment	R3	During each player's upkeep count the number of cards in play. If there are an odd number of cards in play, all red creatures get +1/+1 and Mountains provide an extra R when tapped for mana until end of turn. If there are an even number, all red creatures get -1/-1 and Mountains provide colorless mana instead of their normal mana until end of turn.
Chaotic Goo TE(R)	Summon Ooze	RR2	0/0. Comes into play with three +1/+1 counters. You may flip a coin during your upkeep. If you win the flip, put a +1/+1 counter on this card, otherwise remove a +1/+1 counter.

Red Spells (Part 6 of 36)

Card Name	Spell Type	Cost	Ability
Chaotic Strike <i>IN(U)</i> <i>IN(FU)</i>	Instant	R1	Play Chaotic Strike only during combat after blockers are declared. ; Choose target creature and flip a coin. If you win the flip, that creature gets +1/+1 until end of turn. ; Draw a card.
Charging Slateback <i>ON(C)</i> <i>ON(FC)</i>	Creature - Beast	R4	4/3. Charging Slateback can't block. ; Morph 4R.
Chartooth Cougar <i>SC(C)</i> <i>SC(FC)</i>	Creature - Cat Beast	R5	4/4. R: Chartooth Cougar gets +1/+0 until end of turn. ; Mountaincycling 2.
Chicken Egg <i>UG(C)</i>	Summon Egg	R1	0/1. During your upkeep, roll a six-sided die. On a 6, sacrifice Chicken Egg and put a Giant Chicken token into play. Treat this token as a 4/4 red creature that counts as a Chicken.
Cinder Cloud <i>MI(U)</i>	Instant	RR3	Destroy a creature. If a white creature goes to the graveyard this way, do its power in damage to its controller.
Cinder Crawler <i>EX(C)</i>	Summon Salamander	R1	1/2. If this card is blocked, +1/+0 until end of turn (R).
Cinder Elemental <i>MM(U)</i> <i>MM(FU)</i>	Creature - Elemental	R3	2/2. XR,Tap,Sacrifice Cinder Elemental: Cinder Elemental deals X damage to target creature or player.
Cinder Giant <i>WL(U)</i>	Summon Giant	R3	5/3. Does 2 damage to all your other creatures during your upkeep.
Cinder Seer <i>UD(U)</i> <i>UD(FU)</i>	Creature - Wizard	R3	1/1. 2R,Tap: Reveal any number of red cards in your hand. Cinder Seer deals X damage to target creature or player, where X is the number of cards revealed this way.
Cinder Storm <i>ST(U)</i>	Sorcery	R6	Cinder Storm deals 7 damage to target creature or player.
Cinder Wall <i>WL(C)</i> <i>8th(C)</i> <i>8th(FC)</i>	Creature - Wall	R	3/3. (Walls can't attack.) When Cinder Wall blocks, destroy it at end of combat.
Citadel of Pain <i>PY(U)</i> <i>PY(FU)</i>	Enchantment	R2	At the end of each player's turn, Citadel of Pain deals X damage to that player, where X is the number of untapped lands he or she controls.
Clickslither <i>LE(R)</i> <i>LE(FR)</i>	Creature - Insect	RRR1	3/3, Haste. Sacrifice a Goblin: Clickslither gets +2/+2 and gains trample until end of turn.
Close Quarters <i>MM(U)</i> <i>MM(FU)</i>	Enchantment	RR2	Whenever a creature you control becomes blocked, Close Quarters deals 1 damage to target creature or player.
Collapsing Borders <i>IN(R)</i> <i>IN(FR)</i>	Enchantment	R3	At the beginning of each player's upkeep, that player gains 1 life for each basic land type among lands he or she controls. Then Collapsing Borders deals 3 damage to him or her.
Colos Yearling <i>UD(C)</i> <i>UD(FC)</i>	Creature - Beast	R2	1/1, Mountainwalk (This creature is unblockable as long as defending player controls a mountain.). R: Colos Yearling gets +1/+0 until end of turn.
Commando Raid <i>ON(U)</i> <i>ON(FU)</i>	Instant	R2	Until end of turn, target creature you control gains "When this creature deals combat damage to a player, you may have it deal damage equal to its power to target creature that player controls."
Cone of Flame <i>WL(U)</i>	Sorcery	RR3	Choose 3 target creatures and/or players. One takes 1 damage, one takes 2 damage, and one takes 3 damage.
Conquer <i>IA(U)</i> <i>5th(U)</i> <i>6th(U)</i>	Enchant Land	RR3	You control enchanted land.
Consuming Ferocity <i>MI(U)</i>	Enchant Creature	R1	Play on a non-Wall creature. Creature gets +1/+0. Put a +1/+0 counter on the creature during upkeep. If the creature has 3 of these counters on it at the end of upkeep, bury the creature and do the creature's power in damage to its controller.
Convulsing Licid <i>SH(U)</i>	Summon Licid	R2	2/2. This card loses this ability, becomes a creature enchantment with "Creature cannot block", and moves onto a creature (Tap+R). You can pay R to end this effect.
Covetous Dragon <i>UD(R)</i> <i>UD(FR)</i>	Creature - Dragon	R4	6/5, Flying. When you control no artifacts, sacrifice Covetous Dragon.
Crackling Club <i>TO(C)</i> <i>TO(FC)</i>	Enchant Creature	R	Enchanted creature gets +1/+0. ; Sacrifice Crackling Club: Crackling Club deals 1 damage to target creature.
Crag Saurian <i>MM(R)</i> <i>MM(FR)</i>	Creature - Lizard	RRR	4/4. Whenever Crag Saurian is dealt damage, the controller of that damage's source gains control of Crag Saurian.
Crash <i>MM(C)</i> <i>MM(FC)</i>	Instant	R2	You may sacrifice a mountain instead of paying Crash's mana cost. ; Destroy target artifact.
Crater Hellion <i>US(R)</i>	Summon Beast	RR4	Echo. 6/6. When this comes into play, do 4 damage to each other creature.
Craven Giant <i>SH(C)</i> <i>PI(C)</i>	Summon Giant	R2	4/1. Cannot block.
Crested Craghorn <i>LE(C)</i> <i>LE(FC)</i>	Creature - Beast	R4	4/1, Haste, Provoke.
Crevasse <i>LG(U)</i>	Enchantment	R2	Stops use of MountainWalk
Crazed Firecat <i>TO(U)</i> <i>TO(FU)</i>	Creature - Cat	RR5	4/4. When Crazed Firecat comes into play, flip a coin until you lose a flip. Put a +1/+1 counter on Crazed Firecat for each flip you win.
Crimson Hellkite <i>MI(R)</i> <i>6th(R)</i> <i>7th(R)</i> <i>7th(FR)</i>	Creature - Dragon	RRR6	6/6, Flying. X, Tap: Crimson Hellkite deals X damage to target creature. Spend only red mana this way.
Crimson Kobolds <i>LG(C2)</i>	Summon Kobolds	0	0/1
Crimson Manticore <i>LG(R)</i> <i>4th(R)</i> <i>5th(R)</i>	Summon Manticore	RR2	2/2, Flying, Do one damage to attacking or blocking creature (Tap+R).

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Red Spells (Part 7 of 36)

Card Name	Spell Type	Cost	Ability
Crimson Roc <i>MI(U)</i>	Summon Roc	R4	2/2, Flying. Gets +1/+0 and First Strike until end of turn when it blocks a non-Flyer.
Crookshank Kobolds <i>LG(C2)</i>	Summon Kobolds	0	0/1
Crown of Flames <i>TE(C)</i> <i>IN(C)</i> <i>IN(FC)</i>	Enchant Creature	R	R: Enchanted creature gets +1/+0 until end of turn. ; R: Return Crown of Flames to its owner's hand.
Crown of Fury <i>ON(C)</i> <i>ON(FC)</i>	Enchant Creature	R1	Enchanted creature gets +1/+0 and has first strike. ; Sacrifice Crown of Fury: Enchanted creature and other creatures that share a creature type with it get +1/+0 and gain first strike until end of turn.
Cunning Giant <i>P2(R)</i>	Creature - Giant	R5	4/4. If Cunning Giant attacks and isn't blocked, you may choose to have it deal its damage to any one of your opponent's creatures instead of to him or her.
Curse of Marit Lage <i>IA(R)</i>	Enchantment	RR3	Islands do not untap as normal during untap phase. Tap all Islands when this is brought into play.
Custody Battle <i>ON(U)</i> <i>ON(FU)</i>	Enchant Creature	R1	Enchanted creature has "At the beginning of your upkeep, target opponent gains control of this creature unless you sacrifice a land."
Deadapult <i>PS(R)</i> <i>PS(FR)</i>	Enchantment	R2	R,Sacrifice a Zombie: Deadapult deals 2 damage to target creature or player.
Deadshot <i>TE(R)</i>	Sorcery	R3	Tap a creature. That creature deals damage equal to its power to another creature.
Death Spark <i>AL(U2)</i>	Instant	R	Do 1 damage to a creature or player. If at end of your upkeep it is in your graveyard with a creature directly on top of it, you can pay 1 mana to bring it to your hand.
Decree of Annihilation <i>SC(R)</i> <i>SC(FR)</i> <i>R</i>	Sorcery	RR8	Remove all artifacts, creatures, lands, graveyards, and hands from the game. ; Cycling 5RR. ; When you cycle Decree of Annihilation, destroy all lands.
Defender of Chaos <i>UL(C)</i> <i>UL(FC)</i>	Summon Knight	R2	2/1, Protection from White. You may play Defender of Chaos any time you could play an instant.
Demolish <i>OD(U)</i> <i>OD(FU)</i> <i>8th(U)</i> <i>8th(FU)</i>	Sorcery	R3	Destroy target artifact or land.
Demoralize <i>OD(C)</i> <i>OD(FC)</i>	Instant	R2	Each creature can't be blocked this turn except by two or more creatures. ; Threshold - Creatures can't block this turn. (You have threshold if seven or more cards are in your graveyard.)
Desert Drake <i>PT(U)</i>	Summon Creature	R3	2/2, Flying
Desert Nomads <i>AN(C5)</i>	Summon Nomads	R2	2/2, DesertWalk; Immune to damage from Deserts.
Desolation Giant <i>AP(R)</i> <i>AP(FR)</i>	Creature - Giant	RR2	3/3. Kicker WW (You may pay an additional WW as you play this spell.) ; When Desolation Giant comes into play, destroy all other creatures you control. If you paid the kicker cost, destroy all other creatures instead.
Desperate Gambit <i>WL(U)</i>	Instant	R	Flip a coin. If in your favor, double the damage dealt by a source you control, otherwise prevent all damage from that source.
Destructive Urge <i>US(U)</i>	Enchant Creature	RR1	When the creature successfully deals combat damage to a player, that player sacrifices a land.
Detonate <i>AQ(U3)</i> <i>4th(U)</i> <i>5th(U)</i>	Sorcery	RX	Buries an artifact of casting cost X and does X damage to its controller.
Devastate <i>PY(C)</i> <i>PY(FC)</i>	Sorcery	RR3	Destroy target land. Devastate deals 1 damage to each creature and each player.
Devastating Dreams <i>TO(R)</i> <i>TO(FR)</i>	Sorcery	RR	As an additional cost to play Devastating Dreams, discard X cards at random from your hand. ; Each player sacrifices X lands. Devastating Dreams deals X damage to each creature.
Devastation <i>PT(R)</i> <i>ST(R)</i>	Sorcery	RR5	Destroy all creatures and all lands. (This includes your creatures and lands.)
Disharmony <i>LG(R)</i>	Instant	R2	Take control of an attacking creature until end of turn. It comes across untapped.
Disintegrate <i>A/B/U(C)</i> <i>RV(C)</i> <i>4th(C)</i> <i>5th(C)</i>	Sorcery	RX	Does X damage to target; It cannot regenerate this turn and leaves game if it dies this turn due to damage. {ABU+RV = was due to any means }
Disorder <i>US(U)</i> <i>7th(U)</i> <i>7th(FU)</i>	Sorcery	R1	Disorder deals 2 damage to each white creature and each player who controls a white creature.
Dizzying Gaze <i>EX(C)</i>	Enchant Creature	R	Play this card only on a creature you control. Deal 1 damage to target Flying creature (R).
Double Deal <i>UG(C)</i>	Sorcery	R4	Choose another player. Double Deal deals 3 damage to that player now and deals an additional 3 damage to the player at the beginning of the next game with the player.
Downhill Charge <i>NE(C)</i> <i>NE(FC)</i>	Instant	R2	You may sacrifice a mountain instead of paying Downhill Charge's mana cost. ; Target creature gets +X/+0 until end of turn, where X is the number of mountains you control.
Dragon Breath <i>SC(C)</i> <i>SC(FC)</i>	Enchant Creature	R1	Enchanted creature has haste. ; R: Enchanted creature gets +1/+0 until end of turn. ; When a creature with converted mana cost 6 or more comes into play, you may return Dragon Breath from your graveyard to play enchanting that creature.

Red Spells (Part 8 of 36)

Card Name	Spell Type	Cost	Ability
Dragon Mage SC(R)SC(FR)	Creature - Dragon Wizard	RR5	5/5, Flying. Whenever Dragon Mage deals combat damage to a player, each player discards his or her hand and draws seven cards.
Dragon Roost ON(R)ON(FR)	Enchantment	RR4	5RR: Put a 5/5 red Dragon creature token with flying into play.
Dragonspeaker Shaman SC(U)SC(FU)	Creature - Barbarian	RR1	2/2. Dragon spells you play cost 2 less to play.
Dragonstorm SC(R)SC(FR)	Sorcery	R8	Search your library for a Dragon card and put it into play. Then shuffle your library. ; Storm.
Dragon Tyrant SC(R)SC(FR)	Creature - Dragon	RR8	6/6, Flying, Trample, Double Strike. At the beginning of your upkeep, sacrifice Dragon Tyrant unless you pay RRRR. ; R: Dragon Tyrant gets +1/+0 until end of turn.
Dragon Whelp A/B/U(U)RV(U)4th(U)	Summon Dragon	RR2	2/3, Flying, +1/+0 (R); Dies at end of turn if more than RRR spent in one turn.
Dromosaur US(C)	Summon Lizard	R2	2/3. When this blocks or becomes blocked, it gets +2/-2 until end of turn.
Duct Crawler SH(C)	Summon Insect	R	1/1. Make a creature unable to block this one this turn (R1).
Dwarven Armorer FE(U1)	Summon Dwarf	R	0/2. Give a creature either a +1/+0 counter or a +0/+1 counter (Tap+R+discard a card from your hand)
Dwarven Armory IA(R)	Enchantment	RR2	During upkeep, put a +2/+2 counter on a creature (2+Sacrifice a land)
Dwarven Berserker WL(C)	Summon Dwarf	R1	1/1. Gets +3/+0 and Trample until end of turn if blocked.
Dwarven Blastminer ON(U)ON(FU)	Creature - Dwarf	R1	1/1. 2R,Tap: Destroy target nonbasic land. ; Morph R.
Dwarven Bloodboiler JU(R)JU(FR)	Creature - Dwarf	RRR	2/2. Tap an untapped Dwarf you control: Target creature gets +2/+0 until end of turn.
Dwarven Catapult FE(U3)5th(U)	Instant	RX	Does X damage divided equally and rounded down among all of your opponent's creatures.
Dwarven Demolition Team A/B/U(U)8th(U)8th(FU)	Creature - Dwarf	R2	1/1. Tap: Destroy target Wall.
Dwarven Driller JU(U)JU(FU)	Creature - Dwarf	R3	2/2. Tap: Destroy target land unless its controller has Dwarven Driller deal 2 damage to him or her.
Dwarven Grunt OD(C)OD(FC)	Creature - Dwarf	R	1/1, Mountainwalk.
Dwarven Landslide AP(C)AP(FC)	Sorcery	R3	Kicker-2R,Sacrifice a land. (You may pay 2R and sacrifice a land in addition to any other costs as you play this spell.) ; Destroy target land. If you paid the kicker cost, destroy another target land.
Dwarven Lieutenant FE(U3)	Summon Dwarf	RR	1/2. Give a Dwarf +1/+0 until end of turn (R1)
Dwarven Miner MI(U)	Summon Dwarf	R1	1/2. Destroy a non-basic land (Tap+R2).
Dwarven Nomad MI(C)	Summon Dwarf	R2	1/1. Make a creature with power <= 2 unblockable this turn (Tap).
Dwarven Patrol AP(U)AP(FU)	Creature - Dwarf	R2	4/2. Dwarven Patrol doesn't untap during your untap step. ; Whenever you play a nonred spell, untap Dwarven Patrol.
Dwarven Pony HL(U1)	Summon Pony	R	1/1. Give a Dwarf MountainWalk until end of turn (Tap+R1).
Dwarven Recruiter OD(U)OD(FU)	Creature - Dwarf	R2	2/2. When Dwarven Recruiter comes into play, search your library for any number of Dwarf cards and reveal those cards. Shuffle your library, then put them on top of it in any order.
Dwarven Scorchers JU(C)JU(FC)	Creature - Dwarf	R	1/1. Sacrifice Dwarven Scorchers: Dwarven Scorchers deal 1 damage to target creature unless that creature's controller has Dwarven Scorchers deal 2 damage to him or her.
Dwarven Sea Clan HL(U1)	Summon Dwarves	R2	1/1. Does 2 damage to an attacking or blocking creature at end of combat (Tap). Ability can only be used if target creature's controller has Islands.
Dwarven Shrine OD(R)OD(FR)	Enchantment	RR1	Whenever a player plays a spell, Dwarven Shrine deals X damage to that player, where X is twice the number of cards in all graveyards with the same name as that spell.
Dwarven Soldier <i>Alexander Shuler Asplund-Faith</i> FE(C1)FE(C1)FE(C1)5th(C)	Summon Dwarf	R1	2/1. Gets +0/+2 until end of turn if blocks or blocked by Orcs.
Dwarven Song LG(U)	Instant	R	Change any/all creatures in play to red until end of turn.
Dwarven Strike Force OD(U)OD(FU)	Creature - Dwarf	R4	4/3. Discard a card at random from your hand: Dwarven Strike Force gains first strike and haste until end of turn.
Dwarven Thaumaturgist WL(R)	Summon Dwarf	R2	1/2. Switch power and toughness of a creature until end of turn (Tap). Effects which affect the creature's power affect its toughness and vice versa during this time.
Dwarven Trader <i>Horse Two People</i> HL(C4)	Summon Dwarf	R	1/1
Dwarven Vigilantes VI(C)	Summon Dwarves	R2	2/2. If attacks and is not blocked, you can have it deal no combat damage and instead do its power in damage to a target creature.
Dwarven Warriors A/B/U(C)RV(C)4th(C)5th(C)	Summon Dwarves	R2	1/1, Tap to make a creature of power <=2 unblockable until the end of turn.

Red Spells (Part 9 of 36)

		Card Name	Spell Type	Cost	Ability
		Dwarven Weaponsmith <i>AQ(U3) RV(U)</i>	Summon Dwarves	R1	1/1, Tap and sacrifice artifact during upkeep to give a permanent +1/+1 to target creature.
		Earthbind <i>A/B/U(C) RV(C)</i>	Enchant Creature	R	Does 2 damage to Flying creature; Removes Flying from it. {ABU = was not castable on non-Flyers}
		Earth Elemental <i>A/B/U(U) RV(U) 4th(U) ST(U)</i>	Creature - Elemental	RR3	4/5
		Earth Rift <i>OD(C) OD(FC)</i>	Sorcery	R3	Destroy target land. ; Flashback 5RR (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
		Earthquake <i>A/B/U(R) RV(R) 4th(R) 5th(R) 6th(R) PT(R) P2(R) 7th(R) 7th(FR)</i>	Sorcery	RX	Earthquake deals X damage to each creature without flying and each player.
		Ekundu Cyclops <i>MI(C)</i>	Summon Cyclops	R3	3/4. Must attack if any of your other creatures attack.
		Electryte <i>US(R)</i>	Summon Beast	RR3	3/3. When this successfully deals combat damage to defending player, it deals damage equal to its power to each blocking creature.
		Elkin Lair <i>VI(R)</i>	Enchant World	R3	During each player's upkeep, they set aside a card at random from their hand, face up. It can be played as if in their hand but is buried at end of turn if not played.
		Ember Beast <i>OD(C) OD(FC)</i>	Creature - Beast	R2	3/4. Ember Beast can't attack or block alone.
		Embermage Goblin <i>ON(U) ON(FU)</i>	Creature - Goblin Wizard	R3	1/1. When Embermage Goblin comes into play, you may search your library for a card named Embermage Goblin, reveal it, and put it into your hand. If you do, shuffle your library. ; Tap: Embermage Goblin deals 1 damage to target creature or player.
		Ember Shot <i>JU(C) JU(FC)</i>	Instant	R6	Ember Shot deals 3 damage to target creature or player. ; Draw a card.
		Emberwilde Djinn <i>MI(R)</i>	Summon Djinn	RR2	5/4, Flying. Each player may pay RR or 2 life during their upkeep to take control of this card.
		Engulfing Flames <i>OD(U) OD(FU)</i>	Instant	R	Engulfing Flames deals 1 damage to target creature. It can't be regenerated this turn. ; Flashback 3R (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
		Enrage <i>SC(U) SC(FU) 8th(U) 8th(FU)</i>	Instant	RX	Target creature gets +X/+0 until end of turn.
		Enraging Lcid <i>TE(U)</i>	Summon Lcid	R1	1/1. This card loses this ability, becomes a creature enchantment with "Creature is unaffected by summoning sickness", and moves onto a creature (Tap+R). You can pay R to end this effect.
		Enslaved Dwarf <i>TO(C) TO(FC)</i>	Creature - Dwarf	R	1/1. R,Sacrifice Enslaved Dwarf: Target black creature gets +1/+0 and gains first strike until end of turn.
		Enslaved Scout <i>One Two + Horse</i> <i>AL(C2)</i>	Summon Goblin	R2	2/2. Mountainwalk until end of turn (2).
		Epicenter <i>OD(R) OD(FR)</i>	Sorcery	R4	Target player sacrifices a land. ; Threshold - All players sacrifice all lands instead. (You have threshold if seven or more cards are in your graveyard.)
		Eron the Relentless <i>HL(U3)</i>	Summon Legend	RR3	5/2, Can attack the turn he enters play. Regenerate (RRR).
		Errantry <i>IA(C) 5th(C)</i>	Enchant Creature	R1	Creature gets +3/+0. No other creatures can attack if this creature does.
		Erratic Explosion <i>ON(C) ON(FC)</i>	Sorcery	R2	Choose target creature or player. Reveal cards from the top of your library until you reveal a nonland card. Erratic Explosion deals damage equal to that card's converted mana cost to that creature or player. Put the revealed cards on the bottom of your library in any order.
		Eternal Flame <i>DK(U1)</i>	Sorcery	RR2	Does 1 damage to opponent for each Mountain you control and you take half (round up) that amount.
		Eternal Warrior <i>LG(U) 4th(C) 5th(C)</i>	Enchant Creature	R	Creature does not tap when attacking.
		Evaporate <i>HL(U3)</i>	Sorcery	R2	Does 1 damage to all blue creatures and white creatures.
		Extra Arms <i>SC(U) SC(FU)</i>	Enchant Creature	R4	Whenever enchanted creature attacks, it deals 2 damage to target creature or player.
		Falling Star <i>LG(R)</i>	Sorcery	R2	Flip 360 degrees. Does 3 damage to all creatures touched. Taps any creatures it touched but did not kill.
		False Orders <i>A/B/U(C)</i>	Instant	R	Choose how/if one creature blocks.
		Falter <i>US(C)</i>	Instant	R1	Non-Flying creatures cannot block this turn.
		Fanning the Flames <i>SH(U)</i>	Sorcery	RRX	Buyback 3. Does X damage to a creature or player.
		Fault Line <i>US(R)</i>	Instant	RRX	Do X damage to each player and non-Flying creature.

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Red Spells (Part 10 of 36)

Card Name	Spell Type	Cost	Ability
Fault Riders PY(C) PY(FC)	Creature - Soldier	R2	2/2. Sacrifice a land: Fault Riders gets +2/+0 and gains first strike until end of turn. Play this ability only once each turn.
Feint LG(C1)	Instant	R	Target attacker deals no damage and creatures it blocks deal no damage. Blockers blocking it are tapped.
Fervor WL(R) 6th(R) 7th(R) 7th(FR)	Enchantment	R2	Creatures you control gain haste.
Fever Charm ON(C) ON(FC)	Instant	R	Choose one - Target creature gains haste until end of turn; or target creature gets +2/+0 until end of turn; or Fever Charm deals 3 damage to target Wizard.
Fickle Efreet PY(R) PY(FR)	Creature - Efreet	R3	5/2. Whenever Fickle Efreet attacks or blocks, flip a coin at end of combat. If you lose the flip, an opponent gains control of Fickle Efreet.
Fiery Mantle US(C)	Enchant Creature	R1	The creature gets +1/+0 until end of turn (R). When this is put into a graveyard from play, send it to owner's hand.
Fiery Temper TO(C) TO(FC)	Instant	RR1	Fiery Temper deals 3 damage to target creature or player. ; Madness R (You may play this card for its madness cost at the time you discard it from your hand.)
Fighting Chance EX(R)	Instant	R	For each blocking creature, flip a coin. If you win the flip, that creature deals no combat damage this turn.
Final Fortune MI(R) 6th(R) 7th(R) 7th(FR)	Instant	RR	Take another turn after this one. At the end of that turn, you lose the game.
Fire Ants US(U) BR(D1)	Summon Insects	R2	2/1. Do 1 damage to each other non-Flying creature (Tap).
Fireball A/B/U(C) RV(C) 4th(C) 5th(C) AT(D1) BD(D1) PR(C1) PR(MA)	Sorcery	RX	Do X damage to a target; Each extra target (1), split damage evenly among targets.
Fireblast VI(C)	Instant	RR4	Do 4 damage to a creature or player. You can sacrifice two Mountains instead of paying the casting cost.
Firebolt OD(C) OD(FC)	Sorcery	R	Firebolt deals 2 damage to target creature or player. ; Flashback 4R (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
Firebrand Ranger IN(U) IN(FU)	Creature - Soldier	R1	2/1. G,Tap: Put a basic land card from your hand into play.
Firebreathing A/B/U(C) RV(C) 4th(C) 5th(C) 6th(C) MI(C)	Enchant Creature	R	R: Enchanted creature gets +1/+0 until end of turn.
Firecat Blitz JU(U) JU(FU)	Sorcery	RRX	Put X 1/1 red Cat creature tokens with haste into play. Remove them from the game at end of turn. ; Flashback-RR,Sacrifice X mountains. (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
Fire Dragon PT(R)	Summon Creature	RRR6	6/6, Flying. When Fire Dragon comes into play from your hand, it deals to any one creature damage equal to the number of mountains you have in play.
Fire Drake DK(U2) CH(U3) 5th(U)	Summon Drake	RR1	1/2, Flying, +1/+0 (R) but maximum of R each turn.
Fire Elemental A/B/U(U) RV(U) 4th(U) 6th(U) ST(U) 7th(U) 7th(FU)	Creature - Elemental	RR3	5/4.
Firefly TE(U)	Summon Insect	R3	1/1, Flying. +1/+0 until end of turn (R).
Fire Imp PT(U)	Summon Creature	R2	2/1. When Fire Imp comes into play from your hand, it deals 2 damage to any one creature. (If you're the only player with creatures, Fire Imp deals 2 damage to one of your creatures.)
Fireslinger TE(C)	Summon Wizard	R1	1/1. Does 1 damage to a creature or player and 1 damage to you (Tap).
Fire Snake PT(C)	Summon Creature	R4	3/1. If Fire Snake is put into your discard pile from play, destroy any one land.
Firestorm WL(R)	Instant	R	Discard X cards to do X damage to each of X creatures and/or players.
Firestorm Phoenix LG(R)	Summon Phoenix	RR4	3/2, Flying, Goes to owner's hand instead of to graveyard when it is destroyed.
Fire Tempest PT(R) ST(R)	Sorcery	RR5	Fire Tempest deals 6 damage to each creature and each player. (This includes your creatures and you.)

Red Spells (Part 11 of 36)

		Card Name	Spell Type	Cost	Ability
		Fire Whip WL(C)	Enchant Creature	R1	Play on a creature you control. Do 1 damage to a creature or player (Tap enchanted creature). Do 1 damage to a creature or player (Sacrifice this card).
		Fissure DK(C3) 4th(C)	Instant	RR3	Bury one land or creature
		Fit of Rage WL(C) 6th(C)	Sorcery	R1	Target creature gets +3/+3 and gains first strike until end of turn.
		Flailing Manticore MM(R) MM(FR)	Creature - Monster	R3	3/3, Flying, First Strike. 1: Flailing Manticore gets +1/+1 until end of turn. Any player may play this ability. ; 1: Flailing Manticore gets -1/-1 until end of turn. Any player may play this ability.
		Flailing Ogre MM(U) MM(FU)	Creature - Ogre	R2	3/3. 1: Flailing Ogre gets +1/+1 until end of turn. Any player may play this ability. ; 1: Flailing Ogre gets -1/-1 until end of turn. Any player may play this ability.
		Flailing Soldier MM(C) MM(FC)	Creature - Soldier	R	2/2. 1: Flailing Soldier gets +1/+1 until end of turn. Any player may play this ability. ; 1: Flailing Soldier gets -1/-1 until end of turn. Any player may play this ability.
		Flame Burst OD(C) OD(FC)	Instant	R1	Flame Burst deals X damage to target creature or player, where X is 2 plus the number of Flame Burst cards in all graveyards.
		Flame Elemental MI(U)	Summon Elemental	RR2	3/2. Do its power in damage to a creature (Tap+R+Sacrifice this card).
		Flame Jet UD(C) UD(FC)	Sorcery	R1	Cycling 2. Flame Jet deals 3 damage to target player.
		Flame Rift NE(C) NE(FC)	Sorcery	R	Flame Rift deals 4 damage to each player.
		Flameshot PY(U) PY(FU)	Sorcery	R3	You may discard a mountain from your hand instead of paying Flameshot's mana cost. ; Flameshot deals 3 damage divided as you choose among any number of target creatures.
		Flame Spirit IA(U) 5th(U) 6th(C)	Creature - Spirit	R4	2/3. R: Flame Spirit gets +1/+0 until end of turn.
		Flamestick Courier ON(U) ON(FU)	Creature - Goblin	R2	2/1. You may choose not to untap Flamestick Courier during your untap step. ; 2R,Tap: As long as Flamestick Courier remains tapped, target Goblin gets +2/+2 and has haste.
		Flametongue Kavu PS(U) PS(FU)	Creature - Kavu	R3	4/2. When Flametongue Kavu comes into play, it deals 4 damage to target creature.
		Flame Wave SH(U)	Sorcery	RRRR3	Does 4 damage to a player and each creature they control.
		Flamewave Invoker LE(C) LE(FC)	Creature - Goblin Mutant	R2	2/2. 7R: Flamewave Invoker deals 5 damage to target player.
		Flaming Gambit TO(U) TO(FU)	Instant	RX	Flaming Gambit deals X damage to target player. That player may choose a creature he or she controls and have Flaming Gambit deal that damage to it instead. ; Flashback RRR (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
		Flaming Sword MM(C) MM(FC)	Enchant Creature	R1	You may play Flaming Sword any time you could play an instant. ; Target creature gets +1/+0 and has first strike.
		Flare IA(C) MI(C) 5th(C)	Instant	R2	Do 1 damage to a creature or player. Draw a card at the beginning of the next turn. {IA= Was beginning of next upkeep}
		Flaring Pain JU(C) JU(FC)	Instant	R1	Damage can't be prevented this turn. ; Flashback R (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
		Flashfires A/B/U(U) RV(U) 4th(U) 5th(U) 6th(U) PT(U) 8th(U) 8th(FU)	Sorcery	R3	Destroy all Plains.
		Flash of Defiance TO(C) TO(FC)	Sorcery	R1	Players can't block with green and/or white creatures this turn. ; Flashback-1R, Pay 3 life. (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
		Fledgling Dragon JU(R) JU(FR)	Creature - Dragon	RR2	2/2, Flying. Threshold - Fledgling Dragon gets +3/+3 and has "R: Fledgling Dragon gets +1/+0 until end of turn." (You have threshold as long as seven or more cards are in your graveyard.)
		Fling SH(C)	Instant	R1	Sacrifice a creature when playing this spell. Does damage equal to the sacrificed creature's power to a creature or player.
		Flowstone Blade SH(C)	Enchant Creature	R	Creature gets +1/-1 until end of turn (R).
		Flowstone Crusher NE(C) NE(FC)	Creature - Beast	RR3	4/4. R: Flowstone Crusher gets +1/-1 until end of turn.
		Flowstone Flood EX(U)	Sorcery	R3	Buyback: 3 life+Discard a random card. Destroy target land.
		Flowstone Giant TE(C)	Summon Giant	RR2	3/3. +2/-2 until end of turn (R).
		Flowstone Hellion SH(U)	Summon Beast	R4	3/3, Not affected by summoning sickness. +1/-1 until end of turn (0).
		Flowstone Mauler SH(R)	Summon Beast	RR4	4/5, Trample. +1/-1 until end of turn (R).
		Flowstone Overseer NE(R) NE(FR)	Creature - Beast	RRR2	4/4. RR: Target creature gets +1/-1 until end of turn.
		Flowstone Salamander TE(U)	Summon Salamander	RR3	3/4. Do 1 damage to a creature blocking this one (R).

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Red Spells (Part 12 of 36)

Card Name	Spell Type	Cost	Ability	
Flowstone Shambler	SH(C)	Summon Beast	R2	2/2. +1/-1 until end of turn (R).
Flowstone Slide	NE(R) NE(FR)	Sorcery	RR2X	All creatures get +X/-X until end of turn.
Flowstone Strike	NE(C) NE(FC)	Instant	R1	Target creature gets +1/-1 and gains haste until end of turn. (It may attack and Tap the turn it comes under your control.)
Flowstone Surge	NE(U) NE(FU)	Enchantment	R1	Creatures you control get +1/-1.
Flowstone Wall	NE(C) NE(FC)	Creature - Wall	R2	0/6. (Walls can't attack.) R: Flowstone Wall gets +1/-1 until end of turn.
Flowstone Wyvern	TE(R)	Summon Drake	RR3	3/3, Flying. +2/-2 until end of turn (R).
Fork	A/B/U(R) RV(R)	Interrupt	RR	Copy Sorcery or Instant and control the duplicate.
Forked Lightning	PT(R)	Sorcery	R3	Forked Lightning deals 4 damage divided any way you choose among any one, two, or three creatures.
Form of the Dragon	SC(R)SC(FR) R	Enchantment	RRR4	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.
Frenetic Ogre	OD(U) OD(FU)	Creature - Ogre	R4	2/3. R,Discard a card at random from your hand: Frenetic Ogre gets +3/+0 until end of turn.
Frenetic Raptor	LE(U) LE(FU)	Creature - Beast	R5	6/6. Beasts can't block.
Frost Giant	LG(U)	Summon Giant	RRR3	4/4, Rampage:2
Furious Assault	MM(C) MM(FC)	Enchantment	R2	Whenever you play a creature spell, Furious Assault deals 1 damage to target player.
Furnace Brood	EX(C)	Summon Elementals	R3	3/3. Target creature cannot be regenerated this turn (R).
Furnace of Rath	TE(R) 8th(R) 8th(FR)	Enchantment	RRR1	If a source would deal damage to a creature or player, it deals double that damage to that creature or player instead.
Furnace Spirit	SH(C)	Summon Spirit	R2	1/1, Not affected by summoning sickness. +1/+0 until end of turn (R).
Gamble	US(R)	Sorcery	R	Search your library for a card, put that card into your hand, discard a card at random, then shuffle.
Game of Chaos	IA(R) 5th(R)	Sorcery	RRR	Flip a coin and opponent calls it. Winner gains 1 life, loser loses 1 life. Game continues as long as winner of round wants to go on. Double the stakes in life and damage each round.
Gempalm Incinerator	LE(U) LE(FU)	Creature - Goblin	R2	2/1. Cycling 1R. When you cycle Gempalm Incinerator, you may have it deal X damage to target creature, where X is the number of Goblins in play.
Gerrard's Irregulars	MM(C) MM(FC)	Creature - Soldier	R4	4/2, Trample, Haste. (This creature may attack and Tap the turn it comes under your control.)
Ghitu Fire	IN(R) IN(FR)	Sorcery	RX	You may play Ghitu Fire any time you could play an instant if you pay 2 more to play it. ; Ghitu Fire deals X damage to target creature or player.
Ghitu Fire-Eater	UL(U) UL(FU) 7th(U) 7th(FU)	Creature - Nomad	R2	2/2. Tap,Sacrifice Ghitu Fire-Eater: Ghitu Fire-Eater deals damage equal to its power to target creature or player.
Ghitu Slinger	UL(C) UL(FC)	Summon Nomad	R2	2/2, Echo. When Ghitu Slinger comes into play, it deals 2 damage to target creature or player.
Ghitu War Cry	UL(U) UL(FU)	Enchantment	R2	R: Target creature gets +1/+0 until end of turn.
Giant Strength	LG(C2) 4th(C) 5th(C) 6th(C) TE(C)	Enchant Creature	RR	Enchanted creature gets +2/+2.
Glacial Crevasses	IA(R)	Enchantment	R2	No creatures deal damage in combat this turn (Sacrifice a Snow-Covered Mountain)
Glyph of Destruction	LG(C2)	Instant	R	Wall gains +10/+0 and takes no damage while blocking, but it is destroyed at end of turn.
Goblin Artisans	AQ(U3) CH(U3)	Summon Goblins	R	1/1, Tap when you cast an artifact then flip a coin with opponent calling Heads or Tails: Opponent's Favor=counters artifact, Your Favor=draw one card. Only use one Artisan per spell cast.
Goblin Assassin	LE(U) LE(FU)	Creature - Goblin Assassin	RR3	2/2. Whenever Goblin Assassin or another Goblin comes into play, each player flips a coin. Each player whose coin comes up tails sacrifices a creature.
Goblin Balloon Brigade	A/B/U(U) RV(U) 4th(U) AT(D1)	Summon Goblins	R	1/1, Flying (R)
Goblin Berserker	UD(U) UD(FU)	Creature - Goblin	R3	2/2, First Strike, Haste (This creature may attack and Tap the turn it comes under your control.)
Goblin Bomb	WL(R)	Enchantment	R1	Flip a coin during your upkeep. If in your favor, put a counter on this card, otherwise remove a counter. Do 20 damage to a player (Remove 5 counters+Sacrifice this card).
Goblin Bombardment	TE(U)	Enchantment	R1	Do 1 damage to a creature or player (Sacrifice a creature).
Goblin Bookie	UG(C)	Summon Goblin	R	1/1. R, Tap: Reflip any coin or reroll any die.

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Red Spells (Part 13 of 36)

Card Name	Spell Type	Cost	Ability	
Goblin Bowling Team	UG(C)	Summon Goblins	R3	1/1. Whenever Goblin Bowling Team damages any creature or player, roll a six-sided die. Goblin Bowling Team deals to that creature or player additional damage equal to the die roll.
Goblin Brigand	SC(C) SC(FC)	Creature - Goblin	R1	2/2. Goblin Brigand attacks each turn if able.
Goblin Bully	PT(C)	Summon Creature	R1	2/1
Goblin Cadets	US(U)	Summon Goblins	R	2/1. When this blocks or becomes blocked, remove this from combat and give control of it to an opponent.
Goblin Cavaliers	P2(C) ST(C)	Creature - Goblin	R2	3/2.
Goblin Caves	DK(C3)	Enchant Land	RR1	Gives all Goblins +0/+2 if on a basic Mountain.
Goblin Chariot	ST(C) 7th(C) 7th(FC) 8th(C) 8th(FC)	Creature - Goblin	R2	2/2, Haste.
Goblin Chirurgeon	P. Foglio Frazier Gelton FE(C3)	Summon Goblin	R	0/2. Sacrifice a Goblin to Regenerate a creature.
Goblin Clearcutter	LE(U) LE(FC)	Creature - Goblin	R3	3/3. Tap,Sacrifice a forest: Add three mana in any combination of red and/or green to your mana pool.
Goblin Commando	ST(U)	Creature - Goblin	R4	2/2. When Goblin Commando comes into play, it deals 2 damage to target creature.
Goblin Digging Team	DK(C3) CH(C3) 5th(C) 6th(C) AT(D1) 7th(C) 7th(FC)	Creature - Goblin	R	1/1. Tap, Sacrifice Goblin Digging Team: Destroy target Wall.
Goblin Dynamo	LE(U) LE(FC)	Creature - Goblin Mutant	RR5	4/4. Tap: Goblin Dynamo deals 1 damage to target creature or player. ; XR, Tap,Sacrifice Goblin Dynamo: Goblin Dynamo deals X damage to target creature or player.
Goblin Elite Infantry	MI(C) 6th(C) 7th(C) 7th(FC)	Creature - Goblin	R1	2/2. Whenever Goblin Elite Infantry blocks or becomes blocked, it gets -1/-1 until end of turn.
Goblin Festival	UD(R) UD(FR)	Enchantment	R1	2: Goblin Festival deals 1 damage to target creature or player. Flip a coin. If you lose the flip, choose one of your opponents. That player gains control of Goblin Festival.
Goblin Firebug	LE(C) LE(FC)	Creature - Goblin	R1	2/2. When Goblin Firebug leaves play, sacrifice a land.
Goblin Firestarter	P2(U)	Creature - Goblin	R	1/1. On your turn, before you attack, you may destroy Goblin Firestarter to have it deal 1 damage to any one creature or player.
Goblin Flotilla	FE(U1)	Summon Goblins	R2	2/2, Islandwalk. Pay one Red mana at beginning of attack or all creatures blocking or blocked by this card gain First Strike until end of turn.
Goblin Game	PS(R) PS(FR)	Sorcery	RR5	Each player hides at least one object, then all players reveal them simultaneously. Each player loses life equal to the number of objects he or she revealed. The player who revealed the fewest objects then loses half his or her life, rounded up. If two or more players are tied for fewest, each loses half his or her life, rounded up.
Goblin Gardener	UD(C) UD(FC) 7th(C) 7th(FC)	Creature - Goblin	R3	2/1. When Goblin Gardener is put into a graveyard from play, destroy target land.
Goblin General	P2(R) ST(U)	Creature - Goblin	RR1	1/1. When Goblin General attacks, all Goblins you control get +1/+1 until end of turn.
Goblin Glider	P2(C) ST(U) 7th(U) 7th(FC) 8th(U) 8th(FC)	Creature - Goblin	R1	1/1, Flying. Goblin Glider can't block.
Goblin Goon	LE(R) LE(FR)	Creature - Goblin Mutant	R3	6/6. Goblin Goon can't attack unless you control more creatures than defending player. ; Goblin Goon can't block unless you control more creatures than attacking player.
Goblin Grappler	LE(C) LE(FC)	Creature - Goblin	R	1/1, Provoke.
Goblin Grenade	Frazier Rush Spencer FE(C1) FE(C1) FE(C1) AT(D1)	Sorcery	R	Sacrifice a Goblin and do 5 damage to any target.
Goblin Grenadiers	WL(U)	Summon Goblins	R3	2/2. Destroy a creature and a land (Sacrifice this card). Usable only if attacking and unblocked.
Goblin Hero	DK(C3) 5th(C) 6th(C) ST(D) AT(D1)	Creature - Goblin	R2	2/2.

