

Ravnica: City of Guilds

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.

Ravnica: City of Guilds (expansion code: RAV) is the 1st set in the Ravnica block. It was released on October 7, 2005. The expansion symbol is a tower.

The set contains 306 cards, distributed as follows:

	Land	Artifact	Multicolor	Black	Blue	Green	Red	White	
Rare	4	8	28	10	9	10	9	10	88
<i>Uncommon</i>	4	8	20	12	10	12	10	12	88
Common	4	5	16	15	20	15	20	15	110
Basic Land	20	-	-	-	-	-	-	-	20
	32	21	64	37	39	37	39	37	306

Key: **Rare** cards (R) are shown in bold text.
Uncommon cards (U) are shown in italicized text.
 Common cards (C) are shown in normal text.
 Cards reprinted from a prior set (other than Basic Land) are footnoted with prior set and rarity detail.

Basic Land

Card Name	Spell Type	Ability
Forest 303 304 305 306	Basic Land - Forest	T: Add G to your mana pool.
Island 291 292 293 294	Basic Land - Island	T: Add U to your mana pool.
Mountain 299 300 301 302	Basic Land - Mountain	T: Add R to your mana pool.
Plains 287 288 289 290	Basic Land - Plains	T: Add W to your mana pool.
Swamp 295 296 297 298	Basic Land - Swamp	T: Add B to your mana pool.

Nonbasic Land

Card Name	Spell Type	Ability
Overgrown Tomb	Land - Swamp Forest	<i>(T: Add B or G to your mana pool.)</i> As Overgrown Tomb comes into play, you may pay 2 life. If you don't, Overgrown Tomb comes into play tapped.
Sacred Foundry	Land - Mountain Plains	<i>(T: Add R or W to your mana pool.)</i> As Sacred Foundry comes into play, you may pay 2 life. If you don't, Sacred Foundry comes into play tapped.
Temple Garden	Land - Forest Plains	<i>(T: Add G or W to your mana pool.)</i> As Temple Garden comes into play, you may pay 2 life. If you don't, Temple Garden comes into play tapped.
Watery Grave	Land - Island Swamp	<i>(T: Add U or B to your mana pool.)</i> As Watery Grave comes into play, you may pay 2 life. If you don't, Watery Grave comes into play tapped.
<i>Duskmantle, House of Shadow</i>	Land	T: Add 1 to your mana pool. ; UB, T: Target player puts the top card of his or her library into his or her graveyard.
<i>Sunhome, Fortress of the Legion</i>	Land	T: Add 1 to your mana pool. ; 2RW, T: Target creature gains double strike until end of turn.
<i>Svogthos, the Restless Tomb</i>	Land	T: Add 1 to your mana pool. ; 3BG: Until end of turn, Svogthos, the Restless Tomb becomes a black and green Plant Zombie creature with "This creature's power and toughness are each equal to the number of creature cards in your graveyard." It's still a land.
<i>Vitu-Ghazi, the City-Tree</i>	Land	T: Add 1 to your mana pool. ; 2GW, T: Put a 1/1 green Saproling creature token into play.
Boros Garrison	Land	Boros Garrison comes into play tapped. ; When Boros Garrison comes into play, return a land you control to its owner's hand. ; T: Add RW to your mana pool.
Dimir Aqueduct	Land	Dimir Aqueduct comes into play tapped. ; When Dimir Aqueduct comes into play, return a land you control to its owner's hand. ; T: Add UB to your mana pool.
Golgari Rot Farm	Land	Golgari Rot Farm comes into play tapped. ; When Golgari Rot Farm comes into play, return a land you control to its owner's hand. ; T: Add BG to your mana pool.
Selesnya Sanctuary	Land	Selesnya Sanctuary comes into play tapped. ; When Selesnya Sanctuary comes into play, return a land you control to its owner's hand. ; T: Add GW to your mana pool.

Artifacts

Card Name	Spell Type	Cost	Ability
Bloodletter Quill	Artifact	3	2, T, Put a blood counter on Bloodletter Quill: Draw a card, then lose 1 life for each blood counter on Bloodletter Quill. ; UB: Remove a blood counter from Bloodletter Quill.
Bottled Cloister	Artifact	4	At the beginning of each opponent's upkeep, remove your hand from the game face down. ; At the beginning of your upkeep, return all cards you own removed from the game with Bottled Cloister to your hand, then draw a card.
Cloudstone Curio	Artifact	3	Whenever a nonartifact permanent comes into play under your control, you may return another permanent you control that shares a permanent type with it to its owner's hand.
Crown of Convergence	Artifact	2	Play with the top card of your library revealed. ; As long as the top card of your library is a creature card, creatures you control that share a color with that card get +1/+1. ; GW: Put the top card of your library on the bottom of your library.
Nullstone Gargoyle	Artifact Creature - Gargoyle	9	4/5, Flying. Whenever the first noncreature spell of a turn is played, counter that spell.
Pariah's Shield	Artifact - Equipment	5	All damage that would be dealt to you is dealt to equipped creature instead. ; Equip 3
Plague Boiler	Artifact	3	At the beginning of your upkeep, put a plague counter on Plague Boiler. ; 1BG: Put a plague counter on Plague Boiler or remove a plague counter from it. ; When Plague Boiler has three or more plague counters on it, sacrifice it. If you do, destroy all nonland permanents.
Sunforger	Artifact - Equipment	3	Equipped creature gets +4/+0. ; RW, Unattach Sunforger: Search your library for a red or white instant card with converted mana cost 4 or less and play that card without paying its mana cost. Then shuffle your library. ; Equip 3
<i>Cyclopean Snare</i>	Artifact	2	3, T: Tap target creature, then return Cyclopean Snare to its owner's hand.
<i>Glass Golem</i>	Artifact Creature - Golem	5	6/2.
<i>Grifter's Blade</i>	Artifact - Equipment	3	You may play Grifter's Blade any time you could play an instant. ; As Grifter's Blade comes into play, choose a creature you control it could be attached to. If you do, it comes into play attached to that creature. ; Equipped creature gets +1/+1. ; Equip 1
<i>Junktroller</i>	Artifact Creature - Golem	4	0/6. Defender (<i>This creature can't attack.</i>); T: Put target card in a graveyard on the bottom of its owner's library.
<i>Leashling</i>	Artifact Creature - Golem	6	3/3. Put a card in your hand on top of your library: Return Leashling to its owner's hand.
<i>Peregrine Mask</i>	Artifact - Equipment	1	Equipped creature has defender, flying, and first strike. ; Equip 2
<i>Spectral Searchlight</i>	Artifact	3	T: Choose a player. That player adds one mana of any color he or she chooses to his or her mana pool.
<i>Voyager Staff</i>	Artifact	1	2, Sacrifice Voyager Staff: Remove target creature from the game. Return that creature to play under its owner's control at end of turn.
Boros Signet	Artifact	2	1, T: Add RW to your mana pool.
Dimir Signet	Artifact	2	1, T: Add UB to your mana pool.
Golgari Signet	Artifact	2	1, T: Add BG to your mana pool.
Selesnya Signet	Artifact	2	1, T: Add GW to your mana pool.
Terrarion	Artifact	1	Terrarion comes into play tapped. ; 2, T, Sacrifice Terrarion: Add two mana of any combination of colors to your mana pool. ; When Terrarion is put into a graveyard from play, draw a card.

