

Future Sight

Expansion set for Magic: The Gathering

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

Future Sight (expansion code: FUT) is the 3rd set in the Time Spiral block. It was released on May 4, 2007. The expansion symbol is an eye looking through a rift portal.

Future Sight features a special "Timeshifted" subset of cards. The subset contains 'preprints' of cards theoretically from a future expansion. Timeshifted cards are printed on a unique card frame which includes an icon in the upper left corner indicating the card's type. Timeshifted cards use the Future Sight expansion symbol. Timeshifted cards do not have a unique rarity; they have standard rarities and are intermixed with non-timeshifted cards in booster and tournament packs.

The set contains 180 cards, distributed as follows:

	Land	Artifact	Multicolor	Black	Blue	Green	Red	White	
Rare	5	7	3	9	9	9	9	9	60
Uncommon	7	3	-	10	10	10	10	10	60
Common	-	-	-	12	12	12	12	12	60
	12	10	3	31	31	31	31	31	180

Key: **Rare** cards (R) are shown in bold text.
Uncommon cards (U) are shown in italicized text.
 Common cards (C) are shown in normal text.

Nonbasic Land

Card Name	Spell Type	Ability
Graven Cairns	Land	T: Add 1 to your mana pool. ; ^{b/r} T: Add BB, BR, or RR to your mana pool.
Grove of the Burnwillows	Land	T: Add 1 to your mana pool. ; T: Add R or G to your mana pool. Each opponent gains 1 life.
Horizon Canopy	Land	T, Pay 1 life: Add G or W to your mana pool. ; 1, T, Sacrifice Horizon Canopy: Draw a card.
Nimbus Maze	Land	T: Add 1 to your mana pool. ; T: Add W to your mana pool. Play this ability only if you control an Island. ; T: Add U to your mana pool. Play this ability only if you control a Plains.
River of Tears	Land	T: Add U to your mana pool. ; If you played a land this turn, add B to your mana pool instead.
<i>Dakmor Salvage</i>	Land	Dakmor Salvage comes into play tapped. ; T: Add B to your mana pool. ; Dredge 2 (If you would draw a card, instead you may put exactly two cards from the top of your library into your graveyard. If you do, return this card from your graveyard to your hand. Otherwise, draw a card.)
<i>Dryad Arbor</i>	Land Creature - Forest Dryad	1/1. (Dryad Arbor isn't a spell, it's affected by summoning sickness, and it has "T: Add G to your mana pool.") ; Dryad Arbor is green.
<i>Keldon Megaliths</i>	Land	Keldon Megaliths comes into play tapped. ; T: Add R to your mana pool. ; <i>Hellbent</i> - 1R, T: Keldon Megaliths deals 1 damage to target creature or player. Play this ability only if you have no cards in hand.
<i>Llanowar Reborn</i>	Land	Llanowar Reborn comes into play tapped. ; T: Add G to your mana pool. Graft 1 (This land comes into play with a +1/+1 counter on it. Whenever a creature comes into play, you may move a +1/+1 counter from this land onto it.)
<i>New Benalia</i>	Land	New Benalia comes into play tapped. ; When New Benalia comes into play, scry 1. (Look at the top card of your library, then you may put that card on the bottom of your library.) ; T: Add W to your mana pool.
<i>Tolaria West</i>	Land	Tolaria West comes into play tapped. ; T: Add U to your mana pool. ; Transmute 1UU (1UU, Discard this card: Search your library for a card with converted mana cost 0, reveal it, and put it into your hand. Then shuffle your library. Play only as a sorcery.)
<i>Zoetic Cavern</i>	Land	T: Add 1 to your mana pool. ; Morph 2 (You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)

Artifacts

Card Name	Spell Type	Cost	Ability
Akroma's Memorial	Legendary Artifact	7	Creatures you control have flying, first strike, vigilance, trample, haste, protection from black, and protection from red.
Cloud Key	Artifact	3	As Cloud Key comes into play, choose artifact, creature, enchantment, instant, or sorcery. ; Spells you play of the chosen type cost 1 less to play.
Coalition Relic	Artifact	3	T: Add one mana of any color to your mana pool. ; T: Put a charge counter on Coalition Relic. ; At the beginning of your precombat main phase, remove all charge counters from Coalition Relic. Add one mana of any color to your mana pool for each counter removed this way.
Darksteel Garrison	Artifact - Fortification	2	Fortified land is indestructible. ; Whenever fortified land becomes tapped, target creature gets +1/+1 until end of turn. ; Fortify 3 (3: <i>Attach to target land you control. Fortify only as a sorcery. This card comes into play unattached and stays in play if the land leaves play.</i>)
Epochrasite	Artifact Creature - Construct	2	1/1. Epochrasite comes into play with three +1/+1 counters on it if you didn't play it from your hand. ; When Epochrasite is put into a graveyard from play, remove it from the game with three time counters on it and it gains suspend.
Veilstone Amulet	Artifact	3	Whenever you play a spell, creatures you control can't be the targets of spells or abilities your opponents control this turn.
Whetwheel	Artifact	4	XX, T: Target player puts the top X cards of his or her library into his or her graveyard. ; Morph 3 (<i>You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.</i>)
<i>Sliversmith</i>	Artifact Creature - Spellshaper	2	1/1. 1, T, Discard a card: Put a 1/1 Sliver artifact creature token named Metallic Sliver into play.
<i>Soulthether Golem</i>	Artifact Creature - Golem	2	3/3. Vanishing 1 (<i>This permanent comes into play with a time counter on it. At the beginning of your upkeep, remove a time counter from it. When the last is removed, sacrifice it.</i>) ; Whenever another creature comes into play under your control, put a time counter on Soulthether Golem.
<i>Sword of the Meek</i>	Artifact - Equipment	2	Equipped creature gets +1/+2. ; Equip 2 ; Whenever a 1/1 creature comes into play under your control, you may return Sword of the Meek from your graveyard to play, then attach it to that creature.