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Red Spells (Part 14 of 36)

Card Name	Spell Type	Cost	Ability
Goblin King A/B/U(R) RV(R) 4th(R) AT(D1) 5th(R) 6th(R) 7th(R) 7th(FR) 8th(R) 8th(FR)	Creature - Lord {ABU: was Summon Goblin King}	RR1	2/2. All Goblins get +1/+1 and have mountainwalk.
Goblin Kites FE(U3)	Enchantment	R1	Give Flying to a creature of toughness less than 3 (R). At end of turn, flip a coin for each creature that used this ability. If coin lands in opponent's favor, bury the creature.
Goblin Lackey US(U)	Summon Goblin	R	1/1. When this successfully deals damage to a player, you may put a Goblin card from your hand into play.
Goblin Lookout LE(C) LE(FC)	Creature - Goblin	R1	1/2. Tap, Sacrifice a Goblin: All Goblins get +2/+0 until end of turn.
Goblin Lore P2(U) ST(U)	Sorcery	R1	Draw four cards, then discard three cards at random from your hand.
Goblin Machinist ON(U) ON(FU)	Creature - Goblin	R4	0/5. 2R: Reveal cards from the top of your library until you reveal a nonland card. Goblin Machinist gets +X/+0 until end of turn, where X is that card's converted mana cost. Put the revealed cards on the bottom of your library in any order.
Goblin Marshal UD(R) UD(FR)	Creature - Goblin	RR4	3/3, Echo. Whenever Goblin Marshal comes into play or is put into a graveyard from play, put two 1/1 red Goblin creature tokens into play.
Goblin Masons UD(C) UD(FC)	Creature - Goblin	R1	2/1. When Goblin Masons is put into a graveyard from play, destroy target Wall.
Goblin Matron US(C) P2(U) AT(D1) 7th(U) 7th(FU)	Summon Goblin	R2	1/1. When Goblin Matron comes into play, you may search your library for a Goblin card. If you do, reveal that card and put it into your hand. Then shuffle your library.
Goblin Medics UL(C) UL(FC)	Summon Goblins	R2	1/1. Whenever Goblin Medics becomes tapped, it deals 1 damage to target creature or player.
Goblin Mountaineer P2(C) ST(C)	Creature - Goblin	R	1/1, Mountainwalk (This creature is unblockable as long as defending player has a mountain in play.)
Goblin Mutant LA(U) AT(D1)	Summon Goblin	RR2	5/3, Trample. Cannot attack if defending player has an untapped creature of power > 2. Cannot block creatures of power > 2.
Goblin Offensive US(U) AT(D1)	Sorcery	RR1X	Put X 1/1 red Goblin creature tokens into play.
Goblin Patrol US(C) P2(C)	Summon Goblins	R	Echo. 2/1.
Goblin Piker P2(C)	Creature - Goblin	R1	2/1.
Goblin Piledriver ON(R) ON(FR)	Creature - Goblin	R1	1/2, Protection from Blue. Whenever Goblin Piledriver attacks, it gets +2/+0 until end of turn for each other attacking Goblin.
Goblin Psychopath SC(U) SC(FU)	Creature - Goblin Mutant	R3	5/5. Whenever Goblin Psychopath attacks or blocks, flip a coin. If you lose the flip, the next time it would deal combat damage this turn, it deals that damage to you instead.
Goblin Pyromancer ON(R) ON(FR)	Creature - Goblin Wizard	R3	2/2. When Goblin Pyromancer comes into play, all Goblins get +3/+0 until end of turn. ; At end of turn, destroy all Goblins.
Goblin Raider US(C) P2(C) 7th(C) 7th(FC) 8th(C) 8th(FC)	Creature - Goblin	R1	2/2. Goblin Raider can't block.
Goblin Recruiter VI(U) 6th(U) AT(D1)	Creature - Goblin	R1	1/1. When Goblin Recruiter comes into play, search your library for any number of Goblin cards you choose. Reveal those cards, then shuffle your library and put them on top of it in any order you choose.
Goblin Ringleader AP(U) AP(FU)	Creature - Goblin	R3	2/2, Haste. When Goblin Ringleader comes into play, reveal the top four cards of your library. Put all Goblin cards revealed this way into your hand and the rest on the bottom of your library.
Goblin Rock Sled DK(C3) 4th(C)	Summon Rock Sled	R1	3/1, Trample; Cannot attack if opponent has no Mountains; Does not untap as normal if attacked last turn.
Goblin Sappers IA(C)	Summon Goblins	R1	1/1. Make one of your creatures unblockable but destroy it and the Sappers at end of combat (Tap+RR). Make one of your creatures unblockable but destroy the creature at end of combat (Tap+RRRR).
Goblin Scouts MI(U)	Sorcery	RR3	Put three 1/1 red MountainWalk Goblin Scout token creatures that count as Goblins into play.
Goblin Settler ST(U)	Creature - Goblin	R3	1/1. When Goblin Settler comes into play, destroy target land.
Goblin Sharpshooter ON(R) ON(FR)	Creature - Goblin	R2	1/1. Goblin Sharpshooter doesn't untap during your untap step. ; Whenever a creature is put into a graveyard from play, untap Goblin Sharpshooter. ; Tap: Goblin Sharpshooter deals 1 damage to target creature or player.
Goblin Shrine DK(C3) CH(C3)	Enchant Land	RR1	Gives all Goblins +1/+0 if on a basic Mountain; Does 1 damage to all Goblins if it leaves play.

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Red Spells (Part 15 of 36)

		Card Name	Spell Type	Cost	Ability
		Goblin Ski Patrol IA(C)	Summon Goblins	R1	1/1. Gets Flying and +2/+0 but destroy it at end of turn (R1). Can only use the ability once per turn and only if you have a Snow-Covered Mountain.
		Goblin Sky Raider ON(C) ON(FC)	Creature - Goblin	R2	1/2, Flying.
		Goblin Sledder ON(C) ON(FC)	Creature - Goblin	R	1/1. Sacrifice a Goblin: Target creature gets +1/+1 until end of turn.
		Goblin Snowman IA(U) AT(D1)	Summon Goblins	R3	1/1. Does not deal or receive damage when blocking. Do 1 damage to creature it is blocking (Tap).
		Goblins of the Flarg DK(C3) CH(C3)	Summon Goblins	R	1/1, MountainWalk; Buried if you control any Dwarves
		Goblin Soothsayer MI(U)	Summon Goblin	R	1/1. Give all red creatures +1/+1 this turn (Tap+R+Sacrifice a Goblin).
		Goblin Spelunkers US(C) 7th(C) 7th(FC)	Creature - Goblin	R2	2/2, Mountainwalk.
		Goblin Spy IN(U) IN(FU)	Creature - Goblin	R	1/1. Play with the top card of your library revealed.
		Goblin Swine-Rider VI(C)	Summon Goblin	R	1/1. If blocked, it deals 2 damage to all attacking and blocking creatures.
		Goblin Taskmaster ON(C) ON(FC)	Creature - Goblin	R	1/1. 1R: Target Goblin gets +1/+0 until end of turn. ; Morph R.
		Goblin Tinkerer MI(C) AT(D1)	Summon Goblin	R1	1/2. Destroy an artifact and do that artifact's casting cost in damage to this card (Tap+R).
		Goblin Tutor UG(U)	Instant	R	Roll a six-sided die for Goblin Tutor. On a 1, Goblin Tutor has no effect. Otherwise, search your library for the indicated card, reveal that card to all players, and put it into your hand. Shuffle your library afterwards. 2 - Any Goblin Tutor 3 - Any enchantment 4 - Any artifact 5 - Any creature 6 - Any sorcery, instant, or interrupt
		Goblin Vandal WL(C) AT(D1)	Summon Goblin	R	1/1. Destroy an artifact defending player controls and this card deals no combat damage this turn (R). Usable only when attacking and not blocked and only once each turn.
		Goblin War Buggy US(C)	Summon Goblin	R1	Echo. 2/2, Not affected by summoning sickness.
		Goblin Warchief SC(U) SC(FU)	Creature - Goblin	RR1	2/2. Goblin spells you play cost 1 less to play. ; Goblins you control have haste.
		Goblin War Cry P2(U)	Sorcery	R2	Your opponent chooses one of his or her creatures. Only that creature can block this turn.
		Goblin War Drums Menges FE(C1) Hudson FE(C1) Kane-Ferguson FE(C1) Frazier FE(C1) 5th(C) 7th(U) 7th(FU)	Enchantment	R2	Each creature you control can't be blocked except by two or more creatures.
		Goblin Warrens FE(U1) AT(D1) 5th(R) 6th(R)	Enchantment	R2	2R, Sacrifice two Goblins: Put three 1/1 red Goblin creature tokens into play.
		Goblin War Strike P2(C) SC(C) SC(FC)	Sorcery	R	Goblin War Strike deals damage equal to the number of Goblins you control to target player.
		Goblin Welder UL(R) UL(FR)	Summon Goblin	R	1/1. Tap: Exchange target artifact a player controls for target artifact card in that player's graveyard.
		Goblin Wizard DK(U1)	Summon Goblin	RR2	1/1, Tap to bring a Goblin from you hand into play; Give a Goblin Protection from White (R)
		Gorilla Shaman Facing Left AL(U6) Facing Right	Summon Gorilla	R	1/1. Destroy a non-creature artifact of casting cost X (XX1).
		Goretusk Firebeast JU(C) JU(FC)	Creature - Beast	R5	2/2. When Goretusk Firebeast comes into play, it deals 4 damage to target player.
		Gorilla War Cry Leaning Left AL(C2) Leaning Right	Instant	R1	Attacking creatures cannot be blocked by only one creature. Play during combat before defense is chosen. Draw a card at the beginning of the next upkeep.
		Grand Melee ON(R) ON(FR)	Enchantment	R3	All creatures attack each turn if able. ; All creatures block each turn if able.
		Granite Gargoyle A/B/U(R) RV(R)	Summon Gargoyle	R2	2/2, Flying, +0/+1 (R)
		Granite Grip UL(C) UL(FC) 7th(C) 7th(FC)	Enchant Creature	R2	Enchanted creature gets +1/+0 for each mountain you control.
		Gratuitous Violence ON(R) ON(FR)	Enchantment	RRR2	If a creature you control would deal damage to a creature or player, it deals double that damage to that creature or player instead.
		Gravity Sphere LG(R)	Enchant World	R2	All creatures lose Flying ability.
		Gray Ogre A/B/U(C) RV(C) 4th(C)	Summon Ogre	R2	2/2

Red Spells (Part 16 of 36)

Card Name	Spell Type	Cost	Ability
Grim Lavamancer TO(R) TO(FR)	Creature - Wizard	R	1/1. R,Tap,Remove two cards in your graveyard from the game: Grim Lavamancer deals 2 damage to target creature or player.
Grip of Chaos SC(R) SC(FR) R	Enchantment	RR4	Whenever a spell or ability is put onto the stack, reselect its target at random if it has a single target. (Select from among all legal targets.)
Grizzled Wolverine IA(C)	Summon Wolverine	RR1	2/2. Gets +2/+0 until end of turn if blocked (R). Can only use ability once per turn
Guerrilla Tactics <i>Tripwire (C1)</i> <i>Cliff Trap (C2)</i> 8th(U) 8th(FU)	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.
Guma US(U)	Summon Cat	R2	2/2, Protection from Blue.
Halam Djinn IN(U) IN(FU)	Creature - Djinn	R5	6/5, Haste. Halam Djinn gets -2/-2 as long as red is the most common color among all permanents or is tied for most common.
Halberdier OD(C) OD(FC)	Creature - Barbarian	R3	3/1, First Strike.
Hammer Mage MM(U) MM(FU)	Creature - Spellshaper	R1	1/1. XR,Tap,Discard a card from your hand: Destroy all artifacts with converted mana X or less.
Hammer of Bogarden MI(R) 6th(R) 8th(R) 8th(FR)	Sorcery	RR1	Hammer of Bogarden deals 3 damage to target creature or player. ; 2RRR: Return Hammer of Bogarden from your graveyard to your hand. Play this ability only during your upkeep. (Your upkeep step is after you untap and before you draw.)
Hand to Hand TE(R)	Enchantment	R2	Instants and abilities requiring an activation cost cannot be played during combat.
Havoc TE(U)	Enchantment	R1	Whenever target opponent successfully casts a White spell, they lose 2 life.
Headlong Rush US(C)	Instant	R1	All attacking creatures gain First Strike until end of turn.
Hearth Charm VI(C)	Instant	R	Destroy an artifact creature -or- give all attacking creatures +1/+0 until end of turn -or- make a creature with power 2 or less unblockable this turn.
Heart of Bogarden WL(R)	Enchantment	RR2	If the upkeep is not paid, does damage equal to its last paid upkeep to a player and each of their creatures. Cumulative Upkeep: 2.
Heart Sliver TE(C)	Summon Sliver	R1	1/1. All Slivers are unaffected by summoning sickness.
Heart Wolf HL(U)	Summon Wolf	R3	2/2, First Strike. Give a Dwarf First Strike and +2/+0 until end of turn but bury this card if Dwarf leaves play this turn (Tap). Use ability only when announcing attack or defense.
Heat of Battle SH(U)	Enchantment	R1	When a creature blocks, does 1 damage to that creature's controller.
Heat Ray US(C) BR(D1)	Instant	RX	Do X damage to target creature.
Heat Stroke WL(R)	Enchantment	R2	At end of combat, destroy all creatures that blocked or were blocked this turn.
Heat Wave VI(U)	Enchantment	R2	Blue creatures cannot block your creatures. Non-blue creatures cannot block your creatures unless their controller pays 1 life for each blocking creature. Cumulative Upkeep=R.
Hell-Bent Raider TO(R) TO(FR)	Creature - Barbarian	RR1	2/2, First Strike, Haste. Discard a card at random from your hand: Hell-Bent Raider gains protection from white until end of turn.
Highland Giant PT(C)	Summon Creature	RR2	3/4
Hill Giant A/B/U(C) RV(C) 4th(C) 5th(C) PT(C) 7th(C) 7th(FC) 8th(C) 8th(FC)	Creature - Giant	R3	3/3.
Hired Giant MM(U) MM(FU)	Creature - Giant	R3	4/4. When Hired Giant comes into play, each other player may search his or her library for a land card, put that card into play, then shuffle that library.
Hivis of the Scale MI(R)	Summon Legend	RR3	3/4. Take control of a Dragon (Tap). If he untaps or you lose control of him, lose control of the Dragon. You may choose not to untap this card during untap.
Hooded Kavv IN(C) IN(FC)	Creature - Kavv	R2	2/2. B: Hooded Kavv can't be blocked this turn except by artifact creatures and/or black creatures.
Hulking Cyclops VI(U) 6th(U) PT(U) BD(D1) 8th(U) 8th(FU)	Creature - Giant {VI: was Summon Cyclops}	RR3	5/5. Hulking Cyclops can't block.
Hulking Goblin PT(C) ST(C)	Creature - Goblin	R1	2/2. Hulking Goblin can't block.
Hulking Ogre UD(C) UD(FC) ST(U)	Creature - Ogre	R2	3/3. Hulking Ogre can't block.

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Red Spells (Part 17 of 36)

Card Name	Spell Type	Cost	Ability
Hunter Sliver LE(C) LE(FC)	Creature - Sliver	R1	1/1. All Slivers have provoke.
Hurloon Minotaur A/B/U(C) RV(C) 4th(C) 5th(C)	Summon Minotaur	RR1	2/3
Hurloon Shaman WL(U)	Summon Minotaur	RR1	2/3. If this card is put into the graveyard from play, each player buries one of their lands.
Hurloon Wrangler UG(C)	Summon Minotaur	R2	2/2, Denimwalk (If defending player is wearing any clothing made of denim, this creature is unblockable.)
Hurr Jackal AN(C4) 4th(R)	Summon Jackal	R	1/1; Tap to prevent creature from regenerating this turn.
Hyperion Blacksmith LG(U)	Summon Smith	RR1	2/2, Tap to tap or untap an opponent's artifact.
Illicit Auction MI(R) 6th(R)	Sorcery	RR3	Choose target creature. Each player may bid life for control of that creature. You begin the bidding at 0. Proceeding in turn order, each player may top the high bid. The auction ends when the high bid stands. The high bidder loses life equal to the high bid and gains control of the creature.
Illuminate AP(U) AP(FU)	Sorcery	RX	Kicker 2R and/or 3U (You may pay an additional 2R and/or 3U as you play this spell.) ; Illuminate deals X damage to target creature. If you paid the 2R kicker cost, Illuminate deals X damage to that creature's controller. If you paid the 3U kicker cost, you draw X cards.
Immolation LG(C1) 4th(C)	Enchant Creature	R	+2/-2
Impatience UD(R) UD(FR) 7th(R) 7th(FR)	Enchantment	R2	At the end of each player's turn, if that player didn't play a spell that turn, Impatience deals 2 damage to him or her.
Impending Disaster UL(R) UL(FR)	Enchantment	R1	During your upkeep, if there are seven or more lands in play, sacrifice Impending Disaster and destroy all lands.
Imperial Hellkite LE(R) LE(FR)	Creature - Dragon	RR5	6/6, Flying. Morph 6RR. When Imperial Hellkite is turned face up, you may search your library for a Dragon card, reveal it, and put it into your hand. If you do, shuffle your library.
Implode PS(U) PS(FU)	Sorcery	R4	Destroy target land. ; Draw a card.
Imposing Visage IA(C) 5th(C)	Enchant Creature	R	Creature cannot be blocked by only one creature.
Impulsive Maneuvers OD(R) OD(FR)	Enchantment	RR2	Whenever a creature attacks, flip a coin. If you win the flip, the next time that creature would deal combat damage this turn, it deals double that damage instead. If you lose the flip, the next time that creature would deal combat damage this turn, prevent that damage.
Incendiary UD(U) UD(FU)	Enchant Creature	R	At the beginning of your upkeep, you may put a fuse counter on Incendiary. ; When enchanted creature is put into a graveyard, Incendiary deals X damage to target creature or player, where X is the number of fuse counters on Incendiary.
Incinerate IA(C) PR(MD) MI(C) 5th(C)	Instant	R1	Do 3 damage to a creature or player. A creature damaged by this cannot regenerate this turn.
Infectious Rage JU(U) JU(FU)	Enchant Creature	R1	Enchanted creature gets +2/-1. ; When enchanted creature is put into a graveyard, choose a creature at random Infectious Rage can enchant. Return Infectious Rage to play enchanting that creature.
Inferno DK(U1) 4th(R) 5th(R) 6th(R) 7th(R) 7th(FR) 8th(R) 8th(FR)	Instant	RR5	Inferno deals 6 damage to each creature and each player.
Inflame PY(C) PY(FC)	Instant	R	Inflame deals 2 damage to each creature dealt damage this turn.
Insolence PS(C) PS(FC)	Enchant Creature	R2	Whenever enchanted creature becomes tapped, Insolence deals 2 damage to that creature's controller.
Insurrection ON(R) ON(FR)	Sorcery	RRR5	Untap all creatures and gain control of them until end of turn. They gain haste until end of turn.
Invasion Plans SH(R)	Enchantment	R2	All creatures able to block an attacking creature must do so. The attacking player decides all the blocking.
Ironclaw Curse HL(U1) 5th(R)	Enchant Creature	R	Gives creature -0/-1. Creature cannot block creatures with power greater than or equal to this creature's toughness.
Ironclaw Orcs A/B/U(C) 4th(C) 5th(C)	Summon Orcs	R1	2/2, Cannot block creatures with power greater than 1
Jackal Pup TE(U)	Summon Hound	R	2/1. For each 1 damage dealt to this card, it deals 1 damage to you.

Red Spells (Part 18 of 36)

Card Name	Spell Type	Cost	Ability
Jagged Lightning <i>US(U)</i> <i>P2(U)</i> <i>ST(U)</i>	Sorcery	RR3	Jagged Lightning deals 3 damage to target creature and 3 damage to another target creature.
Jalum Grifter <i>UG(R)</i>	Summon Legend	RR3	3/5. R1, Tap: Put Jalum Grifter and two lands you control face down in front of target opponent after revealing each card to him or her. Then, rearrange the order of the three cards as often as you wish, keeping them on the table at all times. That opponent then chooses one of those cards. If a land is chosen, destroy target card in play. Otherwise, sacrifice Jalum Grifter.
Jeska, Warrior Adept <i>JU(R)</i> <i>JU(FR)</i>	Creature - Barbarian Legend	RR2	3/1, First Strike, Haste. Tap: Jeska, Warrior Adept deals 1 damage to target creature or player.
Jokulhaups <i>IA(R)</i> <i>5th(R)</i> <i>6th(R)</i>	Sorcery	RR4	Destroy all artifacts, creatures, and lands. They can't be regenerated.
Joven <i>HL(C)</i>	Summon Legend	RR3	3/3. Destroy a non-creature artifact (Tap+RRR).
Kaboom! <i>ON(R)</i> <i>ON(FR)</i>	Sorcery	R4	Choose any number of target players. For each of those players, reveal cards from the top of your library until you reveal a nonland card. Kaboom! deals damage equal to that card's converted mana cost to that player, then you put the revealed cards on the bottom of your library in any order.
Kaervek's Torch <i>MI(C)</i>	Sorcery	RX	Do X damage to a creature or player. Interrupts that target this cost an additional 2 mana to cast.
Kamahl, Pit Fighter <i>OD(R)</i> <i>OD(FR)</i>	Creature - Barbarian Legend	RR4	6/1, Haste. Tap: Kamahl, Pit Fighter deals 3 damage to target creature or player.
Kamahl's Desire <i>OD(C)</i> <i>OD(FC)</i>	Enchant Creature	R1	Enchanted creature has first strike. ; Threshold - Enchanted creature gets +3/+0. (You have threshold as long as seven or more cards are in your graveyard.)
Kamahl's Sledge <i>TO(C)</i> <i>TO(FC)</i>	Sorcery	RR5	Kamahl's Sledge deals 4 damage to target creature. ; Threshold - Instead Kamahl's Sledge deals 4 damage to that creature and 4 damage to that creature's controller. (You have threshold if seven or more cards are in your graveyard.)
Karplusan Giant <i>IA(U)</i>	Summon Giant	R6	3/3. Tap one of your Snow-Covered lands to give this creature +1/+1 until end of turn.
Karplusan Yeti <i>IA(R)</i>	Summon Yeti	RR3	3/3. Do this creature's power in damage to a creature and that creature's power in damage to this creature (Tap).
Kavu Aggressor <i>IN(C)</i> <i>IN(FC)</i>	Creature - Kavu	R2	3/2. Kicker 4 (You may pay an additional 4 as you play this spell.) ; Kavu Aggressor can't block. ; If you paid the kicker cost, Kavu Aggressor comes into play with a +1/+1 counter on it.
Kavu Glider <i>AP(C)</i> <i>AP(FC)</i>	Creature - Kavu	R2	2/1. W: Kavu Glider gets +0/+1 until end of turn. ; U: Kavu Glider gains flying until end of turn.
Kavu Monarch <i>IN(R)</i> <i>IN(FR)</i>	Creature - Kavu	RR2	3/3. All Kavu have trample. ; Whenever another Kavu comes into play, put a +1/+1 counter on Kavu Monarch.
Kavu Recluse <i>PS(C)</i> <i>PS(FC)</i>	Creature - Kavu	R2	2/2. Tap: Target land becomes a forest until end of turn.
Kavu Runner <i>IN(U)</i> <i>IN(FU)</i>	Creature - Kavu	R3	3/3. Kavu Runner has haste as long as no opponent controls a white or blue creature.
Kavu Scout <i>IN(C)</i> <i>IN(FC)</i>	Creature - Kavu	R2	0/2. Kavu Scout gets +1/+0 for each basic land type among lands you control.
Keeper of Kookus <i>VI(C)</i>	Summon Goblin	R	1/1. Protection from Red until end of turn (R).
Keeper of the Flame <i>EX(U)</i>	Summon Wizard	RR	1/2. Deal 2 damage to target opponent with more life than you (Tap+R).
Keldon Arsonist <i>PY(U)</i> <i>PY(FU)</i>	Creature - Soldier	R2	1/1. 1, Sacrifice two lands: Destroy target land.
Keldon Berserker <i>PY(C)</i> <i>PY(FC)</i>	Creature - Soldier	R3	2/3. Whenever Keldon Berserker attacks, if you control no untapped lands, it gets +3/+0 until end of turn.
Keldon Champion <i>UD(U)</i> <i>UD(FU)</i>	Creature - Barbarian	RR2	3/2, Echo, Haste (This creature may attack and Tap the turn it comes under your control.) When Keldon Champion comes into play, it deals 3 damage to target player.
Keldon Firebombers <i>PY(R)</i> <i>PY(FR)</i>	Creature - Soldier	RR3	3/3. When Keldon Firebombers comes into play, each player sacrifices all lands he or she controls except for three.
Keldon Mantle <i>PS(C)</i> <i>PS(FC)</i>	Enchant Creature	R1	B: Regenerate enchanted creature. ; R: Enchanted creature gets +1/+0 until end of turn. ; G: Enchanted creature gains trample until end of turn.
Keldon Warlord <i>A/B/U(U)</i> <i>RV(U)</i> <i>4th(U)</i> <i>5th(U)</i>	Summon Lord	RR2	*/* where *=number of non-Wall creatures you have.
Keldon Vandals <i>UD(C)</i> <i>UD(FC)</i>	Creature - Townsfolk	R2	4/1, Echo. When Keldon Vandals comes into play, destroy target artifact.
Kilnmouth Dragon <i>LE(R)</i> <i>LE(FR)</i>	Creature - Dragon	RR5	5/5, Flying. Amplify 3. Tap: Kilnmouth Dragon deals damage equal to the number of +1/+1 counters on it to target creature or player.
Kindle <i>TE(C)</i>	Instant	R1	Does X damage to a creature or player. X= 2 plus the number of Kindle cards in all graveyards.
Kird Ape <i>AN(C5)</i> <i>RV(C)</i> <i>BD(D1)</i>	Summon Ape	R	1/1, +1/+2 if you have Forests in play

Red Spells (Part 19 of 36)

Card Name	Spell Type	Cost	Ability
Kobold Drill Sergeant	<i>LG(U)</i> Summon Drill Sergeant	R1	1/2, Gives all your Kobolds +0/+1 and Trample.
Kobold Overlord	LG(R) Summon Lord	R1	1/2, First Strike; Gives all your Kobolds First Strike.
Kobolds of Kher Keep	<i>LG(C2)</i> Summon Kobolds	0	0/1
Kobold Taskmaster	<i>LG(U)</i> Summon Taskmaster	R1	1/2, Gives all your Kobolds +1/+0.
Kookus	VI(R) Summon Djinn	RR3	3/5, Trample. +1/+0 until end of turn (R). During you upkeep, if you do not control a Keeper of Kookus, take 3 damage and this card must attack this turn.
Krazy Kow	<i>UG(C)</i> Summon Cow	R3	3/3. During your upkeep, roll a six-sided die. On a 1, sacrifice Krazy Kow and it deals 3 damage to each creature and player.
Kris Mage	<i>MM(C)</i> <i>MM(FC)</i> Creature - Spellshaper	R	1/1. R,Tap,Discard a card from your hand: Kris Mage deals 1 damage to target creature or player.
Kyren Glider	<i>MM(C)</i> <i>MM(FC)</i> Creature - Goblin	R1	1/1, Flying. Kyren Glider can't block.
Kyren Legate	<i>MM(U)</i> <i>MM(FU)</i> Creature - Goblin	R1	1/1. If an opponent controls a plains and you control a mountain, you may play Kyren Legate without paying its mana cost. ; Haste. (This creature may attack and Tap the turn it comes under your control.)
Kyren Negotiations	<i>MM(U)</i> <i>MM(FU)</i> Enchantment	RR2	Tap an untapped creature you control: Kyren Negotiations deals 1 damage to target player.
Kyren Sniper	<i>MM(C)</i> <i>MM(FC)</i> Creature - Goblin	R2	1/1. At the beginning of your upkeep, you may have Kyren Sniper deal 1 damage to target player.
Laccolith Grunt	<i>NE(C)</i> <i>NE(FC)</i> Creature - Beast	R2	2/2. Whenever Laccolith Grunt becomes blocked, you may have it deal damage equal to its power to target creature. If you do, Laccolith Grunt deals no combat damage this turn.
Laccolith Rig	<i>NE(C)</i> <i>NE(FC)</i> Enchant Creature	R	Whenever enchanted creature becomes blocked, you may have it deal damage equal to its power to target creature. If you do, enchanted creature deals no combat damage this turn.
Laccolith Titan	NE(R) NE(FR) Creature - Beast	RR5	6/6. Whenever Laccolith Titan becomes blocked, you may have it deal damage equal to its power to target creature. If you do, Laccolith Titan deals no combat damage this turn.
Laccolith Warrior	<i>NE(U)</i> <i>NE(FU)</i> Creature - Beast	RR2	3/3. Whenever Laccolith Warrior becomes blocked, you may have it deal damage equal to its power to target creature. If you do, Laccolith Warrior deals no combat damage this turn.
Laccolith Whelp	<i>NE(C)</i> <i>NE(FC)</i> Creature - Beast	R	1/1. Whenever Laccolith Whelp becomes blocked, you may have it deal damage equal to its power to target creature. If you do, Laccolith Whelp deals no combat damage this turn.
Landfill	UG(R) Sorcery	R4	Choose a land type. Remove from play all lands of that type that you control. Drop those cards, one at a time, onto the playing area from a height of at least one foot. Destroy each card in play that is completely covered by those cards. Then return to play, tapped, all lands dropped in this way.
Land's Edge	LG(R) CH(U) Enchant World	RR1	Any player may discard at any time. If discard a land, can do 2 damage to any player.
Landslide	<i>UD(U)</i> <i>UD(FU)</i> Sorcery	R	Sacrifice any number of mountains. Landslide deals that much damage to target player.
Last Chance	PT(R) ST(R) Sorcery	RR	Take another turn after this one. You lose the game at the end of that turn. (You won't lose if you've won before the end of that turn.)
Last-Ditch Effort	<i>UL(U)</i> <i>UL(FU)</i> Instant	R	Sacrifice X creatures. Last-Ditch Effort deals X damage to target creature or player.
Latulla, Keldon Overseer	PY(R) PY(FR) Legend	RR3	3/3. RX,Tap,Discard two cards from your hand: Latulla, Keldon Overseer deals X damage to target creature or player.
Latulla's Orders	<i>PY(C)</i> <i>PY(FC)</i> Enchant Creature	R1	You may play Latulla's Orders any time you could play an instant. ; Whenever enchanted creature deals combat damage to defending player, you may have it destroy target artifact that player controls.
Lava Axe	<i>UL(C)</i> <i>UL(FC)</i> <i>PT(C)</i> <i>P2(C)</i> <i>ST(C)</i> <i>S2(D1)</i> <i>BD(D1)</i> <i>7th(C)</i> <i>7th(FC)</i> <i>8th(C)</i> <i>8th(FC)</i> Sorcery	R4	Lava Axe deals 5 damage to target player.
Lava Blister	<i>OD(U)</i> <i>OD(FU)</i> Sorcery	R1	Destroy target nonbasic land unless its controller has Lava Blister deal 6 damage to him or her.
Lavaborn Muse	LE(R) LE(FR) Creature - Spirit	R3	3/3. At the beginning of each opponent's upkeep, if that player has two or fewer cards in hand, Lavaborn Muse deals 3 damage to him or her.
Lava Burst	<i>IA(C)</i> Sorcery	RX	Does X damage to a player or creature. Damage cannot be prevented or redirected
Lava Dart	<i>JU(C)</i> <i>JU(FC)</i> Instant	R	Lava Dart deals 1 damage to target creature or player. ; Flashback-Sacrifice a mountain. (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
Lava Flow	<i>PT(U)</i> Sorcery	RR3	Destroy any one creature or land.

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Red Spells (Part 20 of 36)

Card Name	Spell Type	Cost	Ability
Lava Hounds <i>WL(U)</i> 8th(R) 8th(FR)	Creature - Hound	RR2	4/4, Haste. When Lava Hounds comes into play, it deals 4 damage to you.
Lavamancer's Skill <i>ON(C)</i> <i>ON(FC)</i>	Enchant Creature	R1	Enchanted creature has "Tap: This creature deals 1 damage to target creature." ; If enchanted creature is a Wizard, it has "Tap: This creature deals 2 damage to target creature."
Lava Runner MM(R) MM(FR)	Creature - Lizard	RR1	2/2, Haste. (This creature may attack and Tap the turn it comes under your control.) Whenever Lava Runner becomes the target of a spell or ability, that spell or ability's controller sacrifices a land.
Lava Storm <i>WL(C)</i>	Instant	RR3	Do 2 damage to all attacking creatures or to all blocking creatures.
Lay Waste <i>US(C)</i> <i>ON(C)</i> <i>ON(FC)</i>	Sorcery	R3	Destroy target land. Cycling 2.
Lesser Gargadon <i>PY(U)</i> <i>PY(FU)</i> <i>8th(U)</i> <i>8th(FU)</i>	Creature - Beast	RR2	6/4. Whenever Lesser Gargadon attacks or blocks, sacrifice a land.
Liberated Dwarf <i>JU(C)</i> <i>JU(FC)</i>	Creature - Dwarf	R	1/1. R, Sacrifice Liberated Dwarf: Target green creature gets +1/+0 and gains first strike until end of turn.
Lightning Blast <i>TE(C)</i> <i>6th(C)</i> <i>7th(C)</i> <i>7th(FC)</i> <i>8th(U)</i> <i>8th(FU)</i>	Instant	R3	Lightning Blast deals 4 damage to target creature or player.
Lightning Bolt <i>A/B/U(C)</i> <i>RV(C)</i> <i>4th(C)</i> <i>AT(D1)</i> <i>BD(D1)</i>	Instant	R	Does 3 damage to one target.
Lightning Cloud VI(R)	Enchantment	R3	Do 1 damage to a creature of player, usable once each time a red spell is successfully cast (R).
Lightning Dart <i>IN(U)</i> <i>IN(FU)</i>	Instant	R1	Lightning Dart deals 1 damage to target creature. If that creature is white or blue, Lightning Dart deals 4 damage to it instead.
Lightning Dragon US(R)	Summon Dragon	RR2	Echo. 4/4, Flying. +1/+0 until end of turn (R).
Lightning Elemental <i>TE(C)</i> <i>BR(D1)</i> <i>7th(C)</i> <i>7th(FC)</i> <i>8th(C)</i> <i>8th(FC)</i>	Creature - Elemental	R3	4/1, Haste.
Lightning Hounds <i>MM(C)</i> <i>MM(FC)</i>	Creature - Hound	RR2	3/2, First Strike.
Lightning Reflexes <i>MI(C)</i>	Enchant Creature	R1	Creature gets +1/+0 and First Strike. May be played as an Instant, but bury this at end of turn.
Lightning Rift <i>ON(U)</i> <i>ON(FU)</i>	Enchantment	R1	Whenever a player cycles a card, you may pay 1. If you do, Lightning Rift deals 2 damage to target creature or player.
Lightning Surge JU(R) JU(FR)	Sorcery	RR3	Lightning Surge deals 4 damage to target creature or player. ; Threshold - Instead Lightning Surge deals 6 damage to that creature or player and the damage can't be prevented. ; Flashback 5RR (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
Liquid Fire <i>OD(U)</i> <i>OD(FU)</i>	Sorcery	RR4	Liquid Fire deals 5 damage divided as you choose between target creature and the creature's controller.
Lithophage MM(R) MM(FR)	Creature - Insect	RR3	7/7. At the beginning of your upkeep, sacrifice Lithophage unless you sacrifice a mountain.
Lizard Warrior <i>PT(C)</i>	Summon Creature	R3	4/2
Loafing Giant IN(R) IN(FR)	Creature - Giant	R4	4/6. Whenever Loafing Giant attacks or blocks, put the top card of your library into your graveyard. If that card is a land card, prevent all combat damage that Loafing Giant would deal this turn.
Longhorn Firebeast <i>TO(C)</i> <i>TO(FC)</i>	Creature - Beast	R2	3/2. When Longhorn Firebeast comes into play, any opponent may have it deal 5 damage to him or her. If a player does, sacrifice Longhorn Firebeast.
Lowland Giant <i>TE(C)</i> <i>BD(D1)</i>	Summon Giant	RR2	4/3.
Lunge <i>MM(C)</i> <i>MM(FC)</i>	Instant	R2	Lunge deals 2 damage to target creature and 2 damage to target player.
Mad Dog <i>OD(C)</i> <i>OD(FC)</i>	Creature - Hound	R1	2/2. At the end of your turn, if Mad Dog didn't attack or come under your control this turn, sacrifice it.
Macetail Hystrodon <i>LE(C)</i> <i>LE(FC)</i>	Creature - Beast	R6	4/4, First Strike, Haste. Cycling 3.
Mage il-Vec <i>EX(C)</i>	Summon Wizard	R2	2/2. Deal 1 damage to target creature or player (Tap+Discard a random card).
Mages' Contest IN(R) IN(FR)	Instant	RR1	You and target spell's controller bid life. You start the bidding with a high bid of 1. In turn order, each player may top the high bid. The bidding ends when the high bid stands. The highest bidder loses life equal to the high bid. If you win the bidding, counter that spell.

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Red Spells (Part 21 of 36)

Card Name	Spell Type	Cost	Ability
Magistrate's Veto <i>MM(U)</i> <i>MM(FU)</i>	Enchantment	R2	White creatures and blue creatures can't block.
Magma Burst <i>PS(C)</i> <i>PS(FC)</i>	Instant	R3	Kicker - Sacrifice two lands. (You may sacrifice two lands in addition to any other costs as you play this spell.) ; Magma Burst deals 3 damage to target creature or player. If you paid the kicker cost, Magma Burst deals 3 damage to another target creature or player.
Magma Giant <i>P2(R)</i>	Creature - Giant	RR5	5/5. When Magma Giant comes into play from your hand, it deals 2 damage to each creature and player. (This includes you and your creatures, including Magma Giant.)
Magmasaur <i>TE(R)</i>	Summon Elemental	RR3	0/0. Comes into play with five +1/+1 counters. During your upkeep, remove a +1/+1 counter, or sacrifice this card and it deals 1 damage for each +1/+1 counter on it to each non-Flying creature and each player.
Magma Sliver <i>LE(R)</i> <i>LE(FR)</i>	Creature - Sliver	R3	3/3. All Slivers have "Tap: Target Sliver gets +X/+0 until end of turn, where X is the number of Slivers in play."
Magma Vein <i>OD(U)</i> <i>OD(FU)</i>	Enchantment	R2	R, Sacrifice a land: Magma Vein deals 1 damage to each creature without flying.
Magnetic Mountain <i>AN(U3)</i> <i>RV(R)</i> <i>4th(R)</i>	Enchantment	RR1	Blue creatures do not untap as normal. It costs 4 to untap them during upkeep.
Magnivore <i>OD(R)</i> <i>OD(FR)</i>	Creature - Lhurgoyf	RR2	*/*, Haste. Magnivore's power and toughness are each equal to the number of sorcery cards in all graveyards.
Manabarbs <i>A/B/U(R)</i> <i>RV(R)</i> <i>4th(R)</i> <i>5th(R)</i> <i>6th(R)</i>	Enchantment	R3	Whenever a player taps a land for mana, Manabarbs deals 1 damage to him or her.
Mana Cache <i>NE(R)</i> <i>NE(FR)</i>	Enchantment	RR1	At the end of each player's turn, put a charge counter on Mana Cache for each untapped land that player controls. ; Remove a charge counter from Mana Cache: Add one colorless mana to your mana pool. Any player may play this ability but only during his or her turn before the end phase.
Mana Clash <i>DK(U1)</i> <i>4th(R)</i> <i>5th(R)</i> <i>7th(R)</i> <i>7th(FR)</i> <i>8th(R)</i> <i>8th(FR)</i>	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.
Mana Echoes <i>ON(R)</i> <i>ON(FR)</i>	Enchantment	RR2	Whenever a creature comes into play, you may add 1 to your mana pool for each creature you control that shares a creature type with it.
Mana Flare <i>A/B/U(R)</i> <i>RV(R)</i> <i>4th(R)</i> <i>5th(R)</i>	Enchantment	R2	All lands produce one extra mana for the proper color.
Maniacal Rage <i>EX(C)</i> <i>BR(D1)</i> <i>IN(C)</i> <i>IN(FC)</i>	Enchant Creature	R1	Enchanted creature gets +2/+2 and can't block.
Maraxus of Keld <i>WL(R)</i>	Summon Legend	RR4	*/*, where *= the number of untapped artifacts, creatures and lands you control.
Mark of Fury <i>UD(C)</i> <i>UD(FC)</i>	Enchant Creature	R	Enchanted creature gains haste. (It may attack and Tap the turn it comes under your control.) ; At end of turn, return Mark of Fury to its owner's hand.
Márton Stromgald <i>IA(R)</i>	Summon Legend	RR2	1/1. Gives all creatures attacking with him +X/+X. Give all blockers blocking with him +X/+X. X is the number of creatures with him. Does not give himself the bonus.
Melee <i>IA(U)</i>	Instant	R4	Play on your turn during combat before defense is chosen to let you make all choices about which creatures block which attackers. Any unblocked attackers are untapped and considered to not have attacked at all.
Meltdown <i>US(U)</i>	Sorcery	RX	Destroy each artifact with total casting cost X or less.
Melting <i>IA(U)</i>	Enchantment	R3	Changes all Snow-Covered lands to non-Snow-Covered lands.
Menacing Ogre <i>ON(R)</i> <i>ON(FR)</i>	Creature - Ogre	RR3	3/3, Trample, Haste. When Menacing Ogre comes into play, each player secretly chooses a number. Then those numbers are revealed. Each player with the highest number loses that much life. If you are one of those players, put two +1/+1 counters on Menacing Ogre.
Mercadia's Downfall <i>MM(U)</i> <i>MM(FU)</i>	Instant	R2	Attacking creatures get +X/+0 until end of turn, where X is the number of nonbasic lands defending player controls.
Meteor Shower <i>IA(C)</i>	Sorcery	RXX	Does X+1 damage divided any way you want among any number of players and creatures.
Mijae Djinn <i>AN(U2)</i> <i>RV(R)</i>	Summon Djinn	RRR	6/3; Flip coin when attacking... it may decide not to attack.
Mine Layer <i>OD(R)</i> <i>OD(FR)</i>	Creature - Dwarf	R3	1/1. 1R, Tap: Put a mine counter on target land. ; Whenever a land with a mine counter on it becomes tapped, destroy it. ; When Mine Layer leaves play, remove all mine counters from all lands.

