

# Time Spiral

## 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.

Time Spiral (expansion code: TSP) is the 1st set in the Time Spiral block. It was released on October 6, 2006. The expansion symbol is an hourglass.

Time Spiral also features a special "Timeshifted" subset of cards. The subset contains reprints of various cards printed prior to the Mirrodin expansion. Its cards are all at the same rarity level (1 per booster pack) despite varying rarities in prior sets. The "Timeshifted" subset cards use a purple hourglass expansion symbol. These cards are represented in a *separate* spoiler list.

The set (not including the "Timeshifted" subset) contains 301 cards, distributed as follows:

	Land	Artifact	Multicolor	Black	Blue	Green	Red	White	
Rare	6	7	7	12	12	12	12	12	80
Uncommon	6	9	5	12	12	12	12	12	80
Common	1	5	-	23	23	23	23	23	121
Basic Land	20	-	-	-	-	-	-	-	20
	33	21	12	47	47	47	47	47	<b>301</b>

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 298 299 300 301	Basic Land - Forest	T: Add G to your mana pool.
Island 286 287 288 289	Basic Land - Island	T: Add U to your mana pool.
Mountain 294 295 296 297	Basic Land - Mountain	T: Add R to your mana pool.
Plains 282 283 284 285	Basic Land - Plains	T: Add W to your mana pool.
Swamp 290 291 292 293	Basic Land - Swamp	T: Add B to your mana pool.

# Nonbasic Land

Card Name	Spell Type	Ability
<b>Academy Ruins</b>	Legendary Land	T: Add 1 to your mana pool. ; 1U, T Put target artifact card in your graveyard on top of your library.
<b>Flagstones of Trokair</b>	Legendary Land	T: Add W to your mana pool. ; When Flagstones of Trokair is put into a graveyard from play, you may search your library for a Plains card and put it into play tapped. If you do, shuffle your library.
<b>Gemstone Caverns</b>	Legendary Land	If Gemstone Caverns is in your opening hand and you're not playing first, you may begin the game with Gemstone Caverns in play with a luck counter on it. If you do, remove a card in your hand from the game. ; T: Add 1 to your mana pool. If Gemstone Caverns has a luck counter on it, instead add one mana of any color to your mana pool.
<b>Kher Keep</b>	Legendary Land	T: Add 1 to your mana pool. ; 1R, T Put a 0/1 red Kobold creature token named Kobolds of Kher Keep into play.
<b>Swarmyard</b>	Land	T: Add 1 to your mana pool. ; T: Regenerate target Insect, Rat, Spider, or Squirrel.
<b>Vesuva</b>	Land	As Vesuva comes into play, you may choose a land in play. If you do, Vesuva comes into play tapped as a copy of the chosen land.
<i>Calciform Pools</i>	Land	T: Add 1 to your mana pool. ; 1, T: Put a storage counter on Calciform Pools. ; 1, Remove X storage counters from Calciform Pools: Add X mana in any combination of W and/or U to your mana pool.
<i>Dreadship Reef</i>	Land	T: Add 1 to your mana pool. ; 1, T: Put a storage counter on Dreadship Reef. ; 1, Remove X storage counters from Dreadship Reef: Add X mana in any combination of U and/or B to your mana pool.
<i>Fungal Reaches</i>	Land	T: Add 1 to your mana pool. ; 1, T: Put a storage counter on Fungal Reaches. ; 1, Remove X storage counters from Fungal Reaches: Add X mana in any combination of R and/or G to your mana pool.
<i>Molten Slagheap</i>	Land	T: Add 1 to your mana pool. ; 1, T: Put a storage counter on Molten Slagheap. ; 1, Remove X storage counters from Molten Slagheap: Add X mana in any combination of B and/or R to your mana pool.
<i>Saltcrusted Steppe</i>	Land	T: Add 1 to your mana pool. ; 1, T: Put a storage counter on Saltcrusted Steppe. ; 1, Remove X storage counters from Saltcrusted Steppe: Add X mana in any combination of G and/or W to your mana pool.
<i>Urza's Factory</i>	Land - Urza's	T: Add 1 to your mana pool. ; 7, T: Put a 2/2 Assembly-Worker artifact creature token into play.
<b>Terramorphic Expanse</b>	Land	T, Sacrifice Terramorphic Expanse: Search your library for a basic land card and put it into play tapped. Then shuffle your library.

# Artifacts

Card Name	Spell Type	Cost	Ability
<b>Candles of Leng</b>	Artifact	2	4, T: Reveal the top card of your library. If it has the same name as a card in your graveyard, put it into your graveyard. Otherwise, draw a card.
<b>Gauntlet of Power</b>	Artifact	5	As Gauntlet of Power comes into play, choose a color. Creatures of the chosen color get +1/+1. ; Whenever a basic land is tapped for mana of the chosen color, its controller adds one mana of that color to his or her mana pool.
<b>Hivestone</b>	Artifact	2	Creatures you control are Slivers in addition to their other creature types.
<b>Lotus Bloom</b>	Artifact		Suspend 3 - 0 (Rather than play this card from your hand, pay 0 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.) ; T, Sacrifice Lotus Bloom: Add three mana of any one color to your mana pool.
<b>Sarpadian Empires, Vol. VII</b>	Artifact	3	As Sarpadian Empires, Vol. VII comes into play, choose white Citizen, blue Camarid, black Thrull, red Goblin, or green Saproling. ; 3, T: Put a 1/1 creature token of the chosen color and type into play.
<b>Stuffy Doll</b>	Artifact Creature - Construct	5	0/1. As Stuffy Doll comes into play, choose a player. ; Stuffy Doll is indestructible. ; Whenever damage is dealt to Stuffy Doll, it deals that much damage to the chosen player. ; T: Stuffy Doll deals 1 damage to itself.
<b>Triskelavus</b>	Artifact Creature - Construct	7	1/1, Flying. Triskelavus comes into play with three +1/+1 counters on it. ; 1, Remove a +1/+1 counter from Triskelavus: Put a 1/1 Triskelavite artifact creature token with flying into play. It has "Sacrifice this creature: This creature deals 1 damage to target creature or player."
<i>Assembly-Worker</i>	Artifact Creature - Assembly-Worker	3	2/2. T: Target Assembly-Worker gets +1/+1 until end of turn.
<i>Chronatog Totem</i>	Artifact	3	T: Add U to your mana pool. ; 1U: Chronatog Totem becomes a 1/2 blue Atoq artifact creature until end of turn. ; 0: Chronatog Totem gets +3/+3 until end of turn. You skip your next turn. Play this ability only once each turn and only if Chronatog Totem is a creature.
<i>Clockwork Hydra</i>	Artifact Creature - Hydra	5	0/0. Clockwork Hydra comes into play with four +1/+1 counters on it. ; Whenever Clockwork Hydra attacks or blocks, remove a +1/+1 counter from it. If you do, Clockwork Hydra deals 1 damage to target creature or player. ; T: Put a +1/+1 counter on Clockwork Hydra.
<i>Foriysian Totem</i>	Artifact	3	T: Add R to your mana pool. ; 4R: Foriysian Totem becomes a 4/4 red Giant artifact creature with trample until end of turn. ; As long as Foriysian Totem is a creature, it can block an additional creature.
<i>Locket of Yesterdays</i>	Artifact	1	Spells you play cost 1 less to play for each card with the same name as that spell in your graveyard.
<i>Paradise Plume</i>	Artifact	4	As Paradise Plume comes into play, choose a color. ; Whenever a player plays a spell of the chosen color, you may gain 1 life. ; T Add one mana of the chosen color to your mana pool.
<i>Phyrexian Totem</i>	Artifact	3	T: Add B to your mana pool. ; 2B: Phyrexian Totem becomes a 5/5 black Horror artifact creature with trample until end of turn. ; Whenever Phyrexian Totem is dealt damage, if it's a creature, sacrifice that many permanents.
<i>Thunder Totem</i>	Artifact	3	T: Add W to your mana pool. ; 1WW: Thunder Totem becomes a 2/2 white Spirit artifact creature with flying and first strike until end of turn.
<i>Weatherseed Totem</i>	Artifact	3	T: Add G to your mana pool. ; 2GGG: Weatherseed Totem becomes a 5/3 green Treefolk artifact creature with trample until end of turn. ; When Weatherseed Totem is put into a graveyard from play, if it was a creature, return this card to its owner's hand.
<b>Brass Gnat</b>	Artifact Creature - Insect	1	1/1, Flying. Brass Gnat doesn't untap during your untap step. ; At the beginning of your upkeep, you may pay 1. If you do, untap Brass Gnat.
<b>Chromatic Star</b>	Artifact	1	1, T, Sacrifice Chromatic Star: Add one mana of any color to your mana pool. When Chromatic Star is put into a graveyard from play, draw a card.
<b>Jhoira's Timebug</b>	Artifact Creature - Insect	2	1/2. T: Choose target permanent you control or suspended card you own. If that permanent or card has a time counter on it, you may remove a time counter from it or put another time counter on it.
<b>Prismatic Lens</b>	Artifact	2	T: Add 1 to your mana pool. ; 1, T Add one mana of any color to your mana pool.
<b>Venser's Sliver</b>	Artifact Creature - Sliver	5	3/3.