Multicolor Spells

Card Name	Spell Type	Cost	Ability
Glittering Wish	Sorcery	GW	You may choose a multicolored card you own from outside the game, reveal that card, and put it into your hand. ; Remove Glittering Wish from the game.
Jhoira of the Ghitu	Legendary Creature - Human Wizard	1UR	2/2. 2, Remove a nonland card in your hand from the game: Put four time counters on the removed card. If it doesn't have suspend, it gains suspend. (<i>At the beginning of your upkeep, remove a time counter from that card. When the last is removed, play it without paying its mana cost. If it's a creature, it has haste.</i>)
Sliver Legion	Legendary Creature - Sliver	WUBRG	7/7. All Sliver creatures get +1/+1 for each other Sliver in play.

Black Spells (Part 1 of 2)

Card Name	Spell Type	Cost	Ability
Bitter Ordeal	Sorcery	2B	Search target player's library for a card and remove that card from the game. Then that player shuffles his or her library. ; Gravestorm (<i>When you play this spell, copy it for each permanent put into a graveyard this turn. You may choose new targets for the copies.</i>)
Bridge from Below	Enchantment	BBB	Whenever a nontoken creature is put into your graveyard from play, if Bridge from Below is in your graveyard, put a 2/2 black Zombie creature token into play. ; When a creature is put into an opponent's graveyard from play, if Bridge from Below is in your graveyard, remove Bridge from Below from the game.
Gibbering Descent	Enchantment	4BB	At the beginning of each player's upkeep, that player loses 1 life and discards a card. ; <i>Hellbent</i> - Skip your upkeep step if you have no cards in hand. ; Madness 2BB (<i>If you discard this card, you may play it for its madness cost instead of putting it into your graveyard.</i>)
Korlash, Heir to Blackblade	Legendary Creature - Zombie Warrior	2BB	*/*. Korlash, Heir to Blackblade's power and toughness are each equal to the number of Swamps you control. ; 1B: Regenerate Korlash. ; <i>Grandeur</i> - Discard another card named Korlash, Heir to Blackblade: Search your library for up to two Swamp cards, put them into play tapped, then shuffle your library.
Magus of the Abyss	Creature - Human Wizard	3B	4/3. At the beginning of each player's upkeep, destroy target nonartifact creature that player controls of his or her choice. It can't be regenerated.
Nihilith	Creature - Horror	4BB	4/4, Fear. Suspend 7 - 1B ; Whenever a card is put into an opponent's graveyard from anywhere, if Nihilith is suspended, you may remove a time counter from Nihilith.
Shimian Specter	Creature - Specter	2BB	2/2, Flying. Whenever Shimian Specter deals combat damage to a player, that player reveals his or her hand. Choose a nonland card from it. Search that player's graveyard, hand, and library for all cards with the same name as that card and remove them from the game. Then that player shuffles his or her library.
Slaughter Pact	Instant	0	Slaughter Pact is black. ; Destroy target nonblack creature. ; At the beginning of your next upkeep, pay 2B. If you don't, you lose the game.
Tombstalker	Creature - Demon	6BB	5/5, Flying. Delve (<i>You may remove any number of cards in your graveyard from the game as you play this spell. It costs 1 less to play for each card removed this way.</i>)
<i>Festering March</i>	Sorcery	3BB	Creatures your opponents control get -1/-1 until end of turn. ; Remove Festering March from the game with three time counters on it. ; Suspend 3 - 2B (<i>Rather than play this card from your hand, you may pay 2B and remove it from the game with three time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, play it without paying its mana cost.</i>)
<i>Fleshwrither</i>	Creature - Horror	2BB	3/3. Transfigure 1BB (<i>1BB, Sacrifice this creature: Search your library for a creature card with the same converted mana cost as this creature and put that card into play. Then shuffle your library. Play only as a sorcery.</i>)
<i>Minions' Murmurs</i>	Sorcery	2BB	You draw X cards and you lose X life, where X is the number of creatures you control.
<i>Pooling Venom</i>	Enchantment - Aura	1B	Enchant land. Whenever enchanted land becomes tapped, its controller loses 2 life. ; 3B: Destroy enchanted land.
<i>Skirk Ridge Exhumer</i>	Creature - Zombie Spellshaper	1B	1/1. B, T, Discard a card: Put a 1/1 black Zombie Goblin creature token named Festering Goblin into play with "When Festering Goblin is put into a graveyard from play, target creature gets -1/-1 until end of turn."
<i>Snake Cult Initiation</i>	Enchantment - Aura	3B	Enchant creature. Enchanted creature has poisonous 3. (<i>Whenever it deals combat damage to a player, that player gets three poison counters. A player with ten or more poison counters loses the game.</i>)
<i>Street Wraith</i>	Creature - Wraith	3BB	3/4, Swampwalk. Cycling - Pay 2 life. (<i>Pay 2 life, Discard this card: Draw a card.</i>)
<i>Stronghold Rats</i>	Creature - Rat	2B	2/1. Shadow (<i>This creature can block or be blocked by only creatures with shadow.</i>) ; Whenever Stronghold Rats deals combat damage to a player, each player discards a card.
<i>Witch's Mist</i>	Enchantment	2B	2B, T: Destroy target creature that was dealt damage this turn.
<i>Yixlid Jailer</i>	Creature - Zombie Wizard	1B	2/1. Cards in graveyards lose all abilities.
<i>Augur of Skulls</i>	Creature - Skeleton Wizard	1B	1/1. 1B: Regenerate Augur of Skulls. ; Sacrifice Augur of Skulls: Target player discards two cards. Play this ability only during your upkeep.
<i>Cutthroat il-Dal</i>	Creature - Human Rogue	3B	4/1. <i>Hellbent</i> - Cutthroat il-Dal has shadow as long as you have no cards in hand. (<i>It can block or be blocked by only creatures with shadow.</i>)
<i>Death Rattle</i>	Instant	5B	Delve (<i>You may remove any number of cards in your graveyard from the game as you play this spell. It costs 1 less to play for each card removed this way.</i>) ; Destroy target nongreen creature. It can't be regenerated.