Red Spells (Part 22 of 36)

Card Name	Spell Type	Cost	Ability
Minotaur Explorer <i>OD(U)</i> <i>OD(FU)</i>	Creature - Minotaur	R1	3/3. When Minotaur Explorer comes into play, sacrifice it unless you discard a card at random from your hand.
Minotaur Tactician <i>AP(C)</i> <i>AP(FC)</i>	Creature - Minotaur	R3	1/1, Haste. Minotaur Tactician gets +1/+1 as long as you control a white creature. ; Minotaur Tactician gets +1/+1 as long as you control a blue creature.
Minotaur Warrior <i>PT(C)</i>	Summon Creature	R2	2/3
Mire Kavv <i>PS(C)</i> <i>PS(FC)</i>	Creature - Kavv	R3	3/2. Mire Kavv gets +1/+1 as long as you control a swamp.
Misguided Rage <i>SC(C)</i> <i>SC(FC)</i>	Sorcery	R2	Target player sacrifices a permanent.
Mob Justice <i>SH(C)</i>	Sorcery	R1	Does 1 damage to a player for each creature you control.
Mob Mentality <i>VI(U)</i>	Enchant Creature	R	Creature gets Trample. If all your non-Walls attack, the creature gets +X/+0 until end of turn, where X=the number of attacking creatures.
Mogg Alarm <i>NE(U)</i> <i>NE(FU)</i>	Sorcery	RR1	You may sacrifice two mountains instead of paying Mogg Alarm's mana cost. ; Put two 1/1 red Goblin creature tokens into play.
Mogg Assassin <i>EX(U)</i>	Summon Goblin	R2	2/1. Flip a coin (Tap). If you win the flip destroy target creature an opponent controls. Otherwise, destroy target creature of that opponent's choice.
Mogg Bombers <i>SH(C)</i>	Summon Goblins	R3	3/4. If a creature comes into play, sacrifice this card and do 3 damage to a player.
Moggcatcher <i>NE(R)</i> <i>NE(FR)</i>	Creature - Mercenary	RR2	2/2. 3,Tap: Search your library for a Goblin card and put that card into play. Then shuffle your library.
Mogg Conscripts <i>TE(C)</i>	Summon Goblins	R	2/2. Cannot attack unless you have successfully cast a creature spell this turn.
Mogg Fanatic <i>TE(C)</i> <i>AT(D1)</i>	Summon Goblin	R	1/1. Do 1 damage to a creature or player (Sacrifice this card).
Mogg Flunkies <i>SH(C)</i> <i>AT(D1)</i>	Summon Goblins	R1	3/3. Cannot attack or block unless at least one other creature does so as well.
Mogg Infestation <i>SH(R)</i>	Sorcery	RR3	Destroy all creatures target player controls. For each creature put into the graveyard in this way, put two 1/1 red Goblin token creatures into play under the player's control.
Mogg Jailer <i>PS(U)</i> <i>PS(FU)</i>	Creature - Goblin	R1	2/2. Mogg Jailer can't attack if defending player controls an untapped creature with power 2 or less.
Mogg Maniac <i>SH(U)</i>	Summon Goblin	R1	1/1. When this card is dealt damage, it does an equal amount of damage to an opponent.
Mogg Raider <i>TE(C)</i> <i>AT(D1)</i>	Summon Goblin	R	1/1. Give a creature +1/+1 until end of turn (Sacrifice a Goblin).
Mogg Salvage <i>NE(U)</i> <i>NE(FU)</i>	Instant	R2	If an opponent controls an island and you control a mountain, you may play Mogg Salvage without paying its mana cost. ; Destroy target artifact.
Mogg Sentry <i>PS(R)</i> <i>PS(FR)</i> <i>8th(R)</i> <i>8th(FR)</i>	Creature - Goblin	R	1/1. Whenever an opponent plays a spell, Mogg Sentry gets +2/+2 until end of turn.
Mogg Squad <i>TE(U)</i>	Summon Goblins	R1	3/3. Gets -1/-1 for each other creature in play.
Mogg Toady <i>NE(C)</i> <i>NE(FC)</i>	Creature - Goblin	1R1	2/2. Mogg Toady can't attack unless you control more creatures than defending player. ; Mogg Toady can't block unless you control more creatures than attacking player.
Molten Hydra <i>UL(R)</i> <i>UL(FR)</i>	Summon Hydra	R1	1/1. 1RR: Put a +1/+1 counter on Molten Hydra. ; Tap, Remove all +1/+1 counters on Molten Hydra: Molten Hydra deals 1 damage to target creature or player for each +1/+1 counter removed in this way.
Molten Influence <i>OD(R)</i> <i>OD(FR)</i>	Instant	R1	Counter target instant or sorcery spell unless its controller has Molten Influence deal 4 damage to him or her.
Mons's Goblin Raiders <i>A/B/U(C)</i> <i>RV(C)</i> <i>4th(C)</i> <i>5th(C)</i> <i>ST(D)</i> <i>S2(D1)</i>	Creature - Goblin	R	1/1
Monstrous Hound <i>EX(R)</i>	Summon Hound	R3	4/4. Cannot attack unless you control more lands than defending player. Cannot block unless you control more lands than attacking player.
Mountain Goat <i>IA(C)</i> <i>5th(C)</i> <i>PT(U)</i> <i>6th(C)</i>	Creature - Goat	R	1/1, Mountainwalk. (This creature is unblockable if defending player controls a mountain.)
Mountain Yeti <i>LG(U)</i> <i>CH(C3)</i> <i>5th(C)</i>	Summon Yeti	RR2	3/3, MountainWalk, Protection from White
Mudhole <i>OD(R)</i> <i>OD(FR)</i>	Instant	R2	Target player removes all land cards in his or her graveyard from the game.
Mudslide <i>IA(R)</i>	Enchantment	R2	Non-Flying creatures do not untap during their controller's untap phase. During upkeep, a player may pay 2 mana to untap one of their non-Flying creatures at the end of upkeep.
Nalathni Dragon <i>PR(DC)</i>	Summon Dragon	RR2	1/1, Flying, Bands. +1/+0 (R). Bury at end of any turn in which more than RRR is spent on it.

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Red Spells (Part 23 of 36)

Card Name	Spell Type	Cost	Ability
Need for Speed OD(R) OD(FR)	Enchantment	R	Sacrifice a land: Target creature gains haste until end of turn.
No Quarter TE(R)	Enchantment	R3	Whenever a creature blocks or is blocked by a creature with lesser power, destroy the creature with the lesser power.
Nosy Goblin ON(C) ON(FC)	Creature - Goblin	R2	2/1. Tap, Sacrifice Nosy Goblin: Destroy target face-down creature.
Oath of Mages EX(R)	Enchantment	R1	During each player's upkeep, if that player has less life than target opponent, they may deal 1 damage to that opponent.
Obliterate IN(R) IN(FR) 8th(R) 8th(FR)	Sorcery	RR6	Obliterate can't be countered. ; Destroy all artifacts, creatures, and lands. They can't be regenerated.
Obsidian Giant P2(U)	Creature - Giant	R4	4/4.
Obstinate Familiar OD(R) OD(FR)	Creature - Lizard	R	1/1. If you would draw a card, you may skip that draw instead.
Ogre Arsonist P2(U)	Creature - Ogre	R4	3/3. When Ogre Arsonist comes into play from your hand, destroy any one land. (If you're the only one with lands, destroy one of them.)
Ogre Berserker P2(C)	Summon Ogre	R4	4/2. Ogre Berserker is unaffected by summoning sickness.
Ogre Enforcer VI(R)	Summon Ogre	RR3	4/4. Cannot be destroyed by lethal damage unless a single source deals enough damage to destroy it.
Ogre Shaman EX(R)	Summon Ogre	RR3	3/3. Deal 2 damage to target creature or player (2+Discard a random card).
Ogre Taskmaster P2(U) MM(U) MM(FU) 7th(U) 7th(FU) 8th(U) 8th(FU)	Creature - Ogre	R3	4/3. Ogre Taskmaster can't block.
Ogre Warrior P2(C) ST(C) S2(D1)	Creature - Ogre	R3	3/3.
Okk US(R) 7th(R) 7th(FR) 8th(R) 8th(FR)	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.
Omen of Fire AL(R2)	Instant	RR3	Return all Islands to owners' hands. Each player sacrifices a Plains or white permanent for each white permanent they control.
Onslaught EX(C)	Enchantment	R	Tap a target creature whenever you successfully cast a creature spell.
Opportunist TE(U)	Summon Soldier	R2	2/2. Do 1 damage to a creature that was damaged this turn (Tap).
Orc General DK(U2)	Summon General	R2	2/2, Tap and sacrifice an Orc or Goblin to give all Orcs +1/+1 until end of turn
Orcish Artillery A(U) B/U(U) RV(U) 4th(U) 5th(U) 6th(U) 7th(U) 7th(FU) 8th(U) 8th(FU)	Creature - Orc	RR1	1/3. Tap: Orcish Artillery deals 2 damage to target creature or player and 3 damage to you. { A = was R1 casting cost }
Orcish Cannoneers LA(U)	Summon Orcs	RR1	1/3. Do 2 damage to a target and 3 damage to you (Tap).
Orcish Captain FE(U3) 5th(U)	Summon Orc	R	1/1. Give an Orc +2/+0 if coin flip is in your favor or -0/-2 until end of turn if it is in opponent's favor (1)
Orcish Conscripts IA(C) 5th(C)	Summon Orcs	R	2/2. Cannot attack or block unless 2 other creatures also attack or block.
Orcish Farmer IA(C) 5th(C)	Summon Orc	RR1	2/2. Change a land into a Swamp until its controller's next untap (Tap).
Orcish Healer LA(U)	Summon Cleric	RR	1/1. Make a creature unable to Regenerate until end of turn (Tap+RR). Regenerate a green or black creature (Tap+RGG -or- Tap+RBB)
Orcish Librarian IA(R)	Summon Orc	R1	1/1. Take 8 cards from your library, remove 4 from the game, and put the others back on the library in any order (Tap+R)
Orcish Lumberjack IA(C)	Summon Orc	R	1/1. Add 3 mana of any combination of red and green to your mana pool (Tap+Sacrifice a Forest).
Orcish Mechanics AQ(C4)	Summon Orcs	R2	1/1, Tap and sacrifice one of your artifacts to do 2 damage to any target.
Orcish Mine HL(U3)	Enchant Land	RR1	Put 3 counters on it when it enters play. Remove a counter when land is tapped and remove one during your upkeep. Destroys the land and does 2 damage to land's controller when the last counter is removed.

Red Spells (Part 24 of 36)

Card Name	Spell Type	Cost	Ability
Orcish Oriflamme <i>A(U)</i> <i>B/U(U)</i> <i>RV(U)</i> <i>4th(U)</i> <i>5th(U)</i> <i>6th(U)</i> <i>7th(U)</i> <i>7th(FU)</i>	Enchantment	R3	Attacking creatures you control get +1/+0. { A = was R1 casting cost }
Orcish Settlers <i>WL(U)</i>	Summon Orcs	R1	1/1. Destroy X lands (Tap+XXX+Sacrifice this card).
Orcish Spy <i>Gelon</i> <i>Van Camp</i> <i>Venters</i> <i>8th(C)</i> <i>8th(FC)</i>	Creature - Orc	R	1/1. Tap: Look at the top three cards of target player's library. (Put them back in the same order.)
Orcish Squatters IA(R) 5th(R)	Summon Orcs	R4	2/3. If attacks and is not blocked, this card deals no damage and you take control of one of opponent's lands (0). You lose control of these lands when this card leaves your control. {IA= Was triggered instead of activated}
Orcish Veteran <i>Benson</i> <i>Frazier</i> <i>Hoover</i> <i>Shuler</i>	Summon Orc	R2	2/2. First Strike(R). Cannot block a White creature of power>1.
Orgg FE(U1) 5th(R)	Summon Orgg	RR3	6/6, Trample. Cannot attack if opponent has an untapped creature of power>2 and may not block a creature of power>2.
Outmaneuver <i>US(U)</i>	Instant	RX	X target blocked creatures deal combat damage to defending player instead of to blocking creatures this turn.
Overload <i>IN(C)</i> <i>IN(FC)</i>	Instant	R	Kicker 2 (You may pay an additional 2 as you play this spell.) ; Destroy target artifact if its converted mana cost is 2 or less. If you paid the kicker cost, destroy that artifact if its converted mana cost is 5 or less instead.
Overmaster TO(R) TO(FR)	Sorcery	R	The next instant or sorcery spell you play this turn can't be countered by spells or abilities. Draw a card.
Pallimud TE(R)	Summon Beast	R2	*3. *= the number of tapped lands target opponent controls.
Pandemonium EX(R)	Enchantment	R3	Whenever any creature comes into play, that creature's controller may choose to have it deal damage equal to its power to target creature or player.
Panic <i>IA(C)</i> <i>5th(C)</i>	Instant	R	Play during combat before defense is chosen to make a creature unable block this turn. Draw a card at the beginning of the next turn. {IA= Was beginning of next upkeep}
Panic Attack <i>PY(C)</i> <i>PY(FC)</i> <i>8th(C)</i> <i>8th(FC)</i>	Sorcery	R2	Up to three target creatures can't block this turn.
Parch <i>UL(C)</i> <i>UL(FC)</i>	Instant	R1	Choose one - Parch deals 2 damage to target creature or player; or Parch deals 4 damage to target blue creature.
Pardic Arsonist <i>TO(U)</i> <i>TO(FU)</i>	Creature - Barbarian	RR2	3/3. Threshold - When Pardic Arsonist comes into play, it deals 3 damage to target creature or player. (You have threshold if seven or more cards are in your graveyard.)
Pardic Collaborator <i>TO(U)</i> <i>TO(FU)</i>	Creature - Barbarian	R3	2/2, First Strike. B: Pardic Collaborator gets +1/+1 until end of turn.
Pardic Firecat <i>OD(C)</i> <i>OD(FC)</i>	Creature - Cat	R3	2/3, Haste. If Pardic Firecat is in a graveyard, Flame Burst's effect counts it as a Flame Burst.
Pardic Lancer <i>TO(C)</i> <i>TO(FC)</i>	Creature - Barbarian	R4	3/2. Discard a card at random from your hand: Pardic Lancer gets +1/+0 and gains first strike until end of turn.
Pardic Miner OD(R) OD(FR)	Creature - Dwarf	R1	1/1. Sacrifice Pardic Miner: Target player can't play lands this turn.
Pardic Swordsmith <i>OD(C)</i> <i>OD(FC)</i>	Creature - Dwarf	R2	1/1. R, Discard a card at random from your hand: Pardic Swordsmith gets +2/+0 until end of turn.
Paroxysm <i>EX(U)</i>	Enchant Creature	R1	During the creature's controller's upkeep, reveal the top card of that player's library to all players. If that card is a land card, destroy the creature. Otherwise, it gets +3/+3 until end of turn.
Petradon TO(R) TO(FR)	Creature - Nightmare Beast	RR6	5/6. When Petradon comes into play, remove two target lands from the game. ; When Petradon leaves play, return the removed cards to play under their owners' control. ; R: Petradon gets +1/+0 until end of turn.
Petravark <i>TO(C)</i> <i>TO(FC)</i>	Creature - Nightmare Beast	R3	2/2. When Petravark comes into play, remove target land from the game. ; When Petravark leaves play, return the removed card to play under its owner's control.
Pillage <i>AL(U2)</i> <i>6th(U)</i> <i>7th(U)</i> <i>7th(FU)</i>	Sorcery	RR1	Destroy target artifact or land. It can't be regenerated.
Pillaging Horde PT(R)	Summon Creature	RR2	5/5. When Pillaging Horde comes into play from your hand, discard a card at random from your hand or destroy Pillaging Horde.
Pinpoint Avalanche <i>ON(C)</i> <i>ON(FC)</i>	Instant	RR3	Pinpoint Avalanche deals 4 damage to target creature. The damage can't be prevented.

Red Spells (Part 25 of 36)

Card Name	Spell Type	Cost	Ability
Pitchstone Wall <i>TO(U)</i> <i>TO(FU)</i>	Creature - Wall	R2	2/5. (Walls can't attack.) Whenever you discard a card from your hand, you may sacrifice Pitchstone Wall. If you do, return the discarded card from your graveyard to your hand.
Planar Chaos <i>JU(U)</i> <i>JU(FU)</i>	Enchantment	R2	At the beginning of your upkeep, flip a coin. If you lose the flip, sacrifice Planar Chaos. ; Whenever a player plays a spell, that player flips a coin. If he or she loses the flip, counter that spell.
Planeswalker's Fury PS(R) PS(FR)	Enchantment	R2	3R: Target opponent reveals a card at random from his or her hand. Planeswalker's Fury deals damage equal to that card's converted mana cost to that player. Play this ability only any time you could play a sorcery.
Possessed Barbarian TO(R) TO(FR)	Creature - Barbarian Horror	RR2	3/3, First Strike. Threshold - Possessed Barbarian gets +1/+1, is black, and has "2B, Tap: Destroy target red creature." (You have threshold as long as seven or more cards are in your graveyard.)
Pouncing Kavu <i>IN(C)</i> <i>IN(FC)</i>	Creature - Kavu	R1	1/1, First Strike. Kicker 2R (You may pay an additional 2R as you play this spell.); If you paid the kicker cost, Pouncing Kavu comes into play with two +1/+1 counters on it and has haste.
Power Surge <i>A/B/U(R)</i> RV(R) 4th(R)	Enchantment	RR	During upkeep phase, all players take 1 damage per land which was untapped at beginning of turn.
Price of Glory <i>OD(U)</i> <i>OD(FU)</i>	Enchantment	R2	Whenever a player taps a land for mana during another player's turn, destroy that land.
Price of Progress <i>EX(U)</i>	Instant	R1	Deals 2 damage to each player for each non-basic land they control.
Primitive Justice <i>AL(U2)</i>	Sorcery	R1	Destroy an artifact. Destroy an additional artifact for each R1 paid in addition to the casting cost. Destroy an additional artifact and gain 1 life for each G1 paid in addition to the casting cost.
Primordial Ooze <i>LG(U)</i> <i>CH(U3)</i> <i>5th(U)</i>	Summon Ooze	R	1/1, Must attack if possible; During each upkeep, gets +1/+1 counter then pay one mana per counter or it taps and you take damage equal to number of counters. {CH= was at end of upkeep}
Pulverize MM(R) MM(FR)	Sorcery	RR4	You may sacrifice two mountains instead of paying Pulverize's mana cost.; Destroy all artifacts.
Puppet's Verdict MM(R) MM(FR)	Instant	RR1	Flip a coin. If you win the flip, destroy all creatures with power 2 or less. If you lose the flip, destroy all creatures with power 3 or greater.
Pygmy Pyrosaur <i>UL(C)</i> <i>UL(FC)</i> <i>7th(C)</i> <i>7th(FC)</i>	Creature - Lizard	R1	1/1. Pygmy Pyrosaur can't block.; R: Pygmy Pyrosaur gets +1/+0 until end of turn.
Pyric Salamander <i>MI(C)</i>	Summon Salamander	R1	1/1. +1/+0 until end of turn and bury this at end of turn (R).
Pyroblast <i>IA(C)</i> <i>5th(U)</i>	Interrupt	R	Counter a blue spell or destroy a blue permanent.
Pyroclasm <i>LA(U)</i> PT(R) <i>7th(U)</i> <i>7th(FU)</i> <i>8th(U)</i> <i>8th(FU)</i>	Sorcery	R1	Pyroclasm deals 2 damage to each creature.
Pyrokinesis <i>AL(U2)</i> <i>AT(D1)</i>	Instant	RR4	You can remove a red card in your hand from the game instead of paying the casting cost. Does 4 damage divided any way you want among creatures.
Pyromancy UL(R) UL(FR)	Enchantment	RR2	3, Discard a card at random: Pyromancy deals to target creature or player an amount of damage equal to the total casting cost of the discarded card.
Pyromania <i>TO(U)</i> <i>TO(FU)</i>	Enchantment	R2	1R, Discard a card at random from your hand: Pyromania deals 1 damage to target creature or player.; 1R, Sacrifice Pyromania: Pyromania deals 1 damage to target creature or player.
Pyrostatic Pillar <i>SC(U)</i> <i>SC(FU)</i>	Enchantment	R1	Whenever a player plays a spell with converted mana cost 3 or less, Pyrostatic Pillar deals 2 damage to that player.
Pyrotechnics <i>LG(C2)</i> <i>4th(U)</i> <i>5th(U)</i> <i>6th(C)</i> <i>AT(D1)</i> <i>7th(U)</i> <i>7th(FU)</i> <i>8th(U)</i> <i>8th(FU)</i>	Sorcery	R4	Pyrotechnics deals 4 damage divided as you choose among any number of target creatures and/or players.
Quarum Trench Gnomes LG(R)	Summon Gnomes	R3	1/1, Tap to make Plains generate colorless mana instead of white mana for rest of game.
Rack and Ruin <i>UL(U)</i> <i>UL(FU)</i>	Instant	R2	Destroy two target artifacts.
Radiate TO(R) TO(FR)	Instant	RR3	Choose target instant or sorcery spell that targets only a single permanent or player. For each other permanent or player that spell could target, put a copy of the spell onto the stack. Each copy targets a different one of those permanents and players.
Rage Weaver <i>IN(U)</i> <i>IN(FU)</i>	Creature - Wizard	R1	2/1. 2: Target black or green creature gains haste until end of turn.
Raging Bull <i>LG(C1)</i>	Summon Bull	R2	2/2
Raging Cougar <i>PT(C)</i>	Summon Creature	R2	2/2. Raging Cougar is unaffected by summoning sickness.

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Red Spells (Part 26 of 36)

Card Name	Spell Type	Cost	Ability
Raging Goblin EX(C) 6th(C) PT(C) P2(C) ST(C) AT(D1) BR(D1) BD(D1) <i>Has parenthesized text</i> PT(D1) 7th(C) 7th(FC) 8th(C) 8th(FC)	Creature - Goblin	R	1/1, Haste.
Raging Gorilla VI(C)	Summon Gorilla	R2	2/3. Gets +2/-2 until end of turn if blocks or is blocked.
Raging Minotaur PT(C)	Summon Creature	RR2	3/3. Raging Minotaur is unaffected by summoning sickness.
Raging River A/B/U(R)	Enchantment	RR	Opponents must split ground defenses into two groups.
Raging Spirit MI(C)	Summon Spirit	R3	3/3. Becomes colorless until end of turn (2).
Raiding Party FE(U3)	Enchantment	R2	Sacrifice an Orc to destroy all Plains in play. Players may tap white creatures to prevent the destruction of two Plains for each creature tapped. Cannot be targeted by white spells or effects.
Rain of Salt PT(U) US(U)	Sorcery	RR4	Destroy two lands.
Raka Disciple AP(C) AP(FC)	Creature - Wizard	R	1/1. W, Tap: Prevent the next 1 damage that would be dealt to target creature or player this turn. ; U, Tap: Target creature gains flying until end of turn.
Raka Sanctuary AP(U) AP(FCU)	Enchantment	R2	At the beginning of your upkeep, if you control a white or blue permanent, Raka Sanctuary deals 1 damage to target creature. If you control a white permanent and a blue permanent, Raka Sanctuary deals 3 damage to that creature instead.
Rakavolver AP(R) AP(FC)	Creature - Volver	R2	2/2. Kicker 1W and/or U. If you paid the 1W kicker cost, Rakavolver comes into play with two +1/+1 counters on it and has "Whenever Rakavolver deals damage, you gain that much life." ; If you paid the U kicker cost, Rakavolver comes into play with a +1/+1 counter on it and has flying.
Rathi Dragon TE(R)	Summon Dragon	RR2	5/5, Flying. Sacrifice two mountains when comes into play, or sacrifice this card.
Ravenous Baboons EX(R)	Summon Apes	R3	2/2. When this card comes into play, destroy target non-basic land.
Raze US(C)	Sorcery	R	At the time you play this card, sacrifice a land. Destroy a land.
Reckless Abandon UD(C) UD(FC)	Sorcery	R	As an additional cost to play Reckless Abandon, sacrifice a creature. ; Reckless Abandon deals 4 damage to target creature or player.
Reckless Charge OD(C) OD(FC)	Sorcery	R	Target creature gets +3/+0 and gains haste until end of turn. ; Flashback 2R (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
Reckless Embermage MI(R) 6th(R) 7th(R) 7th(FC)	Creature - Wizard	R3	2/2. 1R: Reckless Embermage deals 1 damage to target creature or player and 1 damage to itself.
Reckless Ogre EX(C)	Summon Ogre	R3	3/2. Gets +3/+0 until end of turn if this card attacks and no other creatures do.
Reckless One ON(U) ON(FCU)	Creature - Goblin Avatar	R3	*/*, Haste. Reckless One's power and toughness are each equal to the number of Goblins in play.
Recoup OD(U) OD(FCU)	Sorcery	R1	Target sorcery card in your graveyard gains flashback until end of turn. Its flashback cost is equal to its mana cost. (Mana cost includes color.) ; Flashback 3R (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
Red Elemental Blast A(C) B/U(C) RV(C) 4th(C)	Interrupt	R	Destroys a Blue permanent or counters a Blue spell. { A+BU+RV = was card or spell }
Reflexes US(C) 7th(C) 7th(FC) 8th(C) 8th(FC)	Enchant Creature	R	Enchanted creature has first strike.
Reign of Chaos MI(U)	Sorcery	RR2	Destroy a Plains and a white creature -or- destroy an Island and a blue creature.
Relentless Assault VI(R) P2(R) 6th(R) ST(R) 7th(R) 7th(FC) 8th(R) 8th(FC)	Sorcery	RR2	Untap all creatures that attacked this turn. After this phase, there is an additional combat phase followed by an additional main phase.
Renegade Warlord TE(U)	Summon Soldier	R4	3/3, First Strike. All other attackers get +1/+0 until end of turn if this card attacks.
Repercussion UD(R) UD(FC)	Enchantment	RR1	Whenever a creature is dealt damage, Repercussion deals that much damage to that creature's controller.

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Card Name	Spell Type	Cost	Ability
Retribution <i>HL(U3)</i>	Sorcery	RR2	Choose two creatures controlled by one opponent. Opponent selects one to be buried and the other gets a -1/-1 counter.
Retromancer <i>US(C)</i>	Summon Viashino	RR2	3/3. When this is the target of a spell or ability, it does 3 damage to that spell or ability's controller.
Rhystic Lightning <i>PY(C)</i> <i>PY(FC)</i>	Instant	R2	Rhystic Lightning deals 4 damage to target creature or player unless that creature's controller or that player pays 2. If he or she does, Rhystic Lightning deals 2 damage to the creature or player.
Ricochet <i>UG(U)</i>	Enchantment	R	Whenever any spell targets a single player, each player rolls a six-sided die. That spell is redirected to the player or players with the lowest die roll. If two or more players tie for the lowest die roll, they reroll until there is no tie.
Ridgeline Rager <i>PY(C)</i> <i>PY(FC)</i> <i>8th(C)</i> <i>8th(FC)</i>	Creature - Beast	R2	1/2. R: Ridgeline Rager gets +1/+0 until end of turn.
Ridgetop Raptor <i>LE(U)</i> <i>LE(FU)</i>	Creature - Beast	R3	2/1, Double Strike.
Risky Move <i>ON(R)</i> <i>ON(FR)</i>	Enchantment	RRR3	At the beginning of each player's upkeep, that player gains control of Risky Move. ; When you gain control of Risky Move from another player, choose a creature you control and an opponent. Flip a coin. If you lose the flip, that opponent gains control of that creature.
Rites of Initiation <i>OD(C)</i> <i>OD(FC)</i>	Instant	R	Discard any number of cards at random from your hand. Creatures you control get +1/+0 until end of turn for each card discarded this way.
Rivalry <i>UL(R)</i> <i>UL(FR)</i>	Enchantment	R2	During each player's upkeep, if that player controls more lands than any other, Rivalry deals 2 damage to him or her.
Robber Fly <i>MM(U)</i> <i>MM(FU)</i>	Creature - Insect	R2	1/1, Flying. Whenever Robber Fly becomes blocked, defending player discards his or her hand, then draws that many cards.
Roc Hatchling <i>WL(U)</i>	Summon Bird	R	0/1. Put 4 counters on this card when it comes into play. Remove a counter during your upkeep. Gets +3/+2 and Flying if this card has no counters on it.
Rock Badger <i>MM(U)</i> <i>MM(FU)</i>	Creature - Beast	R4	3/3, Mountainwalk. (This creature is unblockable as long as defending player controls a mountain.)
Rock Hydra <i>A/B/U(R)</i> <i>RV(R)</i>	Summon Hydra	RRX	0/0; Starts with X +1/+1 counters; Loses 1 counter for each point of damage unless R spent; Pay RRR during upkeep to get new counter.
Rock Jockey <i>SC(C)</i> <i>SC(FC)</i>	Creature - Goblin	R2	3/3. You can't play Rock Jockey if you played a land this turn. ; You can't play lands if you played Rock Jockey this turn.
Rockshard Elemental <i>LE(R)</i> <i>LE(FR)</i>	Creature - Elemental	RR5	4/3, Double Strike. Morph 4RR.
Rock Slide <i>VI(C)</i>	Instant	RX	Do X damage divided among any number of non-Flying attacking or blocking creatures.
Roc of Kher Ridges <i>A/B/U(R)</i> <i>RV(R)</i>	Summon Roc	R3	3/3, Flying
Rogue Kavu <i>IN(C)</i> <i>IN(FC)</i>	Creature - Kavu	R1	1/1. Whenever Rogue Kavu attacks alone, it gets +2/+0 until end of turn.
Rogue Skycaptain <i>AL(R2)</i>	Summon Mercenary	R2	3/4, Flying. Put a counter on it at beginning of upkeep. During upkeep, pay 2 for each counter on it, or remove all counters and give control of it to an opponent.
Rolling Thunder <i>TE(C)</i> <i>BR(D1)</i>	Sorcery	RRX	Does X damage divided any way among any number of creatures and/or players.
Rorix Bladewing <i>ON(R)</i> <i>ON(FR)</i>	Creature - Dragon Legend	RRR3	6/5, Flying, Haste.
Ruby Leech <i>IN(R)</i> <i>IN(FR)</i>	Creature - Leech	R1	2/2, First Strike. Red spells you play cost R more to play.
Ruination <i>SH(R)</i>	Sorcery	R3	Destroy all non-basic lands.
Rukh Egg <i>AN(C3/1)</i> <i>8th(R)</i> <i>8th(FR)</i>	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.
Rumbling Crescendo <i>US(R)</i>	Enchantment	RR3	Destroy up to one land for each counter on this card (R+Sacrifice this card). During your upkeep, you may put a counter on this card.
Rupture <i>NE(U)</i> <i>NE(FU)</i>	Sorcery	R2	Sacrifice a creature. Rupture deals damage equal to that creature's power to each creature without flying and each player.
Sabretooth Tiger <i>IA(C)</i> <i>5th(C)</i> <i>6th(C)</i> <i>7th(C)</i> <i>7th(FC)</i> <i>8th(C)</i> <i>8th(FC)</i>	Creature - Cat <i>{IA/5th/6th = was Tiger}</i>	R2	2/1, First Strike.
Sabertooth Wyvern <i>EX(U)</i>	Summon Drake	R4	3/2, Flying, First Strike.
Sandstone Warrior <i>TE(C)</i>	Summon Soldier	RR2	1/3, First Strike. +1/+0 until end of turn (R).
Savage Firecat <i>OD(R)</i> <i>OD(FR)</i>	Creature - Cat	RR3	0/0, Trample. Savage Firecat comes into play with seven +1/+1 counters on it. ; Whenever you tap a land for mana, remove a +1/+1 counter from Savage Firecat.
Savage Offensive <i>IN(C)</i> <i>IN(FC)</i>	Sorcery	R1	Kicker G (You may pay an additional G as you play this spell.) ; Creatures you control gain first strike until end of turn. If you paid the kicker cost, they get +1/+1 until end of turn.

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Card Name	Spell Type	Cost	Ability
Sawtooth Ogre WL(C)	Summon Ogre	RR2	3/3. At end of combat, deals 1 damage to each creature that this card blocks or is blocked by.
Scald US(U)	Enchantment	R1	When a player taps an island for mana, do 1 damage to that player.
Scalding Salamander EX(U)	Summon Salamander	R2	2/1. Once per turn, if this card is attacking, deal 1 damage to each non-Flying creature defending player controls (0).
Scarred Puma IN(C) IN(FC)	Creature - Cat	R	2/1. Scarred Puma can't attack unless a black or green creature also attacks.
Scattershot SC(C) SC(FC)	Instant	R2	Scattershot deals 1 damage to target creature. ; Storm.
Scent of Cinder UD(C) UD(FC)	Sorcery	R1	Reveal any number of red cards in your hand. Scent of Cinder deals X damage to target creature or player, where X is the number of cards revealed this way.
Scorched Earth TE(R)	Sorcery	RX	Discard X land cards as part of the play cost. Destroy X lands.
Scorching Lava IN(C) IN(FC)	Instant	R1	Kicker R (You may pay an additional R as you play this spell.) ; Scorching Lava deals 2 damage to target creature or player. If you paid the kicker cost, that creature can't be regenerated this turn and if it would be put into a graveyard this turn, remove it from the game instead.
Scorching Missile OD(C) OD(FC)	Sorcery	R3	Scorching Missile deals 4 damage to target player. ; Flashback 9R (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
Scorching Spear PT(C) ST(C)	Sorcery	R	Scorching Spear deals 1 damage to target creature or player.
Scorching Winds PT(U)	Sorcery	R	Play Scorching Winds only after you're attacked, before you declare interceptors. Scorching Winds deals 1 damage to each attacking creature.
Scoria Cat PY(U) PY(FU)	Creature - Cat	RR3	3/3. Scoria Cat gets +3/+3 as long as you control no untapped lands.
Scoria Wurm US(R)	Summon Wurm	R4	7/7. During your upkeep, flip a coin. If you lose the flip, send this card to owner's hand.
Scrap US(C)	Instant	R2	Cycling 2. Destroy an artifact.
Seal of Fire NE(C) NE(FC)	Enchantment	R	Sacrifice Seal of Fire: Seal of Fire deals 2 damage to target creature or player.
Search for Survivors PY(R) PY(FR)	Sorcery	R2	Shuffle your graveyard. An opponent chooses a card from it at random. If that card is a creature card, put it into play. Otherwise, remove it from the game.
Searing Flesh ON(U) ON(FU)	Sorcery	R6	Searing Flesh deals 7 damage to target
Searing Rays IN(U) IN(FU)	Sorcery	R2	Choose a color. Searing Rays deals damage to each player equal to the number of creatures of that color that player controls.
Searing Spear Askari MI(C)	Summon Knight	R2	2/2, Flanking. Cannot be blocked by only one creature this turn (R1).
Searing Touch TE(U)	Instant	R	Buyback 4. Do 1 damage to a creature or player.
Searing Wind PY(R) PY(FR) 8th(R) 8th(FR)	Instant	R8	Searing Wind deals 10 damage to target creature or player.
Sedge Troll A/B/U(R) RV(R)	Summon Troll	R2	2/2 (3/3 if have swamps), Regenerate (B)
Seething Anger SH(C)	Sorcery	R	Buyback 3. Make a creature get +3/+0 until end of turn.
Seismic Assault EX(R) 7th(R) 7th(FR) 8th(R) 8th(FR)	Enchantment	RRR	Discard a land card from your hand; Seismic Assault deals 2 damage to target creature or player.
Seismic Mage MM(R) MM(FR)	Creature - Spellshaper	R3	1/1. 2R, Tap, Discard a card from your hand: Destroy target land.
Seize the Day OD(R) OD(FR)	Sorcery	R3	Untap target creature. After this phase, there is an additional combat phase followed by an additional main phase. ; Flashback 2R (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
Shadowstorm TE(U)	Sorcery	R	Do 2 damage to each creature with Shadow.
Shaleskin Bruiser ON(U) ON(FU)	Creature - Beast	R6	4/4, Trample. Whenever Shaleskin Bruiser attacks, it gets +3/+0 until end of turn for each other attacking Beast.
Shaleskin Plower LE(C) LE(FC)	Creature - Beast	R3	3/2. Morph 4R. When Shaleskin Plower is turned face up, destroy target land.
Shaman's Trance JU(R) JU(FR)	Instant	R2	Until end of turn, other players can't play cards from their graveyards, and you may play cards from other players' graveyards as though they were in your graveyard.
Shard Phoenix SH(R)	Summon Phoenix	R4	2/2, Flying. If this card is in your graveyard during your upkeep, bring it to your hand (RRR). Do 2 damage to each non-Flying creature (Sacrifice this card).

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Card Name	Spell Type	Cost	Ability
Shatter A/B/U(C) RV(C) 4th(C) IA(C) 5th(C) 6th(C) TE(C) 7th(C) 7th(FC) 8th(C) 8th(FC)	Instant	R1	Destroy target artifact.
Shattering Pulse EX(C)	Instant	R1	Buyback 3. Destroy target artifact.
Shatterstorm AQ(U1) RV(U) 5th(U) 6th(R)	Sorcery	RR2	Destroy all artifacts. They can't be regenerated.
Shivan Dragon A/B/U(R) RV(R) 4th(R) 5th(R) BD(D1) 7th(R) 7th(FR) 8th(R) 8th(FR)	Creature - Dragon	RR4	5/5, Flying. R: Shivan Dragon gets +1/+0 until end of turn.
Shivan Emissary IN(U) IN(FU)	Creature - Wizard	R2	1/1. Kicker 1B (You may pay an additional 1B as you play this spell.) ; When Shivan Emissary comes into play, if you paid the kicker cost, destroy target nonblack creature. It can't be regenerated.
Shivan Harvest IN(U) IN(FU)	Enchantment	R1	1R, Sacrifice a creature: Destroy target nonbasic land.
Shivan Hellkite US(R)	Summon Dragon	RR5	5/5, Flying. Do 1 damage to a creature or player (R1).
Shivan Phoenix UL(R) UL(FR)	Summon Phoenix	RR4	3/4, Flying. When Shivan Phoenix is put into a graveyard from play, return Shivan Phoenix to owner's hand.
Shivan Raptor US(U)	Summon Lizard	R2	Echo. 3/1, First Strike, Not affected by summoning sickness.
Shiv's Embrace US(U)	Enchant Creature	RR2	The creature gets +2/+2 and Flying. The creature gets +1/+0 until end of turn (R).
Shock SH(C) 6th(C) BD(D1) 7th(C) 7th(FC) ON(C) ON(FC) 8th(C) 8th(FC)	Instant	R	Shock deals 2 damage to target creature or player.
Shocker TE(R)	Summon Insect	R1	1/1. If this card damages any player, that player discards their hand, then draws a new hand of as many cards as they had before.
Shock Troops MM(C) MM(FC) 8th(C) 8th(FC)	Creature - Soldier	R3	2/2. Sacrifice Shock Troops: Shock Troops deals 2 damage to target creature or player.
Shower of Coals OD(U) OD(FU)	Sorcery	RR3	Shower of Coals deals 2 damage to each of up to three target creatures and/or players. ; Threshold - Shower of Coals deals 4 damage to each of those creatures and/or players instead. (You have threshold if seven or more cards are in your graveyard.)
Shower of Sparks US(C) BR(D1)	Instant	R	Do 1 damage to a creature and 1 damage to a player.
Shrieking Mogg NE(R) NE(FR)	Creature - Goblin	R1	1/1, Haste (This creature may attack and Tap the turn it comes under your control.) ; When Shrieking Mogg comes into play, tap all other creatures.
Siege-Gang Commander SC(R)SC(F) R	Creature - Goblin	RR3	2/2. When Siege-Gang Commander comes into play, put three 1/1 red Goblin creature tokens into play. ; 1R, Sacrifice a Goblin: Siege-Gang Commander deals 2 damage to target creature or player.
Singe PS(C) PS(FC)	Instant	R	Singe deals 1 damage to target creature. That creature becomes black until end of turn.
Sirocco MI(U)	Instant	R1	Make a player show their hand to all players. For each blue interrupt they have, they may pay 4 life or discard that card.
Sisters of the Flame DK(U2) 4th(C)	Summon Sisters	RR1	2/2, Tap to add R to your mana pool
Sizzle MM(C) MM(FC) 8th(C) 8th(FC)	Sorcery	R2	Sizzle deals 3 damage to each opponent.
Skirk Alarmist LE(R) LE(FR)	Creature - Wizard	R1	1/2, Haste. Tap: Turn target face-down creature you control face up. At end of turn, sacrifice it.
Skirk Commando ON(C) ON(FC)	Creature - Goblin	RR1	2/1. Whenever Skirk Commando deals combat damage to a player, you may have it deal 2 damage to target creature that player controls. ; Morph 2R.

