DCI

Judge handbook

Extended Oracle
Magic: the Gathering Comprehensive Rules
Universal Tournament Rules
Magic: the Gathering Floor Rules
Universal Penalty Guidelines
Changes Documents

Abandon Hope   X 1 🕱
Sorcery
As an additional cost to play Abandon Hope, discard X cards from your hand. Look at target opponent's hand and choose X cards from it. That player discards those cards.

Abandoned Outpost
Land
Abandoned Outpost comes into play tapped.
🔾: Add ☀ to your mana pool.
🔾, Sacrifice Abandoned Outpost: Add one mana of any color to your mana pool.

Abbey Gargoyles   2 ☀☀☀
Creature — Gargoyle
3/4
Flying, protection from red

Abbey Matron   2 ☀
Creature — Cleric
1/3
☀, 🔾: Abbey Matron gets +0/+3 until end of turn.

Abduction   2 💧💧
Enchant Creature
When Abduction comes into play, untap enchanted creature.
You control enchanted creature.
When enchanted creature is put into a graveyard, return that creature to play under its owner's control.

Abeyance   1 ☀
Instant
Until end of turn, target player can't play instants, sorceries, or nonmana activated abilities. Draw a card.

Abjure   💧
Instant
As an additional cost to play Abjure, sacrifice a blue permanent.
Counter target spell.

Abolish   1 ☀☀
Instant
You may discard a plains from your hand rather than pay Abolish's mana cost.
Destroy target artifact or enchantment.

Aboroth   4 💀💀
Creature — Aboroth
9/9
Cumulative upkeep — Put a -1/-1 counter on Aboroth.

Aboshan, Cephalid Emperor   4 💧💧
Creature — Cephalid Legend
3/3
Tap an untapped Cephalid you control: Tap target permanent.
💧 💧 💧: Tap all creatures without flying.

Aboshan's Desire   💧
Enchant Creature
Enchanted creature has flying.
Threshold — Enchanted creature can't be the target of spells or abilities. *(You have threshold as long as seven or more cards are in your graveyard.)*

About Face   🔥
Instant
Switch target creature's power and toughness until end of turn. Effects that alter the creature's power alter its toughness instead, and vice versa, this turn.

Absolute Grace   1 ☀
Enchantment
All creatures have protection from black.

Absolute Law   1 ☀
Enchantment
All creatures have protection from red.

Absorb   ☀💧💧
Instant
Counter target spell. You gain 3 life.

Abundance   2 💀💀
Enchantment
If you would draw a card, you may instead choose land or nonland and reveal cards from the top of your library until you reveal a card of the chosen kind. Put that card into your hand and put all other cards revealed this way on the bottom of your library in any order.

Abyssal Gatekeeper   1 💀
Creature — Gatekeeper
1/1
When Abyssal Gatekeeper is put into a graveyard from play, each player sacrifices a creature.

Abyssal Horror   4 💀💀
Creature — Horror
2/2
Flying
When Abyssal Horror comes into play, target player discards two cards from his or her hand.

Abyssal Hunter   3 💀
Creature — Minion
1/1
💀, 🔾: Tap target creature. Abyssal Hunter deals damage equal to Abyssal Hunter's power to that creature.

Abyssal Specter   2 💀💀
Creature — Specter
2/3
Flying
Whenever Abyssal Specter deals damage to a player, that player discards a card from his or her hand.

Academy Rector   3 ☀
Creature — Cleric
1/2
When Academy Rector is put into a graveyard from play, you may remove Academy Rector from the game. If you do, search your library for an enchantment card and put that card into play. Then shuffle your library.

Academy Researchers 1 ◗◗
Creature — Wizard
2/2
When Academy Researchers comes into play, you may put an enchant creature card from your hand into play enchanting Academy Researchers.

Acceptable Losses 3 ◆
Sorcery
As an additional cost to play Acceptable Losses, discard a card at random from your hand. Acceptable Losses deals 5 damage to target creature.

Accumulated Knowledge 1 ◗
Instant
Draw a card, then draw cards equal to the number of cards named Accumulated Knowledge in all graveyards.

Acidic Dagger 4
Artifact
4, ⬡: Whenever target creature deals combat damage to a non-Wall creature this turn, destroy that non-Wall creature. When the targeted creature leaves play this turn, sacrifice Acidic Dagger. Play this ability only during combat before the declare blockers step.

Acidic Sliver ◗◆
Creature — Sliver
2/2
All Slivers have " 2 , Sacrifice this creature: This creature deals 2 damage to target creature or player."

Acidic Soil 2 ◆
Sorcery
Acidic Soil deals to each player damage equal to the number of lands he or she controls.

Acridian 1 ♠
Creature — Insect
2/4
Echo (At the beginning of your next upkeep after this permanent comes under your control, sacrifice it unless you pay its mana cost.)

Adarkar Sentinel 5
Artifact Creature
3/3
1: Adarkar Sentinel gets +0/+1 until end of turn.

Adarkar Unicorn 1 ◗◗
Creature — Unicorn
2/2
⬡: Add either ◗ or ◆ and one colorless mana to your mana pool. This mana is usable only to pay for cumulative upkeep.

Adarkar Wastes
Land
⬡: Add one colorless mana to your mana pool. ⬡: Add ✷ or ◗ to your mana pool. Adarkar Wastes deals 1 damage to you.

Addle 1 ♣
Sorcery
Choose a color. Target player reveals his or her hand, then you choose a card of that color from it. That player discards that card.

Advance Scout 1 ✷
Creature — Soldier
1/1
First strike
✷: Target creature gains first strike until end of turn.

Aegis of Honor ✷
Enchantment
1 : The next time an instant or sorcery spell would deal damage to you this turn, that spell deals that damage to its controller instead.

Aegis of the Meek 3
Artifact
1 , ⬡: Target 1/1 creature gets +1/+2 until end of turn.

Aerial Caravan 4 ◗◗
Creature — Soldier
4/3
Flying 1 ◗◗: Remove the top card of your library from the game. Until end of turn, you may play that card as though it were in your hand. (Reveal the card as you remove it from the game.)

Aesthir Glider 3
Artifact Creature
2/1
Flying
Aesthir Glider can't block.

Æther Barrier 2 ◗
Enchantment
Whenever a player plays a creature spell, that player sacrifices a permanent unless he or she pays 1.

Æther Burst 1 ◗
Instant
Return up to X target creatures to their owners' hands, where X is one plus the number of cards named Æther Burst in all graveyards as you play Æther Burst.

Æther Flash 2 ◆◆
Enchantment
Whenever a creature comes into play, Æther Flash deals 2 damage to it.

Æther Mutation 3 ♣◗
Sorcery
Return target creature to its owner's hand. Put X 1/1 green Saproling creature tokens into play, where X is its converted mana cost.

Æther Rift 1 ◆♣
Enchantment
At the beginning of your upkeep, discard a card at random from your hand. If you discard a creature card this way, put that card into play unless any player pays 5 life.

Æther Sting 3 ◆
Enchantment
Whenever an opponent plays a creature spell, Æther Sting deals 1 damage to that player.

Æther Storm 3 ◗
Enchantment
Creature spells can't be played.
Pay 4 life: Destroy Æther Storm. It can't be regenerated. Any player may play this ability.

Æther Tide — X 🔵
Sorcery
As an additional cost to play Æther Tide, discard X creature cards from your hand. Return X target creatures to their owners' hands.

Afflict — 2 ⚫
Instant
Target creature gets -1/-1 until end of turn. Draw a card.

Afiya Grove — 1 ⚪
Enchantment
Afiya Grove comes into play with three +1/+1 counters on it.
At the beginning of your upkeep, move a +1/+1 counter from Afiya Grove onto target creature.
When Afiya Grove has no +1/+1 counters on it, sacrifice it.

Afterlife — 2 ⚪
Instant
Destroy target creature. It can't be regenerated. Its controller puts a 1/1 white Spirit creature token with flying into play.

Aftershock — 2 🔴🔴
Sorcery
Destroy target artifact, creature, or land. Aftershock deals 3 damage to you.

Agent of Shauku — 1 ⚫
Creature — Mercenary
1/1
1 ⚫, Sacrifice a land: Target creature gets +2/+0 until end of turn.

Agent of Stromgald — 🔴
Creature — Knight
1/1
🔴: Add ⚫ to your mana pool.

Aggression — 2 🔴
Enchant Creature
Aggression can enchant only a non-Wall creature. Enchanted creature has first strike and trample. At the end of its controller's turn, destroy enchanted creature if it didn't attack this turn.

Aggressive Urge — 1 🟢
Instant
Target creature gets +1/+1 until end of turn. Draw a card.

Agility — 1 🔴
Enchant Creature
Enchanted creature gets +1/+1 and has flanking. (*Whenever a creature without flanking blocks this creature, the blocking creature gets -1/-1 until end of turn.*)

Agonizing Demise — 3 ⚫
Instant
Kicker 1 🔴 (*You may pay an additional 1 🔴 as you play this spell.*)
Destroy target nonblack creature. It can't be regenerated. If you paid the kicker cost, Agonizing Demise deals damage equal to that creature's power to the creature's controller.

Agonizing Memories — 2 ⚫⚫
Sorcery
Look at target player's hand and choose two cards from it. Put them on top of that player's library in any order.

Air Bladder — 🔵
Enchant Creature
Enchanted creature has flying. Enchanted creature may block only creatures with flying.

Air Elemental — 3 🔵🔵
Creature — Elemental
4/4
Flying

Akron Legionnaire — 6 ⚪⚪
Creature — Legionnaire
8/4
Except for creatures named Akron Legionnaire and artifact creatures, creatures you control can't attack.

Aku Djinn — 3 ⚫⚫
Creature — Djinn
5/6
Trample
At the beginning of your upkeep, put a +1/+1 counter on each creature you don't control.

Alabaster Dragon — 4 ⚪⚪
Creature — Dragon
4/4
Flying
If Alabaster Dragon would be put into a graveyard from play, shuffle Alabaster Dragon into its owner's library instead.

Alabaster Leech — ⚪
Creature — Leech
1/3
White spells you play cost ⚪ more to play.

Alabaster Potion — X ⚪⚪
Instant
Choose one — Target player gains X life; or prevent the next X damage that would be dealt to target creature or player this turn.

Alabaster Wall — 2 ⚪
Creature — Wall
0/4
(*Walls can't attack.*)
🔆: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Aladdin's Ring — 8
Artifact
8, 🔆: Aladdin's Ring deals 4 damage to target creature or player.

Alarum — 1 ⚪
Instant
Untap target nonattacking creature. It gets +1/+3 until end of turn.

Albino Troll — 1 🟢
Creature — Troll
3/3
Echo (*At the beginning of your next upkeep after this permanent comes under your control, sacrifice it unless you pay its mana cost.*) 1 🟢: Regenerate Albino Troll.

Aleatory — 1 🜚
Instant
Play Aleatory only during combat after blockers are declared.
Choose target creature and flip a coin. If you win the flip, that creature gets +1/+1 until end of turn.
Draw a card at the beginning of the next turn's upkeep.

Alexi, Zephyr Mage — 3 🜄🜄
Creature — Spellshaper Legend
3/3
X 🜄, 🜄, Discard two cards from your hand: Return X target creatures to their owners' hands.

Alexi's Cloak — 1 🜄
Enchant Creature
You may play Alexi's Cloak any time you could play an instant.
Enchanted creature can't be the target of spells or abilities.

Aliban's Tower — 1 🜚
Instant
Target blocking creature gets +3/+1 until end of turn.

Allay — 1 ✺
Instant
Buyback 3 (*If you pay an additional 3 as you play this spell, put it into your hand instead of your graveyard as part of the spell's resolution.*)
Destroy target enchantment.

Alley Grifters — 1 ♣♣
Creature — Mercenary
2/2
Whenever Alley Grifters becomes blocked, defending player discards a card from his or her hand.

Allied Strategies — 4 🜄
Sorcery
Target player draws a card for each basic land type among lands he or she controls.

Alloy Golem — 6
Artifact Creature — Golem
4/4
As Alloy Golem comes into play, choose a color. Alloy Golem is the chosen color.
(*It's still an artifact.*)

Alms — ✺
Enchantment
1, Remove the top card in your graveyard from the game: Prevent the next 1 damage that would be dealt to target creature this turn.

Alpha Kavu — 2 ♣
Creature — Kavu
2/2
1♣: Target Kavu gets -1/+1 until end of turn.

Altar of Bone — ♣✺
Sorcery
As an additional cost to play Altar of Bone, sacrifice a creature.
Search your library for a creature card, reveal that card, and put it into your hand. Then shuffle your library.

Altar of Dementia — 2
Artifact
Sacrifice a creature: Target player puts a number of cards equal to the sacrificed creature's power from the top of his or her library into his or her graveyard.

Aluren — 2 ♣♣
Enchantment
Any player may play creature cards with converted mana cost 3 or less without paying their mana cost any time he or she could play an instant.

Amber Prison — 4
Artifact
You may choose not to untap Amber Prison during your untap step.
4, 🜚: Tap target artifact, creature, or land. As long as Amber Prison remains tapped, that permanent doesn't untap during its controller's untap step.

Ambush Party — 4 🜚
Creature — Ambush-Party
3/1
First strike, haste (*This creature may attack and 🜚 the turn it comes under your control.*)

Ambush — 3 🜚
Instant
Blocking creatures gain first strike until end of turn.

Amok — 1 🜚
Enchantment
1, Discard a card at random from your hand: Put a +1/+1 counter on target creature.

Amphibious Kavu — 2 ♣
Creature — Kavu
2/2
Whenever Amphibious Kavu blocks or becomes blocked by one or more blue and/or black creatures, Amphibious Kavu gets +3/+3 until end of turn.

Amugaba — 5 🜄🜄
Creature — Illusion
6/6
Flying 2 🜄, Discard a card from your hand: Return Amugaba to its owner's hand.

Amulet of Kroog — 2
Artifact
2, 🜚: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Amulet of Quoz — 6
Artifact
Remove Amulet of Quoz from your deck before playing if you're not playing for ante.
🜚, Sacrifice Amulet of Quoz: Target opponent may add the top card of his or her library to the ante. If he or she doesn't, you flip a coin. If you win the flip, that player loses the game. If you lose the flip, you lose the game. Play this ability only during your upkeep.

Amulet of Unmaking — 5
Artifact
5, 🜚, Remove Amulet of Unmaking from the game: Remove target artifact, creature, or land from the game. Play this ability only any time you could play a sorcery.

Ana Disciple
Creature — Wizard
1/1
🔵, ⬦: Target creature gains flying until end of turn.
🔵, ⬦: Target creature gets -2/-0 until end of turn.

Ana Sanctuary
Enchantment 2🔵
At the beginning of your upkeep, if you control a blue or black permanent, target creature gets +1/+1 until end of turn. If you control a blue permanent and a black permanent, that creature gets +5/+5 until end of turn instead.

Anaba Ancestor
Creature — Ghost 1🔴
1/1
⬦: Target Minotaur gets +1/+1 until end of turn.

Anaba Bodyguard
Creature — Minotaur 3🔴
2/3
First strike

Anaba Shaman
Creature — Minotaur 3🔴
2/2
🔴, ⬦: Anaba Shaman deals 1 damage to target creature or player.

Anaba Spirit Crafter
Creature — Minotaur 2🔴🔴
1/3
All Minotaurs get +1/+0.

Anaconda
Creature — Snake 3🔵
3/3
Swampwalk (This creature is unblockable as long as defending player controls a swamp.)

Anarchist
Creature — Townsfolk 4🔴
2/2
When Anarchist comes into play, you may return target sorcery card from your graveyard to your hand.

Anarchy
Sorcery 2🔴🔴
Destroy all white permanents.

Anavolver
Creature — Volver 3🔵
3/3
Kicker 1🔴 and/or 🔵
If you paid the 1🔴 kicker cost, Anavolver comes into play with two +1/+1 counters on it and with flying.
If you paid the 🔵 kicker cost, Anavolver comes into play with a +1/+1 counter on it and with "Pay 3 life: Regenerate Anavolver."

Ancestral Knowledge
Enchantment 1🔵
Cumulative upkeep 1
When Ancestral Knowledge comes into play, look at the top ten cards of your library, then remove any number of them from the game and put the rest back on top of your library in any order.
When Ancestral Knowledge leaves play, shuffle your library.

Ancestral Mask
Enchant Creature 2🔵
Enchanted creature gets +2/+2 for each other enchantment in play.

Ancestral Memories
Sorcery 2🔴🔴🔴
Look at the top seven cards of your library. Put two of them into your hand and the rest into your graveyard.

Ancestral Tribute
Sorcery 5🔵🔵
You gain 2 life for each card in your graveyard.
Flashback 9🔵🔵🔵 (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

Ancient Hydra
Creature — Hydra 4🔴
5/1
Fading 5 (This creature comes into play with five fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)
1, Remove a fade counter from Ancient Hydra: Ancient Hydra deals 1 damage to target creature or player.

Ancient Kavu
Creature — Kavu 3🔴
3/3
2: Ancient Kavu becomes colorless until end of turn.

Ancient Runes
Enchantment 2🔴
At the beginning of each player's upkeep, Ancient Runes deals to that player damage equal to the number of artifacts he or she controls.

Ancient Silverback
Creature — Ape 4🔵🔵
6/5
🔵: Regenerate Ancient Silverback.

Ancient Spider
Creature — Spider 2🔵🔵
2/5
First strike
Ancient Spider may block as though it had flying.

Ancient Spring
Land
Ancient Spring comes into play tapped.
⬦: Add 🔵 to your mana pool.
⬦, Sacrifice Ancient Spring: Add 🔵🔵 to your mana pool.

Ancient Tomb
Land
⬦: Add two colorless mana to your mana pool.
Ancient Tomb deals 2 damage to you.

Andradite Leech
Creature — Leech 2🔵
2/2
Black spells you play cost 🔵 more to play.
🔵: Andradite Leech gets +1/+1 until end of turn.

Angel of Mercy
Creature — Angel 4🔵
3/3
Flying
When Angel of Mercy comes into play, you gain 3 life.

Angelfire Crusader 3✹
Creature — Soldier
2/3
🜂: Angelfire Crusader gets +1/+0 until end of turn.

Angelic Blessing 2✹
Sorcery
Target creature gets +3/+3 and gains flying until end of turn.

Angelic Chorus 3✹✹
Enchantment
Whenever a creature comes into play under your control, you gain life equal to its toughness.

Angelic Curator 1✹
Creature — Spirit
1/1
Flying, protection from artifacts

Angelic Favor 3✹
Instant
If you control a plains, you may tap an untapped creature you control rather than pay Angelic Favor's mana cost.
Play Angelic Favor only during combat.
Put a 4/4 white Angel creature token with flying into play. Remove it from the game at end of turn.

Angelic Page 1✹
Creature — Spirit
1/1
Flying
✦: Target attacking or blocking creature gets +1/+1 until end of turn.

Angelic Protector 3✹
Creature — Angel
2/2
Flying
Whenever Angelic Protector becomes the target of a spell or ability, Angelic Protector gets +0/+3 until end of turn.

Angelic Renewal 1✹
Enchantment
Whenever a creature is put into your graveyard, you may sacrifice Angelic Renewal. If you do, return that creature to play.

Angelic Shield ✹◆
Enchantment
Creatures you control get +0/+1.
Sacrifice Angelic Shield: Return target creature to its owner's hand.

Angelic Wall 1✹
Creature — Wall
0/4
(Walls can't attack.)
Flying

Angel's Trumpet 3
Artifact
Attacking doesn't cause creatures to tap.
At the end of each player's turn, tap all untapped creatures that player controls that didn't attack this turn. Angel's Trumpet deals to the player damage equal to the number of creatures tapped this way.

Angry Mob 2✹✹
Creature — Mob
2+*/2+*
Trample
During your turn, Angry Mob's power and toughness are each equal to 2 plus the number of swamps all opponents control. During other players' turns, Angry Mob's power and toughness are each 2.

An-Havva Constable 1♣♣
Creature — Constable
2/1+*
An-Havva Constable's toughness is equal to 1 plus the number of green creatures in play.

An-Havva Inn 1♣♣
Sorcery
Gain X+1 life, where X is the number of green creatures in play.

An-Havva Township
Land
✦: Add one colorless mana to your mana pool.
1, ✦: Add ♣ to your mana pool.
2, ✦: Add ☘ or ✹ to your mana pool.

Animal Boneyard 2✹
Enchant Land
Enchanted land has "✦, Sacrifice a creature: You gain life equal to that creature's toughness."

Animate Dead 1♠
Enchantment
When Animate Dead comes into play, if it's in play, it becomes an enchant creature. Put target creature card from a graveyard into play under your control enchanted by Animate Dead. Enchanted creature gets -1/-0.
When Animate Dead leaves play, destroy enchanted creature. It can't be regenerated.

Animate Land ♣
Instant
Until end of turn, target land is a 3/3 creature that's still a land.

Animate Wall ✹
Enchant Creature
Enchanted creature may attack as though it weren't a Wall.

Ankh of Mishra 2
Artifact
Whenever a land comes into play, Ankh of Mishra deals 2 damage to that land's controller.

Annihilate 3♠♠
Instant
Destroy target nonblack creature. It can't be regenerated.
Draw a card.

Annul ◆
Instant
Counter target artifact or enchantment spell.

Anoint ✹
Instant
Buyback 3 (If you pay an additional 3 as you play this spell, put it into your hand instead of your graveyard as part of the spell's resolution.)
Prevent the next 3 damage that would be dealt to target creature this turn.

Antagonism   3 🌑
Enchantment
At the end of each player's turn, Antagonism deals 2 damage to that player unless one of his or her opponents was dealt damage that turn.

Anthroplasm   2 💧💧
Creature — Shapeshifter
0/0
Anthroplasm comes into play with two +1/+1 counters on it.
x, ✧: Remove all +1/+1 counters from Anthroplasm and put X +1/+1 counters on it.

Anti-Magic Aura   2 💧
Enchant Creature
Enchanted creature can't be the target of spells and can't be enchanted by enchantments except for Anti-Magic Aura.

Anvil of Bogardan   2
Artifact
Players have no maximum hand size.
At the beginning of each player's draw step, that player draws a card, then discards a card from his or her hand.

An-Zerrin Ruins   2 🌑🌑
Enchantment
As An-Zerrin Ruins comes into play, choose a creature type.
Creatures of the chosen type don't untap during their controllers' untap steps.

Apathy   💧
Enchant Creature
Enchanted creature doesn't untap during its controller's untap step.
At the beginning of the upkeep of enchanted creature's controller, that player may discard a card at random from his or her hand. If he or she does, untap enchanted creature.

Apes of Rath   2 🌳🌳
Creature — Ape
5/4
Whenever Apes of Rath attacks, it doesn't untap during its controller's next untap step.

Apocalypse Chime   2
Artifact
2, ✧, Sacrifice Apocalypse Chime: Destroy all cards from the Homelands expansion. They can't be regenerated.

Apocalypse   2 🌑🌑🌑
Sorcery
Remove all permanents from the game. You discard your hand.

Apprentice Necromancer   1 💀
Creature — Wizard
1/1
💀, ✧, Sacrifice Apprentice Necromancer: Return target creature card from your graveyard to play. That creature gains haste. At end of turn, sacrifice it. (The creature may attack and ✧ the turn it comes under your control.)

Arc Lightning   2 🌑
Sorcery
Arc Lightning deals 3 damage divided as you choose among any number of target creatures and/or players.

Arc Mage   2 🌑
Creature — Spellshaper
2/2 2 🌑, ✧, Discard a card from your hand: Arc Mage deals 2 damage divided as you choose among any number of target creatures and/or players.

Arcane Denial   1 💧
Instant
Counter target spell. Its controller may draw up to two cards at the beginning of the next turn's upkeep.
You draw a card at the beginning of the next turn's upkeep.

Arcane Laboratory   2 💧
Enchantment
Each player can't play more than one spell each turn.

Archaeological Dig
Land
✧: Add one colorless mana to your mana pool.
✧, Sacrifice Archaeological Dig: Add one mana of any color to your mana pool.

Archangel   5 ✴✴
Creature — Angel
5/5
Flying
Attacking doesn't cause Archangel to tap.

Archery Training   ✴
Enchant Creature
At the beginning of your upkeep, you may put an arrow counter on Archery Training.
Enchanted creature has "✧: This creature deals X damage to target attacking or blocking creature, where X is the number of arrow counters on the Archery Training that created this ability."

Archivist   2 💧💧
Creature — Wizard
1/1
✧: Draw a card.

Arctic Foxes   1 ✴
Creature — Fox
1/1
Creatures with power 2 or greater can't block Arctic Foxes as long as defending player controls a snow-covered land.

Arctic Merfolk   1 💧
Creature — Merfolk
1/1
Kicker—Return a creature you control to its owner's hand. (You may return a creature you control to its owner's hand in addition to any other costs as you play this spell.)
If you paid the kicker cost, Arctic Merfolk comes into play with a +1/+1 counter on it.

Arctic Wolves   3 🌳🌳
Creature — Wolf
4/5
Cumulative upkeep 2
When Arctic Wolves comes into play, draw a card.

Arcum's Sleigh   1
Artifact
2, ✧: Until end of turn, attacking doesn't cause target creature to tap if defending player controls a snow-covered land.

Arcum's Weathervane 2
Artifact
2, ✥: Target snow-covered land loses snow-covered. *(This effect doesn't end at end of turn.)*
2, ✥: Target basic land without snow-covered gains snow-covered. *(This effect doesn't end at end of turn.)*

Arcum's Whistle 3
Artifact
3, ✥: Target non-Wall creature's controller may pay that creature's converted mana cost. If he or she doesn't, the creature attacks this turn if able, and at end of turn, destroy it if it didn't attack. Play this ability only during the creature's controller's turn before attackers are declared. You can't target a creature that came under its controller's control this turn.

Ardent Militia 4✷
Creature — Soldier
2/5
Attacking doesn't cause Ardent Militia to tap.

Ardent Soldier 1✷
Creature — Soldier
1/2
Kicker 2 *(You may pay an additional 2 as you play this spell.)*
Attacking doesn't cause Ardent Soldier to tap. If you paid the kicker cost, Ardent Soldier comes into play with a +1/+1 counter on it.

Arenson's Aura 2✷
Enchantment
✷, Sacrifice an enchantment: Destroy target enchantment. 3 ♦ ♦: Counter target enchantment spell.

Argivian Find ✷
Instant
Return target artifact or enchantment card from your graveyard to your hand.

Argivian Restoration 2 ♦ ♦
Sorcery
Put target artifact card from your graveyard into play.

Argothian Elder 3♠
Creature — Elf
2/2
✥: Untap two target lands.

Argothian Enchantress 1♠
Creature — Enchantress
0/1
Argothian Enchantress can't be the target of spells or abilities.
Whenever you play an enchantment spell, draw a card.

Argothian Swine 3♠
Creature — Boar
3/3
Trample

Argothian Wurm 3♠
Creature — Wurm
6/6
Trample
When Argothian Wurm comes into play, any player may sacrifice a land. If a player does, put Argothian Wurm on top of its owner's library.

Armadillo Cloak 1♠✷
Enchant Creature
Enchanted creature gets +2/+2 and has trample. Whenever enchanted creature deals damage, you gain that much life.

Armageddon 3✷
Sorcery
Destroy all lands.

Armistice 2✷
Enchantment
3 ✷✷: You draw a card and target opponent gains 3 life.

Armor of Faith ✷
Enchant Creature
Enchanted creature gets +1/+1.
✷: Enchanted creature gets +0/+1 until end of turn.

Armor of Thorns 1♠
Enchant Creature
Armor of Thorns can enchant only a nonblack creature.
You may play Armor of Thorns any time you could play an instant. If it was played any time a sorcery couldn't have been played, sacrifice it at end of turn.
Enchanted creature gets +2/+2.

Armor Sliver 2✷
Creature — Sliver
2/2
All Slivers have "2: This creature gets +0/+1 until end of turn."

Armored Guardian 3✷♦
Creature — Guardian
2/5 1✷✷: Target creature you control gains protection from the color of your choice until end of turn. 1♦♦: Armored Guardian can't be the target of spells or abilities this turn.

Armored Pegasus 1✷
Creature — Pegasus
1/2
Flying

Armorer Guildmage ➋
Creature — Wizard
1/1
♠, ✥: Target creature gets +1/+0 until end of turn.
♠, ✥: Target creature gets +0/+1 until end of turn.

Arms Dealer 2➋
Creature — Goblin
1/1
1 ➋, Sacrifice a Goblin: Arms Dealer deals 4 damage to target creature.

Army Ants 1♠➋
Creature — Insect
1/1
✥, Sacrifice a land: Destroy target land.

Arnjlot's Ascent 1♦♦
Enchantment
Cumulative upkeep ♦
1: Target creature gains flying until end of turn.

Arrest 2✷
Enchant Creature
Enchanted creature can't attack or block, and its activated abilities can't be played.

Artifact Mutation — 2(G)
Instant
Destroy target artifact. It can't be regenerated. Put X 1/1 green Saproling creature tokens into play, where X is its converted mana cost.

Ascendant Evincar — 4(B)(B)
Creature — Legend
3/3
Flying
Other black creatures get +1/+1.
Nonblack creatures get -1/-1.

Ashen Firebeast — 6(R)(R)
Creature — Beast
6/6   1(R): Ashen Firebeast deals 1 damage to each creature without flying.

Ashen Ghoul — 3(B)
Creature — Ghoul
3/1
Haste *(This creature may attack and (tap) the turn it comes under your control.)*
(B): Return Ashen Ghoul to play. Play this ability only during your upkeep and only if Ashen Ghoul is in your graveyard with three or more creature cards above it.

Ashen Powder — 2(B)(B)
Sorcery
Put target creature card from an opponent's graveyard into play under your control.

Ashes to Ashes — 1(B)(B)
Sorcery
Remove two target nonartifact creatures from the game. Ashes to Ashes deals 5 damage to you.

Ashnod's Altar — 3
Artifact
Sacrifice a creature: Add two colorless mana to your mana pool.

Ashnod's Cylix — 2
Artifact
3, (tap): Target player looks at the top three cards of his or her library, puts one of them back on top of his or her library, then removes the rest from the game.

Ashnod's Transmogrant — 1
Artifact
(tap), Sacrifice Ashnod's Transmogrant: Put a +1/+1 counter on target nonartifact creature. That creature becomes an artifact in addition to its types. *(This effect doesn't end at end of turn.)*

Asmira, Holy Avenger — 2(W)(B)
Creature — Legend
2/3
Flying
At end of turn, put a +1/+1 counter on Asmira, Holy Avenger for each creature put into your graveyard from play this turn.

Aspect of Wolf — 1(G)
Enchant Creature
Enchanted creature gets +X/+Y, where X is equal to half the number of forests you control, rounded down, and Y is equal to half the number of forests you control, rounded up.

Assault / Battery — 2 / 3(G)
Sorcery / Sorcery
Assault deals 2 damage to target creature or player. / Put a 3/3 green Elephant creature token into play.

Assembly Hall — 5
Artifact
4, (tap): Reveal a creature card in your hand. Search your library for a card with the same name as that card, reveal the card, and put it into your hand. Then shuffle your library.

Astrolabe — 3
Artifact
1, (tap), Sacrifice Astrolabe: Add two mana of any one color to your mana pool. Draw a card at the beginning of the next turn's upkeep.

Atalya, Samite Master — 3(W)(W)
Creature — Cleric Legend
2/3
X, (tap): Choose one — Prevent the next X damage that would be dealt to target creature this turn; or you gain X life. Spend only white mana this way.

Atog — 1(R)
Creature — Atog
1/2
Sacrifice an artifact: Atog gets +2/+2 until end of turn.

Atogatog — (W)(G)(B)(R)(U)
Creature — Atog Legend
5/5
Sacrifice an Atog: Atogatog gets +X/+X until end of turn, where X is the sacrificed Atog's power.

Attrition — 1(B)(B)
Enchantment
(tap), Sacrifice a creature: Destroy target nonblack creature.

Attunement — 2(U)
Enchantment
Return Attunement to its owner's hand: Draw three cards, then discard four cards from your hand.

Aura Blast — 1(W)
Instant
Destroy target enchantment.
Draw a card.

Aura Flux — 2(U)
Enchantment
All other enchantments have "At the beginning of your upkeep, sacrifice this enchantment unless you pay 2."

Aura Fracture — 2(W)
Enchantment
Sacrifice a land: Destroy target enchantment.

Aura Graft — 1(U)
Instant
Gain control of target enchantment that's enchanting a permanent. Move that enchantment to another permanent it can enchant. *(This effect doesn't end at end of turn.)*

Aura Mutation — (W)(G)
Instant
Destroy target enchantment. Put X 1/1 green Saproling creature tokens into play, where X is its converted mana cost.

Aura of Silence 1✷✷
Enchantment
Artifact and enchantment spells your opponents play cost 2 more to play.
Sacrifice Aura of Silence: Destroy target artifact or enchantment.

Aura Shards 1✦✷
Enchantment
Whenever a creature comes into play under your control, you may destroy target artifact or enchantment.

Aura Thief 3◆
Creature — Illusion
2/2
Flying
When Aura Thief is put into a graveyard from play, you gain control of all enchantments.
(You don't get to move local enchantments.)

Auramancer 2✷
Creature — Wizard
2/2
When Auramancer comes into play, you may return target enchantment card from your graveyard to your hand.

Auratog 1✷
Creature — Atog
1/2
Sacrifice an enchantment: Auratog gets +2/+2 until end of turn.

Aurochs 3✦
Creature — Aurochs
2/3
Trample
As long as Aurochs is attacking, it gets +1/+0 for each other attacking Aurochs.

Aurora Griffin 3✷
Creature — Griffin
2/2
Flying
✷: Target permanent becomes white until end of turn.

Auspicious Ancestor 3✷
Creature — Ancestor
2/3
When Auspicious Ancestor is put into a graveyard from play, you gain 3 life.
Whenever a white spell is played, you may pay 1. If you do, you gain 1 life.

Autumn Willow 4✦✦
Creature — Legend
4/4
Autumn Willow can't be the target of spells or abilities.
✦: Until end of turn, target player may target Autumn Willow with spells or abilities as though it could be the target of spells or abilities.

Avalanche Riders 3❷
Creature — Nomad
2/2
Haste *(This creature may attack and ⟡ the turn it comes under your control.)*
Echo *(At the beginning of your next upkeep after this permanent comes under your control, sacrifice it unless you pay its mana cost.)*
When Avalanche Riders comes into play, destroy target land.

Avalanche X2❷❷
Sorcery
Destroy X target snow-covered lands.

Avatar of Fury 6❷❷
Creature — Avatar
6/6
Flying
If an opponent controls seven or more lands, Avatar of Fury costs 6 less to play.
❷: Avatar of Fury gets +1/+0 until end of turn.

Avatar of Hope 6✷✷
Creature — Avatar
4/9
Flying
If you have 3 life or less, Avatar of Hope costs 6 less to play.
Avatar of Hope may block any number of creatures.

Avatar of Might 6✦✦
Creature — Avatar
8/8
Trample
If an opponent controls at least four more creatures than you, Avatar of Might costs 6 less to play.

Avatar of Will 6◆◆
Creature — Avatar
5/6
Flying
If an opponent has no cards in hand, Avatar of Will costs 6 less to play.

Avatar of Woe 6☠☠
Creature — Avatar
6/5
If there are ten or more creature cards total in all graveyards, Avatar of Woe costs 6 less to play.
Avatar of Woe can't be blocked except by artifact creatures and/or black creatures.
☠: Destroy target creature. It can't be regenerated.

Aven Archer 3✷✷
Creature — Bird Soldier
2/2
Flying 2✷, ⟡: Aven Archer deals 2 damage to target attacking or blocking creature.

Aven Cloudchaser 3✷
Creature — Bird Soldier
2/2
Flying
When Aven Cloudchaser comes into play, destroy target enchantment.

Aven Fisher 3◆
Creature — Bird Soldier
2/2
Flying
When Aven Fisher is put into a graveyard from play, you may draw a card.

Aven Flock 4✷
Creature — Bird Soldier
2/3
Flying
✷: Aven Flock gets +0/+1 until end of turn.

Aven Shrine 1✷✷
Enchantment
Whenever a player plays a spell, that player gains X life, where X is the number of cards in all graveyards with the same name as that spell.

Aven Smokeweaver 2{U}{U}
Creature — Bird Soldier
2/3
Flying, protection from red

Aven Windreader 3{U}{U}
Creature — Bird Soldier Wizard
3/3
Flying 1{U}: Target player reveals the top card of his or her library.

Avenger en-Dal 1{W}
Creature — Spellshaper
1/1
2{W}, {T}, Discard a card from your hand: Remove target attacking creature from the game. Its controller gains life equal to its toughness.

Avenging Angel 3{W}{W}
Creature — Angel
3/3
Flying
If Avenging Angel would be put into a graveyard from play, you may put Avenging Angel on top of its owner's library instead.

Avenging Druid 2{G}
Creature — Druid
1/3
Whenever Avenging Druid deals damage to an opponent, you may reveal cards from the top of your library until you reveal a land card. Put that card into play and put all other cards revealed this way into your graveyard.

Avizoa 3{U}
Creature — Avizoa
2/2
Flying
0: Avizoa gets +2/+2 until end of turn. You skip your next untap step. Play this ability only once each turn.

Awakening 2{G}{G}
Enchantment
At the beginning of each player's upkeep, all players untap all creatures and lands they control.

Awesome Presence {U}
Enchant Creature
Enchanted creature can't be blocked unless defending player pays 3 for each creature that blocks enchanted creature. (This cost is paid as blockers are declared.)

Aysen Abbey
Land
{T}: Add one colorless mana to your mana pool.
1, {T}: Add {W} to your mana pool.
2, {T}: Add {G} or {U} to your mana pool.

Aysen Bureaucrats 1{W}
Creature — Bureaucrat
1/1
{T}: Tap target creature with power 2 or less.

Aysen Crusader 2{W}{W}
Creature — Crusader
2+*/2+*
Aysen Crusader's power and toughness are each equal to 2 plus the number of Heroes you control.

Aysen Highway 3{W}{W}{W}
Enchantment
White creatures have plainswalk. (They're unblockable as long as defending player controls a plains.)

Azimaet Drake 2{U}
Creature — Drake
1/3
Flying
{U}: Azimaet Drake gets +1/+0 until end of turn. Play this ability only once each turn.

Azure Drake 3{U}
Creature — Drake
2/4
Flying

B

Back to Basics 2{U}
Enchantment
Nonbasic lands don't untap during their controllers' untap steps.

Backlash 1{B}{R}
Instant
Tap target untapped creature. That creature deals damage equal to its power to its controller.

Bad Moon 1{B}
Enchantment
Black creatures get +1/+1.

Bad River
Land
Bad River comes into play tapped.
{T}, Sacrifice Bad River: Search your library for an island or swamp card and put it into play. Then shuffle your library.

Badlands
Land
Badlands is a mountain and a swamp in addition to its land type.

Baki's Curse 2{U}{U}
Sorcery
Baki's Curse deals 2 damage to each creature for each enchant creature enchanting that creature.

Balancing Act 2{W}{W}
Sorcery
Each player chooses a number of permanents he or she controls equal to the number of permanents controlled by the player who controls the fewest, then sacrifices the rest. Each player discards cards from his or her hand the same way.

Balduvian Barbarians 1{R}{R}
Creature — Barbarian
3/2

Balduvian Bears 1{G}
Creature — Bear
2/2

Balduvian Conjurer 1{U}
Creature — Wizard
0/2
{T}: Until end of turn, target snow-covered land becomes a 2/2 creature that's still a land.

Balduvian Dead 3{B}
Creature — Zombie
2/3
2{R}, Remove a creature card in your graveyard from the game: Put a 3/1 black and red Graveborn creature token with haste into play. Sacrifice it at end of turn. (The creature may attack and {T} the turn it comes under your control.)

Balduvian Horde 2🔴🔴
Creature — Barbarian
5/5
When Balduvian Horde comes into play, sacrifice it unless you discard a card at random from your hand.

Balduvian Hydra X🔴🔴
Creature — Hydra
0/1
Balduvian Hydra comes into play with X +1/+0 counters on it.
Remove a +1/+0 counter from Balduvian Hydra: Prevent the next 1 damage that would be dealt to Balduvian Hydra this turn.
🔴🔴🔴: Put a +1/+0 counter on Balduvian Hydra. Play this ability only during your upkeep.

Balduvian Shaman ⚪
Creature — Cleric
1/1
⬦: Change the text of target white enchantment you control that doesn't have cumulative upkeep by replacing all instances of one color word with another.
That enchantment gains "Cumulative upkeep 1." *(For example, you may change "counters black spells" to "counters blue spells.")*

Balduvian Trading Post
Land
If Balduvian Trading Post would come into play, sacrifice an untapped mountain instead. If you do, put Balduvian Trading Post into play. If you don't, put it into its owner's graveyard.
⬦: Add 🔴 and one colorless mana to your mana pool.
1, ⬦: Balduvian Trading Post deals 1 damage to target attacking creature.

Balduvian War-Makers 4🔴
Creature — Barbarian
3/3
Haste *(This creature may attack and ⬦ the turn it comes under your control.)*
Rampage 1 *(Whenever this creature becomes blocked by two or more creatures, it gets +1/+1 until end of turn for each creature blocking it beyond the first.)*

Baleful Stare 2⚪
Sorcery
Target opponent reveals his or her hand. You draw a card for each mountain and red card in it.

Ball Lightning 🔴🔴🔴
Creature — Ball-Lightning
6/1
Trample; haste *(This creature may attack and ⬦ the turn it comes under your control.)*
At end of turn, sacrifice Ball Lightning.

Ballista Squad 3✳
Creature — Rebel
2/2
X✳, ⬦: Ballista Squad deals X damage to target attacking or blocking creature.

Balloon Peddler 2⚪
Creature — Spellshaper
2/2
⚪, ⬦, Discard a card from your hand: Target creature gains flying until end of turn.

Balshan Beguiler 2⚫
Creature — Wizard
1/1
Whenever Balshan Beguiler deals combat damage to a player, that player reveals the top two cards of his or her library. You choose one of those cards and put it into his or her graveyard.

Balshan Griffin 3⚫⚫
Creature — Griffin
3/2
Flying 1⚪, Discard a card from your hand: Return Balshan Griffin to its owner's hand.

Bamboozle 2⚫
Sorcery
Target player reveals the top four cards of his or her library. You choose two of those cards and put them into his or her graveyard. Put the rest on top of his or her library in any order.

Bandage ✳
Instant
Prevent the next 1 damage that would be dealt to target creature or player this turn.
Draw a card.

Barbarian Guides 2🔴
Creature — Barbarian
1/2 2🔴, ⬦: Target creature you control gains the snow-covered landwalk ability of your choice until end of turn. Return that creature to its owner's hand at end of turn. *(It's unblockable as long as defending player controls a snow-covered land of that type.)*

Barbarian Lunatic 2🔴
Creature — Barbarian
2/1
2🔴, Sacrifice Barbarian Lunatic: Barbarian Lunatic deals 2 damage to target creature.

Barbarian Ring
Land
⬦: Add 🔴 to your mana pool. Barbarian Ring deals 1 damage to you.
Threshold — 🔴, ⬦, Sacrifice Barbarian Ring: Barbarian Ring deals 2 damage to target creature or player. *(Play this ability only if seven or more cards are in your graveyard.)*

Barbed Field 2🔴🔴
Enchant Land
Enchanted land has "⬦: This land deals 1 damage to target creature or player."

Barbed Foliage 2🔴🔴
Enchantment
Whenever a creature attacks you, it loses flanking until end of turn.
Whenever a creature without flying attacks you, Barbed Foliage deals 1 damage to it.

Barbed Sextant 1
Artifact
1, ⬦, Sacrifice Barbed Sextant: Add one mana of any color to your mana pool. Draw a card at the beginning of the next turn's upkeep.

Barbed Sliver 2🔴
Creature — Sliver
2/2
All Slivers have "2: This creature gets +1/+0 until end of turn."

Barbed Wire 3
Artifact
At the beginning of each player's upkeep, Barbed Wire deals 1 damage to that player.
2: Prevent the next 1 damage that would be dealt by Barbed Wire this turn.

Barbed-Back Wurm 4
Creature — Wurm
4/3
: Target green creature blocking Barbed-Back Wurm gets -1/-1 until end of turn.

Bargaining Table 5
Artifact
X, : Draw a card. X is the number of cards in an opponent's hand as you play this ability.

Barishi 2
Creature — Barishi
4/3
When Barishi is put into a graveyard from play, remove Barishi from the game, then shuffle all creature cards from your graveyard into your library.

Barl's Cage 4
Artifact
3: Target creature doesn't untap during its controller's next untap step.

Baron Sengir 5
Creature — Legend
5/5
Flying
Whenever a creature dealt damage by Baron Sengir this turn is put into a graveyard, put a +2/+2 counter on Baron Sengir.
: Regenerate target Vampire.

Barreling Attack 2
Instant
Target creature gets +1/+1 for each creature blocking it and gains trample until end of turn.

Barrin, Master Wizard 1
Creature — Wizard Legend
1/1
2, Sacrifice a permanent: Return target creature to its owner's hand.

Barrin's Codex 4
Artifact
At the beginning of your upkeep, you may put a page counter on Barrin's Codex.
4, , Sacrifice Barrin's Codex: Draw X cards, where X is the number of page counters on Barrin's Codex.

Barrin's Spite 2
Sorcery
Choose a player and two target creatures that player controls. The player chooses and sacrifices one of them. Return the other to its owner's hand.

Barrin's Unmaking 1
Instant
Return target permanent to its owner's hand if that permanent shares a color with the most common color among all permanents or the color tied for most common.

Barrow Ghoul 1
Creature — Zombie
4/4
At the beginning of your upkeep, sacrifice Barrow Ghoul unless you remove the top creature card in your graveyard from the game.

Basalt Golem 5
Artifact Creature — Golem
2/4
Basalt Golem can't be blocked by artifact creatures. Whenever Basalt Golem becomes blocked by a creature, destroy that creature at end of combat. It can't be regenerated. Then the creature's controller puts a 0/2 Stone artifact creature token into play. This creature is a Wall. (Walls can't attack.)

Bash to Bits 3
Instant
Destroy target artifact.
Flashback 4 (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

Baton of Morale 2
Artifact
2: Target creature gains banding until end of turn.

Battering Ram 2
Artifact Creature
1/1
At the beginning of your combat phase, Battering Ram gains banding until end of combat.
Whenever Battering Ram becomes blocked by a Wall, destroy that Wall at end of combat.

Battle Cry 2
Instant
Untap all white creatures you control.
Whenever a creature blocks this turn, it gets +0/+1 until end of turn.

Battle Frenzy 2
Instant
Green creatures you control get +1/+1 until end of turn.
Nongreen creatures you control get +1/+0 until end of turn.

Battle of Wits 3
Enchantment
At the beginning of your upkeep, if you have 200 or more cards in your library, you win the game.

Battle Rampart 2
Creature — Wall
1/3
(Walls can't attack.)
: Target creature gains haste until end of turn. (That creature may attack and the turn it comes under your control.)

Battle Squadron 3
Creature — Ship
/
Flying
Battle Squadron's power and toughness are each equal to the number of creatures you control.

Battle Strain 1
Enchantment
Whenever a creature blocks, Battle Strain deals 1 damage to that creature's controller.

Battlefield Forge
Land
⬡: Add one colorless mana to your mana pool.
⬡: Add 🔴 or ⚪ to your mana pool.
Battlefield Forge deals 1 damage to you.

Battlefield Percher 3🟤🟤
Creature — Bird
2/2
Flying
Battlefield Percher may block only creatures with flying. 1🟤: Battlefield Percher gets +1/+1 until end of turn.

Bay Falcon 1💧
Creature — Bird
1/1
Flying
Attacking doesn't cause Bay Falcon to tap.

Bayou Dragonfly 1🟢
Creature — Insect
1/1
Flying; swampwalk (*This creature is unblockable as long as defending player controls a swamp.*)

Bayou
Land
Bayou is a swamp and a forest in addition to its land type.

Bazaar of Wonders 3💧💧
Enchant World
When Bazaar of Wonders comes into play, remove all cards in all graveyards from the game. Whenever a spell is played, counter it if a card with the same name is in play or in a graveyard.

Bearscape 1🟢🟢
Enchantment 1🟢, Remove two cards in your graveyard from the game: Put a 2/2 green Bear creature token into play.

Beast Attack 2🟢🟢🟢
Instant
Put a 4/4 green Beast creature token into play. Flashback 2🟢🟢🟢 (*You may play this card from your graveyard for its flashback cost. Then remove it from the game.*)

Beast of Burden 6
Artifact Creature
/
Beast of Burden's power and toughness are each equal to the number of creatures in play.

Beast Walkers 1⚪⚪
Creature — Hero
2/2
🟢: Beast Walkers gains banding until end of turn.

Bedlam 2🔴🔴
Enchantment
Creatures can't block.

Befoul 2🟤🟤
Sorcery
Destroy target land or nonblack creature. It can't be regenerated.

Belbe's Armor 3
Artifact
X, ⬡: Target creature gets -X/+X until end of turn.

Belbe's Percher 2🟤
Creature — Bird
2/2
Flying
Belbe's Percher may block only creatures with flying.

Belbe's Portal 5
Artifact
As Belbe's Portal comes into play, choose a creature type.
3, ⬡: Put a creature card of the chosen type from your hand into play.

Bellowing Fiend 4🟤
Creature — Spirit
3/3
Flying
Whenever Bellowing Fiend deals damage to a creature, Bellowing Fiend deals 3 damage to that creature's controller and 3 damage to you.

Beloved Chaplain 1⚪
Creature — Cleric
1/1
Protection from creatures

Benalish Emissary 2⚪
Creature — Wizard
1/4
Kicker 1🟢 (*You may pay an additional 1🟢 as you play this spell.*)
When Benalish Emissary comes into play, if you paid the kicker cost, destroy target land.

Benalish Heralds 3⚪
Creature — Soldier
2/4
3💧, ⬡: Draw a card.

Benalish Hero ⚪
Creature — Hero
1/1
Banding

Benalish Infantry 2⚪
Creature — Soldier
1/3
Banding

Benalish Knight 2⚪
Creature — Knight
2/2
First strike
You may play Benalish Knight any time you could play an instant.

Benalish Lancer 2⚪
Creature — Knight
2/2
Kicker 2⚪ (*You may pay an additional 2⚪ as you play this spell.*)
If you paid the kicker cost, Benalish Lancer comes into play with two +1/+1 counters on it and with first strike.

Benalish Missionary ⚪
Creature — Cleric
1/1
1⚪, ⬡: Prevent all combat damage that would be dealt by target blocked creature this turn.

Benalish Trapper 1⚪
Creature — Soldier
1/2
⚪, ⬡: Tap target creature.

Bend or Break 3 🔴
Sorcery
Each player separates all land cards he or she controls into two face-up piles. For each player, an opponent chooses a pile. Destroy all lands in the chosen piles. Tap all lands in the other piles.

Benevolent Unicorn 1 ☀
Creature — Unicorn
1/2
If a spell would deal damage to a creature or player, it deals that much damage minus 1 to that creature or player instead.

Benthic Behemoth 5 💧💧💧
Creature — Serpent
7/6
Islandwalk (*This creature is unblockable as long as defending player controls an island.*)

Benthic Djinn 2 ⚫💧
Creature — Djinn
5/3
Islandwalk (*This creature is unblockable as long as defending player controls an island.*)
At the beginning of your upkeep, you lose 2 life.

Benthic Explorers 3 💧
Creature — Merfolk
2/4
⊤: Untap a tapped land an opponent controls. If you do, add one mana of any type that land could produce to your mana pool.

Bequeathal 🌳
Enchant Creature
When enchanted creature is put into a graveyard, you draw two cards.

Bereavement 1 ⚫
Enchantment
Whenever a green creature is put into a graveyard, its controller discards a card from his or her hand.

Bestial Fury 2 🔴
Enchant Creature
When Bestial Fury comes into play, draw a card at the beginning of the next turn's upkeep. Whenever enchanted creature becomes blocked, it gets +4/+0 and gains trample until end of turn.

Betrayal 💧
Enchant Creature
Betrayal can enchant only a creature an opponent controls.
Whenever enchanted creature becomes tapped, you draw a card.

Betrothed of Fire 1 🔴
Enchant Creature
Sacrifice an untapped creature: Enchanted creature gets +2/+0 until end of turn.
Sacrifice enchanted creature: Creatures you control get +2/+0 until end of turn.

Bifurcate 3 🌳
Sorcery
Search your library for a creature card with the same name as target creature and put that card into play. Then shuffle your library.

Bind 1 🌳
Instant
Counter target activated ability. (*Mana abilities can't be countered.*)
Draw a card.

Binding Agony 1 ⚫
Enchant Creature
Whenever enchanted creature is dealt damage, Binding Agony deals that much damage to enchanted creature's controller.

Binding Grasp 3 💧
Enchant Creature
At the beginning of your upkeep, sacrifice Binding Grasp unless you pay 1 💧.
You control enchanted creature.
Enchanted creature gets +0/+1.

Bird Maiden 2 🔴
Creature — Maiden
1/2
Flying

Birds of Paradise 🌳
Creature — Bird
0/1
Flying
⊤: Add one mana of any color to your mana pool.

Black Carriage 3 ⚫⚫
Creature — Carriage
4/4
Trample
Black Carriage doesn't untap during your untap step.
Sacrifice a creature: Untap Black Carriage. Play this ability only during your upkeep.

Black Knight ⚫⚫
Creature — Knight
2/2
First strike, protection from white

Black Market 3 ⚫⚫
Enchantment
Whenever a creature is put into a graveyard, put a charge counter on Black Market.
At the beginning of your precombat main phase, add ⚫ to your mana pool for each charge counter on Black Market.

Black Scarab ☀
Enchant Creature
Enchanted creature can't be blocked by black creatures.
Enchanted creature gets +2/+2 as long as an opponent controls a black permanent.

Blanchwood Armor 2 🌳
Enchant Creature
Enchanted creature gets +1/+1 for each forest you control.

Blanchwood Treefolk 4 🌳
Creature — Treefolk
4/5

Blanket of Night 1 ⚫⚫
Enchantment
Each land is a swamp in addition to its land type.

Blasted Landscape
Land
⊤: Add one colorless mana to your mana pool.
Cycling 2 (*2, Discard this card from your hand: Draw a card.*)

Blaster Mage   2{R}
Creature — Spellshaper
2/2
{R}, {T}, Discard a card from your hand: Destroy target Wall.

Blastoderm   2{G}{G}
Creature — Beast
5/5
Fading 3 *(This creature comes into play with three fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)* Blastoderm can't be the target of spells or abilities.

Blaze   X{R}
Sorcery
Blaze deals X damage to target creature or player.

Blazing Salvo   {R}
Instant
Blazing Salvo deals 3 damage to target creature unless that creature's controller has Blazing Salvo deal 5 damage to him or her.

Blazing Specter   2{B}{R}
Creature — Specter
2/2
Flying; haste *(This creature may attack and {T} the turn it comes under your control.)* Whenever Blazing Specter deals combat damage to a player, that player discards a card from his or her hand.

Blessed Orator   3{W}
Creature — Cleric
1/4
Other creatures you control get +0/+1.

Blessed Reversal   1{W}
Instant
You gain 3 life for each creature attacking you.

Blessed Wind   7{W}{W}
Sorcery
Target player's life total becomes 20.

Blessed Wine   1{W}
Instant
You gain 1 life.
Draw a card at the beginning of the next turn's upkeep.

Blight   {B}{B}
Enchant Land
When enchanted land becomes tapped, destroy it.

Blighted Shaman   1{B}
Creature — Wizard
1/1
{T}, Sacrifice a swamp: Target creature gets +1/+1 until end of turn.
{T}, Sacrifice a creature: Target creature gets +2/+2 until end of turn.

Blind Fury   2{G}{G}
Instant
If a creature would deal combat damage to a creature this turn, it deals double that damage instead. All creatures lose trample until end of turn.

Blind Seer   2{U}{U}
Creature — Legend
3/3
1{U}: Target spell or permanent becomes the color of your choice until end of turn.

Blinding Angel   3{W}{W}
Creature — Angel
2/4
Flying
Whenever Blinding Angel deals combat damage to a player, that player skips his or her next combat phase.

Blinding Light   2{W}
Sorcery
Tap all nonwhite creatures.

Blinking Spirit   3{W}
Creature — Spirit
2/2
0: Return Blinking Spirit to its owner's hand.

Blistering Barrier   2{R}
Creature — Wall
5/2
(Walls can't attack.)

Blizzard Elemental   5{U}{U}
Creature — Elemental
5/5
Flying 3{U}: Untap Blizzard Elemental.

Blizzard   {U}{U}
Enchantment
Cumulative upkeep 2
You can't play Blizzard unless you control a snow-covered land.
Creatures with flying don't untap during their controllers' untap steps.

Bloated Toad   2{G}
Creature — Toad
2/2
Protection from blue
Cycling 2 *(2, Discard this card from your hand: Draw a card.)*

Blockade Runner   3{U}
Creature — Merfolk
2/2
{U}: Blockade Runner is unblockable this turn.

Blood Frenzy   1{R}
Instant
Target attacking or blocking creature gets +4/+0 until end of turn. Destroy that creature at end of turn.

Blood Hound   2{R}
Creature — Hound
1/1
Whenever you're dealt damage, you may put that many +1/+1 counters on Blood Hound. At the end of your turn, remove all +1/+1 counters from Blood Hound.

Blood Lust   1{R}
Instant
Target creature gets +4/-4 until end of turn. If this would reduce that creature's toughness to less than 1, it reduces it to 1 instead.

Blood Oath   3{R}
Instant
Choose a card type. Target opponent reveals his or her hand. Blood Oath deals 3 damage to that player for each card of the chosen type revealed this way. *(The card types are artifact, creature, enchantment, instant, land, and sorcery.)*

Blood Pet B
Creature — Thrull
1/1
Sacrifice Blood Pet: Add B to your mana pool.

Blood Vassal 2B
Creature — Thrull
2/2
Sacrifice Blood Vassal: Add BB to your mana pool.

Bloodcurdler 1B
Creature — Horror
1/1
Flying
At the beginning of your upkeep, put the top card of your library into your graveyard.
Threshold — Bloodcurdler gets +1/+1 and has "At the end of your turn, remove two cards in your graveyard from the game." *(You have threshold as long as seven or more cards are in your graveyard.)*

Bloodfire Colossus 6RR
Creature — Giant
6/6
R, Sacrifice Bloodfire Colossus: Bloodfire Colossus deals 6 damage to each creature and each player.

Bloodfire Dwarf R
Creature — Dwarf
1/1
R, Sacrifice Bloodfire Dwarf: Bloodfire Dwarf deals 1 damage to each creature without flying.

Bloodfire Infusion 2R
Enchant Creature
Bloodfire Infusion can enchant only a creature you control.
R, Sacrifice enchanted creature: Bloodfire Infusion deals damage equal to the enchanted creature's power to each creature.

Bloodfire Kavu 2RR
Creature — Kavu
2/2
R, Sacrifice Bloodfire Kavu: Bloodfire Kavu deals 2 damage to each creature.

Bloodrock Cyclops 2R
Creature — Giant
3/3
Bloodrock Cyclops attacks each turn if able.

Bloodshot Cyclops 5R
Creature — Giant
4/4
T, Sacrifice a creature: Bloodshot Cyclops deals damage equal to the sacrificed creature's power to target creature or player.

Bloodstone Cameo 3
Artifact
T: Add R or G to your mana pool.

Blossoming Wreath G
Instant
You gain life equal to the number of creature cards in your graveyard.

Blue Scarab W
Enchant Creature
Enchanted creature can't be blocked by blue creatures.
Enchanted creature gets +2/+2 as long as an opponent controls a blue permanent.

Blurred Mongoose 1G
Creature — Mongoose
2/1
Blurred Mongoose can't be countered.
Blurred Mongoose can't be the target of spells or abilities.

Boa Constrictor 4G
Creature — Snake
3/3
T: Boa Constrictor gets +3/+3 until end of turn.

Body Snatcher 2BB
Creature — Minion
2/2
When Body Snatcher comes into play, you may discard a creature card from your hand. If you don't, remove Body Snatcher from the game. When Body Snatcher is put into a graveyard from play, remove Body Snatcher from the game and return target creature card from your graveyard to play.

Bog Down 2B
Sorcery
Kicker—Sacrifice two lands. *(You may sacrifice two lands in addition to any other costs as you play this spell.)*
Target player discards two cards from his or her hand. If you paid the kicker cost, that player discards three cards from his or her hand instead.

Bog Elemental 3BB
Creature — Elemental
5/4
Protection from white
At the beginning of your upkeep, sacrifice Bog Elemental unless you sacrifice a land.

Bog Glider 2B
Creature — Mercenary
1/1
Flying
T, Sacrifice a land: Search your library for a Mercenary card with converted mana cost 2 or less and put that card into play. Then shuffle your library.

Bog Gnarr 4G
Creature — Beast
2/2
Whenever a player plays a black spell, Bog Gnarr gets +2/+2 until end of turn.

Bog Imp 1B
Creature — Imp
1/1
Flying

Bog Initiate 1B
Creature — Wizard
1/1
1: Add B to your mana pool.

Bog Raiders 2B
Creature — Zombie
2/2
Swampwalk *(This creature is unblockable as long as defending player controls a swamp.)*

Bog Rats B
Creature — Rat
1/1
Bog Rats can't be blocked by Walls.

Bog Smugglers 1BB
Creature — Mercenary
2/2
Swampwalk *(This creature is unblockable as long as defending player controls a swamp.)*

Bog Witch 2B
Creature — Spellshaper
1/1
B, T, Discard a card from your hand: Add BBB to your mana pool.

Bog Wraith 3B
Creature — Wraith
3/3
Swampwalk *(This creature is unblockable as long as defending player controls a swamp.)*

Bog Wreckage
Land
Bog Wreckage comes into play tapped.
T: Add B to your mana pool.
T, Sacrifice Bog Wreckage: Add one mana of any color to your mana pool.

Bogardan Firefiend 2B
Creature — Spirit
2/1
When Bogardan Firefiend is put into a graveyard from play, it deals 2 damage to target creature.

Bogardan Phoenix 2BBB
Creature — Phoenix
3/3
Flying
When Bogardan Phoenix is put into a graveyard from play and has no death counter on it, return Bogardan Phoenix to play and put a death counter on it.
If Bogardan Phoenix would be put into a graveyard from play and has a death counter on it, remove it from the game instead.

Boil 3B
Instant
Destroy all islands.

Boiling Blood 2B
Instant
Target creature attacks this turn if able.
Draw a card.

Bola Warrior 1B
Creature — Spellshaper
1/1
B, T, Discard a card from your hand: Target creature can't block this turn.

Bomb Squad 3B
Creature — Dwarf
1/1
T: Put a fuse counter on target creature.
At the beginning of your upkeep, put a fuse counter on each creature with a fuse counter on it. Whenever a creature has four or more fuse counters on it, remove all fuse counters from it and destroy it. That creature deals 4 damage to its controller.

Bone Dancer 1BB
Creature — Zombie
2/2
Whenever Bone Dancer attacks and isn't blocked, you may put the top creature card from defending player's graveyard into play under your control. If you do, Bone Dancer deals no combat damage this turn.

Bone Harvest 2B
Instant
Put any number of target creature cards from your graveyard on top of your library.
Draw a card at the beginning of the next turn's upkeep.

Bone Mask 4
Artifact
2, T: The next time a source of your choice would deal damage to you this turn, prevent that damage. For each 1 damage prevented this way, remove the top card of your library from the game.

Bone Shaman 2BB
Creature — Giant
3/3
B: Until end of turn, Bone Shaman gains "Creatures dealt damage by Bone Shaman this turn can't be regenerated this turn."

Bone Shredder 2B
Creature — Minion
1/1
Flying; echo *(At the beginning of your next upkeep after this permanent comes under your control, sacrifice it unless you pay its mana cost.)*
When Bone Shredder comes into play, destroy target nonartifact, nonblack creature.

Booby Trap 6
Artifact
As Booby Trap comes into play, name a card other than a basic land card and choose an opponent. Reveal all cards the chosen player draws as they're drawn.
When a card drawn by the chosen player is the named card, sacrifice Booby Trap. If you do, it deals 10 damage to that player.

Boomerang BB
Instant
Return target permanent to its owner's hand.

Bösium Strip 3
Artifact
3, T: Until end of turn, if the top card in your graveyard is an instant or sorcery card, you may play that card as though it were in your hand. If a card played this way would be put into a graveyard this turn, remove it from the game instead.

Bottle Gnomes 3
Artifact Creature — Gnome
1/3
Sacrifice Bottle Gnomes: You gain 3 life.

Bottle of Suleiman 4
Artifact
1, Sacrifice Bottle of Suleiman: Flip a coin. If you lose the flip, Bottle of Suleiman deals 5 damage to you. If you win the flip, put a 5/5 Djinn artifact creature token with flying into play.

Bottomless Pit 1BB
Enchantment
At the beginning of each player's upkeep, that player discards a card at random from his or her hand.

Bottomless Vault
Land
Bottomless Vault comes into play tapped.
You may choose not to untap Bottomless Vault during your untap step.
At the beginning of your upkeep, if Bottomless Vault is tapped, put a storage counter on it.
◇, Remove any number of storage counters from Bottomless Vault: Add ● to your mana pool for each storage counter removed this way.

Bouncing Beebles 2 ◗
Creature — Beeble
2/2
Bouncing Beebles is unblockable as long as defending player controls an artifact.

Bounty Hunter 2 ● ●
Creature — Minion
2/2
◇: Put a bounty counter on target nonblack creature.
◇: Destroy target creature with a bounty counter on it.

Bounty of the Hunt 3 ● ●
Instant
You may remove a green card in your hand from the game rather than pay Bounty of the Hunt's mana cost.
Choose one — Target creature gets +3/+3 until end of turn; or target creature gets +2/+2 until end of turn and another target creature gets +1/+1 until end of turn; or three target creatures each get +1/+1 until end of turn.

Braids, Cabal Minion 2 ● ●
Creature — Minion Legend
2/2
At the beginning of each player's upkeep, that player sacrifices an artifact, creature, or land.

Braidwood Cup 3
Artifact
◇: You gain 1 life.

Braidwood Sextant 1
Artifact
2, ◇, Sacrifice Braidwood Sextant: Search your library for a basic land card, reveal that card, and put it into your hand. Then shuffle your library.

Brainstorm ◗
Instant
Draw three cards, then put two cards from your hand on top of your library in any order.

Brainwash ✳
Enchant Creature
Enchanted creature can't attack unless its controller pays 3. (This cost is paid as attackers are declared.)

Brand of Ill Omen 3 ◗
Enchant Creature
Cumulative upkeep ◗
Enchanted creature's controller can't play creature spells.

Brand ◗
Instant
Gain control of all permanents you own. (This effect doesn't end at end of turn.)
Cycling 2 (2, Discard this card from your hand: Draw a card.)

Branded Brawlers ◗
Creature — Soldier
2/2
Branded Brawlers can't attack if defending player controls an untapped land.
Branded Brawlers can't block if you control an untapped land.

Brass Herald 6
Artifact Creature — Golem
2/2
As Brass Herald comes into play, choose a creature type.
When Brass Herald comes into play, reveal the top four cards of your library. Put all creature cards of the chosen type revealed this way into your hand and the rest on the bottom of your library.
Creatures of the chosen type get +1/+1.

Brass Secretary 3
Artifact Creature
2/1
2, Sacrifice Brass Secretary: Draw a card.

Brassclaw Orcs 2 ◗
Creature — Orc
3/2
Brassclaw Orcs can't block a creature with power 2 or greater.

Brass-Talon Chimera 4
Artifact Creature — Chimera
2/2
First strike
Sacrifice Brass-Talon Chimera: Put a +2/+2 counter on target Chimera and that Chimera gains first strike. (This effect doesn't end at end of turn.)

Bravado 1 ◗
Enchant Creature
Enchanted creature gets +1/+1 for each other creature you control.

Brawl 3 ◗ ◗
Instant
Until end of turn, all creatures gain "◇: This creature deals damage equal to its power to target creature."

Breach 2 ●
Instant
Target creature gets +2/+0 until end of turn. That creature can't be blocked this turn except by artifact creatures and/or black creatures.

Breaking Wave 2 ◗ ◗
Sorcery
You may play Breaking Wave any time you could play an instant if you pay 2 more to play it. Simultaneously untap all tapped creatures and tap all untapped creatures.

Breath of Darigaaz 1 ◗
Sorcery
Kicker 2 (You may pay an additional 2 as you play this spell.)
Breath of Darigaaz deals 1 damage to each creature without flying and each player. If you paid the kicker cost, Breath of Darigaaz deals 4 damage to each creature without flying and each player instead.

Breath of Dreams 2 ◗ ◗
Enchantment
Cumulative upkeep ◗
Green creatures have "Cumulative upkeep 1."

Breath of Life — 3 ✳
Sorcery
Return target creature card from your graveyard to play.

Breathstealer — 2 ☠
Creature — Nightstalker
2/2
☠: Breathstealer gets +1/-1 until end of turn.

Breathstealer's Crypt — 2 ◆ ☠
Enchantment
If a player would draw a card, instead he or she draws and reveals it. If it's a creature card, that player discards it unless he or she pays 3 life.

Breeding Pit — 3 ☠
Enchantment
At the beginning of your upkeep, sacrifice Breeding Pit unless you pay ☠☠. At the end of your turn, put a 0/1 black Thrull creature token into play.

Breezekeeper — 3 ◆
Creature — Djinn
4/4
Flying, phasing

Briar Patch — 1 ♣♣
Enchantment
Whenever a creature attacks you, it gets -1/-0 until end of turn.

Briar Shield — ♣
Enchant Creature
Enchanted creature gets +1/+1.
Sacrifice Briar Shield: Enchanted creature gets +3/+3 until end of turn.

Bribery — 3 ◆ ◆
Sorcery
Search target opponent's library for a creature card and put that card into play under your control. Then that player shuffles his or her library.

Brilliant Halo — 1 ✳
Enchant Creature
Enchanted creature gets +1/+2.
When Brilliant Halo is put into a graveyard from play, return Brilliant Halo to its owner's hand.

Brine Seer — 3 ◆
Creature — Wizard
1/1
2 ◆, ◔: Reveal any number of blue cards in your hand. Counter target spell unless its controller pays 1 for each card revealed this way.

Brine Shaman — 1 ☠
Creature — Cleric
1/1
◔, Sacrifice a creature: Target creature gets +2/+2 until end of turn. 1 ◆ ◆, Sacrifice a creature: Counter target creature spell.

Brink of Madness — 2 ☠☠
Enchantment
At the beginning of your upkeep, if you have no cards in hand, sacrifice Brink of Madness. If you do, target opponent discards his or her hand.

Broken Fall — 2 ♣
Enchantment
Return Broken Fall to its owner's hand: Regenerate target creature.

Broken Visage — 4 ☠
Instant
Destroy target attacking nonartifact creature. It can't be regenerated. Put a black Shadow creature token into play with power and toughness equal to the power and toughness of that creature. Sacrifice the Shadow token at end of turn.

Brood of Cockroaches — 1 ☠
Creature — Insect
1/1
When Brood of Cockroaches is put into your graveyard from play, at end of turn, you lose 1 life and return Brood of Cockroaches to your hand.

Brothers of Fire — 1 ➋ ➋
Creature — Brother
2/2
1 ➋ ➋: Brothers of Fire deals 1 damage to target creature or player and 1 damage to you.

Brown Ouphe — ♣
Creature — Ouphe
1/1
1 ♣, ◔: Counter target activated ability of an artifact.

Browse — 2 ◆ ◆
Enchantment
2 ◆ ◆: Look at the top five cards of your library, put one of them into your hand, then remove the rest from the game.

Brush with Death — 2 ☠
Sorcery
Buyback 2 ☠☠ (*If you pay an additional 2 ☠☠ as you play this spell, put it into your hand instead of your graveyard as part of the spell's resolution.*)
Target opponent loses 2 life. You gain 2 life.

Brushland —
Land
◔: Add one colorless mana to your mana pool.
◔: Add ♣ or ✳ to your mana pool. Brushland deals 1 damage to you.

Brushwagg — 1 ♣♣
Creature — Brushwagg
3/2
Whenever Brushwagg blocks or becomes blocked, it gets -2/+2 until end of turn.

Brutal Suppression — ➋
Enchantment
Rebels' activated abilities cost an additional "Sacrifice a land" to play.

Bubble Matrix — 4
Artifact
Prevent all damage that would be dealt to creatures.

Bubbling Beebles — 4 ◆
Creature — Beeble
3/3
Bubbling Beebles is unblockable as long as defending player controls an enchantment.

Bubbling Muck — ☠
Sorcery
Until end of turn, whenever a player taps a swamp for mana, its controller adds ☠ to his or her mana pool.

Builder's Bane — X X 🜚
Sorcery
Destroy X target artifacts. Builder's Bane deals to each player damage equal to the number of artifacts he or she controlled destroyed this way.

Bull Elephant — 3 🌲
Creature — Elephant
4/4
When Bull Elephant comes into play, sacrifice it unless you return two forests you control to their owner's hand.

Bull Hippo — 3 💧
Creature — Hippo
3/3
Islandwalk (*This creature is unblockable as long as defending player controls an island.*)

Bullwhip — 4
Artifact
2, ↷: Bullwhip deals 1 damage to target creature. That creature attacks this turn if able.

Bulwark — 3 🔥🔥
Enchantment
At the beginning of your upkeep, Bulwark deals to target opponent damage equal to the number of cards in your hand greater than the number of cards in his or her hand.

Buoyancy — 1 💧
Enchant Creature
You may play Buoyancy any time you could play an instant. Enchanted creature has flying.

Burgeoning — 🌲
Enchantment
Whenever an opponent plays a land, you may put a land card from your hand into play.

Buried Alive — 2 💀
Sorcery
Search your library for up to three creature cards and put them into your graveyard. Then shuffle your library.

Burning Palm Efreet — 2 🔥🔥
Creature — Efreet
2/2
1 🔥🔥: Burning Palm Efreet deals 2 damage to target creature with flying and that creature loses flying until end of turn.

Burning Sands — 3 🔥🔥
Enchantment
Whenever a creature is put into a graveyard from play, that creature's controller sacrifices a land.

Burning Shield Askari — 2 🔥
Creature — Knight
2/2
Flanking (*Whenever a creature without flanking blocks this creature, the blocking creature gets -1/-1 until end of turn.*)
🔥🔥: Burning Shield Askari gains first strike until end of turn.

Burnout — 1 🔥
Instant
Counter target instant spell if it is blue. Draw a card at the beginning of the next turn's upkeep.

Burnt Offering — 💀
Instant
As an additional cost to play Burnt Offering, sacrifice a creature.
Add to your mana pool an amount of mana equal to the sacrificed creature's converted mana cost in any combination of black and/or red mana.

Burrowing — 🔥
Enchant Creature
Enchanted creature has mountainwalk. (*It's unblockable as long as defending player controls a mountain.*)

Burst of Energy — ☀
Instant
Untap target permanent.

ᙅ

Cabal Inquisitor — 1 💀
Creature — Minion
1/1
Threshold — 1💀, ↷, Remove two cards in your graveyard from the game: Target player discards a card from his or her hand. Play this ability only any time you could play a sorcery. (*Play this ability only if seven or more cards are in your graveyard.*)

Cabal Patriarch — 3 💀💀💀
Creature — Wizard Legend
5/5
2💀, Sacrifice a creature: Target creature gets -2/-2 until end of turn. 2 💀, Remove a creature card in your graveyard from the game: Target creature gets -2/-2 until end of turn.

Cabal Pit
Land
↷: Add 💀 to your mana pool. Cabal Pit deals 1 damage to you.
Threshold — 💀, ↷, Sacrifice Cabal Pit: Target creature gets -2/-2 until end of turn. (*Play this ability only if seven or more cards are in your graveyard.*)

Cabal Shrine — 1 💀💀
Enchantment
Whenever a player plays a spell, that player discards X cards from his or her hand, where X is the number of cards in all graveyards with the same name as that spell.

Cackling Fiend — 2 💀💀
Creature — Zombie
2/1
When Cackling Fiend comes into play, each opponent discards a card from his or her hand.

Cackling Witch — 1 💀
Creature — Spellshaper
1/1
X💀, ↷, Discard a card from your hand: Target creature gets +X/+0 until end of turn.

Cadaverous Bloom — 3 💀🌲
Enchantment
Remove a card in your hand from the game: Add 💀💀 or 🌲🌲 to your mana pool.

Cadaverous Knight — 2 💀
Creature — Knight
2/2
Flanking (*Whenever a creature without flanking blocks this creature, the blocking creature gets -1/-1 until end of turn.*) 1 💀💀: Regenerate Cadaverous Knight.

Caldera Kavu — 2🔴
Creature — Kavu
2/2
1 🅣: Caldera Kavu gets +1/+1 until end of turn.
🔴: Caldera Kavu becomes the color of your choice until end of turn.

Caldera Lake
Land
Caldera Lake comes into play tapped.
🅣: Add one colorless mana to your mana pool.
🅣: Add 🔵 or 🔴 to your mana pool. Caldera Lake deals 1 damage to you.

Call of the Herd — 2🟢
Sorcery
Put a 3/3 green Elephant creature token into play. Flashback 3🟢 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Call of the Wild — 2🟢🟢
Enchantment 2🟢🟢: Reveal the top card of your library. If it's a creature card, put it into play. Otherwise, put it into your graveyard.

Call to Arms — 1⚪
Enchantment
As Call to Arms comes into play, choose a color. White creatures get +1/+1. When any one opponent controls as many or more cards of a single color than the chosen color, sacrifice Call to Arms.

Caller of the Hunt — 2🟢
Creature — Lord
/
As Caller of the Hunt comes into play, choose a creature type. Caller of the Hunt's power and toughness are each equal to the number of creatures in play of the chosen type.

Callous Giant — 4🔴🔴
Creature — Giant
4/4
If a source would deal 3 damage or less to Callous Giant, prevent that damage.

Calming Licid — 2⚪
Creature — Licid
2/2
⚪, 🅣: Calming Licid loses all abilities, becomes an enchant creature enchanting target creature, and gains "Enchanted creature can't attack" and "⚪: End the effect that created this ability."

Calming Verse — 3🟢
Sorcery
Destroy all enchantments you don't control. Then, if you control an untapped land, destroy all enchantments you control.

Caltrops — 3
Artifact
Whenever a creature attacks, Caltrops deals 1 damage to it.

Cannibalize — 1🟢
Sorcery
Choose a player and two target creatures controlled by that player. You remove one from the game and put two +1/+1 counters on the other.

Canopy Dragon — 4🟢🟢
Creature — Dragon
4/4
Trample 1🟢: Canopy Dragon gains flying and loses trample until end of turn.

Canopy Spider — 1🟢
Creature — Spider
1/3
Canopy Spider may block as though it had flying.

Canopy Surge — 1🟢
Sorcery
Kicker 2 *(You may pay an additional 2 as you play this spell.)*
Canopy Surge deals 1 damage to each creature with flying and each player. If you paid the kicker cost, Canopy Surge deals 4 damage to each creature with flying and each player instead.

Cantivore — 1⚪⚪
Creature — Lhurgoyf
/
Attacking doesn't cause Cantivore to tap. Cantivore's power and toughness are each equal to the number of enchantment cards in all graveyards.

Canyon Drake — 2🔴🔴
Creature — Drake
1/2
Flying
1, Discard a card at random from your hand: Canyon Drake gets +2/+0 until end of turn.

Canyon Wildcat — 1🔴
Creature — Cat
2/1
Mountainwalk *(This creature is unblockable as long as defending player controls a mountain.)*

Capashen Knight — 1⚪
Creature — Knight
1/1
First strike 1⚪: Capashen Knight gets +1/+0 until end of turn.

Capashen Standard — ⚪
Enchant Creature
Enchanted creature gets +1/+1.
2, Sacrifice Capashen Standard: Draw a card.

Capashen Templar — 2⚪
Creature — Knight
2/2
⚪: Capashen Templar gets +0/+1 until end of turn.

Capashen Unicorn — 1⚪
Creature — Unicorn
1/2 1⚪, 🅣, Sacrifice Capashen Unicorn: Destroy target artifact or enchantment.

Capsize — 1🔵🔵
Instant
Buyback 3 *(If you pay an additional 3 as you play this spell, put it into your hand instead of your graveyard as part of the spell's resolution.)*
Return target permanent to its owner's hand.

Captain Sisay — 2🟢⚪
Creature — Legend
2/2
🅣: Search your library for a Legend or legendary card, reveal that card, and put it into your hand. Then shuffle your library.

Captain's Maneuver X 2✷
Instant
The next X damage that would be dealt to target creature or player this turn is dealt to another target creature or player instead.

Carapace ♣
Enchant Creature
Enchanted creature gets +0/+2.
Sacrifice Carapace: Regenerate enchanted creature.

Careful Study ♦
Sorcery
Draw two cards, then discard two cards from your hand.

Caribou Range 2✷✷
Enchant Land
Caribou Range can enchant only a land you control.
Enchanted land has "✷✷, ⊙: Put a 0/1 white Caribou creature token into play."
Sacrifice a Caribou: You gain 1 life.

Carnassid 4♣♣
Creature — Beast
5/4
Trample 1♣: Regenerate Carnassid.

Carnival of Souls 1
Enchantment
Whenever a creature comes into play, you lose 1 life and add ♣ to your mana pool.

Carnophage ♣
Creature — Zombie
2/2
At the beginning of your upkeep, tap Carnophage unless you pay 1 life.

Carpet of Flowers ♣
Enchantment
At the beginning of your precombat main phase, you may add up to X mana of any one color to your mana pool, where X is the number of islands target opponent controls.

Carrier Pigeons 3✷
Creature — Bird
1/1
Flying
When Carrier Pigeons comes into play, draw a card at the beginning of the next turn's upkeep.

Carrion Ants 2♣♣
Creature — Ant
0/1
1: Carrion Ants gets +1/+1 until end of turn.

Carrion Beetles ♣
Creature — Insect
1/1 2♣, ⊙: Remove up to three target cards in a single graveyard from the game.

Carrion Wall 1♣♣
Creature — Wall
3/2
(Walls can't attack.) 1♣: Regenerate Carrion Wall.

Carrion 1♣♣
Instant
Sacrifice a creature. Put into play a number of 0/1 black Maggot creature tokens equal to the sacrificed creature's power.

Carrionette 1♣
Creature — Skeleton
1/1
2♣♣: Remove Carrionette and target creature from the game unless that creature's controller pays 2. Play this ability only if Carrionette is in your graveyard.

Cartographer 2♣
Creature — Townsfolk
2/2
When Cartographer comes into play, you may return target land card from your graveyard to your hand.

Casting of Bones 2♣
Enchant Creature
When enchanted creature is put into a graveyard, draw three cards, then discard one of them.

Castle Sengir
Land
⊙: Add one colorless mana to your mana pool.
1, ⊙: Add ♣ to your mana pool.
2, ⊙: Add ♦ or ⊋ to your mana pool.

Castle 3✷
Enchantment
Untapped creatures you control get +0/+2.

Cat Burglar 3♣
Creature — Minion
2/2
2♣, ⊙: Target player discards a card from his or her hand. Play this ability only any time you could play a sorcery.

Cat Warriors 1♣♣
Creature — Cat Warrior
2/2
Forestwalk (*This creature is unblockable as long as defending player controls a forest.*)

Cataclysm 2✷✷
Sorcery
Each player chooses from the permanents he or she controls an artifact, a creature, an enchantment, and a land, then sacrifices the rest.

Catacomb Dragon 4♣♣
Creature — Dragon
4/4
Flying
Whenever Catacomb Dragon becomes blocked by a nonartifact, non-Dragon creature, that creature gets -X/-0 until end of turn, where X is half the creature's power, rounded down.

Catalog 2♦
Instant
Draw two cards, then discard a card from your hand.

Catalyst Stone 2
Artifact
Flashback costs you pay cost up to 2 less.
Flashback costs your opponents pay cost 2 more.

Catastrophe 4✷✷
Sorcery
Destroy all lands or all creatures. Creatures destroyed this way can't be regenerated.

Cateran Brute   2🕱
Creature — Mercenary
2/2
2, 🜲: Search your library for a Mercenary card with converted mana cost 2 or less and put that card into play. Then shuffle your library.

Cateran Enforcer   3🕱🕱
Creature — Mercenary
4/3
Cateran Enforcer can't be blocked except by artifact creatures and/or black creatures.
4, 🜲: Search your library for a Mercenary card with converted mana cost 4 or less and put that card into play. Then shuffle your library.

Cateran Kidnappers   2🕱🕱
Creature — Mercenary
4/2
3, 🜲: Search your library for a Mercenary card with converted mana cost 3 or less and put that card into play. Then shuffle your library.

Cateran Overlord   4🕱🕱🕱
Creature — Mercenary
7/5
Sacrifice a creature: Regenerate Cateran Overlord.
6, 🜲: Search your library for a Mercenary card with converted mana cost 6 or less and put that card into play. Then shuffle your library.

Cateran Persuader   🕱🕱
Creature — Mercenary
2/1
1, 🜲: Search your library for a Mercenary card with converted mana cost 1 or less and put that card into play. Then shuffle your library.

Cateran Slayer   4🕱🕱
Creature — Mercenary
5/5
Swampwalk (This creature is unblockable as long as defending player controls a swamp.)
5, 🜲: Search your library for a Mercenary card with converted mana cost 5 or less and put that card into play. Then shuffle your library.

Cateran Summons   🕱
Sorcery
Search your library for a Mercenary card, reveal that card, and put it into your hand. Then shuffle your library.

Cathodion   3
Artifact Creature
3/3
When Cathodion is put into a graveyard from play, add three colorless mana to your mana pool.

Cauldron Dance   4🕱🕱
Instant
Play Cauldron Dance only during combat. Return target creature card from your graveyard to play. That creature gains haste. Return it to your hand at end of turn. Put a creature card from your hand into play. That creature gains haste. Put it into your graveyard at end of turn.

Caustic Tar   4🕱🕱
Enchant Land
Enchanted land has "🜲: Target player loses 3 life."

Caustic Wasps   2🜂
Creature — Insect
1/1
Flying
Whenever Caustic Wasps deals combat damage to a player, you may destroy target artifact that player controls.

Cave People   1🜁🜁
Creature — Cave-People
1/4
Whenever Cave People attacks, it gets +1/-2 until end of turn. 1🜁🜁, 🜲: Target creature gains mountainwalk until end of turn. (It's unblockable as long as defending player controls a mountain.)

Cave Sense   1🜁
Enchant Creature
Enchanted creature gets +1/+1 and has mountainwalk. (It's unblockable as long as defending player controls a mountain.)

Cave Tiger   2🜂
Creature — Cat
2/2
Whenever Cave Tiger becomes blocked, it gets +1/+1 until end of turn for each creature blocking it.

Cave-In   3🜁🜁
Sorcery
You may remove a red card in your hand from the game rather than pay Cave-In's mana cost. Cave-In deals 2 damage to each creature and each player.

Cavern Crawler   2🜁
Creature — Insect
0/3
Mountainwalk (This creature is unblockable as long as defending player controls a mountain.)
🜁: Cavern Crawler gets +1/-1 until end of turn.

Cavern Harpy   🜄🕱
Creature — Beast
2/1
Flying
When Cavern Harpy comes into play, return a blue or black creature you control to its owner's hand. Pay 1 life: Return Cavern Harpy to its owner's hand.

Caves of Koilos
Land
🜲: Add one colorless mana to your mana pool.
🜲: Add ☀ or 🕱 to your mana pool. Caves of Koilos deals 1 damage to you.

Cease-Fire   2☀
Instant
Target player can't play creature spells this turn. Draw a card.

Celestial Convergence   2☀☀
Enchantment
Celestial Convergence comes into play with seven omen counters on it.
At the beginning of your upkeep, remove an omen counter from Celestial Convergence. If there are no omen counters on Celestial Convergence, the player with the highest life total wins the game. If two or more players are tied for highest life total, the game is a draw.

Celestial Dawn 1 ✹✹
Enchantment
Nonland cards you own that aren't in play and nonland permanents you control are white. Lands you control are plains. Spells and abilities you control produce white mana instead of any other color. You may spend white mana as though it were mana of any color.

Celestial Sword 6
Artifact
3, ⟳: Target creature you control gets +3/+3 until end of turn. Destroy it at end of turn. A creature destroyed this way can't be regenerated.

Cemetery Gate 2 ♆
Creature — Wall
0/5
(Walls can't attack.)
Protection from black

Centaur Archer 1 ➋♣
Creature — Centaur
3/2
⟳: Centaur Archer deals 1 damage to target creature with flying.

Centaur Garden
Land
⟳: Add ♣ to your mana pool. Centaur Garden deals 1 damage to you.
Threshold — ♣, ⟳, Sacrifice Centaur Garden: Target creature gets +3/+3 until end of turn. *(Play this ability only if seven or more cards are in your graveyard.)*

Cephalid Broker 3 ♠
Creature — Cephalid
2/2
⟳: Target player draws two cards, then discards two cards from his or her hand.

Cephalid Coliseum
Land
⟳: Add ♠ to your mana pool. Cephalid Coliseum deals 1 damage to you.
Threshold — ♠, ⟳, Sacrifice Cephalid Coliseum: Target player draws three cards, then discards three cards from his or her hand. *(Play this ability only if seven or more cards are in your graveyard.)*

Cephalid Looter 2 ♠
Creature — Cephalid
2/1
⟳: Target player draws a card, then discards a card from his or her hand.

Cephalid Retainer 2 ♠♠
Creature — Cephalid
2/3
♠♠: Tap target creature without flying.

Cephalid Scout 1 ♠
Creature — Cephalid Wizard
1/1
Flying 2 ♠, Sacrifice a land: Draw a card.

Cephalid Shrine 1 ♠♠
Enchantment
Whenever a player plays a spell, counter that spell unless that player pays X, where X is the number of cards in all graveyards with the same name as the spell.

Ceremonial Guard 2 ➋
Creature — Soldier
3/4
When Ceremonial Guard attacks or blocks, destroy it at end of combat.

Cerulean Wyvern 4 ♠
Creature — Drake
3/3
Flying, protection from green

Cessation 2 ✹
Enchant Creature
Enchanted creature can't attack.
When Cessation is put into a graveyard from play, return Cessation to its owner's hand.

Ceta Disciple ♠
Creature — Wizard
1/1
➋, ⟳: Target creature gets +2/+0 until end of turn.
♣, ⟳: Add one mana of any color to your mana pool.

Ceta Sanctuary 2 ♠
Enchantment
At the beginning of your upkeep, if you control a red or green permanent, draw a card, then discard a card from your hand. If you control a red permanent and a green permanent, instead draw two cards, then discard a card from your hand.

Cetavolver 1 ♠
Creature — Volver
1/1
Kicker 1 ➋ and/or ♣
If you paid the 1 ➋ kicker cost, Cetavolver comes into play with two +1/+1 counters on it and with first strike.
If you paid the ♣ kicker cost, Cetavolver comes into play with a +1/+1 counter on it and with trample.

Chain Stasis ♠
Instant
Whenever Chain Stasis taps or untaps a creature this turn, that creature's controller may pay 2 ♠. If that player does, tap or untap target creature. Tap or untap target creature.

Chainflinger 3 ➋
Creature — Beast
2/2
1 ➋, ⟳: Chainflinger deals 1 damage to target creature or player.
Threshold — 2 ➋, ⟳: Chainflinger deals 2 damage to target creature or player. *(Play this ability only if seven or more cards are in your graveyard.)*

Chamber of Manipulation 2 ♠♠
Enchant Land
Enchanted land has "⟳, Discard a card from your hand: Gain control of target creature until end of turn."

Chambered Nautilus 2 ♠
Creature — Beast
2/2
Whenever Chambered Nautilus becomes blocked, you may draw a card.

Chameleon Spirit 3 ♠
Creature — Illusion
/
As Chameleon Spirit comes into play, choose a color. Chameleon Spirit's power and toughness are each equal to the number of permanents of the chosen color your opponents control.

Chance Encounter   2 🌑🌑
Enchantment
Whenever you win a coin flip, put a luck counter on Chance Encounter.
At the beginning of your upkeep, if Chance Encounter has ten or more luck counters on it, you win the game.

Chandler   4 🌑
Creature — Legend
3/3
🌑🌑🌑, 🔅: Destroy target artifact creature.

Change of Heart   ✴
Instant
Buyback 3 *(If you pay an additional 3 as you play this spell, put it into your hand instead of your graveyard as part of the spell's resolution.)*
Target creature can't attack this turn.

Chaos Charm   🌑
Instant
Choose one — Destroy target Wall; or Chaos Charm deals 1 damage to target creature; or target creature gains haste until end of turn. *(The creature may attack and 🔅 the turn it comes under your control.)*

Chaos Harlequin   2 🌑🌑
Creature — Harlequin
2/4
🌑: Remove the top card of your library from the game. If that card is a land card, Chaos Harlequin gets -4/-0 until end of turn. Otherwise, Chaos Harlequin gets +2/+0 until end of turn.

Chaos Lord   4 🌑🌑🌑
Creature — Lord
7/7
First strike, haste *(This creature may attack and 🔅 the turn it comes under your control.)*
At the beginning of each player's upkeep, if the number of permanents is even, that player gains control of Chaos Lord.
When Chaos Lord comes into play, it loses haste until end of turn.

Chaos Moon   3 🌑
Enchantment
At the beginning of each player's upkeep, count the number of permanents. If the number is odd, until end of turn, red creatures get +1/+1 and whenever a player taps a mountain for mana, its controller adds 🌑 to his or her mana pool. If the number is even, until end of turn, red creatures get -1/-1 and if a player taps a mountain for mana, it produces colorless mana instead of its normal type.

Chaosphere   2 🌑
Enchant World
Creatures with flying can't block creatures without flying.
Creatures without flying may block as though they have flying.

Chaotic Goo   2 🌑🌑
Creature — Ooze
0/0
Chaotic Goo comes into play with three +1/+1 counters on it.
At the beginning of your upkeep, you may flip a coin. If you win the flip, add a +1/+1 counter to Chaotic Goo. If you lose the flip, remove a +1/+1 counter from Chaotic Goo.

Chaotic Strike   1 🌑
Instant
Play Chaotic Strike only during combat after blockers are declared.
Choose target creature and flip a coin. If you win the flip, that creature gets +1/+1 until end of turn. Draw a card.

Charcoal Diamond   2
Artifact
Charcoal Diamond comes into play tapped.
🔅: Add 🔵 to your mana pool.

Charging Paladin   2 ✴
Creature — Knight
2/2
Whenever Charging Paladin attacks, it gets +0/+3 until end of turn.

Charging Rhino   3 🍀🍀
Creature — Rhino
4/4
Charging Rhino can't be blocked by more than one creature.

Charging Troll   2 🍀✴
Creature — Troll
3/3
Attacking doesn't cause Charging Troll to tap.
🍀: Regenerate Charging Troll.

Chariot of the Sun   3
Artifact
2, 🔅: Target creature you control gains flying and has a toughness of 1 until end of turn.

Charisma   🔵🔵🔵
Enchant Creature
Whenever enchanted creature deals damage to a creature, you control that creature as long as Charisma remains in play.

Charm Peddler   ✴
Creature — Spellshaper
1/1
✴, 🔅, Discard a card from your hand: The next time a source of your choice would deal damage to target creature this turn, prevent that damage.

Charmed Griffin   3 ✴
Creature — Griffin
3/3
Flying
When Charmed Griffin comes into play, each other player may put an artifact or enchantment card into play from his or her hand.

Charmed Pendant   4
Artifact
🔅, Put the top card of your library into your graveyard: For each colored mana symbol in that card's mana cost, add one mana of that color to your mana pool. Play this ability only any time you could play an instant. *(For example, if the card's mana cost is 3 🔵🔵🔵, you add 🔵🔵🔵 to your mana pool.)*

Chatter of the Squirrel   🍀
Sorcery
Put a 1/1 green Squirrel creature token into play.
Flashback 1 🍀*(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Chieftain en-Dal 1 ✶✶
Creature — Knight
2/2
Whenever Chieftain en-Dal attacks, attacking creatures gain first strike until end of turn.

Child of Gaea 3 🌳🌳🌳
Creature — Elemental
7/7
Trample
At the beginning of your upkeep, sacrifice Child of Gaea unless you pay 🌳🌳. 1 🌳: Regenerate Child of Gaea.

Childhood Horror 3 💧
Creature — Horror
2/2
Flying
Threshold — Childhood Horror gets +2/+2 and can't block. *(You have threshold as long as seven or more cards are in your graveyard.)*

Chill 1 🜄
Enchantment
Red spells cost 2 more to play.

Chilling Apparition 2 💧
Creature — Ghost
1/1
💧: Regenerate Chilling Apparition.
Whenever Chilling Apparition deals combat damage to a player, that player discards a card from his or her hand.

Chime of Night 1 💧
Enchant Creature
When Chime of Night is put into a graveyard from play, destroy target nonblack creature.

Chimeric Idol 3
Artifact
0: Tap all lands you control. Chimeric Idol becomes a 3/3 artifact creature until end of turn.

Chimeric Sphere 3
Artifact
2: Until end of turn, Chimeric Sphere becomes a 2/1 artifact creature with flying.
2: Until end of turn, Chimeric Sphere becomes a 3/2 artifact creature without flying.

Chimeric Staff 4
Artifact
X: Chimeric Staff becomes an X/X artifact creature until end of turn.

Chlorophant 🌳🌳🌳
Creature — Elemental
1/1
At the beginning of your upkeep, you may put a +1/+1 counter on Chlorophant.
Threshold — At the beginning of your upkeep, you may put another +1/+1 counter on Chlorophant. *(You have threshold as long as seven or more cards are in your graveyard.)*

Cho-Arrim Alchemist ✶
Creature — Spellshaper
1/1 1 ✶✶, 💧, Discard a card from your hand: The next time a source of your choice would deal damage to you this turn, prevent that damage and gain that much life.

Cho-Arrim Bruiser 5 ✶
Creature — Rebel
3/4
Whenever Cho-Arrim Bruiser attacks, you may tap up to two target creatures.

Cho-Arrim Legate 2 ✶
Creature — Soldier
1/2
Protection from black
If an opponent controls a swamp and you control a plains, you may play Cho-Arrim Legate without paying its mana cost.

Choke 2 💧
Enchantment
Islands don't untap during their controllers' untap steps.

Choking Sands 1 💀💀
Sorcery
Destroy target nonswamp land. If that land is a nonbasic land, Choking Sands deals 2 damage to the land's controller.

Choking Vines X 🌳
Instant
Play Choking Vines only during the declare blockers step.
X target attacking creatures become blocked. Choking Vines deals 1 damage to each of those creatures. *(This spell works on unblockable creatures.)*

Cho-Manno, Revolutionary 2 ✶✶
Creature — Rebel Legend
2/2
Prevent all damage that would be dealt to Cho-Manno, Revolutionary.

Cho-Manno's Blessing ✶✶
Enchant Creature
You may play Cho-Manno's Blessing any time you could play an instant.
As Cho-Manno's Blessing comes into play, choose a color.
Enchanted creature has protection from the chosen color. This effect doesn't remove Cho-Manno's Blessing.

Chromatic Armor 1 ✶🜄
Enchant Creature
As Chromatic Armor comes into play, choose a color.
Chromatic Armor comes into play with a sleight counter on it.
Prevent all damage that would be dealt to enchanted creature by a source of the last chosen color.
X: Put a sleight counter on Chromatic Armor and choose a color. X is the number of sleight counters on Chromatic Armor.

Chromatic Sphere 1
Artifact
1, 💧, Sacrifice Chromatic Sphere: Add one mana of any color to your mana pool. Draw a card.

Chronatog 1 💧
Creature — Atog
1/2
0: Chronatog gets +3/+3 until end of turn. You skip your next turn. Play this ability only once each turn.

Chub Toad   2🌲
Creature — Toad
1/1
Whenever Chub Toad blocks or becomes blocked, it gets +2/+2 until end of turn.

Cinder Cloud   3🔥🔥
Instant
Destroy target creature. If a white creature is put into a graveyard this way, Cinder Cloud deals to that creature's controller damage equal to the creature's power.

Cinder Crawler   1🔥
Creature — Salamander
1/2
🔥: Cinder Crawler gets +1/+0 until end of turn. Play this ability only if Cinder Crawler is blocked.

Cinder Elemental   3🔥
Creature — Elemental
2/2
X 🔥, ⊤, Sacrifice Cinder Elemental: Cinder Elemental deals X damage to target creature or player.

Cinder Giant   3🔥
Creature — Giant
5/3
At the beginning of your upkeep, Cinder Giant deals 2 damage to each other creature you control.

Cinder Marsh
Land
⊤: Add one colorless mana to your mana pool.
⊤: Add ☀ or 🔥 to your mana pool. Cinder Marsh doesn't untap during its controller's next untap step.

Cinder Seer   3🔥
Creature — Wizard
1/1
2 🔥, ⊤: Reveal any number of red cards in your hand. Cinder Seer deals X damage to target creature or player, where X is the number of cards revealed this way.

Cinder Shade   1☠🔥
Creature — Shade
1/1
☠: Cinder Shade gets +1/+1 until end of turn.
🔥, Sacrifice Cinder Shade: Cinder Shade deals damage equal to its power to target creature.

Cinder Wall   🔥
Creature — Wall
3/3
(Walls can't attack.)
When Cinder Wall blocks, destroy it at end of combat.

Circle of Despair   1☀☠
Enchantment
1, Sacrifice a creature: The next time a source of your choice would deal damage to target creature or player this turn, prevent that damage.

Circle of Protection: Artifacts   1☀
Enchantment
2: The next time an artifact source of your choice would deal damage to you this turn, prevent that damage.

Circle of Protection: Black   1☀
Enchantment
1: The next time a black source of your choice would deal damage to you this turn, prevent that damage.

Circle of Protection: Blue   1☀
Enchantment
1: The next time a blue source of your choice would deal damage to you this turn, prevent that damage.

Circle of Protection: Green   1☀
Enchantment
1: The next time a green source of your choice would deal damage to you this turn, prevent that damage.

Circle of Protection: Red   1☀
Enchantment
1: The next time a red source of your choice would deal damage to you this turn, prevent that damage.

Circle of Protection: Shadow   1☀
Enchantment
1: The next time a creature of your choice with shadow would deal damage to you this turn, prevent that damage.

Circle of Protection: White   1☀
Enchantment
1: The next time a white source of your choice would deal damage to you this turn, prevent that damage.

Circling Vultures   ☠
Creature — Bird
3/2
Flying
If Circling Vultures is in your hand, you may discard it. Play this ability only any time you could play an instant.
At the beginning of your upkeep, sacrifice Circling Vultures unless you remove the top creature card in your graveyard from the game.

Citadel of Pain   2🔥
Enchantment
At the end of each player's turn, Citadel of Pain deals X damage to that player, where X is the number of untapped lands he or she controls.

Citanul Centaurs   3🌲
Creature — Centaur
6/3
Echo (*At the beginning of your next upkeep after this permanent comes under your control, sacrifice it unless you pay its mana cost.*)
Citanul Centaurs can't be the target of spells or abilities.

Citanul Flute   5
Artifact
X, ⊤: Search your library for a creature card with converted mana cost no greater than X. Reveal that card and put it into your hand. Then shuffle your library.

Citanul Hierophants   3🌲
Creature — Druid
3/2
Creatures you control have "⊤: Add 🌲 to your mana pool."

City of Brass
Land
Whenever City of Brass becomes tapped, it deals 1 damage to you.
⊤: Add one mana of any color to your mana pool.

City of Solitude   2 ♠
Enchantment
Players can play spells and abilities only during their turn. *(Triggered abilities are unaffected.)*

City of Traitors
Land
When you play another land, sacrifice City of Traitors.
T: Add two colorless mana to your mana pool.

Civic Guildmage   ✳
Creature — Wizard
1/1
R, T: Target creature gets +0/+1 until end of turn.
W, T: Put target creature you control on top of its owner's library.

Clairvoyance   ♠
Instant
Look at target player's hand.
Draw a card at the beginning of the next turn's upkeep.

Claws of Gix   0
Artifact
1, Sacrifice a permanent: You gain 1 life.

Clay Statue   4
Artifact Creature
3/1
2: Regenerate Clay Statue.

Clear the Land   2 ♠
Sorcery
Each player reveals the top five cards of his or her library, puts into play tapped all land cards revealed this way, and removes the rest from the game.

Clear   1 ✳
Instant
Destroy target enchantment.
Cycling 2 (2 , *Discard this card from your hand: Draw a card.*)

Clergy en-Vec   1 ✳
Creature — Cleric
1/1
T: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Cloak of Confusion   1 ♣
Enchant Creature
Whenever enchanted creature attacks and isn't blocked, you may have it deal no combat damage this turn. If you do, defending player discards a card at random from his or her hand.

Cloak of Invisibility   ♠
Enchant Creature
Enchanted creature has phasing and can't be blocked except by Walls.

Cloak of Mists   1 ♠
Enchant Creature
Enchanted creature is unblockable.

Clockwork Beast   6
Artifact Creature
0/4
Clockwork Beast comes into play with seven +1/+0 counters on it.
Clockwork Beast can't have more than seven +1/+0 counters on it.
At end of combat, if Clockwork Beast attacked or blocked this turn, remove a +1/+0 counter from it.
X, T: Put X +1/+0 counters on Clockwork Beast. Play this ability only during your upkeep.

Clockwork Gnomes   4
Artifact Creature — Gnome
2/2
3, T: Regenerate target artifact creature.

Clockwork Steed   4
Artifact Creature
0/3
Clockwork Steed comes into play with four +1/+0 counters on it.
Clockwork Steed can't be blocked by artifact creatures.
Clockwork Steed can't have more than four +1/+0 counters on it.
At end of combat, if Clockwork Steed attacked or blocked this turn, remove a +1/+0 counter from it.
X, T: Put X +1/+0 counters on Clockwork Steed. Play this ability only during your upkeep.

Clockwork Swarm   4
Artifact Creature
0/3
Clockwork Swarm comes into play with four +1/+0 counters on it.
Clockwork Swarm can't be blocked by Walls.
Clockwork Swarm can't have more than four +1/+0 counters on it.
At end of combat, if Clockwork Swarm attacked or blocked this turn, remove a +1/+0 counter from it.
X, T: Put X +1/+0 counters on Clockwork Swarm. Play this ability only during your upkeep.

Close Quarters   2 ♦♦
Enchantment
Whenever a creature you control becomes blocked, Close Quarters deals 1 damage to target creature or player.

Clot Sliver   1 ♣
Creature — Sliver
1/1
All Slivers have " 2 : Regenerate this creature."

Cloud Cover   2 ✳ ♠
Enchantment
Whenever another permanent you control becomes the target of a spell or ability an opponent controls, you may return that permanent to its owner's hand.

Cloud Djinn   5 ♠
Creature — Djinn
5/4
Flying
Cloud Djinn may block only creatures with flying.

Cloud Elemental   2 ♠
Creature — Elemental
2/3
Flying
Cloud Elemental may block only creatures with flying.

Cloud of Faeries   1{U}
Creature — Faerie
1/1
Flying
When Cloud of Faeries comes into play, if you played it from your hand, untap up to two lands. Cycling 2 (2, *Discard this card from your hand: Draw a card.*)

Cloud Spirit   2{U}
Creature — Spirit
3/1
Flying
Cloud Spirit may block only creatures with flying.

Cloud Sprite   {U}
Creature — Faerie
1/1
Flying
Cloud Sprite may block only creatures with flying.

Cloudchaser Eagle   3{W}
Creature — Bird
2/2
Flying
When Cloudchaser Eagle comes into play, destroy target enchantment.

Cloudskate   1{U}
Creature — Illusion
2/2
Flying
Fading 3 (*This creature comes into play with three fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.*)

Coalition Flag   {W}
Enchant Creature
Coalition Flag can enchant only a creature you control.
Enchanted creature's type is Flagbearer.
If a spell or ability an opponent controls could target a Flagbearer in play, that player chooses at least one Flagbearer as a target.

Coalition Honor Guard   3{W}
Creature — Flagbearer
2/4
If a spell or ability an opponent controls could target a Flagbearer in play, that player chooses at least one Flagbearer as a target.

Coalition Victory   3{W}{U}{B}{R}{G}
Sorcery
You win the game if you control a land of each basic land type and a creature of each color.

Coastal Drake   2{U}
Creature — Drake
2/1
Flying 1{U}, {T}: Return target Kavu to its owner's hand.

Coastal Hornclaw   4{U}
Creature — Bird
3/3
Sacrifice a land: Coastal Hornclaw gains flying until end of turn.

Coastal Piracy   2{U}{U}
Enchantment
Whenever a creature you control deals combat damage to an opponent, you may draw a card.

Coastal Tower
Land
Coastal Tower comes into play tapped.
{T}: Add {W} or {U} to your mana pool.

Coat of Arms   5
Artifact
Each creature gets +1/+1 for each other creature in play that shares a creature type with it. (*For example, if there are three Goblins in play, each gets +2/+2.*)

Cockatrice   3{G}{G}
Creature — Cockatrice
2/4
Flying
Whenever Cockatrice blocks or becomes blocked by a non-Wall creature, destroy that creature at end of combat.

Coercion   2{B}
Sorcery
Look at target opponent's hand and choose a card from it. That player discards that card.

Coffin Puppets   3{B}{B}
Creature — Zombie
3/3
Sacrifice two lands: Return Coffin Puppets to play. Play this ability only during your upkeep, only if Coffin Puppets is in your graveyard, and only if you control a swamp.

Coffin Purge   {B}
Instant
Remove target card in a graveyard from the game.
Flashback {B} (*You may play this card from your graveyard for its flashback cost. Then remove it from the game.*)

Coffin Queen   2{B}
Creature — Wizard
1/1
You may choose not to untap Coffin Queen during your untap step. 2{B}, {T}: Put target creature card from a graveyard into play under your control. Whenever Coffin Queen becomes untapped, remove all creatures put into play with it from the game. Whenever you lose control of Coffin Queen, remove all creatures put into play with it from the game.

Cognivore   6{U}{U}
Creature — Lhurgoyf
/
Flying
Cognivore's power and toughness are each equal to the number of instant cards in all graveyards.

Coiled Tinviper   3
Artifact Creature
2/1
First strike

Coiling Woodworm   2{G}
Creature — Insect
*/1
Coiling Woodworm's power is equal to the number of forests in play.

Coils of the Medusa   1{B}
Enchant Creature
Enchanted creature gets +1/-1.
Sacrifice Coils of the Medusa: Destroy all non-Wall creatures blocking enchanted creature.

Cold Snap   2✷
Enchantment
Cumulative upkeep 2
At the beginning of each player's upkeep, Cold Snap deals to that player damage equal to the number of snow-covered lands he or she controls.

Cold Storage   4
Artifact
3: Remove target creature you control from the game.
Sacrifice Cold Storage: Put into play under their owners' control all cards removed from the game with Cold Storage.

Collapsing Borders   3🝆
Enchantment
At the beginning of each player's upkeep, that player gains 1 life for each basic land type among lands he or she controls. Then Collapsing Borders deals 3 damage to him or her.

Collective Restraint   3💧
Enchantment
Creatures can't attack you unless their controller pays X for each creature attacking you, where X is the number of basic land types among lands you control. *(This cost is paid as attackers are declared.)*

Collective Unconscious   4🍃🍃
Sorcery
Draw a card for each creature you control.

Colos Yearling   2🝆
Creature — Beast
1/1
Mountainwalk *(This creature is unblockable as long as defending player controls a mountain.)*
2: Colos Yearling gets +1/+0 until end of turn.

Colossus of Sardia   9
Artifact Creature
9/9
Trample
Colossus of Sardia doesn't untap during your untap step.
9: Untap Colossus of Sardia. Play this ability only during your upkeep.

Commander Greven il-Vec   3🌑🌑🌑
Creature — Legend
7/5
When Commander Greven il-Vec comes into play, sacrifice a creature.
Greven can't be blocked except by artifact creatures and/or black creatures.

Common Cause   2✷
Enchantment
Nonartifact creatures get +2/+2 as long as they all share a color.

Complex Automaton   4
Artifact Creature — Golem
4/4
At the beginning of your upkeep, if you control seven or more permanents, return Complex Automaton to its owner's hand.

Compost   1🍃
Enchantment
Whenever a black card is put into an opponent's graveyard, you may draw a card.

Concentrate   2💧💧
Sorcery
Draw three cards.

Cone of Flame   3🝆🝆
Sorcery
Choose three target creatures and/or players. Cone of Flame deals 1 damage to the first, 2 damage to the second, and 3 damage to the third.

Confessor   ✷
Creature — Cleric
1/1
Whenever a player discards a card from his or her hand, you may gain 1 life.

Confiscate   4💧💧
Enchant Permanent
You control enchanted permanent.

Confound   1💧
Instant
Counter target spell that targets one or more creatures.
Draw a card.

Congregate   3✷
Instant
Target player gains 2 life for each creature in play.

Conquer   3🝆🝆
Enchant Land
You control enchanted land.

Conspiracy   3🌑🌑
Enchantment
As Conspiracy comes into play, choose a creature type. Creatures you control and creature cards in your graveyard, hand, and library are of the chosen type.

Constant Mists   1🍃
Instant
Buyback—Sacrifice a land. *(If you sacrifice a land in addition to any other costs as you play this spell, put Constant Mists into your hand instead of your graveyard as part of the spell's resolution.)*
Prevent all combat damage that would be dealt this turn.

Consume Strength   1🌑🍃
Instant
Target creature gets +2/+2 until end of turn. Another target creature gets -2/-2 until end of turn.

Consuming Ferocity   1🝆
Enchant Creature
Consuming Ferocity can enchant only a non-Wall creature.
Enchanted creature gets +1/+0.
At the beginning of your upkeep, put a +1/+0 counter on enchanted creature. If enchanted creature has three or more +1/+0 counters on it, enchanted creature deals damage equal to its power to its controller, then destroy enchanted creature and it can't be regenerated.

Contagion   3🌑🌑
Instant
You may pay 1 life and remove a black card in your hand from the game rather than pay Contagion's mana cost.
Put two -2/-1 counters, distributed as you choose, on one or two target creatures. *(If you choose two creatures, you must put a counter on each of them.)*

Contamination 2🌀
Enchantment
If a land is tapped for mana, it produces 🌀 instead of its normal type and amount.
At the beginning of your upkeep, sacrifice Contamination unless you sacrifice a creature.

Contemplation 1☀☀
Enchantment
Whenever you play a spell, you gain 1 life.

Contempt 1💧
Enchant Creature
Whenever enchanted creature attacks, return it and Contempt to their owners' hands at end of combat.

Convalescence 1☀
Enchantment
At the beginning of your upkeep, if you have 10 life or less, you gain 1 life.

Conviction 1☀
Enchant Creature
Enchanted creature gets +1/+3.
☀: Return Conviction to its owner's hand.

Convulsing Licid 2🌀
Creature — Licid
2/2
2🌀, 🌀: Convulsing Licid loses all abilities, becomes an enchant creature enchanting target creature, and gains "Enchanted creature can't block" and "2🌀: End the effect that created this ability."

Cooperation 2☀
Enchant Creature
Enchanted creature has banding.

Copper Gnomes 2
Artifact Creature — Gnome
1/1
4, Sacrifice Copper Gnomes: Put an artifact card from your hand into play.

Copper-Leaf Angel 5
Artifact Creature — Angel
2/2
Flying
🌀, Sacrifice X lands: Put X +1/+1 counters on Copper-Leaf Angel.

Coral Atoll
Land
If Coral Atoll would come into play, return an untapped island you control to its owner's hand instead. If you do, put Coral Atoll into play tapped. If you don't, put it into its owner's graveyard.
🌀: Add 💧 and one colorless mana to your mana pool.

Coral Fighters 1💧
Creature — Merfolk
1/1
Whenever Coral Fighters attacks and isn't blocked, look at the top card of defending player's library. You may put that card on the bottom of that player's library.

Coral Helm 3
Artifact
3, Discard a card at random from your hand: Target creature gets +2/+2 until end of turn.

Coral Merfolk 1💧
Creature — Merfolk
2/1

Coral Reef 💧💧
Enchantment
Coral Reef comes into play with four polyp counters on it.
Sacrifice an island: Put two polyp counters on Coral Reef.
💧, Tap an untapped blue creature you control, Remove a polyp counter from Coral Reef: Put a +0/+1 counter on target creature.

Cornered Market 2☀
Enchantment
Players can't play spells or nonbasic lands with the same name as a card in play.

Corpse Dance 2🌀
Instant
Buyback 2 (*If you pay an additional 2 as you play this spell, put it into your hand instead of your graveyard as part of the spell's resolution.*)
Put the top creature card from your graveyard into play. That creature gains haste. Remove the creature from the game at end of turn. (*The creature may attack and 🌀 the turn it comes under your control.*)

Corrosion 1🌀🌀
Enchantment
Cumulative upkeep 1
At the beginning of your upkeep, put a rust counter on each artifact target opponent controls. Then, for each artifact any opponent controls, if the number of rust counters on that artifact equals or exceeds its converted mana cost, destroy the artifact. Artifacts destroyed this way can't be regenerated.
When Corrosion leaves play, remove all rust counters from all artifacts.

Corrupt Official 4🌀
Creature — Minion
3/1
2🌀: Regenerate Corrupt Official.
Whenever Corrupt Official becomes blocked, defending player discards a card at random from his or her hand.

Corrupt 5🌀
Sorcery
Corrupt deals damage equal to the number of swamps you control to target creature or player. You gain life equal to the damage dealt this way.

Corrupting Licid 2🌀
Creature — Licid
2/2
🌀, 🌀: Corrupting Licid loses all abilities, becomes an enchant creature enchanting target creature, and gains "Enchanted creature can't be blocked except by artifact creatures and/or black creatures" and "🌀: End the effect that created this ability."

Counterspell 💧💧
Instant
Counter target spell.

Covetous Dragon 4🌀
Creature — Dragon
6/5
Flying
When you control no artifacts, sacrifice Covetous Dragon.

Cowardice — 3
Enchantment
Whenever a creature becomes the target of a spell or ability, return that creature to its owner's hand.

Crackdown — 2
Enchantment
Nonwhite creatures with power 3 or greater don't untap during their controllers' untap steps.

Cradle Guard — 1
Creature — Treefolk
4/4
Trample; echo *(At the beginning of your next upkeep after this permanent comes under your control, sacrifice it unless you pay its mana cost.)*

Crag Saurian
Creature — Lizard
4/4
Whenever a source deals damage to Crag Saurian, that source's controller gains control of Crag Saurian.

Crash of Rhinos — 6
Creature — Rhino
8/4
Trample

Crash — 2
Instant
You may sacrifice a mountain rather than pay Crash's mana cost.
Destroy target artifact.

Crashing Boars — 3
Creature — Boar
4/4
Whenever Crashing Boars attacks, defending player chooses an untapped creature he or she controls. That creature blocks Crashing Boars this turn if able.

Crashing Centaur — 4
Creature — Centaur
3/4
⚔, Discard a card from your hand: Crashing Centaur gains trample until end of turn.
Threshold — Crashing Centaur gets +2/+2 and can't be the target of spells or abilities. *(You have threshold as long as seven or more cards are in your graveyard.)*

Crater Hellion — 4
Creature — Beast
6/6
Echo *(At the beginning of your next upkeep after this permanent comes under your control, sacrifice it unless you pay its mana cost.)*
When Crater Hellion comes into play, it deals 4 damage to each other creature.

Craven Giant — 2
Creature — Giant
4/1
Craven Giant can't block.

Craw Giant — 3
Creature — Giant
6/4
Trample
Rampage 2 *(Whenever this creature becomes blocked by two or more creatures, it gets +2/+2 until end of turn for each creature blocking it beyond the first.)*

Craw Wurm — 4
Creature — Wurm
6/4

Crawlspace — 3
Artifact
No more than two creatures may attack you each combat.

Crazed Armodon — 2
Creature — Elephant
3/3
⚔: Crazed Armodon gets +3/+0 and gains trample until end of turn. Destroy Crazed Armodon at end of turn. Play this ability only once each turn.

Crazed Skirge — 3
Creature — Imp
2/2
Flying; haste *(This creature may attack and tap the turn it comes under your control.)*

Credit Voucher — 2
Artifact
2, tap, Sacrifice Credit Voucher: Shuffle any number of cards from your hand into your library, then draw that many cards.

Creeping Mold — 2
Sorcery
Destroy target artifact, enchantment, or land.

Cremate
Instant
Remove target card in a graveyard from the game.
Draw a card.

Crenellated Wall — 4
Artifact Creature — Wall
0/4
(Walls can't attack.)
tap: Target creature gets +0/+4 until end of turn.

Crimson Acolyte — 1
Creature — Cleric
1/1
Protection from red
⚔: Target creature gains protection from red until end of turn.

Crimson Hellkite — 6
Creature — Dragon
6/6
Flying
X, tap: Crimson Hellkite deals X damage to target creature. Spend only red mana this way.

Crimson Manticore — 2
Creature — Manticore
2/2
Flying
⚔, tap: Crimson Manticore deals 1 damage to target attacking or blocking creature.

Crimson Roc — 4
Creature — Roc
2/2
Flying
Whenever Crimson Roc blocks a creature without flying, Crimson Roc gets +1/+0 and gains first strike until end of turn.

Cromat
Creature — Legend
5/5
: Destroy target creature blocking or blocked by Cromat.
: Cromat gains flying until end of turn.
: Regenerate Cromat.
: Cromat gets +1/+1 until end of turn.
: Put Cromat on top of its owner's library.

Crooked Scales — 4
Artifact
4, : Choose target creature you control and target creature an opponent controls. Flip a coin. If you win the flip, destroy the creature the opponent controls. If you lose the flip, destroy the creature you control unless you pay 3 and repeat this process.

Crop Rotation
Instant
As an additional cost to play Crop Rotation, sacrifice a land.
Search your library for a land card and put that land into play. Then shuffle your library.

Crosis, the Purger — 3
Creature — Dragon Legend
6/6
Flying
Whenever Crosis, the Purger deals combat damage to a player, you may pay 2. If you do, choose a color. That player reveals his or her hand and discards all cards of that color from it.

Crosis's Attendant — 5
Artifact Creature — Golem
3/3
1, Sacrifice Crosis's Attendant: Add to your mana pool.

Crosis's Catacombs
Land
Crosis's Catacombs is a Lair in addition to its land type.
When Crosis's Catacombs comes into play, sacrifice it unless you return a non-Lair land you control to its owner's hand.
: Add , , or to your mana pool.

Crosis's Charm
Instant
Choose one — Return target permanent to its owner's hand; or destroy target nonblack creature, and it can't be regenerated; or destroy target artifact.

Crossbow Ambush
Instant
Creatures you control may block as though they had flying this turn.

Crossbow Infantry — 1
Creature — Soldier
1/1
: Crossbow Infantry deals 1 damage to target attacking or blocking creature.

Crosswinds — 1
Enchantment
Creatures with flying get -2/-0.

Crovax the Cursed — 2
Creature — Vampire Legend
0/0
Crovax the Cursed comes into play with four +1/+1 counters on it.
At the beginning of your upkeep, you may sacrifice a creature. If you do, put a +1/+1 counter on Crovax. If you don't, remove a +1/+1 counter from Crovax.
: Crovax gains flying until end of turn.

Crown of Flames
Enchant Creature
: Enchanted creature gets +1/+0 until end of turn.
: Return Crown of Flames to its owner's hand.

Crown of the Ages — 2
Artifact
4, : Move target enchantment enchanting a creature to another creature.

Crumble
Instant
Destroy target artifact. It can't be regenerated. That artifact's controller gains life equal to its converted mana cost.

Crumbling Sanctuary — 5
Artifact
For each 1 damage that would be dealt to a player, that player removes the top card of his or her library from the game instead.

Crusade
Enchantment
White creatures get +1/+1.

Crusading Knight — 2
Creature — Knight
2/2
Protection from black
Crusading Knight gets +1/+1 for each swamp your opponents control.

Crypt Angel — 4
Creature — Angel
3/3
Flying, protection from white
When Crypt Angel comes into play, return target blue or red creature card from your graveyard to your hand.