Multicolor Spells (Part 1 of 3)

Card Name	Spell Type	Cost	Ability
Agrus Kos, Wojek Veteran	Legendary Creature - Human Soldier	3RW	3/3. Whenever Agrus Kos, Wojek Veteran attacks, attacking red creatures get +2/+0 and attacking white creatures get +0/+2 until end of turn.
Autochthon Wurm	Creature - Wurm	10GGGW	9/14, Trample. Convoke (Each creature you tap while playing this spell reduces its cost by 1 or by one mana of that creature's color.)
Bloodbond March	Enchantment	2BG	Whenever a creature spell is played, each player returns all cards with the same name as that spell from his or her graveyard to play.
Brightflame	Sorcery	XRRWW	<i>Radiance</i> - Brightflame deals X damage to target creature and each other creature that shares a color with it. You gain life equal to the damage dealt this way.
Chorus of the Conclave	Legendary Creature - Dryad Lord	4GGWW	3/8, Forestwalk. As an additional cost to play creature spells, you may pay any amount of mana. If you do, that creature comes into play with that many additional +1/+1 counters on it.
Circu, Dimir Lobotomist	Legendary Creature - Human Wizard	2UB	2/3. Whenever you play a blue spell, remove the top card of target library from the game. ; Whenever you play a black spell, remove the top card of target library from the game. ; Your opponents can't play nonland cards with the same name as a card removed from the game with Circu, Dimir Lobotomist.
Dimir Cutpurse	Creature - Spirit	1UB	2/2. Whenever Dimir Cutpurse deals combat damage to a player, that player discards a card and you draw a card.
Dimir Doppelganger	Creature - Shapeshifter	1UB	0/2. 1UB: Remove target creature card in a graveyard from the game. Dimir Doppelganger becomes a copy of that card and gains this ability.
Firemane Angel	Creature - Angel	3RWW	4/3, Flying, First strike. At the beginning of your upkeep, if Firemane Angel is in your graveyard or in play, you may gain 1 life. ; 6RRWW: Return Firemane Angel from your graveyard to play. Play this ability only during your upkeep.
Glare of Subdual	Enchantment	2GW	Tap an untapped creature you control: Tap target artifact or creature.
Gleancrawler	Creature - Insect Horror	3 ^B / _G ^B / _G ^B / _G	(^B / _G can be paid with either B or G.) 6/6, Trample. At the end of your turn, return to your hand all creature cards in your graveyard that were put into your graveyard from play this turn.
Glimpse the Unthinkable	Sorcery	UB	Target player puts the top ten cards of his or her library into his or her graveyard.
Grave-Shell Scarab	Creature - Insect	2BGG	4/4. 1, Sacrifice Grave-Shell Scarab: Draw a card. ; Dredge 1 (If you would draw a card, instead you may put exactly one card 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.)
Loxodon Hierarch	Creature - Elephant Cleric	2GW	4/4. When Loxodon Hierarch comes into play, you gain 4 life. ; GW, Sacrifice Loxodon Hierarch: Regenerate each creature you control.
Master Warcraft	Instant	2 ^R / _W ^R / _W	(^R / _W can be paid with either R or W.) Play Master Warcraft only before attackers are declared. ; You choose which creatures attack this turn. You choose how each creature blocks this turn.
Mindleech Mass	Creature - Horror	5UBB	6/6, Trample. Whenever Mindleech Mass deals combat damage to a player, you may look at that player's hand. If you do, you may play a nonland card in it without paying that card's mana cost.
Phytohydra	Creature - Plant Hydra	2GWW	1/1. If damage would be dealt to Phytohydra, put that many +1/+1 counters on it instead.
Privileged Position	Enchantment	2 ^G / _W ^G / _W ^G / _W	(^G / _W can be paid with either G or W.) Other permanents you control can't be the targets of spells or abilities your opponents control.
Razia, Boros Archangel	Legendary Creature - Angel	4RRWW	6/3, Flying, Vigilance, Haste. T: The next 3 damage that would be dealt to target creature you control this turn is dealt to another target creature instead.
Razia's Purification	Sorcery	4RW	Each player chooses three permanents he or she controls, then sacrifices the rest.
Savra, Queen of the Golgari	Legendary Creature - Elf Shaman	2BG	2/2. Whenever you sacrifice a black creature, you may pay 2 life. If you do, each other player sacrifices a creature. ; Whenever you sacrifice a green creature, you may gain 2 life.
Searing Meditation	Enchantment	1RW	Whenever you gain life, you may pay 2. If you do, Searing Meditation deals 2 damage to target creature or player.
Shadow of Doubt	Instant	^U / _B ^U / _B	(^U / _B can be paid with either U or B.) Players can't search libraries this turn. ; Draw a card.
Sisters of Stone Death	Legendary Creature - Gorgon	4BBGG	7/5. G: Target creature blocks Sisters of Stone Death this turn if able. ; BG: Remove from the game target creature blocking or blocked by Sisters of Stone Death. ; 2B: Put a creature card removed from the game with Sisters of Stone Death into play under your control.
Szadek, Lord of Secrets	Legendary Creature - Vampire	3UUBB	5/5, Flying. If Szadek, Lord of Secrets would deal combat damage to a player, instead put that many +1/+1 counters on Szadek and that player puts that many cards from the top of his or her library into his or her graveyard.