# Multicolor Spells

Card Name	Spell Type	Cost	Ability
<b>Dralnu, Lich Lord</b>	Legendary Creature - Zombie Lord	3UB	3/3. If damage would be dealt to Dralnu, sacrifice that many permanents instead. ; T: Target instant or sorcery card in your graveyard has flashback until end of turn. Its flashback cost becomes equal to its mana cost as you play it. ( <i>You may play that card from your graveyard for its flashback cost. Then remove it from the game.</i> )
<b>Ith, High Arcanist</b>	Legendary Creature - Human Wizard	5WU	3/5, Vigilance. T: Untap target attacking creature. Prevent all combat damage that would be dealt to and dealt by that creature this turn. ; Suspend 4 - WU
<b>Kaervek the Merciless</b>	Legendary Creature - Human Shaman	5BR	5/4. Whenever an opponent plays a spell, Kaervek the Merciless deals damage to target creature or player equal to that spell's converted mana cost.
<b>Mishra, Artificer Prodigy</b>	Legendary Creature - Human Artificer	1UBR	4/4. Whenever you play an artifact spell, you may search your graveyard, hand, and/or library for a card with the same name as that spell and put it into play. If you search your library this way, shuffle it.
<b>Saffi Eriksdotter</b>	Legendary Creature - Human Scout	GW	2/2. Sacrifice Saffi Eriksdotter: When target creature is put into your graveyard from play this turn, return that card to play.
<b>Scion of the Ur-Dragon</b>	Legendary Creature - Dragon Avatar	WUBRG	4/4, Flying. 2: Search your library for a Dragon card and put it into your graveyard. If you do, Scion of the Ur-Dragon becomes a copy of that card until end of turn. Then shuffle your library.
<b>Stonebrow, Krosan Hero</b>	Legendary Creature - Centaur Warrior	3RG	4/4, Trample. Whenever a creature you control with trample attacks, it gets +2/+2 until end of turn.
<i>Dementia Sliver</i>	Creature - Sliver	3UB	3/3. All Slivers have "T: Name a card. Target opponent reveals a card at random from his or her hand. If it's the named card, that player discards it. Play this ability only during your turn."
<i>Firewake Sliver</i>	Creature - Sliver	1RG	1/1. All Slivers have haste and "1, Sacrifice this creature: Target Sliver gets +2/+2 until end of turn."
<i>Ghostflame Sliver</i>	Creature - Sliver	BR	2/2. All Slivers are colorless.
<i>Harmonic Sliver</i>	Creature - Sliver	1GW	1/1. All Slivers have "When this creature comes into play, destroy target artifact or enchantment."
<i>Opaline Sliver</i>	Creature - Sliver	1WU	2/2. All Slivers have "Whenever this creature becomes the target of a spell an opponent controls, you may draw a card."

# Black Spells (Part 1 of 2)

Card Name	Spell Type	Cost	Ability
<b>Curse of the Cabal</b>	Sorcery	9B	Target player sacrifices half the permanents he or she controls, rounded down. ; Suspend 2 - 2BB ; At the beginning of each player's upkeep, if Curse of the Cabal is suspended, that player may sacrifice a permanent. If he or she does, put two time counters on Curse of the Cabal.
<b>Demonic Collusion</b>	Sorcery	3BB	Buyback - Discard two cards. (You may discard two cards in addition to any other costs as you play this spell. If you do, put this card into your hand as it resolves.) ; Search your library for a card and put that card into your hand. Then shuffle your library.
<b>Endrek Sahr, Master Breeder</b>	Legendary Creature - Human Wizard	4B	2/2. Whenever you play a creature spell, put X 1/1 black Thrull creature tokens into play, where X is that spell's converted mana cost. ; When you control seven or more Thrulls, sacrifice Endrek Sahr, Master Breeder.
<b>Liege of the Pit</b>	Creature - Demon	5BBB	7/7, Flying, Trample. At the beginning of your upkeep, sacrifice a creature other than Liege of the Pit. If you can't, Liege of the Pit deals 7 damage to you. ; Morph BBBB (You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)
<b>Lim-Dul the Necromancer</b>	Legendary Creature - Human Wizard	5BB	4/4. Whenever a creature an opponent controls is put into a graveyard from play, you may pay 1B. If you do, return that card to play under your control. If it's a creature, it's a Zombie in addition to its other creature types. ; 1B: Regenerate target Zombie.
<b>Living End</b>	Sorcery		Living End is black. ; Suspend 3 - 2BB. ; Each player removes all creature cards in his or her graveyard from the game, then sacrifices all creatures he or she controls, then puts into play all cards he or she removed this way.
<b>Magus of the Mirror</b>	Creature - Human Wizard	4BB	4/2. T. Sacrifice Magus of the Mirror: Exchange life totals with target opponent. Play this ability only during your upkeep.
<b>Nether Traitor</b>	Creature - Spirit	BB	1/1, Haste. Shadow (This creature can block or be blocked by only creatures with shadow.) ; Whenever another creature is put into your graveyard from play, you may pay B. If you do, return Nether Traitor from your graveyard to play.
<b>Plague Sliver</b>	Creature - Sliver	2BB	5/5. All Slivers have "At the beginning of your upkeep, this creature deals 1 damage to you."
<b>Sengir Nosferatu</b>	Creature - Vampire	3BB	4/4, Flying. 1B, Remove Sengir Nosferatu from the game: Put a 1/2 black Bat creature token with flying into play. It has "1B, Sacrifice this creature: Return to play under its owner's control a card named Sengir Nosferatu that's removed from the game."
<b>Stronghold Overseer</b>	Creature - Demon	3BBB	5/5, Flying. Shadow (This creature can block or be blocked by only creatures with shadow.) ; BB: Creatures with shadow get +1/+0 until end of turn and creatures without shadow get -1/-0 until end of turn.
<b>Sudden Spoiling</b>	Instant	1BB	Split second (As long as this spell is on the stack, players can't play spells or activated abilities that aren't mana abilities.) ; Creatures target player controls become 0/2 and lose all abilities until end of turn.
<i>Dread Return</i>	Sorcery	2BB	Return target creature card from your graveyard to play. ; Flashback - Sacrifice three creatures. (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
<i>Evil Eye of Urborg</i>	Creature - Eye	4B	6/3. Non-Eye creatures you control can't attack. ; Whenever Evil Eye of Urborg becomes blocked by a creature, destroy that creature.
<i>Faceless Devourer</i>	Creature - Nightmare Horror	2B	2/1. Shadow (This creature can block or be blocked by only creatures with shadow.) ; When Faceless Devourer comes into play, remove another target creature with shadow from the game. ; When Faceless Devourer leaves play, return the removed card to play under its owner's control.
<i>Fallen Ideal</i>	Enchantment - Aura	2B	Enchant creature. Enchanted creature has flying and "Sacrifice a creature: This creature gets +2/+1 until end of turn." ; When Fallen Ideal is put into a graveyard from play, return Fallen Ideal to its owner's hand.
<i>Haunting Hymn</i>	Instant	4BB	Target player discards two cards. If you played this spell during your main phase, that player discards four cards instead.
<i>Nightshade Assassin</i>	Creature - Human Assassin	2BB	2/1, First strike. When Nightshade Assassin comes into play, you may reveal X black cards in your hand. If you do, target creature gets -X/-X until end of turn. ; Madness 1B (If you discard this card, you may play it for its madness cost instead of putting it into your graveyard.)
<i>Phthisis</i>	Sorcery	3BBBB	Destroy target creature. Its controller loses life equal to its power plus its toughness. ; Suspend 5 - 1B (Rather than play this card from your hand, you may pay 1B and remove it from the game with five 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>Premature Burial</i>	Sorcery	1B	Destroy target nonblack creature that came into play since your last turn ended.
<i>Skittering Monstrosity</i>	Creature - Horror	3BB	5/5. When you play a creature spell, sacrifice Skittering Monstrosity.
<i>Smallpox</i>	Sorcery	BB	Each player loses 1 life, discards a card, sacrifices a creature, then sacrifices a land.