Crypt Cobra — 3
Creature — Cobra
3/3
Whenever Crypt Cobra attacks and isn't blocked, defending player gets a poison counter. (A player with ten or more poison counters loses the game.)

Crypt Creeper — 1
Creature — Zombie
2/1
Sacrifice Crypt Creeper: Remove target card in a graveyard from the game.

Crypt Rats — 2
Creature — Rat
1/1
X: Crypt Rats deals X damage to each creature and each player. Spend only black mana this way.

Crystal Chimes — 3
Artifact
3, , Sacrifice Crystal Chimes: Return all enchantment cards from your graveyard to your hand.

Crystal Golem — 4
Artifact Creature — Golem
3/3
At the end of your turn, Crystal Golem phases out.

Crystal Quarry
Land
[T]: Add one colorless mana to your mana pool.
5, [T]: Add [W][U][B][R][G] to your mana pool.

Crystal Rod — 1
Artifact
Whenever a player plays a blue spell, you may pay 1. If you do, you gain 1 life.

Crystal Spray — 2[U]
Instant
Change the text of target spell or permanent by replacing all instances of one color word or basic land type with another until end of turn. Draw a card.

Crystal Vein
Land
[T]: Add one colorless mana to your mana pool.
[T], Sacrifice Crystal Vein: Add two colorless mana to your mana pool.

Crystalline Sliver
[W/U]
Creature — Sliver
2/2
Slivers can't be the target of spells or abilities.

Culling the Weak — [B]
Instant
As an additional cost to play Culling the Weak, sacrifice a creature.
Add [B][B][B][B] to your mana pool.

Cultural Exchange — 4[U][U]
Sorcery
Choose any number of creatures target player controls. Choose the same number of creatures another target player controls. Those players exchange control of those creatures. *(This effect doesn't end at end of turn.)*

Cunning — 1[U]
Enchant Creature
Enchanted creature gets +3/+3.
When enchanted creature attacks or blocks, sacrifice Cunning at end of turn.

Curfew — [U]
Instant
Each player returns a creature he or she controls to its owner's hand.

Curiosity — [U]
Enchant Creature
Whenever enchanted creature deals damage to an opponent, you may draw a card.

Curse of Marit Lage — 3[U][U]
Enchantment
When Curse of Marit Lage comes into play, tap all islands.
Islands don't untap during their controllers' untap steps.

Cursed Flesh — [B]
Enchant Creature
Enchanted creature gets -1/-1 and can't be blocked except by artifact creatures and/or black creatures.

Cursed Land — 2[B][B]
Enchant Land
At the beginning of the upkeep of enchanted land's controller, Cursed Land deals 1 damage to that player.

Cursed Monstrosity — 4[B]
Creature — Horror
4/3
Flying
Whenever Cursed Monstrosity becomes the target of a spell or ability, sacrifice it unless you discard a land card from your hand.

Cursed Scroll — 1
Artifact
3, [T]: Name a card. An opponent chooses a card at random from your hand. Reveal that card. If the card is the named card, Cursed Scroll deals 2 damage to target creature or player.

Cursed Totem — 2
Artifact
Players can't play creatures' activated abilities.

Customs Depot — 1[U]
Enchantment
Whenever you play a creature spell, you may pay 1. If you do, draw a card, then discard a card from your hand.

Cycle of Life — 1[G][G]
Enchantment
Return Cycle of Life to its owner's hand: Target creature you played this turn is 0/1 until your next upkeep. At the beginning of your next upkeep, put a +1/+1 counter on that creature.

D

Dakmor Lancer — 4[B][B]
Creature — Knight
3/3
When Dakmor Lancer comes into play, destroy target nonblack creature.

Damping Engine — 4
Artifact
A player who controls more permanents than any other can't play lands or artifact, creature, or enchantment spells. That player may sacrifice a permanent to ignore this effect until end of turn.

Dance of Many — [U][U]
Enchantment
When Dance of Many comes into play, put a token creature into play as a copy of target nontoken creature.
When Dance of Many leaves play, remove the creature token from the game.
When the creature token leaves play, sacrifice Dance of Many.
At the beginning of your upkeep, sacrifice Dance of Many unless you pay [U][U].

Dance of the Dead   1🁢
Enchantment
When Dance of the Dead comes into play, if it's in play, it becomes an enchant creature. Put target creature card from a graveyard into play tapped under your control enchanted by Dance of the Dead. Enchanted creature gets +1/+1 and doesn't untap during its controller's untap step.
At the beginning of the upkeep of enchanted creature's controller, that player may pay 1🁢. If he or she does, untap enchanted creature.
When Dance of the Dead leaves play, destroy enchanted creature. It can't be regenerated.

Dancing Scimitar   4
Artifact Creature
1/5
Flying

Dandân   🁢🁢
Creature — Dandân
4/1
Dandân can't attack unless defending player controls an island.
When you control no islands, sacrifice Dandân.

Daraja Griffin   3☀
Creature — Griffin
2/2
Flying
Sacrifice Daraja Griffin: Destroy target black creature.

Darba   3🍂
Creature — Beast
5/4
At the beginning of your upkeep, sacrifice Darba unless you pay 🍂🍂.

Darigaaz, the Igniter   3🁢🍂🍂
Creature — Dragon Legend
6/6
Flying
Whenever Darigaaz, the Igniter deals combat damage to a player, you may pay 2🍂. If you do, choose a color. That player reveals his or her hand and Darigaaz deals X damage to him or her, where X is the number of cards revealed of that color.

Darigaaz's Attendant   5
Artifact Creature — Golem
3/3
1, Sacrifice Darigaaz's Attendant: Add 🁢🍂🍂 to your mana pool.

Darigaaz's Caldera
Land
Darigaaz's Caldera is a Lair in addition to its land type.
When Darigaaz's Caldera comes into play, sacrifice it unless you return a non-Lair land you control to its owner's hand.
🁢: Add 🁢, 🍂, or 🍂 to your mana pool.

Darigaaz's Charm   🁢🍂🍂
Instant
Choose one — Return target creature card from your graveyard to your hand; or Darigaaz's Charm deals 3 damage to target creature or player; or target creature gets +3/+3 until end of turn.

Daring Apprentice   1💧💧
Creature — Wizard
1/1
🁢, Sacrifice Daring Apprentice: Counter target spell.

Daring Leap   1☀💧
Instant
Target creature gets +1/+1 and gains flying and first strike until end of turn.

Dark Banishing   2🁢
Instant
Destroy target nonblack creature. It can't be regenerated.

Dark Hatchling   4🁢🁢
Creature — Horror
3/3
Flying
When Dark Hatchling comes into play, destroy target nonblack creature. It can't be regenerated.

Dark Maze   4💧
Creature — Wall
4/5
(Walls can't attack.)
0:Dark Maze may attack this turn as though it weren't a Wall. Remove it from the game at end of turn.

Dark Privilege   1🁢
Enchant Creature
Enchanted creature gets +1/+1.
Sacrifice a creature: Regenerate enchanted creature.

Dark Ritual   🁢
Instant
Add 🁢🁢🁢 to your mana pool.

Dark Suspicions   2🁢🁢
Enchantment
At the beginning of each opponent's upkeep, that player loses 1 life for each card in his or her hand more than you have in your hand.

Dark Triumph   4🁢
Instant
If you control a swamp, you may sacrifice a creature rather than pay Dark Triumph's mana cost.
Creatures you control get +2/+0 until end of turn.

Darkest Hour   🁢
Enchantment
All creatures are black.

Darkling Stalker   3🁢
Creature — Shade
1/1
🁢: Regenerate Darkling Stalker.
🁢: Darkling Stalker gets +1/+1 until end of turn.

Darkwatch Elves   2🍂
Creature — Elf
2/2
Protection from black
Cycling 2 (2 , Discard this card from your hand: Draw a card.)

Darkwater Catacombs
Land
1, 🁢: Add 💧🁢 to your mana pool.

Darkwater Egg   1
Artifact
2, 🁢, Sacrifice Darkwater Egg: Add 💧🁢 to your mana pool. Draw a card.

Darting Merfolk   1💧
Creature — Merfolk
1/1
💧: Return Darting Merfolk to its owner's hand.

Daughter of Autumn 2♠♠
Creature — Legend
2/4
☀: The next 1 damage that would be dealt to target white creature this turn is dealt to Daughter of Autumn instead.

Dauthi Cutthroat 1♠
Creature — Minion
1/1
Shadow *(This creature may block or be blocked by only creatures with shadow.)* 1♠, ♦: Destroy target creature with shadow.

Dauthi Embrace 2♠
Enchantment
♠♠: Target creature gains shadow until end of turn. *(It may block or be blocked by only creatures with shadow.)*

Dauthi Ghoul 1♠
Creature — Zombie
1/1
Shadow *(This creature may block or be blocked by only creatures with shadow.)*
Whenever a creature with shadow is put into a graveyard, put a +1/+1 counter on Dauthi Ghoul.

Dauthi Horror 1♠
Creature — Beast
2/1
Shadow *(This creature may block or be blocked by only creatures with shadow.)*
Dauthi Horror can't be blocked by white creatures.

Dauthi Jackal 2♠
Creature — Hound
2/1
Shadow *(This creature may block or be blocked by only creatures with shadow.)*
♠♠, Sacrifice Dauthi Jackal: Destroy target blocking creature.

Dauthi Marauder 2♠
Creature — Minion
3/1
Shadow *(This creature may block or be blocked by only creatures with shadow.)*

Dauthi Mercenary 2♠
Creature — Knight
2/1
Shadow *(This creature may block or be blocked by only creatures with shadow.)* 1♠: Dauthi Mercenary gets +1/+0 until end of turn.

Dauthi Mindripper 3♠
Creature — Minion
2/1
Shadow *(This creature may block or be blocked by only creatures with shadow.)*
Whenever Dauthi Mindripper attacks and isn't blocked, you may sacrifice it. If you do, defending player discards three cards from his or her hand.

Dauthi Slayer ♠♠
Creature — Soldier
2/2
Shadow *(This creature may block or be blocked by only creatures with shadow.)*
Dauthi Slayer attacks each turn if able.

Dauthi Trapper 2♠
Creature — Minion
1/1
♦: Target creature gains shadow until end of turn. *(This creature may block or be blocked by only creatures with shadow.)*

Dauthi Warlord 1♠
Creature — Soldier
*/1
Shadow *(This creature may block or be blocked by only creatures with shadow.)*
Dauthi Warlord's power is equal to the number of creatures with shadow in play.

D'Avenant Archer 2☀
Creature — Soldier
1/2
♦: D'Avenant Archer deals 1 damage to target attacking or blocking creature.

Dawnstrider 1♠
Creature — Spellshaper
1/1
♠, ♦, Discard a card from your hand: Prevent all combat damage that would be dealt this turn.

Daze 1♦
Instant
You may return an island you control to its owner's hand rather than pay Daze's mana cost. Counter target spell unless its controller pays 1.

Dazzling Beauty 2☀
Instant
Play Dazzling Beauty only during the declare blockers step.
Target unblocked attacking creature becomes blocked. *(This ability works on unblockable creatures.)*
Draw a card at the beginning of the next turn's upkeep.

Dead Ringers 4♠
Sorcery
Destroy two target nonblack creatures unless either one is a color the other isn't. They can't be regenerated.

Deadapult 2♦
Enchantment
♦, Sacrifice a Zombie: Deadapult deals 2 damage to target creature or player.

Deadly Insect 4♠
Creature — Insect
6/1
Deadly Insect can't be the target of spells or abilities.

Deadshot 3♦
Sorcery
Tap target creature. It deals damage equal to its power to another target creature.

Death Bomb 3♠
Instant
As an additional cost to play Death Bomb, sacrifice a creature.
Destroy target nonblack creature. It can't be regenerated. Its controller loses 2 life.

Death Charmer   2{B}
Creature — Mercenary
2/2
Whenever Death Charmer deals combat damage to a creature, that creature's controller loses 2 life unless he or she pays 2.

Death Grasp   X{✶}{B}
Sorcery
Death Grasp deals X damage to target creature or player. You gain X life.

Death Mutation   6{B}{B}
Sorcery
Destroy target nonblack creature. It can't be regenerated. Put X 1/1 green Saproling creature tokens into play, where X is its converted mana cost.

Death or Glory   4{✶}
Sorcery
Separate all creature cards in your graveyard into two face-up piles. Remove the pile of an opponent's choice from the game and return the other to play.

Death Pit Offering   2{B}{B}
Enchantment
As Death Pit Offering comes into play, sacrifice all creatures you control. Creatures you control get +2/+2.

Death Pits of Rath   3{B}{B}
Enchantment
Whenever a creature is dealt damage, destroy it. It can't be regenerated.

Death Spark   {R}
Instant
Death Spark deals 1 damage to target creature or player.
At the beginning of your upkeep, if Death Spark is in your graveyard with a creature card directly above it, you may pay 1. If you do, return Death Spark to your hand.

Death Speakers   {✶}
Creature — Speaker
1/1
Protection from black

Death Stroke   {B}{B}
Sorcery
Destroy target tapped creature.

Death Ward   {✶}
Instant
Regenerate target creature.

Death Watch   {B}
Enchant Creature
When enchanted creature is put into a graveyard, its controller loses life equal to its power and you gain life equal to its toughness.

Deathgazer   3{B}
Creature — Lizard
2/2
Whenever Deathgazer blocks or becomes blocked by a nonblack creature, destroy that creature at end of combat.

Deathgrip   {B}{B}
Enchantment
{B}{B}: Counter target green spell.

Death's Duet   2{B}
Sorcery
Return two target creature cards from your graveyard to your hand.

Debt of Loyalty   1{✶}{✶}
Instant
Regenerate target creature. You gain control of that creature if it regenerates this way this turn.

Decaying Soil   1{B}{B}
Enchantment
At the beginning of your upkeep, remove a card in your graveyard from the game.
Threshold — Whenever a nontoken creature is put into your graveyard from play, you may 1. If you do, return that card to your hand. *(You have threshold as long as seven or more cards are in your graveyard.)*

Decimate   2{G}{B}
Sorcery
Destroy target artifact, target creature, target enchantment, and target land.

Decompose   1{B}
Sorcery
Remove up to three target cards in a single graveyard from the game.

Decomposition   1{B}
Enchant Creature
Decomposition can enchant only a black creature. Enchanted creature has "Cumulative upkeep — Pay 1 life."
When enchanted creature is put into a graveyard, its controller loses 2 life.

Dedicated Martyr   {✶}
Creature — Cleric
1/1
{✶}, Sacrifice Dedicated Martyr: You gain 3 life.

Deep Reconnaissance   2{G}
Sorcery
Search your library for a basic land card and put that card into play tapped. Then shuffle your library.
Flashback 4{G} *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Deepwood Drummer   1{G}
Creature — Spellshaper
1/1
{G}, {T}, Discard a card from your hand: Target creature gets +2/+2 until end of turn.

Deepwood Elder   {G}{G}
Creature — Spellshaper
2/2
X {G}{G}, {T}, Discard a card from your hand: X target lands become forests until end of turn.

Deepwood Ghoul   2{B}
Creature — Zombie
2/1
Pay 2 life: Regenerate Deepwood Ghoul.

Deepwood Legate   3{B}
Creature — Shade
1/1
If an opponent controls a forest and you control a swamp, you may play Deepwood Legate without paying its mana cost.
{B}: Deepwood Legate gets +1/+1 until end of turn.

Deepwood Tantiv 4🌳
Creature — Beast
2/4
Whenever Deepwood Tantiv becomes blocked, you gain 2 life.

Deepwood Wolverine 🌳
Creature — Wolverine
1/1
Whenever Deepwood Wolverine becomes blocked, it gets +2/+0 until end of turn.

Defender en-Vec 3☀
Creature — Cleric
2/4
Fading 4 (This creature comes into play with four fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)
Remove a fade counter from Defender en-Vec: Prevent the next 2 damage that would be dealt to target creature or player this turn.

Defender of Chaos 2🔥
Creature — Knight
2/1
You may play Defender of Chaos any time you could play an instant.
Protection from white

Defender of Law 2☀
Creature — Knight
2/1
You may play Defender of Law any time you could play an instant.
Protection from red

Defense Grid 2
Artifact
During each player's turn, spells played by another player cost 3 more.

Defense of the Heart 3🌳
Enchantment
At the beginning of your upkeep, if an opponent controls three or more creatures, sacrifice Defense of the Heart. If you do, search your library for up to two creature cards and put those creatures into play. Then shuffle your library.

Defensive Formation ☀
Enchantment
Instead of the attacking player, you assign the combat damage of creatures attacking you.

Defiant Falcon 1☀
Creature — Rebel Bird
1/1
Flying
4, ⟳: Search your library for a Rebel card with converted mana cost 3 or less and put that card into play. Then shuffle your library.

Defiant Vanguard 2☀
Creature — Rebel
2/2
When Defiant Vanguard blocks, at end of combat, destroy it and all creatures it blocked this turn.
5, ⟳: Search your library for a Rebel card with converted mana cost 4 or less and put that card into play. Then shuffle your library.

Defiling Tears 2🔥
Instant
Until end of turn, target creature becomes black, gets +1/-1, and gains "🔥: Regenerate this creature."

Deflection 3💧
Instant
Change the target of target spell with a single target.

Dega Disciple ☀
Creature — Wizard
1/1
🔥, ⟳: Target creature gets -2/-0 until end of turn.
🔥, ⟳: Target creature gets +2/+0 until end of turn.

Dega Sanctuary 2☀
Enchantment
At the beginning of your upkeep, if you control a black or red permanent, you gain 2 life. If you control a black permanent and a red permanent, you gain 4 life instead.

Degavolver 1☀
Creature — Volver
1/1
Kicker 1🔥and/or 🔥
If you paid the 1🔥kicker cost, Degavolver comes into play with two +1/+1 counters on it and with "Pay 3 life: Regenerate Degavolver."
If you paid the 🔥 kicker cost, Degavolver comes into play with a +1/+1 counter on it and with first strike.

Dehydration 3💧
Enchant Creature
Enchanted creature doesn't untap during its controller's untap step.

Delaying Shield 3☀
Enchantment
If you would be dealt damage, put that many delay counters on Delaying Shield instead.
At the beginning of your upkeep, remove all delay counters from Delaying Shield. For each delay counter removed this way, you lose 1 life unless you pay 1☀.

Delirium 1🔥🔥
Instant
Play Delirium only on an opponent's turn.
Tap target creature that player controls. That creature deals damage equal to its power to the player. Prevent all combat damage that would be dealt to and dealt by the creature this turn.

Delraich 6🔥
Creature — Horror
6/6
Trample
You may sacrifice three black creatures rather than pay Delraich's mana cost.

Deluge 2💧
Instant
Tap all creatures without flying.

Delusions of Mediocrity 3💧
Enchantment
When Delusions of Mediocrity comes into play, you gain 10 life.
When Delusions of Mediocrity leaves play, you lose 10 life.

Dematerialize 3💧
Sorcery
Return target permanent to its owner's hand.
Flashback 5💧💧 (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

Demolish   3 ➋
Sorcery
Destroy target artifact or land.

Demonic Consultation   ☗
Instant
Name a card. Remove the top six cards of your library from the game, then reveal cards from the top of your library until you reveal the named card. Put that card into your hand and remove all other cards revealed this way from the game.

Demoralize   2 ➋
Instant
Each creature can't be blocked this turn except by two or more creatures.
Threshold — Creatures can't block this turn.
(You have threshold if seven or more cards are in your graveyard.)

Dense Foliage   2 ♠
Enchantment
Creatures can't be the targets of spells.

Denying Wind   7 ♦ ♦
Sorcery
Search target player's library for up to seven cards and remove them from the game. Then that player shuffles his or her library.

Deranged Hermit   3 ♠ ♠
Creature — Elf
1/1
Echo *(At the beginning of your next upkeep after this permanent comes under your control, sacrifice it unless you pay its mana cost.)*
When Deranged Hermit comes into play, put four 1/1 green Squirrel creature tokens into play. All Squirrels get +1/+1.

Derelor   3 ☗
Creature — Thrull
4/4
Black spells you play cost ☗ more to play.

Desert Twister   4 ♠ ♠
Sorcery
Destroy target permanent.

Deserted Temple
Land
✧: Add one colorless mana to your mana pool.
1 , ✧: Untap target land.

Desertion   3 ♦ ♦
Instant
Counter target spell. If it's an artifact or creature card, put it into play under your control instead of into its owner's graveyard.

Desolation Angel   3 ☗ ☗
Creature — Angel
5/4
Kicker ✱ ✱ *(You may pay an additional ✱ ✱ as you play this spell.)*
Flying
When Desolation Angel comes into play, destroy all lands you control. If you paid the kicker cost, destroy all lands instead.

Desolation Giant   2 ➋ ➋
Creature — Giant
3/3
Kicker ✱ ✱ *(You may pay an additional ✱ ✱ as you play this spell.)*
When Desolation Giant comes into play, destroy all other creatures you control. If you paid the kicker cost, destroy all other creatures instead.

Desolation   1 ☗ ☗
Enchantment
At end of turn, each player who tapped a land for mana during that turn sacrifices a land. If a plains is sacrificed this way, Desolation deals 2 damage to that plains' controller.

Desperate Gambit   ➋
Instant
Choose a spell or permanent you control and flip a coin. If you win the flip, the next time that source would deal damage this turn, double that damage. If you lose the flip, the next time it would deal damage this turn, prevent the damage.

Desperate Research   1 ☗
Sorcery
Name a card other than a basic land card. Then reveal the top seven cards of your library and put all of them with that name into your hand. Remove the rest from the game.

Despoil   3 ☗
Sorcery
Destroy target land. Its controller loses 2 life.

Despondency   1 ☗
Enchant Creature
Enchanted creature gets -2/-0.
When Despondency is put into a graveyard from play, return Despondency to its owner's hand.

Despotic Scepter   1
Artifact
✧: Destroy target permanent you own. It can't be regenerated.

Destructive Flow
☗ ➋ ♠
Enchantment
At the beginning of each player's upkeep, that player sacrifices a nonbasic land.

Destructive Urge   1 ➋ ➋
Enchant Creature
Whenever enchanted creature deals combat damage to a player, that player sacrifices a land.

Detonate   X ➋
Sorcery
Destroy target artifact with converted mana cost equal to X. It can't be regenerated. Detonate deals X damage to that artifact's controller.

Devastate   3 ➋ ➋
Sorcery
Destroy target land. Devastate deals 1 damage to each creature and each player.

Devoted Caretaker   ✱
Creature — Cleric
1/2
✱, ✧: Target permanent you control gains protection from instant spells and from sorcery spells until end of turn.

Devouring Strossus — 5BBB
Creature — Horror
9/9
Flying, trample
At the beginning of your upkeep, sacrifice a creature.
Sacrifice a creature: Regenerate Devouring Strossus.

Devout Harpist — W
Creature — Townsfolk
1/1
T: Destroy target enchant creature.

Devout Witness — 2W
Creature — Spellshaper
2/2
1W, T, Discard a card from your hand: Destroy target artifact or enchantment.

Diabolic Edict — 1B
Instant
Target player sacrifices a creature.

Diabolic Intent — 1B
Sorcery
As an additional cost to play Diabolic Intent, sacrifice a creature. Search your library for a card and put that card into your hand. Then shuffle your library.

Diabolic Machine — 7
Artifact Creature
4/4
3: Regenerate Diabolic Machine.

Diabolic Servitude — 3B
Enchantment
When Diabolic Servitude comes into play, return target creature card from your graveyard to play. When the returned creature is put into a graveyard, remove that creature from the game and return Diabolic Servitude to its owner's hand. When Diabolic Servitude leaves play, remove that creature from the game.

Diabolic Tutor — 2BB
Sorcery
Search your library for a card and put that card into your hand. Then shuffle your library.

Diabolic Vision — UB
Sorcery
Look at the top five cards of your library. Put one of them into your hand and the rest on top of your library.

Diamond Kaleidoscope — 4
Artifact
3, T: Put a 0/1 Prism artifact creature token into play.
Sacrifice a Prism token: Add one mana of any color to your mana pool.

Didgeridoo — 1
Artifact
3: Put a Minotaur card from your hand into play.

Diligent Farmhand — G
Creature — Druid
1/1
1G, Sacrifice Diligent Farmhand: Search your library for a basic land card and put that card into play tapped. Then shuffle your library.
If Diligent Farmhand is in a graveyard, Muscle Burst's effect counts it as a card named Muscle Burst.

Diminishing Returns — 2UU
Sorcery
Each player shuffles his or her hand and graveyard into his or her library. You remove the top ten cards of your library from the game. Then each player draws up to seven cards.

Dingus Egg — 4
Artifact
Whenever a land is put into a graveyard, Dingus Egg deals 2 damage to that land's controller.

Dingus Staff — 4
Artifact
Whenever a creature is put into a graveyard, Dingus Staff deals 2 damage to that creature's controller.

Diplomatic Escort — 1U
Creature — Spellshaper
1/1
U, T, Discard a card from your hand: Counter target spell or ability that targets a creature.

Diplomatic Immunity — 1U
Enchant Creature
Enchanted creature can't be the target of spells or abilities.
Diplomatic Immunity can't be the target of spells or abilities.

Dire Wolves — 2G
Creature — Wolf
2/2
Dire Wolves has banding as long as you control a plains.

Dirtcowl Wurm — 4G
Creature — Wurm
3/4
Whenever an opponent plays a land, put a +1/+1 counter on Dirtcowl Wurm.

Dirtwater Wraith — 3B
Creature — Wraith
1/3
Swampwalk (This creature is unblockable as long as defending player controls a swamp.)
B: Dirtwater Wraith gets +1/+0 until end of turn.

Dirty Wererat — 3B
Creature — Minion Rat
2/3
B, Discard a card from your hand: Regenerate Dirty Wererat.
Threshold — Dirty Wererat gets +2/+2 and can't block. (You have threshold as long as seven or more cards are in your graveyard.)

Disappear — 2UU
Enchant Creature
U: Return enchanted creature and Disappear to their owners' hands.

Disciple of Grace — 1W
Creature — Cleric
1/2
Protection from black
Cycling 2 (2, Discard this card from your hand: Draw a card.)

Disciple of Kangee — 2W
Creature — Wizard
2/2
U, T: Target creature gains flying and becomes blue until end of turn.

Disciple of Law   1✸
Creature — Cleric
1/2
Protection from red
Cycling 2 (2, *Discard this card from your hand: Draw a card.*)

Discordant Dirge   3🕷🕷
Enchantment
At the beginning of your upkeep, you may put a verse counter on Discordant Dirge.
🕷, Sacrifice Discordant Dirge: Look at target opponent's hand and choose up to X cards from it, where X is the number of verse counters on Discordant Dirge. That player discards those cards.

Discordant Spirit   2🕷🕷
Creature — Spirit
2/2
At the end of each of your opponents' turns, put a +1/+1 counter on Discordant Spirit for each 1 damage dealt to you that turn.
At the end of your turn, remove all +1/+1 counters on Discordant Spirit.

Disease Carriers   2🕷🕷
Creature — Rat
2/2
When Disease Carriers is put into a graveyard from play, target creature gets -2/-2 until end of turn.

Diseased Vermin   2🕷
Creature — Rat
1/1
Whenever Diseased Vermin deals combat damage to a player, put an infection counter on it.
At the beginning of your upkeep, Diseased Vermin deals X damage to target opponent previously dealt damage by it, where X is the number of infection counters on it.

Disempower   1✸
Instant
Put target artifact or enchantment on top of its owner's library.

Disenchant   1✸
Instant
Destroy target artifact or enchantment.

Disintegrate   X🕷
Sorcery
Disintegrate deals X damage to target creature or player. That creature can't be regenerated this turn. If the creature would be put into a graveyard this turn, remove it from the game instead.

Dismantling Blow   2✸
Instant
Kicker 2💧 (*You may pay an additional 2💧 as you play this spell.*)
Destroy target artifact or enchantment.
If you paid the kicker cost, draw two cards.

Dismiss   2💧💧
Instant
Counter target spell.
Draw a card.

Disorder   1🕷
Sorcery
Disorder deals 2 damage to each white creature and each player who controls a white creature.

Disrupt   💧
Instant
Counter target instant or sorcery spell unless its controller pays 1.
Draw a card.

Disrupting Scepter   3
Artifact
3, ⊙: Target player discards a card from his or her hand. Play this ability only during your turn.

Disruptive Student   2💧
Creature — Wizard
1/1
⊙: Counter target spell unless its controller pays 1.

Dissipate   1💧💧
Instant
Counter target spell. If it's countered this way, remove it from the game instead of putting it into its owner's graveyard.

Distorting Lens   2
Artifact
⊙: Target permanent becomes the color of your choice until end of turn.

Distorting Wake   X💧💧💧
Sorcery
Return X target nonland permanents to their owners' hands.

Disturbed Burial   1🕷
Sorcery
Buyback 3 (*If you pay an additional 3 as you play this spell, put it into your hand instead of your graveyard as part of the spell's resolution.*)
Return target creature card from your graveyard to your hand.

Diversionary Tactics   3✸
Enchantment
Tap two untapped creatures you control: Tap target creature.

Divert   💧
Instant
Change the target of target spell with a single target unless that spell's controller pays 2.

Divine Light   ✸
Sorcery
Prevent all damage that would be dealt this turn to creatures you control.

Divine Offering   1✸
Instant
Destroy target artifact. You gain life equal to its converted mana cost.

Divine Presence   2✸
Enchantment
If a source would deal 4 damage or more to a creature or player, that source deals 3 damage to that creature or player instead.

Divine Retribution 1✷
Instant
Divine Retribution deals to target attacking creature damage equal to the number of attacking creatures.

Divine Sacrament 1✷✷
Enchantment
White creatures get +1/+1.
Threshold — White creatures get an additional +1/+1. *(You have threshold as long as seven or more cards are in your graveyard.)*

Divine Transformation 2✷✷
Enchant Creature
Enchanted creature gets +3/+3.

Diving Griffin 1✷✷
Creature — Griffin
2/2
Flying
Attacking doesn't cause Diving Griffin to tap.

Divining Witch 1☥
Creature — Spellshaper
1/1
1☥, ✪, Discard a card from your hand: Name a card. Remove the top six cards of your library from the game. Reveal cards from the top of your library until you reveal the named card, then put that card into your hand. Remove all other cards revealed this way from the game.

Dizzying Gaze ⚒
Enchant Creature
Dizzying Gaze can enchant only a creature you control.
⚒: Enchanted creature deals 1 damage to target creature with flying.

Do or Die 1☥
Sorcery
Separate all creatures target player controls into two face-up piles. Destroy all creatures in the pile of that player's choice. They can't be regenerated.

Dodecapod 4
Artifact Creature
3/3
If a spell or ability an opponent controls causes you to discard Dodecapod from your hand, put it into play with two +1/+1 counters on it instead of putting it into your graveyard.

Dogged Hunter 2✷
Creature — Nomad
1/1
✪: Destroy target creature token.

Dominaria's Judgment 2✷
Instant
Until end of turn, creatures you control gain protection from white if you control a plains, from blue if you control an island, from black if you control a swamp, from red if you control a mountain, and from green if you control a forest.

Dominate X1♦♦
Instant
Gain control of target creature with converted mana cost X or less. *(This effect doesn't end at end of turn.)*

Dominating Licid 1♦♦
Creature — Licid
1/1
1♦♦, ✪: Dominating Licid loses all abilities, becomes an enchant creature enchanting target creature, and gains "You control enchanted creature" and "♦: End the effect that created this ability."

Donate 2♦
Sorcery
Target player gains control of target permanent you control.

Doomsday Specter 2♦♆
Creature — Specter
2/3
Flying
When Doomsday Specter comes into play, return a blue or black creature you control to its owner's hand. Whenever Doomsday Specter deals combat damage to a player, look at that player's hand and choose a card from it. The player discards that card.

Doomsday ♆♆♆
Sorcery
Search your library and graveyard for five cards and remove the rest from the game. Put the chosen cards on top of your library in any order. You lose half your life, rounded up.

Dormant Volcano
Land
If Dormant Volcano would come into play, return an untapped mountain you control to its owner's hand instead. If you do, put Dormant Volcano into play tapped. If you don't, put it into its owner's graveyard.
✪: Add ⚒ and one colorless mana to your mana pool.

Douse 2♦
Enchantment 1♦: Counter target red spell.

Downdraft 2♠
Enchantment
♠: Target creature loses flying until end of turn.
Sacrifice Downdraft: Downdraft deals 2 damage to each creature with flying.

Downhill Charge 2⚒
Instant
You may sacrifice a mountain rather than pay Downhill Charge's mana cost.
Target creature gets +X/+0 until end of turn, where X is the number of mountains you control.

Draco 16
Artifact Creature — Dragon
9/9
Draco costs 2 less to play for each basic land type among lands you control.
Flying
At the beginning of your upkeep, sacrifice Draco unless you pay 10. This cost is reduced by 2 for each basic land type among lands you control.

Dracoplasm ♦⚒
Creature — Shapeshifter
/
Flying
As Dracoplasm comes into play, sacrifice any number of creatures.
Dracoplasm's power is equal to the total power of the sacrificed creatures and its toughness is equal to the total toughness of those creatures.
⚒: Dracoplasm gets +1/+0 until end of turn.

Dragon Arch 5
Artifact
2, ⊕: Put a multicolored creature card from your hand into play.

Dragon Blood 3
Artifact
3, ⊕: Put a +1/+1 counter on target creature.

Dragon Engine 3
Artifact Creature
1/3
2: Dragon Engine gets +1/+0 until end of turn.

Dragon Mask 3
Artifact
3, ⊕: Target creature you control gets +2/+2 until end of turn. Return it to its owner's hand at end of turn.

Drain Life X 1⚫
Sorcery
Spend only black mana on X.
Drain Life deals X damage to target creature or player. You gain life equal to the damage dealt, but not more life than the player's life total before Drain Life dealt damage or the creature's toughness.

Drain Power ⚫⚫
Sorcery
Target player plays a mana ability of each land he or she controls, then empties his or her mana pool. Add mana to your mana pool equal to the type and amount emptied from that player's mana pool this way.

Drake Hatchling 2⚫
Creature — Drake
1/3
Flying
⚫: Drake Hatchling gets +1/+0 until end of turn. Play this ability only once each turn.

Drake-Skull Cameo 3
Artifact
⊕: Add ⚫ or ⚫ to your mana pool.

Dralnu's Crusade 1⚫⚫
Enchantment
All Goblins get +1/+1, are black, and are Zombies in addition to their creature types.

Dralnu's Pet 1⚫⚫
Creature — Shapeshifter
2/2
Kicker—2⚫, Discard a creature card from your hand. *(You may pay 2 ⚫ and discard a creature card from your hand in addition to any other costs as you play this spell.)*
If you paid the kicker cost, Dralnu's Pet has flying and comes into play with X +1/+1 counters on it, where X is the discarded card's converted mana cost.

Dread of Night ⚫
Enchantment
White creatures get -1/-1.

Dread Specter 3⚫
Creature — Specter
2/2
Whenever Dread Specter blocks or becomes blocked by a nonblack creature, destroy that creature at end of combat.

Dread Wight 3⚫⚫
Creature — Wight
3/4
At end of combat, put a paralyzation counter on all creatures blocking or blocked by Dread Wight and tap those creatures. They gain "If this creature has a paralyzation counter on it, it doesn't untap during its controller's untap step" and "4: Remove a paralyzation counter from this creature."

Dream Cache 2⚫
Sorcery
Draw three cards, then put two cards from your hand both on top of your library or both on the bottom of your library.

Dream Fighter 2⚫
Creature — Soldier
1/1
Whenever Dream Fighter blocks or becomes blocked by a creature, Dream Fighter and that creature phase out.

Dream Halls 3⚫⚫
Enchantment
Rather than pay the mana cost for a nonartifact spell, its controller may discard a card that shares a color with that spell. If the spell has X in its mana cost, X is 0.

Dream Prowler 2⚫⚫
Creature — Illusion
1/5
Dream Prowler is unblockable as long as it's attacking alone.

Dream Thrush 1⚫
Creature — Bird
1/1
Flying
⊕: Target land's type becomes the basic land type of your choice until end of turn.

Dream Tides 2⚫⚫
Enchantment
Creatures don't untap during their controllers' untap step.
Nongreen creatures have "2: Untap this creature. Play this ability only during your upkeep."

Dreams of the Dead 3⚫
Enchantment 1⚫: Put target white or black creature card from your graveyard into play. That creature gains "Cumulative upkeep 2." If the creature would leave play, remove it from the game instead.

Dreamwinder 3⚫
Creature — Serpent
4/3
Dreamwinder can't attack unless defending player controls an island.
⚫, Sacrifice an island: Target land becomes an island until end of turn.

Dredge ⚫
Instant
Sacrifice a creature or land.
Draw a card.

Dregs of Sorrow X 4⚫
Sorcery
Destroy X target nonblack creatures. Draw X cards.

Drift of the Dead 3🍂
Creature — Wall
/
(Walls can't attack.)
Drift of the Dead's power and toughness are each equal to the number of snow-covered lands you control.

Drifting Djinn 4💧💧
Creature — Djinn
5/5
Flying
At the beginning of your upkeep, sacrifice Drifting Djinn unless you pay 1💧.
Cycling 2 (2 , *Discard this card from your hand: Draw a card.*)

Drifting Meadow
Land
Drifting Meadow comes into play tapped.
☀: Add ☀ to your mana pool.
Cycling 2 (2 , *Discard this card from your hand: Draw a card.*)

Dromar, the Banisher 3☀💧🍂
Creature — Dragon Legend
6/6
Flying
Whenever Dromar, the Banisher deals combat damage to a player, you may pay 2💧. If you do, choose a color. Return all creatures of that color to their owners' hands.

Dromar's Attendant 5
Artifact Creature — Golem
3/3
1 , Sacrifice Dromar's Attendant: Add ☀💧🍂 to your mana pool.

Dromar's Cavern
Land
Dromar's Cavern is a Lair in addition to its land type.
When Dromar's Cavern comes into play, sacrifice it unless you return a non-Lair land you control to its owner's hand.
☀: Add ☀, 💧, or 🍂 to your mana pool.

Dromar's Charm
☀💧🍂
Instant
Choose one — You gain 5 life; or counter target spell; or target creature gets -2/-2 until end of turn.

Dromosaur 2🔃
Creature — Lizard
2/3
Whenever Dromosaur blocks or becomes blocked, it gets +2/-2 until end of turn.

Drought 2☀☀
Enchantment
At the beginning of your upkeep, sacrifice Drought unless you pay ☀☀.
As an additional cost to play spells with 🍂 in their mana costs and activated abilities with 🍂 in their activation costs, that spell or ability's controller sacrifices a swamp for each 🍂 in that cost.

Drudge Skeletons 1🍂
Creature — Skeleton
1/1
🍂: Regenerate Drudge Skeletons.

Drudge Spell 🍂🍂
Enchantment
🍂, Remove two creature cards in your graveyard from the game: Put a 1/1 black Skeleton creature token into play. It has "🍂: Regenerate this creature."
When Drudge Spell leaves play, destroy all Skeleton tokens. They can't be regenerated.

Druid Lyrist 🍀
Creature — Druid
1/1
🍀, 🔃, Sacrifice Druid Lyrist: Destroy target enchantment.

Druid's Call 1🍀
Enchant Creature
Whenever enchanted creature is dealt damage, its controller puts that many 1/1 green Squirrel creature tokens into play.

Dry Spell 1🍂
Sorcery
Dry Spell deals 1 damage to each creature and each player.

Dual Nature 4🍀🍀
Enchantment
Whenever a creature card comes into play, its controller puts a token into play as a copy of that creature.
Whenever a creature card leaves play, remove all tokens with the same name as that creature from the game.
When Dual Nature leaves play, remove all tokens created with it from the game.

Duct Crawler 🔃
Creature — Insect
1/1
1 🔃: Target creature can't block Duct Crawler this turn.

Dueling Grounds 1🍀☀
Enchantment
No more than one creature may attack each turn.
No more than one creature may block each turn.

Dungeon Shade 3🍂
Creature — Spirit
1/1
Flying
🍂: Dungeon Shade gets +1/+1 until end of turn.

Duplicity 3💧💧
Enchantment
When Duplicity comes into play, remove from the game face down the top five cards of your library.
At the beginning of your upkeep, you may exchange all the cards in your hand for the cards you removed from the game with Duplicity.
At the end of your turn, discard a card from your hand.
When Duplicity leaves play, put all cards removed from the game with Duplicity into their owners' graveyards.

Duress 🍂
Sorcery
Target opponent reveals his or her hand. Choose a noncreature, nonland card from it. That player discards that card.

Durkwood Boars 4🜚
Creature — Boar
4/4

Dusk Imp 2🜚
Creature — Imp
2/1
Flying

Duskrider Falcon 1✹
Creature — Bird
1/1
Flying, protection from black

Duskwalker 🜚
Creature — Minion
1/1
Kicker 3🜚 *(You may pay an additional 3🜚 as you play this spell.)*
If you paid the kicker cost, Duskwalker comes into play with two +1/+1 counters on it and with "Duskwalker can't be blocked except by artifact creatures and/or black creatures."

Dust Bowl
Land
🜚: Add one colorless mana to your mana pool.
3, 🜚, Sacrifice a land: Destroy target nonbasic land.

Dust to Dust 1✹✹
Sorcery
Remove two target artifacts from the game.

Dwarven Armory 2🜚🜚
Enchantment
2, Sacrifice a land: Put a +2/+2 counter on target creature. Play this ability only during upkeep.

Dwarven Berserker 1🜚
Creature — Dwarf
1/1
Whenever Dwarven Berserker becomes blocked, it gets +3/+0 and gains trample until end of turn.

Dwarven Catapult x🜚
Instant
Dwarven Catapult deals X damage divided evenly, rounded down, among all of an opponent's creatures.

Dwarven Grunt 🜚
Creature — Dwarf
1/1
Mountainwalk

Dwarven Hold
Land
Dwarven Hold comes into play tapped.
You may choose not to untap Dwarven Hold during your untap step.
At the beginning of your upkeep, if Dwarven Hold is tapped, put a storage counter on it.
🜚, Remove any number of storage counters from Dwarven Hold: Add 🜚 to your mana pool for each storage counter removed this way.

Dwarven Landslide 3🜚
Sorcery
Kicker—2🜚, Sacrifice a land. *(You may pay 2🜚 and sacrifice a land in addition to any other costs as you play this spell.)*
Destroy target land. If you paid the kicker cost, destroy another target land.

Dwarven Miner 1🜚
Creature — Dwarf
1/2
2🜚, 🜚: Destroy target nonbasic land.

Dwarven Nomad 2🜚
Creature — Dwarf
1/1
🜚: Target creature with power 2 or less is unblockable this turn.

Dwarven Patrol 2🜚
Creature — Dwarf
4/2
Dwarven Patrol doesn't untap during your untap step. Whenever you play a nonred spell, untap Dwarven Patrol.

Dwarven Pony 🜚
Creature — Pony
1/1
1🜚, 🜚: Target Dwarf gains mountainwalk until end of turn. *(This creature is unblockable as long as defending player controls a mountain.)*

Dwarven Recruiter 2🜚
Creature — Dwarf
2/2
When Dwarven Recruiter comes into play, search your library for any number of Dwarf cards and reveal those cards. Shuffle your library, then put them on top of it in any order.

Dwarven Ruins
Land
Dwarven Ruins comes into play tapped.
🜚: Add 🜚 to your mana pool.
🜚, Sacrifice Dwarven Ruins: Add 🜚🜚 to your mana pool.

Dwarven Sea Clan 2🜚
Creature — Dwarf
1/1
🜚: Dwarven Sea Clan deals 2 damage to target attacking or blocking creature whose controller controls an island. Play this ability only during the end of combat step.

Dwarven Shrine 1🜚🜚
Enchantment
Whenever a player plays a spell, Dwarven Shrine deals X damage to that player, where X is twice the number of cards in all graveyards with the same name as that spell.

Dwarven Soldier 1🜚
Creature — Dwarf
2/1
Whenever Dwarven Soldier blocks or becomes blocked by an Orc, Dwarven Soldier gets +0/+2 until end of turn.

Dwarven Strike Force 4🜚
Creature — Dwarf
4/3
Discard a card at random from your hand: Dwarven Strike Force gains first strike and haste until end of turn.

Dwarven Thaumaturgist 2🜚
Creature — Dwarf
1/2
🜚: Switch target creature's power and toughness until end of turn. Effects that alter that creature's power alter its toughness instead, and vice versa, until end of turn.

Dwarven Trader ⟳
Creature — Dwarf
1/1

Dwarven Vigilantes 2⟳
Creature — Dwarf
2/2
Whenever Dwarven Vigilantes attacks and isn't blocked, you may have it deal damage equal to its power to target creature. If you do, Dwarven Vigilantes deals no combat damage this turn.

Dwarven Warriors 2⟳
Creature — Dwarf
1/1
⟳: Target creature with power 2 or less is unblockable this turn.

Dying Wail 1🕱
Enchant Creature
When enchanted creature is put into a graveyard, target player discards two cards from his or her hand.

Dystopia 1🕱🕱
Enchantment
Cumulative upkeep — Pay 1 life
At the beginning of each player's upkeep, that player sacrifices a white or green permanent.

E

Eager Cadet ✷
Creature — Soldier
1/1

Early Harvest 1🜋🜋
Instant
Target player untaps all basic lands he or she controls.

Earnest Fellowship 1✷
Enchantment
Each creature has protection from its colors.

Earth Rift 3⟳
Sorcery
Destroy target land.
Flashback 5⟳⟳ *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Earthcraft 1🜋
Enchantment
Tap an untapped creature you control: Untap target basic land.

Earthlink 3🕱⟳🜋
Enchantment
At the beginning of your upkeep, sacrifice Earthlink unless you pay 2.
Whenever a creature is put into a graveyard, that creature's controller sacrifices a land.

Earthlore 🜋
Enchant Land
Earthlore can enchant only a land you control.
Enchanted land has "⟳: Target blocking creature gets +1/+2 until end of turn."

Earthquake X⟳
Sorcery
Earthquake deals X damage to each creature without flying and each player.

Eastern Paladin 2🕱🕱
Creature — Knight
3/3
🕱🕱, ⟳: Destroy target green creature.

Ebon Stronghold
Land
Ebon Stronghold comes into play tapped.
⟳: Add 🕱 to your mana pool.
⟳, Sacrifice Ebon Stronghold: Add 🕱🕱 to your mana pool.

Ebony Charm 🕱
Instant
Choose one — Target opponent loses 1 life and you gain 1 life; or remove from the game up to three target cards in a single player's graveyard; or target creature can't be blocked this turn except by artifact creatures and/or black creatures.

Ebony Rhino 7
Artifact Creature
4/5
Trample

Ebony Treefolk 1🕱🜋
Creature — Treefolk
3/3
🕱🜋: Ebony Treefolk gets +1/+1 until end of turn.

Echo Chamber 4
Artifact
4, ⟳: An opponent chooses target creature he or she controls. Put a token creature into play as a copy of that creature. The token creature has haste. Remove the token creature from the game at end of turn. Play this ability only any time you could play a sorcery. *(The token creature may attack and ⟳ the turn it comes under your control.)*

Ekundu Cyclops 3⟳
Creature — Giant
3/4
If a creature you control attacks, Ekundu Cyclops also attacks if able.

Ekundu Griffin 3✷
Creature — Griffin
2/2
Flying, first strike

Eladamri, Lord of Leaves 🜋🜋
Creature — Legend
2/2
All Elves have forestwalk. *(They're unblockable as long as defending player controls a forest.)*
Elves can't be the target of spells or abilities.

Eladamri's Call 🜋✷
Instant
Search your library for a creature card, reveal that card, and put it into your hand. Then shuffle your library.

Eladamri's Vineyard 🜋
Enchantment
At the beginning of each player's precombat main phase, add 🜋🜋 to that player's mana pool.

Elder Druid 3🜋
Creature — Cleric
2/2
3🜋, ⟳: Tap or untap target artifact, creature, or land.

Electryte 3 🌿🌿
Creature — Beast
3/3
Whenever Electryte deals combat damage to defending player, it deals damage equal to its power to each blocking creature.

Elemental Augury 👆🌿🌿
Enchantment
3: Look at the top three cards of target player's library and put them back on top of that player's library in any order.

Elephant Ambush 2🌿🌿
Instant
Put a 3/3 green Elephant creature token into play. Flashback 6🌿🌿 (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

Elephant Grass 🌿
Enchantment
Cumulative upkeep 🌿
Black creatures can't attack you. Nonblack creatures can't attack you unless their controller pays an additional 2 for each creature attacking you.

Elephant Resurgence 1🌿
Sorcery
Each player puts a green Elephant creature token into play. Those creatures have "This creature's power and toughness are each equal to the number of creature cards in its controller's graveyard."

Elfhame Palace
Land
Elfhame Palace comes into play tapped.
🌀: Add 🌿 or ☀ to your mana pool.

Elfhame Sanctuary 1🌿
Enchantment
At the beginning of your upkeep, you may search your library for a basic land card, reveal that card, and put it into your hand. If you do, skip your draw step this turn and shuffle your library.

Elite Archers 5☀
Creature — Soldier
3/3
🌀: Elite Archers deals 3 damage to target attacking or blocking creature.

Elite Javelineer 2☀
Creature — Soldier
2/2
Whenever Elite Javelineer blocks, it deals 1 damage to target attacking creature.

Elixir of Vitality 4
Artifact
Elixir of Vitality comes into play tapped.
🌀, Sacrifice Elixir of Vitality: You gain 4 life.
8, 🌀, Sacrifice Elixir of Vitality: You gain 8 life.

Elkin Bottle 3
Artifact
3, 🌀: Remove the top card of your library from the game. Until the beginning of your next upkeep, you may play that card as though it were in your hand. At the beginning of your next upkeep, if you haven't played the card, put it into your graveyard.

Elkin Lair 3🌿
Enchant World
At the beginning of each player's upkeep, that player removes a card at random in his or her hand from the game. The player may play that card as though it were in his or her hand. At end of turn, if the player hasn't played the card, the player puts it into his or her graveyard.

Elven Cache 2🌿🌿
Sorcery
Return target card from your graveyard to your hand.

Elven Palisade 🌿
Enchantment
Sacrifice a forest: Target attacking creature gets -3/-0 until end of turn.

Elven Riders 3🌿🌿
Creature — Elf
3/3
Elven Riders can't be blocked except by creatures with flying and/or Walls.

Elven Rite 1🌿
Sorcery
Put two +1/+1 counters, distributed as you choose, on one or two target creatures.

Elven Warhounds 3🌿
Creature — Hound
2/2
Whenever Elven Warhounds becomes blocked by a creature, put that creature on top of its owner's library.

Elvish Archers 1🌿
Creature — Elf
2/1
First strike

Elvish Bard 3🌿🌿
Creature — Elf
2/4
All creatures able to block Elvish Bard do so.

Elvish Berserker 🌿
Creature — Elf
1/1
Whenever Elvish Berserker becomes blocked, it gets +1/+1 until end of turn for each creature blocking it.

Elvish Champion 1🌿🌿
Creature — Lord
2/2
All Elves get +1/+1 and have forestwalk. (They're unblockable as long as defending player controls a forest.)

Elvish Fury 🌿
Instant
Buyback 4 (If you pay an additional 4 as you play this spell, put it into your hand instead of your graveyard as part of the spell's resolution.) Target creature gets +2/+2 until end of turn.

Elvish Healer 2☀
Creature — Cleric
1/2
🌀: Prevent the next 1 damage that would be dealt to target creature or player this turn. If that creature is green, prevent the next 2 damage instead.

Elvish Herder ♣
Creature — Elf
1/1
♣: Target creature gains trample until end of turn.

Elvish Lookout ♣
Creature — Elf
1/1
Elvish Lookout can't be the target of spells or abilities.

Elvish Lyrist ♣
Creature — Elf
1/1
♣, ⟳, Sacrifice Elvish Lyrist: Destroy target enchantment.

Elvish Piper 3♣
Creature — Elf
1/1
♣, ⟳: Put a creature card from your hand into play.

Elvish Ranger 2♣
Creature — Elf
4/1

Elvish Spirit Guide 2♣
Creature — Spirit
2/2
Remove Elvish Spirit Guide from the game: Add ♣ to your mana pool. Play this ability only if Elvish Spirit Guide is in your hand.

Embargo 3♦
Enchantment
Nonland permanents don't untap during their controllers' untap steps.
At the beginning of your upkeep, you lose 2 life.

Ember Beast 2♦
Creature — Beast
3/4
Ember Beast can't attack or block alone.

Emberwilde Caliph 2♦♦
Creature — Djinn
4/4
Flying, trample
Emberwilde Caliph attacks each turn if able.
Whenever Emberwilde Caliph deals damage, you lose that much life.

Emberwilde Djinn 2♦♦
Creature — Djinn
5/4
Flying
At the beginning of each player's upkeep, that player may pay ♦♦ or 2 life. If he or she does, the player gains control of Emberwilde Djinn.

Emblazoned Golem 2
Artifact Creature — Golem
1/2
Kicker X *(You may pay an additional X as you play this spell.)*
Spend only colored mana on X. No more than one mana of each color may be spent this way. If you paid the kicker cost, Emblazoned Golem comes into play with X +1/+1 counters on it.

Embolden 2✳
Instant
Prevent the next 4 damage that would be dealt this turn to any number of target creatures and/or players, divided as you choose.
Flashback 1✳ *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Emerald Charm ♣
Instant
Choose one — Untap target permanent; or destroy target global enchantment; or target creature loses flying until end of turn.

Emerald Medallion 2
Artifact
Green spells you play cost 1 less to play.

Emmessi Tome 4
Artifact
5, ⟳: Draw two cards, then discard a card from your hand.

Emperor Crocodile 3♣
Creature — Crocodile
5/5
When you control no other creatures, sacrifice Emperor Crocodile.

Empress Galina 3♦♦
Creature — Legend
1/3
♦♦, ⟳: Gain control of target Legend or legendary permanent. *(This effect doesn't end at end of turn.)*

Empyrial Armor 1✳✳
Enchant Creature
Enchanted creature gets +X/+X, where X is the number of cards in your hand.

Enchantment Alteration ♦
Instant
Move target enchantment enchanting a creature or land to another permanent of that type.

Encroach ♣
Sorcery
Look at target player's hand and choose a nonbasic land card from it. That player discards that card.

Endangered Armodon 2♣♣
Creature — Elephant
4/5
When you control a creature with toughness 2 or less, sacrifice Endangered Armodon.

Endbringer's Revel 2♣
Enchantment
4: Return target creature card from a graveyard to its owner's hand. Any player may play this ability but only any time he or she could play a sorcery.

Endless Scream X♣
Enchant Creature
Endless Scream comes into play with X scream counters on it.
Enchanted creature gets +1/+0 for each scream counter on Endless Scream.

Endless Wurm 3🌳🌳
Creature — Wurm
9/9
Trample
At the beginning of your upkeep, sacrifice Endless Wurm unless you sacrifice an enchantment.

Endoskeleton 2
Artifact
You may choose not to untap Endoskeleton during your untap step.
2, ⬦: Target creature gets +0/+3 as long as Endoskeleton remains tapped.

Enduring Renewal 2✹✹
Enchantment
Play with your hand revealed.
If you would draw a card, reveal it instead. If that card is a creature card, put it into your graveyard. Otherwise draw it.
If a creature would be put into your graveyard, put that creature into your hand instead.

Energizer 4
Artifact Creature
2/2
2, ⬦: Put a +1/+1 counter on Energizer.

Energy Arc ✹💧
Instant
Untap any number of target creatures. Prevent all combat damage that would be dealt by and dealt to those creatures this turn.

Energy Bolt X🔥✹
Sorcery
Choose one — Energy Bolt deals X damage to target player; or target player gains X life.

Energy Field 1💧
Enchantment
Prevent all damage that would be dealt to you by sources you don't control.
When a card is put into your graveyard, sacrifice Energy Field.

Energy Flux 2💧
Enchantment
All artifacts have "At the beginning of your upkeep, sacrifice this artifact unless you pay 2."

Energy Storm 1✹
Enchantment
Cumulative upkeep 1
Prevent all damage that would be dealt by instant and sorcery spells.
Creatures with flying don't untap during their controller's untap step.

Energy Vortex 3💧💧
Enchantment
As Energy Vortex comes into play, choose an opponent.
At the beginning of your upkeep, remove all energy counters from Energy Vortex.
At the beginning of the chosen player's upkeep, Energy Vortex deals 3 damage to that player unless he or she pays 1 for each energy counter on Energy Vortex.
X: Put X energy counters on Energy Vortex.
Play this ability only during your upkeep.

Enervate 1💧
Instant
Tap target artifact, creature, or land.
Draw a card at the beginning of the next turn's upkeep.

Enfeeblement 🖤🖤
Enchant Creature
Enchanted creature gets -2/-2.

Engineered Plague 2🖤
Enchantment
As Engineered Plague comes into play, choose a creature type.
All creatures of the chosen type get -1/-1.

Engulfing Flames 🔥
Instant
Engulfing Flames deals 1 damage to target creature. It can't be regenerated this turn.
Flashback 3🔥 (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

Enlightened Tutor ✹
Instant
Search your library for an artifact or enchantment card and reveal that card. Shuffle your library, then put the card on top of it.

Enlistment Officer 3✹
Creature — Soldier
2/3
First strike
When Enlistment Officer comes into play, reveal the top four cards of your library. Put all Soldier cards revealed this way into your hand and the rest on the bottom of your library.

Enraging Licid 1🔥
Creature — Licid
1/1
🔥, ⬦: Enraging Licid loses all abilities, becomes an enchant creature enchanting target creature, and gains "Enchanted creature has haste" and "🔥: End the effect that created this ability."

Enslaved Horror 3🖤
Creature — Horror
4/4
When Enslaved Horror comes into play, each other player may return a creature card from his or her graveyard to play.

Enslaved Scout 2🔥
Creature — Goblin
2/2
2: Enslaved Scout gains mountainwalk until end of turn. (This creature is unblockable as long as defending player controls a mountain.)

Ensnare 3💧
Instant
You may return two islands you control to their owner's hand rather than pay Ensnare's mana cost. Tap all creatures.

Ensnaring Bridge 3
Artifact
Creatures with power greater than the number of cards in your hand can't attack.

Entangler 2✹✹
Enchant Creature
Enchanted creature may block any number of creatures.

Entomb — B
Instant
Search your library for a card and put that card into your graveyard. Then shuffle your library.

Entropic Specter — 3BB
Creature — Spirit
/
Flying
As Entropic Specter comes into play, choose an opponent.
Entropic Specter's power and toughness are each equal to the number of cards in the chosen player's hand.
Whenever Entropic Specter deals damage to a player, that player discards a card from his or her hand.

Ephemeron — 4UU
Creature — Illusion
4/4
Flying
Discard a card from your hand: Return Ephemeron to its owner's hand.

Epicenter — 4R
Sorcery
Target player sacrifices a land.
Threshold — All players sacrifice all lands instead. *(You have threshold if seven or more cards are in your graveyard.)*

Equilibrium — 1UU
Enchantment
Whenever you play a creature spell, you may pay 1. If you do, return target creature to its owner's hand.

Equipoise — 2W
Enchantment
At the beginning of your upkeep, for each artifact target player controls in excess of the number you control, choose an artifact he or she controls. Repeat this process for creatures and lands. The chosen permanents phase out.

Eradicate — 2BB
Sorcery
Remove target nonblack creature from the game. Search its controller's graveyard, hand, and library for all cards with the same name as that creature and remove them from the game. That player then shuffles his or her library.

Erase — W
Instant
Remove target enchantment from the game.

Erg Raiders — 1B
Creature — Raider
2/3
At the end of your turn, if Erg Raiders didn't attack this turn, Erg Raiders deals 2 damage to you unless it came under your control this turn.

Erithizon — 2RR
Creature — Beast
4/4
Whenever Erithizon attacks, put a +1/+1 counter on target creature of defending player's choice.

Eron the Relentless — 3RR
Creature — Legend
5/2
Haste *(This creature may attack and T the turn it comes under your control.)*
RRR: Regenerate Eron the Relentless.

Errand of Duty — 1W
Instant
Put a 1/1 white Knight creature token with banding into play.

Errant Minion — 2U
Enchant Creature
At the beginning of the upkeep of enchanted creature's controller, that player may pay 1 or 2. Errant Minion deals damage to that player equal to 2 minus the amount of mana paid this way.

Errantry — 1R
Enchant Creature
Enchanted creature gets +3/+0 and can only attack alone.

Erratic Portal — 4
Artifact
1, T: Return target creature to its owner's hand unless its controller pays 1.

Ersatz Gnomes — 3
Artifact Creature — Gnome
1/1
T: Target spell is colorless.
T: Target permanent becomes colorless until end of turn.

Ertai, the Corrupted — 2WUB
Creature — Wizard Legend
3/4
U, T, Sacrifice a creature or enchantment: Counter target spell.

Ertai, Wizard Adept — 2U
Creature — Wizard Legend
1/1
2UU, T: Counter target spell.

Ertai's Familiar — 1U
Creature — Illusion
2/2
Phasing
When Ertai's Familiar leaves play, put the top three cards of your library into your graveyard.
U: Until your next upkeep, Ertai's Familiar can't phase out.

Ertai's Meddling — XU
Instant
X can't be 0.
The first time target spell would resolve, put X delay counters on it and remove it from the game instead.
At the beginning of the upkeep of the removed spell's controller, as long as that card is removed from the game, remove a delay counter from it. If the card has no delay counters on it, put it onto the stack as a copy of the original spell.

Ertai's Trickery — U
Instant
Counter target spell if a kicker cost was paid for it.

Escape Artist — 1U
Creature — Wizard
1/1
Escape Artist is unblockable.
U, Discard a card from your hand: Return Escape Artist to its owner's hand.

Escape Routes 2🌢
Enchantment
2🌢: Return target white or black creature you control to its owner's hand.

Escaped Shapeshifter 3🌢🌢
Creature — Shapeshifter
3/4
As long as an opponent controls a creature with flying other than an Escaped Shapeshifter, Escaped Shapeshifter has flying. The same is true for first strike, trample, and protection from any color.

Essence Bottle 2
Artifact
3, ◉: Put an elixir counter on Essence Bottle.
◉, Remove all elixir counters from Essence Bottle: You gain 2 life for each elixir counter removed this way.

Essence Filter 1🌢🌢
Sorcery
Choose one — Destroy all enchantments; or destroy all nonwhite enchantments.

Essence Flare 🌢
Enchant Creature
Enchanted creature gets +2/+0.
At the beginning of the upkeep of enchanted creature's controller, put a -0/-1 counter on enchanted creature.

Essence Leak 🌢
Enchant Permanent
If enchanted permanent is red or green, it has "At the beginning of your upkeep, sacrifice this permanent unless you pay its mana cost."

Essence Vortex 1🌢🌢
Instant
Destroy target creature unless its controller pays life equal to its toughness. If destroyed this way, the creature can't be regenerated.

Eternal Warrior 2🌢
Enchant Creature
Attacking doesn't cause enchanted creature to tap.

Ether Well 3🌢
Instant
Put target creature on top of its owner's library. If that creature is red, you may put it on the bottom of its owner's library instead.

Ethereal Champion 2🌢🌢🌢
Creature — Avatar
3/4
Pay 1 life: Prevent the next 1 damage that would be dealt to Ethereal Champion this turn.

Evacuation 3🌢🌢
Instant
Return all creatures to their owners' hands.

Evaporate 2🌢
Sorcery
Evaporate deals 1 damage to each creature that's white or blue.

Evasive Action 1🌢
Instant
Counter target spell unless its controller pays 1 for each basic land type among lands you control.

Everglades
Land
If Everglades would come into play, return an untapped swamp you control to its owner's hand instead. If you do, put Everglades into play tapped. If you don't, put it into its owner's graveyard.
◉: Add 🌢 and one colorless mana to your mana pool.

Evil Eye of Orms-by-Gore 4🌢
Creature — Horror
3/6
Evil Eye of Orms-by-Gore can't be blocked except by Walls.
Except for creatures named Evil Eye of Orms-by-Gore, creatures you control can't attack.

Evil Presence 🌢
Enchant Land
Enchanted land is a swamp.

Evincar's Justice 2🌢🌢
Sorcery
Buyback 3 (If you pay an additional 3 as you play this spell, put it into your hand instead of your graveyard as part of the spell's resolution.)
Evincar's Justice deals 2 damage to each creature and each player.

Eviscerator 3🌢🌢
Creature — Horror
5/5
Protection from white
When Eviscerator comes into play, you lose 5 life.

Exalted Dragon 4🌢🌢
Creature — Dragon
5/5
Flying
Each turn, Exalted Dragon can't attack unless you sacrifice a land. (This cost is paid as you declare attackers.)

Excavation 1🌢
Enchantment
1, Sacrifice a land: Draw a card. Any player may play this ability.

Excavator 2
Artifact
◉, Sacrifice a basic land: Target creature gains landwalk for the type of land sacrificed this way until end of turn. (This creature is unblockable as long as defending player controls a land of that type.)

Excise X🌢
Instant
Remove target attacking creature from the game unless its controller pays X.

Exclude 2🌢
Instant
Counter target creature spell.
Draw a card.

Execute 2🌢
Instant
Destroy target white creature. It can't be regenerated. Draw a card.

Exhaustion 2🌢
Sorcery
Creatures and lands target opponent controls don't untap during his or her next untap step.

Exhume 1🝮
Sorcery
Each player puts a creature card from his or her graveyard into play.

Exile 2✸
Instant
Remove target nonwhite attacking creature from the game. You gain life equal to its toughness.

Exotic Curse 2🝮
Enchant Creature
Enchanted creature gets -1/-1 for each basic land type among lands you control.

Exotic Disease 4🝮
Sorcery
Target player loses X life and you gain X life, where X is the number of basic land types among lands you control.

Expendable Troops 1✸
Creature — Soldier
2/1
🌣, Sacrifice Expendable Troops: Expendable Troops deals 2 damage to target attacking or blocking creature.

Exploration 🍂
Enchantment
You may play an additional land each of your turns.

Explosive Growth 🍂
Instant
Kicker 5 (*You may pay an additional 5 as you play this spell.*)
Target creature gets +2/+2 until end of turn. If you paid the kicker cost, that creature gets +5/+5 until end of turn instead.

Expunge 2🝮
Instant
Destroy target nonartifact, nonblack creature. It can't be regenerated.
Cycling 2 (*2, Discard this card from your hand: Draw a card.*)

Extinction 4🝮
Sorcery
Destroy all creatures of the creature type of your choice.

Extortion 3🝮🝮
Sorcery
Look at target player's hand and choose up to two cards from it. That player discards those cards.

Extract 💧
Sorcery
Search target player's library for a card and remove that card from the game. Then that player shuffles his or her library.

Extravagant Spirit 3💧
Creature — Spirit
4/4
Flying
At the beginning of your upkeep, sacrifice Extravagant Spirit unless you pay 1 for each card in your hand.

Extruder 4
Artifact Creature
4/3
Echo (*At the beginning of your next upkeep after this permanent comes under your control, sacrifice it unless you pay its mana cost.*)
Sacrifice an artifact: Put a +1/+1 counter on target creature.

Eye for an Eye ✸✸
Instant
Eye for an Eye deals X damage to the controller of an ability, creature, or spell, that dealt damage to you this turn, where X is the damage dealt to you by that source.

Eye of Ramos 3
Artifact
🌣: Add one blue mana to your mana pool.
Sacrifice Eye of Ramos: Add one blue mana to your mana pool.

Eye of Singularity 3✸
Enchant World
When Eye of Singularity comes into play, destroy each permanent with the same name as another permanent, except for basic lands. They can't be regenerated.
Whenever a permanent other than a basic land comes into play, destroy all other permanents with that name. They can't be regenerated.

Eye of Yawgmoth 3
Artifact
3, 🌣, Sacrifice a creature: Reveal cards from the top of your library equal to the sacrificed creature's power. Put one into your hand and remove the rest from the game.

F

Face of Fear 5🝮
Creature — Horror
3/4
2🝮, Discard a card from your hand: Face of Fear can't be blocked this turn except by artifact creatures and/or black creatures.

Fact or Fiction 3💧
Instant
Reveal the top five cards of your library. An opponent separates those cards into two face-up piles. Put one pile into your hand and the other into your graveyard.

Fade Away 2💧
Sorcery
For each creature, that creature's controller pays 1 or sacrifices a permanent.

Faerie Conclave
Land
Faerie Conclave comes into play tapped.
🌣: Add one blue mana to your mana pool.
1💧: Faerie Conclave becomes a 2/1 blue creature with flying until end of turn. It's still a land.

Faerie Noble 2🍂
Creature — Noble
1/2
Flying
Faeries you control get +0/+1.
🌣: Faeries you control get +1/+0 until end of turn.

Faerie Squadron   {U}
Creature — Faerie
1/1
Kicker 3 {U} *(You may pay an additional 3 {U} as you play this spell.)*
If you paid the kicker cost, Faerie Squadron comes into play with two +1/+1 counters on it and with flying.

Faith Healer   1{W}
Creature — Cleric
1/1
Sacrifice an enchantment: You gain life equal to its converted mana cost.

Fallen Angel   3{B}{B}
Creature — Angel
3/3
Flying
Sacrifice a creature: Fallen Angel gets +2/+1 until end of turn.

Fallen Askari   1{B}
Creature — Knight
2/2
Flanking *(Whenever a creature without flanking blocks this creature, the blocking creature gets -1/-1 until end of turn.)*
Fallen Askari can't block.

Falling Timber   2{G}
Instant
Kicker—Sacrifice a land. *(You may sacrifice a land in addition to any other costs as you play this spell.)*
Prevent all combat damage target creature would deal this turn. If you paid the kicker cost, prevent all combat damage another target creature would deal this turn.

Fallow Earth   2{G}
Sorcery
Put target land on top of its owner's library.

Fallow Wurm   2{G}
Creature — Wurm
4/4
When Fallow Wurm comes into play, sacrifice it unless you discard a land card from your hand.

False Dawn   1{W}
Sorcery
Until end of turn, spells and abilities you control that would add colored mana to your mana pool add that much white mana instead. Until end of turn, you may spend white mana as though it were mana of any color. Draw a card.

False Demise   2{U}
Enchant Creature
When enchanted creature is put into a graveyard, return that creature to play under your control.

False Prophet   2{W}{W}
Creature — Cleric
2/2
When False Prophet is put into a graveyard from play, remove all creatures from the game.

Falter   1{R}
Instant
Creatures without flying can't block this turn.

Familiar Ground   2{G}
Enchantment
Each creature you control can't be blocked by more than one creature.

Famished Ghoul   3{B}
Creature — Zombie
3/2
1{B}, Sacrifice Famished Ghoul: Remove up to two target cards in a single graveyard from the game.

Fanatical Devotion   2{W}
Enchantment
Sacrifice a creature: Regenerate target creature.

Fanatical Fever   2{R}{R}
Instant
Target creature gets +3/+0 and gains trample until end of turn.

Fanning the Flames   X{R}{R}
Sorcery
Buyback 3 *(If you pay an additional 3 as you play this spell, put it into your hand instead of your graveyard as part of the spell's resolution.)*
Fanning the Flames deals X damage to target creature or player.

Fatal Blow   {B}
Instant
Destroy target creature that was dealt damage this turn. It can't be regenerated.

Fatal Lore   2{B}{B}
Sorcery
An opponent chooses one — You draw three cards; or you destroy up to two target creatures that opponent controls and that player draws up to three cards. Those creatures can't be regenerated.

Fatigue   1{U}
Sorcery
Target player skips his or her next draw step.

Fault Line   X{R}{R}
Instant
Fault Line deals X damage to each creature without flying and each player.

Fault Riders   2{R}
Creature — Soldier
2/2
Sacrifice a land: Fault Riders gets +2/+0 and gains first strike until end of turn. Play this ability only once each turn.

Favorable Destiny   1{W}
Enchant Creature
Enchanted creature gets +1/+2 as long as it's white. Enchanted creature can't be the target of spells or abilities as long as its controller controls another creature.

Fear   {B}{B}
Enchant Creature
Enchanted creature can't be blocked except by artifact creatures and/or black creatures.

Feast of the Unicorn   3{B}
Enchant Creature
Enchanted creature gets +4/+0.

Feast or Famine 3 ☦
Instant
Choose one — Put a 2/2 black Zombie creature token into play; or destroy target nonblack, nonartifact creature and it can't be regenerated.

Fecundity 2 ♣
Enchantment
Whenever a creature is put into a graveyard, that creature's controller may draw a card.

Feedback 2 ♦
Enchant Enchantment
At the beginning of the upkeep of enchanted enchantment's controller, Feedback deals 1 damage to that player.

Feldon's Cane 1
Artifact
☉, Remove Feldon's Cane from the game: Shuffle your graveyard into your library.

Fellwar Stone 2
Artifact
☉: Add to your mana pool one mana of any color and type that a land an opponent controls could produce.

Femeref Archers 2 ♣
Creature — Soldier
2/2
☉: Femeref Archers deals 4 damage to target attacking creature with flying.

Femeref Enchantress
♣✶
Creature — Enchantress
1/2
Whenever an enchantment is put into a graveyard, draw a card.

Femeref Healer 1 ✶
Creature — Cleric
1/1
☉: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Femeref Knight 2 ✶
Creature — Knight
2/2
Flanking (Whenever a creature without flanking blocks this creature, the blocking creature gets -1/-1 until end of turn.)
✶: Attacking doesn't cause Femeref Knight to tap this turn.

Femeref Scouts 2 ✶
Creature — Soldier
1/4

Fen Stalker 3 ☦
Creature — Nightstalker
3/2
Fen Stalker can't be blocked except by artifact creatures and/or black creatures as long as you control no untapped lands.

Fend Off 1 ✶
Instant
Prevent all combat damage that would be dealt by target creature this turn.
Cycling 2 (2 , Discard this card from your hand: Draw a card.)

Feral Instinct 1 ♠
Instant
Target creature gets +1/+1 until end of turn.
Draw a card at the beginning of the next turn's upkeep.

Feral Shadow 2 ☦
Creature — Nightstalker
2/1
Flying

Ferocity 1 ♠
Enchant Creature
Whenever enchanted creature blocks or becomes blocked, you may put a +1/+1 counter on it.

Feroz's Ban 6
Artifact
Creature spells cost 2 more to play.

Fertile Ground 1 ♠
Enchant Land
Whenever enchanted land is tapped for mana, its controller adds one mana of any color to his or her mana pool.

Fervent Charge 1 ✶☦☈
Enchantment
Whenever a creature you control attacks, it gets +2/+2 until end of turn.

Fervent Denial 3 ♦ ♦
Instant
Counter target spell.
Flashback 5 ♦ ♦ (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

Fervor 2 ☈
Enchantment
Creatures you control have haste. (They may attack and ☉ the turn they come under your control.)

Festering Evil 3 ☦☦
Enchantment
At the beginning of your upkeep, Festering Evil deals 1 damage to each creature and each player.
☦☦, Sacrifice Festering Evil: Festering Evil deals 3 damage to each creature and each player.

Festering Wound 1 ☦
Enchant Creature
At the beginning of your upkeep, you may put an infection counter on Festering Wound.
At the beginning of the upkeep of enchanted creature's controller, Festering Wound deals X damage to that player, where X is the number of infection counters on Festering Wound.

Fetid Horror 3 ☦
Creature — Shade
1/2
☦: Fetid Horror gets +1/+1 until end of turn.

Fevered Convulsions ☦☦
Enchantment 2 ☦☦: Put a -1/-1 counter on target creature.

Fevered Strength 2 ☦
Instant
Target creature gets +2/+0 until end of turn.
Draw a card at the beginning of the next turn's upkeep.

Fickle Efreet — 3🔴
Creature — Efreet
5/2
Whenever Fickle Efreet attacks or blocks, flip a coin at end of combat. If you lose the flip, an opponent gains control of Fickle Efreet.

Field of Souls — 2✷✷
Enchantment
Whenever a nontoken creature is put into your graveyard, put a 1/1 white Essence creature token with flying into play.

Field Surgeon — 1✷
Creature — Cleric
1/1
Tap an untapped creature you control: Prevent the next 1 damage that would be dealt to target creature this turn.

Fiery Justice — ✷🔴✷🔴
Sorcery
Fiery Justice deals 5 damage divided as you choose among any number of target creatures and/or players. An opponent gains 5 life.

Fiery Mantle
Enchant Creature
When Fiery Mantle is put into a graveyard from play, return Fiery Mantle to its owner's hand.
🔴: Enchanted creature gets +1/+0 until end of turn.

Fight or Flight — 3✷
Enchantment
At the beginning of each opponent's combat phase, separate all creatures that player controls into two face-up piles. Only creatures in the pile of his or her choice may attack this turn.

Fighting Chance — 🔴
Instant
For each blocking creature, flip a coin. If you win the flip, prevent all combat damage that would be dealt by that creature this turn.

Fighting Drake — 2💧💧
Creature — Drake
2/4
Flying

Filthy Cur — 1🔴
Creature — Hound
2/2
Whenever Filthy Cur is dealt damage, you lose that much life.

Final Fortune — 🔴🔴
Instant
Take an extra turn after this one. At the end of that turn, you lose the game.

Fire / Ice — 1🔴 / 1💧
Instant / Instant
Fire deals 2 damage divided as you choose among any number of target creatures and/or players. / Tap target permanent. Draw a card.

Fire Ants — 2🔴
Creature — Insect
2/1
🔴: Fire Ants deals 1 damage to each other creature without flying.

Fire Covenant — 1🔴🔴
Instant
As an additional cost to play Fire Covenant, pay X life.
Fire Covenant deals X damage divided as you choose among any number of target creatures.

Fire Diamond — 2
Artifact
Fire Diamond comes into play tapped.
⊙: Add 🔴 to your mana pool.

Fire Drake — 1🔴🔴
Creature — Drake
1/2
Flying
🔴: Fire Drake gets +1/+0 until end of turn. Play this ability no more than once each turn.

Fire Elemental — 3🔴🔴
Creature — Elemental
5/4

Fire Whip — 1🔴
Enchant Creature
Fire Whip can enchant only a creature you control.
Enchanted creature has "⊙: This creature deals 1 damage to target creature or player."
Sacrifice Fire Whip: Fire Whip deals 1 damage to target creature or player.

Fireball — XY🔴
Sorcery
Fireball deals X damage divided evenly, rounded down, among Y plus one target creatures and/or players.

Fireblast — 4🔴🔴
Instant
You may sacrifice two mountains rather than pay Fireblast's mana cost.
Fireblast deals 4 damage to target creature or player.

Firebolt — 🔴
Sorcery
Firebolt deals 2 damage to target creature or player.
Flashback 4🔴 (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

Firebrand Ranger — 1🔴
Creature — Soldier
2/1
⊙, ⊙: Put a basic land card from your hand into play.

Firebreathing — 🔴
Enchant Creature
🔴: Enchanted creature gets +1/+0 until end of turn.

Firefly — 3🔴
Creature — Insect
1/1
Flying
🔴: Firefly gets +1/+0 until end of turn.

Fires of Yavimaya — 1🔴💚
Enchantment
Creatures you control have haste. (They may attack and ⊙ the turn they come under your control.)
Sacrifice Fires of Yavimaya: Target creature gets +2/+2 until end of turn.

Firescreamer   3 🔴
Creature — Kavu
2/2
🔴: Firescreamer gets +1/+0 until end of turn.

Fireslinger   1 🔴
Creature — Wizard
1/1
⊤: Fireslinger deals 1 damage to target creature or player and 1 damage to you.

Firestorm Hellkite   4 ⚫🔴
Creature — Dragon
6/6
Flying, trample
Cumulative upkeep ⚫🔴

Firestorm   🔴
Instant
As an additional cost to play Firestorm, discard X cards from your hand.
Firestorm deals X damage to each of X target creatures and/or players.

Fit of Rage   1 🔴
Sorcery
Target creature gets +3/+3 and gains first strike until end of turn.

Flailing Drake   3 ⚪
Creature — Drake
2/3
Flying
When Flailing Drake blocks or becomes blocked by a creature, that creature gets +1/+1 until end of turn.

Flailing Manticore   3 🔴
Creature — Monster
3/3
Flying, first strike
1: Flailing Manticore gets +1/+1 until end of turn. Any player may play this ability.
1: Flailing Manticore gets -1/-1 until end of turn. Any player may play this ability.

Flailing Ogre   2 🔴
Creature — Ogre
3/3
1: Flailing Ogre gets +1/+1 until end of turn. Any player may play this ability.
1: Flailing Ogre gets -1/-1 until end of turn. Any player may play this ability.

Flailing Soldier   🔴
Creature — Soldier
2/2
1: Flailing Soldier gets +1/+1 until end of turn. Any player may play this ability.
1: Flailing Soldier gets -1/-1 until end of turn. Any player may play this ability.

Flame Burst   1 🔴
Instant
Flame Burst deals X damage to target creature or player, where X is 2 plus the number of cards named Flame Burst in all graveyards.

Flame Elemental   2 🔴🔴
Creature — Elemental
3/2
🔴, ⊤, Sacrifice Flame Elemental: Flame Elemental deals damage equal to its power to target creature.

Flame Jet   1 🔴
Sorcery
Flame Jet deals 3 damage to target player.
Cycling 2 (2, *Discard this card from your hand: Draw a card.*)

Flame Rift   1 🔴
Sorcery
Flame Rift deals 4 damage to each player.

Flame Spirit   4 🔴
Creature — Spirit
2/3
🔴: Flame Spirit gets +1/+0 until end of turn.

Flame Wave   3 🔴🔴🔴🔴
Sorcery
Flame Wave deals 4 damage to target player and each creature he or she controls.

Flameshot   3 🔴
Sorcery
You may discard a mountain from your hand rather than pay Flameshot's mana cost.
Flameshot deals 3 damage divided as you choose among any number of target creatures.

Flametongue Kavu   3 🔴
Creature — Kavu
4/2
When Flametongue Kavu comes into play, it deals 4 damage to target creature.

Flaming Sword   1 🔴
Enchant Creature
You may play Flaming Sword any time you could play an instant.
Enchanted creature gets +1/+0 and has first strike.

Flare   2 🔴
Instant
Flare deals 1 damage to target creature or player.
Draw a card at the beginning of the next turn's upkeep.

Flash   1 ⚫
Instant
Choose a creature card in your hand. You may pay its mana cost reduced by up to 2. If you do, put that creature into play. If you don't, put that creature card into your graveyard.

Flashfires   3 🔴
Sorcery
Destroy all plains.

Flay   3 ⚫
Sorcery
Target player discards a card at random from his or her hand. Then that player discards another card at random from his or her hand unless he or she pays 1.

Fledgling Djinn   1 ⚫
Creature — Djinn
2/2
Flying
At the beginning of your upkeep, Fledgling Djinn deals 1 damage to you.

Fledgling Imp   2 ⚫
Creature — Imp
2/2
⚫, Discard a card from your hand: Fledgling Imp gains flying until end of turn.

Fledgling Osprey ♠
Creature — Bird
1/1
Fledgling Osprey has flying as long as it's enchanted.

Fleetfoot Panther 1♣✳
Creature — Cat
3/4
You may play Fleetfoot Panther any time you could play an instant.
When Fleetfoot Panther comes into play, return a green or white creature you control to its owner's hand.

Fleeting Image 2♠
Creature — Illusion
2/1
Flying 1♠: Return Fleeting Image to its owner's hand.

Flesh Reaver 1♣
Creature — Horror
4/4
Whenever Flesh Reaver deals damage to a creature or opponent, Flesh Reaver deals that much damage to you.

Flicker 1✳
Sorcery
Remove target nontoken permanent from the game, then return it to play under its owner's control.

Flickering Ward ✳
Enchant Creature
As Flickering Ward comes into play, choose a color. Enchanted creature has protection from the chosen color. This effect doesn't remove Flickering Ward.
✳: Return Flickering Ward to its owner's hand.

Flight ♠
Enchant Creature
Enchanted creature has flying.

Fling 1⟫
Instant
As an additional cost to play Fling, sacrifice a creature.
Fling deals damage equal to the sacrificed creature's power to target creature or player.

Flint Golem 4
Artifact Creature — Golem
2/3
Whenever Flint Golem becomes blocked, defending player puts the top three cards from his or her library into his or her graveyard.

Flood Plain
Land
Flood Plain comes into play tapped.
⟳, Sacrifice Flood Plain: Search your library for a plains or island card and put it into play. Then shuffle your library.

Flood ♠
Enchantment
♠♠: Tap target creature without flying.

Flooded Shoreline ♠♠
Enchantment
♠♠, Return two islands you control to their owner's hand: Return target creature to its owner's hand.

Flooded Woodlands 2♠♣
Enchantment
Green creatures have "This creature can't attack unless you sacrifice a land." *(This cost is paid as attackers are declared.)*

Floodgate 3♠
Creature — Wall
0/5
(Walls can't attack.)
When Floodgate gains flying, sacrifice it.
When Floodgate leaves play, it deals to each nonblue creature without flying 1 damage for each two islands you control.

Floodwater Dam 3
Artifact
XX1, ⟳: Tap X target lands.

Flow of Maggots 2♣
Creature — Insect
2/2
Cumulative upkeep 1
Flow of Maggots can't be blocked by non-Wall creatures.

Flowering Field 1✳
Enchant Land
Enchanted land has "⟳: Prevent the next 1 damage that would be dealt to target creature or player this turn."

Flowstone Armor 3
Artifact
You may choose not to untap Flowstone Armor during your untap step.
3, ⟳: Target creature gets +1/-1 as long as Flowstone Armor remains tapped.

Flowstone Blade ⟫
Enchant Creature
⟫: Enchanted creature gets +1/-1 until end of turn.

Flowstone Charger 2⟫✳
Creature — Beast
2/5
Whenever Flowstone Charger attacks, it gets +3/-3 until end of turn.

Flowstone Crusher 3⟫⟫
Creature — Beast
4/4
⟫: Flowstone Crusher gets +1/-1 until end of turn.

Flowstone Flood 3⟫
Sorcery
Buyback—Pay 3 life, Discard a card at random from your hand *(If you pay 3 life and discard a card at random in addition to any other costs as you play this spell, put Flowstone Flood into your hand instead of your graveyard as part of its resolution.)*
Destroy target land.

Flowstone Giant 2⟫⟫
Creature — Giant
3/3
⟫: Flowstone Giant gets +2/-2 until end of turn.

Flowstone Hellion 4⟫
Creature — Beast
3/3
Haste *(This creature may attack and ⟳ the turn it comes under your control.)*
0: Flowstone Hellion gets +1/-1 until end of turn.

Flowstone Mauler 4🔴🔴
Creature — Beast
4/5
Trample
🔴: Flowstone Mauler gets +1/-1 until end of turn.

Flowstone Overseer 2🔴🔴🔴
Creature — Beast
4/4
🔴🔴: Target creature gets +1/-1 until end of turn.

Flowstone Salamander 3🔴🔴
Creature — Salamander
3/4
🔴: Flowstone Salamander deals 1 damage to target creature blocking it.

Flowstone Sculpture 6
Artifact Creature
4/4
2, Discard a card from your hand: Put a +1/+1 counter on Flowstone Sculpture or Flowstone Sculpture gains flying, first strike, or trample. (This effect doesn't end at end of turn.)

Flowstone Shambler 2🔴
Creature — Beast
2/2
🔴: Flowstone Shambler gets +1/-1 until end of turn.

Flowstone Slide X2🔴🔴
Sorcery
All creatures get +X/-X until end of turn.

Flowstone Strike 1🔴
Instant
Target creature gets +1/-1 and gains haste until end of turn. (It may attack and tap the turn it comes under your control.)

Flowstone Surge 1🔴
Enchantment
Creatures you control get +1/-1.

Flowstone Thopter 7
Artifact Creature
4/4
1: Flowstone Thopter gets +1/-1 and gains flying until end of turn.

Flowstone Wall 2🔴
Creature — Wall
0/6
(Walls can't attack.)
🔴: Flowstone Wall gets +1/-1 until end of turn.

Flowstone Wyvern 3🔴🔴
Creature — Drake
3/3
Flying
🔴: Flowstone Wyvern gets +2/-2 until end of turn.

Fluctuator 2
Artifact
Cycling costs you up to 2 less to play.

Flux 2🔵
Sorcery
Each player discards any number of cards from his or her hand, then draws that many cards. Draw a card.

Flying Carpet 4
Artifact
2, tap: Target creature gains flying until end of turn.

Fodder Cannon 4
Artifact
4, tap, Sacrifice a creature: Fodder Cannon deals 4 damage to target creature.

Fog Bank 1🔵
Creature — Wall
0/2
(Walls can't attack.)
Flying
Prevent all combat damage that would be dealt to and dealt by Fog Bank.

Fog Elemental 2🔵
Creature — Elemental
4/4
Flying
When Fog Elemental attacks or blocks, sacrifice it at end of combat.

Fog of Gnats ⚫⚫
Creature — Insect
1/1
Flying
⚫: Regenerate Fog of Gnats.

Fog Patch 1🟢
Instant
Play Fog Patch only during the declare blockers step. Attacking creatures become blocked. (This spell works on unblockable creatures.)

Fog 🟢
Instant
Prevent all combat damage that would be dealt this turn.

Foil 2🔵🔵
Instant
You may discard an island and another card from your hand rather than pay Foil's mana cost. Counter target spell.

Folk of An-Havva 🟢
Creature — Townsfolk
1/1
Whenever Folk of An-Havva blocks, it gets +2/+0 until end of turn.

Folk of the Pines 4🟢
Creature — Dryad
2/5
1🟢: Folk of the Pines gets +1/+0 until end of turn.

Food Chain 2🟢
Enchantment
Remove a creature you control from the game: Add X mana of any one color to your mana pool, where X is the removed creature's converted mana cost plus one. This mana may be spent only to play creature spells.

Fool's Tome 4
Artifact
2, tap: Draw a card. Play this ability only if you have no cards in hand.

Foratog 2🟢
Creature — Atog
1/2
🟢, Sacrifice a forest: Foratog gets +2/+2 until end of turn.

Forbid 1 {U}{U}
Instant
Buyback—Discard two cards from your hand. *(You may discard two cards in addition to any other costs as you play this spell. If you do, put Forbid into your hand instead of your graveyard as part of its resolution.)*
Counter target spell.

Forbidden Crypt 3 {B}{B}
Enchantment
If you would draw a card, return a card from your graveyard to your hand instead. If you can't, you lose the game.
If a card would be put into your graveyard, remove that card from the game instead.

Forbidden Lore 2 {B}
Enchant Land
Forbidden Lore can enchant only a land you control. Enchanted land has "{T}: Target creature gets +2/+1 until end of turn."

Forbidden Ritual 2 {B}{B}
Sorcery
Sacrifice a card in play. If you do, target opponent loses 2 life unless he or she sacrifices a permanent or discards a card from his or her hand. You may repeat this process as many times as you choose.

Forbidding Watchtower
Land
Forbidding Watchtower comes into play tapped.
{T}: Add one white mana to your mana pool.
1 {W}: Forbidding Watchtower becomes a 1/5 white creature until end of turn. It's still a land.

Force of Nature 2 {G}{G}{G}{G}
Creature — Force
8/8
Trample
At the beginning of your upkeep, Force of Nature deals 8 damage to you unless you pay {G}{G}{G}{G}.

Force of Will 3 {U}{U}
Instant
You may pay 1 life and remove a blue card in your hand from the game rather than pay Force of Will's mana cost.
Counter target spell.

Force Spike {U}
Instant
Counter target spell unless its controller pays 1.

Force Void 2 {U}
Instant
Counter target spell unless its controller pays 1. Draw a card at the beginning of the next turn's upkeep.

Forced March X {B}{B}{B}
Sorcery
Destroy all creatures with converted mana cost X or less.

Foreshadow 1 {U}
Instant
Name a card. Target opponent puts the top card from his or her library into his or her graveyard. If it's the named card, you draw a card. Draw a card at the beginning of the next turn's upkeep.

Foresight 1 {U}
Sorcery
Search your library for three cards, remove them from the game, then shuffle your library. Draw a card at the beginning of the next turn's upkeep.

Forest
Land
{G}

Forget {U}{U}
Sorcery
Target player discards two cards from his or her hand, then draws as many cards as he or she discarded this way.

Forgotten Harvest 1 {G}
Enchantment
At the beginning of your upkeep, you may remove a land card in your graveyard from the game. If you do, put a +1/+1 counter on target creature.

Forgotten Lore {G}
Sorcery
An opponent chooses a card in your graveyard. You may pay {G}. If you do, that opponent chooses a card not already chosen for Forgotten Lore. You may repeat this process any number of times. Put the last chosen card in your hand.

Foriysian Brigade 3 {W}
Creature — Soldier
2/4
Foriysian Brigade may block two creatures each combat.

Formation 1 {W}
Instant
Target creature gains banding until end of turn. Draw a card at the beginning of the next turn's upkeep.

Forsaken City
Land
Forsaken City doesn't untap during your untap step. At the beginning of your upkeep, you may remove a card in your hand from the game. If you do, untap Forsaken City.
{T}: Add one mana of any color to your mana pool.

Forsaken Wastes 2 {B}
Enchant World
If a player would gain life, that player gains no life instead.
At the beginning of each player's upkeep, that player loses 1 life.
When Forsaken Wastes becomes the target of a spell, that spell's controller loses 5 life.

Fortitude 1 {G}
Enchant Creature
When Fortitude is put into a graveyard from play, return Fortitude to its owner's hand.
Sacrifice a forest: Regenerate enchanted creature.

Foster 2 {G}{G}
Enchantment
Whenever a creature you control is put into a graveyard, you may pay 1. If you do, reveal cards from the top of your library until you reveal a creature card. Put that card into your hand and the rest into your graveyard.

Foul Familiar   2{B}
Creature — Spirit
3/1
Foul Familiar can't block.
{T}, Pay 1 life: Return Foul Familiar to its owner's hand.

Foul Imp   {B}{B}
Creature — Imp
2/2
Flying
When Foul Imp comes into play, you lose 2 life.

Foul Presence   2{B}
Enchant Creature
Enchanted creature gets -1/-1 and has "{T}: Target creature gets -1/-1 until end of turn."

Fountain of Cho
Land
Fountain of Cho comes into play tapped.
{T}: Put a storage counter on Fountain of Cho.
{T}, Remove any number of storage counters from Fountain of Cho: Add one white mana to your mana pool for each storage counter removed this way.

Fountain of Youth   0
Artifact
2, {T}: You gain 1 life.

Fountain Watch   3{W}{W}
Creature — Guardian
2/4
Artifacts and enchantments you control can't be the target of spells or abilities.

Foxfire   2{W}
Instant
Untap target attacking creature. Prevent all combat damage that would be dealt to or dealt by that creature this turn.
Draw a card at the beginning of the next turn's upkeep.

Frantic Search   2{U}
Instant
Draw two cards, then discard two cards from your hand.
Untap up to three lands.

Freewind Falcon   1{W}
Creature — Bird
1/1
Flying, protection from red

Frenetic Efreet   1{U}{R}
Creature — Efreet
2/1
Flying
0: If Frenetic Efreet is in play, flip a coin. If you win the flip, Frenetic Efreet phases out. If you lose the flip, sacrifice Frenetic Efreet.

Frenetic Ogre   4{R}
Creature — Ogre
2/3
{R}, Discard a card at random from your hand: Frenetic Ogre gets +3/+0 until end of turn.

Frenzied Tilling   3{R}{W}
Sorcery
Destroy target land. Search your library for a basic land card and put that card into play tapped. Then shuffle your library.

Fresh Volunteers   1{W}
Creature — Rebel
2/2

Freyalise Supplicant   1{B}
Creature — Cleric
1/1
{T}, Sacrifice a red or white creature: Freyalise Supplicant deals to target creature or player damage equal to half the sacrificed creature's power, rounded down.

Freyalise's Charm   {W}{W}
Enchantment
Whenever an opponent plays a black spell, you may pay {W}{W}. If you do, you draw a card.
{W}{W}: Return Freyalise's Charm to its owner's hand.

Freyalise's Winds   2{W}{W}
Enchantment
Whenever a permanent becomes tapped, put a wind counter on it. That permanent gains "This permanent doesn't untap during your untap step if it has a wind counter on it" and "At the beginning of your upkeep, remove a wind counter from this permanent."

Frightcrawler   1{B}
Creature — Horror
1/1
Frightcrawler can't be blocked except by artifact creatures and/or black creatures.
Threshold — Frightcrawler gets +2/+2 and can't block. (You have threshold as long as seven or more cards are in your graveyard.)

Frog Tongue   {B}
Enchant Creature
When Frog Tongue comes into play, draw a card. Enchanted creature may block as though it had flying.

Frozen Shade   2{B}
Creature — Shade
0/1
{B}: Frozen Shade gets +1/+1 until end of turn.

Fugitive Druid   3{W}
Creature — Druid
3/2
Whenever Fugitive Druid becomes the target of an enchantment spell, you draw a card.

Fugue   3{B}{B}
Sorcery
Target player discards three cards from his or her hand.

Fumarole   3{U}{R}
Sorcery
As an additional cost to play Fumarole, pay 3 life.
Destroy target creature and target land.

Funeral Charm   {B}
Instant
Choose one — Target player discards a card from his or her hand; or target creature gets +2/-1 until end of turn; or target creature gains swampwalk until end of turn. (That creature is unblockable as long as defending player controls a swamp.)

Funeral March   1{B}{B}
Enchant Creature
When enchanted creature leaves play, its controller sacrifices a creature.

Fungal Shambler   4{G}{U}{B}
Creature — Beast
6/4
Trample
Whenever Fungal Shambler deals damage to an opponent, you draw a card and that opponent discards a card from his or her hand.

Fungus Elemental   3{G}
Creature — Elemental
3/3
{G}, Sacrifice a forest: Put a +2/+2 counter on Fungus Elemental. Play this ability only if Fungus Elemental came into play this turn.

Fungusaur   3{G}
Creature — Fungusaur
2/2
At end of turn, if Fungusaur was dealt damage this turn, put a +1/+1 counter on it.

Furious Assault   2{R}
Enchantment
Whenever you play a creature spell, Furious Assault deals 1 damage to target player.

Furnace Brood   3{R}
Creature — Elemental
3/3
{R}: Target creature can't be regenerated this turn.

Furnace of Rath   1{R}{R}{R}
Enchantment
If a source would deal damage to a creature or player, it deals double that damage to that creature or player instead.

Furnace Spirit   2{R}
Creature — Spirit
1/1
Haste (*This creature may attack and {T} the turn it comes under your control.*)
{R}: Furnace Spirit gets +1/+0 until end of turn.

Fylamarid   1{U}{U}
Creature — Beast
1/3
Flying
Fylamarid can't be blocked by blue creatures.
{U}: Target creature becomes blue until end of turn.

Fylgja   {W}
Enchant Creature
Fylgja comes into play with four healing counters on it.
Remove a healing counter from Fylgja: Prevent the next 1 damage that would be dealt to enchanted creature this turn. 2{W}: Put a healing counter on Fylgja.

Fyndhorn Bow   2
Artifact
3, {T}: Target creature gains first strike until end of turn.

Fyndhorn Brownie   2{G}
Creature — Brownie
1/1
2{G}, {T}: Untap target creature.

Fyndhorn Druid   2{G}
Creature — Druid
2/2
When Fyndhorn Druid is put into a graveyard, if it was blocked this turn, you gain 4 life.

Fyndhorn Elder   2{G}
Creature — Elf
1/1
{T}: Add {G}{G} to your mana pool.

Fyndhorn Elves   {G}
Creature — Elf
1/1
{T}: Add {G} to your mana pool.

Fyndhorn Pollen   2{G}
Enchantment
Cumulative upkeep {G}
All creatures get -1/-0. 1{G}: All creatures get -1/-0 until end of turn.

G

Gaea's Balance   3{G}
Sorcery
As an additional cost to play Gaea's Balance, sacrifice five lands.
Search your library for a land card of each basic land type and put them into play. Then shuffle your library.

Gaea's Skyfolk   {G}{U}
Creature — Elf Merfolk
2/2
Flying

Gaea's Blessing   1{G}
Sorcery
Target player shuffles up to three target cards from his or her graveyard into his or her library. Draw a card.
When Gaea's Blessing is put into your graveyard from your library, shuffle your graveyard into your library.

Gaea's Bounty   2{G}
Sorcery
Search your library for up to two forest cards, reveal those cards, and put them into your hand. Then shuffle your library.

Gaea's Cradle
Legendary Land
{T}: Add {G} to your mana pool for each creature you control.

Gaea's Embrace   2{G}{G}
Enchant Creature
Enchanted creature gets +3/+3 and has trample.
{G}: Regenerate enchanted creature.

Gaea's Herald   1{G}
Creature — Elf
1/1
Creature spells can't be countered by spells or abilities.

Gaea's Might   {G}
Instant
Target creature gets +1/+1 until end of turn for each basic land type among lands you control.

Gainsay   1{U}
Instant
Counter target blue spell.

Galina's Knight   {W}{U}
Creature — Merfolk Knight
2/2
Protection from red

Gallantry   1 ✴
Instant
Target blocking creature gets +4/+4 until end of turn.
Draw a card.

Gallowbraid   3 ☘☘
Creature — Legend
5/5
Trample
Cumulative upkeep — Pay 1 life

Gamble   ☘
Sorcery
Search your library for a card, put that card into your hand, then discard a card at random from your hand. Then shuffle your library.

Game of Chaos   ☘☘☘
Sorcery
Choose target opponent and flip a coin. If you win the flip, you gain 1 life and that player loses 1 life. If you lose the flip, you lose 1 life and the player gains 1 life. The winner of each flip decides whether to flip again. Double the life stakes with each flip.

Game Preserve   2 ♠
Enchantment
At the beginning of your upkeep, each player reveals the top card of his or her library. If all cards revealed this way are creature cards, put those cards into play under their owners' control. *(Otherwise, put them back face-down on top of their owners' libraries.)*

Gamekeeper   3 ♠
Creature — Elf
2/2
When Gamekeeper is put into a graveyard from play, you may remove Gamekeeper from the game. If you do, reveal cards from the top of your library until you reveal a creature card. Put that card into play and put the other cards revealed this way into your graveyard.

Gang of Elk   5 ♠
Creature — Beast
5/4
Whenever Gang of Elk becomes blocked, it gets +2/+2 until end of turn for each creature blocking it.

Gangrenous Zombies   1 ☘☘
Creature — Zombie
2/2
☘, Sacrifice Gangrenous Zombies: Gangrenous Zombies deals 1 damage to each creature and each player. If you control a snow-covered swamp, Gangrenous Zombies deals 2 damage to each creature and each player instead.

Gargantuan Gorilla   4 ♠♠♠
Creature — Ape
7/7
At the beginning of your upkeep, sacrifice Gargantuan Gorilla unless you sacrifice a forest. If you sacrifice Gargantuan Gorilla this way, it deals 7 damage to you. If you sacrifice a snow-covered forest this way, Gargantuan Gorilla gains trample until end of turn.
☘: Gargantuan Gorilla deals damage equal to its power to target creature. That creature deals damage equal to its power to Gargantuan Gorilla.

Gaseous Form   2 ◗
Enchant Creature
Prevent all combat damage that would be dealt to and dealt by enchanted creature.

Gauntlets of Chaos   5
Artifact
5, Sacrifice Gauntlets of Chaos: Exchange control of target artifact, creature, or land for a permanent you control of the same permanent type. Destroy all enchantments on those permanents.

Gaze of Pain   1 ☘
Sorcery
Until end of turn, whenever a creature you control attacks and isn't blocked, you may choose to have it deal damage equal to its power to a target creature. If you do, it deals no combat damage this turn.

Gemstone Mine
Land
Gemstone Mine comes into play with three mining counters on it.
☘, Remove a mining counter from Gemstone Mine: Add one mana of any color to your mana pool. If there are no mining counters on Gemstone Mine, sacrifice it.

General Jarkeld   3 ✴
Creature — Legend
1/2
☘: Switch the blocking creatures of two target attacking creatures. Play this ability only during the declare blockers step.

General's Regalia   3
Artifact
3: The next time a source of your choice would deal damage to you this turn, that damage is dealt to target creature you control instead.

Geothermal Crevice
Land
Geothermal Crevice comes into play tapped.
☘: Add ☘ to your mana pool.
☘, Sacrifice Geothermal Crevice: Add ☘♠ to your mana pool.

Gerrard Capashen   3 ✴✴
Creature — Legend
3/4
At the beginning of your upkeep, you gain 1 life for each card in target opponent's hand.
3 ✴: Tap target creature. Play this ability only if Gerrard Capashen is attacking.

Gerrard's Verdict   ✴☘
Sorcery
Target player discards two cards from his or her hand. You gain 3 life for each land card discarded this way.

Gerrard's Battle Cry   ✴
Enchantment 2 ✴: Creatures you control get +1/+1 until end of turn.

Gerrard's Command   ☘✴
Instant
Untap target creature. It gets +3/+3 until end of turn.

Gerrard's Irregulars   4{R}
Creature — Soldier
4/2
Trample; haste (*This creature may attack and {T} the turn it comes under your control.*)

Gerrard's Wisdom   2{W}{W}
Sorcery
You gain 2 life for each card in your hand.

Ghastly Demise   {B}
Instant
Destroy target nonblack creature if its toughness is less than or equal to the number of cards in your graveyard.

Ghazbán Ogre   {R}
Creature — Ogre
2/2
At the beginning of your upkeep, if a player has more life than any other, that player gains control of Ghazbán Ogre.

Ghitu Encampment
Land
Ghitu Encampment comes into play tapped.
{T}: Add one red mana to your mana pool.
1{R}: Ghitu Encampment becomes a 2/1 red creature with first strike until end of turn. It's still a land.

Ghitu Fire   X{R}
Sorcery
You may play Ghitu Fire any time you could play an instant if you pay 2 more to play it. Ghitu Fire deals X damage to target creature or player.

Ghitu Fire-Eater   2{R}
Creature — Nomad
2/2
{T}, Sacrifice Ghitu Fire-Eater: Ghitu Fire-Eater deals damage equal to its power to target creature or player.

Ghitu Slinger   2{R}
Creature — Nomad
2/2
Echo (*At the beginning of your next upkeep after this permanent comes under your control, sacrifice it unless you pay its mana cost.*)
When Ghitu Slinger comes into play, it deals 2 damage to target creature or player.

Ghitu War Cry   2{R}
Enchantment
{R}: Target creature gets +1/+0 until end of turn.

Ghost Hounds   1{B}
Creature — Hound
1/1
Attacking doesn't cause Ghost Hounds to tap. Whenever Ghost Hounds blocks or becomes blocked by a white creature, Ghost Hounds gains first strike until end of turn.

Ghost Town
Land
{T}: Add one colorless mana to your mana pool.
0: Return Ghost Town to its owner's hand. Play this ability only during another player's turn.

Ghostly Flame   {W}{R}
Enchantment
Black and/or red permanents and spells are colorless sources of damage.

Ghoul's Feast   1{B}
Instant
Target creature gets +X/+0 until end of turn, where X is the number of creature cards in your graveyard.

Giant Albatross   1{U}
Creature — Albatross
1/1
Flying
When Giant Albatross is put into a graveyard from play, you may pay 1{U}. If you do, for each creature that dealt damage to Giant Albatross this turn, destroy that creature unless its controller pays 2 life. A creature destroyed this way can't be regenerated.

Giant Caterpillar   3{G}
Creature — Insect
3/3
{G}, Sacrifice Giant Caterpillar: Put a 1/1 green Butterfly creature token with flying into play at end of turn.

Giant Cockroach   3{B}
Creature — Insect
4/2

Giant Crab   4{U}
Creature — Crab
3/3
{U}: Giant Crab can't be the target of spells or abilities this turn.

Giant Growth   {G}
Instant
Target creature gets +3/+3 until end of turn.

Giant Mantis   3{G}
Creature — Mantis
2/4
Giant Mantis may block as though it had flying.

Giant Octopus   3{U}
Creature — Octopus
3/3

Giant Oyster   2{U}{U}
Creature — Oyster
0/3
You may choose not to untap Giant Oyster during your untap step.
{T}: As long as Giant Oyster remains tapped, target tapped creature doesn't untap during its controller's untap step, and at the beginning of each of your upkeeps, put a -1/-1 counter on that creature. When Giant Oyster becomes untapped or leaves play, remove all -1/-1 counters from the creature.

Giant Spider   3{G}
Creature — Spider
2/4
Giant Spider may block as though it had flying.

Giant Strength   {R}{R}
Enchant Creature
Enchanted creature gets +2/+2.

Giant Trap Door Spider 1🝔♠
Creature — Spider
2/3
1🝔♠, ⬡: Remove from the game Giant Trap Door Spider and target creature without flying that's attacking you.

Gibbering Hyenas 2♠
Creature — Hyena
3/2
Gibbering Hyenas can't block black creatures.

Gift of the Woods ♠
Enchant Creature
Whenever enchanted creature blocks or becomes blocked, enchanted creature gets +0/+3 until end of turn and you gain 1 life.

Gilded Drake 1💧
Creature — Drake
3/3
Flying
When Gilded Drake comes into play, choose one — sacrifice Gilded Drake; or exchange control of Gilded Drake for target creature an opponent controls. If you don't make the exchange, sacrifice Gilded Drake. This ability can't be countered.

Glacial Chasm
Land
Cumulative upkeep — Pay 2 life
If Glacial Chasm would come into play, sacrifice a land instead. If you do, put Glacial Chasm into play. If you don't, put it into its owner's graveyard.
Skip your combat phase.
Prevent all damage that would be dealt to you.

Glacial Crevasses 2🝔
Enchantment
Sacrifice a snow-covered mountain: Prevent all combat damage that would be dealt this turn.

Glacial Wall 2💧
Creature — Wall
0/7
(Walls can't attack.)

Glaciers 2✳💧
Enchantment
At the beginning of your upkeep, sacrifice Glaciers unless you pay ✳💧.
All mountains are plains.

Glade Gnarr 5♠
Creature — Beast
4/4
Whenever a player plays a blue spell, Glade Gnarr gets +2/+2 until end of turn.

Glasses of Urza 1
Artifact
⬡: Look at target player's hand.

Gliding Licid 2💧
Creature — Licid
2/2
💧, ⬡: Gliding Licid loses all abilities, becomes an enchant creature enchanting target creature, and gains "Enchanted creature has flying" and "💧: End the effect that created this ability."

Glimmering Angel 3✳
Creature — Angel
2/2
Flying
💧: Glimmering Angel can't be the target of spells or abilities this turn.

Glittering Lion 2✳
Creature — Cat
2/2
Prevent all damage that would be dealt to Glittering Lion.
3: Until end of turn, Glittering Lion loses "Prevent all damage that would be dealt to Glittering Lion." Any player may play this ability.

Glittering Lynx ✳
Creature — Cat
1/1
Prevent all damage that would be dealt to Glittering Lynx.
2: Until end of turn, Glittering Lynx loses "Prevent all damage that would be dealt to Glittering Lynx." Any player may play this ability.

Global Ruin 4✳
Sorcery
Each player chooses from the lands he or she controls a land of each basic land type, then sacrifices the rest.

Gloom 2🝔
Enchantment
White spells cost an additional 3 to play.
Activated abilities of white enchantments cost an additional 3 to play.

Glorious Anthem 1✳✳
Enchantment
Creatures you control get +1/+1.

Glowing Anemone 3💧
Creature — Beast
1/3
When Glowing Anemone comes into play, you may return target land to its owner's hand.

Goblin Berserker 3🝔
Creature — Goblin
2/2
First strike; haste *(This creature may attack and ⬡ the turn it comes under your control.)*

Goblin Bomb 1🝔
Enchantment
At the beginning of your upkeep, you may flip a coin. If you win the flip, put a fuse counter on Goblin Bomb. If you lose the flip, remove a fuse counter from Goblin Bomb.
Remove five fuse counters from Goblin Bomb, Sacrifice Goblin Bomb: Goblin Bomb deals 20 damage to target player.

Goblin Bombardment 1🝔
Enchantment
Sacrifice a creature: Goblin Bombardment deals 1 damage to target creature or player.

Goblin Cadets 🝔
Creature — Goblin
2/1
Whenever Goblin Cadets blocks or becomes blocked, target opponent gains control of it.
(This removes Goblin Cadets from combat.)

Goblin Chariot — 2🔴
Creature — Goblin
2/2
Haste *(This creature may attack and 🔄 the turn it comes under your control.)*

Goblin Digging Team — 🔴
Creature — Goblin
1/1
🔄, Sacrifice Goblin Digging Team: Destroy target Wall.

Goblin Elite Infantry — 1🔴
Creature — Goblin
2/2
Whenever Goblin Elite Infantry blocks or becomes blocked, it gets -1/-1 until end of turn.

Goblin Festival
Enchantment
2: Goblin Festival deals 1 damage to target creature or player. Flip a coin. If you lose the flip, choose one of your opponents. That player gains control of Goblin Festival.

Goblin Game — 5🔴🔴
Sorcery
Each player hides at least one object, then all players reveal them simultaneously. Each player loses life equal to the number of objects he or she revealed. The player who revealed the fewest objects then loses half his or her life, rounded up. If two or more players are tied for fewest, each loses half his or her life, rounded up.

Goblin Gardener — 3🔴
Creature — Goblin
2/1
When Goblin Gardener is put into a graveyard from play, destroy target land.

Goblin Glider — 1🔴
Creature — Goblin
1/1
Flying
Goblin Glider can't block.

Goblin Grenadiers — 3🔴
Creature — Goblin
2/2
Sacrifice Goblin Grenadiers: Destroy target creature and target land. Play this ability only if Goblin Grenadiers is attacking and unblocked.

Goblin Hero — 2🔴
Creature — Goblin
2/2

Goblin King — 1🔴🔴
Creature — Lord
2/2
All Goblins get +1/+1 and have mountainwalk. *(They're unblockable as long as defending player controls a mountain.)*

Goblin Lackey — 🔴
Creature — Goblin
1/1
Whenever Goblin Lackey deals damage to a player, you may put a Goblin card from your hand into play.

Goblin Legionnaire — 🔴✳
Creature — Goblin Soldier
2/2
🔴, Sacrifice Goblin Legionnaire: Goblin Legionnaire deals 2 damage to target creature or player.
✳, Sacrifice Goblin Legionnaire: Prevent the next 2 damage that would be dealt to target creature or player this turn.

Goblin Lyre — 3
Artifact
Sacrifice Goblin Lyre: Choose target opponent and flip a coin. If you win the flip, Goblin Lyre deals X damage to that opponent, where X is the number of creatures you control. If you lose the flip, Goblin Lyre deals Y damage to you, where Y is the number of creatures the opponent controls.

Goblin Marshal — 4🔴🔴
Creature — Goblin
3/3
Echo *(At the beginning of your next upkeep after this permanent comes under your control, sacrifice it unless you pay its mana cost.)*
Whenever Goblin Marshal comes into play or is put into a graveyard from play, put two 1/1 red Goblin creature tokens into play.

Goblin Masons — 1🔴
Creature — Goblin
2/1
When Goblin Masons is put into a graveyard from play, destroy target Wall.

Goblin Matron — 2🔴
Creature — Goblin
1/1
When Goblin Matron comes into play, you may search your library for a Goblin card. If you do, reveal that card and put it into your hand. Then shuffle your library.

Goblin Medics — 2🔴
Creature — Goblin
1/1
Whenever Goblin Medics becomes tapped, it deals 1 damage to target creature or player.

Goblin Mutant — 2🔴🔴
Creature — Goblin
5/3
Trample
Goblin Mutant can't attack if defending player controls an untapped creature with power 3 or greater.
Goblin Mutant can't block creatures with power 3 or greater.

Goblin Offensive
X1🔴🔴
Sorcery
Put X 1/1 red Goblin creature tokens into play.

Goblin Patrol — 🔴
Creature — Goblin
2/1
Echo *(At the beginning of your next upkeep after this permanent comes under your control, sacrifice it unless you pay its mana cost.)*

Goblin Raider — 1🔴
Creature — Goblin
2/2
Goblin Raider can't block.

Goblin Recruiter   1 {R}
Creature — Goblin
1/1
When Goblin Recruiter comes into play, search your library for any number of Goblin cards. Reveal those cards, then shuffle your library and put them on top of it in any order.

Goblin Ringleader   3 {R}
Creature — Goblin
2/2
Haste *(This creature may attack and {T} the turn it comes under your control.)*
When Goblin Ringleader comes into play, reveal the top four cards of your library. Put all Goblin cards revealed this way into your hand and the rest on the bottom of your library.

Goblin Sappers   1 {R}
Creature — Goblin
1/1
{R}{R}, {T}: Target creature you control is unblockable this turn. Destroy it and Goblin Sappers at end of combat.
{R}{R}{R}{R}, {T}: Target creature you control is unblockable this turn. Destroy it at end of combat.

Goblin Scouts   3 {R}{R}
Sorcery
Put three 1/1 red Goblin Scout creature tokens with mountainwalk into play.

Goblin Ski Patrol   1 {R}
Creature — Goblin
1/1
1 {R}: Goblin Ski Patrol gets +2/+0 and gains flying until end of turn. Destroy it at end of turn. It can't be regenerated. Play this ability only once and only if you control a snow-covered mountain.

Goblin Snowman   3 {R}
Creature — Goblin
1/1
If Goblin Snowman is blocking, prevent all combat damage dealt to and dealt by it.
{T}: Goblin Snowman deals 1 damage to target creature it's blocking.

Goblin Soothsayer   {R}
Creature — Goblin
1/1
{R}, {T}, Sacrifice a Goblin: Red creatures get +1/+1 until end of turn.

Goblin Spelunkers   2 {R}
Creature — Goblin
2/2
Mountainwalk *(This creature is unblockable as long as defending player controls a mountain.)*

Goblin Spy   {R}
Creature — Goblin
1/1
Play with the top card of your library revealed.

Goblin Swine-Rider   {R}
Creature — Goblin
1/1
When Goblin Swine-Rider becomes blocked, it deals 2 damage to each attacking creature and 2 damage to each blocking creature.

Goblin Tinkerer   1 {R}
Creature — Goblin
1/2
{R}, {T}: Destroy target artifact. That artifact deals damage equal to its converted mana cost to Goblin Tinkerer.

Goblin Trenches   1 {R}{W}
Enchantment
2 , Sacrifice a land: Put two 1/1 red and white Goblin Soldier creature tokens into play.

Goblin Vandal   {R}
Creature — Goblin
1/1
{R}: Destroy target artifact defending player controls and prevent all combat damage Goblin Vandal would deal this turn. Play this ability only once each turn and only if Goblin Vandal is attacking and unblocked.

Goblin War Buggy   1 {R}
Creature — Goblin
2/2
Haste *(This creature may attack and {T} the turn it comes under your control.)*
Echo *(At the beginning of your next upkeep after this permanent comes under your control, sacrifice it unless you pay its mana cost.)*

Goblin War Drums   2 {R}
Enchantment
Each creature you control can't be blocked except by two or more creatures.

Goblin Warrens   2 {R}
Enchantment
2 {R}, Sacrifice two Goblins: Put three 1/1 red Goblin creature tokens into play.

Goblin Welder   {R}
Creature — Goblin
1/1
{T}: Choose target artifact a player controls and target artifact card in that player's graveyard. If both targets are still legal as this ability resolves, that player simultaneously sacrifices the artifact in play and puts the other artifact from his or her graveyard into play.

Goham Djinn   5 {B}
Creature — Djinn
5/5
1 {B}: Regenerate Goham Djinn.
Goham Djinn gets -2/-2 as long as black is the most common color among all permanents or is tied for most common.

Goliath Beetle   2 {G}
Creature — Insect
3/1
Trample

Gorilla Berserkers   3 {G}{G}
Creature — Ape
2/3
Trample; rampage 2 *(Whenever this creature becomes blocked by two or more creatures, it gets +2/+2 until end of turn for each creature blocking it beyond the first.)*
Gorilla Berserkers can't be blocked except by three or more creatures.

Gorilla Chieftain   2 {G}{G}
Creature — Ape
3/3
1 {G}: Regenerate Gorilla Chieftain.

Gorilla Pack 2🌲
Creature — Ape
3/3
Gorilla Pack can't attack unless defending player controls a forest.
When you control no forests, sacrifice Gorilla Pack.

Gorilla Shaman 🌲
Creature — Ape
1/1
X X 1 : Destroy target noncreature artifact with converted mana cost X.

Gorilla Titan 3🌲🌲
Creature — Ape
4/4
Trample
Gorilla Titan gets +4/+4 as long as there are no cards in your graveyard.

Gorilla War Cry 1🌲
Instant
Play Gorilla War Cry only during combat before the declare blockers step.
Attacking creatures can't be blocked this turn except by two or more creatures.
Draw a card at the beginning of the next turn's upkeep.

Gorilla Warrior 2🌲
Creature — Ape
3/2

Gossamer Chains ✳✳
Enchantment
Return Gossamer Chains to its owner's hand: Prevent all combat damage that would be dealt by target unblocked creature this turn.

Graceful Antelope 2✳✳
Creature — Antelope
1/4
Plainswalk
Whenever Graceful Antelope deals combat damage to a player, you may have target land become a plains until Graceful Antelope leaves play.

Grafted Skullcap 4
Artifact
At the beginning of your draw step, draw a card.
At the end of your turn, discard your hand.

Grandmother Sengir 4💀
Creature — Legend
3/3
1💀, ⊙: Target creature gets -1/-1 until end of turn.

Granger Guildmage ✳
Creature — Wizard
1/1
✳, ⊙: Target creature gains first strike until end of turn.
🌲, ⊙: Granger Guildmage deals 1 damage to target creature or player and 1 damage to you.

Granite Grip 2🌲
Enchant Creature
Enchanted creature gets +1/+0 for each mountain you control.

Grapeshot Catapult 4
Artifact Creature
2/3
⊙: Grapeshot Catapult deals 1 damage to target creature with flying.

Grasslands
Land
Grasslands comes into play tapped.
⊙, Sacrifice Grasslands: Search your library for a forest or plains card and put it into play. Then shuffle your library.

Grave Defiler 3💀
Creature — Zombie
2/1
When Grave Defiler comes into play, reveal the top four cards of your library. Put all Zombie cards revealed this way into your hand and the rest on the bottom of your library.
1💀: Regenerate Grave Defiler.

Grave Pact 1💀💀💀
Enchantment
Whenever a creature you control is put into a graveyard, each other player sacrifices a creature.

Grave Servitude 1💀
Enchant Creature
You may play Grave Servitude any time you could play an instant. If it was played any time a sorcery couldn't have been played, sacrifice it at end of turn.
Enchanted creature gets +3/-1 and is black.

Gravebane Zombie 3💀
Creature — Zombie
3/2
If Gravebane Zombie would be put into a graveyard from play, put Gravebane Zombie on top of its owner's library instead.

Gravebind 💀
Instant
Target creature can't be regenerated this turn.
Draw a card at the beginning of the next turn's upkeep.

Gravedigger 3💀
Creature — Zombie
2/2
When Gravedigger comes into play, you may return target creature card from your graveyard to your hand.

Gravestorm 💀💀💀
Enchantment
At the beginning of your upkeep, target opponent may remove a card in his or her graveyard from the game. If that player doesn't, you may draw a card.

Great Whale 5💧💧
Creature — Whale
5/5
When Great Whale comes into play, if you played it from your hand, untap up to seven lands.

Greater Good 2🌲🌲
Enchantment
Sacrifice a creature: Draw cards equal to the sacrificed creature's power, then discard three cards from your hand.

Greater Realm of Preservation 1✳
Enchantment
1✳: The next time a black or red source of your choice would deal damage to you this turn, prevent that damage.

Greater Werewolf 4💀
Creature — Lycanthrope
2/4
At end of combat, put a -0/-2 counter on all creatures blocking or blocked by Greater Werewolf.

Greed — 3 ⬤
Enchantment
⬤, Pay 2 life: Draw a card.

Greel, Mind Raker — 3 ⬤⬤
Creature — Spellshaper Legend
3/3
X⬤, ⬤, Discard two cards from your hand: Target player discards X cards at random from his or her hand.

Greel's Caress — 1 ⬤
Enchant Creature
You may play Greel's Caress any time you could play an instant.
Enchanted creature gets -3/-0.

