**MAGIC CARDS PART 7**

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| **1915 CREATURE MAGIC DECK CARDS** | | |
|  | [**GIANT SPIDER**](https://magicarena.fandom.com/wiki/Giant_Spider)**Green (4) CREATURE — SPIDER (2/4) REACH (THIS CREATURE CAN BLOCK CREATURES WITH FLYING.)** |  |
|  | [**GIDEON'S COMPANY**](https://magicarena.fandom.com/wiki/Gideon%27s_Company)**White (4) CREATURE — HUMAN SOLDIER (3/3) WHENEVER YOU GAIN LIFE, PUT TWO +1/+1 COUNTERS ON GIDEON'S COMPANY.**  **White: PUT A LOYALTY COUNTER ON TARGET GIDEON PLANESWALKER.** |  |
|  | [**GIFTED AETHERBORN**](https://magicarena.fandom.com/wiki/Gifted_Aetherborn)**BlackBlack (2) CREATURE — AETHERBORN VAMPIRE (2/3) DEATHTOUCH, LIFELINK** |  |
|  | [**GIGANTOSAURUS**](https://magicarena.fandom.com/wiki/Gigantosaurus)**GreenGreenGreenGreenGreen (5) CREATURE — DINOSAUR (10/10)** |  |
|  | [**GILDED GOOSE**](https://magicarena.fandom.com/wiki/Gilded_Goose)**Green (1) CREATURE — BIRD (0/2) FLYING**  **WHEN GILDED GOOSE ENTERS THE BATTLEFIELD, CREATE A FOOD TOKEN. (IT'S AN ARTIFACT WITH ", Tap, SACRIFICE THIS ARTIFACT: YOU GAIN 3 LIFE.") Green, Tap: CREATE A FOOD TOKEN. Tap, SACRIFICE A FOOD: ADD ONE MANA OF ANY COLOR.** |  |
|  | [**GILDED SENTINEL**](https://magicarena.fandom.com/wiki/Gilded_Sentinel)**(4) ARTIFACT CREATURE — GOLEM (3/3)** |  |
|  | [**GILTGROVE STALKER**](https://magicarena.fandom.com/wiki/Giltgrove_Stalker)**Green (2) CREATURE — MERFOLK WARRIOR (2/1) GILTGROVE STALKER CAN'T BE BLOCKED BY CREATURES WITH POWER 2 OR LESS.** |  |
|  | [**GINGERBRUTE**](https://magicarena.fandom.com/wiki/Gingerbrute)**(1) ARTIFACT CREATURE — FOOD GOLEM (1/1) HASTE**  **: GINGERBRUTE CAN'T BE BLOCKED THIS TURN EXCEPT BY CREATURES WITH HASTE. , Tap, SACRIFICE GINGERBRUTE: YOU GAIN 3 LIFE.** |  |
|  | [**GISHATH, SUN'S AVATAR**](https://magicarena.fandom.com/wiki/Gishath,_Sun%27s_Avatar)**RedGreenWhite (8) LEGENDARY CREATURE — DINOSAUR AVATAR (7/6) VIGILANCE, TRAMPLE, HASTE**  **WHENEVER GISHATH, SUN'S AVATAR DEALS COMBAT DAMAGE TO A PLAYER, REVEAL THAT MANY CARDS FROM THE TOP OF YOUR LIBRARY. PUT ANY NUMBER OF DINOSAUR CREATURE CARDS FROM AMONG THEM ONTO THE BATTLEFIELD AND THE REST ON THE BOTTOM OF YOUR LIBRARY IN A RANDOM ORDER.** |  |
|  | [**GLEAMING BARRIER**](https://magicarena.fandom.com/wiki/Gleaming_Barrier)**(2) ARTIFACT CREATURE — WALL (0/4) DEFENDER**  **WHEN GLEAMING BARRIER DIES, CREATE A TREASURE TOKEN. (IT'S AN ARTIFACT WITH "Tap, SACRIFICE THIS ARTIFACT: ADD ONE MANA OF ANY COLOR.")** |  |
|  | [**GLEAMING OVERSEER**](https://magicarena.fandom.com/wiki/Gleaming_Overseer)**BlueBlack (3) CREATURE — ZOMBIE WIZARD (1/4) WHEN GLEAMING OVERSEER ENTERS THE BATTLEFIELD, AMASS 1. (PUT A +1/+1 COUNTER ON AN ARMY YOU CONTROL. IF YOU DON'T CONTROL ONE, CREATE A 0/0 BLACK ZOMBIE ARMY CREATURE TOKEN FIRST.)**  **ZOMBIE TOKENS YOU CONTROL HAVE HEXPROOF AND MENACE.** |  |