Black Spells (Part 2 of 2)

Card Name	Spell Type	Cost	Ability
Deepcavern Imp	Creature - Imp Rebel	2B	2/2, Flying, Haste. Echo - Discard a card. <i>(At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.)</i>
Frenzy Sliver	Creature - Sliver	1B	1/1. All Sliver creatures have frenzy 1. <i>(Whenever a Sliver attacks and isn't blocked, it gets +1/+0 until end of turn.)</i>
Grave Peril	Enchantment	1B	When a nonblack creature comes into play, sacrifice Grave Peril. If you do, destroy that creature.
Grave Scrabbler	Creature - Zombie	3B	2/2. Madness 1B <i>(If you discard this card, you may play it for its madness cost instead of putting it into your graveyard.)</i> ; When Grave Scrabbler comes into play, if its madness cost was paid, you may return target creature card in a graveyard to its owner's hand.
Ichor Slick	Sorcery	2B	Target creature gets -3/-3 until end of turn. ; Cycling 2 <i>(2, Discard this card: Draw a card.)</i> ; Madness 3B <i>(If you discard this card, you may play it for its madness cost instead of putting it into your graveyard.)</i>
Lost Hours	Sorcery	1B	Target player reveals his or her hand. Choose a nonland card from it. That player puts that card into his or her library third from the top.
Mass of Ghouls	Creature - Zombie Warrior	3BB	5/3.
Oblivion Crown	Enchantment - Aura	1B	Flash <i>(You may play this spell any time you could play an instant.)</i> ; Enchant creature. Enchanted creature has "Discard a card: This creature gets +1/+1 until end of turn."
Putrid Cyclops	Creature - Zombie Cyclops	2B	3/3. When Putrid Cyclops comes into play, scry 1, then reveal the top card of your library. Putrid Cyclops gets -X/-X until end of turn, where X is that card's converted mana cost. <i>(To scry 1, look at the top card of your library, then you may put that card on the bottom of your library.)</i>

Blue Spells (Part 1 of 2)