Green Scarab — ✳
Enchant Creature
Enchanted creature can't be blocked by green creatures.
Enchanted creature gets +2/+2 as long as an opponent controls a green permanent.

Greener Pastures — 2 ♠
Enchantment
At the beginning of each player's upkeep, if that player controls more lands than any other, the player puts a 1/1 green Saproling creature token into play.

Griffin Canyon
Land
⬤: Add one colorless mana to your mana pool.
⬤: Untap target Griffin and it gets +1/+1 until end of turn.

Grim Feast — 1 ⬤♠
Enchantment
At the beginning of your upkeep, Grim Feast deals 1 damage to you.
Whenever a creature is put into an opponent's graveyard, you gain life equal to its toughness.

Grim Monolith — 2
Artifact
Grim Monolith doesn't untap during your untap step.
⬤: Add three colorless mana to your mana pool.
4 : Untap Grim Monolith.

Grindstone — 1
Artifact
3, ⬤: Put the top two cards of target player's library into that player's graveyard. If both cards share a color, repeat this process.

Grinning Totem — 4
Artifact
2, ⬤, Sacrifice Grinning Totem: Search target opponent's library for a card and remove that card from the game. Then that player shuffles his or her library. You may play the card as though it were in your hand. At the beginning of your next upkeep, if you haven't played the card, put it into its owner's graveyard.

Grizzled Wolverine — 1 ♠♠
Creature — Wolverine
2/2
Whenever Grizzled Wolverine becomes blocked by one or more creatures, you may pay ♠. If you do, Grizzled Wolverine gets +2/+0 until end of turn.

Grizzly Bears — 1 ♠
Creature — Bear
2/2

Grollub — 2 ⬤
Creature — Beast
3/3
Whenever Grollub is dealt damage, each opponent gains that much life.

Ground Seal — 1 ♠
Enchantment
When Ground Seal comes into play, draw a card.
Cards in graveyards can't be the targets of spells or abilities.

Groundskeeper — ♠
Creature — Druid
1/1
1 ♠: Return target basic land card from your graveyard to your hand.

Guard Dogs — 3 ✳
Creature — Hound
2/2
2 ✳, ⬤: Choose a permanent you control. Prevent all combat damage target creature would deal this turn if it shares a color with that permanent.

Guerrilla Tactics — 1 ⬤
Instant
Guerrilla Tactics deals 2 damage to target creature or player.
When a spell or ability controlled by an opponent causes you to discard Guerrilla Tactics from your hand, Guerrilla Tactics deals 4 damage to target creature or player.

Guided Passage — ◆⬤♠
Sorcery
Reveal the cards in your library. An opponent chooses from among them a creature card, a land card, and a noncreature, nonland card. You put the chosen cards into your hand. Then shuffle your library.

Guided Strike — 1 ✳
Instant
Target creature gets +1/+0 and gains first strike until end of turn.
Draw a card.

Guiding Spirit — 1 ✳◆
Creature — Angel
1/2
Flying
⬤: If the top card of target player's graveyard is a creature card, put that card on the top of that player's library.

Gulf Squid — 3 ◆
Creature — Beast
2/2
When Gulf Squid comes into play, tap all lands target player controls.

Guma — 2 ⬤
Creature — Cat
2/2
Protection from blue

Gush 4 💧
Instant
You may return two islands you control to their owner's hand rather than pay Gush's mana cost.
Draw two cards.

Gustha's Scepter 0
Artifact
When Gustha's Scepter leaves play, put all cards removed from the game with Gustha's Scepter into their owner's graveyard.
🔷: Remove a card in your hand from the game face down. You may look at it at any time.
🔷: Return a card you own removed from the game with Gustha's Scepter to your hand.

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Hail Storm 1 💧💧
Instant
Hail Storm deals 2 damage to each attacking creature and 1 damage to you and each creature you control.

Hakim, Loreweaver 3 💧💧
Creature — Legend
2/4
Flying
💧💧: Return target enchant creature card from your graveyard to play enchanting Hakim, Loreweaver. Play this ability only during your upkeep and only if Hakim isn't enchanted.
💧💧, 🔷: Destroy all enchantments enchanting Hakim.

Halam Djinn 5 💧
Creature — Djinn
6/5
Haste *(This creature may attack and 🔷 the turn it comes under your control.)*
Halam Djinn gets -2/-2 as long as red is the most common color among all permanents or is tied for most common.

Halberdier 3 💧
Creature — Barbarian
3/1
First strike

Hall of Gemstone 1 💧💧
Enchant World
At the beginning of each player's upkeep, that player chooses a color. Until end of turn, lands tapped for mana produce mana of the chosen color instead of their normal color.

Hallowed Ground 1 ✴
Enchantment
✴✴: Return target non-snow-covered land you control to its owner's hand.

Hallowed Healer 2 ✴
Creature — Cleric
1/1
🔷: Prevent the next 2 damage that would be dealt to target creature or player this turn.
Threshold — 🔷: Prevent the next 4 damage that would be dealt to target creature or player this turn. *(Play this ability only if seven or more cards are in your graveyard.)*

Halls of Mist
Land
Cumulative upkeep 1
Creatures that attacked during their controller's last turn can't attack.

Hammer Mage 1 💧
Creature — Spellshaper
1/1
X 💧, 🔷, Discard a card from your hand: Destroy all artifacts with converted mana cost X or less.

Hammer of Bogardan 1 💧💧
Sorcery
Hammer of Bogardan deals 3 damage to target creature or player.
2 💧💧💧: Return Hammer of Bogardan to your hand. Play this ability only during your upkeep and only if Hammer of Bogardan is in your graveyard.

Hammerhead Shark 1 💧
Creature — Fish
2/3
Hammerhead Shark can't attack unless defending player controls an island.

Hand to Hand 2 💧
Enchantment
Instants and activated abilities, other than mana abilities, can't be played during the combat phase.

Hanna, Ship's Navigator 1 ✴💧
Creature — Legend
1/2
1 ✴💧, 🔷: Return target artifact or enchantment card from your graveyard to your hand.

Hanna's Custody 2 ✴
Enchantment
Artifacts can't be the target of spells or abilities.

Harbinger of Night 2 ☠☠
Creature — Spirit
2/3
At the beginning of your upkeep, put a -1/-1 counter on each creature.

Harbor Guardian 2 ✴💧
Creature — Guardian
3/4
Harbor Guardian may block as though it had flying. Whenever Harbor Guardian attacks, defending player may draw a card.

Harmattan Efreet 2 💧💧
Creature — Efreet
2/2
Flying
1 💧💧: Target creature gains flying until end of turn.

Harmonic Convergence 2 🍃
Instant
Return all enchantments to top of their owners' libraries.

Harrow 2 🍃
Instant
As an additional cost to play Harrow, sacrifice a land.
Search your library for up to two basic land cards and put them into play. Then shuffle your library.

Harsh Judgment — 2✦✦
Enchantment
As Harsh Judgment comes into play, choose a color. If an instant or sorcery spell of the chosen color would deal damage to you, it deals that damage to its controller instead.

Harvest Mage — ✦
Creature — Spellshaper
1/1
✦, ⊕, Discard a card from your hand: Until end of turn, if you tap a land for mana, it produces one mana of any color instead of its normal type and amount.

Harvest Wurm — 1✦
Creature — Wurm
3/2
When Harvest Wurm comes into play, sacrifice it unless you return a basic land card from your graveyard to your hand.

Hate Weaver — 1✦
Creature — Wizard
2/1
2: Target blue or red creature gets +1/+0 until end of turn.

Hatred — 3✦✦
Instant
As an additional cost to play Hatred, pay any amount of life.
Target creature gets +X/+0 until end of turn, where X is the amount of life paid this way.

Haunted Angel — 2✦
Creature — Angel
3/3
Flying
When Haunted Angel is put into a graveyard from play, remove Haunted Angel from the game and each other player puts a 3/3 black Angel creature token with flying into play.

Haunted Crossroads — 2✦
Enchantment
⊕: Put target creature card from your graveyard on top of your library.

Haunting Apparition — 1◆✦
Creature — Ghost
1+*/2
Flying
As Haunting Apparition comes into play, choose an opponent.
Haunting Apparition's power is equal to 1 plus the number of green creature cards in the chosen player's graveyard.

Haunting Echoes — 3✦✦
Sorcery
Remove all cards in target player's graveyard other than basic land cards from the game. Search that player's library for all cards with the same name as cards removed this way and remove them from the game. Then that player shuffles his or her library.

Haunting Misery — 1✦✦
Sorcery
As an additional cost to play Haunting Misery, remove any number of creature cards in your graveyard from the game.
Haunting Misery deals X damage to target player, where X is the number of cards removed this way.

Havenwood Battleground
Land
Havenwood Battleground comes into play tapped.
⊕: Add ✦ to your mana pool.
⊕, Sacrifice Havenwood Battleground: Add ✦✦ to your mana pool.

Havoc — 1◆
Enchantment
Whenever an opponent plays a white spell, he or she loses 2 life.

Hawkeater Moth — 3✦
Creature — Insect
1/2
Flying
Hawkeater Moth can't be the target of spells or abilities.

Hazduhr the Abbot — 3✦✦
Creature — Legend
2/5
X, ⊕: The next X damage that would be dealt this turn to target white creature you control is dealt to Hazduhr the Abbot instead.

Hazerider Drake — 2✦◆
Creature — Drake
2/3
Flying, protection from red

Hazy Homunculus — 1◆
Creature — Illusion
1/1
Hazy Homunculus is unblockable as long as defending player controls an untapped land.

Headlong Rush — 1◆
Instant
Attacking creatures gain first strike until end of turn.

Headstone — 1✦
Instant
Remove target card in a graveyard from the game.
Draw a card at the beginning of the next turn's upkeep.

Heal — ✦
Instant
Prevent the next 1 damage that would be dealt to target creature or player this turn.
Draw a card at the beginning of the next turn's upkeep.

Healing Salve — ✦
Instant
Choose one — Target player gains 3 life; or prevent the next 3 damage that would be dealt to target creature or player this turn.

Heart of Bogardan — 2◆◆
Enchantment
Cumulative upkeep 2
When Heart of Bogardan's cumulative upkeep isn't paid, it deals damage equal to its last paid cumulative upkeep to target player and each creature he or she controls.

Heart of Ramos — 3
Artifact
⊕: Add one red mana to your mana pool.
Sacrifice Heart of Ramos: Add one red mana to your mana pool.

Heart of Yavimaya
Land

If Heart of Yavimaya would come into play, sacrifice a forest instead. If you do, put Heart of Yavimaya into play. If you don't, put it into its owner's graveyard.
☥: Add ♠ to your mana pool.
☥: Target creature gets +1/+1 until end of turn.

Heart Sliver　　　1 ❧
Creature — Sliver
1/1
All Slivers have haste. *(They may attack and ☥ the turn they come under your control.)*

Heart Warden　　　1 ♠
Creature — Elf
1/1
☥: Add one green mana to your mana pool.
2, Sacrifice Heart Warden: Draw a card.

Heart Wolf　　　3 ❧
Creature — Wolf
2/2
First strike
☥: Target Dwarf gains first strike and gets +2/+0 until end of turn. When that Dwarf leaves play this turn, sacrifice Heart Wolf. Play this ability only during combat.

Hearth Charm　　　1 ❧
Instant
Choose one — Destroy target artifact creature; or attacking creatures get +1/+0 until end of turn; or target creature with power 2 or less is unblockable this turn.

Heartstone　　　3
Artifact
Creatures' activated abilities cost 1 less to play. This doesn't reduce an ability's cost to less than 1.

Heartwood Dryad　　　1 ♠
Creature — Dryad
2/1
Heartwood Dryad may block as though it had shadow.

Heartwood Giant　　　3 ♠♠
Creature — Giant
4/4
☥, Sacrifice a forest: Heartwood Giant deals 2 damage to target player.

Heartwood Treefolk　　　2 ♠♠
Creature — Treefolk
3/4
Forestwalk *(This creature is unblockable as long as defending player controls a forest.)*

Heat of Battle　　　1 ❧
Enchantment
Whenever a creature blocks, Heat of Battle deals 1 damage to that creature's controller.

Heat Ray　　　x ❧
Instant
Heat Ray deals X damage to target creature.

Heat Stroke　　　2 ❧
Enchantment
Whenever a creature blocks or becomes blocked, destroy it at end of combat.

Heat Wave　　　2 ❧
Enchantment
Cumulative upkeep ❧
Blue creatures can't block creatures you control. Nonblue creatures can't block creatures you control unless their controller pays 1 life for each blocking creature he or she controls.

Heavy Ballista　　　3 ✳
Creature — Soldier
2/3
☥: Heavy Ballista deals 2 damage to target attacking or blocking creature.

Hecatomb　　　1 ☸☸
Enchantment
When Hecatomb comes into play, sacrifice Hecatomb unless you sacrifice four creatures. Tap an untapped swamp you control: Hecatomb deals 1 damage to target creature or player.

Heightened Awareness　　　3 ♦♦
Enchantment
As Heightened Awareness comes into play, discard your hand.
At the beginning of your draw step, draw a card.

Helionaut　　　2 ✳
Creature — Soldier
1/2
Flying
1, ☥: Add one mana of any color to your mana pool.

Helm of Awakening　　　2
Artifact
Spells cost one generic mana less to play.

Helm of Chatzuk　　　1
Artifact
1, ☥: Target creature gains banding until end of turn.

Helm of Obedience　　　4
Artifact
1 X, ☥: Put the top card of target opponent's library into his or her graveyard. Repeat this process X times or until you put a creature card into that graveyard, whichever occurs first. If the last card put into that graveyard this way is a creature card, sacrifice Helm of Obedience and put that card into play under your control.

Helm of Possession　　　4
Artifact
You may choose not to untap Helm of Possession during your untap step.
2, ☥, Sacrifice a creature: You control target creature as long as you control Helm of Possession and Helm of Possession remains tapped.

Hematite Talisman　　　2
Artifact
Whenever a red spell is played, you may pay 3. If you do, untap target permanent.

Henge Guardian　　　5
Artifact Creature
3/4
2: Henge Guardian gains trample until end of turn.

Henge of Ramos
Land
: Add one colorless mana to your mana pool.
2, : Add one mana of any color to your mana pool.

Herald of Serra   2✦✦
Creature — Angel
3/4
Flying; echo *(At the beginning of your next upkeep after this permanent comes under your control, sacrifice it unless you pay its mana cost.)*
Attacking doesn't cause Herald of Serra to tap.

Hermetic Study   1💧
Enchant Creature
Enchanted creature has ": This creature deals 1 damage to target creature or player."

Hermit Druid   1♣
Creature — Druid
1/1
♣, : Reveal cards from the top of your library until you reveal a basic land card. Put that card into your hand and all other cards revealed this way into your graveyard.

Heroes' Reunion
♣✦
Instant
Target player gains 7 life.

Heroic Defiance   1✦
Enchant Creature
Enchanted creature gets +3/+3 unless it shares a color with the most common color among all permanents or a color tied for most common.

Hero's Resolve   1✦
Enchant Creature
Enchanted creature gets +1/+5.

Hesitation   1💧
Enchantment
When a spell is played, sacrifice Hesitation. If you do, counter that spell.

Hibernation Sliver
💧♣
Creature — Sliver
2/2
All Slivers have "Pay 2 life: Return this creature to its owner's hand."

Hibernation   2💧
Instant
Return all green permanents to their owners' hands.

Hickory Woodlot
Land
Hickory Woodlot comes into play tapped with two depletion counters on it.
, Remove a depletion counter from Hickory Woodlot: Add two green mana to your mana pool. If there are no depletion counters on Hickory Woodlot, sacrifice it.

Hidden Ancients   1♣
Enchantment
When an opponent plays an enchantment spell, if Hidden Ancients is an enchantment, Hidden Ancients becomes a 5/5 Treefolk creature.

Hidden Gibbons   ♣
Enchantment
When an opponent plays an instant spell, if Hidden Gibbons is an enchantment, Hidden Gibbons becomes a 4/4 Ape creature.

Hidden Guerrillas   ♣
Enchantment
When an opponent plays an artifact spell, if Hidden Guerrillas is an enchantment, Hidden Guerrillas becomes a 5/3 Soldier creature with trample.

Hidden Herd   ♣
Enchantment
When an opponent plays a nonbasic land, if Hidden Herd is an enchantment, Hidden Herd becomes a 3/3 Beast creature.

Hidden Horror   1♣♣
Creature — Horror
4/4
When Hidden Horror comes into play, sacrifice it unless you discard a creature card from your hand.

Hidden Predators   ♣
Enchantment
When an opponent controls a creature with power 4 or greater, if Hidden Predators is an enchantment, Hidden Predators becomes a 4/4 Beast creature.

Hidden Retreat   2✦
Enchantment
Put a card from your hand on top of your library: Prevent all damage that would be dealt by target instant or sorcery spell this turn.

Hidden Spider   ♣
Enchantment
When a creature with flying comes into play under an opponent's control, if Hidden Spider is an enchantment, Hidden Spider becomes a 3/5 Spider creature that may block as though it had flying.

Hidden Stag   1♣
Enchantment
Whenever an opponent plays a land, if Hidden Stag is an enchantment, Hidden Stag becomes a 3/2 Beast creature.
Whenever you play a land, if Hidden Stag is a creature, Hidden Stag becomes an enchantment.

High Ground   ✦
Enchantment
Each creature you control may block an additional creature.

High Market
Land
: Add one colorless mana to your mana pool.
, Sacrifice a creature: You gain 1 life.

High Seas   2💧
Enchantment
Red creature spells and green creature spells cost 1 more to play.

Highway Robber   2♣♣
Creature — Mercenary
2/2
When Highway Robber comes into play, you gain 2 life and target opponent loses 2 life.

Hill Giant   3🔥
Creature — Giant
3/3

Hint of Insanity   2 ❂
Sorcery
Target player reveals his or her hand. That player discards from it all nonland cards with the same name as another card in his or her hand.

Hipparion   1 ❂
Creature — Hipparion
1/3
Hipparion can't block creatures with power 3 or greater unless you pay 1. *(This cost is paid as blockers are declared.)*

Hired Giant   3 ❂
Creature — Giant
4/4
When Hired Giant comes into play, each other player may search his or her library for a land card, put that card into play, then shuffle that library.

Hivis of the Scale   3 ❂❂
Creature — Legend
3/4
You may choose not to untap Hivis of the Scale during your untap step.
❂: Gain control of target Dragon as long as Hivis remains tapped and as long as you control Hivis.

Hoar Shade   3 ❂
Creature — Shade
1/2
❂: Hoar Shade gets +1/+1 until end of turn.

Hobble   2 ❂
Enchant Creature
When Hobble comes into play, draw a card.
Enchanted creature can't attack.
Enchanted creature can't block if it's black.

Holistic Wisdom   1 ❂❂
Enchantment
2, Remove a card in your hand from the game: Return target card from your graveyard to your hand if it shares a type with the card removed this way. *(The card types are artifact, creature, enchantment, instant, land, and sorcery.)*

Hollow Dogs   4 ❂
Creature — Hound
3/3
Whenever Hollow Dogs attacks, it gets +2/+0 until end of turn.

Hollow Trees
Land
Hollow Trees comes into play tapped.
You may choose not to untap Hollow Trees during your untap step.
At the beginning of your upkeep, if Hollow Trees is tapped, put a storage counter on it.
❂, Remove any number of storage counters from Hollow Trees: Add ❂ to your mana pool for each storage counter removed this way.

Hollow Warrior   4
Artifact Creature — Golem
4/4
Hollow Warrior can't attack or block unless you tap an untapped creature you control not declared as an attacking or blocking creature this turn. *(This cost is paid as attackers or blockers are declared.)*

Holy Day   ❂
Instant
Prevent all combat damage that would be dealt this turn.

Holy Strength   ❂
Enchant Creature
Enchanted creature gets +1/+2.

Homarid Warrior   4 ♠
Creature — Homarid
3/3
♠: Homarid Warrior can't be the target of spells or abilities this turn and doesn't untap during your next untap step. Tap Homarid Warrior.

Honor Guard   ❂
Creature — Soldier
1/1
❂: Honor Guard gets +0/+1 until end of turn.

Honor the Fallen   1 ❂
Instant
Remove all creature cards in all graveyards from the game. You gain 1 life for each card removed this way.

Honorable Passage   1 ❂
Instant
The next time a source of your choice would deal damage to you or target creature this turn, prevent that damage. If damage from a red source is prevented this way, Honorable Passage deals that much damage to the source's controller.

Honorable Scout   ❂
Creature — Soldier
1/1
When Honorable Scout comes into play, you gain 2 life for each black and/or red creature target opponent controls.

Hooded Kavu   2 ❂
Creature — Kavu
2/2
❂: Hooded Kavu can't be blocked this turn except by artifact creatures and/or black creatures.

Hoodwink   1 ♠
Instant
Return target artifact, enchantment, or land to its owner's hand.

Hope and Glory   1 ❂
Instant
Untap two target creatures. Each of them gets +1/+1 until end of turn.

Hope Charm   ❂
Instant
Choose one — Target creature gains first strike until end of turn; or target player gains 2 life; or destroy target local enchantment.

Hopping Automaton   3
Artifact Creature
2/2
0: Hopping Automaton gets -1/-1 and gains flying until end of turn.

Horn of Greed   3
Artifact
Whenever a player plays a land, that player draws a card.

Horn of Plenty   6
Artifact
Whenever a player plays a spell, he or she may pay 1. If that player does, he or she draws a card at end of turn.

Horn of Ramos   3
Artifact
Φ: Add one green mana to your mana pool.
Sacrifice Horn of Ramos: Add one green mana to your mana pool.

Horned Cheetah   2♠✳
Creature — Cat
2/2
Whenever Horned Cheetah deals damage, you gain that much life.

Horned Kavu   ➋♠
Creature — Kavu
3/4
When Horned Kavu comes into play, return a red or green creature you control to its owner's hand.

Horned Sliver   2♠
Creature — Sliver
2/2
All Slivers have trample.

Horned Troll   2♠
Creature — Troll
2/2
♠: Regenerate Horned Troll.

Horned Turtle   2♦
Creature — Turtle
1/4

Hornet Cannon   4
Artifact
3, Φ: Put a 1/1 Hornet artifact creature token with flying and haste into play. Destroy that creature at end of turn. *(It may attack and Φ the turn it comes under your control.)*

Horrible Hordes   3
Artifact Creature
2/2
Rampage 1 *(Whenever this creature becomes blocked by two or more creatures, it gets +1/+1 until end of turn for each creature blocking it beyond the first.)*

Horseshoe Crab   2♦
Creature — Crab
1/3
♦: Untap Horseshoe Crab.

Hot Springs   1♠
Enchant Land
Hot Springs can enchant only a land you control. Enchanted land has "Φ: Prevent the next 1 damage that would be dealt to target creature or player this turn."

Howl from Beyond   x♠
Instant
Target creature gets +X/+0 until end of turn.

Howling Gale   1♠
Instant
Howling Gale deals 1 damage to each creature with flying and each player.
Flashback 1♠ *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Howling Mine   2
Artifact
At the beginning of each player's draw step, if Howling Mine is untapped, that player draws a card.

Howling Wolf   2♠♠
Creature — Wolf
2/2
When Howling Wolf comes into play, you may search your library for up to three cards named Howling Wolf, reveal them, and put them into your hand. If you do, shuffle your library.

Hulking Cyclops   3➋➋
Creature — Giant
5/5
Hulking Cyclops can't block.

Hulking Ogre   2➋
Creature — Ogre
3/3
Hulking Ogre can't block.

Hull Breach   ➋♠
Sorcery
Choose one — Destroy target artifact; or destroy target enchantment; or destroy target artifact and target enchantment.

Humble   1✳
Instant
Target creature loses all abilities and becomes 0/1 until end of turn.

Humility   2✳✳
Enchantment
All creatures lose all abilities and are 1/1.

Hungry Mist   2♠♠
Creature — Mist
6/2
At the beginning of your upkeep, sacrifice Hungry Mist unless you pay ♠♠.

Hunted Wumpus   3♠
Creature — Beast
6/6
When Hunted Wumpus comes into play, each other player may put a creature card from his or her hand into play under his or her control.

Hunting Drake   4♦
Creature — Drake
2/2
Flying
When Hunting Drake comes into play, put target red or green creature on top of its owner's library.

Hunting Kavu   1➋♠
Creature — Kavu
2/3
1➋♠, Φ: Remove from the game Hunting Kavu and target creature without flying that's attacking you.

Hunting Moa   2♠
Creature — Beast
3/2
Echo *(At the beginning of your next upkeep after this permanent comes under your control, sacrifice it unless you pay its mana cost.)*
Whenever Hunting Moa comes into play or is put into a graveyard from play, put a +1/+1 counter on target creature.

Hurkyl's Recall   1♦
Instant
Return all artifacts target player owns to his or her hand.

Hurloon Minotaur 1🅑🅑
Creature — Minotaur
2/3

Hurloon Shaman 1🅑🅑
Creature — Minotaur
2/3
When Hurloon Shaman is put into a graveyard from play, each player sacrifices a land.

Hurricane X🅖
Sorcery
Hurricane deals X damage to each creature with flying and each player.

Hush 3🅦
Sorcery
Destroy all enchantments.
Cycling 2 (2, *Discard this card from your hand: Draw a card.*)

Hyalopterous Lemure 4🅑
Creature — Lemure
4/3
0: Hyalopterous Lemure gets -1/-0 and gains flying until end of turn.

Hydroblast 🅤
Instant
Choose one — Counter target spell if it's red; or destroy target permanent if it's red.

Hymn of Rebirth 3🅖🅦
Sorcery
Put target creature card from a graveyard into play under your control.

Hypnotic Cloud 1🅑
Sorcery
Kicker 4 (*You may pay an additional 4 as you play this spell.*)
Target player discards a card from his or her hand. If you paid the kicker cost, that player discards three cards from his or her hand instead.

Ⅰ

Icatian Phalanx 4🅦
Creature — Soldier
2/4
Banding

Icatian Scout 🅦
Creature — Soldier
1/1
1, T: Target creature gains first strike until end of turn.

Icatian Store
Land
Icatian Store comes into play tapped.
You may choose not to untap Icatian Store during your untap step.
At the beginning of your upkeep, if Icatian Store is tapped, put a storage counter on it.
T, Remove any number of storage counters from Icatian Store: Add 🅦 to your mana pool for each storage counter removed this way.

Icatian Town 5🅦
Sorcery
Put four 1/1 white Citizen creature tokens into play.

Ice Cauldron 4
Artifact
X, T: Put a charge counter on Ice Cauldron and remove a spell card in your hand from the game. You may play that spell card as though it were in your hand. Note the type and amount of mana used to pay this activation cost. Play this ability only if there are no charge counters on Ice Cauldron.
T, Remove a charge counter from Ice Cauldron: Add to your mana pool mana of the type and amount last used to put a charge counter on Ice Cauldron. Spend this mana only to play the last spell card removed from the game with Ice Cauldron.

Ice Cave 3🅤🅤
Enchantment
Whenever a player plays a spell, any other player may pay that spell's mana cost. If a player does, counter the spell. (*Mana cost includes color.*)

Ice Floe
Land
You may choose not to untap Ice Floe during your untap step.
T: Tap target creature without flying that's attacking you. It doesn't untap during its controller's untap step as long as Ice Floe remains tapped.

Iceberg X🅤🅤
Enchantment
Iceberg comes into play with X ice counters on it.
3: Put an ice counter on Iceberg.
Remove an ice counter from Iceberg: Add one colorless mana to your mana pool.

Icequake 1🅑🅑
Sorcery
Destroy target land. If that land is a snow-covered land, Icequake deals 1 damage to the land's controller.

Icy Manipulator 4
Artifact
1, T: Tap target artifact, creature, or land.

Icy Prison 🅤🅤
Enchantment
When Icy Prison comes into play, remove target creature from the game.
At the beginning of your upkeep, sacrifice Icy Prison unless any player pays 3.
When Icy Prison leaves play, return the removed creature to play under its owner's control.

Igneous Golem 5
Artifact Creature — Golem
3/4
2: Igneous Golem gains trample until end of turn.

Ignoble Soldier 2🅦
Creature — Soldier
3/1
Whenever Ignoble Soldier becomes blocked, prevent all combat damage that would be dealt by it this turn.

Ihsan's Shade 3🅑🅑🅑
Creature — Legend
5/5
Protection from white

Ill-Gotten Gains 2🝮🝮
Sorcery
Remove Ill-Gotten Gains from the game. Each player discards his or her hand, then returns up to three cards from his or her graveyard to his or her hand.

Illicit Auction 3🝮🝮
Sorcery
Each player may bid life for control of target creature. You begin the bidding at 0. In turn order, each player may top the high bid. The auction ends if the high bid stands. The high bidder loses life equal to the high bid and gains control of the creature. (*This effect doesn't end at end of turn.*)

Illuminate X🝮
Sorcery
Kicker 2🝮 and/or 3🝰 (*You may pay an additional 2🝮 and/or 3🝰 as you play this spell.*)
Illuminate deals X damage to target creature. If you paid the 2🝮 kicker cost, Illuminate deals X damage to that creature's controller. If you paid the 3🝰 kicker cost, you draw X cards.

Illuminated Wings 1🝰
Enchant Creature
Enchanted creature has flying.
2, Sacrifice Illuminated Wings: Draw a card.

Illumination 🝰🝰
Instant
Counter target artifact or enchantment spell. Its controller gains life equal to its converted mana cost.

Illusion / Reality 🝰 / 2🝱
Instant / Instant
Target spell or permanent becomes the color of your choice until end of turn. / Destroy target artifact.

Illusionary Forces 3🝰
Creature — Illusion
4/4
Flying
Cumulative upkeep 🝰

Illusionary Presence 1🝰🝰
Creature — Illusion
2/2
Cumulative upkeep 🝰
At the beginning of your upkeep, Illusionary Presence gains the landwalk ability of your choice until end of turn. (*It's unblockable as long as defending player controls a land of that type.*)

Illusionary Terrain 🝰🝰
Enchantment
Cumulative upkeep 2
As Illusionary Terrain comes into play, choose two basic land types.
Basic lands of the first chosen type are of the second chosen type.

Illusionary Wall 4🝰
Creature — Wall
7/4
(*Walls can't attack.*)
Flying, first strike
Cumulative upkeep 🝰

Illusions of Grandeur 3🝰
Enchantment
Cumulative upkeep 2
When Illusions of Grandeur comes into play, you gain 20 life.
When Illusions of Grandeur leaves play, you lose 20 life.

Imaginary Pet 1🝰
Creature — Illusion
4/4
At the beginning of your upkeep, if you have a card in hand, return Imaginary Pet to its owner's hand.

Immobilizing Ink 1🝰
Enchant Creature
Enchanted creature doesn't untap during its controller's untap step.
Enchanted creature has "1, Discard a card from your hand: Untap this creature."

Impatience 2🝮
Enchantment
At the end of each player's turn, if that player didn't play a spell that turn, Impatience deals 2 damage to him or her.

Impending Disaster 1🝮
Enchantment
At the beginning of your upkeep, if there are seven or more lands in play, sacrifice Impending Disaster. If you do, destroy all lands.

Implode 4🝮
Sorcery
Destroy target land.
Draw a card.

Imposing Visage 🝮
Enchant Creature
Enchanted creature can't be blocked except by two or more creatures.

Imps' Taunt 1🝮
Instant
Buyback 3 (*If you pay an additional 3 as you play this spell, put it into your hand instead of your graveyard as part of the spell's resolution.*)
Target creature attacks this turn if able.

Impulse 1🝰
Instant
Look at the top four cards of your library. Put one of them into your hand and the rest on the bottom of your library.

Impulsive Maneuvers 2🝮🝮
Enchantment
Whenever a creature attacks, flip a coin. If you win the flip, the next time that creature would deal combat damage this turn, it deals double that damage instead. If you lose the flip, the next time that creature would deal combat damage this turn, prevent that damage.

Incendiary 🝮
Enchant Creature
At the beginning of your upkeep, you may put a fuse counter on Incendiary.
When enchanted creature is put into a graveyard, Incendiary deals X damage to target creature or player, where X is the number of fuse counters on Incendiary.

Incinerate — 1 R
Instant
Incinerate deals 3 damage to target creature or player. A creature dealt damage this way can't be regenerated this turn.

Indentured Djinn — 1 U U
Creature — Djinn
4/4
Flying
When Indentured Djinn comes into play, each other player may draw up to three cards.

Index — U
Sorcery
Look at the top five cards of your library, then put them back in any order.

Infantry Veteran — W
Creature — Soldier
1/1
T: Target attacking creature gets +1/+1 until end of turn.

Infected Vermin — 2 B
Creature — Rat
1/1
2 B: Infected Vermin deals 1 damage to each creature and each player.
Threshold — 3 B: Infected Vermin deals 3 damage to each creature and each player. (*Play this ability only if seven or more cards are in your graveyard.*)

Infernal Contract — B B B
Sorcery
Draw four cards. You lose half your life, rounded up.

Infernal Darkness — 2 B B
Enchantment
Cumulative upkeep — Pay B and 1 life
If a land is tapped for mana, it produces B instead of its normal type and amount.

Infernal Denizen — 7 B
Creature — Infernal-Denizen
5/7
At the beginning of your upkeep, sacrifice two swamps. If you can't, tap Infernal Denizen, and an opponent may gain control of the creature you control of his or her choice. That opponent retains control of that creature as long as Infernal Denizen remains in play.
T: Gain control of target creature as long as Infernal Denizen remains in play.

Infernal Genesis — 4 B B
Enchantment
At the beginning of each player's upkeep, that player puts the top card from his or her library into his or her graveyard. He or she then puts X 1/1 black Minion creature tokens into play, where X is that card's converted mana cost.

Infernal Harvest — 1 B
Sorcery
As an additional cost to play Infernal Harvest, return any number of swamps you control to their owner's hand.
Infernal Harvest deals damage equal to the number of swamps returned this way, divided as you choose among any number of target creatures.

Infernal Tribute — B B B
Enchantment
2, Sacrifice a card in play: Draw a card.

Inferno — 5 R R
Instant
Inferno deals 6 damage to each creature and each player.

Infiltrate — U
Instant
Target creature is unblockable this turn.

Infinite Hourglass — 4
Artifact
All creatures get +1/+0 for each time counter on Infinite Hourglass.
At the beginning of your upkeep, put a time counter on Infinite Hourglass.
3: Remove a time counter from Infinite Hourglass. Any player may play this ability but only during any upkeep.

Inflame — R
Instant
Inflame deals 2 damage to each creature dealt damage this turn.

Infuse — 2 U
Instant
Untap target artifact, creature, or land.
Draw a card at the beginning of the next turn's upkeep.

Inheritance — W
Enchantment
Whenever a creature is put into a graveyard, you may pay 3. If you do, draw a card.

Initiates of the Ebon Hand — B
Creature — Cleric
1/1
1: Add B to your mana pool. If more than 3 is spent this way this turn, sacrifice Initiates of the Ebon Hand at end of turn.

Inner Sanctum — 1 W W
Enchantment
Cumulative upkeep — Pay 2 life
Prevent all damage that would be dealt to creatures you control.

Innocent Blood — B
Sorcery
Each player sacrifices a creature.

Insidious Bookworms — B
Creature — Worm
1/1
When Insidious Bookworms is put into a graveyard from play, you may pay 1 B. If you do, target player discards a card at random from his or her hand.

Insight — 2 U
Enchantment
Whenever an opponent plays a green spell, you draw a card.

Insolence — 2 R
Enchant Creature
Whenever enchanted creature becomes tapped, Insolence deals 2 damage to that creature's controller.

Inspiration — 3 U
Instant
Target player draws two cards.

Instigator 1🔴
Creature — Spellshaper
1/1
1🔴, 🔴, Discard a card from your hand: Creatures target player controls attack this turn if able.

Instill Energy 🟢
Enchant Creature
Enchanted creature has haste. *(It may attack and 🔅 the turn it comes under your control.)*
0: Untap enchanted creature. Play this ability only during your turn but only once each turn.

Insubordination 🔴🔴
Enchant Creature
At the end of the turn of enchanted creature's controller, Insubordination deals 2 damage to that player unless enchanted creature attacked this turn.

Interdict 1🔵
Instant
Counter target activated ability of a permanent that's not a mana ability.
Draw a card.

Intervene 🔵
Instant
Counter target spell that targets a creature.

Intimidation 2🔴🔴🔴
Enchantment
Creatures you control can't be blocked except by artifact creatures and/or black creatures.

Intrepid Hero 2⚪
Creature — Soldier
1/1
🔅: Destroy target creature with power 4 or greater.

Intruder Alarm 2🔵
Enchantment
Creatures don't untap during their controllers' untap steps.
Whenever a creature comes into play, untap all creatures.

Intuition 2🔵
Instant
Search your library for any three cards and reveal them. An opponent chooses one. Put that card into your hand and the rest into your graveyard. Then shuffle your library.

Invasion Plans 2🔴
Enchantment
All creatures block each turn if able.
Instead of the defending player, the attacking player chooses how each creature blocks.

Invigorate 2🟢
Instant
If you control a forest, you may have an opponent gain 3 life rather than pay Invigorate's mana cost.
Target creature gets +4/+4 until end of turn.

Inviolability 1⚪
Enchant Creature
Prevent all damage that would be dealt to enchanted creature.

Invulnerability 1⚪
Instant
Buyback 3 *(If you pay an additional 3 as you play this spell, put it into your hand instead of your graveyard as part of the spell's resolution.)*
The next time a source of your choice would deal damage to you this turn, prevent that damage.

Iridescent Angel 5⚪🟡
Creature — Angel
4/4
Flying, protection from all colors

Iridescent Drake 3🔵
Creature — Drake
2/2
Flying
When Iridescent Drake comes into play, if you played it from your hand, put target enchant creature card from a graveyard into play enchanting Iridescent Drake. *(You control that enchantment.)*

Irini Sengir 2🔴🔴
Creature — Legend
2/2
White enchantments and green enchantments cost 2 more to play.

Iron Lance 2
Artifact
3, 🔅: Target creature gains first strike until end of turn.

Iron Maiden 3
Artifact
At the beginning of each of your opponents' upkeeps, Iron Maiden deals 1 damage to that player for each card more than four in his or her hand.

Iron Star 1
Artifact
Whenever a player plays a red spell, you may pay 1. If you do, you gain 1 life.

Iron Tusk Elephant 4⚪
Creature — Elephant
3/3
Trample

Iron Will ⚪
Instant
Target creature gets +0/+4 until end of turn.
Cycling 2 *(2, Discard this card from your hand: Draw a card.)*

Ironclaw Curse 🔴
Enchant Creature
Enchanted creature gets -0/-1.
Enchanted creature can't block a creature with power equal to or greater than enchanted creature's toughness.

Ironclaw Orcs 1🔴
Creature — Orc
2/2
Ironclaw Orcs can't block a creature with power 2 or greater.

Iron-Heart Chimera 4
Artifact Creature — Chimera
2/2
Attacking doesn't cause Iron-Heart Chimera to tap.
Sacrifice Iron-Heart Chimera: Put a +2/+2 counter on target Chimera and attacking doesn't cause that Chimera to tap. *(This effect doesn't end at end of turn.)*

Ironroot Treefolk 4🌲
Creature — Treefolk
3/5

Irrigation Ditch
Land
Irrigation Ditch comes into play tapped.
⊙: Add ☀ to your mana pool.
⊙, Sacrifice Irrigation Ditch: Add 🌲💧 to your mana pool.

Island Sanctuary 1☀
Enchantment
If you would draw a card during your draw step, instead you may skip that draw. If you do, until the beginning of your next turn, only creatures with flying or islandwalk may attack you.

Island
Land
💧

Ivory Charm ☀
Instant
Choose one — All creatures get -2/-0 until end of turn; or tap target creature; or prevent the next 1 damage that would be dealt to target creature or player this turn.

Ivory Cup 1
Artifact
Whenever a player plays a white spell, you may pay 1. If you do, you gain 1 life.

Ivory Gargoyle 4☀
Creature — Gargoyle
2/2
Flying
When Ivory Gargoyle is put into a graveyard from play, return it to play under its owner's control at end of turn and skip your next draw step.
4☀: Remove Ivory Gargoyle from the game.

Ivory Guardians 4☀☀
Creature — Guardian
3/3
Protection from red
All Guardians get +1/+1 as long as an opponent controls a red card.

Ivory Mask 2☀☀
Enchantment
You can't be the target of spells or abilities.

Ivy Elemental X🌲
Creature — Elemental
0/0
Ivy Elemental comes into play with X +1/+1 counters on it.

Ivy Seer 3🌲
Creature — Wizard
1/1
2🌲, ⊙: Reveal any number of green cards in your hand. Target creature gets +X/+X until end of turn, where X is the number of cards revealed this way.

J

Jabari's Banner 2
Artifact
1, ⊙: Target creature gains flanking until end of turn. (Whenever a creature without flanking blocks this creature, the blocking creature gets -1/-1 until end of turn.)

Jabari's Influence 3☀☀
Instant
Play Jabari's Influence only after combat. Gain control of target nonartifact, nonblack creature that attacked you this turn and put a -1/-0 counter on it.

Jackal Pup 🔴
Creature — Hound
2/1
Whenever Jackal Pup is dealt damage, it deals that much damage to you.

Jackalope Herd 3🌲
Creature — Beast
4/5
When you play a spell, return Jackalope Herd to its owner's hand.

Jade Leech 2🌲🌲
Creature — Leech
5/5
Green spells you play cost 🌲 more to play.

Jade Monolith 4
Artifact
1: The next time a source of your choice would deal damage to target creature this turn, that source deals that damage to you instead.

Jaded Response 1💧
Instant
Counter target spell if it shares a color with a creature you control.

Jagged Lightning 3🔴🔴
Sorcery
Jagged Lightning deals 3 damage to target creature and 3 damage to another target creature.

Jalum Tome 3
Artifact
2, ⊙: Draw a card, then discard a card from your hand.

Jamuraan Lion 2☀
Creature — Lion
3/1
☀, ⊙: Target creature can't block this turn.

Jandor's Saddlebags 2
Artifact
3, ⊙: Untap target creature.

Jangling Automaton 3
Artifact Creature
3/2
Whenever Jangling Automaton attacks, untap all creatures defending player controls.

Jasmine Seer 3☀
Creature — Wizard
1/1
2☀, ⊙: Reveal any number of white cards in your hand. You gain 2 life for each card revealed this way.

Jayemdae Tome 4
Artifact
4, ⊙: Draw a card.

Jester's Cap 4
Artifact
2, ⊙, Sacrifice Jester's Cap: Search target player's library for three cards and remove them from the game. Then that player shuffles his or her library.

Jester's Mask   5
Artifact
Jester's Mask comes into play tapped.
1, {T}, Sacrifice Jester's Mask: Target opponent puts his or her hand on top of his or her library. Search that library for as many cards as he or she put on top of it this way. That player puts those cards into his or her hand, then shuffles his or her library.

Jet Medallion   2
Artifact
Black spells you play cost 1 less to play.

Jeweled Amulet   0
Artifact
1, {T}: Put a charge counter on Jeweled Amulet. Note what type of mana was used to pay this activation cost. Play this ability only if there are no charge counters on Jeweled Amulet.
{T}, Remove all charge counters from Jeweled Amulet: Add one mana of the type last used to put a charge counter on Jeweled Amulet to your mana pool. Play this ability only if there are one or more charge counters on Jeweled Amulet.

Jeweled Spirit   3{W}{W}
Creature — Spirit
3/3
Flying
Sacrifice two lands: Jeweled Spirit gains protection from artifacts or from the color of your choice until end of turn.

Jeweled Torque   2
Artifact
As Jeweled Torque comes into play, choose a color. Whenever a player plays a spell of the chosen color, you may pay 2. If you do, you gain 2 life.

Jhoira's Toolbox   2
Artifact Creature
1/1
2: Regenerate target artifact creature.

Jhovall Queen   4{W}{W}
Creature — Rebel
4/7
Attacking doesn't cause Jhovall Queen to tap.

Jhovall Rider   4{W}
Creature — Rebel
3/3
Trample

Jilt   1{U}
Instant
Kicker 1{R} (You may pay an additional 1{R} as you play this spell.)
Return target creature to its owner's hand. If you paid the kicker cost, Jilt deals 2 damage to another target creature.

Jinx   1{U}
Instant
Target land's type becomes the basic land type of your choice until end of turn.
Draw a card at the beginning of the next turn's upkeep.

Jinxed Idol   2
Artifact
At the beginning of your upkeep, Jinxed Idol deals 2 damage to you.
Sacrifice a creature: Target opponent gains control of Jinxed Idol. (This effect doesn't end at end of turn.)

Jinxed Ring   2
Artifact
Whenever a card is put into your graveyard from play, Jinxed Ring deals 1 damage to you.
Sacrifice a creature: Target opponent gains control of Jinxed Ring. (This effect doesn't end at end of turn.)

Johtull Wurm   5{G}
Creature — Wurm
6/6
Whenever Johtull Wurm becomes blocked by two or more creatures, it gets -2/-1 until end of turn for each creature blocking it beyond the first.

Jokulhaups   4{R}{R}
Sorcery
Destroy all artifacts, creatures, and lands. They can't be regenerated.

Jolrael, Empress of Beasts   3{G}{G}
Creature — Spellshaper Legend
3/3
2{G}, {T}, Discard two cards from your hand: Until end of turn, all lands target player controls are 3/3 creatures that are still lands.

Jolrael's Centaur   1{G}{G}
Creature — Centaur
2/2
Flanking (Whenever a creature without flanking blocks this creature, the blocking creature gets -1/-1 until end of turn.)
Jolrael's Centaur can't be the target of spells or abilities.

Jolrael's Favor   1{G}
Enchant Creature
You may play Jolrael's Favor any time you could play an instant.
1{G}: Regenerate enchanted creature.

Jolt   2{U}
Instant
Tap or untap target artifact, creature, or land.
Draw a card at the beginning of the next turn's upkeep.

Jolting Merfolk   2{U}{U}
Creature — Merfolk
2/2
Fading 4 (This creature comes into play with four fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)
Remove a fade counter from Jolting Merfolk: Tap target creature.

Joven   3{R}{R}
Creature — Legend
3/3
{R}{R}, {T}: Destroy target noncreature artifact.

Joven's Ferrets   {G}
Creature — Ferret
1/1
Whenever Joven's Ferrets attacks, it gets +0/+2 until end of turn.
At end of combat, tap all creatures that blocked Joven's Ferrets this turn. They don't untap during their controller's next untap step.

Joven's Tools   6
Artifact
4, {T}: This turn, target creature can't be blocked except by Walls.

Juju Bubble 1
Artifact
Cumulative upkeep 1
When you play a card, sacrifice Juju Bubble.
2: You gain 1 life.

Jungle Barrier 2♣♦
Creature — Wall
2/6
(Walls can't attack.)
When Jungle Barrier comes into play, draw a card.

Jungle Basin
Land
If Jungle Basin would come into play, return an untapped forest you control to its owner's hand instead. If you do, put Jungle Basin into play tapped. If you don't, put it into its owner's graveyard.
✦: Add ♣ and one colorless mana to your mana pool.

Jungle Patrol 3♣
Creature — Soldier
3/2
1♣, ✦: Put a 0/1 green Wood creature token into play. This creature is a Wall. *(Walls can't attack.)* Sacrifice a Wood token: Add ➋ to your mana pool.

Jungle Troll 1➋♣
Creature — Troll
2/1
➋: Regenerate Jungle Troll.
♣: Regenerate Jungle Troll.

Jungle Wurm 3♣♣
Creature — Wurm
5/5
Whenever Jungle Wurm becomes blocked by two or more creatures, it gets -1/-1 until end of turn for each creature blocking it beyond the first.

Juniper Order Advocate 2✳
Creature — Knight
1/2
Green creatures you control get +1/+1 as long as Juniper Order Advocate is untapped.

Juniper Order Druid 2♣
Creature — Cleric
1/1
✦: Untap target land.

Junk Diver 3
Artifact Creature
1/1
Flying
When Junk Diver is put into a graveyard from play, return another target artifact card from your graveyard to your hand.

Junk Golem 4
Artifact Creature — Golem
0/0
Junk Golem comes into play with three +1/+1 counters on it.
At the beginning of your upkeep, sacrifice Junk Golem unless you remove a +1/+1 counter from it.
1, Discard a card from your hand: Put a +1/+1 counter on Junk Golem.

Juntu Stakes 2
Artifact
Creatures with power 1 or less don't untap during their controllers' untap steps.

Justice 2✳✳
Enchantment
At the beginning of your upkeep, sacrifice Justice unless you pay ✳✳.
Whenever a red creature or spell deals damage, Justice deals that much damage to that creature's or spell's controller.

Juxtapose 3♦
Sorcery
You and target player exchange control of the creature you each control with the highest converted mana cost. Then exchange control of artifacts the same way. If two or more permanents a player controls are tied for highest cost, that player chooses one.

K

Kaervek's Hex 3☥
Sorcery
Kaervek's Hex deals 1 damage to each nonblack creature and an additional 1 damage to each green creature.

Kaervek's Purge X☥☥
Sorcery
Destroy target creature with converted mana cost equal to X. If that creature is put into a graveyard this way, Kaervek's Purge deals damage equal to the creature's power to the creature's controller.

Kaervek's Spite ☥☥☥
Instant
As an additional cost to play Kaervek's Spite, sacrifice all permanents you control and discard your hand. Target player loses 5 life.

Kaervek's Torch X➋
Sorcery
While Kaervek's Torch is on the stack, spells that target it cost 2 more to play.
Kaervek's Torch deals X damage to target creature or player.

Kamahl, Pit Fighter 4➋➋
Creature — Barbarian Legend
6/1
Haste
✦: Kamahl, Pit Fighter deals 3 damage to target creature or player.

Kamahl's Desire 1➋
Enchant Creature
Enchanted creature has first strike.
Threshold — Enchanted creature gets +3/+0. *(You have threshold as long as seven or more cards are in your graveyard.)*

Kangee, Aerie Keeper 2✳♦
Creature — Legend
2/2
Kicker 2X *(You may pay an additional 2X as you play this spell.)*
Flying
When Kangee, Aerie Keeper comes into play, if you paid the kicker cost, put X feather counters on it. All Birds get +1/+1 for each feather counter on Kangee, Aerie Keeper.

Karma 2✳✳
Enchantment
At the beginning of each player's upkeep, Karma deals to that player damage equal to the number of swamps he or she controls.

Karmic Guide   3✷✷
Creature — Spirit
2/2
Flying, protection from black; echo *(At the beginning of your next upkeep after this permanent comes under your control, sacrifice it unless you pay its mana cost.)*
When Karmic Guide comes into play, if you played it from your hand, return target creature card from your graveyard to play.

Karmic Justice   2✷
Enchantment
Whenever a spell or ability an opponent controls destroys a noncreature permanent you control, you may destroy target permanent that opponent controls.

Karn, Silver Golem   5
Artifact Creature — Golem Legend
4/4
Whenever Karn, Silver Golem blocks or becomes blocked, it gets -4/+4 until end of turn.
1 : Target noncreature artifact becomes an artifact creature with power and toughness each equal to its converted mana cost until end of turn. *(That artifact retains its abilities.)*

Karn's Touch   ◗◗
Instant
Target noncreature artifact becomes an artifact creature with power and toughness each equal to its converted mana cost until end of turn. *(It retains its abilities.)*

Karoo Meerkat   1♠
Creature — Meerkat
2/1
Protection from blue

Karoo
Land
If Karoo would come into play, return an untapped plains you control to its owner's hand instead. If you do, put Karoo into play tapped. If you don't, put it into its owner's graveyard.
✪: Add ✷ and one colorless mana to your mana pool.

Karplusan Forest
Land
✪: Add one colorless mana to your mana pool.
✪: Add ♦ or ♠ to your mana pool. Karplusan Forest deals 1 damage to you.

Karplusan Giant   6♦
Creature — Giant
3/3
Tap an untapped snow-covered land you control: Karplusan Giant gets +1/+1 until end of turn.

Karplusan Yeti   3♦♦
Creature — Yeti
3/3
✪: Karplusan Yeti deals damage equal to its power to target creature. That creature deals damage equal to its power to Karplusan Yeti.

Katabatic Winds   2♠
Enchantment
Phasing
Creatures with flying can't attack, block, or use any ability that includes ✪ in its activation cost.

Kavu Aggressor   2♦
Creature — Kavu
3/2
Kicker 4 *(You may pay an additional 4 as you play this spell.)*
Kavu Aggressor can't block.
If you paid the kicker cost, Kavu Aggressor comes into play with a +1/+1 counter on it.

Kavu Chameleon   3♠♠
Creature — Kavu
4/4
Kavu Chameleon can't be countered.
♠: Kavu Chameleon becomes the color of your choice until end of turn.

Kavu Climber   3♠♠
Creature — Kavu
3/3
When Kavu Climber comes into play, draw a card.

Kavu Glider   2♦
Creature — Kavu
2/1
✷: Kavu Glider gets +0/+1 until end of turn.
◗: Kavu Glider gains flying until end of turn.

Kavu Howler   4♠♠
Creature — Kavu
4/5
When Kavu Howler comes into play, reveal the top four cards of your library. Put all Kavu cards revealed this way into your hand and the rest on the bottom of your library.

Kavu Lair   2♠
Enchantment
Whenever a creature with power 4 or greater comes into play, its controller draws a card.

Kavu Mauler   4♠♠
Creature — Kavu
4/4
Trample
Whenever Kavu Mauler attacks, it gets +1/+1 until end of turn for each other attacking Kavu.

Kavu Monarch   2♦♦
Creature — Kavu
3/3
All Kavu have trample.
Whenever another Kavu comes into play, put a +1/+1 counter on Kavu Monarch.

Kavu Recluse   2♦
Creature — Kavu
2/2
✪: Target land becomes a forest until end of turn.

Kavu Runner   3♦
Creature — Kavu
3/3
Kavu Runner has haste as long as no opponent controls a white or blue creature. *(It may attack and ✪ the turn it comes under your control.)*

Kavu Scout   2♦
Creature — Kavu
0/2
Kavu Scout gets +1/+0 for each basic land type among lands you control.

Kavu Titan 1🍀
Creature — Kavu
2/2
Kicker 2🍀 *(You may pay an additional 2🍀 as you play this spell.)*
If you paid the kicker cost, Kavu Titan comes into play with three +1/+1 counters on it and with trample.

Kaysa 3🍀🍀
Creature — Legend
2/3
Green creatures you control get +1/+1.

Keeper of Kookus 🔥
Creature — Goblin
1/1
🔥: Keeper of Kookus gains protection from red until end of turn.

Keeper of the Beasts 🍀🍀
Creature — Wizard
1/2
🍀, ⤵: Put a 2/2 green Beast creature token into play. Play this ability only if an opponent controls more creatures than you.

Keeper of the Dead ☠☠
Creature — Wizard
1/2
☠, ⤵: Destroy target nonblack creature controlled by an opponent with at least two fewer creature cards in his or her graveyard than you.

Keeper of the Flame 🔥🔥
Creature — Wizard
1/2
🔥, ⤵: Keeper of the Flame deals 2 damage to target opponent with more life than you.

Keeper of the Light ✳✳
Creature — Wizard
1/2
✳, ⤵: You gain 3 life. Play this ability only if you have less life than an opponent.

Keeper of the Mind 👁👁
Creature — Wizard
1/2
👁, ⤵: Draw a card. Play this ability only if an opponent has at least two more cards in hand than you.

Keeper of Tresserhorn 5🍀
Creature — Keeper
6/6
Whenever Keeper of Tresserhorn attacks and isn't blocked, it deals no combat damage this turn and defending player loses 2 life.

Keldon Arsonist 2🔥
Creature — Soldier
1/1
1, Sacrifice two lands: Destroy target land.

Keldon Battlewagon 5
Artifact Creature
0/3
Trample
Keldon Battlewagon can't block.
When Keldon Battlewagon attacks, sacrifice it at end of combat.
Tap an untapped creature you control: Keldon Battlewagon gets +X/+0 until end of turn, where X is the tapped creature's power.

Keldon Berserker 3🔥
Creature — Soldier
2/3
Whenever Keldon Berserker attacks, if you control no untapped lands, it gets +3/+0 until end of turn.

Keldon Champion 2🔥🔥
Creature — Barbarian
3/2
Haste *(This creature may attack and ⤵ the turn it comes under your control.)*
Echo *(At the beginning of your next upkeep after this permanent comes under your control, sacrifice it unless you pay its mana cost.)*
When Keldon Champion comes into play, it deals 3 damage to target player.

Keldon Firebombers 3🔥🔥
Creature — Soldier
3/3
When Keldon Firebombers comes into play, each player sacrifices all lands he or she controls except for three.

Keldon Mantle 1🔥
Enchant Creature
🍀: Regenerate enchanted creature.
🔥: Enchanted creature gets +1/+0 until end of turn.
🍀: Enchanted creature gains trample until end of turn.

Keldon Necropolis
Legendary Land
⤵: Add one colorless mana to your mana pool.
4🔥, ⤵, Sacrifice a creature: Keldon Necropolis deals 2 damage to target creature or player.

Keldon Twilight 1✳🔥
Enchantment
At the end of each player's turn, if no creatures attacked that turn, that player sacrifices a creature he or she controlled since the beginning of the turn.

Keldon Vandals 2🔥
Creature — Townsfolk
4/1
Echo *(At the beginning of your next upkeep after this permanent comes under your control, sacrifice it unless you pay its mana cost.)*
When Keldon Vandals comes into play, destroy target artifact.

Keldon Warlord 2🔥🔥
Creature — Lord
/
Keldon Warlord's power and toughness are each equal to the number of non-Wall creatures you control.

Kelsinko Ranger ✳
Creature — Ranger
1/1
1✳: Target green creature gains first strike until end of turn.

Kezzerdrix 2☠☠
Creature — Beast
4/4
First strike
At the beginning of your upkeep, if your opponents control no creatures, Kezzerdrix deals 4 damage to you.

Kill Switch 3
Artifact
2, ⏀: Tap all other artifacts. They don't untap during their controllers' untap steps as long as Kill Switch remains tapped.

Killer Bees 1♣♣
Creature — Bee
0/1
Flying
♣: Killer Bees gets +1/+1 until end of turn.

Killer Whale 3♦♦
Creature — Whale
3/5
♦: Killer Whale gains flying until end of turn.

Kindle 1♦
Instant
Kindle deals to target creature or player damage equal to the number of cards named Kindle in all graveyards plus 2.

King Cheetah 3♣
Creature — Cheetah
3/2
You may play King Cheetah any time you could play an instant.

King Crab 4♦♦
Creature — Crab
4/5
1♦, ⏀: Put target green creature on top of its owner's library.

Kingfisher 3♦
Creature — Bird
2/2
Flying
When Kingfisher is put into a graveyard from play, draw a card.

Kirtar's Desire ☀
Enchant Creature
Enchanted creature can't attack.
Threshold — Enchanted creature can't block. *(You have threshold as long as seven or more cards are in your graveyard.)*

Kirtar's Wrath 4☀☀
Sorcery
Destroy all creatures. They can't be regenerated.
Threshold — Instead destroy all creatures, then put two 1/1 white Spirit creature tokens with flying into play. Creatures destroyed this way can't be regenerated. *(You have threshold if seven or more cards are in your graveyard.)*

Kismet 3☀
Enchantment
Artifacts, creatures, and lands your opponents control come into play tapped.

Kithkin Armor ☀
Enchant Creature
Enchanted creature can't be blocked by creatures with power 3 or greater.
Sacrifice Kithkin Armor: The next time a source of your choice would deal damage to enchanted creature this turn, prevent that damage.

Kjeldoran Dead ♣
Creature — Skeleton
3/1
When Kjeldoran Dead comes into play, sacrifice a creature.
♣: Regenerate Kjeldoran Dead.

Kjeldoran Elite Guard 3☀
Creature — Soldier
2/2
⏀: Target creature gets +2/+2 until end of turn. When that creature leaves play this turn, sacrifice Kjeldoran Elite Guard. Play this ability only during combat.

Kjeldoran Escort 2☀☀
Creature — Soldier
2/3
Banding

Kjeldoran Frostbeast 3♣☀
Creature — Frostbeast
2/4
Whenever Kjeldoran Frostbeast blocks or becomes blocked by a creature, destroy that creature at end of combat.

Kjeldoran Guard 1☀
Creature — Soldier
1/1
⏀: Target creature gets +1/+1 until end of turn. When that creature leaves play this turn, sacrifice Kjeldoran Guard. Play this ability only during combat and only if defending player controls no snow-covered lands.

Kjeldoran Home Guard 3☀
Creature — Soldier
1/6
At end of combat, if Kjeldoran Home Guard attacked or blocked this turn, put a -0/-1 counter on it and put a 0/1 white Deserter creature token into play.

Kjeldoran Knight ☀☀
Creature — Knight
1/1
Banding
1☀: Kjeldoran Knight gets +1/+0 until end of turn.
☀☀: Kjeldoran Knight gets +0/+2 until end of turn.

Kjeldoran Outpost
Land
If Kjeldoran Outpost would come into play, sacrifice a plains instead. If you do, put Kjeldoran Outpost into play. If you don't, put it into its owner's graveyard.
⏀: Add ☀ to your mana pool.
1☀, ⏀: Put a 1/1 white Soldier creature token into play.

Kjeldoran Phalanx 5☀
Creature — Soldier
2/5
Banding, first strike

Kjeldoran Pride 1☀
Enchant Creature
Enchanted creature gets +1/+2.
2♦: Move Kjeldoran Pride to target creature.

Kjeldoran Royal Guard 3✹✹
Creature — Soldier
2/5
✦: All combat damage that unblocked creatures would deal to you this turn is dealt to Kjeldoran Royal Guard instead.

Kjeldoran Skycaptain 4✹
Creature — Soldier
2/2
Banding, flying, first strike

Kjeldoran Skyknight 2✹
Creature — Soldier
1/1
Banding, flying, first strike

Kjeldoran Warrior ✹
Creature — Hero
1/1
Banding

Knight Errant 1✹
Creature — Knight
2/2

Knight of Dawn 1✹✹
Creature — Knight
2/2
First strike
✹✹: Knight of Dawn gains protection from the color of your choice until end of turn.

Knight Of Dusk 1☠☠
Creature — Knight
2/2
☠☠: Destroy target creature blocking Knight of Dusk.

Knight of Stromgald ☠☠
Creature — Knight
2/1
Protection from white
☠☠: Knight of Stromgald gets +1/+0 until end of turn.
☠: Knight of Stromgald gains first strike until end of turn.

Knight of the Mists 2💧
Creature — Knight
2/2
Flanking (*Whenever a creature without flanking blocks this creature, the blocking creature gets -1/-1 until end of turn.*)
When Knight of the Mists comes into play, you may pay 💧. If you don't, destroy target Knight. It can't be regenerated.

Knight of Valor 2✹
Creature — Knight
2/2
Flanking (*Whenever a creature without flanking blocks this creature, the blocking creature gets -1/-1 until end of turn.*)
1✹: Each creature without flanking blocking Knight of Valor gets -1/-1 until end of turn. Play this ability only once each turn.

Knighthood 2✹
Enchantment
Creatures you control have first strike.

Kookus 3🔥🔥
Creature — Djinn
3/5
Trample
At the beginning of your upkeep, if you don't control a creature named Keeper of Kookus, Kookus deals 3 damage to you and attacks this turn if able.
🔥: Kookus gets +1/+0 until end of turn.

Kor Chant 2✹
Instant
All damage that would be dealt this turn to target creature you control from a source of your choice is dealt to another target creature instead.

Kor Haven
Legendary Land
✦: Add one colorless mana to your mana pool.
1✹, ✦: Prevent all combat damage that would be dealt by target attacking creature this turn.

Koskun Falls 2☠☠
Enchant World
At the beginning of your upkeep, sacrifice Koskun Falls unless you tap an untapped creature you control.
Each creature can't attack you unless its controller pays an additional 2. (*This cost is paid as attackers are declared.*)

Koskun Keep
Land
✦: Add one colorless mana to your mana pool.
1, ✦: Add 🔥 to your mana pool.
2, ✦: Add ✹ or ☠ to your mana pool.

Krakilin x♣♣
Creature — Beast
0/0
Krakilin comes into play with X +1/+1 counters on it.
1♣: Regenerate Krakilin.

Kris Mage 🔥
Creature — Spellshaper
1/1
🔥, ✦, Discard a card from your hand: Kris Mage deals 1 damage to target creature or player.

Krosan Archer 3♣
Creature — Centaur
2/3
Krosan Archer may block as though it had flying.
♣, Discard a card from your hand: Krosan Archer gets +0/+2 until end of turn.

Krosan Avenger 2♣
Creature — Druid
3/1
Trample
Threshold — 1♣: Regenerate Krosan Avenger. (*Play this ability only if seven or more cards are in your graveyard.*)

Krosan Beast 3♣
Creature — Squirrel Beast
1/1
Threshold — Krosan Beast gets +7/+7. (*You have threshold as long as seven or more cards are in your graveyard.*)

Krovikan Elementalist ⓌⓌ
Creature — Wizard
1/1
2 🜂: Target creature gets +1/+0 until end of turn.
♠ ♠: Target creature you control gains flying until end of turn. Sacrifice it at end of turn.

Krovikan Fetish 2 Ⓦ
Enchant Creature
When Krovikan Fetish comes into play, draw a card at the beginning of the next turn's upkeep. Enchanted creature gets +1/+1.

Krovikan Horror 3 Ⓦ
Creature — Horror
2/2
At end of turn, if Krovikan Horror is in your graveyard with a creature card directly above it, you may return Krovikan Horror to your hand.
1 , Sacrifice a creature: Krovikan Horror deals 1 damage to target creature or player.

Krovikan Plague 2 Ⓦ
Enchant Creature
Krovikan Plague can enchant only a non-Wall creature you control.
When Krovikan Plague comes into play, draw a card at the beginning of the next turn's upkeep. Enchanted creature has "Ⓦ: Put a -0/-1 counter on this creature, and Krovikan Plague deals 1 damage to target creature or player."

Krovikan Sorcerer 2 ♠
Creature — Wizard
1/1
Ⓦ, Discard a card from your hand: Draw a card.
Ⓦ, Discard a black card from your hand: Draw two cards, then discard one of them.

Krovikan Vampire 3 ⓌⓌ
Creature — Vampire
3/3
Whenever a creature dealt damage by Krovikan Vampire this turn is put into a graveyard, put that creature into play under your control at end of turn. Sacrifice the creature when you lose control of Krovikan Vampire.

Kukemssa Pirates 3 ♠
Creature — Pirate
2/2
Whenever Kukemssa Pirates attacks and isn't blocked, you may gain control of target artifact defending player controls. If you do, Kukemssa Pirates deals no combat damage this turn.

Kukemssa Serpent 3 ♠
Creature — Serpent
4/3
Kukemssa Serpent can't attack unless defending player controls an island.
♠, Sacrifice an island: Target land an opponent controls becomes an island until end of turn. When you control no islands, sacrifice Kukemssa Serpent.

Kyren Archive 3
Artifact
At the beginning of your upkeep, you may remove the top card of your library from the game face down.
5 , Discard your hand, Sacrifice Kyren Archive: Put all cards removed from the game with Kyren Archive into their owner's hand.

Kyren Glider 1 🜂
Creature — Goblin
1/1
Flying
Kyren Glider can't block.

Kyren Legate 1 🜂
Creature — Goblin
1/1
If an opponent controls a plains and you control a mountain, you may play Kyren Legate without paying its mana cost.
Haste (*This creature may attack and Ⓦ the turn it comes under your control.*)

Kyren Negotiations 2 🜂🜂
Enchantment
Tap an untapped creature you control: Kyren Negotiations deals 1 damage to target player.

Kyren Sniper 2 🜂
Creature — Goblin
1/1
At the beginning of your upkeep, you may have Kyren Sniper deal 1 damage to target player.

Kyren Toy 3
Artifact
1 , Ⓦ: Put a charge counter on Kyren Toy.
Ⓦ, Remove X charge counters from Kyren Toy: Add X plus one colorless mana to your mana pool.

Kyscu Drake 3 ♠
Creature — Drake
2/2
Flying
♠: Kyscu Drake gets +0/+1 until end of turn. Play this ability no more than once each turn.
Sacrifice Kyscu Drake and a creature named Spitting Drake: Search your library for a card named Viashivan Dragon and put that card into play. Then shuffle your library.

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Lab Rats Ⓦ
Sorcery
Buyback 4 (*If you pay an additional 4 as you play this spell, put it into your hand instead of your graveyard as part of the spell's resolution.*)
Put a 1/1 black Rat creature token into play.

Labyrinth Minotaur 3 ♠
Creature — Minotaur
1/4
Whenever Labyrinth Minotaur blocks a creature, that creature doesn't untap during its controller's next untap step.

Laccolith Grunt 2 🜂
Creature — Beast
2/2
Whenever Laccolith Grunt becomes blocked, you may have it deal damage equal to its power to target creature. If you do, Laccolith Grunt deals no combat damage this turn.

Laccolith Rig 🜂
Enchant Creature
Whenever enchanted creature becomes blocked, you may have it deal damage equal to its power to target creature. If you do, enchanted creature deals no combat damage this turn.

Laccolith Titan 5{R}{R}
Creature — Beast
6/6
Whenever Laccolith Titan becomes blocked, you may have it deal damage equal to its power to target creature. If you do, Laccolith Titan deals no combat damage this turn.

Laccolith Warrior 2{R}{R}
Creature — Beast
3/3
Whenever Laccolith Warrior becomes blocked, you may have it deal damage equal to its power to target creature. If you do, Laccolith Warrior deals no combat damage this turn.

Laccolith Whelp {R}
Creature — Beast
1/1
Whenever Laccolith Whelp becomes blocked, you may have it deal damage equal to its power to target creature. If you do, Laccolith Whelp deals no combat damage this turn.

Lake of the Dead
Land
If Lake of the Dead would come into play, sacrifice a swamp instead. If you do, put Lake of the Dead into play. If you don't, put it into its owner's graveyard.
{B}: Add {B} to your mana pool.
{B}, Sacrifice a swamp: Add {B}{B}{B}{B} to your mana pool.

Lancers en-Kor 3{W}{W}
Creature — Soldier
3/3
Trample
0: The next 1 damage that would be dealt to Lancers en-Kor this turn is dealt to target creature you control instead.

Land Cap
Land
{W}: Add {W} or {U} to your mana pool. Land Cap doesn't untap during its controller's next untap step.

Land Grant 1{G}
Sorcery
If you have no land cards in hand, you may reveal your hand rather than pay Land Grant's mana cost. Search your library for a forest card, reveal that card, and put it into your hand. Then shuffle your library.

Landslide {R}
Sorcery
Sacrifice any number of mountains. Landslide deals that much damage to target player.

Lapis Lazuli Talisman 2
Artifact
Whenever a blue spell is played, you may pay 3. If you do, untap target permanent.

Laquatus's Creativity 4{U}
Sorcery
Target player draws cards equal to the number of cards in his or her hand, then discards that many cards.

Larceny 3{B}{B}
Enchantment
Whenever a creature you control deals combat damage to a player, that player discards a card from his or her hand.

Lashknife Barrier 2{W}
Enchantment
When Lashknife Barrier comes into play, draw a card.
If a source would deal damage to a creature you control, it deals that much damage minus 1 to that creature instead.

Lashknife 1{W}
Enchant Creature
If you control a plains, you may tap an untapped creature you control rather than pay Lashknife's mana cost.
Enchanted creature has first strike.

Last Breath 1{W}
Instant
Remove target creature with power 2 or less from the game. Its controller gains 4 life.

Last Caress 2{B}
Sorcery
Target player loses 1 life and you gain 1 life. Draw a card.

Last Rites 2{B}
Sorcery
Discard any number of cards from your hand. Target player reveals his or her hand, then you choose a nonland card from it for each card discarded this way. That player discards those cards.

Last Stand {W}{B}{R}{G}{U}
Sorcery
Target opponent loses 2 life for each swamp you control. Last Stand deals damage equal to the number of mountains you control to target creature. Put a 1/1 green Saproling creature token into play for each forest you control. You gain 2 life for each plains you control. Draw a card for each island you control, then discard that many cards from your hand.

Last-Ditch Effort {R}
Instant
Sacrifice any number of creatures. Last-Ditch Effort deals X damage to target creature or player, where X is the number of creatures sacrificed this way.

Lat-Nam's Legacy 1{U}
Instant
Shuffle a card from your hand into your library. If you do, draw two cards at the beginning of the next turn's upkeep.

Latulla, Keldon Overseer 3{R}{R}
Creature — Spellshaper Legend
3/3
X, {R}, {R}, Discard two cards from your hand: Latulla, Keldon Overseer deals X damage to target creature or player.

Latulla's Orders 1{R}
Enchant Creature
You may play Latulla's Orders any time you could play an instant.
Whenever enchanted creature deals combat damage to defending player, you may destroy target artifact that player controls.

Launch 1{U}
Enchant Creature
Enchanted creature has flying.
When Launch is put into a graveyard from play, return Launch to its owner's hand.

Lava Axe   4 {R}
Sorcery
Lava Axe deals 5 damage to target player.

Lava Blister   1 {R}
Sorcery
Destroy target nonbasic land unless its controller has Lava Blister deal 6 damage to him or her.

Lava Burst   X {R}
Sorcery
Lava Burst deals X damage to target creature or player.
If Lava Burst would damage a creature, effects that would prevent that damage or cause the damage to be dealt elsewhere are ignored.

Lava Hounds   2 {R}{R}
Creature — Hound
4/4
Haste *(This creature may attack and {T} the turn it comes under your control.)*
When Lava Hounds comes into play, it deals 4 damage to you.

Lava Runner   1 {R}{R}
Creature — Lizard
2/2
Haste *(This creature may attack and {T} the turn it comes under your control.)*
Whenever Lava Runner becomes the target of a spell or ability, that spell or ability's controller sacrifices a land.

Lava Storm   3 {R}{R}
Instant
Choose one — Lava Storm deals 2 damage to each attacking creature; or Lava Storm deals 2 damage to each blocking creature.

Lava Tubes
Land
{T}: Add {B} or {R} to your mana pool. Lava Tubes doesn't untap during its controller's next untap step.

Lava Zombie   1 {B}{R}
Creature — Zombie
4/3
When Lava Zombie comes into play, return a black or red creature you control to its owner's hand.
2: Lava Zombie gets +1/+0 until end of turn.

Lawbringer   2 {W}
Creature — Rebel
2/2
{T}, Sacrifice Lawbringer: Remove target red creature from the game.

Lay of the Land   {G}
Sorcery
Search your library for a basic land card, reveal that card, and put it into your hand. Then shuffle your library.

Lay Waste   3 {R}
Sorcery
Destroy target land.
Cycling 2 *(2, Discard this card from your hand: Draw a card.)*

Lead Golem   5
Artifact Creature — Golem
3/5
Whenever Lead Golem attacks, it doesn't untap during its controller's next untap step.

Lead-Belly Chimera   4
Artifact Creature — Chimera
2/2
Trample
Sacrifice Lead-Belly Chimera: Put a +2/+2 counter on target Chimera and that Chimera gains trample. *(This effect doesn't end at end of turn.)*

Leaf Dancer   1 {G}{G}
Creature — Centaur
2/2
Forestwalk

Leap   {U}
Instant
Target creature gains flying until end of turn. Draw a card.

Leaping Lizard   1 {G}{G}
Creature — Lizard
2/3
1 {G}: Leaping Lizard gains flying and gets -0/-1 until end of turn.

Leeches   1 {W}{W}
Sorcery
Target player loses all poison counters. Leeches deals 1 damage to that player for each poison counter removed this way.

Leeching Licid   1 {G}
Creature — Licid
1/1
{G}, {T}: Leeching Licid loses all abilities, becomes an enchant creature enchanting target creature, and gains "At the beginning of the upkeep of enchanted creature's controller, Leeching Licid deals 1 damage to that player" and "{G}: End the effect that created this ability."

Leering Gargoyle   1 {W}{B}
Creature — Gargoyle
2/2
Flying
{B}: Leering Gargoyle gets -2/+2 and loses flying until end of turn.

Legacy Weapon   7
Legendary Artifact
{W}{B}{U}{R}{G}: Remove target permanent from the game.
If Legacy Weapon would be put into a graveyard from anywhere, reveal Legacy Weapon and shuffle it into its owner's library instead.

Legacy's Allure   {B}{B}
Enchantment
At the beginning of your upkeep, you may put a treasure counter on Legacy's Allure.
Sacrifice Legacy's Allure: Gain control of target creature with power no greater than the number of treasure counters on Legacy's Allure. *(This effect doesn't end at end of turn.)*

Legerdemain   2 {U}{U}
Sorcery
Exchange control of target artifact or creature for control of another target permanent of the same permanent type. *(This effect doesn't end at end of turn.)*

Legions of Lim-Dûl   1 {B}{B}
Creature — Zombie
2/3
Snow-covered swampwalk *(This creature is unblockable as long as defending player controls a snow-covered swamp.)*

Leshrac's Rite 🝑
Enchant Creature
Enchanted creature has swampwalk. *(It's unblockable as long as defending player controls a swamp.)*

Leshrac's Sigil 🝑🝑
Enchantment
Whenever an opponent plays a green spell, you may pay 🝑🝑. If you do, look at that player's hand and choose a card from it. The player discards that card.
🝑🝑: Return Leshrac's Sigil to its owner's hand.

Lesser Gargadon 2🝒🝒
Creature — Beast
6/4
Whenever Lesser Gargadon attacks or blocks, sacrifice a land.

Leviathan 5🝓🝓🝓🝓
Creature — Leviathan
10/10
Trample
Leviathan comes into play tapped and doesn't untap during your untap step.
At the beginning of your upkeep, you may sacrifice two islands. If you do, untap Leviathan. Leviathan can't attack unless you sacrifice two islands. *(This cost is paid as attackers are declared.)*

Levitation 2🝓🝓
Enchantment
Creatures you control have flying.

Ley Druid 2🝐
Creature — Cleric
1/1
🝔: Untap target land.

Ley Line 3🝐
Enchantment
At the beginning of each player's upkeep, that player may put a +1/+1 counter on target creature.

Lhurgoyf 2🝐🝐
Creature — Lhurgoyf
/1+
Lhurgoyf's power is equal to the number of creature cards in all graveyards, and its toughness is equal to that number plus 1.

Liability 1🝑🝑
Enchantment
Whenever a card is put into a player's graveyard from play, that player loses 1 life.

Liberate 1✷
Instant
Remove target creature you control from the game. At end of turn, return that card to play under its owner's control.

Library of Lat-Nam 4🝓
Sorcery
An opponent chooses one — You draw three cards at the beginning of the next turn's upkeep; or you search your library for a card, put that card into your hand, then shuffle your library.

Library of Leng 1
Artifact
You have no maximum hand size.
If an effect causes you to discard a card, discard it, but you may put it on top of your library instead of into your graveyard.

Lichenthrope 3🝐🝐
Creature — Lichenthrope
5/5
For each 1 damage that would be dealt to Lichenthrope, put a -1/-1 counter on it instead.
At the beginning of your upkeep, remove a -1/-1 counter from Lichenthrope.

Liege of the Hollows 2🝐🝐
Creature — Spirit
3/4
When Liege of the Hollows is put into a graveyard from play, each player may pay any amount of mana. Then each player puts into play a number of 1/1 green Squirrel creature tokens equal to the amount of mana he or she paid this way.

Lieutenant Kirtar 1✷✷
Creature — Bird Soldier Legend
2/2
Flying
1✷, Sacrifice Lieutenant Kirtar: Remove target attacking creature from the game.

Life / Death ✷ / 1🝑
Sorcery / Sorcery
Until end of turn, all lands you control are 1/1 creatures that are still lands. / Return target creature card from your graveyard to play. You lose life equal to its converted mana cost.

Life Burst 1✷
Instant
Target player gains 4 life, then gains 4 life for each card named Life Burst in each graveyard.

Lifeforce 🝐🝐
Enchantment
🝐🝐: Counter target black spell.

Lifeline 5
Artifact
Whenever a creature is put into a graveyard and another creature is in play, return the first creature from that graveyard to play under its owner's control at end of turn.

Lifetap 🝓🝓
Enchantment
Whenever a forest an opponent controls becomes tapped, you gain 1 life.

Light of Day 3✷
Enchantment
Black creatures can't attack or block.

Lightbringer 2✷
Creature — Rebel
2/2
🝔, Sacrifice Lightbringer: Remove target black creature from the game.

Lightning Angel 1🝒✷🝓
Creature — Angel
3/4
Flying; haste *(This creature may attack and 🝔 the turn it comes under your control.)*
Attacking doesn't cause Lightning Angel to tap.

Lightning Blast 3🝒
Instant
Lightning Blast deals 4 damage to target creature or player.

Lightning Blow — 1 ✹
Instant
Target creature gains first strike until end of turn. Draw a card at the beginning of the next turn's upkeep.

Lightning Cloud — 3 ⭕
Enchantment
Whenever a red spell is played, you may pay ⭕. If you do, Lightning Cloud deals 1 damage to target creature or player.

Lightning Dart — 1 ⭕
Instant
Lightning Dart deals 1 damage to target creature. If that creature is white or blue, Lightning Dart deals 4 damage to it instead.

Lightning Dragon — 2 ⭕⭕
Creature — Dragon
4/4
Flying; echo (*At the beginning of your next upkeep after this permanent comes under your control, sacrifice it unless you pay its mana cost.*)
⭕: Lightning Dragon gets +1/+0 until end of turn.

Lightning Elemental — 3 ⭕
Creature — Elemental
4/1
Haste (*This creature may attack and ⟳ the turn it comes under your control.*)

Lightning Hounds — 2 ⭕⭕
Creature — Hound
3/2
First strike

Lightning Reflexes — 1 ⭕
Enchant Creature
You may play Lightning Reflexes any time you could play an instant. If it was played any time a sorcery couldn't have been played, sacrifice it at end of turn.
Enchanted creature gets +1/+0 and has first strike.

Lilting Refrain — 1 💧
Enchantment
At the beginning of your upkeep, you may put a verse counter on Lilting Refrain.
Sacrifice Lilting Refrain: Counter target spell unless its controller pays X, where X is the number of verse counters on Lilting Refrain.

Lim-Dûl's Cohort — 1 ♣♣
Creature — Zombie
2/3
Whenever Lim-Dûl's Cohort blocks or becomes blocked by a creature, that creature can't be regenerated this turn.

Lim-Dûl's Hex — 1 ♣
Enchantment
At the beginning of your upkeep, for each player, Lim-Dûl's Hex deals 1 damage to that player unless he or she pays ♣ or 3.

Lim-Dûl's High Guard — 1 ♣♣
Creature — Skeleton
2/1
First strike
1 ♣: Regenerate Lim-Dûl's High Guard.

Lim-Dûl's Paladin — 2 ♣⭕
Creature — Paladin
0/3
Trample
At the beginning of your upkeep, sacrifice Lim-Dûl's Paladin unless you discard a card from your hand. If you sacrifice it this way, draw a card.
Whenever Lim-Dûl's Paladin becomes blocked, it gets +6/+3 until end of turn.
Whenever Lim-Dûl's Paladin attacks and isn't blocked, it deals no combat damage this turn and defending player loses 4 life.

Lim-Dûl's Vault — 💧♣
Instant
Look at the top five cards of your library. As many times as you choose, you may pay 1 life, put those cards on the bottom of your library and look at the next five cards of your library. Then remove the top five cards from your library, shuffle it, and put those cards back in any order.

Limestone Golem — 6
Artifact Creature — Golem
3/4
2, Sacrifice Limestone Golem: Target player draws a card.

Limited Resources — ✹
Enchantment
When Limited Resources comes into play, each player chooses five lands he or she controls and sacrifices the rest.
Players can't play lands if there are ten or more lands in play.

Lin Sivvi, Defiant Hero — 1 ✹✹
Creature — Rebel Legend
1/3
X, ⟳: Search your library for a Rebel card with converted mana cost X or less and put that card into play. Then shuffle your library.
3: Put target Rebel card from your graveyard on the bottom of your library.

Lingering Mirage — 1 💧
Enchant Land
Enchanted land is an island.
Cycling 2 (2 , *Discard this card from your hand: Draw a card.*)

Lion's Eye Diamond — 0
Artifact
Sacrifice Lion's Eye Diamond, Discard your hand: Add three mana of any one color to your mana pool. Play this ability only any time you could play an instant.

Liquid Fire — 4 ⭕⭕
Sorcery
Liquid Fire deals 5 damage divided as you choose between target creature and that creature's controller.

Lithatog — 1 ⭕♣
Creature — Atog
1/2
Sacrifice an artifact: Lithatog gets +1/+1 until end of turn.
Sacrifice a land: Lithatog gets +1/+1 until end of turn.

Lithophage 3🟤🟤
Creature — Insect
7/7
At the beginning of your upkeep, sacrifice Lithophage unless you sacrifice a mountain.

Living Airship 3🔵
Creature — Ship
2/3
Flying
2🟢: Regenerate Living Airship.

Living Artifact 🟢
Enchant Artifact
Whenever you're dealt damage, put that many vitality counters on Living Artifact.
At the beginning of your upkeep, you may remove a vitality counter from Living Artifact. If you do, you gain 1 life.

Living Death 3⚫⚫
Sorcery
Each player sets aside all creature cards in his or her graveyard, then sacrifices all creatures he or she controls, then puts all creature cards he or she set aside this way into play.

Living Lands 3🟢
Enchantment
All forests are 1/1 creatures that are still lands.

Living Terrain 2🟢🟢
Enchant Land
Enchanted land is a 5/6 green Treefolk creature that's still a land.

Llanowar Behemoth 3🟢🟢
Creature — Behemoth
4/4
Tap an untapped creature you control: Llanowar Behemoth gets +1/+1 until end of turn.

Llanowar Cavalry 2🟢
Creature — Soldier
1/4
☀: Attacking doesn't cause Llanowar Cavalry to tap this turn.

Llanowar Dead ⚫🟢
Creature — Zombie Elf
2/2
🌀: Add ⚫ to your mana pool.

Llanowar Druid 1🟢
Creature — Elf
1/2
🌀, Sacrifice Llanowar Druid: Untap all forests.

Llanowar Elite 🟢
Creature — Elf
1/1
Kicker 8 (*You may pay an additional 8 as you play this spell.*)
Trample
If you paid the kicker cost, Llanowar Elite comes into play with five +1/+1 counters on it.

Llanowar Elves 🟢
Creature — Elf
1/1
🌀: Add 🟢 to your mana pool.

Llanowar Knight 🟢✳
Creature — Elf Knight
2/2
Protection from black

Llanowar Sentinel 2🟢
Creature — Elf
2/3
When Llanowar Sentinel comes into play, you may pay 1🟢. If you do, search your library for a card named Llanowar Sentinel and put that card into play. Then shuffle your library.

Llanowar Vanguard 2🟢
Creature — Dryad
1/1
🌀: Llanowar Vanguard gets +0/+4 until end of turn.

Llanowar Wastes
Land
🌀: Add one colorless mana to your mana pool.
🌀: Add ⚫ or 🟢 to your mana pool. Llanowar Wastes deals 1 damage to you.

Loafing Giant 4🟤
Creature — Giant
4/6
Whenever Loafing Giant attacks or blocks, put the top card of your library into your graveyard. If that card is a land card, prevent all combat damage that Loafing Giant would deal this turn.

Lobotomy 2🔵⚫
Sorcery
Target player reveals his or her hand, then you choose a card other than a basic land card from it. Search that player's graveyard, hand, and library for all cards with the same name as the chosen card and remove them from the game. Then that player shuffles his or her library.

Locust Swarm 3🟢
Creature — Swarm
1/1
Flying
🟢: Regenerate Locust Swarm.
🟢: Untap Locust Swarm. Play this ability only once each turn.

Lodestone Bauble 0
Artifact
1, 🌀, Sacrifice Lodestone Bauble: Put up to four target basic land cards from a player's graveyard on top of his or her library in any order. That player draws a card at the beginning of the next turn's upkeep.

Lone Wolf 2🟢
Creature — Wolf
2/2
You may have Lone Wolf deal its combat damage to defending player as though it weren't blocked.

Longbow Archer ✳✳
Creature — Soldier
2/2
First strike
Longbow Archer may block as though it had flying.

Looming Shade 2⚫
Creature — Shade
1/1
⚫: Looming Shade gets +1/+1 until end of turn.

Lord of Atlantis 🜁🜁
Creature — Lord
2/2
All Merfolk get +1/+1 and have islandwalk.
(They're unblockable as long as defending player controls an island.)

Lord of the Pit 4🝮🝮🝮
Creature — Demon
7/7
Flying, trample
At the beginning of your upkeep, sacrifice a creature other than Lord of the Pit. If you don't, Lord of the Pit deals 7 damage to you.

Lord of the Undead 1🝮🝮
Creature — Lord
2/2
All Zombies get +1/+1. 1🝮, 🜋: Return target Zombie card from your graveyard to your hand.

Lord of Tresserhorn 1🜁🝮🝮
Creature — Legend
10/4
When Lord of Tresserhorn comes into play, you lose 2 life and sacrifice two creatures, and an opponent draws two cards.
🜋: Regenerate Lord of Tresserhorn.

Lost Order of Jarkeld 2🝊🝊
Creature — Knight
1+*/1+*
As Lost Order of Jarkeld comes into play, choose an opponent.
Lost Order of Jarkeld's power and toughness are each equal to 1 plus the number of creatures that opponent controls.

Lost Soul 1🝮🝮
Creature — Minion
2/1
Swampwalk *(This creature is unblockable as long as defending player controls a swamp.)*

Lotus Blossom 2
Artifact
At the beginning of your upkeep, you may put a petal counter on Lotus Blossom.
🜋, Sacrifice Lotus Blossom: Add X mana of any one color to your mana pool, where X is the number of petal counters on Lotus Blossom.

Lotus Guardian 7
Artifact Creature
4/4
Flying
🜋: Add one mana of any color to your mana pool.

Lotus Petal 0
Artifact
🜋, Sacrifice Lotus Petal: Add one mana of any color to your mana pool.

Lotus Vale
Land
When Lotus Vale comes into play, you may sacrifice two untapped lands. If you don't, sacrifice Lotus Vale. If you do, Lotus Vale gains "🜋: Add three mana of any one color to your mana pool."

Lowland Basilisk 2🝮
Creature — Basilisk
1/3
Whenever Lowland Basilisk deals damage to a creature, destroy that creature at end of combat.

Lowland Giant 2🝮🝮
Creature — Giant
4/3

Lull 1🝮
Instant
Prevent all combat damage that would be dealt this turn.
Cycling 2 (2, *Discard this card from your hand: Draw a card.*)

Lumbering Satyr 2🝮🝮
Creature — Beast
5/4
All creatures have forestwalk. *(They're unblockable as long as defending player controls a forest.)*

Luminous Guardian 3🜂
Creature — Guardian
1/4
🜂: Luminous Guardian gets +0/+1 until end of turn.
2: Luminous Guardian may block an additional creature this turn.

Lunge 2🝮
Instant
Lunge deals 2 damage to target creature and 2 damage to target player.

Lure of Prey 2🝮🝮
Instant
Play Lure of Prey only if an opponent played a creature spell this turn.
Put a green creature card from your hand into play.

Lure 1🝮🝮
Enchant Creature
All creatures able to block enchanted creature do so.

Lurking Evil 🝮🝮🝮
Enchantment
Pay half your life, rounded up: Lurking Evil becomes a 4/4 Horror creature with flying.

Lurking Jackals 🝮
Enchantment
When an opponent has 10 life or less, if Lurking Jackals is an enchantment, it becomes a 3/2 Hound creature.

Lurking Skirge 1🝮
Enchantment
When a creature is put into an opponent's graveyard, if Lurking Skirge is an enchantment, Lurking Skirge becomes a 3/2 Imp creature with flying.

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
Mad Dog 1🝮
Creature — Hound
2/2
At the end of your turn, if Mad Dog didn't attack or come under your control this turn, sacrifice it.

Maddening Imp 2🝮
Creature — Imp
1/1
Flying
🜋: Non-Wall creatures target opponent controls attack this turn if able. At end of turn, destroy each of those creatures that didn't attack. Play this ability only during an opponent's turn and only before combat.

Maddening Wind   2🜂
Enchant Creature
Cumulative upkeep 🜂
At the beginning of the upkeep of enchanted creature's controller, Maddening Wind deals 2 damage to that player.

Mage il-Vec   2🜂
Creature — Wizard
2/2
🜂, Discard a card at random from your hand: Mage il-Vec deals 1 damage to target creature or player.

Mages' Contest   1🜂🜂
Instant
You and target spell's controller bid life. You start the bidding with a high bid of 1. In turn order, each player may top the high bid. The bidding ends when the high bid stands. The highest bidder loses life equal to the high bid. If you win the bidding, counter that spell.

Mageta the Lion   3✦✦
Creature — Spellshaper Legend
3/3
2✦✦, 🜂, Discard two cards from your hand: Destroy all creatures except for Mageta the Lion. Those creatures can't be regenerated.

Mageta's Boon   1✦
Enchant Creature
You may play Mageta's Boon any time you could play an instant.
Enchanted creature gets +1/+2.

Maggot Carrier   ✦
Creature — Zombie
1/1
When Maggot Carrier comes into play, each player loses 1 life.

Maggot Therapy   2✦
Enchant Creature
You may play Maggot Therapy any time you could play an instant.
Enchanted creature gets +2/-2.

Magical Hack   ♦
Instant
Change the text of target spell or permanent by replacing all instances of one basic land type with another. (For example, you may change "swampwalk" to "plainswalk.") (This effect doesn't end at end of turn.)

Magistrate's Scepter   3
Artifact
4, 🜂: Put a charge counter on Magistrate's Scepter.
🜂, Remove three charge counters from Magistrate's Scepter: Take another turn after this one.

Magistrate's Veto   2🜂
Enchantment
White creatures and blue creatures can't block.

Magma Burst   3🜂
Instant
Kicker—Sacrifice two lands. (You may sacrifice two lands in addition to any other costs as you play this spell.)
Magma Burst deals 3 damage to target creature or player. If you paid the kicker cost, Magma Burst deals 3 damage to another target creature or player.

Magma Mine   1
Artifact
4 : Put a pressure counter on Magma Mine.
🜂, Sacrifice Magma Mine: Magma Mine deals damage equal to the number of pressure counters on it to target creature or player.

Magma Vein   2🜂
Enchantment
🜂, Sacrifice a land: Magma Vein deals 1 damage to each creature without flying.

Magmasaur   3🜂🜂
Creature — Elemental
0/0
Magmasaur comes into play with five +1/+1 counters on it.
At the beginning of your upkeep, you may remove a +1/+1 counter from Magmasaur. If you don't, sacrifice Magmasaur to have it deal damage equal to the number of +1/+1 counters on it to each creature without flying and each player.

Magnetic Web   2
Artifact
If a creature with a magnet counter on it attacks, all creatures with magnet counters on them attack this turn if able.
Whenever a creature with a magnet counter on it attacks, all creatures with magnet counters on them block that creature this turn if able.
1, 🜂: Put a magnet counter on target creature.

Magnify   ✦
Instant
All creatures get +1/+1 until end of turn.

Magnigoth Treefolk   4✦
Creature — Treefolk
2/6
For each basic land type among lands you control, Magnigoth Treefolk has landwalk of that type. (It's unblockable as long as defending player controls a land of that type.)

Magnivore   2🜂🜂
Creature — Lhurgoyf
/
Haste
Magnivore's power and toughness are each equal to the number of sorcery cards in all graveyards.

Magus of the Unseen   1♦
Creature — Wizard
1/1
1♦, 🜂: Untap target artifact an opponent controls and gain control of it until end of turn. If it's an artifact creature, it gains haste until end of turn. When you lose control of the artifact, tap it. (The creature may attack and 🜂 the turn it comes under your control.)

Mahamoti Djinn   4♦♦
Creature — Djinn
5/6
Flying

Malachite Talisman   2
Artifact
Whenever a green spell is played, you may pay 3. If you do, untap target permanent.

Malevolent Awakening   1✦✦
Enchantment
1✦✦, Sacrifice a creature: Return target creature card from your graveyard to your hand.

Malicious Advice X ⬧ ☠
Instant
Tap X target artifacts, creatures, and/or lands.
You lose X life.

Malignant Growth 3 ♣ ⬧
Enchantment
Cumulative upkeep 1
At the beginning of your upkeep, put a growth counter on Malignant Growth.
At the beginning of each of your opponents' draw steps, that player draws a card for each growth counter on Malignant Growth, then Malignant Growth deals to the player damage equal to the number of cards he or she drew this way.

Mammoth Harness 3 ♣
Enchant Creature
Enchanted creature loses flying.
Whenever enchanted creature blocks a creature, the blocked creature gains first strike until end of turn.
Whenever enchanted creature becomes blocked by a creature, the blocking creature gains first strike until end of turn.

Mana Breach 2 ⬧
Enchantment
Whenever a player plays a spell, that player returns a land he or she controls to its owner's hand.

Mana Cache 1 ⟳ ⟳
Enchantment
At the end of each player's turn, put a charge counter on Mana Cache for each untapped land that player controls.
Remove a charge counter from Mana Cache: Add one colorless mana to your mana pool. Any player may play this ability but only during his or her turn before the end phase.

Mana Chains ⬧
Enchant Creature
Enchanted creature has "Cumulative upkeep 1."

Mana Clash ⟳
Sorcery
You and target opponent each flip a coin. Mana Clash deals 1 damage to each player whose coin comes up tails. Repeat this process until both players' coins come up heads on the same flip.

Mana Cylix 1
Artifact
1, ⬖: Add one mana of any color to your mana pool.

Mana Flare 2 ⟳
Enchantment
Whenever a player taps a land for mana, that player adds one mana of that type to his or her mana pool.

Mana Leak 1 ⬧
Instant
Counter target spell unless its controller pays 3 .

Mana Leech 2 ♣
Creature — Worm
1/1
You may choose not to untap Mana Leech during your untap step.
⬖: Tap target land. It doesn't untap during its controller's untap step as long as Mana Leech remains tapped.

Mana Maze 1 ⬧
Enchantment
Players can't play spells that share a color with the spell last played this turn.

Mana Prism 3
Artifact
⬖: Add one colorless mana to your mana pool.
1, ⬖: Add one mana of any color to your mana pool.

Mana Severance 1 ⬧
Sorcery
Search your library for any number of land cards and remove them from the game. Then shuffle your library.

Mana Short 2 ⬧
Instant
Tap all lands target player controls and empty his or her mana pool.

Mana Vapors 1 ⬧
Sorcery
Lands target player controls don't untap during his or her next untap step.

Mana Vault 1
Artifact
Mana Vault doesn't untap during your untap step.
At the beginning of your upkeep, you may pay 4 . If you do, untap Mana Vault.
At the beginning of your draw step, if Mana Vault is tapped, it deals 1 damage to you.
⬖: Add three colorless mana to your mana pool.

Mana Web 3
Artifact
Whenever a land an opponent controls is tapped for mana, tap all lands that player controls that can produce any type of mana that land could produce.

Manabarbs 3 ⟳
Enchantment
Whenever a player taps a land for mana, Manabarbs deals 1 damage to that player.

Manabond ♣
Enchantment
At the end of your turn, you may reveal your hand and put all land cards from it into play. If you do, discard your hand.

Manacles of Decay 1 ✷
Enchant Creature
Enchanted creature can't attack.
♣: Enchanted creature gets -1/-1 until end of turn.
⟳: Enchanted creature can't block this turn.

Manakin 2
Artifact Creature
1/1
⬖: Add one colorless mana to your mana pool.

Mangara's Blessing 2 ✷
Instant
You gain 5 life.
Whenever a spell or ability controlled by an opponent causes you to discard Mangara's Blessing, you gain 2 life, and you return Mangara's Blessing from your graveyard to your hand at end of turn.

Mangara's Equity   1✷✷
Enchantment
As Mangara's Equity comes into play, choose black or red.
At the beginning of your upkeep, sacrifice Mangara's Equity unless you pay 1✷.
Whenever a creature of the chosen color deals damage to you or a white creature you control, Mangara's Equity deals X damage to that creature, where X is equal to the damage dealt to you or the white creature.

Mangara's Tome   5
Artifact
When Mangara's Tome comes into play, search your library for five cards. Remove those cards from the game face down, then shuffle them. Then shuffle your library.
2: The next time you would draw a card this turn, instead put the top card removed from the game with Mangara's Tome into its owner's hand.

Maniacal Rage   1🔴
Enchant Creature
Enchanted creature gets +2/+2 and can't block.

Manipulate Fate   1🔵
Sorcery
Search your library for three cards, remove them from the game, then shuffle your library. Draw a card.

Man-o'-War   2🔵
Creature — Jellyfish
2/2
When Man-o'-War comes into play, return target creature to its owner's hand.

Manta Ray   1🔵🔵
Creature — Fish
3/3
Manta Ray can't attack unless defending player controls an island.
Manta Ray can't be blocked except by blue creatures. When you control no islands, sacrifice Manta Ray.

Manta Riders   🔵
Creature — Merfolk
1/1
🔵: Manta Riders gains flying until end of turn.

Mantis Engine   5
Artifact Creature
3/3
2: Mantis Engine gains flying until end of turn.
2: Mantis Engine gains first strike until end of turn.

Marauding Knight   2⚫⚫
Creature — Knight
2/2
Protection from white
Marauding Knight gets +1/+1 for each plains your opponents control.

Maraxus of Keld   4🔴🔴
Creature — Legend
/
Maraxus of Keld's power and toughness are each equal to the number of untapped artifacts, creatures, and lands you control.

Marble Diamond   2
Artifact
Marble Diamond comes into play tapped.
✷: Add ✷ to your mana pool.

Marble Titan   3✷
Creature — Giant
3/3
Creatures with power 3 or greater don't untap during their controllers' untap steps.

March of Souls   4✷
Sorcery
Destroy all creatures. They can't be regenerated. For each creature destroyed this way, its controller puts a 1/1 white Spirit creature token with flying into play.

Marjhan   5🔵🔵
Creature — Serpent
8/8
Marjhan doesn't untap during your untap step. Marjhan can't attack unless defending player controls an island
When you control no islands, sacrifice Marjhan.
🔵🔵, Sacrifice a creature: Untap Marjhan. Play this ability only during your upkeep.
🔵🔵: Marjhan gets -1/-0 until end of turn and deals 1 damage to target attacking creature without flying.

Mark of Fury   🔴
Enchant Creature
Enchanted creature has haste. (It may attack and ⤾ the turn it comes under your control.)
At end of turn, return Mark of Fury to its owner's hand.

Marker Beetles   1⚫⚫
Creature — Insect
2/3
When Marker Beetles is put into a graveyard from play, target creature gets +1/+1 until end of turn.
2, Sacrifice Marker Beetles: Draw a card.

Maro   2⚫⚫
Creature — Elemental
/
Maro's power and toughness are each equal to the number of cards in your hand.

Marsh Boa   ⚫
Creature — Snake
1/1
Swampwalk (This creature is unblockable as long as defending player controls a swamp.)

Marsh Crocodile   2🔵⚫
Creature — Crocodile
4/4
When Marsh Crocodile comes into play, return a blue or black creature you control to its owner's hand.
When Marsh Crocodile comes into play, each player discards a card from his or her hand.

Marsh Lurker   3⚫
Creature — Beast
3/2
Sacrifice a swamp: Marsh Lurker can't be blocked this turn except by artifact creatures and/or black creatures.

Marsh Viper   3⚫
Creature — Viper
1/2
Whenever Marsh Viper deals damage to an opponent, that player gets two poison counters. (If a player has ten or more poison counters, he or she loses the game.)

Márton Stromgald 2🝮🝮
Creature — Legend
1/1
Whenever Márton Stromgald attacks, all other attacking creatures get +1/+1 until end of turn for each attacking creature other than Márton. Whenever Márton blocks, all other blocking creatures get +1/+1 until end of turn for each blocking creature other than Márton.

Martyrdom 1✷✷
Instant
Until end of turn, target creature you control gains "0: The next 1 damage that would be dealt to target creature or player this turn is dealt to this creature instead." Only you may play this ability.

Martyr's Cause 2✷
Enchantment
Sacrifice a creature: The next time a source of your choice would deal damage to target creature or player this turn, prevent that damage.

Martyrs' Tomb 2✷✷
Enchantment
Pay 2 life: Prevent the next 1 damage that would be dealt to target creature this turn.

Mask of Intolerance 2
Artifact
At the beginning of each player's upkeep, if there are four or more basic land types among lands that player controls, Mask of Intolerance deals 3 damage to him or her.

Mask of Law and Grace ✷
Enchant Creature
Enchanted creature has protection from black and protection from red.

Mask of the Mimic ♦
Instant
As an additional cost to play Mask of the Mimic, sacrifice a creature.
Search your library for a card with the same name as target creature card in play and put that card into play. Then shuffle your library.

Massacre 2👁👁
Sorcery
If an opponent controls a plains and you control a swamp, you may play Massacre without paying its mana cost.
All creatures get -2/-2 until end of turn.

Master Apothecary ✷✷✷
Creature — Cleric
2/2
Tap an untapped Cleric you control: Prevent the next 2 damage that would be dealt to target creature or player this turn.

Master Decoy 1✷
Creature — Soldier
1/2
✷, ✆: Tap target creature.

Master Healer 4✷
Creature — Cleric
1/4
✆: Prevent the next 4 damage that would be dealt to target creature or player this turn.

Master of Arms 2✷
Creature — Soldier
2/2
First strike
1✷: Tap target creature blocking Master of Arms.

Masticore 4
Artifact Creature
4/4
At the beginning of your upkeep, you may discard a card from your hand. If you don't, sacrifice Masticore.
2: Masticore deals 1 damage to target creature.
2: Regenerate Masticore.

Matopi Golem 5
Artifact Creature — Golem
3/3
1: The next time Matopi Golem would be destroyed this turn, it regenerates and put a -1/-1 counter on it instead.

Mawcor 3♦♦
Creature — Beast
3/3
Flying
✆: Mawcor deals 1 damage to target creature or player.

Maze of Shadows
Land
✆: Add one colorless mana to your mana pool.
✆: Untap target attacking creature with shadow. Prevent all combat damage that would be dealt to and dealt by that creature this turn.

Meddle 1♦
Instant
Change the target of target spell with a single target if that target is a creature. The new target must be a creature.

Meddling Mage ✷♦
Creature — Wizard
2/2
As Meddling Mage comes into play, name a nonland card.
The named card can't be played.

Medicine Bag 3
Artifact
1, ✆, Discard a card from your hand: Regenerate target creature.

Meditate 2♦
Instant
Draw four cards. You skip your next turn.

Meekstone 1
Artifact
Creatures with power 3 or greater don't untap during their controllers' untap steps.

Megatherium 2♠
Creature — Beast
4/4
Trample
When Megatherium comes into play, sacrifice it unless you pay 1 for each card in your hand.

Megrim 2👁
Enchantment
Whenever an opponent discards a card, Megrim deals 2 damage to that player.

Melee 4🔴
Instant
Play Melee only during your combat phase before the declare blockers step.
Instead of defending player choosing how creatures block this combat, you choose how each creature blocks.
Whenever a creature attacks and isn't blocked this combat, untap it and remove it from combat.

Melesse Spirit 3✹✹
Creature — Angel
3/3
Flying, protection from black

Meltdown X🔴
Sorcery
Destroy each artifact with converted mana cost X or less.

Melting 3🔴
Enchantment
All lands lose snow-covered.

Memory Crystal 3
Artifact
Buyback costs are reduced by 2.

Memory Jar 5
Artifact
🅣, Sacrifice Memory 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.

Memory Lapse 1🔵
Instant
Counter target spell. Put it on top of its owner's library instead of into that player's graveyard.

Mental Discipline 1🔵🔵
Enchantment
1🔵, Discard a card from your hand: Draw a card.

Mercadian Atlas 5
Artifact
At the end of your turn, if you didn't play a land this turn, you may draw a card.

Mercadian Bazaar
Land
Mercadian Bazaar comes into play tapped.
🅣: Put a storage counter on Mercadian Bazaar.
🅣, Remove any number of storage counters from Mercadian Bazaar: Add one red mana to your mana pool for each storage counter removed this way.

Mercadian Lift 2
Artifact
1, 🅣: Put a winch counter on Mercadian Lift.
🅣, Remove X winch counters from Mercadian Lift: Put a creature card with converted mana cost X from your hand into play.

Mercadia's Downfall 2🔴
Instant
Attacking creatures get +X/+0 until end of turn, where X is the number of nonbasic lands defending player controls.

Mercenaries 3✹
Creature — Mercenary
3/3
3: Prevent all damage that would be dealt by Mercenaries to you this turn. Any player may play this ability.

Mercenary Informer 2✹
Creature — Rebel Mercenary
2/1
Mercenary Informer can't be the target of black spells or abilities from a black source.
2✹: Put target Mercenary on the bottom of its owner's library.

Merchant Scroll 1🔵
Sorcery
Search your library for a blue instant card, reveal that card, and put it into your hand. Then shuffle your library.

Merfolk Looter 1🔵
Creature — Merfolk
1/1
🅣: Draw a card, then discard a card from your hand.

Merfolk of the Pearl Trident 🔵
Creature — Merfolk
1/1

Merfolk Raiders 1🔵
Creature — Merfolk
2/3
Phasing; islandwalk (This creature is unblockable as long as defending player control an island.)

Merfolk Seer 2🔵
Creature — Merfolk
2/2
When Merfolk Seer is put into a graveyard from play, you may pay 1🔵. If you do, draw a card.

Merfolk Traders 1🔵
Creature — Merfolk
1/2
When Merfolk Traders comes into play, draw a card, then discard a card from your hand.

Merieke Ri Berit ✹🔵🖤
Creature — Legend
1/1
Merieke Ri Berit doesn't untap during your untap step.
🅣: Gain control of target creature as long as you control Merieke. When Merieke leaves play or becomes untapped, destroy that creature. It can't be regenerated.

Mesa Falcon 1✹
Creature — Bird
1/1
Flying
1✹: Mesa Falcon gets +0/+1 until end of turn.

Mesa Pegasus 1✹
Creature — Pegasus
1/1
Flying, banding

Mesmeric Trance 1🔵🔵
Enchantment
Cumulative upkeep 1
🔵, Discard a card from your hand: Draw a card.

Metallic Sliver 1
Artifact Creature — Sliver
1/1

Metalworker 3
Artifact Creature
1/2
⊕: Reveal any number of artifact cards in your hand. Add two colorless mana to your mana pool for each card revealed this way.

Metamorphic Wurm 3♣♣
Creature — Elephant Wurm
3/3
Threshold — Metamorphic Wurm gets +4/+4.
(You have threshold as long as seven or more cards are in your graveyard.)

Metathran Aerostat 2♦♦
Creature — Ship
2/2
Flying
X♦: You may put a creature card with converted mana cost X from your hand into play. If you do, return Metathran Aerostat to its owner's hand.

Metathran Elite 1♦♦
Creature — Soldier
2/3
Metathran Elite is unblockable as long as it's enchanted.

Metathran Soldier 1♦
Creature — Soldier
1/1
Metathran Soldier is unblockable.

Metathran Transport 1♦♦
Creature — Ship
1/3
Flying
Metathran Transport can't be blocked by blue creatures.
♦: Target creature becomes blue until end of turn.

Metathran Zombie 1♦
Creature — Zombie
1/1
♣: Regenerate Metathran Zombie.

Meteor Crater
Land
⊕: Choose a color of a permanent you control. Add one mana of that color to your mana pool.

Meteor Shower X X♦
Sorcery
Meteor Shower deals X+1 damage divided as you choose among any number of target creatures and/or players.

Meteor Storm
♦♣
Enchantment
2♦♣, Discard two cards at random from your hand: Meteor Storm deals 4 damage to target creature or player.

Metrognome 4
Artifact
When a spell or ability an opponent controls causes you to discard Metrognome, put four 1/1 Gnome artifact creature tokens into play.
4, ⊕: Put a 1/1 Gnome artifact creature token into play.

Midnight Ritual X 2♣
Sorcery
Remove X target creature cards in your graveyard from the game. For each creature card removed this way, put a black 2/2 Zombie creature token into play.

Midsummer Revel 3♣♣
Enchantment
At the beginning of your upkeep, you may put a verse counter on Midsummer Revel.
♣, Sacrifice Midsummer Revel: Put X 3/3 green Beast creature tokens into play, where X is the number of verse counters on Midsummer Revel.

Might of Oaks 3♣
Instant
Target creature gets +7/+7 until end of turn.

Might Weaver 1♣
Creature — Wizard
2/1
2: Target red or white creature gains trample until end of turn.

Millikin 2
Artifact Creature
0/1
⊕, Put the top card of your library into your graveyard: Add one colorless mana to your mana pool.

Millstone 2
Artifact
2, ⊕: Target player puts the top two cards from his or her library into his or her graveyard.

Mind Bend ♦
Instant
Change the text of target permanent by replacing all instances of one color word or basic land type with another. *(For example, you may change "nonred creature" to "nongreen creature" or "plainswalk" to "swampwalk.") (This effect doesn't end at end of turn.)*

Mind Bomb ♦
Sorcery
Each player may discard up to three cards. Mind Bomb deals damage to each player equal to three minus the number of cards he or she discarded this way.

Mind Burst 1♣
Sorcery
Target player discards X cards from his or her hand, where X is one plus the number of cards named Mind Burst in all graveyards.

Mind Extraction 2♣
Sorcery
As an additional cost to play Mind Extraction, sacrifice a creature.
Target player reveals his or her hand and discards all cards of each of the sacrificed creature's colors from it.

Mind Games ♦
Instant
Buyback 2♦ *(If you pay an additional 2♦ as you play this spell, put it into your hand instead of your graveyard as part of the spell's effect.)*
Tap target artifact, creature, or land.

Mind Harness ♦
Enchant Creature
Cumulative upkeep 1
Mind Harness can enchant only a red or green creature. You control enchanted creature.

Mind Maggots 3 {B}
Creature — Insect
2/2
When Mind Maggots comes into play, discard any number of creature cards from your hand. For each card discarded this way, put two +1/+1 counters on Mind Maggots.

Mind Over Matter 2 {U}{U}{U}{U}
Enchantment
Discard a card from your hand: Tap or untap target artifact, creature, or land.

Mind Peel {B}
Sorcery
Buyback 2 {B}{B} *(If you pay an additional 2 {B}{B} as you play this spell, put it into your hand instead of your graveyard as part of the spell's resolution.)* Target player discards a card from his or her hand.

Mind Ravel {B}
Sorcery
Target player discards a card from his or her hand. Draw a card at the beginning of the next turn's upkeep.

Mind Rot 2 {B}
Sorcery
Target player discards two cards from his or her hand.

Mind Slash 1 {B}{B}
Enchantment
{B}, Sacrifice a creature: Look at target opponent's hand and choose a card from it. That player discards that card. Play this ability only any time you could play a sorcery.

Mind Stone 2
Artifact
{T}: Add one colorless mana to your mana pool.
1, {T}, Sacrifice Mind Stone: Draw a card.

Mind Swords 1 {B}
Sorcery
If you control a swamp, you may sacrifice a creature rather than pay Mind Swords's mana cost. Each player removes two cards in his or her hand from the game.

Mind Warp X 3 {B}
Sorcery
Look at target player's hand and choose X cards from it. That player discards them.

Mind Whip 2 {B}{B}
Enchant Creature
At the beginning of the upkeep of enchanted creature's controller, that player may pay 3. If he or she doesn't, Mind Whip deals 2 damage to that player and you tap enchanted creature.

Mindbender Spores 2 {B}
Creature — Wall
0/1
(Walls can't attack.)
Flying
Whenever Mindbender Spores blocks a creature, put four fungus counters on that creature. The creature gains "This creature doesn't untap during your untap step if it has a fungus counter on it" and "At the beginning of your upkeep, remove a fungus counter from this creature."

Mindless Automaton 4
Artifact Creature
0/0
Mindless Automaton comes into play with two +1/+1 counters on it.
1, Discard a card from your hand: Put a +1/+1 counter on Mindless Automaton.
Remove two +1/+1 counters from Mindless Automaton: Draw a card.

Mindslicer 2 {B}{B}
Creature — Horror
4/3
When Mindslicer is put into a graveyard from play, each player discards his or her hand.

Mindstab Thrull 1 {B}{B}
Creature — Thrull
2/2
Whenever Mindstab Thrull attacks and isn't blocked, you may sacrifice it. If you do, defending player discards three cards from his or her hand.

Mindwarper 2 {B}{B}
Creature — Spirit
0/0
Mindwarper comes into play with three +1/+1 counters on it.
2 {B}, Remove a +1/+1 counter from Mindwarper: Target player discards a card from his or her hand. Play this ability only any time you could play a sorcery.

Mindwhip Sliver 2 {B}
Creature — Sliver
2/2
All Slivers have " 2, Sacrifice this creature: Target player discards a card at random from his or her hand. Play this ability only any time you could play a sorcery."

Mine Bearer 2 {W}
Creature — Soldier
1/1
{T}, Sacrifice Mine Bearer: Destroy target attacking creature.

Mine Layer 3 {R}
Creature — Dwarf
1/1
1 {R}, {T}: Put a mine counter on target land. Whenever a land with a mine counter on it becomes tapped, destroy it. When Mine Layer leaves play, remove all mine counters from all lands.

Minion of Leshrac 4 {B}{B}{B}
Creature — Demon
5/5
Protection from black
At the beginning of your upkeep, sacrifice a creature other than Minion of Leshrac. If you don't, tap Minion of Leshrac and it deals 5 damage to you.
{T}: Destroy target creature or land.

Minion of Tevesh Szat 4 {B}{B}{B}
Creature — Demon
4/4
At the beginning of your upkeep, Minion of Tevesh Szat deals 2 damage to you unless you pay {B}{B}.
{T}: Target creature gets +3/-2 until end of turn.

Minion of the Wastes 3🝮🝮🝮
Creature — Minion
/
Trample
As Minion of the Wastes comes into play, pay any amount of life.
Minion of the Wastes' power and toughness are each equal to the life paid this way.

Minotaur Explorer 1🝮
Creature — Minotaur
3/3
When Minotaur Explorer comes into play, sacrifice it unless you discard a card at random from your hand.

Minotaur Illusionist 3●🝮
Creature — Minotaur
3/4
1●: Minotaur Illusionist can't be the target of spells or abilities this turn.
🝮, Sacrifice Minotaur Illusionist: Minotaur Illusionist deals damage equal to its power to target creature.

Minotaur Tactician 3🝮
Creature — Minotaur
1/1
Haste (This creature may attack and ⊕ the turn it comes under your control.)
Minotaur Tactician gets +1/+1 as long as you control a white creature.
Minotaur Tactician gets +1/+1 as long as you control a blue creature.

Miraculous Recovery 4✱
Instant
Return target creature card from your graveyard to play and put a +1/+1 counter on it.

Mirari 5
Legendary Artifact
Whenever you play an instant or sorcery spell, you may pay 3. If you do, put a copy of that spell onto the stack. You may choose new targets for that copy.

Mire Kavu 3🝮
Creature — Kavu
3/2
Mire Kavu gets +1/+1 as long as you control a swamp.

Mire Shade 1🝮
Creature — Shade
1/1
🝮, Sacrifice a swamp: Put a +1/+1 counter on Mire Shade. Play this ability only any time you could play a sorcery.

Mirozel 3●
Creature — Illusion
2/3
Flying
When Mirozel becomes the target of a spell or ability, return Mirozel to its owner's hand.

Mirri, Cat Warrior 1♣♣
Creature — Cat Warrior Legend
2/3
First strike; forestwalk (This creature is unblockable as long as defending player controls a forest.)
Attacking doesn't cause Mirri, Cat Warrior to tap.

Mirri's Guile ♣
Enchantment
At the beginning of your upkeep, you may look at the top three cards of your library, then put them back in any order.

Mirror Strike 3✱
Instant
Target unblocked creature deals combat damage to its controller instead of to you this turn.

Mirrorwood Treefolk 3♣
Creature — Treefolk
2/4
2🝮✱: The next time damage would be dealt to Mirrorwood Treefolk this turn, that damage is dealt to target creature or player instead.

Miscalculation 1●
Instant
Counter target spell unless its controller pays 2.
Cycling 2 (2, Discard this card from your hand: Draw a card.)

Mischievous Poltergeist 2🝮
Creature — Ghost
1/1
Flying
Pay 1 life: Regenerate Mischievous Poltergeist.

Misdirection 3●●
Instant
You may remove a blue card in your hand from the game rather than pay Misdirection's mana cost.
Change the target of target spell with a single target.

Misers' Cage 3
Artifact
At the beginning of each of your opponents' upkeeps, if that player has five or more cards in hand, Misers' Cage deals 2 damage to him or her.

Misfortune 1🝮🝮♣
Sorcery
An opponent chooses one — You put a +1/+1 counter on each creature you control and gain 4 life; or you put a -1/-1 counter on each creature that player controls and Misfortune deals 4 damage to him or her.

Mishra's Groundbreaker 4
Artifact
⊕, Sacrifice Mishra's Groundbreaker: Target land becomes a 3/3 artifact creature that's still a land. (This effect doesn't end at end of turn.)

Mishra's Helix 5
Artifact
X, ⊕: Tap X target lands.

Misinformation 🝮
Instant
Put up to three target cards from an opponent's graveyard on top of his or her library in any order.

Misshapen Fiend 1🝮
Creature — Mercenary
1/1
Flying

Misstep 1●
Sorcery
Creatures target player controls don't untap during that player's next untap step.

Mist Dragon 4 🜨🜨
Creature — Dragon
4/4
0: Mist Dragon gains flying. *(This effect doesn't end at end of turn.)*
0: Mist Dragon loses flying. *(This effect doesn't end at end of turn.)*
3 🜨🜨: Mist Dragon phases out.

Mistfolk 🜨🜨
Creature — Mistfolk
1/2
🜨: Counter target spell that targets Mistfolk.

Mistmoon Griffin 3 ✳
Creature — Griffin
2/2
Flying
When Mistmoon Griffin is put into any graveyard from play, remove Mistmoon Griffin from the game, then put the top creature card from your graveyard into play.

Mnemonic Sliver 2 🜨
Creature — Sliver
2/2
All Slivers have " 2 , Sacrifice this creature: Draw a card."

Mob Justice 1 🜨
Sorcery
Mob Justice deals to target player damage equal to the number of creatures you control.

Mob Mentality 🜨
Enchant Creature
Enchanted creature has trample.
Whenever all non-Wall creatures you control attack, enchanted creature gets +X/+0 until end of turn, where X is the number of attacking creatures.

Mobile Fort 4
Artifact Creature — Wall
0/6
(Walls can't attack.)
3 : Mobile Fort gets +3/-1 until end of turn and may attack this turn as though it weren't a Wall. Play this ability only once each turn.

Mogg Alarm 1 🜨🜨
Sorcery
You may sacrifice two mountains rather than pay Mogg Alarm's mana cost.
Put two 1/1 red Goblin creature tokens into play.

Mogg Assassin 2 🜨
Creature — Goblin
2/1
🜨: You and target opponent each choose a target creature the other controls. Flip a coin. If you win the flip, destroy the creature you chose. If you lose the flip, destroy the creature your opponent chose.

Mogg Bombers 3 🜨
Creature — Goblin
3/4
When another creature comes into play, sacrifice Mogg Bombers. If you do, it deals 3 damage to target player.

Mogg Cannon 2
Artifact
🜨: Target creature you control gets +1/+0 and gains flying until end of turn. Destroy that creature at end of turn.

Mogg Conscripts 🜨
Creature — Goblin
2/2
Mogg Conscripts can't attack unless you've played a creature spell this turn.

Mogg Fanatic 🜨
Creature — Goblin
1/1
Sacrifice Mogg Fanatic: Mogg Fanatic deals 1 damage to target creature or player.

Mogg Flunkies 1 🜨
Creature — Goblin
3/3
Mogg Flunkies can't attack or block alone.

Mogg Hollows
Land
🜨: Add one colorless mana to your mana pool.
🜨: Add 🜨 or ♠ to your mana pool. Mogg Hollows doesn't untap during its controller's next untap step.