Multicolor Spells (Part 2 of 3)

Card Name	Spell Type	Cost	Ability
Tolsimir Wolfblood	Legendary Creature - Elf Warrior	4GW	3/4. Other green creatures you control get +1/+1. ; Other white creatures you control get +1/+1. ; T: Put a legendary 2/2 green and white Wolf creature token named Voja into play.
Vulturous Zombie	Creature - Plant Zombie	3BG	3/3, Flying. Whenever a card is put into an opponent's graveyard from anywhere, put a +1/+1 counter on Vulturous Zombie.
Woodwraith Corrupter	Creature - Elemental Horror	3BBG	1BG, T: Target Forest becomes a 4/4 black and green Elemental Horror creature. It's still a land.
<i>Boros Guildmage</i>	Creature - Human Wizard	^R / _W ^R / _W	(^R / _W can be paid with either R or W.) 2/2. 1R: Target creature gains haste until end of turn. ; 1W: Target creature gains first strike until end of turn.
<i>Boros Swiftblade</i>	Creature - Human Soldier	RW	1/2, Double strike.
<i>Clutch of the Undercity</i>	Instant	1UUB	Return target permanent to its owner's hand. Its controller loses 3 life. ; Transmute 1UB (1UB, Discard this card: Search your library for a card with the same converted mana cost as this card, reveal it, and put it into your hand. Then shuffle your library. Play only as a sorcery.)
<i>Congregation at Dawn</i>	Instant	GGW	Search your library for up to three creature cards and reveal them. Shuffle your library, then put those cards on top of it in any order.
<i>Dark Heart of the Wood¹</i>	Enchantment	BG	Sacrifice a Forest: You gain 3 life.
<i>Dimir Guildmage</i>	Creature - Human Wizard	^U / _B ^U / _B	(^U / _B can be paid with either U or B.) 2/2. 3U: Target player draws a card. Play this ability only any time you could play a sorcery. ; 3B: Target player discards a card. Play this ability only any time you could play a sorcery.
<i>Drooling Grootion</i>	Creature - Beast	3BBG	4/3. 2BG, Sacrifice a creature: Target creature gets +2/+2 until end of turn. Another target creature gets -2/-2 until end of turn.
<i>Flame-Kin Zealot</i>	Creature - Elemental Berserker	1RRW	2/2. When Flame-Kin Zealot comes into play, creatures you control get +1/+1 and gain haste until end of turn.
<i>Golgari Germination</i>	Enchantment	1BG	Whenever a nontoken creature you control is put into a graveyard from play, put a 1/1 green Saproling creature token into play.
<i>Golgari Guildmage</i>	Creature - Elf Shaman	^B / _G ^B / _G	(^B / _G can be paid with either B or G.) 2/2. 4B, Sacrifice a creature: Return target creature card from your graveyard to your hand. ; 4G: Put a +1/+1 counter on target creature.
<i>Lightning Helix</i>	Instant	RW	Lightning Helix deals 3 damage to target creature or player and you gain 3 life.
<i>Moroi</i>	Creature - Vampire	2UB	4/4, Flying. At the beginning of your upkeep, you lose 1 life.
<i>Pollenbright Wings</i>	Enchantment - Aura	4GW	Enchant creature. Enchanted creature has flying. ; Whenever enchanted creature deals combat damage to a player, put that many 1/1 green Saproling creature tokens into play.
<i>Psychic Drain</i>	Sorcery	XUB	Target player puts the top X cards of his or her library into his or her graveyard and you gain X life.
<i>Putrefy</i>	Instant	1BG	Destroy target artifact or creature. It can't be regenerated.
<i>Selesnya Guildmage</i>	Creature - Elf Wizard	^G / _W ^G / _W	(^G / _W can be paid with either G or W.) 2/2. 3G: Put a 1/1 green Saproling creature token into play. ; 3W: Creatures you control get +1/+1 until end of turn.
<i>Selesnya Sagittars</i>	Creature - Elf Archer	3GW	2/5. Selesnya Sagittars can block as though it had flying. ; Selesnya Sagittars can block an additional creature.
<i>Sunhome Enforcer</i>	Creature - Giant Soldier	2RW	2/4. Whenever Sunhome Enforcer deals combat damage, you gain that much life. ; 1R: Sunhome Enforcer gets +1/+0 until end of turn.
<i>Twisted Justice</i>	Sorcery	4UB	Target player sacrifices a creature. You draw cards equal to that creature's power.
<i>Watchwolf</i>	Creature - Wolf	GW	3/3.
<i>Boros Recruit</i>	Creature - Goblin Soldier	^R / _W	(^R / _W can be paid with either R or W.) 1/1, First strike.
<i>Centaur Safeguard</i>	Creature - Centaur Warrior	2 ^G / _W	(^G / _W can be paid with either G or W.) 3/1. When Centaur Safeguard is put into a graveyard from play, you may gain 3 life.
<i>Consult the Necrosages</i>	Sorcery	1UB	Choose one - Target player draws two cards; or target player discards two cards.
<i>Dimir Infiltrator</i>	Creature - Spirit	UB	1/3. Dimir Infiltrator is unblockable. ; Transmute 1UB (1UB, Discard this card: Search your library for a card with the same converted mana cost as this card, reveal it, and put it into your hand. Then shuffle your library. Play only as a sorcery.)

¹ Dark Heart of the Wood is reprinted from: The Dark (C)

Multicolor Spells (Part 3 of 3)

Card Name	Spell Type	Cost	Ability
Gaze of the Gorgon	Instant	3 ^B / _G	(^B / _G can be paid with either B or G.) Regenerate target creature. At end of combat, destroy all creatures that blocked or were blocked by that creature this turn.
Golgari Rotwurm	Creature - Zombie Wurm	3BG	5/4. B, Sacrifice a creature: Target player loses 1 life.
Guardian of Vitu-Ghazi	Creature - Elemental	6GW	4/7, Vigilance. Convoke (Each creature you tap while playing this spell reduces its cost by 1 or by one mana of that creature's color.)
Lurking Informant	Creature - Human Rogue	1 ^U / _B	(^U / _B can be paid with either U or B.) 1/2. 2, T: Look at the top card of target player's library. You may put that card into that player's graveyard.
Perplex	Instant	1UB	Counter target spell unless its controller discards his or her hand. ; Transmute 1UB (1UB, Discard this card: Search your library for a card with the same converted mana cost as this card, reveal it, and put it into your hand. Then shuffle your library. Play only as a sorcery.)
Rally the Righteous	Instant	1RW	Radiance - Untap target creature and each other creature that shares a color with it. Those creatures get +2/+0 until end of turn.
Seeds of Strength	Instant	GW	Target creature gets +1/+1 until end of turn. ; Target creature gets +1/+1 until end of turn. ; Target creature gets +1/+1 until end of turn.
Selesnya Evangel	Creature - Elf Shaman	GW	1/2. 1, T, Tap an untapped creature you control: Put a 1/1 green Saproling creature token into play.
Shambling Shell	Creature - Plant Zombie	1BG	3/1. Sacrifice Shambling Shell: Put a +1/+1 counter on target creature. ; Dredge 3 (If you would draw a card, instead you may put exactly three 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.)
Skyknight Legionnaire	Creature - Human Knight	1RW	2/2, Flying, Haste.
Thundersong Trumpeter	Creature - Human Soldier	RW	2/1. T: Target creature can't attack or block this turn.
Woodwraith Strangler	Creature - Plant Zombie	2BG	2/2. Remove a creature card in your graveyard from the game: Regenerate Woodwraith Strangler.