Card Name	Spell Type	Cost	Ability
Linessa, Zephyr Mage	Legendary Creature - Human Wizard	3U	3/3. XU, T: Return target creature with converted mana cost X to its owner's hand. ; <i>Grandeur</i> - Discard another card named Linessa, Zephyr Mage: Target player returns a creature he or she controls to its owner's hand, then repeats this process for an artifact, an enchantment, and a land.
Maelstrom Djinn	Creature - Djinn	7U	5/6, Flying. Morph 2U ; When Maelstrom Djinn is turned face up, put two time counters on it and it gains vanishing. <i>(At the beginning of your upkeep, remove a time counter from it. When the last is removed, sacrifice it.)</i>
Magus of the Future	Creature - Human Wizard	2UUU	2/3. Play with the top card of your library revealed. ; You may play the top card of your library.
Nix	Instant	U	Counter target spell if no mana was spent to play it.
Pact of Negation	Instant	0	Pact of Negation is blue. ; Counter target spell. ; At the beginning of your next upkeep, pay 3UU. If you don't, you lose the game.
Shapeshifter's Marrow	Enchantment	2UU	At the beginning of each opponent's upkeep, that player reveals the top card of his or her library. If it's a creature card, the player puts the card into his or her graveyard and Shapeshifter's Marrow becomes a copy of that card. <i>(If it does, it loses this ability.)</i>
Spellweaver Volute	Enchantment - Aura	3UU	Enchant instant card in a graveyard. ; Whenever you play a sorcery spell, copy the enchanted instant card. You may play the copy without paying its mana cost. If you do, remove the enchanted card from the game and attach Spellweaver Volute to another instant card in a graveyard.
Take Possession	Enchantment - Aura	5UU	Split second <i>(As long as this spell is on the stack, players can't play spells or activated abilities that aren't mana abilities.)</i> ; Enchant permanent. ; You control enchanted permanent.
Venser, Shaper Savant	Legendary Creature - Human Wizard	2UU	2/2. Flash <i>(You may play this spell any time you could play an instant.)</i> ; When Venser, Shaper Savant comes into play, return target spell or permanent to its owner's hand.
<i>Arcanum Wings</i>	Enchantment - Aura	1U	Enchant creature. ; Enchanted creature has flying. ; Aura swap 2U <i>(2U: Exchange this Aura with an Aura card in your hand.)</i>
<i>Bonded Fetch</i>	Creature - Homunculus	2U	0/2, Defender, Haste. T: Draw a card, then discard a card.
<i>Cloudseeder</i>	Creature - Faerie Spellshaper	1U	1/1, Flying. U, T, Discard a card: Put a 1/1 blue Faerie creature token named Cloud Sprite into play with flying and "Cloud Sprite can block only creatures with flying."
<i>Cryptic Annelid</i>	Creature - Beast	3U	1/4. When Cryptic Annelid comes into play, scry 1, then scry 2, then scry 3. <i>(To scry X, look at the top X cards of your library, then put any number of them on the bottom of your library and the rest on top in any order.)</i>
<i>Delay</i>	Instant	1U	Counter target spell. If the spell is countered this way, remove it from the game with three time counters on it instead of putting it into its owner's graveyard. If it doesn't have suspend, it gains suspend. <i>(At the beginning of its owner's upkeep, remove a counter from that card. When the last is removed, the player plays it without paying its mana cost. If it's a creature, it has haste.)</i>
<i>Mystic Speculation</i>	Sorcery	U	Buyback 2 <i>(You may pay an additional 2 as you play this spell. If you do, put this card into your hand as it resolves.)</i> ; Scry 3 <i>(To scry 3, look at the top three cards of your library, then put any number of them on the bottom of your library and the rest on top in any order.)</i>
<i>Narcomoeba</i>	Creature - Illusion	1U	1/1, Flying. When Narcomoeba is put into your graveyard from your library, you may put it into play.
<i>Reality Strobe</i>	Sorcery	4UU	Return target permanent to its owner's hand. Remove Reality Strobe from the game with three time counters on it. ; Suspend 3 - 2U <i>(Rather than play this card from your hand, you may pay 2U and remove it from the game with three time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, play it without paying its mana cost.)</i>
<i>Second Wind</i>	Enchantment - Aura	2U	Enchant creature. ; T: Tap enchanted creature. ; T: Untap enchanted creature.
<i>Spin into Myth</i>	Instant	4U	Put target creature on top of its owner's library, then fateseal 2. <i>(Look at the top two cards of an opponent's library, then put any number of them on the bottom of that player's library and the rest on top in any order.)</i>
Aven Augur	Creature - Bird Wizard	3U	2/2, Flying. Sacrifice Aven Augur: Return up to two target creatures to their owners' hands. Play this ability only during your upkeep.
Blind Phantasm	Creature - Illusion	2U	2/3.
Foresee	Sorcery	3U	Scry 4, then draw two cards. <i>(To scry 4, look at the top four cards of your library, then put any number of them on the bottom of your library and the rest on top in any order.)</i>

Blue Spells (Part 2 of 2)

Card Name	Spell Type	Cost	Ability
Infiltrator il-Kor	Creature - Kor Rogue	4U	3/1. Shadow (This creature can block or be blocked by only creatures with shadow.) ; Suspend 2 - 1U (Rather than play this card from your hand, you may pay 1U and remove it from the game with two time counters on it. At the beginning of your upkeep, remove a time counter. When you remove the last, play it without paying its mana cost. It has haste.)
Leaden Fists	Enchantment - Aura	2U	Flash (You may play this spell any time you could play an instant.) ; Enchant creature. ; Enchanted creature gets +3/+3 and doesn't untap during its controller's untap step.
Logic Knot	Instant	XUU	Delve (You may remove any number of cards in your graveyard from the game as you play this spell. It costs 1 less to play for each card removed this way.) ; Counter target spell unless its controller pays X.
Mesmeric Sliver	Creature - Sliver	3U	2/2. All Slivers have "When this permanent comes into play, you may fateseal 1." (Its controller looks at the top card of an opponent's library, then he or she may put that card on the bottom of that library.)
Sarcomite Myr	Artifact Creature - Myr	2U	2/1. 2: Sarcomite Myr gains flying until end of turn. ; 2, Sacrifice Sarcomite Myr: Draw a card.
Unblinking Bleb	Creature - Illusion	3U	1/3. Morph 2U (You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.) ; Whenever Unblinking Bleb or another permanent is turned face up, you may scry 2. (Look at the top two cards of your library, then put any number of them on the bottom of your library and the rest on top in any order.)
Vedalken Æthermage	Creature - Vedalken Wizard	1U	1/2. Flash (You may play this spell any time you could play an instant.) ; When Vedalken Æthermage comes into play, return target Sliver to its owner's hand. ; Wizardcycling 3 (3, Discard this card: Search your library for a Wizard card, reveal it, and put it into your hand. Then shuffle your library.)
Venser's Diffusion	Instant	2U	Return target nonland permanent or suspended card to its owner's hand.
Whip-Spine Drake	Creature - Drake	3UU	3/3, Flying. Morph 2W (You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)