# Black Spells (Part 2 of 2)

Card Name	Spell Type	Cost	Ability
<i>Sudden Death</i>	Instant	1BB	Split second (As long as this spell is on the stack, players can't play spells or activated abilities that aren't mana abilities.); Target creature gets -4/-4 until end of turn.
<i>Vampiric Sliver</i>	Creature - Sliver	3B	3/3. All Slivers have "Whenever a creature dealt damage by this creature this turn is put into a graveyard, put a +1/+1 counter on this creature."
Assassinate	Sorcery	2B	Destroy target tapped creature.
Basal Sliver	Creature - Sliver	2B	2/2. All Slivers have "Sacrifice this creature: Add BB to your mana pool."
Call to the Netherworld	Sorcery	B	Return target black creature card from your graveyard to your hand.; Madness 0 (If you discard this card, you may play it for its madness cost instead of putting it into your graveyard.)
Corpulent Corpse	Creature - Zombie	5B	3/3, Fear; Suspend 5 - B (Rather than play this card from your hand, you may pay B and remove it from the game with five 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.)
Cyclopean Giant	Creature - Zombie Giant	2BB	4/2. When Cyclopean Giant is put into a graveyard from play, target land becomes a Swamp. Remove Cyclopean Giant from the game.
Dark Withering	Instant	4BB	Destroy target nonblack creature.; Madness B (If you discard this card, you may play it for its madness cost instead of putting it into your graveyard.)
Deathspore Thallid	Creature - Zombie Fungus	1B	1/1. At the beginning of your upkeep, put a spore counter on Deathspore Thallid.; Remove three spore counters from Deathspore Thallid: Put a 1/1 green Saproling creature token into play.; Sacrifice a Saproling: Target creature gets -1/-1 until end of turn.
Drudge Reavers	Creature - Skeleton	3B	2/1. Flash (You may play this spell any time you could play an instant.); B: Regenerate Drudge Reavers.
Feebleness	Enchantment - Aura	1B	Flash (You may play this spell any time you could play an instant.); Enchant creature. Enchanted creature gets -2/-1.
Gorgon Recluse	Creature - Gorgon	3BB	2/4. Whenever Gorgon Recluse blocks or becomes blocked by a nonblack creature, destroy that creature at end of combat.; Madness BB (If you discard this card, you may play it for its madness cost instead of putting it into your graveyard.)
Mana Skimmer	Creature - Leech	3B	2/2, Flying. Whenever Mana Skimmer deals damage to a player, tap target land that player controls.; That land doesn't untap during its controller's next untap step.
Mindlash Sliver	Creature - Sliver	B	1/1. All Slivers have "1, Sacrifice this creature: Each player discards a card."
Mindstab	Sorcery	5B	Target player discards three cards.; Suspend 4 - B (Rather than play this card from your hand, you may pay B and remove it from the game with four 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.)
Pit Keeper	Creature - Human Wizard	1B	2/1. When Pit Keeper comes into play, if you have four or more creature cards in your graveyard, you may return target creature card from your graveyard to your hand.
Psychotic Episode	Sorcery	1BB	Target player reveals his or her hand and the top card of his or her library. You choose a card revealed this way. That player puts the chosen card on the bottom of his or her library.; Madness 1B (If you discard this card, you may play it for its madness cost instead of putting it into your graveyard.)
Sangrophage	Creature - Zombie	BB	3/3. At the beginning of your upkeep, tap Sangrophage unless you pay 2 life.
Skulking Knight	Creature - Zombie Knight	2B	3/3. Flanking (Whenever a creature without flanking blocks this creature, the blocking creature gets -1/-1 until end of turn.); When Skulking Knight becomes the target of a spell or ability, sacrifice it.
Strangling Soot	Instant	2B	Destroy target creature with toughness 3 or less.; Flashback 5R (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
Tendrils of Corruption	Instant	3B	Tendrils of Corruption deals X damage to target creature and you gain X life, where X is the number of Swamps you control.
Traitor's Clutch	Instant	4B	Target creature gets +1/+0, becomes black, and gains shadow until end of turn. (It can block or be blocked by only creatures with shadow.); Flashback 1B (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
Trespasser il-Vec	Creature - Human Rogue	2B	3/1. Discard a card: Trespasser il-Vec gains shadow until end of turn. (It can block or be blocked by only creatures with shadow.)
Urborg Syphon-Mage	Creature - Human Spellshaper	2B	2/2. 2B, T, Discard a card: Each other player loses 2 life. You gain life equal to the life lost this way.
Viscid Lemures	Creature - Spirit	4B	4/3. 0: Viscid Lemures gets -1/-0 and gains swampwalk until end of turn.