|  | [**GLIMMERBELL**](https://magicarena.fandom.com/wiki/Glimmerbell)**Blue (2) CREATURE — ELEMENTAL JELLYFISH (1/3) FLYING**  **Blue: UNTAP GLIMMERBELL.** |  |
|  | [**GLINT-HORN BUCCANEER**](https://magicarena.fandom.com/wiki/Glint-Horn_Buccaneer)**RedRed (3) CREATURE — MINOTAUR PIRATE (2/4) HASTE**  **WHENEVER YOU DISCARD A CARD, GLINT-HORN BUCCANEER DEALS 1 DAMAGE TO EACH OPPONENT. Red, DISCARD A CARD: DRAW A CARD. ACTIVATE THIS ABILITY ONLY IF GLINT-HORN BUCCANEER IS ATTACKING.** |  |
|  | [**GLOOM PANGOLIN**](https://magicarena.fandom.com/wiki/Gloom_Pangolin)**Black (3) CREATURE — NIGHTMARE PANGOLIN (1/5)** |  |
|  | [**GLOOM SOWER**](https://magicarena.fandom.com/wiki/Gloom_Sower)**BlackBlack (7) CREATURE — HORROR (8/6) WHENEVER GLOOM SOWER BECOMES BLOCKED BY A CREATURE, THAT CREATURE'S CONTROLLER LOSES 2 LIFE AND YOU GAIN 2 LIFE.** |  |
|  | [**GLORIFIER OF DUSK**](https://magicarena.fandom.com/wiki/Glorifier_of_Dusk)**WhiteWhite (5) CREATURE — VAMPIRE SOLDIER (4/4) PAY 2 LIFE: GLORIFIER OF DUSK GAINS FLYING UNTIL END OF TURN.**  **PAY 2 LIFE: GLORIFIER OF DUSK GAINS VIGILANCE UNTIL END OF TURN.** |  |
|  | [**GLORY BEARERS**](https://magicarena.fandom.com/wiki/Glory_Bearers)**White (4) ENCHANTMENT CREATURE — HUMAN CLERIC (3/4) WHENEVER ANOTHER CREATURE YOU CONTROL ATTACKS, IT GETS +0/+1 UNTIL END OF TURN.** |  |
|  | [**GLOWSPORE SHAMAN**](https://magicarena.fandom.com/wiki/Glowspore_Shaman)**BlackGreen (2) CREATURE — ELF SHAMAN (3/1) WHEN GLOWSPORE SHAMAN ENTERS THE BATTLEFIELD, MILL THREE CARDS. YOU MAY PUT A LAND CARD FROM YOUR GRAVEYARD ON TOP OF YOUR LIBRARY.** |  |
|  | [**GLOWSTONE RECLUSE**](https://magicarena.fandom.com/wiki/Glowstone_Recluse)**Green (3) CREATURE — SPIDER (2/3) MUTATE Green (IF YOU CAST THIS SPELL FOR ITS MUTATE COST, PUT IT OVER OR UNDER TARGET NON-HUMAN CREATURE YOU OWN. THEY MUTATE INTO THE CREATURE ON TOP PLUS ALL ABILITIES FROM UNDER IT.)**  **REACH WHENEVER THIS CREATURE MUTATES, PUT TWO +1/+1 COUNTERS ON IT.** |  |
|  | [**GLUTTONOUS TROLL**](https://magicarena.fandom.com/wiki/Gluttonous_Troll)**BlackGreen (4) CREATURE — TROLL (3/3) TRAMPLE**  **WHEN GLUTTONOUS TROLL ENTERS THE BATTLEFIELD, CREATE A NUMBER OF FOOD TOKENS EQUAL TO THE NUMBER OF OPPONENTS YOU HAVE. (FOOD TOKENS ARE ARTIFACTS WITH ", Tap, SACRIFICE THIS ARTIFACT: YOU GAIN 3 LIFE.") Green, SACRIFICE ANOTHER NONLAND PERMANENT: GLUTTONOUS TROLL GETS +2/+2 UNTIL END OF TURN.** |  |