Red Spells (Part 30 of 36)

Card Name	Spell Type	Cost	Ability
Skirk Drill Sergeant <i>LE(U)</i> <i>LE(FU)</i>	Creature - Goblin	R1	2/1. Whenever Skirk Drill Sergeant or another Goblin is put into a graveyard from play, you may pay 2R. If you do, reveal the top card of your library. If it's a Goblin card, put it into play. Otherwise, put it into your graveyard.
Skirk Fire Marshal ON(R) ON(FR)	Creature - Goblin Lord	RR3	2/2, Protection from Red. Tap five untapped Goblins you control: Skirk Fire Marshal deals 10 damage to each creature and each player.
Skirk Marauder <i>LE(C)</i> <i>LE(FC)</i>	Creature - Goblin	R1	2/1. Morph 2R. When Skirk Marauder is turned face up, it deals 2 damage to target creature or player.
Skirk Outrider <i>LE(C)</i> <i>LE(FC)</i>	Creature - Goblin	R3	2/2. Skirk Outrider gets +2/+2 and has trample as long as you control a Beast.
Skirk Prospector <i>ON(C)</i> <i>ON(FC)</i>	Creature - Goblin	R	1/1. Sacrifice a Goblin: Add R to your mana pool.
Skirk Volcanist <i>SC(U)</i> <i>SC(FU)</i>	Creature - Goblin	R3	3/1. Morph - Sacrifice two mountains. ; When Skirk Volcanist is turned face up, it deals 3 damage divided as you choose among any number of target creatures.
Skittish Kavu <i>IN(U)</i> <i>IN(FU)</i>	Creature - Kavu	R1	1/1. Skittish Kavu gets +1/+1 as long as no opponent controls a white or blue creature.
Skittish Valesk <i>ON(U)</i> <i>ON(FU)</i>	Creature - Beast	R6	5/5. At the beginning of your upkeep, flip a coin. If you lose the flip, turn Skittish Valesk face down. ; Morph 5R.
Skizzik IN(R) IN(FR)	Creature - Elemental	R3	5/3, Trample, Haste. Kicker R (You may pay an additional R as you play this spell.) ; At end of turn, sacrifice Skizzik unless the kicker cost was paid.
Skullscorch TO(R) TO(FR)	Sorcery	RR	Target player discards two cards at random from his or her hand unless that player has Skullscorch deal 4 damage to him or her.
Slice and Dice <i>ON(U)</i> <i>ON(FU)</i>	Sorcery	RR4	Slice and Dice deals 4 damage to each creature. ; Cycling 2R. ; When you cycle Slice and Dice, you may have it deal 1 damage to each creature.
Slimy Kavu <i>IN(C)</i> <i>IN(FC)</i>	Creature - Kavu	R2	2/2. Tap: Target land becomes a swamp until end of turn.
Slingshot Goblin <i>PS(C)</i> <i>PS(FC)</i>	Creature - Goblin	R2	2/2. R, Tap: Slingshot Goblin deals 2 damage to target blue creature.
Sluggishness <i>UL(C)</i> <i>UL(FC)</i>	Enchant Creature	R1	Enchanted creature cannot block. ; When Sluggishness is put into a graveyard from play, return Sluggishness to owner's hand.
Smash <i>AP(C)</i> <i>AP(FC)</i>	Instant	R2	Destroy target artifact. Draw a card.
Smoke A/B/U(R) RV(R) 4th(R) 5th(R)	Enchantment	RR	Players may only untap one creature during untap phase.
Snapping Thragg <i>ON(U)</i> <i>ON(FU)</i>	Creature - Beast	R4	3/3. Whenever Snapping Thragg deals combat damage to a player, you may have it deal 3 damage to target creature that player controls. ; Morph 4RR.
Sneak Attack US(R)	Enchantment	R3	Put a creature card from your hand into play, but sacrifice it at end of turn (R). The creature is unaffected by summoning sickness.
Solar Blast <i>ON(C)</i> <i>ON(FC)</i>	Instant	R3	Solar Blast deals 3 damage to target creature or player. ; Cycling 1RR. ; When you cycle Solar Blast, you may have it deal 1 damage to target creature or player.
Soldier of Fortune <i>AL(U2)</i>	Summon Mercenary	R	1/1. Make a player shuffle their library (Tap+R).
Solfatara <i>VI(C)</i>	Instant	R2	Make a player unable to play any land cards this turn. Draw a card at the beginning of the next turn's upkeep.
Song of Blood <i>VI(C)</i>	Sorcery	R1	Put the top four cards of your library into the graveyard. All creatures that attack this turn get +1/+0 for each creature put into the graveyard this way.
Sonic Burst <i>EX(C)</i> <i>BD(D1)</i>	Instant	R1	Discard a random card when casting this spell. Deal 4 damage to target creature or player.
Sonic Seizure <i>TO(C)</i> <i>TO(FC)</i>	Instant	R	As an additional cost to play Sonic Seizure, discard a card at random from your hand. ; Sonic Seizure deals 3 damage to target creature or player.
Soulgorger Orgg <i>JU(U)</i> <i>JU(FU)</i>	Creature - Nightmare Orgg	RR3	6/6, Trample. When Soulgorger Orgg comes into play, you lose all but 1 life. ; When Soulgorger Orgg leaves play, you gain life equal to the life you lost when it came into play.
Sowing Salt <i>UD(U)</i> <i>UD(FU)</i>	Sorcery	RR2	Remove target nonbasic land from the game. Search its controller's graveyard, hand, and library for all copies of that card and remove them from the game. That player then shuffles his or her library.
Spark Fiend UG(R)	Summon Beast	R4	5/6. When Spark Fiend comes into play, roll two six-sided dice. On a total of 2, 3, or 12, sacrifice Spark Fiend. On a total of 7 or 11, do not roll dice for Spark Fiend during any of your following upkeep phases. If you roll any other total, note it. During your upkeep, roll two six-sided dice. On a total of 7, sacrifice Spark Field. If you roll the noted total, do not roll dice for Spark Fiend during any of your following upkeep phases. On any other roll, there is no effect.
Spark Mage <i>OD(U)</i> <i>OD(FU)</i>	Creature - Dwarf Wizard	R	1/1. Whenever Spark Mage deals combat damage to a player, you may have Spark Mage deal 1 damage to target creature that player controls.

Red Spells (Part 31 of 36)

Card Name	Spell Type	Cost	Ability
Sparksmith ON(C) ON(FC)	Creature - Goblin	R1	1/1. Tap: Sparksmith deals X damage to target creature and X damage to you, where X is the number of Goblins in play.
Spark Spray SC(C) SC(FC)	Instant	R	Spark Spray deals 1 damage to target creature or player. ; Cycling R.
Spellgorger Barbarian JU(C) JU(FC)	Creature - Nightmare Barbarian	R3	3/1. When Spellgorger Barbarian comes into play, discard a card at random from your hand. ; When Spellgorger Barbarian leaves play, draw a card.
Spellshock EX(U)	Enchantment	R2	Deals 2 damage to a player whenever they successfully cast a spell.
Spinal Villain LG(R)	Summon Villain	R2	1/2, Tap to destroy a blue creature
Spitfire Handler ON(U) ON(FU)	Creature - Goblin	R1	1/1. Spitfire Handler can't block creatures with power greater than Spitfire Handler's power. ; R: Spitfire Handler gets +1/+0 until end of turn.
Spitting Drake VI(U) 6th(U)	Creature - Drake	R3	2/2, Flying. R: Spitting Drake gets +1/+0 until end of turn. Spend no more than R this way each turn.
Spitting Earth MI(C) PT(C) P2(C) 6th(C) ST(U) 7th(C) 7th(FC)	Sorcery	R1	Spitting Earth deals damage equal to the number of mountains you control to target creature.
Spitting Hydra SH(R)	Summon Hydra	RR3	0/0. Enters play with four +1/+1 counters. Do 1 damage to a creature (R1+Remove a +1/+1 counter).
Spur Grappler PY(C) PY(FC)	Creature - Beast	R2	2/1. Spur Grappler gets +2/+1 as long as you control no untapped lands.
Spurred Wolverine ON(C) ON(FC)	Creature - Beast	R4	3/2. Tap two untapped Beasts you control: Target creature gains first strike until end of turn.
Squee, Goblin Nabob MM(R) MM(FR)	Creature - Goblin Legend	R2	1/1. At the beginning of your upkeep, if Squee, Goblin Nabob is in your graveyard, you may return Squee to your hand.
Stand or Fall IN(R) IN(FR)	Enchantment	R3	At the beginning of your combat phase, separate all creatures defending player controls into two face-up piles. Only creatures in the pile of that player's choice may block this turn.
Starke of Rath TE(R)	Summon Legend	RR1	2/2. Destroy an artifact or creature, and that permanent's controller gains control of this card (Tap).
Starstorm ON(R) ON(FR)	Instant	RRX	Starstorm deals X damage to each creature. ; Cycling 3.
Steam Blast US(U) BR(D1)	Sorcery	R2	Do 2 damage to each creature and player.
Steam Vines OD(U) OD(FU)	Enchant Land	RR1	When enchanted land becomes tapped, destroy it and Steam Vines deals 1 damage to that land's controller. That player moves Steam Vines to a land of his or her choice.
Stone Giant A/B/U(U) RV(U) 4th(U) 5th(U)	Summon Giant	RR2	3/4, Tap to give a creature of toughness less than Giant's power Flying until end of turn, then creature dies.
Stonehands IA(C)	Enchant Creature	R2	Creature gets +0/+2. +1/+0 (R).
Stone Rain A/B/U(C) RV(C) 4th(C) IA(C) MI(C) 5th(C) PT(C) P2(C) 6th(C) ST(C) TE(C) MM(C) MM(FC) 7th(C) 7th(FC) 8th(C) 8th(FC)	Sorcery	R2	Destroy target land.
Stone Spirit LA(U) 5th(U)	Summon Spirit	R4	4/3. Cannot be blocked by Flying creatures.
Storm Shaman Man Woman AL(C1) AL(C1) 7th(U) 7th(FU)	Creature - Cleric	R2	0/4. R: Storm Shaman gets +1/+0 until end of turn.
Storm World LG(R)	Enchant World	R	All players take one damage for each card under 4 in their hand during upkeep.
Strafe PS(U) PS(FU)	Sorcery	R	Strafe deals 3 damage to target nonred creature.
Strategy, Schmategy UG(R)	Sorcery	R1	Roll a six-sided die for Strategy, Schmategy. On a 1, Strategy, Schmategy has no effect. Otherwise, it has one of the following effects. 2 - Destroy all artifacts. 3 - Destroy all lands. 4 - Strategy, Schmategy deals 3 damage to each creature and player. 5 - Each player discards his or her hand, and draws seven cards. 6 - Roll the die two more times.

Red Spells (Part 32 of 36)

Card Name	Spell Type	Cost	Ability
Stronghold Gambit NE(R) NE(FR)	Sorcery	R1	Each player chooses a card in his or her hand. Then each player reveals his or her chosen card. The owner of the creature card revealed this way with the lowest converted mana cost puts that card into play. If two or more creature cards are tied for lowest cost, those cards are put into play.
Stun TE(C) IN(C) IN(FC)	Instant	R1	Target creature can't block this turn. ; Draw a card.
Subterranean Spirit MI(R)	Summon Elemental	RR3	3/3, Protection from Red. Do 1 damage to each non-Flying creature (Tap).
Sudden Impact TE(U) 7th(U) 7th(FU) 8th(U) 8th(FU)	Instant	R3	Sudden Impact deals damage equal to the number of cards in target player's hand to that player.
Sulfuric Vapors US(R)	Enchantment	R3	When a red spell deals damage, it deals 1 additional damage.
Sulfuric Vortex SC(R) SC(F) R	Enchantment	RR1	At the beginning of each player's upkeep, Sulfuric Vortex deals 2 damage to that player. ; If a player would gain life, that player gains no life instead.
Sug'Ata Lancer VI(C)	Summon Knight	R2	2/2, Flanking. Not affected by summoning sickness.
Swelter JU(U) JU(FU)	Sorcery	R3	Swelter deals 2 damage to each of two target creatures.
Swirling Sandstorm JU(C) JU(FC)	Sorcery	R3	Threshold - Swirling Sandstorm deals 5 damage to each creature without flying. (You have threshold if seven or more cards are in your graveyard.)
Tahngarth's Glare AP(C) AP(FC)	Sorcery	R	Look at the top three cards of target opponent's library, then put them back in any order. That player looks at the top three cards of your library, then puts them back in any order.
Tahngarth's Rage TE(U)	Enchant Creature	R	Creature gets +3/+0 if attacking. Otherwise, it gets -2/-1.
Tahngarth, Talruum Hero PS(R) PS(FR) PS(FRa)	Creature - Minotaur	RR3	4/4. Attacking doesn't cause Tahngarth, Talruum Hero to tap. ; 1R, Tap: Tahngarth deals damage equal to its power to target creature. That creature deals damage equal to its power to Tahngarth. {There are two pieces of art for the foil card.}
Talruum Champion VI(C)	Summon Minotaur	R4	3/3, Fist Strike. Creatures that block or are blocked by this card lose First Strike until end of turn.
Talruum Minotaur MI(C) 6th(C) BD(D1)	Creature - Minotaur	RR2	3/3, Haste.
Talruum Piper VI(U)	Summon Minotaur	R4	3/3. All Flying creatures able to block this card must do so.
Tectonic Break MM(R) MM(FR)	Sorcery	RRX	Each player sacrifices X lands.
Task Mage Assembly PY(R) PY(FR)	Enchantment	R2	When there are no creatures in play, sacrifice Task Mage Assembly. ; 2: Task Mage Assembly deals 1 damage to target creature. Any player may play this ability but only any time he or she could play a sorcery.
Tectonic Instability IN(R) IN(FR)	Enchantment	R2	Whenever a land comes into play, tap all lands its controller controls.
Telim'Tor MI(R)	Summon Legend	R4	2/2, Flanking. If he attacks, all Flanking attackers gain +1/+1 until end of turn.
Telim'Tor's Edict MI(R)	Instant	R	Remove a card you own or control from the game. Draw a card at the beginning of the next turn's upkeep.
Tempest Efreet LG(R) 4th(R)	Summon Efreet	RRR1	3/3, Tap and bury Efreet in opponent's graveyard as an interrupt to take a random card from their hand into yours. Swap is permanent. Can be countered by losing 10 life. Play only in Ante games.
Temporary Insanity TO(U) TO(FU)	Instant	R3	Untap target creature with power less than the number of cards in your graveyard and gain control of it until end of turn. That creature gains haste until end of turn.
Tephra-derm ON(R) ON(FR)	Creature - Beast	R4	4/5. Whenever a creature deals damage to Tephra-derm, Tephra-derm deals that much damage to that creature. ; Whenever a spell deals damage to Tephra-derm, Tephra-derm deals that much damage to that spell's controller.
Territorial Dispute MM(R) MM(FR)	Enchantment	RR4	Players can't play lands. ; At the beginning of your upkeep, sacrifice Territorial Dispute unless you sacrifice a land.
Thermal Blast OD(C) OD(FC)	Instant	R4	Thermal Blast deals 3 damage to target creature. ; Threshold - Thermal Blast deals 5 damage to that creature instead. (You have threshold as long as seven or more cards are in your graveyard.)
Thieves' Auction MM(R) MM(FR) 8th(R) 8th(FR)	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.
Thoughtbound Primoc ON(U) ON(FU)	Creature - Bird Beast	R2	2/3, Flying. At the beginning of your upkeep, if a player controls more Wizards than any other player, he or she gains control of Thoughtbound Primoc.
Threaten ON(U) ON(FU)	Sorcery	R2	Untap target creature and gain control of it until end of turn. That creature gains haste until end of turn.

Red Spells (Part 33 of 36)

Card Name	Spell Type	Cost	Ability
Thunderbolt WL(C) BD(D1)	Instant	R1	Do 3 damage to a player or 4 damage to a Flying creature.
Thunderclap MM(C) MM(FC)	Instant	R2	You may sacrifice a mountain instead of paying Thunderclap's mana cost. ; Thunderclap deals 3 damage to target creature.
Thunder Dragon ST(R)	Creature - Dragon	RR5	5/5, Flying. When Thunder Dragon comes into play, it deals 3 damage to each creature without flying. (This includes your creatures.)
Thundering Giant US(U) BD(D1)	Summon Giant	RR3	4/3, Not affected by summoning sickness.
Thundermare WL(R) PT(R)	Summon Thundermare	R5	5/5. Not affected by summoning sickness. When this card comes into play, tap all other creatures.
Thunder of Hooves ON(U) QN(FU)	Sorcery	R3	Thunder of Hooves deals X damage to each creature without flying and each player, where X is the number of Beasts in play.
Thunderscape Apprentice IN(C) IN(FC)	Creature - Wizard	R	1/1. B,Tap: Target player loses 1 life. ; G,Tap: Target creature gets +1/+1 until end of turn.
Thunderscape Battlemage PS(U) PS(FU)	Creature - Wizard	R2	2/2. Kicker 1B and/or G. ; When Thunderscape Battlemage comes into play, if you paid the 1B kicker cost, target player discards two cards from his or her hand. ; When Thunderscape Battlemage comes into play, if you paid the G kicker cost, destroy target enchantment.
Thunderscape Familiar PS(C) PS(FC)	Creature - Kavu	R1	1/1, First Strike. Black spells and green spells you play cost 1 less to play.
Thunderscape Master IN(R) IN(FR)	Creature - Wizard	RR2	2/2. BB,Tap: Target player loses 2 life and you gain 2 life. ; GG,Tap: Creatures you control get +2/+2 until end of turn.
Tooth and Claw TE(R)	Enchantment	R3	Put a 3/1 red Carnivore token creature into play (Sacrifice two creatures).
Torch Song US(U)	Enchantment	R2	Do X damage to a creature or player, where X= # of counters on this card (R2+Sacrifice this card). During your upkeep, you may put a counter on this card.
Tor Giant IA(C)	Summon Giant	R3	3/3
Torrent of Fire SC(C) SC(FC)	Sorcery	RR3	Torrent of Fire deals damage equal to the highest converted mana cost among permanents you control to target creature or player.
Torrent of Lava MI(R)	Sorcery	RRX	Do X damage to each non-Flying creature, but each creature gains the ability "Prevent 1 damage to this creature from Torrent of Lava (Tap)".
Total War IA(R)	Enchantment	R3	When a player attacks, destroy all untapped non-Wall creatures that started the turn on that player's side and which do not attack.
Trained Orgg ST(R) S2(D1) 7th(R) 7th(FR)	Creature - Beast	R6	6/6.
Tremble OD(C) OD(FC)	Sorcery	R1	Each player sacrifices a land.
Tremor VI(C) P2(C) 6th(C) ST(C) MM(C) MM(FC) 7th(C) 7th(FC) 8th(C) 8th(FC)	Sorcery	R	Tremor deals 1 damage to each creature without flying.
Tribal Flames IN(C) IN(FC)	Sorcery	R1	Tribal Flames deals X damage to target creature or player, where X is the number of basic land types among lands you control.
Trumpet Blast UD(C) UD(FC)	Instant	R2	Attacking creatures get +2/+0 until end of turn.
Tundra Kavu AP(C) AP(FC)	Creature - Kavu	R2	2/2. Tap: Target land becomes a plains or an island until end of turn.
Tunnel A/B/U(U) RV(U) 4th(U)	Instant	R	Buries one Wall.
Turf Wound IN(C) IN(FC)	Instant	R2	Target player can't play land cards this turn. ; Draw a card.
Two-Headed Dragon MM(R) MM(FR) 8th(R) 8th(FR)	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.
Two-Headed Giant of Foriys A/B/U(R)	Summon Giant	R4	4/4, Trample, May block 2 attackers
The Ultimate Nightmare of Wizards of the Coast(R) Customer Service	Sorcery	RRXYZ	The Ultimate Nightmare of Wizards of the Coast(R) Customer Service deals X damage to each of Y target creatures and Z target players.
Uncontrolled Infestation SC(C) SC(FC)	Enchant Land	R1	Uncontrolled Infestation can enchant only a nonbasic land. ; When enchanted land becomes tapped, destroy it.
Unstable Hulk LE(R) LE(FR)	Creature - Goblin Mutant	RR1	2/2. Morph 3RR. When Unstable Hulk is turned face up, it gets +6/+6 and gains trample until end of turn. You skip your next turn.
Uphill Battle MM(U) MM(FU)	Enchantment	R2	Creatures your opponents play come into play tapped.

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Card Name	Spell Type	Cost	Ability
Urza's Rage IN(R) IN(FR)	Instant	R2	Kicker 8R (You may pay an additional 8R as you play this spell.) ; Urza's Rage can't be countered by spells or abilities. ; Urza's Rage deals 3 damage to target creature or player. If you paid the kicker cost, instead Urza's Rage deals 10 damage to that creature or player and the damage can't be prevented.
Uthden Troll <i>A/B/U(U)</i> <i>RV(U)</i> <i>4th(U)</i> <i>AT(D1)</i> <i>BR(D1)</i>	Summon Troll	R2	2/2, Regenerates (R)
Varchild's Crusader <i>Forest</i> <i>Castle</i> AL(C2)	Summon Knight	R3	3/2. Cannot be blocked except by Walls this turn but is buried at end of turn (0).
Varchild's War-Riders AL(R2)	Summon War-Riders	R1	3/4, Trample, Rampage:1. Cumulative Upkeep= Opponent gets a 1/1 red Survivor token.
Vertigo <i>LA(U)</i> <i>6th(U)</i>	Instant	R	Vertigo deals 2 damage to target creature with flying. That creature loses flying until end of turn.
Veteran Brawlers PY(R) PY(FR)	Creature - Soldier	R1	4/4. Veteran Brawlers can't attack if defending player controls an untapped land. Veteran Brawlers can't block if you control an untapped land.
Veteran's Voice <i>Man in Corner</i> <i>Men Together</i> AL(C2)	Enchant Creature	R	Play on a creature you control. Give another creature +2/+1 until end of turn (Tap enchanted creature).
Viashino Bey UL(C) UL(FC)	Summon Viashino	RR2	4/3. When Viashino Bey attacks, all creatures you control attack if able.
Viashino Cutthroat UL(U) UL(FU)	Summon Viashino	RR2	5/3. Viashino Cutthroat is unaffected by summoning sickness. ; At end of turn, return Viashino Cutthroat to owner's hand.
Viashino Grappler IN(C) IN(FC)	Creature - Viashino	R2	3/1. G: Viashino Grappler gains trample until end of turn.
Viashino Heretic UL(U) UL(FU)	Summon Viashino	R2	1/3. 1R, Tap: Destroy target artifact. Viashino Heretic deals to that artifact's controller damage equal to the artifact's total casting cost.
Viashino Outrider US(C)	Summon Viashino	R2	Echo. 4/3.
Viashino Runner US(C)	Summon Viashino	R3	3/2. Cannot be blocked by only one creature.
Viashino Sandscout UL(C) UL(FC)	Summon Viashino	R1	2/1. Viashino Sandscout is unaffected by summoning sickness. ; At end of turn, return Viashino Sandscout to owner's hand.
Viashino Sandstalker VI(U) 8th(U) 8th(FU)	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.)
Viashino Sandswimmer US(R)	Summon Viashino	RR2	3/2. Flip a coin. If you win the flip, return this to owner's hand, else sacrifice this card (R).
Viashino Warrior MI(C) 6th(C) BD(D1)	Creature - Viashino	R3	4/2.
Viashino Weaponsmith US(C)	Summon Viashino	R3	2/2. When a creature blocks it, this card gets +2/+2 until end of turn.
Violent Eruption TO(U) TO(FU)	Instant	RRR1	Violent Eruption deals 4 damage divided as you choose among any number of target creatures and/or players. ; Madness 1RR (You may play this card for its madness cost at the time you discard it from your hand.)
Volcanic Dragon MI(R) 6th(R) PT(R) ST(R) AT(D1)	Creature - Dragon	RR4	4/4, Flying, Haste. (This creature may attack and Tap the turn it comes under your control.)
Volcanic Geyser MI(U) 6th(U)	Instant	RRX	Volcanic Geyser deals X damage to target creature or player.
Volcanic Hammer PT(C) P2(C) ST(C) 7th(C) 7th(FC) 8th(C) 8th(FC)	Sorcery	R1	Volcanic Hammer deals 3 damage to target creature or player.
Volcanic Spray OD(U) OD(FU)	Sorcery	R1	Volcanic Spray deals 1 damage to each creature without flying and each player. ; Flashback 1R (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
Volcanic Wind MM(U) MM(FU)	Sorcery	RR4	Volcanic Wind deals X damage divided as you choose among any number of target creatures, where X is the number of creatures in play.
Volley of Boulders OD(R) OD(FR)	Sorcery	R8	Volley of Boulders deals 6 damage divided as you choose among any number of target creatures and/or players. ; Flashback RRRRRR (You may play this card from your graveyard for the flashback cost. Then remove it from the game.)
Vug Lizard US(U)	Summon Lizard	RR1	Echo. 3/4, Mountainwalk.
Wake of Destruction UD(R) UD(FR)	Sorcery	RRR3	Destroy target land and all lands with the same name as that land.
Wall of Diffusion TE(C)	Summon Wall	R1	0/5, Wall. Can block creatures with Shadow.
Wall of Dust LG(U) 4th(U)	Summon Wall	R2	1/4, Wall; Creatures blocked by wall cannot attack next turn.
Wall of Earth LG(C2)	Summon Wall	R1	0/6, Wall

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Red Spells (Part 35 of 36)

Card Name	Spell Type	Cost	Ability
Wall of Fire <i>A/B/U(U)</i> <i>RV(U)</i> <i>4th(U)</i> <i>5th(U)</i> <i>6th(U)</i> <i>7th(U)</i> <i>7th(FU)</i>	Creature - Wall	RR1	0/5. (<i>Walls can't attack.</i>) R: Wall of Fire gets +1/+0 until end of turn.
Wall of Granite <i>PT(U)</i>	Summon Creature	R2	0/7. Wall of Granite can't attack.
Wall of Heat <i>LG(C1)</i> <i>CH(C3)</i> <i>BR(D1)</i>	Summon Wall	R2	2/6, Wall
Wall of Lava <i>LA(U)</i>	Summon Wall	RR1	1/3, Wall, +1/+1 (R)
Wall of Opposition <i>LG(R)</i> <i>CH(U3)</i>	Summon Wall	RR3	0/6, Wall, +1/+0(1)
Wall of Razors <i>SH(U)</i>	Summon Wall	R1	4/1, Wall. First Strike.
Wall of Stone <i>A/B/U(U)</i> <i>RV(U)</i> <i>4th(U)</i> <i>5th(U)</i> <i>8th(U)</i> <i>8th(FU)</i>	Creature - Wall	RR1	0/8. (Walls can't attack.)
Warbreak Trumpeter <i>LE(U)</i> <i>LE(FU)</i>	Creature - Goblin	R	1/1. Morph XXR. When Warbreak Trumpeter is turned face up, put X 1/1 red Goblin creature tokens into play.
War Cadence <i>MM(U)</i> <i>MM(FU)</i>	Enchantment	R2	XR: Creatures can't block this turn unless their controller pays X for each blocking creature.
Warmonger <i>MM(U)</i> <i>MM(FU)</i>	Creature - Monger	R3	3/3. 2: Warmonger deals 1 damage to each creature without flying and each player. Any player may play this ability.
Warpath <i>MM(U)</i> <i>MM(FU)</i>	Instant	R3	Warpath deals 3 damage to each blocking creature and each blocked creature.
Wave of Indifference <i>ON(C)</i> <i>ON(FC)</i>	Sorcery	RX	X target creatures can't block this turn.
Wheel of Fortune <i>A/B/U(R)</i> <i>RV(R)</i>	Sorcery	R2	All discard and draw a new hand.
Whipkeeper <i>OD(U)</i> <i>OD(FU)</i>	Creature - Dwarf	RR2	1/1. Tap: Whipkeeper deals damage to target creature equal to the damage already dealt to it this turn.
Whip Sergeant <i>PY(U)</i> <i>PY(FU)</i>	Creature - Soldier	R2	2/1. R: Target creature gains haste until end of turn. (It may attack and Tap the turn it comes under your control.)
Wild Colos <i>UD(C)</i> <i>UD(FC)</i>	Creature - Beast	R2	2/2, Haste.
Wildfire <i>US(R)</i> <i>P2(R)</i> <i>7th(R)</i> <i>7th(FR)</i>	Sorcery	RR4	Each player sacrifices four lands. Wildfire deals 4 damage to each creature.
Wildfire Emissary <i>MI(U)</i> <i>BR(D1)</i>	Summon Efreet	R3	2/4, Protection from White. +1/+0 until end of turn (R1).
Wild Jhovall <i>MM(C)</i> <i>MM(FC)</i>	Creature - Cat	R3	3/3.
Wild Research <i>AP(R)</i> <i>AP(FR)</i>	Enchantment	R2	1W: Search your library for an enchantment card and reveal that card. Put it into your hand, then discard a card at random from your hand. Then shuffle your library. ; 1U: Search your library for an instant card and reveal that card. Put it into your hand, then discard a card at random from your hand. Then shuffle your library.
Wild Wurm <i>TE(U)</i>	Summon Wurm	R3	5/4. Flip a coin when comes into play. If you lose the flip, send this card to owner's hand.
Windseeker Centaur <i>PR(WW)</i>	Summon Centaur	RR1	2/2, Does not tap when attacking
Winds of Change <i>LG(U)</i> <i>4th(R)</i> <i>5th(R)</i> <i>PT(R)</i>	Sorcery	R	All players shuffle hands into library and draw up to same number of cards in hand as before.
Winter Sky <i>HL(U1)</i>	Sorcery	R	Flip a coin. If coin is in your favor, each player and creature takes 1 damage. Else, each player draws a card.
Word of Blasting <i>LA(U)</i> <i>5th(U)</i> <i>MM(U)</i> <i>MM(FU)</i>	Instant	R1	Destroy target Wall. It can't be regenerated. Word of Blasting deals damage equal to that Wall's converted mana cost to the Wall's controller.
Words of War <i>ON(R)</i> <i>ON(FR)</i>	Enchantment	R2	1: The next time you would draw a card this turn, Words of War deals 2 damage to target creature or player instead.
Worldgorger Dragon <i>JU(R)</i> <i>JU(FR)</i>	Creature - Nightmare Dragon	RRR3	7/7, Flying, Trample. When Worldgorger Dragon comes into play, remove all other permanents you control from the game. ; When Worldgorger Dragon leaves play, return the removed cards to play under their owners' control.
Ydwen Efreet <i>AN(U2)</i>	Summon Efreet	RRR	3/6; Flip coin when defending...it may decide not to block.
Zap <i>IN(C)</i> <i>IN(FC)</i>	Instant	R2	Zap deals 1 damage to target creature or player. ; Draw a card.
Zerapa Minotaur <i>PY(C)</i> <i>PY(FC)</i>	Creature - Minotaur	RR2	3/3, First Strike. 2: Zerapa Minotaur loses first strike until end of turn. Any player may play this ability.

Red Spells (Part 36 of 36)

Card Name	Spell Type	Cost	Ability
Zirilan of the Claw MI(R)	Summon Legend	RR3	3/4. Bring a Dragon from your library into play without summoning sickness, then remove it from the game at the end of the turn (Tap+RR1).

White Spells (Part 1 of 34)

Card Name	Spell Type	Cost	Ability
Abbey Gargoyles <i>HL(U3) 5th(U)</i>	Summon Gargoyles	WWW2	3/4, Flying, Protection from Red
Abbey Matron <i>Pointing Down Pointing at You</i> HL(C4)	Summon Cleric	W2	1/3. +0/+3 until end of turn (Tap+W).
Abeyance WL(R)	Instant	W1	Make a player unable to play instants, interrupts, sorceries, or abilities with an activation cost this turn. Draw a card.
Abolish <i>PY(U) PY(FU)</i>	Instant	WW1	You may discard a plains from your hand instead of paying Abolish's mana cost. Destroy target artifact or enchantment.
Absolute Grace <i>US(U)</i>	Enchantment	W1	All creatures gain Protection from Black.
Absolute Law <i>US(U)</i>	Enchantment	W1	All creatures gain Protection from Red.
Abu Ja'far <i>AN(U3) CH(U3)</i>	Summon Leper	W	0/1; If destroyed in combat, all creatures blocked or blocking are buried.
Academy Rector <i>UD(R) UD(FR)</i>	Creature - Cleric	W3	1/2. When Academy Rector is put into a graveyard from play, you may remove Academy Rector from the game. If you do, search your library for an enchantment card and put that card into play. Then shuffle your library.
Adarkar Unicorn IA(C)	Summon Unicorn	WW1	2/2. Add U1 or U to your mana pool which can only be used for Cumulative Upkeep (Tap).
Advance Scout TE(C) BR(D1)	Summon Soldier	W1	1/1, First Strike. Give a creature First Strike until end of turn (W).
Aegis of Honor <i>OD(R) OD(FR)</i>	Enchantment	W	1: The next time an instant or sorcery spell would deal damage to you this turn, that spell deals that damage to its controller instead.
Afterlife <i>MI(U) MM(U) MM(FU)</i>	Instant	W2	Destroy target creature. It can't be regenerated. Its controller puts a 1/1 white Spirit creature token with flying into play.
Ageless Sentinels <i>SC(R)SC(F) R</i>	Creature - Wall	W3	4/4, Flying. (Walls can't attack.) When Ageless Sentinels blocks, its creature type becomes Giant Bird. (It's no longer a Wall. This effect doesn't end at end of turn.)
Akroma, Angel of Wrath <i>LE(R) LE(FR)</i>	Creature - Angel Legend	WWW5	6/6, Flying, First Strike, Trample, Haste, Protection from Black, Protection from Red. Attacking doesn't cause Akroma, Angel of Wrath to tap.
Akroma's Blessing <i>ON(U) ON(FU)</i>	Instant	W2	Creatures you control gain protection from the color of your choice until end of turn. ; Cycling W.
Akroma's Devoted <i>LE(U) LE(FU)</i>	Creature - Cleric	W3	2/4. Attacking doesn't cause Clerics to tap.
Akroma's Vengeance <i>ON(R) ON(FR)</i>	Sorcery	WW4	Destroy all artifacts, creatures, and enchantments. ; Cycling 3.
Akron Legionnaire <i>LG(R) CH(U1) 5th(R)</i>	Summon Legionnaire	WW6	8/4, None of your creatures may attack except Legionnaires and artifact creatures.
Alabaster Dragon <i>WL(R) PT(R)</i>	Summon Dragon	WW4	4/4, Flying. If this card is put in the graveyard from play, shuffle it into its owner's library.
Alabaster Leech <i>IN(R) IN(FR)</i>	Creature - Leech	W	1/3. White spells you play cost W more to play.
Alabaster Potion <i>LG(C2) 4th(C) 5th(C)</i>	Instant	WWX	Give X life to a player-or- prevent X damage to target.
Alabaster Wall <i>MM(C) MM(FC)</i>	Creature - Wall	W2	0/4. (Walls can't attack.) Tap: Prevent the next 1 damage that would be dealt to target creature or player this turn.
Alaborn Cavalier <i>P2(U)</i>	Creature - Knight	WW2	2/2. If Alaborn Cavalier attacks, you may choose to tap any one creature. (Tapped creatures can't block.)
Alaborn Grenadier <i>P2(C)</i>	Creature - Soldier	WW	2/2. Attacking doesn't cause Alaborn Grenadier to tap.
Alaborn Musketeer <i>P2(C)</i>	Creature - Soldier	W1	2/1. Alaborn Musketeer can block creatures with flying.
Alaborn Trooper <i>P2(C)</i>	Creature - Soldier	W2	2/3.
Alaborn Veteran <i>P2(R)</i>	Creature - Knight	W2	2/2. On your turn, before you attack, you may tap Alaborn Veteran to give any one creature +2S/+2D until the end of the turn.
Alaborn Zealot <i>P2(U)</i>	Creature - Soldier	W	1/1. If Alaborn Zealot blocks, destroy both Alaborn Zealot and the creature it blocks. (Destroy both creatures before you deal damage.)
Alarum <i>MI(C)</i>	Instant	W1	Give a non-attacking creature +1/+3 until end of turn and untap it.
Allay <i>EX(C)</i>	Instant	W1	Buyback 3. Destroy target enchantment.
Alms <i>WL(C)</i>	Enchantment	W	Prevent 1 damage to a creature (1+Remove top card in your graveyard from the game).
Amrou Kithkin <i>LG(C2) 4th(C)</i>	Summon Kithkin	WW	1/1, Cannot be blocked by creatures with power>2.
Ancestor's Chosen <i>JU(U) JU(FU)</i>	Creature - Cleric	WW5	4/4, First Strike. When Ancestor's Chosen comes into play, you gain 1 life for each card in your graveyard.
Ancestor's Prophet <i>ON(R) ON(FR)</i>	Creature - Cleric Lord	W4	1/5. Tap five untapped Clerics you control: You gain 10 life.
Ancestral Tribute <i>OD(R) OD(FR)</i>	Sorcery	WW5	You gain 2 life for each card in your graveyard. ; Flashback 9WWW (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
Angelfire Crusader <i>AP(C) AP(FC)</i>	Creature - Soldier	W3	2/3. R: Angelfire Crusader gets +1/+0 until end of turn.

White Spells (Part 2 of 34)

Card Name	Spell Type	Cost	Ability
Angelic Blessing EX(C) PT(C) P2(C) ST(C) S2(D1)	Sorcery	W2	Target creature gets +3/+3 and gains flying until end of turn.
Angelic Chorus US(R)	Enchantment	WW3	When a creature comes into play under your control, gain life equal to that creature's toughness.
Angelic Curator UL(C) UL(FC)	Summon Spirit	W1	1/1, Flying, Protection from Artifacts.
Angelic Favor NE(U) NE(FU)	Instant	W3	If you control a plains, you may tap an untapped creature you control instead of paying Angelic Favor's mana cost. ; Play Angelic Favor only during combat. ; Put a 4/4 white Angel creature token with flying into play. Remove it from the game at end of turn.
Angelic Page US(C) BR(D1) 7th(C) 7th(FC)	Creature - Spirit	W1	1/1, Flying. Tap: Target attacking or blocking creature gets +1/+1 until end of turn.
Angelic Page 8th(C) 8th(FC)	Creature - Spirit	W1	1/1, Flying. Tap: Target attacking or blocking creature gets +1/+1 until end of turn.
Angelic Protector TE(U)	Summon Angel	W3	2/2, Flying. If this card is the target of a spell or ability, it gets +0/+3 until end of turn.
Angelic Renewal WL(C)	Enchantment	W1	If a creature is put into your graveyard from play, you can bury this card and put that creature into play under your control.
Angelic Voices LG(R) CH(U1)	Enchantment	WW2	+1/+1 to all your creatures as long as they are all white or artifact creatures.
Angelic Wall P2(C) OD(C) OD(FC)	Creature - Wall	W1	0/4, Flying. (Walls can't attack.)
Angel of Fury P2(R)	Creature - Angel	WW4	3/5, Flying. If Angel of Fury is put into your graveyard from play, you may choose to shuffle Angel of Fury into your library.
Angel of Light ST(U)	Creature - Angel	W4	3/3, Flying. Attacking doesn't cause Angel of Light to tap.
Angel of Mercy P2(U) IN(U) IN(FU) ST(U) 8th(U) 8th(FU)	Creature - Angel	W4	3/3, Flying. When Angel of Mercy comes into play, you gain 3 life.
Angel of Retribution TO(R) TO(FR)	Creature - Angel	W6	5/5, Flying, First Strike.
Angry Mob DK(U2) 4th(U) 5th(U)	Summon Mob	WW2	(2+*)(2+*), Trample; Where *= zero when it is not your turn and the number of Swamps opponents control when it is your turn.
Animal Boneyard OD(U) OD(FU)	Enchant Land	W2	Enchanted land has "Tap, Sacrifice a creature: You gain life equal to that creature's toughness."
Animate Wall A/B/U(R) RV(R) 4th(R) 5th(R) 6th(R)	Enchant Wall	W	Enchanted creature may attack as though it weren't a Wall.
Anoint TE(C)	Instant	W	Buyback 3. Prevent up to 3 damage to any creature.
Archangel VI(R) PT(R) P2(R) 6th(R) ST(R) P2(R)	Creature - Angel	WW5	5/5, Flying. Attacking doesn't cause Archangel to tap.
Missing dash in name and Says "does not" instead of "doesn't"			
Archery Training UD(U) UD(FU)	Enchant Creature	W	At the beginning of your upkeep, you may put an arrow counter on Archery Training. ; Enchanted creature gains "Tap: This creature deals X damage to target attacking or blocking creature, where X is the number of arrow counters on the Archery Training enchanting this creature."
Arctic Foxes IA(C)	Summon Foxes	W1	1/1. Cannot be blocked by creatures of power>1 if defender controls Snow-Covered lands.
Ardent Militia WL(C) PT(U) 6th(U) ST(U) 7th(U) 7th(FU) 8th(U) 8th(FU)	Creature - Soldier	W4	2/5. Attacking doesn't cause Ardent Militia to tap.
Ardent Soldier IN(C) IN(FC)	Creature - Soldier	W1	1/2. Kicker 2 (You may pay an additional 2 as you play this spell.) ; Attacking doesn't cause Ardent Soldier to tap. ; If you paid the kicker cost, Ardent Soldier comes into play with a +1/+1 counter on it.
Arenson's Aura IA(C) 5th(U)	Enchantment	W2	Destroy an enchantment (W+Sacrifice an enchantment). Counter an enchantment (UU3).
Argivian Archaeologist AQ(U1)	Summon Archaeologist	WW1	1/1, Bring artifact from graveyard to hand (Tap+WW)
Argivian Blacksmith AQ(C4)	Summon Smith	WW1	2/2, Tap to prevent 2 damage to any artifact creature.