# Blue Spells (Part 1 of 2)

Card Name	Spell Type	Cost	Ability
<b>Ancestral Vision</b>	Sorcery		Ancestral Vision is blue. ; Suspend 4 - U ( <i>Rather than play this card from your hand, pay U and remove it from the game with four 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> ) ; Target player draws three cards.
<b>Deep-Sea Kraken</b>	Creature - Kraken	7UUU	6/6. Deep-Sea Kraken is unblockable. ; Suspend 9 - 2U Whenever an opponent plays a spell, if Deep-Sea Kraken is suspended, remove a time counter from it.
<b>Draining Whelk</b>	Creature - Illusion	4UU	1/1, Flying. Flash ( <i>You may play this spell any time you could play an instant.</i> ) ; When Draining Whelk comes into play, counter target spell. ; Put X +1/+1 counters on Draining Whelk, where X is that spell's converted mana cost.
<b>Ixidron</b>	Creature - Illusion	3UU	*/*. As Ixidron comes into play, turn all other nontoken creatures in play face down. They're 2/2 creatures. Ixidron's power and toughness are each equal to the number of face-down creatures in play.
<b>Magus of the Jar</b>	Creature - Human Wizard	3UU	3/3. T, Sacrifice Magus of the Jar: Each player removes his or her hand from the game face down and draws seven cards. ; At end of turn, each player discards his or her hand and returns to his or her hand each card he or she removed from the game this way.
<b>Moonlace</b>	Instant	U	Target spell or permanent becomes colorless.
<b>Psionic Sliver</b>	Creature - Sliver	4U	2/2. All Slivers have "T This creature deals 2 damage to target creature or player and 3 damage to itself."
<b>Sprite Noble</b>	Creature - Faerie	1UU	2/2, Flying. Other creatures you control with flying get +0/+1. ; T: Other creatures you control with flying get +1/+0 until end of turn.
<b>Teferi, Mage of Zhalfir</b>	Legendary Creature - Human Wizard	2UUU	3/4. Flash ( <i>You may play this spell any time you could play an instant.</i> ) ; Creature cards you own that aren't in play have flash. ; Each opponent can play spells only any time he or she could play a sorcery.
<b>Trickbind</b>	Instant	1U	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> ) ; Counter target activated or triggered ability. If a permanent's ability is countered this way, activated abilities of that permanent can't be played this turn. ( <i>Mana abilities can't be targeted.</i> )
<b>Vesuvan Shapeshifter</b>	Creature - Shapeshifter	3UU	0/0. As Vesuvan Shapeshifter comes into play or is turned face up, you may choose another creature in play. If you do, until Vesuvan Shapeshifter is turned face down, it becomes a copy of that creature and gains "At the beginning of your upkeep, you may turn this creature face down." ; Morph 1U
<b>Walk the Aeons</b>	Sorcery	4UU	Buyback - Sacrifice three Islands. ( <i>You may sacrifice three Islands in addition to any other costs as you play this spell. If you do, put this card into your hand as it resolves.</i> ) ; Target player takes an extra turn after this one.
<i>Brine Elemental</i>	Creature - Elemental	4UU	5/4. Morph 5UU ( <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> ) ; When Brine Elemental is turned face up, each opponent skips his or her next untap step.
<i>Careful Consideration</i>	Instant	2UU	Target player draws four cards, then discards three cards. If you played this spell during your main phase, instead that player draws four cards, then discards two cards.
<i>Fledgling Mawcor</i>	Creature - Beast	3U	2/2, Flying. T: Fledgling Mawcor deals 1 damage to target creature or player. ; Morph UU ( <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>Fool's Demise</i>	Enchantment - Aura	4U	Enchant creature. When enchanted creature is put into a graveyard, return that creature to play under your control. ; When Fool's Demise is put into a graveyard from play, return Fool's Demise to its owner's hand.
<i>Paradox Haze</i>	Enchantment - Aura	2U	Enchant player. At the beginning of enchanted player's first upkeep each turn, that player gets an additional upkeep step after this step.
<i>Riftwing Cloudskate</i>	Creature - Illusion	3UU	2/2, Flying. When Riftwing Cloudskate comes into play, return target permanent to its owner's hand. ; Suspend 3 - 1U ( <i>Rather than play this card from your hand, you may pay 1U 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.</i> )
<i>Spell Burst</i>	Instant	XU	Buyback 3 ( <i>You may pay an additional 3 as you play this spell. If you do, put this card into your hand as it resolves.</i> ) ; Counter target spell with converted mana cost X.
<i>Stormcloud Djinn</i>	Creature - Djinn	4U	3/3, Flying. Stormcloud Djinn can block only creatures with flying. ; RR: Stormcloud Djinn gets +2/+0 until end of turn and deals 1 damage to you.
<i>Telekinetic Sliver</i>	Creature - Sliver	2UU	2/2. All Slivers have "T Tap target permanent."
<i>Truth or Tale</i>	Instant	1U	Reveal the top five cards of your library and separate them into two piles. An opponent chooses one of those piles. Put a card from the chosen pile into your hand, then put all other cards revealed this way on the bottom of your library in any order.

## Blue Spells (Part 2 of 2)

Card Name	Spell Type	Cost	Ability
Voidmage Husher	Creature - Human Wizard	3U	2/2. Flash (You may play this spell any time you could play an instant.) ; When Voidmage Husher comes into play, counter target activated ability. (Mana abilities can't be targeted.) ; Whenever you play a spell, you may return Voidmage Husher to its owner's hand.
Wipe Away	Instant	1UU	Split second (As long as this spell is on the stack, players can't play spells or activated abilities that aren't mana abilities.) ; Return target permanent to its owner's hand.
Bewilder	Instant	2U	Target creature gets -3/-0 until end of turn. Draw a card.
Cancel	Instant	1UU	Counter target spell.
Clockspinning	Instant	U	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.) Choose a counter on target permanent or card or put another of those counters on it.
Coral Trickster	Creature - Merfolk Rogue	1U	2/1. Morph U (You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.) ; When Coral Trickster is turned face up, you may tap or untap target permanent.
Crookclaw Transmuter	Creature - Bird Wizard	3U	3/1, Flying. Flash (You may play this spell any time you could play an instant.) ; When Crookclaw Transmuter comes into play, switch target creature's power and toughness until end of turn.
Dream Stalker	Creature - Illusion	1U	1/5. When Dream Stalker comes into play, return a permanent you control to its owner's hand.
Drifter il-Dal	Creature - Human Wizard	U	2/1. Shadow (This creature can block or be blocked by only creatures with shadow.) ; At the beginning of your upkeep, sacrifice Drifter il-Dal unless you pay U.
Errant Ephemeron	Creature - Illusion	6U	4/4, Flying. Suspend 4 - 1U (Rather than play this card from your hand, you may pay 1U and remove it from the game with four 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.)
Eternity Snare	Enchantment - Aura	5U	Enchant creature. When Eternity Snare comes into play, draw a card. ; Enchanted creature doesn't untap during its controller's untap step.
Fathom Seer	Creature - Illusion	1U	1/3. Morph - Return two Islands you control to their owner's hand. (You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.) ; When Fathom Seer is turned face up, draw two cards.
Looter il-Kor	Creature - Kor Rogue	1U	1/1. Shadow (This creature can block or be blocked by only creatures with shadow.) ; Whenever Looter il-Kor deals damage to an opponent, draw a card, then discard a card.
Mystical Teachings	Instant	3U	Search your library for an instant card or a card with flash, reveal it, and put it into your hand. Then shuffle your library. ; Flashback 5B (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
Ophidian Eye	Enchantment - Aura	2U	Flash (You may play this spell any time you could play an instant.) ; Enchant creature. ; Whenever enchanted creature deals damage to an opponent, you may draw a card.
Sage of Epityr	Creature - Human Wizard	U	1/1. When Sage of Epityr comes into play, look at the top four cards of your library, then put them back in any order.
Screeching Sliver	Creature - Sliver	U	1/1. All Slivers have "T: Target player puts the top card of his or her library into his or her graveyard."
Shadow Sliver	Creature - Sliver	2U	1/1. All Slivers have shadow. (They can block or be blocked by only creatures with shadow.)
Slipstream Serpent	Creature - Serpent	7U	6/6. Slipstream Serpent can't attack unless defending player controls an Island. ; When you control no Islands, sacrifice Slipstream Serpent. ; Morph 5U (You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)
Snapback	Instant	1U	You may remove a blue card in your hand from the game rather than pay Snapback's mana cost. ; Return target creature to its owner's hand.
Spiketail Drakeling	Creature - Drake	1UU	2/2, Flying. Sacrifice Spiketail Drakeling: Counter target spell unless its controller pays 2.
Temporal Eddy	Sorcery	2UU	Put target creature or land on top of its owner's library.
Think Twice	Instant	1U	Draw a card. ; Flashback 2U (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
Tolarian Sentinel	Creature - Human Spellshaper	3U	1/3, Flying. U, T, Discard a card: Return target permanent you control to its owner's hand.
Viscerid Deepwalker	Creature - Homarid Warrior	4U	2/3. U: Viscerid Deepwalker gets +1/+0 until end of turn. ; Suspend 4 - U (Rather than play this card from your hand, you may pay U and remove it from the game with four 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.)