Green Spells (Part 1 of 2)

Card Name	Spell Type	Cost	Ability
Baru, Fist of Krosa	Legendary Creature - Human Druid	3GG	4/4. Whenever a Forest comes into play, green creatures you control get +1/+1 and gain trample until end of turn. <i>Grandeur</i> - Discard another card named Baru, Fist of Krosa: Put an X/X green Wurm creature token into play, where X is the number of lands you control.
Force of Savagery	Creature - Elemental	2G	8/0, Trample.
Heartwood Storyteller	Creature - Treefolk	1GG	2/3. Whenever a player plays a noncreature spell, each of that player's opponents may draw a card.
Magus of the Vineyard	Creature - Human Wizard	G	1/1. At the beginning of each player's precombat main phase, add GG to that player's mana pool.
Muraganda Petroglyphs	Enchantment	3G	Creatures with no abilities get +2/+2.
Quagnoth	Creature - Beast	5G	4/5. Split second (As long as this spell is on the stack, players can't play spells or activated abilities that aren't mana abilities); Shroud (This permanent can't be the target of spells or abilities.); When a spell or ability an opponent controls causes you to discard Quagnoth, return it to your hand.
Rites of Flourishing	Enchantment	2G	At the beginning of each player's draw step, that player draws a card.; Each player may play an additional land on each of his or her turns.
Summoner's Pact	Instant	0	Summoner's Pact is green.; Search your library for a green creature card, reveal it, and put it into your hand. Then shuffle your library.; At the beginning of your next upkeep, pay 2GG. If you don't, you lose the game.
Tarmogoyf	Creature - Lhurgoyf	1G	*1+*. Tarmogoyf's power is equal to the number of card types among cards in all graveyards and its toughness is equal to that number plus 1. (The card types are artifact, creature, enchantment, instant, land, planeswalker, sorcery, and tribal.)
<i>Centaur Omenreader</i>	Snow Creature - Centaur Shaman	3G	3/3. As long as Centaur Omenreader is tapped, creature spells you play cost 2 less to play.
<i>Cyclical Evolution</i>	Sorcery	3GG	Target creature gets +3/+3 until end of turn.; Remove Cyclical Evolution from the game with three time counters on it.; Suspend 3 - 2G (Rather than play this card from your hand, you may pay 2G and remove it from the game with three time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, play it without paying its mana cost.)
<i>Imperiosaur</i>	Creature - Lizard	2GG	5/5. Spend only mana produced by basic lands to play Imperiosaur.
<i>Llanowar Mentor</i>	Creature - Elf Spellshaper	G	1/1. G, T, Discard a card: Put a 1/1 green Elf Druid creature token named Llanowar Elves into play with "T: Add G to your mana pool."
<i>Nacatl War-Pride</i>	Creature - Cat Warrior	3GGG	3/3. Nacatl War-Pride must be blocked by exactly one creature if able.; Whenever Nacatl War-Pride attacks, put X tokens into play tapped and attacking that are copies of Nacatl War-Pride, where X is the number of creatures defending player controls. Remove the tokens from the game at end of turn.
<i>Phosphorescent Feast</i>	Sorcery	2GGG	Reveal any number of cards in your hand. You gain 2 life for each green mana symbol in those cards' mana costs.
<i>Ravaging Riftwurm</i>	Creature - Wurm	1GG	6/6. Kicker 4 (You may pay an additional 4 as you play this spell.); Vanishing 2 (This permanent comes into play with two time counters on it. At the beginning of your upkeep, remove a time counter from it. When the last is removed, sacrifice it.). If the kicker cost was paid, Ravaging Riftwurm comes into play with three additional time counters on it.
<i>Riftsweeper</i>	Creature - Elf Shaman	1G	2/2. When Riftsweeper comes into play, choose target face-up card that's removed from the game. Its owner shuffles it into his or her library.
<i>Spellwild Ouphe</i>	Creature - Ouphe	1G	1/3. Spells that target Spellwild Ouphe cost 2 less to play.
<i>Utopia Mycon</i>	Creature - Fungus	G	0/2. At the beginning of your upkeep, put a spore counter on Utopia Mycon.; Remove three spore counters from Utopia Mycon: Put a 1/1 green Saproling creature token into play.; Sacrifice a Saproling: Add one mana of any color to your mana pool.
<i>Edge of Autumn</i>	Sorcery	1G	If you control four or fewer lands, search your library for a basic land card, put it into play tapped, then shuffle your library.; Cycling - Sacrifice a land. (Sacrifice a land, Discard this card: Draw a card.)
<i>Kavu Primarch</i>	Creature - Kavu	3G	3/3. Convoke (Each creature you tap while playing this spell reduces its total cost by 1 or by one mana of that creature's color.); Kicker 4 (You may pay an additional 4 as you play this spell.); If the kicker cost was paid, Kavu Primarch comes into play with four +1/+1 counters on it.
<i>Llanowar Augur</i>	Creature - Elf Shaman	G	0/3. Sacrifice Llanowar Augur: Target creature gets +3/+3 and gains trample until end of turn. Play this ability only during your upkeep.
<i>Llanowar Empath</i>	Creature - Elf Shaman	3G	2/2. When Llanowar Empath comes into play, scry 2, then reveal the top card of your library. If it's a creature card, put it into your hand. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom of your library and the rest on top in any order.)