Mogg Infestation 3 🜨🜨
Sorcery
Destroy all creatures target player controls. For each creature put into a graveyard this way, put two 1/1 red Goblin creature tokens into play under that player's control.

Mogg Jailer 1 🜨
Creature — Goblin
2/2
Mogg Jailer can't attack if defending player controls an untapped creature with power 2 or less.

Mogg Maniac 1 🜨
Creature — Goblin
1/1
Whenever Mogg Maniac is dealt damage, it deals that much damage to target opponent.

Mogg Raider 🜨
Creature — Goblin
1/1
Sacrifice a Goblin: Target creature gets +1/+1 until end of turn.

Mogg Salvage 2 🜨
Instant
If an opponent controls an island and you control a mountain, you may play Mogg Salvage without paying its mana cost.
Destroy target artifact.

Mogg Sentry 🜨
Creature — Goblin
1/1
Whenever an opponent plays a spell, Mogg Sentry gets +2/+2 until end of turn.

Mogg Squad 1 🜨
Creature — Goblin
3/3
Mogg Squad gets -1/-1 for each other creature in play.

Mogg Toady 1 🜨
Creature — Goblin
2/2
Mogg Toady can't attack unless you control more creatures than defending player.
Mogg Toady can't block unless you control more creatures than attacking player.

Moggcatcher 2️⃣🌿🌿
Creature — Mercenary
2/2
3, ♦: Search your library for a Goblin card and put that card into play. Then shuffle your library.

Mole Worms 2️⃣🌿
Creature — Worm
1/1
You may choose not to untap Mole Worms during your untap step.
♦: Tap target land. It doesn't untap during its controller's untap step as long as Mole Worms remains tapped.

Molimo, Maro-Sorcerer 4️⃣🌿🌿🌿
Creature — Legend
/
Trample
Molimo, Maro-Sorcerer's power and toughness are each equal to the number of lands you control.

Molten Hydra 1️⃣🌿
Creature — Hydra
1/1
1🌿🌿: Put a +1/+1 counter on Molten Hydra.
♦, Remove all +1/+1 counters from Molten Hydra: Molten Hydra deals X damage to target creature or player, where X is the number of counters removed this way.

Molten Influence 1️⃣🌿
Instant
Counter target instant or sorcery spell unless its controller has Molten Influence deal 4 damage to him or her.

Molting Harpy 🌿
Creature — Mercenary
2/1
Flying
At the beginning of your upkeep, sacrifice Molting Harpy unless you pay 2.

Moment of Silence ✴
Instant
Target player skips his or her next combat phase this turn.

Moment's Peace 1️⃣🌿
Instant
Prevent all combat damage that would be dealt this turn.
Flashback 2🌿 (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

Momentum 2️⃣🌿
Enchant Creature
At the beginning of your upkeep, you may put a growth counter on Momentum.
Enchanted creature gets +1/+1 for each growth counter on Momentum.

Mongrel Pack 3️⃣🌿
Creature — Hound
4/1
When Mongrel Pack is put into a graveyard from play during combat, put four 1/1 green Hound creature tokens into play.

Monk Idealist 2️⃣✴
Creature — Cleric
2/2
When Monk Idealist comes into play, return target enchantment card from your graveyard to your hand.

Monk Realist 1️⃣✴
Creature — Cleric
1/1
When Monk Realist comes into play, destroy target enchantment.

Monkey Cage 5️⃣
Artifact
When a creature comes into play, sacrifice Monkey Cage and put into play a number of 2/2 green Ape creature tokens equal to that creature's converted mana cost.

Monsoon 2️⃣🌿🌿
Enchantment
At the end of each player's turn, tap all untapped islands that player controls and Monsoon deals X damage to the player, where X is the number of islands tapped this way.

Mons's Goblin Raiders 🌿
Creature — Goblin
1/1

Monstrous Growth 1️⃣🌿
Sorcery
Target creature gets +4/+4 until end of turn.

Monstrous Hound 3️⃣🌿
Creature — Hound
4/4
Monstrous Hound can't attack unless you control more lands than defending player.
Monstrous Hound can't block unless you control more lands than attacking player.

Moonlit Wake 2️⃣✴
Enchantment
Whenever a creature is put into a graveyard, you gain 1 life.

Moor Fiend 3️⃣🌿
Creature — Fiend
3/3
Swampwalk (This creature is unblockable as long as defending player controls a swamp.)

Morbid Hunger 4️⃣🌿🌿
Sorcery
Morbid Hunger deals 3 damage to target creature or player. You gain 3 life.
Flashback 7🌿🌿 (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

Morgue Theft 1️⃣🌿
Sorcery
Return target creature card from your graveyard to your hand.
Flashback 4🌿🌿 (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

Morgue Thrull 2️⃣🌿
Creature — Thrull
2/2
Sacrifice Morgue Thrull: Put the top three cards of your library into your graveyard.

Morgue Toad 2️⃣🌿
Creature — Toad
2/2
Sacrifice Morgue Toad: Add 🔵🌿 to your mana pool.

Morinfen 3️⃣🌿🌿
Creature — Legend
5/4
Flying
Cumulative upkeep — Pay 1 life

Morphling 3 ◆◆
Creature — Shapeshifter
3/3
◆ : Untap Morphling.
◆ : Morphling gains flying until end of turn.
◆ : Morphling can't be the target of spells or abilities until end of turn.
1 : Morphling gets +1/-1 until end of turn.
1 : Morphling gets -1/+1 until end of turn.

Mortal Wound ♣
Enchant Creature
When enchanted creature is dealt damage, destroy enchanted creature.

Mortivore 2 ♣♣
Creature — Lhurgoyf
/
Mortivore's power and toughness are each equal to the number of creature cards in all graveyards.
♣ : Regenerate Mortivore.

Mortuary 3 ♣
Enchantment
Whenever a creature is put into your graveyard, put that creature on top of your library.

Moss Diamond 2
Artifact
Moss Diamond comes into play tapped.
◈: Add ♣ to your mana pool.

Mossdog ♣
Creature — Hound
1/1
Whenever Mossdog becomes the target of a spell or ability an opponent controls, put a +1/+1 counter on Mossdog.

Mossfire Egg 1
Artifact
2 , ◈, Sacrifice Mossfire Egg: Add ☘♣ to your mana pool. Draw a card.

Mossfire Valley
Land
1 , ◈: Add ☘♣ to your mana pool.

Mother of Runes ☀
Creature — Cleric
1/1
◈ : Target creature you control gains protection from the color of your choice until end of turn.

Mountain Goat ☘
Creature — Goat
1/1
Mountainwalk (This creature is unblockable as long as defending player controls a mountain.)

Mountain Titan 2 ♣☘
Creature — Titan
2/2
1 ☘☘: Until end of turn, whenever you play a black spell, put a +1/+1 counter on Mountain Titan.

Mountain Valley
Land
Mountain Valley comes into play tapped.
◈, Sacrifice Mountain Valley: Search your library for a mountain or forest card and put it into play. Then shuffle your library.

Mountain
Land
☘

Mounted Archers 3 ☀
Creature — Soldier
2/3
Mounted Archers may block as though it had flying.
☀ : Mounted Archers may block an additional creature this turn.

Mournful Zombie 2 ♣
Creature — Zombie
2/1
☀, ◈: Target player gains 1 life.

Mourning 1 ♣
Enchant Creature
Enchanted creature gets -2/-0.
♣ : Return Mourning to its owner's hand.

Mox Diamond 0
Artifact
As an additional cost to play Mox Diamond, discard a land card from your hand.
◈: Add one mana of any color to your mana pool.

Mtenda Griffin 3 ☀
Creature — Griffin
2/2
Flying
☀, ◈: Return Mtenda Griffin to its owner's hand and return target Griffin card in your graveyard to your hand. Play this ability only during your upkeep.

Mtenda Herder ☀
Creature — Scout
1/1
Flanking (Whenever a creature without flanking blocks this creature, the blocking creature gets -1/-1 until end of turn.)

Mtenda Lion ♣
Creature — Lion
2/1
Whenever Mtenda Lion attacks, the defending player may pay ◆ . If that player does, prevent all combat damage that would be dealt by Mtenda Lion this turn.

Mudhole 2 ☘
Instant
Target player removes all land cards in his or her graveyard from the game.

Mudslide 2 ☘
Enchantment
Creatures without flying don't untap during their controllers' untap steps and have " 2 : Untap this creature. Play this ability only during your upkeep and only once each upkeep."

Mulch 1 ♣
Sorcery
Reveal the top four cards of your library. Put all land cards revealed this way into your hand and all other cards revealed this way into your graveyard.

Multani, Maro-Sorcerer 4 ♣♣
Creature — Legend
/
Multani, Maro-Sorcerer can't be the target of spells or abilities.
Multani's power and toughness are each equal to the total number of cards in all players' hands.

Multani's Acolyte ♣♣
Creature — Elf
2/1
Echo *(At the beginning of your next upkeep after this permanent comes under your control, sacrifice it unless you pay its mana cost.)*
When Multani's Acolyte comes into play, draw a card.

Multani's Decree 3♣
Sorcery
Destroy all enchantments. You gain 2 life for each enchantment destroyed this way.

Multani's Harmony ♣
Enchant Creature
Enchanted creature has "✪: Add one mana of any color to your mana pool."

Multani's Presence ♣
Enchantment
Whenever a spell you played is countered, draw a card.

Mundungu 1♦♣
Creature — Wizard
1/1
✪: Counter target spell unless its controller pays 1 and 1 life.

Mungha Wurm 2♣♣
Creature — Wurm
6/5
You can't untap more than one land during your untap step.

Murderous Betrayal ♣♣♣
Enchantment
♣♣, Pay half your life rounded up: Destroy target nonblack creature. It can't be regenerated.

Murk Dwellers 3♣
Creature — Murk-Dwellers
2/2
Whenever Murk Dwellers attacks and isn't blocked, it gets +2/+0 until end of combat.

Muscle Burst 1♣
Instant
Target creature gets +X/+X until end of turn, where X is 3 plus the number of cards named Muscle Burst in all graveyards.

Muscle Sliver 1♣
Creature — Sliver
1/1
All Slivers get +1/+1.

Musician 2♦
Creature — Mage
1/3
Cumulative upkeep 1
✪: Target creature gains "At the beginning of your upkeep, destroy this creature unless you pay 1." *(This effect doesn't end at end of turn.)*

Muzzle 1✹
Enchant Creature
Prevent all damage that would be dealt by enchanted creature.

Mwonvuli Ooze ♣
Creature — Ooze
1+*/1+*
Cumulative upkeep 2
Mwonvuli Ooze's power and toughness are each equal to 1 plus its last paid cumulative upkeep.

Mystic Compass 2
Artifact
1, ✪: Target land's type becomes the basic land type of your choice until end of turn.

Mystic Crusader 1✹✹
Creature — Nomad Mystic
2/1
Protection from black and from red
Threshold — Mystic Crusader gets +1/+1 and has flying. *(You have threshold as long as seven or more cards are in your graveyard.)*

Mystic Decree 2♦♦
Enchant World
All creatures lose flying and islandwalk.

Mystic Enforcer 2♣✹
Creature — Nomad Mystic
3/3
Protection from black
Threshold — Mystic Enforcer gets +3/+3 and has flying. *(You have threshold as long as seven or more cards are in your graveyard.)*

Mystic Might ♦
Enchant Land
Cumulative upkeep 1♦
Mystic Might can enchant only a land you control. Enchanted land has "✪: Target creature gets +2/+2 until end of turn."

Mystic Penitent ✹
Creature — Nomad Mystic
1/1
Attacking doesn't cause Mystic Penitent to tap.
Threshold — Mystic Penitent gets +1/+1 and has flying. *(You have threshold as long as seven or more cards are in your graveyard.)*

Mystic Remora ♦
Enchantment
Cumulative upkeep 1
Whenever an opponent plays a noncreature spell, you may draw a card unless that player pays 4.

Mystic Snake 1♣♦♦
Creature — Snake
2/2
You may play Mystic Snake any time you could play an instant.
When Mystic Snake comes into play, counter target spell.

Mystic Veil 1♦
Enchant Creature
You may play Mystic Veil any time you could play an instant. If it was played any time a sorcery couldn't have been played, sacrifice it at end of turn. Enchanted creature can't be the target of spells or abilities.

Mystic Visionary 1✹
Creature — Nomad Mystic
2/1
Threshold — Mystic Visionary has flying. *(You have threshold as long as seven or more cards are in your graveyard.)*

Mystic Zealot 3✹
Creature — Nomad Mystic
2/4
Threshold — Mystic Zealot gets +1/+1 and has flying. *(You have threshold as long as seven or more cards are in your graveyard.)*

Mystical Tutor ⬥
Instant
Search your library for an instant or sorcery card and reveal that card. Shuffle your library, then put the card on top of it.

N

Nacre Talisman 2
Artifact
Whenever a white spell is played, you may pay 3. If you do, untap target permanent.

Nakaya Shade 1 ☥
Creature — Shade
1/1
☥: Nakaya Shade gets +1/+1 until end of turn unless any player pays 2.

Naked Singularity 5
Artifact
Cumulative upkeep 3
If tapped for mana, plains produce ⚷, islands produce ✳, swamps produce ✳, mountains produce ⬥, and forests produce ☥ instead of their normal type.

Nantuko Disciple 3 ☘
Creature — Insect Druid
2/2
☘, ⟳: Target creature gets +2/+2 until end of turn.

Nantuko Elder 2 ☘
Creature — Insect Druid
1/2
⟳: Add 1 ☘ to your mana pool.

Nantuko Mentor 2 ☘
Creature — Insect Druid
1/1
2 ☘, ⟳: Target creature gets +X/+X until end of turn, where X is that creature's power.

Nantuko Shrine 1 ☘☘
Enchantment
Whenever a player plays a spell, that player puts X 1/1 green Squirrel creature tokens into play, where X is the number of cards in all graveyards with the same name as that spell.

Narwhal 2 ⬥ ⬥
Creature — Narwhal
2/2
First strike, protection from red

Natural Affinity 2 ☘
Instant
All lands become 2/2 creatures until end of turn. They're still lands.

Natural Balance 2 ☘☘
Sorcery
Each player who controls six or more lands sacrifices all lands he or she controls except for five. Each player who controls four or fewer lands may search his or her library for basic land cards to bring his or her land total to five and put them into play. Then each player who searched his or her library this way shuffles it.

Natural Emergence 2 ⟳☘
Enchantment
When Natural Emergence comes into play, return a red or green enchantment you control to its owner's hand. Lands you control are 2/2 creatures with first strike. They're still lands.

Natural Order 2 ☘☘
Sorcery
As an additional cost to play Natural Order, sacrifice a green creature.
Search your library for a green creature card and put that card into play. Then shuffle your library.

Natural Spring 3 ☘☘
Sorcery
Target player gains 8 life.

Nature's Blessing 2 ☘✳
Enchantment
☘✳, Discard a card from your hand: Target creature gets a +1/+1 counter or gains banding, first strike, or trample. *(This effect doesn't end at end of turn.)*

Nature's Chosen ☘
Enchant Creature
Nature's Chosen can enchant only a creature you control.
Enchanted creature has, "0: Untap this creature. Play this ability only during your turn and only once each turn."
As long as enchanted creature is white, it has, "⟳: Untap target artifact, creature, or land. Play this ability only once each turn."

Nature's Kiss 1 ☘
Enchant Creature
1, Remove the top card in your graveyard from the game: Enchanted creature gets +1/+1 until end of turn.

Nature's Lore 1 ☘
Sorcery
Search your library for a forest card and put that card into play. Then shuffle your library.

Nature's Resurgence 2 ☘☘
Sorcery
Each player draws a card for each creature card in his or her graveyard.

Nature's Revolt 3 ☘☘
Enchantment
All lands are 2/2 creatures that are still lands.

Nature's Wrath 4 ☘☘
Enchantment
At the beginning of your upkeep, sacrifice Nature's Wrath unless you pay ☘.
Whenever a player puts a swamp or black permanent into play, he or she sacrifices a swamp or black permanent.
Whenever a player puts an island or blue permanent into play, he or she sacrifices an island or blue permanent.

Nausea 1 ☥
Sorcery
All creatures get -1/-1 until end of turn.

Necra Disciple ☥
Creature — Wizard
1/1
☘, ⟳: Add one mana of any color to your mana pool.
✳, ⟳: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Necra Sanctuary 2 ☥
Enchantment
At the beginning of your upkeep, if you control a green or white permanent, target player loses 1 life. If you control a green permanent and a white permanent, that player loses 3 life instead.

Necratog   1 {B}{B}
Creature — Atog
1/2
Remove the top creature card in your graveyard from the game: Necratog gets +2/+2 until end of turn.

Necravolver   2 {B}
Creature — Volver
2/2
Kicker 1 {G} and/or {W}
If you paid the 1 {G} kicker cost, Necravolver comes into play with two +1/+1 counters on it and with trample.
If you paid the {W} kicker cost, Necravolver comes into play with a +1/+1 counter on it and with "Whenever Necravolver deals damage, you gain that much life."

Necrite   1 {B}{B}
Creature — Thrull
2/2
Sacrifice Necrite: Destroy target creature defending player controls. It can't be regenerated. Play this ability only if Necrite is attacking and unblocked.

Necrologia   3 {B}{B}
Instant
Play Necrologia only during your end of turn step.
As an additional cost to play Necrologia, pay any amount of life.
Draw cards equal to the life paid this way.

Necromancy   2 {B}
Enchantment
You may play Necromancy any time you could play an instant. If it was played any time a sorcery couldn't have been played, sacrifice it at end of turn.
When Necromancy comes into play, if it's in play, it becomes an enchant creature. Put target creature card from a graveyard into play under your control enchanted by Necromancy. When Necromancy leaves play, destroy enchanted creature. It can't be regenerated.

Necropotence   {B}{B}{B}
Enchantment
Skip your draw step.
If you would discard a card from your hand, remove that card from the game instead.
Pay 1 life: Remove the top card of your library from the game face down. At the end of your turn, put that card into your hand.

Necrosavant   3 {B}{B}{B}
Creature — Necrosavant
5/5
3 {B}{B}, Sacrifice a creature: Put Necrosavant into play. Play this ability only during your upkeep and only if Necrosavant is in your graveyard.

Need for Speed   2
Enchantment
Sacrifice a land: Target creature gains haste until end of turn.

Needle Storm   2 {G}
Sorcery
Needle Storm deals 4 damage to each creature with flying.

Nefarious Lich   {B}{B}{B}{B}
Enchantment
If you would be dealt damage, remove that many cards in your graveyard from the game instead. If you can't, you lose the game.
If you would gain life, draw that many cards instead.
When Nefarious Lich leaves play, you lose the game.

Nekrataal   2 {B}{B}
Creature — Nekrataal
2/1
First strike
When Nekrataal comes into play, destroy target nonartifact, nonblack creature. That creature can't be regenerated.

Nemata, Grove Guardian   4 {G}{G}
Creature — Treefolk Legend
4/5
2 {G}: Put a 1/1 green Saproling creature token into play.
Sacrifice a Saproling: All Saprolings get +1/+1 until end of turn.

Nesting Wurm   4 {G}{G}
Creature — Wurm
4/3
Trample
When Nesting Wurm comes into play, you may search your library for up to three cards named Nesting Wurm, reveal them, and put them into your hand. If you do, shuffle your library.

Nether Shadow   {B}{B}
Creature — Shadow
1/1
Haste *(This creature may attack and {T} the turn it comes under your control.)*
At the beginning of your upkeep, if Nether Shadow is in your graveyard with three creature cards above it, you may put Nether Shadow into play.

Nether Spirit   1 {B}{B}
Creature — Spirit
2/2
At the beginning of your upkeep, if Nether Spirit is the only creature card in your graveyard, you may return Nether Spirit to play.

Netter en-Dal   {W}
Creature — Spellshaper
1/1
{W}, {T}, Discard a card from your hand: Target creature can't attack this turn.

Nettletooth Djinn   3 {G}
Creature — Djinn
4/4
At the beginning of your upkeep, Nettletooth Djinn deals 1 damage to you.

Nevinyrral's Disk   4
Artifact
Nevinyrral's Disk comes into play tapped.
1, {T}: Destroy all artifacts, creatures, and enchantments.

New Frontiers   X {G}
Sorcery
Each player may search his or her library for up to X basic land cards and put them into play tapped. Then each player who searched his or her library this way shuffles it.

Night / Day � / 2 ☀
Instant / Instant
Target creature gets -1/-1 until end of turn. / Creatures target player controls get +1/+1 until end of turn.

Nightmare 5 �
Creature — Nightmare
/
Flying
Nightmare's power and toughness are each equal to the number of swamps you control.

Nightscape Apprentice �
Creature — Wizard
1/1
♦, ✪: Put target creature you control on top of its owner's library.
➋, ✪: Target creature gains first strike until end of turn.

Nightscape Battlemage 2 �
Creature — Wizard
2/2
Kicker 2 ♦ and/or 2 ➋
When Nightscape Battlemage comes into play, if you paid the 2 ♦ kicker cost, return up to two target nonblack creatures to their owners' hands. When Nightscape Battlemage comes into play, if you paid the 2 ➋ kicker cost, destroy target land.

Nightscape Familiar 1 �
Creature — Zombie
1/1
Blue spells and red spells you play cost 1 less to play.
1 �: Regenerate Nightscape Familiar.

Nightscape Master 2 ��
Creature — Wizard
2/2
♦ ♦, ✪: Return target creature to its owner's hand.
➋➋, ✪: Nightscape Master deals 2 damage to target creature.

Nightshade Seer 3 �
Creature — Wizard
1/1
2 �, ✪: Reveal any number of black cards in your hand. Target creature gets -X/-X until end of turn, where X is the number of cards revealed this way.

Nightwind Glider 2 ☀
Creature — Rebel
2/1
Flying, protection from black

Nimble Mongoose ☀
Creature — Mongoose
1/1
Nimble Mongoose can't be the target of spells or abilities.
Threshold — Nimble Mongoose gets +2/+2. (*You have threshold as long as seven or more cards are in your graveyard.*)

No Mercy 2 ��
Enchantment
Whenever a creature deals damage to you, destroy it.

No Quarter 3 ➋
Enchantment

Whenever a creature becomes blocked by a creature with lesser power, destroy the blocking creature.
Whenever a creature blocks a creature with lesser power, destroy the attacking creature.

No Rest for the Wicked 1 �
Enchantment
Sacrifice No Rest for the Wicked: Return to your hand all creature cards put into your graveyard from play since the beginning of the turn.

Noble Benefactor 2 ♦
Creature — Cleric
2/2
When Noble Benefactor is put into a graveyard from play, each player may search his or her library for a card and put that card into his or her hand. Then each player who searched his or her library shuffles it.

Noble Elephant 3 ☀
Creature — Elephant
2/2
Banding, trample

Noble Panther 1 ☀☀
Creature — Cat
3/3
1: Noble Panther gains first strike until end of turn.

Noble Purpose 3 ☀☀
Enchantment
Whenever a creature you control deals combat damage, you gain that much life.

Noble Stand 4 ☀
Enchantment
Whenever a creature you control blocks, you gain 2 life.

Noble Steeds 2 ☀
Enchantment
1 ☀: Target creature gains first strike until end of turn.

Nocturnal Raid 2 ��
Instant
Black creatures get +2/+0 until end of turn.

Noetic Scales 4
Artifact
At the beginning of each player's upkeep, return to its owner's hand each creature that player controls with power greater than the number of cards in his or her hand.

Nomad Decoy 2 ☀
Creature — Nomad
1/2
☀, ✪: Tap target creature.
Threshold — ☀☀, ✪: Tap two target creatures. (*Play this ability only if seven or more cards are in your graveyard.*)

Nomad Stadium
Land
✪: Add ☀ to your mana pool. Nomad Stadium deals 1 damage to you.
Threshold — ☀, ✪, Sacrifice Nomad Stadium: You gain 4 life. (*Play this ability only if seven or more cards are in your graveyard.*)

Nomadic Elf 1♠
Creature — Elf
2/2
1♠: Add one mana of any color to your mana pool.

Nomads en-Kor ✸
Creature — Soldier
1/1
0: The next 1 damage that would be dealt to Nomads en-Kor this turn is dealt to target creature you control instead.

Norritt 3♣
Creature — Imp
1/1
♦: Untap target blue creature.
♦: Target non-Wall creature attacks this turn if able. If that creature doesn't attack, destroy it at end of turn unless it came under its controller's control this turn. Play this ability only during that creature's controller's turn before the declare attackers step.

Northern Paladin 2✸✸
Creature — Knight
3/3
✸✸, ♦: Destroy target black permanent.

Notorious Assassin 3♣
Creature — Spellshaper
2/2
2♣, ♦, Discard a card from your hand: Destroy target nonblack creature. It can't be regenerated.

Noxious Field 1♣♣
Enchant Land
Enchanted land has "♦: This land deals 1 damage to each creature and each player."

Noxious Vapors 1♣♣
Sorcery
Each player reveals his or her hand and chooses one card of each color from it, then discards all other nonland cards from it.

Null Brooch 4
Artifact
2, ♦, Discard your hand: Counter target noncreature spell.

Null Chamber 3✸
Enchant World
As Null Chamber comes into play, you and an opponent each name a card other than a basic land card.
The named cards can't be played.

Null Rod 2
Artifact
Players can't play artifacts' activated abilities.

Nurturing Licid 1♠
Creature — Licid
1/1
♠, ♦: Nurturing Licid loses all abilities, becomes an enchant creature enchanting target creature, and gains "♠: Regenerate enchanted creature" and "♠: End the effect that created this ability."

Nut Collector 5♠
Creature — Druid
1/1
At the beginning of your upkeep, you may put a 1/1 green Squirrel creature token into play.
Threshold — All Squirrels get +2/+2. *(You have threshold as long as seven or more cards are in your graveyard.)*

Oath of Druids 1♠
Enchantment
At the beginning of each player's upkeep, if that player controls fewer creatures than any of his or her opponents, the player may reveal cards from the top of his or her library until he or she reveals a creature card. The player puts that card into play and all other cards revealed this way into his or her graveyard.

Oath of Ghouls 1♣
Enchantment
At the beginning of each player's upkeep, if there are more creature cards in that player's graveyard than in any of his or her opponents' graveyards, the player may return target creature card from his or her graveyard to his or her hand.

Oath of Lieges 1✸
Enchantment
At the beginning of each player's upkeep, if that player controls fewer lands than any of his or her opponents, the player may search his or her library for a basic land card and put that card into play. The player then shuffles his or her library.

Oath of Lim-Dûl 3♣
Enchantment
Whenever you lose life, sacrifice a permanent other than Oath of Lim-Dûl or discard a card from your hand for each 1 life you lost.
(Damage dealt to you causes you to lose life.)
♣♣: Draw a card.

Oath of Mages 1➋
Enchantment
At the beginning of each player's upkeep, if any of that player's opponents have more life than that player, the player may have Oath of Mages deal 1 damage to that target opponent.

Oath of Scholars 3♦
Enchantment
At the beginning of each player's upkeep, if that player has fewer cards in hand than any of his or her opponents, the player may discard his or her hand and draw three cards.

Obelisk of Undoing 1
Artifact
6, ♦: Return target permanent you own and control to your hand.

Obliterate 6➋➋
Sorcery
Obliterate can't be countered.
Destroy all artifacts, creatures, and lands. They can't be regenerated.

Obsianus Golem 6
Artifact Creature — Golem
4/6

Obsidian Acolyte 1✸
Creature — Cleric
1/1
Protection from black
✸: Target creature gains protection from black until end of turn.

Obstinate Familiar {T}
Creature — Lizard
1/1
If you would draw a card, you may skip that draw instead.

Odylic Wraith 3{B}
Creature — Wraith
2/2
Swampwalk *(This creature is unblockable as long as defending player controls a swamp.)*
Whenever Odylic Wraith deals damage to a player, that player discards a card from his or her hand.

Off Balance {W}
Instant
Target creature can't attack or block this turn.

Ogre Enforcer 3{R}{R}
Creature — Ogre
4/4
If Ogre Enforcer would be dealt nonlethal damage from a single source, prevent that damage.

Ogre Shaman 3{R}{R}
Creature — Ogre
3/3
2, Discard a card at random from your hand: Ogre Shaman deals 2 damage to target creature or player.

Ogre Taskmaster 3{R}
Creature — Ogre
4/3
Ogre Taskmaster can't block.

Okk 1{R}
Creature — Goblin
4/4
Okk can't attack unless a creature with greater power also attacks.
Okk can't block unless a creature with greater power also blocks.

Omen of Fire 3{R}{R}
Instant
Return all islands to their owners' hands.
Each player sacrifices a plains or a white permanent for each white permanent he or she controls.

Onslaught {R}
Enchantment
Whenever you play a creature spell, tap target creature.

Onyx Talisman 2
Artifact
Whenever a black spell is played, you may pay 3. If you do, untap target permanent.

Opal Acrolith 2{W}
Enchantment
Whenever an opponent plays a creature spell, if Opal Acrolith is an enchantment, Opal Acrolith becomes a 2/4 Guardian creature.
0: Opal Acrolith becomes an enchantment.

Opal Archangel 4{W}
Enchantment
When an opponent plays a creature spell, if Opal Archangel is an enchantment, Opal Archangel becomes a 5/5 Angel creature with flying. Attacking doesn't cause it to tap.

Opal Avenger 2{W}
Enchantment
When you have 10 life or less, if Opal Avenger is an enchantment, Opal Avenger becomes a 3/5 Guardian creature.

Opal Caryatid {W}
Enchantment
When an opponent plays a creature spell, if Opal Caryatid is an enchantment, Opal Caryatid becomes a 2/2 Soldier creature.

Opal Champion 2{W}
Enchantment
When an opponent plays a creature spell, if Opal Champion is an enchantment, Opal Champion becomes a 3/3 Knight creature with first strike.

Opal Gargoyle {W}
Enchantment
When an opponent plays a creature spell, if Opal Gargoyle is an enchantment, Opal Gargoyle becomes a 2/2 Gargoyle creature with flying.

Opal Titan 2{W}{W}
Enchantment
When an opponent plays a creature spell, if Opal Titan is an enchantment, Opal Titan becomes a 4/4 Giant creature with protection from each of that spell's colors.

Opalescence 2{W}{W}
Enchantment
Each other global enchantment is a creature with power and toughness each equal to its converted mana cost. It's still an enchantment.

Ophidian 2{U}
Creature — Snake
1/3
Whenever Ophidian attacks and isn't blocked, you may draw a card. If you do, Ophidian deals no combat damage this turn.

Opportunist 2{R}
Creature — Soldier
2/2
{T}: Opportunist deals 1 damage to target creature that was dealt damage this turn.

Opportunity 4{U}{U}
Instant
Target player draws four cards.

Opposition 2{U}{U}
Enchantment
Tap an untapped creature you control: Tap target artifact, creature, or land.

Oppression 1{B}{B}
Enchantment
Whenever a player plays a spell, that player discards a card from his or her hand.

Opt {U}
Instant
Look at the top card of your library. You may put that card on the bottom of your library. Draw a card.

Oracle en-Vec 1✷
Creature — Wizard
1/1
✷: Target opponent chooses any number of creatures he or she controls. During that player's next turn, those creatures attack if able, and other creatures can't attack. At the end of that turn, destroy each of those creatures that didn't attack. Play this ability only during your turn.

Oracle's Attendants 3✷
Creature — Soldier
1/5
✷: All damage that would be dealt to target creature this turn by a source of your choice is dealt to Oracle's Attendants instead.

Oraxid 3◆
Creature — Beast
2/3
Protection from red

Orcish Artillery 1➋➋
Creature — Orc
1/3
✷: Orcish Artillery deals 2 damage to target creature or player and 3 damage to you.

Orcish Cannoneers 1➋➋
Creature — Orc
1/3
✷: Orcish Cannoneers deals 2 damage to target creature or player and 3 damage to you.

Orcish Captain ➋
Creature — Orc
1/1
1: Choose a target Orc. Flip a coin. If you win the flip, that Orc gets +2/+0 until end of turn. If you lose the flip, it gets -0/-2 until end of turn.

Orcish Conscripts ➋
Creature — Orc
2/2
Orcish Conscripts can't attack unless at least two other creatures attack.
Orcish Conscripts can't block unless at least two other creatures block.

Orcish Farmer 1➋➋
Creature — Orc
2/2
✷: Target land becomes a swamp until its controller's next untap step.

Orcish Healer ➋➋
Creature — Cleric
1/1
➋➋, ✷: Target creature can't be regenerated this turn.
➋✷✷, ✷: Regenerate target black or green creature.
➋➋✷, ✷: Regenerate target black or green creature.

Orcish Librarian 1➋
Creature — Orc
1/1
➋, ✷: Take the top eight cards of your library, look at them, then remove four of them at random from the game. Put the rest on top of your library in any order.

Orcish Lumberjack ➋
Creature — Orc
1/1
✷, Sacrifice a forest: Add three mana in any combination of red and/or green mana to your mana pool.

Orcish Mine 1➋➋
Enchant Land
Orcish Mine comes into play with three ore counters on it.
At the beginning of your upkeep and whenever enchanted land becomes tapped, remove an ore counter from Orcish Mine. If there are no ore counters on Orcish Mine, destroy enchanted land and Orcish Mine deals 2 damage to enchanted land's controller.

Orcish Oriflamme 3➋
Enchantment
Attacking creatures you control get +1/+0.

Orcish Settlers 1➋
Creature — Orc
1/1
X X ➋, ✷, Sacrifice Orcish Settlers: Destroy X target lands.

Orcish Squatters 4➋
Creature — Orc
2/3
Whenever Orcish Squatters attacks and isn't blocked, you may gain control of target land defending player controls for as long as you control Orcish Squatters. If you do, Orcish Squatters deals no combat damage this turn.

Order / Chaos 3✷ / 2➋
Instant / Instant
Remove target attacking creature from the game. / Creatures can't block this turn.

Order of the Sacred Torch 1✷✷
Creature — Paladin
2/2
✷, Pay 1 life: Counter target black spell.

Order of the White Shield ✷✷
Creature — Knight
2/1
Protection from black
✷: Order of the White Shield gains first strike until end of turn.
✷✷: Order of the White Shield gets +1/+0 until end of turn.

Order of Yawgmoth 2✷✷
Creature — Knight
2/2
Order of Yawgmoth can't be blocked except by artifact creatures and black creatures.
Whenever Order of Yawgmoth deals damage to a player, that player discards a card from his or her hand.

Ordered Migration 3✷◆
Sorcery
Put a 1/1 blue Bird creature token with flying into play for each basic land type among lands you control.

Orgg 3➋➋
Creature — Orgg
6/6
Trample
Orgg can't attack if defending player controls an untapped creature with power 3 or greater.
Orgg can't block creatures with power 3 or greater.

Orim, Samite Healer 1✷✷
Creature — Cleric Legend
1/3
✷: Prevent the next 3 damage that would be dealt to target creature or player this turn.

Orim's Thunder 2✷
Instant
Kicker ➋ *(You may pay an additional ➋ as you play this spell.)*
Destroy target artifact or enchantment. If you paid the kicker cost, Orim's Thunder deals damage equal to that artifact or enchantment's converted mana cost to target creature.

Orim's Chant ✷
Instant
Kicker ✷ *(You may pay an additional ✷ as you play this spell.)*
Target player can't play spells this turn. If you paid the kicker cost, creatures can't attack this turn.

Orim's Cure 1✷
Instant
If you control a plains, you may tap an untapped creature you control rather than pay the mana cost of Orim's Cure.
Prevent the next 4 damage that would be dealt to target creature or player this turn.

Orim's Prayer 1✷✷
Enchantment
Whenever a creature attacks you, you gain 1 life.

Orim's Touch ✷
Instant
Kicker 1 *(You may pay an additional 1 as you play this spell.)*
Prevent the next 2 damage that would be dealt to target creature or player this turn. If you paid the kicker cost, prevent the next 4 damage that would be dealt to that creature or player this turn instead.

Ornithopter 0
Artifact Creature
0/2
Flying

Ostracize ✹
Sorcery
Target opponent reveals his or her hand. Choose a creature card from it. That player discards that card.

Otarian Juggernaut 4
Artifact Creature
2/3
Otarian Juggernaut can't be blocked by Walls.
Threshold — Otarian Juggernaut gets +3/+0 and attacks each turn if able. *(You have threshold as long as seven or more cards are in your graveyard.)*

Outbreak 3✹
Sorcery
You may discard a swamp from your hand rather than pay Outbreak's mana cost.
Choose a creature type. All creatures of that type get -1/-1 until end of turn.

Outmaneuver X➋
Instant
X target blocked creatures deal combat damage as though they weren't blocked this turn.

Overabundance 1➋✦
Enchantment
Whenever a player taps a land for mana, that player adds one additional mana to his or her mana pool of the same type, and Overabundance deals 1 damage to him or her.

Overburden 1✦
Enchantment
Whenever a player puts a creature card into play, that player returns a land he or she controls to its owner's hand.

Overeager Apprentice 2✹
Creature — Minion
1/2
Discard a card from your hand, Sacrifice Overeager Apprentice: Add ✹✹✹ to your mana pool.

Overgrown Estate ✹✹✷
Enchantment
Sacrifice a land: You gain 3 life.

Overgrowth 2✦
Enchant Land
Whenever enchanted land is tapped for mana, its controller adds ✦✦ to his or her mana pool.

Overlaid Terrain 2✦✦
Enchantment
As Overlaid Terrain comes into play, sacrifice all lands you control. Lands you control have "◈: Add two mana of any one color to your mana pool."

Overload ➋
Instant
Kicker 2 *(You may pay an additional 2 as you play this spell.)*
Destroy target artifact if its converted mana cost is 2 or less. If you paid the kicker cost, destroy that artifact if its converted mana cost is 5 or less instead.

Overrun 2✦✦✦
Sorcery
Creatures you control get +3/+3 and gain trample until end of turn.

Overtaker 1✦
Creature — Spellshaper
1/1
3✦, ◈, Discard a card from your hand: Untap target creature and gain control of it until end of turn. That creature gains haste until end of turn. *(It may attack and ◈ the turn it comes under your control.)*

Ovinomancer 2✦
Creature — Wizard
0/1
When Ovinomancer comes into play, sacrifice it unless you return three basic lands you control to their owner's hand.
◈, Return Ovinomancer to its owner's hand: Destroy target creature. It can't be regenerated. That creature's controller puts a 0/1 green Sheep creature token into play.

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Pacifism 1✷
Enchant Creature
Enchanted creature can't attack or block.

Pack Hunt 3✦
Sorcery
Search your library for up to three cards with the same name as target creature, reveal them, and put them into your hand. Then shuffle your library.

Pain / Suffering ♔ / 3 ☙
Sorcery / Sorcery
Target player discards a card from his or her hand. / Destroy target land.

Painbringer 2 ♚♚
Creature — Minion
1/1
♦, Remove any number of cards in your graveyard from the game: Target creature gets -X/-X until end of turn, where X is the number of cards removed this way.

Painful Memories 1 ♚
Sorcery
Look at target opponent's hand and choose a card from it. Put that card on top of that player's library.

Paladin en-Vec 1 ✸✸
Creature — Knight
2/2
First strike, protection from black, protection from red

Pale Bears 2 ♠
Creature — Bear
2/2
Islandwalk (*This creature is unblockable as long as defending player controls an island.*)

Pale Moon 1 ♦
Instant
Until end of turn, if a player taps a nonbasic land for mana, it produces colorless mana instead of its normal type.

Palinchron 5 ♦♦
Creature — Illusion
4/5
Flying
When Palinchron comes into play, if you played it from your hand, untap up to seven lands.
 2 ♦♦: Return Palinchron to its owner's hand.

Pallimud 2 ☙
Creature — Beast
*/3
As Pallimud comes into play, choose an opponent. Pallimud's power is equal to the number of tapped lands the chosen player controls.

Panacea 4
Artifact
XX, ♦: Prevent the next X damage that would be dealt to target creature or player this turn.

Pandemonium 3 ☙
Enchantment
Whenever a creature comes into play, that creature's controller may have it deal damage equal to its power to target creature or player.

Pangosaur 2 ♠♠
Creature — Lizard
6/6
Whenever a player plays a land, return Pangosaur to its owner's hand.

Panic Attack 2 ☙
Sorcery
Up to three target creatures can't block this turn.

Panic ☙
Instant
Play Panic only during combat before the declare blockers step.
Target creature can't block this turn.
Draw a card at the beginning of the next turn's upkeep.

Panther Warriors 4 ♠
Creature — Cat Warrior
6/3

Paradigm Shift 1 ♦
Sorcery
Remove all cards in your library from the game. Then shuffle your graveyard into your library.

Parallax Dementia 1 ♚
Enchant Creature
Fading 1 (*This enchantment comes into play with one fade counter on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.*)
Enchanted creature gets +3/+2.
When Parallax Dementia leaves play, destroy enchanted creature. That creature can't be regenerated.

Parallax Inhibitor 2
Artifact
1, ♦, Sacrifice Parallax Inhibitor: Put a fade counter on each permanent with fading you control.

Parallax Nexus 2 ♚
Enchantment
Fading 5 (*This enchantment comes into play with five fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.*)
Remove a fade counter from Parallax Nexus: Target opponent removes a card in his or her hand from the game if Parallax Nexus is in play. Play this ability only any time you could play a sorcery.
When Parallax Nexus leaves play, each player returns to his or her hand all cards he or she owns removed from the game with Parallax Nexus.

Parallax Tide 2 ♦♦
Enchantment
Fading 5 (*This enchantment comes into play with five fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.*)
Remove a fade counter from Parallax Tide: Remove target land from the game if Parallax Tide is in play.
When Parallax Tide leaves play, each player returns to play all cards he or she owns removed from the game with Parallax Tide.

Parallax Wave 2 ✸✸
Enchantment
Fading 5 (*This enchantment comes into play with five fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.*)
Remove a fade counter from Parallax Wave: Remove target creature from the game if Parallax Wave is in play.
When Parallax Wave leaves play, each player returns to play all cards other than Parallax Wave he or she owns removed from the game with Parallax Wave.

Paralyze   ❦
Enchant Creature
When Paralyze comes into play, tap enchanted creature. Enchanted creature doesn't untap during its controller's untap step.
Enchanted creature has "At the beginning of your upkeep, you may pay 4. If you do, untap this creature."

Parapet   1 ✸
Enchantment
You may play Parapet any time you could play an instant. If it was played any time a sorcery couldn't have been played, sacrifice it at end of turn. Creatures you control get +0/+1.

Parasitic Bond   3 ❦
Enchant Creature
At the beginning of the upkeep of enchanted creature's controller, Parasitic Bond deals 2 damage to that player.

Parch   1 ♨
Instant
Choose one — Parch deals 2 damage to target creature or player; or Parch deals 4 damage to target blue creature.

Pardic Firecat   3 ♨
Creature — Cat
2/3
Haste
If Pardic Firecat is in a graveyard, Flame Burst's effect counts it as a card named Flame Burst.

Pardic Miner   1 ♨
Creature — Dwarf
1/1
Sacrifice Pardic Miner: Target player can't play lands this turn.

Pardic Swordsmith   2 ♨
Creature — Dwarf
1/1
♨, Discard a card at random from your hand: Pardic Swordsmith gets +2/+0 until end of turn.

Pariah   2 ✸
Enchant Creature
All damage that would be dealt to you is dealt to enchanted creature instead.

Paroxysm   1 ♨
Enchant Creature
At the beginning of the upkeep of enchanted creature's controller, reveal the top card of that player's library. If that card is a land card, destroy enchanted creature. Otherwise, enchanted creature gets +3/+3 until end of turn. *(Return the card to the top of the player's library, face down.)*

Patagia Golem   4
Artifact Creature — Golem
2/3
3: Patagia Golem gains flying until end of turn.

Patchwork Gnomes   3
Artifact Creature — Gnome
2/1
Discard a card from your hand: Regenerate Patchwork Gnomes.

Path of Peace   3 ✸
Sorcery
Destroy target creature. Its owner gains 4 life.

Patriarch's Desire   3 ❦
Enchant Creature
Enchanted creature gets +2/-2.
Threshold — Enchanted creature gets an additional +2/-2. *(You have threshold as long as seven or more cards are in your graveyard.)*

Patrol Hound   1 ✸
Creature — Hound
2/2
Discard a card from your hand: Patrol Hound gains first strike until end of turn.

Patron Wizard   ♦♦♦
Creature — Wizard
2/2
Tap an untapped Wizard you control: Counter target spell unless its controller pays 1.

Pattern of Rebirth   3 ♣
Enchant Creature
When enchanted creature is put into a graveyard, that creature's controller may search his or her library for a creature card and put that card into play. If that player does, he or she shuffles his or her library.

Paupers' Cage   3
Artifact
At the beginning of each of your opponents' upkeeps, if that player has two or fewer cards in hand, Paupers' Cage deals 2 damage to him or her.

Peace and Quiet   1 ✸
Instant
Destroy two target enchantments.

Peace of Mind   1 ✸
Enchantment
✸, Discard a card from your hand: You gain 3 life.

Peace Talks   1 ✸
Sorcery
This turn and next turn, players skip their combat phases and can't target permanents or players with spells or activated abilities. *(Triggered abilities are unaffected.)*

Peacekeeper   2 ✸
Creature — Peacekeeper
1/1
At the beginning of your upkeep, sacrifice Peacekeeper unless you pay 1 ✸.
Creatures can't attack.

Pearl Dragon   4 ✸✸
Creature — Dragon
4/4
Flying
1 ✸: Pearl Dragon gets +0/+1 until end of turn.

Pearl Medallion   2
Artifact
White spells you play cost 1 less to play.

Pearled Unicorn   2 ✸
Creature — Unicorn
2/2

Peat Bog
Land
Peat Bog comes into play tapped with two depletion counters on it.
♦, Remove a depletion counter from Peat Bog: Add two black mana to your mana pool. If there are no depletion counters on Peat Bog, sacrifice it.

Pedantic Learning ✦✦
Enchantment
Whenever a land card is put into your graveyard from your library, you may pay 1. If you do, draw a card.

Peek ✦
Instant
Look at target player's hand.
Draw a card.

Pegasus Charger 2✹
Creature — Pegasus
2/1
Flying, first strike

Pegasus Refuge 3✹
Enchantment
2, Discard a card from your hand: Put a 1/1 white Pegasus creature token with flying into play.

Pegasus Stampede 1✹
Sorcery
Buyback—Sacrifice a land. *(If you sacrifice a land in addition to any other costs as you play this spell, put Pegasus Stampede into your hand instead of your graveyard as part of its resolution.)*
Put a 1/1 white Pegasus creature token with flying into play.

Penance 2✹
Enchantment
Put a card from your hand on top of your library: The next time a black or red source of your choice would deal damage to you this turn, prevent that damage.

Pendrell Drake 3✦
Creature — Drake
2/3
Flying
Cycling 2 *(2, Discard this card from your hand: Draw a card.)*

Pendrell Flux 1✦
Enchant Creature
Enchanted creature has "At the beginning of your upkeep, sacrifice this creature unless you pay its mana cost."

Pendrell Mists 3✦
Enchantment
All creatures have "At the beginning of your upkeep, sacrifice this creature unless you pay 1."

Pentagram of the Ages 4
Artifact
4, ⬡: The next time a source of your choice would deal damage to you this turn, prevent that damage.

Penumbra Bobcat 2♠
Creature — Cat
2/1
When Penumbra Bobcat is put into a graveyard from play, put a 2/1 black Cat creature token into play.

Penumbra Kavu 4♠
Creature — Kavu
3/3
When Penumbra Kavu is put into a graveyard from play, put a 3/3 black Kavu creature token into play.

Penumbra Wurm 5♠♠
Creature — Wurm
6/6
Trample
When Penumbra Wurm is put into a graveyard from play, put a 6/6 black Wurm creature token with trample into play.

Peregrine Drake 4✦
Creature — Drake
2/3
Flying
When Peregrine Drake comes into play, if you played it from your hand, untap up to five lands.

Perish 2♠
Sorcery
Destroy all green creatures. They can't be regenerated.

Pernicious Deed 1♠♠
Enchantment
X, Sacrifice Pernicious Deed: Destroy each artifact, creature, and enchantment with converted mana cost X or less.

Persecute 2♠♠
Sorcery
Choose a color. Target player reveals his or her hand and discards all cards of that color from it.

Personal Incarnation 3✹✹✹
Creature — Avatar
6/6
0: The next 1 damage that would be dealt to Personal Incarnation this turn is dealt to its owner instead. Any player may play this ability, but only if he or she owns Personal Incarnation. When Personal Incarnation is put into a graveyard from play, its owner loses half of his or her life, rounded up.

Persuasion 3✦✦
Enchant Creature
You control enchanted creature.

Pestilence Rats 2♠
Creature — Rat
*/3
Pestilence Rats's power is equal to the total number of other Rats in play. *(For example, as long as there are two other Rats in play, Pestilence Rats's power and toughness are 2/3.)*

Pestilence 2♠♠
Enchantment
At end of turn, if no creatures are in play, sacrifice Pestilence.
⬡: Pestilence deals 1 damage to each creature and each player.

Petrified Field
Land
⬡: Add one colorless mana to your mana pool.
⬡, Sacrifice Petrified Field: Return target land card from your graveyard to your hand.

Phantasmal Fiend 3♠
Creature — Phantasm
1/5
⬡: Phantasmal Fiend gets +1/-1 until end of turn.
1✦: Switch Phantasmal Fiend's power and toughness until end of turn. Effects that alter Phantasmal Fiend's power alter its toughness instead this turn, and vice versa.

Column 1

Phantasmal Forces 3 🜨
Creature — Phantasm
4/1
Flying
At the beginning of your upkeep, sacrifice Phantasmal Forces unless you pay 🜨.

Phantasmal Mount 1 🜨
Creature — Phantasm
1/1
Flying
🜁: Target creature you control with toughness 2 or less gets +1/+1 and gains flying until end of turn. When Phantasmal Mount leaves play this turn, sacrifice that creature. When the creature leaves play this turn, sacrifice Phantasmal Mount.

Phantasmal Sphere 1 🜨
Creature — Phantasm
0/1
Flying
At the beginning of your upkeep, put a +1/+1 counter on Phantasmal Sphere, then sacrifice Phantasmal Sphere unless you pay 1 for each +1/+1 counter on it.
When Phantasmal Sphere leaves play, put a blue Orb creature token with flying into play under an opponent's control. That creature's power and toughness are each equal to the number of +1/+1 counters on Phantasmal Sphere.

Phantasmal Terrain 🜨 🜨
Enchant Land
As Phantasmal Terrain comes into play, choose a basic land type. Enchanted land's type is the chosen type.

Phantatog 1 ✷ 🜨
Creature — Atog
1/2
Sacrifice an enchantment: Phantatog gets +1/+1 until end of turn.
Discard a card from your hand: Phantatog gets +1/+1 until end of turn.

Phantom Monster 3 🜨
Creature — Phantasm
3/3
Flying

Phantom Warrior 1 🜨 🜨
Creature — Illusion
2/2
Phantom Warrior is unblockable.

Phantom Whelp 1 🜨
Creature — Hound
2/2
When Phantom Whelp attacks or blocks, return it to its owner's hand at end of combat.

Phantom Wings 1 🜨
Enchant Creature
Enchanted creature has flying.
Sacrifice Phantom Wings: Return enchanted creature to its owner's hand.

Column 2

Phelddagrif 1 ♣ ✷ 🜨
Creature — Legend
4/4
♣: Phelddagrif gains trample until end of turn. Put a 1/1 green Hippo creature token into play under an opponent's control.
✷: Phelddagrif gains flying until end of turn and an opponent gains 2 life.
🜨 : Return Phelddagrif to its owner's hand and an opponent may draw a card.

Phyrexian Altar 3
Artifact
Sacrifice a creature: Add one mana of any color to your mana pool.

Phyrexian Arena 1 ☣ ☣
Enchantment
At the beginning of your upkeep, you draw a card and you lose 1 life.

Phyrexian Battleflies ☣
Creature — Insect
0/1
Flying
☣: Phyrexian Battleflies gets +1/+0 until end of turn. This ability may be played no more than twice each turn.

Phyrexian Bloodstock 4 ☣
Creature — Zombie
3/3
When Phyrexian Bloodstock leaves play, destroy target white creature. It can't be regenerated.

Phyrexian Boon 2 ☣
Enchant Creature
Enchanted creature gets +2/+1 as long as it's black. Otherwise, it gets -1/-2.

Phyrexian Broodlings 1 ☣ ☣
Creature — Minion
2/2
1 , Sacrifice a creature: Put a +1/+1 counter on Phyrexian Broodlings.

Phyrexian Colossus 7
Artifact Creature
8/8
Phyrexian Colossus doesn't untap during your untap step.
Pay 8 life: Untap Phyrexian Colossus.
Phyrexian Colossus can't be blocked except by three or more creatures.

Phyrexian Debaser 3 ☣
Creature — Carrier
2/2
Flying
☣, Sacrifice Phyrexian Debaser: Target creature gets -2/-2 until end of turn.

Phyrexian Defiler 2 ☣ ☣
Creature — Carrier
3/3
☣, Sacrifice Phyrexian Defiler: Target creature gets -3/-3 until end of turn.

Phyrexian Delver 3 ☣ ☣
Creature — Zombie
3/2
When Phyrexian Delver comes into play, return target creature card from your graveyard to play. You lose life equal to that card's converted mana cost.

Phyrexian Denouncer   1 🌑
Creature — Carrier
1/1
🌑, Sacrifice Phyrexian Denouncer: Target creature gets -1/-1 until end of turn.

Phyrexian Devourer   6
Artifact Creature
1/1
When Phyrexian Devourer's power is 7 or greater, sacrifice it.
Remove the top card of your library from the game: Put X +1/+1 counters on Phyrexian Devourer, where X is the removed card's converted mana cost. If Phyrexian Devourer's power is 7 or greater, sacrifice it.

Phyrexian Dreadnought   1
Artifact Creature
12/12
Trample
If Phyrexian Dreadnought would come into play, sacrifice any number of creatures with total power 12 or greater instead. If you do, put Phyrexian Dreadnought into play. If you don't, put it into its owner's graveyard.

Phyrexian Driver   2 🌑
Creature — Mercenary
1/1
When Phyrexian Driver comes into play, all other Mercenaries get +1/+1 until end of turn.

Phyrexian Furnace   1
Artifact
🌑: Remove the bottom card of target player's graveyard from the game.
1, Sacrifice Phyrexian Furnace: Remove target card in a graveyard from the game and draw a card.

Phyrexian Gargantua   4 🌑🌑
Creature — Horror
4/4
When Phyrexian Gargantua comes into play, you draw two cards and you lose 2 life.

Phyrexian Ghoul   2 🌑
Creature — Zombie
2/2
Sacrifice a creature: Phyrexian Ghoul gets +2/+2 until end of turn.

Phyrexian Grimoire   3
Artifact
4, 🌑: An opponent chooses one of the top two cards in your graveyard. Remove that card from the game and put the other one into your hand.

Phyrexian Hulk   6
Artifact Creature
5/4

Phyrexian Infiltrator   2 🌑
Creature — Minion
2/2
2 ♦ ♦: Exchange control of Phyrexian Infiltrator and target creature.

Phyrexian Lens   3
Artifact
🌑, Pay 1 life: Add one mana of any color to your mana pool.

Phyrexian Marauder
X
Artifact Creature
0/0
Phyrexian Marauder comes into play with X +1/+1 counters on it.
Phyrexian Marauder can't block.
Phyrexian Marauder can't attack unless you pay 1 for each +1/+1 counter on it.

Phyrexian Monitor   3 🌑
Creature — Skeleton
2/2
🌑: Regenerate Phyrexian Monitor.

Phyrexian Negator   2 🌑
Creature — Horror
5/5
Trample
Whenever Phyrexian Negator is dealt damage, sacrifice a permanent for each 1 damage dealt to it.

Phyrexian Plaguelord   3 🌑🌑
Creature — Carrier
4/4
🌑, Sacrifice Phyrexian Plaguelord: Target creature gets -4/-4 until end of turn.
Sacrifice a creature: Target creature gets -1/-1 until end of turn.

Phyrexian Portal   3
Artifact
3: An opponent looks at the top ten cards of your library and separates them into two face-down piles, then you choose one of those piles and remove it from the game. Search the other pile, put a card from it into your hand, then shuffle the remaining cards into your library. You can't play this ability if you have fewer than ten cards in your library.

Phyrexian Processor   4
Artifact
As Phyrexian Processor comes into play, pay any amount of life.
4, 🌑: Put a black Minion creature token into play. Its power and toughness are each equal to the amount of life paid.

Phyrexian Prowler   3 🌑
Creature — Mercenary
3/3
Fading 3 (*This creature comes into play with three fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.*)
Remove a fade counter from Phyrexian Prowler: Phyrexian Prowler gets +1/+1 until end of turn.

Phyrexian Purge   2 🌑🌑
Sorcery
Destroy any number of target creatures. You lose 3 life for each creature destroyed this way.

Phyrexian Rager   2 🌑
Creature — Horror
2/2
When Phyrexian Rager comes into play, you draw a card and you lose 1 life.

Phyrexian Reaper   4 🌑
Creature — Zombie
3/3
Whenever Phyrexian Reaper becomes blocked by a green creature, destroy that creature. It can't be regenerated.

Phyrexian Reclamation ⓑ
Enchantment
1 ⓑ, Pay 2 life: Return target creature card from your graveyard to your hand.

Phyrexian Scuta 3 ⓑ
Creature — Zombie
3/3
Kicker—Pay 3 life. (You may pay 3 life in addition to any other costs as you play this spell.) If you paid the kicker cost, Phyrexian Scuta comes into play with two +1/+1 counters on it.

Phyrexian Slayer 3 ⓑ
Creature — Minion
2/2
Flying
Whenever Phyrexian Slayer becomes blocked by a white creature, destroy that creature. It can't be regenerated.

Phyrexian Splicer 2
Artifact
2, ✧: Choose one — flying; first strike; shadow; or trample. Target creature with that ability loses it until end of turn and another target creature gains it until end of turn.

Phyrexian Tower
Legendary Land
✧: Add one colorless mana to your mana pool.
✧, Sacrifice a creature: Add ⓑⓑ to your mana pool.

Phyrexian Tribute 2 ⓑ
Sorcery
As an additional cost to play Phyrexian Tribute, sacrifice two creatures. Destroy target artifact.

Phyrexian Tyranny ●ⓑⓑ
Enchantment
Whenever a player draws a card, that player loses 2 life unless he or she pays 2.

Phyrexian Vault 3
Artifact
2, ✧, Sacrifice a creature: Draw a card.

Phyrexian Walker 0
Artifact Creature
0/3

Phyrexian War Beast 3
Artifact Creature
3/4
When Phyrexian War Beast leaves play, sacrifice a land and Phyrexian War Beast deals 1 damage to you.

Pianna, Nomad Captain 1 ✸✸
Creature — Nomad Legend
2/2
Whenever Pianna, Nomad Captain attacks, attacking creatures get +1/+1 until end of turn.

Pikemen 1 ✸
Creature — Pikemen
1/1
Banding, first strike

Pilgrim of Justice 2 ✸
Creature — Cleric
1/3
Protection from red
✸, Sacrifice Pilgrim of Justice: The next time a red source of your choice would deal damage this turn, prevent that damage.

Pilgrim of Virtue 2 ✸
Creature — Cleric
1/3
Protection from black
✸, Sacrifice Pilgrim of Virtue: The next time a black source of your choice would deal damage this turn, prevent that damage.

Pillage 1 ⓡⓡ
Sorcery
Destroy target artifact or land. It can't be regenerated.

Pillar Tombs of Aku 2 ⓑⓑ
Enchant World
At the beginning of each player's upkeep, that player may sacrifice a creature. If that player doesn't, he or she loses 5 life and you sacrifice Pillar Tombs of Aku.

Pincer Spider 2 ♣
Creature — Spider
2/3
Kicker 3 (You may pay an additional 3 as you play this spell.) Pincer Spider may block as though it had flying. If you paid the kicker cost, Pincer Spider comes into play with a +1/+1 counter on it.

Pincher Beetles 2 ♣
Creature — Insect
3/1
Pincher Beetles can't be the target of spells or abilities.

Pine Barrens
Land
Pine Barrens comes into play tapped.
✧: Add one colorless mana to your mana pool.
✧: Add ♣ or ☀ to your mana pool. Pine Barrens deals 1 damage to you.

Pious Warrior 3 ✸
Creature — Rebel
2/3
Whenever Pious Warrior is dealt combat damage, you gain that much life.

Piper's Melody ♣
Sorcery
Shuffle any number of target creature cards from your graveyard into your library.

Pirate Ship 4 ●
Creature — Ship
4/3
Pirate Ship can't attack unless defending player controls an island.
When you control no islands, sacrifice Pirate Ship.
✧: Pirate Ship deals 1 damage to target creature or player.

Pit Imp ⓑ
Creature — Imp
0/1
Flying
ⓑ: Pit Imp gets +1/+0 until end of turn. Play this ability no more than twice each turn.

Pit Raptor {2}{B}{B}
Creature — Mercenary
4/3
Flying, first strike
At the beginning of your upkeep, sacrifice Pit Raptor unless you pay {2}{B}{B}.

Pit Scorpion {2}{B}
Creature — Scorpion
1/1
Whenever Pit Scorpion deals damage to a player, that player gets a poison counter. (A player with ten or more poison counters loses the game.)

Pit Spawn {4}{B}{B}{B}
Creature — Beast
6/4
First strike
At the beginning of your upkeep, sacrifice Pit Spawn unless you pay {B}{B}. Whenever Pit Spawn deals damage to a creature, remove that creature from the game.

Pit Trap {2}
Artifact
{2}, {T}, Sacrifice Pit Trap: Destroy target attacking creature without flying. It can't be regenerated.

Plague Beetle {B}
Creature — Insect
1/1
Swampwalk (This creature is unblockable as long as defending player controls a swamp.)

Plague Dogs {4}{B}
Creature — Hound
3/3
When Plague Dogs is put into a graveyard from play, all creatures get -1/-1 until end of turn.
{2}, Sacrifice Plague Dogs: Draw a card.

Plague Fiend {1}{B}
Creature — Insect
1/1
Whenever Plague Fiend deals combat damage to a creature, destroy that creature unless its controller pays 2.

Plague Rats {2}{B}
Creature — Rat
/
Plague Rats's power and toughness are each equal to the number of creatures named Plague Rats in play.

Plague Spitter {2}{B}
Creature — Horror
2/2
At the beginning of your upkeep, Plague Spitter deals 1 damage to each creature and each player.
When Plague Spitter is put into a graveyard from play, Plague Spitter deals 1 damage to each creature and each player.

Plague Spores {4}{B}{G}
Sorcery
Destroy target nonblack creature and target land. They can't be regenerated.

Plague Wind {7}{B}{B}
Sorcery
Destroy all creatures you don't control. They can't be regenerated.

Plague Witch {1}{B}
Creature — Spellshaper
1/1
{B}, {T}, Discard a card from your hand: Target creature gets -1/-1 until end of turn.

Plaguebearer {1}{B}
Creature — Zombie
1/1
X X{B}: Destroy target nonblack creature with converted mana cost equal to X.

Plains
Land
{W}

Planar Birth {1}{W}
Sorcery
Return all basic land cards from all graveyards to play under their owners' control, tapped.

Planar Collapse {1}{W}
Enchantment
At the beginning of your upkeep, if there are four or more creatures in play, sacrifice Planar Collapse. If you do, destroy all creatures. They can't be regenerated.

Planar Despair {3}{B}{B}
Sorcery
All creatures get -1/-1 until end of turn for each basic land type among lands you control.

Planar Overlay {2}{R}
Sorcery
Each player chooses a land he or she controls of each basic land type. Return those lands to their owners' hands.

Planar Portal {6}
Artifact
{6}, {T}: Search your library for a card and put that card into your hand. Then shuffle your library.

Planar Void {B}
Enchantment
Whenever a card is put into a graveyard, remove that card from the game.

Planeswalker's Favor {2}{G}
Enchantment
{3}{B}: Target opponent reveals a card at random in his or her hand. Target creature gets +X/+X until end of turn, where X is the revealed card's converted mana cost.

Planeswalker's Fury {2}{R}
Enchantment
{3}{B}: Target opponent reveals a card at random in his or her hand. Planeswalker's Fury deals damage equal to that card's converted mana cost to that player. Play this ability only any time you could play a sorcery.

Planeswalker's Mirth {2}{W}
Enchantment
{3}{W}: Target opponent reveals a card at random in his or her hand. You gain life equal to that card's converted mana cost.

Planeswalker's Mischief   2 ♠
Enchantment
3 ♠: Target opponent reveals a card at random in his or her hand. If it's an instant or sorcery card, remove it from the game. As long as it remains removed from the game, you may play it as though it were in your hand without paying its mana cost. If it has X in its mana cost, X is 0. At end of turn, if you haven't played it, return it to its owner's hand. Play this ability only any time you could play a sorcery.

Planeswalker's Scorn   2 ✹
Enchantment
3 ✹: Target opponent reveals a card at random in his or her hand. Target creature gets -X/-X until end of turn, where X is the revealed card's converted mana cost. Play this ability only any time you could play a sorcery.

Plateau
Land
Plateau is a plains and a mountain in addition to its land type.

Plated Rootwalla   4 ♣
Creature — Lizard
3/3
2 ♣: Plated Rootwalla gets +3/+3 until end of turn. Play this ability only once each turn.

Plated Spider   4 ♣
Creature — Spider
4/4
Plated Spider may block as though it had flying.

Pledge of Loyalty   1 ✳
Enchant Creature
Enchanted creature has protection from the colors of permanents you control. This effect doesn't remove Pledge of Loyalty.

Plow Under   3 ♣♣
Sorcery
Put two target lands on top of their owner's library.

Polar Kraken   8 ♣♣♣
Creature — Kraken
11/11
Trample
Cumulative upkeep — Sacrifice a land.
Polar Kraken comes into play tapped.

Political Trickery   2 ♠
Sorcery
Exchange control of target land you control and target land an opponent controls.

Pollen Remedy   ✳
Instant
Kicker—Sacrifice a land. (You may sacrifice a land in addition to any other costs as you play this spell.)
Prevent the next 3 damage that would be dealt this turn to any number of target creatures and/or players, divided as you choose. If you paid the kicker cost, prevent the next 6 damage this way instead.

Polluted Mire
Land
Polluted Mire comes into play tapped.
♣: Add ♣ to your mana pool.
Cycling 2 (2, Discard this card from your hand: Draw a card.)

Polymorph   3 ♠
Sorcery
Destroy target creature. It can't be regenerated. Its controller reveals cards from the top of his or her library until he or she reveals a creature card. The player puts that card into play and shuffles all other cards revealed this way into his or her library.

Port Inspector   1 ♠
Creature — Townsfolk
1/2
Whenever Port Inspector becomes blocked, you may look at defending player's hand.

Portcullis   4
Artifact
Whenever a creature comes into play, if there are two or more other creatures in play, remove that creature from the game.
When Portcullis leaves play, return to play under their owners' control all creatures removed from the game with Portcullis.

Portent   ♠
Sorcery
Look at the top three cards of target player's library. Put those cards back on top of that library in any order. You may then have that player shuffle his or her library.
Draw a card at the beginning of the next turn's upkeep.

Pouncing Jaguar   ♣
Creature — Cat
2/2
Echo (At the beginning of your next upkeep after this permanent comes under your control, sacrifice it unless you pay its mana cost.)

Pouncing Kavu   1 ➋
Creature — Kavu
1/1
Kicker 2 ➋ (You may pay an additional 2 ➋ as you play this spell.)
First strike
If you paid the kicker cost, Pouncing Kavu comes into play with two +1/+1 counters on it and with haste. (It may attack and ✦ the turn it comes under your control.)

Powder Keg   2
Artifact
At the beginning of your upkeep, you may put a fuse counter on Powder Keg.
✦, Sacrifice Powder Keg: Destroy each artifact and creature with converted mana cost equal to the number of fuse counters on Powder Keg.

Power Armor   4
Artifact
3, ✦: Target creature gets +1/+1 until end of turn for each basic land type among lands you control.

Power Matrix   4
Artifact
✦: Target creature gets +1/+1 and gains flying, first strike, and trample until end of turn.

Power Sink   X ♠
Instant
Counter target spell unless its controller pays X. If he or she doesn't, that player taps all lands he or she controls and empties his or her mana pool.

Power Taint   1 🝞
Enchant Enchantment
At the beginning of the upkeep of enchanted enchantment's controller, that player pays 2 or loses 2 life.
Cycling 2 (2 , *Discard this card from your hand: Draw a card.*)

Powerstone Minefield   2 🝞 ☀
Enchantment
Whenever a creature attacks or blocks, Powerstone Minefield deals 2 damage to it.

Pox   🝐 🝐 🝐
Sorcery
Each player loses a third of his or her life, then discards a third of the cards in his or her hand, then sacrifices a third of the creatures he or she controls, then sacrifices a third of the lands he or she controls. Round each loss up.

Pradesh Gypsies   2 🌲
Creature — Gypsy
1/1
1 🌲, 🝔: Target creature gets -2/-0 until end of turn.

Precognition   4 🝞
Enchantment
At the beginning of your upkeep, you may look at the top card of target opponent's library, then put that card back on top of that player's library or on the bottom of it.

Predator, Flagship   5
Legendary Artifact
2 : Target creature gains flying until end of turn.
5 , 🝔: Destroy target creature with flying.

Predatory Hunger   🌲
Enchant Creature
Whenever an opponent plays a creature spell, put a +1/+1 counter on enchanted creature.

Predict   1 🝞
Instant
Name a card, then put the top card of target player's library into his or her graveyard. If that card is the named card, you draw two cards. Otherwise, you draw a card.

Preferred Selection   2 🌲 🌲
Enchantment
At the beginning of your draw step, look at the top two cards of your library and choose one. You may sacrifice Preferred Selection and pay 2 🌲 🌲. If you do, draw the chosen card. If you don't, put the card on the bottom of your library.

Presence of the Master   3 ☀
Enchantment
Whenever a player plays an enchantment spell, counter it.

Pretender's Claim   1 🝐
Enchant Creature
Whenever enchanted creature becomes blocked, tap all lands defending player controls.

Price of Glory   2 🝞
Enchantment
Whenever a player taps a land for mana during another player's turn, destroy that land.

Price of Progress   1 🝞
Instant
Price of Progress deals 2 damage to each player for each nonbasic land he or she controls.

Pride of Lions   3 🌲 🌲
Creature — Cat
4/4
You may have Pride of Lions deal its combat damage to defending player as though it weren't blocked.

Priest of Gix   2 🝐
Creature — Minion
2/1
When Priest of Gix comes into play, if you played it from your hand, add 🝐 🝐 🝐 to your mana pool.

Priest of Titania   1 🌲
Creature — Elf
1/1
🝔: Add 🌲 to your mana pool for each Elf in play.

Primal Clay   4
Artifact Creature
/
Primal Clay comes into play as your choice of a 3/3 artifact creature; a 2/2 artifact creature with flying; or a 1/6 Wall artifact creature. *(Walls can't attack.)*

Primal Frenzy   🌲
Enchant Creature
Enchanted creature has trample.

Primal Growth   2 🌲
Sorcery
Kicker — Sacrifice a creature. *(You may sacrifice a creature in addition to any other costs as you play this spell.)* Search your library for a basic land card, put that card into play, then shuffle your library. If you paid the kicker cost, instead search your library for two basic land cards, put them into play, then shuffle your library.

Primal Order   2 🌲 🌲
Enchantment
At the beginning of each player's upkeep, Primal Order deals damage to that player equal to the number of nonbasic lands he or she controls.

Primal Rage   1 🌲
Enchantment
Creatures you control have trample.

Primeval Shambler   4 🝐
Creature — Mercenary
3/3
🝐: Primeval Shambler gets +1/+1 until end of turn.

Primitive Justice   1 🝞
Sorcery
As an additional cost to play Primitive Justice, you may pay 1 🝞 and/or 1 🌲 any number of times. Destroy target artifact. For each additional 1 🝞 you paid, destroy another target artifact. For each additional 1 🌲 you paid, destroy another target artifact, and you gain 1 life.

Primordial Ooze ♒
Creature — Ooze
1/1
Primordial Ooze attacks each turn if able.
At the beginning of your upkeep, put a +1/+1 counter on Primordial Ooze. Then pay X, where X is equal to the number of +1/+1 counters on Primordial Ooze, or tap Primordial Ooze and it deals X damage to you.

Prismatic Boon X ☀ ♦
Instant
X target creatures gain protection from the color of your choice until end of turn.

Prismatic Circle 2 ☀
Enchantment
Cumulative upkeep 1
As Prismatic Circle comes into play, choose a color.
1 : The next time a source of your choice of the chosen color would deal damage to you this turn, prevent that damage.

Prismatic Lace ♦
Instant
Target permanent becomes the colors of your choice. *(This effect doesn't end at end of turn.)* *(Mana symbols on that permanent remain unchanged.)*

Prismatic Ward 1 ☀
Enchant Creature
As Prismatic Ward comes into play, choose a color. Prevent all damage that would be dealt to enchanted creature by sources of the chosen color.

Prison Barricade 1 ☀
Creature — Wall
1/3
(Walls can't attack.)
Kicker 1 ☀ *(You may pay an additional 1 ☀ as you play this spell.)*
If you paid the kicker cost, Prison Barricade comes into play with a +1/+1 counter on it and with "Prison Barricade may attack as though it weren't a Wall."

Private Research ♦
Enchant Creature
At the beginning of your upkeep, you may put a page counter on Private Research.
When enchanted creature is put into a graveyard, draw a card for each page counter on Private Research.

Probe 2 ♦
Sorcery
Kicker 1 ♣ *(You may pay an additional 1 ♣ as you play this spell.)*
Draw three cards, then discard two cards from your hand.
If you paid the kicker cost, target player discards two cards from his or her hand.

Prodigal Sorcerer 2 ♦
Creature — Wizard
1/1
⊕: Prodigal Sorcerer deals 1 damage to target creature or player.

Prohibit 1 ♦
Instant
Kicker 2 *(You may pay an additional 2 as you play this spell.)*
Counter target spell if its converted mana cost is 2 or less. If you paid the kicker cost, counter that spell if its converted mana cost is 4 or less instead.

Propaganda 2 ♦
Enchantment
Creatures can't attack you unless their controller pays 2 for each creature attacking you. *(This cost is paid as attackers are declared.)*

Prophecy ☀
Sorcery
Reveal the top card of target opponent's library. If it's a land, you gain 1 life. That player then shuffles his or her library.
Draw a card at the beginning of the next turn's upkeep.

Prophetic Bolt 3 ♦ ♒
Instant
Prophetic Bolt deals 4 damage to target creature or player. Look at the top four cards of your library. Put one of those cards into your hand and the rest on the bottom of your library.

Prosperity X ♦
Sorcery
Each player draws X cards.

Protective Sphere 2 ☀
Enchantment
1, Pay 1 life: Prevent all damage that would be dealt to you this turn by a source of your choice that shares a color with the mana spent on this activation cost. *(Colorless mana prevents no damage.)*

Provoke 1 ♣
Instant
Untap target creature you don't control. That creature blocks this turn if able.
Draw a card.

Psionic Gift 1 ♦
Enchant Creature
Enchanted creature has "⊕: This creature deals 1 damage to target creature or player."

Psychatog 1 ♦ ♣
Creature — Atog
1/2
Discard a card from your hand: Psychatog gets +1/+1 until end of turn.
Remove two cards in your graveyard from the game: Psychatog gets +1/+1 until end of turn.

Psychic Battle 3 ♦ ♦
Enchantment
Whenever a player chooses one or more targets, each player reveals the top card of his or her library. The player who reveals the card with the highest converted mana cost may change the target or targets. If two or more cards are tied for highest cost, the target or targets remain unchanged. Changing targets this way doesn't trigger this ability.

Psychic Theft 1 ♦
Sorcery
Look at target player's hand, choose an instant or sorcery card from it, and remove that card from the game. You may play the card as though it were in your hand as long as the card remains removed from the game. At end of turn, if you haven't played the card, return it to its owner's hand.

Psychic Transfer 4 ♦
Sorcery
If the difference between your life total and target player's life total is 5 or less, exchange life totals with that player.

Psychic Venom   1 💧
Enchant Land
Whenever enchanted land becomes tapped, Psychic Venom deals 2 damage to that land's controller.

Psychic Vortex   2 💧💧
Enchantment
Cumulative upkeep — Draw a card
At the end of your turn, sacrifice a land and discard your hand.

Puffer Extract   5
Artifact
X, ⬡: Target creature you control gets +X/+X until end of turn. Destroy it at end of turn.

Pulsating Illusion   4 💧
Creature — Illusion
0/1
Flying
Discard a card from your hand: Pulsating Illusion gets +4/+4 until end of turn. Play this ability only once each turn.

Pulse of Llanowar   3 🌳
Enchantment
If a basic land you control is tapped for mana, it produces mana of any one color instead of its normal type.

Pulverize   4 🔥🔥
Sorcery
You may sacrifice two mountains rather than pay Pulverize's mana cost.
Destroy all artifacts.

Puppet Strings   3
Artifact
2, ⬡: Tap or untap target creature.

Puppeteer   2 💧
Creature — Wizard
1/2
💧, ⬡: Tap or untap target creature.

Puppet's Verdict   1 🔥🔥
Instant
Flip a coin. If you win the flip, destroy all creatures with power 2 or less. If you lose the flip, destroy all creatures with power 3 or greater.

Pure Reflection   2 ☀
Enchantment
Whenever a player plays a creature spell, destroy all Reflections. Then that player puts a white Reflection creature token into play with power and toughness each equal to the converted mana cost of that spell.

Purgatory   2 ☀🔥
Enchantment
If a creature card would be put into your graveyard from play, remove that card from the game instead.
At the beginning of your upkeep, you may pay 4 and 2 life. If you do, return a card removed from the game with Purgatory to play.

Purging Scythe   5
Artifact
At the beginning of your upkeep, Purging Scythe deals 2 damage to the creature with the least toughness. If two or more creatures are tied for least toughness, you choose one.

Purify   3 ☀☀
Sorcery
Destroy all artifacts and enchantments.

Purraj of Urborg   3 🔥🔥
Creature — Legend
2/3
Whenever Purraj of Urborg attacks, it gains first strike until end of combat.
Whenever a black spell is played, you may pay 🔥. If you do, put a +1/+1 counter on Purraj of Urborg.

Pursuit of Knowledge   3 ☀
Enchantment
If you would draw a card, you may put a study counter on Pursuit of Knowledge instead.
Remove three study counters from Pursuit of Knowledge, Sacrifice Pursuit of Knowledge: Draw seven cards.

Putrefaction   4 🔥
Enchantment
Whenever a player plays a white spell or green spell, that player discards a card from his or her hand.

Putrid Warrior   ☀🔥
Creature — Soldier Zombie
2/2
Whenever Putrid Warrior deals damage, choose one — each player loses 1 life; or each player gains 1 life.

Pygmy Allosaurus   2 🌳
Creature — Dinosaur
2/2
Swampwalk *(This creature is unblockable as long as defending player controls a swamp.)*

Pygmy Hippo   🌳💧
Creature — Hippo
2/2
Whenever Pygmy Hippo attacks and isn't blocked, you may have defending player play a mana ability of each land he or she controls and empty his or her mana pool. If you do, Pygmy Hippo deals no combat damage this turn and at the beginning of your postcombat main phase you add an amount of colorless mana to your mana pool equal to the amount of mana emptied from defending player's mana pool this way.

Pygmy Kavu   3 🌳
Creature — Kavu
1/2
When Pygmy Kavu comes into play, draw a card for each black creature your opponents control.

Pygmy Pyrosaur   1 🔥
Creature — Lizard
1/1
Pygmy Pyrosaur can't block.
🔥: Pygmy Pyrosaur gets +1/+0 until end of turn.

Pygmy Razorback   1 🌳
Creature — Boar
2/1
Trample

Pygmy Troll   1 🌳
Creature — Troll
1/1
Whenever Pygmy Troll becomes blocked, it gets +1/+1 until end of turn for each creature blocking it.
🌳: Regenerate Pygmy Troll.

Pyknite   2🝔
Creature — Pyknite
1/1
When Pyknite comes into play, draw a card at the beginning of the next turn's upkeep.

Pyre Zombie   1🝔🝔
Creature — Zombie
2/1
At the beginning of your upkeep, if Pyre Zombie is in your graveyard, you may pay 1🝔🝔. If you do, return Pyre Zombie from your graveyard to your hand.
1🝔🝔, Sacrifice Pyre Zombie: Pyre Zombie deals 2 damage to target creature or player.

Pyric Salamander   1🝔
Creature — Salamander
1/1
🝔: Pyric Salamander gets +1/+0 until end of turn. Sacrifice Pyric Salamander at end of turn.

Pyroblast
Instant
Choose one — Counter target spell if it's blue; or destroy target permanent if it's blue.

Pyroclasm   1🝔
Sorcery
Pyroclasm deals 2 damage to each creature.

Pyrokinesis   4🝔🝔
Instant
You may remove a red card in your hand from the game rather than pay Pyrokinesis's mana cost. Pyrokinesis deals 4 damage divided as you choose among any number of target creatures.

Pyromancy   2🝔🝔
Enchantment
3, Discard a card at random from your hand: Pyromancy deals to target creature or player damage equal to the converted mana cost of the discarded card.

Pyrotechnics   4🝔
Sorcery
Pyrotechnics deals 4 damage divided as you choose among any number of target creatures and/or players.

Python   1🝔🝔
Creature — Snake
3/2

Q

Quagmire Druid   2🝔
Creature — Zombie Druid
2/2
🝔, 🝔, Sacrifice a creature: Destroy target enchantment.

Quagmire Lamprey   2🝔
Creature — Fish
1/1
Whenever Quagmire Lamprey becomes blocked by a creature, put a -1/-1 counter on that creature.

Quash   2🝔🝔
Instant
Counter target instant or sorcery spell. Search its controller's graveyard, hand, and library for all cards with the same name as that card and remove them from the game. That player then shuffles his or her library.

Questing Phelddagrif   1🝔🝔🝔
Creature — Phelddagrif
4/4
🝔: Questing Phelddagrif gets +1/+1 until end of turn. Target opponent puts a 1/1 green Hippo creature token into play.
🝔: Questing Phelddagrif gains protection from black and from red until end of turn. Target opponent gains 2 life.
🝔: Questing Phelddagrif gains flying until end of turn. Target opponent may draw a card.

Quickening Licid   1🝔
Creature — Licid
1/1
1🝔, 🝔: Quickening Licid loses all abilities, becomes an enchant creature enchanting target creature, and gains "Enchanted creature has first strike" and "🝔: End the effect that created this ability."

Quicksand
Land
🝔: Add one colorless mana to your mana pool.
🝔, Sacrifice Quicksand: Target attacking creature without flying gets -1/-2 until end of turn.

Quicksilver Amulet   4
Artifact
4, 🝔: Put a creature card from your hand into play.

Quicksilver Dagger   1🝔🝔
Enchant Creature
Enchanted creature has "🝔: This creature deals 1 damage to target player. You draw a card."

Quicksilver Wall   2🝔
Creature — Wall
1/6
(Walls can't attack.)
4: Return Quicksilver Wall to its owner's hand. Any player may play this ability.

Quirion Druid   2🝔
Creature — Druid
1/2
🝔, 🝔: Target land becomes a 2/2 green creature that's still a land. (This effect doesn't end at end of turn.)

Quirion Dryad   1🝔
Creature — Dryad
1/1
Whenever you play a white, blue, black, or red spell, put a +1/+1 counter on Quirion Dryad.

Quirion Elves   1🝔
Creature — Elf
1/1
As Quirion Elves comes into play, choose a color.
🝔: Add 🝔 to your mana pool.
🝔: Add one mana of the chosen color to your mana pool.

Quirion Explorer   1🝔
Creature — Elf
1/1
🝔: Add to your mana pool one mana of any color that a land an opponent controls could produce.

Quirion Ranger   🝔
Creature — Elf
1/1
Return a forest you control to its owner's hand: Untap target creature. Play this ability only once each turn.

Quirion Sentinel 1G
Creature — Elf
2/1
When Quirion Sentinel comes into play, add one mana of any color to your mana pool.

Quirion Trailblazer 3G
Creature — Elf
1/2
When Quirion Trailblazer comes into play, you may search your library for a basic land card and put that card into play tapped. If you do, shuffle your library.

R

Rabid Elephant 4G
Creature — Elephant
3/4
Whenever Rabid Elephant becomes blocked, it gets +2/+2 until end of turn for each creature blocking it.

Rabid Rats 1B
Creature — Rat
1/1
T: Target blocking creature gets -1/-1 until end of turn.

Rabid Wolverines 3GG
Creature — Wolverine
4/4
Whenever Rabid Wolverines becomes blocked, it gets +1/+1 until end of turn for each creature blocking it.

Rabid Wombat 2GG
Creature — Wombat
0/1
Attacking doesn't cause Rabid Wombat to tap. Rabid Wombat gets +2/+2 for each enchant creature enchanting it.

Rack and Ruin 2R
Instant
Destroy two target artifacts.

Rackling 4
Artifact Creature
2/2
At the beginning of each opponent's upkeep, Rackling deals X damage to that player, where X is the number of cards in his or her hand fewer than three.

Radiant Essence 1WW
Creature — Spirit
2/3
Radiant Essence gets +1/+2 as long as an opponent controls a black permanent.

Radiant Kavu
R G W
Creature — Kavu
3/3
RGW: Prevent all combat damage blue creatures and black creatures would deal this turn.

Radiant, Archangel 3WW
Creature — Angel Legend
3/3
Flying
Attacking doesn't cause Radiant, Archangel to tap. Radiant gets +1/+1 for each other creature with flying in play.

Radiant's Dragoons 3W
Creature — Soldier
2/5
Echo (At the beginning of your next upkeep after this permanent comes under your control, sacrifice it unless you pay its mana cost.)
When Radiant's Dragoons comes into play, you gain 5 life.

Radiant's Judgment 2W
Instant
Destroy target creature with power 4 or greater. Cycling 2 (2, Discard this card from your hand: Draw a card.)

Radjan Spirit 3G
Creature — Spirit
3/2
T: Target creature loses flying until end of turn.

Rag Man 2BB
Creature — Minion
2/1
BBB, T: Target opponent reveals his or her hand and discards a creature card at random from it. Play this ability only during your turn.

Rage Weaver 1U
Creature — Wizard
2/1
2: Target black or green creature gains haste until end of turn. (It may attack and T the turn it comes under your control.)

Raging Goblin R
Creature — Goblin
1/1
Haste (This creature may attack and T the turn it comes under your control.)

Raging Gorilla 2R
Creature — Ape
2/3
Whenever Raging Gorilla blocks or becomes blocked, it gets +2/-2 until end of turn.

Raging Kavu 1RG
Creature — Kavu
3/1
Haste (This creature may attack and T the turn it comes under your control.)
You may play Raging Kavu any time you could play an instant.

Raging Spirit 3R
Creature — Spirit
3/3
2: Raging Spirit is colorless until end of turn.

Rain of Filth B
Instant
Until end of turn, lands you control gain "Sacrifice this land: Add B to your mana pool."

Rain of Salt 4RR
Sorcery
Destroy two target lands.

Rain of Tears 1BB
Sorcery
Destroy target land.

Rainbow Crow 3(U)
Creature — Bird
2/2
Flying
1: Rainbow Crow becomes the color of your choice until end of turn.

Rainbow Efreet 3(U)
Creature — Efreet
3/1
Flying
(U)(U): Rainbow Efreet phases out.

Raise Dead (B)
Sorcery
Return target creature card from your graveyard to your hand.

Raka Disciple 2(U)
Creature — Wizard
1/1
(W),(T): Prevent the next 1 damage that would be dealt to target creature or player this turn.
(U),(T): Target creature gains flying until end of turn.

Raka Sanctuary 2(U)
Enchantment
At the beginning of your upkeep, if you control a white or blue permanent, Raka Sanctuary deals 1 damage to target creature. If you control a white permanent and a blue permanent, Raka Sanctuary deals 3 damage to that creature instead.

Rakavolver 2(U)
Creature — Volver
2/2
Kicker 1(W) and/or (R)
If you paid the 1(W) kicker cost, Rakavolver comes into play with two +1/+1 counters on it and with "Whenever Rakavolver deals damage, you gain that much life."
If you paid the (R) kicker cost, Rakavolver comes into play with a +1/+1 counter on it and with flying.

Rally (W)(W)
Instant
Blocking creatures get +1/+1 until end of turn.

Ramosian Captain 1(W)(W)
Creature — Rebel
2/2
First strike
5,(T): Search your library for a Rebel card with converted mana cost 4 or less and put that card into play. Then shuffle your library.

Ramosian Commander 2(W)(W)
Creature — Rebel
2/4
6,(T): Search your library for a Rebel card with converted mana cost 5 or less and put that card into play. Then shuffle your library.

Ramosian Lieutenant 1(W)
Creature — Rebel
1/2
4,(T): Search your library for a Rebel card with converted mana cost 3 or less and put that card into play. Then shuffle your library.

Ramosian Rally 3(W)
Instant
If you control a plains, you may tap an untapped creature you control rather than pay Ramosian Rally's mana cost.
Creatures you control get +1/+1 until end of turn.

Ramosian Sergeant (W)
Creature — Rebel
1/1
3,(T): Search your library for a Rebel card with converted mana cost 2 or less and put that card into play. Then shuffle your library.

Ramosian Sky Marshal 3(W)(W)
Creature — Rebel
3/3
Flying
7,(T): Search your library for a Rebel card with converted mana cost 6 or less and put that card into play. Then shuffle your library.

Rampant Elephant 3(W)
Creature — Elephant
2/2
(T): Target creature blocks Rampant Elephant this turn if able.

Rampant Growth 1(G)
Sorcery
Search your library for a basic land card and put that card into play tapped. Then shuffle your library.

Rampart Crawler (B)
Creature — Mercenary
1/1
Rampart Crawler can't be blocked by Walls.

Rancor (G)
Enchant Creature
Enchanted creature gets +2/+0 and has trample. When Rancor is put into a graveyard from play, return Rancor to its owner's hand.

Ranger en-Vec 1(W)G
Creature — Soldier
2/2
First strike
(T): Regenerate Ranger en-Vec.

Rank and File 2(B)(B)
Creature — Zombie
3/3
When Rank and File comes into play, all green creatures get -1/-1 until end of turn.

Ransack 3(U)
Sorcery
Look at the top five cards of target player's library. Put any number of them on the bottom of that library in any order and the rest on top of the library in any order.

Rapid Decay 1(B)
Instant
Remove from the game up to three target cards in a single graveyard.
Cycling 2 (2, *Discard this card from your hand: Draw a card.*)

Rappelling Scouts 2✹✹
Creature — Rebel
1/4
Flying
2✹: Rappelling Scouts gains protection from the color of your choice until end of turn.

Rashida Scalebane 3✹✹
Creature — Legend
3/4
✦: Destroy target attacking or blocking Dragon. It can't be regenerated. You gain life equal to its power.

Rashka the Slayer 3✹✹
Creature — Legend
3/3
Rashka the Slayer may block as though it had flying. Whenever Rashka blocks one or more black creatures, Rashka gets +1/+2 until end of turn.

Rathi Assassin 2♠♠
Creature — Mercenary
2/2
1♠♠,✦: Destroy target tapped nonblack creature.
3,✦: Search your library for a Mercenary card with converted mana cost 3 or less and put that card into play. Then shuffle your library.

Rathi Dragon 2♠♠
Creature — Dragon
5/5
Flying
When Rathi Dragon comes into play, sacrifice it unless you sacrifice two mountains.

Rathi Fiend 3♠
Creature — Mercenary
2/2
When Rathi Fiend comes into play, each player loses 3 life.
3,✦: Search your library for a Mercenary card with converted mana cost 3 or less and put that card into play. Then shuffle your library.

Rathi Intimidator 1♠♠
Creature — Mercenary
2/1
Rathi Intimidator can't be blocked except by artifact creatures and/or black creatures.
2,✦: Search your library for a Mercenary card with converted mana cost 2 or less and put that card into play. Then shuffle your library.

Rath's Edge
Legendary Land
✦: Add one colorless mana to your mana pool.
4,✦, Sacrifice a land: Rath's Edge deals 1 damage to target creature or player.

Rats of Rath 1♠
Creature — Rat
2/1
♠: Destroy target artifact, creature, or land you control.

Ravaged Highlands
Land
Ravaged Highlands comes into play tapped.
✦: Add ⅌ to your mana pool.
✦, Sacrifice Ravaged Highlands: Add one mana of any color to your mana pool.

Raven Familiar 2♦
Creature — Bird
1/2
Flying; echo *(At the beginning of your next upkeep after this permanent comes under your control, sacrifice it unless you pay its mana cost.)*
When Raven Familiar comes into play, look at the top three cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order.

Ravenous Baboons 3⅌
Creature — Ape
2/2
When Ravenous Baboons comes into play, destroy target nonbasic land.

Ravenous Rats 1♠
Creature — Rat
1/1
When Ravenous Rats comes into play, target opponent discards a card from his or her hand.

Ravenous Skirge 2♠
Creature — Imp
1/1
Flying
Whenever Ravenous Skirge attacks, it gets +2/+0 until end of turn.

Ravenous Vampire 3♠♠
Creature — Vampire
3/3
Flying
At the beginning of your upkeep, you may sacrifice a nonartifact creature. If you do, put a +1/+1 counter on Ravenous Vampire. If you don't, tap Ravenous Vampire.

Ray of Command 3♦
Instant
Untap target creature an opponent controls and gain control of it until end of turn. That creature gains haste until end of turn. *(It may attack and ✦ the turn it comes under your control.)*
When you lose control of the creature, tap it.

Ray of Distortion 3✹
Instant
Destroy target artifact or enchantment.
Flashback 4✹✹ *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Ray of Erasure ♦
Instant
Target player puts the top card from his or her library into his or her graveyard.
Draw a card at the beginning of the next turn's upkeep.

Rayne, Academy Chancellor 2♦
Creature — Wizard Legend
1/1
Whenever you or a permanent you control becomes the target of a spell or ability controlled by one of your opponents, you may draw a card, and if Rayne, Academy Chancellor is enchanted, you may draw another card.

Raze ⅌
Sorcery
As an additional cost to play Raze, sacrifice a land. Destroy target land.

Razing Snidd 4 ♣ ♦
Creature — Beast
3/3
When Razing Snidd comes into play, return a black or red creature you control to its owner's hand.
When Razing Snidd comes into play, each player sacrifices a land.

Razor Pendulum 4
Artifact
At the end of each player's turn, if that player has 5 life or less, Razor Pendulum deals 2 damage to him or her.

Razorfin Hunter ♦ ♦
Creature — Merfolk Goblin
1/1
⊕: Razorfin Hunter deals 1 damage to target creature or player.

Razorfoot Griffin 3 ✳
Creature — Griffin
2/2
Flying, first strike

Razortooth Rats 2 ♣
Creature — Rat
2/1
Razortooth Rats can't be blocked except by artifact creatures and/or black creatures.

Reality Anchor 1 ♣
Instant
Target creature loses shadow until end of turn. Draw a card.

Reality Ripple 1 ♦
Instant
Target artifact, creature, or land phases out.

Reality Twist ♦ ♦ ♦
Enchantment
Cumulative upkeep 1 ♦ ♦
If tapped for mana, plains produce ♦, swamps produce ♣, mountains produce ✳, and forests produce ♠ instead of their normal type.

Reanimate ♠
Sorcery
Put target creature card from a graveyard into play under your control. You lose life equal to its converted mana cost.

Reap 1 ♠
Instant
Return any number of target cards from your graveyard to your hand. You can't choose more cards than the number of black permanents your opponents control.

Reaping the Rewards ✳
Instant
Buyback—Sacrifice a land. (*If you sacrifice a land in addition to any other costs as you play this spell, put Reaping the Rewards into your hand instead of your graveyard as part of its resolution.*) You gain 2 life.

Rebel Informer 2 ♠
Creature — Mercenary Rebel
1/2
Rebel Informer can't be the target of white spells or abilities from a white source.
3: Put target Rebel on the bottom of its owner's library.

Rebound 1 ♦
Instant
Change the target of target spell with a single target if that target is a player. The new target must be a player.

Rebuild 2 ♦
Instant
Return all artifacts to their owners' hands.
Cycling 2 (*2, Discard this card from your hand: Draw a card.*)

Recall X X ♦
Sorcery
Discard X cards from your hand, then return a card from your graveyard to your hand for each card discarded this way. Remove Recall from the game.

Recantation 3 ♦ ♦
Enchantment
At the beginning of your upkeep, you may put a verse counter on Recantation.
♦, Sacrifice Recantation: Return up to X target permanents to their owners' hands, where X is the number of verse counters on Recantation.

Reckless Abandon ♦
Sorcery
As an additional cost to play Reckless Abandon, sacrifice a creature.
Reckless Abandon deals 4 damage to target creature or player.

Reckless Assault 2 ♣ ♦
Enchantment
1, Pay 2 life: Reckless Assault deals 1 damage to target creature or player.

Reckless Charge ♦
Sorcery
Target creature gets +3/+0 and gains haste until end of turn.
Flashback 2 ♦ (*You may play this card from your graveyard for its flashback cost. Then remove it from the game.*)

Reckless Embermage 3 ♦
Creature — Wizard
2/2
1 ♦: Reckless Embermage deals 1 damage to target creature or player and 1 damage to itself.

Reckless Ogre 3 ♦
Creature — Ogre
3/2
Whenever Reckless Ogre attacks alone, it gets +3/+0 until end of turn.

Reckless Spite 1 ♣ ♣
Instant
Destroy two target nonblack creatures. You lose 5 life.

Reclaim ♠
Instant
Put target card from your graveyard on top of your library.

Reclamation 2 ♣ ✳
Enchantment
Black creatures have "This creature can't attack unless you sacrifice a land." (*This cost is paid as attackers are declared.*)

Reclusive Wight 3 🜂
Creature — Minion
4/4
At the beginning of your upkeep, if you control another nonland permanent, sacrifice Reclusive Wight.

Recoil 1 ♦ 🜄
Instant
Return target permanent to its owner's hand. Then that player discards a card from his or her hand.

Reconnaissance ✳
Enchantment
0: Remove target attacking creature you control from combat and untap it. Prevent all combat damage that would be dealt to and dealt by that creature this turn.

Recoup 1 🜃
Sorcery
Target sorcery card in your graveyard gains flashback until end of turn. Its flashback cost is equal to its mana cost. *(Mana cost includes color.)* Flashback 3 🜃 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Recover 2 🜂
Sorcery
Return target creature card from your graveyard to your hand. Draw a card.

Recurring Nightmare 2 🜂
Enchantment
Sacrifice a creature, Return Recurring Nightmare to its owner's hand: Return target creature card from your graveyard to play. Play this ability only any time you could play a sorcery.

Recycle 4 🜁🜁
Enchantment
Skip your draw step. Whenever you play a card, draw a card. Your maximum hand size is two.

Red Scarab ✳
Enchant Creature
Enchanted creature can't be blocked by red creatures. Enchanted creature gets +2/+2 as long as an opponent controls a red permanent.

Redeem 1 ✳
Instant
The next time damage would be dealt to one or two target creatures this turn, prevent that damage.

Redwood Treefolk 4 🜁
Creature — Treefolk
3/6

Reef Pirates 1 ♦♦
Creature — Ship
2/2
Whenever Reef Pirates deals damage to an opponent, that player puts the top card from his or her library into his or her graveyard.

Reef Shaman ♦
Creature — Merfolk
0/2
🜄: Target land's type becomes the basic land type of your choice until end of turn.

Reflect Damage 3 🜃✳
Instant
The next time a source of your choice would deal damage this turn, that damage is dealt to that source's controller instead.

Reflecting Pool
Land
🜄: Add to your mana pool one mana of any type that a land you control could produce.

Reflexes 🜃
Enchant Creature
Enchanted creature has first strike.

Refresh 2 🜁
Instant
Regenerate target creature. Draw a card.

Refreshing Rain 3 🜄
Instant
If an opponent controls a swamp and you control a forest, you may play Refreshing Rain without paying its mana cost. Target player gains 6 life.

Regal Unicorn 2 ✳
Creature — Unicorn
2/3

Regeneration 1 🜁
Enchant Creature
🜁: Regenerate enchanted creature.

Reign of Chaos 2 🜃🜃
Sorcery
Choose one — Destroy target plains and target white creature; or destroy target island and target blue creature.

Reign of Terror 3 🜂🜂
Sorcery
Destroy all white creatures or all green creatures. They can't be regenerated. You lose 2 life for each creature put into a graveyard this way.

Reinforcements ✳
Instant
Put up to three target creature cards from your graveyard on top of your library in any order.

Reins of Power 2 ♦♦
Instant
Untap all creatures. You and target opponent each gain control of all creatures the other controls until end of turn. Those creatures gain haste until end of turn. *(They may attack and 🜄 this turn.)*

Rejuvenate 3 🜁
Sorcery
You gain 6 life. Cycling 2 (2, *Discard this card from your hand: Draw a card.*)

Rejuvenation Chamber 3
Artifact
Fading 2 *(This artifact comes into play with two fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)*
🜄: You gain 2 life.

Relearn 1 🕯️🕯️
Sorcery
Return target instant or sorcery card from your graveyard to your hand.

Relentless Assault 2 🔥🔥
Sorcery
Untap all creatures that attacked this turn. After this phase, there is an additional combat phase followed by an additional main phase.

Relic Ward 1 🕯️
Enchant Artifact
You may play Relic Ward any time you could play an instant. If it was played any time a sorcery couldn't have been played, sacrifice it at end of turn. Enchanted artifact can't be the target of spells or abilities.

Reliquary Monk 2 🕯️
Creature — Cleric
2/2
When Reliquary Monk is put into a graveyard from play, destroy target artifact or enchantment.

Remedy 1 🕯️
Instant
Prevent the next 5 damage that would be dealt this turn to any number of target creatures and/or players, divided as you choose.

Remembrance 3 🕯️
Enchantment
Whenever a nontoken creature you control is put into a graveyard, you may search your library for a creature card with the same name as that card. If you do, reveal the card and put it into your hand. Then shuffle your library.

Remote Farm
Land
Remote Farm comes into play tapped with two depletion counters on it.
🔄, Remove a depletion counter from Remote Farm: Add two white mana to your mana pool. If there are no depletion counters on Remote Farm, sacrifice it.

Remote Isle
Land
Remote Isle comes into play tapped.
🔄: Add 💧 to your mana pool.
Cycling 2 (2, *Discard this card from your hand: Draw a card.*)

Remove Soul 1 💧
Instant
Counter target creature spell.

Renegade Warlord 4 🔥
Creature — Soldier
3/3
First strike
Whenever Renegade Warlord attacks, each other attacking creature gets +1/+0 until end of turn.

Renewal
Sorcery
As an additional cost to play Renewal, sacrifice a land.
Search your library for a basic land card and put that card into play. Then shuffle your library.
Draw a card at the beginning of the next turn's upkeep.

Renounce 1 🕯️
Instant
Sacrifice any number of permanents. You gain 2 life for each one sacrificed this way.

Reparations 1 🕯️🔥
Enchantment
Whenever an opponent plays a spell that targets you or a creature you control, you may draw a card.

Repel 3 💧
Instant
Put target creature on top of its owner's library.

Repentance 2 🕯️
Sorcery
Target creature deals damage to itself equal to its power.

Repentant Blacksmith 1 🕯️
Creature — Smith
1/2
Protection from red

Repentant Vampire 3 ☠️☠️
Creature — Vampire
3/3
Flying
Whenever a creature dealt damage by Repentant Vampire this turn is put into a graveyard, put a +1/+1 counter on Repentant Vampire.
Threshold — Repentant Vampire is white and has "🔄: Destroy target black creature."

Repercussion 1 🔥🔥
Enchantment
Whenever a creature is dealt damage, Repercussion deals that much damage to that creature's controller.

Replenish 3 🕯️
Sorcery
Return all enchantment cards from your graveyard to play. (*Local enchantments with no permanent to enchant remain in your graveyard.*)

Repopulate 1 🌿
Instant
Shuffle all creature cards from target player's graveyard into that player's library.
Cycling 2 (2, *Discard this card from your hand: Draw a card.*)

Reprisal 1 🕯️
Instant
Destroy target creature with power 4 or greater. It can't be regenerated.

Reprocess 2 ☠️☠️
Sorcery
Sacrifice any number of artifacts, creatures, and/or lands. Draw a card for each permanent sacrificed this way.

Repulse 2 💧
Instant
Return target creature to its owner's hand. Draw a card.

Rescind 1 💧💧
Instant
Return target permanent to its owner's hand.
Cycling 2 (2, *Discard this card from your hand: Draw a card.*)

Rescue ♠
Instant
Return target permanent you control to its owner's hand.

Resilient Wanderer 2✸✸
Creature — Nomad
2/3
First strike
Discard a card from your hand: Resilient Wanderer gains protection from the color of your choice until end of turn.

Resistance Fighter ✸
Creature — Soldier
1/1
Sacrifice Resistance Fighter: Prevent all combat damage target creature would deal this turn.

Respite 1♣
Instant
Prevent all combat damage that would be dealt this turn. You gain 1 life for each attacking creature.

Restless Dead 1☠
Creature — Skeleton
1/1
☠: Regenerate Restless Dead.

Restock 3♣♣
Sorcery
Return two target cards from your graveyard to your hand. Remove Restock from the game.

Restrain 2✸
Instant
Prevent all combat damage that would be dealt by target attacking creature this turn. Draw a card.

Resuscitate 1♣
Instant
Until end of turn, creatures you control gain "1: Regenerate this creature."

Retaliation 2♣
Enchantment
Creatures you control have "Whenever this creature becomes blocked, it gets +1/+1 until end of turn for each creature blocking it."

Rethink 2♠
Instant
Counter target spell unless its controller pays X, where X is its converted mana cost.

Retribution of the Meek 2✸
Sorcery
Destroy all creatures with power 4 or greater. They can't be regenerated.

Retribution 2♠♠
Sorcery
Choose two target creatures controlled by one opponent. That player chooses and sacrifices one of those creatures. Put a -1/-1 counter on the other.

Retromancer 2♠♠
Creature — Viashino
3/3
Whenever Retromancer becomes the target of a spell or ability, Retromancer deals 3 damage to that spell or ability's controller.

Reveille Squad 2✸✸
Creature — Rebel
3/3
Whenever you're attacked, if Reveille Squad is untapped, you may untap all creatures you control.

Reveka, Wizard Savant 2♦♦
Creature — Legend
0/1
✦: Reveka, Wizard Savant deals 2 damage to target creature or player and doesn't untap during your next untap step.

Revenant 4☠
Creature — Spirit
/
Flying
Revenant's power and toughness are each equal to the number of creature cards in your graveyard.

Revered Elder 2✸
Creature — Cleric
1/2
1: Prevent the next 1 damage that would be dealt to Revered Elder this turn.

Revered Unicorn 1✸
Creature — Unicorn
2/3
Cumulative upkeep 1
When Revered Unicorn leaves play, its controller gains life equal to Revered Unicorn's last paid cumulative upkeep.

Reverent Mantra 3✸
Instant
You may remove a white card in your hand from the game rather than pay Reverent Mantra's mana cost. All creatures gain protection from the color of your choice until end of turn.

Reverent Silence 3♣
Sorcery
If you control a forest, you may have each other player gain 6 life rather than pay Reverent Silence's mana cost. Destroy all enchantments.

Reverse Damage 1✸✸
Instant
The next time a source of your choice would deal damage to you this turn, prevent that damage. You gain that much life.

Revive 1♣
Sorcery
Return target green card from your graveyard to your hand.

Reviving Dose 2✸
Instant
You gain 3 life. Draw a card.

Reviving Vapors 2✸♠
Instant
Reveal the top three cards of your library and put one of them into your hand. You gain life equal to that card's converted mana cost. Put the other cards revealed this way into your graveyard.

Rewards of Diversity 2✸
Enchantment
Whenever an opponent plays a multicolored spell, you gain 4 life.

Rewind   2 🔵🔵
Instant
Counter target spell.
Untap up to four lands.

Reya Dawnbringer   6 ⚪⚪⚪
Creature — Angel Legend
4/6
Flying
At the beginning of your upkeep, you may return target creature card from your graveyard to play.

Rhox   4 🟢🟢
Creature — Beast
5/5
You may have Rhox deal its combat damage to defending player as though it weren't blocked.
2 🟢: Regenerate Rhox.

Rhystic Cave
Land
⊙: Choose a color. Add one mana of that color to your mana pool unless any player pays 1. You can't play this ability as another spell or ability is being played.

Rhystic Circle   2 ⚪⚪
Enchantment
1: Any player may pay 1. If no one does, the next time a source of your choice would deal damage to you this turn, prevent that damage.

Rhystic Deluge   2 🔵
Enchantment
🔵: Tap target creature unless its controller pays 1.

Rhystic Lightning   2 🔴
Instant
Rhystic Lightning deals 4 damage to target creature or player unless that creature's controller or that player pays 2. If he or she does, Rhystic Lightning deals 2 damage to the creature or player.

Rhystic Scrying   2 🔵🔵
Sorcery
Draw three cards. Then, if any player pays 2, discard three cards from your hand.

Rhystic Shield   1 ⚪
Instant
Creatures you control get +0/+1 until end of turn. They get an additional +0/+2 until end of turn unless any player pays 2.

Rhystic Study   2 🔵
Enchantment
Whenever an opponent plays a spell, you may draw a card unless that player pays 1.

Rhystic Syphon   3 ⚫⚫
Sorcery
Unless target player pays 3, he or she loses 5 life and you gain 5 life.

Rhystic Tutor   2 ⚫
Sorcery
Unless any player pays 2, search your library for a card, put that card into your hand, then shuffle your library.

Rib Cage Spider   2 🟢
Creature — Spider
1/4
Rib Cage Spider may block as though it had flying.

Ribbon Snake   1 🔵🔵
Creature — Snake
2/3
Flying
2: Ribbon Snake loses flying until end of turn. Any player may play this ability.

Ridgeline Rager   2 🔴
Creature — Beast
1/2
🔴: Ridgeline Rager gets +1/+0 until end of turn.

Righteous Aura   1 ⚪
Enchantment
⚪, Pay 2 life: The next time a source of your choice would deal damage to you this turn, prevent that damage.

Righteous Indignation   2 ⚪
Enchantment
Whenever a creature blocks a black or red creature, the blocking creature gets +1/+1 until end of turn.

Righteous War   1 ⚪⚫
Enchantment
White creatures you control have protection from black.
Black creatures you control have protection from white.

Righteousness   ⚪
Instant
Target blocking creature gets +7/+7 until end of turn.

Rime Dryad   🟢
Creature — Dryad
1/2
Snow-covered forestwalk (*This creature is unblockable as long as defending player controls a snow-covered forest.*)

Ring of Gix   3
Artifact
Echo (*At the beginning of your next upkeep after this permanent comes under your control, sacrifice it unless you pay its mana cost.*)
1, ⊙: Tap target artifact, creature, or land.

Riptide Crab   1 ⚪🔵
Creature — Crab
1/3
Attacking doesn't cause Riptide Crab to tap.
When Riptide Crab is put into a graveyard from play, draw a card.

Rishadan Airship   2 🔵
Creature — Pirate
3/1
Flying
Rishadan Airship may block only creatures with flying.

Rishadan Brigand   4 🔵
Creature — Pirate
3/2
Flying
When Rishadan Brigand comes into play, each opponent sacrifices a permanent unless he or she pays 3.
Rishadan Brigand may block only creatures with flying.

Rishadan Cutpurse 2 ♦
Creature — Pirate
1/1
When Rishadan Cutpurse comes into play, each opponent sacrifices a permanent unless he or she pays 1.

Rishadan Footpad 3 ♦
Creature — Pirate
2/2
When Rishadan Footpad comes into play, each opponent sacrifices a permanent unless he or she pays 2.

Rishadan Pawnshop 2
Artifact
2 , ⟳: Shuffle target card in play you control into its owner's library.

Rishadan Port
Land
⟳: Add one colorless mana to your mana pool.
1 , ⟳: Tap target land.

Rising Waters 3 ♦
Enchantment Lands don't untap during their controllers' untap steps.
At the beginning of each player's upkeep, that player untaps a land he or she controls.

Rites of Initiation ➋
Instant
Discard any number of cards at random from your hand. Creatures you control get +1/+0 until end of turn for each card discarded this way.

Rites of Refusal 1 ♦
Instant
Discard any number of cards from your hand. Counter target spell unless its controller pays 3 for each card discarded this way.

Rites of Spring 1 ♣
Sorcery
Discard any number of cards from your hand. Search your library for that many basic land cards, reveal those cards, and put them into your hand. Then shuffle your library.

Rith, the Awakener 3 ➋♣✹
Creature — Dragon Legend
6/6
Flying
Whenever Rith, the Awakener deals combat damage to a player, you may pay 2 ♣. If you do, choose a color. Put a 1/1 green Saproling creature token into play for each permanent of that color.

Rith's Attendant 5
Artifact Creature — Golem
3/3
1 , Sacrifice Rith's Attendant: Add ➋♣✹ to your mana pool.

Rith's Charm
➋♣✹
Instant
Choose one — Destroy target nonbasic land; or put three 1/1 green Saproling creature tokens into play; or prevent all damage a source of your choice would deal this turn.

Rith's Grove
Land

Rith's Grove is a Lair in addition to its land type.
When Rith's Grove comes into play, sacrifice it unless you return a non-Lair land you control to its owner's hand.
⟳: Add ➋, ♣, or ✹ to your mana pool.

Ritual of Steel 2 ✹
Enchant Creature
When Ritual of Steel comes into play, draw a card at the beginning of the next turn's upkeep.
Enchanted creature gets +0/+2.

Ritual of Subdual 4 ♣♣
Enchantment
Cumulative upkeep 2
If tapped for mana, lands produce colorless mana instead of their normal type.

Ritual of the Machine 2 ♣♣
Sorcery
As an additional cost to play Ritual of the Machine, sacrifice a creature.
Gain control of target nonblack, nonartifact creature.

Rivalry 2 ➋
Enchantment
At the beginning of each player's upkeep, if that player controls more lands than any other, Rivalry deals 2 damage to him or her.

River Boa 1 ♣
Creature — Snake
2/1
Islandwalk (*This creature is unblockable as long as defending player controls an island.*)
♣: Regenerate River Boa.

River Delta
Land
⟳: Add ♦ or ♣ to your mana pool. River Delta doesn't untap during its controller's next untap step.

Roar of the Wurm 6 ♣
Sorcery
Put a 6/6 green Wurm creature token into play.
Flashback 3 ♣ (*You may play this card from your graveyard for its flashback cost. Then remove it from the game.*)

Robber Fly 2 ➋
Creature — Insect
1/1
Flying
Whenever Robber Fly becomes blocked, defending player discards his or her hand, then draws that many cards.

Robe of Mirrors ♦
Enchant Creature
Enchanted creature can't be the target of spells or abilities.

Roc Hatchling ➋
Creature — Bird
0/1
Roc Hatchling comes into play with four shell counters on it.
At the beginning of your upkeep, remove a shell counter from Roc Hatchling.
Roc Hatchling gets +3/+2 and has flying as long as it has no shell counters on it.

Rock Badger — 4 🔴
Creature — Beast
3/3
Mountainwalk *(This creature is unblockable as long as defending player controls a mountain.)*

Rock Basilisk — 4 🟢🔴
Creature — Basilisk
4/5
Whenever Rock Basilisk blocks or becomes blocked by a non-Wall creature, destroy that creature at end of combat.

Rock Slide — X 🔴
Instant
Rock Slide deals X damage divided as you choose among any number of target attacking or blocking creatures without flying.

Rocky Tar Pit
Land
Rocky Tar Pit comes into play tapped.
🔅, Sacrifice Rocky Tar Pit: Search your library for a swamp or mountain card and put it into play. Then shuffle your library.

Rod of Ruin — 4
Artifact
3, 🔅: Rod of Ruin deals 1 damage to target creature or player.

Rofellos, Llanowar Emissary — 🟢🟢
Creature — Elf Legend
2/1
🔅: Add one green mana to your mana pool for each forest you control.

Rofellos's Gift — 🟢
Sorcery
Reveal any number of green cards in your hand. Return an enchantment card from your graveyard to your hand for each card revealed this way.

Rogue Elephant — 🟢
Creature — Elephant
3/3
When Rogue Elephant comes into play, sacrifice it unless you sacrifice a forest.

Rogue Kavu — 1 🔴
Creature — Kavu
1/1
Whenever Rogue Kavu attacks alone, it gets +2/+0 until end of turn.

Rogue Skycaptain — 2 🔴
Creature — Mercenary
3/4
Flying
At the beginning of your upkeep, put a wage counter on Rogue Skycaptain, then you may pay 2 for each wage counter on it. If you don't pay, remove all wage counters from Rogue Skycaptain and an opponent gains control of it.

Rolling Stones — 1 ✴
Enchantment
Walls may attack as though they weren't Walls.

Rolling Thunder — X 🔴🔴
Sorcery
Rolling Thunder deals X damage divided as you choose among any number of target creatures and/or players.

Root Cage — 1 🟢
Enchantment
Mercenaries don't untap during their controllers' untap steps.

Root Greevil — 3 🟢
Creature — Beast
2/3
2 🟢, 🔅, Sacrifice Root Greevil: Destroy all enchantments of the color of your choice.

Root Maze — 🟢
Enchantment
Artifacts and lands come into play tapped.

Root Spider — 3 🟢
Creature — Spider
2/2
Whenever Root Spider blocks, it gets +1/+0 and gains first strike until end of turn.

Rootbreaker Wurm — 5 🟢🟢
Creature — Wurm
6/6
Trample

Rooting Kavu — 2 🟢🟢
Creature — Kavu
4/3
When Rooting Kavu is put into a graveyard from play, you may remove Rooting Kavu from the game. If you do, shuffle all creature cards from your graveyard into your library.

Roots of Life — 1 🟢🟢
Enchantment
As Roots of Life comes into play, choose islands or swamps.
Whenever a land of the chosen type an opponent controls becomes tapped, you gain 1 life.

Roots — 3 🟢
Enchant Creature
Roots can enchant only a creature without flying.
When Roots comes into play, tap enchanted creature.
Enchanted creature doesn't untap during its controller's untap step.

Rootwalla — 2 🟢
Creature — Lizard
2/2
1 🟢: Rootwalla gets +2/+2 until end of turn. Play this ability only once each turn.

Rootwater Alligator — 3 🟢
Creature — Alligator
3/2
Sacrifice a forest: Regenerate Rootwater Alligator.

Rootwater Commando — 2 🔵
Creature — Merfolk
2/2
Islandwalk *(This creature is unblockable as long as defending player controls an island.)*

Rootwater Depths
Land
🔅: Add one colorless mana to your mana pool.
🔅: Add 🔵 or 🟢 to your mana pool. Rootwater Depths doesn't untap during its controller's next untap step.

Rootwater Diver ⬧
Creature — Merfolk
1/1
⬧, Sacrifice Rootwater Diver: Return target artifact card from your graveyard to your hand.

Rootwater Hunter 2⬧
Creature — Merfolk
1/1
⬧: Rootwater Hunter deals 1 damage to target creature or player.

Rootwater Matriarch 2⬧⬧
Creature — Merfolk
2/3
⬧: Gain control of target creature as long as it's enchanted.

Rootwater Mystic ⬧
Creature — Merfolk
1/1
1⬧: Look at the top card of target player's library.

Rootwater Shaman 2⬧
Creature — Merfolk
2/2
You may play enchant creature cards any time you could play an instant.

Rootwater Thief 1⬧
Creature — Merfolk
1/2
⬧: Rootwater Thief gains flying until end of turn. Whenever Rootwater Thief deals combat damage to a player, you may pay 2. If you do, search that player's library for a card and remove that card from the game, then the player shuffles his or her library.

Roterothopter 1
Artifact Creature
0/2
Flying
2: Roterothopter gets +1/+0 until end of turn. Play this ability no more than twice each turn.

Rotting Giant 1✿
Creature — Zombie Giant
3/3
Whenever Rotting Giant attacks or blocks, sacrifice it unless you remove a card in your graveyard from the game.

Rouse 1✿
Instant
If you control a swamp, you may pay 2 life rather than pay Rouse's mana cost. Target creature gets +2/+0 until end of turn.

Rout 3✷✷
Sorcery
You may play Rout any time you could play an instant if you pay 2 more to play it. Destroy all creatures. They can't be regenerated.

Rowen 2✿✿
Enchantment
Reveal the first card you draw each turn. Whenever you reveal a basic land card this way, draw a card.

Royal Decree 2✷✷
Enchantment
Cumulative upkeep ✷
Whenever a swamp, mountain, black permanent, or red permanent becomes tapped, Royal Decree deals 1 damage to that permanent's controller.

Royal Herbalist ✷
Creature — Cleric
1/1
2, Remove the top card of your library from the game: You gain 1 life.

Ruby Leech 1➋
Creature — Leech
2/2
First strike
Red spells you play cost ➋ more to play.

Ruby Medallion 2
Artifact
Red spells you play cost 1 less to play.

Ruham Djinn 5✷
Creature — Djinn
5/5
First strike
Ruham Djinn gets -2/-2 as long as white is the most common color among all permanents or is tied for most common.

Ruination 3➋
Sorcery
Destroy all nonbasic lands.

Ruins of Trokair
Land
Ruins of Trokair comes into play tapped.
⬧: Add ✷ to your mana pool.
⬧, Sacrifice Ruins of Trokair: Add ✷✷ to your mana pool.

Rumbling Crescendo 3➋➋
Enchantment
At the beginning of your upkeep, you may put a verse counter on Rumbling Crescendo.
➋, Sacrifice Rumbling Crescendo: Destroy up to X target lands, where X is the number of verse counters on Rumbling Crescendo.

Rune of Protection: Artifacts 1✷
Enchantment
✷: The next time an artifact source of your choice would deal damage to you this turn, prevent that damage.
Cycling 2 (2, *Discard this card from your hand: Draw a card.*)

Rune of Protection: Black 1✷
Enchantment
✷: The next time a black source of your choice would deal damage to you this turn, prevent that damage.
Cycling 2 (2, *Discard this card from your hand: Draw a card.*)

Rune of Protection: Blue 1✷
Enchantment
✷: The next time a blue source of your choice would deal damage to you this turn, prevent that damage.
Cycling 2 (2, *Discard this card from your hand: Draw a card.*)

Rune of Protection: Green   1✹
Enchantment
✹: The next time a green source of your choice would deal damage to you this turn, prevent that damage.
Cycling 2 (2, *Discard this card from your hand: Draw a card.*)

Rune of Protection: Lands   1✹
Enchantment
✹: The next time a land source of your choice would deal damage to you this turn, prevent that damage.
Cycling 2 (2, *Discard this card from your hand: Draw a card.*)

Rune of Protection: Red   1✹
Enchantment
✹: The next time a red source of your choice would deal damage to you this turn, prevent that damage.
Cycling 2 (2, *Discard this card from your hand: Draw a card.*)

Rune of Protection: White   1✹
Enchantment
✹: The next time a white source of your choice would deal damage to you this turn, prevent that damage.
Cycling 2 (2, *Discard this card from your hand: Draw a card.*)

Runed Arch   3
Artifact
Runed Arch comes into play tapped.
X, ⬡, Sacrifice Runed Arch: X target creatures with power 2 or less are unblockable this turn.

Rupture   2
Sorcery
Sacrifice a creature. Rupture deals damage equal to that creature's power to each creature without flying and each player.

Rushing River   2
Instant
Kicker — Sacrifice a land. *(You may sacrifice a land in addition to any other costs as you play this spell.)* Return target nonland permanent to its owner's hand. If you paid the kicker cost, return another target nonland permanent to its owner's hand.

Rushwood Dryad   1
Creature — Dryad
2/1
Forestwalk *(This creature is unblockable as long as defending player controls a forest.)*

Rushwood Elemental
Creature — Elemental
4/4
Trample
At the beginning of your upkeep, you may put a +1/+1 counter on Rushwood Elemental.

Rushwood Grove
Land
Rushwood Grove comes into play tapped.
⬡: Put a storage counter on Rushwood Grove.
⬡, Remove any number of storage counters from Rushwood Grove: Add one green mana to your mana pool for each storage counter removed this way.