# Green Spells (Part 1 of 2)

Card Name	Spell Type	Cost	Ability
<b>Fungus Sliver</b>	Creature - Fungus Sliver	3G	2/2. All Slivers have "Whenever this creature is dealt damage, put a +1/+1 counter on it." ( <i>The damage is dealt before the counter is put on.</i> )
<b>Hypergenesis</b>	Sorcery		Hypergenesis is green. ; Suspend 3 - 1GG. ; Starting with you, each player may put an artifact, creature, enchantment, or land card from his or her hand into play. Repeat this process until no one puts a card into play.
<b>Magus of the Candelabra</b>	Creature - Human Wizard	G	1/2. X, T: Untap X target lands.
<b>Spectral Force</b>	Creature - Elemental Spirit	3GG	8/8, Trample. Whenever Spectral Force attacks, if defending player controls no black permanents, it doesn't untap during your next untap step.
<b>Spike Tiller</b>	Creature - Spike	3GG	0/0. Spike Tiller comes into play with three +1/+1 counters on it. ; 2, Remove a +1/+1 counter from Spike Tiller: Put a +1/+1 counter on target creature. ; 2, Remove a +1/+1 counter from Spike Tiller: Target land becomes a 2/2 creature that's still a land. Put a +1/+1 counter on it.
<b>Squall Line</b>	Instant	XGG	Squall Line deals X damage to each creature with flying and each player.
<b>Stonewood Invocation</b>	Instant	3G	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> ) ; Target creature gets +5/+5 until end of turn and can't be the target of spells or abilities this turn.
<b>Thelon of Havenwood</b>	Legendary Creature - Elf Druid	GG	2/2. Each Fungus gets +1/+1 for each spore counter on it. ; BG, Remove a Fungus card in a graveyard from the game: Put a spore counter on each Fungus in play.
<b>Thelonite Hermit</b>	Creature - Elf Shaman	3G	1/1. All Saprolings get +1/+1. ; Morph 3GG ( <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> ) ; When Thelonite Hermit is turned face up, put four 1/1 green Saproling creature tokens into play.
<b>Unyaro Bees</b>	Creature - Insect	GGG	0/1, Flying. G: Unyaro Bees gets +1/+1 until end of turn. ; 3G, Sacrifice Unyaro Bees: Unyaro Bees deals 2 damage to target creature or player.
<b>Verdant Embrace</b>	Enchantment - Aura	3GG	Enchant creature. Enchanted creature gets +3/+3 and has "At the beginning of each upkeep, put a 1/1 green Saproling creature token into play under your control."
<b>Wurmcalling</b>	Sorcery	XG	Buyback 2G ( <i>You may pay an additional 2G as you play this spell. If you do, put this card into your hand as it resolves.</i> ) ; Put an X/X green Wurm creature token into play.
<i>Aspect of Mongoose</i>	Enchantment - Aura	1G	Enchant creature. Enchanted creature can't be the target of spells or abilities. ; When Aspect of Mongoose is put into a graveyard from play, return Aspect of Mongoose to its owner's hand.
<i>Durkwood Tracker</i>	Creature - Giant	4G	4/3. 1G, T If Durkwood Tracker is in play, it deals damage equal to its power to target attacking creature. That creature deals damage equal to its power to Durkwood Tracker.
<i>Krosan Grip</i>	Instant	2G	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> ) ; Destroy target artifact or enchantment.
<i>Might of Old Krosa</i>	Instant	G	Target creature gets +2/+2 until end of turn. If you played this spell during your main phase, that creature gets +4/+4 until end of turn instead.
<i>Might Sliver</i>	Creature - Sliver	4G	2/2. All Slivers get +2/+2.
<i>Pendelhaven Elder</i>	Creature - Elf Shaman	1G	1/1. T: Each 1/1 creature you control gets +1/+2 until end of turn.
<i>Phantom Wurm</i>	Creature - Wurm Spirit	4GG	2/0. Phantom Wurm comes into play with four +1/+1 counters on it. ; If damage would be dealt to Phantom Wurm, prevent that damage. Remove a +1/+1 counter from Phantom Wurm.
<i>Primal Forcemage</i>	Creature - Elf Shaman	2G	2/2. Whenever another creature comes into play under your control, that creature gets +3/+3 until end of turn.
<i>Scryb Ranger</i>	Creature - Faerie	1G	1/1, Flying, Protection from blue. Flash ( <i>You may play this spell any time you could play an instant.</i> ) ; Return a Forest you control to its owner's hand: Untap target creature. Play this ability only once each turn.
<i>Sporesower Thallid</i>	Creature - Fungus	2GG	4/4. At the beginning of your upkeep, put a spore counter on each Fungus you control. ; Remove three spore counters from Sporesower Thallid: Put a 1/1 green Saproling creature token into play.
<i>Tromp the Domains</i>	Sorcery	5G	Until end of turn, creatures you control gain trample and get +1/+1 for each basic land type among lands you control.
<i>Yavimaya Dryad</i>	Creature - Dryad	1GG	2/1, Forestwalk. When Yavimaya Dryad comes into play, you may search your library for a Forest card and put it into play tapped under target player's control. If you do, shuffle your library.