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White Spells (Part 3 of 34)

Card Name	Spell Type	Cost	Ability
Argivian Find	<i>WL(U)</i> Instant	W	Bring an artifact or enchantment from your graveyard to your hand.
Armageddon	A/B(U)(R) RV(R) 4th(R) 5th(R) 6th(R) PT(R) P2(R) ST(R) AT(D1) Sorcery	W3	Destroy all lands.
Armistice	MM(R) MM(FR) Enchantment	W2	3WW: You draw a card and target opponent gains 3 life.
Armored Griffin	<i>P2(U)</i> Creature - Griffin	W3	2/3, Flying, Attacking doesn't cause Armored Griffin to tap.
Armored Pegasus	TE(C) PT(C) 6th(C) AT(D1) BR(D1) Creature - Pegasus	W1	1/2, Flying.
Armor of Faith	IA(C) 5th(C) Enchant Creature	W	Creature gets +1/+1. +0/+1 (W).
Armor Sliver	<i>TE(U)</i> Summon Sliver	W2	2/2. Each Sliver gains "+0/+1 until end of turn (2)".
Army of Allah	AN(C3/1) Instant	WW1	+2/+0 to all attacking creatures until end of turn.
Arrest	MM(U) MM(FU) Enchant Creature	W2	Enchanted creature can't attack or block, and its activated abilities can't be played.
Artifact Ward	AQ(C4) Enchant Creature	W	Target creature cannot be blocked by artifact creatures, ignores damage from artifact sources, and ignores effects of artifacts that target it.
Astral Slide	<i>ON(U)</i> <i>ON(FU)</i> Enchantment	W2	Whenever a player cycles a card, you may remove target creature from the game. If you do, return that creature to play under its owner's control at end of turn.
Astral Steel	SC(C) SC(FC) Instant	W2	Target creature gets +1/+2 until end of turn. ; Storm.
Atalya, Samite Master	IN(R) IN(FR) Creature - Cleric Legend	WW3	2/3. X,Tap: Choose one - Prevent the next X damage that would be dealt to target creature this turn; or you gain X life. Spend only white mana this way.
Aura Blast	PS(C) PS(FC) Instant	W1	Destroy target enchantment. ; Draw a card.
Aura Extraction	<i>ON(U)</i> <i>ON(FU)</i> Instant	W1	Put target enchantment on top of its owner's library. ; Cycling 2.
Aurification	ON(R) ON(FR) Enchantment	WW2	Whenever a creature deals damage to you, put a gold counter on it. ; Each creature with a gold counter on it is a Wall in addition to its other creature types. (Walls can't attack.) ; When Aurification leaves play, remove all gold counters from all creatures.
Aura Fracture	PY(C) PY(FC) Enchantment	W2	Sacrifice a land: Destroy target enchantment.
Auramancer	OD(C) OD(FC) Creature - Wizard	W2	2/2. When Auramancer comes into play, you may return target enchantment card from your graveyard to your hand.
Aura of Silence	<i>WL(U)</i> Enchantment	WW1	Target opponent pays an additional 2 to play artifacts and enchantments. Destroy an artifact or enchantment (Sacrifice this card).
Auratog	TE(R) Summon Atog	W1	1/2. +2/+2 until end of turn (Sacrifice an enchantment).
Aurora Griffin	PS(C) PS(FC) Creature - Griffin	W3	2/2, Flying. W: Target permanent becomes white until end of turn.
Auspicious Ancestor	MI(R) Summon Ancestor	W3	2/3. Gain 3 life if goes to the graveyard from play. Gain 1 life if a white spell is cast; use once for each spell (1).
Avatar of Hope	PY(R) PY(FR) 8th(R) 8th(FR) 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.
Aven Archer	<i>OD(U)</i> <i>OD(FU)</i> Creature - Bird Soldier	WW3	2/2, Flying. 2W,Tap: Aven Archer deals 2 damage to target attacking or blocking creature.
Aven Brigadier	ON(R) ON(FR) Creature - Bird Soldier	WWW3	3/5, Flying. All other Birds get +1/+1. ; All other Soldiers get +1/+1.
Aven Cloudchaser	OD(C) OD(FC) 8th(C) 8th(FC) Creature - Bird Soldier	W3	2/2, Flying. When Aven Cloudchaser comes into play, destroy target enchantment.
Aven Farseer	SC(C) SC(FC) Creature - Bird Soldier	W1	1/1, Flying. Whenever a creature is turned face up, put a +1/+1 counter on Aven Farseer.
Aven Flock	OD(C) OD(FC) 8th(C) 8th(FC) Creature - Bird Soldier	W4	2/3, Flying. W: Aven Flock gets +0/+1 until end of turn.
Avenger en-Dal	NE(R) NE(FR) Creature - Spellshaper	W1	1/1. 2W,Tap,Discard a card from your hand: Remove target attacking creature from the game. Its controller gains life equal to its toughness.
Avenging Angel	TE(R) Summon Angel	WW3	3/3, Flying. If put into any graveyard from play, you may put it on top of owner's library.

White Spells (Part 4 of 34)

		Card Name	Spell Type	Cost	Ability
		Aven Liberator SC(C) SC(FC)	Creature - Bird Soldier	WW2	2/3, Flying. Morph 3W. ; When Aven Liberator is turned face up, target creature you control gains protection from the color of your choice until end of turn.
		Aven Redeemer LE(C) LE(FC)	Creature - Bird Cleric	W3	2/2, Flying. Tap: Prevent the next 2 damage that would be dealt to target creature or player this turn.
		Aven Shrine OD(R) OD(FR)	Enchantment	WW1	Whenever a player plays a spell, that player gains X life, where X is the number of cards in all graveyards with the same name as that spell.
		Aven Soulgazer ON(U) ON(FU)	Creature - Bird Cleric	WW3	3/3, Flying. 2W: Look at target face-down creature.
		Aven Trooper TO(C) TO(FC)	Creature - Bird Soldier	W3	1/1, Flying. 2W,Discard a card from your hand: Aven Trooper gets +1/+2 until end of turn.
		Aven Warcraft JU(U) JU(FU)	Instant	W2	Creatures you control get +0/+2 until end of turn. ; Threshold - Creatures you control also gain protection from the color of your choice until end of turn. (You have threshold if seven or more cards are in your graveyard.)
		Aven Warhawk LE(U) LE(FU)	Creature - Bird Soldier	W4	2/2, Flying. Amplify 1.
		Aysen Bureaucrats <i>One Man</i> <i>Two Men</i> HL(C2) HL(C2) 5th(C)	Summon Bureaucrats	W1	1/1. Tap a creature of power <= 2 (Tap).
		Aysen Crusader HL(U1)	Summon Crusader	WW2	2+*/2+* where * = number of Heroes you control.
		Aysen Highway HL(U1)	Enchantment	WWW3	Gives all white creatures Plainswalk.
		Balance A/B/U(R) RV(R) 4th(R)	Sorcery	W1	Balance number of lands, cards in hand and creatures by having player with the most sacrifice until players are equal.
		Balancing Act OD(R) OD(FR)	Sorcery	WW2	Each player chooses a number of permanents he or she controls equal to the number of permanents controlled by the player who controls the fewest, then sacrifices the rest. Each player discards cards from his or her hand the same way.
		Ballista Squad MM(U) MM(FU)	Creature - Rebel	W3	2/2. XW,Tap: Ballista Squad deals X damage to target attacking or blocking creature.
		Bandage SH(C)	Instant	W	Prevent 1 damage to a creature or player. Draw a card.
		Bargain P2(U) ST(U)	Sorcery	W2	Target opponent draws a card. You gain 7 life.
		Battle Cry IA(U)	Instant	W2	Untaps all white creatures you control. Gives +0/+1 until end of turn to any creature that blocks this turn.
		Battlefield Medic ON(C) ON(FC)	Creature - Cleric	W1	1/1. Tap: Prevent the next X damage that would be dealt to target creature this turn, where X is the number of Clerics in play.
		Battle Screech JU(U) JU(FU)	Sorcery	WW2	Put two 1/1 white Bird creature tokens with flying into play. ; Flashback-Tap three untapped white creatures you control. (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
		Battlewise Aven JU(C) JU(FC)	Creature - Bird Soldier	W3	2/2, Flying. Threshold - Battlewise Aven gets +1/+1 and has first strike. (You have threshold as long as seven or more cards are in your graveyard.)
		Beacon of Destiny LE(R) LE(FR)	Creature - Cleric	W1	1/3. Tap: The next time a source of your choice would deal damage to you this turn, that damage is dealt to Beacon of Destiny instead.
		Beast Walkers HL(U1)	Summon Heroes	WW1	2/2. Banding until end of turn (G).
		Beloved Chaplain OD(U) OD(FU)	Creature - Cleric	W1	1/1, Protection from Creatures.
		Benalish Emissary IN(U) IN(FU)	Creature - Wizard	W2	1/4. Kicker 1G (You may pay an additional 1G as you play this spell.) ; When Benalish Emissary comes into play, if you paid the kicker cost, destroy target land.
		Benalish Heralds IN(U) IN(FU)	Creature - Soldier	W3	2/4. 3U,Tap: Draw a card.
		Benalish Hero A/B/U(C) RV(C) 4th(C) 5th(C)	Summon Hero	W	1/1, Bands
		Benalish Infantry WL(C)	Summon Soldiers	W2	1/3, Banding.
		Benalish Knight WL(C) AT(D1)	Summon Knight	W2	2/2, First Strike. You can play this card when you can play an instant.
		Benalish Lancer IN(C) IN(FC)	Creature - Knight	W2	2/2. Kicker 2W (You may pay an additional 2W as you play this spell.) ; If you paid the kicker cost, Benalish Lancer comes into play with two +1/+1 counters on it and has first strike.
		Benalish Missionary WL(C)	Summon Cleric	W	1/1. Target blocked creature deals no damage this turn (Tap+W1).
		Benalish Trapper IN(C) IN(FC)	Creature - Soldier	W1	1/2. W,Tap: Tap target creature.
		Benevolent Bodyguard JU(C) JU(FC)	Creature - Cleric	W	1/1. Sacrifice Benevolent Bodyguard: Target creature you control gains protection from the color of your choice until end of turn.
		Benevolent Unicorn MI(C)	Summon Unicorn	W1	1/2. Damage assigned by spells is reduced by one.
		Black Scarab IA(U)	Enchant Creature	W	Creature gets +2/+2 if any opponent controls any black cards. Creature cannot be blocked by black creatures.

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White Spells (Part 5 of 34)

Card Name	Spell Type	Cost	Ability
Black Ward <i>A/B/U(U)</i> <i>RV(U)</i> <i>4th(U)</i>	Enchant Creature	W	Gives Protection from Black. This card will not remove itself.
Blaze of Glory <i>A/B/U(R)</i>	Instant	W	Defending creature can and must block all attackers.
Blessed Orator <i>OD(U)</i> <i>OD(FU)</i>	Creature - Cleric	W3	1/4. Other creatures you control get +0/+1
Blessed Reversal <i>PT(R)</i> <i>UL(R)</i> <i>UL(FR)</i> <i>7th(R)</i> <i>7th(FR)</i> <i>8th(R)</i> <i>8th(FR)</i>	Instant	W1	You gain 3 life for each creature attacking you.
Blessed Wind <i>PY(R)</i> <i>PY(FR)</i>	Sorcery	WW7	Target players life total becomes 20.
Blessed Wine <i>IA(C)</i> <i>5th(C)</i>	Instant	W1	Gain 1 life. Draw a card at the beginning of the next turn. {IA= Was beginning of next upkeep}
Blessing <i>A/B/U(R)</i> <i>RV(R)</i> <i>4th(R)</i>	Enchant Creature	WW	Gives +1/+1 (W)
Blinding Angel <i>NE(R)</i> <i>NE(FR)</i> <i>8th(R)</i> <i>8th(FR)</i>	Creature - Angel	WW3	2/4, Flying. Whenever Blinding Angel deals combat damage to a player, that player skips his or her next combat phase.
Blinding Light <i>MI(U)</i> <i>PT(R)</i> <i>ST(R)</i> <i>IN(U)</i> <i>IN(FU)</i>	Sorcery	W2	Tap all nonwhite creatures.
Blinking Spirit <i>IA(R)</i> <i>5th(R)</i> <i>BR(D1)</i>	Summon Blinking Spirit	W3	2/2. Return this card to owner's hand (0).
Blood of the Martyr <i>DK(U2)</i> <i>CH(U3)</i>	Instant	WWW	You may redirect damage done to any number of creatures to yourself until end of turn.
Blue Scarab <i>IA(U)</i>	Enchant Creature	W	Creature gets +2/+2 if any opponent controls any blue cards. Creature cannot be blocked by blue creatures.
Blue Ward <i>A/B/U(U)</i> <i>RV(U)</i> <i>4th(U)</i>	Enchant Creature	W	Gives Protection from Blue. This card will not remove itself.
Border Guard <i>PT(C)</i> <i>ST(C)</i>	Creature - Soldier	W2	1/4.
Border Patrol <i>JU(C)</i> <i>JU(FC)</i>	Creature - Nomad	W4	1/6. Attacking doesn't cause Border Patrol to tap.
Brainwash <i>DK(C3)</i> <i>4th(C)</i> <i>5th(C)</i>	Enchant Creature	W	Creature now costs 3 mana to declare as an attacker.
Breath of Life <i>PT(C)</i> <i>P2(C)</i> <i>ST(U)</i> <i>S2(D1)</i> <i>7th(U)</i> <i>7th(FU)</i>	Sorcery	W3	Return target creature card from your graveyard to play.
Brilliant Halo <i>US(C)</i>	Enchant Creature	W1	The creature gets +1/+2. When this is put into a graveyard from play, send it to owner's hand.
Burst of Energy <i>UL(C)</i> <i>UL(FC)</i>	Instant	W	Untap target permanent.
Cagemail <i>JU(C)</i> <i>JU(FC)</i>	Enchant Creature	W1	Enchanted creature gets +2/+2 and can't attack.
Call to Arms <i>IA(R)</i>	Enchantment	W1	Pick a color when enters play. Gives all white creatures +1/+1. Bury this card if opponent does not control more cards of that color than any other color.
Calming Lcid <i>SH(U)</i>	Summon Lcid	W2	2/2. This card loses this ability, becomes a creature enchantment with "Creature cannot attack", and moves onto a creature (Tap+W). You can pay W to end this effect.
Camel <i>AN(C5)</i>	Summon Camel	W	0/1, Bands; Gives immunity to Desert damage to all those banded with it.
Cantivore <i>OD(R)</i> <i>OD(FR)</i>	Creature - Lhurgoyf	WW1	*/*. Attacking doesn't cause Cantivore to tap. ; Cantivore's power and toughness are equal to the number of enchantment cards in all graveyards.
Capashen Knight <i>UD(C)</i> <i>UD(FC)</i>	Creature - Knight	W1	1/1, First strike. 1W: Capashen Knight gets +1/+0 until end of turn.
Capashen Standard <i>UD(C)</i> <i>UD(FC)</i>	Enchant Creature	W	Enchanted creature gets +1/+1. ; 2,Sacrifice Capashen Standard: Draw a card.
Capashen Templar <i>UD(C)</i> <i>UD(FC)</i>	Creature - Knight	W2	2/2. W: Capashen Templar gets +0/+1 until end of turn.
Capashen Unicorn <i>IN(C)</i> <i>IN(FC)</i>	Creature - Unicorn	W1	1/2. 1W,Tap,Sacrifice Capashen Unicorn: Destroy target artifact or enchantment.
Caribou Range <i>IA(R)</i> <i>5th(R)</i>	Enchant Land	WW2	Play on one of your lands. Put a 0/1 Caribou white creature token into play (WW+Tap the land). Gain 1 life (Sacrifice a Caribou).
Carrier Pigeons <i>3 Birds</i> <i>Man + Bird</i>	Summon Pigeons	W3	1/1, Flying. Draw a card at the beginning of the next upkeep after this enters play.

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White Spells (Part 6 of 34)

Card Name	Spell Type	Cost	Ability
Castle <i>A/B/U(U)</i> <i>RV(U)</i> <i>4th(U)</i> <i>5th(U)</i> <i>6th(U)</i> <i>7th(U)</i> <i>7th(FU)</i>	Enchantment	W3	Untapped creatures you control get +0/+2.
Cataclysm EX(R)	Sorcery	WW2	Each player chooses from the permanents they control an artifact, a creature, an enchantment, and a land and sacrifices the rest.
Catapult Master ON(R) ON(FR)	Creature - Soldier Lord	WW3	3/3. Tap five untapped Soldiers you control: Remove target creature from the game.
Catapult Squad <i>ON(U)</i> <i>ON(FU)</i>	Creature - Soldier	W1	2/1. Tap two untapped Soldiers you control: Catapult Squad deals 2 damage to target attacking or blocking creature.
Catastrophe US(R) BR(D1)	Sorcery	WW4	Bury all lands or all creatures.
Cease-Fire OD(C) OD(FC)	Instant	W2	Target player can't play creature spells this turn. ; Draw a card.
Celestial Convergence PY(R) PY(FR)	Enchantment	WW2	Celestial Convergence comes into play with seven omen counters on it. ; At the beginning of your upkeep, remove an omen counter from Celestial Convergence. If there are no omen counters on Celestial Convergence, the player with the highest life total wins the game. If two or more players are tied for highest life total, the game is a draw.
Celestial Dawn MI(R) 6th(R)	Enchantment	WW1	Nonland cards you own that aren't in play are white. Nonland permanents you control are white. Lands you control are plains. Colored mana symbols in the costs on all those cards and permanents are W.
Celestial Gatekeeper LE(R) LE(FR)	Creature - Bird Cleric	WW3	2/2, Flying. When Celestial Gatekeeper is put into a graveyard from play, remove it from the game, then return up to two target Bird and/or Cleric cards from your graveyard to play.
Cessation <i>UL(C)</i> <i>UL(FC)</i>	Enchant Creature	W2	Enchanted creature cannot attack. ; When Cessation is put into a graveyard from play, return Cessation to owner's hand.
Chain of Silence <i>ON(U)</i> <i>ON(FU)</i>	Instant	W1	Prevent all damage target creature would deal this turn. That creature's controller may sacrifice a land. If the player does, he or she may copy this spell and may choose a new target for that copy.
Champion Lancer ST(R)	Creature - Knight	WW4	3/3. Prevent all damage from creatures that would be dealt to Champion Lancer by creatures.
Change of Heart SH(C)	Instant	W	Buyback 3. Make a creature unable to attack this turn.
Charging Paladin EX(C) <i>PT(U)</i> <i>ST(U)</i>	Creature - Knight	W2	2/2. Whenever Charging Paladin attacks, it gets +0/+3 until end of turn.
Charmed Griffin <i>MM(U)</i> <i>MM(FU)</i>	Creature - Griffin	W3	3/3, Flying. When Charmed Griffin comes into play, each other player may put an artifact or enchantment card into play from his or her hand.
Charm Peddler MM(C) MM(FC)	Creature - Spellshaper	W	1/1. W,Tap,Discard a card from your hand: The next time a source of your choice would deal damage to target creature this turn, prevent that damage.
Charm School <i>UG(U)</i>	Enchant Player	W2	When Charm School comes into play, choose a color and balance Charm School on your head. Prevent all damage to you of the chosen color. If Charm School falls off your head, sacrifice Charm School.
Chastise <i>JU(U)</i> <i>JU(FU)</i> <i>8th(U)</i> <i>8th(FU)</i>	Instant	W3	Destroy target attacking creature. You gain life equal to its power.
The Cheese Stands Alone UG(R)	Enchantment	WW4	If you control no cards in play other than The Cheese Stands Alone and have no cards in your hand, you win the game.
Chieftain en-Dal <i>NE(U)</i> <i>NE(FU)</i>	Creature - Knight	WW1	2/2. Whenever Chieftain en-Dal attacks, attacking creatures gain first strike until end of turn.
Cho-Arrim Alchemist MM(R) MM(FR)	Creature - Spellshaper	W	1/1. 1WW,Tap,Discard a card from your hand: The next time a source of your choice would deal damage to you this turn, prevent that damage and gain that much life.
Cho-Arrim Bruiser MM(R) MM(FR)	Creature - Rebel	W5	3/4. Whenever Cho-Arrim Bruiser attacks, you may tap up to two target creatures.
Cho-Arrim Legate <i>MM(U)</i> <i>MM(FU)</i>	Creature - Soldier	W2	1/2, Protection from Black. If an opponent controls a swamp and you control a plains, you may play Cho-Arrim Legate without paying its mana cost.
Cho-Manno, Revolutionary MM(R) MM(FR)	Creature - Rebel Legend	WW2	2/2. Prevent all damage that would be dealt to Cho-Manno, Revolutionary.
Cho-Manno's Blessing MM(C) MM(FC)	Enchant Creature	WW	You may play Cho-Manno's Blessing any time you could play an instant. ; As Cho-Manno's Blessing comes into play, choose a color. ; Enchanted creature has protection from the chosen color. This effect doesn't remove Cho-Manno's Blessing.
Circle of Protection: Artifacts <i>AQ(U3)</i> <i>4th(U)</i> <i>5th(U)</i>	Enchantment	W1	Reduce damage to you from one artifact source to zero (2)

White Spells (Part 7 of 34)

Card Name	Spell Type	Cost	Ability
Circle of Protection: Black B/U(C) RV(C) 4th(C) IA(C) 5th(C) 6th(C) TE(C) 7th(C) 7th(FC) 8th(U) 8th(FU)	Enchantment	W1	1: The next time a black source of your choice would deal damage to you this turn, prevent that damage.
Circle of Protection: Blue A/B/U(C) RV(C) 4th(C) IA(C) 5th(C) 6th(C) TE(C) 7th(C) 7th(FC) 8th(U) 8th(FU)	Enchantment	W1	1: The next time a blue source of your choice would deal damage to you this turn, prevent that damage.
Circle of Protection: Green A/B/U(C) RV(C) 4th(C) IA(C) 5th(C) 6th(C) TE(C) 7th(C) 7th(FC) 8th(U) 8th(FU)	Enchantment	W1	1: The next time a green source of your choice would deal damage to you this turn, prevent that damage.
Circle of Protection: Red A(C) B/U(C) RV(C) 4th(C) IA(C) 5th(C) 6th(C) TE(C) 7th(C) 7th(FC) 8th(U) 8th(FU)	Enchantment	W1	1: The next time a red source of your choice would deal damage to you this turn, prevent that damage.
Circle of Protection: Shadow TE(C)	Enchantment	W1	Prevent all damage to you from a creature with Shadow (1).
Circle of Protection: White A/B/U(C) RV(C) 4th(C) IA(C) 5th(C) 6th(C) TE(C) 7th(C) 7th(FC) 8th(U) 8th(FU)	Enchantment	W1	1: The next time a white source of your choice would deal damage to you this turn, prevent that damage.
Circle of Solace ON(R) ON(FR)	Enchantment	W3	As Circle of Solace comes into play, choose a creature type. ; 1W: The next time a creature of the chosen type would deal damage to you this turn, prevent that damage.
Civic Guildmage MI(C)	Summon Wizard	W	1/1. Give a creature +0/+1 until end of turn (Tap+G). Put a creature you control onto owner's library. (Tap+U).
Cleanse LG(R)	Sorcery	WW2	Destroys all black creatures in play.
Cleansing DK(U1)	Sorcery	WWW	Destroys all lands unless 1 life is lost for each land a player want to prevent from being destroyed.
Cleansing Meditation TO(U) TO(FU)	Sorcery	WW1	Destroy all enchantments. ; Threshold - Instead destroy all enchantments, then return to play all cards in your graveyard destroyed this way. (You have threshold if seven or more cards are in your graveyard.)
Clear US(U)	Instant	W1	Cycling 2. Destroy target enchantment.
Clergy en-Vec TE(C)	Summon Cleric	W1	1/1. Prevent 1 damage to a creature or player (Tap).
Clergy of the Holy Nimbus LG(C2)	Summon Priest	W	1/1. Always Regenerates unless opponent pays one colorless mana.
Cloudchaser Eagle TE(C) 7th(C) 7th(FC)	Creature - Bird	W3	2/2, Flying. When Cloudchaser Eagle comes into play, destroy target enchantment.
Cloudreach Cavalry LE(U) LE(FU)	Creature - Soldier	W1	1/1. Cloudreach Cavalry gets +2/+2 and has flying as long as you control a Bird.
Coalition Flag AP(U) AP(FU)	Enchant Creature	W	Coalition Flag can enchant only a creature you control. ; Enchanted creature's type is Flagbearer. ; If an opponent plays a spell or ability that could target a Flagbearer in play, that player chooses at least one Flagbearer as a target.

White Spells (Part 8 of 34)

Card Name	Spell Type	Cost	Ability
Coalition Honor Guard AP(C) AP(FC)	Creature - Flagbearer	W3	2/4. If an opponent plays a spell or ability that could target a Flagbearer in play, that player chooses at least one Flagbearer as a target.
Cold Snap IA(U)	Enchantment	W2	During their upkeep, each player takes 1 damage for each Snow-Covered land they control. Cumulative Upkeep=2 mana.
Combat Medic Beard Danforth Maddocks Van Camp FE(C1) FE(C1) AT(D1) FE(C1) FE(C1)	Summon Soldier	W2	0/2. Prevent 1 damage to any target (W1)
Commander Eesha JU(R) JU(FR)	Creature - Bird Soldier Legend	WW2	2/4, Flying, Protection from Creatures.
Common Cause MM(R) MM(FR)	Enchantment	W2	Nonartifact creatures get +2/+2 as long as they all share a color.
Confessor OD(C) OD(FC)	Creature - Cleric	W	1/1. Whenever a player discards a card from his or her hand, you may gain 1 life.
Congregate US(C)	Instant	W3	A player gains 2 life for each creature in play.
Consecrate Land A/B/U(U)	Enchant Land	W	Removes enchantments and protects from further enchantments; Prevents destruction of the land.
Contemplation SH(U)	Enchantment	WW1	Gain 1 life when you successfully cast a spell.
Convalescence EX(R)	Enchantment	W1	If you have 10 or less life, gain 1 life during your upkeep.
Convalescent Care ON(R) ON(FR)	Enchantment	WW1	At the beginning of your upkeep, if you have 5 life or less, you gain 3 life and draw a card.
Conversion A/B/U(U) RV(U) 4th(U)	Enchantment	WW2	All Mountains become basic Plains; Pay WW during upkeep or Conversion is destroyed.
Conviction SH(C)	Enchant Creature	W1	Creature gets +1/+3. Send this card to owner's hand (W).
Cooperation IA(C)	Enchant Creature	W2	Creature gets Banding.
Cornered Market MM(R) MM(FR)	Enchantment	W2	Players can't play spells or nonbasic lands with the same name as a card in play.
Crackdown MM(R) MM(FR)	Enchantment	W2	Nonwhite creatures with power 3 or greater don't untap during their controllers' untap steps.
Crimson Acolyte IN(C) IN(FC)	Creature - Cleric	W1	1/1, Protection from Red. W: Target creature gains protection from red until end of turn.
Crossbow Infantry MM(C) MM(FC) 7th(C) 7th(FC) 8th(C) 8th(FC)	Creature - Soldier	W1	1/1. Tap: Crossbow Infantry deals 1 damage to target attacking or blocking creature.
Crowd Favorites ON(U) ON(FU)	Creature - Soldier	W6	4/4. 3W: Tap target creature. ; 3W: Crowd Favorites gets +0/+5 until end of turn.
Crown of Awe ON(C) ON(FC)	Enchant Creature	W1	Enchanted creature has protection from black and from red. ; Sacrifice Crown of Awe: Enchanted creature and other creatures that share a creature type with it gain protection from black and from red until end of turn.
Crude Rampart ON(U) ON(FU)	Creature - Wall	W3	4/5. (Walls can't attack.) Morph 4W.
Crusade A/B/U(R) RV(R) 4th(R) 5th(R) 6th(R)	Enchantment	WW	White creatures get +1/+1.
Crusading Knight IN(R) IN(FR)	Creature - Knight	WW2	2/2, Protection from Black. Crusading Knight gets +1/+1 for each swamp your opponents control.
Damping Field AQ(U3)	Enchantment	W2	Players may untap only one artifact each turn during untap.
Daraja Griffin VI(U) 6th(U)	Creature - Griffin	W3	2/2, Flying. Sacrifice Daraja Griffin: Destroy target black creature.
Daru Cavalier ON(C) ON(FC)	Creature - Soldier	W3	2/2, First Strike. When Daru Cavalier comes into play, you may search your library for a card named Daru Cavalier, reveal it, and put it into your hand. If you do, shuffle your library.
Daru Healer ON(C) ON(FC)	Creature - Cleric	W2	1/2. Tap: Prevent the next 1 damage that would be dealt to target creature or player this turn. ; Morph W.
Daru Lancer ON(C) ON(FC)	Creature - Soldier	WW4	3/4, First Strike. Morph 2WW.
Daru Mender LE(U) LE(FU)	Creature - Cleric	W	1/1. Morph W. When Daru Mender is turned face up, regenerate target creature.
Daru Sanctifier LE(C) LE(FC)	Creature - Cleric	W3	1/4. Morph 1W. When Daru Sanctifier is turned face up, destroy target enchantment.
Daru Spiritualist SC(C) SC(FC)	Creature - Cleric	W1	1/1. Whenever a Cleric you control becomes the target of a spell or ability, it gets +0/+2 until end of turn.
Daru Stinger LE(C) LE(FC)	Creature - Soldier	W3	1/1. Amplify 1. Tap: Daru Stinger deals damage equal to the number of +1/+1 counters on it to target attacking or blocking creature.
Daru Warchief SC(U) SC(FU)	Creature - Soldier	WW2	1/1. Soldier spells you play cost 1 less to play. ; Soldiers you control get +1/+2.
Daunting Defender ON(C) ON(FC)	Creature - Cleric	W4	3/3. If a source would deal damage to a Cleric you control, prevent 1 of that damage.

White Spells (Part 9 of 34)

Card Name	Spell Type	Cost	Ability
D'Avenant Archer LG(C2) CH(C3) 5th(C) 6th(C)	Creature - Soldier <i>[LG/CH/5th: was Summon Archer]</i>	W2	1/2. Tap: D'Avenant Archer deals 1 damage to target attacking or blocking creature.
Dawn Elemental SC(R)SC(FR)	Creature - Elemental	WWWW	3/3, Flying. Prevent all damage that would be dealt to Dawn Elemental.
Dawning Purist ON(U) ON(FU)	Creature - Cleric	W2	2/2. Whenever Dawning Purist deals combat damage to a player, you may destroy target enchantment that player controls. ; Morph 1W.
Dazzling Beauty MI(C)	Instant	W2	Make an unblocked creature be considered blocked. Play only when defense is chosen. Draw a card at the beginning of the next turn's upkeep.
Death or Glory IN(R) IN(FR)	Sorcery	W4	Separate all creature cards in your graveyard into two face-up piles. Remove the pile of an opponent's choice from the game and return the other to play.
Death Speakers HL(U3) 5th(C)	Summon Speakers	W	1/1, Protection from Black
Death Ward A(C) B(U(C) RV(C) 4th(C) 5th(C) IA(C)	Instant	W	Regenerate a creature.
Debt of Loyalty WL(R)	Instant	WW1	Regenerate target creature and take control of it.
Decree of Justice SC(R)SC(FR)	Sorcery	WW2XX	Put X 4/4 white Angel creature tokens with flying into play. ; Cycling 2W. ; When you cycle Decree of Justice, you may pay X. If you do, put X 1/1 white Soldier creature tokens into play.
Dedicated Martyr OD(C) OD(FC)	Creature - Cleric	W	1/1. W,Sacrifice Dedicated Martyr: You gain 3 life.
Defender en-Vec NE(C) NE(FC)	Creature - Cleric	W3	2/4. Fading 4 (This creature comes into play with four fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.) ; Remove a fade counter from Defender en-Vec: Prevent the next 2 damage that would be dealt to target creature or player this turn.
Defender of Law UL(C) UL(FC)	Summon Knight	W2	2/1, Protection from Red. You may play Defender of Law any time you could play an instant.
Defender of the Order LE(R) LE(FR)	Creature - Cleric	W3	2/4. Morph WW. When Defender of the Order is turned face up, creatures you control get +0/+2 until end of turn.
Defensive Formation US(U)	Enchantment	W	Instead of the attacking player, you choose how creatures attacking you assign combat damage.
Defensive Maneuvers ON(C) ON(FC)	Instant	W3	Creatures of the type of your choice get +0/+4 until end of turn.
Defiant Falcon NE(C) NE(FC)	Creature - Rebel Bird	W1	1/1, Flying. 4,Tap: Search your library for a Rebel card with converted mana cost 3 or less and put that card into play. Then shuffle your library.
Defiant Stand PT(U)	Sorcery	W1	Play Defiant Stand only after you're attacked, before you declare interceptors. Any one creature gets +1/+3 until the end of the turn. If that creature is tapped, untap it.
Defiant Vanguard NE(U) NE(FU)	Creature - Rebel	W2	2/2. When Defiant Vanguard blocks, at end of combat, destroy it and all creatures it blocked this turn. ; 5,Tap: Search your library for a Rebel card with converted mana cost 4 or less and put that card into play. Then shuffle your library.
Defblade Elite LE(C) LE(FC)	Creature - Soldier	W	1/1, Provoke. 1W: Prevent all combat damage that would be dealt to and dealt by Defblade Elite this turn.
Dega Disciple AP(C) AP(FC)	Creature - Wizard	W	1/1. B,Tap: Target creature gets -2/-0 until end of turn. ; R,Tap: Target creature gets +2/+0 until end of turn.
Dega Sanctuary AP(U) AP(FU)	Enchantment	W2	At the beginning of your upkeep, if you control a black or red permanent, you gain 2 life. If you control a black permanent and a red permanent, you gain 4 life instead.
Degavolver AP(R) AP(FR)	Creature - Volver	W1	1/1. Kicker 1B and/or R. ; If you paid the 1B kicker cost, Degavolver comes into play with two +1/+1 counters on it and has "Pay 3 life: Regenerate Degavolver." ; If you paid the R kicker cost, Degavolver comes into play with a +1/+1 counter on it and has first strike.
Delaying Shield OD(R) OD(FR)	Enchantment	W3	If you would be dealt damage, put that many delay counters on Delaying Shield instead. ; At the beginning of your upkeep, remove all delay counters from Delaying Shield. For each delay counter removed this way, you lose 1 life unless you pay 1W.
Demystify ON(C) ON(FC) 8th(C) 8th(FC)	Instant	W	Destroy target enchantment.
Devoted Caretaker OD(R) OD(FR)	Creature - Cleric	W	1/2. W,Tap: Target permanent you control gains protection from instant spells and from sorcery spells until end of turn.
Devoted Hero PT(C) ST(C)	Creature - Soldier	W	1/2.
Devout Harpist UL(C) UL(FC)	Summon Townsfolk	W	1/1. Tap: Destroy target creature enchantment.
Devout Monk ST(C)	Creature - Cleric	W	1/1. When Devout Monk comes into play, you gain 1 life.

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White Spells (Part 10 of 34)

Card Name	Spell Type	Cost	Ability
Devout Witness MM(C) MM(FC)	Creature - Spellshaper	W2	2/2. 1W, Tap, Discard a card from your hand: Destroy target artifact or enchantment.
Dimensional Breach SC(R) SC(FR)	Sorcery	WW5	Remove all permanents from the game. As long as any of those cards remain removed from the game, at the beginning of each player's upkeep, that player returns one of the removed cards he or she owns to play.
Disciple of Grace US(C) ON(C) ON(FC)	Creature - Cleric	W1	1/2, Protection from Black. Cycling 2.
Disciple of Kangee PS(C) PS(FC)	Creature - Wizard	W2	2/2. U, Tap: Target creature gains flying and becomes blue until end of turn.
Disciple of Law US(C)	Summon Cleric	W1	Cycling 2. 1/2, Protection from Red.
Disempower MI(C)	Instant	W1	Put an artifact or enchantment on top of owner's library.
Disenchant A/B/U(C) RV(C) 4th(C) AT(D1) IA(C) 5th(C) 6th(C) BR(D1) PR(MA) MI(C) TE(C) US(C) MM(C) MM(FC) 7th(C) 7th(FC)	Instant	W1	Destroy target artifact or enchantment.
Dismantling Blow IN(C) IN(FC)	Instant	W2	Kicker 2U (You may pay an additional 2U as you play this spell.) ; Destroy target artifact or enchantment. ; If you paid the kicker cost, draw two cards.
Dive Bomber ON(C) ON(FC)	Creature - Bird Soldier	W3	2/2, Flying. Tap, Sacrifice Dive Bomber: Dive Bomber deals 2 damage to target attacking or blocking creature.
Diversionsary Tactics AP(U) AP(FL)	Enchantment	W3	Tap two untapped creatures you control: Tap target creature.
Divine Intervention LG(R)	Enchantment	WW6	Two turns from now game ends as a draw.
Divine Light AP(C) AP(FC)	Sorcery	W	Prevent all damage that would be dealt this turn to creatures you control.
Divine Offering LG(C2) CH(C3) 5th(C) MI(C)	Instant	W1	Destroy an artifact and gain life equal to its casting cost.
Divine Presence IN(R) IN(FR)	Enchantment	W2	If a source would deal 4 damage or more to a creature or player, that source deals 3 damage to that creature or player instead.
Divine Retribution MI(R)	Instant	W1	Do X damage to an attacking creature, where X= # of attacking creatures.
Divine Sacrament OD(R) OD(FR)	Enchantment	WW1	White creatures get +1/+1. ; Threshold - White creatures get an additional +1/+1. (You have threshold as long as seven or more cards are in your graveyard.)
Divine Transformation LG(R) 4th(U) 5th(U) 6th(U)	Enchant Creature	WW2	Enchanted creature gets +3/+3.
Diving Griffin PY(C) PY(FC) 8th(C) 8th(FC)	Creature - Griffin	WW1	2/2, Flying. Attacking doesn't cause Diving Griffin to tap.
Dogged Hunter OD(R) OD(FR)	Creature - Nomad	W2	1/1. Tap: Destroy target creature token.
Dominaria's Judgment PS(R) PS(FR)	Instant	W2	Until end of turn, creatures you control gain protection from white if you control a plains, from blue if you control an island, from black if you control a swamp, from red if you control a mountain, and from green if you control a forest.
Double Dip UG(C)	Instant	W4	Choose another player. Gain 5 life now and an additional 5 life at the beginning of the next game with that player.
Doubtless One ON(U) ON(FU)	Creature - Cleric Avatar	W3	*/*. Doubtless One's power and toughness are each equal to the number of Clerics in play. ; Whenever Doubtless One deals damage, you gain that much life.
Dragon Scales SC(C) SC(FC)	Enchant Creature	W1	Enchanted creature gets +1/+2 and attacking doesn't cause it to tap. ; When a creature with converted mana cost 6 or more comes into play, you may return Dragon Scales from your graveyard to play enchanting that creature.
Dragonstalker SC(U) SC(FU)	Creature - Bird Soldier	W4	3/3, Flying, Protection from Dragons.
Drought IA(U)	Enchantment	WW2	For each B in a spell or effect's cost, you must sacrifice a Swamp. Upkeep=WW.
Duskridr Falcon WL(C)	Summon Falcon	W1	1/1, Flying, Protection from Black
Dust to Dust DK(C3) 5th(U)	Sorcery	WW1	Remove 2 artifacts from the game.