Black Spells (Part 1 of 2)

Card Name	Spell Type	Cost	Ability
Blood Funnel	Enchantment	1B	Noncreature spells you play cost 2 less to play. ; Whenever you play a noncreature spell, counter that spell unless you sacrifice a creature.
Dark Confidant	Creature - Human Wizard	1B	2/1. At the beginning of your upkeep, reveal the top card of your library and put that card into your hand. You lose life equal to its converted mana cost.
Empty the Catacombs	Sorcery	3B	Each player returns all creature cards from his or her graveyard to his or her hand.
Helldozer	Creature - Zombie Giant	3BBB	6/5. BBB, T Destroy target land. If that land is nonbasic, untap Helldozer.
Hex	Sorcery	4BB	Destroy six target creatures.
Hunted Horror	Creature - Horror	BB	7/7, Trample. When Hunted Horror comes into play, put two 3/3 green Centaur creature tokens with protection from black into play under target opponent's control.
Moonlight Bargain	Instant	3BB	Look at the top five cards of your library. For each card, put that card into your graveyard unless you pay 2 life. Then put the rest into your hand.
Necroplasm	Creature - Ooze	1BB	1/1. At the beginning of your upkeep, put a +1/+1 counter on Necroplasm. ; At the end of your turn, destroy each creature with converted mana cost equal to the number of +1/+1 counters on Necroplasm. ; Dredge 2
Sins of the Past	Sorcery	4BB	Until end of turn, you may play target instant or sorcery card in your graveyard without paying its mana cost. If that card would be put into your graveyard this turn, remove it from the game instead. Remove Sins of the Past from the game.
Woebringer Demon	Creature - Demon	3BB	4/4, Flying. At the beginning of each player's upkeep, that player sacrifices a creature. If the player can't, sacrifice Woebringer Demon.
<i>Carrion Howler</i>	Creature - Zombie Wolf	3B	2/2. Pay 1 life: Carrion Howler gets +2/-1 until end of turn.
<i>Darkblast</i>	Instant	B	Target creature gets -1/-1 until end of turn. ; Dredge 3 (If you would draw a card, instead you may put exactly three 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>Dimir Machinations</i>	Sorcery	2B	Look at the top three cards of target player's library. Remove any number of those cards from the game, then put the rest back in any order. ; Transmute 1BB (1BB, Discard this card: Search your library for a card with the same converted mana cost as this card, reveal it, and put it into your hand. Then shuffle your library. Play only as a sorcery.)
<i>Golgari Thug</i>	Creature - Human Warrior	1B	1/1. When Golgari Thug is put into a graveyard from play, put target creature card in your graveyard on top of your library. ; Dredge 4 (If you would draw a card, instead you may put exactly four 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>Keening Banshee</i>	Creature - Spirit	2BB	2/2, Flying. When Keening Banshee comes into play, target creature gets -2/-2 until end of turn.
<i>Mausoleum Turnkey</i>	Creature - Ogre Rogue	3B	3/2. When Mausoleum Turnkey comes into play, return target creature card of an opponent's choice from your graveyard to your hand.
<i>Netherborn Phalanx</i>	Creature - Horror	5B	2/4. When Netherborn Phalanx comes into play, each opponent loses 1 life for each creature he or she controls. ; Transmute 1BB (1BB, Discard this card: Search your library for a card with the same converted mana cost as this card, reveal it, and put it into your hand. Then shuffle your library. Play only as a sorcery.)
<i>Nightmare Void</i>	Sorcery	3B	Target player reveals his or her hand. Choose a card from it. That player discards that card. ; 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>Ribbons of Night</i>	Sorcery	4B	Ribbons of Night deals 4 damage to target creature and you gain 4 life. If U was spent to play Ribbons of Night, draw a card.
<i>Undercity Shade</i>	Creature - Shade	4B	1/1, Fear. B: Undercity Shade gets +1/+1 until end of turn.
<i>Vigor Mortis</i>	Sorcery	2BB	Return target creature card from your graveyard to play. If G was spent to play Vigor Mortis, that creature comes into play with a +1/+1 counter on it.
<i>Vindictive Mob</i>	Creature - Human Berserker	4BB	5/5. When Vindictive Mob comes into play, sacrifice a creature. ; Vindictive Mob can't be blocked by Saprolings.
<i>Brainspoil</i>	Sorcery	3BB	Destroy target creature that isn't enchanted. It can't be regenerated. ; Transmute 1BB (1BB, Discard this card: Search your library for a card with the same converted mana cost as this card, reveal it, and put it into your hand. Then shuffle your library. Play only as a sorcery.)
<i>Clinging Darkness</i>	Enchantment - Aura	1B	Enchant creature. Enchanted creature gets -4/-1.

Black Spells (Part 2 of 2)

Card Name	Spell Type	Cost	Ability
Dimir House Guard	Creature - Skeleton	3B	2/3, Fear. Sacrifice a creature: Regenerate Dimir House Guard. ; Transmute 1BB (1BB, Discard this card: Search your library for a card with the same converted mana cost as this card, reveal it, and put it into your hand. Then shuffle your library. Play only as a sorcery.)
Disembowel	Instant	XB	Destroy target creature with converted mana cost X.
Infectious Host	Creature - Zombie	2B	1/1. When Infectious Host is put into a graveyard from play, target player loses 2 life.
Last Gasp	Instant	1B	Target creature gets -3/-3 until end of turn.
Mortipede	Creature - Insect	3B	4/1. 2G: All creatures able to block Mortipede this turn do so.
Necromantic Thirst	Enchantment - Aura	2BB	Enchant creature. Whenever enchanted creature deals combat damage to a player, you may return target creature card from your graveyard to your hand.
Roofstalker Wight	Creature - Zombie	1B	2/1. 1U: Roofstalker Wight gains flying until end of turn.
Sadistic Augermage	Creature - Human Wizard	2B	3/1. When Sadistic Augermage is put into a graveyard from play, each player puts a card from his or her hand on top of his or her library.
Sewerdreg	Creature - Spirit	3BB	3/3, Swampwalk. Sacrifice Sewerdreg: Remove target card in a graveyard from the game.
Shred Memory	Instant	1B	Remove up to four target cards in a single graveyard from the game. ; Transmute 1BB (1BB, Discard this card: Search your library for a card with the same converted mana cost as this card, reveal it, and put it into your hand. Then shuffle your library. Play only as a sorcery.)
Stinkweed Imp	Creature - Imp	2B	1/2, Flying. Whenever Stinkweed Imp deals combat damage to a creature, destroy that creature. ; Dredge 5 (If you would draw a card, instead you may put exactly five 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.)
Strands of Undeath	Enchantment - Aura	3B	Enchant creature. When Strands of Undeath comes into play, target player discards two cards. ; B: Regenerate enchanted creature.
Thoughtpicker Witch	Creature - Human Wizard	B	1/1. 1, Sacrifice a creature: Look at the top two cards of target opponent's library, then remove one of them from the game.