## Green Spells (Part 2 of 2)

Card Name	Spell Type	Cost	Ability
Æther Web	Enchantment - Aura	1G	Flash ( <i>You may play this spell any time you could play an instant.</i> ); Enchant creature. Enchanted creature gets +1/+1, can block as though it had flying, and can block creatures with shadow as though they didn't have shadow.
Ashcoat Bear	Creature - Bear	1G	2/2. Flash ( <i>You may play this spell any time you could play an instant.</i> )
Chameleon Blur	Instant	3G	Prevent all damage that creatures would deal to players this turn.
Durkwood Baloth	Creature - Beast	4GG	5/5. Suspend 5 - G ( <i>Rather than play this card from your hand, you may pay G and remove it from the game with five 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.</i> )
Gemhide Sliver	Creature - Sliver	1G	1/1. All Slivers have "T Add one mana of any color to your mana pool."
Glass Asp	Creature - Snake	1GG	2/1. Whenever Glass Asp deals combat damage to a player, that player loses 2 life at the beginning of his or her next draw step unless he or she pays 2 before that step.
Greenseeker	Creature - Elf Spellshaper	G	1/1. G, T, Discard a card: Search your library for a basic land card, reveal it, and put it into your hand. Then shuffle your library.
Havenwood Wurm	Creature - Wurm	6G	5/6. Trample. Flash ( <i>You may play this spell any time you could play an instant.</i> )
Herd Gnarr	Creature - Beast	3G	2/2. Whenever another creature comes into play under your control, Herd Gnarr gets +2/+2 until end of turn.
Molder	Instant	XG	Destroy target artifact or enchantment with converted mana cost X. It can't be regenerated. You gain X life.
Mwonvuli Acid-Moss	Sorcery	2GG	Destroy target land. Search your library for a Forest card and put that card into play tapped. Then shuffle your library.
Nantuko Shaman	Creature - Insect Shaman	2G	3/2. When Nantuko Shaman comes into play, if you control no tapped lands, draw a card. ; Suspend 1 - 2GG ( <i>Rather than play this card from your hand, you may pay 2GG and remove it from the game with a time counter 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.</i> )
Penumbra Spider	Creature - Spider	2GG	2/4. Penumbra Spider can block as though it had flying. ; When Penumbra Spider is put into a graveyard from play, put a 2/4 black Spider creature token into play that can block as though it had flying.
Savage Thallid	Creature - Fungus	3GG	5/2. At the beginning of your upkeep, put a spore counter on Savage Thallid. ; Remove three spore counters from Savage Thallid: Put a 1/1 green Saproling creature token into play. ; Sacrifice a Saproling: Regenerate target Fungus.
Scarwood Treefolk	Creature - Treefolk	3G	3/5. Scarwood Treefolk comes into play tapped.
Search for Tomorrow	Sorcery	2G	Search your library for a basic land card and put it into play. Then shuffle your library. Suspend 2 - G ( <i>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.</i> )
Spinneret Sliver	Creature - Sliver	1G	2/2. All Slivers have "This creature can block as though it had flying."
Sprout	Instant	G	Put a 1/1 green Saproling creature token into play.
Strength in Numbers	Instant	1G	Until end of turn, target creature gains trample and gets +X/+X, where X is the number of attacking creatures.
Thallid Germinator	Creature - Fungus	2G	2/2. At the beginning of your upkeep, put a spore counter on Thallid Germinator. ; Remove three spore counters from Thallid Germinator: Put a 1/1 green Saproling creature token into play. ; Sacrifice a Saproling: Target creature gets +1/+1 until end of turn.
Thallid Shell-Dweller	Creature - Fungus	1G	0/5. Defender. At the beginning of your upkeep, put a spore counter on Thallid Shell-Dweller. ; Remove three spore counters from Thallid Shell-Dweller: Put a 1/1 green Saproling creature token into play.
Thrill of the Hunt	Instant	G	Target creature gets +1/+2 until end of turn. ; Flashback W ( <i>You may play this card from your graveyard for its flashback cost. Then remove it from the game.</i> )
Wormwood Dryad	Creature - Dryad	2G	3/1. G: Wormwood Dryad gains forestwalk until end of turn and deals 1 damage to you. ; B: Wormwood Dryad gains swampwalk until end of turn and deals 1 damage to you.

# Red Spells (Part 1 of 2)

Card Name	Spell Type	Cost	Ability
<b>Bogardan Hellkite</b>	Creature - Dragon	6RR	5/5, Flying. Flash ( <i>You may play this spell any time you could play an instant.</i> ); When Bogardan Hellkite comes into play, it deals 5 damage divided as you choose among any number of target creatures and/or players.
<b>Fortune Thief</b>	Creature - Human Rogue	4R	0/1. Damage that would reduce your life total to less than 1 reduces it to 1 instead.; Morph RR ( <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> )
<b>Greater Gargadon</b>	Creature - Beast	9R	9/7. Suspend 10 - R.; Sacrifice an artifact, creature, or land; Remove a time counter from Greater Gargadon. Play this ability only if Greater Gargadon is suspended.
<b>Ib Halfheart, Goblin Tactician</b>	Legendary Creature - Goblin Advisor	3R	3/2. Whenever another Goblin you control becomes blocked, sacrifice it.; If you do, it deals 4 damage to each creature blocking it.; Sacrifice two Mountains: Put two 1/1 red Goblin creature tokens into play.
<b>Jaya Ballard, Task Mage</b>	Legendary Creature - Human Spellshaper	1RR	2/2. R, T. Discard a card: Destroy target blue permanent.; 1R, T. Discard a card: Jaya Ballard, Task Mage deals 3 damage to target creature or player. A creature dealt damage this way can't be regenerated this turn.; 5RR, T. Discard a card: Jaya Ballard deals 6 damage to each creature and each player.
<b>Magus of the Scroll</b>	Creature - Human Wizard	R	1/1. 3, T Name a card. Reveal a card at random from your hand. If it's the named card, Magus of the Scroll deals 2 damage to target creature or player.
<b>Norin the Wary</b>	Legendary Creature - Human Warrior	R	2/1. When a player plays a spell or a creature attacks, remove Norin the Wary from the game. Return it to play under its owner's control at end of turn.
<b>Pardic Dragon</b>	Creature - Dragon	4RR	4/4, Flying. R: Pardic Dragon gets +1/+0 until end of turn.; Suspend 2 - RR.; Whenever an opponent plays a spell, if Pardic Dragon is suspended, that player may put a time counter on Pardic Dragon.
<b>Reiterate</b>	Instant	1RR	Buyback 3 ( <i>You may pay an additional 3 as you play this spell. If you do, put this card into your hand as it resolves.</i> ); Copy target instant or sorcery spell. You may choose new targets for the copy.
<b>Sedge Sliver</b>	Creature - Sliver	2R	2/2. All Slivers have "This creature gets +1/+1 as long as you control a Swamp" and "B: Regenerate this creature."
<b>Wheel of Fate</b>	Sorcery		Wheel of Fate is red.; Suspend 4 - 1R ( <i>Rather than play this card from your hand, pay 1R and remove it from the game with four 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> ); Each player discards his or her hand, then draws seven cards.
<b>Word of Seizing</b>	Instant	3RR	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> ); Untap target permanent and gain control of it until end of turn. It gains haste until end of turn.
<i>Barbed Shocker</i>	Creature - Insect	3R	2/2, Trample, Haste. Whenever Barbed Shocker deals damage to a player, that player discards all the cards in his or her hand, then draws that many cards.
<i>Basalt Gargoyle</i>	Creature - Gargoyle	2R	3/2, Flying. Echo 2R ( <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> ); R: Basalt Gargoyle gets +0/+1 until end of turn.
<i>Conflagrate</i>	Sorcery	XXR	Conflagrate deals X damage divided as you choose among any number of target creatures and/or players.; Flashback - RR, Discard X cards. ( <i>You may play this card from your graveyard for its flashback cost. Then remove it from the game.</i> )
<i>Firemaw Kavu</i>	Creature - Kavu	5R	4/2. Echo 5R ( <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> ); When Firemaw Kavu comes into play, it deals 2 damage to target creature.; When Firemaw Kavu leaves play, it deals 4 damage to target creature.
<i>Fury Sliver</i>	Creature - Sliver	5R	3/3. All Slivers have double strike.
<i>Ignite Memories</i>	Sorcery	4R	Target player reveals a card at random from his or her hand. Ignite Memories deals damage to that player equal to that card's converted mana cost.; Storm ( <i>When you play this spell, copy it for each spell played before it this turn. You may choose new targets for the copies.</i> )
<i>Sudden Shock</i>	Instant	1R	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> ); Sudden Shock deals 2 damage to target creature or player.
<i>Sulfurous Blast</i>	Instant	2RR	Sulfurous Blast deals 2 damage to each creature and each player. If you played this spell during your main phase, Sulfurous Blast deals 3 damage to each creature and each player instead.
<i>Tectonic Fiend</i>	Creature - Elemental	4RR	7/7. Echo 4RR ( <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> ); Tectonic Fiend attacks each turn if able.
<i>Thick-Skinned Goblin</i>	Creature - Goblin Shaman	1R	2/1. You may pay 0 rather than pay the echo cost for permanents you control.; R: Thick-Skinned Goblin gains protection from red until end of turn.