Rushwood Herbalist   2
Creature — Spellshaper
2/2
⬡, ⬡, Discard a card from your hand: Regenerate target creature.

Rushwood Legate   2
Creature — Dryad
2/1
If an opponent controls an island and you control a forest, you may play Rushwood Legate without paying its mana cost.

Rusting Golem   4
Artifact Creature — Golem
/
Fading 5 *(This creature comes into play with five fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)*
Rusting Golem's power and toughness are each equal to the number of fade counters on it.

Rysorian Badger   2
Creature — Badger
2/2
Whenever Rysorian Badger attacks and isn't blocked, you may remove up to two target creature cards in defending player's graveyard from the game. If you do, you gain 1 life for each card removed this way and Rysorian Badger deals no combat damage this turn.

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Saber Ants   3
Creature — Insect
2/3
Whenever Saber Ants is dealt damage, you may put that many 1/1 green Insect creature tokens into play.

Sabertooth Cobra   2
Creature — Cobra
2/2
Whenever Sabertooth Cobra deals damage to a player, he or she gets a poison counter. That player gets another poison counter at the beginning of his or her next upkeep unless he or she pays 2 before that turn to prevent this effect. *(A player with ten or more poison counters loses the game.)*

Sabertooth Nishoba   4
Creature — Beast
5/5
Trample, protection from blue, protection from red

Sabertooth Wyvern   4
Creature — Drake
3/2
Flying, first strike

Sabretooth Tiger   2
Creature — Cat
2/1
First strike

Sacred Boon   1✹
Instant
Prevent the next 3 damage that would be dealt to target creature this turn. At end of turn, put a +0/+1 counter on that creature for each 1 damage prevented this way.

Sacred Ground 1✷
Enchantment
Whenever a spell or ability an opponent controls puts a land into your graveyard from play, return that land to play.

Sacred Guide ✷
Creature — Cleric
1/1
1✷, Sacrifice Sacred Guide: Reveal cards from the top of your library until you reveal a white card. Put that card into your hand and remove all other revealed cards from the game.

Sacred Mesa 2✷
Enchantment
At the beginning of your upkeep, sacrifice Sacred Mesa unless you sacrifice a Pegasus.
1✷: Put a 1/1 white Pegasus creature token with flying into play.

Sacred Nectar 1✷
Sorcery
You gain 4 life.

Sacred Prey ♠
Creature — Beast
1/1
When Sacred Prey becomes blocked, you gain 1 life.

Sacred Rites ✷
Instant
Discard any number of cards from your hand. Creatures you control get +0/+1 until end of turn for each card discarded this way.

Sadistic Glee ☠
Enchant Creature
Whenever a creature is put into a graveyard, put a +1/+1 counter on enchanted creature.

Sadistic Hypnotist 3♣♣
Creature — Minion
2/2
Sacrifice a creature: Target player discards two cards from his or her hand. Play this ability only any time you could play a sorcery.

Safeguard 3✷✷
Enchantment
2✷: Prevent all combat damage that would be dealt by target creature this turn.

Sage Owl 1♦
Creature — Bird
1/1
Flying
When Sage Owl comes into play, look at the top four cards of your library, then put them back in any order.

Sailmonger 3♦
Creature — Monger
3/3
2: Target creature gains flying until end of turn. Any player may play this ability.

Salt Flats
Land
Salt Flats comes into play tapped.
◊: Add one colorless mana to your mana pool.
◊: Add ✷ or ☠ to your mana pool. Salt Flats deals 1 damage to you.

Salt Marsh
Land
Salt Marsh comes into play tapped.
◊: Add ♦ or ☠ to your mana pool.

Samite Alchemist 3✷
Creature — Alchemist
0/2
✷✷, ◊: Prevent the next 4 damage that would be dealt this turn to target creature you control. Tap that creature. It doesn't untap during your next untap step.

Samite Archer 1✷♦
Creature — Cleric
1/1
◊: Prevent the next 1 damage that would be dealt to target creature or player this turn.
◊: Samite Archer deals 1 damage to target creature or player.

Samite Blessing ✷
Enchant Creature
Enchanted creature has "◊: The next time a source of your choice would deal damage to target creature this turn, prevent that damage."

Samite Elder 2✷
Creature — Cleric
1/2
◊: Creatures you control gain protection from the colors of target permanent you control until end of turn.

Samite Healer 1✷
Creature — Cleric
1/1
◊: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Samite Ministration 1✷
Instant
Prevent all damage that would be dealt by a source of your choice to you this turn. Whenever damage from a black or red source is prevented this way, you gain life equal to that damage.

Samite Pilgrim 1✷
Creature — Cleric
1/1
◊: Prevent the next X damage that would be dealt to target creature this turn, where X is the number of basic land types among lands you control.

Samite Sanctuary 2✷
Enchantment
2: Prevent the next 1 damage that would be dealt to target creature this turn. Any player may play this ability.

Sanctimony 1✷
Enchantment
Whenever an opponent taps a mountain for mana, you may gain 1 life.

Sanctum Custodian 2✷
Creature — Cleric
1/2
◊: Prevent the next 2 damage that would be dealt to target creature or player this turn.

Sanctum Guardian 1 {W}{W}
Creature — Soldier
1/4
Sacrifice Sanctum Guardian: The next time a source of your choice would deal damage to target creature or player this turn, prevent that damage.

Sand Golem 5
Artifact Creature — Golem
3/3
Whenever a spell or ability controlled by an opponent causes you to discard Sand Golem from your hand, return Sand Golem from your graveyard to play at end of turn with a +1/+1 counter on it.

Sand Silos
Land
Sand Silos comes into play tapped.
You may choose not to untap Sand Silos during your untap step.
At the beginning of your upkeep, if Sand Silos is tapped, put a storage counter on it.
{T}, Remove any number of storage counters from Sand Silos: Add {U} to your mana pool for each storage counter removed this way.

Sand Squid 3 {U}
Creature — Beast
2/2
Islandwalk (*This creature is unblockable as long as defending player controls an island.*)
You may choose not to untap Sand Squid during your untap step.
{T}: Tap target creature. That creature doesn't untap during its controller's untap step as long as Sand Squid remains tapped.

Sandbar Crocodile 4 {U}
Creature — Crocodile
6/5
Phasing

Sandbar Merfolk {U}
Creature — Merfolk
1/1
Cycling 2 (2, *Discard this card from your hand: Draw a card.*)

Sandbar Serpent 4 {U}
Creature — Serpent
3/4
Cycling 2 (2, *Discard this card from your hand: Draw a card.*)

Sands of Time 4
Artifact
Each player skips his or her untap step.
At the beginning of each player's upkeep, that player simultaneously untaps each tapped artifact, creature, and land he or she controls and taps each untapped artifact, creature, and land he or she controls.

Sandstone Deadfall 3
Artifact
{T}, Sacrifice two lands and Sandstone Deadfall: Destroy target attacking creature.

Sandstone Needle
Land
Sandstone Needle comes into play tapped with two depletion counters on it.
{T}, Remove a depletion counter from Sandstone Needle: Add two red mana to your mana pool. If there are no depletion counters on Sandstone Needle, sacrifice it.

Sandstone Warrior 2 {R}{R}
Creature — Soldier
1/3
First strike
{R}: Sandstone Warrior gets +1/+0 until end of turn.

Sandstorm {R}
Instant
Sandstorm deals 1 damage to each attacking creature.

Sanguine Guard 1 {W}{W}
Creature — Knight
2/2
First strike
1 {W}: Regenerate Sanguine Guard.

Sapphire Charm {U}
Instant
Choose one — Target player draws a card at the beginning of the next turn's upkeep; or target creature an opponent controls phases out; or target creature gains flying until end of turn.

Sapphire Leech 1 {U}
Creature — Leech
2/2
Flying
Blue spells you play cost {U} more to play.

Sapphire Medallion 2
Artifact
Blue spells you play cost 1 less to play.

Saprazzan Bailiff 3 {U}{U}
Creature — Merfolk
2/2
When Saprazzan Bailiff comes into play, remove all artifact and enchantment cards in all graveyards from the game.
When Saprazzan Bailiff leaves play, return all artifact and enchantment cards from all graveyards to their owners' hands.

Saprazzan Breaker 4 {U}
Creature — Beast
3/3
{U}: Put the top card of your library into your graveyard. If that card is a land card, Saprazzan Breaker is unblockable this turn.

Saprazzan Cove
Land
Saprazzan Cove comes into play tapped.
{T}: Put a storage counter on Saprazzan Cove.
{T}, Remove any number of storage counters from Saprazzan Cove: Add one blue mana to your mana pool for each storage counter removed this way.

Saprazzan Heir 1 {U}
Creature — Merfolk
1/1
Whenever Saprazzan Heir becomes blocked, you may draw three cards.

Saprazzan Legate 3 {U}
Creature — Soldier
1/3
Flying
If an opponent controls a mountain and you control an island, you may play Saprazzan Legate without paying its mana cost.

Saprazzan Outrigger — 3 {U}
Creature — Ship
5/5
When Saprazzan Outrigger attacks or blocks, put it on top of its owner's library at end of combat.

Saprazzan Raider — 2 {U}
Creature — Merfolk
1/2
When Saprazzan Raider becomes blocked, return it to its owner's hand.

Saprazzan Skerry
Land
Saprazzan Skerry comes into play tapped with two depletion counters on it.
{T}, Remove a depletion counter from Saprazzan Skerry: Add two blue mana to your mana pool. If there are no depletion counters on Saprazzan Skerry, sacrifice it.

Saproling Burst — 4 {G}
Enchantment
Fading 7 (*This enchantment comes into play with seven fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.*)
Remove a fade counter from Saproling Burst: Put a green Saproling creature token into play. It has "This creature's power and toughness are each equal to the number of fade counters on Saproling Burst."
When Saproling Burst leaves play, destroy all tokens put into play with Saproling Burst. They can't be regenerated.

Saproling Cluster — 1 {G}
Enchantment
1, Discard a card from your hand: Put a 1/1 green Saproling creature token into play. Any player may play this ability.

Saproling Infestation — 1 {G}
Enchantment
Whenever a player pays a kicker cost, you put a 1/1 green Saproling creature token into play.

Saproling Symbiosis — 3 {G}
Sorcery
You may play Saproling Symbiosis any time you could play an instant if you pay 2 more to play it.
Put a 1/1 green Saproling creature token into play for each creature you control.

Sarcatog — 1 {W}{B}
Creature — Atog
1/2
Remove two cards in your graveyard from the game: Sarcatog gets +1/+1 until end of turn. Sacrifice an artifact: Sarcatog gets +1/+1 until end of turn.

Sarcomancy — {B}
Enchantment
When Sarcomancy comes into play, put a 2/2 black Zombie creature token into play.
At the beginning of your upkeep, if there are no Zombies in play, Sarcomancy deals 1 damage to you.

Savage Firecat — 3 {G}{G}
Creature — Cat
0/0
Trample
Savage Firecat comes into play with seven +1/+1 counters on it.
Whenever you tap a land for mana, remove a +1/+1 counter from Savage Firecat.

Savage Gorilla — 4 {G}
Creature — Ape
3/3
{G}{T}, {T}, Sacrifice Savage Gorilla: Target creature gets -3/-3 until end of turn. Draw a card.

Savage Offensive — 1 {G}
Sorcery
Kicker {W} (*You may pay an additional {W} as you play this spell.*)
Creatures you control gain first strike until end of turn. If you paid the kicker cost, they get +1/+1 until end of turn.

Savage Twister — X {G}{R}
Sorcery
Savage Twister deals X damage to each creature.

Savannah
Land
Savannah is a plains and a forest in addition to its land type.

Sawback Manticore — 3 {G}{R}
Creature — Manticore
2/4
4 : Sawback Manticore gains flying until end of turn.
1 : Sawback Manticore deals 2 damage to target attacking or blocking creature. Play this ability only if Sawback Manticore is attacking or blocking and only once each turn.

Sawtooth Loon — 2 {W}{U}
Creature — Bird
2/2
Flying
When Sawtooth Loon comes into play, return a white or blue creature you control to its owner's hand.
When Sawtooth Loon comes into play, draw two cards, then put two cards from your hand on the bottom of your library.

Sawtooth Ogre — 2 {R}{R}
Creature — Ogre
3/3
Whenever Sawtooth Ogre blocks or becomes blocked by a creature, Sawtooth Ogre deals 1 damage to that creature at end of combat.

Scabland
Land
Scabland comes into play tapped.
{T}: Add one colorless mana to your mana pool.
{T}: Add {R} or {W} to your mana pool. Scabland deals 1 damage to you.

Scald — 1 {U}
Enchantment
Whenever a player taps an island for mana, Scald deals 1 damage to that player.

Scalding Salamander 2🔴
Creature — Salamander
2/1
Whenever Scalding Salamander attacks, you may have it deal 1 damage to each creature without flying defending player controls.

Scalding Tongs 2
Artifact
At the beginning of your upkeep, if you have three or fewer cards in hand, Scalding Tongs deals 1 damage to target opponent.

Scalebane's Elite 3✦G
Creature — Soldier
4/4
Protection from black

Scaled Wurm 7♣
Creature — Wurm
7/6

Scandalmonger 3♣
Creature — Monger
3/3
2: Target player discards a card from his or her hand. Any player may play this ability but only if he or she could play a sorcery.

Scapegoat ✦
Instant
As an additional cost to play Scapegoat, sacrifice a creature.
Return any number of target creatures you control to their owner's hand.

Scarab of the Unseen 2
Artifact
◇, Sacrifice Scarab of the Unseen: Return all enchantments on target permanent you own to their owners' hands. Draw a card at the beginning of the next turn's upkeep.

Scare Tactics ♣
Instant
Creatures you control get +1/+0 until end of turn.

Scarred Puma 🔴
Creature — Cat
2/1
Scarred Puma can't attack unless a black or green creature also attacks.

Scars of the Veteran 4✦
Instant
You may remove a white card in your hand from the game rather than pay Scars of the Veteran's mana cost.
Prevent the next 7 damage that would be dealt to target creature or player this turn. For each 1 damage to a creature prevented this way, put a +0/+1 counter on that creature at end of turn.

Scathe Zombies 2♣
Creature — Zombie
2/2

Scavenged Weaponry 2♣
Enchant Creature
When Scavenged Weaponry comes into play, draw a card.
Enchanted creature gets +1/+1.

Scavenger Folk ♣
Creature — Scavenger
1/1
🟢,◇,Sacrifice Scavenger Folk: Destroy target artifact.

Scent of Brine 1🔵
Instant
Reveal any number of blue cards in your hand. Counter target spell unless its controller pays 1 for each card revealed this way.

Scent of Cinder 1🔴
Sorcery
Reveal any number of red cards in your hand. Scent of Cinder deals X damage to target creature or player, where X is the number of cards revealed this way.

Scent of Ivy ♣
Instant
Reveal any number of green cards in your hand. Target creature gets +X/+X until end of turn, where X is the number of cards revealed this way.

Scent of Jasmine ✦
Instant
Reveal any number of white cards in your hand. You gain 2 life for each card revealed this way.

Scent of Nightshade 1♣
Instant
Reveal any number of black cards in your hand. Target creature gets -X/-X until end of turn, where X is the number of cards revealed this way.

School of Piranha 1🔵
Creature — Fish
3/3
At the beginning of your upkeep, sacrifice School of Piranha unless you pay 1🔵.

School of the Unseen
Land
◇: Add one colorless mana to your mana pool.
2,◇: Add one mana of any color to your mana pool.

Scorched Earth X🔴
Sorcery
As an additional cost to play Scorched Earth, discard X land cards from your hand. Destroy X target lands.

Scorched Ruins
Land
When Scorched Ruins comes into play, you may sacrifice two untapped lands. If you don't, sacrifice Scorched Ruins. If you do, Scorched Ruins gains "◇: Add four colorless mana to your mana pool."

Scorching Lava 1🔴
Instant
Kicker 🔴 (You may pay an additional 🔴 as you play this spell.)
Scorching Lava deals 2 damage to target creature or player. If you paid the kicker cost, that creature can't be regenerated this turn and if it would be put into a graveyard this turn, remove it from the game instead.

Scorching Missile 3🔴
Sorcery
Scorching Missile deals 4 damage to target player.
Flashback 9🔴 (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

Scoria Cat 3 🌑🌑
Creature — Cat
3/3
Scoria Cat gets +3/+3 as long as you control no untapped lands.

Scoria Wurm 4 🌑
Creature — Wurm
7/7
At the beginning of your upkeep, flip a coin. If you lose the flip, return Scoria Wurm to its owner's hand.

Scour 2 ✦✦
Instant
Remove target enchantment from the game. Search its controller's graveyard, hand, and library for all cards with the same name as that enchantment and remove them from the game. That player then shuffles his or her library.

Scouting Trek 1 🍃
Sorcery
Search your library for any number of basic land cards. Reveal those cards, then shuffle your library and put them on top of it.

Scragnoth 4 🍃
Creature — Beast
3/4
Scragnoth can't be countered.
Protection from blue

Scrap 2 🌑
Instant
Destroy target artifact.
Cycling 2 (2, *Discard this card from your hand: Draw a card.*)

Scrapheap 3
Artifact
Whenever an artifact or enchantment is put into your graveyard, you gain 1 life.

Screams of the Damned 3 ♣♣
Enchantment
1 ♣, Remove a card in your graveyard from the game: Screams of the Damned deals 1 damage to each creature and each player.

Screeching Harpy 2 ♣♣
Creature — Beast
2/2
Flying
1 ♣: Regenerate Screeching Harpy.

Scrivener 4 ♦
Creature — Townsfolk
2/2
When Scrivener comes into play, you may return target instant card from your graveyard to your hand.

Scroll Rack 2
Artifact
1, ⊤: Choose any number of cards in your hand and set those cards aside face down. Put an equal number of cards from the top of your library into your hand. Then put the cards set aside this way on top of your library in any order.

Scrubland
Land
Scrubland is a plains and a swamp in addition to its land type.

Scryb Sprites ♣
Creature — Faerie
1/1
Flying

Scrying Glass 2
Artifact
3, ⊤: Choose a number greater than 0 and a color. Target opponent reveals his or her hand. If that opponent reveals exactly the chosen number of cards of the chosen color, you draw a card.

Sea Monster 4 ♦♦
Creature — Serpent
6/6
Sea Monster can't attack unless defending player controls an island.

Sea Scryer 1 ♦
Creature — Merfolk
1/1
⊤: Add one colorless mana to your mana pool.
1, ⊤: Add ♦ to your mana pool.

Sea Serpent 5 ♦
Creature — Serpent
5/5
Sea Serpent can't attack unless defending player controls an island.
When you control no islands, sacrifice Sea Serpent.

Sea Snidd 4 ♦
Creature — Beast
3/3
⊤: Target land's type becomes the basic land type of your choice until end of turn.

Sea Spirit 4 ♦
Creature — Spirit
2/3
♦: Sea Spirit gets +1/+0 until end of turn.

Sea Sprite 1 ♦
Creature — Faerie
1/1
Flying, protection from red

Sea Troll 2 ♦
Creature — Troll
2/1
♦: Regenerate Sea Troll. Play this ability only if Sea Troll blocked or was blocked by a blue creature this turn.

Seafloor Debris
Land
Seafloor Debris comes into play tapped.
⊤: Add ♦ to your mana pool.
⊤, Sacrifice Seafloor Debris: Add one mana of any color to your mana pool.

Seahunter 2 ♦♦
Creature — Mercenary
2/2
3, ⊤: Search your library for a Merfolk card and put that card into play. Then shuffle your library.

Seal of Cleansing 1 ✳
Enchantment
Sacrifice Seal of Cleansing: Destroy target artifact or enchantment.

Seal of Doom 2{B}
Enchantment
Sacrifice Seal of Doom: Destroy target nonblack creature. It can't be regenerated.

Seal of Fire {R}
Enchantment
Sacrifice Seal of Fire: Seal of Fire deals 2 damage to target creature or player.

Seal of Removal {U}
Enchantment
Sacrifice Seal of Removal: Return target creature to its owner's hand.

Seal of Strength {G}
Enchantment
Sacrifice Seal of Strength: Target creature gets +3/+3 until end of turn.

Sealed Fate X{U}{B}
Sorcery
Look at the top X cards of target opponent's library. Remove one of those cards from the game and put the rest back on top of that player's library.

Search for Survivors 2{R}
Sorcery
Remove your graveyard from the game. An opponent chooses a card at random from among those cards. If it's a creature card, put it into play. Otherwise, it remains removed from the game. Then return the rest of those cards to your graveyard and shuffle them.

Searing Rays 2{R}
Sorcery
Choose a color. Searing Rays deals damage to each player equal to the number of creatures of that color that player controls.

Searing Spear Askari 2{R}
Creature — Knight
2/2
Flanking (Whenever a creature without flanking blocks this creature, the blocking creature gets -1/-1 until end of turn.)
1{R}: Searing Spear Askari can't be blocked except by two or more creatures this turn.

Searing Touch {R}
Instant
Buyback 4 (If you pay an additional 4 as you play this spell, put it into your hand instead of your graveyard as part of the spell's resolution.)
Searing Touch deals 1 damage to target creature or player.

Searing Wind 8{R}
Instant
Searing Wind deals 10 damage to target creature or player.

Seashell Cameo 3
Artifact
{T}: Add {W} or {U} to your mana pool.

Seasinger 1{U}{U}
Creature — Merfolk
0/1
When you control no islands, sacrifice Seasinger. You may choose not to untap Seasinger during your untap step.
{T}: Gain control of target creature whose controller controls an island as long as you control Seasinger and as long as Seasinger remains tapped.

Seasoned Marshal 2{W}{W}
Creature — Soldier
2/2
Whenever Seasoned Marshal attacks, you may tap target creature.

Seasoned Tactician 2{W}
Creature — Tactician
1/3
3, Remove the top four cards of your library from the game: The next time a source of your choice would deal damage to you this turn, prevent that damage.

Second Chance 2{W}
Enchantment
At the beginning of your upkeep, if you have 5 life or less, sacrifice Second Chance. If you do, take another turn after this one.

Second Thoughts 4{W}
Instant
Remove target attacking creature from the game. Draw a card.

Security Detail 3{W}
Enchantment
{W}{W}: Put a 1/1 white Soldier creature token into play. Play this ability only if you control no creatures and only once each turn.

Seedling Charm {G}
Instant
Choose one — Return target enchant creature to its owner's hand; or regenerate target green creature; or target creature gains trample until end of turn.

Seeds of Innocence 1{W}{W}
Sorcery
Destroy all artifacts. They can't be regenerated. The controller of each artifact destroyed this way gains life equal to its converted mana cost.

Seeker of Skybreak 1{G}
Creature — Elf
2/1
{T}: Untap target creature.

Seer's Vision 2{U}{U}
Enchantment
All opponents play with their hands revealed. Sacrifice Seer's Vision: Look at target player's hand and choose a card from it. That player discards that card. Play this ability only any time you could play a sorcery.

Seething Anger {R}
Sorcery
Buyback 3 (If you pay an additional 3 as you play this spell, put it into your hand instead of your graveyard as part of the spell's resolution.)
Target creature gets +3/+0 until end of turn.

Segmented Wurm 3{G}{W}
Creature — Wurm
5/5
Whenever Segmented Wurm becomes the target of a spell or ability, put a -1/-1 counter on it.

Segovian Leviathan 4{U}
Creature — Serpent
3/3
Islandwalk (This creature is unblockable as long as defending player controls an island.)

Seismic Assault   🔴🔴🔴
Enchantment
Discard a land card from your hand: Seismic Assault deals 2 damage to target creature or player.

Seismic Mage   3 🔴
Creature — Spellshaper
1/1
2 🔴, 🅣, Discard a card from your hand: Destroy target land.

Seize the Day   3 🔴
Sorcery
Untap target creature. After this phase, there is an additional combat phase followed by an additional main phase.
Flashback 2🔴 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Seizures   1 ⚫
Enchant Creature
Whenever enchanted creature becomes tapped, Seizures deals 3 damage to enchanted creature's controller unless that player pays 3.

Selenia, Dark Angel   3 ⚪⚫
Creature — Angel Legend
3/3
Flying
Pay 2 life: Return Selenia, Dark Angel to its owner's hand.

Sengir Autocrat   3 ⚫
Creature — Minion
2/2
When Sengir Autocrat comes into play, put three black 0/1 Serf creature tokens into play. When Sengir Autocrat leaves play, remove all Serf tokens from the game.

Sengir Bats   1 ⚫⚫
Creature — Bat
1/2
Flying
Whenever a creature dealt damage by Sengir Bats this turn is put into a graveyard, put a +1/+1 counter on Sengir Bats.

Seraph   6 ⚪
Creature — Angel
4/4
Flying
Whenever a creature dealt damage by Seraph this turn is put into a graveyard, put that creature into play under your control at end of turn. When you lose control of Seraph, sacrifice the creature.

Serene Heart   1 🌿
Instant
Destroy all local enchantments.

Serene Offering   1 ⚪
Instant
Destroy target enchantment. You gain life equal to that enchantment's converted mana cost.

Serenity   1 ⚪
Enchantment
At the beginning of your upkeep, destroy all artifacts and enchantments. They can't be regenerated.

Serpent Generator   6
Artifact
4,🅣: Put a 1/1 Poison-Snake artifact creature token into play. This creature has "Whenever this creature deals damage to a player, that player gets a poison counter."
(A player with ten or more poison counters loses the game.)

Serpent Warrior   2 ⚫
Creature — Soldier
3/3
When Serpent Warrior comes into play, you lose 3 life.

Serpentine Kavu   4 🌿
Creature — Kavu
4/4
🔴: Serpentine Kavu gains haste until end of turn. *(It may attack and 🅣 the turn it comes under your control.)*

Serra Advocate   3 ⚪
Creature — Angel
2/2
Flying
🅣: Target attacking or blocking creature gets +2/+2 until end of turn.

Serra Angel   3 ⚪⚪
Creature — Angel
4/4
Flying
Attacking doesn't cause Serra Angel to tap.

Serra Avatar   4 ⚪⚪⚪
Creature — Avatar
/
Serra Avatar's power and toughness are each equal to your life total.
If Serra Avatar would be put into a graveyard from anywhere, reveal Serra Avatar, then shuffle it into its owner's library instead.

Serra Aviary   3 ⚪
Enchant World
Creatures with flying get +1/+1.

Serra Bestiary   ⚪⚪
Enchant Creature
At the beginning of your upkeep, sacrifice Serra Bestiary unless you pay ⚪⚪. Enchanted creature can't attack or block and its activated abilities with 🅣 in their costs can't be played.

Serra Inquisitors   4 ⚪
Creature — Inquisitor
3/3
When Serra Inquisitors blocks or becomes blocked by one or more black creatures, Serra Inquisitors gets +2/+0 until end of turn.

Serra Paladin   2 ⚪⚪
Creature — Paladin
2/2
🅣: Prevent the next 1 damage that would be dealt to target creature or player this turn.
1 ⚪⚪, 🅣: Attacking doesn't cause target creature to tap this turn.

Serra Paladin   2 ⚪⚪
Creature — Paladin
2/2
🅣: Prevent the next 1 damage that would be dealt to target creature or player this turn.
1 ⚪⚪, 🅣: Attacking doesn't cause target creature to tap this turn.

Serra Zealot — ✷
Creature — Soldier
1/1
First strike

Serra's Blessing — 1 ✷
Enchantment
Attacking doesn't cause creatures you control to tap.

Serra's Embrace — 2 ✷✷
Enchant Creature
Enchanted creature gets +2/+2 and has flying.
Attacking doesn't cause enchanted creature to tap.

Serra's Hymn — ✷
Enchantment
At the beginning of your upkeep, you may put a verse counter on Serra's Hymn.
Sacrifice Serra's Hymn: Prevent up to X damage total that would be dealt this turn to any number of target creatures and/or players, divided as you choose, where X is the number of verse counters on Serra's Hymn.

Serra's Liturgy — 2 ✷✷
Enchantment
At the beginning of your upkeep, you may put a verse counter on Serra's Liturgy.
✷, Sacrifice Serra's Liturgy: Destroy up to X target artifacts and/or enchantments, where X is the number of verse counters on Serra's Liturgy.

Serra's Sanctum
Legendary Land
⬡: Add ✷ to your mana pool for each enchantment you control.

Serrated Arrows — 4
Artifact
Serrated Arrows comes into play with three arrowhead counters on it.
At the beginning of your upkeep, if there are no arrowhead counters on Serrated Arrows, sacrifice it.
⬡, Remove an arrowhead counter from Serrated Arrows: Put a -1/-1 counter on target creature.

Serrated Biskelion — 3
Artifact Creature
2/2
⬡: Put a -1/-1 counter on Serrated Biskelion and a -1/-1 counter on target creature.

Servant of Volrath — 2 ✦
Creature — Minion
3/3
When Servant of Volrath leaves play, sacrifice a creature.

Seton, Krosan Protector — ♣♣♣
Creature — Centaur Druid Legend
2/2
Tap an untapped Druid you control: Add ♣ to your mana pool.

Seton's Desire — 2 ♣
Enchant Creature
Enchanted creature gets +2/+2.
Threshold — All creatures able to block enchanted creature do so. (You have threshold as long as seven or more cards are in your graveyard.)

Sever Soul — 3 ✦✦
Sorcery
Destroy target nonblack creature. It can't be regenerated. You gain life equal to its toughness.

Sewer Rats — ✦
Creature — Rat
1/1
✦, Pay 1 life: Sewer Rats gets +1/+0 until end of turn. Play this ability no more than three times each turn.

Shackles — 2 ✷
Enchant Creature
Enchanted creature doesn't untap during its controller's untap step.
✷: Return Shackles to its owner's hand.

Shadow Guildmage — ✦
Creature — Wizard
1/1
✦, ⬡: Put target creature you control on top of its owner's library.
✦, ⬡: Shadow Guildmage deals 1 damage to target creature or player and 1 damage to you.

Shadow Rider — 2 ✦✦
Creature — Knight
3/3
Flanking (Whenever a creature without flanking blocks this creature, the blocking creature gets -1/-1 until end of turn.)

Shadow Rift — ✦
Instant
Target creature gains shadow until end of turn. (It may block or be blocked by only creatures with shadow.) Draw a card.

Shadowbane — 1 ✷
Instant
The next time this turn a source of your choice would deal damage to you or target creature you control, prevent that damage. If that source is black, you gain life equal to the damage prevented this way.

Shadowblood Egg — 1
Artifact
2, ⬡, Sacrifice Shadowblood Egg: Add ✦✦ to your mana pool. Draw a card.

Shadowblood Ridge
Land
1, ⬡: Add ✦✦ to your mana pool.

Shadowmage Infiltrator — 1 ✦✦
Creature — Wizard
1/3
Shadowmage Infiltrator can't be blocked except by artifact creatures and/or black creatures.
Whenever Shadowmage Infiltrator deals combat damage to a player, you may draw a card.

Shadowstorm — ✦
Sorcery
Shadowstorm deals 2 damage to each creature with shadow.

Shallow Grave — 1 ✦
Instant
Put the top creature card from your graveyard into play. That creature gains haste until end of turn. Remove it from the game at end of turn. (The creature may attack and ⬡ the turn it comes under your control.)

Shaman en-Kor   1✷
Creature — Cleric
1/2
0 : The next 1 damage that would be dealt to Shaman en-Kor this turn is dealt to target creature you control instead.
1✷ : The next time a source would deal damage to target creature this turn, that damage is dealt to Shaman en-Kor instead.

Shambling Strider   4♣♣
Creature — Strider
5/5
♣♣ : Shambling Strider gets +1/-1 until end of turn.

Shanodin Dryads   ♣
Creature — Dryad
1/1
Forestwalk (This creature is unblockable as long as defending player controls a forest.)

Shaper Guildmage   ♦
Creature — Wizard
1/1
✷,♦ : Target creature gains first strike until end of turn.
♦, ♦ : Target creature gets +1/+0 until end of turn.

Shapeshifter   6
Artifact Creature
/7-
As Shapeshifter comes into play, choose a number between 0 and 7.
At the beginning of your upkeep, you may choose a number between 0 and 7.
Shapeshifter's power is equal to the last chosen number and its toughness is equal to 7 minus that number.

Shard Phoenix   4♦
Creature — Phoenix
2/2
Flying
♦♦♦ : Put Shard Phoenix into your hand. Play this ability only if Shard Phoenix is in your graveyard and only during your upkeep.
Sacrifice Shard Phoenix: Shard Phoenix deals 2 damage to each creature without flying.

Shatter   1♦
Instant
Destroy target artifact.

Shattered Crypt   X♣♣
Sorcery
Return X target creature cards from your graveyard to your hand and you lose X life.

Shattering Pulse   1♦
Instant
Buyback 3 (If you pay an additional 3 as you play this spell, put it into your hand instead of your graveyard as part of the spell's resolution.)
Destroy target artifact.

Shatterstorm   2♦♦
Sorcery
Destroy all artifacts. They can't be regenerated.

Shauku, Endbringer   5♣♣
Creature — Legend
5/5
Flying
Shauku, Endbringer can't attack if there's another creature in play.
At the beginning of your upkeep, you lose 3 life.
♦ : Remove target creature from the game and put a +1/+1 counter on Shauku.

Shauku's Minion   1♣♦
Creature — Minion
2/2
♣♦, ♦ : Shauku's Minion deals 2 damage to target white creature.

Shelter   1✷
Instant
Target creature you control gains protection from the color of your choice until end of turn. Draw a card.

Sheltered Valley
Land
When Sheltered Valley comes into play, sacrifice each other Sheltered Valley you control.
At the beginning of your upkeep, if you control three or fewer lands, you gain 1 life.
♦ : Add one colorless mana to your mana pool.

Sheltering Prayers   ✷
Enchantment
Basic lands each player controls can't be the targets of spells or abilities as long as that player controls three or fewer lands.

Shield Bearer   1✷
Creature — Soldier
0/3
Banding

Shield Dancer   2✷
Creature — Rebel
1/3
2✷ : The next time target attacking creature would deal combat damage to Shield Dancer this turn, that creature deals that damage to itself instead.

Shield Mate   ✷
Creature — Soldier
1/1
Sacrifice Shield Mate: Target creature gets +0/+4 until end of turn.

Shield of Duty and Reason   ✷
Enchant Creature
Enchanted creature has protection from green and from blue.

Shield of the Ages   2
Artifact
2 : Prevent the next 1 damage that would be dealt to you this turn.

Shield Sphere   0
Artifact Creature — Wall
0/6
(Walls can't attack.)
Whenever Shield Sphere blocks, put a -0/-1 counter on it.

Shield Wall · 1✳
Instant
Creatures you control get +0/+2 until end of turn.

Shifting Sky · 2🌢
Enchantment
As Shifting Sky comes into play, choose a color. All nonland permanents are the chosen color.

Shifting Wall · X
Artifact Creature — Wall
0/0
(Walls can't attack.)
Shifting Wall comes into play with X +1/+1 counters on it.

Shifty Doppelganger · 2🌢
Creature — Shapeshifter
1/1
3🌢, Remove Shifty Doppelganger from the game: Put a creature card from your hand into play. That creature gains haste until end of turn. At end of turn, sacrifice that creature. If you do, return Shifty Doppelganger to play.

Shimmer · 2🌢🌢
Enchantment
As Shimmer comes into play, choose a land type. All lands of the chosen type have phasing.

Shimmering Barrier · 1✳
Creature — Wall
1/3
(Walls can't attack.)
First strike
Cycling 2 (2, Discard this card from your hand: Draw a card.)

Shimmering Efreet · 2🌢
Creature — Efreet
2/2
Flying, phasing
Whenever Shimmering Efreet phases in, target creature phases out.

Shimmering Mirage · 1🌢
Instant
Target land's type becomes the basic land type of your choice until end of turn. Draw a card.

Shimmering Wings · 🌢
Enchant Creature
Enchanted creature has flying.
🌢: Return Shimmering Wings to its owner's hand.

Shivan Dragon · 4🌰🌰
Creature — Dragon
5/5
Flying
🌰: Shivan Dragon gets +1/+0 until end of turn.

Shivan Emissary · 2🌰
Creature — Wizard
1/1
Kicker 1 ✳ *(You may pay an additional 1 ✳ as you play this spell.)*
When Shivan Emissary comes into play, if you paid the kicker cost, destroy target nonblack creature. It can't be regenerated.

Shivan Gorge

Legendary Land
🌰: Add one colorless mana to your mana pool.
2🌰, 🌰: Shivan Gorge deals 1 damage to each opponent.

Shivan Harvest · 1🌰
Enchantment
1🌰, Sacrifice a creature: Destroy target nonbasic land.

Shivan Hellkite · 5🌰🌰
Creature — Dragon
5/5
Flying
1🌰: Shivan Hellkite deals 1 damage to target creature or player.

Shivan Oasis
Land
Shivan Oasis comes into play tapped.
🌰: Add 🌰 or 🍀 to your mana pool.

Shivan Phoenix · 4🌰🌰
Creature — Phoenix
3/4
Flying
When Shivan Phoenix is put into a graveyard from play, return Shivan Phoenix to its owner's hand.

Shivan Raptor · 2🌰
Creature — Lizard
3/1
First strike; haste *(This creature may attack and 🌰 the turn it comes under your control.)*
Echo *(At the beginning of your next upkeep after this permanent comes under your control, sacrifice it unless you pay its mana cost.)*

Shivan Reef
Land
🌰: Add one colorless mana to your mana pool.
🌰: Add 🌰 or 🌢 to your mana pool. Shivan Reef deals 1 damage to you.

Shivan Wurm · 3🌰🍀
Creature — Wurm
7/7
Trample
When Shivan Wurm comes into play, return a red or green creature you control to its owner's hand.

Shivan Zombie
🌰🌢
Creature — Barbarian Zombie
2/2
Protection from white

Shiv's Embrace · 2🌰🌰
Enchant Creature
Enchanted creature gets +2/+2 and has flying.
🌰: Enchanted creature gets +1/+0 until end of turn.

Shock Troops · 3🌰
Creature — Soldier
2/2
Sacrifice Shock Troops: Shock Troops deals 2 damage to target creature or player.

Shock · 🌰
Instant
Shock deals 2 damage to target creature or player.

Shocker 1 ☉
Creature — Insect
1/1
Whenever Shocker deals damage to a player, that player discards his or her hand, then draws that many cards.

Shoreline Raider 2 ♦
Creature — Merfolk
2/2
Protection from Kavu

Shoving Match 2 ♦
Instant
Until end of turn, all creatures gain "◊: Tap target creature."

Show and Tell 2 ♦
Sorcery
Each player may put an artifact, creature, enchantment, or land card from his or her hand into play.

Shower of Coals 3 ☉☉
Sorcery
Shower of Coals deals 2 damage to each of up to three target creatures and/or players. Threshold — Shower of Coals deals 4 damage to each of those creatures or players instead. (*You have threshold if seven or more cards are in your graveyard.*)

Shower of Sparks ☉
Instant
Shower of Sparks deals 1 damage to target creature and 1 damage to target player.

Shriek of Dread 1 ♣
Instant
Target creature can't be blocked this turn except by artifact creatures and/or black creatures.

Shrieking Drake ♦
Creature — Drake
1/1
Flying
When Shrieking Drake comes into play, return a creature you control to its owner's hand.

Shrieking Mogg 1 ☉
Creature — Goblin
1/1
Haste (*This creature may attack and ◊ the turn it comes under your control.*)
When Shrieking Mogg comes into play, tap all other creatures.

Shrink ♣
Instant
Target creature gets -5/-0 until end of turn.

Shrouded Serpent 4 ♦♦♦
Creature — Serpent
4/4
Whenever Shrouded Serpent attacks, defending player may pay 4. If he or she doesn't, Shrouded Serpent is unblockable this turn.

Shyft 4 ♦
Creature — Shyft
4/2
At the beginning of your upkeep, you may change the color of Shyft to any one or more colors.

Sibilant Spirit 5 ♦
Creature — Spirit
5/6
Flying
Whenever Sibilant Spirit attacks, defending player may draw a card.

Sick and Tired 2 ♣
Instant
Two target creatures each get -1/-1 until end of turn.

Sicken ♣
Enchant Creature
Enchanted creature gets -1/-1.
Cycling 2 (*2, Discard this card from your hand: Draw a card.*)

Sidar Jabari 3 ☀
Creature — Legend
2/2
Flanking (*Whenever a creature without flanking blocks this creature, the blocking creature gets -1/-1 until end of turn.*)
Whenever Sidar Jabari attacks, tap target creature defending player controls.

Sift 3 ♦
Sorcery
Draw three cards, then discard a card from your hand.

Sigil of Sleep ♦
Enchant Creature
Whenever enchanted creature deals damage to a player, return target creature that player controls to its owner's hand.

Silent Assassin ♣♣
Creature — Mercenary
2/1
3 ♣: Destroy target blocking creature at end of combat.

Silent Attendant 2 ☀
Creature — Cleric
0/2
◊: You gain 1 life.

Silk Net ♠
Instant
Target creature gets +1/+1 and may block as though it had flying until end of turn.

Silkenfist Fighter 1 ☀
Creature — Soldier
1/3
Whenever Silkenfist Fighter becomes blocked, untap it.

Silkenfist Order 3 ☀☀
Creature — Soldier
3/5
Whenever Silkenfist Order becomes blocked, untap it.

Silt Crawler 2 ♠
Creature — Beast
3/3
When Silt Crawler comes into play, tap all lands you control.

Silver Drake — 1 {W} {U}
Creature — Drake
3/3
Flying
When Silver Drake comes into play, return a white or blue creature you control to its owner's hand.

Silver Erne — 3 {U}
Creature — Erne
2/2
Flying, trample

Silver Wyvern — 3 {U} {U}
Creature — Drake
4/3
Flying
{U}: Change the target of target spell or ability with a single target if it targets Silver Wyvern. The new target must be a creature.

Silverglade Elemental — 4 {G}
Creature — Elemental
4/4
When Silverglade Elemental comes into play, you may search your library for a forest card and put that card into play. If you do, shuffle your library.

Silverglade Pathfinder — 1 {G}
Creature — Spellshaper
1/1
1 {G}, {T}, Discard a card from your hand: Search your library for a basic land card and put that card into play tapped. Then shuffle your library.

Simian Grunts — 2 {G}
Creature — Ape
3/4
You may play Simian Grunts any time you could play an instant.
Echo (*At the beginning of your next upkeep after this permanent comes under your control, sacrifice it unless you pay its mana cost.*)

Simoon
{R} {G}
Instant
Simoon deals 1 damage to each creature target opponent controls.

Simplify
{G}
Sorcery
Each player sacrifices an enchantment.

Singe
{R}
Instant
Singe deals 1 damage to target creature. That creature becomes black until end of turn.

Sinister Strength — 1 {B}
Enchant Creature
Enchanted creature gets +3/+1 and is black.

Sirocco — 1 {R}
Instant
Target player reveals his or her hand. For each blue instant card revealed, he or she pays 4 life or discards that card.

Sisay's Ingenuity — {U}
Enchant Creature
When Sisay's Ingenuity comes into play, draw a card.
Enchanted creature has "2 {U}: Target creature becomes the color of your choice until end of turn."

Sisay's Ring — 4
Artifact
{T}: Add two colorless mana to your mana pool.

Sivvi's Ruse — 2 {W} {W}
Instant
If an opponent controls a mountain and you control a plains, you may play Sivvi's Ruse without paying its mana cost.
Prevent all damage that would be dealt this turn to creatures you control.

Sivvi's Valor — 2 {W}
Instant
If you control a plains, you may tap an untapped creature you control rather than pay the mana cost of Sivvi's Valor.
All damage that would be dealt to target creature this turn is dealt to you instead.

Sizzle — 2 {R}
Sorcery
Sizzle deals 3 damage to each opponent.

Skeletal Scrying — X {B}
Instant
As an additional cost to play Skeletal Scrying, remove X cards in your graveyard from the game. You draw X cards and you lose X life.

Skeleton Scavengers — 2 {B}
Creature — Skeleton
0/0
Skeleton Scavengers comes into play with one +1/+1 counter on it.
Pay 1 for each +1/+1 counter on Skeleton Scavengers: The next time Skeleton Scavengers would be destroyed this turn, it regenerates and put a +1/+1 counter on it instead.

Skeleton Ship — 3 {U} {B}
Creature — Legend
0/3
When you control no islands, sacrifice Skeleton Ship.
{T}: Put a -1/-1 counter on target creature.

Skirge Familiar — 4 {B}
Creature — Imp
3/2
Flying
Discard a card from your hand: Add {B} to your mana pool.

Skittering Horror — 2 {B}
Creature — Horror
4/3
When you play a creature spell, sacrifice Skittering Horror.

Skittering Skirge — {B} {B}
Creature — Imp
3/2
Flying
When you play a creature spell, sacrifice Skittering Skirge.

Skittish Kavu — 1 {R}
Creature — Kavu
1/1
Skittish Kavu gets +1/+1 as long as no opponent controls a white or blue creature.

Skizzik 3
Creature — Elemental
5/3
Kicker (You may pay an additional as you play this spell.)
Trample; haste (This creature may attack and the turn it comes under your control.)
At end of turn, sacrifice Skizzik unless the kicker cost was paid.

Skulking Fugitive 2
Creature — Mercenary
3/4
When Skulking Fugitive becomes the target of a spell or ability, sacrifice it.

Skulking Ghost 1
Creature — Ghost
2/1
Flying
When Skulking Ghost becomes the target of a spell or ability, sacrifice it.

Skull Catapult 4
Artifact
1, , Sacrifice a creature: Skull Catapult deals 2 damage to target creature or player.

Skull Fracture
Sorcery
Target player discards a card from his or her hand.
Flashback 3 (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

Skull of Ramos 3
Artifact
: Add one black mana to your mana pool.
Sacrifice Skull of Ramos: Add one black mana to your mana pool.

Sky Diamond 2
Artifact
Sky Diamond comes into play tapped.
: Add to your mana pool.

Sky Spirit 1
Creature — Spirit
2/2
Flying, first strike

Sky Weaver 1
Creature — Wizard
2/1
2: Target white or black creature gains flying until end of turn.

Skycloud Egg 1
Artifact
2, , Sacrifice Skycloud Egg: Add to your mana pool. Draw a card.

Skycloud Expanse
Land
1, : Add to your mana pool.

Skyshaper 2
Artifact
Sacrifice Skyshaper: Creatures you control gain flying until end of turn.

Skyship Weatherlight 4
Legendary Artifact
When Skyship Weatherlight comes into play, search your library for any number of artifact and/or creature cards and remove them from the game. Then shuffle your library.
4, : Choose a card at random that was removed from the game with Skyship Weatherlight. Put that card into its owner's hand.

Skyshooter 1
Creature — Centaur
1/2
Skyshooter may block as though it had flying.
, Sacrifice Skyshooter: Destroy target attacking or blocking creature with flying.

Skyshroud Archer
Creature — Elf
1/1
: Target creature with flying gets -1/-1 until end of turn.

Skyshroud Behemoth 5
Creature — Beast
10/10
Fading 2 (This creature comes into play with two fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)
Skyshroud Behemoth comes into play tapped.

Skyshroud Blessing 1
InstantLands can't be the targets of spells or abilities this turn.
Draw a card.

Skyshroud Claim 3
Sorcery
Search your library for up to two forest cards and put them into play. Then shuffle your library.

Skyshroud Condor 1
Creature — Bird
2/2
Flying
You can't play Skyshroud Condor unless you've played another spell this turn.

Skyshroud Cutter 3
Creature — Beast
2/2
If you control a forest, you may have each other player gain 5 life rather than pay Skyshroud Cutter's mana cost.

Skyshroud Elf 1
Creature — Elf
1/1
: Add to your mana pool.
1: Add or to your mana pool.

Skyshroud Elite
Creature — Elf
1/1
Skyshroud Elite gets +1/+2 as long as an opponent controls a nonbasic land.

Skyshroud Falcon 1
Creature — Bird
1/1
Flying
Attacking doesn't cause Skyshroud Falcon to tap.

Skyshroud Forest
Land
Skyshroud Forest comes into play tapped.
⊙: Add one colorless mana to your mana pool.
⊙: Add 🍂 or 🌲 to your mana pool.
Skyshroud Forest deals 1 damage to you.

Skyshroud Poacher   2🌲🌲
Creature — Rebel
2/2
3, ⊙: Search your library for an Elf card and put that card into play. Then shuffle your library.

Skyshroud Ranger   🌲
Creature — Elf
1/1
⊙: Put a land card from your hand into play. Play this ability only any time you could play a sorcery.

Skyshroud Ridgeback   🌲
Creature — Beast
2/3
Fading 2 (*This creature comes into play with two fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.*)

Skyshroud Sentinel   2🌲
Creature — Elf
1/1
When Skyshroud Sentinel comes into play, you may search your library for up to three cards named Skyshroud Sentinel, reveal them, and put them into your hand. If you do, shuffle your library.

Skyshroud Troll   2🌲🌲
Creature — Troll
3/3
1🌲: Regenerate Skyshroud Troll.

Skyshroud Troopers   3🌲
Creature — Elf
3/3
⊙: Add 🌲 to your mana pool.

Skyshroud Vampire   3💀💀
Creature — Vampire
3/3
Flying
Discard a creature card from your hand: Skyshroud Vampire gets +2/+2 until end of turn.

Skyshroud War Beast   1🌲
Creature — Beast
/
Trample
As Skyshroud War Beast comes into play, choose an opponent.
Skyshroud War Beast's power and toughness are each equal to the number of nonbasic lands the chosen player controls.

Slaughter   2💀💀
Instant
Buyback — Pay 4 life. (*If you pay 4 life in addition to any other costs as you play this spell, put it into your hand instead of your graveyard as part of its resolution.*)
Destroy target nonblack creature. It can't be regenerated.

Slay   2💀
Instant
Destroy target green creature. It can't be regenerated. Draw a card.

Sleeper Agent   💀
Creature — Minion
3/3
When Sleeper Agent comes into play, target opponent gains control of it.
At the beginning of your upkeep, Sleeper Agent deals 2 damage to you.

Sleeper's Guile   2💀
Enchant Creature
Enchanted creature can't be blocked except by artifact creatures and/or black creatures.
When Sleeper's Guile is put into a graveyard from play, return Sleeper's Guile to its owner's hand.

Sleeper's Robe
🍂💀
Enchant Creature
Enchanted creature can't be blocked except by artifact creatures and/or black creatures.
Whenever enchanted creature deals combat damage to an opponent, you may draw a card.

Sleeping Potion   1🍂
Enchant Creature
When Sleeping Potion comes into play, tap enchanted creature.
Enchanted creature doesn't untap during its controller's untap step.
When enchanted creature becomes the target of a spell or ability, sacrifice Sleeping Potion.

Sleight of Hand   🍂
Sorcery
Look at the top two cards of your library. Put one of them into your hand and the other on the bottom of your library.

Sleight of Mind   🍂
Instant
Change the text of target spell or permanent by replacing all instances of one color word with another. (*For example, you may change "target black spell" to "target blue spell."*) (*This effect doesn't end at end of turn.*)

Slimy Kavu   2🔥
Creature — Kavu
2/2
⊙: Target land becomes a swamp until end of turn.

Slingshot Goblin   2🔥
Creature — Goblin
2/2
🔥, ⊙: Slingshot Goblin deals 2 damage to target blue creature.

Slinking Serpent   2🍂💀
Creature — Serpent
2/3
Forestwalk (*This creature is unblockable as long as defending player controls a forest.*)

Slinking Skirge   3💀
Creature — Imp
2/1
Flying
2, Sacrifice Slinking Skirge: Draw a card.

Slippery Karst
Land
Slippery Karst comes into play tapped.
⊙: Add 🌲 to your mana pool.
Cycling 2 (2, *Discard this card from your hand: Draw a card.*)

Sliptide Serpent   4 ♦ ♦
Creature — Serpent
4/4
3 ♦: Return Sliptide Serpent to its owner's hand.

Sliver Queen   ✱ ♦ ♣ ♠ ⚄
Creature — Sliver Legend
7/7
2: Put a 1/1 colorless Sliver creature token into play.

Slow Motion   2 ♦
Enchant Creature
At the beginning of the upkeep of enchanted creature's controller, that player sacrifices that creature unless he or she pays 2.
When Slow Motion is put into a graveyard from play, return Slow Motion to its owner's hand.

Sluggishness   1 ⚄
Enchant Creature
Enchanted creature can't block.
When Sluggishness is put into a graveyard from play, return Sluggishness to its owner's hand.

Smash   2 ⚄
Instant
Destroy target artifact.
Draw a card.

Smite   ✱
Instant
Destroy target blocked creature.

Smoke   ⚄ ⚄
Enchantment
Players can't untap more than one creature during their untap steps.

Smokestack   4
Artifact
At the beginning of your upkeep, you may put a soot counter on Smokestack.
At the beginning of each player's upkeep, that player sacrifices a permanent for each soot counter on Smokestack.

Smoldering Crater
Land
Smoldering Crater comes into play tapped.
⚄: Add ⚄ to your mana pool.
Cycling 2 (2, *Discard this card from your hand: Draw a card.*)

Smoldering Tar   2 ♣ ⚄
Enchantment
At the beginning of your upkeep, target player loses 1 life.
Sacrifice Smoldering Tar: Smoldering Tar deals 4 damage to target creature. Play this ability only any time you could play a sorcery.

Snag   3 ♣
Instant
You may discard a forest from your hand rather than pay Snag's mana cost.
Prevent all combat damage that would be dealt by unblocked creatures this turn.

Snake Basket   4
Artifact
X, Sacrifice Snake Basket: Put X 1/1 green Cobra creature tokens into play. Play this ability only any time you could play a sorcery.

Snake Pit   3 ♠
Enchantment
Whenever an opponent plays a blue or black spell, you may put a 1/1 green Snake creature token into play.

Snap   1 ♦
Instant
Return target creature to its owner's hand.
Untap up to two lands.

Sneak Attack   3 ⚄
Enchantment
⚄: Put a creature card from your hand into play. That creature gains haste until end of turn. Sacrifice the creature at end of turn. (*The creature may attack and ⚄ the turn it comes under your control.*)

Sneaky Homunculus   1 ♦
Creature — Illusion
1/1
Sneaky Homunculus can't block or be blocked by creatures with power 2 or greater.

Snorting Gahr   2 ♠ ♠
Creature — Beast
3/3
Whenever Snorting Gahr becomes blocked, it gets +2/+2 until end of turn.

Snow Devil   1 ♦
Enchant Creature
Enchanted creature has flying.
Enchanted creature has first strike as long as it's blocking and you control a snow-covered land.

Snow Fortress   5
Artifact Creature — Wall
0/4
(*Walls can't attack.*)
1: Snow Fortress gets +1/+0 until end of turn.
1: Snow Fortress gets +0/+1 until end of turn.
3: Snow Fortress deals 1 damage to target creature without flying that's attacking you.

Snow Hound   2 ✱
Creature — Hound
1/1
1, ⚄: Return Snow Hound and target blue or green creature you control to their owner's hand.

Snowblind   3 ♠
Enchant Creature
Enchanted creature gets -X/-X. If enchanted creature is attacking, X is the number of snow-covered lands defending player controls. Otherwise, X is the number of snow-covered lands enchanted creature's controller controls. If this would reduce the creature's toughness to less than 1, reduce the creature's toughness to 1 instead.

Snow-Covered Forest
Land
Snow-covered
Snow-Covered Forest is a forest in addition to its land type.

Snow-Covered Island
Land
Snow-covered
Snow-Covered Island is an island in addition to its land type.

Snow-Covered Mountain
Land
Snow-covered
Snow-Covered Mountain is a mountain in addition to its land type.

Snow-Covered Plains
Land
Snow-covered
Snow-Covered Plains is a plains in addition to its land type.

Snow-Covered Swamp
Land
Snow-covered
Snow-Covered Swamp is a swamp in addition to its land type.

Snowfall 2◆
Enchantment
Cumulative upkeep ◆
Whenever an island is tapped for mana, its controller may add ◆ to his or her mana pool. If that island is a snow-covered land, its controller may add ◆◆ to his or her mana pool instead. Spend this mana only to pay for cumulative upkeep.

Snuff Out 3✿
Instant
If you control a swamp, you may pay 4 life rather than pay Snuff Out's mana cost. Destroy target nonblack creature. It can't be regenerated.

Soar 1◆
Enchant Creature
You may play Soar any time you could play an instant. If it was played any time a sorcery couldn't have been played, sacrifice it at end of turn. Enchanted creature gets +0/+1 and has flying.

Sol Grail 3
Artifact
As Sol Grail comes into play, choose a color.
⟳: Add one mana of the chosen color to your mana pool.

Soldevi Adnate 1✿
Creature — Cleric
1/2
⟳, Sacrifice a black or artifact creature: Add an amount of black mana equal to the sacrificed creature's converted mana cost to your mana pool.

Soldevi Digger 2
Artifact
2: Put the top card of your graveyard on the bottom of your library.

Soldevi Excavations
Land
If Soldevi Excavations would come into play, sacrifice an untapped island instead. If you do, put Soldevi Excavations into play. If you don't, put it into its owner's graveyard.
⟳: Add ◆ and one colorless mana to your mana pool.
1, ⟳: Look at the top card of your library. You may put that card on the bottom of your library.

Soldevi Golem 4
Artifact Creature — Golem
5/3
Soldevi Golem doesn't untap during your untap step.
At the beginning of your upkeep, you may untap target tapped creature an opponent controls. If you do, untap Soldevi Golem.

Soldevi Heretic 2◆
Creature — Heretic
2/2
✴, ⟳: Prevent the next 2 damage that would be dealt to target creature this turn. Target opponent may draw a card.

Soldevi Machinist 1◆
Creature — Wizard
1/1
⟳: Add two colorless mana to your mana pool. This mana may be spent only on an activation cost of an artifact's ability.

Soldevi Sage 1◆
Creature — Wizard
1/1
⟳, Sacrifice two lands: Draw three cards, then discard one of them.

Soldevi Sentry 1
Artifact Creature
1/1
1: The next time Soldevi Sentry would be destroyed this turn, instead it regenerates and target opponent may draw a card.

Soldevi Simulacrum 4
Artifact Creature
2/4
Cumulative upkeep 1
1: Soldevi Simulacrum gets +1/+0 until end of turn.

Soldevi Steam Beast 5
Artifact Creature
4/2
Whenever Soldevi Steam Beast becomes tapped, target opponent gains 2 life.
2: Regenerate Soldevi Steam Beast.

Soldier of Fortune ❧
Creature — Mercenary
1/1
❧, ⟳: Target player shuffles his or her library.

Solfatara 2❧
Instant
Target player can't play lands this turn. Draw a card at the beginning of the next turn's upkeep.

Solidarity 3✴
Instant
Creatures you control get +0/+5 until end of turn.

Soltari Champion 2✴
Creature — Soldier
2/2
Shadow (This creature may block or be blocked by only creatures with shadow.)
Whenever Soltari Champion attacks, all other creatures you control get +1/+1 until end of turn.

Soltari Crusader 2✹
Creature — Knight
2/1
Shadow *(This creature may block or be blocked by only creatures with shadow.)*
1✹: Soltari Crusader gets +1/+0 until end of turn.

Soltari Emissary 1✹
Creature — Soldier
2/1
✹: Soltari Emissary gains shadow until end of turn. *(This creature may block or be blocked by only creatures with shadow.)*

Soltari Foot Soldier ✹
Creature — Soldier
1/1
Shadow *(This creature may block or be blocked by only creatures with shadow.)*

Soltari Guerrillas 2✹➋
Creature — Soldier
3/2
Shadow *(This creature may block or be blocked by only creatures with shadow.)*
0: The next time Soltari Guerrillas would deal combat damage to defending player this turn, it deals that damage to target creature instead.

Soltari Lancer 2✹
Creature — Knight
2/2
Shadow *(This creature may block or be blocked by only creatures with shadow.)*
Whenever Soltari Lancer attacks, it gains first strike until end of combat.

Soltari Monk ✹✹
Creature — Cleric
2/1
Protection from black; shadow *(This creature may block or be blocked by only creatures with shadow.)*

Soltari Priest ✹✹
Creature — Cleric
2/1
Protection from red; shadow *(This creature may block or be blocked by only creatures with shadow.)*

Soltari Trooper 1✹
Creature — Soldier
1/1
Shadow *(This creature may block or be blocked by only creatures with shadow.)*
Whenever Soltari Trooper attacks, it gets +1/+1 until end of turn.

Soltari Visionary 1✹✹
Creature — Cleric
2/2
Shadow *(This creature may block or be blocked by only creatures with shadow.)*
Whenever Soltari Visionary deals damage to a player, destroy target enchantment that player controls.

Somnophore 2♦♦
Creature — Illusion
2/2
Flying
Whenever Somnophore deals damage to a player, tap target creature that player controls. That creature doesn't untap during its controller's untap step as long as Somnophore remains in play.

Song of Blood 1➋
Sorcery
Put the top four cards from your library into your graveyard.
Whenever a creature attacks this turn, it gets +1/+0 until end of turn for each creature card put into your graveyard this way.

Song of Serenity 1♠
Enchantment
Enchanted creatures can't attack or block.

Songs of the Damned ❂
Instant
Add ❂ to your mana pool for each creature card in your graveyard.

Songstitcher ✹
Creature — Cleric
1/1
1✹: Prevent all combat damage that would be dealt this turn by target attacking creature with flying.

Sonic Burst 1➋
Instant
As an additional cost to play Sonic Burst, discard a card at random from your hand.
Sonic Burst deals 4 damage to target creature or player.

Soothing Balm 1✹
Instant
Target player gains 5 life.

Soothsaying ♦
Enchantment
3♦♦: Shuffle your library.
X: Look at the top X cards of your library and put them back in any order.

Soraya the Falconer 1✹✹
Creature — Legend
2/2
All Birds get +1/+1.
1✹: Target Bird gains banding until end of turn.

Sorceress Queen 1❂❂
Creature — Sorceress
1/1
❂: Target creature other than Sorceress Queen is 0/2 until end of turn.

Soul Barrier 2♦
Enchantment
Whenever an opponent plays a creature spell, Soul Barrier deals 2 damage to that player unless he or she pays 2.

Soul Burn X 2❂
Sorcery
Spend only black and/or red mana for X.
Soul Burn deals X damage to target creature or player. You gain life equal to the damage dealt, but not more than the amount of ❂ spent on X, the player's life total before Soul Burn dealt damage, or the creature's toughness.

Soul Channeling 2❂
Enchant Creature
Pay 2 life: Regenerate enchanted creature.

Soul Charmer 2✹
Creature — Rebel
2/2
Whenever Soul Charmer deals combat damage to a creature, you gain 2 life unless that creature's controller pays 2.

Soul Echo X✹✹
Enchantment
Soul Echo comes into play with X echo counters on it.
At the beginning of your upkeep, if there are no echo counters on Soul Echo, sacrifice it. Otherwise, an opponent may choose that for each 1 damage that would be dealt to you until your next upkeep, you remove 1 echo counter from Soul Echo instead.
You don't lose the game for having 0 or less life.

Soul Feast 3🕯🕯
Sorcery
Target player loses 4 life and you gain 4 life.

Soul Kiss 2🕯
Enchant Creature
🕯, Pay 1 life: Enchanted creature gets +2/+2 until end of turn. Play this ability no more than three times each turn.

Soul Link 1✹🕯
Enchant Creature
Whenever enchanted creature deals damage, you gain that much life.
Whenever enchanted creature is dealt damage, you gain that much life.

Soul Net 1
Artifact
Whenever a creature is put into a graveyard, you may pay 1. If you do, you gain 1 life.

Soul Rend 1🕯
Instant
Destroy target creature if it's white. A creature destroyed this way can't be regenerated. Draw a card at the beginning of the next turn's upkeep.

Soul Sculptor 2✹
Creature — Townsfolk
1/1
1✹, 🅣: Target creature becomes an enchantment and loses all abilities until a player plays a creature spell.

Soul Shepherd 1✹
Creature — Cleric
2/1
✹, Remove a creature card in your graveyard from the game: You gain 1 life.

Soul Strings X🕯
Sorcery
Return two target creature cards from your graveyard to your hand unless any player pays X.

Soul Warden ✹
Creature — Cleric
1/1
Whenever another creature comes into play, you gain 1 life.

Soulcatcher 1✹
Creature — Bird Soldier
1/1
Flying
Whenever a creature with flying is put into a graveyard from play, put a +1/+1 counter on Soulcatcher.

Souldrinker 3🕯
Creature — Spirit
2/2
Pay 3 life: Put a +1/+1 counter on Souldrinker.

Soulshriek 🕯
Instant
Target creature you control gets +X/+0 until end of turn, where X is the number of creature cards in your graveyard. Sacrifice that creature at end of turn.

Southern Paladin 2✹✹
Creature — Knight
3/3
✹✹, 🅣: Destroy target red permanent.

Sowing Salt 2🜂🜂
Sorcery
Remove target nonbasic land from the game. Search its controller's graveyard, hand, and library for all cards with the same name as that land and remove them from the game. That player then shuffles his or her library.

Spark Mage 🜂
Creature — Dwarf Wizard
1/1
Whenever Spark Mage deals combat damage to a player, you may have Spark Mage deal 1 damage to target creature that player controls.

Sparkcaster 2🜂♠
Creature — Kavu
5/3
When Sparkcaster comes into play, return a red or green creature you control to its owner's hand. When Sparkcaster comes into play, it deals 1 damage to target player.

Sparring Golem 3
Artifact Creature — Golem
2/2
Whenever Sparring Golem becomes blocked, it gets +1/+1 until end of turn for each creature blocking it.

Spatial Binding 💧🕯
Enchantment
Pay 1 life: Until your next upkeep step, target permanent can't phase out.

Spawning Pool
Land
Spawning Pool comes into play tapped.
🅣: Add one black mana to your mana pool.
1🕯: Spawning Pool becomes a 1/1 black creature with "🕯: Regenerate this creature" until end of turn. It's still a land.

Specter's Wail 1🕯
Sorcery
Target player discards a card at random from his or her hand.

Spectral Bears 1🌳
Creature — Bear
3/3
Whenever Spectral Bears attacks, if defending player controls no black cards, it doesn't untap during your next untap step.

Spectral Guardian 2🌳🌳
Creature — Guardian
2/3
Noncreature artifacts can't be the target of spells or abilities as long as Spectral Guardian is untapped.

Spectral Lynx 1☀
Creature — Cat
2/1
Protection from green
🌳: Regenerate Spectral Lynx.

Spectral Shield 1☀💧
Enchant Creature
Enchanted creature gets +0/+2 and can't be the target of spells.

Spell Blast X💧
Instant
Counter target spell with converted mana cost X.

Spellbane Centaur 2🌳
Creature — Centaur
3/2
Creatures you control can't be the targets of blue spells or abilities from blue sources.

Spellbook 0
Artifact
You have no maximum hand size.

Spellshock 2🔴
Enchantment
Whenever a player plays a spell, Spellshock deals 2 damage to that player.

Sphere of Duty 3☀
Enchantment
If a green source would deal damage to you, prevent 2 of that damage.

Sphere of Grace 3☀
Enchantment
If a black source would deal damage to you, prevent 2 of that damage.

Sphere of Law 3☀
Enchantment
If a red source would deal damage to you, prevent 2 of that damage.

Sphere of Reason 3☀
Enchantment
If a blue source would deal damage to you, prevent 2 of that damage.

Sphere of Resistance 2
Artifact
Spells cost 1 more to play.

Sphere of Truth 3☀
Enchantment
If a white source would deal damage to you, prevent 2 of that damage.

Spider Climb 🌳
Enchant Creature
You may play Spider Climb any time you could play an instant. If it was played any time a sorcery couldn't have been played, sacrifice it at end of turn.
Enchanted creature gets +0/+3 and may block as though it had flying.

Spidersilk Armor 2🌳
Enchantment
Creatures you control get +0/+1 and may block as though they had flying.

Spike Breeder 3🌳
Creature — Spike
0/0
Spike Breeder comes into play with three +1/+1 counters on it.
2, Remove a +1/+1 counter from Spike Breeder: Put a +1/+1 counter on target creature.
2, Remove a +1/+1 counter from Spike Breeder: Put a 1/1 green Spike creature token into play.

Spike Cannibal 1🌳🌳
Creature — Spike
0/0
Spike Cannibal comes into play with a +1/+1 counter on it.
When Spike Cannibal comes into play, move all +1/+1 counters from all creatures onto it.

Spike Colony 4🌳
Creature — Spike
0/0
Spike Colony comes into play with four +1/+1 counters on it.
2, Remove a +1/+1 counter from Spike Colony: Put a +1/+1 counter on target creature.

Spike Drone 🌳
Creature — Spike
0/0
Spike Drone comes into play with a +1/+1 counter on it.
2, Remove a +1/+1 counter from Spike Drone: Put a +1/+1 counter on target creature.

Spike Feeder 1🌳🌳
Creature — Spike
0/0
Spike Feeder comes into play with two +1/+1 counters on it.
2, Remove a +1/+1 counter from Spike Feeder: Put a +1/+1 counter on target creature.
Remove a +1/+1 counter from Spike Feeder: You gain 2 life.

Spike Hatcher 6🌳
Creature — Spike
0/0
Spike Hatcher comes into play with six +1/+1 counters on it.
2, Remove a +1/+1 counter from Spike Hatcher: Put a +1/+1 counter on target creature.
1, Remove a +1/+1 counter from Spike Hatcher: Regenerate Spike Hatcher.

Spike Rogue — 1🂱🂱
Creature — Spike
0/0
Spike Rogue comes into play with two +1/+1 counters on it.
2, Remove a +1/+1 counter from Spike Rogue: Put a +1/+1 counter on target creature.
2, Remove a +1/+1 counter from a creature you control: Put a +1/+1 counter on Spike Rogue.

Spike Soldier — 2🂱🂱
Creature — Spike
0/0
Spike Soldier comes into play with three +1/+1 counters on it.
2, Remove a +1/+1 counter from Spike Soldier: Put a +1/+1 counter on target creature.
Remove a +1/+1 counter from Spike Soldier: Spike Soldier gets +2/+2 until end of turn.

Spike Weaver — 2🂱🂱
Creature — Spike
0/0
Spike Weaver comes into play with three +1/+1 counters on it.
2, Remove a +1/+1 counter from Spike Weaver: Put a +1/+1 counter on target creature.
1, Remove a +1/+1 counter from Spike Weaver: Prevent all combat damage that would be dealt this turn.

Spike Worker — 2🂱
Creature — Spike
0/0
Spike Worker comes into play with two +1/+1 counters on it.
2, Remove a +1/+1 counter from Spike Worker: Put a +1/+1 counter on target creature.

Spiketail Drake — 3💧💧
Creature — Drake
3/3
Flying
Sacrifice Spiketail Drake: Counter target spell unless its controller pays 3.

Spiketail Hatchling — 1💧
Creature — Drake
1/1
Flying
Sacrifice Spiketail Hatchling: Counter target spell unless its controller pays 1.

Spinal Embrace — 3💧💧🂱
Instant
Play Spinal Embrace only during combat. Untap target creature you don't control and gain control of it. It gains haste until end of turn. At end of turn, sacrifice it. If you do, you gain life equal to its toughness. (The creature may attack and tap the turn it comes under your control.)

Spinal Graft — 1🂱
Enchant Creature
Enchanted creature gets +3/+3.
When enchanted creature becomes the target of a spell or ability, destroy enchanted creature. It can't be regenerated.

Spindrift Drake — 💧
Creature — Drake
2/1
Flying
At the beginning of your upkeep, sacrifice Spindrift Drake unless you pay 💧.

Spined Fluke — 2🂱
Creature — Horror
5/1
When Spined Fluke comes into play, sacrifice a creature.
🂱: Regenerate Spined Fluke.

Spined Sliver — 🂱🂱
Creature — Sliver
2/2
Whenever a Sliver becomes blocked, that Sliver gets +1/+1 until end of turn for each creature blocking it.

Spined Wurm — 4🂱
Creature — Wurm
5/4

Spineless Thug — 1🂱
Creature — Mercenary
2/2
Spineless Thug can't block.

Spinning Darkness — 4🂱🂱
Instant
You may remove the top three black cards in your graveyard from the game rather than pay Spinning Darkness's mana cost.
Spinning Darkness deals 3 damage to target nonblack creature. You gain 3 life.

Spiny Starfish — 2💧
Creature — Starfish
0/1
💧: Regenerate Spiny Starfish.
At end of turn, if Spiny Starfish regenerated this turn, put a 0/1 blue Starfish creature token into play for each time it regenerated this turn.

Spire Owl — 1💧
Creature — Bird
1/1
Flying
When Spire Owl comes into play, look at the top four cards of your library, then put them back in any order.

Spirit en-Kor — 3☀
Creature — Spirit
2/2
Flying
0: The next 1 damage that would be dealt to Spirit en-Kor this turn is dealt to target creature you control instead.

Spirit Link — ☀
Enchant Creature
Whenever enchanted creature deals damage, you gain that much life.

Spirit Mirror — 2☀☀
Enchantment
At the beginning of your upkeep, if there are no Reflection tokens in play, put a 2/2 white Reflection creature token into play.
0: Destroy target Reflection.

Spirit of Resistance — 2☀
Enchantment
If you control a permanent of each color, prevent all damage that would be dealt to you.

Spirit of the Night 6🕱🕱🕱
Creature — Legend
6/5
Flying, trample, protection from black; haste
(This creature may attack and 🕱 the turn it comes under your control.)
Whenever Spirit of the Night attacks, it gains first strike until end of combat.

Spirit Weaver 1✹
Creature — Wizard
2/1
2: Target green or blue creature gets +0/+1 until end of turn.

Spiritmonger 3🕱🕯
Creature — Beast
6/6
Whenever Spiritmonger deals damage to a creature, put a +1/+1 counter on Spiritmonger.
🕯: Regenerate Spiritmonger.
🕱: Spiritmonger becomes the color of your choice until end of turn.

Spiritual Asylum 2✹✹
Enchantment
Creatures and lands you control can't be the target of spells or abilities.
When a creature you control attacks, sacrifice Spiritual Asylum.

Spiritual Focus 1✹
Enchantment
Whenever a spell or ability an opponent controls causes you to discard a card, you gain 2 life and you may draw a card.

Spiritualize 2✹
Instant
Until end of turn, whenever target creature deals damage, you gain that much life.
Draw a card.

Spite / Malice 3🔶 / 3🕱
Instant / Instant
Counter target noncreature spell. / Destroy target nonblack creature. It can't be regenerated.

Spiteful Bully 1🕱
Creature — Mercenary
3/3
At the beginning of your upkeep, Spiteful Bully deals 3 damage to target creature you control.

Spitting Drake 3🕯
Creature — Drake
2/2
Flying
🕯: Spitting Drake gets +1/+0 until end of turn. Play this ability no more than once each turn.

Spitting Earth 1🕯
Sorcery
Spitting Earth deals damage equal to the number of mountains you control to target creature.

Spitting Hydra 3🕯🕯
Creature — Hydra
0/0
Spitting Hydra comes into play with four +1/+1 counters on it.
1🕯, Remove a +1/+1 counter from Spitting Hydra: Spitting Hydra deals 1 damage to target creature.

Spitting Spider 3🍃🍃
Creature — Spider
3/5
Spitting Spider may block as though it had flying.
Sacrifice a land: Spitting Spider deals 1 damage to each creature with flying.

Splinter 2🍃🍃
Sorcery
Remove target artifact from the game. Search its controller's graveyard, hand, and library for all cards with the same name as that artifact and remove them from the game. That player then shuffles his or her library.

Splintering Wind 2🍃🍃
Enchantment
2🍃: Splintering Wind deals 1 damage to target creature. Put a 1/1 green Sprite creature token into play with flying and "Cumulative upkeep 🍃."
Whenever a Sprite token leaves play, it deals 1 damage to you and to each creature you control.

Spoils of Evil 2🕱
Instant
For each artifact or creature card in an opponent's graveyard, add one colorless mana to your mana pool and you gain 1 life.

Spoils of War X🕱
Sorcery
Put X +1/+1 counters on any number of target creatures, distributed as you choose, where X is the number of creature and artifact cards in an opponent's graveyard.

Spontaneous Combustion 1🕱🕯
Instant
As an additional cost to play Spontaneous Combustion, sacrifice a creature.
Spontaneous Combustion deals 3 damage to each creature.

Spontaneous Generation 3🍃
Sorcery
Put a 1/1 green Saproling creature token into play for each card in your hand.

Spore Frog 🍃
Creature — Frog
1/1
Sacrifice Spore Frog: Prevent all combat damage that would be dealt this turn.

Sporogenesis 3🍃
Enchantment
At the beginning of your upkeep, you may put a fungus counter on target nontoken creature.
Whenever a creature is put into a graveyard, put a 1/1 green Saproling creature token into play for each fungus counter on that creature.
When Sporogenesis leaves play, remove all fungus counters from all creatures.

Spreading Algae 🍃
Enchant Land
Spreading Algae can enchant only a swamp.
When enchanted land becomes tapped, destroy that land.
When Spreading Algae is put into a graveyard from play, return Spreading Algae to its owner's hand.

Spreading Plague　　4🔮
Enchantment
Whenever a creature comes into play, destroy all other creatures that share a color with it. They can't be regenerated.

Springing Tiger　　3🌿
Creature — Cat
3/3
Threshold — Springing Tiger gets +2/+2. *(You have threshold as long as seven or more cards are in your graveyard.)*

Spur Grappler　　2
Creature — Beast
2/1
Spur Grappler gets +2/+1 as long as you control no untapped lands.

Squall　　2🌿
Sorcery
Squall deals 2 damage to each creature with flying.

Squallmonger　　3🌿
Creature — Monger
3/3
2: Squallmonger deals 1 damage to each creature with flying and each player. Any player may play this ability.

Squandered Resources　　🌿🌿
Enchantment
Sacrifice a land: Add to your mana pool one mana of any type the sacrificed land could produce.

Squee, Goblin Nabob　　2
Creature — Goblin Legend
1/1
At the beginning of your upkeep, if Squee, Goblin Nabob is in your graveyard, you may return Squee to your hand.

Squee's Embrace　　🌿✳
Enchant Creature
Enchanted creature gets +2/+2. When enchanted creature is put into a graveyard, return that creature card to its owner's hand.

Squee's Revenge　　1
Sorcery
Choose a number. Flip a coin that many times or until you lose a flip, whichever comes first. If you win all the flips, draw two cards for each flip.

Squee's Toy　　1
Artifact
🌀: Prevent the next 1 damage that would be dealt to target creature this turn.

Squeeze　　3
Enchantment
Sorcery spells cost 3 more to play.

Squirming Mass　　1🌿
Creature — Horror
1/1
Squirming Mass can't be blocked except by artifact creatures and/or black creatures.

Squirrel Mob　　1🌿🌿
Creature — Squirrel
2/2
Squirrel Mob gets +1/+1 for each other Squirrel in play.

Squirrel Nest　　1🌿🌿
Enchant Land
Enchanted land has "🌀: Put a 1/1 green Squirrel creature token into play."

Squirrel Wrangler　　2🌿🌿
Creature — Druid
2/2
1🌿, Sacrifice a land: Put two 1/1 green Squirrel creature tokens into play.
1🌿, Sacrifice a land: All Squirrels get +1/+1 until end of turn.

Staff of the Ages　　3
Artifact
Creatures with landwalk abilities may be blocked as though they didn't have those abilities.

Stalking Assassin　　1
Creature — Assassin
1/1
3, 🌀: Tap target creature.
3, 🌀: Destroy target tapped creature.

Stalking Bloodsucker　　4
Creature — Vampire
4/4
Flying
1, Discard a card from your hand: Stalking Bloodsucker gets +2/+2 until end of turn.

Stalking Stones
Land
🌀: Add one colorless mana to your mana pool.
6: Stalking Stones becomes a 3/3 artifact creature that's still a land. *(This effect doesn't end at end of turn.)*

Stalking Tiger　　3🌿
Creature — Tiger
3/3
Stalking Tiger can't be blocked by more than one creature.

Stamina　　2🌿
Enchant Creature
Attacking doesn't cause enchanted creature to tap. Sacrifice Stamina: Regenerate enchanted creature.

Stampede Driver　　🌿
Creature — Spellshaper
1/1
1🌿, 🌀, Discard a card from your hand: Creatures you control get +1/+1 and gain trample until end of turn.

Stampede　　1🌿🌿
Instant
Attacking creatures get +1/+0 and gain trample until end of turn.

Stampeding Wildebeests　　2🌿🌿
Creature — Wildebeest
5/4
Trample
At the beginning of your upkeep, return a green creature you control to its owner's hand.

Stand / Deliver
W / 2
Instant / Instant
Prevent the next 2 damage that would be dealt to target creature this turn. / Return target permanent to its owner's hand.

Stand or Fall   3🝮
Enchantment
At the beginning of your combat phase, separate all creatures defending player controls into two face-up piles. Only creatures in the pile of that player's choice may block this turn.

Standard Bearer   1✸
Creature — Flagbearer
1/1
If a spell or ability an opponent controls could target a Flagbearer in play, that player chooses at least one Flagbearer as a target.

Standing Troops   2✸
Creature — Soldier
1/4
Attacking doesn't cause Standing Troops to tap.

Standstill   1💧
Enchantment
When a player plays a spell, sacrifice Standstill. If you do, each of that player's opponents draws three cards.

Star Compass   2
Artifact
Star Compass comes into play tapped.
⊙: Add to your mana pool one mana of any color a basic land you control could produce.

Starke of Rath   1🝮🝮
Creature — Legend
2/2
⊙: Destroy target artifact or creature. That permanent's controller gains control of Starke of Rath. *(This effect doesn't end at end of turn.)*

Starlight   1✸
Sorcery
You gain 3 life for each black creature target opponent controls.

Stasis   1💧
Enchantment
Players skip their untap steps.
At the beginning of your upkeep, sacrifice Stasis unless you pay 💧.

Statecraft   3💧
Enchantment
Prevent all combat damage that would be dealt to and dealt by creatures you control.

Static Orb   3
Artifact
If Static Orb is untapped, players can't untap more than two permanents during their untap steps.

Staunch Defenders   3✸✸
Creature — Soldier
3/4
When Staunch Defenders comes into play, you gain 4 life.

Steadfast Guard   ✸✸
Creature — Rebel
2/2
Attacking doesn't cause Steadfast Guard to tap.

Steal Artifact   2💧💧
Enchant Artifact
You control enchanted artifact.

Steal Enchantment   💧💧
Enchant Enchantment
You control enchanted enchantment.

Steal Strength   1🝮
Instant
Target creature gets +1/+1 until end of turn.
Another target creature gets -1/-1 until end of turn.

Steam Blast   2🝮
Sorcery
Steam Blast deals 2 damage to each creature and each player.

Steam Vines   1🝮🝮
Enchant Land
When enchanted land becomes tapped, destroy it and Steam Vines deals 1 damage to that land's controller. That player moves Steam Vines to a land of his or her choice.

Steamclaw   2
Artifact
3, ⊙: Remove target card in a graveyard from the game.
1, Sacrifice Steamclaw: Remove target card in a graveyard from the game.

Steel Golem   3
Artifact Creature — Golem
3/4
You can't play creature spells.

Steel Leaf Paladin   4🍀✸
Creature — Knight
4/4
First strike
When Steel Leaf Paladin comes into play, return a green or white creature you control to its owner's hand.

Stench of Decay   1🍀🍀
Instant
Nonartifact creatures get -1/-1 until end of turn.

Stench of Evil   2🍀🍀
Sorcery
Destroy all plains. For each land put into a graveyard this way, Stench of Evil deals 1 damage to that land's controller unless he or she pays 2.

Sterling Grove   🍀✸
Enchantment
All other enchantments you control can't be the targets of spells or abilities.
1, Sacrifice Sterling Grove: Search your library for an enchantment card and reveal that card. Shuffle your library, then put the card on top of it.

Stern Proctor   💧💧
Creature — Wizard
1/2
When Stern Proctor comes into play, return target artifact or enchantment to its owner's hand.

Still Life   1🍀🍀
Enchantment
🍀🍀: Still Life becomes a 4/3 Centaur creature until end of turn. It's still an enchantment.

Stinging Barrier   2

Creature — Wall

0/4

(Walls can't attack.)

, : Stinging Barrier deals 1 damage to target creature or player.

Stinging Licid   1

Creature — Licid

1/1

1 , : Stinging Licid loses all abilities, becomes an enchant creature enchanting target creature, and gains "Whenever enchanted creature becomes tapped, Stinging Licid deals 2 damage to that creature's controller" and " : End the effect that created this ability."

Stone Giant   2

Creature — Giant

3/4

: Target creature you control with toughness less than Stone Giant's power gains flying until end of turn. At end of turn, destroy that creature.

Stone Kavu   4

Creature — Kavu

3/3

: Stone Kavu gets +1/+0 until end of turn.

: Stone Kavu gets +0/+1 until end of turn.

Stone Rain   2

Sorcery

Destroy target land.

Stone Spirit   4

Creature — Spirit

4/3

Stone Spirit can't be blocked by creatures with flying.

Stonehands   2

Enchant Creature

Enchanted creature gets +0/+2.

: Enchanted creature gets +1/+0 until end of turn.

Stone-Tongue Basilisk   4

Creature — Basilisk

4/5

Whenever Stone-Tongue Basilisk deals combat damage to a creature, destroy that creature at end of combat.

Threshold — All creatures able to block Stone-Tongue Basilisk do so. *(You have threshold as long as seven or more cards are in your graveyard.)*

Storage Matrix   3

Artifact

As long as Storage Matrix is untapped, before a player untaps all permanents he or she controls during his or her untap step, that player chooses artifacts, creatures, or lands. Permanents not of the chosen type don't untap this untap step.

Storm Cauldron   5

Artifact

Each player may play an additional land during each of his or her turns.

Whenever a land is tapped for mana, return it to its owner's hand.

Storm Crow   1

Creature — Bird

1/2

Flying

Storm Elemental   5

Creature — Elemental

3/4

Flying

, Remove the top card of your library from the game: Tap target creature with flying.

, Remove the top card of your library from the game: If the removed card is a snow-covered land, Storm Elemental gets +1/+1 until end of turn.

Storm Front

Enchantment

: Tap target creature with flying.

Storm Shaman   2

Creature — Cleric

0/4

: Storm Shaman gets +1/+0 until end of turn.

Storm Spirit   3

Creature — Spirit

3/3

: Storm Spirit deals 2 damage to target creature.

Stormbind   1

Enchantment

2, Discard a card at random from your hand: Stormbind deals 2 damage to target creature or player.

Stormscape Apprentice

Creature — Wizard

1/1

, : Tap target creature.

, : Target player loses 1 life.

Stormscape Battlemage   2

Creature — Wizard

2/2

Kicker and/or 2

When Stormscape Battlemage comes into play, if you paid the kicker cost, you gain 3 life.

When Stormscape Battlemage comes into play, if you paid the 2 kicker cost, destroy target nonblack creature. That creature can't be regenerated.

Stormscape Familiar   1

Creature — Bird

1/1

Flying

White spells and black spells you play cost 1 less to play.

Stormscape Master   2

Creature — Wizard

2/2

, : Target creature gains protection from the color of your choice until end of turn.

, : Target player loses 2 life and you gain 2 life.

Stormwatch Eagle   3

Creature — Bird

2/1

Flying

Sacrifice a land: Return Stormwatch Eagle to its owner's hand.

Story Circle   1

Enchantment

As Story Circle comes into play, choose a color.

: The next time a source of your choice of the chosen color would deal damage to you this turn, prevent that damage.

Strafe — 2
Sorcery
Strafe deals 3 damage to target nonred creature.

Strands of Night — 2🌑🌑
Enchantment
🌑🌑, Pay 2 life, Sacrifice a swamp: Return target creature card from your graveyard to play.

Stratadon — 10
Artifact Creature
5/5
Stratadon costs 1 less to play for each basic land type among lands you control.
Trample

Straw Golem — 1
Artifact Creature — Golem
2/3
When an opponent plays a creature spell, sacrifice Straw Golem.

Stream of Life — X🌑
Sorcery
Target player gains X life.

Strength of Night — 2🌑
Instant
Kicker 🌑 *(You may pay an additional 🌑 as you play this spell.)*
Creatures you control get +1/+1 until end of turn. If you paid the kicker cost, Zombies you control get an additional +2/+2 until end of turn.

Strength of Unity — 3✳
Enchant Creature
Enchanted creature gets +1/+1 for each basic land type among lands you control.

Striped Bears — 3🌑
Creature — Bear
2/2
When Striped Bears comes into play, draw a card.

Stroke of Genius — X 2🌑
Instant
Target player draws X cards.

Stromgald Cabal — 1🌑🌑
Creature — Knight
2/2
🌑, Pay 1 life: Counter target white spell.

Stromgald Spy — 3🌑
Creature — Spy
2/4
Whenever Stromgald Spy attacks and isn't blocked, you may have defending player play with his or her hand revealed as long as Stromgald Spy remains in play. If you do, Stromgald Spy deals no combat damage this turn.

Strongarm Thug — 2🌑
Creature — Mercenary
1/1
When Strongarm Thug comes into play, you may return target Mercenary card from your graveyard to your hand.

Stronghold Assassin — 1🌑🌑
Creature — Assassin
2/1
🌑, Sacrifice a creature: Destroy target nonblack creature.

Stronghold Biologist — 2🌑
Creature — Spellshaper
1/1
🌑🌑, 🌑, Discard a card from your hand: Counter target creature spell.

Stronghold Discipline — 2🌑🌑
Sorcery
Each player loses 1 life for each creature he or she controls.

Stronghold Gambit — 1🌑
Sorcery
Each player chooses a card in his or her hand. Then each player reveals his or her chosen card. The owner of the creature card revealed this way with the lowest converted mana cost puts that card into play. If two or more creature cards are tied for lowest cost, those cards are put into play.

Stronghold Machinist — 2🌑
Creature — Spellshaper
1/1
🌑🌑, 🌑, Discard a card from your hand: Counter target noncreature spell.

Stronghold Taskmaster — 2🌑🌑
Creature — Minion
4/3
All other black creatures get -1/-1.

Stronghold Zeppelin — 2🌑🌑
Creature — Ship
3/3
Flying
Stronghold Zeppelin may block only creatures with flying.

Stun — 1🌑
Instant
Target creature can't block this turn.
Draw a card.

Stunted Growth — 3🌑🌑
Sorcery
Target player chooses three cards from his or her hand and puts them on top of his or her library in any order.

Stupor — 2🌑
Sorcery
Target opponent discards a card at random from his or her hand, then chooses and discards a card from his or her hand.

Stupor — 2🌑
Sorcery
Target opponent discards a card at random from his or her hand, then chooses and discards a card from his or her hand.

Submerge — 4🌑
Instant
If an opponent controls a forest and you control an island, you may play Submerge without paying its mana cost.
Put target creature on top of its owner's library.

Subterranean Hangar
Land
Subterranean Hangar comes into play tapped.
🌑: Put a storage counter on Subterranean Hangar.
🌑, Remove any number of storage counters from Subterranean Hangar: Add one black mana to your mana pool for each storage counter removed this way.

Subterranean Spirit 3🜨🜨
Creature — Elemental
3/3
Protection from red
🜨: Subterranean Spirit deals 1 damage to each creature without flying.

Subversion 3🜨🜨
Enchantment
At the beginning of your upkeep, each opponent loses 1 life. You gain life equal to the life lost this way.

Sudden Impact 3🜨
Instant
Sudden Impact deals damage equal to the number of cards in target player's hand to that player.

Suffocating Blast 1🜨🜨🜨
Instant
Counter target spell and Suffocating Blast deals 3 damage to target creature.

Suffocation 1🜨
Instant
Suffocation deals 4 damage to target player who played a red instant or sorcery spell that dealt damage to you this turn.
Draw a card at the beginning of the next turn's upkeep.

Sulam Djinn 5🜨
Creature — Djinn
6/6
Trample
Sulam Djinn gets -2/-2 as long as green is the most common color among all permanents or is tied for most common.

Suleiman's Legacy 🜨🜨
Enchantment
When Suleiman's Legacy comes into play, destroy all Djinns and Efreets. They can't be regenerated.
Whenever a Djinn or Efreet comes into play, destroy it. It can't be regenerated.

Sulfur Vent
Land
Sulfur Vent comes into play tapped.
🜨: Add 🜨 to your mana pool.
🜨, Sacrifice Sulfur Vent: Add 🜨🜨 to your mana pool.

Sulfuric Vapors 3🜨
Enchantment
If a red spell would deal damage to a creature or player, it deals that much damage plus 1 to that creature or player instead.

Sulfurous Springs
Land
🜨: Add one colorless mana to your mana pool.
🜨: Add 🜨 or 🜨 to your mana pool.
Sulfurous Springs deals 1 damage to you.

Summer Bloom 1🜨
Sorcery
You may play up to three additional lands this turn.

Sun Clasp 1✹
Enchant Creature
Enchanted creature gets +1/+3.
✹: Return enchanted creature to its owner's hand.

Sunder 3🜨🜨
Instant
Return all lands to their owners' hands.

Sungrass Egg 1
Artifact
2, 🜨, Sacrifice Sungrass Egg: Add 🜨✹ to your mana pool. Draw a card.

Sungrass Prairie
Land
1, 🜨: Add 🜨✹ to your mana pool.

Sunken Field 1🜨
Enchant Land
Enchanted land has "🜨: Counter target spell unless its controller pays 1."

Sunken Hope 3🜨🜨
Enchantment
At the beginning of each player's upkeep, that player returns a creature he or she controls to its owner's hand.

Sunscape Apprentice ✹
Creature — Wizard
1/1
🜨, 🜨: Target creature gets +1/+1 until end of turn.
🜨, 🜨: Put target creature you control on top of its owner's library.

Sunscape Battlemage 2✹
Creature — Wizard
2/2
Kicker 1🜨and/or 2🜨
When Sunscape Battlemage comes into play, if you paid the 1🜨 kicker cost, destroy target creature with flying.
When Sunscape Battlemage comes into play, if you paid the 2🜨 kicker cost, draw two cards.

Sunscape Familiar 1✹
Creature — Wall
0/3
(Walls can't attack.)
Green spells and blue spells you play cost 1 less to play.

Sunscape Master 2✹✹
Creature — Wizard
2/2
🜨🜨, 🜨: Creatures you control get +2/+2 until end of turn.
🜨🜨, 🜨: Return target creature to its owner's hand.

Sunstone 3
Artifact
2, Sacrifice a snow-covered land: Prevent all combat damage that would be dealt this turn.

Sunweb 3✹
Creature — Wall
5/6
(Walls can't attack.)
Flying
Sunweb can't block creatures with power 2 or less.

Superior Numbers 🜨🜨
Sorcery
Superior Numbers deals to target creature damage equal to the number of creatures you control in excess of the number of creatures that creature's controller controls.

Suppress   2 {B}
Sorcery
Target player removes all cards in his or her hand from the game face down. At the end of that player's next turn, that player returns those cards to his or her hand.

Suq'Ata Assassin   1 {B}{B}
Creature — Minion
1/1
Suq'Ata Assassin can't be blocked except by artifact creatures and/or black creatures. Whenever Suq'Ata Assassin attacks and isn't blocked, the defending player gets a poison counter. (A player with ten or more poison counters loses the game.)

Suq'Ata Firewalker   1 {U}{U}
Creature — Wizard
0/1
Suq'Ata Firewalker can't be the target of red spells or abilities from a red source.
{T}: Suq'Ata Firewalker deals 1 damage to target creature or player.

Suq'Ata Lancer   2 {R}
Creature — Knight
2/2
Haste (The creature may attack and {T} the turn it comes under your control.)
Flanking (Whenever a creature without flanking blocks this creature, the blocking creature gets -1/-1 until end of turn.)

Surge of Strength   {R}{G}
Instant
As an additional cost to play Surge of Strength, discard a red or green card from your hand. Target creature gains trample and gets +X/+0 until end of turn, where X is its converted mana cost.

Surprise Deployment   3 {W}
Instant
Play Surprise Deployment only during combat. Put a nonwhite creature card from your hand into play. At end of turn, return that creature to your hand. (Return it only if it's in play.)

Survival of the Fittest   1 {G}
Enchantment
{G}, Discard a creature card from your hand: Search your library for a creature card, reveal that card, and put it into your hand. Then shuffle your library.

Sustainer of the Realm   2 {W}{W}
Creature — Angel
2/3
Flying
Whenever Sustainer of the Realm blocks, it gets +0/+2 until end of turn.

Sustaining Spirit   1 {W}
Creature — Guardian
0/3
Cumulative upkeep 1 {W}
Damage that would reduce your life total to less than 1 reduces it to 1 instead.

Sustenance   1 {G}
Enchantment
1, Sacrifice a land: Target creature gets +1/+1 until end of turn.

Svyelunite Temple
Land
Svyelunite Temple comes into play tapped.
{T}: Add {U} to your mana pool.
{T}, Sacrifice Svyelunite Temple: Add {U}{U} to your mana pool.

Swamp Mosquito   1 {B}
Creature — Mosquito
0/1
Flying
Whenever Swamp Mosquito attacks and isn't blocked, defending player gets a poison counter. (If a player has ten or more poison counters, he or she loses the game.)

Swamp
Land
{B}

Swat   1 {B}{B}
Instant
Destroy target creature with power 2 or less.
Cycling 2 (2, Discard this card from your hand: Draw a card.)

Sway of Illusion   1 {U}
Instant
Any number of target creatures become the color of your choice until end of turn.
Draw a card.

Sword Dancer   1 {W}
Creature — Rebel
1/2
{W}{W}: Target attacking creature gets -1/-0 until end of turn.

Sword of the Chosen   2
Legendary Artifact
{T}: Target Legend creature gets +2/+2 until end of turn.

Swords to Plowshares   {W}
Instant
Remove target creature from the game. Its controller gains life equal to its power.

Sworn Defender   2 {W}{W}
Creature — Knight
1/3
1: Sworn Defender's power becomes the toughness of target creature blocking or being blocked by Sworn Defender minus 1 until end of turn, and Sworn Defender's toughness becomes 1 plus the power of that creature until end of turn.

Sylvan Hierophant   1 {G}
Creature — Cleric
1/2
When Sylvan Hierophant is put into a graveyard from play, remove Sylvan Hierophant from the game, then return target creature card from your graveyard to your hand.

Sylvan Library   1 {G}
Enchantment
At the beginning of your draw step, you may draw two cards. If you do, choose two cards in your hand drawn this turn. For each of those cards, pay 4 life or put the card on top of your library.

Sylvan Messenger   3♣
Creature — Elf
2/2
Trample
When Sylvan Messenger comes into play, reveal the top four cards of your library. Put all Elf cards revealed this way into your hand and the rest on the bottom of your library.

Sylvan Might   1♣
Instant
Target creature gets +2/+2 and gains trample until end of turn.
Flashback 2♣♣ *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Symbiosis   1♣
Instant
Two target creatures each get +2/+2 until end of turn.

Symbiotic Deployment   2♣
Enchantment
Skip your draw step.
1, Tap two untapped creatures you control: Draw a card.

Syncopate   X♦
Instant
Counter target spell unless its controller pays X. If that spell is countered this way, remove it from the game instead of putting it into its owner's graveyard.

Syphon Soul   2♣
Sorcery
Syphon Soul deals 2 damage to each other player. You gain life equal to the damage dealt this way.

⊤

Tahngarth, Talruum Hero   3♦♦
Creature — Minotaur Legend
4/4
Attacking doesn't cause Tahngarth, Talruum Hero to tap.
1♦, ↷: Tahngarth deals damage equal to its power to target creature. That creature deals damage equal to its power to Tahngarth.

Tahngarth's Glare   ♦
Sorcery
Look at the top three cards of target opponent's library, then put them back in any order. That player looks at the top three cards of your library, then puts them back in any order.

Tahngarth's Rage   ♦
Enchant Creature
Enchanted creature gets +3/+0 as long as it's attacking. Otherwise, it gets -2/-1.

Taiga
Land
Taiga is a mountain and a forest in addition to its land type.

Tainted Æther   2♣♣
Enchantment
Whenever a creature comes into play, its controller sacrifices a creature or land.

Tainted Pact   1♠
Instant
Remove the top card of your library from the game. You may put that card into your hand unless it has the same name as another card removed this way. Repeat this process until you put a card into your hand or you remove two cards with the same name, whichever comes first.

Tainted Specter   3♠
Creature — Specter
2/2
Flying
1♠♠, ↷: Target player puts a card from his or her hand into his or her graveyard or on top of his or her library. If the card is put into that player's graveyard, Tainted Specter deals 1 damage to each creature and each player. Play this ability only any time you could play a sorcery.

Tainted Well   2♠
Enchant Land
When Tainted Well comes into play, draw a card. Enchanted land is a swamp.

Talon Sliver   1✳
Creature — Sliver
1/1
All Slivers have first strike.

Talruum Champion   4♦
Creature — Minotaur
3/3
First strike
Whenever Talruum Champion blocks or becomes blocked by a creature, that creature loses first strike until end of turn.

Talruum Minotaur   2♦♦
Creature — Minotaur
3/3
Haste *(This creature may attack and ↷ the turn it comes under your control.)*

Talruum Piper   4♦
Creature — Minotaur
3/3
All creatures with flying able to block Talruum Piper do so.

Tangle Wire   3
Artifact
Fading 4 *(This artifact comes into play with four fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)*
At the beginning of each player's upkeep, that player taps an untapped artifact, creature, or land he or she controls for each fade counter on Tangle Wire.

Tangle   1♣
Instant
Prevent all combat damage that would be dealt this turn.
Attacking creatures don't untap during their controllers' next untap steps.

Taniwha   3♦♦
Creature — Legend
7/7
Phasing, trample
At the beginning of your upkeep, all lands you control phase out.

Tar Pit Warrior   2 ♣
Creature — Giant
3/4
When Tar Pit Warrior becomes the target of a spell or ability, sacrifice it.

Tariff   1 ✹
Sorcery
Each player sacrifices the creature he or she controls with the highest converted mana cost unless he or she pays that creature's mana cost. If two creatures a player controls are tied for highest cost, that player chooses one.

Tarnished Citadel
Land
◇: Add one colorless mana to your mana pool.
◇: Add one mana of any color to your mana pool. Tarnished Citadel deals 3 damage to you.

Tarpan   ♣
Creature — Tarpan
1/1
When Tarpan is put into a graveyard from play, you gain 1 life.

Task Force   2 ✹
Creature — Rebel
1/3
Whenever Task Force becomes the target of a spell or ability, it gets +0/+3 until end of turn.

Task Mage Assembly   2 ➋
Enchantment
When there are no creatures in play, sacrifice Task Mage Assembly.
2: Task Mage Assembly deals 1 damage to target creature. Any player may play this ability but only any time he or she could play a sorcery.

Taste of Paradise   3 ♠
Sorcery
As an additional cost to play Taste of Paradise, you may pay 1 ♣ any number of times.
You gain 3 life plus an additional 3 life for each additional 1 ♣ you paid.

Tattoo Ward   2 ✹
Enchant Creature
Enchanted creature gets +1/+1 and has protection from enchantments. This effect doesn't remove Tattoo Ward.
Sacrifice Tattoo Ward: Destroy target enchantment.

Taunting Elf   ♠
Creature — Elf
0/1
All creatures able to block Taunting Elf do so.

Tawnos's Weaponry   2
Artifact
You may choose not to untap Tawnos's Weaponry during your untap step.
2, ◇: Target creature gets +1/+1 as long as Tawnos's Weaponry remains tapped.

Tectonic Break   X ➋➋
Sorcery
Each player sacrifices X lands.

Tectonic Instability   2 ➋
Enchantment
Whenever a land comes into play, tap all lands its controller controls.

Teeka's Dragon   9
Artifact Creature — Dragon
5/5
Flying, trample; rampage 4 (*Whenever this creature becomes blocked by two or more creatures, it gets +4/+4 until end of turn for each creature blocking it beyond the first.*)

Teferi's Care   2 ✹
Enchantment
✹, Sacrifice an enchantment: Destroy target enchantment.
3 ♦ ♦: Counter target enchantment spell.

Teferi's Curse   1 ♦
Enchant Permanent
Teferi's Curse can enchant only an artifact or a creature. Enchanted permanent has phasing.

Teferi's Drake   2 ♦
Creature — Drake
3/2
Flying, phasing

Teferi's Honor Guard   2 ✹
Creature — Knight
2/2
Flanking (*Whenever a creature without flanking blocks this creature, the blocking creature gets -1/-1 until end of turn.*)
♦ ♦: Teferi's Honor Guard phases out.

Teferi's Imp   2 ♦
Creature — Imp
1/1
Flying, phasing
Whenever Teferi's Imp phases out, discard a card from your hand.
Whenever Teferi's Imp phases in, draw a card.

Teferi's Isle
Legendary Land
Phasing
Teferi's Isle comes into play tapped.
◇: Add ♦ ♦ to your mana pool.

Teferi's Moat   3 ✹ ♦
Enchantment
As Teferi's Moat comes into play, choose a color. Creatures of the chosen color without flying can't attack you.

Teferi's Puzzle Box   4
Artifact
At the beginning of each player's draw step, that player puts the cards in his or her hand on the bottom of his or her library in any order, then draws that many cards.

Teferi's Realm   1 ♦ ♦
Enchant World
At the beginning of each player's upkeep, that player chooses artifacts, creatures, lands, or global enchantments. All cards of that type phase out.

Teferi's Response   1 ♦
Instant
Counter target spell or ability an opponent controls that targets a land you control. If a permanent's ability is countered this way, destroy that permanent.
Draw two cards.

Teferi's Veil 1 🔵
Enchantment
Whenever a creature you control attacks, it phases out at end of combat.

Tek 5
Artifact Creature — Dragon
2/2
Tek gets +0/+2 as long as you control a plains, has flying as long as you control an island, gets +2/+0 as long as you control a swamp, has first strike as long as you control a mountain, and has trample as long as you control a forest.

Telepathic Spies 2 🔵
Creature — Wizard
2/2
When Telepathic Spies comes into play, look at target opponent's hand.

Telepathy 🔵
Enchantment
Your opponents play with their hands revealed.

Telethopter 4
Artifact Creature
3/1
Tap an untapped creature you control: Telethopter gains flying until end of turn.

Telim'Tor 4 🔴
Creature — Legend
2/2
Flanking (*Whenever a creature without flanking blocks this creature, the blocking creature gets -1/-1 until end of turn.*)
Whenever Telim'Tor attacks, all attacking creatures with flanking get +1/+1 until end of turn.

Telim'Tor's Darts
Artifact
2, 🔄: Telim'Tor's Darts deals 1 damage to target player.

Telim'Tor's Edict 🔴
Instant
Remove target permanent you own or control from the game.
Draw a card at the beginning of the next turn's upkeep.

Temper X 1 ☀
Instant
Prevent the next X damage that would be dealt to target creature this turn. For each 1 damage prevented this way, put a +1/+1 counter on that creature.

Tempest Drake 1 ☀ 🔵
Creature — Drake
2/2
Flying
Attacking doesn't cause Tempest Drake to tap.

Temporal Adept 1 🔵 🔵
Creature — Wizard
1/1
🔵 🔵 🔵, 🔄: Return target permanent to its owner's hand.

Temporal Aperture 2
Artifact
5, 🔄: Shuffle your library and reveal the top card. Until end of turn, as long as that card remains on top of your library, you may play the card as though it were in your hand without paying its mana cost. If the spell has X in its mana cost, X is 0.

Temporal Distortion 3 🔵 🔵
Enchantment
Whenever a creature or land becomes tapped, put an hourglass counter on it.
Permanents with an hourglass counter on them don't untap during their controllers' untap steps.
At the beginning of each player's upkeep, remove all hourglass counters from permanents that player controls.

Temporal Spring 1 🟢 🔵
Sorcery
Put target permanent on top of its owner's library.

Tempting Licid 2 🟢
Creature — Licid
2/2
🟢, 🔄: Tempting Licid loses all abilities, becomes an enchant creature enchanting target creature, and gains "All creatures able to block enchanted creature do so" and "🟢: End the effect that created this ability."

Tendrils of Despair 💀
Sorcery
As an additional cost to play Tendrils of Despair, sacrifice a creature.
Target opponent discards two cards from his or her hand.

Teremko Griffin 3 ☀
Creature — Griffin
2/2
Banding, flying

Terminal Moraine
Land
🔄: Add one colorless mana to your mana pool.
2, 🔄, Sacrifice Terminal Moraine: Search your library for a basic land card and put that card into play tapped. Then shuffle your library.

Terminate 💀 🔴
Instant
Destroy target creature. It can't be regenerated.

Terrain Generator
Land
🔄: Add one colorless mana to your mana pool.
2, 🔄: Put a basic land card from your hand into play tapped.

Terravore 1 🟢 🟢
Creature — Lhurgoyf
/
Trample
Terravore's power and toughness are each equal to the number of land cards in all graveyards.

Territorial Dispute 4 🔴 🔴
Enchantment
Players can't play lands.
At the beginning of your upkeep, sacrifice Territorial Dispute unless you sacrifice a land.

Terror — 1🕱
Instant
Destroy target nonartifact, nonblack creature. It can't be regenerated.

Testament of Faith — ❋
Enchantment
X: Testament of Faith becomes an X/X Wall creature until end of turn. It's still an enchantment. *(Walls can't attack.)*

Tethered Griffin — ❋
Creature — Griffin
2/3
Flying
When you control no enchantments, sacrifice Tethered Griffin.

Tethered Skirge — 2🕱
Creature — Imp
2/2
Flying
Whenever Tethered Skirge becomes the target of a spell or ability, you lose 1 life.

Thalakos Deceiver — 3💧
Creature — Wizard
1/1
Shadow *(This creature may block or be blocked by only creatures with shadow.)*
When Thalakos Deceiver attacks and is not blocked, you may sacrifice it. If you do, gain control of target creature. *(This effect doesn't end at end of turn.)*

Thalakos Dreamsower — 2💧
Creature — Wizard
1/1
Shadow *(This creature may block or be blocked by only creatures with shadow.)*
You may choose not to untap Thalakos Dreamsower during your untap step.
Whenever Thalakos Dreamsower deals damage to an opponent, tap target creature. That creature doesn't untap during its controller's untap step as long as Thalakos Dreamsower remains tapped.

Thalakos Drifters — 2💧💧
Creature — Townsfolk
3/3
Discard a card from your hand: Thalakos Drifters gains shadow until end of turn. *(This creature may block or be blocked by only creatures with shadow.)*

Thalakos Lowlands
Land
◈: Add one colorless mana to your mana pool.
◈: Add ❋ or 💧 to your mana pool. Thalakos Lowlands doesn't untap during its controller's next untap step.

Thalakos Mistfolk — 2💧
Creature — Illusion
2/1
Shadow *(This creature may block or be blocked by only creatures with shadow.)*
💧: Put Thalakos Mistfolk on top of its owner's library.

Thalakos Scout — 2💧
Creature — Soldier
2/1
Shadow *(This creature may block or be blocked by only creatures with shadow.)*
Discard a card from your hand: Return Thalakos Scout to its owner's hand.

Thalakos Seer — 💧💧
Creature — Wizard
1/1
Shadow *(This creature may block or be blocked by only creatures with shadow.)*
When Thalakos Seer leaves play, draw a card.

Thalakos Sentry — 1💧
Creature — Soldier
1/2
Shadow *(This creature may block or be blocked by only creatures with shadow)*

Thaumatog — 1🕱❋
Creature — Atog
1/2
Sacrifice a land: Thaumatog gets +1/+1 until end of turn.
Sacrifice an enchantment: Thaumatog gets +1/+1 until end of turn.

Thawing Glaciers
Land
Thawing Glaciers comes into play tapped.
1, ◈: Search your library for a basic land card and put that card into play tapped. Then shuffle your library. If it's the end phase, return Thawing Glaciers to its owner's hand. Otherwise, return Thawing Glaciers to its owner's hand at end of turn.

The Brute — 1🔥
Enchant Creature
Enchanted creature gets +1/+0.
🔥🔥🔥: Regenerate enchanted creature.

The Hive — 5
Artifact
5, ◈: Put a 1/1 Wasp artifact creature token with flying into play.

The Wretched — 3🕱🕱
Creature — Wretched
2/5
At end of combat, gain control of all creatures blocking The Wretched as long as you control The Wretched.

Theft of Dreams — 2💧
Sorcery
For each tapped creature target opponent controls, draw a card.

Thermal Blast — 4🔥
Instant
Thermal Blast deals 3 damage to target creature.
Threshold — Thermal Blast deals 5 damage to that creature instead. *(You have threshold if seven or more cards are in your graveyard.)*

Thermal Glider — 2❋
Creature — Rebel
2/1
Flying, protection from red

Thermokarst — 1🔥🔥
Sorcery
Destroy target land. If it's a snow-covered land, you gain 1 life.

Thicket Basilisk 3🌳🌳
Creature — Basilisk
2/4
Whenever Thicket Basilisk blocks or becomes blocked by a non-Wall creature, destroy that creature at end of combat.

Thicket Elemental 3🌳🌳
Creature — Elemental
4/4
Kicker 1🌳 *(You may pay an additional 1🌳 as you play this spell.)*
When Thicket Elemental comes into play, if you paid the kicker cost, you may reveal cards from the top of your library until you reveal a creature card. If you do, put that card into play and shuffle all other cards revealed this way into your library.

Thieves' Auction 4🌳🌳🌳
Sorcery
Set aside all nontoken permanents. You choose one of those cards and put it into play tapped under your control. Then your opponent chooses one and puts it into play tapped under his or her control. Repeat this process until all cards set aside this way have been chosen.
(Local enchantments with no permanent to enchant remain removed from the game.)

Thieving Magpie 2💧💧
Creature — Bird
1/3
Flying
Whenever Thieving Magpie deals damage to an opponent, you draw a card.

Think Tank 2💧
Enchantment
At the beginning of your upkeep, look at the top card of your library. You may put that card into your graveyard.

Thirst 2💧
Enchant Creature
When Thirst comes into play, tap enchanted creature. Enchanted creature doesn't untap during its controller's untap step.
At the beginning of your upkeep, sacrifice Thirst unless you pay 💧.

Thopter Squadron 5
Artifact Creature
0/0
Flying
Thopter Squadron comes into play with three +1/+1 counters on it.
1, Remove a +1/+1 counter from Thopter Squadron: Put a 1/1 Thopter artifact creature token with flying into play. Play this ability only any time you could play a sorcery.
1, Sacrifice a Thopter: Put a +1/+1 counter on Thopter Squadron. Play this ability only any time you could play a sorcery.

Thorn Elemental 5🌳🌳
Creature — Elemental
7/7
You may have Thorn Elemental deal its combat damage to defending player as though it weren't blocked.

Thornscape Apprentice 🌳
Creature — Wizard
1/1
☀, ⤴: Tap target creature.
🔴, ⤴: Target creature gains first strike until end of turn.

Thornscape Battlemage 2🌳
Creature — Wizard
2/2
Kicker 🔴 and/or ☀
When Thornscape Battlemage comes into play, if you paid the 🔴 kicker cost, Thornscape Battlemage deals 2 damage to target creature or player.
When Thornscape Battlemage comes into play, if you paid the ☀ kicker cost, destroy target artifact.

Thornscape Familiar 1🌳
Creature — Insect
2/1
Red spells and white spells you play cost 1 less to play.

Thornscape Master 2🌳🌳
Creature — Wizard
2/2
🔴🔴, ⤴: Thornscape Master deals 2 damage to target creature.
☀☀, ⤴: Target creature gains protection from the color of your choice until end of turn.

Thornwind Faeries 1💧💧
Creature — Faerie
1/1
Flying
⤴: Thornwind Faeries deals 1 damage to target creature or player.

Thought Devourer 2💧💧
Creature — Beast
4/4
Flying
Your maximum hand size is reduced by four.

Thought Eater 1💧
Creature — Beast
2/2
Flying
Your maximum hand size is reduced by three.

Thought Lash 2💧💧
Enchantment
Cumulative upkeep — Remove the top card of your library from the game. If you don't pay the cumulative upkeep, remove your library from the game.
Remove the top card of your library from the game: Prevent the next 1 damage that would be dealt to you this turn.

Thought Nibbler 💧
Creature — Beast
1/1
Flying
Your maximum hand size is reduced by two.

Thoughtleech 🌳🌳
Enchantment
Whenever an island an opponent controls becomes tapped, you may gain 1 life.

Thran Dynamo 4
Artifact
⤴: Add three colorless mana to your mana pool.

Thran Forge — 3
Artifact
2: Target nonartifact creature becomes an artifact creature and gets +1/+0 until end of turn.

Thran Foundry — 1
Artifact
1, {T}, Remove Thran Foundry from the game: Target player shuffles his or her graveyard into his or her library.

Thran Golem — 5
Artifact Creature — Golem
3/3
As long as Thran Golem is enchanted, it gets +2/+2 and has flying, first strike, and trample.

Thran Lens — 2
Artifact
All permanents are colorless.

Thran Quarry
Land
At end of turn, if you control no creatures, sacrifice Thran Quarry.
{T}: Add one mana of any color to your mana pool.

Thran Tome — 4
Artifact
5, {T}: Reveal the top three cards of your library. An opponent chooses one of those cards. Put that card into your graveyard and draw the rest.

Thran Turbine — 1
Artifact
At the beginning of your upkeep, you may add up to two colorless mana to your mana pool. You can't spend this mana to play spells.

Thran War Machine — 4
Artifact Creature
4/5
Echo (*At the beginning of your next upkeep after this permanent comes under your control, sacrifice it unless you pay its mana cost.*)
Thran War Machine attacks each turn if able.

Thran Weaponry — 4
Artifact
Echo (*At the beginning of your next upkeep after this permanent comes under your control, sacrifice it unless you pay its mana cost.*)
You may choose not to untap Thran Weaponry during your untap step.
2, {T}: All creatures get +2/+2 as long as Thran Weaponry remains tapped.

Thrashing Wumpus — 3 {B}{B}
Creature — Beast
3/3
{B}: Thrashing Wumpus deals 1 damage to each creature and each player.

Three Wishes — 1 {U}{U}
Instant
Remove the top three cards of your library from the game face down. You may look at those cards as long as they remain removed from the game. Until your next upkeep, you may play those cards as though they were in your hand. At the beginning of your next upkeep, put any of those cards not played into your graveyard.

Thresher Beast — 3 {G}{G}
Creature — Beast
4/4
Whenever Thresher Beast becomes blocked, defending player sacrifices a land.

Thrive — X {G}
Sorcery
Put a +1/+1 counter on each of X target creatures.

Throne of Bone — 1
Artifact
Whenever a player plays a black spell, you may pay 1. If you do, you gain 1 life.

Thrull Retainer — {B}
Enchant Creature
Enchanted creature gets +1/+1.
Sacrifice Thrull Retainer: Regenerate enchanted creature.

Thrull Surgeon — 1 {B}
Creature — Thrull
1/1
1 {B}, Sacrifice Thrull Surgeon: Look at target player's hand and choose a card from it. That player discards that card. Play this ability only any time you could play a sorcery.

Thumbscrews — 2
Artifact
At the beginning of your upkeep, if you have five or more cards in hand, Thumbscrews deals 1 damage to target opponent.

Thunder Wall — 1 {U}{U}
Creature — Wall
0/2
(*Walls can't attack.*)
Flying
{U}: Thunder Wall gets +1/+1 until end of turn.

Thunderbolt — 1 {R}
Instant
Choose one — Thunderbolt deals 3 damage to target player; or Thunderbolt deals 4 damage to target creature with flying.

Thunderclap — 2 {R}
Instant
You may sacrifice a mountain rather than pay Thunderclap's mana cost.
Thunderclap deals 3 damage to target creature.

Thundering Giant — 3 {R}{R}
Creature — Giant
4/3
Haste (*This creature may attack and {T} the turn it comes under your control.*)

Thundermare — 5 {R}
Creature — Thundermare
5/5
Haste (*This creature may attack and {T} the turn it comes under your control.*)
When Thundermare comes into play, tap all other creatures.

Thunderscape Apprentice — {R}
Creature — Wizard
1/1
{B}, {T}: Target player loses 1 life.
{R}, {T}: Target creature gets +1/+1 until end of turn.

Thunderscape Battlemage   2 🝮
Creature — Wizard
2/2
Kicker 1 🜋and/or 🜄
When Thunderscape Battlemage comes into play, if you paid the 1 🜋kicker cost, target player discards two cards from his or her hand.
When Thunderscape Battlemage comes into play, if you paid the 🜄 kicker cost, destroy target enchantment.

Thunderscape Familiar   1 🝮
Creature — Kavu
1/1
First strike
Black spells and green spells you play cost 1 less to play.

Thunderscape Master   2 🝮🝮
Creature — Wizard
2/2
🜋🜋, 🝐: Target player loses 2 life and you gain 2 life.
🜄🜄, 🝐: Creatures you control get +2/+2 until end of turn.

Thwart   2 💧💧
Instant
You may return three islands you control to their owner's hand rather than pay Thwart's mana cost. Counter target spell.

Ticking Gnomes   3
Artifact Creature — Gnome
3/3
Echo (*At the beginning of your next upkeep after this permanent comes under your control, sacrifice it unless you pay its mana cost.*)
Sacrifice Ticking Gnomes: Ticking Gnomes deals 1 damage to target creature or player.

Tidal Bore   1 💧
Instant
You may return an island you control to its owner's hand rather than pay Tidal Bore's mana cost. Tap or untap target creature.

Tidal Control   1 💧💧
Enchantment
Cumulative upkeep 2
2: Counter target red or green spell. Any player may play this ability.
Pay 2 life: Counter target red or green spell. Any player may play this ability.

Tidal Courier   3 💧
Creature — Merfolk
1/2
When Tidal Courier comes into play, reveal the top four cards of your library. Put all Merfolk cards revealed this way into your hand and the rest on the bottom of your library.
3 💧: Tidal Courier gains flying until end of turn.

Tidal Kraken   5 💧💧💧
Creature — Monster
6/6
Tidal Kraken is unblockable.

Tidal Surge   1 💧
Sorcery
Tap up to three target creatures without flying.

Tidal Visionary   💧
Creature — Wizard
1/1
🝐: Target creature becomes the color of your choice until end of turn.

Tidal Warrior   💧
Creature — Merfolk
1/1
🝐: Target land becomes an island until end of turn.

Tidal Wave   2 💧
Instant
Put a 5/5 blue Wave Wall creature token into play. Sacrifice it at end of turn. (*Walls can't attack.*)

Tiger Claws   2 🜋
Enchant Creature
You may play Tiger Claws any time you could play an instant.
Enchanted creature gets +1/+1 and has trample.

Tigereye Cameo   3
Artifact
🝐: Add 🜋 or ☀ to your mana pool.

Timberland Ruins
Land
Timberland Ruins comes into play tapped.
🝐: Add 🜋 to your mana pool.
🝐, Sacrifice Timberland Ruins: Add one mana of any color to your mana pool.

Timberline Ridge
Land
🝐: Add 🜃 or 🜋 to your mana pool.
Timberline Ridge doesn't untap during its controller's next untap step.

Time and Tide   💧💧
Instant
Simultaneously, all creature cards that are phased out phase in and all creatures with phasing phase out.

Time Bomb   4
Artifact
At the beginning of your upkeep, put a time counter on Time Bomb.
1, 🝐, Sacrifice Time Bomb: Time Bomb deals damage to each creature and each player equal to the number of time counters on Time Bomb.

Time Ebb   2 💧
Sorcery
Put target creature on top of its owner's library.

Time Elemental   2 💧
Creature — Elemental
0/2
When Time Elemental attacks or blocks, at end of combat, sacrifice it and it deals 5 damage to you.
2 💧💧, 🝐: Return target nonenchanted permanent to its owner's hand.

Time Spiral   4 💧💧
Sorcery
Remove Time Spiral from the game.
Each player shuffles his or her graveyard and hand into his or her library, then draws seven cards. You untap up to six lands.

Time Stretch — 8🌀🌀
Sorcery
Target player takes two extra turns after this one.

Time Warp — 3🌀🌀
Sorcery
Target player takes an extra turn after this one.

Timid Drake — 2🌀
Creature — Drake
3/3
Flying
When another creature comes into play, return Timid Drake to its owner's hand.