|  | [**GNARLBACK RHINO**](https://magicarena.fandom.com/wiki/Gnarlback_Rhino)**GreenGreen (4) CREATURE — RHINO (4/4) TRAMPLE (THIS CREATURE CAN DEAL EXCESS COMBAT DAMAGE TO THE PLAYER OR PLANESWALKER IT'S ATTACKING.)**  **WHENEVER YOU CAST A SPELL THAT TARGETS GNARLBACK RHINO, DRAW A CARD.** |  |
|  | [**GNARLED SAGE**](https://magicarena.fandom.com/wiki/Gnarled_Sage)**GreenGreen (5) CREATURE — TREEFOLK DRUID (4/4) REACH (THIS CREATURE CAN BLOCK CREATURES WITH FLYING.)**  **AS LONG AS YOU'VE DRAWN TWO OR MORE CARDS THIS TURN, GNARLED SAGE GETS +0/+2 AND HAS VIGILANCE. (ATTACKING DOESN'T CAUSE IT TO TAP.)** |  |
|  | [**GOBLIN ARSONIST**](https://magicarena.fandom.com/wiki/Goblin_Arsonist)**Red (1) CREATURE — GOBLIN SHAMAN (1/1) WHEN GOBLIN ARSONIST DIES, YOU MAY HAVE IT DEAL 1 DAMAGE TO ANY TARGET.** |  |
|  | [**GOBLIN ASSAILANT**](https://magicarena.fandom.com/wiki/Goblin_Assailant)**Red (2) CREATURE — GOBLIN WARRIOR (2/2)** |  |
|  | [**GOBLIN ASSAULT TEAM**](https://magicarena.fandom.com/wiki/Goblin_Assault_Team)**Red (4) CREATURE — GOBLIN WARRIOR (4/1) HASTE**  **WHEN GOBLIN ASSAULT TEAM DIES, PUT A +1/+1 COUNTER ON TARGET CREATURE YOU CONTROL.** |  |
|  | [**GOBLIN BANNERET**](https://magicarena.fandom.com/wiki/Goblin_Banneret)**Red (1) CREATURE — GOBLIN SOLDIER (1/1) MENTOR (WHENEVER THIS CREATURE ATTACKS, PUT A +1/+1 COUNTER ON TARGET ATTACKING CREATURE WITH LESSER POWER.)**  **Red: GOBLIN BANNERET GETS +2/+0 UNTIL END OF TURN.** |  |
|  | [**GOBLIN BIRD-GRABBER**](https://magicarena.fandom.com/wiki/Goblin_Bird-Grabber)**Red (2) CREATURE — GOBLIN (2/1) Red: GOBLIN BIRD-GRABBER GAINS FLYING UNTIL END OF TURN. ACTIVATE THIS ABILITY ONLY IF YOU CONTROL A CREATURE WITH FLYING.** |  |
|  | [**GOBLIN CHAINWHIRLER**](https://magicarena.fandom.com/wiki/Goblin_Chainwhirler)**RedRedRed (3) CREATURE — GOBLIN WARRIOR (3/3) FIRST STRIKE**  **WHEN GOBLIN CHAINWHIRLER ENTERS THE BATTLEFIELD, IT DEALS 1 DAMAGE TO EACH OPPONENT AND EACH CREATURE AND PLANESWALKER THEY CONTROL.** |  |
|  | [**GOBLIN CHIEFTAIN**](https://magicarena.fandom.com/wiki/Goblin_Chieftain)**RedRed (3) CREATURE — GOBLIN (2/2) HASTE (THIS CREATURE CAN ATTACK AND Tap AS SOON AS IT COMES UNDER YOUR CONTROL.)**  **OTHER GOBLIN CREATURES YOU CONTROL GET +1/+1 AND HAVE HASTE.** |  |
|  | [**GOBLIN COMMANDO**](https://magicarena.fandom.com/wiki/Goblin_Commando)**Red (5) CREATURE — GOBLIN (2/2) WHEN GOBLIN COMMANDO ENTERS THE BATTLEFIELD, IT DEALS 2 DAMAGE TO TARGET CREATURE.** |  |
|  | [**GOBLIN CRATERMAKER**](https://magicarena.fandom.com/wiki/Goblin_Cratermaker)**Red (2) CREATURE — GOBLIN WARRIOR (2/2) , SACRIFICE GOBLIN CRATERMAKER: CHOOSE ONE —**  **• GOBLIN CRATERMAKER DEALS 2 DAMAGE TO TARGET CREATURE. • DESTROY TARGET COLORLESS NONLAND PERMANENT.** |  |