## Red Spells (Part 2 of 2)

Card Name	Spell Type	Cost	Ability
Undying Rage	Enchantment - Aura	2R	Enchant creature. Enchanted creature gets +2/+2 and can't block. ; When Undying Rage is put into a graveyard from play, return Undying Rage to its owner's hand.
Volcanic Awakening	Sorcery	4RR	Destroy target land. ; Storm (When you play this spell, copy it for each spell played before it this turn. You may choose new targets for the copies.)
Ætherflame Wall	Creature - Wall	1R	0/4, Defender. AÆtherflame Wall can block creatures with shadow as though they didn't have shadow. ; R: AÆtherflame Wall gets +1/+0 until end of turn.
Ancient Grudge	Instant	1R	Destroy target artifact. ; Flashback G (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
Blazing Blade Askari	Creature - Human Knight	2R	2/2. Flanking (Whenever a creature without flanking blocks this creature, the blocking creature gets -1/-1 until end of turn.) ; 2: Blazing Blade Askari becomes colorless until end of turn.
Bogardan Rager	Creature - Elemental	5R	3/4. Flash (You may play this spell any time you could play an instant.) ; When Bogardan Rager comes into play, target creature gets +4/+0 until end of turn.
Bonesplitter Sliver	Creature - Sliver	3R	2/2. All Slivers get +2/+0.
Coal Stoker	Creature - Elemental	3R	3/3. When Coal Stoker comes into play, if you played it from your hand, add RRR to your mana pool.
Empty the Warrens	Sorcery	3R	Put two 1/1 red Goblin creature tokens into play. ; Storm (When you play this spell, copy it for each spell played before it this turn.)
Flamecore Elemental	Creature - Elemental	2RR	5/4. Echo 2RR (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.)
Flowstone Channeler	Creature - Human Spellshaper	2R	2/2. 1R, T, Discard a card: Target creature gets +1/-1 and gains haste until end of turn.
Ghitu Firebreathing	Enchantment - Aura	1R	Flash (You may play this spell any time you could play an instant.) ; Enchant creature. ; R: Enchanted creature gets +1/+0 until end of turn. R: Return Ghitu Firebreathing to its owner's hand.
Goblin Skycutter	Creature - Goblin Warrior	1R	2/1. Sacrifice Goblin Skycutter: Goblin Skycutter deals 2 damage to target creature with flying. That creature loses flying until end of turn.
Grapeshot	Sorcery	1R	Grapeshot deals 1 damage to target creature or player. ; Storm (When you play this spell, copy it for each spell played before it this turn. You may choose new targets for the copies.)
Ground Rift	Sorcery	R	Target creature without flying can't block this turn. ; Storm (When you play this spell, copy it for each spell played before it this turn. You may choose new targets for the copies.)
Ironclaw Buzzardiers	Creature - Orc Scout	2R	2/2. Ironclaw Buzzardiers can't block creatures with power 2 or greater. ; R: Ironclaw Buzzardiers gains flying until end of turn.
Keldon Halberdier	Creature - Human Warrior	4R	4/1, First strike. Suspend 4 - R (Rather than play this card from your hand, you may pay R and remove it from the game with four 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.)
Lightning Axe	Instant	R	As an additional cost to play Lightning Axe, discard a card or pay 5. ; Lightning Axe deals 5 damage to target creature.
Mogg War Marshal	Creature - Goblin Warrior	1R	1/1. Echo 1R (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 Mogg War Marshal comes into play or is put into a graveyard from play, put a 1/1 red Goblin creature token into play.
Orcish Cannonade	Instant	1RR	Orcish Cannonade deals 2 damage to target creature or player and 3 damage to you. ; Draw a card.
Plunder	Sorcery	4R	Destroy target artifact or land. ; Suspend 4 - 1R (Rather than play this card from your hand, you may pay 1R and remove it from the game with four 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.)
Rift Bolt	Sorcery	2R	Rift Bolt deals 3 damage to target creature or player. Suspend 1 - R (Rather than play this card from your hand, you may pay R and remove it from the game with a time counter on it. At the beginning of your upkeep, remove a time counter. When the last is removed, play it without paying its mana cost.)
Subterranean Shambler	Creature - Elemental	3R	2/3. Echo 3R (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 Subterranean Shambler comes into play or leaves play, it deals 1 damage to each creature without flying.
Two-Headed Sliver	Creature - Sliver	1R	1/1. All Slivers have "This creature can't be blocked except by two or more creatures."
Viashino Bladescout	Creature - Viashino Scout	1RR	2/1. Flash (You may play this spell any time you could play an instant.) ; When Viashino Bladescout comes into play, target creature gains first strike until end of turn.