Timmerian Fiends — 1💀💀
Creature — Fiend
1/1
Remove Timmerian Fiends from your deck before playing if you're not playing for ante.
💀💀💀, Sacrifice Timmerian Fiends: Put target artifact an opponent owns into your graveyard and put Timmerian Fiends from anywhere into that opponent's graveyard, unless that player antes the top card of his or her library. This change in ownership is permanent.

Tinder Farm
Land
Tinder Farm comes into play tapped.
⊤: Add 🌿 to your mana pool.
⊤, Sacrifice Tinder Farm: Add 🔥☀ to your mana pool.

Tinder Wall — 🌿
Creature — Wall
0/3
(Walls can't attack.)
Sacrifice Tinder Wall: Add 🔥🔥 to your mana pool.
🔥, Sacrifice Tinder Wall: Tinder Wall deals 2 damage to target creature it's blocking.

Tinker — 2🌀
Sorcery
As an additional cost to play Tinker, sacrifice an artifact.
Search your library for an artifact card and put that card into play. Then shuffle your library.

Tin-Wing Chimera — 4
Artifact Creature — Chimera
2/2
Flying
Sacrifice Tin-Wing Chimera: Put a +2/+2 counter on target Chimera and that Chimera gains flying. *(This effect doesn't end at end of turn.)*

Tireless Tribe — ☀
Creature — Nomad
1/1
Discard a card from your hand: Tireless Tribe gets +0/+4 until end of turn.

Titania's Boon — 3🌿
Sorcery
Put a +1/+1 counter on each creature you control.

Titania's Chosen — 2🌿
Creature — Elf
1/1
Whenever a player plays a green spell, put a +1/+1 counter on Titania's Chosen.

Titania's Song — 3🌿
Enchantment
Each noncreature artifact loses its abilities and becomes an artifact creature with power and toughness each equal to its converted mana cost. If Titania's Song leaves play, this effect continues until end of turn.

Tithe — ☀
Instant
Search your library for a plains card. If you control fewer lands than an opponent, you may search your library for an additional plains card. Reveal those cards and put them into your hand. Then shuffle your library.

Tolarian Academy
Legendary Land
⊤: Add 🌀 to your mana pool for each artifact you control.

Tolarian Drake — 2🌀
Creature — Drake
2/4
Flying, phasing

Tolarian Emissary — 2🌀
Creature — Wizard
1/2
Kicker 1 ☀ *(You may pay an additional 1 ☀ as you play this spell.)*
Flying
When Tolarian Emissary comes into play, if you paid the kicker cost, destroy target enchantment.

Tolarian Entrancer — 1🌀
Creature — Wizard
1/1
Whenever Tolarian Entrancer becomes blocked by a creature, gain control of that creature at end of combat.

Tolarian Serpent — 5🌀🌀
Creature — Serpent
7/7
At the beginning of your upkeep, put the top seven cards of your library into your graveyard.

Tolarian Winds — 1🌀
Instant
Discard your hand, then draw that many cards.

Tombfire — 💀
Sorcery
Target player removes all cards with flashback in his or her graveyard from the game.

Tombstone Stairwell — 2💀💀
Enchant World
Cumulative upkeep 1 💀
At the beginning of each upkeep, if Tombstone Stairwell is in play, each player puts into play a 2/2 black Tombspawn Zombie creature token with haste for each creature card in his or her graveyard. *(They may attack and ⊤ the turn they come into play.)*
At end of turn or when Tombstone Stairwell leaves play, destroy all Tombspawn Zombie tokens put into play with it. They can't be regenerated.

Tonic Peddler — 1☀
Creature — Spellshaper
1/1
☀, ⊤, Discard a card from your hand: Target player gains 3 life.

Tooth and Claw — 3 🜂
Enchantment
Sacrifice two creatures: Put a 3/1 red Carnivore creature token into play.

Tooth of Ramos — 3
Artifact
⬡: Add one white mana to your mana pool.
Sacrifice Tooth of Ramos: Add one white mana to your mana pool.

Topple — 2 ✳
Sorcery
Remove target creature with the greatest power from the game. If two or more creatures are tied for greatest power, you may target any one of them.

Tor Giant — 3 🜂
Creature — Giant
3/3

Torch Song — 2 🜂
Enchantment
At the beginning of your upkeep, you may put a verse counter on Torch Song.
2 🜂, Sacrifice Torch Song: Torch Song deals X damage to target creature or player, where X is the number of verse counters on Torch Song.

Torment — 1 🜄
Enchant Creature
Enchanted creature gets -3/-0.

Tormented Angel — 3 ✳
Creature — Angel
1/5
Flying

Tornado — 4 🜃
Enchantment
Cumulative upkeep 🜃
2 🜃, Pay 3 life for each velocity counter on Tornado: Destroy target permanent and put a velocity counter on Tornado. Play this ability only once each turn.

Torrent of Lava — X 🜂🜂
Sorcery
Each player may tap any number of untapped creatures he or she controls. Torrent of Lava deals X damage to each creature without flying not tapped this way. Torrent of Lava deals X-1 damage to each creature without flying tapped this way.

Torture Chamber — 3
Artifact
At the beginning of your upkeep, put a pain counter on Torture Chamber.
At the end of your turn, Torture Chamber deals damage to you equal to the number of pain counters on it.
1, ⬡, Remove all pain counters from Torture Chamber: Torture Chamber deals to target creature damage equal to the number of pain counters removed this way.

Torture — 🜄
Enchant Creature
1 🜄: Put a -1/-1 counter on enchanted creature.

Tortured Existence — 🜄
Enchantment
🜄, Discard a creature card from your hand: Return target creature card from your graveyard to your hand.

Total War — 3 🜂
Enchantment
Whenever a player attacks with one or more creatures, destroy all untapped non-Wall creatures that player controls that didn't attack, except for creatures the player hasn't controlled continuously since the beginning of the turn.

Touch of Death — 2 🜄
Sorcery
Touch of Death deals 1 damage to target player. You gain 1 life.
Draw a card at the beginning of the next turn's upkeep.

Touch of Invisibility — 3 💧
Sorcery
Target creature is unblockable this turn.
Draw a card.

Touch of Vitae — 2 🜃
Instant
Target creature gains haste and "0: Untap this creature. Play this ability only once." until end of turn. (The creature may attack and ⬡ the turn it comes under your control.)
Draw a card at the beginning of the next turn's upkeep.

Touchstone — 2
Artifact
⬡: Tap target artifact you don't control.

Tower Drake — 2 💧
Creature — Drake
2/1
Flying
✳: Tower Drake gets +0/+1 until end of turn.

Tower of the Magistrate
Land
⬡: Add one colorless mana to your mana pool.
1, ⬡: Target creature gains protection from artifacts until end of turn.

Toymaker — 2
Artifact Creature — Spellshaper
1/1
1, ⬡, Discard a card from your hand: Target noncreature artifact becomes an artifact creature with power and toughness each equal to its converted mana cost until end of turn. (It retains its abilities.)

Trade Caravan — ✳
Creature — Caravan
1/1
At the beginning of your upkeep, put a currency counter on Trade Caravan.
Remove two currency counters from Trade Caravan: Untap target basic land. Play this ability only during an opponent's upkeep.

Trade Routes — 1 💧
Enchantment
1: Return target land you control to its owner's hand.
1, Discard a land card from your hand: Draw a card.

Tradewind Rider — 3 💧
Creature — Spirit
1/4
Flying
⬡, Tap two untapped creatures you control: Return target permanent to its owner's hand.

Tragic Poet ✴
Creature — Townsfolk
1/1
⬡, Sacrifice Tragic Poet: Return target enchantment card from your graveyard to your hand.

Trailblazer 2🍂🍂
Instant
Target creature is unblockable this turn.

Trained Armodon 1🍂🍂
Creature — Elephant
3/3

Trained Orgg 6🝊
Creature — Beast
6/6

Tranquil Domain 1🍂
Instant
Destroy all global enchantments.

Tranquil Grove 1🍂
Enchantment
1🍂🍂: Destroy all other enchantments.

Tranquil Path 4🍂
Sorcery
Destroy all enchantments.
Draw a card.

Tranquility 2🍂
Sorcery
Destroy all enchantments.

Transmogrifying Licid 3
Artifact Creature — Licid
2/2
1, ⬡: Transmogrifying Licid loses all abilities, becomes an enchant creature enchanting target creature, and gains "Enchanted creature gets +1/+1 and is an artifact that's still a creature" and "1: End the effect that created this ability."

Trap Runner 2✴✴
Creature — Soldier
2/3
⬡: Target attacking unblocked creature becomes blocked. Play this ability only during the declare blockers step. (This ability works on unblockable creatures.)

Traumatize 3🝊🝊
Sorcery
Target player puts the top half of his or her library, rounded down, into his or her graveyard.

Traveler's Cloak 2🝊
Enchant Creature
As Traveler's Cloak comes into play, choose a land type.
Enchanted creature has landwalk of the chosen type. (It's unblockable as long as defending player controls a land of that type.)
When Traveler's Cloak comes into play, draw a card.

Traveling Plague 3🍂🍂
Enchant Creature
At the beginning of each player's upkeep, put a plague counter on Traveling Plague.
Enchanted creature gets -1/-1 for each plague counter on Traveling Plague.
When enchanted creature leaves play, that creature's controller returns Traveling Plague from its owner's graveyard to play.

Treacherous Link 1🝊
Enchant Creature
All damage that would be dealt to enchanted creature is dealt to its controller instead.

Treachery 3🝊🝊
Enchant Creature
When Treachery comes into play, if you played it from your hand, untap up to five lands.
You control enchanted creature.

Treasure Hunter 2✴
Creature — Townsfolk
2/2
When Treasure Hunter comes into play, you may return target artifact card from your graveyard to your hand.

Treasure Trove 2🝊🝊
Enchantment
2🝊🝊: Draw a card.

Treefolk Healer 4🍂
Creature — Treefolk
2/3
2✴, ⬡: Prevent the next 2 damage that would be dealt to target creature or player this turn.

Treefolk Mystic 3🍂
Creature — Treefolk
2/4
Whenever a creature blocks or becomes blocked by Treefolk Mystic, destroy all enchantments on that creature.

Treefolk Seedlings 2🍂
Creature — Treefolk
2/*
Treefolk Seedlings's toughness is equal to the number of forests you control.

Treetop Bracers 1🍂
Enchant Creature
Enchanted creature gets +1/+1 and can be blocked only by creatures with flying.

Treetop Rangers 2🍂
Creature — Elf
2/2
Treetop Rangers can't be blocked except by creatures with flying.

Treetop Sentinel 2🝊🝊
Creature — Bird Soldier
2/3
Flying, protection from green

Treetop Village
Land
Treetop Village comes into play tapped.
⬡: Add one green mana to your mana pool.
1🍂: Treetop Village becomes a 3/3 green creature with trample until end of turn. It's still a land.

Tremble 1🝊
Sorcery
Each player sacrifices a land.

Tremor 🝊
Sorcery
Tremor deals 1 damage to each creature without flying.

Trench Wurm 3 ☙
Creature — Wurm
3/3
2 ☙, ⟳: Destroy target nonbasic land.

Trenching Steed 3 ❋
Creature — Rebel
2/3
Sacrifice a land: Trenching Steed gets +0/+3 until end of turn.

Treva, the Renewer 3 ♠ ❋ ◗
Creature — Dragon Legend
6/6
Flying
Whenever Treva, the Renewer deals combat damage to a player, you may pay 2 ❋. If you do, choose a color. You gain 1 life for each permanent of that color.

Treva's Attendant 5
Artifact Creature — Golem
3/3
1, Sacrifice Treva's Attendant: Add ♠❋◗ to your mana pool.

Treva's Charm
♠❋◗
Instant
Choose one — Destroy target enchantment; or remove target attacking creature from the game; or draw a card, then discard a card from your hand.

Treva's Ruins
Land
Treva's Ruins is a Lair in addition to its land type. When Treva's Ruins comes into play, sacrifice it unless you return a non-Lair land you control to its owner's hand.
⟳: Add ♠, ❋, or ◗ to your mana pool.

Triangle of War 1
Artifact
2, Sacrifice Triangle of War: Choose target creature you control and target creature an opponent controls. Each creature deals damage equal to its power to the other.

Tribal Flames 1 ☙
Sorcery
Tribal Flames deals X damage to target creature or player, where X is the number of basic land types among lands you control.

Trickster Mage ◗
Creature — Spellshaper
1/1
◗, ⟳, Discard a card from your hand: Tap or untap target artifact, creature, or land.

Troll-Horn Cameo 3
Artifact
⟳: Add ☙ or ♠ to your mana pool.

Tropical Island
Land
Tropical Island is an island and a forest in addition to its land type.

Tropical Storm X ♠
Sorcery
Tropical Storm deals X damage to each creature with flying and 1 additional damage to each blue creature.

Troubled Healer 2 ❋
Creature — Cleric
1/2
Sacrifice a land: Prevent the next 2 damage that would be dealt to target creature or player this turn.

Troublesome Spirit 2 ◗ ◗
Creature — Spirit
3/4
Flying
At the end of your turn, tap all lands you control.

Truce 2 ❋
Instant
Each player may draw up to two cards. For each card less than two a player draws this way, that player gains 2 life.

Trumpet Blast 2 ☙
Instant
Attacking creatures get +2/+0 until end of turn.

Trumpeting Armodon 3 ♠
Creature — Elephant
3/3
1 ♠: Target creature blocks Trumpeting Armodon this turn if able.

Tsabo Tavoc 5 ☙ ☙
Creature — Legend
7/4
First strike, protection from Legends
☙☙, ⟳: Destroy target Legend. It can't be regenerated.

Tsabo's Assassin 2 ☙ ☙
Creature — Assassin
1/1
⟳: Destroy target creature if it shares a color with the most common color among all permanents or the color tied for most common. A creature destroyed this way can't be regenerated.

Tsabo's Decree 5 ☙
Instant
Choose a creature type. Target player reveals his or her hand and discards all creature cards of that type from it. Then destroy all creatures of that type that player controls. They can't be regenerated.

Tsabo's Web 2
Artifact
When Tsabo's Web comes into play, draw a card. Lands with an activated ability that doesn't produce mana don't untap during their controllers' untap steps.

Tsunami 3 ♠
Sorcery
Destroy all islands.

Tundra Kavu 2 ☙
Creature — Kavu
2/2
⟳: Target land becomes a plains or an island until end of turn.

Tundra Wolves ❋
Creature — Wolf
1/1
First strike

Tundra
Land
Tundra is a plains and an island in addition to its land type.

Turf Wound   2 🍂
Instant
Target player can't play land cards this turn.
Draw a card.

Turnabout   2 💧💧
Instant
Tap or untap all artifacts, creatures, or lands
target player controls.

Twiddle   💧
Instant
Tap or untap target artifact, creature, or land.

Twigwalker   2 🌲
Creature — Insect
2/2
1 🌲, Sacrifice Twigwalker: Two target
creatures each get +2/+2 until end of turn.

Twilight's Call   4 🌲🌲
Sorcery
You may play Twilight's Call any time you could
play an instant if you pay 2 more to play it.
Each player returns all creature cards from his
or her graveyard to play.

Twisted Experiment   1 💀
Enchant Creature
Enchanted creature gets +3/-1.

Twitch   2 💧
Instant
Tap or untap target artifact, creature, or land.
Draw a card.

Two-Headed Dragon   4 🍂🍂
Creature — Dragon
4/4
Flying
1 🍂: Two-Headed Dragon gets +2/+0 until
end of turn.
Two-Headed Dragon can't be blocked except
by two or more creatures.
Two-Headed Dragon may block an
additional creature.

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Uktabi Efreet   2 🌲🌲
Creature — Efreet
5/4
Cumulative upkeep 🌲

Uktabi Faerie   1 🌲
Creature — Faerie
1/1
Flying
3 🌲, Sacrifice Uktabi Faerie: Destroy target artifact.

Uktabi Orangutan   2 🌲
Creature — Ape
2/2
When Uktabi Orangutan comes into play,
destroy target artifact.

Uktabi Wildcats   4 🌲
Creature — Cat
/
Uktabi Wildcats's power and toughness are
each equal to the number of forests you control.
🌲, Sacrifice a forest: Regenerate Uktabi Wildcats.

Umbilicus   4
Artifact
At the beginning of each player's upkeep, that
player returns a permanent he or she controls
to its owner's hand unless he or she pays 2 life.

Underground River
Land
◊: Add one colorless mana to your mana pool.
◊: Add 💧 or 💀 to your mana pool.
Underground River deals 1 damage to you.

Underground Sea
Land
Underground Sea is an island and a swamp in
addition to its land type.

Undergrowth   🌲
Instant
As an additional cost to play Undergrowth,
you may pay 2 🍂.
Prevent all combat damage that would be dealt
this turn. If you paid its additional cost,
Undergrowth doesn't affect red creatures.

Undermine   💧💧💀
Instant
Counter target spell. Its controller loses 3 life.

Undertaker   1 💀
Creature — Spellshaper
1/1
💀, ◊, Discard a card from your hand: Return target
creature card from your graveyard to your hand.

Undiscovered Paradise
Land
◊: Add one mana of any color to your mana
pool. During the next untap step of
Undiscovered Paradise's controller, as that player
untaps his or her permanents, he or she returns
Undiscovered Paradise to its owner's hand.

Undo   1 💧💧
Sorcery
Return two target creatures to their owners' hands.

Unearth   💀
Sorcery
Return target creature card with converted
mana cost 3 or less from your graveyard to play.
Cycling 2 (2 , *Discard this card from your hand:
Draw a card.*)

Unerring Sling   3
Artifact
3, ◊, Tap an untapped creature you control:
Unerring Sling deals damage equal to the
tapped creature's power to target attacking or
blocking creature with flying.

Unfulfilled Desires   1 💧💀
Enchantment
1 , Pay 1 life: Draw a card, then discard a card
from your hand.

Unholy Strength   💀
Enchant Creature
Enchanted creature gets +2/+1.

Unifying Theory   1 💧
Enchantment
Whenever a player plays a spell, that player may
pay 2. If the player does, he or she draws a card.

Unlikely Alliance   1✷
Enchantment
1✷: Target nonattacking, nonblocking creature gets +0/+2 until end of turn.

Unmask   3♣
Sorcery
You may remove a black card in your hand from the game rather than pay Unmask's mana cost. Look at target player's hand and choose a nonland card from it. That player discards that card.

Unnatural Hunger   3♣♣
Enchant Creature
At the beginning of the upkeep of enchanted creature's controller, Unnatural Hunger deals to that player damage equal to enchanted creature's power unless he or she sacrifices another creature.

Unnatural Selection   1💧
Enchantment
1: Choose a creature type other than Wall. Target creature's type becomes that type until end of turn.

Unnerve   3♣
Sorcery
Each opponent discards two cards from his or her hand.

Unseen Walker   1♠
Creature — Dryad
1/1
Forestwalk *(This creature is unblockable as long as defending player controls a forest.)*
1♠♠: Target creature gains forestwalk until end of turn.

Unstable Mutation   💧
Enchant Creature
Enchanted creature gets +3/+3.
At the beginning of its controller's upkeep, put a -1/-1 counter on enchanted creature.

Unstable Shapeshifter   3💧
Creature — Shapeshifter
0/1
Whenever a creature comes into play, Unstable Shapeshifter becomes a copy of that creature and gains this ability. *(This effect doesn't copy counters on the creature.)*

Unsummon   💧
Instant
Return target creature to its owner's hand.

Untamed Wilds   2♠
Sorcery
Search your library for a basic land card and put that card into play. Then shuffle your library.

Unworthy Dead   1♣
Creature — Skeleton
1/1
♣: Regenerate Unworthy Dead.

Unyaro Bee Sting   3♠
Sorcery
Unyaro Bee Sting deals 2 damage to target creature or player.

Unyaro Griffin   3✷
Creature — Griffin
2/2
Flying
Sacrifice Unyaro Griffin: Counter target red instant or sorcery spell.

Updraft   1💧
Instant
Target creature gains flying until end of turn. Draw a card at the beginning of the next turn's upkeep.

Upheaval   4💧💧
Sorcery
Return all permanents to their owners' hands.

Uphill Battle   2🜄
Enchantment
Creatures your opponents play come into play tapped.

Urborg Drake   1💧♣
Creature — Drake
2/3
Flying
Urborg Drake attacks each turn if able.

Urborg Elf   1♠
Creature — Elf
1/1
♦: Add ♠, 💧, or ♣ to your mana pool.

Urborg Emissary   2♣
Creature — Wizard
3/1
Kicker 1💧 *(You may pay an additional 1💧 as you play this spell.)*
When Urborg Emissary comes into play, if you paid the kicker cost, return target permanent to its owner's hand.

Urborg Justice   ♣♣
Instant
Target opponent sacrifices a number of creatures equal to the number of creatures put into your graveyard from play this turn.

Urborg Mindsucker   2♣
Creature — Mindsucker
2/2
♣, Sacrifice Urborg Mindsucker: Target opponent discards a card at random from his or her hand. Play this ability only any time you could play a sorcery.

Urborg Panther   2♣
Creature — Nightstalker
2/2
♣, Sacrifice Urborg Panther: Destroy target creature blocking Urborg Panther.
Sacrifice a creature named Feral Shadow, a creature named Breathstealer, and Urborg Panther: Search your library for a card named Spirit of the Night and put that creature into play. Then shuffle your library.

Urborg Phantom   2♣
Creature — Minion
3/1
Urborg Phantom can't block.
💧: Prevent all combat damage that would be dealt to and dealt by Urborg Phantom this turn.

Urborg Shambler 2🅱🅱
Creature — Horror
4/3
All other black creatures get -1/-1.

Urborg Skeleton 🅱
Creature — Skeleton
0/1
Kicker 3 *(You may pay an additional 3 as you play this spell.)*
🅱: Regenerate Urborg Skeleton.
If you paid the kicker cost, Urborg Skeleton comes into play with a +1/+1 counter on it.

Urborg Stalker 3🅱
Creature — Undead
2/4
At the beginning of each player's upkeep, if that player controls a nonblack, nonland permanent, Urborg Stalker deals 1 damage to that player.

Urborg Uprising 4🅱
Sorcery
Return up to two target creature cards from your graveyard to your hand.
Draw a card.

Urborg Volcano
Land
Urborg Volcano comes into play tapped.
◊: Add 🅱 or 🆁 to your mana pool.

Urza's Armor 6
Artifact
Each time a source would deal damage to you, it deals that much damage minus 1 instead.

Urza's Avenger 6
Artifact Creature
4/4
0 : Urza's Avenger gets -1/-1 and your choice of banding, flying, first strike, or trample until end of turn.

Urza's Bauble 0
Artifact
◊, Sacrifice Urza's Bauble: Look at a card at random in target player's hand. You draw a card at the beginning of the next turn's upkeep.

Urza's Blueprints 6
Artifact
Echo *(At the beginning of your next upkeep after this permanent comes under your control, sacrifice it unless you pay its mana cost.)*
◊: Draw a card.

Urza's Engine 5
Artifact Creature
1/5
Trample
3 : Urza's Engine gains banding until end of turn.
3 : Attacking creatures banded with Urza's Engine gain trample until end of turn.

Urza's Filter 4
Artifact
Multicolored spells cost up to 2 less to play.

Urza's Guilt 2◀🅱
Sorcery
Each player draws two cards, then discards three cards from his or her hand, then loses 4 life.

Urza's Incubator 3
Artifact
As Urza's Incubator comes into play, choose a creature type.
Creature spells of the chosen type cost 2 less to play.

Urza's Mine
Land
◊: Add one colorless mana to your mana pool. If you control Urza's Mine, Urza's Power Plant, and Urza's Tower, add one additional colorless mana to your mana pool.

Urza's Power Plant
Land
◊: Add one colorless mana to your mana pool. If you control Urza's Mine, Urza's Power Plant, and Urza's Tower, add one additional colorless mana to your mana pool.

Urza's Rage 2🆁
Instant
Kicker 8 🆁 *(You may pay an additional 8 🆁 as you play this spell.)*
Urza's Rage can't be countered by spells or abilities.
Urza's Rage deals 3 damage to target creature or player. If you paid the kicker cost, instead Urza's Rage deals 10 damage to that creature or player and the damage can't be prevented.

Urza's Tower
Land
◊: Add one colorless mana to your mana pool. If you control Urza's Mine, Urza's Power Plant, and Urza's Tower, add two additional colorless mana to your mana pool.

Utopia Tree 1🅶
Creature — Plant
0/2
◊: Add one mana of any color to your mana pool.

V

Vampire Bats 🅱
Creature — Bat
0/1
Flying
🅱: Vampire Bats gets +1/+0 until end of turn. Play this ability no more than twice each turn.

Vampire Hounds 2🅱
Creature — Hound
2/2
Discard a creature card from your hand: Vampire Hounds gets +2/+2 until end of turn.

Vampiric Dragon 6🅱🆁
Creature — Vampire Dragon
5/5
Flying
Whenever a creature dealt damage by Vampiric Dragon this turn is put into a graveyard, put a +1/+1 counter on Vampiric Dragon.
1 🆁: Vampiric Dragon deals 1 damage to target creature.

Vampiric Embrace 2🅱🅱
Enchant Creature
Enchanted creature gets +2/+2 and has flying.
Whenever a creature dealt damage by enchanted creature this turn is put into a graveyard, put a +1/+1 counter on enchanted creature.

Vampiric Tutor {B}
Instant
Search your library for a card, then shuffle your library and put that card on top of it. You lose 2 life.

Vampirism 1{B}
Enchant Creature
When Vampirism comes into play, draw a card at the beginning of the next turn's upkeep. Enchanted creature gets +1/+1 for each other creature you control. All other creatures you control get -1/-1.

Vanishing {U}
Enchant Creature
{U}{U}: Enchanted creature phases out.

Vaporous Djinn 2{U}{U}
Creature — Djinn
3/4
Flying
At the beginning of your upkeep, Vaporous Djinn phases out unless you pay {U}{U}.

Varchild's Crusader 3{R}
Creature — Knight
3/2
0: Varchild's Crusader can't be blocked except by Walls this turn. Sacrifice Varchild's Crusader at end of turn.

Varchild's War-Riders 1{R}
Creature — War-Rider
3/4
Trample, rampage 1 *(Whenever this creature becomes blocked by two or more creatures, it gets +1/+1 until end of turn for each creature blocking it beyond the first.)* Cumulative upkeep — Put a 1/1 red Survivor creature token into play under an opponent's control.

Vebulid {B}
Creature — Horror
0/0
Vebulid comes into play with a +1/+1 counter on it. At the beginning of your upkeep, you may put a +1/+1 counter on Vebulid. When Vebulid attacks or blocks, destroy it at end of combat.

Vec Townships
Land
{T}: Add one colorless mana to your mana pool. {T}: Add {R} or {W} to your mana pool. Vec Townships doesn't untap during its controller's next untap step.

Veil of Birds {U}
Enchantment
When an opponent plays a spell, if Veil of Birds is an enchantment, Veil of Birds becomes a 1/1 Bird creature with flying.

Veiled Apparition 1{U}
Enchantment
When an opponent plays a spell, if Veiled Apparition is an enchantment, Veiled Apparition becomes a 3/3 Illusion creature with flying. That creature has "At the beginning of your upkeep, sacrifice Veiled Apparition unless you pay 1{U}."

Veiled Crocodile 2{U}
Enchantment
When a player has no cards in hand, if Veiled Crocodile is an enchantment, Veiled Crocodile becomes a 4/4 Crocodile creature.

Veiled Sentry {U}
Enchantment
When an opponent plays a spell, if Veiled Sentry is an enchantment, Veiled Sentry becomes an Illusion creature with power and toughness each equal to that spell's converted mana cost.

Veiled Serpent 2{U}
Enchantment
When an opponent plays a spell, if Veiled Serpent is an enchantment, Veiled Serpent becomes a 4/4 Serpent creature. It can't attack unless defending player controls an island. Cycling 2 (2, *Discard this card from your hand: Draw a card.*)

Veldrane of Sengir 5{B}{B}
Creature — Legend
5/5
1{B}{B}: Veldrane of Sengir gets -3/-0 and gains forestwalk until end of turn. *(This creature is unblockable as long as defending player controls a forest.)*

Veldt
Land
{T}: Add {G} or {W} to your mana pool. Veldt doesn't untap during its controller's next untap step.

Vendetta {B}
Instant
Destroy target nonblack creature. It can't be regenerated. You lose life equal to that creature's toughness.

Venerable Monk 2{W}
Creature — Cleric
2/2
When Venerable Monk comes into play, you gain 2 life.

Vengeance 3{W}
Sorcery
Destroy target tapped creature.

Venom 1{G}{G}
Enchant Creature
Whenever enchanted creature blocks or becomes blocked by a non-Wall creature, destroy that creature at end of combat.

Venomous Breath 3{G}
Instant
At end of combat, destroy all creatures that blocked or were blocked by target creature this turn.

Venomous Dragonfly 3{G}
Creature — Insect
1/1
Flying
Whenever Venomous Dragonfly blocks or becomes blocked by a creature, destroy that creature at end of combat.

Venomous Fangs 2{G}
Enchant Creature
Whenever enchanted creature deals damage to a creature, destroy that creature.

Ventifact Bottle 3
Artifact
1 X, ✦: Put X charge counters on Ventifact Bottle. Play this ability only any time you could play a sorcery.
At the beginning of your precombat main phase, if Ventifact Bottle has a charge counter on it, tap it and remove all charge counters from it. Then add to your mana pool an amount of colorless mana equal to the number of charge counters removed this way.

Verdant Field 2 ♠
Enchant Land
Enchanted land has "✦: Target creature gets +1/+1 until end of turn."

Verdant Force 5 ♠♠♠
Creature — Elemental
7/7
At the beginning of each player's upkeep, you put a 1/1 green Saproling creature token into play under your control.

Verdant Succession 4 ♠
Enchantment
Whenever a green nontoken creature is put into a graveyard from play, that creature's controller may search his or her library for a card with the same name as that creature and put it into play. If that player does, he or she then shuffles his or her library.

Verdant Touch 1 ♠
Sorcery
Buyback 3 (If you pay an additional 3 as you play this spell, put it into your hand instead of your graveyard as part of the spell's resolution.)
Target land becomes a 2/2 creature that's still a land. (This effect doesn't end at end of turn.)

Verdeloth the Ancient 4 ♠♠
Creature — Treefolk Legend
4/7
Kicker X (You may pay an additional X as you play this spell.)
All other Treefolk and all Saprolings get +1/+1.
When Verdeloth the Ancient comes into play, if you paid the kicker cost, put X 1/1 green Saproling creature tokens into play.

Verdigris 2 ♠
Instant
Destroy target artifact.

Verduran Emissary 2 ♠
Creature — Wizard
2/3
Kicker 1 ꙩ (You may pay an additional 1 ꙩ as you play this spell.)
When Verduran Emissary comes into play, if you paid the kicker cost, destroy target artifact. It can't be regenerated.

Verduran Enchantress 1 ♠♠
Creature — Druid
0/2
Whenever you play an enchantment spell, you may draw a card.

Vernal Bloom 3 ♠
Enchantment
Whenever a forest is tapped for mana, its controller adds ♠ to his or her mana pool.

Vernal Equinox 3 ♠
Enchantment
Any player may play creature and enchantment spells any time he or she could play an instant.

Vertigo ꙩ
Instant
Vertigo deals 2 damage to target creature with flying. That creature loses flying until end of turn.

Veteran Brawlers 1 ꙩ
Creature — Soldier
4/4
Veteran Brawlers can't attack if defending player controls an untapped land.
Veteran Brawlers can't block if you control an untapped land.

Veteran Explorer ♠
Creature — Soldier
1/1
When Veteran Explorer is put into a graveyard from play, each player may search his or her library for up to two basic land cards and put them into play. Then each player who searched his or her library shuffles it.

Veteran's Voice ꙩ
Enchant Creature
Veteran's Voice can enchant only a creature you control.
Enchanted creature has "✦: Target creature other than this creature gets +2/+1 until end of turn."

Vexing Arcanix 4
Artifact
3, ✦: Target player names a card and then reveals the top card of his or her library. If it's the named card, the player puts it into his or her hand. Otherwise, the player puts it into his or her graveyard and Vexing Arcanix deals 2 damage to him or her.

Vhati il-Dal 2 ♦♠
Creature — Legend
3/3
✦: Target creature's power or toughness becomes 1 until end of turn. (Later effects may increase or decrease the creature's power or toughness.)

Viashino Bey 2 ꙩꙩ
Creature — Viashino
4/3
If Viashino Bey attacks, all creatures you control attack if able.

Viashino Cutthroat 2 ꙩꙩ
Creature — Viashino
5/3
Haste (This creature may attack and ✦ the turn it comes under your control.)
At end of turn, return Viashino Cutthroat to its owner's hand.

Viashino Grappler 2 ꙩ
Creature — Viashino
3/1
♠: Viashino Grappler gains trample until end of turn.

Viashino Heretic 2 ꙩ
Creature — Viashino
1/3
1 ꙩ, ✦: Destroy target artifact. Viashino Heretic deals to that artifact's controller damage equal to the artifact's converted mana cost.

Viashino Outrider 2 🔴
Creature — Viashino
4/3
Echo *(At the beginning of your next upkeep after this permanent comes under your control, sacrifice it unless you pay its mana cost.)*

Viashino Runner 3 🔴
Creature — Viashino
3/2
Viashino Runner can't be blocked except by two or more creatures.

Viashino Sandscout 1 🔴
Creature — Viashino
2/1
Haste *(This creature may attack and 🔴 the turn it comes under your control.)*
At end of turn, return Viashino Sandscout to its owner's hand.

Viashino Sandstalker 1 🔴 🔴
Creature — Viashino
4/2
Haste *(The creature may attack and 🔴 the turn it comes under your control.)*
At end of turn, return Viashino Sandstalker to its owner's hand.

Viashino Sandswimmer 2 🔴 🔴
Creature — Viashino
3/2
🔴: Flip a coin. If you win the flip, return Viashino Sandswimmer to its owner's hand. If you lose the flip, sacrifice Viashino Sandswimmer.

Viashino Warrior 3 🔴
Creature — Viashino
4/2

Viashino Weaponsmith 3 🔴
Creature — Viashino
2/2
Whenever Viashino Weaponsmith becomes blocked, it gets +2/+2 until end of turn for each creature blocking it.

Viashivan Dragon 2 🔴 🔴 🔴 🔴
Creature — Dragon
4/4
Flying
🔴: Viashivan Dragon gets +1/+0 until end of turn.
🔴: Viashivan Dragon gets +0/+1 until end of turn.

Vibrating Sphere 4
Artifact
Creatures you control get +2/+0 during your turn. Creatures you control get -0/-2 during other players' turns.

Vicious Hunger 🔵 🔵
Sorcery
Vicious Hunger deals 2 damage to target creature. You gain 2 life.

Vicious Kavu 1 🔵 🔵
Creature — Kavu
2/2
Whenever Vicious Kavu attacks, it gets +2/+0 until end of turn.

Victimize 2 🔵
Sorcery
As an additional cost to play Victimize, sacrifice a creature.
Put two target creature cards from your graveyard into play tapped.

Victual Sliver 🟢 ✴
Creature — Sliver
2/2
All Slivers have " 2 , Sacrifice this creature: You gain 4 life."

Vigilant Drake 4 🔵
Creature — Drake
3/3
Flying
2 🔵: Untap Vigilant Drake.

Vigilant Martyr ✴
Creature — Martyr
1/1
Sacrifice Vigilant Martyr: Regenerate target creature.
✴ ✴, 🟢, Sacrifice Vigilant Martyr: Counter target spell that targets an enchantment in play.

Vigorous Charge 🟢
Instant
Kicker ✴ *(You may pay an additional ✴ as you play this spell.)*
Target creature gains trample until end of turn. Whenever that creature deals combat damage this turn, if you paid the kicker cost, you gain life equal to that damage.

Vile Consumption 1 🔵 🔵
Enchantment
All creatures have "At the beginning of your upkeep, sacrifice this creature unless you pay 1 life."

Vile Requiem 2 🔵 🔵
Enchantment
At the beginning of your upkeep, you may put a verse counter on Vile Requiem.
1 🔵, Sacrifice Vile Requiem: Destroy up to X target nonblack creatures, where X is the number of verse counters on Vile Requiem. They can't be regenerated.

Village Elder 🟢
Creature — Druid
1/1
🟢, 🟢, Sacrifice a forest: Regenerate target creature.

Vindicate 1 ✴ 🔵
Sorcery
Destroy target permanent.

Vine Dryad 3 🟢
Creature — Dryad
1/3
Forestwalk *(This creature is unblockable as long as defending player controls a forest.)*
You may play Vine Dryad any time you could play an instant.
You may remove a green card in your hand from the game rather than pay Vine Dryad's mana cost.

Vine Trellis 1 🟢
Creature — Wall
0/4
(Walls can't attack.)
🟢: Add one green mana to your mana pool.

Vintara Elephant   4 ♠
Creature — Elephant
4/3
Trample
3: Vintara Elephant loses trample until end of turn. Any player may play this ability.

Vintara Snapper   ♠♠
Creature — Turtle
2/2
Vintara Snapper can't be the target of spells or abilities as long as you control no untapped lands.

Viscerid Armor   1 ♦
Enchant Creature
Enchanted creature gets +1/+1.
1 ♦: Return Viscerid Armor to its owner's hand.

Viscerid Drone   1 ♦
Creature — Homarid
1/2
⚡, Sacrifice a creature and a swamp: Destroy target nonartifact creature. It can't be regenerated.
⚡, Sacrifice a creature and a snow-covered swamp: Destroy target creature. It can't be regenerated.

Viseling   4
Artifact Creature
2/2
At the beginning of each opponent's upkeep, Viseling deals X damage to that player, where X is the number of cards in his or her hand minus four.

Vision Charm   ♦
Instant
Choose one — Target artifact phases out; or target player puts the top four cards from his or her library into his or her graveyard; or all lands of one type become basic lands of one type of your choice until end of turn.

Vitalize   ♠
Instant
Untap all creatures you control.

Vitalizing Cascade   X ♠☀
Instant
You gain X+3 life.

Vitalizing Wind   8 ♠
Instant
Creatures you control get +7/+7 until end of turn.

Vivify   2 ♠
Instant
Target land becomes a 3/3 creature until end of turn. It's still a land.
Draw a card.

Vizzerdrix   6 ♦
Creature — Beast
6/6

Vodalian Hypnotist   1 ♦
Creature — Wizard
1/1
2 ⚙, ⚡: Target player discards a card from his or her hand. Play this ability only any time you could play a sorcery.

Vodalian Illusionist   2 ♦
Creature — Merfolk
2/2
♦ ♦, ⚡: Target creature phases out.

Vodalian Merchant   1 ♦
Creature — Merfolk
1/2
When Vodalian Merchant comes into play, draw a card, then discard a card from your hand.

Vodalian Mystic   1 ♦
Creature — Merfolk
1/1
⚡: Target instant or sorcery spell becomes the color of your choice.

Vodalian Serpent   3 ♦
Creature — Serpent
2/2
Kicker 2 (You may pay an additional 2 as you play this spell.)
Vodalian Serpent can't attack unless defending player controls an island.
If you paid the kicker cost, Vodalian Serpent comes into play with four +1/+1 counters on it.

Vodalian Soldiers   1 ♦
Creature — Merfolk
1/2

Vodalian Zombie   ♦ ♣
Creature — Merfolk Zombie
2/2
Protection from green

Voice of All   2 ☀☀
Creature — Angel
2/2
Flying
As Voice of All comes into play, choose a color. Voice of All has protection from the chosen color.

Voice of Duty   3 ☀
Creature — Angel
2/2
Flying, protection from green

Voice of Grace   3 ☀
Creature — Angel
2/2
Flying, protection from black

Voice of Law   3 ☀
Creature — Angel
2/2
Flying, protection from red

Voice of Reason   3 ☀
Creature — Angel
2/2
Flying, protection from blue

Voice of Truth   3 ☀
Creature — Angel
2/2
Flying, protection from white

Void   3 ♣ ⚙
Sorcery
Choose a number. Destroy all artifacts and creatures with converted mana cost equal to that number. Then target player reveals his or her hand and discards from it all nonland cards with converted mana cost equal to the number.

Volcanic Dragon 4 🔴🔴
Creature — Dragon
4/4
Flying; haste (*This creature may attack and ⊙ the turn it comes under your control.*)

Volcanic Geyser X 🔴🔴
Instant
Volcanic Geyser deals X damage to target creature or player.

Volcanic Hammer 1 🔴
Sorcery
Volcanic Hammer deals 3 damage to target creature or player.

Volcanic Island
Land
Volcanic Island is an island and a mountain in addition to its land type.

Volcanic Spray 1 🔴
Sorcery
Volcanic Spray deals 1 damage to each creature without flying and each player.
Flashback 1 🔴 (*You may play this card from your graveyard for its flashback cost. Then remove it from the game.*)

Volcanic Wind 4 🔴🔴
Sorcery
Volcanic Wind deals X damage divided as you choose among any number of target creatures, where X is the number of creatures in play as you play Volcanic Wind.

Volcano Imp 3 🔴
Creature — Imp
2/2
Flying
1 🔴: Volcano Imp gains first strike until end of turn.

Volley of Boulders 8 🔴
Sorcery
Volley of Boulders deals 6 damage divided as you choose among any number of target creatures and/or players.
Flashback 🔴🔴🔴🔴🔴 (*You may play this card from your graveyard for its flashback cost. Then remove it from the game.*)

Volrath the Fallen 3 🟣🟣🟣
Creature — Legend
6/4
1 🟣, Discard a creature card from your hand: Volrath the Fallen gets +X/+X until end of turn, where X is the discarded card's converted mana cost.

Volrath's Curse 1 🟣
Enchant Creature
Enchanted creature can't attack or block and its activated abilities can't be played. Enchanted creature's controller may sacrifice a permanent to ignore this ability until end of turn.
1 🟣: Return Volrath's Curse to its owner's hand.

Volrath's Dungeon 2 🟣🟣
Enchantment
Pay 5 life: Destroy Volrath's Dungeon. Any player may play this ability but only during his or her turn.
Discard a card from your hand: Target player puts a card from his or her hand on top of his or her library. Play this ability only any time you could play a sorcery.

Volrath's Gardens 1 🟢
Enchantment
2, Tap an untapped creature you control: You gain 2 life. Play this ability only any time you could play a sorcery.

Volrath's Laboratory 5
Artifact
As Volrath's Laboratory comes into play, choose a color and creature type.
5, ⊙: Put into play a 2/2 creature token of the chosen color and type.

Volrath's Shapeshifter 1 🔵🔵
Creature — Shapeshifter
0/1
As long as the top card of your graveyard is a creature card, Volrath's Shapeshifter is a copy of that card that has "2: Discard a card from your hand."
2: Discard a card from your hand.

Volrath's Stronghold
Legendary Land
⊙: Add one colorless mana to your mana pool.
1 🟣, ⊙: Put target creature card from your graveyard on top of your library.

Voltaic Key 1
Artifact
1, ⊙: Untap target artifact.

Volunteer Reserves 1 ✴
Creature — Soldier
2/4
Banding
Cumulative upkeep 1

Voracious Cobra 2 🟢🟢
Creature — Snake
2/2
First strike
Whenever Voracious Cobra deals combat damage to a creature, destroy that creature.

Vug Lizard 1 🔴🔴
Creature — Lizard
3/4
Echo (*At the beginning of your next upkeep after this permanent comes under your control, sacrifice it unless you pay its mana cost.*)
Mountainwalk (*This creature is unblockable as long as defending player controls a mountain.*)

W

Waiting in the Weeds 1 🟢🟢
Sorcery
Each player puts a 1/1 green Cat creature token into play for each untapped forest he or she controls.

Wake of Destruction 3 🔴🔴🔴
Sorcery
Destroy target land and all lands with the same name as that land.

Wake of Vultures 3 🟣
Creature — Bird
3/1
Flying
1 🟣, Sacrifice a creature: Regenerate Wake of Vultures.

Walking Dream 3 ♦
Creature — Illusion
3/3
Walking Dream is unblockable.
Walking Dream doesn't untap during your untap step if an opponent controls two or more creatures.

Walking Sponge 1 ♦
Creature — Sponge
1/1
⊙: Target creature loses flying, first strike, or trample until end of turn.

Walking Wall 4
Artifact Creature — Wall
0/6
(Walls can't attack.)
3: Walking Wall gets +3/-1 until end of turn and may attack this turn as though it weren't a Wall. Play this ability only once each turn.

Wall of Air 1 ♦ ♦
Creature — Wall
1/5
(Walls can't attack.)
Flying

Wall of Blossoms 1 ♠
Creature — Wall
0/4
(Walls can't attack.)
When Wall of Blossoms comes into play, draw a card.

Wall of Bone 2 ♠
Creature — Wall
1/4
♠: Regenerate Wall of Bone.

Wall of Brambles 2 ♠
Creature — Wall
2/3
(Walls can't attack.)
♠: Regenerate Wall of Brambles.

Wall of Corpses 1 ♠
Creature — Wall
0/2
(Walls can't attack.)
♠, Sacrifice Wall of Corpses: Destroy target creature Wall of Corpses is blocking.

Wall of Diffusion 1 ♦
Creature — Wall
0/5
(Walls can't attack.)
Wall of Diffusion may block as though it had shadow.

Wall of Distortion 2 ♠ ♠
Creature — Wall
1/3
(Walls can't attack.)
2 ♠, ⊙: Target player discards a card from his or her hand. Play this ability only any time you could play a sorcery.

Wall of Essence 1 ✳
Creature — Wall
0/4
(Walls can't attack.)
Whenever Wall of Essence is dealt combat damage, you gain that much life.

Wall of Fire 1 ♦ ♦
Creature — Wall
0/5
(Walls can't attack.)
♦: Wall of Fire gets +1/+0 until end of turn.

Wall of Glare 1 ✳
Creature — Wall
0/5
(Walls can't attack.)
Wall of Glare may block any number of creatures each combat.

Wall of Junk 2
Artifact Creature — Wall
0/7
(Walls can't attack.)
Whenever Wall of Junk blocks, return it to its owner's hand at end of combat.

Wall of Kelp ♦ ♦
Creature — Wall
0/3
(Walls can't attack.)
♦ ♦, ⊙: Put a 0/1 blue Kelp creature token into play. This creature is a Wall.

Wall of Lava 1 ♦ ♦
Creature — Wall
1/3
(Walls can't attack.)
♦: Wall of Lava gets +1/+1 until end of turn.

Wall of Nets 1 ✳ ✳
Creature — Wall
0/7
(Walls can't attack.)
At end of combat, remove from the game all creatures blocked by Wall of Nets. When Wall of Nets leaves play, return to play under their owners' control all creatures removed from the game with Wall of Nets.

Wall of Pine Needles 3 ♠
Creature — Wall
3/3
(Walls can't attack.)
♠: Regenerate Wall of Pine Needles.

Wall of Razors 1 ♦
Creature — Wall
4/1
(Walls can't attack.)
First strike

Wall of Resistance 1 ✳
Creature — Wall
0/3
(Walls can't attack.)
Flying
At end of turn, if Wall of Resistance was dealt damage this turn, put a +0/+1 counter on it.

Wall of Roots 1 ♠
Creature — Wall
0/5
(Walls can't attack.)
Put a -0/-1 counter on Wall of Roots: Add ♠ to your mana pool. Play this ability only once each turn.

Wall of Shields 3
Artifact Creature — Wall
0/4
(Walls can't attack.)
Banding

Wall of Souls   1 ✹
Creature — Wall
0/4
(Walls can't attack.)
Whenever Wall of Souls is dealt combat damage, it deals that much damage to target opponent.

Wall of Spears   3
Artifact Creature — Wall
2/3
(Walls can't attack.)
First strike

Wall of Stone   1 ➋➋
Creature — Wall
0/8
(Walls can't attack.)

Wall of Swords   3 ✷
Creature — Wall
3/5
(Walls can't attack.)
Flying

Wall of Tears   1 ♦
Creature — Wall
0/4
(Walls can't attack.)
Whenever Wall of Tears blocks a creature, return that creature to its owner's hand at end of combat.

Wall of Vipers   2 ✹
Creature — Wall
2/4
(Walls can't attack.)
3 : Destroy Wall of Vipers and target creature it's blocking. Any player may play this ability.

Wall of Wonder   2 ♦ ♦
Creature — Wall
1/5
(Walls can't attack.)
2 ♦ ♦ : Wall of Wonder gets +4/-4 until end of turn and may attack this turn as though it weren't a Wall.

Wallop   1 ♠
Sorcery
Destroy target blue or black creature with flying.

Wand of Denial   2
Artifact
✦: Look at the top card of target player's library. If it's a nonland card, you may pay 2 life. If you do, put it into that player's graveyard.

Wandering Eye   2 ♦
Creature — Illusion
1/3
Flying
All players play with their hands revealed.

Wandering Mage   ✷ ♦ ✹
Creature — Cleric
0/3
✷, Pay 1 life: Prevent the next 2 damage that would be dealt to target creature this turn.
♦: Prevent the next 1 damage that would be dealt to target Cleric or Wizard this turn.
✹, Put a -1/-1 counter on a creature you control: Prevent the next 2 damage that would be dealt to target player this turn.

Wandering Stream   2 ♠
Sorcery
You gain 2 life for each basic land type among lands you control.

Wanderlust   2 ♠
Enchant Creature
At the beginning of the upkeep of enchanted creature's controller, Wanderlust deals 1 damage to that player.

War Cadence   2 ➋
Enchantment
X ➋: Creatures can't block this turn unless their controller pays X for each blocking creature he or she controls. *(This cost is paid as blockers are declared.)*

War Chariot   3
Artifact
3 , ✦: Target creature gains trample until end of turn.

War Dance   ♠
Enchantment
At the beginning of your upkeep, you may put a verse counter on War Dance.
Sacrifice War Dance: Target creature gets +X/+X until end of turn, where X is the number of verse counters on War Dance.

War Mammoth   3 ✹
Creature — Mammoth
3/3
Trample

War Tax   2 ♦
Enchantment
X ♦: Creatures can't attack this turn unless their controller pays X for each attacking creature. *(This cost is paid as attackers are declared.)*

Ward of Lights   ✷ ✷
Enchant Creature
You may play Ward of Lights any time you could play an instant. If it was played any time a sorcery couldn't have been played, sacrifice it at end of turn.
As Ward of Lights comes into play, choose a color. Enchanted creature has protection from the chosen color. This effect doesn't remove Ward of Lights.

Warmonger   3 ➋
Creature — Monger
3/3
2 : Warmonger deals 1 damage to each creature without flying and each player. Any player may play this ability.

Warmth   1 ✷
Enchantment
Whenever an opponent plays a red spell, you gain 2 life.

Warning   ✷
Instant
Prevent all combat damage that would be dealt by target attacking creature this turn.

Warp Artifact   ✹ ✹
Enchant Artifact
At the beginning of the upkeep of enchanted artifact's controller, Warp Artifact deals 1 damage to that player.

Warpath 3 ⟁
Instant
Warpath deals 3 damage to each blocking creature and each blocked creature.

Warped Devotion 2 ✦
Enchantment
Whenever a permanent is returned to a player's hand, that player discards a card from his or her hand.

Warping Wurm 2 ♣✦
Creature — Wurm
1/1
Phasing
At the beginning of your upkeep, you may pay 2 ♣✦. If you don't, Warping Wurm phases out. When Warping Wurm phases in, put a +1/+1 counter on it.

Warrior Angel 4 ✹✹
Creature — Angel
3/4
Flying
Whenever Warrior Angel deals damage, you gain that much life.

Warrior en-Kor ✹✹
Creature — Knight
2/2
0 : The next 1 damage that would be dealt to Warrior en-Kor this turn is dealt to target creature you control instead.

Warrior's Honor 2 ✹
Instant
Creatures you control get +1/+1 until end of turn.

Warthog 1 ♣♣
Creature — Warthog
3/2
Swampwalk *(This creature is unblockable as long as defending player controls a swamp.)*

Wash Out 3 ✦
Sorcery
Return all permanents of the color of your choice to their owners' hands.

Wasteland
Land
◊: Add one colorless mana to your mana pool.
◊, Sacrifice Wasteland: Destroy target nonbasic land.

Watchdog 3
Artifact Creature
1/2
Watchdog blocks each turn if able.
Whenever a creature attacks you, if Watchdog is untapped, that creature gets -1/-0 until end of turn.

Waterfront Bouncer 1 ✦
Creature — Spellshaper
1/1
✦, ◊, Discard a card from your hand: Return target creature to its owner's hand.

Waterspout Djinn 2 ✦✦
Creature — Djinn
4/4
Flying
At the beginning of your upkeep, sacrifice Waterspout Djinn unless you return an untapped island you control to its owner's hand.

Waterspout Elemental 3 ✦✦
Creature — Elemental
3/4
Kicker ✦ *(You may pay an additional ✦ as you play this spell.)*
Flying
When Waterspout Elemental comes into play, if you paid the kicker cost, return all other creatures to their owners' hands and you skip your next turn.

Wave Elemental 2 ✦✦
Creature — Elemental
2/3
✦, ◊, Sacrifice Wave Elemental: Tap up to three target creatures without flying.

Wave of Reckoning 4 ✹
Sorcery
Each creature deals to itself damage equal to its power.

Wave of Terror 2 ✦
Enchantment
Cumulative upkeep 1
At the beginning of your draw step, destroy each creature with converted mana cost equal to Wave of Terror's last paid cumulative upkeep. They can't be regenerated.

Wax / Wane ♣ / ✹
Instant / Instant
Target creature gets +2/+2 until end of turn. / Destroy target enchantment.

Wayfaring Giant 5 ✹
Creature — Giant
1/3
Wayfaring Giant gets +1/+1 for each basic land type among lands you control.

Waylay 2 ✹
Instant
Play Waylay only during combat.
Put three 2/2 white Knight creature tokens into play. Remove them from the game at end of turn.

Wayward Angel 4 ✹✹
Creature — Angel Horror
4/4
Flying
Attacking doesn't cause Wayward Angel to tap.
Threshold — Wayward Angel gets +3/+3, is black, has trample, and has "At the beginning of your upkeep, sacrifice a creature." *(You have threshold as long as seven or more cards are in your graveyard.)*

Wayward Soul 2 ✦✦
Creature — Spirit
3/2
Flying
✦ : Put Wayward Soul on top of its owner's library.

Weakness ✦
Enchant Creature
Enchanted creature gets -2/-1.

Weatherseed Elf ♣
Creature — Elf
1/1
◊: Target creature gains forestwalk until end of turn. *(It's unblockable as long as defending player controls a forest.)*

Weatherseed Faeries 2 ♠
Creature — Faerie
2/1
Flying, protection from red

Weatherseed Treefolk 2 ♣♣♣
Creature — Treefolk
5/3
Trample
When Weatherseed Treefolk is put into a graveyard from play, return Weatherseed Treefolk to its owner's hand.

Welkin Hawk 1 ☀
Creature — Bird
1/1
Flying
When Welkin Hawk is put into a graveyard from play, you may search your library for a card named Welkin Hawk, reveal that card, and put it into your hand. Then shuffle your library.

Well of Discovery 6
Artifact
At the end of your turn, if you control no untapped lands, draw a card.

Well of Knowledge 3
Artifact
2: Draw a card. Any player may play this ability but only during his or her draw step.

Well of Life 4
Artifact
At the end of your turn, if you control no untapped lands, you gain 2 life.

Well-Laid Plans 2 ♣
Enchantment
Prevent all damage that would be dealt to a creature by another creature if they share a color.

Wellspring 1 ♣☀
Enchant Land
When Wellspring comes into play, gain control of enchanted land until end of turn. At the beginning of your upkeep, untap enchanted land. You gain control of enchanted land until end of turn.

Werebear 1 ♣
Creature — Druid Bear
1/1
♦: Add ♣ to your mana pool.
Threshold — Werebear gets +3/+3. (You have threshold as long as seven or more cards are in your graveyard.)

Western Paladin 2 ♣♣
Creature — Knight
3/3
♣♣, ♦: Destroy target white creature.

Whalebone Glider 2
Artifact
2, ♦: Target creature with power 3 or less gains flying until end of turn.

Wheel of Torture 3
Artifact
At the beginning of each of your opponents' upkeeps, Wheel of Torture deals 1 damage to that player for each card fewer than three in his or her hand.

Whetstone 3
Artifact
3: Each player puts the top two cards from his or her library into his or her graveyard.

Whim of Volrath ♠
Instant
Buyback 2 (If you pay an additional 2 as you play this spell, put it into your hand instead of your graveyard as part of the spell's resolution.)
Change the text of target permanent by replacing all instances of one color word or basic land type with another until end of turn. (For example, you may change "nonred creature" to "nongreen creature" or "plainswalk" to "swampwalk.")

Whip Sergeant 2 ♋
Creature — Soldier
2/1
♋: Target creature gains haste until end of turn. (It may attack and ♦ the turn it comes under your control.)

Whip Silk ♣
Enchant Creature
Enchanted creature may block as though it had flying.
♣: Return Whip Silk to its owner's hand.

Whip Vine 2 ♣
Creature — Wall
1/4
(Walls can't attack.)
Whip Vine may block as though it had flying. You may choose not to untap Whip Vine during your untap step.
♦: Tap target creature with flying blocked by Whip Vine. As long as Whip Vine remains tapped, that creature doesn't untap during its controller's untap step.

Whipkeeper 2 ♋♋
Creature — Dwarf
1/1
♦: Whipkeeper deals damage to target creature equal to the damage already dealt to it this turn.

Whipstitched Zombie 1 ♣
Creature — Zombie
2/2
At the beginning of your upkeep, sacrifice Whipstitched Zombie unless you pay ♣.

Whiptongue Frog 2 ♠
Creature — Frog
1/3
♠: Whiptongue Frog gains flying until end of turn.

Whirling Catapult 4
Artifact
2, Remove the top two cards of your library from the game: Whirling Catapult deals 1 damage to each creature with flying and each player.

Whirling Dervish ♣♣
Creature — Dervish
1/1
Protection from black
At end of turn, if Whirling Dervish dealt damage to an opponent this turn, put a +1/+1 counter on it.

Whirlpool Drake — 3 🌢
Creature — Drake
2/2
Flying
When Whirlpool Drake comes into play, shuffle the cards from your hand into your library, then draw that many cards.
When Whirlpool Drake is put into a graveyard from play, shuffle the cards from your hand into your library, then draw that many cards.

Whirlpool Rider — 1 🌢
Creature — Merfolk
1/1
When Whirlpool Rider comes into play, shuffle the cards from your hand into your library, then draw that many cards.

Whirlpool Warrior — 2 🌢
Creature — Merfolk
2/2
When Whirlpool Warrior comes into play, shuffle the cards from your hand into your library, then draw that many cards.
🌢, Sacrifice Whirlpool Warrior: Each player shuffles the cards from his or her hand into his or her library, then draws that many cards.

Whirlwind — 2 🍃🍃
Sorcery
Destroy all creatures with flying.

Whispering Shade — 3 ♟
Creature — Shade
1/1
Swampwalk
♟: Whispering Shade gets +1/+1 until end of turn.

Whispers of the Muse — 🌢
Instant
Buyback 5 *(If you pay an additional 5 as you play this spell, put it into your hand instead of your graveyard as part of the spell's resolution.)*
Draw a card.

White Knight — ✹✹
Creature — Knight
2/2
First strike, protection from black

White Scarab — ✹
Enchant Creature
Enchanted creature can't be blocked by white creatures.
Enchanted creature gets +2/+2 as long as an opponent controls a white permanent.

Whiteout — 1 🍃
Instant
All creatures lose flying until end of turn.
Sacrifice a snow-covered land: Return Whiteout to your hand. Play this ability only if Whiteout is in your graveyard.

Wicked Reward — 1 ♟
Instant
As an additional cost to play Wicked Reward, sacrifice a creature.
Target creature gets +4/+2 until end of turn.

Wiitigo — 3 🍃🍃🍃
Creature — Wiitigo
0/0
Wiitigo comes into play with six +1/+1 counters on it.
At the beginning of your upkeep, put a +1/+1 counter on Wiitigo if it has blocked or been blocked since your last upkeep. Otherwise, remove a +1/+1 counter from it.

Wild Aesthir — 2 ✹
Creature — Bird
1/1
Flying, first strike
✹✹: Wild Aesthir gets +2/+0 until end of turn. Play this ability only once each turn.

Wild Colos — 2 ☙
Creature — Beast
2/2
Haste *(This creature may attack and ⟳ the turn it comes under your control.)*

Wild Dogs — 🍃
Creature — Hound
2/1
At the beginning of your upkeep, if a player has more life than any other, that player gains control of Wild Dogs.
Cycling 2 (2, *Discard this card from your hand: Draw a card.)*

Wild Elephant — 3 🍃
Creature — Elephant
3/3
Trample

Wild Growth — 🍃
Enchant Land
Whenever enchanted land is tapped for mana, its controller adds 🍃 to his or her mana pool.

Wild Jhovall — 3 ☙
Creature — Cat
3/3

Wild Mammoth — 2 🍃
Creature — Elephant
3/4
At the beginning of your upkeep, if a player controls more creatures than any other, that player gains control of Wild Mammoth.

Wild Might — 1 🍃
Instant
Target creature gets +1/+1 until end of turn. That creature gets an additional +4/+4 until end of turn unless any player pays 2.

Wild Mongrel — 1 🍃
Creature — Hound
2/2
Discard a card from your hand: Wild Mongrel gets +1/+1 and becomes the color of your choice until end of turn.

Wild Research — 2 ☙
Enchantment
1 ✹: Search your library for an enchantment card and reveal that card. Put it into your hand, then discard a card at random from your hand. Then shuffle your library.
1 🌢: Search your library for an instant card and reveal that card. Put it into your hand, then discard a card at random from your hand. Then shuffle your library.

Wild Wurm   3 🜚
Creature — Wurm
5/4
When Wild Wurm comes into play, flip a coin. If you lose the flip, return Wild Wurm to its owner's hand.

Wildfire Emissary   3 🜚
Creature — Efreet
2/4
Protection from white
1 🜚: Wildfire Emissary gets +1/+0 until end of turn.

Wildfire   4 🜚🜚
Sorcery
Each player sacrifices four lands. Wildfire deals 4 damage to each creature.

Willow Faerie   1 ♣
Creature — Faerie
1/2
Flying

Willow Priestess   2 ♣♣
Creature — Faerie
2/2
✪: Put a Faerie card from your hand into play.
2 ♣: Target green creature gains protection from black until end of turn.

Wind Dancer   1 ♦
Creature — Faerie
1/1
Flying
✪: Target creature gains flying until end of turn.

Wind Drake   2 ♦
Creature — Drake
2/2
Flying

Wind Shear   2 ♠
Instant
Attacking creatures with flying get -2/-2 and lose flying until end of turn.

Wind Spirit   4 ♦
Creature — Spirit
3/2
Flying
Wind Spirit can't be blocked by only one creature.

Windfall   2 ♦
Sorcery
Each player discards his or her hand, then draws cards equal to the greatest number a player discarded this way.

Winding Canyons
Land
✪: Add one colorless mana to your mana pool.
2, ✪: Until end of turn, you may play creature cards any time you could play an instant.

Winding Wurm   4 ♠
Creature — Wurm
6/6
Echo (*At the beginning of your next upkeep after this permanent comes under your control, sacrifice it unless you pay its mana cost.*)

Windreaper Falcon   1 🜚♠
Creature — Bird
1/1
Flying, protection from blue

Winds of Change   🜚
Sorcery
Each player shuffles his or her hand into his or her library, then draws a new hand of as many cards as he or she had before.

Winds of Rath   3 ✳✳
Sorcery
Destroy all creatures that aren't enchanted. They can't be regenerated.

Windscouter   3 ♦
Creature — Ship
3/3
Flying
Whenever Windscouter attacks or blocks, return it to its owner's hand at end of combat.

Wing Snare   2 ♣
Sorcery
Destroy target creature with flying.

Wing Storm   2 ♠
Sorcery
Wing Storm deals X damage to each player, where X is twice the number of creatures with flying that player controls.

Winged Sliver   1 ♦
Creature — Sliver
1/1
All Slivers have flying.

Wings of Aesthir
✳ ♦
Enchant Creature
Enchanted creature gets +1/+0 and has flying and first strike.

Wings of Hope
✳ ♦
Enchant Creature
Enchanted creature gets +1/+3 and has flying.

Winnow   1 ✳
Instant
Destroy target nonland permanent if another permanent with the same name is in play. Draw a card.

Winter Blast   x ♠
Sorcery
Tap X target creatures. Winter Blast deals 2 damage to each of those creatures with flying.

Winter Orb   2
Artifact
As long as Winter Orb is untapped, players can't untap more than one land during their untap steps.

Winter Sky   🜚
Sorcery
Flip a coin. If you win the flip, Winter Sky deals 1 damage to each creature and each player. If you lose the flip, each player draws a card.

Wintermoon Mesa
Land
Wintermoon Mesa comes into play tapped.
✪: Add one colorless mana to your mana pool.
2, ✪, Sacrifice Wintermoon Mesa: Tap two target lands.

Winter's Chill X 💧
Instant
Play Winter's Chill only during combat before the declare blockers step.
X can't be greater than the number of snow-covered lands you control.
Destroy X target attacking creatures at end of combat. For each attacking creature, its controller may pay 1 or 2 to prevent this effect. If that player pays only 1 for that creature, prevent all combat damage that would be dealt to and dealt by that creature this turn.

Winter's Grasp 1 🍂🍂
Sorcery
Destroy target land.

Winter's Night
🍂❄🌑
Enchant World
Whenever a snow-covered land is tapped for mana, its controller adds one mana of that type to his or her mana pool. That land doesn't untap during its controller's next untap step.

Wirecat 4
Artifact Creature
4/3
Wirecat can't attack or block if an enchantment is in play.

Wishmonger 3 ☀
Creature — Monger
3/3
2: Target creature gains protection from the color of its controller's choice until end of turn. Any player may play this ability.

Witch Engine 5 🌑
Creature — Horror
4/4
Swampwalk *(This creature is unblockable as long as defending player controls a swamp.)*
🌑: Add 🌑🌑🌑🌑 to your mana pool. Target opponent gains control of Witch Engine. Play this ability only any time you could play an instant.

Withdraw 💧💧
Instant
Return target creature to its owner's hand. Then return another target creature to its owner's hand unless its controller pays 1.

Withering Boon 1 🌑
Instant
Counter target creature spell. You lose 3 life.

Withering Wisps 1 🌑🌑
Enchantment
At end of turn, if no creatures are in play, sacrifice Withering Wisps.
🌑: Withering Wisps deals 1 damage to each creature and each player. Spend no more 🌑 this way each turn than the number of snow-covered swamps you control.

Wizard Mentor 2 💧
Creature — Wizard
2/2
💧: Return Wizard Mentor and target creature you control to their owner's hand.

Wizards' School
Land
💧: Add one colorless mana to your mana pool.
1, 💧: Add 💧 to your mana pool.
2, 💧: Add ☀ or 🌑 to your mana pool.

Wolverine Pack 2 🍂🍂
Creature — Wolverine-Pack
2/4
Rampage 2 *(Whenever this creature becomes blocked by two or more creatures, it gets +2/+2 until end of turn for each creature blocking it beyond the first.)*

Wood Elves 2 🍂
Creature — Elf
1/1
When Wood Elves comes into play, search your library for a forest card and put that card into play. Then shuffle your library.

Wood Sage
💧🍂
Creature — Druid
1/1
💧: Name a creature card. Reveal the top four cards of your library. Put any of them that are the named card into your hand and the rest into your graveyard.

Wooden Sphere 1
Artifact
Whenever a player plays a green spell, you may pay 1. If you do, you gain 1 life.

Woodland Druid 🍂
Creature — Druid
1/2

Woodripper 3 🍂🍂
Creature — Beast
4/6
Fading 3 *(This creature comes into play with three fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)*
1, Remove a fade counter from Woodripper: Destroy target artifact.

Woolly Mammoths 1 🍂🍂
Creature — Mammoth
3/2
Woolly Mammoths has trample as long as you control a snow-covered land.

Woolly Spider 1 🍂🍂
Creature — Spider
2/3
Woolly Spider may block as though it had flying. Whenever Woolly Spider blocks a creature with flying, Woolly Spider gets +0/+2 until end of turn.

Word of Blasting 1 🔥
Instant
Destroy target Wall. It can't be regenerated. Word of Blasting deals damage equal to that Wall's converted mana cost to the Wall's controller.

Word of Undoing 💧
Instant
Return target creature and white enchantments you own enchanting that creature to their owners' hands.

Words of Wisdom 1 🔵
Instant
You draw two cards, then each other player draws a card.

Workhorse 6
Artifact Creature
0/0
Workhorse comes into play with four +1/+1 counters on it.
Remove a +1/+1 counter from Workhorse: Add one colorless mana to your mana pool.

Worldly Counsel 1 🔵
Instant
Look at the top X cards of your library, where X is the number of basic land types among lands you control. Put one of those cards into your hand and the rest on the bottom of your library.

Worldly Tutor 🌳
Instant
Search your library for a creature card and reveal that card. Shuffle your library, then put the revealed card back on top of it.

Worn Powerstone 3
Artifact
Worn Powerstone comes into play tapped.
⟳: Add two colorless mana to your mana pool.

Worry Beads 3
Artifact
At the beginning of each player's upkeep, that player puts the top card from his or her library into his or her graveyard.

Worship 3 ☀
Enchantment
If you control a creature, damage that would reduce your life total to less than 1 reduces it to 1 instead.

Worthy Cause ☀
Instant
Buyback 2 (*If you pay an additional 2 as you play this spell, put it into your hand instead of your graveyard as part of the spell's resolution.*)
Sacrifice a creature. You gain life equal to the sacrificed creature's toughness.

Wrath of God 2 ☀☀
Sorcery
Destroy all creatures. They can't be regenerated.

Wrath of Marit Lage 3 🔵🔵
Enchantment
Red creatures don't untap during their controllers' untap steps.
When Wrath of Marit Lage comes into play, tap all red creatures.

Wyluli Wolf 1 🌳
Creature — Wolf
1/1
⟳: Target creature gets +1/+1 until end of turn.

X

Xanthic Statue 8
Artifact
5: Until end of turn, Xanthic Statue becomes an 8/8 artifact creature with trample.

Xenic Poltergeist 1 🌳🌳
Creature — Poltergeist
1/1
⟳: Until your next upkeep, target noncreature artifact becomes an artifact creature with power and toughness each equal to its converted mana cost.

Y

Yare 2 ☀
Instant
Target creature defending player controls gets +3/+0 until end of turn. That creature may block up to two additional creatures this turn.

Yavimaya Ancients 3 ♣♣
Creature — Treefolk
2/7
♣: Yavimaya Ancients gets +1/-2 until end of turn.

Yavimaya Ants 2 ♣♣
Creature — Swarm
5/1
Trample; haste (*This creature may attack and ⟳ the turn it comes under your control.*)
Cumulative upkeep ♣♣

Yavimaya Barbarian ♠♣
Creature — Barbarian Elf
2/2
Protection from blue

Yavimaya Coast
Land
⟳: Add one colorless mana to your mana pool.
⟳: Add ♣ or 🔵 to your mana pool.
Yavimaya Coast deals 1 damage to you.

Yavimaya Elder 1 ♣♣
Creature — Druid
2/1
When Yavimaya Elder is put into a graveyard from play, you may search your library for up to two basic land cards, reveal them, and put them into your hand. If you do, shuffle your library.
2, Sacrifice Yavimaya Elder: Draw a card.

Yavimaya Enchantress 2 ♣
Creature — Druid
2/2
Yavimaya Enchantress gets +1/+1 for each enchantment in play.

Yavimaya Gnats 2 ♣
Creature — Insect
0/1
Flying
♣: Regenerate Yavimaya Gnats.

Yavimaya Granger 2 ♣
Creature — Elf
2/2
Echo (*At the beginning of your next upkeep after this permanent comes under your control, sacrifice it unless you pay its mana cost.*)
When Yavimaya Granger comes into play, you may search your library for a basic land card and put that land into play tapped. If you do, shuffle your library.

Yavimaya Hollow
Legendary Land
⟳: Add one colorless mana to your mana pool.
♣, ⟳: Regenerate target creature.

Yavimaya Kavu 2 🔴🟢
Creature — Kavu
/
Yavimaya Kavu's power is equal to the number of red creatures in play.
Yavimaya Kavu's toughness is equal to the number of green creatures in play.

Yavimaya Scion 4 🟢
Creature — Treefolk
4/4
Protection from artifacts

Yavimaya Wurm 4 🟢🟢
Creature — Wurm
6/4
Trample

Yavimaya's Embrace 5 🟢🔵🔵
Enchant Creature
You control enchanted creature.
Enchanted creature gets +2/+2 and has trample.

Yawgmoth's Agenda 3 ⚫⚫
Enchantment
Play no more than one spell each turn.
You may play cards in your graveyard as though they were in your hand.
If a card would be put into your graveyard from anywhere, remove it from the game instead.

Yawgmoth's Bargain 4 ⚫⚫
Enchantment
Skip your draw step.
Pay 1 life: Draw a card.

Yawgmoth's Edict 1 ⚫
Enchantment
Whenever an opponent plays a white spell, that player loses 1 life and you gain 1 life.

Yawgmoth's Will 2 ⚫
Sorcery
Until end of turn, you may play cards in your graveyard as though they were in your hand.
If a card would be put into your graveyard this turn, remove that card from the game instead.

Youthful Knight 1 ☀
Creature — Knight
2/1
First strike

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Zanam Djinn 5 🔵
Creature — Djinn
5/6
Flying
Zanam Djinn gets -2/-2 as long as blue is the most common color among all permanents or is tied for most common.

Zap 2 🔴
Instant
Zap deals 1 damage to target creature or player. Draw a card.

Zealots en-Dal 3 ☀
Creature — Soldier
2/4
At the beginning of your upkeep, if all nonland permanents you control are white, you gain 1 life.

Zebra Unicorn 2 🟢☀
Creature — Unicorn
2/2
Whenever Zebra Unicorn deals damage, you gain that much life.

Zephid 4 🔵🔵
Creature — Illusion
3/4
Flying
Zephid can't be the target of spells or abilities.

Zephid's Embrace 2 🔵🔵
Enchant Creature
Enchanted creature gets +2/+2 and has flying.
It can't be the target of spells or abilities.

Zephyr Falcon 1 🔵
Creature — Bird
1/1
Flying
Attacking doesn't cause Zephyr Falcon to tap.

Zerapa Minotaur 2 🔴🔴
Creature — Minotaur
3/3
First strike
2: Zerapa Minotaur loses first strike until end of turn. Any player may play this ability.

Zhalfirin Commander 2 ☀
Creature — Knight
2/2
Flanking (*Whenever a creature without flanking blocks this creature, the blocking creature gets -1/-1 until end of turn.*)
1☀☀: Target Knight gets +1/+1 until end of turn.

Zhalfirin Crusader 1 ☀☀
Creature — Knight
2/2
Flanking (*Whenever a creature without flanking blocks this creature, the blocking creature gets -1/-1 until end of turn.*)
1☀: The next 1 damage that would be dealt to Zhalfirin Crusader this turn is dealt to target creature or player instead.

Zhalfirin Knight 2 ☀
Creature — Knight
2/2
Flanking (*Whenever a creature without flanking blocks this creature, the blocking creature gets -1/-1 until end of turn.*)
☀☀: Zhalfirin Knight gains first strike until end of turn.

Zirilan of the Claw 3 🔴🔴
Creature — Legend
3/4
1🔴🔴, ⟳: Search your library for a Dragon card and put that card into play. Then shuffle your library. That Dragon gains haste until end of turn. At end of turn, remove it from the game. (*The creature may attack and ⟳ the turn it comes under your control.*)

Zombie Assassin 4 ⚫
Creature — Zombie Assassin
3/2
⟳, Remove two cards in your graveyard and Zombie Assassin from the game: Destroy target nonblack creature. It can't be regenerated.

Zombie Boa 4 🝣
Creature — Zombie Snake
3/3
1 🝣: Choose a color. Whenever Zombie Boa becomes blocked by a creature of that color this turn, destroy that creature. Play this ability only any time you could play a sorcery.

Zombie Cannibal 🝣
Creature — Zombie
1/1
Whenever Zombie Cannibal deals combat damage to a player, you may remove target card in that player's graveyard from the game.

Zombie Infestation 1 🝣
Enchantment
Discard two cards from your hand: Put a 2/2 black Zombie creature token into play.

Zombie Master 1 🝣🝣
Creature — Lord
2/3
All Zombies have "🝣: Regenerate this creature" and swampwalk. *(They're unblockable as long as defending player controls a swamp.)*

Zombie Mob 2 🝣🝣
Creature — Zombie
2/0
Zombie Mob comes into play with a +1/+1 counter for each creature card in your graveyard. When Zombie Mob comes into play, remove all creature cards in your graveyard from the game.

Zombie Scavengers 2 🝣
Creature — Zombie
3/1
Remove the top creature card in your graveyard from the game: Regenerate Zombie Scavengers.

Zombify 3 🝣
Sorcery
Return target creature card from your graveyard to play.

Zoologist 3 🝅
Creature — Druid
1/2
3 🝅, ⊙: Reveal the top card of your library. If it's a creature card, put it into play. Otherwise, put it into your graveyard.

Zuberi, Golden Feather 7 ✳
Creature — Griffin Legend
3/3
Flying
All other Griffins get +1/+1.

Zuran Enchanter 1 ♠
Creature — Wizard
1/1
2 🝣, ⊙: Target player discards a card from his or her hand. Play this ability only during your turn.

Zuran Orb 0
Artifact
Sacrifice a land: You gain 2 life.

Zuran Spellcaster 2 ♠
Creature — Wizard
1/1
⊙: Zuran Spellcaster deals 1 damage to target creature or player.

Zur's Weirding 3 ♠
Enchantment
Players play with their hands revealed. If a player would draw a card, he or she reveals it instead. Then any other player may pay 2 life. If a player does, put that card into its owner's graveyard. If no one does, that player draws the card.

Magic: The Gathering Comprehensive Rules

These rules are current as of
September 24, 2001.

Introduction
This booklet is designed for people who've moved beyond the basics of the Magic: The Gathering game. If you're a beginning Magicr player, you'll probably find these rules intimidating. They're intended to be the ultimate authority for the game, and you won't usually need to refer to them except in specific cases or during competitive games.

For casual play and most ordinary situations, you'll find what you need in the general rulebook included in the Magic: The Gathering-Seventh Edition game box. (You can download a copy of that rulebook from the Wizards of the Coastr website at **www.wizards.com/magic/advanced/7e** If you're sure this is where you want to be, keep reading.

This document includes a series of numbered rules followed by a glossary. Many of the numbered rules are divided into subrules, and each separate rule and subrule of the game has its own number.

Words or phrases in italics are defined in the glossary, along with a few concepts that don't really fit anywhere among the numbered rules. So if you can't find what you're looking for, check the glossary.

We at Wizards of the Coast recognize that no matter how detailed the rules, situations will arise in which the interaction of specific cards requires a precise answer. If you have questions, you can get the answers from us. Contact information is on the last page of this rulebook.

In response to play issues and to keep these rules as current as possible, changes may have been made to this document since its publication. See the Wizards of the Coast website for the current version of the official rules.

www.wizards.com/magic/MTG_Rules.asp

1. The Game

100. General

100.1. These Magic rules assume a game between two players. Optional rules allow for more players but aren't discussed here. These rules can be found at the Wizards of the Coast website at **www.wizards.com/magic/MTG_Rules.asp.**

100.2. In constructed play, each player needs his or her own deck of at least sixty cards, small objects to represent any tokens and counters, and some way to clearly track life totals. A constructed deck can have any number of basic land cards and no more than four of any card with a particular English name other than basic land cards.

100.3. For sealed deck or draft play, only forty cards are required in a deck, and a player may use as many duplicates of a card as he or she has. See the most current Magic: The Gathering DCIT Floor Rules for more information. They can be found at www.wizards.com/DCI/UTR_MTG.asp.

100.4. There is no maximum deck size.

100.5. Most Magic tournaments have special rules (not included here) and may limit the use of some cards, including barring all cards from some older sets. See the Magic DCI Floor Rules for more information.

101. Starting the Game

101.1. At the start of a game, each player shuffles his or her own deck so that the cards are in a random order. Each player may then shuffle his or her opponent's deck.

101.2. After the decks have been shuffled, the players determine who chooses which player goes first using any mutually agreeable method (flipping a coin, rolling dice, etc.). In a match of several games, the loser of the previous game decides who will take the first turn. If the previous game was a draw, the person who determined who would take the first turn in the previous game decides.

101.3. Once the starting player has been determined, each player sets his or her life total to 20 and draws a hand of seven cards.

101.4. The player who plays first skips the draw step (see rule 304, "Draw Step") of his or her first turn.

101.5. A player who is dissatisfied with his or her initial hand may mulligan. That player shuffles his or her hand back into the deck, then draws a new hand of six cards. He or she may repeat this process as many times as desired, drawing one fewer card each time, until the hand size reaches zero cards. Once the first player has decided to keep a hand, the second player may mulligan. Once both players are satisfied with their hands, the first player takes his or her turn.

102. Winning and Losing

102.1. If a player's life total is 0 or less, he or she loses the game the next time a player would receive priority. (This is a state-based effect. See rule 420.)

102.2. When a player is required to draw more cards than are left in his or her library, he or she draws the remaining cards, then loses the game the next time a player would receive priority. (This is a state-based effect. See rule 420.)

102.3. A game immediately ends when either these rules or a card effect states that a player loses or wins.

102.4. If both players lose simultaneously, the game is a draw.

102.5. If a player would both win and lose simultaneously, he or she loses.

102.6. If the game somehow enters a "loop," repeating a sequence of events with no way to stop, the game is a draw. Loops that contain an optional action don't result in a draw.

102.7. A player may concede a game at any time.

102.8 If a player has ten or more poison counters, he or she loses the game the next time a player would receive priority. (This is a state-based effect. See rule 420.)

103. The Golden Rule

103.1. The Magic Golden Rule: Whenever a card's text directly contradicts these rules, the card takes precedence. The card overrides only the rule that applies to that specific situation. If an instruction requires taking an impossible action, it's ignored. (In many cases the card will specify consequences for this; if it doesn't, there's no effect.)

103.2. When one effect says something can happen and another says it can't, the "can't" effect wins. For example, if one effect reads "You may play an additional land this turn" and another reads "You can't play land cards this turn," the effect that keeps you from playing lands wins out. Note that adding abilities to cards and removing abilities from cards don't fall under this rule. See rule 407, "Adding and Removing Abilities."

2. Cards

200. General

200.1. When a rule or text on a card refers to a "card," it means a Magic card with a Magic card front and the Magic card back. Tokens aren't considered cards-even an UngluedT card that represents a token isn't considered a card for rules purposes.

201. Parts of a Card

201.1. The parts of a card are name, mana cost, illustration, type, expansion symbol, text box, power and toughness, credit, legal text, and collector number. Some cards may have more than one of any or all of these parts.

201.2. A card, spell, or permanent's characteristics are name, mana cost, color, type and subtype, expansion symbol, rules text, power, and toughness. Any other information about a card, spell, or permanent isn't a characteristic. Characteristics don't include any other information, such as whether a permanent is tapped, a spell's target, a spell or permanent's controller, what a local enchantment enchants, and so on.

202. Name

202.1. The name of a card is printed on its upper left corner.

202.2. Card text that refers to the card it's on by name means just that particular card and not any other duplicates of it, regardless of any name changes caused by game effects. Also, if a card has an effect on or grants an ability that includes that card's name to another card, the name refers only to the card generating the effect or granting the ability, not to duplicates of cards with the same name.

202.3. Two cards have the same name if the English versions of their names are identical, regardless of anything else printed on the cards.

203. Mana Cost

203.1. The mana cost of a card is indicated by mana symbols printed on its upper right corner. Tokens and lands have a mana cost of 0. Paying a card's mana cost requires matching the color of any colored mana symbols as well as paying the generic mana cost indicated.

203.2. A card is the color or colors of the mana symbols in its mana cost, regardless of the color of its border. For example, a card with a mana cost of 2✹ is white, and one with a mana cost of 2✹✿ is both white and black. Cards with no colored mana symbols in their mana costs are colorless. Cards with more than one colored mana symbol in their mana costs are multicolored. Multicolored cards are printed with a gold frame, but this is not a requirement for a card to be multicolored.

203.3. The converted mana cost of a card is the total amount of mana in the mana cost, regardless of color (For example, a mana cost of 3UU translates to a converted mana cost of 5). The converted mana cost is a generic mana cost-it may be paid with any combination of colored and/or colorless mana, regardless of the colors in the spell's mana cost.

203.4. Any additional cost listed in a card's rules text isn't part of the mana cost. (See rule 409, "Playing Spells and Activated Abilities.") Such costs are paid at the same time as the spell's other costs.

204. Illustration

204.1. The illustration is printed on the upper half of a card and has no game significance. For example, a creature doesn't have the flying ability unless stated in its rules text, even if it's depicted as flying.

205. Type

205.1. The type (and subtype, if applicable) of a card is printed directly below the illustration. (See rules 212-215.)

206. Expansion Symbol

206.1. The expansion symbol indicates which Magic set a card is from. It's printed below the right edge of the illustration.

206.2. The color of the expansion symbol indicates the rarity of the card within its set. A gold symbol signifies the card is rare; silver, uncommon; and black, common or basic land. (Prior to the ExodusT set, all expansion symbols were black, regardless of rarity. Also, prior to the ClassicT (Sixth Edition) set, Magic basic sets didn't have expansion symbols at all.)

206.3. A spell or ability that affects cards from a particular set "looks" only for that set's expansion symbol. A card reprinted in the basic set receives the basic set's expansion symbol; any reprinted version of the card no longer counts as part of its original set unless it was reprinted with that set's expansion symbol. The first five editions of the basic set had no expansion symbol.

207. Text Box

207.1. The text box is printed on the lower half of the card. It usually contains rules text stating what the card does and any special requirements for playing it.

207.2. The text box may also contain italicized reminder text (in parentheses), which summarizes a rule that applies to that card, and italicized flavor text, which has no game function, but like the illustration, adds artistic appeal to the game.

208. Power/Toughness

208.1. A creature card has two numbers separated by a slash printed on its lower right corner. The first number is the creature's power (the amount of damage it deals in combat); the second is its toughness (the amount of damage needed to destroy it). For example, 2/3 means the creature has power 2 and toughness 3. Power and toughness can be modified or set to particular values by effects.

208.2. Some creature cards have power and/or toughness of *, where * is a value determined by the text in the creature's text box. As long as the creature card is in play, the value of * is treated just as if that number were actually printed on the card. The * is 0 while the card is not in play.

209. Credit

209.1. The illustration credit for a card is printed directly below the text box. The credit has no effect on game play.

210. Legal Text

210.1. Legal text (the fine print at the bottom of the card) lists the copyright information. It has no effect on game play.

211. Collector Number

211.1. Some card sets feature collector numbers. This information is printed in the form [card number]/[total cards in the set], immediately following the legal text. These numbers have no effect on game play.

212. Card Type

212.1. All cards have one or more card types: artifact, creature, enchantment, instant, land, or sorcery. Only one multiple type-artifact creature-currently exists. The artifact creature type satisfies the criteria for any effect that applies to an artifact card or a creature card. A card's type appears below its illustration.

212.2. Some card types include subtypes, printed on the same line. Creature subtypes (including those of artifact creatures) appear after a dash that follows their card type(s). Enchantment subtypes consist of the word "enchant" and the word(s) that follows it, such as "enchant creature" or "enchant artifact." Land subtypes are not printed on the card type line (see rule 212.2c).

212.2a Creature subtypes are always a single word and are listed after "Creature," separated by a long dash: "Creature - Minotaur," "Artifact Creature - Golem Legend," etc. Creature subtypes are one word each and are also called "creature types." Creature cards may have multiple creature types. Example: "Creature - Minotaur" means the card is a creature with the Minotaur subtype. "Creature - Goblin Wizard" means the card is a creature with the creature types Goblin and Wizard.

212.2b Enchantment subtypes consist of the word "enchant" and the word(s) that follows it: "enchant creature," "enchant land," etc. ("enchant world" isn't a type or subtype, but a special category of enchantment found only in some older sets). A card with the type "enchantment" has no enchantment subtype. An enchantment subtype specifies what the enchantment can be legally attached to. "Local enchantment" and "global enchantment" aren't types or subtypes; they're categories of enchantments. (Also see rule 214.8, "Enchantments.")

212.2c Land subtypes are also called "land types" and are always the same as the name of the land card; they aren't listed on the type line. A card named "Island" has land type "island"; a card named "Karplusan Forest" has land type "Karplusan Forest" (Remember that it isn't a forest or a basic land). Only lands with a basic land type get abilities just for being a given land type. (See rule 214.9e.) "Basic land" and "nonbasic land" aren't types or subtypes; they're categories of lands.

212.2d There are no subtypes for artifact cards, instant cards, or sorcery cards.

213. Spell Type

213.1. Every nonland card is a spell while it's being played (see rules 409.1a-409.1f) and while it's on the stack. Once it's played, a card remains a spell until it resolves or is countered. For more information, see rule 401, "Spells."

213.2. A spell's spell type is the same as its card type. Its subtypes are the same as its card's subtypes.

214. Permanent Type

214.1. A permanent is a card or token in play. Permanents stay in play unless moved to another zone by an effect or rule. There are four types of permanents: artifacts, creatures, enchantments, and lands. Instant and sorcery cards can't come into play.

214.2. A nontoken permanent's type(s) and subtype(s) are the same as those printed on its card. A token's type(s) and subtype(s) are set by the spell or ability that created it.

214.3. A card becomes a permanent when it comes into play and stops being a permanent when it leaves play. The term "card" is often used to refer to a card that's not in play, such as a creature card in a player's hand. "Spell" is often used to refer to a card while it's on the stack. "Spell card" is used to refer to cards that aren't in play and aren't land cards. For more information, see rule 217, "Zones."

214.4. When a permanent's type or subtype changes, the new type(s) replaces any existing type(s). This changes only the permanent type-the card type doesn't change. Counters, effects, and damage affecting the permanent remain with it, even if they are meaningless to the new type.

214.4a Some effects change a permanent's type or subtype but specify that the permanent retains a prior type or subtype. In such cases, the retained type isn't replaced, but any other types the permanent has are replaced. Example: An ability reads, "All lands are 1/1 creatures that are still lands." The affected lands now have two types: creature and land. If there were any lands that also had the artifact type before the ability's effect applied to them, those lands would become "land creatures," not "artifact land creatures." The effect allows them to retain the land type, but wipes out the artifact type.

214.4b If a permanent's type changes, the subtypes of its old permanent type don't exist in any way under the new type. The subtype disappears completely for the entire time the card's permanent type is changed. This does not override the rule that a permanent retains its legendary status when its type changes (see rule 215.2).

214.5. The initial value of a permanent's characteristic is the value printed on the card or specified by the spell or ability that created the token or changed the type of the permanent. A permanent- type-changing ability that changes one or more characteristics changes the initial values of those characteristics stated in the ability's text, not the current values. Continuous effects that don't change a permanent's type affect current values of characteristics and can override characteristics set by type-changing abilities. Example: A player plays an artifact's ability that reads "2: This permanent is a 3/2 artifact creature." Later in the turn, the artifact creature is affected by an ability that reads "Target creature is 0/2." At this point, playing the ability of the artifact again won't do anything; because the type-changing ability changes characteristics at the initial level, it can't override the effect. The artifact creature remains 0/2.

214.6. Artifacts

214.6a Artifacts have no characteristics specific to their type. Because artifact spells have no colored mana in their mana costs, they're colorless, and the permanents they create are also colorless. Effects can give artifact spells or artifacts one or more colors, however.

214.6b Artifact creatures combine the characteristics of both the creature and artifact types and are subject to spells and abilities that affect either or both types.

214.7. Creatures

214.7a If a card instruction requires choosing a creature subtype, any noun (even if that creature type doesn't exist in Magic) may be chosen, but only one. Any existing creature type is a valid choice, even if the creature's type is the same as its name. A word that has some other Magic meaning isn't a valid choice, because that would cause confusion. Example: Merfolk or Wizard is acceptable, but not Merfolk Wizard. Words like "opponent," "swamp," or "kindle" can't be chosen because they have other meanings in the game.

214.7b Plurality and gender are ignored when determining creature types. Example: Ogre, Ogres, Ogress, and Ogresses all count as the same creature type-Ogre.

214.8. Enchantments

214.8a A global enchantment simply has "enchantment" as its type. Local enchantments comprise various subtypes: enchant artifact, enchant creature, enchant enchantment, enchant land, and enchant permanent.

214.8b A global enchantment is put into play on the side of the player who controlled the spell that created it, like any other spell that creates a permanent.

214.8c A local-enchantment spell requires a target whose type is indicated by the enchantment subtype. The local-enchantment permanent the spell puts into play must enchant that type of permanent and comes into play attached to the permanent the spell targeted. Any additional targeting requirements are indicated by phrases like "[This card] can enchant only a [permanent with specified characteristics]." These restrictions apply to playing the spell, and they become restrictions on what the resulting permanent can enchant. Similar restrictions can limit what a permanent can be enchanted by. For example, a permanent might have an ability that reads "[This card] can't be enchanted by [local enchantments with specified characteristics]." Example: An enchant creature spell requires a target creature; a creature enchantment in play must enchant a creature. (See rules 420.5d and 214.8g.)

214.8d As part of playing a local-enchantment spell, the player announces the spell's target. The local enchantment comes into play attached to that target permanent. If a local enchantment is coming into play by any other means, the player putting it into play chooses a permanent for it to enchant as it comes into play. In this case, the enchantment doesn't target the permanent, but the player still must choose a permanent that the enchantment can enchant. If no legal permanent is available, the enchantment remains in the zone from which it attempted to move instead of coming into play. The same rule applies to moving a local enchantment from one permanent to another. The permanent to which the enchantment is to be moved must be able to be enchanted by it. If it isn't legal, the enchantment doesn't move.

214.8e If a local enchantment is enchanting an illegal permanent or the permanent it was attached to no longer exists, the enchantment card is put into its owner's graveyard. (This is a state-based effect. See rule 420.)

214.8f A local enchantment can't be attached to itself. If this occurs somehow, the local enchantment is put into its owner's graveyard as a state-based effect (see rule 420.5d).

214.8g The permanent a local enchantment is attached to is called "enchanted." The enchantment "enchants" or, in more casual terms, "is attached to" that permanent.

214.8h A local enchantment's abilities don't target the permanent it enchants unless they state they can target it. Only the enchantment spell targets the permanent it will enchant; the resulting enchantment permanent doesn't continue to target the enchanted permanent after the enchantment spell resolves. If a permanent "can't be enchanted" in general or by enchantments with specified characteristics, it also can't be the target of a spell that would enchant it with such an enchantment.

214.8i A local enchantment's controller is separate from the enchanted permanent's controller; the two need not be the same. Changing control of the permanent doesn't change control of the enchantment, and vice versa. Only the enchantment's controller can play its abilities. However, if the enchantment adds an ability to the enchanted permanent (with "gains" or "has"), that enchanted permanent's controller is the only one who can play that ability.

214.8k An enchant world card is a global enchantment.

214.9. Lands

214.9a A land card isn't a spell card, and at no time is it a spell. When a player plays a land card, it's simply put into play. The land card doesn't go on the stack, so players can't respond to it with instants or activated abilities.

214.9b A player may normally play only one land card during each of his or her own turns, only during a main phase, and only when the stack is empty. Spells and abilities may allow the playing of additional lands; playing an additional land in this way doesn't prevent a player from taking the normal action of playing a land. Players can't begin to play a land that an effect prohibits from being played. As a player plays a land, he or she announces whether he or she is using the once-

per-turn action of playing a land. If not, he or she specifies which effect is allowing the additional land play. Spells and abilities may also allow you to "put" lands into play. This isn't the same as "playing a land" and doesn't count as the player's one land played during his or her turn.

214.9c Each land card is in one of two categories: basic or nonbasic. Basic and nonbasic are not types or subtypes.

214.9d The basic land types are plains, island, swamp, mountain, and forest. A land with one of these words as its name is a basic land. Other lands can state that they are lands of one or more basic land types. A land that has one or more basic land types is not necessarily a basic land. Moreover, the name of a land with a single land type that's basic becomes that basic land-type word. Example: Taiga is a land with the following text in its text box: "Taiga is a mountain and a forest in addition to its type." Even though Taiga has two basic land types, it's not a basic land, because (a) its name doesn't match a basic land type word, and (b) it doesn't specify that it's basic.

214.9e A land with a basic land type has an intrinsic ability to produce colored mana. (See rule 406.1, "Mana Abilities.") The card is treated as if its text box read, "T: Add [mana symbol] to your mana pool," even if the text box doesn't actually contain text. Plains produce white mana; islands, blue; swamps, black; mountains, red; and forests, green.

214.9f If an effect changes a permanent into a basic land, the permanent no longer has its old land type and has only the mana ability of that basic land. It is now a basic land, and its name is that basic land's name. If that land was "Legendary," it is no longer. This rule doesn't apply to effects that cause a land to gain one or more land types in addition to its own.

214.9g Any land that isn't a basic land is a nonbasic land. Basic and nonbasic are not types; they're categories.

214.9h Unlike basic lands and lands that have one or more basic types, nonbasic lands don't necessarily have mana abilities.

215. Legends and Legendary Types

215.1. The word Legend or Legendary may appear in a card's type or subtype. The permanent created when that card enters play is subject to the Legend rule (see rule 420, "State-Based Effects") as well as the rules for its type and subtype.

215.2. "Legend" is a creature type; "legendary" is not. If a "legendary" noncreature permanent becomes a creature, it gets the creature type "Legend" for as long as it's a creature. If a creature of type "Legend" becomes a noncreature permanent, it's a "legendary" permanent of the new type. In other words, they mean the same thing, except that one refers to creatures and the other to noncreatures.

215.3. If an effect makes a non-Legend creature into a Legend, and the creature then becomes another permanent type, such as an enchantment, that effect may no longer apply (if the permanent is no longer a creature). If it doesn't, the resulting permanent will not be legendary.

216. Tokens

216.1. Some spells and abilities put a token creature into play. The token is controlled by whomever put it into play and owned by the controller of the spell or ability that created it. The rules text of the spell or ability may define any number of characteristics for the token. These are the token permanent's initial values. A token doesn't have any characteristics not defined by the spell or ability that created it. A token's creature type is the same as its name. A Goblin creature token, for example, is named Goblin and has the creature subtype Goblin. If a token's name is two words or more, it has the creature subtype for each of those words. For example, a Goblin Scout token is named Goblin Scout and has two creature subtypes: Goblin and Scout. Once a token is in play, changing its name doesn't change its creature type, and vice versa.

216.2. A token is subject to anything that affects permanents in general or that affects the token's type or subtype. A token isn't considered a card (even if represented by cards from other games or Unglued cards) and isn't subject to any effect that specifically uses the word "card."

216.3. A token in a zone other than the in-play zone ceases to exist. This is a state-based effect. (Note that a token changing zones will set off triggered abilities before the token ceases to exist.) Once a token has left play, it can't be returned to play by any means.

217. Zones

217.1. A zone is a place that Magic cards can be during a game. There are six basic zones: library, hand, graveyard, in play, stack, and removed from the game. Each player has his or her own set of zones, except for the in-play and stack zones, which are shared.

217.1a If a card would go to any library, graveyard, or hand other than its owner's, it goes to the corresponding zone of its owner instead. If an instant or sorcery card would come into play, it's removed from the game instead.

217.1b The order of cards in a library, a graveyard, or on the stack can't be changed except when effects allow it. Cards in other zones can be arranged however their owners wish, although who controls those cards, whether they're tapped, and what enchants them must remain clear to both players.

217.1c A card that moves from one zone to another is treated as a new card. Effects connected with its previous location will no longer affect it. There are two exceptions to this rule: Effects that edit the characteristics of a spell on the stack will continue to apply to the permanent that spell creates, and abilities that trigger when a card moves from one zone to another (for example, "When Rancor is put into a graveyard from play") can find the card in the zone it moved to when the ability triggered.

217.1d If a card or permanent would move from one zone to another, first determine what event is moving the card. Then apply any appropriate replacement effects to that event. If an effect tries to do two or more contradictory or mutually exclusive things to a particular card or permanent, that card or permanent's controller- or its owner if it has no controller- chooses what the effect does to the card or permanent. Then the event moves the card or permanent.

217.2. Library
217.2a When a game begins, each player's deck becomes his or her library. 217.2b Each library must be kept in a single face-down pile. Players can't look at or change the order of cards in a library.

217.2c Any player may count the number of cards remaining in either player's library at any time.

217.2d If an effect puts two or more cards on the top or bottom of a library at the same time, the owner of those cards may arrange them in any order. That library's owner doesn't reveal the order in which the cards go into his or her library.

217.3. Hand
217.3a The hand is where a player holds cards that have been drawn but not yet played.

217.3b Each player has a maximum hand size, which is normally seven cards. A player may have any number of cards in his or her hand, but as part of his or her cleanup step, the player must discard excess cards down to the maximum hand size.

217.3c A player may arrange his or her hand in any convenient fashion and look at it as much as he or she wishes. A player can't look at the cards in another player's hand but may count those cards at any time.

217.4. Graveyard
217.4a A graveyard is a discard pile. Any card that's countered, discarded, destroyed, or sacrificed is put on top of its owner's graveyard, as is any instant or sorcery spell that's finished resolving. Each player's graveyard starts out empty.

217.4b Each graveyard is kept in a single face-up pile. A player can examine the cards in any graveyard at any time but can't change their order.

217.4c If an effect puts two or more cards into the same graveyard at the same time, the owner of those cards may arrange them in any order.

217.5. In Play
217.5a Most of the area between the players represents the in-play zone. The in-play zone starts out empty. Permanents a player controls (other than local enchantments enchanting the other player's permanents) are kept in front of him or her.

217.5b A spell or ability affects and checks only the in-play zone unless it specifically mentions a player or another zone. Permanents exist only in the in-play zone. Only

permanents are legal targets for spells and abilities, unless a spell or ability (a) specifies that it can target a player or a card in another zone, or (b) affects an object that can't exist in the in-play zone, such as a spell.

217.5c Whenever a card enters the in-play zone, it's considered a brand-new permanent and has no relationship to any previous permanent represented by the same card (see rule 217.8, "Phased-Out").

217.5d A card not in the in-play zone isn't "in play" and isn't considered tapped or untapped. Cards that aren't either in play or on the stack aren't controlled by either player.

217.6. Stack
217.6a When a spell or ability is played, it goes on top of the stack and waits to resolve. The stack keeps track of the order that spells and/or abilities were added to it. (See rule 408, "Timing of Spells and Abilities," and rule 409.1.)

217.6b When a spell is played, it goes on the stack face up. Other spells or abilities played in response go on top of it. Abilities that go on the stack are represented by imaginary cards called pseudospells. Each pseudospell from an activated or triggered ability has the text of the ability that created it. The controller of a pseudospell from an activated ability is the player who played the ability. The controller of a pseudospell from a triggered ability is the player who controlled the ability's source when it triggered.

217.6c When both players pass in succession, the top (last-played) spell or ability resolves. If the stack is empty when both players pass, the current step or phase ends and the next begins.

217.7. Removed from the Game
217.7a Effects can remove cards from the game. Some effects may provide a way for the card to return to play and use the term "set aside." Cards that are set aside this way are still removed from the game, even though that removal may be temporary.

217.7b Cards in the removed-from-the-game zone are kept face up and may be examined by either player at any time. Cards "removed from the game face down" can't be examined by either player except when instructions allow it.

217.7c Cards that might return to play should be kept in separate piles to keep track of their respective ways of returning. Cards with no way of returning may be kept in one pile for each player, regardless of what removed them.

217.8. Phased-Out
217.8a Permanents that phase out are placed in the phased-out zone. (See rule 502.15, "Phasing.")

217.8b Cards in the phased-out zone may be examined by either player at any time.

217.8c Phased-out cards do not count as tapped or untapped, nor are they controlled by anyone. However, cards in this zone "remember" their previous state and return to play in the same state as when they left. (See rule 502.15,

"Phasing.") This is an exception to rule 217.5c. 217.8d Tokens in the phased-out zone cease to exist. This is a state-based effect (see rule 420, "State-Based Effects"). Any local enchantments that were attached to those token creatures remain phased out for the rest of the game.

217.9 Ante
217.9a Earlier versions of the Magic rules included an ante rule as a way of playing "for keeps." Playing Magic for ante is now considered an optional variation on the game, and it's allowed only where it's not forbidden by law or by other rules. Playing for ante is strictly forbidden under the DCI Universal Tournament Rules.

217.9b When playing for ante, each player puts one random card from his or her deck into his or her ante zone at the beginning of the game. Cards in the ante zone may be examined by either player at any time. At the end of the game, the winner becomes the owner of the cards in each player's ante zone.

217.9c A few cards have the text "Remove [this card] from your deck before playing if you're not playing for ante." This text isn't an ability. These are the only cards that can add or remove cards from a player's ante zone, or change a card's owner.

3. Turn Structure

300. General
300.1. A turn consists of five phases, in this order: beginning, first main, combat, second main, and end. Each of these phases takes place every turn, even if nothing happens during the phase. The beginning, combat, and end phases are further broken down into steps, which proceed in order.

300.2. A phase or step ends when the stack is empty and both players pass in succession. No game events can occur between turns, phases, or steps. (Simply having the stack become empty doesn't cause the phase or step to end; both players have to pass with the stack empty. Because of this, each player always gets a chance to add new things to the stack before the current phase or step ends.)

300.3. When a phase or step ends, any effects scheduled to last "until end of" that phase or step expire. When a phase or step begins, any effects scheduled to last "until" that phase or step expire. Effects that last "until end of combat" expire at the end of the combat phase, not at the beginning of the end of combat step. Effects that last "until end of turn" are subject to special rules; see rule 314.1b.

300.4. When a phase ends (but not a step), any unused mana left in a player's mana pool is lost. That player loses 1 life for each one mana lost this way. This is called mana burn. Note that mana burn is loss of life, not damage, so it can't be prevented or altered by effects that affect damage. (See rule 406.1, "Mana Abilities.")

300.5. When a phase or step begins, any abilities that trigger "at the beginning of" that phase or step are added to the stack.

300.6. Some spells and abilities can give a player extra turns. If a player gets multiple extra turns or if both players get extra turns during a single turn, the extra turns are taken in the order effects created them.

301. Beginning Phase
301.1. The beginning phase consists of three steps, in this order: untap, upkeep, and draw.

302. Untap Step
302.1. First, the active player determines which permanents he or she controls will untap. (Normally they all do, but effects may modify this.) Then he or she untaps them all simultaneously. Effects can keep one or more of a player's permanents from untapping normally.

302.2. No player receives priority during the untap step, so no spells or abilities can be played or resolved. Any ability that triggers during this step will be held until a player would receive priority during the upkeep step. (See rule 303, "Upkeep Step.")

302.3 Before a player untaps his or her permanents, all permanents with phasing that player controls phase out, and all permanents that player controlled when they phased out simultaneously phase in. (See rule 217.8, "Phased-Out," and rule 502.15, "Phasing.")

303. Upkeep Step
303.1. As the upkeep step begins, any abilities that trigger at the beginning of that upkeep step or that turn's untap step go on the stack. (Upkeep-triggered abilities use the phrase "At the beginning of your upkeep" or a similar wording; see rule 404, "Triggered Abilities.") Once all such abilities have gone onto the stack, the active player gets priority. Then players may play spells and abilities.

304. Draw Step
304.1. As the draw step begins, any abilities that trigger at the beginning of the draw step go on the stack. (Draw-step-triggered abilities use the phrase "At the beginning of your draw step" or a similar wording; see rule 404, "Triggered Abilities.") Then the draw step action-the active player drawing a card-goes on the stack. This action is a triggered ability, but it isn't controlled by either player. It simply goes on the stack on top of all abilities players control that trigger at the beginning of the draw step. Then the active player gets priority, and players may play spells and abilities.

305. Main Phase
305.1. There are two main phases in a turn. In each turn, the first main phase, known as the precombat main phase, and second main phase, known as the postcombat main phase, are separated by the combat phase (see rule 306, "Combat Phase"). The precombat and postcombat main phases are individually and collectively known as the "main phase."

305.2. The main phase has no steps, so a main phase ends when both players pass in succession while the stack is empty.

305.3. As the main phase begins, any abilities that trigger at the beginning of that main

phase go on the stack. (Main-phase-triggered abilities use the phrase "At the beginning of your main phase" or a similar wording; see rule 404, "Triggered Abilities.") Then the active player gets priority, and players may play spells and abilities. (This is the only phase in which a player can normally play artifact, creature, enchantment, and sorcery spells, and only the active player may play these spells.)

305.4. During either main phase, the active player may play one land from his or her hand if the stack is empty, the player has priority, and he or she hasn't yet taken this special action this turn. (See rule 214.9, "Lands.") This action doesn't use the stack and it isn't a spell or ability of any kind. It can't be countered, and players can't respond to it with instants or activated abilities.

306. Combat Phase
306.1. The combat phase has five steps, which proceed in order: beginning of combat, declare attackers, declare blockers, combat damage, and end of combat. The declare blockers and combat damage steps are skipped if no creatures are declared as attackers (see rule 308.4).

306.2. A creature is removed from combat if it stops being a creature (as a result of leaving play by any means, such as by being destroyed or removed from the game), if it regenerates (see rule 419.6b), or if its controller changes. "Removed from combat" means the creature stops being an attacking, blocking, blocked, and/or unblocked creature. Once a creature has been declared as an attacking or blocking creature, spells or abilities that would have kept that creature from attacking or blocking don't remove the creature from combat. Tapping or untapping a creature that's already been declared as an attacker or blocker doesn't remove it from combat and doesn't prevent its combat damage.

307. Beginning of Combat Step
307.1. As this step begins, triggered abilities (if any) are added to the stack, and then the active player gets priority to play spells and abilities.

308. Declare Attackers Step
308.1. The active player declares which, if any, creatures he or she controls are attacking. Only creatures can attack, and the following creatures can't attack: tapped creatures (even those that can attack without tapping), Walls, and creatures the active player didn't control continuously since the beginning of the turn. This declaration is simultaneous, not sequential, and doesn't go on the stack. Any triggered ability generated during this action waits until a player would receive priority.

308.1a A creature is considered attacking alone if it's the sole creature declared as an attacker in a given combat phase.

308.2. The active player determines whether the attack is legal. (See section 5, "Additional Rules.") If it is, he or she taps all attacking creatures. Tapping a creature when it is declared as an attacker is not a cost; attacking simply causes creatures to become tapped. Then the player pays all required costs. Other

costs and/or restrictions may also apply. (See rule 409.1f.) The active player may play mana abilities at this time only if an attack cost includes a mana payment.

308.3. If the proposed attack isn't legal or the active player can't pay all required costs, all actions described in rules 308.1 and 308.2 are canceled. Then the active player redeclares attacking creatures. (See rule 422, "Handling Illegal Actions.")

308.4. If no creatures are declared as attackers, the game proceeds directly to the end of combat step, skipping the remainder of the declare attackers step as well as the entire declare blockers and combat damage steps.

308.5. A creature becomes an attacking creature when it has been declared as part of a legal attack and all attack costs have been paid, but only if it's controlled by the active player. It remains an attacking creature until it's removed from combat or the combat phase ends, whichever comes first. The nonactive player is considered to have been attacked that turn at this time if one or more creatures are attacking.

308.6. After a legal attack has been declared and all required costs have been paid, the active player receives priority to play spells and abilities.

309. Declare Blockers Step
309.1. The defending player declares which, if any, creatures he or she controls are blocking and which attacking creature each one blocks. Tapped creatures and noncreature permanents can't be declared as blockers. Each creature may block only one attacking creature, although any number of creatures may block the same attacking creature. (Note that blocking doesn't cause a creature to tap.) This declaration is simultaneous, not sequential, and doesn't go on the stack. Any triggered ability generated during this action waits until a player would receive priority.

309.1a A creature is considered blocking alone if it's the sole creature declared as a blocker in a given combat phase.

309.2. The defending player determines whether the block is legal. (See section 5, "Additional Rules.") If it is, he or she pays all required costs. A player may play mana abilities at this time only if a blocking cost that player could pay includes a mana payment.

309.2a. If the proposed block isn't legal or the defending player can't pay all required costs, all actions described in rules 309.1 and 309.2 are canceled. Then the defending player redeclares blocking creatures. (See rule 422, "Handling Illegal Actions.")

309.3. A creature becomes a blocking creature when it has been declared as part of a legal block and all block costs have been paid, but only if it's controlled by the defending player. An attacking creature with one or more creatures declared as blockers for it becomes a blocked creature; one with no blockers

becomes an unblocked creature. The creature's status remains unchanged until the creature is removed from combat or the combat phase ends, whichever comes first.

309.4. Once a creature has been declared as a blocker, the block can't be "undone" by playing a spell or ability that removes it from combat, makes the attacking creature unblockable, or would have made the blocker unable to block earlier.

309.5. After all legal blocks have been declared and all required costs have been paid, the active player receives priority to play spells and abilities.

310. Combat Damage Step
310.1. First the active player announces how each attacking creature will assign its combat damage. Then the defending player announces how each blocking creature will assign its combat damage. (See also rule 502.2, "First Strike.") A player may divide a creature's combat damage as he or she chooses among the legal recipients. Dividing combat damage is subject to the following restrictions:

310.1a Each attacking creature and each blocking creature will assign combat damage equal to its power.

310.1b An unblocked creature will assign all its combat damage to the defending player.

310.1c A blocked creature will assign combat damage, divided as its controller chooses, to the creatures blocking it. If no creatures are currently blocking it (if, for example, they were destroyed or removed from combat), it will assign no combat damage.

310.1d A blocking creature will assign combat damage, divided as its controller chooses (no fractions), to the creatures it's blocking. If it isn't currently blocking any creatures (if, for example, they were destroyed or removed from combat), it will assign no combat damage.

310.2. All assignments of combat damage go on the stack as though they were a single pseudospell. Then the active player receives priority to play spells and abilities.

310.3. Although combat-damage assignments go on the stack, they aren't spells or abilities, so they can't be countered.

310.4. Combat damage resolves as though it were a pseudospell. When it resolves, it's dealt as originally assigned. This happens even if the creature dealing damage is no longer in play, its power has changed, or the creature receiving damage has left combat. (Note that the source of the damage is the creature as it currently exists, or as it most recently existed if it is no longer in play.) If a creature that was supposed to receive damage is no longer in play or is no longer a creature, the damage assigned to it isn't dealt. After combat damage finishes resolving, the active player gets priority.

311. End of Combat Step
311.1. All "at end of combat" abilities trigger and go on the stack. (See rule 404, "Triggered Abilities.") Then the active player receives priority to play spells and abilities.

312. End Phase
312.1. The end phase consists of two steps: end of turn and cleanup.

313. End of Turn Step
313.1. The end of turn step begins with the active player having priority. All "at end of turn"- triggered abilities trigger and go on the stack. Then players may play spells and abilities.

313.2. If "at end of turn"-triggered abilities are created or if cards with "at end of turn"-triggered abilities come into play after preexisting ones have already gone on the stack at the beginning of the end of turn step, those abilities won't go on the stack until the next turn's end phase. In other words, the step doesn't "back up" so new "at end of turn"-triggered abilities can go on the stack.

314. Cleanup Step
314.1. The cleanup step proceeds in the following order.

314.1a First, if the active player's hand contains more cards than his or her maximum hand size (normally seven), he or she discards enough cards to reduce the hand size to that number. This action doesn't go on the stack.

314.1b Then, simultaneously, all damage is removed from permanents and all "until end of turn" and "this turn" effects end. This action doesn't go on the stack.

314.1c Then, only if the conditions for any state-based effects exist or if any abilities have triggered, the active player receives priority to play spells and abilities. Once the stack is empty and both players pass, another cleanup step begins. Otherwise, no player receives priority and the step ends.

4. Spells, Abilities, and Effects

400. General
400.1. An ability is text in a card's text box that generates an effect. Reminder text, flavor text, characteristic-setting text, and spell text are not abilities. Reminder text and flavor text always appear in italics. Characteristic-setting text is any text that states that that card "is" a particular characteristic of a card or permanent. Spell text is any text that's followed as a spell is played or is resolving. Abilities generate effects only from the in-play zone unless they state otherwise. Text itself is never an effect. Spells, activated abilities, and triggered abilities generate effects when they resolve. Static abilities generate continuous effects.

401. Spells
401.1. A spell is a card on the stack. As the first step of being played, the card becomes a spell and goes on the stack from the zone it was played from (usually the player's hand). (See rule 217.6, "Stack.") It stops being a spell

when it resolves (see rule 413.2), is countered (see rule 414, "Countering Spells and Abilities"), or leaves the stack somehow.

401.2. Each card type other than land has a corresponding spell type. For example, a played creature card is a creature spell until it resolves, is countered, or leaves the stack. An instant or sorcery spell is targeted if it uses the phrase "target [something]" in its spell text, where the "something" is a phrase that describes a permanent, spell, ability, card, or player. Also, local enchantment spells target the permanent they will enchant.

401.3. As the final part of an instant or sorcery spell's resolution, the card is put into its owner's graveyard. As the final part of an artifact, creature, or enchantment spell's resolution, the card becomes a permanent and is put into the in-play zone under the control of the spell's controller. If any spell is countered, the card is put into its owner's graveyard as part of the resolution of the countering spell or ability. (See rule 413, "Resolving Spells and Abilities.")

402. Abilities

402.1. An ability is text on a card or permanent that's not reminder text, flavor text, characteristic- setting text, or spell text (see rule 400.1). The result of following such an instruction or of following a spell's text is an effect. (See rule 416, "Effects.") Abilities can affect the cards or permanents they're on; they can also affect other cards, permanents, and/or players. Abilities can grant abilities to other cards or permanents or to the cards or permanents they're on; they do so when the words "has," "have," "gains," or "gain" are used.

402.2. Abilities can be beneficial or detrimental. For example, "[This creature] can't block" is an ability.

402.3. Text on a card stating that the card "is" a particular type or color isn't an ability. Such statements apply no matter what zone the card is in and aren't removed by effects that cause a permanent to lose its abilities. This rule applies only to text that states a card's type or color, not to other characteristic-setting text.

402.4. An additional cost or alternative cost to play a card isn't an ability of the card. Such text is spell text.

402.5. An ability isn't a spell and therefore can't be countered by anything that counters only spells. Abilities can be countered by effects that specifically counter abilities, as well as by the rules (for example, an ability with one or more targets is countered if all its targets become illegal).

402.6. Once activated or triggered, an ability exists independently of its source (the card on which it's printed) as a pseudospell on the stack. Destruction or removal of the source after that time won't affect the ability. Note that some abilities cause a source to do something (for example, "Prodigal Sorcerer deals 1 damage to target creature or player") rather than the ability doing anything directly. In these cases, any spell, activated ability, or triggered ability that references information about the source will check that information when the ability resolves, or will use the source's last known information if it's no longer in play.

402.7. A card may have several abilities. Aside from certain defined abilities that may be strung together on a single line (see rule 502, "Keyword Abilities"), each paragraph break in a card's text marks a separate ability. A card may also have multiple instances of the same ability. Each instance functions independently. This may or may not produce more effects than a single instance; refer to the specific ability for more information.

402.8. Abilities function only while the permanent with the ability is in play unless the ability states otherwise. Example: Black spells and abilities from black sources can target a card with protection from black when it's in a library or graveyard.

402.9. Some cards have abilities that can be played when the card is not in play. These are clearly marked (for example, "Play this ability only if [this card] is in your graveyard"). These abilities aren't of any particular permanent type-cards not in play aren't permanents. Some cards have abilities that can trigger while the card is in a zone other than the in-play zone. Such abilities specify the zone from which they trigger. They aren't abilities of any particular permanent type because cards not in play aren't permanents.

402.10. There are three general types of abilities: activated, triggered, and static. Mana abilities are an ability subtype. Abilities can generate one-shot effects or continuous effects. Replacement effects and prevention effects are effect subtypes. An activated or triggered ability is targeted if it uses the phrase "target [something]" in its text, where the "something" is a phrase that describes a permanent, spell, ability, card, or player.

403. Activated Abilities

403.1. An activated ability can exist in one of two places: on a permanent or on a card outside the in- play zone with the text "Play this ability only if [this card] is in [zone]." An activated ability is written as "cost: effect." The activation cost is everything before the colon (:). The ability's controller must pay its activation cost to play it.

403.2. Only a permanent's controller can play its activated ability unless the card specifically says otherwise.

403.3. If an activated ability has a restriction on its use (for example, "Play this ability only once each turn"), the restriction continues to apply to that permanent even if its controller changes.

404. Triggered Abilities

404.1. A triggered ability begins with the word "when," "whenever," or "at." The phrase containing one of these words is the trigger condition, which defines the trigger event. A delayed triggered ability will also contain one of these three words, although that word won't usually begin the ability.

404.2. Triggered abilities aren't played. Instead, a triggered ability automatically "triggers" each time its trigger event occurs. Once an ability has triggered, it goes on the stack the next time a player would receive priority.

404.3. A triggered ability may read "When/Whenever/At . . . , if [condition], [effect]." The ability checks for the stated condition to be true when the trigger event occurs. If it is, the ability triggers and goes on the stack. On resolution, the ability rechecks the condition. If the condition isn't true at either of those times, the ability does nothing. This rule is referred to as the "intervening 'if' clause" rule. Note that the word "if" has only its normal English meaning anywhere else in the text of a card; this rule only applies to an "if" that immediately follows a trigger condition.

405. Static Abilities

405.1. A static ability does something all the time rather than being activated or triggered. The ability isn't played-it just "is."

406. Ability Subtypes

406.1. Mana Abilities

406.1a A mana ability is either (a) an activated ability that puts mana into a player's mana pool when it resolves or (b) a triggered ability that triggers from an activated mana ability and produces additional mana. A mana ability can generate other effects at the same time it produces mana.

406.1b Spells that put mana into a player's mana pool aren't mana abilities. They're played and resolved exactly like any other spells. Triggered abilities that put mana into a player's mana pool aren't mana abilities if they trigger from events other than activating mana abilities. They go on the stack and resolve like any other triggered abilities.

406.1c A mana ability remains a mana ability even if the game state doesn't allow it to produce mana. Example: A card has an ability that reads "T: Add G to your mana pool for each creature you control." This is still a mana ability even if you control no creatures, or if the card is already tapped.

406.1d A mana ability can be activated or triggered. However, the rules for playing and resolving mana abilities differ slightly from those for playing other abilities. See rule 411, "Playing Mana Abilities," for details.

406.1e Mana abilities are played and resolved like other abilities, but they don't go on the stack, so they can't be countered or responded to. (See rule 408.2, "Actions That Don't Use the Stack.") Abilities (other than mana abilities) that trigger on playing mana abilities do go on the stack, however.

406.2. Delayed Triggered Abilities

406.2a An effect may create a delayed triggered ability that can do something at a later time.

406.2b Delayed triggered abilities come from spells or other abilities that create them on resolution. That means a delayed triggered ability won't trigger until it has actually been created, even if its trigger event occurred just beforehand. Other events that happen earlier may make the trigger event impossible. Example: Part of an effect reads "when this card leaves play," but the card in question leaves play before the spell or ability creating the effect resolves. In this case, the delayed ability never triggers. As another example, if an effect reads "when this card becomes untapped" and the named card becomes untapped before the effect resolves, the ability waits for the next time that card untaps.

406.2c A delayed ability that refers to a particular permanent still affects it even if the permanent changes characteristics. Example: An ability reading, "At end of turn, destroy that creature" will destroy the permanent even if it's no longer a creature during the end of turn step.

406.2d A delayed ability that refers to a particular permanent will fail if the permanent leaves play (even if it returns again before the specified time). Similarly, delayed triggered abilities that apply to a card in a particular zone will fail if the card leaves that zone. Example: An ability reading, "At end of turn, remove this creature from the game" won't do anything if the creature leaves play before the end of turn step.

406.2e A delayed triggered ability will trigger only once-the next time its trigger event occurs-unless it has a stated duration, such as "this turn."