Green Spells (Part 2 of 2)

Card Name	Spell Type	Cost	Ability
Nessian Courser	Creature - Centaur Warrior	2G	3/3.
Petrified Plating	Enchantment - Aura	2G	Enchant creature. ; Enchanted creature gets +2/+2. ; Suspend 2 - G (Rather than play this card from your hand, you may pay G and remove it from the game with two time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, play it without paying its mana cost.)
Quiet Disrepair	Enchantment - Aura	1G	Enchant artifact or enchantment. ; At the beginning of your upkeep, choose one - Destroy enchanted permanent; or you gain 2 life.
Sporoloth Ancient	Creature - Fungus	3GG	4/4. At the beginning of your upkeep, put a spore counter on Sporoloth Ancient. ; Creatures you control have "Remove two spore counters from this creature: Put a 1/1 green Saproling creature token into play."
Sprout Swarm	Instant	1G	Convoke (Each creature you tap while playing this spell reduces its total cost by 1 or by one mana of that creature's color.) ; Buyback 3 (You may pay an additional 3 as you play this spell. If you do, put this card into your hand as it resolves.) ; Put a 1/1 green Saproling creature token into play.
Thornweald Archer	Creature - Elf Archer	1G	2/1. Reach (This creature can block creatures with flying.) ; Deathtouch (Whenever this creature deals damage to a creature, destroy that creature.)
Virulent Sliver	Creature - Sliver	G	1/1. All Sliver creatures have poisonous 1. (Whenever a Sliver deals combat damage to a player, that player gets a poison counter. A player with ten or more poison counters loses the game.)
Wrap in Vigor	Instant	1G	Regenerate each creature you control.

Red Spells (Part 1 of 2)

Card Name	Spell Type	Cost	Ability
Magus of the Moon	Creature - Human Wizard	2R	2/2. Nonbasic lands are Mountains.
Molten Disaster	Sorcery	XRR	Kicker R (You may pay an additional R as you play this spell.) ; If the kicker cost was paid, Molten Disaster has split second. (As long as this spell is on the stack, players can't play spells or activated abilities that aren't mana abilities.) ; Molten Disaster deals X damage to each creature without flying and each player.
Pact of the Titan	Instant	0	Pact of the Titan is red. ; Put a 4/4 red Giant creature token into play. ; At the beginning of your next upkeep, pay 4R. If you don't, you lose the game.
Pyromancer's Swath	Enchantment	2R	If an instant or sorcery source you control would deal damage to a creature or player, it deals that much damage plus 2 to that creature or player instead. ; At end of turn, discard your hand.
Scourge of Kher Ridges	Creature - Dragon	6RR	6/6, Flying. 1R: Scourge of Kher Ridges deals 2 damage to each creature without flying. ; 5R: Scourge of Kher Ridges deals 6 damage to each other creature with flying.
Shah of Naar Isle	Creature - Efreet	3R	6/6, Trample. Echo 0 (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.) ; When Shah of Naar Isle's echo cost is paid, each opponent may draw up to three cards.
Steamflogger Boss	Creature - Goblin Rigger	3R	3/3. Other Rigger creatures you control get +1/+0 and have haste. ; If a Rigger you control would assemble a Contraption, it assembles two Contraptions instead.
Tarox Bladewing	Legendary Creature - Dragon	2RRR	4/3, Flying, Haste. Grandeur - Discard another card named Tarox Bladewing: Tarox Bladewing gets +X/+X until end of turn, where X is its power.
Thunderblade Charge	Sorcery	1RR	Thunderblade Charge deals 3 damage to target creature or player. ; Whenever one or more creatures you control deal combat damage to a player, if Thunderblade Charge is in your graveyard, you may pay 2RRR. If you do, you may play it without paying its mana cost.
<i>Arc Blade</i>	Sorcery	3RR	Arc Blade deals 2 damage to target creature or player. Remove Arc Blade from the game with three time counters on it. ; Suspend 3 - 2R (Rather than play this card from your hand, you may pay 2R and remove it from the game with three time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, play it without paying its mana cost.)
<i>Bloodshot Trainee</i>	Creature - Goblin Warrior	3R	2/3. T: Bloodshot Trainee deals 4 damage to target creature. Play this ability only if Bloodshot Trainee's power is 4 or greater.
<i>Boldwyr Intimidator</i>	Creature - Giant Warrior	5RR	5/5. Cowards can't block Warriors. ; R: Target creature's type becomes Coward until end of turn. ; 2R: Target creature's type becomes Warrior until end of turn.
<i>Char-Rumbler</i>	Creature - Elemental	2RR	-1/3, Double strike. R: Char-Rumbler gets +1/+0 until end of turn.
<i>Emblem of the Warmind</i>	Enchantment - Aura	1R	Enchant creature you control. ; Creatures you control have haste.
<i>Haze of Rage</i>	Sorcery	1R	Buyback 2 (You may pay an additional 2 as you play this spell. If you do, put this card into your hand as it resolves.) ; Creatures you control get +1/+0 until end of turn. ; Storm (When you play this spell, copy it for each spell played before it this turn.)
<i>Shivan Sand-Mage</i>	Creature - Viashino Shaman	2RR	3/2. When Shivan Sand-Mage comes into play, choose one - Remove two time counters from target permanent or suspended card; or put two time counters on target permanent with a time counter on it or suspended card. ; Suspend 4 - R.
<i>Skizzik Surger</i>	Creature - Elemental	4RR	6/4, Haste. Echo - Sacrifice two lands. (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.)
<i>Sparkspitter</i>	Creature - Elemental Spellshaper	2R	1/3. R, T, Discard a card: Put a 3/1 red Elemental creature token named Spark Elemental into play with trample, haste, and "At end of turn, sacrifice Spark Elemental."
<i>Storm Entity</i>	Creature - Elemental	1R	1/1, Haste. Storm Entity comes into play with a +1/+1 counter on it for each other spell played this turn.
<i>Bogardan Lancer</i>	Creature - Human Knight	1R	1/1. Bloodthirst 1 (If an opponent was dealt damage this turn, this creature comes into play with a +1/+1 counter on it.) ; Flanking (Whenever a creature without flanking blocks this creature, the blocking creature gets -1/-1 until end of turn.)
<i>Emberwilde Augur</i>	Creature - Goblin Shaman	1R	2/1. Sacrifice Emberwilde Augur: Emberwilde Augur deals 3 damage to target player. Play this ability only during your upkeep.
<i>Fatal Attraction</i>	Enchantment - Aura	2R	Enchant creature. ; When Fatal Attraction comes into play, it deals 2 damage to enchanted creature. ; At the beginning of your upkeep, Fatal Attraction deals 4 damage to enchanted creature.