|  | [**GOBLIN ELECTROMANCER**](https://magicarena.fandom.com/wiki/Goblin_Electromancer)**BlueRed (2) CREATURE — GOBLIN WIZARD (2/2) INSTANT AND SORCERY SPELLS YOU CAST COST  LESS TO CAST.** |  |
|  | [**GOBLIN GOON**](https://magicarena.fandom.com/wiki/Goblin_Goon)**Red (4) CREATURE — GOBLIN MUTANT (6/6) GOBLIN GOON CAN'T ATTACK UNLESS YOU CONTROL MORE CREATURES THAN DEFENDING PLAYER.**  **GOBLIN GOON CAN'T BLOCK UNLESS YOU CONTROL MORE CREATURES THAN ATTACKING PLAYER.** |  |
|  | [**GOBLIN INSTIGATOR**](https://magicarena.fandom.com/wiki/Goblin_Instigator)**Red (2) CREATURE — GOBLIN ROGUE (1/1) WHEN GOBLIN INSTIGATOR ENTERS THE BATTLEFIELD, CREATE A 1/1 RED GOBLIN CREATURE TOKEN.** |  |
|  | [**GOBLIN LOCKSMITH**](https://magicarena.fandom.com/wiki/Goblin_Locksmith)**Red (2) CREATURE — GOBLIN ROGUE (2/1) WHENEVER GOBLIN LOCKSMITH ATTACKS, CREATURES WITH DEFENDER CAN'T BLOCK THIS TURN.** |  |
|  | [**GOBLIN MATRON**](https://magicarena.fandom.com/wiki/Goblin_Matron)**Red (3) CREATURE — GOBLIN (1/1) WHEN GOBLIN MATRON ENTERS THE BATTLEFIELD, YOU MAY SEARCH YOUR LIBRARY FOR A GOBLIN CARD, REVEAL THAT CARD, PUT IT INTO YOUR HAND, THEN SHUFFLE YOUR LIBRARY.** |  |
|  | [**GOBLIN MOTIVATOR**](https://magicarena.fandom.com/wiki/Goblin_Motivator)**Red (1) CREATURE — GOBLIN WARRIOR (1/1) Tap: TARGET CREATURE GAINS HASTE UNTIL END OF TURN. (IT CAN ATTACK AND Tap THIS TURN.)** |  |
|  | [**GOBLIN RINGLEADER**](https://magicarena.fandom.com/wiki/Goblin_Ringleader)**Red (4) CREATURE — GOBLIN (2/2) HASTE (THIS CREATURE CAN ATTACK AND Tap AS SOON AS IT COMES UNDER YOUR CONTROL.)**  **WHEN GOBLIN RINGLEADER ENTERS THE BATTLEFIELD, 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 IN ANY ORDER.** |  |
|  | [**GOBLIN RUINBLASTER**](https://magicarena.fandom.com/wiki/Goblin_Ruinblaster)**Red (3) CREATURE — GOBLIN SHAMAN (2/1) KICKER Red (YOU MAY PAY AN ADDITIONAL Red AS YOU CAST THIS SPELL.)**  **HASTE WHEN GOBLIN RUINBLASTER ENTERS THE BATTLEFIELD, IF IT WAS KICKED, DESTROY TARGET NONBASIC LAND.** |  |
|  | [**GOBLIN SHORTCUTTER**](https://magicarena.fandom.com/wiki/Goblin_Shortcutter)**Red (2) CREATURE — GOBLIN SCOUT (2/1) WHEN GOBLIN SHORTCUTTER ENTERS THE BATTLEFIELD, TARGET CREATURE CAN'T BLOCK THIS TURN.** |  |
|  | [**GOBLIN SMUGGLER**](https://magicarena.fandom.com/wiki/Goblin_Smuggler)**Red (3) CREATURE — GOBLIN ROGUE (2/2) HASTE (THIS CREATURE CAN ATTACK AND Tap AS SOON AS IT COMES UNDER YOUR CONTROL.)**  **Tap: ANOTHER TARGET CREATURE WITH POWER 2 OR LESS CAN'T BE BLOCKED THIS TURN.** |  |
|  | [**GOBLIN TRAILBLAZER**](https://magicarena.fandom.com/wiki/Goblin_Trailblazer)**Red (2) CREATURE — GOBLIN PIRATE (2/1) MENACE** |  |