Blue Spells (Part 1 of 2)

Card Name	Spell Type	Cost	Ability
Cerulean Sphinx	Creature – Sphinx	4UU	5/5, Flying. U: Cerulean Sphinx's owner shuffles it into his or her library.
Copy Enchantment	Enchantment	2U	As Copy Enchantment comes into play, you may choose an enchantment in play. If you do, Copy Enchantment comes into play as a copy of that enchantment.
Dream Leash	Enchantment – Aura	3UU	Enchant permanent. You may play Dream Leash only on a tapped permanent. ; You control enchanted permanent.
Eye of the Storm	Enchantment	5UU	Whenever a player plays an instant or sorcery card, remove it from the game. Then that player copies each instant or sorcery card removed from the game with Eye of the Storm. For each copy, the player may play the copy without paying its mana cost.
Followed Footsteps	Enchantment – Aura	3UU	Enchant creature. At the beginning of your upkeep, put a token into play that's a copy of enchanted creature.
Grozoth	Creature – Leviathan	6UUU	9/9. Defender (<i>This creature can't attack.</i>); When Grozoth comes into play, you may search your library for any number of cards that have converted mana cost 9, reveal them, and put them into your hand. If you do, shuffle your library. ; 4: Grozoth loses defender until end of turn. ; Transmute 1UU
Hunted Phantasm	Creature – Spirit	1UU	4/6. Hunted Phantasm is unblockable. ; When Hunted Phantasm comes into play, put five 1/1 red Goblin creature tokens into play under target opponent's control.
Spawnbroker	Creature – Human Wizard	2U	1/1. When Spawnbroker comes into play, you may exchange control of target creature you control and target creature with power less than or equal to that creature's power an opponent controls.
Tunnel Vision	Sorcery	5U	Name a card. Target player reveals cards from the top of his or her library until the named card is revealed. If it is, that player puts the rest of the revealed cards into his or her graveyard and puts the named card on top of his or her library. Otherwise, the player shuffles his or her library.
<i>Belltower Sphinx</i>	Creature – Sphinx	4U	2/5, Flying. Whenever a source deals damage to Belltower Sphinx, that source's controller puts that many cards from the top of his or her library into his or her graveyard.
<i>Ethereal Usher</i>	Creature – Spirit	5U	2/3. U, T: Target creature is unblockable this turn. ; Transmute 1UU (<i>1UU, Discard this card: Search your library for a card with the same converted mana cost as this card, reveal it, and put it into your hand. Then shuffle your library. Play only as a sorcery.</i>)
<i>Flow of Ideas</i>	Sorcery	5U	Draw a card for each Island you control.
<i>Halcyon Glaze</i>	Enchantment	1UU	Whenever you play a creature spell, Halcyon Glaze becomes a 4/4 Illusion creature with flying until end of turn. It's still an enchantment.
<i>Lore Broker</i>	Creature – Human Rogue	1U	1/2. T: Each player draws a card, then discards a card.
<i>Mark of Eviction</i>	Enchantment – Aura	U	Enchant creature. At the beginning of your upkeep, return enchanted creature and all Auras attached to that creature to their owners' hands.
<i>Mnemonic Nexus</i>	Instant	3U	Each player shuffles his or her graveyard into his or her library.
<i>Remand</i>	Instant	1U	Counter target spell. If that spell is countered this way, put it into its owner's hand instead of into that player's graveyard. ; Draw a card.
<i>Telling Time</i>	Instant	1U	Look at the top three cards of your library. Put one of those cards into your hand, one on top of your library, and one on the bottom of your library.
<i>Wizened Snitches</i>	Creature – Faerie Rogue	3U	1/3, Flying. Players play with the top card of their libraries revealed.
Compulsive Research	Sorcery	2U	Target player draws three cards. Then that player discards two cards unless he or she discards a land card.
Convolute	Instant	2U	Counter target spell unless its controller pays 4.
Dizzy Spell	Instant	U	Target creature gets -3/-0 until end of turn. ; Transmute 1UU (<i>1UU, Discard this card: Search your library for a card with the same converted mana cost as this card, reveal it, and put it into your hand. Then shuffle your library. Play only as a sorcery.</i>)
Drake Familiar	Creature – Drake	1U	2/1, Flying. When Drake Familiar comes into play, sacrifice it unless you return an enchantment in play to its owner's hand.
Drift of Phantasms	Creature – Spirit	2U	0/5, Flying. Defender (<i>This creature can't attack.</i>); Transmute 1UU (<i>1UU, Discard this card: Search your library for a card with the same converted mana cost as this card, reveal it, and put it into your hand. Then shuffle your library. Play only as a sorcery.</i>)
Flight of Fancy	Enchantment – Aura	3U	Enchant creature. When Flight of Fancy comes into play, draw two cards. Enchanted creature has flying.
Grayscaled Gharial	Creature – Crocodile	U	1/1, Islandwalk.

Blue Spells (Part 2 of 2)

Card Name	Spell Type	Cost	Ability
Induce Paranoia	Instant	2UU	Counter target spell. If B was spent to play Induce Paranoia, that spell's controller puts the top X cards of his or her library into his or her graveyard, where X is the spell's converted mana cost.
Muddle the Mixture	Instant	UU	Counter target instant or sorcery spell. ; Transmute 1UU (1UU, Discard this card: Search your library for a card with the same converted mana cost as this card, reveal it, and put it into your hand. Then shuffle your library. Play only as a sorcery.)
Peel from Reality	Instant	1U	Return target creature you control and target creature you don't control to their owners' hands.
Quickchange	Instant	1U	Target creature becomes the color or colors of your choice until end of turn. ; Draw a card.
Snapping Drake ²	Creature – Drake	3U	3/2, Flying.
Stasis Cell	Enchantment – Aura	4U	Enchant creature. Enchanted creature doesn't untap during its controller's untap step. ; 3U: Attach Stasis Cell to target creature.
Surveilling Sprite	Creature – Faerie Rogue	1U	1/1, Flying. When Surveilling Sprite is put into a graveyard from play, you may draw a card.
Tattered Drake	Creature – Zombie Drake	4U	2/2, Flying. B: Regenerate Tattered Drake.
Terraformer	Creature – Human Wizard	2U	2/2. 1: Choose a basic land type. The land type of each land you control becomes that type until end of turn.
Tidewater Minion	Creature – Elemental	3UU	4/4. Defender (<i>This creature can't attack.</i>) ; 4: Tidewater Minion loses defender until end of turn. ; T: Untap target permanent.
Vedalken Dismissor	Creature – Vedalken Wizard	5U	2/2. When Vedalken Dismissor comes into play, put target creature on top of its owner's library.
Vedalken Entrancer	Creature – Vedalken Wizard	3U	1/4. U, T: Target player puts the top two cards of his or her library into his or her graveyard.
Zephyr Spirit	Creature – Spirit	5U	0/6. When Zephyr Spirit blocks, return it to its owner's hand.