White Spells (Part 11 of 34)

Card Name	Spell Type	Cost	Ability
Eager Cadet <i>ST(D) S2(D3) 7th(C) 7th(FC) 8th(D1)</i>	Creature - Soldier	W	1/1.
Earnest Fellowship <i>OD(R) OD(FR)</i>	Enchantment	W1	Each creature has protection from its colors.
Ekundu Griffin <i>MI(C) 6th(C)</i>	Creature - Griffin	W3	2/2, Flying, First Strike.
Elder Land Wurm <i>LG(R) 4th(R)</i>	Summon Wurm	WWW4	5/5, Trample; Cannot attack until after it blocks at least once.
Elite Archers <i>US(R) 7th(R) 7th(FR) 8th(R) 8th(FR)</i>	Creature - Soldier	W5	3/3. Tap: Elite Archers deals 3 damage to target attacking or blocking creature.
Elite Javelineer <i>TE(C) 8th(U) 8th(FU)</i>	Creature - Soldier	W2	2/2. Whenever Elite Javelineer blocks, it deals 1 damage to target attacking creature.
Elvish Healer <i>IA(C)</i>	Summon Cleric	W2	1/2. Prevent 1 damage to a player or non-green creature or 2 damage to a green creature (Tap).
Embolden <i>OD(C) OD(FC)</i>	Instant	W2	Prevent the next 4 damage that would be dealt this turn to any number of target creatures and/or players divided as you choose. ; Flashback 1W (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
Empyrial Armor <i>WL(C)</i>	Enchant Creature	WW1	Creature gets +X/+X where X is the number of cards in your hand.
Enchanted Being <i>LG(C1)</i>	Summon Being	WW1	2/2, Takes no damage from creatures with enchantments on them.
Enduring Renewal <i>IA(R)</i>	Enchantment	WW2	You play with an open hand. If you draw a creature from your library, discard it. If a creature goes to your graveyard from play, take it into your hand.
Energy Storm <i>IA(R)</i>	Enchantment	W1	Damage from instants, interrupts and sorceries is reduced to zero and Flying creatures do not untap as normal. Cumulative Upkeep=1 mana.
Enlightened Tutor <i>MI(U) 6th(U)</i>	Instant	W	Search your library for an artifact or enchantment card and reveal that card. Shuffle your library, then put the card on top of it.
Enlistment Officer <i>AP(U) AP(FU)</i>	Creature - Soldier	W3	2/3, First Strike. ; When Enlistment Officer comes into play, reveal the top four cards of your library. Put all Soldier cards revealed this way into your hand and the rest on the bottom of your library.
Entangler <i>PY(U) PY(FU)</i>	Enchant Creature	WW2	Enchanted creature may block any number of creatures.
Equal Treatment <i>TO(U) TO(FU)</i>	Instant	W1	If any source would deal 1 or more damage to a creature or player this turn, it deals 2 damage to that creature or player instead. Draw a card.
Equinox <i>LG(C1)</i>	Enchant Land	W	Tap this land to counter land destruction spell which affects one or more of your lands.
Equipoise <i>VI(R)</i>	Enchantment	W2	During your upkeep, phase out any lands, artifacts or creatures of your choice that the opponent controls more of than you.
Erase <i>UL(C) UL(FC)</i>	Instant	W	Remove target enchantment from the game.
Errand of Duty <i>Man+Sword Woman+Horse</i>	Instant	W1	Put a 1/1 white Knight token with Banding into play.
Essence Sliver <i>LE(R) LE(FR)</i>	Creature - Sliver	W3	3/3. Whenever a Sliver deals damage, its controller gains that much life.
Eternal Dragon <i>SC(R)SC(F R)</i>	Creature - Dragon Spirit	WW5	5/5, Flying. 3WW: Return Eternal Dragon from your graveyard to your hand. Play this ability only during your upkeep. ; Plainscycling 2.
Ethereal Champion <i>MI(R) 6th(R)</i>	Creature - Avatar	WWW2	3/4. Pay 1 life: Prevent the next 1 damage that would be dealt to Ethereal Champion this turn.
Exalted Angel <i>ON(R) ON(FR)</i>	Creature - Angel	WW4	4/5, Flying. Whenever Exalted Angel deals damage, you gain that much life. ; Morph 2WW.
Exalted Dragon <i>EX(R)</i>	Summon Dragon	WW4	5/5, Flying. Each turn, this card cannot attack unless you sacrifice a land.
Excise <i>PY(C) PY(FC)</i>	Instant	WX	Remove target attacking creature from the game unless its controller pays X.
Exile <i>AL(R2) 6th(R)</i>	Instant	W2	Remove target nonwhite attacking creature from the game. You gain life equal to its toughness.
Exiled Doomsayer <i>SC(R)SC(F R)</i>	Creature - Cleric	W1	1/2. All morph costs cost 2 more. (This doesn't affect the cost to play creatures face down.)
Exorcist <i>DK(U1)</i>	Summon Exorcist	WW	1/1, Destroy a black creature (Tap+W1)
Expendable Troops <i>UL(C) UL(FC)</i>	Summon Soldiers	W1	2/1. Tap, Sacrifice Expendable Troops: Expendable Troops deals 2 damage to target attacking or blocking creature.
Eye for an Eye <i>AN(U3) RV(R) 4th(R) 5th(R)</i>	Instant	WW	Opponent takes damage equal to that inflicted on you by your opponent's spell, creature or effect. { AN = was just does spell or creature }

White Spells (Part 12 of 34)

		Card Name	Spell Type	Cost	Ability
		Eye of Singularity VI(R)	Enchant World	W3	When enters play, bury all permanents with the same name as another permanent, except basic lands. When a permanent enters play, bury it if it has the same name as another permanent that is not a basic land.
		Faith Healer US(R)	Summon Cleric	W1	1/1. Gain life equal to the sacrificed enchantment's total casting cost (Sacrifice an enchantment).
		False Dawn AP(R) AP(FR)	Sorcery	W1	Colored mana symbols on all permanents you control and on all cards you own that aren't in play become W until end of turn. Draw a card.
-----		False Peace PT(C) ST(U)	Sorcery	W	Target player can't attack on his or her next turn.
		False Prophet UD(R) UD(FR)	Creature - Cleric	WW2	2/2. When False Prophet is put into a graveyard from play, remove all creatures from the game.
		Fanatical Devotion NE(C) NE(FC)	Enchantment	W2	Sacrifice a creature: Regenerate target creature.
		Farmstead A/B/U(R) RV(R)	Enchant Land	WWW	During upkeep pay WW to gain one life; Once per turn.
		Farrelite Priest FE(U3)	Summon Cleric	WW1	1/3. As an interrupt add 1 White mana to your pool (1). Bury this cards at end of any turn in which more than 3 mana is spent this way.
		Farrel's Mantle FE(U3)	Enchant Creature	W2	If creature attacks and is not blocked, you can do X+2 damage to any other creature instead of dealing damage. X is the power of the enchanted creature.
-----		Farrel's Zealot <i>Beard Benson Kane-Ferguson</i> FE(C3)	Summon Townsfolk	WW1	2/2. If attacks and is not blocked, may choose to do 3 damage to a creature instead of damaging opponent.
		Fasting DK(U2)	Enchantment	W	May skip draw phase to gain 2 life; Destroy Fasting if you draw a card for any reason; Destroy Fasting on fifth upkeep after it enters play.
		Favorable Destiny MI(U)	Enchant Creature	W1	Gives +1/+2 to creature if it is white. As long as creature's controller controls at least one other creature, this one cannot be the target of spells or effects.
		Femeref Healer MI(C)	Summon Cleric	W1	1/1. Prevent 1 damage (Tap).
		Femeref Knight MI(C)	Summon Knight	W2	2/2, Flanking. Does not tap when attacking this turn (W).
		Femeref Scouts MI(C)	Summon Scouts	W2	1/4.
		Fend Off UD(C) UD(FC)	Instant	W1	Cycling 2. Target creature deals no combat damage this turn.
		Festival DK(C3)	Instant	W	Play during opponent's upkeep to prevent an attack that turn.
		Festival of Trokin P2(C)	Sorcery	W	For each creature you have in play, you gain 2 life.
		Field of Souls TE(R)	Enchantment	WW2	Whenever a non-token creature is put into your graveyard from play, put a 1/1 white flying Essence token creature into play.
		Field Surgeon UD(C) UD(FC)	Creature - Cleric	W1	1/1. Tap an untapped creature you control: Prevent the next 1 damage to target creature this turn.
		Fight or Flight IN(R) IN(FR)	Enchantment	W3	At the beginning of each opponent's combat phase, separate all creatures that player controls into two face-up piles. Only creatures in the pile of his or her choice may attack this turn.
		Fire and Brimstone DK(U2)	Instant	WW3	Cast on opponent's turn after an attack is declared to do 4 damage to you and your opponent.
		Fleet-Footed Monk PT(C)	Summon Creature	W1	1/1. Fleet-Footed Monk can't be intercepted by any creature with offense 2 or greater.
		Flicker UD(R) UD(FR)	Sorcery	W1	Remove target nontoken permanent from the game, then return it to play under its owner's control.
		Flickering Ward TE(U)	Enchant Creature	W	Choose a color when you play this card. Creature gets Protection from that color. Send this card to owner's hand (W).
		Floating Shield TO(C) TO(FC)	Enchant Creature	W2	As Floating Shield comes into play, choose a color. ; Enchanted creature has protection from the chosen color. This effect doesn't remove Floating Shield. ; Sacrifice Floating Shield: Target creature gains protection from the chosen color until end of turn.
		Flowering Field PY(U) PY(FU)	Enchant Land	W1	Enchanted land has "Tap: Prevent the next 1 damage that would be dealt to target creature or player this turn."
		Foothill Guide ON(C) ON(FC)	Creature - Cleric	W	1/1, Protection from Goblins. Morph W.
		Foot Soldiers PT(C) ST(C)	Creature - Soldier	W3	2/4.
		Force Bubble SC(R) SC(FR)	Enchantment	WW2	If damage would be dealt to you, put that many depletion counters on Force Bubble instead. ; When there are four or more depletion counters on Force Bubble, sacrifice it. ; At end of turn, remove all depletion counters from Force Bubble.
		Foriysian Brigade WL(U)	Summon Soldiers	W3	2/4. Can block two creatures in each combat.
		Formation IA(R)	Instant	W1	Creature gets Banding until end of turn. Draw a card during the next player's upkeep.
		Fortified Area LG(U) 4th(C)	Enchantment	WW1	All your Walls get +1/+0 and Banding.
		Fountain Watch MM(R) MM(FR)	Creature - Guardian	WW3	2/4. Artifacts and enchantments you control can't be the target of spells or abilities.
		Frantic Purification TO(C) TO(FC)	Instant	W2	Destroy target enchantment. ; Madness W (You may play this card for its madness cost at the time you discard it from your hand.)

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White Spells (Part 13 of 34)

Card Name	Spell Type	Cost	Ability	
Freewind Falcon	VI(C) AT(D1)	Summon Falcon	W1	1/1, Flying, Protection from Red.
Fresh Volunteers	MM(C) MM(FC)	Creature - Rebel	W1	2/2.
Frontline Strategist	SC(C) SC(FC)	Creature - Soldier	W	1/1. Morph W. ; When Frontline Strategist is turned face up, prevent all combat damage non-Soldiers would deal this turn.
Funeral Pyre	JU(C) JU(FC)	Instant	W	Remove target card in a graveyard from the game. Its owner puts a 1/1 white Spirit creature token with flying into play.
Fylgja	IA(C)	Enchant Creature	W	Enters play with 4 counters. Prevent 1 damage (Remove a counter). Add a counter (W2).
Gallantry	TE(U) OD(U) OD(FU)	Instant	W1	Target blocking creature gets +4/+4 until end of turn. ; Draw a card.
Gempalm Avenger	LE(C) LE(FC)	Creature - Soldier	W5	3/5. Cycling 2W. When you cycle Gempalm Avenger, all Soldiers get +1/+1 and gain first strike until end of turn.
General Jarkeld	IA(R)	Summon Legend	W3	1/2. During combat after defense is chosen, switch the blockers on two attacking creatures (Tap).
Gerrard Capashen	AP(R) AP(FR)	Creature - Legend	WW3	3/4. At the beginning of your upkeep, you gain 1 life for each card in target opponent's hand. ; 3W: Tap target creature. Play this ability only if Gerrard Capashen is attacking.
Gerrard's Battle Cry	TE(R)	Enchantment	W	All your creatures get +1/+1 until end of turn (W2).
Gerrard's Wisdom	WL(U) ST(R) 7th(U) 7th(FU)	Sorcery	WW2	You gain 2 life for each card in your hand.
Get a Life	UG(U)	Instant	W	Target player and each of his or her teammates exchange life totals.
Gift of Estates	PT(R)	Sorcery	W1	If your opponent has more lands in play than you do, search your deck for up to three plains and put them into your hand. Shuffle your deck afterwards.
Gilded Light	SC(U) SC(FU)	Instant	W1	You can't be the target of spells or abilities this turn. ; Cycling 2.
Glarecaster	ON(R) ON(FR)	Creature - Bird Cleric	WW4	3/3, Flying. 5W: The next time damage would be dealt to Glarecaster or you this turn, that damage is dealt to target creature or player instead.
Glimmering Angel	IN(C) IN(FC)	Creature - Angel	W3	2/2, Flying. ; U: Glimmering Angel can't be the target of spells or abilities this turn.
Glittering Lion	PY(U) PY(FU)	Creature - Cat	W2	2/2. Prevent all damage that would be dealt to Glittering Lion. ; 3: Until end of turn, Glittering Lion loses "Prevent all damage that would be dealt to Glittering Lion." Any player may play this ability.
Glittering Lynx	PY(C) PY(FC)	Creature - Cat	W	1/1. Prevent all damage that would be dealt to Glittering Lynx. ; 2: Until end of turn, Glittering Lynx loses "Prevent all damage that would be dealt to Glittering Lynx." Any player may play this ability.
Global Ruin	IN(R) IN(FR)	Sorcery	W4	Each player chooses from the lands he or she controls a land of each basic land type, then sacrifices the rest.
Glorious Anthem	US(R) 7th(R) 7th(FR) 8th(R) 8th(FR)	Enchantment	WW1	Creatures you control get +1/+1.
Glory	JU(R) JU(FR)	Creature - Incarnation	WW3	3/3, Flying. 2W: Creatures you control gain protection from the color of your choice until end of turn. Play this ability only if Glory is in your graveyard.
Glory Seeker	ON(C) ON(FC) 8th(C) 8th(FC)	Creature - Soldier	W1	2/2.
Glowrider	LE(R) LE(FR)	Creature - Cleric	W2	2/1. Noncreature spells cost 1 more to play.
Glyph of Life	LG(C2)	Instant	W	All damage done to target wall so far this turn is added to your life.
Golden Wish	JU(R) JU(FR)	Sorcery	WW3	Choose an artifact or enchantment card you own from outside the game, reveal that card, and put it into your hand. Remove Golden Wish from the game.
Gossamer Chains	VI(C)	Enchantment	WW	Make an unblocked creature deal no combat damage this turn (Send this card to owner's hand).
Graceful Antelope	OD(R) OD(FR)	Creature - Antelope	WW2	1/4, Plainswalk. Whenever Graceful Antelope deals combat damage to a player, you may have target land become a plains until Graceful Antelope leaves play.
Grassland Crusader	ON(C) ON(FC)	Creature - Cleric Soldier	W5	2/4. Tap: Target Elf or Soldier gets +2/+2 until end of turn.
Gravel Slinger	ON(C) ON(FC)	Creature - Soldier	W3	1/3. Tap: Gravel Slinger deals 1 damage to target attacking or blocking creature. ; Morph 1W.
Great Defender	LG(U)	Instant	W	+0/+N to a creature where N is its casting cost.
Greater Realm of Preservation	LG(U) 5th(U)	Enchantment	W1	Reduces damage from red or black source to zero (W1)
Great Wall	LG(U)	Enchantment	W2	Stops all use of PlainsWalk in play.

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White Spells (Part 14 of 34)

Card Name	Spell Type	Cost	Ability
Green Scarab <i>LA(U)</i>	Enchant Creature	W	Creature gets +2/+2 if any opponent controls any green cards. Creature cannot be blocked by green creatures.
Green Ward <i>A/B/U(U) RV(U) 4th(U)</i>	Enchant Creature	W	Gives Protection from Green. This card will not remove itself.
Guard Dogs <i>PS(U) PS(FU)</i>	Creature - Hound	W3	2/2. 2W, Tap: Choose a permanent you control. Prevent all combat damage target creature would deal this turn if it shares a color with that permanent.
Guardian Angel <i>A/B/U(C) RV(C)</i>	Instant	WX	Prevents X damage to target; Can pay for rest of turn to prevent further damage to the target.
Guided Strike <i>WL(C) JU(C) JU(FC)</i>	Instant	W1	Target creature gets +1/+0 and gains first strike until end of turn. ; Draw a card.
Guilty Conscience <i>SC(C) SC(FC)</i>	Enchant Creature	W	Whenever enchanted creature deals damage, Guilty Conscience deals that much damage to enchanted creature.
Gustcloak Harrier <i>ON(C) ON(FC)</i>	Creature - Bird Soldier	WW1	2/2, Flying. Whenever Gustcloak Harrier becomes blocked, you may untap it and remove it from combat.
Gustcloak Runner <i>ON(C) ON(FC)</i>	Creature - Soldier	W	1/1. Whenever Gustcloak Runner becomes blocked, you may untap it and remove it from combat.
Gustcloak Savior <i>ON(R) ON(FR)</i>	Creature - Bird Soldier	W4	3/4, Flying. Whenever a creature you control becomes blocked, you may untap that creature and remove it from combat.
Gustcloak Sentinel <i>ON(U) ON(FU)</i>	Creature - Soldier	WW2	3/3. Whenever Gustcloak Sentinel becomes blocked, you may untap it and remove it from combat.
Gustcloak Skirmisher <i>ON(U) ON(FU)</i>	Creature - Bird Soldier	W3	2/3, Flying. Whenever Gustcloak Skirmisher becomes blocked, you may untap it and remove it from combat.
Hallowed Ground <i>LA(U)</i>	Enchantment	W1	Return a non-Snow-Covered land you control to its owner's hand (WW).
Hallowed Healer <i>OD(C) OD(FC)</i>	Creature - Cleric	W2	1/1. Tap: Prevent the next 2 damage that would be dealt to target creature or player this turn. ; Threshold - Tap: Prevent the next 4 damage that would be dealt to target creature or player this turn. (Play this ability only if seven or more cards are in your graveyard.)
Hand of Justice <i>FE(U1)</i>	Summon Avatar	W5	2/6. Destroy any creature (Tap+Tap three white creatures)
Hanna's Custody <i>TE(R)</i>	Enchantment	W2	Artifacts cannot be the target of spells or abilities.
Harsh Judgment <i>IN(R) IN(FR)</i>	Enchantment	WW2	As Harsh Judgment comes into play, choose a color. ; If an instant or sorcery of the chosen color would deal damage to you, it deals that damage to its controller instead.
Harsh Justice <i>PT(R)</i>	Sorcery	W2	Play Harsh Justice only after you're attacked, before you declare interceptors. This turn, each attacking creature that damages you also deals equal damage to the attacking player.
Harsh Mercy <i>ON(R) ON(FR)</i>	Sorcery	W2	Each player chooses a creature type. Destroy all creatures that aren't of a type chosen this way. They can't be regenerated.
Haunted Angel <i>AP(U) AP(FU)</i>	Creature - Angel	W2	3/3, Flying. When Haunted Angel is put into a graveyard from play, remove Haunted Angel from the game and each other player puts a 3/3 black Angel creature token with flying into play.
Hazduhr the Abbot <i>HL(U1)</i>	Summon Legend	WW3	2/5. Redirect X damage from a white creature you control to this one (Tap+X).
Heal <i>IA(C) 5th(C)</i>	Instant	W	Prevent 1 damage to a player or creature. Draw a card at the beginning of the next turn. {IA= Was beginning of next upkeep}
Healing Salve <i>A/B/U(C) RV(C) 4th(C) MI(C) 5th(C) BR(D1) US(C) 6th(C) 7th(C) 7th(FC) 8th(C) 8th(FC)</i>	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.
Heaven's Gate <i>LG(U)</i>	Instant	W	Change any/all creatures in play to white until end of turn.
Helionaut <i>AP(C) AP(FC)</i>	Creature - Soldier	W2	1/2, Flying. 1, Tap: Add one mana of any color to your mana pool.
Herald of Serra <i>US(R)</i>	Summon Angel	WW2	Echo. 3/4, Flying.
Heavy Ballista <i>WL(C) 6th(U) 7th(U) 7th(FU)</i>	Creature - Soldier	W3	2/3. Tap: Heavy Ballista deals 2 damage to target attacking or blocking creature.
Heroic Defiance <i>PS(C) PS(FC)</i>	Enchant Creature	W1	Enchanted creature gets +3/+3 unless it shares a color with the most common color among all permanents or a color tied for most common.
Heroism <i>FE(U3)</i>	Enchantment	W2	Attacking red creatures deal no damage this turn (Sacrifice a white creature). The attacking player may pay R2 for an attacking creature to allow it to deal damage as normal.
Hero's Resolve <i>TE(C) 6th(C)</i>	Enchant Creature	W1	Enchanted creature gets +1/+5.

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White Spells (Part 15 of 34)

		Card Name	Spell Type	Cost	Ability
		Hidden Retreat SH(R)	Enchantment	W2	Prevent all damage from an instant or sorcery (Put a card from your hand onto your library).
		High Ground <i>EX(U)</i>	Enchantment	W	Each creature you control may block one additional creature.
		Hipparion <i>LA(U)</i> 5th(C)	Summon Hipparion	W1	1/3. May not block a creature of power>=3 unless you pay 1 mana.
		Hobble PS(C) PS(FC)	Enchant Creature	W2	When Hobble comes into play, draw a card. ; Enchanted creature can't attack. ; Enchanted creature can't block if it's black.
		Holy Armor <i>A/B/U(C)</i> <i>RV(C)</i> 4th(C)	Enchant Creature	W	Gives +0/+2, +0/+1 (W)
		Holy Day <i>LG(C1)</i> <i>IN(C)</i> <i>IN(FC)</i> 8th(C) 8th(FC)	Instant	W	Prevent all combat damage that would be dealt this turn.
		Holy Light DK(C3)	Instant	W2	Gives -1/-1 to all non-white creatures until end of turn.
		Holy Strength <i>A/B/U(C)</i> <i>RV(C)</i> 4th(C) 5th(C) 7th(C) 7th(FC) 8th(C) 8th(FC)	Enchant Creature	W	Enchanted creature gets +1/+2.
		Honorable Passage <i>VI(U)</i>	Instant	W1	Prevent all damage to you or a creature from one source. If the source is red, do that damage back to the source's controller.
		Honorable Scout PS(C) PS(FC)	Creature - Soldier	W	1/1. When Honorable Scout comes into play, you gain 2 life for each black and/or red creature target opponent controls.
		Honor Guard SH(C) 7th(C) 7th(FC) 8th(C) 8th(FC)	Creature - Soldier	W	1/1. W: Honor Guard gets +0/+1 until end of turn.
		Honor the Fallen MM(R) MM(FR)	Instant	W1	Remove all creature cards in all graveyards from the game. You gain 1 life for each card removed this way.
		Hope and Glory <i>UL(U)</i> <i>UL(FU)</i>	Instant	W1	Untap two target creatures. Each of them gets +1/+1 until end of turn.
		Hope Charm <i>VI(C)</i>	Instant	W	Give a creature First Strike until end of turn -or- Give a player 2 life -or- destroy a local enchantment.
		Humble <i>US(U)</i>	Instant	W1	Make a creature lose all abilities and become a 0/1 creature until end of turn.
		Humility TE(R)	Enchantment	WW2	All creatures loses all abilities and become 1/1 creatures.
		Hypochondria <i>TO(U)</i> <i>TO(FU)</i>	Enchantment	W1	W,Discard a card from your hand: Prevent the next 3 damage that would be dealt to target creature or player this turn. ; W,Sacrifice Hypochondria: Prevent the next 3 damage that would be dealt to target creature or player this turn.
		Icatian Infantry <i>Beard</i> <i>Rush</i> <i>Shuler</i> <i>Tucker</i> FE(C4)	Summon Soldiers	W	1/1. Bands (1). First Strike (1).
		Icatian Javelineers <i>Beard</i> FE(C1) <i>Benson</i> AT(D1) <i>Kirshner</i> FE(C1) FE(C1)	Summon Soldiers	W	1/1. Enters play with one counter. Tap and remove counter to do one damage to any target.
		Icatian Lieutenant FE(U1)	Summon Soldier	WW	1/2. Give a Soldier +1/+0 until end of turn (W1)
		Icatian Moneychanger <i>Beard</i> FE(C3) <i>Benson</i> <i>Tucker</i>	Summon Townsfolk	W	0/2. You take 3 damage when this card enters play and it gets 3 counters. Put one counter on it each upkeep. Sacrifice during upkeep for one life per counter.
		Icatian Phalanx <i>FE(U3)</i> 5th(U)	Summon Soldiers	W4	2/4, Bands
		Icatian Priest <i>FE(U3)</i>	Summon Cleric	W	1/1. Give a creature +1/+1 until end of turn (WW1)
		Icatian Scout <i>Shuler</i> FE(C1) <i>P. Foglio</i> FE(C1) <i>Kane-Ferguson</i> FE(C1) <i>Alexander</i> FE(C1) 5th(C)	Summon Soldier	W	1/1. Give a creature First Strike until end of turn (Tap+1)
		Icatian Skirmishers FE(U1)	Summon Soldiers	W3	1/1, Bands, First Strike. Gives First Strike until end of turn to any creatures that Band with this card to attack.
		Icatian Town FE(U1) 5th(R) 6th(R)	Sorcery	W5	Put four 1/1 white Citizen creature tokens into play.
		Ignoble Soldier <i>MM(U)</i> <i>MM(FU)</i>	Creature - Soldier	W2	3/1. Whenever Ignoble Soldier becomes blocked, prevent all combat damage that would be dealt by it this turn.
		Illumination <i>MI(U)</i>	Interrupt	WW	Counter an artifact or enchantment spell but give its caster life equal to the spell's cost.
		Improvised Armor <i>ON(U)</i> <i>ON(FU)</i>	Enchant Creature	W3	Enchanted creature gets +2/+5. ; Cycling 3.

White Spells (Part 16 of 34)

Card Name	Spell Type	Cost	Ability
I'm Rubber, You're Glue UG(R)	Enchantment	WW	Speak only in rhyming sentences. If you do not, sacrifice I'm Rubber, You're Glue. Say "I'm rubber, you're glue. Everything bounces off me and sticks to you"; Target spell or ability, which targets only you, targets another player of your choice instead. (The new target must be legal.)
Indestructible Aura LG(C2) CH(C3)	Instant	W	All damage to creature is reduced to zero for rest of turn.
Infantry Veteran VI(C) 6th(C) AT(D1) BR(D1)	Creature - Soldier	W	1/1. Tap: Target attacking creature gets +1/+1 until end of turn.
Infinite Authority LG(R)	Enchant Creature	WWW	Destroys all creatures of toughness<4 that block it; Gets +1/+1 at end of turn for each creature that it sends to the graveyard.
Inheritance AL(U2)	Enchantment	W	Draw a card; use only when a creature is put into the graveyard from play (3).
Inner Sanctum WL(R)	Enchantment	WW1	All damage done to your creatures is reduced to zero. Cumulative Upkeep: 2 life.
Inspirit ON(U) ON(FU)	Instant	W2	Untap target creature. It gets +2/+4 until end of turn.
Intrepid Hero US(R) 7th(R) 7th(FR) 8th(R) 8th(FR)	Creature - Soldier	W2	1/1. Tap: Destroy target creature with power 4 or greater.
Inviolability MM(C) MM(FC)	Enchant Creature	W1	Prevent all damage that would be dealt to enchanted creature.
Invulnerability TE(U)	Instant	W1	Buyback 3. Prevent all damage to you from one source.
Ironfist Crusher ON(U) ON(FU)	Creature - Soldier	W4	2/4. Ironfist Crusher may block any number of creatures. ; Morph 3W.
Iron Tusk Elephant MI(U)	Summon Elephant	W4	3/3, Trample.
Iron Will UL(C) UL(FC)	Instant	W	Cycling 2. Target creature gets +0/+4 until end of turn.
Island Sanctuary A(R) B/U(R) RV(R) 4th(R) 5th(R)	Enchantment	W1	Skip drawing one card during draw to make non-Flying and non-IslandWalk creatures unable to attack you (0). { A = was unable to damage }
Ivory Charm MI(C)	Instant	W	Choose one: Give all creatures -2/-0 until end of turn -or- Prevent 1 damage -or- tap a creature.
Ivory Gargoyle AL(R2)	Summon Gargoyle	W4	2/2, Flying. Remove it from the game (W4). If put into the graveyard from play, put it into play at end of the turn under owner's control and skip your next draw phase.
Ivory Guardians LG(U) CH(U3) 5th(U)	Summon Guardians	WW4	3/3, Protection from Red; Give+1/+1 to all Guardians if opponent has red cards in play.
Ivory Mask MM(R) MM(FR) 8th(R) 8th(FR)	Enchantment	WW2	You can't be the target of spells or abilities.
Jabari's Influence MI(R)	Instant	WW3	Play after combat to take control of a non-artifact, non-black creature that attacked you this turn and put a -1/-0 counter on it.
Jamuraan Lion VI(C)	Summon Lion	W2	3/1. Make a creature unable to block this turn (Tap+W).
Jareth, Leonine Titan ON(R) ON(FR)	Creature - Cat Giant Legend	WWW3	4/7. Whenever Jareth, Leonine Titan blocks, it gets +7/+7 until end of turn. ; W: Jareth gains protection from the color of your choice until end of turn.
Jasmine Seer UD(U) UD(FU)	Creature - Wizard	W3	1/1. 2W,Tap: Reveal any number of white cards in your hand. You gain 2 life for each card revealed this way.
Jeweled Spirit PY(R) PY(FR)	Creature - Spirit	WW3	3/3, Flying. Sacrifice two lands: Jeweled Spirit gains protection from artifacts or from the color of your choice until end of turn.
Jhovall Queen MM(R) MM(FR)	Creature - Rebel	WW4	4/7. Attacking doesn't cause Jhovall Queen to tap.
Jhovall Rider MM(U) MM(FU)	Creature - Rebel	W4	3/3, Trample.
Jihad AN(U2)	Enchantment	WWW	+2/+1 to white creatures while chosen color of opponent's is in play; Discarded if no cards of that color are in play.
Juniper Order Advocate AL(U2)	Summon Knight	W2	1/2. Your green creatures get +1/+1 while this is untapped.
Just Fate P2(R)	Sorcery	W2	Play Just Fate only after you're attacked, before you declare blockers. Destroy any one attacking creature.
Justice IA(U) 5th(U)	Enchantment	WW2	Does 1 damage to creature's controller or spell's caster for each point of damage done by a red spell or creature. This amount is not reduced if the original damage is prevented. Upkeep=WW.
Karma A(U) B/U(U) RV(U) 4th(U) 5th(U) 8th(U) 8th(FU)	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.)
Karmic Guide UL(R) UL(FR)	Summon Spirit	WW3	2/2, Flying, Protection from Black, Echo. When Karmic Guide comes into play, choose target creature card in your graveyard and put that creature into play.

White Spells (Part 17 of 34)

		Card Name	Spell Type	Cost	Ability
		Karmic Justice OD(R) OD(FR)	Enchantment	W2	Whenever a spell or ability an opponent controls destroys a noncreature permanent you control, you may destroy target permanent that opponent controls.
		Karona's Zealot <i>SC(U)</i> <i>SC(FU)</i>	Creature - Cleric	W4	2/5. Morph 3WW. ; When Karona's Zealot is turned face up, all damage that would be dealt to it this turn is dealt to target creature instead.
		Keen-Eyed Archers <i>PT(C)</i>	Summon Creature	W2	2/2. Keen-Eyed Archers can intercept as though it had flying.
		Keeper of the Light <i>EX(U)</i>	Summon Wizard	WW	1/2. If you have less life than target opponent, gain 3 life (Tap+W).
		Keepers of the Faith <i>LG(C2)</i> <i>CH(C3)</i>	Summon Keepers	WW1	2/3
		Kelsinko Ranger <i>IA(C)</i>	Summon Ranger	W	1/1. Give a green creature First Strike until end of turn (W1).
		King Suleiman <i>AN(U2)</i>	Summon King	W1	1/1; Tap to destroy an Efreet or Djinn.
		Kirtar's Desire OD(C) OD(FC)	Enchant Creature	W	Enchanted creature can't attack. ; Threshold - Enchanted creature can't block. (You have threshold as long as seven or more cards are in your graveyard.)
		Kirtar's Wrath OD(R) OD(FR)	Sorcery	WW4	Destroy all creatures. They can't be regenerated. ; Threshold - Instead destroy all creatures, then put two 1/1 white Spirit creature tokens with flying into play. Creatures destroyed this way can't be regenerated. (You have threshold if seven or more cards are in your graveyard.)
		Kismet <i>LG(U)</i> <i>4th(U)</i> <i>5th(U)</i> <i>6th(U)</i>	Enchantment	W3	Artifacts, creatures, and lands your opponents play come into play tapped.
		Kithkin Armor <i>WL(C)</i>	Enchant Creature	W	Creature cannot be blocked by creatures with power >= 3. Prevent all damage to the creature from one source (Sacrifice this card).
		Kjeldoran Elite Guard <i>IA(U)</i>	Summon Soldier	W3	2/2. Give a creature being declared as attacker or blocker +2/+2 until end of turn (Tap). If the creature leaves play this turn, bury this card.
		Kjeldoran Escort <i>Facing Left(C1)</i> <i>Facing Right (C2)</i>	Summon Soldier	WW2	2/3, Banding.
		Kjeldoran Guard <i>IA(C)</i>	Summon Soldier	W1	1/1. Give a creature being declared as an attacker or blocker +1/+1 until end of turn (Tap). If the creature leaves play this turn, bury this card. Ability cannot be used if defender controls Snow-Covered lands.
		Kjeldoran Home Guard <i>AL(U2)</i>	Summon Soldier	W3	1/6. At end of any combat in which it attacks or blocks, put a -0/-1 counter on this card and put a 0/1 white Deserter token into play.
		Kjeldoran Knight IA(R)	Summon Knight	WW	1/1, Bands, +1/+0 (W1), +0/+2 (WW).
		Kjeldoran Phalanx IA(R)	Summon Soldiers	W5	2/5, Bands, First Strike
		Kjeldoran Pride <i>Woman/Bear</i> <i>Man/Bird</i> <i>AL(C2)</i>	Enchant Creature	W1	Creature gets +1/+2. Move this to another legal creature (U2).
		Kjeldoran Royal Guard IA(R) 5th(R) 6th(R) 7th(R) 7th(FR)	Creature - Soldier	WW3	2/5. Tap: All combat damage that unblocked creatures would deal to you this turn is dealt to Kjeldoran Royal Guard instead.
		Kjeldoran Skycaptain <i>IA(U)</i> <i>5th(U)</i>	Summon Soldier	W4	2/2, Flying, First Strike, Bands
		Kjeldoran Skyknight <i>IA(C)</i>	Summon Soldier	W2	1/1, Flying, Bands, First Strike
		Kjeldoran Warrior <i>IA(C)</i>	Summon Hero	W	1/1, Bands
		Knight Errant <i>PT(C)</i> <i>ST(C)</i> <i>S2(D1)</i> <i>7th(C)</i> <i>7th(FC)</i>	Creature - Knight	W1	2/2.
		Knighthood <i>UL(U)</i> <i>UL(FU)</i> <i>7th(U)</i> <i>7th(FU)</i>	Enchantment	W2	Creatures you control have first strike.
		Knight of Dawn <i>TE(U)</i>	Summon Knight	WW1	2/2, First Strike. Protection from a color of choice until end of turn (WW).
		Knight of the Hokey Pokey <i>UG(C)</i>	Summon Knight	WW	2/2, First Strike. W1, Do the Hokey Pokey (Stand up, wiggle your butt, raise your hands above your head, and shake them wildly as you rotate 360 degrees): Prevent all damage to Knight of the Hokey Pokey from any one source.
		Knight of Valor <i>VI(C)</i>	Summon Knight	W2	2/2, Flanking. Give each non-Flanking creature blocking this card -1/-1 until end of turn, usable once each turn (W1).
		Knights of Thorn DK(U1)	Summon Knights	W3	2/2, Banding, Protection from Red
		Kor Chant <i>EX(C)</i>	Instant	W2	Redirect to target creature all damage dealt to any one creature you control from any one source.
		Lance <i>A/B/U(U)</i> <i>RV(U)</i>	Enchant Creature	W	Gives First Strike
		Lancers en-Kor <i>SH(U)</i>	Summon Soldiers	WW3	3/3, Trample. Redirect 1 damage from this card to one of your creatures (0).

White Spells (Part 18 of 34)

Card Name	Spell Type	Cost	Ability
Land Tax <i>LG(U)</i> 4th(R) BR(D1)	Enchantment	W	If opponent has more land than you, during upkeep you may pull up to 3 basic land from your library to your hand.
Lashknife <i>NE(C)</i> <i>NE(FC)</i>	Enchant Creature	W1	If you control a plains, you may tap an untapped creature you control instead of paying Lashknife's mana cost. Enchanted creature has first strike.
Lashknife Barrier <i>PS(U)</i> <i>PS(FU)</i>	Enchantment	W2	When Lashknife Barrier comes into play, draw a card. ; If a source would deal damage to a creature you control, it deals that much damage minus 1 to that creature instead.
Last Breath <i>MM(U)</i> <i>MM(FU)</i>	Instant	W1	Remove target creature with power 2 or less from the game. Its controller gains 4 life.
Lawbringer <i>NE(C)</i> <i>NE(FC)</i>	Creature - Rebel	W2	2/2. Tap,Sacrifice Lawbringer: Remove target red creature from the game.
Lead Astray <i>JU(C)</i> <i>JU(FC)</i>	Instant	W1	Tap up to two target creatures.
Leeches HL(U1)	Sorcery	WW1	Does one damage to a player for each poison counter they have then removes the counters.
Lexivore <i>UG(U)</i>	Summon Beast	W3	2/3. If Lexivore damages any player, destroy target card in play, other than Lexivore, with the most lines of text in its text box. (If more than one card has the most lines of text, you choose which of those cards to destroy.)
Liberate <i>IN(U)</i> <i>IN(FU)</i>	Instant	W1	Remove target creature you control from the game. At end of turn, return that card to play under its owner's control.
Liege of the Axe <i>LE(U)</i> <i>LE(FU)</i>	Creature - Soldier	W3	2/3. Attacking doesn't cause Liege of the Axe to tap. ; Morph 1W. ; When Liege of the Axe is turned face up, untap it.
Lieutenant Kirtar OD(R) OD(FR)	Creature - Bird Soldier Legend	WW1	2/2, Flying ; 1W,Sacrifice Lieutenant Kirtar: Remove target attacking creature from the game.
Lifeblood <i>LG(R)</i>	Enchantment	WW2	+1 life each time opponent taps a Mountain.
Life Burst <i>OD(C)</i> <i>OD(FC)</i>	Instant	W1	Target player gains 4 life, then gains 4 life for each Life Burst card in each graveyard.
Lightbringer <i>NE(C)</i> <i>NE(FC)</i>	Creature - Rebel	W2	2/2. Tap,Sacrifice Lightbringer: Remove target black creature from the game.
Lightning Blow IA(R)	Instant	W1	Creature gets First Strike until end of turn. Draw a card during the next player's upkeep.
Light of Day <i>TE(U)</i> <i>6th(U)</i>	Enchantment	W3	Black creatures can't attack or block.
Limited Resources EX(R)	Enchantment	W	When this card comes into play, each player chooses five lands they control and sacrifices the rest. As long as there are ten or more lands in play, players cannot play lands.
Lin Sivvi, Defiant Hero NE(R) NE(FR)	Creature - Rebel Legend	WW1	1/3. X,Tap: Search your library for a Rebel card with converted mana cost X or less and put that card into play. Then shuffle your library. ; 3: Put target Rebel card from your graveyard on the bottom of your library.
Longbow Archer <i>VI(U)</i> <i>6th(U)</i> <i>7th(U)</i> <i>7th(FU)</i>	Creature - Soldier {VI: was Summon Archer}	WW	2/2, First strike. Longbow Archer may block as though it had flying.
Look at Me, I'm the DCI UG(R)	Sorcery	WW5	Ban one card, other than a basic land, for the remainder of the match. (For the remainder of the match, each player removes from the game all copies of that card in play or in any graveyard, hand, library, or sidebar.)
Lost Order of Jarkeld IA(R)	Summon Knights	WW2	1+*/1+* where *=number of creatures target opponent controls.
Lowland Tracker <i>LE(C)</i> <i>LE(FC)</i>	Creature - Soldier	W4	2/2, First Strike, Provoke.
Loyal Sentry ST(R)	Creature - Soldier	W	1/1. When Loyal Sentry blocks, destroy it and the creature it blocks. (Destroy both creatures before dealing damage.)
Luminous Guardian <i>OD(U)</i> <i>OD(FU)</i>	Creature - Guardian	W3	1/4. W: Luminous Guardian gets +0/+1 until end of turn. ; 2: Luminous Guardian may block an additional creature this turn.
Mageta the Lion PY(R) PY(FR)	Creature - Spellshaper Legend	WW3	3/3. WW2,Tap,Discard two cards from your hand: Destroy all creatures except for Mageta the Lion. Those creatures can't be regenerated.
Mageta's Boon <i>PY(C)</i> <i>PY(FC)</i>	Enchant Creature	W1	You may play Mageta's Boon any time you could play an instant. ; Enchanted creature gets +1/+2.
Major Teroh TO(R) TO(FR)	Creature - Bird Soldier Legend	W3	2/3, Flying. 3WW,Sacrifice Major Teroh: Remove all black creatures from the game.
Manacles of Decay <i>AP(C)</i> <i>AP(FC)</i>	Enchant Creature	W1	Enchanted creature can't attack. ; B: Enchanted creature gets -1/-1 until end of turn. ; R: Enchanted creature can't block this turn.
Mangara's Blessing <i>MI(U)</i>	Instant	W2	Gain 5 life. If an opponent's spell or effect causes you to discard this card, gain 2 life and at end of turn return this card to your hand.
Mangara's Equity <i>MI(U)</i>	Enchantment	W1	Choose black or red when playing this card. For each 1 damage done by a creature of that color to you or a white creature you control, that creature takes 1 damage. Pay W1 during upkeep or bury this card.
Marble Titan TE(R)	Summon Giant	W3	3/3. Creatures with power 3 or greater do not untap as normal.
March of Souls PS(R) PS(FR)	Sorcery	W4	Destroy all creatures. They can't be regenerated. For each creature destroyed this way, its controller puts a 1/1 white Spirit creature token with flying into play.