|  | [**GOBLIN TRASHMASTER**](https://magicarena.fandom.com/wiki/Goblin_Trashmaster)**RedRed (4) CREATURE — GOBLIN WARRIOR (3/3) OTHER GOBLINS YOU CONTROL GET +1/+1.**  **SACRIFICE A GOBLIN: DESTROY TARGET ARTIFACT.** |  |
|  | [**GOBLIN WARCHIEF**](https://magicarena.fandom.com/wiki/Goblin_Warchief)**RedRed (3) CREATURE — GOBLIN WARRIOR (2/2) GOBLIN SPELLS YOU CAST COST  LESS TO CAST.**  **GOBLINS YOU CONTROL HAVE HASTE.** |  |
|  | [**GOD-ETERNAL BONTU**](https://magicarena.fandom.com/wiki/God-Eternal_Bontu)**BlackBlack (5) LEGENDARY CREATURE — ZOMBIE GOD (5/6) MENACE**  **WHEN GOD-ETERNAL BONTU ENTERS THE BATTLEFIELD, SACRIFICE ANY NUMBER OF OTHER PERMANENTS, THEN DRAW THAT MANY CARDS. WHEN GOD-ETERNAL BONTU DIES OR IS PUT INTO EXILE FROM THE BATTLEFIELD, YOU MAY PUT IT INTO ITS OWNER'S LIBRARY THIRD FROM THE TOP.** |  |
|  | [**GOD-ETERNAL KEFNET**](https://magicarena.fandom.com/wiki/God-Eternal_Kefnet)**BlueBlue (4) LEGENDARY CREATURE — ZOMBIE GOD (4/5) FLYING**  **YOU MAY REVEAL THE FIRST CARD YOU DRAW EACH TURN AS YOU DRAW IT. WHENEVER YOU REVEAL AN INSTANT OR SORCERY CARD THIS WAY, COPY THAT CARD AND YOU MAY CAST THE COPY. THAT COPY COSTS  LESS TO CAST. WHEN GOD-ETERNAL KEFNET DIES OR IS PUT INTO EXILE FROM THE BATTLEFIELD, YOU MAY PUT IT INTO ITS OWNER'S LIBRARY THIRD FROM THE TOP.** |  |
|  | [**GOD-ETERNAL OKETRA**](https://magicarena.fandom.com/wiki/God-Eternal_Oketra)**WhiteWhite (5) LEGENDARY CREATURE — ZOMBIE GOD (3/6) DOUBLE STRIKE**  **WHENEVER YOU CAST A CREATURE SPELL, CREATE A 4/4 BLACK ZOMBIE WARRIOR CREATURE TOKEN WITH VIGILANCE. WHEN GOD-ETERNAL OKETRA DIES OR IS PUT INTO EXILE FROM THE BATTLEFIELD, YOU MAY PUT IT INTO ITS OWNER'S LIBRARY THIRD FROM THE TOP.** |  |
|  | [**GOD-ETERNAL RHONAS**](https://magicarena.fandom.com/wiki/God-Eternal_Rhonas)**GreenGreen (5) LEGENDARY CREATURE — ZOMBIE GOD (5/5) DEATHTOUCH**  **WHEN GOD-ETERNAL RHONAS ENTERS THE BATTLEFIELD, DOUBLE THE POWER OF EACH OTHER CREATURE YOU CONTROL UNTIL END OF TURN. THOSE CREATURES GAIN VIGILANCE UNTIL END OF TURN. WHEN GOD-ETERNAL RHONAS DIES OR IS PUT INTO EXILE FROM THE BATTLEFIELD, YOU MAY PUT IT INTO ITS OWNER'S LIBRARY THIRD FROM THE TOP.** |  |
|  | [**GOLDEN GUARDIAN**](https://magicarena.fandom.com/wiki/Golden_Guardian)**(4) ARTIFACT CREATURE — GOLEM (4/4) DEFENDER**  **: GOLDEN GUARDIAN FIGHTS ANOTHER TARGET CREATURE YOU CONTROL. WHEN GOLDEN GUARDIAN DIES THIS TURN, RETURN IT TO THE BATTLEFIELD TRANSFORMED UNDER YOUR CONTROL.** |  |
|  | [**GOLDMANE GRIFFIN**](https://magicarena.fandom.com/wiki/Goldmane_Griffin)**WhiteWhite (5) CREATURE — GRIFFIN (3/2) FLYING, VIGILANCE**  **WHEN GOLDMANE GRIFFIN ENTERS THE BATTLEFIELD, YOU MAY SEARCH YOUR LIBRARY AND/OR GRAVEYARD FOR A CARD NAMED AJANI, INSPIRING LEADER, REVEAL IT, AND PUT IT INTO YOUR HAND. IF YOU SEARCH YOUR LIBRARY THIS WAY, SHUFFLE IT.** |  |