407. Adding and Removing Abilities

407.1. Effects can add or remove abilities of permanents. If two or more effects add and remove the same ability, in general the most recent one prevails. (See rule 418.5, "Interaction of Continuous Effects.")

407.2. A permanent's characteristic set by an effect is different from an ability granted by an effect. When a permanent "gains" or "has" an ability, it can be removed by another effect. If an effect defines a characteristic of the permanent ("[permanent] is [characteristic]"), it's not granting an ability. (See also rule 402.3.) Example: An effect reads, "Enchanted creature has 'This creature is an artifact. It's still a creature.'" This effect grants an ability to the creature that can be removed by other effects. Another effect reads, "Enchanted creature is an artifact. It's still a creature." This effect simply defines a characteristic of the creature. It doesn't grant an ability, so effects that would cause the creature to lose its abilities wouldn't cause the enchanted creature to stop being an artifact.

407.3. Effects that remove an ability remove all instances of it. Example: If a creature with flying is enchanted with Flight, it has two instances of the flying ability. A single effect that reads "Target creature loses flying" will remove both.

408. Timing of Spells and Abilities

408.1. Timing, Priority, and the Stack
408.1a Spells and abilities can be played only at certain times and follow a set of rules for doing so.

408.1b Spells and activated abilities are played by players (if they choose) using a system of priority, while other types of abilities and effects are automatically generated by the game rules. Each time a player would get priority, all applicable state-based effects resolve first as a single event (see rule 420, "State-Based Effects"). Then, if any new state-based effects have been generated, they resolve as a single event. This process repeats until no more applicable state-based effects are generated. Then triggered abilities are added to the stack (see rule 410, "Handling Triggered Abilities"). These steps repeat in order until no further state-based effects or triggered abilities are generated. Then the player who would have received priority does so and may play a spell, ability, or land as governed by the rules for that phase. The game also checks for state-based effects and triggered abilities during the cleanup step (see rule 314, "Cleanup Step"). If any state-based effects resolve or abilities trigger, the active player gets priority afterward.

408.1c The active player gets priority at the beginning of most phases and steps, after special actions and abilities that trigger at the beginning of that phase or step go on the stack. (The exceptions are the untap step and the cleanup step.) The active player also gets priority after combat damage resolves. The player with priority may either play a spell or ability, or pass. If he or she plays a spell or ability, the player again receives priority; otherwise, his or her opponent receives priority. If both players pass in succession, the top spell or ability on the stack resolves, then the active player receives priority. If the stack is empty when both players pass in succession, the phase or step ends and the next one begins.

408.1d A player may play a spell or activated ability only when he or she has priority. Spells other than instants can be played only during a player's main phase, when that player has priority, and only when the stack is empty.

408.1e When a spell is played, it goes on top of the stack. When an activated ability is played, a pseudospell representing it goes on the stack.

408.1f Triggered abilities can trigger at any time, including during the playing or resolution of a spell or another ability. However, nothing actually happens at the time the abilities trigger. Each time a player would receive priority, a pseudospell goes on the stack for each ability that has triggered but that hasn't yet been put on the stack. Then the player gets priority and may play spells or abilities. (See rule 410, "Handling Triggered Abilities.")

408.1g Combat damage goes on the stack once it's been assigned. For more information, see rule 310, "Combat Damage Step."

408.1h Static abilities aren't played-they continuously affect the game. Priority doesn't apply to them. (See rule 418, "Continuous Effects," and rule 419, "Replacement and Prevention Effects.")

408.2. Actions That Don't Use the Stack
408.2a Effects don't go on the stack; they're the result of spells and abilities resolving. Effects may create delayed triggered abilities, however, and these may go on the stack when they trigger. (See rule 406.2, "Delayed Triggered Abilities.")

408.2b Static abilities continuously generate effects and don't go on the stack.

408.2c State-based effects (see rule 420) resolve whenever a player would receive priority as long as the required game condition is true.

408.2d Playing a land is a special action consisting of putting that land into play. (See rule 214.9, "Lands.")

408.2e Mana abilities resolve immediately. If a mana ability produces both mana and another effect, both the mana and the other effect resolve immediately. (See rule 406.1, "Mana Abilities.")

408.2f Characteristic-setting text, such as "[This card] is a forest," is simply read and followed as applicable. (See also rule 402.3.)

408.2g Game actions-untapping during the untap step, declaring attacking or blocking creatures, cleanup, and mana burn-don't use the stack. The two exceptions are combat damage and the draw action of the draw step.

408.2h The controller of a face-down creature or creature spell may turn it face up whenever he or she has priority. (See rule 504, "Face-Down Creatures.")

409. Playing Spells and Activated Abilities
409.1. Playing a spell or activated ability follows the steps listed below, in order. If at the end of playing a spell or ability a player was unable to comply with any of the steps listed below, the game returns to the moment before that spell or ability was played (see rule 422, "Handling Illegal Actions"). Players can't begin to play a spell or ability that's prohibited from being played by an effect. Announcements and payments can't be altered after they've been made. Playing a spell or ability that alters costs won't do anything to spells and abilities that are already on the stack. Some spells and abilities specify that their controller's opponent does something the controller would normally do while it's being played, such as choose a mode, choose targets, or choose how the spell or ability will affect its targets. In these cases, the opponent does so when the spell or ability's controller normally would do so. If the spell or ability instructs both players to do something at the same time as it's being played, the spell's controller goes first, then his or her opponent. This applies to all parts of rule 409.1.

409.1a The player announces that he or she is playing the spell or ability. It goes on the stack and remains there until it's countered or resolves. Spell cards are physically placed on the stack. For abilities, a pseudospell with the text of the ability goes on the stack. All other characteristics of the pseudospell depend on the characteristics of the ability's source. For example, such a pseudospell's color would be continuously determined by the color of its source, not just the source's color when the pseudospell went on the stack.

409.1b If the spell or ability is modal (uses the phrase "Choose one -" or "[specified player] chooses one - "), the player announces the mode choice. If the spell or ability has a variable mana cost (indicated by "X") or some other variable cost, the player announces the value of that variable at this time. If the spell or ability has alternative, additional, or other special costs (such as buyback or kicker costs), the player announces his or her intentions to pay any or all of those costs (see rule 409.1f).

409.1c If the spell or ability requires any targets, the player first announces how many targets he or she will choose (if the spell or ability has a variable number of targets), then announces the targets themselves. A spell or ability can't be played unless the required number of legal targets are chosen. The same target can't be chosen multiple times. If the spell or ability targets one or more targets only if an alternative, additional, or special cost (such as a buyback or kicker cost) is paid for it, or if a particular mode is chosen for it, its controller chooses those targets only if he or she announced the intention to pay that cost or chose that mode. Otherwise, the spell or ability is played as though it did not have those targets.

409.1d If the spell or ability affects several targets in different ways, the player announces how it will affect each target.

409.1e If the spell or ability requires the player to divide an effect (such as damage or counters) among a variable number of targets, the player announces the division. Each of these targets must receive at least one of whatever is being divided (for example, damage or counters); this doesn't apply when the player isn't given a choice.

409.1f The player determines the total cost of the spell or ability. Usually this is just the mana cost (for spells) or activation cost (for abilities). Some cards list additional or alternative costs in their text, and some effects may increase or reduce the cost to pay. Costs may include paying mana, tapping cards, sacrificing permanents, discarding cards, and so on. The total cost is the mana or activation cost, plus all cost increases and minus all cost reductions. Once the total cost is determined, it becomes "locked in," and the player then pays all costs in any order. Partial payments are not allowed. If effects would change the total cost after this time, they have no effect. If the cost includes mana, mana abilities can be played at this time. (See rule 411, "Playing Mana Abilities.") Example: You play Death Bomb, which costs 3B and has an additional cost of

sacrificing a creature. You sacrifice Thunderscape Familiar, whose effect makes your black spells cost 1 less to play. Because a spell's total cost is "locked in" before payments are actually made, Death Bomb costs 2B, not 3B, even though you're sacrificing the Familiar.

409.1g Once the steps described in 409.1a-409.1f are completed, the spell or ability becomes played. Its controller gains priority.

409.2. Activated abilities that read "Play this ability only any time you could play [spell type]" mean the player must follow the timing rules for that spell type, though the ability isn't actually of that spell type.

409.3. A creature's activated ability with the tap symbol in its activation cost can't be played unless the creature has been under its controller's control since the start of his or her most recent turn. Creatures with haste may ignore this rule (see rule 502.5).

410. Handling Triggered Abilities

410.1. Because they aren't played, triggered abilities can trigger even when it isn't legal to play spells and abilities, and effects that prevent abilities from being played don't affect them.

410.2. Whenever a game event or game state matches a triggered ability's trigger event, that ability triggers. When a phase or step begins, all abilities that trigger "at the beginning of" that phase or step trigger. The ability doesn't do anything when it triggers but automatically puts a pseudospell (see rule 217.6b) on the stack as soon as a player would receive priority. The ability (and the pseudospell) is controlled by the player who controlled its source at the time it triggered. If the ability says a player "may" do something, that player makes all choices for that instruction. If the ability says this for more than one player, each player specified makes the choices for their instructions. See also rule 410.6.

410.3. If multiple abilities have triggered since the last time a player received priority, pseudospells controlled by the active player go on the stack first, in any order he or she chooses, then those controlled by the opponent go on the stack in any order that opponent chooses. Then players once again check for and resolve state-based effects until none are generated, then abilities that triggered during this process go on the stack. This process repeats until no new state-based effects are generated and no abilities trigger. Then the appropriate player gets priority.

410.4. When a triggered ability goes on the stack, the controller of the pseudospell makes all required choices, following the rules for activated abilities (see rule 409, "Playing Spells and Activated Abilities"). If no legal choice can be made (or if a rule or a continuous effect otherwise makes the ability illegal), the pseudospell is simply removed from the stack.

410.5. Some triggered abilities' effects are optional (they contain "may," as in "At the beginning of your upkeep, you may draw a

card"). These abilities go on the stack when they trigger, regardless of whether their controller intends to exercise the ability's option or not. (The choice is made when the ability resolves.) Likewise, triggered abilities that have an effect "unless" something is true or a player chooses to do something will go on the stack normally; the "unless" part of the ability is dealt with when the ability resolves. Note that this rule is a reversal of rule 410.5 in the previous edition of this rulebook.

410.6. An ability triggers only once each time its trigger event occurs. However, it can trigger repeatedly if one event contains multiple occurrences. See also rule 410.9. Example: A permanent has an ability whose trigger condition reads, "Whenever a land is put into a graveyard from play, ..." If someone plays a spell that destroys all lands, the ability will trigger once for each land put into the graveyard during the spell's resolution.

410.7. An ability triggers only if its trigger event actually occurs. An event that's prevented or replaced won't trigger anything. Example: An ability that triggers on damage being dealt won't trigger if all the damage is prevented.

410.8. Triggered abilities with a condition directly following the trigger event (for example, "When/Whenever/At [trigger], if [condition], [effect]"), check for the condition to be true as part of the trigger event; if it isn't, the ability doesn't trigger. The ability checks the condition again on resolution. If it's not satisfied, the ability does nothing. Note that this mirrors the check for legal targets. Note that this rule doesn't apply to any triggered ability with a condition elsewhere within its text.

410.9. Some abilities trigger when creatures block or are blocked in combat. (See rules 306-311 and section 5, "Additional Rules.") They may trigger once or repeatedly, depending on the wording of the ability.

410.9a An ability that reads "Whenever [this creature] blocks" or "Whenever [this creature] becomes blocked" triggers only once each combat for that creature, even if it blocks or is blocked by multiple creatures. An effect that causes the creature to become blocked (if the creature wasn't already blocked) will also trigger such abilities.

410.9b An ability that reads "Whenever [this creature] blocks a creature" triggers once for each attacking creature the named creature blocks.

410.9c An ability that reads "Whenever a creature blocks [this creature]" triggers once for each creature that blocks the named creature. It won't trigger if the attacking creature becomes blocked by an effect rather than a blocking creature.

410.9d If an ability triggers when a creature blocks or is blocked by a particular number of creatures, the ability triggers only if the creature blocks or is blocked by that many creatures when the attack or block declaration is made. Effects that add or remove blockers can cause such abilities to trigger, but effects that switch

blockers cannot. This also applies to abilities that trigger on a creature blocking or being blocked by at least a certain number of creatures.

410.10. Trigger events that involve cards or permanents changing zones are called "zone-change triggers." Many abilities with zone-change triggers attempt to do something to that card after it changes zones. During resolution, these abilities look for the card in the zone that it moved to. If the card leaves the specified zone before the ability resolves, the part of the ability attempting to do something to the card will fail to do anything. (This rule applies even if the card leaves the zone and returns again before the ability resolves.) The most common types of zone-change triggers are comes-into-play triggers and leaves-play triggers.

410.10a Comes-into-play abilities trigger when a permanent enters the in-play zone. These are written, "When [this card] comes into play, . . . " or "Whenever a [type] comes into play, . . ." Each time an event puts one or more permanents into play, all permanents in play (including the newcomers) are checked for any comes-into-play triggers that match the event.

410.10b Continuous effects that modify characteristics of a permanent do so the moment the permanent is in play (and not before then). The permanent is never in play with its unmodified characteristics. Continuous effects don't apply before the permanent is in play, however (see rule 410.10e). Example: If an effect reads "All lands are creatures" and a land card is played, the effect makes the land card into a creature the moment it enters play, so it would trigger abilities that trigger when a creature comes into play. Conversely, if an effect reads "All creatures lose all abilities" and a creature card with a comes-into-play triggered ability enters play, that effect will cause it to lose its abilities the moment it enters play, so the comes-into-play ability won't trigger.

410.10c Leaves-play abilities trigger when a permanent leaves the in-play zone. These are written as, but aren't limited to, "Whenever [this card] leaves play, . . ." or "Whenever [permanent type] is put into a graveyard from play, ..." An ability that attempts to do something to the card that left play checks for it only in the first zone that it went to.

410.10d Abilities that trigger on one or more permanents leaving play, or on a player losing control of a permanent, must be treated specially because the permanent with the ability may no longer be in play after the event. The game has to "look back in time" to determine what triggered. Each time an event removes from play or changes who controls one or more permanents, all the permanents in play just before the event (with continuous effects that existed at that time) are checked for trigger events that match what just left play or changed control. Example: Two creatures are in play along with an artifact that has the ability "Whenever a creature is put into a graveyard from play, you gain 1 life." Someone plays a spell that destroys all artifacts, creatures, and enchantments. The artifact's

ability triggers twice, even though the artifact goes to its owner's graveyard at the same time as the creatures. "Leaves play" triggers are zone-change triggers, even if the trigger condition doesn't care what zone the permanent is going to. If they attempt to do something to the card that left play, they'll look for it only in the first zone that it went to after leaving play.

410.10e Some permanents have text that reads "[This permanent] comes into play with . . . ," "As [this permanent] comes into play . . . ," "[This permanent] comes into play as . . . ," or "[This permanent] comes into play tapped." Such text is a static ability-not a triggered ability-whose effect occurs as part of the event that puts the permanent into play.

410.11. Some triggered abilities trigger on a game state, such as a player controlling no permanents of a particular type, rather than triggering when an event occurs. These abilities trigger as soon as the game state matches the condition (even if it's not legal to play a spell or ability at that time). These are called state triggers. (Note that state triggers aren't the same as state-based effects.) A state-triggered ability doesn't trigger again until the pseudospell it created has resolved or been countered. Then, if the permanent with the ability is still in play and the game state still matches its trigger condition, the ability will trigger again. Example: A permanent's ability reads, "When your hand is empty, draw a card." If its controller plays the last card from his or her hand, the ability will trigger once and won't trigger again until it has resolved. If its controller plays a spell that reads "Discard your hand, then draw the same number of cards," the ability will trigger during the spell's resolution because the player's hand was momentarily empty.

411. Playing Mana Abilities
411.1. To play a mana ability, the player announces that he or she is playing it and pays the activation cost. It resolves immediately afterward and doesn't go on the stack. (See rule 408.2e.)

411.2. A player may play an activated mana ability whenever he or she has priority. A player may also play one whenever a rule or effect asks for a mana payment, even in the middle of playing or resolving a spell or ability.

411.3. Triggered mana abilities trigger when an activated mana ability is played. These abilities resolve immediately after the mana ability that triggered them, without waiting for priority. If an activated or triggered ability produces both mana and another effect, both the mana and the other effect resolve immediately. Example: An enchantment reads, "Whenever a player taps a land for mana, that land produces one additional mana of the same color." If a player taps lands for mana while playing a spell, the additional mana is added to the player's mana pool immediately and can be used to pay for the spell.

411.3a If a triggered mana ability adds mana "of the same type" to a player's mana pool, and the mana ability that triggered it produced

more than one type of mana, the player to whose mana pool the mana is being added chooses which type of mana the triggered ability adds.

412. Handling Static Abilities
412.1. A static ability may generate a continuous effect or a prevention or replacement effect. These effects last as long as the permanent with the static ability remains in play.

412.2. Many local enchantments have static abilities that modify their enchanted permanent, but those abilities don't target that permanent. If a local enchantment is moved to a different permanent, the ability stops applying to the original permanent and starts modifying the new one.

412.3. Some static abilities apply while a spell is on the stack. These are often abilities that refer to countering the spell.

412.4. Some static abilities apply while a card is in your hand. These are limited to those that read, "you may play [this spell] . . ." and "you can't play [this spell] . . . ."

412.5. Unlike spells and other kinds of abilities, static abilities can't use a card or permanent's last known information for purposes of determining how their effects are applied.

413. Resolving Spells and Abilities
413.1. Each time both players pass in succession, the spell, ability, or combat damage on top of the stack resolves. (See rule 416, "Effects.")

413.2. Resolution of a spell or ability may involve several steps but is treated by the game as a single indivisible action. These steps are followed in the order listed below.

413.2a If the spell or ability specifies targets, it checks whether the targets are still legal. A target that's removed from play, or from the zone designated by the spell or ability, is illegal. A target may also become illegal if its characteristics changed since the spell or ability was played or if an effect changed the wording of the spell or ability. If all targets are now illegal, the spell or ability is countered. If the spell or ability is not countered it will resolve normally, affecting only the targets that are still legal. If the spell or ability needs to know information about one or more targets that are now illegal, it will use the illegal targets' current or last known information.

413.2b The controller of the spell or ability follows its instructions in the order written. However, replacement effects may modify these actions. In some cases, later text on the card may modify the meaning of earlier text (for example, "Destroy target creature. It can't be regenerated" or "Counter target spell. Put it on top of its owner's library instead of into its owner's graveyard.") Don't just apply effects step by step without thinking in these cases-read the whole card and apply the rules of English to the text.

413.2c If an effect offers any choices other than choices already made as part of playing the spell or ability, the player announces these

while applying the effect. The player can't choose an option that's illegal or impossible. If the effect provides an optional action with a consequence for not doing so, the player can't choose that action unless he or she can meet all requirements. Example: A spell's instruction reads, "You may sacrifice a creature. If you don't, you lose 4 life." A player who controls no creatures can't choose the sacrifice option.

413.2d If an effect requires both players to make choices or take actions at the same time, the active player makes and announces his or her choices first, and then his or her opponent does (knowing the first player's choices). Then the actions take place simultaneously. This is called the "active player rule." If a player must make more than one choice at a time, he or she makes the choices in the order written, or in the order he or she chooses if the choices aren't ordered. Then, the actions are processed simultaneously. Some spells and abilities have multiple steps or actions, denoted by separate sentences or clauses. In these cases, the active player does the first action, then the nonactive player does that action, then the active player does the second action, then the nonactive player does that action, and so on. Example: Stronghold Gambit reads, "Each player chooses a card in his or her hand. Then each player reveals his or her chosen card. . . ." First the active player chooses a card, then the nonactive player does so, then the active player reveals his or her chosen card, and then the nonactive player does so.

413.2e If an effect gives a player the option to pay mana, he or she may play mana abilities as part of the action. No other spells or abilities can be played during resolution.

413.2f If an effect requires information from the game (such as the number of creatures in play), the answer is determined when the effect is applied. The effect uses the current information of a specific permanent if that permanent is still in play, or of a specific card in the stated zone; otherwise, the effect uses the last known information the card or permanent had before leaving that zone. The exception is that static abilities can't use last known information; see rule 412.5. If the ability text states that a permanent does something, it's the permanent as it exists (or most recently existed) that does it, not the ability.

413.2g An effect that refers to characteristics of a permanent checks only for the value of the specified characteristics, regardless of any related ones the permanent may also have. Example: An effect that reads "Destroy all black creatures" destroys a white-and-black creature, but one that reads "Destroy all nonblack creatures" doesn't.

413.2h A spell card is put into play under the control of the spell's controller (for permanents) or is put into its owner's graveyard (for instants and sorceries) as the final step of the spell's resolution.

413.2i If an effect could result in a tie, the text of the spell or ability that created the effect will specify what to do in the event of a tie.

The Magic game has no default for ties.

414. Countering Spells and Abilities

414.1. To counter a spell is to move the spell card from the stack to its owner's graveyard. Countering an ability removes its pseudospell from the stack. Spells and abilities that are countered don't resolve and none of their effects occur.

414.2. The player who played the countered spell or ability doesn't get a "refund" of any costs that were paid.

415. Editing a Spell or Ability

415.1. A few effects can "edit" a spell or ability after it goes on the stack, changing its target, rules text, or other characteristics.

415.2. The target of a spell or ability can change only to another legal target. If the new target is illegal when the change resolves, the original target is unchanged.

415.2a Modal spells may have different targeting requirements for each mode. Changing a spell or ability's target can't change its mode.

415.2b The word "you" in a card's text isn't a target. If a spell affects only its controller, its target can't be changed.

415.3. If an effect edits any characteristics of a spell that becomes a permanent, the effect continues to apply to the permanent when the spell resolves. Example: If an effect changes a black creature spell to white, the creature is white when it comes into play and remains white for the duration of the effect changing its color.

415.4. An effect that changes the text of a spell or permanent can't change a proper noun (such as a card name or creature type), even if that proper noun contains a word or a series of letters which is the same as a Magic color word or basic land type.

416. Effects

416.1. When a spell or ability resolves, it may create one or more effects. There are three main types: one-shot effects, continuous effects, and replacement and prevention effects. Effects of a fourth category, state-based effects, are generated by specific states of the game.

416.2. Effects apply only to permanents unless the instruction's text states otherwise or they clearly can apply only to cards in one or more other zones. Example: An effect that changes all lands to creatures won't alter land cards in the players' graveyards.

416.3. If an effect attempts to do something impossible, it does only as much as possible. Example: If a player is holding only one card, an effect that reads "Discard two cards" causes him or her to discard only that card. If an effect moves cards out of the library (as opposed to drawing), it moves as many as possible.

417. One-Shot Effects

417.1. A one-shot effect does something just once and doesn't have a duration. Examples include damage dealing, destruction of permanents, and moving cards between zones.

417.2. Some one-shot effects instruct a player to do something later in the game (usually at a specific time) rather than when they resolve. This kind of effect actually creates a new ability that waits to be triggered. (See rule 406.2, "Delayed Triggered Abilities.")

418. Continuous Effects

418.1. A continuous effect modifies characteristics of cards and/or permanents or modifies the rules of the game for a fixed or indefinite period. A continuous effect may be generated by the resolution of a spell or ability or by a static ability of a permanent.

418.2. Continuous effects that modify characteristics of permanents do so simultaneously with the permanent coming into play. They don't wait until the permanent is in play and then change it. Because such effects apply as the permanent comes into play, apply them before determining whether the permanent will cause an ability to trigger when it comes into play.

418.3. Continuous Effects from Spells or Abilities

418.3a A continuous effect generated by the resolution of a spell or ability lasts as long as stated by the spell or ability creating it (such as "until end of turn"). If no duration is stated, it lasts until the end of the game.

418.3b Continuous effects from spells, activated abilities, and triggered abilities that modify the characteristics or change the controller of one or more cards and/or permanents don't affect cards and/or permanents that weren't affected when the continuous effect began. Note that these work differently than continuous effects from static abilities. Continuous effects that don't modify characteristics of cards and/or permanents modify the rules of the game, so they can affect cards and/or permanents that weren't affected when the continuous effect began. Example: An effect that reads "All white creatures get +1/+1 until end of turn" gives the bonus to all permanents that are white creatures when the spell or ability resolves-even if they change color later-and doesn't affect those that come into play or turn white afterward. Example: An effect that reads "Prevent all damage creatures would deal this turn" doesn't modify any card's or permanent's characteristics, so it's modifying the rules of the game. That means the effect will apply even to creatures that weren't in play when the continuous effect began. It also affects permanents that become creatures later in the turn.

418.3c If the spell or ability creating a continuous effect is variable, the effect is determined only once, on resolution. Example: A spell that reads "Target creature gets +X/+X until end of turn, where X is the number of cards in your hand" counts the number of cards in the controller's hand when the spell resolves and grants that bonus for the rest of the turn, even if the hand size changes.

418.3d If an effect's duration is over before it would begin, the effect does nothing-it doesn't start and immediately stop again, and it

doesn't last forever. Example: Endoskeleton is an artifact with an activated ability that reads "2, T: Target creature gets +0/+3 as long as Endoskeleton remains tapped." If you play this ability and then Endoskeleton becomes untapped before the ability resolves, it does nothing, because its duration-remaining tapped-was over before the effect began.

418.4. Continuous Effects from Permanents
418.4a A continuous effect generated by a static ability of a permanent isn't "locked in"; it applies at any given moment to whatever its text indicates.

418.4b The effect applies at all times that the permanent generating it is in play. Example: A permanent with the static ability "All white creatures get +1/+1" generates an effect that continuously gives +1/+1 to each white creature in play. If a creature becomes white, it gets this bonus; a creature that stops being white loses it. A creature spell that would normally create a 1/1 white creature instead creates a 2/2 white creature. The creature doesn't come into play as 1/1 and then change to 2/2.

418.5. Interaction of Continuous Effects
418.5a Sometimes the results of one effect determine whether another effect applies or what it does. For example, one effect might read, "All white creatures get +1/+1" and another, "Enchanted creature is white."

418.5b An effect is said to "depend on" another if applying the other would change the text or the existence of the first effect, what it applies to, or what it does to any of the things it applies to. Otherwise, the effect is considered to be independent of the first effect.

418.5c Whenever one effect depends on another, the independent one is applied first. If several dependent effects form a loop, or if none depends on another, they're applied in "timestamp order." A permanent's timestamp is the time it came into play, with two exceptions: (1) If two or more permanents enter play simultaneously, the active player determines their timestamp order at the time they come into play, but a local enchantment must be timestamped after what it enchants; (2) Whenever a local enchantment becomes attached to a permanent, the enchantment receives a new timestamp. Continuous effects generated by static abilities have the same timestamp as the permanent that generated them. Continuous effects generated by the resolution of a spell or ability receive a timestamp when the spell or ability creating them resolves.

418.5d A continuous effect can override another. Example: Two enchantments are played on the same creature: "Enchanted creature gains flying" and "Enchanted creature loses flying." Neither of these depends on the other, since nothing changes what they affect or what they're doing to it. Applying them in timestamp order means the one that was generated last "wins." It's irrelevant whether an effect is temporary (such as "Target creature loses flying until end of turn") or global (such as "All creatures lose flying").

418.5e The value of a permanent's characteristic is determined by starting with the printed or token value, then applying copy effects (see rule 503, "Copying Spells and Abilities"), then applying continuous effects generated by type-changing abilities, then applying any power or toughness changes due to counters, and then applying all other continuous effects.

419. Replacement and Prevention Effects
419.1. Replacement and prevention effects are continuous effects that watch for a particular event to happen and then completely or partially replace that event. (A prevention effect replaces an event with nothing or with a lessened version of the event.) These effects act like "shields" around whatever they're affecting. All replacement effects use the word "instead" to indicate what events will be replaced with other events, and prevention effects use "prevent" to indicate what events will not occur. Abilities that contain "instead" or "prevent" generate replacement or prevention effects, respectively.

419.2. Replacement and prevention effects apply continuously as events happen-they aren't locked in ahead of time.

419.3. There are no special restrictions on playing a spell or ability that generates a replacement or prevention effect. Such effects last until they're used up or their duration has expired.

419.4. Replacement or prevention effects must exist before the appropriate event occurs-they can't "go back in time" and change something that's already happened. Usually spells and abilities that generate these effects are played in response to whatever would produce the event and thus resolve before that event would occur. Example: A player can play a regeneration ability in response to a spell that would destroy a creature he or she controls.

419.5. If an event is prevented or replaced, it never happens. A modified event occurs instead, which may in turn trigger abilities. Note that the modified event may contain instructions that can't be carried out, in which case the player simply ignores the impossible instruction. If a source would deal 0 damage, it does not deal damage at all. That means abilities that trigger on damage being dealt won't trigger. It also means that replacement effects that increase damage dealt have no event to replace when 0 damage is dealt, so they have no effect. Some abilities read, "Whenever [X], you may [Y]. If you do, [Z]." The "if you do" clause refers to doing any part of the event Y. If Y is replaced entirely or in part by a different event, the "if you do" clause refers to the event that replaced Y.

419.6. Replacement Effects
419.6a A replacement effect doesn't invoke itself repeatedly and gets only one opportunity for each event. Example: A player controls two permanents, each with an ability that reads "Instead of dealing their normal damage, creatures you control deal double that damage." A creature that normally deals 1 damage will deal 4 damage-not just 2, and not an infinite amount.

419.6b Regeneration is a destruction-replacement effect. The key word "instead" doesn't appear on the card but is implicit in its definition. "Regenerate [permanent]" means "The next time [permanent] would be destroyed this turn, instead remove all damage from it, tap it, and (if it's in combat) remove it from combat." Note that if destruction is caused by lethal damage, any abilities that trigger from that damage being dealt still trigger even if the permanent regenerates.

419.6c Some effects replace damage dealt to one creature or player with the same damage dealt to another creature or player; such effects are called "redirection" effects. If either creature is no longer in play or is no longer a creature when the damage would be redirected, the effect does nothing. Likewise, if either player is no longer in the game, the effect does nothing.

419.6d Some spells and abilities replace part or all of their own effect(s) when they resolve. Such effects are called "self-replacement effects." When applying replacement effects to an event, apply self-replacement effects first, then apply other replacement effects.

419.7. Prevention Effects
419.7a Prevention effects usually apply to damage that would be dealt.

419.7b Some prevention effects refer to a specific amount of damage-for example, "Prevent the next 3 damage to target creature or player this turn." These work like ablative shields. Each 1 damage that would be dealt to the "shielded" creature or player instead reduces the shield by 1. Once the shield has been reduced to 0, any remaining damage is dealt normally. Such effects count only the amount of damage; the number of events or sources dealing it doesn't matter.

419.7c Some prevention effects apply to damage from a specified source-for example, "The next time a red source of your choice would deal damage to you this turn, prevent that damage." The source is chosen when the spell or ability resolves. If an effect requires a player to choose a source, he or she may choose either a permanent or a spell on the stack (including one that creates a permanent) or any card or permanent referred to by a spell or pseudospell on the stack. If the player chooses a permanent or a permanent spell, the prevention will apply to the next damage from that permanent or the permanent resulting from the spell, regardless of whether it's from one of that permanent's abilities or combat damage dealt by it. It's possible for the source to be out of play by the time the spell or ability resolves. Some abilities that generate prevention effects can affect damage only from a source with certain characteristics, such as a creature or a source of a particular color. When prevention "shields" with these types of restrictions are used, they recheck the source from which they're preventing damage. If the characteristics no longer match, the damage isn't prevented.

419.8. Interaction of Replacement or Prevention Effects
419.8a If two or more replacement or prevention effects are attempting to modify the way an event affects a permanent or player, the affected permanent's controller or the affected player chooses one to apply to that permanent or player. Then the other applies if it is still appropriate. If one or more of the applicable replacement effects is a "self-replacement effect" (see rule 419.6d), that effect is applied before any other replacement effects. Example: Two cards are in play. One is an enchantment that reads "If a card would be put into a graveyard, instead remove it from the game," and the other is a creature that reads "If [this card] would be put into a graveyard, instead shuffle it into its owner's library." The controller of the creature that would be destroyed decides which replacement to apply first; the other does nothing.

419.8b A replacement effect can become applicable to an event as the result of another replacement effect that modifies the event. Example: One effect reads, "For each 1 life you would gain, instead draw a card," and another reads, "Instead of drawing a card, return target card from your graveyard to your hand." Both effects combine (regardless of the order they came into play): Instead of gaining 1 life, the player puts a card from his or her graveyard into his or her hand.

420. State-Based Effects
420.1. State-based effects are a special category that applies only to those conditions listed below. Abilities that watch for a specified game state are triggered abilities. (See rule 410.8.)

420.2. State-based effects are always active and are not controlled by either player.

420.3. Whenever a player would get priority to play a spell or ability (see rule 408, "Timing of Spells and Abilities"), the game checks for any of the listed conditions for state-based effects. All applicable effects resolve as a single event, then the check is repeated. Once no more state-based effects have been generated, triggered abilities go on the stack, then the appropriate player gets priority. This check is also made during the cleanup step (see rule 314); if any of the listed conditions apply, the active player receives priority.

420.4. Unlike triggered abilities, state-based effects pay no attention to what happens during the resolution of a spell or ability. Example: A player controls a creature with the ability "This creature's power and toughness are each equal to the number of cards in your hand" and plays a spell whose effect is "Discard your hand, then draw seven cards." The creature will temporarily have toughness 0 in the middle of the spell's resolution but will be back up to toughness 7 when the spell finishes resolving. Thus the creature will survive when state-based effects are checked. In contrast, an ability that triggers when the player has no cards in hand goes on the stack after the spell resolves, because its trigger event happened during resolution.

420.5. The state-based effects are as follows:

420.5a A player with 0 life or less loses the game.

420.5b A creature with toughness 0 or less is put into its owner's graveyard. Regeneration can't replace this event.

420.5c A creature with lethal damage is destroyed. Lethal damage is an amount of damage greater than 0 and greater than or equal to a creature's toughness. Regeneration does replace this event.

420.5d A local enchantment that enchants an illegal or nonexistent permanent is put into its owner's graveyard.

420.5e If two or more Legends or legendary permanents with the same name are in play, all except the one that has been a Legend or legendary permanent with that name the longest are put into their owners' graveyards. This is called 'the Legend rule.' In the event of a tie, each Legend or legendary permanent with the same name is put into its owner's graveyard. (If two permanents have the same name but only one is a Legend or is legendary, this rule doesn't apply.)

420.5f A token in a zone other than the in-play zone ceases to exist.

420.5g A player who was required to draw more cards than were in his or her library loses the game.

420.5h A player with ten or more poison counters loses the game.

420.5i If two or more enchant worlds are in play, all except the one that has been an enchant world for the shortest amount of time are put into their owners' graveyards. In the event of a tie for the shortest amount of time, all are put into their owners' graveyards.

421. Handling "Infinite" Loops

421.1. Occasionally the game can get into a state where a set of actions could be repeated forever. The "infinity rule" governs how to break such loops.

421.2. If the loop contains one or more optional actions and one player controls them all, that player chooses a number. The loop is treated as repeating that many times or until the other player intervenes, whichever comes first.

421.3. If the loop contains at least one optional action controlled by each player and actions by both players are required to continue the loop, the active player chooses a number. The nonactive player then has two choices. He or she can choose a lower number, in which case the loop continues that number of times plus whatever fraction is necessary for the active player to "have the last word." Or he or she can agree to the number the active player chose, in which case the loop continues that number of times plus whatever fraction is necessary for the nonactive player to "have the last word." (Note that either fraction may be zero.) Example: One player controls a creature with the ability "0: [This creature] gains flying." Another player controls a permanent with the ability "0: Target creature loses flying." The "infinity rule" ensures that regardless of which player initiated the gain/lose flying ability, the nonactive player will always have the final choice and therefore be able to determine whether the creature has flying. (Note that this assumes that the first player attempted to give the creature flying at least once.)

421.4. If the loop contains only mandatory actions, the game ends in a draw. (See rule 102.6.)

421.5. If the loop contains at least one optional action controlled by each player and these actions don't depend on one another, the active player chooses a number. The nonactive player can either agree to that number or choose a higher number. Note that this rule applies even if the actions could exist in separate loops rather than in a single loop.

422. Handling Illegal Actions

422.1. If a player realizes that he or she can't legally take an action after starting to do so, the entire action is reversed and any payments already made are canceled. No abilities trigger as a result of an undone action. If the action was playing a spell, the spell card returns to the zone it came from. The player may also reverse any legal mana abilities played while making the illegal play, unless mana from them or from any triggered mana ability was spent on another mana ability that wasn't reversed. Players may not reverse actions that moved cards to or from a library or that involved a random choice or random zone change.

422.2. When reversing illegal spells and abilities, the player who had priority retains it and may take another action or pass. The player may redo the reversed action in a legal way or take any other action allowed by the rules.

5. Additional Rules

500. Legal Attacks and Blocks

500.1. Some abilities and continuous effects restrict declaring attackers or blockers in combat. (See rule 308, "Declare Attackers Step," and rule 309, "Declare Blockers Step.")

500.2. As part of declaring attackers, the active player checks each creature he or she controls to see whether it must attack, can't attack, or has some other attacking restriction or requirement. If such a restriction or requirement conflicts with the proposed attack, the attack is illegal, and the active player must then propose another set of attacking creatures. (Tapped creatures and creatures with unpaid costs to attack are exempt from effects that would require them to attack.) Example: A player controls two creatures, each with a restriction that states "[This creature] can't attack alone." It's legal to declare both as attackers. Example: A player controls one creature that "attacks if able" and another creature with no abilities. An effect states "Only one creature may attack each turn." It's legal to declare either creature as an attacker

but illegal to attack with both or neither.

500.3. As part of declaring blockers, the defending player checks each creature he or she controls to see whether it must block, can't block, or has some other blocking restriction or requirement. If such a restriction or requirement conflicts with the proposed set of blocking creatures, the block is illegal, and the defending player must then propose another set of blocking creatures. (Creatures with unpaid costs to block are exempt from effects that would require them to block.)

501. Evasion Abilities
501.1. Evasion abilities restrict what can block an attacking creature. These are static abilities that modify the declare blockers step of combat.

501.2. Evasion abilities are cumulative. Example: A Wall without flying can't block a creature that can be blocked only by Walls and by creatures with flying.

501.3. Some creatures have abilities that restrict how they can block. As with evasion abilities, these modify only the rules for the declare blockers step of combat. (If a creature gains an evasion ability after a legal block has been declared, it doesn't affect that block.)

502. Keyword Abilities
502.1. Most creature abilities describe exactly what they do in the card's rules text. Some, though, are very common or would require too much space to define on the card. In these cases, the card lists only the name of the ability as a "keyword"; sometimes reminder text summarizes the game rule.

502.2. First Strike
502.2a First strike is a static ability that modifies the rules for the combat damage step.

502.2b During the combat damage step, if at least one attacking or blocking creature has first strike, creatures without first strike don't assign combat damage. Instead of proceeding to end of combat, the phase gets a second combat damage step to handle the remaining creatures.

502.2c Adding or removing first strike after the first combat damage step won't prevent a creature from dealing combat damage or allow it to deal combat damage twice.

502.2d Multiple instances of first strike on the same creature are redundant.

502.3. Flanking
502.3a Flanking is a triggered ability that triggers during the declare blockers step.

502.3b Whenever a creature with flanking is blocked by a creature without flanking, the blocking creature gets -1/-1 until end of turn.

502.3c If a creature has multiple instances of flanking, each triggers separately.

502.4. Flying
502.4a Flying is an evasion ability.

502.4b A creature with flying can't be blocked by creatures without flying. A creature with flying can block a creature with or without flying.

502.4c Multiple instances of flying on the same creature are redundant.

502.5. Haste
502.5a Haste is a static ability.

502.5b A creature with haste can attack or use activated abilities whose cost includes the tap symbol even if it hasn't been controlled by its controller continuously since the beginning of his or her most recent turn.

502.5c Multiple instances of haste on the same creature are redundant.

502.6. Landwalk
502.6a Landwalk and snow-covered landwalk are generic terms; a card's rules text usually names a specific type of land (such as in "islandwalk" or "snow-covered swampwalk").

502.6b Landwalk and snow-covered landwalk are evasion abilities. A creature with landwalk is unblockable as long as the defending player controls at least one land of the specified type. A creature with snow-covered landwalk is unblockable as long as the defending player controls at least one land of the specified type that has snow-covered.

502.6c Snow-covered landwalk is a special type of landwalk. If a player is allowed to choose any landwalk ability, that player may choose a snow-covered landwalk ability. If an effect causes a permanent to lose all landwalk abilities, snow-covered landwalk abilities are removed as well.

502.6d Landwalk or snow-covered landwalk abilities don't "cancel" one another. Example: If a player controls a snow-covered forest, that player can't block an attacking creature with snow-covered forestwalk even if he or she also controls a creature with snow- covered forestwalk.

502.6e Multiple instances of the same type of landwalk or snow-covered landwalk on the same creature are redundant.

502.7. Protection
502.7a Protection is a static ability, written "Protection from [quality]." This quality is usually a color (as in "protection from black") but can be any characteristic, such as a permanent type.

502.7b A permanent with protection can't be targeted by spells with the stated quality, can't be targeted by abilities from a source with the stated quality, and can't be enchanted by enchantments that have the stated quality. Such enchantments enchanting the permanent with protection will be put into their owners' graveyards as a state-based effect. In addition, any damage that would be dealt to it from sources having that quality is prevented. If it attacks, it can't be blocked by creatures having that quality.

502.7c Multiple instances of protection from the same quality on the same permanent are redundant.

502.8. Shadow
502.8a Shadow is an evasion ability.

502.8b A creature with shadow can't be blocked by creatures without shadow, and a creature without shadow can't be blocked by creatures with shadow.

502.8c Multiple instances of shadow on the same creature are redundant.

502.9. Trample
502.9a Trample is a static ability that modifies the rules for assigning an attacking creature's combat damage. A creature with trample has no special abilities when blocking or dealing noncombat damage.

502.9b The controller of an attacking creature with trample first assigns damage to the creature(s) blocking it. If all those blocking creatures are assigned lethal damage, any remaining damage is assigned as its controller chooses among the blocking creatures and the defending player. When checking for assigned lethal damage, take into account damage already on the creature and damage from other creatures that is to be assigned at the same time (see rule 502.9f). The controller need not assign lethal damage to all blocking creatures but in that case can't assign any damage to the defending player.

502.9c If all the creatures blocking an attacking creature with trample are removed from combat before the combat damage step, all its damage is assigned to the defending player.

502.9d Ignore this rule.

502.9e Assigning damage from a creature with trample considers only the actual toughness of a blocking creature, not any abilities or effects that might change the final amount of damage dealt.

502.9f When there are several attacking creatures, it's legal to assign damage from those without trample so as to maximize the damage of those with trample. Example: A 2/2 creature with an ability that enables it to block multiple attackers blocks two attackers: a 1/1 with no special abilities a 3/3 with trample. The active player could assign 1 damage from the first attacker and 1 damage from the second to the blocking creature and 2 damage to the defending player from the creature with trample.

502.9g Multiple instances of trample on the same creature are redundant.

502.10. Banding
502.10a Banding is a static ability that modifies the rules for declaring attackers, declaring blockers, and assigning combat damage.

502.10b As a player declares attackers, he or she may declare that any number of attacking creatures with banding, and up to one attacking creature without banding, are all in a "band." (Defending players can't declare bands but may use banding in a different way; see rule 502.10h.)

502.10c A player may declare as many attacking bands as he or she wants, but each creature may be a member of only one of them.

502.10d Once an attacking band has been announced, it lasts for the rest of combat, even if something later removes the banding ability from one or more creatures. However, creatures in a band that are removed from combat are also removed from the band.

502.10e If an attacking creature becomes blocked by a creature, each other creature in the same band as the attacking creature becomes blocked by that same blocking creature. Example: A player attacks with a band consisting of a creature with flying and a creature with swampwalk. The defending player, who controls a swamp, can block the flying creature if able. If he or she does, then the creature with swampwalk will also become blocked by the blocking creature(s).

502.10f Banding doesn't cause attacking creatures to share abilities, nor does it remove any abilities. The attacking creatures in a band are separate permanents.

502.10g If one member of a band would become blocked as the result of a spell or ability, the entire band becomes blocked.

502.10h A player who controls a banding creature chooses how combat damage is assigned by creatures blocking or blocked by that creature. If the creature had banding when it attacked or blocked, but the ability was removed before the combat damage step, damage is assigned normally.

502.10i Multiple instances of banding on the same creature are redundant.

502.11. Bands with Other
502.11a Bands with other is a special form of banding. If an effect causes a permanent to lose banding, the permanent loses all bands with other abilities as well.

502.11b An attacking creature with "bands with other [creature type]" can form an attacking band with other creatures that have the same "bands with other [creature type]" ability. Creatures with banding can also join this band, but creatures without banding can't. The creatures in this band don't have to have the creature type specified in the "bands with other [creature type]" ability. Blocking this band follows the same general rules as for banding.

502.11c If a creature is blocked by at least two creatures with the same "bands with other [creature type]" ability, the defending player chooses how the attacking creature's damage is assigned. Similarly, if a creature blocks at least two attacking creatures with the same "bands with other [creature type]" ability, the attacking player chooses how the blocking creature's damage is assigned.

502.12. Rampage
502.12a Rampage is a triggered ability. "Rampage [X]" means "Whenever this creature becomes blocked by two or more creatures, it gets +X/+X until end of turn for each creature blocking it beyond the first."

502.12b The rampage bonus is calculated only once per combat, when the triggered ability resolves. Adding or removing blockers later in combat won't change the bonus.

502.12c If a creature has multiple instances of rampage, each triggers separately.

502.13. Cumulative Upkeep
502.13a Cumulative upkeep is a triggered ability that imposes an increasing cost on a permanent. The phrase "Cumulative upkeep [cost]" means "At the beginning of your upkeep, put an age counter on this permanent, then sacrifice this permanent unless you pay [cost] for each age counter on it."

502.13b If a permanent has multiple instances of cumulative upkeep, each triggers separately. However, the age counters are not linked to any particular ability; each cumulative upkeep ability will count the total number of age counters on the permanent at the time that ability resolves. Example: A creature has two instances of "Cumulative upkeep-Pay 1 life." The creature currently has no counters but both cumulative upkeep abilities trigger. When the first ability resolves, the controller adds a counter and then chooses to pay 1 life. When the second ability resolves, the controller adds another counter and then chooses to pay an additional 2 life.

502.14. Snow-Covered
502.14a Snow-covered is an ability that doesn't do anything in its own right; it's simply a keyword that other cards look for. When a card refers to a "snow-covered land," it means a land with the snow-covered ability. When a card refers to a "snow-covered forest," it means a forest with the snow-covered ability, and so on.

502.14b Five snow-covered lands were printed in the Ice Age expansion. Their names are Snow-Covered Plains, Snow-Covered Island, Snow-Covered Swamp, Snow-Covered Mountain, and Snow-Covered Forest. These lands are basic lands, even though they have a different name and they have the snow-covered ability.

502.14c Some effects can add or remove the snow-covered ability. This doesn't change the existing name of the land. For example, a card named Snow-Covered Forest is named "Snow-Covered Forest," while a forest that has been granted the snow-covered ability is still named "Forest."

502.15. Phasing
502.15a Phasing is a static ability that modifies the rules of the untap step.

502.15b During each player's untap step, before that player untaps his or her permanents, all permanents with phasing the player controls phase out. Simultaneously, all permanents that had phased out under that player's control phase in. (See rule 217.8, "Phased-Out," and rule 302.3.)

502.15c If a spell or ability causes a player to skip his or her untap step, the phasing event simply doesn't occur that turn.

502.15d Permanents phasing in don't trigger any comes-into-play abilities, and effects that modify how a permanent comes into play are ignored. Abilities and effects that specifically mention phasing can modify or trigger on this event, however. Permanents phasing out trigger leaves-play abilities as usual. (Because no player receives priority during the untap step, any abilities triggering off of the phasing event won't go onto the stack until the upkeep step begins.)

502.15e When a permanent phases out, all damage dealt to it is removed.

502.15f A card that returns to play from the phased-out zone is in some respects considered the same permanent it was when it left. This is an exception to rule 217.8, which stipulates that a permanent "forgets" its previous existence when it changes zones.

502.15g Effects with limited duration and delayed triggered abilities that specifically reference a permanent will be unable to further affect that permanent if it phases out. However, other effects that reference the permanent (including effects with unlimited duration) can affect the permanent when it returns to play. Example: A creature is affected by Giant Growth and then phases out during the same turn. If the creature phases back in somehow before the turn is over, it won't get the +3/+3 bonus from the Giant Growth because its effect has a limited duration.

502.15h Phased-out cards "remember" their past histories and will return to play in the same state. They "remember" any counters they had on them, any choices made when they first came into play, and whether they were tapped or untapped when they left play. They also "remember" who controlled them when they phased out, although they may phase in under the control of a different player if a control effect with limited duration has expired. Example: Diseased Vermin reads, in part, "At the beginning of your upkeep, Diseased Vermin deals X damage to target opponent previously dealt damage by it, where X is the number of infection counters on it." If Diseased Vermin phases out, it "remembers" how many counters it has and also which opponents it has previously damaged. When it phases back in, it will still be able to target those opponents with its upkeep-triggered ability.

502.15i When a permanent phases out, any local enchantments attached to that permanent phase out at the same time. This alternate way of phasing out is known as phasing out "indirectly." An enchantment that phased out indirectly won't phase in by itself, but instead phases in along with the card it's attached to.

502.15j If a local enchantment phased out directly (rather than phasing out along with the permanent it's attached to), then it "remembers" the permanent it was enchanting and returns to play attached to that permanent. If the permanent has left play or is no longer legal to enchant, the enchantment returns to play and then is placed in its owner's graveyard afterwards. (This is a state-based effect. See rule 420.)

502.15k If two or more permanents phase in at the same time, the active player determines their relative timestamp order at the time they come into play. Local enchantments that phase in indirectly must always have later timestamps than the permanents they enchant, and if several enchantments phase in indirectly on the same permanent, their original relative timestamp order must be maintained. (See glossary, "Timestamp Order.") This doesn't change the fact that the permanents phase in simultaneously, however. For example, if two Legends with the same name phase in, they both go to their owners' graveyards.

502.15m A permanent that phases in can attack and tap to play abilities as though it has haste. (This applies even if that permanent phased out and phased back in the turn it came into play.) The permanent remains able to attack and tap to play abilities until it changes controllers or leaves play.

502.15n A spell or ability that targets a permanent will resolve normally with respect to that permanent if the permanent phases out and back in before the spell or ability resolves.

502.15p Multiple instances of phasing on the same permanent are redundant.

502.16. Buyback
502.16a Buyback is a static ability of some instants and sorceries that functions while the card is on the stack (that is, while it's a spell). The phrase "Buyback [cost]" means "You may pay an additional [cost] as you play this spell. If you do, put this card into your hand instead of into your graveyard as the spell resolves." Paying a spell's buyback cost follows the rules for paying additional costs in rules 409.1b and 409.1f.

502.17. Horsemanship
502.17a Horsemanship is an evasion ability that appeared in the Portal Three KingdomsT set.

502.17b A creature with horsemanship can't be blocked by creatures without horsemanship. A creature with horsemanship can block a creature with or without horsemanship.

502.17c Multiple instances of horsemanship on the same creature are redundant.

502.18. Cycling
502.18a Cycling is an activated ability that functions only while the card with cycling is in a player's hand. The phrase "Cycling [cost]" means "[Cost], Discard this card from your hand: Draw a card. Play this ability only if this card is in your hand."

502.18b Although the cycling ability is playable only if the card is in a player's hand, it continues to exist while the card is in play. Therefore cards with cycling will be affected by effects that depend on a card in a graveyard or a permanent having one or more activated abilities.

502.19. Echo
502.19a Echo is an upkeep-triggered ability. "Echo" in a permanent's rules text means "At the beginning of your upkeep, if this permanent came under your control since the

beginning of your last upkeep, sacrifice it unless you pay its mana cost."

502.20. Fading
502.20a Fading is a keyword that represents two abilities. The first is a static ability that puts counters onto a permanent as it comes into play. The second is a triggered ability that makes the permanent's controller remove one of these counters at the beginning of each of his or her upkeeps. If the player can't remove a counter, he or she sacrifices the permanent. The phrase "Fading [X]" means "This permanent comes into play with X fade counters on it" and "At the beginning of your upkeep, remove a fade counter from this permanent. If you can't, sacrifice the permanent."

502.21. Kicker
502.21a Kicker is a static ability that functions while the card is on the stack (that is, while it's a spell). The phrase "Kicker [cost]" means "You may pay an additional [cost] as you play this spell." The phrase "Kicker [cost 1] and/or [cost 2]" means the same thing as "Kicker [cost 1], kicker [cost 2]." Paying a spell's kicker cost(s) follows the rules for paying additional costs in rules 409.1b and 409.1f.

502.21b Cards with kicker have additional spell text or abilities that specify what happens if the kicker cost is paid. Cards with more than one kicker cost will have spell text and/or abilities that correspond to each kicker cost.

502.21c If spell text that depends on a kicker cost being paid targets one or more permanents and/or players, the spell's controller chooses those targets only if he or she declared the intention to pay the appropriate kicker cost. Otherwise, the targets aren't chosen at all.

502.21d A card with kicker may contain the phrases "if you paid the [A] kicker cost" and "if you paid the [B] kicker cost," where A and B are the first and second kicker costs listed on the card, respectively. This text just refers to one kicker cost or the other, regardless of what the spell's controller actually spent when paying the cost. In other words, read "if you paid the [A] kicker cost" as "if you paid the first kicker cost listed," and read "if you paid the [B] kicker cost" as "if you paid the second kicker cost listed."

502.22. Flashback
502.22a Flashback is a static ability of some instant and sorcery cards that functions while the card is in a player's graveyard. The phrase "Flashback [cost]" means "You may play this card from your graveyard by paying [cost] rather than paying its mana cost. If you do, remove this card from the game instead of putting it anywhere else any time it would leave the stack." Playing a spell using its flashback ability follows the rules for paying alternative costs in rules 409.1b and 409.1f.

502.23. Threshold
502.23a Threshold is a static ability, written "Threshold - [text]." The text can be a static ability, activated ability, triggered ability,

characteristic-setting text, spell text, or any combination of the five. The phrase "Threshold - [text]" means "As long as you have seven or more cards in your graveyard, this card has '[text].'"

502.23b Cards and permanents with threshold have the threshold text only if their controller has seven or more cards in his or her graveyard. Otherwise, the text after "Threshold -" is treated as though it did not appear on the card or permanent.

502.23c An instant or sorcery card with threshold has the threshold text only while the card is on the stack (that is, while it's a spell). An artifact, creature, enchantment, or land card with threshold, or any permanent with threshold, has the threshold text only if the card or permanent is in play.

503. Copying Spells and Abilities

503.1. A copy card is a card that creates or becomes a "copy" of another spell, permanent, or card. (Certain older cards were printed with the phrase "search for a copy." These aren't copy cards; they have received new text in the OracleT card reference.)

503.2. When copying a permanent, the copy acquires the printed values of the name, mana cost, color, type and subtype, expansion symbol, rules text, power, and toughness of the permanent being copied. Also, if the copied permanent was printed as legendary or as an enchant world, this is copied as well. Effects (including type-changing effects) and counters are not copied. (The exception is that copy effects are themselves copied; see rule 503.3.) Example: Chimeric Staff is an artifact that reads "X: Chimeric Staff becomes an X/X artifact creature until end of turn." Clone is a creature that reads "As Clone comes into play, you may choose a creature in play. If you do, Clone comes into play as a copy of that creature." After a Staff has become a 5/5 artifact creature, a Clone comes into play as a copy of it. The Clone is an artifact, not a 5/5 artifact creature. (The copy has the Staff's ability, however, and will become a creature if that ability is activated.)

503.3. The copied information becomes the printed values for the copy, replacing its originally printed values. Cards that copy the copy will use the new printed values. Example: A Vesuvan Doppelganger comes into play as a copy of Grizzly Bears (a 2/2 green creature with no abilities). Vesuvan Doppelganger reads, "As Vesuvan Doppelganger comes into play, you may choose a creature in play. If you do, Vesuvan Doppelganger comes into play as a copy of that creature except for its color and gains 'At the beginning of your upkeep, you may have this creature become a copy of another creature except for its color. If you do, this creature gains this ability.'" Then, a Clone comes into play as a copy of the Doppelganger. The Clone is a 2/2 blue Grizzly Bears that has the Doppelganger's upkeep ability.

503.4. Some effects cause a permanent to become a copy of another permanent or card while remaining in play. The change doesn't trigger comes-into-play or leaves-play abilities. This also doesn't change any noncopy effects presently affecting the copy. Example: Unstable Shapeshifter reads, "Whenever a creature comes into play, Unstable Shapeshifter becomes a copy of that creature and gains this ability." A Shapeshifter is affected by Giant Growth, which reads "Target creature gets +3/+3 until end of turn." If a creature comes into play later this turn, the Shapeshifter will become a copy of that creature, but it will still get +3/+3 from the Giant Growth.

503.5. A copy card that comes into play "as a copy" of another permanent will come into play with any copied abilities of that permanent. If the copy gains any abilities that modify the comes- into-play event (such as "comes into play with" or "as [this] comes into play" abilities), those abilities will take effect. Also, any comes-into-play triggered abilities of the copy will have a chance to trigger. Example: Skyshroud Behemoth reads, "Fading 2 (This creature comes into play with two fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.) / Skyshroud Behemoth comes into play tapped." A Clone that comes into play as a copy of a Skyshroud Behemoth will also come into play tapped with two fade counters on it. Example: Striped Bears reads, "When Striped Bears comes into play, draw a card." A Clone comes into play as a copy of Striped Bears. The Clone has the Bears' comes-into-play triggered ability, so the Clone's controller draws a card.

503.6. When copying a permanent, the "choices" of the permanent aren't copied. Instead, if a card comes into play as a copy of another permanent, the copy's controller will get to make any "as comes into play" choices for it. Example: A Clone comes into play as a copy of Chameleon Spirit. Chameleon Spirit reads, in part, "As Chameleon Spirit comes into play, choose a color." The Clone won't copy the color choice of the Spirit; rather, the controller of the Clone will get to make a new choice.

503.7. Because the "choices" of a permanent aren't copied, sometimes a copy card will gain an ability that refers to a choice that was never made. In that case, the choice is considered to be "zero" or "undefined." Example: Voice of All comes into play and Unstable Shapeshifter copies it. Voice of All reads, in part, "As Voice of All comes into play, choose a color. / Voice of All has protection from the chosen color." Unstable Shapeshifter never got a chance to choose a color, because it didn't come into play as a Voice of All card, so the Shapeshifter's protection ability doesn't protect it from anything at all.

503.8. If an ability of a copy card causes a player to make a choice as the copy comes into play, the copy will "remember" that choice and continue to use it for its abilities if appropriate. If the choice is not appropriate, it is considered to be "zero" or "undefined." Example: A Vesuvan Doppelganger comes into play as a copy of Chameleon Spirit, and the Doppelganger's controller chooses blue. Later, the Doppelganger copies Quirion Elves. The Elves has the ability, "T: Add one mana of the

chosen color to your mana pool." If the mana ability of the Doppelganger is played, it will produce blue mana. Example: A Vesuvan Doppelganger comes into play as a copy of Caller of the Hunt. Caller of the Hunt reads, in part, "As Caller of the Hunt comes into play, choose a creature type." The Doppelganger's controller chooses Goblin. Later, the Doppelganger copies Quirion Elves. If the mana ability of the Doppelganger is played, it will fail to produce any mana. It won't produce Goblin mana.

503.9. Some copy cards give an ability to the copy as part of the copying process. This ability becomes part of the printed values for the copy, along with any other abilities that were copied. Also, some copy cards specifically state that they don't copy certain values; they retain their original values instead. Example: Quirion Elves comes into play and an Unstable Shapeshifter copies it. The printed values of the Shapeshifter now match those of the Elves, except that the Shapeshifter also has the printed ability "Whenever a creature comes into play, Unstable Shapeshifter becomes a copy of that creature and gains this ability." Then, a Clone comes into play as a copy of the Unstable Shapeshifter. The Clone copies the new printed values of the Shapeshifter, including the ability that the Shapeshifter gave itself when it copied the Elves.

503.10. When copying a spell, all information that is normally copied from a permanent is copied. In addition, all decisions made when the spell was played are copied. These include mode, targets, the value of X, and optional additional costs such as buyback. (See rule 409, "Playing Spells and Activated Abilities.") Choices that are normally made on resolution are not copied. Example: A player plays Fork, targeting an Emerald Charm. Fork reads, "Put a copy of target instant or sorcery spell onto the stack, except that it copies Fork's color and you may choose new targets for the copy." Emerald Charm reads, "Choose one - Untap target permanent; or destroy target global enchantment; or target creature loses flying until end of turn." When the Fork resolves, it puts a copy of the Emerald Charm on the stack. The copy has the same mode that was chosen for the original Emerald Charm. It does not necessarily have the same target, but only because Fork allows choosing of new targets.

503.11. If an effect refers to a permanent by name, the effect still tracks that permanent even if it changes names or becomes a copy of something else. Example: An Unstable Shapeshifter copies a Crazed Armodon. Crazed Armodon reads, "G: Crazed Armodon gets +3/+0 and gains trample until end of turn. Destroy Crazed Armodon at end of turn. Play this activated ability only once each turn." If this activated ability of the Shapeshifter is played, the Shapeshifter will be destroyed at end of turn, even if it's no longer a copy of Crazed Armodon at that time.

504. Face-Down Creatures
504.1. Two old cards (Camouflage and Illusionary Mask) allow creatures (in play) to be face down.

504.2. Creatures that are in play face down or that come into play face down are 0/1 colorless creatures with no name, creature type, expansion symbol, or abilities, and a mana cost of 0. Creatures that come into play face down are turned face down before they come into play, so the creature's comes-into-play abilities won't trigger (if triggered) or have any effect (if static).

504.3. The controller of a face-down creature may turn it face up whenever he or she has priority. This action doesn't use the stack. (Other effects may also cause a player to turn the creature face-up.)

504.4. When a face-down creature is turned face up, its characteristics revert to the normal characteristics of the card. Any abilities relating to the creature coming into play don't trigger and don't have any effect, because the creature has already come into play.

505. Split Cards
505.1. Split cards have two card faces on a single card. The back of a split card is the normal Magic: The Gathering card back.

505.2. In every zone except the stack, split cards have two sets of characteristics. As long as a split card is on the stack, only the characteristics of the half being played exist. The other half's characteristics are treated as though they didn't exist.

505.3. Because every split card consists of two halves with different colored mana symbols in their mana costs, each split card is a multicolored card except while it's on the stack. While it's on the stack, it's only the color of the half being played.

505.4. Although split cards have two playable halves, each split card is only one card. For example, a player who has drawn or discarded a split card has drawn or discarded one card, not two.

505.5. Effects that ask for a particular characteristic of a split card while it's in a zone other than the stack get an answer that consists of a combination of the split card's two halves. Example: Infernal Genesis has an ability that reads "At the beginning of each player's upkeep, that player puts the top card of his or her library into his or her graveyard. He or she then puts X 1/1 black Minion creature tokens into play, where X is that card's converted mana cost." If the top card of your library is Assault/Battery when this ability resolves, you get five 1/1 creature tokens because Assault's converted mana cost is 1 and Battery's is 4, for a total of 5.

505.6. Effects that ask if a split card's characteristic matches a given value get only one answer. This answer is "yes" if either side of the split card matches the given value. Example: Void reads, "Choose a number. Destroy all artifacts and creatures with converted mana cost equal to that number. Then target player reveals his or her hand and discards from it all nonland cards with converted mana cost equal to the number." If a player plays Void and chooses 1 or 4, his or her opponent would discard Assault/Battery. If

the player chooses 5, Assault/Battery would be unaffected, because neither half has a converted mana cost of 5.

505.7. If an effect instructs a player to name a card and the player wants to name a split card, the player must name both halves of the split card.

Glossary

Ability "Ability" and "effect" are often confused with one another. An instruction in a card's or permanent's text is an ability. The result of following such an instruction, or of following a spell's instruction, is an effect. A card or permanent may have one or more abilities or no abilities at all. For more information, see section 4, "Spells, Abilities, and Effects." When an effect states that a card or permanent "gains" or "has" an ability, it's granting that card or permanent an ability. If an effect defines a characteristic of a card or permanent ("[card or permanent] is [characteristic]"), it's not granting an ability. For example, an enchant creature might read, "Enchanted creature is red." The enchantment isn't granting an ability of any kind; it's simply changing the enchanted creature's color to red.

Activated Ability An activated ability is written as "activation cost: effect." By paying the activation cost, a player may play such an ability whenever he or she has priority. See rule 403, "Activated Abilities."

Activation Cost The activation cost of an activated ability is everything before the colon in "activation cost: effect." It must be paid to play the ability. For example, the activation cost of an ability that reads "2, T: Gain 1 life" is two mana of any color plus tapping the permanent. See rule 403, "Activated Abilities."

Active Player The active player is the player whose turn it is. The active player gets priority at the start of each phase or step (except for the untap and cleanup steps), after any spell or ability (except a mana ability) resolves, and after combat damage resolves. Whenever both players are instructed to make choices at the same time, the active player makes all his or her choices first, then the nonactive player.

Additional Cost Some spells have additional costs listed in their text. These are paid at the same time the player pays the spell's mana cost. See rule 409, "Playing Spells and Activated Abilities."

Alternative Cost The rules text of some spells reads, "You may [action] rather than pay [this card's] mana cost." These are alternative costs. Other spells and abilities that refer to a spell's mana cost don't consider the alternative cost. If an effect requires paying additional costs to play a spell, it still applies to the alternative cost.

Ante *(Obsolete)* Earlier versions of the Magic rules included an ante rule as a way of playing "for keeps." Playing Magic for ante is now considered an optional variation on the game, and it is allowed only where it's not forbidden by law or by other rules. Playing for ante is strictly forbidden under DCI tournament rules. When using the ante rule, each player puts one random card from his or her deck into his or her ante zone at the beginning of the game. At the end of the game, the winner becomes the owner of the cards in each player's ante zone. See rule 217.9, "Ante."

Artifact Artifact is both a card type and a permanent type. The active player can play artifact spells only during his or her main phase when the stack is empty.

Artifact Creature This permanent is a combination of artifact and creature, and it's subject to the rules for both. (See rule 214, "Permanent Type.") Some artifact creatures don't have a creature type. Those that do will say "Artifact Creature - [creature type]"; for example, "Artifact Creature - Golem." "Artifact" isn't a creature type.

"As though" Text that states a player or card may do something "as though" some condition were true applies only to the stated action. For purposes of that action, treat the game exactly as if the stated condition is true. For all other purposes, treat the game normally. Example: "Giant Spider may block as though it had flying." You may treat the Spider as a creature with flying, but only for the purpose of declaring blockers. This allows Giant Spider to block a creature with flying (and creatures that "can't be blocked except by creatures with flying"), assuming no other blocking restrictions apply. For example, Giant Spider can't normally block a creature with both flying and shadow. Example: "You may play that card as though it were in your hand." The card may be played by the usual rules. If it's a spell, it's placed on the stack as the first step of playing it (see rule 409, "Playing Spells and Activated Abilities"); if it's a land, it's put directly into play. Because the card isn't actually in your hand, it can't be discarded, removed from the game to pay a cost, cycled, or counted toward the number of cards in your hand. Example: "Walls may attack as though they weren't Walls." As long as this effect is active, Walls are treated exactly like creatures that don't have the Wall creature type. They're still subject to all other rules and effects that determine whether an attack is legal.

Attack A creature attacks when it is declared as an attacker during the combat phase. (See rule 308, "Declare Attackers Step.") Playing a spell or ability (even during the combat phase) is never considered to be an attack.

Attack Alone A creature is attacking alone when it's the sole creature declared as an attacker in a given combat phase.

Attacked Some triggered abilities trigger when a player is "attacked." At least one creature must actually be attacking that player for such abilities to trigger. Also, "attacked" means "attacked by one or more creatures," so such abilities can trigger only once each combat phase.

Attacking Creature A creature becomes an attacking creature when (a) it's declared as part of a legal attack during the combat phase and (b) all attack costs have been paid. It remains an attacking creature until it's removed from combat, it stops being a creature, its controller changes, or the combat phase ends. Attacking creatures don't exist outside of the combat phase. See rule 308, "Declare Attackers Step."

Attacks and Isn't Blocked An ability that triggers when a creature "attacks and isn't blocked" triggers when the creature becomes an unblocked attacking creature. See rule 309.3.

Banding, Bands with Other Banding is a static ability that affects the combat phase. "Bands with other" is a specialized version of the ability. See rule 502.10, "Banding," and rule 502.11, "Bands with Other."

Basic Land There are five basic land types: plains, island, swamp, mountain, and forest. Any land whose name is one of these five types is a basic land. Every basic land has an intrinsic mana ability. (See rule 214.9, "Lands.") Snow-covered lands are still basic lands. For example, Snow-Covered Plains is considered a plains.

Becomes Some trigger events use the word "becomes." (For example, "becomes tapped" or "becomes blocked.") These trigger only at the time the named event happens-they don't trigger if that state already exists or retrigger if it persists. For example, "becomes tapped" triggers only once, and only when a permanent's status changes from untapped to tapped.

Beginning Phase The beginning phase is the first phase of the turn. It has three steps: untap, upkeep, and draw. See rule 301, "Beginning Phase."

Block A creature blocks when it's declared as a blocker during the combat phase. See rule 309, "Declare Blockers Step."

Block Alone A creature is blocking alone when it's the sole creature declared as a blocker in a given combat phase.

Blocked Creature An attacking creature becomes a blocked creature when another creature blocks it or an effect causes it to become blocked during the combat phase. It remains a blocked creature until it's removed from combat, it stops being a creature, its controller changes, or the combat phase ends. A blocked creature doesn't become unblocked if the blocking creature is later removed from combat. Blocked creatures don't exist outside of the combat phase. See rule 309, "Declare Blockers Step."

Blocking Creature A creature becomes a blocking creature when (a) it's declared as part of a legal block during the combat phase and (b) all block costs have been paid. It remains a blocking creature until it's removed from combat, it stops being a creature, its controller changes, or the combat phase ends. Blocking creatures don't exist outside of the combat phase. See rule 309, "Declare Blockers Step."

Bury *(Obsolete)* Some older cards were printed with the term "bury," which meant to put a permanent into its owner's graveyard. In general, cards that were printed with the term "bury" now read "destroy [a permanent]. It can't be regenerated."

Buyback Buyback is a replacement effect modifying rule 413.2h. When playing an instant or sorcery spell with buyback, the controller of the spell may pay an additional cost specified on the card. If he or she does, when the spell resolves, the card is put into his or her hand instead of into his or her graveyard. If the card goes to some zone other than its owner's graveyard as it resolves, buyback's effect "loses track" of it, and the card isn't returned to its owner's hand.

Cantrip *(Informal)* This is a nickname for any spell that has "Draw a card" as part of its effect.

Card This is specifically a Magic card, and is always considered a card regardless of which zone it's in. Tokens aren't cards. See section 2, "Cards."

Cast *(Obsolete)* Some older cards were used the term "cast" to describe the playing of a spell. In general, cards that were printed with the term "cast" now use the term "play."

Caster *(Obsolete)* Some older cards used the term "caster" to describe the player who played a spell. In general, cards that were printed with the term "caster" now refer to the spell's "controller."

Casting Cost *(Obsolete)* Some older cards used the term "casting cost" to describe the mana cost of a spell. In general, cards that were printed with the term "casting cost" now use the term "mana cost." Cards that used the term "total casting cost" now use the term "converted mana cost."

Characteristics A card, spell, or permanent's characteristics are name, mana cost, color, type and subtype, expansion symbol, rules text, power, and toughness. A card, spell, or permanent's characteristics at any given time start with the initial values, then are adjusted by any counters (on a permanent), then by continuous effects. Characteristics don't include any other information, such as whether a permanent is tapped, a spell or permanent's controller, a spell's target, what a local enchantment enchants, and so on.

Cleanup Cleanup is the second and final step of the end phase. Spells and abilities may be played during this step only if the conditions for any state-based effects exist or if any abilities have triggered. In that case, the step repeats. See rule 314, "Cleanup Step."

Color The only colors in Magic are white, blue, black, red, and green. A permanent can be one or more of those colors or it can be colorless. "Colorless" isn't a color; neither are "artifact," "land," "brown," etc. A card's initial color is determined by the color(s) of the mana symbols in its mana cost. Spells and abilities may change a permanent's color temporarily or

permanently. If an effect gives a permanent a new color, the new color replaces all previous colors the permanent had.

Colorless A card with no color is colorless. Lands are colorless because they have no mana cost. Artifacts are colorless because they have no colored mana in their mana costs. A land or artifact can be given a color by an effect.

Combat Damage Combat damage is dealt during the combat damage step of the combat phase by attacking creatures and blocking creatures. It doesn't include damage dealt by spells and abilities during the combat phase. See rule 310, "Combat Damage Step."

Combat Phase Combat is the third phase of the turn. The combat phase has five steps: beginning of combat, declare attackers, declare blockers, combat damage, and end of combat. See rules 306-311.

Comes into Play A permanent comes into play when the card or token representing it is moved into the in-play zone. A permanent whose type or controller changes doesn't "come into play." Permanents come into play untapped and under the control of whoever put them into play. Instructions that alter permanents coming into play do so as they come into play. For example, if an instruction causes something to come into play tapped, it isn't put into play untapped and then tapped. The controller-to-be of that permanent makes any choices required by the instruction. When a permanent comes into play, first apply any "as [this card] comes into play" text, then apply any "[this card] comes into play with" text, then apply continuous effects, then check to determine if the current form of the permanent generates any triggered abilities.

Continuous Ability (*Obsolete*) In earlier versions of the rules, static abilities were known as "continuous abilities."

Continuous Effect Continuous effects are usually active as long as the permanent with the associated static ability remains in play. A spell or ability can also create a continuous effect that doesn't depend on a permanent; these last for the specified time. See rule 418, "Continuous Effects."

Continuous Artifact (*Obsolete*) Earlier versions of the rules provided support for a "continuous artifact" card type. All continuous artifact cards are now simply artifact cards. Artifacts printed with the continuous artifact card type generally have no activated abilities.

Control, Controller Every permanent, spell, and ability has a controller. When a permanent comes into play, its controller is whoever put it into play unless the spell or ability that generated the permanent states otherwise. Other effects can later change a permanent's controller. Cards in zones other than in play or the stack have no controller. A spell or activated ability on the stack is controlled by whoever played it. A triggered ability is controlled by the player who controlled its source at the time it triggered.

Converted Mana Cost The converted mana cost of a card is the total amount of mana in its mana cost, regardless of color. For example, Air Elemental has a mana cost of 3UU and a converted mana cost of 5. See rule 203, "Mana Cost."

Copy Card A "copy card" is a card that creates or becomes a "copy" of another spell, permanent, or card. See rule 503, "Copying Spells and Abilities."

Cost Playing spells and activated abilities requires paying a cost. Most costs are paid in mana, but they may also include paying life, tapping or sacrificing permanents, discarding cards, and so on. It's illegal to pay a cost without having the necessary resources to pay it fully. For example, a player with only 1 life can't pay a cost of 2 life, and a permanent that's already tapped can't be tapped to pay a cost. See rule 203, "Mana Cost," and rule 403, "Activated Abilities."

Counter Counter has two meanings in the Magic game. 1. To counter a spell or ability is to cancel it, removing it from the stack zone. It doesn't resolve and none of its effects occur. A countered spell is put into its owner's graveyard. 2. A counter is a marker placed on a permanent, either modifying its characteristics or interacting with an ability. For example, some creatures come into play with a number of +1/+1 counters, increasing their power and toughness. Counters with the same name or description are interchangeable. Counters may also be given to players. For information about poison counters, see rule 102.8.

Counts As (*Obsolete*) Some older cards were printed with text stating that the card "counts as" something. As far as the game rules and other cards are concerned the card is that thing. (Newer Magic cards use "is" instead.) This isn't an ability; it applies even when the card's not in play. For example, a card that "counts as a forest" can be retrieved with a spell that searches the library for a forest card, and once in play it may be tapped for green mana and allows forestwalk.

Creature Creature is both a card type and permanent type. The active player can play creature spells only during his or her main phase when the stack is empty. See rule 214.7, "Creatures."

Cumulative Upkeep Cumulative upkeep is an upkeep-triggered ability. "Cumulative upkeep [cost]" means "At the beginning of your upkeep, put an age counter on this permanent. You may pay [cost] for each age counter on the permanent. If you don't, sacrifice it." Note that if a permanent has more than one instance of cumulative upkeep, each creates a separate triggered ability at the beginning of upkeep that counts all the age counters on the permanent from both abilities. See rule 502.13, "Cumulative Upkeep."

Cycling Cycling is an activated ability. "Cycling [cost]" means "[Cost], Discard this card from your hand: Draw a card. Play this ability only if this card is in your hand." See rule 502.18, "Cycling."

Damage Many spells and abilities deal damage to creatures and/or players. Creatures may also deal combat damage during the combat phase. Damage dealt to a player is subtracted from his or her life total. Damage dealt to a creature stays on the permanent, even if it stops being a creature. A creature with damage greater than or equal to its toughness (and greater than 0) has been dealt lethal damage and is destroyed. (See rule 420, "State-Based Effects.") Damage doesn't alter a creature's toughness. A noncreature permanent isn't affected by damage (but if it becomes a creature again before the damage is removed, the creature may be destroyed). During the cleanup step, all damage is removed from permanents. Costs and effects that read "lose life" or "pay life" don't deal damage, and that loss of life can't be prevented or otherwise altered by damage-prevention effects.

Damage-Prevention Ability A damage-prevention ability is a static or activated ability that generates a damage-prevention effect. See rule 419.7, "Prevention Effects."

Deck A player's deck is the collection of cards that player starts the game with. When the game begins, each player's deck becomes his or her library.

Defending Player During the combat phase, the active player's opponent is the defending player. (In a multiplayer game, there may be one defending player at a time or there may be more than one, depending on which variant is being played.) Creatures can attack only the defending player; they can't attack other players or creatures. During phases other than combat, there is no defending player.

Delayed Triggered Ability A delayed triggered ability is created by effects generated when some spells or abilities resolve. See rule 406.2, "Delayed Triggered Abilities."

Destroy To destroy a permanent is to move it from the in-play zone to its owner's graveyard. Regeneration or other destruction-replacement effects can replace this action. See rule 419, "Replacement and Prevention Effects."

Discard A player discards a card by putting a card from his or her hand into his or her graveyard. By default, spells and abilities that cause a player to discard a card allow the affected player to choose which card to discard. Some spells and abilities, however, require a random discard or allow another player to choose which card is discarded.

Draw Draw has two meanings in the Magic game. 1. A player draws a card by putting the top card of his or her library into his or her hand. A spell or ability may move cards from a player's library to that player's hand without the player "drawing" them; this makes a difference for abilities that trigger on drawing cards or that replace card draws. 2. A game ends in a draw if both players lose or win simultaneously.

Draw Step The draw step is the third step of the beginning phase, with a triggered ability that requires the active player to draw a card at the beginning of the step. A player may play spells and abilities during this step whenever he or she has priority. See rule 304, "Draw Step."

Dual Land (*Informal*) Ten "dual land" cards were printed in early Magic editions; each of these has two basic land types in addition to its inherent land type. For example, Taiga has the land types Taiga, forest, and mountain. Dual land cards have the default abilities of both basic land types and are treated as both by all spells and abilities that specifically refer to those types. However, they are not basic lands. A dual land card doesn't count as two lands while in play-it's just one land with multiple land types. Changing one of the land type words on a dual land also changes which mana ability it has. Thus, if you play a spell or ability that edits Taiga to read, "Taiga is a plains and a forest in addition to its land type," it could then be tapped for white or green mana.

Duel (*Obsolete*) In earlier versions of the rules, a game of Magic was known as a "duel." See also Match.

During (*Obsolete*) Earlier versions of the rules provided support for "phase abilities," which were written "During [phase], [action]" In general, cards that were printed with phase abilities now have abilities that trigger at the beginning of a step or phase. "During" still appears in current card text, but only in its normal English sense and not as game terminology.

Echo Echo is an upkeep-triggered ability. "Echo" in a permanent's rules text means "At the beginning of your upkeep, if this permanent came under your control since the beginning of your last upkeep, sacrifice it unless you pay its mana cost." See rule 502.19, "Echo."

Effect "Ability" and "effect" are often confused with one another. An instruction in a permanent's text is an ability. The result of carrying out such an instruction, or that of a spell, is an effect. See rule 416, "Effects." When a spell or ability resolves, it creates an effect. There are three basic types: one-shot effects, continuous effects, and replacement or prevention effects. Some effects may in turn create delayed triggered abilities that trigger later.

Enchant World A card printed with the type "Enchant World" is a global enchantment. If two or more enchant worlds are in play, all except for the one that has been an enchant world for the shortest amount of time are put into their owners' graveyards. This is a state-based effect; see rule 420.

Enchantment Enchantment is both a card type and a permanent type. The active player can play enchantment spells only during his or her main phase when the stack is empty. See rule 214.8, "Enchantments." See also Global Enchantment, Local Enchantment.

End of Turn This is the first step of the end phase. See rule 313, "End of Turn Step."

End Phase The end phase is the fifth and final phase of the turn. It has two steps: end of turn and cleanup. See rule 312, "End Phase."

Evasion Ability Evasion abilities restrict what creatures can block an attacking creature. These are static abilities that modify the declare blockers step of the combat phase. See rule 501, "Evasion Abilities."

Event Anything that happens in a game is an event. Multiple events may take place during the resolution of a spell or ability. The text of triggered abilities and replacement effects defines the event they're looking for; one "happening" may be treated as a single event by one ability and as multiple events by another. For example, if an attacking creature is blocked by two defending creatures, this is one event for a triggered ability that reads "Whenever [name] becomes blocked" but two events for a triggered ability that reads "Whenever [name] becomes blocked by a creature."

Exchange A spell or ability may instruct players to exchange something (for example, life totals or control of two permanents) as part of its resolution. When such a spell or ability resolves, if it can't exchange the chosen things, it has no effect on them. For example, if a spell attempts to exchange control of two target creatures but one of those creatures is destroyed before it resolves, the spell does nothing to the other creature. When life totals are exchanged, each player gains or loses the amount of life necessary to equal the other player's previous life total. Replacement effects may modify these gains and losses, and triggered abilities may trigger on them.

Expansion Symbol The small icon printed below the right edge of the illustration on a Magic card is the expansion symbol, indicating in which set the card was published. Cards reprinted in the basic set receive its expansion symbol and no longer count as part of their original set. This is important only to spells and abilities that affect cards from a particular expansion. The first five editions of the basic set had no expansion symbol. The expansion symbols to date are:

Expansions and Editions
Arabian Nights
Antiquities
Legends
The Dark
Fallen Empires
Ice Age
Homelands
Alliances
Mirage
Visions
Weatherlight
Tempest
Stronghold
Exodus
Urza's Saga
Urza's Legacy
Urza's Destiny
Classic (Sixth Edition)
Mercadian Masques
Nemesis
Prophecy
Invasion
Planeshift
Apocalypse

Seventh Edition
Odyssey
Starter-Level Sets

Portal
Portal Second Age
Portal Three Kingdoms
Starter
Promotional Cards

DragonCon
Magic novels
ArenaT league cards
Social-Play Sets
Unglued

Fading Fading is a keyword ability that causes permanents to stay in play for a limited time. Cards with fading come into play with a specified number of fade counters on them, as if the card read, "[This card] comes into play with [a number of] fade counters on it." They also have a triggered ability that reads "At the beginning of your upkeep, remove a fade counter from [this card]. If you can't, sacrifice [this card]." See rule 502.20, "Fading."

Fast Effect (*Obsolete*) In earlier versions of the rules, instants and activated abilities were also known as "fast effects."

First Strike First strike is a static ability that modifies the rules for the combat phase. Creatures with first strike assign and deal their damage first, then surviving creatures without first strike assign and deal their damage in a separate step. See rule 502.2, "First Strike."

Fizzle (*Obsolete*) In earlier versions of the rules, the term "fizzle" was used when a spell or ability was countered as a result of all its targets being missing or illegal when it resolved.

Flanking Flanking is a triggered ability that triggers during the declare blockers step of the combat phase. The word "flanking" in a creature card's rules text means "Whenever this creature becomes blocked by a creature without flanking, the blocking creature gets -1/-1 until end of turn." See rule 502.3, "Flanking."

Flashback Flashback is a static ability of some instant and sorcery cards that functions while the card is in its owner's graveyard. The card's owner can play the spell from his or her graveyard by paying its flashback cost. If a spell is played this way, it's removed from the game instead of being put anywhere else any time it would leave the stack. Playing a spell using its flashback ability follows the rules for paying alternative costs in rules 409.1b and 409.1f.

Flavor Text This is text in italics appearing below the rules text on a card. It provides a mood or gives interesting background detail for the game world but has no effect on play.

Flying Flying is an evasion ability. A creature with flying can't be blocked by creatures without flying. A creature with flying can block a creature with or without flying. See rule 502.4, "Flying."

Forestwalk See Landwalk.

Generic Mana Cost A generic mana cost is represented by a number in a gray circle. Any color of mana, as well as colorless mana, may be used to pay a generic mana cost.

Global Enchantment Global enchantments are a category of enchantments. A global enchantment is labeled "Enchantment" and isn't attached to another permanent while it's in play.

Graveyard Each player's discard pile is his or her graveyard. Countered spells, destroyed or sacrificed permanents, and discarded cards are put into their owner's graveyard. See rule 217, "Zones."

Hand The hand is the zone where a player holds cards that haven't been played yet. See rule 217, "Zones."

Haste Normally a creature can't attack or use activated abilities whose cost includes tapping the creature (that is, the tap symbol) unless it's been controlled by the player continuously since the beginning of that controller's most recent turn. Haste is a static ability that allows a creature to ignore this rule. See rule 502.5, "Haste."

Hidden Information (*Obsolete*) In earlier versions of the rules, choices involved in playing spells and abilities were made during announcement, except sacrifices and certain categories of choices involving "hidden information" defined by complex rules. Under current Magic rules, a clearly defined set of choices is made during the announcement of a spell or ability, and all other choices are made when the spell or ability resolves. See rule 409, "Playing Spells and Activated Abilities."

Horsemanship Horsemanship is an evasion ability. A creature with horsemanship can't be blocked by creatures without horsemanship. A creature with horsemanship can block a creature with or without horsemanship. See rule 502.17, "Horsemanship."

If A triggered ability may read "When/Whenever/At [trigger], if [condition], [effect]." The ability checks for the stated condition to be true when the trigger event occurs. If it is, the ability triggers and goes on the stack. On resolution, the ability rechecks the condition. If the condition isn't true at either of those times, the ability does nothing. This rule is referred to as the "intervening 'if' clause" rule. Note that the word "if" has only its normal English meaning anywhere else in the text of a card; this rule only applies to an "if" that immediately follows the trigger condition.

In Play In play is the zone in which permanents exist. When an artifact, creature, or enchantment spell resolves, the card is put into the in-play zone as a permanent. Tokens and lands also exist in this zone. See rule 217, "Zones."

Infinity Rule There's no such thing as "infinity" in Magic rules. Occasionally the game can get into a state where a set of actions could be repeated forever. The "infinity rule" governs how to break such loops. See rule 421, "Handling 'Infinite' Loops."

Initial Value The initial values of a permanent's characteristics are printed on the card or in the rules text of the spell or ability that created the token. Effects that change a permanent's type change the initial values for one or more of its characteristics, not the current values. They don't override continuous effects that are changing those characteristics. See rule 214.5.

Instant Instant is a card type. A player may play instant spells whenever he or she has priority. An instant spell is put into its owner's graveyard as the last step of its resolution. See rule 409, "Playing Spells and Activated Abilities."

Interrupt (*Obsolete*) Earlier versions of the rules provided support for the "interrupt" spell type. All interrupt cards are now instant cards. All abilities that were played as interrupts are now played like normal activated abilities (and mana abilities if they produce mana).

Islandwalk See Landwalk.

Kicker Kicker is a keyword ability with a cost and an effect. Paying a spell's kicker cost causes the spell to have an additional or alternative effect. See rule 502.21, "Kicker." A kicker cost is an additional cost to play a spell. You declare whether you intend to pay a spell's kicker cost at the same time you would choose the spell's mode (see rule 409.1b), and you actually pay the cost when you pay the rest of the spell's costs (see rule 409.1f). Paying a kicker cost is always optional. A spell's controller chooses targets (see rule 409.1c) for a kicker effect only if he or she declared the intention to pay the kicker cost for that effect. If the spell's controller declared that he or she wouldn't pay a particular kicker cost, he or she doesn't choose the targets for the effect associated with that kicker cost.

Lair Lair is a land type. Having the type Lair does not make a land a basic land.

Land Land is both a card type and a permanent type. Lands aren't spells and don't go on the stack; they are simply put in play from the hand. The active player may play a land once each turn during his or her main phase when he or she has priority and the stack is empty. See rule 214.9, "Lands."

Land Type A land's type is its card name. For example, a Forest is type "forest" and an Adarkar Wastes is type "Adarkar Wastes." Note that "basic" and "nonbasic" aren't land types.

Landhome (*Obsolete*) Earlier versions of the rules provided support for a class of abilities called "landhome." The term itself is generic; a card's rules text usually named a specific type of land, such as "islandhome." This means, "This creature can't attack unless defending player controls an island" and "When you control no islands, sacrifice this creature." Cards that previously had landhome now simply have the two parts of landhome written out without using the keyword.

Landwalk "Landwalk" is a generic term; a card's rules text usually names a specific type

of land, such as "islandwalk." Landwalk is an evasion ability. A creature with landwalk is unblockable as long as the defending player controls at least one land of the specified type. See rule 502.6, "Landwalk."

Leaves Play A permanent leaves play when it moves from the in-play zone to any other zone. See rule 410.10c. If a token leaves play, it ceases to exist. This is a state-based effect. If a card leaves play and later returns, it's treated as an entirely new permanent with no "memory" of anything from its former existence. (Phasing is an exception to this; see rule 502.15, "Phasing.")

Legend, Legendary Legend is a special creature type. Legendary is a supertype that may apply to any type ("Legendary Land," "Legendary Artifact," etc.). If two or more Legends or legendary permanents with the same name are in play, all except the one that has been a Legend or legendary permanent with that name the longest are put into their owners' graveyards. This "Legend rule" is a state-based effect. A Legend that stops being a creature is still legendary, and a legendary permanent that becomes a creature gets the creature type Legend in addition to any other creature type it may have. A Legend that changes creature type to a creature type other than Legend is no longer a Legend and is no longer subject to the Legend rule. A creature that changes creature type to Legend is now a Legend, and is subject to the Legend rule.

Lethal Damage Lethal damage is an amount of damage greater than 0 and greater than or equal to a creature's toughness. A creature with lethal damage is destroyed. This is a state-based effect.

Library The library is the zone from which a player draws cards. When a game begins, each player's deck becomes his or her library. See rule 217.2, "Library."

Life, Life Total Life total is a sort of score. Each player starts the game with 20 life, and a player whose life total drops to 0 or less loses. This is a state-based effect.

LIFO An acronym for "Last In, First Out," LIFO is the order in which spells and abilities resolve after going on the stack. The last played is resolved first. See rule 413, "Resolving Spells and Abilities."

Local Enchantment Local enchantments are a category of enchantments. A local enchantment is labeled "Enchant [type]" and is attached to another permanent while in play. See rule 214.8, "Enchantments."

Main Phase The term "main phase" comprises the first main and second main phases, also called the "precombat" and "postcombat" main phases. Artifact, creature, enchantment, and sorcery spells may be played only by the active player during his or her main phase, and only when the stack is empty. A player may also play one land each turn during his or her main phase.

Mana Mana is the energy used to play spells and it's usually produced by lands. Mana is created by mana abilities (and sometimes by spells), and it can be used to pay costs immediately or can go into the player's mana pool. Colored mana costs, represented by colored mana symbols, can be paid only with the appropriate color of mana. Generic mana costs can be paid with any color of, or with colorless, mana. Specialized types of mana can exist. For example, an ability might produce mana that can be used only to play creature spells, or to pay activation costs.

Mana Ability This is an ability category. A mana ability is either activated or triggered. A mana ability doesn't go on the stack-it resolves immediately. A player may play a mana ability whenever he or she has priority and whenever a rule or effect asks for a mana payment. This is the only type of ability that can be played in the middle of playing or resolving a spell or ability. See rule 406.1, "Mana Abilities."

Mana Burn When a phase ends, any unused mana remaining in a player's mana pool is lost. The player loses 1 life for each mana lost this way. This is called "mana burn."

Mana Cost The mana cost of a nonland card is indicated by the mana symbols printed on its upper-right corner. The mana cost of a land card or a token is 0. See rule 203, "Mana Cost."

Mana Pool When a spell or ability creates mana that's not used immediately to pay a cost, the mana is stored in the mana pool, an imaginary area. From there, it can be used to pay for spells and abilities. The mana pool is cleared at the end of each phase. See also Mana Burn.

Mana Source *(Obsolete)* Earlier versions of the rules provided support for the "mana source" spell type. All mana source cards are now instant cards. Abilities that read, "Play this ability as a mana source" are now mana abilities.

Mana Symbol The mana symbols are ✷, ◐, ☢, ⬩, ♠, 0, numerals, X, and Y. Each of the colored mana symbols represents one colored mana: ✷ white, ◐ blue, ☢ black, ⬩ red, and ♠ green. Numeral symbols (such as 1) are generic mana costs and represent an amount of mana that can be paid with any color of, or colorless, mana. The symbols X and Y represent unspecified amounts of mana; when playing a spell or activated ability with X or Y in its cost, its controller decides the value of that variable. The symbol 0 represents zero mana and is used as a placeholder when a spell or activated ability costs nothing to play. A spell or ability whose cost is 0 must still be played the same way as one with a cost greater than zero; it won't play itself automatically.

Match A match is a series of Magic games and is important only for tournament or league play. A match usually consists of the best two of three games, or sometimes the best three of five. For more information, consult the Magic DCI Floor Rules.

Maximum Hand Size Each player's maximum hand size is normally seven cards, though effects may modify this. As the first part of the active

player's cleanup step, if he or she has too many cards in his or her hand, that player chooses and discards as many cards as needed to reduce his or her hand to its maximum size (but no more than that). See rule 314, "Cleanup Step."

Modal, Mode A spell is modal if it offers a choice of effects. Its controller must choose the mode as part of playing the spell. On current cards, modal spells are always written "Choose one - " or "[a specified player] chooses one- ."

Mono Artifact *(Obsolete)* Earlier versions of the rules provided support for the "mono artifact" card type. All mono artifact cards are now simply artifact cards. Artifacts printed with the mono artifact card type generally have the tap symbol in their activation cost. If there is none printed, "tap" must be added to the printed cost.

Mountainwalk See Landwalk.

Move A spell or ability may instruct a player to "move" a local enchantment or a counter from one permanent to another. If the enchantment or counter no longer exists or the new permanent is no longer in play when the spell or ability resolves, nothing happens. Similarly, an enchantment can't be moved onto a permanent it couldn't enchant; if this kind of move is attempted, the enchantment stays where it was. A moved enchantment stops enchanting the previous permanent and starts enchanting the new one, and it receives a new timestamp. Nothing else about the enchantment changes. The enchantment never left play, so no comes-into-play or leaves-play triggered abilities will trigger. If an ability of the moved enchantment affecting "enchanted [permanent]" was on the stack when the enchantment moved, it will affect the new enchanted permanent when it resolves, not the old one.

Mulligan A player can "mulligan" by shuffling his or her hand back into his or her library and drawing a new hand with one fewer card before taking the first turn. Any player dissatisfied with his or her starting hand may mulligan as often as he or she wishes, drawing one fewer card each time. See rule 101.5.

Multicolored A multicolored card has two or more colors. Multicolored cards are printed with gold frames to reinforce this. A multicolored permanent is affected by anything that singles out any of its colors. For example, a black-and-green creature is destroyed by a spell that reads "Destroy all green creatures." Something that can't affect a particular color won't affect a multicolored permanent with that color, so that same creature can't be targeted by a spell or ability that reads "Destroy target nonblack creature."

Name The name of a card is printed on its upper-left corner. See rule 202, "Name."

Nonbasic Land Any land with a name other than Plains, Island, Swamp, Mountain, or Forest is nonbasic. A nonbasic land that is a basic land type has that land's mana ability and is subject to any spells or abilities that act on that land type, but it isn't a basic land.

Number Magic uses only natural numbers. You may not choose a fractional number, deal fractional damage, and so on. When a spell or ability could generate a fractional number, the spell or ability will tell you whether to round up or down. If a creature's power or toughness, a mana cost, a player's life total, an amount of damage, or an amount of life loss would be less than zero, it's treated as zero for all purposes except adding to or subtracting from that total. Example: A 0/2 creature gets -1/-1 until end of turn. It is now a -1/1 creature, which acts exactly like a 0/1 creature except for things that would change its power further. If it is later given +2/+0, then it becomes a 1/1 creature, not a 2/1 creature.

Obsolete Terms marked *"(Obsolete)"* in this glossary were used on older cards or in older editions of the rules. Updated wordings for all cards using these terms are available in the Oracle card reference.

One-Shot Effect One-shot effects are effects that do something only once and then end. See also Continuous Effects.

Opponent The word "opponent" in a spell or ability's rules text always refers to the opponent of the player controlling the spell or ability. In a team game, only members of the opposing team are opponents; teammates aren't opponents. In a free-for-all, all other players are a player's opponents.

Owner The owner of a card is the player who started the game with that card in his or her deck. (Legal ownership is irrelevant to the game rules.) The owner of a token is the controller of the spell or ability that created it. A spell or ability can change a permanent's controller but never its owner. A card is always put into its owner's library, hand, or graveyard, regardless of who controlled the card in its previous zone.

Pass To pass is to decline to play a spell or ability. When a player passes, his or her opponent receives priority. If both players pass in succession, the spell, ability, or combat damage on top of the stack resolves. If the stack is empty, the phase or step ends.

Pay Playing most spells and activated abilities requires paying costs. Paying mana is done by removing the indicated amount of mana from the player's mana pool. Any time a player is asked to pay mana, mana abilities may be played. Paying life subtracts the indicated amount of life from the player's life total. A player can't pay a nonzero mana cost greater than the amount of mana in his or her mana pool or a life cost greater than his or her life total. Costs of zero can always be paid. To pay any other cost, the player carries out the instructions specified in the card's rules text. It's illegal to attempt paying a cost when unable to successfully follow the instructions. For example, a player can't pay a cost that requires tapping a creature if that creature is already tapped. Each payment applies to only one spell or ability. For example, a player can't sacrifice just one creature to play the activated abilities of two permanents that require sacrificing a

creature as a cost. Also, the resolution of a spell or ability doesn't pay another spell or ability's cost, even if part of its effect is doing the same thing the other cost asks for.

Permanent A permanent is any card or token in the in-play zone. See rule 214, "Permanent Type."

Permanently *(Obsolete)* Certain older cards were printed with the term "permanently" to indicate effects with no expiration. In general, cards that were printed with the term "permanently" now instead use reminder text to indicate that the effect lasts past the end of the turn. Example: An ability that originally had the text "Gain control of target creature permanently" would now have the following text: "Gain control of target creature. (This effect doesn't end at end of turn.)" This effect grants control of the permanent until something else changes the controller or it leaves play. It doesn't make the permanent immune to other control effects.

Phase Each turn is divided into five phases: beginning, first main, combat, second main, and end. See section 3, "Turn Structure."

Phase Ability *(Obsolete)* Earlier versions of the rules provided support for "phase abilities," which were written "During [phase], ..." In general, cards that were printed with phase abilities now have abilities that trigger at the beginning of a step or phase.

Phased-Out The phased-out zone is a special zone for permanents with phasing that are temporarily out of play. See rule 502.15, "Phasing."

Phasing Phasing is a static ability that causes a permanent to leave play and later return, without losing its "memory." See rule 502.15, "Phasing."

Plainswalk See Landwalk.

Play The act of playing a spell, land, or ability involves announcing the action and taking the necessary steps to complete it. Playing a spell or activated ability requires paying any costs and choosing any required modes and/or targets. See rule 409, "Playing Spells and Activated Abilities." Playing a land simply requires choosing a land card from the hand and putting it into play. Playing a mana ability requires paying any costs, then immediately resolving the ability. See rule 411, "Playing Mana Abilities." Triggered abilities and static abilities aren't played-they happen automatically.

Play/Draw At the start of a game, one player gets to choose the order of play. Whoever plays first skips his or her first draw step. This is referred to as the play/draw rule. See rule 101, "Starting the Game."

Poly Artifact *(Obsolete)* Earlier versions of the rules provided support for the "poly artifact" card type. All poly artifact cards are now artifact cards. Artifacts printed with the poly artifact card type generally have an activated ability that doesn't require tapping the artifact as part of the activation cost.

Postcombat The second main phase in each turn is called the postcombat main phase. If an effect causes a turn to have an extra combat phase and another main phase, the additional one is also a postcombat main phase.

Power The number before the slash printed on the lower-right corner of a creature card is the creature's power. A creature's current power is the initial value (the printed number), modified by any counters that adjust power and then by any continuous effects. Creatures that attack or block assign combat damage equal to their power. See rule 310, "Combat Damage Step." A few creature cards have power represented by * instead of a number. This signifies that the creature has a static ability that sets its power according to some stated condition. If a spell or ability attempts to read the power when the creature card isn't in play, the * is equal to 0.

Precombat The first main phase in each turn is called the precombat main phase.

Prevention Effects that prevent something from happening replace it with "do nothing." (See rule 419, "Replacement and Prevention Effects.") A prevention effect must be active before the event it's intended to prevent. Effects that prevent a specific amount of damage act as "shields" and stay active until that amount of damage has been prevented or the turn ends. The damage doesn't have to be dealt by a single source or all at once. Effects that prevent all damage from a specific source apply to the next damage dealt by that source, regardless of the amount. These effects expire when the turn ends.

Priority The player who has the option to play a spell or ability at any given time has priority. Each time a spell, an ability (other than a mana ability), or combat damage resolves, and at the beginning of most phases or steps, the active player receives priority. After a player plays a spell, ability, or land, he or she again receives priority. When a player passes, his or her opponent receives priority. (If both players pass in succession, the spell, ability, or combat damage on top of the stack resolves or, if the stack is empty, the phase or step ends.) Each time a player would get priority, all applicable state-based effects resolve first as a single event (see rule 420). Then, if any new state-based effects have been generated, they resolve as a single event. This process repeats until no more applicable state-based effects are generated. Then triggered abilities are added to the stack (see rule 410). These steps repeat in order until no further state-based effects or triggered abilities are generated.

Protection Protection is a static ability. A permanent with protection from [quality] can't be targeted by [quality] spells, targeted by abilities from a [quality] source, or enchanted by [quality] enchantments. Such enchantments enchanting the permanent with protection will be put into their owners' graveyards as a state-based effect. If a creature with protection attacks, it can't be blocked by [quality] creatures. In addition, all damage dealt to it from [quality] sources is prevented. See rule 502.7, "Protection."

Pseudospell A pseudospell is an activated or triggered ability that goes on the stack like a spell. See rule 217.6b.

Rampage Rampage is a triggered ability. "Rampage X" means "When this creature becomes blocked by two or more creatures, it gets +X/+X until end of turn for each creature blocking it beyond the first." See rule 502.12, "Rampage."

Redirect *(Obsolete)* Some older cards were printed with the term "redirect" to describe the act of dealing damage to a different player or creature than originally specified by a spell, ability, or combat-damage assignment, without changing the source or type of damage. In general, cards that were printed with the term "redirect" now have abilities that generate replacement effects which modify where the damage will be dealt. "Redirect" is still used informally to describe what these replacement effects do.

Regenerate Regeneration is a destruction-replacement effect. "Regenerate [permanent]" means "The next time [permanent] would be destroyed this turn, instead remove all damage from it, tap it, and (if it's in combat) remove it from combat." Because it's a replacement effect, it must be active before the attempted destruction event. Note that if destruction is caused by lethal damage, any abilities that trigger from that damage being dealt still trigger even if the permanent regenerates.

Reminder Text Reminder text appears after a keyword ability printed on a card or on cards that might otherwise be commonly misunderstood. Reminder text is italicized and in parentheses. This text provides a summary of the game rule but isn't itself considered rules text.

Removed from Combat An attacking or blocking creature that is removed from combat stops being an attacking or blocking creature and can no longer assign combat damage or have combat damage assigned to it. Any combat damage that's already on the stack assigned to or by the creature will still resolve normally.

Removed from the Game A card removed from the game is out of play and can't be affected by spells or abilities. However, the spell or ability that removed the card may specify a way for it to return. Some cards use the expression "set aside" for situations in which a card removed from the game can return to play. See rule 217.7, "Removed from the Game."

Replacement Effect A replacement effect is a type of continuous effect that "watches" for a specified event and replaces it with a different one. See rule 419, "Replacement and Prevention Effects."

Resolve When a spell or ability on top of the stack resolves, its controller carries out the instructions printed on the card, in the order written. When combat damage resolves, it's dealt as previously assigned to the fullest extent possible. See rule 413, "Resolving Spells and Abilities."

Respond, Response *(Informal)* A player can choose to play an instant spell or activated ability when something else is already on the stack, rather than waiting for the earlier spell or ability to resolve first. The spell or ability is said to be played "in response to" the earlier spell or ability.

Reveal To reveal a card is to show that card to all players. This is a one-shot effect; after all players have seen the card, it's returned to its former state.

Sacrifice To sacrifice a permanent, its controller moves it from the in-play zone directly to its owner's graveyard. If an effect instructs a player to sacrifice a permanent that he or she doesn't control, nothing happens. Sacrificing a permanent doesn't destroy it, so regeneration or other effects that replace destruction can't affect it.

Search If you're required to search a zone not revealed to all players for cards matching some criteria, you aren't required to find those cards even if they're present. Even if you don't find any cards, you are still considered to have searched the zone. If you're simply searching for "any card," however, you must find a card (if possible). If you're required to search for a specific number of cards, you must choose that many cards (or as many as possible.) For example, if an effect causes you to search a player's library for all duplicates of a particular card and remove them from the game, you may choose to leave some of them alone, but if an effect causes you to search your library for three cards and it contains at least three, you can't choose less than three.

Separating Cards into Piles If a player is asked to separate a group of cards into two or more piles, the cards do not leave the zone they're currently in. If cards in a graveyard are split into piles, the order of the graveyard must be maintained as much as possible.

Set Aside To set aside a card is to remove it from the game; however, the effect will specify some condition that allows the set-aside card to return to the game. See also Removed from the Game.

Shadow Shadow is an evasion ability. Attacking creatures with shadow can't be blocked by creatures without shadow, and attacking creatures without shadow can't be blocked by creatures with shadow. See rule 502.8, "Shadow."

Skip To skip a step, phase, or turn is to proceed past it as though it didn't exist. Skipping is a replacement effect. "Skip [something]" is the same as "Instead of doing [something], do nothing." Once a step, phase, or turn has started, it can no longer be skipped-any skip effects will wait until the next occurrence. Anything scheduled for a skipped step, phase, or turn won't happen. Anything scheduled for the "next" occurrence of something waits for the first occurrence that isn't skipped. If two effects each cause a player to skip his or her next occurrence, that player must skip the next two; one effect will be satisfied in skipping the

first occurrence, while the other will remain until another occurrence can be skipped

Snow-Covered Snow-covered is an ability that doesn't do anything in its own right; it's simply a keyword that other cards look for. When a card refers to a "snow-covered land," it means a land with the snow-covered ability. When a card refers to a "snow-covered forest," it means a forest with the snow-covered ability, and so on. See rule 502.14, "Snow-Covered."

Snow-Covered Landwalk Snow-covered landwalk is a special form of landwalk. A creature with snow-covered landwalk is unblockable as long as the defending player controls at least one land of the specified type that has the snow-covered ability. See rule 502.6, "Landwalk."

Sorcery Sorcery is a card type. The active player can play sorcery spells only during his or her main phase when the stack is empty. A sorcery spell is put into its owner's graveyard as part of its resolution. See rule 408.1d.

Source The source of an ability or of damage is the card or token that generated it. If an effect requires a player to choose a source, he or she may choose either a permanent or a spell on the stack (including one that creates a permanent) or any card or permanent referred to by a spell or pseudospell on the stack. The effect will apply in the way specified to the damage dealt by that spell or by that permanent (in combat or by one of its abilities). A source doesn't need to be capable of dealing damage to be a legal choice.

Spell A nonland card becomes a spell when it's played and remains a spell until it's countered or it resolves. Nonland cards can also be referred to as "spell cards." See rule 213, "Spell Type."

Split Cards Split cards have two card faces on a single card. The back of a split card is the normal, full-size Magic card back. Split cards have two sets of characteristics: two names, two mana costs, and so on. They always have both sets, except when they're on the stack. When you play a split card, you announce which side of the card you're playing. While it's on the stack, the other side of the card is ignored completely. Split cards have two mana costs with different colors of mana in them. That means they are multicolored cards, except while they're on the stack. If an effect tells you to name a card, you must name all of a split card's names. Effects that ask for a split card's characteristic get both answers. Effects that ask if a split card's characteristic matches a given value get only one answer. This answer is "yes" if either side of the split card matches the given value. See rule 505, "Split Cards."

Stack A spell or ability goes on top of the stack when it's played or triggered. Combat-damage assignments also go on top of the stack as though they were a single pseudospell. Whenever both players pass in succession, the spell, ability, or combat damage on top of the stack resolves and the active player receives priority again. See rule 217.6, "Stack," and rule 408.1, "Timing, Priority, and the Stack."

State-Based Effects State-based effects continually "watch" the game for a particular state. Whenever a player would receive priority, state-based effects are checked and applied. See rule 420, "State-Based Effects."

State Triggers State triggers are triggered abilities that watch for a game state rather than an event and trigger as soon as the game state matches the condition. Once a state trigger has triggered, it won't trigger again until the pseudospell it created has resolved or been countered. See rule 410.11.

Static Ability Static abilities do something all the time rather than being played at specific times. Static abilities create continuous effects, which are active as long as the permanent with the ability remains in play and has the ability. A spell or ability can also create a continuous effect that doesn't depend on a permanent; these may last a specified length of time or for the rest of the game. See rule 412, "Handling Static Abilities."

Step Some phases of the turn are further subdivided into steps. See section 3, "Turn Structure."

Successfully Cast *(Obsolete)* Earlier versions of the rules provided support for "successfully cast" as a step in the announcement and resolution of a spell or ability. In general, any ability that's written as triggering when a spell is "successfully cast" should be read as triggering when the spell is played.

Summon *(Obsolete)* Older creature cards were printed with the type "Summon [creature subtype]." All "Summon [creature subtype]" cards should be read as "Creature - [creature subtype]."

Summoning Sickness *(Obsolete)* In earlier versions of the rules, the term "summoning sickness" was used to describe a creature's inability to attack or to use activated abilities which include the tap symbol when it has come under a player's control since the beginning of that player's most recent turn. See also Haste.

Swampwalk See Landwalk.

Tap To tap a permanent is to turn it sideways. The tap symbol (T in these rules) in an activation cost means "Tap this permanent"-a permanent that's already tapped can't be tapped again to pay the cost. Creatures that haven't been under a player's control continuously since the beginning of his or her most recent turn can't use any ability with the tap symbol in the cost.

Target Whenever the word target appears in the rules text of a spell or ability, the controller of the spell or ability chooses something that matches whatever follows that word. This may be as simple as "target land" or as complex as "target tapped creature an opponent controls." The choice of a spell or ability's targets is made when the spell or ability is played. A spell or pseudospell on the stack can't target itself.

Text Box The text box is printed below the illustration on a Magic card and contains rules, reminder text, and flavor text.

Threshold Threshold is a static ability. A card with threshold has the text after "Threshold -" if its controller has seven or more cards in his or her graveyard. Otherwise, the text after "Threshold -" is treated as though it did not appear on the card. An instant or sorcery card with threshold has the threshold text only if the card is on the stack. An artifact, creature, enchantment, or land card with threshold, or any permanent with threshold, has the threshold text only if the card or permanent is in play.

Tie If an effect could result in a tie, the text of the spell or ability that created the effect will specify what to do in the event of a tie. The Magic game has no default for ties.

Timestamp Order A permanent's timestamp is the time it came into play, with two exceptions: (1) If two or more permanents enter play simultaneously, the active player determines their timestamp order at the time they come into play, but a local enchantment must be timestamped after what it enchants; (2) Whenever a local enchantment becomes attached to a permanent, the enchantment receives a new timestamp. Continuous effects generated by static abilities have the same timestamp as the permanent that generated them. Continuous effects generated by the resolution of a spell or ability receive a timestamp when the spell or ability creating them resolves.

Token A token is an object in play representing a noncard permanent created by a spell or ability. Tokens can be tapped and untapped just like cards, though an alternative to rotation might be needed to distinguish their status. See rule 216, "Tokens."

Total Casting Cost *(Obsolete)* Some older cards were printed with the term "total casting cost" to describe the converted mana cost of a spell. In general, cards that were printed with the term "total casting cost" now use the term "converted mana cost."

Toughness The number after the slash printed on the lower-right corner of a creature card is the creature's toughness. A creature's current toughness is the initial value (the printed number), modified by any counters that adjust toughness and then by any continuous effects. A creature that's been dealt damage greater than or equal to its toughness (and greater than 0) has lethal damage and will be destroyed the next time any player would receive priority. This is a state- based effect. A few creature cards have toughness represented by * instead of a number. This signifies that the creature has a static ability that sets its toughness according to some stated condition. If a spell or ability attempts to read the toughness when the creature card isn't in play, the * is equal to 0.

Trample Trample is a static ability modifying the combat damage step of the combat phase. It lets an attacking creature "trample over" blocking creatures and assign part of its combat damage to the defending player. See rule 502.9, "Trample."

Trigger, Triggered Ability A triggered ability begins with the word "when," "whenever," or "at." Whenever the trigger event occurs, the ability goes on top of the stack the next time a player would receive priority. See rule 404, "Triggered Abilities."

Type The word type by itself is ambiguous-it may mean the basic type of a card, spell, and so on, or the subtype of a creature, enchantment, or land. See rules 212-215. A card's type (and subtype, if applicable) is printed directly below the illustration on the card. The spell type for a nonland card is the same as its card type, even if its rules text states it can be played "as" some other type (that is, following the timing rules for playing that other type). The permanent type for a card in play is the same as its card type. Tokens have no card or spell type but do have a permanent type. When a spell or ability changes a permanent's type, the new type replaces all previous types. If the spell or ability is adding a type, it will say so. A creature's type is printed after the word "creature" below the illustration on the card or defined by the spell or ability that created a token. A creature may have multiple types. A noncreature card that's changed into a creature by a spell or ability has no creature type unless the spell or ability gives it one. A land's type is the same as its name. A local enchantment's type is printed after the word "Enchant" on the card's type line. Categories of cards, such as basic land or local enchantment, aren't types or subtypes and can't be named when a type must be chosen. The "type" of mana includes both its color and any restrictions placed upon it (for example, mana that can be used only to play artifact spells).

Unblockable If an attacking creature "is unblockable," no creature can legally block it. Spells or abilities may still cause it to become blocked.

Unblocked Creature An attacking creature becomes an unblocked creature during the declare blockers step of the combat phase if no creature blocks it. It remains an unblocked creature until a spell or ability causes it to become blocked, it's removed from combat, it stops being a creature, its controller changes, or the combat phase ends. Unblocked creatures don't exist outside of the combat phase or before the declare blockers step. See rule 309, "Declare Blockers Step."

Unless Some cards use the phrase "[Do something] unless you [do something else]." This means the same thing as "You may [do something else]. If you don't, [do something]."

Untap 1. To untap a tapped card, rotate it back to the upright position. See also Tap. 2. Untap is the first step of the beginning phase of the turn. All permanents controlled by the active player normally untap at this time. See rule 302, "Untap Step."

Upkeep Upkeep is the second step of the beginning phase of the turn. Some cards have abilities that trigger at the beginning of the

upkeep step; such an ability is called an "upkeep cost" or an "upkeep effect." An upkeep cost is usually written in the form "At the beginning of your upkeep, you may [pay cost]. If you don't, sacrifice [this card]." See rule 303, "Upkeep Step."

Vanguard Card The Vanguard supplements consist of oversized cards that modify the game. A Vanguard card is selected before the game begins, adjusting a player's starting and maximum hand size and starting life total. Any abilities printed on a Vanguard card are played exactly like those of an in-play Magic card; however, these abilities have no color, and damage from them isn't damage from a permanent of any type or a source of any color. A Vanguard card isn't a Magic card, so it can't be affected by spells or abilities.

Wall A Wall is a type of creature that can't be declared as an attacker. In all other respects, a Wall is the same as any other creature.

X If a cost has an "X" in it, the value of X must be announced as part of playing the spell or ability. (See rule 409, "Playing Spells and Abilities.") While the spell or ability is on the stack, the X in its mana cost equals that amount of generic mana. If a card in any other zone has X in its mana cost, the amount is treated as 0. In other cases, X will be defined by the text of a spell or ability. If X isn't defined, the controller of the spell or ability chooses the value of X. All Xs on a card have the same value.

Y, Z See X.

Yield Priority (*Obsolete*) In earlier versions of the rules, the term "yield priority" was used instead of "pass."

You, Your The words "you" and "your" in on a card or permanent refer to the spell or ability's controller. For static abilities, this is the current controller of the card or permanent (or the card's owner if it isn't in play). For activated abilities, this is the player who played the ability For triggered abilities, this is the controller of the card when the ability triggered (or the card's owner if it wasn't in play).

Zone A zone is any place that Magic cards can be during a game. See rule 217, "Zones."

Questions? Contact the office nearest you.

DCI™ Universal Tournament Rules

2001–2002 Tournament Season

Effective November 1, 2001

Introduction
The DCI Universal Tournament Rules help maintain fair and consistent worldwide sanctioned tournament play for every game the DCI players' organization supports. The DCI Universal Tournament Rules apply to all games, in addition to the DCI Floor Rules specific to each game. In order to maintain this tournament system, participants and officials must treat each other in a fair and respectful manner, following both the rules themselves and the spirit in which they were created. Players who violate sections of the Universal Tournament Rules or the appropriate game's DCI Floor Rules will be subject to the appropriate provisions of the DCI Penalty Guidelines and further DCI review.

Note: Please see appendix B of the DCI Universal Tournament Rules for definitions of terms in this document.

1. **General DCI Tournament Rules**

2. **DCI-Supported Games**
The following games are supported by the Universal Tournament Rules:
- **Magic: The Gathering**® trading card game
- **Harry Potter**™ trading card game
- **Pokémon**® trading card game
- **MLB**™ **Showdown**™ sports card game
- **WCW**™ **Nitro**™ card game
- **X-Men**™ trading card game

If you do not have the appropriate game-related section of the DCI Floor Rules, visit the tournament section of the DCI website at **thedci.com** to download a copy.

3. **Player Eligibility**
Any player is eligible to participate in a DCI-sanctioned event except for the following:
- The tournament organizer of record (unless he or she is judging in an event that uses the three-judge system; see section 19);
- The head judge and any other listed judges of record (exception: see section 19);
- Players currently suspended by the DCI;
- Wizards of the Coast corporate employees (see Appendix B);
- Former Wizards of the Coast® corporate employees (until thirty days after their last days of employment at Wizards of the Coast);
- Wizards of the Coast (including The Game Keeper®) retail store employees may play in Prerelease tournaments, Amateur Championships, Friday Night Magic events, and non-Premier events. However, Wizards of the Coast retail store employees may not play in any other Premier event as defined in Appendix B, and they may not play in any events that take place in the stores at which they are employed.
- Employees of Wizards of the Coast Strategic Partners (see Appendix B) may not participate in DCI-sanctioned play (for example, Hobby Japan, Amigo Spiel, Devir, and so on).
- Playtesters and reviewers of a card set used in an event may not play in that event unless the event takes place at least eighteen days after the Prerelease tournament that featured that card set;
- Other players specifically prohibited from participation by DCI or Wizards of the Coast policy (for example, already qualified players may not participate in **Magic: The Gathering** Pro Tour™ Qualifier tournaments).
- Invitation-only tournaments, such as Pro Tour events, may have additional criteria regarding player eligibility.

4. **Necessary Tournament Materials**
A Player must bring the following items to a tournament in order to participate:
- A visible and reliable method to maintain and record game information (tokens, score counters, pen and paper, and so on).
- A valid and unique DCI number registered in the participant's name.
Note: New players must register for DCI membership at their first tournament. Players may have only one DCI number. Tournament organizers must report any player using more than one DCI membership number.
- Any materials specifically required for a particular tournament format, as required by the game's DCI Floor Rules or the tournament organizer.
Example: Players need to bring their assembled decks to Constructed tournaments.

5. **Wagering**
Players and tournament officials may not wager, ante, or bet on the outcome of any portion of a tournament.

6. **Publishing Event Information**
Wizards of the Coast reserves the right to publish event information such as the contents of a player's deck as well as transcripts or video reproductions of any DCI-sanctioned tournament at any time (including during the tournament).
Wizards of the Coast reserves the right to publish penalty and suspension information.

7. **Document Updates**
The DCI reserves the right to alter these rules, the DCI Floor Rules of any particular sanctioned game, as well as the right to interpret, modify, clarify, or otherwise issue official changes to these rules, with or without prior notice.

10. **TOURNAMENT RESPONSIBILITIES**

11. **Event-Knowledge Responsibilities**
Competitors, judges, and organizers involved in DCI-sanctioned tournaments are responsible for knowing and following the most current version of the Universal Tournament Rules, the DCI Floor Rules for the appropriate game, and any other applicable regulatory documents, including the game rules for the appropriate game.

12. **Tournament Organizer Responsibilities**

The tournament organizer for an event is ultimately responsible for all tournament operations and event reporting for the event. The tournament organizer's responsibilities include, but are not limited to, the following:

- Selecting the site for the event
- Providing all materials to operate the event (product at Sealed Deck events, for example)
- Retaining all tournament results for one full year after the event's completion
- Reporting to the DCI of all event results, including the winner, in a timely manner
- Staffing the event with appropriate personnel (including finding an appropriate head judge for the event)
- Advertising the tournament sufficiently in advance of the event date

13. **Player Responsibilities**
Players must follow the rules interpretations and guidelines for play set forth by the DCI, the head judge, and other tournament officials. Players are expected to behave in a respectful and sporting manner at all times. Players who argue with the head judge or other tournament officials may be subject to the appropriate provisions of the DCI Penalty Guidelines. Players are still subject to the appropriate penalties even if a judge was present at the match at which the infraction occurred. Players are not permitted to waive penalties on behalf of their opponents. The judge must ensure that the appropriate penalty, if any, is imposed.
All players are responsible for maintaining an accurate rating. If an anomaly occurs in a player's rating, he or she should contact the DCI immediately.

14. **Spectator and Press Responsibilities**
Spectators are expected to remain silent during matches and are not permitted to communicate with players in any way while matches are in progress. Players have the right to request that a spectator not observe their matches. All such requests must be made through a judge
Spectators and members of the press who believe that they have observed rules violations should inform a judge, but they must not interfere with the match..

15. **Judge Responsibilities**
All judges have the responsibility to deliver fair, impartial rulings and to assist the head judge and other tournament officials in any area that is required to ensure a smooth tournament. Judges must take action to resolve any rules infraction (whether a violation of the DCI Floor Rules or the rules for the appropriate game) they notice or that is brought to their attention.

16. **Head Judge Responsibilities**
Officially sanctioned competition requires the physical presence of a head judge during play to adjudicate disputes, interpret rules, assign penalties, and make other official decisions. The head judge may, with the tournament organizer's agreement, appoint any number of other judges to help in the performance of the head judge's duties and to perform other tasks the head judge may require. The head judge is responsible for reporting all warnings issued at the tournament to the DCI, either directly or through the tournament organizer's event report.
The head judge and the tournament organizer can be, but do not have to be, the same individual. The head judge is the final judicial authority at any DCI-sanctioned tournament (see section 15, Judge Responsibilities).
Although it is beneficial, the head judge does not have to be a DCI-certified judge. Certification is available only to **Magic: The Gathering** judges at this time. For information on becoming a certified **Magic**® judge or finding a certified judge in your area, please contact the DCI judge certification manager at **dcijudge@wizards.com** or (425) 204-7365.