² Snapping Drake is reprinted from: Portal (C), Starter 1999 (C), Beatdown Box Set(C)

Green Spells (Part 1 of 2)

Card Name	Spell Type	Cost	Ability
Birds of Paradise ³	Creature - Bird	G	0/1, Flying. T: Add one mana of any color to your mana pool.
Chord of Calling	Instant	XGGG	Convoke (Each creature you tap while playing this spell reduces its cost by 1 or by one mana of that creature's color.) Search your library for a creature card with converted mana cost X or less and put it into play. Then shuffle your library.
Doubling Season	Enchantment	4G	If an effect would put one or more tokens into play under your control, it puts twice that many of those tokens into play instead. ; If an effect would place one or more counters on a permanent you control, it places twice that many of those counters on that permanent instead.
Golgari Grave-Troll	Creature - Skeleton Troll	4G	0/0. Golgari Grave-Troll comes into play with a +1/+1 counter on it for each creature card in your graveyard. ; 1, Remove a +1/+1 counter from Golgari Grave-Troll: Regenerate Golgari Grave-Troll. ; Dredge 6
Hunted Troll	Creature - Troll Warrior	2GG	8/4. When Hunted Troll comes into play, put four 1/1 blue Faerie creature tokens with flying into play under target opponent's control. ; G: Regenerate Hunted Troll.
Life from the Loam	Sorcery	1G	Return up to three target land cards from your graveyard to your hand. ; Dredge 3 (If you would draw a card, instead you may put exactly three 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.)
Primordial Sage	Creature - Spirit	4GG	4/5. Whenever you play a creature spell, you may draw a card.
Scion of the Wild	Creature - Avatar	1GG	*/*. Scion of the Wild's power and toughness are each equal to the number of creatures you control.
Ursapine	Creature - Beast	3GG	3/3. G: Target creature gets +1/+1 until end of turn.
Vinelasher Kudzu	Creature - Plant	1G	1/1. Whenever a land comes into play under your control, put a +1/+1 counter on Vinelasher Kudzu.
<i>Carven Caryatid</i>	Creature - Spirit	1GG	2/5. Defender (This creature can't attack.); When Carven Caryatid comes into play, draw a card.
<i>Dowsing Shaman</i>	Creature - Centaur Shaman	4G	3/4. 2G, T Return target enchantment card from your graveyard to your hand.
<i>Goliath Spider</i>	Creature - Spider	6GG	7/6. Goliath Spider can block as though it had flying.
<i>Ivy Dancer</i>	Creature - Dryad Shaman	2G	1/2. T: Target creature gains forestwalk until end of turn.
<i>Moldervine Cloak</i>	Enchantment - Aura	2G	Enchant creature. Enchanted creature gets +3/+3. ; 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>Nullmage Shepherd</i>	Creature - Elf Shaman	3G	2/4. Tap four untapped creatures you control: Destroy target artifact or enchantment.
<i>Overwhelm</i>	Sorcery	5GG	Convoke (Each creature you tap while playing this spell reduces its cost by 1 or by one mana of that creature's color.) ; Creatures you control get +3/+3 until end of turn.
<i>Perilous Forays</i>	Enchantment	3GG	1, Sacrifice a creature: Search your library for a land card with a basic land type and put it into play tapped. Then shuffle your library.
<i>Recollect</i>	Sorcery	2G	Return target card from your graveyard to your hand.
<i>Rolling Spoil</i>	Sorcery	2GG	Destroy target land. If B was spent to play Rolling Spoil, all creatures get -1/-1 until end of turn.
<i>Root-Kin Ally</i>	Creature - Elemental Warrior	4GG	3/3. Convoke (Each creature you tap while playing this spell reduces its cost by 1 or by one mana of that creature's color.) ; Tap two untapped creatures you control: Root-Kin Ally gets +2/+2 until end of turn.
<i>Trophy Hunter</i>	Creature - Human Archer	2G	2/3. 1G: Trophy Hunter deals 1 damage to target creature with flying. ; Whenever a creature with flying dealt damage by Trophy Hunter this turn is put into a graveyard, put a +1/+1 counter on Trophy Hunter.
<i>Bramble Elemental</i>	Creature - Elemental	3GG	4/4. Whenever an Aura becomes attached to Bramble Elemental, put two 1/1 green Saproling creature tokens into play.
<i>Civic Wayfinder</i>	Creature - Elf Warrior Druid	2G	2/2. When Civic Wayfinder comes into play, you may search your library for a basic land card, reveal it, and put it into your hand. If you do, shuffle your library.
<i>Dryad's Caress</i>	Instant	4GG	You gain 1 life for each creature in play. If W was spent to play Dryad's Caress, untap all creatures you control.
<i>Elves of Deep Shadow</i> ⁴	Creature - Elf Druid	G	1/1. T: Add B to your mana pool. Elves of Deep Shadow deals 1 damage to you.
<i>Elvish Skysweeper</i>	Creature - Elf Warrior	G	1/1. 4G, Sacrifice a creature: Destroy target creature with flying.

³ Birds of Paradise is reprinted from: Alpha (R), Beta (R), Unlimited (R), Revised Edition (R), Fourth Edition (R), Fifth Edition (R), Classic Sixth Edition (R), Seventh Edition (R), Core Set - Eighth Edition (R)

⁴ Elves of Deep Shadow is reprinted from: The Dark (U)

Green Spells (Part 2 of 2)

Card Name	Spell Type	Cost	Ability
Farseek	Sorcery	1G	Search your library for a Plains, Island, Swamp, or Mountain card and put it into play tapped. Then shuffle your library.
Fists of Ironwood	Enchantment - Aura	1G	Enchant creature. When Fists of Ironwood comes into play, put two 1/1 green Saproling creature tokens into play. ; Enchanted creature has trample.
Gather Courage	Instant	G	Convoke (Each creature you tap while playing this spell reduces its cost by 1 or by one mana of that creature's color.) ; Target creature gets +2/+2 until end of turn.
Golgari Brownscale	Creature - Lizard	1GG	2/3. When Golgari Brownscale is put into your hand from your graveyard, you gain 2 life. 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.)
Greater Mossdog	Creature - Hound	3G	3/3. Dredge 3 (If you would draw a card, instead you may put exactly three 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.)
Scatter the Seeds	Instant	3GG	Convoke (Each creature you tap while playing this spell reduces its cost by 1 or by one mana of that creature's color.) ; Put three 1/1 green Saproling creature tokens into play.
Siege Wurm	Creature - Wurm	5GG	5/5, Trample. Convoke (Each creature you tap while playing this spell reduces its cost by 1 or by one mana of that creature's color.)
Stone-Seeder Hierophant	Creature - Human Druid	2GG	1/1. Whenever a land comes into play under your control, untap Stone-Seeder Hierophant. T: Untap target land.
Sundering Vitae	Instant	2G	Convoke (Each creature you tap while playing this spell reduces its cost by 1 or by one mana of that creature's color.) ; Destroy target artifact or enchantment.
Transluminant	Creature - Dryad Shaman	1G	2/2. W, Sacrifice Transluminant: Put a 1/1 white Spirit creature token with flying into play at end of turn.