|  | [**GOLGARI FINDBROKER**](https://magicarena.fandom.com/wiki/Golgari_Findbroker)**BlackBlackGreenGreen (4) CREATURE — ELF SHAMAN (3/4) WHEN GOLGARI FINDBROKER ENTERS THE BATTLEFIELD, RETURN TARGET PERMANENT CARD FROM YOUR GRAVEYARD TO YOUR HAND.** |  |
|  | [**GOLGARI RAIDERS**](https://magicarena.fandom.com/wiki/Golgari_Raiders)**Green (4) CREATURE — ELF WARRIOR (0/0) HASTE**  **UNDERGROWTH — GOLGARI RAIDERS ENTERS THE BATTLEFIELD WITH A +1/+1 COUNTER ON IT FOR EACH CREATURE CARD IN YOUR GRAVEYARD.** |  |
|  | [**GOLOS, TIRELESS PILGRIM**](https://magicarena.fandom.com/wiki/Golos,_Tireless_Pilgrim)**(5) LEGENDARY ARTIFACT CREATURE — SCOUT (3/5) WHEN GOLOS, TIRELESS PILGRIM ENTERS THE BATTLEFIELD, YOU MAY SEARCH YOUR LIBRARY FOR A LAND CARD, PUT THAT CARD ONTO THE BATTLEFIELD TAPPED, THEN SHUFFLE YOUR LIBRARY.**  **WhiteBlueBlackRedGreen: EXILE THE TOP THREE CARDS OF YOUR LIBRARY. YOU MAY PLAY THEM THIS TURN WITHOUT PAYING THEIR MANA COSTS.** |  |
|  | [**GONTI, LORD OF LUXURY**](https://magicarena.fandom.com/wiki/Gonti,_Lord_of_Luxury)**BlackBlack (4) LEGENDARY CREATURE — AETHERBORN ROGUE (2/3) DEATHTOUCH**  **WHEN GONTI, LORD OF LUXURY ENTERS THE BATTLEFIELD, LOOK AT THE TOP FOUR CARDS OF TARGET OPPONENT'S LIBRARY, EXILE ONE OF THEM FACE DOWN, THEN PUT THE REST ON THE BOTTOM OF THAT LIBRARY IN A RANDOM ORDER. YOU MAY LOOK AT AND CAST THAT CARD FOR AS LONG AS IT REMAINS EXILED, AND YOU MAY SPEND MANA AS THOUGH IT WERE MANA OF ANY TYPE TO CAST THAT SPELL.** |  |
|  | [**GORECLAW, TERROR OF QAL SISMA**](https://magicarena.fandom.com/wiki/Goreclaw,_Terror_of_Qal_Sisma)**Green (4) LEGENDARY CREATURE — BEAR (4/3) CREATURE SPELLS YOU CAST WITH POWER 4 OR GREATER COST  LESS TO CAST.**  **WHENEVER GORECLAW, TERROR OF QAL SISMA ATTACKS, EACH CREATURE YOU CONTROL WITH POWER 4 OR GREATER GETS +1/+1 AND GAINS TRAMPLE UNTIL END OF TURN.** |  |
|  | [**GOREMAND**](https://magicarena.fandom.com/wiki/Goremand)**BlackBlack (6) CREATURE — DEMON (5/5) AS AN ADDITIONAL COST TO CAST THIS SPELL, SACRIFICE A CREATURE.**  **FLYING TRAMPLE (THIS CREATURE CAN DEAL EXCESS COMBAT DAMAGE TO THE PLAYER OR PLANESWALKER IT'S ATTACKING.) WHEN GOREMAND ENTERS THE BATTLEFIELD, EACH OPPONENT SACRIFICES A CREATURE.** |  |
|  | [**GORGING VULTURE**](https://magicarena.fandom.com/wiki/Gorging_Vulture)**Black (3) CREATURE — BIRD (2/2) FLYING**  **WHEN GORGING VULTURE ENTERS THE BATTLEFIELD, MILL FOUR CARDS. YOU GAIN 1 LIFE FOR EACH CREATURE CARD PUT INTO YOUR GRAVEYARD THIS WAY.** |  |
|  | [**GORING CERATOPS**](https://magicarena.fandom.com/wiki/Goring_Ceratops)**WhiteWhite (7) CREATURE — DINOSAUR (3/3) DOUBLE STRIKE**  **WHENEVER GORING CERATOPS ATTACKS, OTHER CREATURES YOU CONTROL GAIN DOUBLE STRIKE UNTIL END OF TURN.** |  |