# White Spells (Part 1 of 2)

Card Name	Spell Type	Cost	Ability
<b>Angel's Grace</b>	Instant	W	Split second (As long as this spell is on the stack, players can't play spells or activated abilities that aren't mana abilities.) ; You can't lose the game this turn and your opponents can't win the game this turn. ; Until end of turn, damage that would reduce your life total to less than 1 reduces it to 1 instead.
<b>Chronosavant</b>	Creature - Giant	5W	5/5. 1W: Return Chronosavant from your graveyard to play tapped. You skip your next turn.
<b>Evangelize</b>	Sorcery	4W	Buyback 2WW (You may pay an additional 2WW as you play this spell. If you do, put this card into your hand as it resolves.) ; Gain control of target creature of an opponent's choice that he or she controls.
<b>Magus of the Disk</b>	Creature - Human Wizard	2WW	2/4. Magus of the Disk comes into play tapped. ; 1, T Destroy all artifacts, creatures, and enchantments.
<b>Mangara of Corondor</b>	Legendary Creature - Human Wizard	1WW	1/1. T: Remove Mangara of Corondor and target permanent from the game.
<b>Opal Guardian</b>	Enchantment	WWW	When an opponent plays a creature spell, if Opal Guardian is an enchantment, Opal Guardian becomes a 3/4 Gargoyle creature with flying and protection from red.
<b>Pentarch Paladin</b>	Creature - Human Knight	2WWW	3/3. Flanking (Whenever a creature without flanking blocks this creature, the blocking creature gets -1/-1 until end of turn.) ; As Pentarch Paladin comes into play, choose a color. WW, T Destroy target permanent of the chosen color.
<b>Pulmonic Sliver</b>	Creature - Sliver	3WW	3/3. All Slivers have flying and "If this creature would be put into a graveyard, you may put it on top of its owner's library instead."
<b>Restore Balance</b>	Sorcery		Restore Balance is white. ; Suspend 6 - W. ; Each player chooses a number of lands he or she controls equal to the number of lands controlled by the player who controls the fewest, then sacrifices the rest. Players sacrifice creatures and discard cards the same way.
<b>Serra Avenger</b>	Creature - Angel	WW	3/3, Flying, Vigilance. You can't play Serra Avenger during your first, second, or third turns of the game.
<b>Tivadar of Thorn</b>	Legendary Creature - Human Lord	1WW	2/2, First strike, Protection from red. ; When Tivadar of Thorn comes into play, destroy target Goblin.
<b>Weathered Bodyguards</b>	Creature - Human Soldier	5W	2/5. As long as Weathered Bodyguards is untapped, all combat damage that would be dealt to you by unblocked creatures is dealt to Weathered Bodyguards instead. ; Morph 3W (You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)
<i>Cavalry Master</i>	Creature - Human Knight	2WW	3/3. Flanking (Whenever a creature without flanking blocks this creature, the blocking creature gets -1/-1 until end of turn.) ; Other creatures you control with flanking have flanking. (Each instance of flanking triggers separately.)
<i>Celestial Crusader</i>	Creature - Spirit	2WW	2/2, Flying. Flash (You may play this spell any time you could play an instant.) ; Split second (As long as this spell is on the stack, players can't play spells or activated abilities that aren't mana abilities.) ; Other white creatures get +1/+1.
<i>Duskriders Peregrine</i>	Creature - Bird	5W	3/3, Flying, Protection from black. Suspend 3 - 1W (Rather than play this card from your hand, you may pay 1W 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.)
<i>Griffin Guide</i>	Enchantment - Aura	2W	Enchant creature. Enchanted creature gets +2/+2 and has flying. When enchanted creature is put into a graveyard, put a 2/2 white Griffin creature token with flying into play.
<i>Gustcloak Cavalier</i>	Creature - Human Knight	3WW	2/2. Flanking (Whenever a creature without flanking blocks this creature, the blocking creature gets -1/-1 until end of turn.) ; Whenever Gustcloak Cavalier attacks, you may tap target creature. ; Whenever Gustcloak Cavalier becomes blocked, you may untap Gustcloak Cavalier and remove it from combat.
<i>Knight of the Holy Nimbus</i>	Creature - Human Rebel Knight	WW	2/2. Flanking (Whenever a creature without flanking blocks this creature, the blocking creature gets -1/-1 until end of turn.) ; If Knight of the Holy Nimbus would be destroyed, regenerate it. ; 2: Knight of the Holy Nimbus can't be regenerated this turn. Only any opponent may play this ability.
<i>Outrider en-Kor</i>	Creature - Kor Rebel Knight	2W	2/2. Flanking (Whenever a creature without flanking blocks this creature, the blocking creature gets -1/-1 until end of turn.) ; 0: The next 1 damage that would be dealt to Outrider en-Kor this turn is dealt to target creature you control instead.
<i>Plated Pegasus</i>	Creature - Pegasus	2W	1/2, Flying. Flash (You may play this spell any time you could play an instant.) ; If a spell would deal damage to a creature or player, prevent 1 damage that spell would deal to that creature or player.
<i>Pull from Eternity</i>	Instant	W	Put target face-up card that's removed from the game into its owner's graveyard.
<i>Quilled Sliver</i>	Creature - Sliver	1W	1/1. All Slivers have "T: This creature deals 1 damage to target attacking or blocking creature."

# White Spells (Part 2 of 2)

Card Name	Spell Type	Cost	Ability
<i>Return to Dust</i>	Instant	2WW	Remove target artifact or enchantment from the game. If you played this spell during your main phase, you may remove up to one other target artifact or enchantment from the game.
<i>Spirit Loop</i>	Enchantment - Aura	1W	Enchant creature you control. Whenever enchanted creature deals damage, you gain that much life. ; When Spirit Loop is put into a graveyard from play, return Spirit Loop to its owner's hand.
Amrou Scout	Creature - Kithkin Rebel Scout	1W	2/1. 4, T Search your library for a Rebel card with converted mana cost 3 or less and put it into play. Then shuffle your library.
Amrou Seekers	Creature - Kithkin Rebel	2W	2/2. Amrou Seekers can't be blocked except by artifact creatures and/or white creatures.
Benalish Cavalry	Creature - Human Knight	1W	2/2. Flanking (Whenever a creature without flanking blocks this creature, the blocking creature gets -1/-1 until end of turn.)
Castle Raptors	Creature - Bird Soldier	4W	3/3, Flying. As long as Castle Raptors is untapped, it gets +0/+2.
Children of Korlis	Creature - Human Rebel Cleric	W	1/1. Sacrifice Children of Korlis: You gain life equal to the life you've lost this turn. (Damage causes loss of life.)
Cloudchaser Kestrel	Creature - Bird	1WW	2/2, Flying. When Cloudchaser Kestrel comes into play, destroy target enchantment. ; W: Target permanent becomes white until end of turn.
D'Avenant Healer	Creature - Human Cleric Archer	1WW	1/2. T: D'Avenant Healer deals 1 damage to target attacking or blocking creature. ; T: Prevent the next 1 damage that would be dealt to target creature or player this turn.
Detainment Spell	Enchantment - Aura	W	Enchant creature. Enchanted creature's activated abilities can't be played. ; 1W: Attach Detainment Spell to target creature.
Divine Congregation	Sorcery	3W	You gain 2 life for each creature target player controls. ; Suspend 5 - 1W (Rather than play this card from your hand, you may pay 1W and remove it from the game with five 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.)
Errant Doomsayers	Creature - Human Rebel	1W	1/1. T: Tap target creature with toughness 2 or less.
Flickering Spirit	Creature - Spirit	3W	2/2, Flying. 3W: Remove Flickering Spirit from the game, then return it to play under its owner's control.
Foriysian Interceptor	Creature - Human Soldier	3W	0/5, Defender. Flash (You may play this spell any time you could play an instant.) ; Foriysian Interceptor can block an additional creature.
Fortify	Instant	2W	Choose one - Creatures you control get +2/+0 until end of turn; or creatures you control get +0/+2 until end of turn.
Gaze of Justice	Sorcery	W	As an additional cost to play Gaze of Justice, tap three untapped white creatures you control. ; Remove target creature from the game. ; Flashback 5W (You may play this card from your graveyard for its flashback cost and any additional costs. Then remove it from the game.)
Icatian Crier	Creature - Human Spellshaper	2W	1/1. 1W, T, Discard a card: Put two 1/1 white Citizen creature tokens into play.
Ivory Giant	Creature - Giant	5WW	3/4. When Ivory Giant comes into play, tap all nonwhite creatures. ; Suspend 5 - W (Rather than play this card from your hand, you may pay W and remove it from the game with five 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.)
Jedit's Dragoons	Creature - Cat Soldier	5W	2/5, Vigilance. When Jedit's Dragoons comes into play, you gain 4 life.
Momentary Blink	Instant	1W	Remove target creature you control from the game, then return it to play under its owner's control. ; Flashback 3U (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
Pentarch Ward	Enchantment - Aura	2W	Enchant creature. As Pentarch Ward comes into play, choose a color. ; When Pentarch Ward comes into play, draw a card. ; Enchanted creature has protection from the chosen color. This effect doesn't remove Pentarch Ward.
Sidewinder Sliver	Creature - Sliver	W	1/1. All Slivers have flanking. (Whenever a creature without flanking blocks a Sliver, the blocking creature gets -1/-1 until end of turn.)
Temporal Isolation	Enchantment - Aura	1W	Flash (You may play this spell any time you could play an instant.) Enchant creature. ; Enchanted creature has shadow. (It can block or be blocked by only creatures with shadow.) ; Prevent all damage that would be dealt by enchanted creature.
Watcher Sliver	Creature - Sliver	3W	2/2. All Slivers get +0/+2.
Zealot il-Vec	Creature - Human Rebel	2W	1/1. Shadow (This creature can block or be blocked by only creatures with shadow.) ; Whenever Zealot il-Vec attacks and isn't blocked, you may have it deal 1 damage to target creature. If you do, prevent all combat damage Zealot il-Vec would deal this turn.