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White Spells (Part 19 of 34)

Card Name	Spell Type	Cost	Ability
Martyrdom <i>Fighting Dead</i> AL(C2)	Instant	WW1	Until end of turn, you may redirect any damage from anywhere to target creature you control.
Martyr's Cause <i>UL(U) UL(FU)</i>	Enchantment	W2	Sacrifice a creature: Prevent all damage to a creature or player from one source.
Martyr's Cry DK(U1)	Sorcery	WW	Remove all white creatures from the game; Players draw 1 card for each of their creatures removed.
Martyrs of Korlis <i>AQ(U3)</i>	Summon Bodyguard	WW3	1/6; If untapped, all artifact damage is taken from you to one of your Martyrs. Only one Bodyguard can be used during a single turn.
Mask of Law and Grace <i>UD(C) UD(FC)</i>	Enchant Creature	W	Enchanted creature gains protection from black and protection from red.
Master Apothecary OD(R) OD(FR)	Creature - Cleric	WWW	2/2. Tap an untapped Cleric you control: Prevent the next 2 damage that would be dealt to target creature or player this turn.
Master Decoy <i>TE(C) BR(D1) 8th(C) 8th(FC)</i>	Creature - Soldier	W1	1/2. W, Tap: Tap target creature.
Master Healer UD(R) UD(FR) 7th(R) 7th(FR) 8th(R) 8th(FR)	Creature - Cleric	W4	1/4. Tap: Prevent the next 4 damage that would be dealt to target creature or player this turn.
Master of Arms <i>WL(U)</i>	Summon Soldier	W2	2/2, First Strike. Tap a creature blocking this card (W1).
Melesse Spirit <i>MI(U)</i>	Summon Angel	WW3	3/3, Flying, Protection from Black.
Mercenaries IA(R)	Summon Mercenaries	W3	3/3. A player may pay 4 mana to prevent Mercenaries from doing damage to them.
Mercenary Informer PY(R) PY(FR)	Creature - Rebel Mercenary	W2	2/1. Mercenary Informer can't be the target of black spells or abilities. ; W2: Put target Mercenary card on the bottom of its owner's library.
Mesa Chicken <i>UG(C)</i>	Summon Chicken	WW	2/2. Stand up, Flap your arms, Cluck like a chicken: Mesa Chicken gains flying until end of turn.
Mesa Falcon <i>On Tree In Air</i> HL(C2) HL(C2) {HL/5th: was Summon Falcon} 5th(C) 6th(C)	Creature - Bird	W1	1/1, Flying. 1W: Mesa Falcon gets +0/+1 until end of turn.
Mesa Pegasus <i>A/B/U(C) RV(C) 4th(C) 5th(C)</i>	Summon Pegasus	W1	1/1, Flying, Bands
Militant Monk <i>TO(C) TO(FC)</i>	Creature - Cleric	WW1	2/1. Attacking doesn't cause Militant Monk to tap. ; Tap: Prevent the next 1 damage that would be dealt to target creature or player this turn.
Mine Bearer <i>PY(C) PY(FC)</i>	Creature - Soldier	W2	1/1. Tap, Sacrifice Mine Bearer: Destroy target attacking creature.
Miracle Worker DK(C3)	Summon Miracle Worker	W	1/1, Tap to destroy an enchantment on one of your creatures.
Miraculous Recovery <i>VI(U)</i>	Instant	W4	Put a creature card from your graveyard into play with a +1/+1 counter on it.
Mirror Strike <i>PY(U) PY(FU)</i>	Instant	W3	Target unblocked creature deals combat damage to its controller instead of to you this turn.
Miss Demeanor <i>UG(U)</i>	Summon Lady of Proper Etiquette	W3	3/1, Flying, First Strike. During each other player's turn, compliment that player on his or her game play or sacrifice Miss Demeanor.
Mistmoon Griffin <i>WL(U)</i>	Summon Griffin	W3	2/2, Flying. If this card is put into the graveyard from play, remove it from the game, then put the top creature card from your graveyard into play under your control.
Moat LG(R)	Enchantment	WW2	All players' non-Flying creatures cannot attack.
Mobilization ON(R) ON(FR)	Enchantment	W2	Attacking doesn't cause Soldiers to tap. ; 2W: Put a 1/1 white Soldier creature token into play.
Moment of Silence <i>MM(C) MM(FC)</i>	Instant	W	Target player skips his or her combat phase this turn.
Monk Idealist <i>US(U)</i>	Summon Cleric	W2	2/2. When this comes into play, bring an enchantment card from your graveyard to your hand.
Monk Realist <i>US(C)</i>	Summon Cleric	W1	1/1. When this comes into play, destroy target enchantment.
Moonlit Wake <i>MM(U) MM(FU)</i>	Enchantment	W2	Whenever a creature is put into a graveyard from play, you gain 1 life.
Moorish Cavalry <i>AN(C4/1)</i>	Summon Cavalry	WW2	3/3, Trample
Morale DK(C3) 4th(C)	Instant	WW1	Gives +1/+1 to all attacking creatures until end of turn.
Morningtide TO(R) TO(FR)	Sorcery	W1	Remove all cards in all graveyards from the game.
Mother of Runes <i>UL(U) UL(FU)</i>	Summon Cleric	W	1/1. Tap: Target creature you control gains protection from a color of your choice until end of turn.
Mounted Archers <i>TE(C)</i>	Summon Soldiers	W3	2/3. Can block Flying creatures. Can block an additional creature this turn (W).
Mtenda Griffin <i>MI(U)</i>	Summon Griffin	W3	2/2, Flying. During upkeep, send this card to owner's hand and also return a target Griffin in your graveyard to your hand (Tap+W).

White Spells (Part 20 of 34)

Card Name	Spell Type	Cost	Ability
Mtenda Herder	MI(C)	W	1/1, Flanking.
Muzzle	MM(C) MM(FC)	W1	Prevent all damage that would be dealt by enchanted creature.
Mystic Crusader	OD(R) OD(FR)	WW1	2/1, Protection from Black and from Red. ; Threshold - Mystic Crusader gets +1/+1 and has flying. (You have threshold as long as seven or more cards are in your graveyard.)
Mystic Familiar	TO(C) TO(FC)	W1	1/2, Flying. Threshold - Mystic Familiar gets +1/+1 and has protection from black. (You have threshold as long as seven or more cards are in your graveyard.)
Mystic Penitent	OD(U) OD(FU)	W	1/1. Attacking doesn't cause Mystic Penitent to tap. ; Threshold - Mystic Penitent gets +1/+1 and has flying. (You have threshold as long as seven or more cards are in your graveyard.)
Mystic Visionary	OD(C) OD(FC)	W1	2/1. Threshold - Mystic Visionary has flying. (You have threshold as long as seven or more cards are in your graveyard.)
Mystic Zealot	OD(C) OD(FC)	W3	2/4. Threshold - Mystic Zealot gets +1/+1 and has flying. (You have threshold as long as seven or more cards are in your graveyard.)
Netter en-Dal	NE(C) NE(FC)	W	1/1. W,Tap, Discard a card from your hand: Target creature can't attack this turn.
Nightwind Glider	MM(C) MM(FC)	W2	2/1, Flying, Protection from Black.
Noble Elephant	MI(C)	W3	2/2, Banding, Trample.
Noble Purpose	MM(U) MM(FU)	WW3	Whenever a creature you control deals combat damage, you gain that much life.
Noble Stand	NE(U) NE(FU)	W4	Whenever a creature you control blocks, you gain 2 life.
Noble Steeds	Walking/Close Grazing/Far AL(C2)	W2	Give a creature First Strike until end of turn (W1).
Noble Templar	SC(C) SC(FC)	W5	3/6. Attacking doesn't cause Noble Templar to tap. ; Plainscycling 2.
Nomad Decoy	OD(U) OD(FU)	W2	1/2. W,Tap: Tap target creature. ; Threshold - WW,Tap: Tap two target creatures. (Play this ability only as long as seven or more cards are in your graveyard.)
Nomad Mythmaker	JU(R) JU(FR)	W2	2/2. W,Tap: Put target enchant creature card from a graveyard into play enchanting a creature you control. (You control that enchantment.)
Nomads en-Kor	SH(C)	W	1/1. Redirect 1 damage from this card to one of your creatures (0).
Northern Paladin	A/B/U(R) RV(R) 4th(R) 7th(R) 7th(FR)	WW2	3/3. WW,Tap: Destroy target black permanent.
Nova Cleric	ON(U) ON(FU)	W	1/2. 2W,Tap,Sacrifice Nova Cleric: Destroy all enchantments.
Null Chamber	MI(R)	W3	You and opponent each name one non-basic land card. Those cards cannot be played.
Oath of Lieges	EX(R)	W1	During each player's upkeep, if that player controls fewer lands than target opponent, the player may search their library for a basic land, put that land into play, and shuffle.
Oblation	ON(R) ON(FR)	W2	The owner of target nonland permanent shuffles it into his or her library, then draws two cards.
Obsidian Acolyte	IN(C) IN(FC)	W1	1/1, Protection from Black. W: Target creature gains protection from black until end of turn.
Off Balance	NE(C) NE(FC)	W	Target creature can't attack or block this turn.
Once More with Feeling	UG(R)	WWWW	Remove Once More with Feeling from the game as well as all cards in play and in all graveyards. Each player shuffles his or her hand into her or his library, then draws seven cards. Each player's life total is set to 10. DCI ruling: This card is restricted. (You cannot play with more than one in a deck.)
Opal Acrolith	US(U)	W2	When an opponent successfully casts a creature spell, if this is an enchantment, it becomes a 2/4 creature of type Guardian. This card becomes an enchantment (0).
Opal Archangel	US(R)	W4	When an opponent successfully casts a creature spell, if this is an enchantment, it becomes a 5/5 Flying creature of type Angel which does not tap when attacking.
Opal Avenger	UL(R) UL(FR)	W2	When you have 10 life or less, if Opal Avenger is an enchantment, Opal Avenger becomes a 3/5 creature that counts as a Guardian.
Opal Caryatid	US(C)	W	When an opponent successfully casts a creature spell, if this is an enchantment, it becomes a 2/2 creature of type Soldier.
Opal Champion	UL(C) UL(FC)	W2	When one of your opponents successfully casts a creature spell, if Opal Champion is an enchantment, Opal Champion becomes a 3/3 creature with first strike that counts as a Knight.

White Spells (Part 21 of 34)

Card Name	Spell Type	Cost	Ability
Opalescence UD(R) UD(FR)	Enchantment	WW2	Each other global enchantment is a creature with power and toughness each equal to its converted mana cost. It's still an enchantment.
Opal Gargoyle US(C)	Enchantment	W1	When an opponent successfully casts a creature spell, if this is an enchantment, it becomes a 2/2 Flying creature of type Gargoyle.
Opal Titan US(R)	Enchantment	WW2	When an opponent successfully casts a creature spell, if this is an enchantment, it becomes a 4/4 creature of type Giant with protection from each of that spell's colors.
Oracle en-Vec TE(R)	Summon Wizard	W1	1/1. During your turn, make an opponent choose any number of their creatures which must attack if able and must be the only attackers during their next turn (Tap). Any that do not attack are destroyed at end of turn.
Oracle's Attendants NE(R) NE(FR) 8th(R) 8th(FR)	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.
Order of Leitbur <i>Asplund-Faith</i> <i>Wackwitz/Man</i> <i>Wackwitz/Woman</i> FE(C3)	Summon Clerics	WW	2/1. Protection from Black. First Strike (W). +1/+0 (WW).
Order of the Sacred Torch IA(R) 5th(R) 6th(R)	Creature - Paladin	WW1	2/2. Tap, Pay 1 life: Counter target black spell.
Order of the White Shield <i>IA(U)</i> <i>5th(U)</i> <i>AT(D1)</i>	Summon Knights	WW	2/1, Protection from Black. First Strike until end of turn (W). +1/+0 (WW).
Orim, Samite Healer TE(R)	Summon Legend	WW1	1/3. Counts as a Cleric. Prevent up to 3 damage to a creature or player (Tap).
Orim's Chant PS(R) PS(FR)	Instant	W	Kicker W (You may pay an additional W as you play this spell.) ; Target player can't play spells this turn. If you paid the kicker cost, creatures can't attack this turn.
Orim's Cure MM(C) MM(FC)	Instant	W1	If you control a plains, you may tap an untapped creature you control instead of paying the mana cost of Orim's Cure. ; Prevent the next 4 damage that would be dealt to target creature or player this turn.
Orim's Prayer TE(U)	Enchantment	WW1	Gain 1 life for each creature that attacks you.
Orim's Thunder AP(C) AP(FC)	Instant	W2	Kicker R (You may pay an additional R as you play this spell.) ; Destroy target artifact or enchantment. If you paid the kicker cost, Orim's Thunder deals damage equal to that artifact or enchantment's converted mana cost to target creature.
Orim's Touch IN(C) IN(FC)	Instant	W	Kicker 1 (You may pay an additional 1 as you play this spell.) ; Prevent the next 2 damage that would be dealt to target creature or player this turn. If you paid the kicker cost, prevent the next 4 damage that would be dealt to that creature or player this turn instead.
Osai Vultures LG(C1) 4th(U)	Summon Vultures	W1	1/1, Flying, Gains a counter at end of turn if a creature went to the graveyard that turn. +1/+1 until end of turn (Remove 2 counters).
Pacifism MI(C) 6th(C) AT(D1) BR(D1) TE(C) US(C) 7th(C) 7th(FC) ON(C) ON(FC) 8th(C) 8th(FC)	Enchant Creature	W1	Enchanted creature can't attack or block.
Paladin en-Vec EX(R)	Summon Knight	WW1	2/2, First Strike, Protection from Black, Protection from Red.
Parallax Wave NE(R) NE(FR)	Enchantment	WW2	Fading 5. ; Remove a fade counter from Parallax Wave: Remove target creature from the game. ; When Parallax Wave leaves play, each player returns to play all cards he or she owns removed from the game with Parallax Wave.
Parapet VI(C)	Enchantment	W1	Your creatures get +0/+1. You can play this as an instant, but it is buried at end of turn if you do.
Pariah US(R) 7th(R) 7th(FR)	Enchant Creature	W2	All damage that would be dealt to you is dealt to enchanted creature instead.
Path of Peace US(C) PT(C) P2(C) ST(C)	Sorcery	W3	Destroy a creature. That creature's owner gains 4 life.
Patrol Hound OD(C) OD(FC)	Creature - Hound	W1	2/2. Discard a card from your hand: Patrol Hound gains first strike until end of turn.
Pay No Heed <i>TO(C)</i> <i>TO(FC)</i>	Instant	W	Prevent all damage a source of your choice would deal this turn.
Peace and Quiet <i>UL(U)</i> <i>UL(FU)</i>	Instant	W1	Destroy two target enchantments.
Peacekeeper WL(R)	Summon Peacekeeper	W2	1/1. Creatures cannot attack. Pay W1 during your upkeep or bury this card.

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White Spells (Part 22 of 34)

Card Name	Spell Type	Cost	Ability
Peace of Mind <i>EX(U)</i>	Enchantment	W1	Gain 3 life (W+Discard a card).
Peace Talks <i>VI(U)</i>	Sorcery	W1	During this turn and the next one, players may not declare an attack, or play spells or abilities that target a permanent or a player.
Peach Garden Oath <i>8th(U)</i> <i>8th(FU)</i>	Sorcery	W	You gain 2 life for each creature you control.
Pearl Dragon <i>MI(R)</i> <i>6th(R)</i>	Creature - Dragon	WW4	4/4, Flying. 1W: Pearl Dragon gets +0/+1 until end of turn.
Pearled Unicorn <i>A/B/U(C)</i> <i>RV(C)</i> <i>4th(C)</i> <i>5th(C)</i>	Summon Unicorn	W2	2/2
Pearlspear Courier <i>ON(U)</i> <i>ON(FU)</i>	Creature - Soldier	W2	2/1. You may choose not to untap Pearlspear Courier during your untap step. ; 2W,Tap: As long as Pearlspear Courier remains tapped, target Soldier gets +2/+2 and has "Attacking doesn't cause this creature to tap."
Pegasus Charger <i>US(C)</i> <i>AT(D1)</i>	Summon Pegasus	W2	2/1, Flying, First Strike.
Pegasus Refuge <i>TE(R)</i>	Enchantment	W3	Put a 1/1 white flying Pegasus token creature into play (2+Discard a card).
Pegasus Stampede <i>EX(U)</i> <i>AT(D1)</i>	Sorcery	W1	Buyback: Sacrifice a land. Put a 1/1 Flying white Pegasus token creature into play.
Penance <i>EX(U)</i>	Enchantment	W2	Prevent all damage from a black or red source (Put a card from your hand on top of your library).
Personal Incarnation <i>A/B/U(R)</i> <i>RV(R)</i> <i>4th(R)</i> <i>5th(R)</i>	Summon Avatar	WWW3	6/6; Can redirect damage from it to self, lose 1/2 of life if it dies (rounding loss up).
Petra Sphinx <i>LG(R)</i> <i>CH(U)</i>	Summon Sphinx	WWW2	3/4; Tap to have a player guess the top card of their library. If right, they get the card. If wrong it goes to the graveyard.
Phantom Flock <i>JU(U)</i> <i>JU(FU)</i>	Creature - Bird Soldier Spirit	WW3	0/0, Flying. Phantom Flock comes into play with three +1/+1 counters on it. ; If damage would be dealt to Phantom Flock, prevent that damage. Remove a +1/+1 counter from Phantom Flock.
Phantom Nomad <i>JU(C)</i> <i>JU(FC)</i>	Creature - Nomad Spirit	W1	0/0. Phantom Nomad comes into play with two +1/+1 counters on it. ; If damage would be dealt to Phantom Nomad, prevent that damage. Remove a +1/+1 counter from Phantom Nomad.
Pianna, Nomad Captain <i>OD(R)</i> <i>OD(FR)</i>	Creature - Nomad Legend	WW1	2/2. Whenever Pianna, Nomad Captain attacks, attacking creatures get +1/+1 until end of turn.
Piety <i>AN(C3/I)</i> <i>4th(C)</i>	Instant	W2	+0/+3 to all blocking creatures until end of turn.
Piety Charm <i>ON(C)</i> <i>ON(FC)</i>	Instant	W	Choose one - Destroy target enchant creature; or target Soldier gets +2/+2 until end of turn; or attacking doesn't cause creatures you control to tap this turn.
Pikemen <i>DK(C3)</i> <i>4th(C)</i> <i>5th(C)</i>	Summon Pikemen	W1	1/1, Banding, First Strike
Pilgrim of Justice <i>OD(C)</i> <i>OD(FC)</i>	Creature - Cleric	W2	1/3, Protection from Red. ; W,Sacrifice Pilgrim of Justice: The next time a red source of your choice would deal damage this turn, prevent that damage.
Pilgrim of Virtue <i>OD(C)</i> <i>OD(FC)</i>	Creature - Cleric	W2	1/3, Protection from Black. ; W,Sacrifice Pilgrim of Virtue: The next time a black source of your choice would deal damage this turn, prevent that damage.
Pious Warrior <i>MM(C)</i> <i>MM(FC)</i>	Creature - Rebel	W3	2/3. Whenever Pious Warrior is dealt combat damage, you gain that much life.
Planar Birth <i>US(R)</i>	Sorcery	W1	Put all basic lands from all graveyards into play under their owners' control, tapped.
Planar Collapse <i>UL(R)</i> <i>UL(FR)</i>	Enchantment	W1	During your upkeep, if there are four or more creatures in play, sacrifice Planar Collapse and destroy all creatures. Those creatures cannot be regenerated this turn.
Planar Guide <i>LE(R)</i> <i>LE(FR)</i>	Creature - Cleric	W	1/1. 3W,Remove Planar Guide from the game: Remove all creatures from the game. At end of turn, return those cards to play under their owners' control.
Planeswalker's Mirth <i>PS(R)</i> <i>PS(FR)</i>	Enchantment	W2	3W: Target opponent reveals a card at random from his or her hand. You gain life equal to that card's converted mana cost.
Plated Sliver <i>LE(C)</i> <i>LE(FC)</i>	Creature - Sliver	W	1/1. All Slivers get +0/+1.
Pledge of Loyalty <i>IN(U)</i> <i>IN(FU)</i>	Enchant Creature	W1	Enchanted creature has protection from the colors of permanents you control. This effect doesn't remove Pledge of Loyalty.
Pollen Remedy <i>PS(C)</i> <i>PS(FC)</i>	Instant	W	Kicker - Sacrifice a land. (You may sacrifice a land in addition to any other costs as you play this spell.) ; Prevent the next 3 damage that would be dealt this turn to any number of target creatures and/or players, divided as you choose. If you paid the kicker cost, prevent the next 6 damage this way instead.
Possessed Nomad <i>TO(R)</i> <i>TO(FR)</i>	Creature - Nomad Horror	WW2	3/3. Attacking doesn't cause Possessed Nomad to tap. ; Threshold - Possessed Nomad gets +1/+1, is black, and has "2B,Tap: Destroy target white creature." (You have threshold as long as seven or more cards are in your graveyard.)

White Spells (Part 23 of 34)

Card Name	Spell Type	Cost	Ability
Preacher DK(U)	Summon Preacher	WW1	1/1, Tap to get control of an opponent's creature of their choosing; May choose not to untap Preacher as normal; Lose control of creature if becomes untapped or if leaves play.
Presence of the Master <i>LG(U)</i> <i>US(U)</i>	Enchantment	W3	When a player plays an enchantment spell, counter it.
Prismatic Circle MI(C)	Enchantment	W2	Choose a color when played. Prevent all damage from one source of that color (1). Cumulative Upkeep=1 mana.
Prismatic Strands JU(C) JU(FC)	Instant	W2	Prevent all damage that sources of the color of your choice would deal this turn. ; Flashback-Tap an untapped white creature you control. (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
Prismatic Ward IA(C) 5th(C)	Enchant Creature	W1	Choose a color when played. All damage of that color done to the creature is reduced to zero.
Prismatic Wardrobe UG(C)	Sorcery	W	Destroy target card that does not share a color with clothing worn by its controller. You cannot choose an artifact or land card.
Prison Barricade IN(C) IN(FC)	Creature - Wall	W1	1/3. (Walls can't attack.) Kicker 1W (You may pay an additional 1W as you play this spell.) ; If you paid the kicker cost, Prison Barricade comes into play with a +1/+1 counter on it and may attack as though it weren't a Wall.
Prophecy <i>HL(C)</i>	Sorcery	W	Show top card of an opponent's library to all players and gain 1 life if it is a land. Shuffle that library. Draw a card at the beginning of the next upkeep.
Protective Sphere IN(C) IN(FC)	Enchantment	W2	1,Pay 1 life: Prevent all damage that would be dealt to you this turn by a source of your choice that shares a color with the mana spent on this activation cost. (Colorless mana prevents no damage.)
Pulsemage Advocate JU(R) JU(FR)	Creature - Cleric	W2	1/3. Tap: Return three target cards in an opponent's graveyard to his or her hand. Return target creature card from your graveyard to play.
Purelace A/B/U(R) RV(R) 4th(R)	Interrupt	W	Change one spell's or permanent's color to White. { ABU+RV = was spell or card }
Pure Reflection IN(R) IN(FR)	Enchantment	W2	Whenever a player plays a creature spell, destroy all Reflections. Then that player puts a white Reflection creature token into play with power and toughness each equal to the converted mana cost of that spell.
Purify UL(R) UL(FR) 7th(R) 7th(FR)	Sorcery	WW3	Destroy all artifacts and enchantments.
Pursuit of Knowledge SH(R)	Enchantment	W3	Put a counter on this card (Skip drawing a card). Draw 7 cards (Remove 3 counters + Sacrifice this card).
Quickening Lcid <i>TE(U)</i>	Summon Lcid	W1	1/1. This card loses this ability, becomes a creature enchantment with "Creature gains First Strike", and moves onto a creature (Tap+W1). You can pay W to end this effect.
Radiant, Archangel UL(R) UL(FR)	Summon Legend	WW3	3/3, Flying, Radiant counts as an Angel. ; Attacking does not cause Radiant to tap. ; Radiant gets +1/+1 for each other creature with flying in play.
Radiant's Dragoons <i>UL(U)</i> <i>UL(FU)</i>	Summon Soldiers	W3	2/5, Echo. When Radiant's Dragoons comes into play, gain 5 life.
Radiant's Judgement UL(C) UL(FC)	Instant	W2	Cycling 2. Destroy target creature with power 4 or greater.
Rain of Blades <i>SC(U)</i> <i>SC(FU)</i> <i>8th(U)</i> <i>8th(FU)</i>	Instant	W	Rain of Blades deals 1 damage to each attacking creature.
Rally IA(C)	Instant	WW	Gives all blocking creatures +1/+1 until end of turn.
Rally the Troops <i>P2(U)</i>	Sorcery	W	Play Rally the Troops only after you're attacked, before you declare blockers. Untap all your creatures.
Ramosian Captain <i>MM(U)</i> <i>MM(FU)</i>	Creature - Rebel	WW1	2/2, First strike. 5, Tap: Search your library for a Rebel card with converted mana cost 4 or less and put that card into play. Then shuffle your library.
Ramosian Commander <i>MM(U)</i> <i>MM(FU)</i>	Creature - Rebel	WW2	2/4. 6, Tap: Search your library for a Rebel card with converted mana cost 5 or less and put that card into play. Then shuffle your library.
Ramosian Lieutenant MM(C) MM(FC)	Creature - Rebel	W1	1/2. 4, Tap: Search your library for a Rebel card with converted mana cost 3 or less and put that card into play. Then shuffle your library.
Ramosian Rally MM(C) MM(FC)	Instant	W3	If you control a plains, you may tap an untapped creature you control instead of paying Ramosian Rally's mana cost. ; Creatures you control get +1/+1 until end of turn.
Ramosian Sergeant MM(C) MM(FC)	Creature - Rebel	W	1/1. 3, Tap: Search your library for a Rebel card with converted mana cost 2 or less and put that card into play. Then shuffle your library.
Ramosian Sky Marshal MM(R) MM(FR)	Creature - Rebel	WW3	3/3, Flying. 7, Tap: Search your library for a Rebel card with converted mana cost 6 or less and put that card into play. Then shuffle your library.

White Spells (Part 24 of 34)

		Card Name	Spell Type	Cost	Ability
		Rampant Elephant IN(C) IN(FC)	Creature - Elephant	W3	2/2. G: Target creature blocks Rampant Elephant this turn if able.
		Rapid Fire LG(R)	Instant	W3	Give a creature First Strike and Rampage:2 (if it does not already Rampage) until end of turn. Played before defense is chosen.
		Rappelling Scouts MM(R) MM(FR)	Creature - Rebel	WW2	1/4, Flying. 2W: Rappelling Scouts gains protection from the color of your choice until end of turn.
		Rashida Scalebane MI(R)	Summon Legend	WW3	3/4. Bury an attacking or blocking Dragon and gain life equal to its power (Tap).
		Rashka the Slayer HL(U3)	Summon Legend	WW3	3/3, Can block Flying creatures. Gets +1/+2 until end of turn when blocking black creatures.
		Ray of Distortion OD(C) OD(FC)	Instant	W3	Destroy target artifact or enchantment. ; Flashback 4WW (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
		Ray of Revelation JU(C) JU(FC)	Instant	W1	Destroy target enchantment. ; Flashback G (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
		Razorfoot Griffin IN(C) IN(FC) 7th(C) 7th(FC) 8th(C) 8th(FC)	Creature - Griffin	W3	2/2, Flying, First Strike.
		Reaping the Rewards EX(C)	Instant	W	Buyback: Sacrifice a land. Gain 2 life.
		Reconnaissance EX(U)	Enchantment	W	Remove target attacking creature you control from combat and untap it (0).
		Recuperate SC(C) SC(FC)	Instant	W3	Choose one - You gain 6 life; or prevent the next 6 damage that would be dealt to target creature this turn.
		Redeem US(U) 8th(C) 8th(FC)	Instant	W1	Prevent all damage that would be dealt this turn to up to two target creatures.
		Red Scarab LA(U)	Enchant Creature	W	Creature gets +2/+2 if any opponent controls any red cards. Creature cannot be blocked by red creatures.
		Red Ward A/B/U(U) RV(U) 4th(U)	Enchant Creature	W	Gives Protection from Red. This card will not remove itself.
		Regal Unicorn PT(C) 6th(C)	Creature - Unicorn	W2	2/3.
		Reborn Hero TO(R) TO(FR)	Creature - Soldier	W2	2/2. Attacking doesn't cause Reborn Hero to tap. ; Threshold - When Reborn Hero is put into a graveyard from play, you may pay WW. If you do, return Reborn Hero to play under your control. (You have threshold if seven or more cards are in your graveyard.)
		Reinforcements Goblin 3 Soldiers AL(C2)	Instant	W	Put up to three creature cards from your graveyard on top of your library in any order.
		Relic Ward VI(U)	Enchant Artifact	W1	The artifact cannot be targeted by spells or effects. You can play this as an instant, but it is buried at end of turn if you do.
		Reliquary Monk UD(C) UD(FC)	Creature - Cleric	W2	2/2. When Reliquary Monk is put into a graveyard from play, destroy target artifact or enchantment.
		Remedy VI(C) 6th(C)	Instant	W1	Prevent the next 5 damage this turn divided any way you choose among any number of target creatures and/or players.
		Remembrance US(R)	Enchantment	W3	When a non-token creature you control is put into a graveyard, you may search your library for a copy of that creature card, reveal the card, put it into your hand, and shuffle.
		Remove Enchantments LG(C1)	Instant	W	Bring enchantments you own to your hand and destroy opponent's. Affects all enchantments you control plus all of opponent's enchantments that are in your territory. Attacking creatures are in your territory.
		Renewed Faith ON(C) ON(FC)	Instant	W2	You gain 6 life. ; Cycling 1W. ; When you cycle Renewed Faith, you may gain 2 life.
		Renewing Dawn PT(U)	Sorcery	W1	For each mountain your opponent has in play, you gain 2 life.
		Renounce MM(U) MM(FU)	Instant	W1	Sacrifice any number of permanents. You gain 2 life for each one sacrificed this way.
		Repentance TE(U)	Sorcery	W2	Make a creature deal its power in damage to itself.
		Repentant Blacksmith AN(U2) CH(C3) 5th(C)	Summon Smith	W1	1/2, Protection from Red
		Replenish UD(R) UD(FR)	Sorcery	W3	Return all enchantment cards from your graveyard to play. (Local enchantments with no permanent to enchant remain in your graveyard.)
		Reprisal Green Thing Red Dragon AL(U3) AL(U3) 6th(C) 7th(U) 7th(FU)	Instant	W1	Destroy target creature with power 4 or greater. It can't be regenerated.
		Resilient Wanderer OD(U) OD(FU)	Creature - Nomad	WW2	2/3, First Strike. ; Discard a card from your hand: Resilient Wanderer gains protection from the color of your choice until end of turn.
		Resistance Fighter VI(C) 6th(C)	Creature - Soldier	W	1/1. Sacrifice Resistance Fighter: Target creature deals no combat damage this turn.

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White Spells (Part 25 of 34)

		Card Name	Spell Type	Cost	Ability
		Restrain <i>IN(C)</i> <i>IN(FC)</i>	Instant	W2	Prevent all combat damage that would be dealt by target attacking creature this turn. ; Draw a card.
		Resurrection <i>A/B/U(U)</i> <i>RV(U)</i>	Sorcery	WW2	Brings a creature from your graveyard into play.
		Retribution of the Meek <i>VI(R)</i>	Sorcery	W2	Bury all creatures of power 4 or more.
		Reveille Squad <i>PY(U)</i> <i>PY(FU)</i>	Creature - Rebel	WW2	3/3. Whenever you're attacked, if Reveille Squad is untapped, you may untap all creatures you control.
		Revered Elder <i>MM(C)</i> <i>MM(FC)</i>	Creature - Cleric	W2	1/2. 1: Prevent the next 1 damage that would be dealt to Revered Elder this turn.
		Revered Unicorn <i>WL(U)</i>	Summon Unicorn	W1	2/3. If this card leaves play, you gain life equal to its last paid cumulative upkeep. Cumulative Upkeep: 1.
		Reverent Mantra <i>MM(R)</i> <i>MM(FR)</i>	Instant	W3	You may remove a white card in your hand from the game instead of paying Reverent Mantra's mana cost. ; All creatures gain protection from the color of your choice until end of turn.
		Reverse Damage <i>A/B/U(R)</i> <i>RV(R)</i> <i>4th(R)</i> <i>5th(R)</i> <i>6th(R)</i> <i>7th(R)</i> <i>7th(FR)</i>	Instant	WW1	The next time a source of your choice would deal damage to you this turn, prevent that damage. You gain that much life.
		Reverse Polarity <i>AQ(C4)</i> <i>RV(U)</i>	Instant	WW	All damage done by artifacts to you so far this turn is instead added to life.
		Reviving Dose <i>IN(C)</i> <i>IN(FC)</i>	Instant	W2	You gain 3 life. ; Draw a card.
		Rewards of Diversity <i>IN(U)</i> <i>IN(FU)</i>	Enchantment	W2	Whenever an opponent plays a multicolored spell, you gain 4 life.
		Reward the Faithful <i>SC(U)</i> <i>SC(FU)</i>	Instant	W	Any number of target players each gains life equal to the highest converted mana cost among permanents you control.
		Reya Dawnbringer <i>IN(R)</i> <i>IN(FR)</i>	Creature - Angel Legend	WWW6	4/6, Flying. At the beginning of your upkeep, you may return target creature card from your graveyard to play.
		Rhystic Circle <i>PY(C)</i> <i>PY(FC)</i>	Enchantment	WW2	1: Any player may pay 1. If no one does, the next time a source of your choice would deal damage to you this turn, prevent that damage.
		Rhystic Shield <i>PY(C)</i> <i>PY(FC)</i>	Instant	W1	Creatures you control get +0/+1 until end of turn. They get an additional +0/+2 until end of turn unless any player pays 2.
		Righteous Aura <i>VI(C)</i> <i>MM(U)</i> <i>MM(FU)</i>	Enchantment	W1	W, Pay 2 life: The next time a source of your choice would deal damage to you this turn, prevent that damage.
		Righteous Avengers <i>LG(U)</i>	Summon Avengers	W4	3/1, PlainsWalk
		Righteous Cause <i>ON(U)</i> <i>ON(FU)</i>	Enchantment	WW3	Whenever a creature attacks, you gain 1 life.
		Righteous Charge <i>P2(C)</i> <i>ST(U)</i>	Sorcery	WW1	Creatures you control get +2/+2 until end of turn.
		Righteous Fury <i>P2(R)</i> <i>ST(R)</i>	Sorcery	WW4	Destroy all tapped creatures. For each creature destroyed this way, you gain 2 life.
		Righteous Indignation <i>MM(U)</i> <i>MM(FU)</i>	Enchantment	W2	Whenever a creature blocks a black or red creature, the blocking creature gets +1/+1 until end of turn.
		Righteousness <i>A/B/U(R)</i> <i>RV(R)</i> <i>4th(R)</i> <i>5th(R)</i>	Instant	W	+7/+7 to blocking creature
		Ritual of Steel <i>MI(C)</i>	Enchant Creature	W2	Creature gets +0/+2. Draw a card at the beginning of the next upkeep.
		Rolling Stones <i>SH(R)</i> <i>7th(R)</i> <i>7th(FR)</i> <i>8th(R)</i> <i>8th(FR)</i>	Enchantment	W1	Walls may attack as though they weren't Walls.
		Rout <i>IN(R)</i> <i>IN(FR)</i>	Sorcery	WW3	You may play Rout any time you could play an instant if you pay 2 more to play it. ; Destroy all creatures. They can't be regenerated.
		Royal Decree <i>AL(R2)</i>	Enchantment	WW2	Does 1 damage to a player each time one of their Swamps, Mountains, red permanents or black permanents become tapped. Cumulative Upkeep=W.
		Royal Falcon <i>ST(D)</i> <i>S2(D1)</i>	Creature - Bird	W1	1/1, Flying.
		Royal Herbalist <i>Man</i> <i>Woman</i> <i>AL(C2)</i>	Summon Cleric	W	1/1. Gain 1 life (2+Remove top card of library from the game).
		Royal Trooper <i>ST(U)</i>	Creature - Soldier	W2	2/2. When Royal Trooper blocks, it gets +2/+2 until end of turn.
		Ruham Djinn <i>IN(U)</i> <i>IN(FU)</i>	Creature - Djinn	W5	5/5, First Strike. Ruham Djinn gets -2/-2 as long as white is the most common color among all permanents or is tied for most common.
		Rune of Protection: Artifacts <i>US(U)</i>	Enchantment	W1	Cycling 2. Prevent all damage to you from an artifact source (W).
		Rune of Protection: Black <i>US(C)</i>	Enchantment	W1	Cycling 2. Prevent all damage to you from a black source (W).
		Rune of Protection: Blue <i>US(C)</i>	Enchantment	W1	Cycling 2. Prevent all damage to you from a blue source (W).
		Rune of Protection: Green <i>US(C)</i>	Enchantment	W1	Cycling 2. Prevent all damage to you from a green source (W).
		Rune of Protection: Lands <i>US(R)</i>	Enchantment	W1	Cycling 2. Prevent all damage to you from a land source (W).

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White Spells (Part 26 of 34)

Card Name	Spell Type	Cost	Ability
Rune of Protection: Red	US(C) Enchantment	W1	Cycling 2. Prevent all damage to you from a red source (W).
Rune of Protection: White	US(C) Enchantment	W1	Cycling 2. Prevent all damage to you from a white source (W).
Sacred Boon	1A(U) 5th(U) Instant	W1	Prevent up to 3 damage to a creature. At the end of the turn, put a +0/+1 counter on the creature for each damage prevented.
Sacred Ground	SH(R) 7th(R) 7th(FR) 8th(R) 8th(FR) 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.
Sacred Guide	TE(R) Summon Cleric	W	1/1. Reveal cards from your library until you reveal a white card, then put that one in your hand and the others are removed from the game (W1+Sacrifice this card).
Sacred Knight	PT(C) Summon Creature	W3	3/2. Sacred Knight can't be intercepted by black or red creatures.
Sacred Mesa	MI(R) AT(DI) Enchantment	W2	Put a 1/1 white Flying Wild Pegasus token that counts as a Pegasus into play (W1). During upkeep, sacrifice a Pegasus or bury this card.
Sacred Nectar	PT(C) ST(C) 7th(C) 7th(FC) 8th(C) 8th(FC) Sorcery	W1	You gain 4 life.
Sacred Rites	OD(C) OD(FC) Instant	W	Discard any number of cards from your hand. Creatures you control get +0/+1 until end of turn for each card discarded this way.
Safeguard	TE(R) Enchantment	WW3	Make a creature deal no combat damage this turn (W2).
Samite Alchemist	Close-up Full Shot HL(C4) Summon Alchemist	W3	0/2. Prevent up to 4 damage to one of your creatures and that creature does not untap as normal next untap (Tap+WW).
Samite Blessing	SH(C) Enchant Creature	W	Creature gains "Prevent all damage from one source being done to target creature (Tap)".
Samite Elder	PS(R) PS(FR) Creature - Cleric	W2	1/2. Tap: Creatures you control gain protection from the color(s) of target permanent you control until end of turn.
Samite Healer	A/B/U(C) RV(C) 4th(C) 5th(C) 6th(C) AT(DI) 7th(C) 7th(FC) 8th(C) 8th(FC) Creature - Cleric	W1	1/1. Tap: Prevent the next 1 damage that would be dealt to target creature or player this turn.
Samite Ministration	IN(U) IN(FU) Instant	W1	Prevent all damage that would be dealt by a source of your choice to you this turn. Whenever damage from a black or red source is prevented this way, you gain life equal to that damage.
Samite Pilgrim	PS(C) PS(FC) Creature - Cleric	W1	1/1. Tap: Prevent the next X damage that would be dealt to target creature this turn, where X is the number of basic land types among lands you control.
Samite Sanctuary	PY(R) PY(FR) Enchantment	W2	2: Prevent the next 1 damage that would be dealt to target creature this turn. Any player may play this ability.
Sanctimony	UD(U) UD(FU) 7th(U) 7th(FU) 8th(U) 8th(FU) Enchantment	W1	Whenever an opponent taps a Mountain for mana, you may gain 1 life.
Sanctum Custodian	US(C) BR(DI) Summon Cleric	W2	1/2. Prevent up to 2 damage to a creature or player (Tap).
Sanctum Guardian	US(U) BR(DI) Summon Soldier	WW1	1/4. Prevent all damage to a creature or player from one source (Sacrifice this card).
Sandskin	ON(C) ON(FC) Enchant Creature	W2	Prevent all combat damage that would be dealt to and dealt by enchanted creature.
Savannah Lions	A/B/U(R) RV(R) 4th(R) 8th(R) 8th(FR) Creature - Lion	W	2/1.
Scapegoat	SH(U) Instant	W	Sacrifice a creature when you play this spell. Send any number of your creatures their to owner's hand.
Scars of the Veteran	AL(U2) Instant	W4	You can remove a white card in your hand from the game instead of paying the casting cost. Prevent up to 7 damage to a player or creature. If on a creature, put a +0/+1 counter on it at end of turn for each damage prevented.
Scent of Jasmine	UD(C) UD(FC) Instant	W	Reveal any number of white cards in your hand. You gain 2 life for each card revealed this way.
Scour	UD(U) UD(FU) Instant	WW2	Remove target enchantment from the game. Search its controller's graveyard, hand, and library for all copies of that card and remove them from the game. That player then shuffles his or her library.
Seal of Cleansing	NE(C) NE(FC) Enchantment	W1	Sacrifice Seal of Cleansing: Destroy target artifact or enchantment.