|  | [**GRAND WARLORD RADHA**](https://magicarena.fandom.com/wiki/Grand_Warlord_Radha)**RedGreen (4) LEGENDARY CREATURE — ELF WARRIOR (3/4) HASTE**  **WHENEVER ONE OR MORE CREATURES YOU CONTROL ATTACK, ADD THAT MUCH MANA IN ANY COMBINATION OF Red AND/OR Green. UNTIL END OF TURN, YOU DON'T LOSE THIS MANA AS STEPS AND PHASES END.** |  |
|  | [**GRAPPLING SUNDEW**](https://magicarena.fandom.com/wiki/Grappling_Sundew)**Green (2) CREATURE — PLANT (0/4) DEFENDER, REACH**  **Green: GRAPPLING SUNDEW GAINS INDESTRUCTIBLE UNTIL END OF TURN. (DAMAGE AND EFFECTS THAT SAY "DESTROY" DON'T DESTROY THIS CREATURE.)** |  |
|  | [**GRASPING GIANT**](https://magicarena.fandom.com/wiki/Grasping_Giant)**White (6) CREATURE — GIANT (5/7) VIGILANCE**  **WHENEVER GRASPING GIANT BECOMES BLOCKED BY A CREATURE, EXILE THAT CREATURE UNTIL GRASPING GIANT LEAVES THE BATTLEFIELD.** |  |
|  | [**GRASPING SCOUNDREL**](https://magicarena.fandom.com/wiki/Grasping_Scoundrel)**Black (1) CREATURE — HUMAN PIRATE (1/1) GRASPING SCOUNDREL GETS +1/+0 AS LONG AS IT'S ATTACKING.** |  |
|  | [**GRASPING THRULL**](https://magicarena.fandom.com/wiki/Grasping_Thrull)**WhiteBlack (5) CREATURE — THRULL (3/3) FLYING**  **WHEN GRASPING THRULL ENTERS THE BATTLEFIELD, IT DEALS 2 DAMAGE TO EACH OPPONENT AND YOU GAIN 2 LIFE.** |  |
|  | [**GRATEFUL APPARITION**](https://magicarena.fandom.com/wiki/Grateful_Apparition)**White (2) CREATURE — SPIRIT (1/1) FLYING**  **WHENEVER GRATEFUL APPARITION DEALS COMBAT DAMAGE TO A PLAYER OR PLANESWALKER, PROLIFERATE. (CHOOSE ANY NUMBER OF PERMANENTS AND/OR PLAYERS, THEN GIVE EACH ANOTHER COUNTER OF EACH KIND ALREADY THERE.)** |  |
|  | [**GRAVE BRAMBLE**](https://magicarena.fandom.com/wiki/Grave_Bramble)**GreenGreen (3) CREATURE — PLANT (3/4) DEFENDER, PROTECTION FROM ZOMBIES** |  |
|  | [**GRAVEBREAKER LAMIA**](https://magicarena.fandom.com/wiki/Gravebreaker_Lamia)**Black (5) ENCHANTMENT CREATURE — SNAKE LAMIA (4/4) LIFELINK**  **WHEN GRAVEBREAKER LAMIA ENTERS THE BATTLEFIELD, SEARCH YOUR LIBRARY FOR A CARD, PUT IT INTO YOUR GRAVEYARD, THEN SHUFFLE YOUR LIBRARY. SPELLS YOU CAST FROM YOUR GRAVEYARD COST  LESS TO CAST.** |  |
|  | [**GRAVEDIGGER**](https://magicarena.fandom.com/wiki/Gravedigger)**Black (4) CREATURE — ZOMBIE (2/2) WHEN GRAVEDIGGER ENTERS THE BATTLEFIELD, YOU MAY RETURN TARGET CREATURE CARD FROM YOUR GRAVEYARD TO YOUR HAND.** |  |
|  | [**GRAVEL-HIDE GOBLIN**](https://magicarena.fandom.com/wiki/Gravel-Hide_Goblin)**Red (2) CREATURE — GOBLIN SHAMAN (2/1) Green: GRAVEL-HIDE GOBLIN GETS +2/+2 UNTIL END OF TURN.** |  |