Red Spells (Part 1 of 2)

Card Name	Spell Type	Cost	Ability
Breath of Fury	Enchantment - Aura	2RR	Enchant creature you control. When enchanted creature deals combat damage to a player, sacrifice it and attach Breath of Fury to a creature you control. If you do, untap all creatures you control and after this phase, there is an additional combat phase.
Char	Instant	2R	Char deals 4 damage to target creature or player and 2 damage to you.
Excruciator	Creature - Avatar	6RR	7/7. Damage that would be dealt by Excruciator can't be prevented.
Flame Fusillade	Sorcery	3R	Until end of turn, permanents you control gain "T This permanent deals 1 damage to target creature or player."
Hammerfist Giant	Creature - Giant Warrior	4RR	5/4. T: Hammerfist Giant deals 4 damage to each creature without flying and each player.
Hunted Dragon	Creature - Dragon	3RR	6/6, Flying, Haste. When Hunted Dragon comes into play, put three 2/2 white Knight creature tokens with first strike into play under target opponent's control.
Mindmoil	Enchantment	4R	Whenever you play a spell, put the cards in your hand on the bottom of your library in any order, then draw that many cards.
Molten Sentry	Creature - Elemental	3R	*/*. As Molten Sentry comes into play, flip a coin. If the coin comes up heads, Molten Sentry comes into play as a 5/2 creature with haste. If it comes up tails, Molten Sentry comes into play as a 2/5 creature with defender.
Warp World	Sorcery	5RRR	Each player shuffles all permanents he or she owns into his or her library, then reveals that many cards from the top of his or her library. Each player puts all artifact, creature, and land cards revealed this way into play, then puts all enchantment cards revealed this way into play, then puts all cards revealed this way that weren't put into play on the bottom of his or her library in any order.
<i>Blockbuster</i>	Enchantment	3RR	1R, Sacrifice Blockbuster: Blockbuster deals 3 damage to each tapped creature and each player.
<i>Cleansing Beam</i>	Instant	4R	<i>Radiance</i> - Cleansing Beam deals 2 damage to target creature and each other creature that shares a color with it.
<i>Flash Conscription</i>	Instant	5R	Untap target creature and gain control of it until end of turn. That creature gains haste until end of turn. If W was spent to play Flash Conscription, the creature gains "Whenever this creature deals combat damage, you gain that much life" until end of turn.
<i>Frenzied Goblin</i>	Creature - Goblin Berserker	R	1/1. Whenever Frenzied Goblin attacks, you may pay R. If you do, target creature can't block this turn.
<i>Greater Forgeling</i>	Creature - Elemental	3RR	3/4. 1R: Greater Forgeling gets +3/-3 until end of turn.
<i>Indentured Oaf</i>	Creature - Ogre Warrior	3R	4/3. Prevent all damage that Indentured Oaf would deal to red creatures.
<i>Instill Furor</i>	Enchantment - Aura	1R	Enchant creature. Enchanted creature has "At the end of your turn, sacrifice this creature unless it attacked this turn."
<i>Reroute</i>	Instant	1R	Change the target of target activated ability with a single target. ; Draw a card.
<i>Stoneshaker Shaman</i>	Creature - Human Shaman	2R	1/1. At the end of each player's turn, that player sacrifices an untapped land.
<i>Wojek Embermage</i>	Creature - Human Wizard	3R	1/2. <i>Radiance</i> - T: Wojek Embermage deals 1 damage to target creature and each other creature that shares a color with it.
Barbarian Riftcutter	Creature - Human Barbarian	4R	3/3. R, Sacrifice Barbarian Riftcutter: Destroy target land.
Coalhauler Swine	Creature - Beast	4RR	4/4. Whenever Coalhauler Swine is dealt damage, it deals that much damage to each player.
Dogpile	Instant	3R	Dogpile deals damage to target creature or player equal to the number of attacking creatures you control.
Fiery Conclusion	Instant	1R	As an additional cost to play Fiery Conclusion, sacrifice a creature. Fiery Conclusion deals 5 damage to target creature.
Galvanic Arc	Enchantment - Aura	2R	Enchant creature. When Galvanic Arc comes into play, it deals 3 damage to target creature or player. ; Enchanted creature has first strike.
Goblin Fire Fiend	Creature - Goblin Berserker	3R	1/1, Haste. Goblin Fire Fiend must be blocked if able. ; R: Goblin Fire Fiend gets +1/+0 until end of turn.
Goblin Spelunkers ⁵	Creature - Goblin Warrior	2R	2/2, Mountainwalk.
Incite Hysteria	Sorcery	2R	<i>Radiance</i> - Until end of turn, target creature and each other creature that shares a color with it gain "This creature can't block."
Ordruun Commando	Creature - Minotaur Soldier	3R	4/1. W: Prevent the next 1 damage that would be dealt to Ordruun Commando this turn.

⁵ Goblin Spelunkers is reprinted from: Urza's Saga (C), Seventh Edition (C)

Red Spells (Part 2 of 2)

Card Name	Spell Type	Cost	Ability
Rain of Embers	Sorcery	1R	Rain of Embers deals 1 damage to each creature and each player.
Sabertooth Alley Cat	Creature – Cat	1RR	2/1. Sabertooth Alley Cat attacks each turn if able. ; 1R: Creatures without defender can't block Sabertooth Alley Cat this turn.
Seismic Spike	Sorcery	2RR	Destroy target land. Add RR to your mana pool.
Sell-Sword Brute	Creature – Human Mercenary	1R	2/2. When Sell-Sword Brute is put into a graveyard from play, it deals 2 damage to you.
Smash ⁶	Instant	2R	Destroy target artifact. ; Draw a card.
Sparkmage Apprentice	Creature – Human Wizard	1R	1/1. When Sparkmage Apprentice comes into play, it deals 1 damage to target creature or player.
Surge of Zeal	Instant	R	<i>Radiance</i> – Target creature and each other creature that shares a color with it gain haste until end of turn.
Torpid Moloch	Creature – Lizard	R	3/2. Defender (<i>This creature can't attack.</i>) ; Sacrifice three lands: Torpid Moloch loses defender until end of turn.
Viashino Fangtail	Creature – Viashino Warrior	2RR	3/3. T: Viashino Fangtail deals 1 damage to target creature or player.
Viashino Slasher	Creature – Viashino Warrior	1R	1/2. R: Viashino Slasher gets +1/-1 until end of turn.
War-Torch Goblin	Creature – Goblin Warrior	R	1/1. R, Sacrifice War-Torch Goblin: War-Torch Goblin deals 2 damage to target blocking creature.