Red Spells (Part 2 of 2)

Card Name	Spell Type	Cost	Ability
Flowstone Embrace	Enchantment - Aura	1R	Enchant creature. ; T: Enchanted creature gets +2/-2 until end of turn.
Fomori Nomad	Creature - Nomad Giant	4R	4/4.
Gathan Raiders	Creature - Human Warrior	3RR	3/3. <i>Hellbent</i> - Gathan Raiders gets +2/+2 if you have no cards in hand. ; Morph - Discard a card. (You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)
Ghostfire	Instant	2R	Ghostfire is colorless. ; Ghostfire deals 3 damage to target creature or player.
Grinning Ignus	Creature - Elemental	2R	2/2. R, Return Grinning Ignus to its owner's hand: Add 2R to your mana pool. Play this ability only any time you could play a sorcery.
Henchfiend of Ukor	Creature - Ogre	3R	3/2. Haste. Echo 1B (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice this permanent unless you pay its echo cost.) ; ^B R: Henchfiend of Ukor gets +1/+0 until end of turn.
Homing Sliver	Creature - Sliver	2R	2/2. Each Sliver card in each player's hand has slivercycling 3. ; Slivercycling 3 (3, Discard this card: Search your library for a Sliver card, reveal it, and put it into your hand. Then shuffle your library.)
Riddle of Lightning	Instant	3RR	Choose target creature or player. Scry 3, then reveal the top card of your library. Riddle of Lightning deals damage equal to that card's converted mana cost to that creature or player. (To scry 3, look at the top three cards of your library, then put any number of them on the bottom of your library and the rest on top in any order.)
Rift Elemental	Creature - Elemental	R	1/1. 1R, Remove a time counter from a permanent you control or suspended card you own: Rift Elemental gets +2/+0 until end of turn.

White Spells (Part 1 of 2)