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White Spells (Part 27 of 34)

Card Name	Spell Type	Cost	Ability
Seasoned Marshal <i>US(U)</i> <i>PT(U)</i> <i>BR(D1)</i> <i>7th(U)</i> <i>7th(FU)</i> <i>8th(U)</i> <i>8th(FU)</i>	Creature - Soldier	WW2	2/2. Whenever Seasoned Marshal attacks, you may tap target creature.
Seasoned Tactician <i>AL(U2)</i>	Summon Tactician	W2	1/3. Prevent all damage to you from one source (3+Remove top 4 cards of your library from the game).
Second Thoughts <i>OD(C)</i> <i>OD(FC)</i>	Instant	W4	Remove target attacking creature from the game. ; Draw a card.
Security Detail <i>MM(R)</i> <i>MM(FR)</i>	Enchantment	W3	WW: Put a 1/1 white Soldier creature token into play. Play this ability only if you control no creatures and only once each turn.
Seeker <i>LG(U)</i> <i>4th(C)</i>	Enchant Creature	WW2	Creature can only be blocked by white and artifact creatures.
Selfless Exorcist <i>JU(R)</i> <i>JU(FR)</i>	Creature - Cleric	WW3	3/4. Tap: Remove target creature card in a graveyard from the game. That card deals damage equal to its power to Selfless Exorcist. (A * on a card not in play is 0.)
Seraph <i>IA(R)</i> <i>5th(R)</i>	Summon Angel	W6	4/4, Flying. At end of turn, bring any creatures in graveyard that this creature damaged this turn into play under your control. Bury the creatures when you lose control of this creature.
Serene Offering <i>TE(U)</i>	Instant	W1	Destroy an enchantment and gain life equal to that enchantment's total casting cost.
Serenity <i>WL(R)</i> <i>6th(R)</i>	Enchantment	W1	At the beginning of your upkeep, destroy all artifacts and enchantments. They can't be regenerated.
Serra Advocate <i>UD(U)</i> <i>UD(FU)</i> <i>7th(U)</i> <i>7th(FU)</i>	Creature - Angel	W3	2/2, Flying. Tap: Target attacking or blocking creature gets +2/+2 until end of turn.
Serra Angel <i>A/B/U(U)</i> <i>RV(U)</i> <i>4th(U)</i> <i>AT(D1)</i> <i>7th(R)</i> <i>7th(FR)</i> <i>8th(R)</i> <i>8th(FR)</i>	Creature - Angel	WW3	4/4, Flying. Attacking doesn't cause Serra Angel to tap.
Serra Avatar <i>US(R)</i>	Summon Avatar	WWW4	*/* where *= your life total. When this is put into a graveyard, shuffle it into owner's library.
Serra Aviary <i>HL(U1)</i>	Enchant World	W3	Gives all Flying creatures +1/+1.
Serra Bestiary <i>HL(C1)</i> <i>5th(U)</i>	Enchant Creature	WW	Creature cannot attack, block or use an ability with "Tap" in its activation cost. Pay WW during your upkeep or bury this card.
Serra Inquisitors <i>HL(U3)</i>	Summon Inquisitors	W4	3/3. Gets +2/+0 until end of turn when blocking or blocked by a black creature.
Serra Paladin <i>HL(C1)</i> <i>5th(U)</i>	Summon Paladin	WW2	2/2. Prevent 1 damage to a creature or player (Tap). Make a creature not tap when attacking (Tap+WW1).
Serra's Blessing <i>WL(U)</i> <i>6th(U)</i>	Enchantment	W1	Attacking doesn't cause creatures you control to tap.
Serra's Embrace <i>US(U)</i> <i>7th(U)</i> <i>7th(FU)</i>	Enchant Creature	WW2	Enchanted creature gets +2/+2, has flying, and attacking doesn't cause it to tap.
Serra's Hymn <i>US(U)</i>	Enchantment	W	Prevent up to X damage divided between any number of creatures and players, where X= # of counters on this card (Sacrifice this card). During your upkeep, you may put a counter on this card.
Serra's Liturgy <i>US(R)</i>	Enchantment	WW2	Destroy up to one artifact or enchantment for each counter on this card (W+Sacrifice this card). During your upkeep, you may put a counter on this card.
Serra Zealot <i>US(C)</i>	Summon Soldier	W	1/1, First Strike.
Sex Appeal <i>UG(C)</i>	Instant	W	Prevent up to 3 damage total to any number of creatures and/or players. If there are more players in the room of the opposite sex, prevent up to 3 additional damage total to any number of creatures and/or players.
Shackles <i>EX(C)</i> <i>IN(C)</i> <i>IN(FC)</i>	Enchant Creature	W2	Enchanted creature doesn't untap during its controller's untap step. ; W: Return Shackles to its owner's hand.
Shadowbane <i>MI(U)</i>	Instant	W1	Prevent all damage from one source to you or a creature you control. If the source is black, gain 1 life for each damage prevented in this way.
Shahrazad <i>AN(U2)</i>	Sorcery	WW	Forces sub-game of magic...loser of that game loses 1/2 of life in this game.
Shaman en-Kor <i>SH(R)</i>	Summon Cleric	W1	1/2. Redirect 1 damage from this card to one of your creatures (0). Redirect all damage done by a single source from a creature to this card (W1).
Shared Triumph <i>ON(R)</i> <i>ON(FR)</i>	Enchantment	W1	As Shared Triumph comes into play, choose a creature type. ; Creatures of the chosen type get +1/+1.
Shelter <i>OD(C)</i> <i>OD(FC)</i>	Instant	W1	Target creature you control gains protection from the color of your choice until end of turn. ; Draw a card.
Sheltering Prayers <i>PY(R)</i> <i>PY(FR)</i>	Enchantment	W	Basic lands each player controls can't be the targets of spells or abilities as long as that player controls three or fewer lands.

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White Spells (Part 28 of 34)

Card Name	Spell Type	Cost	Ability
Shield Bearer IA(C) 5th(C)	Summon Soldier	W1	0/3, Bands
Shield Dancer PY(U) PY(FU)	Creature - Rebel	W2	1/3. W2: The next time target attacking creature would deal combat damage to Shield Dancer this turn, that creature deals that damage to itself instead.
Shieldmage Advocate JU(C) JU(FC)	Creature - Cleric	W2	1/3. Tap: Return target card in an opponent's graveyard to his or her hand. Prevent all damage that would be dealt to target creature or player this turn by a source of your choice.
Shieldmage Elder ON(U) ON(FU)	Creature - Cleric Wizard	W5	2/3. Tap two untapped Clerics you control: Prevent all damage target creature would deal this turn. ; Tap two untapped Wizards you control: Prevent all damage target spell would deal this turn.
Shield Mate EX(C)	Summon Soldier	W	1/1. Target creature gets +0/+4 until end of turn (Sacrifice this card).
Shield of Duty and Reason AP(C) AP(FC)	Enchant Creature	W	Enchanted creature has protection from green and from blue.
Shield Wall LG(U) CH(U3) 5th(C) 7th(C) 7th(FC)	Instant	W1	Creatures you control get +0/+2 until end of turn.
Shimmering Barrier US(U)	Summon Wall	W1	Cycling 2. 1/3, Wall, First Strike.
Sidar Jabari MI(R)	Summon Legend	W3	2/2, Flanking. If he attacks, tap a creature the defending player controls.
Sigil of the New Dawn ON(R) ON(FR)	Enchantment	W3	Whenever a creature is put into your graveyard from play, you may pay 1W. If you do, return that card to your hand.
Silent Attendant US(C)	Summon Cleric	W2	0/2. Gain 1 life (Tap).
Silkenfist Fighter NE(C) NE(FC)	Creature - Soldier	W1	1/3. Whenever Silkenfist Fighter becomes blocked, untap it.
Silkenfist Order NE(U) NE(FU)	Creature - Soldier	WW3	3/5. Whenever Silkenfist Order becomes blocked, untap it.
Silver Knight SC(U) SC(FU)	Creature - Knight	WW	2/2, First Strike, Protection from Red.
Silver Seraph JU(R) JU(FR)	Creature - Angel	WWW5	6/6, Flying. Threshold - Other creatures you control get +2/+2. (You have threshold as long as seven or more cards are in your graveyard.)
Sivvi's Ruse NE(U) NE(FU)	Instant	WW2	If an opponent controls a mountain and you control a plains, you may play Sivvi's Ruse without paying its mana cost. ; Prevent all damage that would be dealt this turn to creatures you control.
Sivvi's Valor NE(R) NE(FR)	Instant	W2	If you control a plains, you may tap an untapped creature you control instead of paying the mana cost of Sivvi's Valor. ; All damage that would be dealt to target creature this turn is dealt to you instead.
Skyshroud Falcon SH(C) 7th(C) 7th(FC)	Creature - Bird	W1	1/1, Flying. Attacking doesn't cause Skyshroud Falcon to tap.
Smite SH(C)	Instant	W	Destroy a blocked creature.
Snow Hound LA(U)	Summon Dog	W2	1/1. Return this card and a blue or green creature you control to their owner's hands (Tap+1)
Solidarity UD(C) UD(FC) 8th(C) 8th(FC)	Instant	W3	Creatures you control get +0/+5 until end of turn.
Solitary Confinement JU(R) JU(FR)	Enchantment	W2	At the beginning of your upkeep, sacrifice Solitary Confinement unless you discard a card from your hand. ; Skip your draw step. ; You can't be the target of spells or abilities. ; Prevent all damage that would be dealt to you.
Soltari Champion SH(R)	Summon Soldier	W2	2/2, Shadow. If this card attacks, all your other creatures get +1/+1 until end of turn.
Soltari Crusader TE(U)	Summon Knight	W2	2/1, Shadow. +1/+0 until end of turn (W1).
Soltari Emissary TE(R)	Summon Soldier	W1	2/1. Shadow until end of turn (W).
Soltari Foot Soldier TE(C) BR(D1)	Summon Soldier	W	1/1, Shadow.
Soltari Lancer TE(C)	Summon Knight	W2	2/2, Shadow. First Strike when attacking
Soltari Monk TE(U)	Summon Cleric	WW	2/1, Protection from Black, Shadow.
Soltari Priest TE(U)	Summon Cleric	WW	2/1, Protection from Red, Shadow.
Soltari Trooper TE(C)	Summon Soldier	W1	1/1, Shadow. Gets +1/+1 until end of turn if it attacks.
Soltari Visionary EX(C)	Summon Cleric	WW1	2/2, Shadow. If this card damages any player, destroy target enchantment that player controls.
Songstitcher US(U) BR(D1)	Summon Cleric	W	1/1. Make an attacking Flying creature deal no combat damage this turn (W1).
Soothing Balm MM(C) MM(FC)	Instant	W1	Target player gains 5 life.
Soraya the Falconer HL(U1)	Summon Legend	WW1	2/2. Gives all Falcons +1/+1. Give a Falcon Banding until end of turn (W1).
Soulcatcher OD(U) OD(FU)	Creature - Bird Soldier	W1	1/1, Flying. ; Whenever a creature with flying is put into a graveyard from play, put a +1/+1 counter on Soulcatcher.
Soulcatchers' Aerie JU(U) JU(FU)	Enchantment	W1	Whenever a Bird is put into your graveyard from play, put a feather counter on Soulcatchers' Aerie. ; All Birds get +1/+1 for each feather counter on Soulcatchers' Aerie.

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White Spells (Part 29 of 34)

Card Name	Spell Type	Cost	Ability
Soul Charmer PY(C) PY(FC)	Creature - Rebel	W2	2/2. Whenever Soul Charmer deals combat damage to a creature, you gain 2 life unless that creature's controller pays 2.
Soul Echo MI(R)	Enchantment	WWX	Put X counters on it when played. You do not lose the game as a result of having less than 1 life. At the beginning of your upkeep bury it if no counters on it, otherwise target opponent may choose that until your next upkeep damage is normal or that it causes counters to be removed from this card instead.
Soul Sculptor US(R)	Summon Townsfolk	W2	1/1. Make a creature become an enchantment and lose all abilities until a player successfully casts a creature spell (Tap+W1).
Soul Shepherd WL(C)	Summon Cleric	W1	2/1. Gain 1 life (W+Remove a creature card in your graveyard from the game).
Soul Warden EX(C) BR(DI)	Summon Cleric	W	1/1. Gain 1 life whenever any other creature comes into play.
Southern Paladin WL(R) 7th(R) 7th(FR)	Creature - Knight	WW2	3/3. WW,Tap: Destroy target red permanent.
Spectral Guardian MI(R)	Summon Guardian	WW2	2/3. While this is untapped, non-creature artifacts cannot be targeted by spells or effects.
Spectral Lynx AP(R) AP(FR)	Creature - Cat	W1	2/1, Protection from Green. B: Regenerate Spectral Lynx.
Sphere of Duty OD(U) OD(FU)	Enchantment	W3	If a green source would deal damage to you, prevent 2 of that damage.
Sphere of Grace OD(U) OD(FU)	Enchantment	W3	If a black source would deal damage to you, prevent 2 of that damage.
Sphere of Law OD(U) OD(FU)	Enchantment	W3	If a red source would deal damage to you, prevent 2 of that damage.
Sphere of Reason OD(U) OD(FU)	Enchantment	W3	If a blue source would deal damage to you, prevent 2 of that damage.
Sphere of Truth OD(U) OD(FU)	Enchantment	W3	If a white source would deal damage to you, prevent 2 of that damage.
Spirit Cairn JU(U) JU(FU)	Enchantment	W2	Whenever a player discards a card from his or her hand, you may pay W. If you do, put a 1/1 white Spirit creature token with flying into play.
Spirit en-Kor SH(C)	Summon Spirit	W3	2/2, Flying. Redirect 1 damage from this card to one of your creatures (0).
Spirit Flare TO(C) TO(FC)	Instant	W3	Tap target untapped creature you control. If you do, it deals damage equal to its power to target attacking or blocking creature an opponent controls. ; Flashback-1W,Pay 3 life. (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
Spirit Link LG(U) 4th(U) 5th(U) 6th(U) 7th(U) 7th(FU) 8th(U) 8th(FU)	Enchant Creature	W	Whenever enchanted creature deals damage, you gain that much life.
Spirit Mirror TE(R)	Enchantment	WW2	Destroy a Reflection (0). During your upkeep, if there are no Reflection tokens in play, put a 2/2 white Reflection token creature into play.
Spirit of Resistance IN(R) IN(FR)	Enchantment	W2	If you control a permanent of each color, prevent all damage that would be dealt to you.
Spiritual Asylum NE(R) NE(FR)	Enchantment	WW2	Creatures and lands you control can't be the target of spells or abilities. ; When a creature you control attacks, sacrifice Spiritual Asylum.
Spiritual Focus MM(R) MM(FR)	Enchantment	W1	Whenever a spell or ability an opponent controls causes you to discard a card, you gain 2 life and you may draw a card.
Spiritual Guardian PT(R)	Summon Creature	WW3	3/4. When Spiritual Guardian comes into play from your hand, you gain 4 life.
Spiritualize OD(U) OD(FU)	Instant	W2	Until end of turn, whenever target creature deals damage, you gain that much life. ; Draw a card.
Spiritual Sanctuary LG(R)	Enchantment	WW2	+1 life during upkeep of any player that has Plains.
Spirit Weaver IN(U) IN(FU)	Creature - Wizard	W1	2/1. 2: Target green or blue creature gets +0/+1 until end of turn.
Spotted Griffin PT(C)	Summon Creature	W3	2/3, Flying
Spurnmage Advocate JU(U) JU(FU)	Creature - Nomad	W	1/1. Tap: Return two target cards in an opponent's graveyard to his or her hand. Destroy target attacking creature.
Squire DK(C3)	Summon Squire	W1	1/2
Standard Bearer AP(C) AP(FC)	Creature - Flagbearer	W1	1/1. If an opponent plays a spell or ability that could target a Flagbearer in play, that player chooses at least one Flagbearer as a target.
Standing Troops EX(C) 6th(C) 7th(C) 7th(FC) 8th(C) 8th(FC)	Creature - Soldier	W2	1/4. Attacking doesn't cause Standing Troops to tap.

White Spells (Part 30 of 34)

Card Name	Spell Type	Cost	Ability
Starlight <i>PT(U)</i> <i>7th(U)</i> <i>7th(FU)</i>	Sorcery	W1	You gain 3 life for each black creature target opponent controls.
Starlit Angel <i>PT(U)</i>	Summon Creature	WW3	3/4, Flying
Starlight Invoker <i>LE(C)</i> <i>LE(FC)</i>	Creature - Cleric Mutant	W1	1/3. 7W: You gain 5 life.
Staunch Defenders <i>TE(U)</i> <i>6th(U)</i> <i>7th(U)</i> <i>7th(FU)</i> <i>8th(U)</i> <i>8th(FU)</i>	Creature - Soldier	WW3	3/4. When Staunch Defenders comes into play, you gain 4 life.
Steadfast Guard <i>MM(C)</i> <i>MM(FC)</i>	Creature - Rebel	WW	2/2. Attacking doesn't cause Steadfast Guard to tap.
Steadfastness <i>PT(C)</i> <i>ST(C)</i>	Sorcery	W1	Creatures you control get +0/+3 until end of turn.
Steam Catapult <i>P2(R)</i>	Creature - Soldiers	WW3	2/3. On your turn, before you attack, you may tap Steam Catapult to destroy any one tapped creature.
Stern Judge <i>TO(U)</i> <i>TO(FU)</i>	Creature - Cleric	W2	2/2. Tap: Each player loses 1 life for each swamp he or she controls.
Stern Marshal <i>PT(R)</i>	Summon Creature	W2	2/2. On your turn, before you attack, you may tap Stern Marshal to give any one creature +2/+2 until the end of the turn.
Stoic Champion <i>LE(U)</i> <i>LE(FU)</i>	Creature - Soldier	WW	2/2. Whenever a player cycles a card, Stoic Champion gets +2/+2 until end of turn.
Story Circle <i>MM(U)</i> <i>MM(FU)</i> <i>8th(R)</i> <i>8th(FR)</i>	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.
Strength of Isolation <i>TO(U)</i> <i>TO(FU)</i>	Enchant Creature	W1	Enchanted creature gets +1/+2 and has protection from black. ; Madness W (You may play this card for its madness cost at the time you discard it from your hand.)
Strength of Unity <i>IN(C)</i> <i>IN(FC)</i>	Enchant Creature	W3	Enchanted creature gets +1/+1 for each basic land type among lands you control.
Sun Clasp <i>VI(C)</i> <i>BR(DI)</i>	Enchant Creature	W1	Creature gets +1/+3. Send the creature to owner's hand (W).
Sunfire Balm <i>ON(U)</i> <i>ON(FU)</i>	Instant	W2	Prevent the next 4 damage that would be dealt to target creature or player this turn. ; Cycling 1W. ; When you cycle Sunfire Balm, you may prevent the next 1 damage that would be dealt to target creature or player this turn.
Sunscape Apprentice <i>IN(C)</i> <i>IN(FC)</i>	Creature - Wizard	W	1/1. G,Tap: Target creature gets +1/+1 until end of turn. ; U,Tap: Put target creature you control on top of its owner's library.
Sunscape Battlemage <i>PS(U)</i> <i>PS(FU)</i>	Creature - Wizard	W2	2/2. Kicker 1G and/or 2U. ; When Sunscape Battlemage comes into play, if you paid the 1G kicker cost, destroy target creature with flying. ; When Sunscape Battlemage comes into play, if you paid the 2U kicker cost, draw two cards.
Sunscape Familiar <i>PS(C)</i> <i>PS(FC)</i>	Creature - Wall	W1	0/3. (Walls can't attack.) Green spells and blue spells you play cost 1 less to play.
Sunscape Master <i>IN(R)</i> <i>IN(FR)</i>	Creature - Wizard	WW2	2/2. GG,Tap: Creatures you control get +2/+2 until end of turn. ; UU,Tap: Return target creature to its owner's hand.
Sunstrike Legionnaire <i>LE(R)</i> <i>LE(FR)</i>	Creature - Soldier	W1	1/2. Sunstrike Legionnaire doesn't untap during your untap step. ; Whenever another creature comes into play, untap Sunstrike Legionnaire. ; Tap: Tap target creature with converted mana cost 3 or less.
Suntail Hawk <i>JU(C)</i> <i>JU(FC)</i> <i>8th(C)</i> <i>8th(FC)</i>	Creature - Bird	W	1/1, Flying.
Sunweb <i>MI(R)</i> <i>6th(R)</i> <i>7th(R)</i> <i>7th(FR)</i> <i>8th(R)</i> <i>8th(FR)</i>	Creature - Wall	W3	5/6, Flying. (Walls can't attack.) Sunweb can't block creatures with power 2 or less.
Surprise Deployment <i>PS(U)</i> <i>PS(FU)</i>	Instant	W3	Play Surprise Deployment only during combat. ; Put a nonwhite creature card from your hand into play. At end of turn, return that creature to your hand. (Return it only if it's in play.)
Sustainer of the Realm <i>UL(U)</i> <i>UL(FU)</i> <i>7th(U)</i> <i>7th(FU)</i>	Creature - Angel	WW2	2/3, Flying. Whenever Sustainer of the Realm blocks, it gets +0/+2 until end of turn.
Sustaining Spirit <i>AL(R2)</i>	Summon Guardian	W1	0/3. Any damage that would reduce your life total to less than 1, instead reduces it to 1. Cumulative Upkeep=W1.
Swooping Talon <i>LE(U)</i> <i>LE(FU)</i>	Creature - Bird Soldier	WW4	2/6, Flying, Provoke. 1: Swooping Talon loses flying until end of turn.
Sword Dancer <i>PY(U)</i> <i>PY(FU)</i> <i>8th(U)</i> <i>8th(FU)</i>	Creature - Rebel	W1	1/2. WW: Target attacking creature gets -1/-0 until end of turn.

White Spells (Part 31 of 34)

		Card Name	Spell Type	Cost	Ability
		Swords to Plowshares <i>A/B/U(U)</i> <i>RV(U)</i> <i>4th(U)</i> <i>AT(D1)</i> <i>BR(D1)</i> <i>LA(U)</i>	Instant	W	Gives creature's power in life to owner of the creature which then leaves the game
		Sworn Defender AL(R2)	Summon Knight	WW2	1/3. Change this card's power/toughness to "toughness-1/power+1 of a creature it is blocked-by or blocking" until end of turn (1).
		Talon Sliver <i>TE(C)</i>	Summon Sliver	W1	1/1. All Slivers gain First Strike.
		Tariff WL(R) 6th(R)	Sorcery	W1	Each player chooses a creature with the highest converted mana cost he or she controls, then pays mana equal to that cost or sacrifices that creature.
		Task Force <i>MM(C)</i> <i>MM(FC)</i>	Creature - Rebel	W2	1/3. Whenever Task Force becomes the target of a spell or ability, it gets +0/+3 until end of turn.
		Tattoo Ward <i>OD(U)</i> <i>OD(FU)</i>	Enchant Creature	W2	Enchanted creature gets +1/+1 and has protection from enchantments. This effect doesn't remove Tattoo Ward. ; Sacrifice Tattoo Ward: Destroy target enchantment.
		Teferi's Care <i>IN(U)</i> <i>IN(FU)</i>	Enchantment	W2	W,Sacrifice an enchantment: Destroy target enchantment. ; 3UU: Counter target enchantment spell.
		Teferi's Honor Guard <i>VI(U)</i>	Summon Knight	W2	2/2, Flanking. Phase out (UU).
		Temper <i>SH(U)</i>	Instant	W1X	Prevent up to X damage to a creature. Put a +1/+1 counter on the creature for each 1 damage prevented.
		Temple Acolyte <i>P2(C)</i>	Creature - Cleric	W1	1/3. When Temple Acolyte comes into play from your hand, you gain 3 life.
		Temple Elder <i>P2(U)</i>	Creature - Cleric	W2	1/2. On your turn, before you attack, you may tap Temple Elder to gain 1 life.
		Temporary Truce PT(R)	Sorcery	W1	Each player may draw up to two cards. For each card less than two any player draws, that player gains 2 life. (You choose whether to draw first.)
		Teremko Griffin <i>MI(C)</i>	Summon Griffin	W3	2/2, Banding, Flying.
		Teroh's Faithful <i>TO(C)</i> <i>TO(FC)</i>	Creature - Cleric	W3	1/4. When Teroh's Faithful comes into play, you gain 4 life.
		Teroh's Vanguard <i>TO(U)</i> <i>TO(FU)</i>	Creature - Nomad	W3	2/3. You may play Teroh's Vanguard any time you could play an instant. ; Threshold - When Teroh's Vanguard comes into play, creatures you control gain protection from black until end of turn. (You have threshold if seven or more cards are in your graveyard.)
		Testament of Faith <i>OD(U)</i> <i>OD(FU)</i>	Enchantment	W	X: Testament of Faith becomes an X/X Wall creature until end of turn. It's still an enchantment. (Walls can't attack.)
		Test of Endurance JU(R) JU(FR)	Enchantment	WW2	At the beginning of your upkeep, if you have 50 or more life, you win the game.
		Tethered Griffin UD(R) UD(FR)	Creature - Griffin	W	2/3, Flying. When you control no enchantments, sacrifice Tethered Griffin.
		Thermal Glider <i>MM(C)</i> <i>MM(FC)</i>	Creature - Rebel	W2	2/1, Flying, Protection from Red.
		Thunder Spirit LG(R)	Summon Spirit	WW1	2/2, Flying, First Strike
		Tireless Tribe <i>OD(C)</i> <i>OD(FC)</i>	Creature - Nomad	W	1/1. Discard a card from your hand: Tireless Tribe gets +0/+4 until end of turn.
		Tithe VI(R)	Instant	W	Choose a Plains from your library. If you control fewer lands than target opponent, you may choose a second Plains from your library. Put these cards into your hand and shuffle the library.
		Tivadar's Crusade DK(U2)	Sorcery	WW1	Destroys all Goblins in play.
		Tonic Peddler <i>MM(U)</i> <i>MM(FU)</i>	Creature - Spellshaper	W1	1/1. W,Tap,Discard a card from your hand: Target player gains 3 life.
		Topple <i>NE(C)</i> <i>NE(FC)</i>	Sorcery	W2	Remove target creature with the greatest power from the game. (If two or more creatures are tied for greatest power, target only one of them.)
		Tormented Angel <i>UD(C)</i> <i>UD(FC)</i>	Creature - Angel	W3	1/5, Flying.
		Town Sentry <i>P2(C)</i>	Creature - Soldier	W2	2/2. If Town Sentry blocks, it gets +0S/+2D until the end of the turn.
		Trade Caravan <i>Spider</i> <i>Giraffe</i> <i>HL(C4)</i>	Summon Caravan	W	1/1. Put a counter on this card during your upkeep. During an opponent's upkeep, untap a basic land (Remove two counters).
		Tragic Poet <i>UL(C)</i> <i>UL(FC)</i>	Summon Townsfolk	W	1/1. Tap, Sacrifice Tragic Poet: Return target enchantment card from your graveyard to your hand.
		Trained Pronghorn <i>JU(C)</i> <i>JU(FC)</i>	Creature - Antelope	W1	1/1. Discard a card from your hand: Prevent all damage that would be dealt to Trained Pronghorn this turn.
		Transcendence TO(R) TO(FR)	Enchantment	WWW3	You don't lose the game for having 0 or less life. ; When you have 20 or more life, you lose the game. ; Whenever you lose life, you gain 2 life for each 1 life you lost. (Damage dealt to you causes you to lose life.)
		Trap Digger SC(R) SC(F R)	Creature - Soldier	W3	1/3. 2W,Tap: Put a trap counter on target land you control. ; Sacrifice a land with a trap counter on it: Trap Digger deals 3 damage to target attacking creature without flying.
		Trap Runner <i>MM(U)</i> <i>MM(FU)</i>	Creature - Soldier	WW2	2/3. Tap: Target attacking unblocked creature becomes blocked. (This ability works on unblockable creatures.)

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White Spells (Part 32 of 34)

Card Name	Spell Type	Cost	Ability
Treasure Hunter <i>EX(U)</i>	Summon Townsfolk	W2	2/2. When this card comes into play, you may bring target artifact card from your graveyard to your hand.
Trenching Steed <i>PY(C)</i> <i>PY(FC)</i>	Creature - Rebel	W3	2/3. Sacrifice a land: Trenching Steed gets +0/+3 until end of turn.
Trokin High Guard <i>P2(C)</i>	Creature - Knight	W3	3/3.
Troubled Healer <i>PY(C)</i> <i>PY(FC)</i>	Creature - Cleric	W2	1/2. Sacrifice a land: Prevent the next 2 damage that would be dealt to target creature or player this turn.
Truce <i>HL(U1)</i> <i>5th(R)</i>	Instant	W2	Each player may draw 2 cards or for each draw skipped they gain 2 life.
True Believer <i>ON(R)</i> <i>ON(FR)</i>	Creature - Cleric	WW	2/2. You can't be the target of spells or abilities.
Tundra Wolves <i>LG(C2)</i> <i>4th(C)</i> <i>5th(C)</i> <i>6th(C)</i> <i>8th(C)</i> <i>8th(FC)</i>	Creature - Wolf	W	1/1, First Strike.
Unified Strike <i>ON(C)</i> <i>ON(FC)</i>	Instant	W	Remove target attacking creature from the game if its power is less than or equal to the number of Soldiers in play.
Unlikely Alliance <i>AL(U2)</i>	Enchantment	W1	Give +0/+2 until end of turn to a non-attacking, non-blocking creature (W1).
Unquestioned Authority <i>JU(U)</i> <i>JU(FU)</i>	Enchant Creature	W2	When Unquestioned Authority comes into play, draw a card. ; Enchanted creature has protection from creatures.
Unyaro Griffin <i>MI(U)</i> <i>6th(U)</i>	Creature - Griffin	W3	2/2, Flying. Sacrifice Unyaro Griffin: Counter target red instant or sorcery spell.
Valor <i>JU(U)</i> <i>JU(FU)</i>	Creature - Incarnation	W3	2/2, First strike. As long as Valor is in your graveyard and you control a plains, creatures you control have first strike.
Valorous Charge <i>PT(U)</i>	Sorcery	WW1	All white creatures get +2/+0 until the end of the turn. (This includes other players' white creatures.)
Venerable Monk <i>SH(C)</i> <i>PT(U)</i> <i>6th(C)</i> <i>ST(C)</i> <i>7th(C)</i> <i>7th(FC)</i> <i>8th(C)</i> <i>8th(FC)</i>	Creature - Cleric	W2	2/2. When Venerable Monk comes into play, you gain 2 life.
Vengeance <i>PT(U)</i> <i>P2(U)</i> <i>ST(U)</i> <i>7th(U)</i> <i>7th(FU)</i> <i>8th(D2)</i>	Sorcery	W3	Destroy target tapped creature.
Vengeful Dreams <i>TO(R)</i> <i>TO(FR)</i>	Instant	WW	As an additional cost to play Vengeful Dreams, discard X cards from your hand. ; Remove X target attacking creatures from the game.
Veteran Bodyguard <i>A/B/U(R)</i> <i>RV(R)</i>	Summon Bodyguard	WW3	2/5, When not tapped it takes all damage done to you. Only one Bodyguard can be used this way during a turn. { ABU = did not have last sentence }
Veteran Cavalier <i>ST(U)</i>	Creature - Knight	WW	2/2. Attacking doesn't cause Veteran Cavalier to tap.
Vigilant Martyr <i>MI(U)</i>	Summon Martyr	W	1/1. Regenerate a creature (Sacrifice this card). Counter a spell that targets an enchantment in play (Tap+WW+Sacrifice this card).
Vigilant Sentry <i>JU(C)</i> <i>JU(FC)</i>	Creature - Nomad	WW1	2/2. Threshold - Vigilant Sentry gets +1/+1 and has "Tap: Target attacking or blocking creature gets +3/+3 until end of turn." (You have threshold as long as seven or more cards are in your graveyard.)
Visions <i>LG(U)</i> <i>4th(U)</i>	Sorcery	W	Look at top 5 cards of any library, then may choose to shuffle it.
Voice of All <i>PS(U)</i> <i>PS(FU)</i>	Creature - Angel	WW2	2/2, Flying. As Voice of All comes into play, choose a color. ; Voice of All has protection from the chosen color.
Voice of Duty <i>UD(U)</i> <i>UD(FU)</i>	Creature - Angel	W3	2/2, Flying, Protection from Green.
Voice of Grace <i>US(U)</i>	Summon Angel	W3	2/2, Flying, Protection from Black
Voice of Law <i>US(U)</i>	Summon Angel	W3	2/2, Flying, Protection from Red
Voice of Reason <i>UD(U)</i> <i>UD(FU)</i>	Creature - Angel	W3	2/2, Flying, Protection from Blue.
Voice of Truth <i>NE(U)</i> <i>NE(FU)</i>	Creature - Angel	W3	2/2, Flying, Protection from White.
Volunteer Militia <i>P2(C)</i> <i>No dash before creature type</i> <i>P2(C)</i>	Creature - Soldier	W	1/2.
Volunteer Reserves <i>WL(U)</i>	Summon Soldiers	W1	2/4, Banding. Cumulative Upkeep: 1.
Wall of Caltrops <i>LG(C1)</i>	Summon Wall	W1	2/1, Wall, Bands only with other Walls in defense.
Wall of Essence <i>SH(U)</i>	Summon Wall	W1	0/4, Wall. Gain 1 life for each point of combat damage dealt to this card.
Wall of Glare <i>UD(C)</i> <i>UD(FC)</i>	Creature - Wall	W1	0/5. (Walls can't attack.) Wall of Glare may block any number of creatures each combat.
Wall of Hope <i>LE(C)</i> <i>LE(FC)</i>	Creature - Wall	W	0/3. (Walls can't attack). Whenever Wall of Hope is dealt damage, you gain that much life.
Wall of Light <i>LG(U)</i>	Summon Wall	W2	1/5, Wall, Protection from Black

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White Spells (Part 33 of 34)

Card Name	Spell Type	Cost	Ability
Wall of Nets EX(R)	Summon Wall	WW1	0/7, Wall. At end of combat, remove from the game all creatures blocked by this card. If this card leaves play, return to play under their owners' control all creatures removed from the game by this card.
Wall of Resistance MI(C)	Summon Wall	W1	0/3, Flying. Gets a +0/+1 counter at the end of any turn in which it is dealt damage.
Wall of Swords <i>A/B/U(U)</i> <i>RV(U)</i> <i>4th(U)</i> <i>5th(U)</i> <i>PT(U)</i> <i>6th(U)</i> <i>7th(U)</i> <i>7th(FU)</i> <i>8th(U)</i> <i>8th(FU)</i>	Creature - Wall	W3	3/5, Flying. (<i>Walls can't attack.</i>)
Ward of Lights MI(C)	Enchant Creature	WW	Creature gets Protection from a Color chosen when played. This Protection will not bury this card. May be played as an Instant, but bury this at end of turn.
Ward Sliver <i>LE(U)</i> <i>LE(FU)</i>	Creature - Sliver	W4	2/2. As Ward Sliver comes into play, choose a color. ; All Slivers have protection from the chosen color.
War Elephant AN(C3/1) CH(C3)	Summon Elephant	W3	2/2, Trample, Bands
Warmth <i>TE(U)</i> <i>6th(U)</i>	Enchantment	W1	Whenever one of your opponents plays a red spell, you gain 2 life.
Warning IA(C)	Instant	W	Make an attacking creature deal no damage in combat.
Warrior Angel SH(R)	Summon Angel	WW4	3/4, Flying. Gain 1 life for each damage this card deals.
Warrior en-Kor <i>SH(U)</i>	Summon Knight	WW	2/2. Redirect 1 damage from this card to one of your creatures (0).
Warrior's Charge PT(C) <i>Has parenthesized text</i> PT(D1)	Sorcery	W2	All your creatures get +1/+1 until the end of the turn.
Warrior's Honor VI(C) 6th(C) AT(D1)	Instant	W2	Creatures you control get +1/+1 until end of turn.
Warrior's Stand <i>P2(U)</i>	Sorcery	W1	Play Warrior's Stand only after you're attacked, before you declare blockers. All your creatures get +2S/+2D until the end of the turn.
Wave of Reckoning MM(R) MM(FR)	Sorcery	W4	Each creature deals to itself damage equal to its power.
Wayfaring Giant <i>IN(U)</i> <i>IN(FU)</i>	Creature - Giant	W5	1/3. Wayfaring Giant gets +1/+1 for each basic land type among lands you control.
Waylay <i>US(U)</i>	Instant	W2	Put three 2/2 white Knight creatures tokens into play. Remove them from the game at end of turn.
Wayward Angel OD(R) OD(FR)	Creature - Angel Horror	WW4	4/4, Flying. ; Attacking doesn't cause Wayward Angel to tap. ; Threshold - Wayward Angel gets +3/+3, is black, has trample, and has "At the beginning of your upkeep, sacrifice a creature". (You have threshold as long as seven or more cards are in your graveyard.)
Weathered Wayfarer ON(R) ON(FR)	Creature - Nomad Cleric	W	1/1. W,Tap: 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.
Welkin Hawk EX(C)	Summon Bird	W1	1/1, Flying. If this card is put into any graveyard from play, you may search your library for a Welkin Hawk card, reveal that card to all players, put it into your hand, and shuffle.
Whipcorder <i>ON(U)</i> <i>ON(FU)</i>	Creature - Soldier Rebel	WW	2/2. W,Tap: Tap target creature. ; Morph W.
Whipgrass Entangler LE(C) LE(FC)	Creature - Cleric	W2	1/3. 1W: Until end of turn, target creature gains "This creature can't attack or block unless its controller pays 1 for each Cleric in play. (This cost is paid as attackers or blockers are declared)"
White Knight <i>A/B/U(U)</i> <i>RV(U)</i> <i>4th(U)</i> <i>5th(U)</i> AT(D1) <i>LE(U)</i> <i>LE(FU)</i>	Creature - Knight	WW	2/2, First Strike, Protection from Black.
White Scarab <i>LA(U)</i>	Enchant Creature	W	Creature gets +2/+2 if any opponent controls any white cards. Creature cannot be blocked by white creatures.
White Ward <i>A/B/U(U)</i> <i>RV(U)</i> <i>4th(U)</i>	Enchant Creature	W	Gives Protection from White. This card will not remove itself.
Wild Aesthir <i>Flying (C1)</i> <i>Landing (C2)</i> AL(C3)	Summon Aesthir	W2	1/1, Flying, First Strike. +2/+0 until end of turn; no more than WW can be spent this way each turn (WW).
Wild Griffin P2(C) ST(C) S2(D1)	Creature - Griffin	W2	2/2, Flying.
Windborn Muse LE(R) LE(FR)	Creature - Spirit	W3	2/3, Flying. Creatures can't attack you unless their controller pays 2 for each creature attacking you. (This cost is paid as attackers are declared)

White Spells (Part 34 of 34)

Card Name	Spell Type	Cost	Ability
Winds of Rath TE(R)	Sorcery	WW3	Bury all creatures with no enchantments on them.
Wingbeat Warrior LE(C) LE(FC)	Creature - Bird Soldier	W2	2/1, Flying. Morph 2W. When Wingbeat Warrior is turned face up, target creature gains first strike until end of turn.
Wing Shards SC(U) SC(FU)	Instant	WW1	Target player sacrifices an attacking creature. ; Storm.
Winnow IN(R) IN(FR)	Instant	W1	Destroy target nonland permanent if another permanent with the same name is in play. ; Draw a card.
Wipe Clean SC(C) SC(FC)	Instant	W1	Remove target enchantment from the game. ; Cycling 3.
Wishmonger MM(U) MM(FU)	Creature - Monger	W3	3/3. 2: Target creature gains protection from the color of its controller's choice until end of turn. Any player may play this ability.
Witch Hunter DK(U1) CH(U3)	Summon Hunter	WW2	1/1, Tap to do 1 damage to a player; Send one of opponent's creatures to their hand (Tap+WW1)
Words of Worship ON(R) ON(FR)	Enchantment	W2	1: The next time you would draw a card this turn, you gain 5 life instead.
Worship US(R) 7th(R) 7th(FR) 8th(R) 8th(FR)	Enchantment	W3	If you control a creature, damage that would reduce your life total to less than 1 reduces it to 1 instead.
Worthy Cause TE(U)	Instant	W	Buyback 2. Gain life equal to the sacrificed creature's toughness (Sacrifice a creature).
Wrath of God A/B/U(R) RV(R) 4th(R) 5th(R) 6th(R) BR(D1) PT(R) 7th(R) 7th(FR) 8th(R) 8th(FR)	Sorcery	WW2	Destroy all creatures. They can't be regenerated.
Yare MI(R)	Instant	W2	Give a defending player's creature +0/+3 until end of turn and that creature may block up to 3 creatures.
Youthful Knight SH(C) AT(D1)	Summon Knight	W1	2/1, First Strike.
Zealots en-Dal EX(U)	Summon Soldiers	W3	2/4. If all non-land permanents you control are white, gain 1 life during your upkeep.
Zealous Inquisitor SC(C) SC(FC)	Creature - Cleric	W2	2/2. 1W: The next 1 damage that would be dealt to Zealous Inquisitor this turn is dealt to target creature instead.
Zhalfirin Commander MI(U)	Summon Knight	W2	2/2, Flanking. Give a Knight +1/+1 until end of turn (WW1).
Zhalfirin Crusader VI(R)	Summon Knight	WW1	2/2, Flanking. Redirect 1 damage from this card to a creature or player (W1).
Zhalfirin Knight MI(C)	Summon Knight	W2	2/2, Flanking. First Strike until end of turn (WW).
Zuberi, Golden Feather MI(R)	Summon Legend	W4	3/3, Flying. Counts as a Griffin. Gives +1/+1 to all other Griffins.