⁶ Smash is reprinted from: Apocalypse (C)

White Spells (Part 1 of 2)

Card Name	Spell Type	Cost	Ability
Blazing Archon	Creature – Archon	6WWW	5/6, Flying. Creatures can't attack you.
Concerted Effort	Enchantment	2WW	At the beginning of each upkeep, all creatures you control gain flying until end of turn if a creature you control has flying. The same is true for fear, first strike, double strike, landwalk, protection, trample, and vigilance.
Flickerform	Enchantment – Aura	1W	Enchant creature. 2WW: Remove enchanted creature and all Auras attached to it from the game. At end of turn, return that card to play under its owner's control. If you do, return those Auras to play under their owners' control attached to that creature.
Ghosts of the Innocent	Creature – Spirit	5WW	4/5. If a source would deal damage to a creature or player, it deals half that damage, rounded down, to that creature or player instead.
Hour of Reckoning	Sorcery	4WWW	Convoke (Each creature you tap while playing this spell reduces its cost by 1 or by one mana of that creature's color.); Destroy all nontoken creatures.
Hunted Lammasu	Creature – Lammasu	2WW	5/5, Flying. When Hunted Lammasu comes into play, put a 4/4 black Horror creature token into play under target opponent's control.
Light of Sanction	Enchantment	1WW	Prevent all damage that would be dealt to creatures you control by sources you control.
Loxodon Gatekeeper	Creature – Elephant Soldier	2WW	2/3. Artifacts, creatures, and lands your opponents control come into play tapped.
Three Dreams	Sorcery	4W	Search your library for up to three Aura cards with different names, reveal them, and put them into your hand. Then shuffle your library.
Twilight Drover	Creature – Spirit	2W	1/1. Whenever a creature token leaves play, put a +1/+1 counter on Twilight Drover.; 2W, Remove a +1/+1 counter from Twilight Drover: Put two 1/1 white Spirit creature tokens with flying into play.
<i>Auratouched Mage</i>	Creature – Human Wizard	5W	3/3. When Auratouched Mage comes into play, search your library for an Aura card that could enchant it. If Auratouched Mage is still in play, attach that Aura to it. Otherwise, reveal the Aura card and put it into your hand. Then shuffle your library.
<i>Bathe in Light</i>	Instant	1W	<i>Radiance</i> – Choose a color. Target creature and each other creature that shares a color with it gain protection from the chosen color until end of turn.
<i>Chant of Vitu-Ghazi</i>	Instant	6WW	Convoke (Each creature you tap while playing this spell reduces its cost by 1 or by one mana of that creature's color.); Prevent all damage that would be dealt by creatures this turn. You gain 1 life for each damage prevented this way.
<i>Conclave Phalanx</i>	Creature – Human Soldier	4W	2/4. Convoke (Each creature you tap while playing this spell reduces its cost by 1 or by one mana of that creature's color.); When Conclave Phalanx comes into play, you gain 1 life for each creature you control.
<i>Devouring Light</i>	Instant	1WW	Convoke (Each creature you tap while playing this spell reduces its cost by 1 or by one mana of that creature's color.); Remove target attacking or blocking creature from the game.
<i>Divebomber Griffin</i>	Creature – Griffin	3WW	3/2, Flying. T, Sacrifice Divebomber Griffin: Divebomber Griffin deals 3 damage to target attacking or blocking creature.
<i>Festival of the Guildpact</i>	Instant	XW	Prevent the next X damage that would be dealt to you this turn.; Draw a card.
<i>Oathsworn Giant</i>	Creature – Giant Soldier	4WW	3/4, Vigilance. Other creatures you control get +0/+2 and have vigilance.
<i>Sandsower</i>	Creature – Spirit	3W	1/3. Tap three untapped creatures you control: Tap target creature.
<i>Seed Spark</i>	Instant	3W	Destroy target artifact or enchantment. If G was spent to play Seed Spark, put two 1/1 green Saproling creature tokens into play.
<i>Suppression Field</i>	Enchantment	1W	Activated abilities cost 2 more to play unless they're mana abilities.
<i>Wojek Apothecary</i>	Creature – Human Cleric	2WW	1/1. <i>Radiance</i> – T Prevent the next 1 damage that would be dealt to target creature and each other creature that shares a color with it this turn.
<i>Benevolent Ancestor</i>	Creature – Spirit	2W	0/4. Defender (This creature can't attack.); T: Prevent the next 1 damage that would be dealt to target creature or player this turn.
<i>Boros Fury-Shield</i>	Instant	2W	Prevent all combat damage that would be dealt by target attacking or blocking creature this turn. If R was spent to play Boros Fury-Shield, it deals damage to that creature's controller equal to the creature's power.
<i>Caregiver</i>	Creature – Human Cleric	W	1/1. W, Sacrifice a creature: Prevent the next 1 damage that would be dealt to target creature or player this turn.
<i>Conclave Equenaut</i>	Creature – Human Soldier	4WW	3/3, Flying. Convoke (Each creature you tap while playing this spell reduces its cost by 1 or by one mana of that creature's color.)
<i>Conclave's Blessing</i>	Enchantment – Aura	3W	Convoke (Each creature you tap while playing this spell reduces its cost by 1 or by one mana of that creature's color.); Enchant creature; Enchanted creature gets +0/+2 for each other creature you control.
<i>Courier Hawk</i>	Creature – Bird	1W	1/2, Flying, Vigilance.

White Spells (Part 2 of 2)

Card Name	Spell Type	Cost	Ability
Dromad Purebred	Creature - Beast	4W	1/5. Whenever Dromad Purebred is dealt damage, you gain 1 life.
Faith's Fetters	Enchantment - Aura	3W	Enchant permanent. When Faith's Fetters comes into play, you gain 4 life. ; Enchanted permanent's activated abilities can't be played unless they're mana abilities. If enchanted permanent is a creature, it can't attack or block.
Gate Hound	Creature - Hound	2W	1/1. Creatures you control have vigilance as long as Gate Hound is enchanted.
Leave No Trace	Instant	1W	<i>Radiance</i> - Destroy target enchantment and each other enchantment that shares a color with it.
Nightguard Patrol	Creature - Human Soldier	2W	2/1, First strike, Vigilance.
Screeching Griffin	Creature - Griffin	3W	2/2, Flying. R: Target creature can't block Screeching Griffin this turn.
Veteran Armorer	Creature - Human Soldier	1W	2/2. Other creatures you control get +0/+1.
Votary of the Conclave	Creature - Human Soldier	W	1/1. 2G: Regenerate Votary of the Conclave.
Wojek Siren	Instant	W	<i>Radiance</i> - Target creature and each other creature that shares a color with it get +1/+1 until end of turn.