17. **Appeals to the Head Judge**
If players should disagree with a judge's decision, they are free to appeal the ruling to the head judge. The head judge has the right to overrule other judges' decisions. Players may not appeal to the head judge before the judge responding to the situation renders an initial decision. The head judge's decision is final.
If the Team Leader judging system is used, all appeals must still be passed to the head judge, whose decision is final.

18. **Lengthy Rulings**
If a judge uses more than one minute to make a ruling, he or she may extend the match time appropriately. The extra time must be clearly communicated and recorded immediately by the judge.

19. **Three-Judge System**
The three-judge system has the following restrictions:
- The event must have at least eight, but no more than sixteen, players.
- Premier events are not eligible for the three-judge system. Refer to the definition of "Premier Events" in appendix B for further information. Note that Friday Night **Magic** events may use the three-judge system.
- The three-judge system may be used only in conjunction with one-on-one tournaments, and not in multiplayer events.
- Events that use the Elo rating system and the three-judge system are limited to a K-value of 8.
- Organizers choosing this system must announce its use before the tournament begins and identify the three judges as head judge, secondary judge, and tertiary judge.
- Tournament organizers may participate in events they sanction only if they are using the three-judge system and work as a judge for that event. These types of events are the only ones in which judges and/or tournament organizers are allowed to participate.
When using the three-judge system, the head judge makes all of the rulings, except when a decision is needed for a game in which the head judge is participating. If

a ruling is needed in a head judge's game, the secondary judge makes the call. The only time the tertiary judge makes a ruling is when the head judge is playing against the secondary judge.

20. TOURNAMENT MECHANICS

21. Shuffling
All shuffling must be done so that the faces of the cards cannot be seen. Regardless of the method used to shuffle, players' decks must be sufficiently randomized. Each time players shuffle their decks, they must present their decks to their opponents for additional shuffling and/or cutting. At a judge's discretion, players may request to have a judge shuffle their cards rather than pass that duty to their opponents. By presenting their decks to their opponents, players state that their decks are sufficiently randomized.

After decks are presented and accepted, any player who does not feel his or her opponent has made a reasonable effort to sufficiently randomize his or her deck must notify a judge. The head judge has final authority to determine whether a deck has been sufficiently randomized. The head judge also has the authority to determine if a player has used reasonable effort to randomize the deck. If the head judge feels that either the deck has not been sufficiently randomized or that a player has not made a reasonable effort to randomize the deck, the player will be subject to the appropriate provisions of the DCI Penalty Guidelines.

To aid in randomization, at REL 3 and higher events, players must always shuffle their opponents' decks at the beginning of games. If a deck-manipulation effect takes place, players may shuffle and must cut their opponents' decks after the effect has resolved and any shuffling is completed.

Once players have had the opportunity to shuffle and/or cut their opponents' decks, the cards are returned to their original owners. If the opponent has shuffled the player's deck, that player may make one final cut.

22. Tardiness
Players are expected to be in their seats when each round begins. Players arriving at their seats after the round begins may be subject to tardiness penalties listed in the DCI Universal Penalty Guidelines. Players who fail to arrive at their seats by the end of any round will be dropped from the tournament.

At team events, if one or more members of a team are not in his or her seat by the end of the round, that team is automatically dropped from the tournament.

23. Pregame Time Limit
Prior to each game, competitors have 3 minutes to shuffle their decks and present them to their opponents for additional shuffling and/or cutting. This 3-minute period includes sideboarding, if applicable, but does not include shuffling an opponent's deck or resolving any mulligans—if the DCI Floor Rules for the game in question specifically allow

mulligans. Any mulligans or shuffling of opponents' decks must be done in a timely manner before games begin. Shuffling requirements specified in section 21 apply during these steps.

If the head judge determines that a player exceeded the time limit on purpose and is stalling, that player will be subject to the appropriate provisions of the DCI Penalty Guidelines.

24. Midgame Shuffling Time Limit
A 1-minute time limit exists for all shuffling and deck-searching that occurs during a game. If a judge determines that a player's shuffling time is excessive, that player will be subject to the appropriate provisions of the DCI Penalty Guidelines. Shuffling requirements specified in section 21 also apply.

25. Conceding Games or Matches
Players may concede a game or match at any time within the following guidelines. The conceded game or match is recorded as a loss for the conceding player. If a player refuses to play, it is assumed that he or she concedes the match.

The following actions are prohibited:
• Offering or accepting a bribe or prize split in exchange for the concession, drop or draw of a match
• Attempting to determine the winner of a game or match by a random method, such as a coin flip or die roll

Players who engage in these actions will be subject to the appropriate provisions of the DCI Penalty Guidelines. Players are allowed to share prizes they have won as they wish, such as with teammates, as long as any such sharing does not occur as an exchange for concession or draw of a game or match. Players in the final of a Top 8 single-elimination tournament have the option not to play their match. If both players of the final match agree not to play, one of them must agree to drop from the event (in order for prizes to be awarded). The DCI ratings of the players will not be affected because no match will have been played. The dropping player receives the second-place prize, and the other finalist receives the first-place prize. The prizes will be sent only to the winner (that is, the finalist who did not drop); Wizards of the Coast will not send the Pro Tour invitation and the travel award to different people.

Example #1: If all players in the Top 8 single-elimination portion of a tournament decide to split the first- through eighth-place prizes equally among them instead of following the original distribution announced by the organizer, they may do so as long as no matches are conceded in exchange for the prize split.

Example #2: Two players in the final of a Pro Tour Qualifier may agree to split the prizes (the travel award and the Pro Tour invitation), but this agreement cannot alter the results of the match. One player must drop from the event,

26. Withdrawing from an Event
Players choosing to withdraw from an event must inform the scorekeeper before the pairings for the next round are generated. Players leaving the tournament after the scorekeeper begins pairing for the next round receive a match loss in the upcoming round and will be removed from the event after that round. Special rules apply to Limited events. (See section 64.)

27. Intentional Draw
Players may mutually agree to accept an intentional draw at any time before the match result of a Swiss round is submitted. This agreement should not be regarded as a violation of section 41. If an offer to intentionally draw is declined, the match must continue as normal without any further coercion to accept the offer. Declaring an intentional draw has the same results for competitors as playing to a draw. For example, if two players choose to draw during the Swiss rounds of a **Magic** tournament, each would receive 1 match point. See the DCI Floor Rules for additional game-specific information.

28. Taking Notes
Players are allowed to take written notes during a match and may refer to these notes while the match is in progress. However, players are expected to take their notes in a timely fashion, and players who take too much time will be subject to the appropriate provisions of the DCI Penalty Guidelines.

Players may **not** refer to outside notes during the match. The exception is that writing on the faces of cards (including sideboard cards) is permitted as long as it is not disruptive or inappropriate.

29. Electronic Devices
The head judge or tournament organizer may choose not to allow players to participate with electronic devices (such as cellular phones, pagers, and/or portable audio units) turned on.

30. TOURNAMENT CARD STATUS RULES

31. Cards Allowed
All cards in a player's deck must be produced by the game's manufacturer or a partner that is approved by the DCI. The DCI Floor Rules for the appropriate game will contain additional information, if necessary.

32. Card Interpretation
The head judge is the final authority regarding card interpretations. See the DCI Floor Rules for the appropriate game for more detailed rules regarding how cards should be interpreted. If the head judge determines that a player is using non-English–language cards and/or misprints to

create an advantage by using misleading text or artwork, that player will be subject to the appropriate provisions of the DCI Penalty Guidelines.

33. Card Elevation
Players must keep their cards above the level of the playing surface at all times, including during sideboarding. Revealing your hand to your opponent is not considered to be a violation of the DCI Universal Tournament Rules.

34. Proxy Cards
The use of proxy cards is not permitted except under the following conditions:
• If a card becomes accidentally damaged or excessively worn through play in the current DCI-sanctioned tournament, the judge may provide a proxy replacement card at his or her discretion or require the player to sleeve all of his or her cards before play continues.
• If a card opened out of sealed product for use in a Limited tournament is misprinted, miscut, or otherwise damaged in a way that would cause the card to be marked, the judge may provide a proxy replacement card at his or her discretion.

Players are not permitted to create a proxy. When a judge creates a proxy for a player, it is included in the player's deck. The original card is kept close at hand during the match. When the proxy is in play, replace it with the original. When it returns to the player's deck/hand, swap it with the proxy. This replacement method helps ensure that the opponent is able to clearly see the intended card and to avoid confusion.

The term "proxy" includes counterfeit cards or any card that is not a genuine game card. Counterfeiters will be prosecuted to the fullest extent of the law.

35. Card Sleeves
Players may use plastic card sleeves or other protective devices on cards. If a player chooses to use card sleeves, all cards in the player's current deck must be placed in the sleeves in an identical manner. If the sleeves feature holograms or other similar markings, cards must be inserted into the sleeves so these markings appear only on the face of the cards.

Once a match begins, a player may request that the judge inspect an opponent's card sleeves. The judge may disallow a player's card sleeves if the judge believes they are marked, worn, or otherwise in a condition or of a design that interferes with shuffling or game play. To avoid confusion, a card sleeve may also be used to mark a player's card if the card is in an opponent's playing area.

36. Turned Cards
If a card must be turned as a part of the game rules to denote a particular effect, it must be turned approximately 90 degrees or 180 degrees, whichever is most appropriate for the game.

37. Game Markers

Game markers, such as tokens or reminders of a game effect, may not be designated by cards with identical backs as the cards in a player's deck if the deck is unsleeved. If the deck is sleeved, game markers may not have sleeve backs identical to those on the cards in the player's deck.

No game markers of any kind may be placed on top of or in a location that obscures a player's deck. A judge may disallow the use of game markers that may cause confusion with regard to the state of the game.

cards are sleeved, the sleeves are considered part of the cards, so the cards must be examined while in the sleeves to determine if they are marked.

Any card that is cut differently from the other cards in a player's deck may be considered marked if the entire contents of the deck is not placed in nonmarked, completely opaque card sleeves. For example, Alpha cards are considered marked if they are mixed into a player's deck with cards from other sets at a **Magic** event. However, Alpha cards are not considered marked—and therefore do not have to be in opaque sleeves—if the entire deck consists of Alpha cards.

If a differently cut card has caused its sleeve to become worn differently than other sleeves in the deck, that sleeve is considered marked.

The head judge has the authority to determine if a card or series of cards in a player's deck is marked.

40. TOURNAMENT VIOLATIONS

41. Cheating

Cheating will not be tolerated. The head judge reviews all cheating allegations, and if he or she determines that a player cheated, the head judge will issue the appropriate penalty based on the DCI Penalty Guidelines. All disqualifications are subject to later DCI review and further penalties may be assessed.

Cheating includes, but is not limited to, the following intentional activities:
- Receiving outside assistance or coaching
- Looking at opponents' card faces while shuffling or cutting their decks
- Collusion to alter the results of a game or match (see section 25)
- Misrepresenting cards or rules
- Using marked cards/sleeves (see section 44)
- Drawing extra cards
- Illegally manipulating which cards are drawn from a player's deck or his or her opponent's deck
- Stalling the length of a turn to take advantage of a time limit
- Misrepresenting public information (point totals, number of cards in a deck, and so on.)
- Giving false or misleading information to a judge or tournament official

42. Unsporting Conduct

Unsporting conduct is unacceptable and will not tolerated at any time. Judges, players, spectators, and officials must behave in a polite, respectable, and sporting manner. In addition, players who use profanity, argue, act belligerently toward tournament officials or one another, or harass spectators, tournament officials, or opponents will be subject to the appropriate provisions of the DCI Penalty Guidelines and will be subject to further DCI review.

43. Slow Play

Players must take their turns in a timely fashion. Playing too slowly or stalling for time is not acceptable. If a judge determines that a player is playing excessively slowly at any point during the tournament, the responsible player will be subject to the appropriate provisions of the DCI Penalty Guidelines.

44. Marked Cards

A card is considered marked if it bears something that makes it possible to identify the card without seeing its face, including scratches, discoloration, unnatural bends, and so on. If a player's

50. GENERAL CONSTRUCTED TOURNAMENT RULES

The rules in this section apply to all Constructed tournaments.

51. Previous Printings of Current Cards

Players may include cards from previous printings if they appear in current card sets allowed in Constructed play by the appropriate game's DCI Floor Rules (as long as they do not have features that create "marked" cards [see section 44]).

52. Constructed-Deck Registration

The head judge or tournament organizer may require players to register their decks and sideboards (if applicable) upon arrival at a tournament. Registration records the original composition of each deck. Once a tournament official receives a player's decklist, the deck may not be altered. Failure to properly register a deck will result in the head judge applying the appropriate provisions of the DCI Penalty Guidelines. The DCI recommends (and in the case of enhanced K-values, the DCI requires) that organizers check a reasonable number of decks against their decklists each round.

60. GENERAL LIMITED-TOURNAMENT RULES

The rules in this section apply to all Limited tournaments, including Sealed Deck (section 65) and Draft (section 70) tournaments.

61. Limited-Deck Registration

The head judge or tournament organizer may require players to record on a decklist every card they receive in a Limited tournament. Once the cards are registered, players have a limited amount of time to prepare their decks before play begins. Any cards players receive that are not used in their main decks are considered to be their sideboards. The DCI recommends (and in the case of enhanced K-values, the DCI requires) that organizers check a reasonable number of decks against their decklists each round.

62. Card Use in Limited Tournaments
All cards players use in Limited events must be received directly from tournament officials. Players must receive the same number of decks and/or booster packs from the same card set(s) as all the other players participating in the tournament.

Players may use only the actual cards they receive or draft at a Limited tournament, and any additional specifically provided by the tournament organizer (for example, basic lands in the **Magic** game). Players may not trade or replace the cards they receive or draft at a Limited tournament with any other cards, even if the replacement is an exact copy. If a card is damaged or otherwise considered "marked," players must comply with section 63, Abnormal Cards or Boosters.

63. Abnormal Cards or Boosters
Players who have an abnormal number of cards in the decks or booster packs they receive must inform the head judge, who may replace the deck or booster pack at his or her discretion in consultation with the tournament organizer. The head judge makes the final decision.

If a player receives a "marked" card (section 44), the head judge may replace that card with a proxy card at his or her discretion. (See section 34—Proxy Cards)

Neither Wizards of the Coast nor the tournament organizer guarantees any specific distribution of card rarities or frequency in a particular booster pack or deck.

64. Early Departure
Once a player in a Limited tournament has received sealed product, he or she may not withdraw from the event prior to the first match. Violation of this rule results in the offending participant receiving a loss for the match on the official tournament record (the opponent receives a win for the match) and being dropped from the tournament.

65. GENERAL SEALED DECK–TOURNAMENT RULES
Not all DCI-supported games feature Sealed Deck tournaments. Check the Limited Tournament Rules section of the specific game's DCI Floor Rules for more information.

66. Deck Construction
Before tournament play begins, each player receives an assortment of sealed product. If decklists are being used, players have 20 minutes to register their decks. Each player then creates a tournament deck that meets the Sealed Deck size requirements found in the game's DCI Floor Rules. Players have 30 minutes before the event begins to construct their decks.

The head judge or tournament organizer may require players to record on a decklist every card they intend to play in their main decks and/or sideboards. Failure to properly record the cards being played in the main decks will result in the head judge applying the appropriate provisions of the DCI Penalty Guidelines.

67. Sealed Deck Swap
A Sealed Deck event may require participants to perform a sealed deck swap. In a sealed deck swap, players do not play with the decks they originally receive at the event. Instead, the sealed products—as well as deck-registration sheets—are handed out to all players in the event. Players open their decks and record the contents on their deck-registration sheets. This process is called "registering a deck," and 20 minutes is allowed for it. Tournament officials will then collect the sealed product and the corresponding deck-registration sheets. Next, the tournament officials hand out decks randomly to all players. It is perfectly acceptable for some players to receive their original decks back at this point. This entire process is called a sealed deck swap. Players are then allowed 30 minutes to construct their decks (60 minutes for team events) from the product they have at that time.

70. GENERAL DRAFT-TOURNAMENT RULES
Not all DCI-sanctioned games feature Draft tournaments. Check the Limited Tournament Rules section of the specific game's DCI Floor Rules for more information.

71. Player Distribution
Players assemble randomly into drafting circles (called pods) of roughly equal size at the discretion of the tournament organizer or head judge. A tournament official then distributes an equal amount of booster packs to each player in the pod.

• Players within a pod may play only against other players within that pod.

• Players may not talk or communicate to others during a draft. As players draft the cards, they must place their cards in one orderly pile in front of them. Drafted cards may be reviewed only between the drafting of each pack.

72. Draft Card Selection
Before the tournament begins, the head judge must announce how much time each player has to select a card. If a player fails to select a card in the time given, the pod judge issues that player a random card from the pack the player is selecting from.

73. Deck Construction
Once drafting is complete, players have 30 minutes to build decks from the cards they selected. These decks must meet the Limited deck-size requirements specified by the appropriate game's DCI Floor Rules. The head judge or tournament organizer may require players to record on a decklist every card they intend to use in their main decks, as well as all cards they drafted.

74. Booster Draft Procedure
At a signal from a tournament official, each player opens the booster pack specified by the official and counts the cards. If a player does not have the appropriate number of cards in his or her booster pack, he or she

must immediately notify the judge, who will replace the pack. The player chooses one card from the booster pack, and then passes the remaining cards face down to the player on his or her left. The opened packs are passed around the drafting pod—with each player taking one card each before passing—until all cards are drafted. Once a player has removed a card from the pack, it is considered selected and may not be returned to the pack. Players may not show their card selections or the contents of their current packs to other participants in the draft. Players are not permitted to send signals of any kind to other participants in the draft regarding any information about their own picks or what they want others to pick.

After each player's first pack is drafted, a tournament official will instruct players to open the next specified pack and draft in the same fashion, except that the direction of drafting is reversed. This process is repeated until all cards in all booster packs are drafted. For example, if five booster packs of **Pokémon: Team Rocket™** cards were being drafted, the first, third, and fifth packs would be drafted clockwise and the second and fourth packs would be drafted counterclockwise.

75. **Rochester Draft Rules**
Once a player has indicated his or her drafting selection by touching a card, he or she may not select a different card.

Before the tournament begins, the head judge must announce how much time each player has to select a card. If a player fails to select a card in the time given, the pod judge issues that player the "oldest" card still remaining from the booster pack.
Example: The active player lays out cards from a booster pack. The cards can be considered to be in chronological order (1–15), where 1 is the first card placed on the table and 15 is the last card placed on the table. If a player fails to draft in a timely manner, the cards on the table are examined by the pod judge and the first card that was placed on the table is given to the player. If that card has already been selected, the second card that was placed on the table is given, and so on.

During a Rochester Draft, players must always display the most recent card they drafted in the current pack face up. When all cards are drafted from the current pack, players may move their cards from that pack to any position.

76. **Rochester Draft Table Preparation**
Booster packs are divided into groups before the draft table is set, with the number of packs in each group equaling the number of players participating in the draft. If the draft consists of packs from multiple card sets, each group must consist of packs from the same card set.

In preparation for each pack being drafted, the active player lays out the entire contents of the pack face up on the table, with the cards facing him or her (see Section 77, Rochester Draft—Active Player Rotation). Players are given 30 seconds to review the cards before drafting begins.

77. **Rochester Draft— Active Player Rotation**
The player drafting first from the cards presented on the table is called the active player. The first active player is the participant in the first seat, designated by the judge. All players in each drafting pod serve as the active player once for each booster pack group (see Section 76, Rochester Draft Table Preparation), with the active player moving between players as follows:
• in a clockwise direction for the first booster pack group (beginning with the first active player);
• in a counterclockwise direction for the second booster pack group (starting with the last active player in the first group);
• and returning to a clockwise direction for the third booster pack group (beginning again with the first active player).

78. **Rochester Draft Order**
The draft order moves in a horseshoe pattern, beginning with the active player, continuing around the table to the last participant in the group who has not yet drafted a card. The last player in the group selects two cards, instead of one, before drafting continues in reverse order, moving back to the player who began the drafting (the first person who drafted from the pack). After all cards are drafted or each player has two cards from the current booster pack (whichever comes first), the table judge clears the drafting area and prepares for the next booster pack.
Example #1: Eight players are seated around a table. They are numbered 1-2-3-4-5-6-7-8 in a clockwise order. The active player is Player 1. The first booster pack for Player 1 is opened and placed face up in front of Player 1. After the 30-second review period has expired, the draft order is as follows:

Player 1—card 1
Player 6—card 6
Player 6—card 11
Player 2—card 2
Player 7—card 7
Player 5—card 12
Player 3—card 3
Player 8—card 8
Player 4—card 13
Player 4—card 4
Player 8—card 9
Player 3—card 14
Player 5—card 5
Player 7—card 10
Player 2—card 15
The next pack to be opened would be Player #2's first booster.

Example #2: Seven players are seated around a table. They are numbered 1-2-3-4-5-6-7 in a clockwise order. The active player is Player 1. The first booster pack for Player 1 is opened and placed face up in front of Player 1. After the 30-second review period has expired, the draft order is as follows:

Player 1—card 1
Player 6—card 6
Player 4—card 11

Player 2—card 2
Player 7—card 7
Player 3—card 12
Player 3—card 3
Player 7—card 8
Player 2—card 13
Player 4—card 4
Player 6—card 9
Player 1—card 14
Player 5—card 5
Player 5—card 10

Card 15 is then removed from the draft because each player has two cards.
The next pack to be opened would be Player #2's first booster.

80. DCI SANCTIONING RULES
Tournament organizers must follow the rules in this section when sanctioning events with the DCI. The DCI reserves the right to cancel sanctioning for any event at any time.

81. Sanctioning Deadline
To ensure sanctioning approval, tournament organizers must apply for DCI sanctioning at least twenty-eight days prior to the event.

82. Participation Minimums
For select games, the DCI requires a minimum amount of player participation for the event to be included in the appropriate set of ratings and rankings. These minimums are as follows:

Magic: The Gathering
• For singles events, a minimum of eight players must participate.
• For team events, a minimum of four teams must participate.
• A minimum of four players must participate in tournaments for any other DCI-sanctioned game, unless the organizer is using the three-judge system (section 19).

90. EVENT-REPORTING RULES
Receiving event reports in a correct and timely manner is fundamental to accurate and up-to-date DCI ratings. Tournament organizers must follow the rules outlined in this section when reporting their events.

91. Organizer Records
Tournament organizers are required to keep copies of all tournament reports for DCI-sanctioned events they run for a period of one year. These records serve as backups in case event results are lost.

92. Event Report Deadline
Event reports are due to the DCI within eight days of a tournament's conclusion. Tournament reports not received by the DCI within eight days are considered late, and are listed in the DCI tournament database as "Not Received" for fourteen days after the event.

93. Delinquent Tournaments
Event reports not received within fifteen days are listed as "Delinquent" in the DCI tournament database. Organizers with delinquent tournaments may lose the

privilege of sanctioning future events.

94. Invalid Tournaments
Players' match records at events that become invalid will not count toward their DCI ratings and rankings.
The DCI reserves the right to invalidate reported results of any DCI-sanctioned tournament for any reason, but will usually do so only when fraudulent or incorrect results are reported by the organizer. Additionally, the DCI reserves the right to invalidate any event reports not received within thirty days of the tournament date.

95. Event-Status Updates
Tournament organizers and players may check on an event's reporting status by visiting the DCI website at **thedci.com**. Additionally, the DCI sends regular updates to organizers informing them of the status of each of their sanctioned tournaments. If an organizer's event appears as "Delinquent" or "Invalid" on this report two months in a row, the DCI will investigate the organizer's reporting history and issue sanctioning penalties as appropriate.
The DCI reserves the right to adjust penalties on an individual basis due to extenuating circumstances and it reserves the right to change this policy without notice.

96. Mandatory DCI Numbers
All tournament participants must be assigned a DCI membership number prior to participating in a DCI-sanctioned tournament. Results reported with temporary player numbers, player names, or placeholders will not be included in DCI ratings. Membership cards may not be faxed to the DCI.

97. Tournament Reports and Event Invitation Lists
Tournament reports must be received by the deadlines specified in the Ratings Deadline and Publication Schedules provided on the DCI website (**thedci.com**) in order to be included in the ratings calculations used to generate invitation and bye lists for Premier events.

Elo Ratings System

The DCI produces Elo ratings for the following games:

Magic: The Gathering trading card game

Pokémon trading card game

The Elo player-rating system compares players' match records against their opponents' match records and determines the probability of the player winning the matchup. This probability factor determines how many points players' ratings go up or down based on the results of each match. When a player defeats an opponent with a higher rating, the player's rating goes up more than if he or she defeated a player with a lower rating (since players should defeat opponents who have lower ratings). All new players start out with a base rating of 1600. The DCI uses the following equation to determine a player's win probability in each match:

OR=Opponent's Rating PR=Player's Rating

$$\text{Win Probability} = \frac{1}{10^{((OR-PR)/400)} + 1}$$

This probability is then used to recalculate each player's rating after the match. In the equation below, players receive 1 point if they win the match, 0 if they lose, and 0.5 for a draw. Players' new ratings are determined as follows:

Player's New Rating =
Player's Old Rating + (K-Value ×
(Scoring Points–Player's Win Probability))

All players are rated at the beginning with the first match in which they play. Further ratings are calculated chronologically from that first match.
   The DCI ranks players in geographic regions (continent, country, state, city, and so on) based on their Elo ratings to determine the top players in each area.

Ante Card: Ante cards have the text "Remove [this card] from your deck before playing if you're not playing for ante." These cards usually have a game mechanic associated with a player "anteing" a card. Ante cards are found mainly in older **Magic: The Gathering** expansions and are not allowed in tournament play.

Banned Card: A card that is prohibited by the DCI in the indicated format. For example, the card Channel is banned from DCI-sanctioned Type 1 **Magic** tournaments. This means that Channel is not allowed in any deck in Type 1 Constructed **Magic** tournaments.

Constructed: A tournament in which players bring their own decks. Decks are built from a large pool of cards, depending on the exact format.

Corporate Employee: Any person whose place of employment is a Wizards of the Coast office (Belgium, Beijing, Sydney, Paris, Milan, Seattle, London). This includes all contractors, however Hasbro corporate employees are now allowed to play, the DCI feels that there is no possible benefit that any Hasbro corporate employee could gain by being an employee

Cutting: One time only, removing a single portion of a deck and placing it on top of the remaining portion without looking at any of the card faces. Anything more than this one cut is considered a shuffle.

DCI: Organization dedicated to developing and maintaining tournament structures for Wizards of the Coast trading card games. Formerly an acronym for Duelists' Convocation International, the name is now simply the DCI.

Enhanced-K Tournament: In events for games that use Elo ratings (see appendix A), organizers may pick from a specified list of K-values to increase or limit the effect of match results on player ratings. Tournaments must meet certain criteria in order to receive an enhanced K-value.

Employee: Any person whose regular place of employment is at a Wizards of the Coast corporate office.

Game Begins: A game is considered to have begun once all players have presented their decks to their opponents for shuffling/cutting.

Head Judge Determines: Decision based on the head judge's opinion.

K-Value: The maximum number of points a player's rating may go up or down based on the results of a single match within an event that uses the Elo ratings system (see appendix A).

Limited: A tournament in which players build their decks at the tournament from cards they have drafted or opened from packs. The three most common Limited formats are Sealed Deck, Booster Draft, and Rochester Draft.

Main Deck: The deck a player presents to his or her opponent during the first game of a match.

Match: A series of games between two players that determines a winner. In many cases, the match winner defeats his or her opponent in a best-two-out-of-three-games series. See the appropriate game's DCI Floor Rules for more specific details.

Match Begins: A match begins when a tournament official announces the start of the match.

Premier Events: Any event that Wizards of the Coast offers only to select tournament organizers or that is open only to a select group of players (based on invitations, for example). Premier events can include, but are not limited to: Amateur Championships, Continental Championships, Friday Night **Magic** events, Grand Prix events, Grand Prix Trials, Junior Super Series Challenges, Junior Super Series Championships, National Championships, Prerelease tournaments, **Magic: The Gathering** Pro Tour events, Pro Tour Qualifiers, Regional Championships, State/Province Championships, and World Championships. Please see appendix A for more information on the Floor Rules for each Wizards of the Coast game.

Promo Card: Any playable card that is released by the manufacturer separate of any given card set.

Proxy Card: A card used during competition to represent another card (also counterfeit cards or any card that is not genuinely produced by the game's manufacturer).

Public Information: Refers to information that is available to all players in the match, such as statistics or card text that participants are required to share with tournament officials and opponents according to the rules of the appropriate game. For example, in most games, the number of cards in a player's hand is public information.

Rating: A numeric value published by the DCI that indicates a player's past performance in sanctioned tournaments.

Ranking: A value, based on a player's DCI rating, that indicates a player's position relative to the group he or she is being measured against. For example, a player may be ranked in first place in the city of Hamburg, Germany, but may be ranked in eighty-fifth place when compared to all of Europe.

Restricted Card: A card that is limited by the DCI to one per deck in the indicated format. For example, the card Black Lotus is restricted in DCI-sanctioned Type 1 **Magic** tournaments. This means that only one Black Lotus is allowed per deck in the Type 1 format.

Round: The period during which match play takes place.

Round Begins: The time posted and/or announced by the head judge or tournament organizer for all players to be seated and ready for match play.

Scorekeeper: The scorekeeper is a tournament official whose responsibilities include receiving and recording all match/game results, constructing player seatings, ensuring accurate entry of match/game results, withdrawing players from the event, and so on. Tournament officials, such as the head judge or tournament organizer, may also be the scorekeeper for the event.

Single Elimination: A competition structure that eliminates players after one match loss. It may be necessary to award byes in the first round to create a situation in which there will be only two undefeated participants playing off in the last round of the event.

Strategic Partner: Any person or company that manages Organized Play for Wizards of the Coast in a region.

Swiss Rounds: Competition structure that allows players to participate in every round of the tournament. Single-elimination final rounds may follow Swiss rounds in some tournaments.

Tournament Begins: Once the onsite tournament registration closes, the tournament has begun.

Tournament Official: Any person who is empowered to maintain the tournament. This includes, but is not limited to, the tournament organizer, scorekeeper, other scorekeeping staff, head judge, and all other judges (see section 10).

Magic: The Gathering®
DCI™ Floor Rules
2001–2002 Tournament Season
Effective November 1, 2001

Introduction
The Magic: The Gathering DCI Floor Rules work in conjunction with the DCI Universal Tournament Rules, the DCI Penalty Guidelines, and the Magic® game rules. Players, spectators, and tournament officials must follow these documents while involved with DCI-sanctioned Magic tournaments. Individuals who violate sections of these documents will be subject to the appropriate provisions of the DCI Penalty Guidelines.
Note: Please see appendix B of the DCI Universal Tournament Rules for definitions of terms in this document.

100.   General Magic Tournament Rules

101.   Format and Ratings Categories
The DCI sanctions the following formats. They may be sanctioned as single, two-person team, or three-person team events.

Constructed Formats:
• Standard
• Extended
• Block

Vintage Constructed Formats:
• Type 1
• Type 1.5

Limited Formats:
• Sealed Deck
• Booster Draft
• Rochester Draft

The DCI produces the following ratings categories:
• Constructed (includes Standard, Extended, and Block formats)
• Vintage (includes Type 1 and Type 1.5 formats)
• Limited (includes all Limited formats)
• Team Constructed (includes all Constructed team formats)
• Team Limited (includes all Limited team formats)

102.   Authorized Cards
Alpha cards (cards from the first print run of the basic set) may be used in decks containing non-Alpha cards only if all cards are placed in completely opaque sleeves and only if the sleeves could not be considered marked.
If sleeves are not used, Alpha cards may be used only in decks that consist exclusively of Alpha cards.
Participants may not use cards from any special-edition sets or supplements, such as Collector's Edition, International Collector's Edition, Pro Tour™ Collector Set, World Championship decks, or Unglued™ cards. Note: Unglued basic land cards are allowed in sanctioned Magic tournaments.

103.   Card Interpretation
All cards are interpreted using the appropriate card ruling section of the Oracle card reference. During sanctioned competition, players must refer to this version of a card to settle disputes concerning the interpretation of a card's wording or powers. Card abilities are based on card text, not artwork.
Players may not use previously or newly discovered errors or omissions in Oracle to disrupt a tournament or otherwise abuse the rules. The head judge is the final authority for all card interpretations, and he or she may overrule Oracle when a mistake or error is discovered.

104.   New Releases
The following card sets are scheduled to release during the 2001–2002 tournament season: Odyssey™, Torment™, and Judgment™.
They become legal in Constructed on the following days:

Odyssey set: November 1, 2001
Torment set: March 1, 2002
Judgment set: July 1, 2002

These dates are subject to change. Any changes will be announced via an official DCI announcement.
New card sets are allowed in Limited play at any time, including before their public releases.

110.   Magic Tournament Mechanics

111.   Match Structure
Three is the default number of games in a Magic match, and tournament organizers must allow three games per match. If a tournament organizer chooses, he or she can run single-elimination final rounds as best three games out of five—this must be announced before the tournament begins. Match results, not individual game results, are reported to the DCI for the purpose of inclusion in worldwide ratings and rankings.
Drawn games (games without a winner) do not count towards one of the three games in a match. The match should continue until one player has won the majority of games as long as match time allows.

112.   Match Time Limits
The minimum time limit for any match is 45 minutes.
The following time limits are recommended for each round of a tournament:
• Constructed and Limited tournaments—50 minutes
• Single-elimination quarterfinal or semifinal matches—90 minutes
• Single-elimination final matches—no time limit

The following time limits are required:

In multiple-day tournaments for which finals are held on separate days (such as some National Championships, Continental Championships, Pro Tour events, or World Championships), the Swiss rounds shall be 60 minutes and the final rounds will have no limit. Otherwise, the Swiss rounds shall each be 50 minutes.

Grand Prix events, Grand Prix Trials, Pro Tour Qualifiers, State/Province Championships, and Regional Championships must use 50-minute Swiss rounds.

In addition, the following time limits are recommended for Limited tournaments:
- Sealed Deck—20 minutes for deck registration and 30 minutes for deck construction
- Draft—30 minutes for deck registration and construction
- Team Sealed Deck—20 minutes for deck registration and 60 minutes for deck construction
- Team Draft—30 minutes for deck construction and registration

113. Who Plays First
The winner of a coin toss (or other random method) chooses either to play first and skip his or her first draw step or to play second. The winner of the coin toss must make this choice before looking at his or her hand. If the coin toss winner makes no choice, it is assumed that he or she is playing first. The player who plays first skips the draw step of his or her first turn. Each turn thereafter follows the standard order set forth in the Magic play rules. This is commonly referred to as the play/draw rule.

After each game in a match, the loser of that game (even if the game loss was due to a penalty) decides whether to play first in the next game. If the game was a draw (so that there was no winner or loser), the player who decided to play or draw for that game chooses for the next game.

114. Pregame Procedure
Before a game begins, players determine who plays first (see section 113). This may be done any time during the pregame procedure before the players look at their hands. (Note that players are not required to decide who plays first before sideboarding.) The following steps must be performed before each game begins:

1. Players may exchange cards in their decks for cards in their sideboards (only after the first game of the match).
2. Players shuffle their decks (see Universal Tournament Rules, section 21). Note that players may stop shuffling to perform additional sideboarding, but must then shuffle sufficiently.
3. Players present their decks to their opponents for additional shuffling and cutting.
4. If the opponent has shuffled the player's deck, that player may make one final cut.
5. Players present their sideboards and put them in a clearly distinguishable place.
6. Each player draws seven cards.
7. Each player, in turn, decides whether to mulligan (see section 115).

Once mulligans are resolved, the game can begin.

115. Mulligan Rule
Before each game begins, a player may, for any reason, reshuffle and redraw his or her hand, drawing one less card. This may be repeated as often as the player wishes, until he or she has no cards left in his or her hand.

The decision of whether to mulligan passes between players following the order established in section 113. After the participant who plays first mulligans as often as he or she likes, the decision of whether to mulligan passes to the other player. Once a player passes the opportunity to mulligan, that player may not change his or her mind.

116. End-of-Match Procedure
If the match time limit is reached before a winner is determined, the active player (as defined in the Magic game rules) finishes his or her turn and five total additional turns are played. For example, time is called on player A's turn. Player A finishes his or her turn. Player B takes his or her turn, which is turn 1. Player A takes his or her turn, which is turn 2. Player B takes turn 3, player A takes turn 4, and player B takes the final turn, which is turn 5.

Players take any extra turns granted to them by card effects as they normally would during the course of the game, but any extra turn counts as one of the five end-of-match turns. Once the fifth turn is completed, the game finishes regardless of any remaining card-generated or end-of-match extra turns.

If the game finishes before the fifth turn is completed, the match is over and no new game begins.

If a judge assigned a time extension (because of a long ruling, deck check, or other reason), then the end-of-match procedure does not occur until the end of the time extension.

117. Determining a Match Winner
In Swiss rounds, the winner of a match is the player with the most game wins in the match. If both players have equal game wins, then the match is a draw.

In single-elimination rounds, matches may not end in a draw. After the normal end-of-match procedure is finished, the player with more game

wins is the winner of the match. If both players in a single-elimination tournament have equal game wins when the normal end-of-match procedure is finished, the player with the highest life total becomes the winner of the current game in progress. In the event the players have equal life totals (or are between games and the game wins are tied), the game/match should continue until the first life total change that results in one player having a higher life total than the other.

120. **Rules for Constructed Tournaments**

121. **Deck-Size Limits**
Constructed decks must contain a minimum of sixty cards. There is no maximum deck size. If a player wishes to use a sideboard, it must contain exactly fifteen cards.

With the exception of basic lands (plains, island, swamp, mountain, and forest [including snow-covered variants]), a player's combined deck and sideboard may not contain more than four of any individual card, counted by its English card title equivalent. (Note that snow-covered lands are permitted only in formats that allow the Ice Age™ set to be used.)

122. **Sideboard Use**
Before each game begins, players must present their sideboard and allow their opponents to count the number of cards in their sideboards (face down), if requested. Players may not look at their sideboards during a game. The sideboard must be clearly identified and separated from all other cards in the play area. The sideboard may not be kept where it could be easily confused or switched with other cards.

The deck and sideboard must each be returned to their original compositions before the first game of each match. Thus, cards transferred from a player's deck to his or her sideboard, and vice versa, must be returned before the player begins a new match. If a penalty causes a player to forfeit the first game in a match before that game began neither of the players of that match may use cards from their sideboard for the second game.

Before the beginning of the second or subsequent game in a match, players may change the composition of their decks by exchanging cards from their decks for cards in their sideboards. Any card exchanges between decks and sideboards must be made on a one-for-one basis to ensure that the sideboards remain at exactly fifteen cards at all times. There are no restrictions on the number of cards a player may exchange this way as long as one card from the deck is traded for one in the sideboard.

125. **Standard-Format Deck Construction**
The following card sets are permitted in Standard tournaments:

- Seventh Edition™
- Mercadian Masques™ (Until October 31, 2001)
- Nemesis™ (Until October 31, 2001)
- Prophecy™ (Until October 31, 2001)
- Invasion™
- Planeshift™
- Apocalypse™
- Odyssey (Effective November 1, 2001)
- Torment (Effective March 1, 2002)
- Judgment (Effective July 1, 2002)

Card sets rotate into the Standard environment on the specific dates as described in section 104. However, they rotate out in blocks. A given large expansion and its two small expansions—essentially a year of Magic expansions—enter Standard play as a new block when the large expansion rotates into the environment.
Example: The Invasion block rotated into the Standard environment when the Invasion set became legal for play. The Planeshift and Apocalypse sets are Invasion block expansions and are legal in Standard. The Invasion, Planeshift, and Apocalypse sets will rotate out of the tournament environment together when the next large expansion after Odyssey enters play on November 1, 2002 (two years after the Invasion set was introduced to the environment).

There are no cards currently banned in Standard.

126. Extended-Format Deck Construction
New card sets are allowed in Extended tournaments once they qualify for DCI-sanctioned tournaments, as outlined in section 104.

The following card sets are permitted in Extended tournaments:
- *Fifth Edition*™
- *Classic*™ (Sixth Edition)
- *Seventh Edition*
- *Ice Age*
- *Homelands*™
- *Alliances*™
- *Mirage*™
- *Visions*™
- *Weatherlight*™
- *Tempest*™
- *Stronghold*™
- *Exodus*™
- *Urza's Saga*™
- *Urza's Legacy*™
- *Urza's Destiny*™
- *Mercadian Masques*
- *Nemesis*
- *Prophecy*
- *Invasion*
- *Planeshift*
- *Apocalypse*
- *Odyssey* (Effective November 1, 2001)
- *Torment* (Effective March 1, 2002)
- *Judgment* (Effective July 1, 2002)

In addition, the following ten cards (commonly referred to as "dual lands") from earlier sets than those listed above are allowed in Extended play:

- Badlands
- Bayou
- Plateau
- Savannah
- Scrubland
- Taiga
- Tropical Island
- Tundra
- Underground Sea
- Volcanic Island

The following individual cards are banned in Extended tournaments:
- Any ante or uniquely named promo card
- Dark Ritual
- Demonic Consultation
- Dream Halls
- Earthcraft
- Lotus Petal
- Mana Vault
- Memory Jar
- Mind Over Matter
- Necropotence
- Replenish
- Survival of the Fittest
- Time Spiral
- Tolarian Academy
- Windfall
- Yawgmoth's Bargain
- Yawgmoth's Will
- Zuran Orb

127. **Type 1 Format Deck Construction**
Type 1 tournament decks may consist of cards from all Magic card sets, any extension of the basic set, and all promotional cards released by Wizards of the Coast. New card sets are allowed in Type 1 tournaments once they qualify for DCI-sanctioned tournaments as outlined in section 104.

The following cards are banned in Type 1 tournaments:
- Any ante card
- Chaos Orb
- Falling Star

The following cards are restricted in Type 1 tournaments:
- Ancestral Recall
- Mox Diamond
- Balance
- Mox Emerald
- Berserk
- Mox Jet
- Black Lotus
- Mox Pearl
- Black Vise
- Mox Ruby
- Braingeyser
- Mox Sapphire
- Channel
- Mystical Tutor
- Crop Rotation
- Necropotence
- Demonic Consultation
- Recall
- Demonic Tutor
- Regrowth
- Doomsday
- Sol Ring
- Dream Halls
- Strip Mine

- Enlightened Tutor
- Stroke of Genius
- Fastbond
- Time Spiral
- Fork
- Time Walk
- Frantic Search
- Timetwister
- Grim Monolith
- Tinker
- Hurkyl's Recall
- Tolarian Academy
- Library of Alexandria
- Vampiric Tutor
- Lotus Petal
- Voltaic Key
- Mana Crypt
- Wheel of Fortune
- Mana Vault
- Windfall
- Memory Jar
- Yawgmoth's Bargain
- Mind Over Matter
- Yawgmoth's Will
- Mind Twist

128. **Type 1.5 Format Deck Construction**
Type 1.5 tournament decks may consist of cards from all Magic card sets, any extension of the basic set, and all promotional cards released by Wizards of the Coast. New card sets are allowed in Type 1.5 tournaments once they qualify for DCI-sanctioned tournaments as outlined in section 104. The Banned List for Type 1.5 tournaments consists of all cards from Banned List and Restricted List for the Type 1 format.

The following cards are banned in Type 1.5 tournaments:
- Any ante card
- Mind Over Matter
- Ancestral Recall
- Mind Twist
- Balance
- Mox Diamond
- Berserk
- Mox Emerald
- Black Lotus
- Mox Jet
- Black Vise
- Mox Pearl
- Braingeyser
- Mox Ruby
- Channel
- Mox Sapphire
- Chaos Orb
- Mystical Tutor
- Crop Rotation
- Necropotence
- Demonic Consultation
- Recall
- Demonic Tutor
- Regrowth
- Doomsday
- Sol Ring
- Dream Halls
- Strip Mine
- Enlightened Tutor
- Stroke of Genius
- Falling Star
- Time Spiral

- Fastbond
- Time Walk
- Fork
- Timetwister
- Frantic Search
- Tinker
- Grim Monolith
- Tolarian Academy
- Hurkyl's Recall
- Vampiric Tutor
- Library of Alexandria
- Voltaic Key
- Lotus Petal
- Wheel of Fortune
- Mana Crypt
- Windfall
- Mana Vault
- Yawgmoth's Bargain
- Memory Jar
- Yawgmoth's Will

129. **Block Format Deck Construction**
The DCI sanctions a series of Constructed formats called Block formats. Each Block format consists of a maximum of three expansions (one large expansion and the two small expansions associated with it).

The DCI sanctions the following Block formats:
- Odyssey Block (Odyssey) (Effective November 1, 2001)
- Invasion Block (Invasion, Planeshift, Apocalypse)
- Masques Block (Mercadian Masques, Nemesis, Prophecy)
- Urza Block (Urza's Saga, Urza's Legacy, Urza's Destiny)
- Tempest Block (Tempest, Stronghold, Exodus)
- Mirage Block (Mirage, Visions, Weatherlight)
- Ice Age Block (Ice Age, Alliances, Homelands)

There are no banned cards in Invasion Block tournaments.

The following cards are banned in Masques Block tournaments:
- Lin Sivvi, Defiant Hero
- Rishadan Port

The following cards are banned in Urza Block tournaments:
- Gaea's Cradle
- Memory Jar
- Serra's Sanctum
- Time Spiral
- Tolarian Academy
- Voltaic Key
- Windfall

The following card is banned in Tempest Block tournaments:
- Cursed Scroll

The following card is banned in Mirage Block tournaments:
- Squandered Resources

The following cards are banned in Ice Age Block tournaments:
- Amulet of Quoz
- Thawing Glaciers
- Timmerian Fiends
- Zuran Orb

130. **Rules for Limited Tournaments**

131. **Deck-Size Limits**
Main decks must contain a minimum of forty cards. There is no maximum deck size. All cards a player received but is not using in his or her main deck become that player's sideboard.

Players are not restricted to four of any one card in Limited tournament play.

132. **Sideboard Use**
Any drafted or opened cards not used in a player's Limited deck function as his or her sideboard. Players may not look at their sideboards during a game.

Before the beginning of the second or subsequent game in a match, players may change the composition of their decks by exchanging cards from their decks for cards in their sideboards. There are no restrictions on the number of cards a player may exchange this way as long as the play deck contains at least forty cards. Cards do not need to be exchanged on a one-for-one basis.

133. **Materials Provided**
Tournament organizers and/or the head judge may choose to provide basic lands for players to use during the tournament. If the organizer provides basic lands, he or she must make available the same amount of land cards to each player. Organizers must announce before and during event registration whether they will provide players with access to basic lands. Organizers may require players to return the land cards when they leave the tournament.

134. **Rules for Sealed Deck Tournaments**
In Sealed Deck tournaments, players may exchange any number of non-premium basic lands from the cards they receive in the sealed product for basic lands of their choice (provided by the tournament organizer). This exchange may take place any time in between games in a match.

In the past, tournament organizers have used a "five extra land" or "five-land swap" procedure for Sealed Deck tournaments. These procedures are no longer used because they usually encourage players to request more lands than they need. In cases in which one basic land is more popular than another, there is no evidence to show that the "five-land swap" is more effective at conserving land than the newly prescribed method.

135. Rules for Draft Tournaments
Players may add as many basic lands to their decks as desired; no maximum is imposed. Extra lands are allowed for sideboards, and players may add basic lands to their sideboards any time between games.

140. Rules for Team Tournaments

141. General Team Requirements
Each individual team must have unique, team-specific information, including:
- a team name,
- a team affiliation, if applicable (sponsor, school, retail store, and so on),
- a team city,
- a team state/province,
- a team country, and
- team members (with their respective DCI membership numbers).

Multiple teams may have the same affiliation, city, state/province, and/or country.

142. Team Names
Wizards of the Coast reserves the right to disallow any team name that it deems offensive and/or obscene. Tournament organizers and certified head judges should discourage teams from registering team names that may be considered offensive and/or obscene. Once a team is registered at the professional level (meaning that the team has registered and played in a team-format Pro Tour event), that name is considered taken and may not be used by any other team.

143. Team Composition and Identification
A valid team consists of two or three members, as appropriate to the DCI-sanctioned team format (see section 101). A team is identified by the individual DCI membership numbers of its respective members. Individual DCI members may be members of more than one valid team.

A team continues to exist as long as its respective members choose to identify themselves as a team. Any change in team membership (that is, the removal and/or addition of a member) constitutes a new team, with new team-specific information (see section 141). A team may change its name, affiliation, city, state/province, or country without becoming a new team.

144. Valid Team Participation and Player Designation
Sanctioned team tournaments are open to teams consisting of two or three members. Only valid teams of the appropriate size are eligible for a DCI-sanctioned team tournament. If a player drops or is disqualified from the event, the entire team is dropped from the event.

Each team entering a DCI-

sanctioned team tournament must provide the tournament organizer with its team-specific information (see section 141) when registering for the event. Failure to provide this information will result in the team's disqualification from the tournament.

Example: A sanctioned three-person team tournament is open only to teams consisting of three members; teams consisting of two members cannot compete in this event.

Teams must designate player positions during event registration. For example, in a three-player team event, each team must designate who is player A, player B, and player C. Players retain these designations throughout the entire tournament.

When two teams are paired against each other during the course of a tournament, the team members designated as player A play against each other, the team members designated as player B play against each other, and so on.

145. Team Constructed Tournaments
Event results for each DCI-sanctioned team Constructed tournament (Type 1, Type 1.5, Extended, and Standard) are merged into one set of Constructed ratings for each team size.

146. Team Limited Tournaments
Event results for each DCI-sanctioned team Limited tournament (Sealed Deck, Rochester Draft, and Booster Draft) are merged into one set of Limited ratings for each team size. Team Limited tournaments using any DCI-sanctioned Limited format must adhere to all applicable sections of the Magic DCI Floor Rules and DCI Universal Tournament Rules for Limited tournaments.

147. Team Rochester Draft Tournaments
Team Rochester events require teams of three players each, and two teams are seated at each table for the draft. Team members sit opposite the opposing team's player with the same designation. (For example, in a three-person team event, players sit around the table clockwise in this order: 1A, 1B, 1C, 2A, 2B, 2C.)

During the draft, talking is not allowed. However, nonverbal signals such as pointing and gesturing are permitted.

The winner of a coin toss (or other random method) chooses either to pick first or to allow the other team to pick first. The "B" player of the team that picks first will lay out the first pack. All fifteen cards are drafted from the pack, but otherwise the draft follows the standard Rochester Draft rules for timing and active-player rotation (see the Universal Tournament Rules, sections 76 and 77).

Example: Team 1 and Team 2 are seated around a table. They are numbered 1A-1B-1C-2A-2B-2C in a clockwise order. Team 2 wins the coin toss, and the members of Team 2 choose to let Team 1 pick first. The active player for the first pack is Player 1B. The first booster pack for Player 1B is opened and placed face up in front of Player 1B. After the 30-second review period has expired, the draft order is as follows:

Player 1B—card 1
Player 1A—card 6
Player 1C—card 11
Player 1C—card 2
Player 1A—card 7
Player 1B—card 12
Player 2A—card 3
Player 2C—card 8
Player 1B—card 13
Player 2B—card 4
Player 2B—card 9
Player 1C—card 14
Player 2C—card 5
Player 2A—card 10
Player 2A—card 15

Appendix A—Premier Events

Wizards of the Coast sponsors the following Magic: The Gathering Premier events for the 2001–2002 tournament season. This list is subject to changes, additions, or deletions. Check our website at **wizards.com/tournaments/Welcome.asp** for more details regarding specific events and the complete invitation policy.

World Championships (48K, REL 5, level 4 judge required): The World Championships are the culminating event of professional Magic play for the season. The 2002 World Championships will be held in August in Sydney, Australia. Competitors earn invitations by placing high enough in their respective National and Continental Championships or by being rated highly in either DCI ratings or pro point standings. This year's World Championships will use the following formats: Rochester Draft, Block Constructed, and Standard.

Continental Championships (40K, REL 4, level 4 judge required): Continental Championships are held for the European, Asia Pacific, and Latin America regions. These multiple-day tournaments are open only to citizens and permanent residents of the appropriate regions. Competitors earn invitations to Continental Championships by placing highly in their National Championships or by being rated highly in either DCI ratings or pro point standings.

National Championships (40K, REL 4): There are two types of National Championships: open and closed. Any citizen or permanent resident of a country is eligible to compete in open Nationals, whereas closed Nationals are invitation-only events. Competitors earn invitations to closed Nationals by placing highly in an appropriate Regional Championship or by being rated highly in either DCI ratings or pro point standings.

Regional Championships (32K, REL 3): Regional Championships provide an opportunity for players to earn invitations to their countries' Nationals. The format for Regionals is Standard. Any citizen or permanent resident of a country is eligible to compete in any Regional Championship held in that country.

State/Province Championships (24K, REL 2): State and Province Championships are offered in select countries. The format is Standard. The events are open to all players who reside in the appropriate states/provinces.

Pro Tour Events (48K, REL 5, level 4 judge required): The Magic professional circuit is made up of five Pro Tour events held around the globe. Each Pro Tour stop showcases the best players in the game competing for a total prize purse of over $200,000. Competitors earn invitations to a Pro Tour event by winning a Pro Tour Qualifier or by rating highly in either DCI ratings or pro point standings. The 2001–2002 Pro Tour season has stops scheduled in the following cities:
• September 2001, New York (Team Limited)
• November 2001, New Orleans (Extended)
• January 2002, San Diego (Rochester Draft)
• March 2002, Osaka (Block Constructed)
• May 2002, Nice (Booster Draft)

Pro Tour Qualifiers (32K, REL 3): Pro Tour Qualifier tournaments offer invitations to Pro Tour events to top-placing competitors. Qualifiers are open to all players who do not yet have an invitations to the particular Pro Tour stop for which the event qualifies. The format of each Qualifier varies depending on the format of the particular Pro Tour event qualifies for.

Grand Prix Events (40K, REL 4): The Grand Prix tournament series is an international circuit of large-scale Qualifier tournaments featuring cash prizes and multiple invitations to Pro Tour events. Grand Prix events are open to all players. Participants with high DCI ratings or pro point standings earn byes for Grand Prix events. Additionally, there is a special prize payout for the best finishers with 0 lifetime pro points.

Grand Prix Trials (24K, REL 2): Grand Prix Trials offer byes to top-placing competitors for specific Grand Prix events. Grand Prix Trials are open to all players. The format of each Trial varies depending on the format of the particular Grand Prix event for which the Trial awards byes.

Masters Series Tournaments (48K, REL 5): The Masters Series tournament series is composed of four tournaments each season that highlight the most accomplished players in the world. Three of these events invite thirty-two players, and the fourth invites eight three-player teams. Every participant in a Masters Series event wins money, and the competitors battle for a total prize purse of $150,000. Each Masters Series tournament is held in conjunction with a Pro Tour stop. Competitors earn invitations to a Masters Series tournament by placing highly in a Masters Series Qualifier tournament held the day before the appropriate Masters Series event or by being rated highly in either DCI ratings points or pro point standings.

Junior Super Series (JSS) Championship (32K, REL 3): The JSS Championship is the culminating event for Magic players ages 15 and under and is held at the end of the season. Competitors earn invitations by placing first or second in a JSS Challenge, by placing highly

in the JSS Open (held the day prior to the Championship), or by being rated highly in the DCI ratings for their age category. Top finishers in the Championship win scholarships and product prizes. The format for both the Championship and the Open is Standard.

Junior Super Series Challenges (16K, REL 1): A total of 300 JSS Challenges will be available in the 2001–2002 tournament season, each with a $1,000 scholarship prize, premium card prizes, and "Magic for a Year." These events are open to all players ages 15 and under who do not have any pro points. The first- and second-place finishers of each Challenge earn an invitation to compete in the JSS Championship. The format for all JSS Challenges is Standard. At this time, JSS Challenges are available only in North America.

Friday Night Magic (8K, REL 1): This program is offered exclusively through Premier stores. Prizes include special premium cards awarded to the winner, the most sporting player, and a randomly selected participant. The format can be Standard, Sealed Deck, or Booster Draft.

Prerelease tournaments (16K, REL 2): Prerelease tournaments are held approximately two weeks prior to the release of each expert-level expansion. The format for each Prerelease tournament is Sealed Deck using the new product. Prerelease events are open to all players.

Amateur Championship (32K, REL 3): This title event is open to all players who have never earned a pro point. The format is Standard.

DCI™ Universal Penalty Guidelines

2000–2001 Tournament Season
Effective November 1, 2001

Introduction

The DCI Penalty Guidelines provide a structure to help judges determine the appropriate penalties for infractions that occur during the course of a tournament. Penalties exist to protect players from potential misconduct. All penalties in this document (with the exception of section 160) assume that the infraction is unintentional. If a judge believes that an infraction was intentional, the penalty should be upgraded as appropriate (see section 160). Please remember that these are only guidelines. If the judge believes that the situation has significant, extenuating circumstances, he or she is free to modify the penalty as appropriate.
Note: See appendix B of the DCI Universal Tournament Rules for definitions of terms in this document.

Contents

10. Format of Infractions

Infractions are listed in the following manner:
- Infraction Type, Infraction Name—The category and designation of the infraction
- Definition—The description of what qualifies as an infraction
- Example—Sample incidents of the infraction
- Philosophy—The reasoning behind the penalty
- Penalty—Recommended penalties at each Rules Enforcement Level (REL)

20. Definition of Penalties

Caution: This is the smallest penalty that can be given. A caution is a verbal warning to a player. The caution must explain the infraction and the consequences if the infraction is repeated. A caution should be reported to the head judge, but does not need to be reported to the DCI.

Warning: A warning is an officially tracked penalty. The purpose of a warning is to alert judges and players involved that a problem has occurred and to keep a permanent record of the infraction in the DCI Penalty Database. Warnings must be communicated to the head judge and the tournament official responsible for the permanent tracking of the warning. Warnings must also be communicated to the players to whom they are issued, explaining the infractions as well as possible consequences if the infractions are repeated.

Game Loss: A warning is always given with this penalty. If the player is in between games, the loss should be applied to the player's next game. Game losses must be communicated to the head judge and the tournament official responsible for the permanent tracking of the warning. Judges must communicate game losses to the players to which they are issued and explain the infractions and possible consequences if the infractions are repeated.

Match Loss: A warning is always given with this penalty. Generally, the match loss applies to the current match. If in between matches, or if extenuating circumstances apply, a judge should apply this to the next match in the tournament. For example, a player receives a major unsporting conduct penalty during the last turn of the deciding game of a match. The judge might decide that the match loss should apply to the next match because the current match is basically finished and a match loss would be no penalty at this point. Match losses must be communicated to the head judge and the tournament official responsible for the permanent tracking of the warning. Judges must communicate match losses to the players to which they are issued and explain the infractions and possible consequences if the infractions are repeated.

Disqualification: A warning is always given with this penalty. When this penalty is applied, the player loses his or her current match and is dropped from the tournament. Players will still receive whatever prizes they have earned before the disqualification. In certain situations, a disqualification without prize is appropriate. A disqualification without prize is defined as a disqualification with the player receiving no prizes and receiving no additional awards (such as pro points, event invitations, and so on). Disqualification without prize is recommended for severe unsporting conduct and cheating. Disqualifications must be communicated to the head judge and the tournament official responsible for the permanent tracking of the warning.

30. Applying Penalties

The DCI Penalty Guidelines apply to every game the DCI sanctions, but certain infractions may not apply to certain games. For example, games that do not have a mulligan rule will not use mulligan-related penalties.

REL 2 and higher should be used only for more competitive events, typically found in Magic: The Gathering® tournaments. Tournament organizers and judges are welcome to run events at higher RELs, but most events should be run at REL 1.

For events that feature one-game matches, a game loss would essentially be a match loss. The following penalties for the following games should be used instead of a game loss.

Harry Potter™ trading card game: Match loss

Pokemon® trading card game: The player sets aside one additional prize card from the top of his or her deck. Then the opponent takes a prize card.

MLB™ **Showdown**™ sports card game: The member with the highest point value on the manager's team is ejected. (If there is a tie for highest point value, the manager chooses which team member is ejected.)

NFL Showdown sports card game: Match loss

WCW™ **Nitro**™ card game: Match loss

X-Men™ trading card game: Match loss

40. Repeat Offenses

The recommended penalty for the first offense is listed in the "Penalty" portion of each infraction. For the second offense of the same infraction, the next highest penalty is recommended. Note that this increase of penalty does not take into consideration the penalties assigned to other RELs, but instead follows the order of:

Caution—Warning—Game Loss—Match Loss—Disqualification

If a baseline penalty is a warning, the second offense should receive a game loss, and the third offense should receive a match loss. For example, at REL 1 a player's penalty for the first offense of Card Drawing—Looking at Extra Cards would be a caution. The player's penalty for a second offense would be the next highest, which is a warning. His or her third offense would result in a game loss, fourth offense a match loss, and fifth offense would result in the player's disqualification.

100. Deck Problems

This section generally deals with deck problems and related issues for Constructed and Limited tournaments.

101. Deck Problem—Illegal Main Decklist

Definition

This penalty applies to tournaments for which decklists are being used. If sideboards are being used, and only the sideboard list is illegal, please refer to section 114 instead.

Players are considered to have illegal decklists when one of the following conditions is true:
- The decklist contains an illegal number of cards.
- The decklist contains cards that are illegal for the format.
- The decklist contains cards that would make the deck illegal because it would violate a game rule (such as the four-card limit rule in Magic® games).

Examples:
(A) A player in a Standard Magic tournament has 59 cards listed on her decklist when the minimum is 60.
(B) A player in an Extended Magic tournament lists Tolarian Academy (a banned card) on his decklist.
(C) A player in a Constructed Pokémon tournament lists five Professor Oaks on her decklist when a maximum of four is allowed.

Philosophy

The decklist is the ultimate guide to a player's deck. If the decklist is illegal, the player is considered to have an illegal deck, regardless of the physical contents of his or her deck. However, because the majority of illegal decklists are due to clerical error, it is not in the best interest of the event to disqualify a player for an illegal decklist. To maintain tournament integrity, the DCI recommends that tournament officials verify the legality of all decklists as soon as possible, preferably before the beginning of round 2. At all RELs, judges and other tournament officials must be vigilant about reminding players before the tournament begins of the consequences of submitting an illegal decklist.

Penalty

At all RELs, the basic procedure is to correct a player's decklist so it is legal and let the player continue playing in the

tournament with a deck matching the corrected decklist. Any excess cards (cards violating a maximum number of cards restriction) or illegal cards should be removed from the decklist. Then, if cards need to be added to make the decklist legal, the player should add only basic resources like basic lands (for Magic) or basic energy (for Pokémon). For example, a player in a Standard Magic tournament has submitted a 58-card decklist with five Disenchants. Since there is a four-of-a-kind limit, one of the Disenchants must be removed. Now, the decklist contains only 57 cards, so three basic lands of the player's choice are added to meet the 60-card minimum. In addition, the player receives either a game or a match loss, depending on the REL (see the penalty chart below). If the submitted decklist consisted of 61 cards, no basic land would be added since the decklist was legal after the removal of the extra Disenchant.

Deck Problem—Illegal Main Decklist

REL 1	REL 2	REL 3	REL 4	REL 5
Game	Game	Match	Match	Match

102. Deck Problem—Illegal Main Deck (Legal Decklist)

Definition
This penalty applies to tournaments for which decklists are being used. If sideboards are being used and the sideboard is illegal but the sideboard list is legal, please refer to section 115 instead. This penalty applies to players who have misplaced cards from their decks, have cards from a previous opponent in their decks, or whose decks do not otherwise match their decklists.

Players are considered to have illegal decks when one of the following conditions is true (while the decklist still indicates a legal deck):
- The main deck contains an illegal number of cards.
- The main deck contains cards that are illegal for the format.
- The main deck contains cards that would make the deck illegal because it would violate a game rule (such as the four-card limit rule in Magic games).
- The contents of the main deck do not match the decklist.

Examples
(A) A player in a Standard Magic tournament is playing with 59 cards in her deck when the minimum is 60. Her decklist indicates a legal deck with 60 cards.
(B) A player in an Extended Magic tournament is playing with Tolarian Academy (a banned card) in his deck. His decklist indicates a legal deck with no banned cards.
(C) A player in a Constructed Pokémon tournament is playing with five Professor Oaks in her deck when a maximum of four is allowed. Her decklist indicates a legal deck with four Professor Oaks.
(D) A player in a Magic tournament has a Pacifism in his deck from a previous opponent. His decklist indicates a legal deck.

Philosophy
The decklist is the ultimate guide to a player's deck. If the decklist indicates a legal deck, but the actual contents of the deck do not match the decklist, the player should restore the deck to reflect the decklist.

Penalty
At all RELs, the player should receive a game loss and then be instructed to make any changes necessary to make the contents of the deck match what is recorded on the decklist. If these changes cannot be completed within 5 minutes, the penalty should be upgraded to a match loss. The changes must be completed before the next match begins for the player to continue in the tournament.

Deck Problem—Illegal Main Deck (Legal Decklist)

All Levels
Game

103. Deck Problem—Illegal Main Deck (No Decklist Used)

Definition
This penalty applies to tournaments for which decklists are not being used. If sideboards are being used and only the sideboard is illegal, then refer to section 106 instead.

Players are considered to have illegal main decks when one of the following conditions is true:
- The main deck contains an illegal number of cards.
- The main deck contains cards that are illegal for the format.
- The main deck contains cards that would make the deck illegal because it would violate a game rule (such as the four-card limit rule in Magic games).

Examples
(A) A player in a Standard Magic tournament has fifty-nine cards in her deck when the minimum is sixty.
(B) A player in an Extended Magic tournament has Tolarian Academy (a banned card) in his deck.
(C) A player in a Constructed Pokémon tournament has five Professor Oaks in her deck when a maximum of four is allowed.

Philosophy
If the deck contains an illegal selection of cards, the player is playing with an illegal deck. However, lower REL events should be used to teach players the game, so it is not in the best interest of the event to disqualify players for illegal decks.

Penalty
At higher RELs, decklists are normally used, so a separate, more severe penalty for higher RELs is not needed. At all RELs, judges and other tournament

officials must be vigilant about reminding players before the tournament begins of the consequences of playing with an illegal deck.

When decklists are not being used, the general philosophy is to correct a player's deck and allow the player to continue playing. The head judge should work with the player to correct the deck. All illegal cards should be removed immediately. If cards need to be added to make the deck legal, the judge should require that the player add only simple cards like basic lands (for Magic) or basic energy (for Pokémon).

Deck Problem—Illegal Main Deck
(No Decklist)

REL 1	REL 2	REL 3	REL 4	REL 5
Game	Game	N/A	N/A	N/A

104. **Deck Problem—Illegal Sideboard List**
Definition
This infraction applies only to games that use sideboards and only if players are required to register their sideboard cards for the tournament. If players are not required to register their sideboards, refer to section 106, Deck Problem—Illegal Sideboard (No Decklist Used). For purposes of this infraction, it is irrelevant whether the actual cards being used in a player's sideboard are legal. The decklist (including sideboard list) is the final determination of the official contents of a player's sideboard.

Players are considered to have illegal sideboard lists when one of the following conditions is true:
- The sideboard list contains either too many or too few cards.
- The sideboard list contains cards that are illegal for the format.
- The sideboard list contains cards that would make the deck illegal because it would violate a game rule (such as the four-card limit rule in Magic games).

Examples
(A) player in a Constructed Magic tournament lists only fourteen cards in his sideboard.
(B) A player in a Constructed Magic tournament lists three Disenchants in her sideboard, while having two Disenchants listed in her main deck.
(C) A player in a Standard Magic tournament lists Time Spiral (a banned card) in his sideboard.
(D) A player in a Limited Magic tournament fails to list any of her sideboard cards in the "Total" column of her decklist.

Philosophy
The sideboard list is the ultimate guide to a player's sideboard. If the sideboard list is illegal, the player is considered to have an illegal sideboard, regardless of the physical contents of his or her sideboard. However, because the majority of illegal sideboards are due to clerical error, it is not in the best interest of the event to disqualify a player for an illegal sideboard list. To maintain tournament integrity, the DCI recommends that tournament officials verify the legality of all sideboard lists as soon as possible, preferably before the beginning of round 2. At all RELs, judges and other tournament officials must be vigilant about reminding players before the tournament begins of the consequences of submitting an illegal sideboard list.

Penalty
At all RELs, the basic procedure is to correct a player's sideboard list so it is legal, if possible, and let the player continue playing in the tournament with a sideboard matching the corrected sideboard list. Any excess cards (cards violating a maximum-number-of-cards restriction) or illegal cards should be removed from the sideboard list. Then, if cards need to be added to make the sideboard list legal, the player should add only basic resources like basic lands (for Magic) or basic energy (for Pokémon). For example, a player in a Standard Magic tournament has submitted a thirteen-card sideboard list with five Disenchants. Because there is a four-of-a-kind card limit, one of the Disenchants must be removed. After removal, the sideboard list will contain only twelve cards, so three basic lands of the player's choice are added to meet the fifteen-card requirement. In addition, the player receives a game loss.

Deck Problem—Illegal Sideboard List

All Levels
Game

105. Deck Problem—Illegal Sideboard
(Legal List)

Definition
This infraction applies only to games that use sideboards and only if players are required to register their sideboards for the tournament. If players are not required to register their sideboards, refer to section 106, Deck Problem—Illegal Sideboard (No List Used). If a player's sideboard list is illegal, refer to section 104, Deck Problem—Illegal Sideboard List. The decklist (including the sideboard list) is the final determination of the official contents of a player's sideboard; therefore, an illegal sideboard list infraction takes precedence over an illegal sideboard infraction (assuming sideboard lists are being used).

Players are considered to have illegal sideboards when one of the following conditions is true:
- The sideboard contains either too many or too few cards.
- The sideboard contains cards that are illegal for the format.
- The sideboard contains cards that would make the deck illegal because it would violate a game rule (such as the four-card limit rule in Magic games).

- The contents of the sideboard do not match the sideboard list.

Examples
(A) During a Constructed Magic tournament, a player is found to have five Terrors in his sideboard, although the sideboard list is legal (listing only four).
(B) A player has misplaced several cards from her sideboard (or lost the entire sideboard), but the sideboard list is legal.

Philosophy
When the physical cards in the sideboard are illegal, but the sideboard list is legal, the best solution is to alter the sideboard to match the list. If the sideboard list is illegal, do not use this penalty; instead refer to section 114, which assigns a more strict penalty.

Penalty
In addition to the appropriate penalty, the sideboard is altered to match the list for the remainder of the tournament. This includes final rounds or rounds of the tournament that will be played on different days of the tournament. The player is informed that he or she may not use his or her sideboard for the remainder of the current match. The player is responsible for correcting the sideboard error and finding any replacement cards that are needed before the next round begins. If the player is unable to obtain the appropriate cards, then those slots in the sideboard should be filled with basic lands of the player's choice.

Deck Problem—Illegal Sideboard
(Legal List)
All Levels
Game

106. **Deck Problem—Illegal Sideboard**
(No List Used)

Definition
This infraction applies only to games that use sideboards and only if players are not required to register their sideboards for the tournament. If players are required to register their sideboards, refer to section 104, Deck Problem—Illegal Sideboard List or section 105, Deck Problem—Illegal Sideboard (Legal List).
Players are considered to have illegal sideboards when one of the following conditions is true:
- The sideboard contains either too many or too few cards.
- The sideboard contains cards that are illegal for the format.
- The sideboard contains cards that would make the deck illegal because it would violate a game rule (such as the four-card limit rule in Magic games).

Philosophy
When a sideboard is illegal, the cleanest solution is to remove the sideboard entirely. This creates a significant penalty, which is appropriate for the infraction, while still allowing the player

to continue in the event.

Penalty
At higher REL events, decklists are normally used, so a separate, more severe penalty for higher RELs is not needed.
In addition to the appropriate penalty, the sideboard is invalidated for the remainder of the tournament. This includes final rounds or rounds of the tournament that will be played later that day or on different days of the tournament. The sideboard is not physically removed, but the player is informed that he or she may not use his or her sideboard for the rest of the tournament. The player is responsible for notifying an opponent that his or her sideboard has been invalidated before the second game of a match begins. Failure to notify an opponent that a sideboard has been invalidated is considered a Procedural Error—Minor.

Deck Problem—Illegal Sideboard
(No List Used)

REL 1 REL 2 REL 3 REL 4 REL 5
Game   Game   N/A   N/A   N/A

110. **Procedural Error**
This section provides penalties for procedural errors. Many infractions fit into this category, although it is impossible to list them all. The head judge should use his or her discretion when deciding which penalty applies to an unlisted procedural error.

111. **Procedural Error—Minor**

Definition
A minor procedural error occurs when a player performs an unintentional, slightly disruptive action at a tournament.

Examples
(A) A player indicates "Peregrine Drake" instead of "Pendrell Drake" while recording the contents of his sealed deck.
(B) A player fails to provide a reliable method to track her life total.
(C) A player shuffles his deck after an opponent has cut it.
(D) A player repeatedly holds her cards below the table.
(E) A player leaves a small amount of garbage in the tournament area (such as a gum wrapper or scrap of paper from a score pad).
(F) A player is using a snow-covered land in a Standard Magic tournament.

Philosophy
Procedural errors vary significantly. The judge should adjust the penalty appropriately to reflect the level of tournament disruption.

Penalty
If the procedural error makes it impossible for a player to effectively complete the game or match in the allotted period of time, the judge should upgrade the penalty to a match/game loss.

Procedural Error—Minor

All Levels
Caution

112. Procedural Error—Major

Definition
A major procedural error occurs when a player performs an unintentional, disruptive action at the tournament.

Examples
(A) A player fails to write her name on her decklist.
(B) A player replaces cards in his sealed deck with copies of the same card without permission from a judge.
(C) A player does not sufficiently randomize her deck before presenting it to her opponent.
(D) A player leaves a large amount of garbage in the tournament area (such as uneaten food and/or food wrappers).

Philosophy
Procedural errors vary significantly. The judge should adjust the penalty appropriately to reflect the level of tournament disruption.

Penalty
If the procedural error makes it impossible for a player to effectively complete the game or match in the allotted period of time, the judge should upgrade the penalty to a match/game loss.

Procedural Error—Major

All Levels
Warning

113. Procedural Error—Severe

Definition
A severe procedural error occurs when a player performs an unintentional, extremely disruptive action at the tournament.

Examples
(A) A player spills coffee on his deck and is unable to play the match effectively.

Philosophy
Procedural errors vary significantly and the judge should adjust the penalty appropriately to reflect the level of tournament disruption.

Penalty
If the procedural error makes it impossible for a player to effectively complete the game or match in the allotted period of time, the judge should upgrade the penalty.

Procedural Error—Severe

All Levels
Game

114. Procedural Error—Failure to Desideboard

Definition
Players are considered to have committed this infraction when they don't return their decks to their original configurations before presenting their decks to their opponents at the beginning of the first game of a match. This infraction applies only to games that use sideboards.

Examples
(A) A player in a Magic tournament leaves a Circle of Protection: Red in her deck from the previous round.

Philosophy
In this situation, a game loss is a fair penalty. Tournaments that do not use decklists should not use this offense unless some method of registering sideboards is used.

Penalty
Procedural Error—Failure to Desideboard
All Levels
Game

115. Procedural Error—Misrepresentation

Definition
A player is considered to have committed this infraction when he or she unintentionally misplayed a card or a game rule.

Examples
(A) A player in a Pokémon tournament attempts to evolve his Charmander into Charizard, illegally skipping the Charmeleon evolution.
(B) A player in a Magic tournament plays Wrath of God (2 ✱ ✱) using one white mana and three colorless mana.
(C) A player in a Magic tournament attempts to play Treachery on a creature with protection from blue.

Philosophy
This penalty assumes an unintentional action on behalf of the player. If the judge believes the misrepresentation was intentional, see section 160, Cheating. When the error is noticed and no significant game actions have taken place, the error should be corrected. If any significant game actions have taken place (such as moving to the next player's turn), it is better to leave the game undisturbed because players have made play decisions based on the present state of the game.

Penalty

Procedural Error—Misrepresentation

REL 1	REL 2	REL 3	REL 4	REL 5
Caution	Caution	Warning	Warning	Warning

116. Procedural Error—Tardiness

Definition
A player is considered to have committed this infraction when he or she is not in his or her seat when the round begins.

Examples
(A) A player arrives to her seat 5 minutes after the round begins.
(B) A player hands in his decklist after the time designated by the judge or organizer.

Philosophy
Players are responsible for being on time for their matches.

Penalty
A tardiness penalty should not be given if a round started early and a player arrived at his or her seat before the originally announced start time. At lower RELs, the tournament organizer may elect to give players the amount of time allotted for the pregame procedure (3 minutes) to arrive before a game loss is awarded. At higher RELs, a game loss should be awarded as soon as the round begins. At any REL, if a player is not in his or her seat 10 minutes into the round, he or she should be awarded a second game loss. If a player does not arrive before the end of the round, he or she should be dropped from the event.

Procedural Error—Tardiness

REL 1	REL 2	REL 3	REL 4	REL 5
Warning	Warning	Game	Game	Game

117. Procedural Error—Playing the Wrong Opponent

Definition
Two people played against each other when they were paired against different players for that round.

Examples
(A) A player sits at the incorrect table and plays the wrong opponent.

Philosophy
It is each player's responsibility to ensure they are sitting in the correct seat.

Penalty
If the error is discovered within the pregame time limit for the first game (usually 3 minutes), then the player sitting at the wrong table should receive a warning and report to the correct seat. If the error is discovered after the pregame time limit has expired but before the time that a second game loss would be awarded for section 116, Procedural Error—Tardiness (usually 10 minutes), the player sitting at the wrong table should receive a game loss and should report to the correct table. If the error is not discovered until after the time that a second game loss would be awarded for section 116, Procedural Error—Tardiness, the player sitting at the wrong table should receive a match loss.

Procedural Error—Playing the Wrong Opponent
All Levels
Warning

120. Card Drawing
This section includes infractions relating to inappropriate card drawing, card viewing, and related topics.

121. Card Drawing—Drawing Extra Cards

Definition
Players are considered to have drawn a card when they move a card more than one card length away from their decks (unless this is in the act of counting out cards face down). Players are also considered to have drawn a card when they take a card from their decks and perform any other action (playing a spell, advancing a phase in the game, and so on). If a player draws a card in this manner, the card is considered to have entered his or her hand immediately. In Magic games, this is generally considered an indication that the player has moved to his or her draw step (unless instructed to draw by some other effect).
Players are not considered to have drawn extra cards when they place a card face down on the table (without looking at the card) in an effort to accurately count out cards as they draw. This penalty should be applied only once to one or more cards if they are drawn in the same action or sequence of actions, at the judge's discretion.

Philosophy
Any time players draw extra cards, there is always a chance they will go unnoticed by their opponent, potentially giving them a significant advantage. Because of this potential for abuse, the penalty for drawing extra cards is fairly severe. A player can accidentally look at extra cards very easily, so a separate, less-severe penalty is established for that infraction called Card Drawing—Looking at Extra Cards (section 122).
Correcting the problem always involves putting the extra card (if known, or a random card from the player's hand, if not known) on top of the deck. This ensures that a player does not receive an advantage from a free shuffle (which he or she would receive if the card were shuffled back into the deck) and that the game will be impacted as little as possible.

Card Drawing—Improper Drawing at Start of Game
(section 123) is a separate, less-severe penalty.

Penalty
For the game to continue, the situation should always be corrected. When it is obvious which extra card was drawn, the card should be placed back on top of the deck. If it is unclear which card is the "extra" card, a random card should be selected from the player's hand. If several

cards are involved and it is unclear which order the cards were in, the cards should be placed randomly on top of the deck. The opponent of the player committing the infraction should be allowed to see any cards the other player has seen due to this infraction.

An automatic game loss should be applied if a player has drawn so many cards that a judge is unable to correct the situation. If the judge feels that the player has received enough of an advantage by drawing an extra card (for example, the player has had his or her library modified by his or her opponent or the player sees the next card, which reveals some crucial strategic information), the penalty should be upgraded to a game loss.

Card Drawing—Drawing Extra Cards

REL 1   REL 2   REL 3   REL 4   REL 5
Warning   Warning   Game   Game   Game

122. Card Drawing—Looking at Extra Cards

Definition
Players are considered to have looked at a card when the card is moved any significant amount from their decks. This could include dropping cards on the floor, turning a card over while shuffling their opponents' decks, or revealing cards from their decks in the act of misplaying a card. This penalty also applies when a player has looked at a card in an opponent's deck or hand in the course of a game (such as turning over an extra card while resolving a random discard effect).

A player is not considered to have looked at extra cards when he or she places a card face down on the table (without looking at the card) in an effort to count out cards he or she will draw.

This penalty should be applied only once to one or more cards if they are seen in the same action or sequence of actions.

Examples
(A) A player accidentally flips over a card while shuffling her opponent's deck.
(B) A player flips over an extra card while drawing from his deck.
(C) A player looks at the bottom card of her deck when presenting it to her opponent for cutting/shuffling.
(D) A player shuffles his deck or his opponent's deck with the cards face up.
(E) A player takes a card from her opponent's deck instead of her own.

Philosophy
A player can accidentally look at extra cards very easily, so the penalty is less severe than Card Drawing—Drawing Extra Cards. Drawing extra cards is a separate, more severe penalty because of the increased potential for abuse. In order to avoid supplying a free shuffle, the card(s) is placed back on top of the deck (if it was the top card of the deck that was seen) or returned to the area where it came from.

Penalty
In addition to the appropriate penalty, the situation should always be corrected. The opponent of the player committing the infraction should be allowed to see any cards that the other player has seen illegally due to this infraction.

An automatic game loss should be applied if a player has seen so many cards that a judge is unable to correct the situation or has received too much of an advantage by seeing an extra card (for example, the player sees the next card, which reveals some crucial, strategic information).

Card Drawing—Looking at Extra Cards

REL 1   REL 2   REL 3   REL 4   REL 5
Caution   Caution   Warning   Warning   Warning

123. Card Drawing—Improper Drawing at Start of Game

Definition
Players committing this infraction draw extra cards (or too few cards) when they draw their hands, either initially or while resolving a mulligan.

Examples
(A) A player in a Pokémon tournament draws eight cards in her initial hand (instead of seven).
(B) A player in a Magic tournament draws seven cards in his initial hand (instead of six) after taking a mulligan.
(C) A player in a Magic tournament who is playing first (as opposed to drawing first) incorrectly draws a card during her first draw step.

Philosophy
This is generally a minor infraction and deserves a fairly minor penalty. Forcing players to redraw their hands with one less card is fairly quick and simple and avoids the possibility of a player gaining an advantage if he or she just had to reshuffle his or her cards and draw a new hand.

Penalty
The player must shuffle his or her hand into his or her deck and redraw the opening hand, drawing one less card than the number he or she should have drawn—not the number he or she actually drew. (This is similar to a forcing a mulligan in a Magic game.)

Card Drawing—Improper Drawing at Start of Game

REL 1   REL 2   REL 3   REL 4   REL 5
Caution   Caution   Warning   Warning   Warning

124. Card Drawing—Failure to Draw

Definition
A player does not draw a card that he or she was required to draw.

Examples
(A) A player in a Pokémon tournament forgets to draw a card at the start of her turn.
(B) A player in a Magic tournament forgets to draw a card after a "cantrip" effect.

Philosophy
This is generally a minor infraction and deserves a fairly minor penalty. If the judge believes that it affected game play significantly (for example, a player forgot to draw several cards from a Howling Mine that allowed him or her to use Cursed Scroll successfully for several turns), the judge can upgrade the penalty to a game loss.

Penalty
Players must correct the situations by drawing however many cards they neglected to draw (unless a turn has passed).

Card Drawing—Failure to Draw

REL 1 REL 2 REL 3 REL 4 REL 5
Caution Caution Warning Warning Warning

130. Marked Cards
This section deals with marked cards or sleeves. As always, the penalties for these infractions assume the infraction was unintentional. If the head judge feels the markings are intentional, he or she should refer to section 160, Cheating.

131. Marked Cards—Minor

Definition
A player's cards are marked in a way that is disruptive but unlikely to give an advantage to that player. (If the player is using sleeves, the cards must be examined while in the sleeves to determine if they are marked.)

Examples
(A) A player in a Magic tournament has small marks on a few of his sleeves. The markings are on an island, a Counterspell, and a Masticore.
(B) A player without sleeves has several premium cards that stand out significantly from the rest of her deck.

Philosophy
If the possibility for advantage is fairly low, the player should be required to replace the card(s) or sleeve(s) but should not receive a significant penalty.

Penalty
Marked Cards—Minor

REL 1 REL 2 REL 3 REL 4 REL 5
Caution Caution Caution Warning Warning

132. Marked Cards—Major

Definition
A player's cards are marked in such a way that could potentially give a significant advantage to that player. (If the player is using sleeves, the cards must be examined while in the sleeves to determine if they are marked.)

Examples
(A) A player in a Magic tournament has a marking on each of his land cards that makes them easily distinguishable from the rest of the deck.
(B) A player in a Magic tournament has four Powder Kegs in her deck, all of which are in card sleeves that have a slight bend in one corner.

Philosophy
If the possibility for advantage is high, the player should receive a significant penalty. Please note that this penalty still assumes that the cards are marked unintentionally. If the head judge believes that the cards were marked intentionally, he or she should refer to section 160, Cheating.

Penalty
Marked Cards—Major

REL 1 REL 2 REL 3 REL 4 REL 5
Game Game Match Match Match

140. Slow Play
This section includes penalties for players who unintentionally play slowly.

141. Slow Play—Playing Slowly

Definition
Players who take longer than is reasonably required to complete game actions are engaging in slow play. If a judge believes that a player is intentionally playing slowly to take advantage of a time limit, that player is guilty of stalling (section 162).

Examples
(A) A player is unsure of which creatures to block with, and spends 5 minutes trying to decide.

Philosophy
Slow-play penalties do not require a judge to determine whether a player is intentionally stalling. All players have the responsibility to play quickly enough so that their opponents are not at a significant disadvantage because of the time limit.

Penalty
No extra time should be included with the penalty unless a lengthy ruling occurred (see the Universal Tournament Rules, section 18). If slow play has significantly affected the result of the match, the judge should upgrade the penalty as appropriate.

Slow Play—Playing Slowly

REL 1 REL 2 REL 3 REL 4 REL 5
Caution Caution Warning Warning Warning

142. **Slow Play—Exceeding the Pregame Time Limit**

Definition
A player exceeds the time limit for completing his or her pregame steps.

Examples
(A) After 3 minutes into a round at a Magic Pro Tour™ Qualifier, a player has not completed his shuffling.

Philosophy
This penalty assumes the player is not intentionally stalling. If the head judge believes it is intentional, refer to the penalty for stalling (section 162).

Penalty
A 1-minute time extension is included with the penalty.

Slow Play—Exceeding the Pregame Time Limit

REL 1 REL 2 REL 3 REL 4 REL 5
Caution Caution Caution Warning Warning

150. **Unsporting Conduct**
This section deals with unsporting conduct at tournaments. A player does not have to be actively involved in a match to receive a penalty for unsporting conduct.

151. **Unsporting Conduct—Minor**

Definition
Minor unsporting conduct is defined as behavior that may be disruptive to a person at the tournament, but that has no significant impact on the operation of the tournament in any way.

Examples
(A) A player uses profanity in the presence of a parent or young player.
(B) A player loudly demands to a judge that her opponent receive a penalty.

Philosophy
Different levels of unsporting conduct should be penalized accordingly. The head judge is always the final authority on what constitutes unsporting conduct and is free to interpret the guidelines as he or she sees.

Penalty

Unsporting Conduct—Minor

All Levels
Warning

152. **Unsporting Conduct—Major**

Definition
Major unsporting conduct is defined as behavior that is disruptive to a player or players at the tournament, but does not cause delays or include any form of physical contact or significant emotional distress.

Examples
(A) A player repeatedly calls a judge and argues that his opponent should lose the game for insignificant procedural oversights.
(B) A player fails to obey the instructions of a tournament official.

Philosophy
Different levels of unsporting conduct should be penalized accordingly. The head judge is always the final authority on what constitutes unsporting conduct and is free to interpret the guidelines as he or she sees fit.

Penalty

Unsporting Conduct—Major

REL 1 REL 2 REL 3 REL 4 REL 5
Game Game Match Match Match

153. **Unsporting Conduct—Severe**

Definition
Severe unsporting conduct is defined as behavior that is disruptive to a player or players at a tournament, causes delays, and may include any form of physical contact or significant emotional distress.

Examples
(A) A player pulls a chair from beneath another player, causing her to fall to the ground with a minor injury.
(B) A player argues in an excessive and belligerent manner with a judge after the judge has made a final ruling.

Philosophy
Different levels of unsporting conduct should be penalized accordingly. The head judge is always the final authority on what constitutes unsporting conduct and is free to interpret the guidelines as he or she sees fit.

Penalty

Unsporting Conduct—Severe

All Levels
Disqualification without prize

160. **Cheating**
This section deals with intentionally committed infractions that can give a player a significant advantage over others.

161. **Cheating—Bribery**

Definition
A player attempts to bribe an opponent into conceding, drawing, or changing the results of a match, or two players attempt to determine the outcome of a game or match using a random method such as a coin flip or die roll. Refer to section 25 of the Universal Tournament Rules for a more detailed description of what constitutes bribery.

Examples
(A) A player in a Swiss round offers his opponent $100 to concede the match.
(B) Two players roll a die to determine the winner of a match.

Philosophy
Bribery disrupts the integrity of the tournament and is strictly forbidden. Randomly determining the outcome of a game or match is also specifically prohibited. Please refer to section 25 of the Universal Tournament Rules to ensure the proper application of this penalty.

Penalty

Cheating—Bribery

All Levels
Disqualification without prize

162. **Cheating—Stalling**

Definition
A player intentionally plays slowly in order to take advantage of the time limit. Refer to section 161 for unintentional slow play.

Examples
(A) A player has two lands in his hand, no options available to significantly affect the game, and spends several minutes "thinking" about what to do.

Philosophy
If it is clear that a player is stalling, he or she should face a serious penalty.

Penalty

Cheating—Stalling

REL 1	REL 2	REL 3	REL 4	REL 5
Match	Match	Match	DQ	DQ

163. **Cheating—Fraud**

Definition
A player intentionally misrepresents rules, procedures, personal information, or any other relevant tournament information.
Examples
(A) A player uses a fake name and DCI number when registering for a tournament.
(B) A player misrepresents the results of a match to tournament officials.

Philosophy
There should be zero tolerance for this type of activity.

Penalty

Cheating—Fraud

All Levels
Disqualification without prize

164. **Cheating—Other**

Definition
This category includes any intentional infraction that does not fall into the categories of bribery, stalling, or fraud.

Examples
(A) A player intentionally looks at the faces of his opponent's cards while shuffling and uses this information to stack the cards in an order unfavorable for the opponent.
(B) A player marks cards in his deck and intentionally uses this information to gain an advantage.
(C) A player intentionally draws extra cards while the opponent is distracted.

Philosophy
Any player who intentionally violates the rules should face a serious penalty.

Penalty

Cheating—Other

All Levels
Disqualification without prize3

Infraction	REL 1	REL 2	REL 3	REL 4	REL 5
Deck Problem—Illegal Main Decklist	Game	Game	Match	Match	Match
Deck Problem—Illegal Main Deck (Legal Decklist)	Game	Game	Game	Game	Game
Deck Problem—Illegal Main Deck (No Decklist Used)	Game	Game	N/A	N/A	N/A
Deck Problem—Illegal Sideboard List	Game	Game	Game	Game	Game
Deck Problem—Illegal Sideboard (Legal List)	Game	Game	Game	Game	Game
Deck Problem—Illegal Sideboard (No List Used)	Game	Game	N/A	N/A	N/A
Procedural Error—Minor	Caution	Caution	Caution	Caution	Caution
Procedural Error—Major	Warning	Warning	Warning	Warning	Warning
Procedural Error—Severe	Game	Game	Game	Game	Game
Procedural Error—Failure to Desideboard Game	Game	Game	Game	Game	
Procedural Error—Misrepresentation	Caution	Caution	Warning	Warning	Warning
Procedural Error—Tardiness	Warning	Warning	Game	Game	Game
Procedural Error—Playing the Wrong Opponent	Warning	Warning	Warning	Warning	Warning
Card Drawing—Drawing Extra Cards	Warning	Warning	Game	Game	Game
Card Drawing—Looking at Extra Cards	Caution	Caution	Warning	Warning	Warning
Card Drawing—Improper Drawing at Start of Game	Caution	Caution	Warning	Warning	Warning
Card Drawing—Failure to Draw	Caution	Caution	Warning	Warning	Warning
Marked Cards—Minor	Caution	Caution	Caution	Warning	Warning
Marked Cards—Major	Game	Game	Match	Match	Match
Slow Play—Playing Slowly	Caution	Caution	Warning	Warning	Warning
Slow Play—Exceeding Pregame Time Limit	Caution	Caution	Caution	Warning	Warning
Unsporting Conduct—Minor	Warning	Warning	Warning	Warning	Warning
Unsporting Conduct—Major	Game	Game	Match	Match	Match
Unsporting Conduct—Severe	Disqualification without prize				
Cheating—Bribery	Disqualification without prize				
Cheating—Stalling	Match	Match	Match	DQ	DQ
Cheating—Fraud	Disqualification without prize				
Cheating—Other	Disqualification without prize				

Note: REL 1 is the standard enforcement level for most DCI tournaments.

Appendix B—Contact Information

2001–2002 DCI™ Floor Rules Update

This document provides an overview of the changes from last season's documents. Minor editing changes are not necessarily noted. Changes to the DCI™ Floor Rules will be effective November 1, 2001 (except the Floor Rules for the Pokémon trading card game, which is effective October 15, 2001). All text in italics is explanatory and is not included in the main documents.

DCI Universal Tournament Rules

3. Player Eligibility

Policy regarding employees has been revised and updated. Corporate employee(see Appendix B of the UTR) refers to any person whose place of employment is any Wizards of the Coast® office (Antwerp, Beijing, London, Milan, Paris, Seattle, and Sydney). This includes all full-time contractors; however, Hasbro corporate employees are allowed to participate in DCI-sanctioned play. The DCI feels that there is no significant benefit that any Hasbro corporate employee could gain by being an employee.

Wizards of the Coast employees must wait thirty days from their last days of employment to participate in DCI-sanctioned play. Strategic partner (see Appendix B of the UTR) refers to any person or company that manages regional organized play for Wizards of the Coast (for example, Hobby Japan or Amigo).

- Wizards of the Coast corporate employees (see Appendix B of the UTR);
- Former Wizards of the Coast corporate employees (until thirty days after their last days of employment at Wizards of the Coast);
- Wizards of the Coast (including The Game Keeper®) retail store employees may play in Prerelease tournaments, Amateur Championships, Friday Night Magic events, and non-Premier events. However, Wizards of the Coast retail store employees may not play in any other Premier event as defined in Appendix B, and they may not play in any events that take place in the stores at which they are employed.
- Employees of Wizards of the Coast Strategic Partners (see Appendix B of the UTR) may not participate in DCI-sanctioned play (for example, Hobby Japan, Amigo Spiel, Devir, and so on).
- Playtesters and reviewers of a card set used in an event may not play in that event unless the event takes place at least eighteen days after the Prerelease tournament that featured that card set;

6. Publishing Event Information

Wizards of the Coast may publish players' deck lists on Sideboard™ Online during a tournament. This information may be used in concert with, but is not limited to, Pro Tour™–level events. Wizards of the Coast also has the right to publish penalty and suspension information.

Wizards of the Coast reserves the right to publish event information, such as the contents of a player's deck as well as transcripts or video reproductions of any DCI-sanctioned tournament, at any time (including during the tournament).

Wizards of the Coast reserves the right to publish penalty and suspension information.

13. Player Responsibilities

The DCI requires that all players attempt to maintain accurate ratings. The DCI provides the tools necessary for players to manage their ratings in the form of the Magic Player Rewards program (www.wizards.com/magicrewards). If you urgently need to reach the DCI appeals center, you can contact them in North America, Europe, and Latin America at dciappeals@wizards.com. In Japan, please use mpr.jp@wizards.com.

Players must follow the rules interpretations and guidelines for play set forth by the DCI, the head judge, and other tournament officials. Players are expected to behave in a respectful and sporting manner at all times. Players who argue with the head judge or other tournament officials may be subject to the appropriate provisions of the DCI Penalty Guidelines. Players are still subject to the appropriate penalties even if a judge was present at the match at which the infraction occurred. Players are not permitted to waive penalties on behalf of their opponents. The judge must ensure that the appropriate penalty, if any, is imposed.

All players are responsible for maintaining an accurate rating. If an anomaly occurs in a player's rating, he or she should contact the DCI immediately.

14. Spectator and Press Responsibilities

The responsibilities of the press has been added to this section in order to cover the growing coverage at Premier-level events. Press includes any person who is covering the event for any media (this includes Internet-based media). Players may not request that a member of the press not observe their matches.

Spectators are expected to remain silent during matches and are not permitted to communicate with players in any way while matches are in progress. Players have the right to request that a spectator not observe their matches. All such requests must be made through a judge.

Spectators and members of the press who believe that they have observed rules violations should inform a judge, but they must not interfere with the match.

17. Appeals to the Head Judge

The responsibilities of the head judge have been clarified. Policy regarding the Team Leader judge system has been added because there have been situations in which players who wish to appeal to the head judge mistakenly appeal to a team leader. Any appeal of a judge's decision must go to the head judge and do not have to pass through a team leader.

If players should disagree with a judge's decision, they are free to appeal the ruling to the head judge. The head judge has the right to overrule other judges' decisions. Players may not appeal to the head judge before the judge responding to the situation renders an initial decision. The head judge's decision is final.

The Team Leader judge system is a system in which the judge staff is divided into groups and team leaders are appointed. These leaders

manage a small group of judges for the day. If the Team Leader judge system is used, all appeals must still be passed to the head judge, whose decision is final.

21. Shuffling
The DCI has mandated the shuffling of opponents' decks at all REL 3 and above events. This mandate will help to reduce the number of incidents of cheating using an improper shuffling technique. Although there is no penalty for failing to shuffle an opponent's deck, the DCI feels that the inclusion of this clause in the Floor Rules will serve to educate players. Head judges and tournament organizers can mandate the shuffling of opponents' decks at lower RELs (1 and 2) as long as they announce this at the beginning of the tournament.

To aid in randomization, at REL 3 and higher events, players must always shuffle their opponents' decks at the beginning of games. If a deck-manipulation effect takes place, players may shuffle and must cut their opponents' decks after the effect has resolved and any shuffling is completed.

25. Conceding a Match
The process of prize distribution has been streamlined to accommodate players who wish to split prizes during the final match of a single-elimination Top 8 round Furthermore, players are no longer allowed to alter the prize distribution.

Players who wish to split prizes should make their intents clear and should make the offer in the presence of the head judge of the event.

Players may concede a game or match at any time within the following guidelines. The conceded game or match is recorded as a loss for the conceding player. If a player refuses to play, it is assumed that he or she concedes the match.

The following actions are prohibited:
- Offering or accepting a bribe or prize split in exchange for the concession, draw or drop of a match
- Attempting to determine the winner of a game or match by a random method, such as a coin flip or die roll

Players who engage in these actions will be subject to the appropriate provisions of the DCI Penalty Guidelines.

Players are allowed to share prizes they have won as they wish, such as with teammates, as long as any such sharing does not occur as an exchange for concession or draw of a game or match.

Players in the final of a Top 8 single-elimination tournament have the option not to play their match. If both players of the final match agree not to play, one of them must agree to drop from the event (in order for prizes to be awarded). The DCI ratings of the players will not be affected because no match will have been played. The dropping player receives the second-place prize, and the other finalist receives the first-place prize. The prizes will be sent only to the winner (that is, the finalist who did not drop); Wizards of the Coast will not send the Pro Tour invitation and the travel award to different people.

Example #1: If all players in the Top 8 single-elimination portion of a tournament decide to split the first- through eighth-place prizes equally among them instead of following the original distribution announced by the organizer, they may do so as long as no matches are conceded in exchange for the prize split.

Example #2: Two players in the final of a Pro Tour Qualifier may agree to split the prizes (the travel award and the Pro Tour invitation), but this agreement cannot alter the results of the match. One player must drop from the event, leaving the travel award and the invitation to the player who did not drop from the event. That player is then free to split the prizes as agreed upon. The prizes will be sent only to the winner (that is, the finalist who did not drop); Wizards of the Coast will not send the Pro Tour invitation and the travel award to different people.

28. Taking Notes
Players are now allowed to take any sort of notes, although they may not reference outside notes during the match.

Players are allowed to take written notes during a match and may refer to these notes while the match is in progress. However, players are expected to take their notes in a timely fashion, and players who take too much time will be subject to the appropriate provisions of the DCI Penalty Guidelines.

Players may not refer to outside notes during the match. The exception is that writing on the faces of cards (including sideboard cards) is permitted as long as it is not disruptive or inappropriate.

41. Cheating
Illegal notes are no longer mentioned in this section. Providing a judge with false or misleading information is considered cheating.

Giving false or misleading information to a judge or tournament official

43. Slow Play
This paragraph was reworded to make it clear that slow play is unacceptable.

Players must take their turns in a timely fashion. Playing too slowly or stalling for time is not acceptable. If a judge determines that a player is playing excessively slowly at any point during the tournament, the responsible player will be subject to the appropriate provisions of the DCI Penalty Guidelines.

44. Marked Cards
Sleeved cards must be examined while in the sleeve to determine if they are marked.

A card is considered marked if it bears something that makes it possible to identify the card without seeing its face, including scratches, discoloration, unnatural bends, and so on. If a player's cards are sleeved, the sleeves are considered part of the cards, so the cards must be examined while in the sleeves to determine if they are marked.

63. Abnormal Cards or Boosters
The head judge is encouraged to consult with the tournament organizer regarding abnormal cards or boosters.

Players who have an abnormal number of cards in the decks or booster packs they receive must inform the head judge, who may replace the deck or booster pack at his or her discretion

in consultation with the tournament organizer. The head judge makes the final decision.

67. Sealed Deck Swap
The Sealed Deck swap is now more thoroughly explained.

A Sealed Deck event may require participants to perform a sealed deck swap. In a sealed deck swap, players do not play with the decks they originally receive at the event. Instead, the sealed products—as well as deck-registration sheets—are handed out to all players in the event. Players open their decks and record the contents on their deck-registration sheets. This process is called "registering a deck," and 20 minutes is allowed for it. Tournament officials will then collect the sealed product and the corresponding deck-registration sheets. Next, the tournament officials hand out decks randomly to all players. It is perfectly acceptable for some players to receive their original decks back at this point. This entire process is called a sealed deck swap. Players are then allowed 30 minutes to construct their decks (60 minutes for team events) from the product they have at that time.

74. Booster Draft Procedure
Pokemon tournament organizers are encouraged to use five booster packs (not six) for Pokémon Booster Draft tournaments.

After each player's first pack is drafted, a tournament official will instruct players to open the next specified pack and draft in the same fashion, except that the direction of drafting is reversed. This process is repeated until all cards in all booster packs are drafted. For example, if five booster packs of Pokémon: Team Rocket™ cards were being drafted, the first, third, and fifth packs would be drafted clockwise and the second and fourth packs would be drafted counterclockwise.

75. Rochester Draft Rules
The active player now lays out the booster pack (instead of the pod judge).

Example: The active player lays out cards from a booster pack. The cards can be considered to be in chronological order (1–15), where 1 is the first card placed on the table and 15 is the last card placed on the table. If a player fails to draft in a timely manner, the cards on the table are examined by the pod judge and the first card that was placed on the table is given to the player. If that card has already been selected, the second card that was placed on the table is given, and so on.

76. Rochester Draft Table Preparation
Players now receive thirty seconds (not twenty) for the Rochester Draft review period.

In preparation for each pack being drafted, the pod judge lays out the entire contents of the pack face up on the table, with the cards facing the active player (see Section 77, Rochester Draft—Active Player Rotation). Players are given 30 seconds to review the cards before drafting begins.

Magic: The Gathering Floor Rules

104. New Releases
The Magic Floor Rules now specify the exact dates when new cards sets are legal.

The following card sets are scheduled to release during the 2001–2002 tournament season: Odyssey™, Torment™, and Judgment™.

They become legal in Constructed tournaments on the following days:
Odyssey set: November 1, 2001
Torment set: March 1, 2002
Judgment set: July 1, 2002

These dates are subject to change. Any changes will be announced via an official DCI announcement.

New card sets are allowed in Limited play at any time, including before their public releases.

111. Match Structure
Games that result in a draw no longer count toward the game totals of a match. For scorekeeping purposes, however, draws are still counted. For example, if game 1 is won by Player One, game 2 is won by Player Two, game 3 is a draw, and game 4 is a draw, players must play a fifth game (time permitting). Whichever player wins the fifth and deciding game will be declared the winner of the match, and the match result will be entered as 2-1-2.

Unfinished games (games that cannot be completed due to time) count as a draw.

Three is the default number of games in a Magic match, and tournament organizers must allow three games per match. If a tournament organizer chooses they can run the single elimination final rounds as a best of five, this must be announced before the tournament begins. Match results—not individual game results—are reported to the DCI for the purpose of inclusion in worldwide ratings and rankings.

Drawn games (games without a winner) do not count toward one of the three games in a match. The match should continue until one player has won the majority of games as long as time allows.

112. Match Time Limits
Policy regarding the minimum time allowed for a match (45 minutes) has been added. This has been long thought of as a rule, but has never been written in the Floor Rules. It is being included to ensure that players are provided an adequate amount of time to play all games in a match.

Required time limits have been added to Premier-level events. This ensures that all events, no matter where they are held, maintain the same time limits.

Policy regarding a standard set of time limits for Limited deck construction has been added. This policy is only a guide; however, the DCI strongly suggests that tournament organizers use these suggested times. The DCI has found that these time limits offer players enough time to create their decks and accurately fill out their decklists.

The minimum time limit for any match is 45 minutes.

The following time limits are recommended for each round of a tournament:
Constructed and Limited tournaments—50 minutes

Single-elimination quarterfinal or semifinal matches—90 minutes
Single-elimination final matches—no time limit

The following time limits are required:
In multiple-day tournaments in which the finals are held on a separate day (such as some National Championship, Continental Championship,, World Championship, or Pro Tour events), the Swiss rounds shall be 60 minutes, and the final round will have no time limit. Otherwise, the Swiss rounds shall each be 50 minutes.
Grand Prix events, Grand Prix Trials, Pro Tour Qualifiers, State/Province Championships, and Regionals must use 50-minute Swiss rounds.
In addition, the following time limits are recommended for Limited tournaments:
Sealed Deck—20 minutes for deck registration and 30 minutes for deck construction
Draft—30 minutes for deck registration and construction
Team Sealed Deck—20 minutes for deck registration and 60 minutes for deck construction
Team Draft—30 minutes for deck construction and registration

113. Who Plays First
The choice of who plays first has been expanded and clarified. If no choice is made by the choosing player (this occurs most often if a player is not concentrating on the game), it is assumed that the player chose to play. This will help to avoid malicious actions on the part of players who may try to trick their opponents by not clearly indicating a play or draw.
The winner of a coin toss (or other random method) chooses either to play first and skip his or her first draw step or to play second. The winner of the coin toss must make this choice before looking at his or her hand. If the coin toss winner makes no choice, it is assumed that they are playing first. The player who plays first skips the draw step of his or her first turn. Each turn thereafter follows the standard order set forth in the Magic rules of play. This is commonly referred to as the play/draw rule.
After each game in a match, the loser of that game (even if the game loss was due to a penalty) decides whether to play first in the next game. If the game was a draw (so there was no winner or loser), the player who decided to play or draw for that game chooses for the next game.

114. Pregame Procedures
Players are required to put their sideboards in a clearly distinguishable place before games begin.
Before a game begins, players determine who plays first (see section 113). This may be done any time during the pregame procedure before the players look at their hands. (Note that players are not required to decide who plays first before sideboarding.) The following steps must be performed before each game begins:
1. Players may exchange cards in their decks for cards in their sideboards (only after the first game of the match).
2. Players shuffle their decks (see Universal Tournament Rules, section 21). Note that players may stop shuffling to perform additional sideboarding, but must then shuffle sufficiently.

3. Players present their decks to their opponents for additional shuffling and cutting.
4. If the opponent has shuffled the player's deck, that player may make one final cut.
5. Players present their sideboards and put them in a clearly distinguishable place.
6. Each player draws seven cards.
7. Each player, in turn, decides whether to mulligan (see section 115).

Once mulligans are resolved, the game can begin.

122. Sideboard Use
Players are reminded to present their sideboards and to keep them a clearly distinguishable place.
Before each game begins, players must present their sideboards and allow their opponents to count the number of cards in their sideboards (face down), if requested. Players may not look at their sideboards during a game. The sideboard must be clearly identified and separated from all other cards in the play area. The sideboard may not be kept where it could be easily confused or switched with other cards.

125. Standard-Format Deck Construction
126. Extended-Format Deck Construction
127. Type 1–Format Deck Construction
128. Type 1.5–Format Deck Construction
129. Block-Format Deck Construction
These sections have been updated with new sets that will be rotating into Constructed play during the 2001–2002 tournament season. This Magic Floor Rules update does not contain any changes to set rotation schedules or Banned or Restricted Lists.

134. Rules for Sealed Deck Tournaments
The five-land swap has been replaced with an unlimited land swap. It is important to note that this rule applies only to nonpremium basic lands. Players should note on their decklists which premium lands they have received, just as they do with nonland cards. In the case of a deck swap, the premium lands must stay with their deck.
In Sealed Deck tournaments, players may exchange any number of nonpremium basic lands from the cards they receive in the sealed product for basic lands of their choice (provided by the tournament organizer). This exchange may take place any time in between games in a match.
In the past, tournament organizers have used a "five extra land" or "five-land swap" procedure for Sealed Deck tournaments. These procedures are no longer used because they usually encourage players to request more lands than they need. In cases in which one basic land is more popular than another, there is no evidence to show that the "five-land swap" is more effective at conserving land than the newly prescribed method.

147. Team Rochester Draft Tournaments
Team Rochester Draft is explained in this new section.
Team Rochester events require teams of three players each, and two teams are seated at each table for the draft. Team members sit opposite the opposing team's player with the same designation. (For example, in a three-person team

event, players sit around the table clockwise in this order: 1A, 1B, 1C, 2A, 2B, 2C.)

During the draft, talking is not allowed. However, nonverbal signals such as pointing and gesturing are permitted.

The winner of a coin toss (or other random method) chooses either to pick first or to allow the other team to pick first. The "B" player of the team that picks first will lay out the first pack. All fifteen cards are drafted from the pack, but otherwise the draft follows the standard Rochester Draft rules for timing and active-player rotation (see the Universal Tournament Rules, sections 76 and 77).

Example: Team 1 and Team 2 are seated around a table. They are numbered 1A-1B-1C-2A-2B-2C in a clockwise order. Team 2 wins the coin toss, and the members of Team 2 choose to let Team 1 pick first. The active player for the first pack is Player 1B. The first booster pack for Player 1B is opened and placed face up in front of Player 1B. After the 30-second review period has expired, the draft order is as follows:

```
Player 1B—card 1
Player 1A—card 6
Player 1C—card 11
Player 1C—card 2
Player 1A—card 7
Player 1B—card 12
Player 2A—card 3
Player 2C—card 8
Player 1B—card 13
Player 2B—card 4
Player 2B—card 9
Player 1C—card 14
Player 2C—card 5
Player 2A—card 10
Player 2A—card 15
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Appendix A—Premier Events

Several of the entries in this appendix were updated to reflect changes in the 2001-2002 DCI Tournament Policy.

World Championships (48K, REL 5, level 4 judge required)

This section has been updated with the format and location of the 2002 World Championships.

The World Championships are the culminating event of professional Magic play for the season. The 2002 World Championships will be held in August in Sydney, Australia. Competitors earn invitations by placing high enough in their respective National and Continental Championships or by being rated highly in either DCI ratings or pro point standings. This year's World Championships will use the following formats: Rochester Draft, Block Constructed, and Standard.

Pro Tour Events (48K, REL 5, level 4 judge required)

This section has been updated with information about the 2001-2002 Pro Tour stops.

The Magic professional circuit is made up of five Pro Tour events held around the globe. Each Pro Tour stop showcases the best players in the game competing for a total prize purse of over $200,000. Competitors earn invitations to a Pro Tour event by winning a Pro Tour Qualifier or by rating highly in either DCI ratings or pro point standings. The 2001–2002 Pro Tour season has stops scheduled in the following cities:

- September 2001, New York (Team Limited)
- November 2001, New Orleans (Extended)
- January 2002, San Diego (Rochester Draft)
- March 2002, Osaka (Block Constructed)
- May 2002, Nice (Booster Draft)

Grand Prix Events (40K, REL 4)

The special prize payout is now based on pro points instead of DCI rating.

The Grand Prix tournament series is an international circuit of large-scale Qualifier tournaments featuring cash prizes and multiple invitations to Pro Tour events. Grand Prix events are open to all players. Participants with high DCI ratings or pro point standings earn byes for Grand Prix events. Additionally, there is a special prize payout for the best finishers with 0 lifetime pro points.

Amateur Championship (32K, REL 3)

The Amateur Championship is now a 32K and REL 3 event.

This title event is open to all players who have never earned a pro point. The format is Standard.

Pokémon® Floor Rules

201. Format and Ratings Categories

There are now two different DCI-sanctioned Constructed formats.

The DCI sanctions the following formats:
Constructed Formats:
Unlimited
Modified
Limited Formats:
Booster Draft

The DCI produces the following ratings categories:
Constructed (includes the Unlimited and Modified formats)
Limited (includes the Booster Draft format)

214. Pregame Procedure

This section was expanded and clarified. Exact steps have been added and these procedures must be followed during the set up period of the game.

Before play begins, players determine who plays first (see section 213).

The steps listed below are similar to what appears in the Pokémon rulebook.

Both players draw their hands of seven cards. The active player (the one who is going first) checks to see if his or her hand contains a Basic or Baby Pokémon card. If the active player has no Basic or Baby Pokémon card in his or her hand, he or she reveals his or her hand and shuffles the hand back into his or her deck, then draws a new hand of seven cards. The nonactive player may then draw two additional cards. The active player repeats this process until he or she has a Basic or Baby Pokémon card in his or her starting hand. This procedure is called a mulligan.

The active player then places a Basic or Baby Pokémon card face down in front of himself or herself. He or she does not have to choose this Pokémon to be the active Pokémon.

The nonactive player (the player who is going second) checks to see if his or her hand contains a Basic or Baby Pokémon card. If the nonactive player has no Basic or Baby Pokémon

card in his or her hand, he or she reveals his or her hand and shuffles the hand back into his or her deck, then draws a new hand of seven cards. The active player may then draw two additional cards. The nonactive player repeats this process until he or she has a Basic or Baby Pokémon card in his or her starting hand.

The nonactive player will then choose a Basic or Baby Pokémon card and put that into play as his or her active Pokémon. He or she will then choose to place any other Basic or Baby Pokémon on his or her Bench.
The active player will then choose a Basic or Baby Pokémon card and make that Pokémon active; he or she will then choose to place Pokémon on his or her Bench until he or she is ready to begin play.

Both players will now set aside six prize cards and place them, face down, in front of them. In Booster Draft tournaments, players set aside only four Prize cards instead of the usual six.

225. Unlimited Deck Construction
The Unlimited format allows cards from all Pokémon expansions.

Unlimited decks may consist of cards from all Pokémon card sets and all promotional cards released by Wizards of the Coast. New card sets are allowed in Unlimited tournaments on the day of the product release.

The following cards are banned in Unlimited tournaments:
The promo card known as "Ancient Mew"
_____'s Pikachu (The promo card known as "Birthday Pikachu")

226. Modified Deck Construction
The Modified format is informally known as "Rocket forward" because it includes the Team Rocket expansion and all other subsequent expansions.

Modified decks may include cards from the following Pokémon card sets:
Team Rocket expansion
Gym Heroes™ expansion
Gym Challenge™ expansion
Neo Genesis™ expansion
Neo Discovery™ expansion
Southern Islands Collection™ expansion
Any new expansion released after Southern Island Collection
Cards with the promo expansion symbol

With the exception of basic Energy cards (Grass, Fire, Water, Lightning, Psychic, and Fighting), cards from the following sets are not allowed in Modified tournaments:
Base Set (no expansion symbol)
Jungle™ expansion
Fossil™ expansion
Base Set 2 expansion

The following cards are banned in Modified tournaments:
The promo card known as "Ancient Mew"
_____'s Pikachu (The promo card known as "Birthday Pikachu")
Sneasel (Neo Genesis version)

Cards stamped with Prerelease and Wizards of the Coast logos do not count as promo cards but rather as cards from their original sets. Check the expansion symbols (if any) to determine whether the card is legal in Modified. New card sets are allowed in Modified tournaments as soon as the product is available.

231. Deck-Size Limits
The deck-size limit for Pokémon Limited tournaments has been changed to forty.
Limited decks must contain exactly forty cards.

236. Prize Cards
Pokémon Booster Draft tournaments use four prize cards instead of six.
In Booster Draft tournaments, players set aside only four Prize cards instead of the usual six.

Harry Potter™ Floor Rules

This is an entirely new document.

WCW™ Nitro™ Floor Rules

401. Format and Ratings Categories
The format formerly known as Standard is now simply known as Constructed.

MLB™ Showdown™ Floor Rules

Byes and Intentional Draws
This section has been expanded to include intentional draws.

If a manager receives a bye or takes an intentional draw with another manager, treat that round as though the starter slated to appear pitched a complete game. Given that no relievers or closers are considered to have pitched during a bye round, the manager's entire bullpen resets after that round.

536. Rules for Draft Tournaments
This section now explains whether to use one or two booster packs in Draft tournaments.
For Auction Draft tournaments, each player receives one booster pack in addition to the draft pack. For Booster Draft and Rochester Draft tournaments, the tournament organizer announces before the event whether the players receive one or two booster packs in addition to the draft pack.

X-Men™ Floor Rules

601. Format and Ratings Categories
The format formerly known as Standard is now simply known as Constructed.

Universal Penalty Guidelines

30. Applying Penalties
This section now includes alternate game loss penalties for non-Magic games.
For events that feature one-game matches, a game loss would essentially be a match loss. The following penalties for the following games should be used instead of a game loss.

Harry Potter™ trading card game: Match loss

Pokemon® trading card game: The player adds one additional prize card from the top of his or her deck. Then the opponent takes a prize card.

MLB™ Showdown™ sports card game: The member with the highest point value on the manager's team is ejected. (If there is a tie for highest point value, the manager chooses which team member is ejected.)

NFL Showdown sports card game: Match loss

WCW™ Nitro™ card game: Match loss

X-Men™ trading card game: Match loss

104. Deck Problem—Illegal Sideboard List

The section regarding what to do if player's sideboard contains more than the required number of cards has been revised. The previous penalty was to issue a game loss and to remove the sideboard. This was a harsher penalty than initially intended. Under the 2001–2002 Penalty Guidelines, the sideboard should be made legal by removing the extra cards. This should be done from the bottom of the sideboard list and can include the removal of partial sets of cards. For example, if a sideboard list contains sixteen cards, the judge will look at the list and determine what the bottom card is. If this card is part of a set, the judge will remove only one of that set.

Penalty

At all RELs, the basic procedure is to correct a player's sideboard list so it is legal, if possible, and let the player continue playing in the tournament with a sideboard matching the corrected sideboard list. Any excess cards (cards violating a maximum-number-of-cards restriction) or illegal cards should be removed from the sideboard list. Then, if cards need to be added to make the sideboard list legal, the player should add only basic resources like basic lands (for Magic) or basic energy (for Pokémon). For example, a player in a Standard Magic tournament has submitted a thirteen-card sideboard list with five Disenchants. Because there is a four-of-a-kind card limit, one of the Disenchants must be removed. After removal, the sideboard list will contain only twelve cards, so three basic lands of the player's choice are added to meet the fifteen-card requirement. In addition, the player receives a game loss.

130. Marked Cards

Marked Cards infractions are is now separated into the categories of "Marked Cards—Minor" and "Marked Cards—Major."

131. Marked Cards—Minor

Definition
A player's cards are marked in a way that is disruptive but unlikely to give an advantage to that player. (If the player is using sleeves, the cards must be examined while in the sleeves to determine if they are marked.)

Examples
(A) A player in a Magic tournament has small marks on a few of his sleeves. The markings are on an island, a Counterspell, and a Masticore.
(B) A player without sleeves has several premium cards that stand out significantly from the rest of her deck.

Philosophy
If the possibility for advantage is fairly low, the player should be required to replace the card(s) or sleeve(s) but should not receive a significant penalty.

Penalty

Marked Cards—Minor

REL 1   REL 2   REL 3   REL 4   REL 5
Caution Caution Caution Warning Warning

132. Marked Cards—Major

Definition
A player's cards are marked in such a way that could potentially give a significant advantage to that player. (If the player is using sleeves, the cards must be examined while in the sleeves to determine if they are marked.)

Examples
(A) A player in a Magic tournament has a marking on each of his land cards that makes them easily distinguishable from the rest of the deck.
(B) A player in a Magic tournament has four Powder Kegs in her deck, all of which are in card sleeves that have a slight bend in one corner.

Philosophy
If the possibility for advantage is high, the player should receive a significant penalty. Please note that this penalty still assumes that the cards are marked unintentionally. If the head judge believes that the cards were marked intentionally, he or she should refer to section 160, Cheating.

Penalty

Marked Cards—Major
REL 1   REL 2   REL 3   REL 4   REL 5
Game Game Match Match Match

141. Slow Play—Playing Slowly

The philosophy section on slow play no longer encourages judges to take game score into consideration when deciding to apply a stalling penalty. Intentional slow play is considered stalling regardless of the game score.

Philosophy
Slow-play penalties do not require a judge to determine whether a player is intentionally stalling. All players have the responsibility to play quickly enough so that their opponents are not at a significant disadvantage because of the time limit.

Judges should not add extra time to the match in the case of slow play. The section that instructed judges to add extra time for slow play was removed. (However, judges should still give extra time for lengthy rulings.)

Penalty
No extra time should be included with the penalty unless a lengthy ruling occurred (see the Universal Tournament Rules, section 18). If slow play has significantly affected the result of the match, the judge should upgrade the penalty as appropriate.

161. Cheating—Bribery

In an effort to make this section more understandable, references to "collusion" have been removed. Players are prohibited from offering or accepting bribes in exchange for concessions or intentional draws, and players are not allowed to randomly determine the outcome of a game or match.

Definition

A player attempts to bribe an opponent into conceding, drawing, or changing the results of a match, or two players attempt to determine the outcome of a game or match using a random method such as a coin flip or die roll. Refer to section 25 of the Universal Tournament Rules for a more detailed description of what constitutes bribery.

Examples

(A) A player in a Swiss round offers his opponent $100 to concede the match.
(B) Two players roll a die to determine the winner of a match.

Philosophy

Bribery disrupts the integrity of the tournament and is strictly forbidden. Randomly determining the outcome of a game or match is also specifically prohibited. Please refer to section 25 of the Universal Tournament Rules to ensure the proper application of this penalty.

Penalty

Cheating—Bribery

All Levels
Disqualification without prize

164. Cheating—Other

This new category includes miscellaneous cheating offenses.

Definition

This category includes any intentional infraction that does not fall into the categories of bribery, stalling, or fraud.

Examples

(A) A player intentionally looks at the faces of his opponent's cards while shuffling and uses this information to stack the cards in an order unfavorable for the opponent.
(B) A player marks cards in his deck and intentionally uses this information to gain an advantage.
(C) A player intentionally draws extra cards while the opponent is distracted.

Philosophy

Any player who intentionally violates the rules should face a serious penalty.

Penalty

Cheating—Other

All Levels
Disqualification without prize