Card Name	Spell Type	Cost	Ability
Angel of Salvation	Creature – Angel	6WW	5/5, Flying, Flash. Convoke (<i>Each creature you tap while playing this spell reduces its cost by 1 or by one mana of that creature's color.</i>); When Angel of Salvation comes into play, prevent the next 5 damage that would be dealt this turn to any number of target creatures and/or players, divided as you choose.
Barren Glory	Enchantment	4WW	At the beginning of your upkeep, if you control no permanents other than Barren Glory and have no cards in hand, you win the game.
Daybreak Coronet	Enchantment – Aura	WW	Enchant creature with another Aura attached to it. Enchanted creature gets +3/+3 and has first strike, vigilance, and lifelink. (<i>Whenever it deals damage, its controller gains that much life.</i>)
Imperial Mask	Enchantment	4W	When Imperial Mask comes into play, if it's not a token, each of your teammates puts a token into play that's a copy of Imperial Mask. ; You can't be the target of spells or abilities your opponents control.
Intervention Pact	Instant	0	Intervention Pact is white. ; The next time a source of your choice would deal damage to you this turn, prevent that damage. You gain life equal to the damage prevented this way. ; At the beginning of your next upkeep, pay 1WW. If you don't, you lose the game.
Magus of the Moat	Creature – Human Wizard	2WW	0/3. Creatures without flying can't attack.
Oriss, Samite Guardian	Legendary Creature – Human Cleric	1WW	1/3. T: Prevent all damage that would be dealt to target creature this turn. ; <i>Grandeur</i> – Discard another card named Oriss, Samite Guardian: Target player can't play spells this turn, and creatures that player controls can't attack this turn.
Scout's Warning	Instant	W	The next creature card you play this turn can be played as though it had flash. ; Draw a card.
Seht's Tiger	Creature – Cat	2WW	3/3. Flash (<i>You may play this spell any time you could play an instant.</i>); When Seht's Tiger comes into play, you gain protection from the color of your choice until end of turn. (<i>You can't be targeted, dealt damage, or enchanted by anything of the chosen color.</i>)
<i>Aven Mindcensor</i>	Creature – Bird Wizard	2W	2/1, Flying. Flash (<i>You may play this spell any time you could play an instant.</i>); If an opponent would search a library, that player searches the top four cards of that library instead.
<i>Bound in Silence</i>	Tribal Enchantment – Rebel Aura	2W	Enchant creature. Enchanted creature can't attack or block.
<i>Chronomantic Escape</i>	Sorcery	4WW	Until your next turn, creatures can't attack you. ; Remove Chronomantic Escape from the game with three time counters on it. ; Suspend 3 – 2W (<i>Rather than play this card from your hand, you may pay 2W and remove it from the game with three time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, play it without paying its mana cost.</i>)
<i>Dust of Moments</i>	Instant	2W	Choose one – Remove two time counters from each permanent and each suspended card; or put two time counters on each permanent with a time counter on it and each suspended card.
<i>Even the Odds</i>	Instant	2W	Play Even the Odds only if you control fewer creatures than each opponent. ; Put three 1/1 white Soldier creature tokens into play.
<i>Goldmeadow Lookout</i>	Creature – Kithkin Spellshaper	3W	2/2. W, T, Discard a card: Put a 1/1 white Kithkin Soldier creature token named Goldmeadow Harrier into play with “W, T: Tap target creature.”
<i>Lost Auramancers</i>	Creature – Human Wizard	2WW	3/3. Vanishing 3 (<i>This permanent comes into play with three time counters on it. At the beginning of your upkeep, remove a time counter from it. When the last is removed, sacrifice it.</i>); When Lost Auramancers is put into a graveyard from play, if it had no time counters on it, you may search your library for an enchantment card and put it into play. If you do, shuffle your library.
<i>Mistmeadow Skulk</i>	Creature – Kithkin Rogue	1W	1/1, Protection from converted mana cost 3 or greater. Lifelink (<i>Whenever this creature deals damage, you gain that much life.</i>)
<i>Ramosian Revivalist</i>	Creature – Human Rebel Cleric	3W	2/2. 6, T: Return target Rebel permanent card with converted mana cost 5 or less from your graveyard to play.
<i>Spirit en-Dal</i>	Creature – Spirit	2W	2/1. Shadow (<i>This creature can block or be blocked by only creatures with shadow.</i>); Forecast – 1W, Reveal Spirit en-Dal from your hand: Target creature gains shadow until end of turn. (<i>Play this ability only during your upkeep and only once each turn.</i>)
<i>Augur il-Vec</i>	Creature – Human Cleric	1W	1/3. Shadow (<i>This creature can block or be blocked by only creatures with shadow.</i>); Sacrifice Augur il-Vec: You gain 4 life. Play this ability only during your upkeep.
<i>Blade of the Sixth Pride</i>	Creature – Cat Rebel	1W	3/1.
<i>Gift of Granite</i>	Enchantment – Aura	W	Enchant creature. Flash (<i>You may play this spell any time you could play an instant.</i>); Enchanted creature gets +0/+2.

White Spells (Part 2 of 2)

Card Name	Spell Type	Cost	Ability
Judge Unworthy	Instant	1W	Choose target attacking or blocking creature. Scry 3, then reveal the top card of your library. Judge Unworthy deals damage equal to that card's converted mana cost to that creature. (To scry 3, look at the top three cards of your library, then put any number of them on the bottom of your library and the rest on top in any order.)
Knight of Sursi	Creature - Human Knight	3W	2/2, Flying, Flanking. Suspend 3 - W (Rather than play this card from your hand, you may pay W and remove it from the game with three time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, play it without paying its mana cost. It has haste.)
Lucent Liminid	Enchantment Creature - Elemental	3WW	3/3, Flying.
Lumithread Field	Enchantment	1W	Creatures you control get +0/+1. ; Morph 1W (You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)
Lymph Sliver	Creature - Sliver	4W	3/3. All Sliver creatures have absorb 1. (If a source would deal damage to a Sliver, prevent 1 of that damage.)
Marshaling Cry	Sorcery	1WW	Creatures you control get +1/+1 and gain vigilance until end of turn. ; Cycling 2 (2, Discard this card: Draw a card.) ; Flashback 3W (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
Patrician's Scorn	Instant	3W	If you played another white spell this turn, you may play Patrician's Scorn without paying its mana cost. ; Destroy all enchantments.
Saltskitter	Creature - Wurm	3W	3/4. Whenever another creature comes into play, remove Saltskitter from the game. Return Saltskitter to play under its owner's control at end of turn.
Samite Censer-Bearer	Creature - Human Rebel Cleric	W	1/1. W, Sacrifice Samite Censer-Bearer: Prevent the next 1 damage that would be dealt to each creature you control this turn.