|  | [**GRAVEWAKER**](https://magicarena.fandom.com/wiki/Gravewaker)**BlackBlack (6) CREATURE — BIRD SPIRIT (5/5) FLYING (THIS CREATURE CAN'T BE BLOCKED EXCEPT BY CREATURES WITH FLYING OR REACH.)**  **BlackBlack: RETURN TARGET CREATURE CARD FROM YOUR GRAVEYARD TO THE BATTLEFIELD TAPPED.** |  |
|  | [**GRAVEYARD MARSHAL**](https://magicarena.fandom.com/wiki/Graveyard_Marshal)**BlackBlack (2) CREATURE — ZOMBIE SOLDIER (3/2) Black, EXILE A CREATURE CARD FROM YOUR GRAVEYARD: CREATE A TAPPED 2/2 BLACK ZOMBIE CREATURE TOKEN.** |  |
|  | [**GRAY MERCHANT OF ASPHODEL**](https://magicarena.fandom.com/wiki/Gray_Merchant_of_Asphodel)**BlackBlack (5) CREATURE — ZOMBIE (2/4) WHEN GRAY MERCHANT OF ASPHODEL ENTERS THE BATTLEFIELD, EACH OPPONENT LOSES X LIFE, WHERE X IS YOUR DEVOTION TO BLACK. YOU GAIN LIFE EQUAL TO THE LIFE LOST THIS WAY. (EACH Black IN THE MANA COSTS OF PERMANENTS YOU CONTROL COUNTS TOWARD YOUR DEVOTION TO BLACK.)** |  |
|  | [**GRAZING WHIPTAIL**](https://magicarena.fandom.com/wiki/Grazing_Whiptail)**GreenGreen (4) CREATURE — DINOSAUR (3/4) REACH** |  |
|  | [**GREATER SANDWURM**](https://magicarena.fandom.com/wiki/Greater_Sandwurm)**GreenGreen (7) CREATURE — WURM (7/7) GREATER SANDWURM CAN'T BE BLOCKED BY CREATURES WITH POWER 2 OR LESS.**  **CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  |
|  | [**GREENWOOD SENTINEL**](https://magicarena.fandom.com/wiki/Greenwood_Sentinel)**Green (2) CREATURE — ELF SCOUT (2/2) VIGILANCE (ATTACKING DOESN'T CAUSE THIS CREATURE TO TAP.)** |  |
|  | [**GRIFFIN PROTECTOR**](https://magicarena.fandom.com/wiki/Griffin_Protector)**White (4) CREATURE — GRIFFIN (2/3) FLYING**  **WHENEVER ANOTHER CREATURE ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, GRIFFIN PROTECTOR GETS +1/+1 UNTIL END OF TURN.** |  |
|  | [**GRIFFIN SENTINEL**](https://magicarena.fandom.com/wiki/Griffin_Sentinel)**White (3) CREATURE — GRIFFIN (1/3) FLYING**  **VIGILANCE (ATTACKING DOESN'T CAUSE THIS CREATURE TO TAP.)** |  |
|  | [**GRIM INITIATE**](https://magicarena.fandom.com/wiki/Grim_Initiate)**Red (1) CREATURE — ZOMBIE WARRIOR (1/1) FIRST STRIKE**  **WHEN GRIM INITIATE DIES, AMASS 1. (PUT A +1/+1 COUNTER ON AN ARMY YOU CONTROL. IF YOU DON'T CONTROL ONE, CREATE A 0/0 BLACK ZOMBIE ARMY CREATURE TOKEN FIRST.)** |  |
|  | [**GRIM LAVAMANCER**](https://magicarena.fandom.com/wiki/Grim_Lavamancer)**Red (1) CREATURE — HUMAN WIZARD (1/1) Red, Tap, EXILE TWO CARDS FROM YOUR GRAVEYARD: GRIM LAVAMANCER DEALS 2 DAMAGE TO ANY TARGET.** |  |
|  | [**GRIM PHYSICIAN**](https://magicarena.fandom.com/wiki/Grim_Physician)**Black (1) CREATURE — ZOMBIE (1/1) WHEN GRIM PHYSICIAN DIES, TARGET CREATURE AN OPPONENT CONTROLS GETS -1/-1 UNTIL END OF TURN.** |  |
|  | [**GRIMDANCER**](https://magicarena.fandom.com/wiki/Grimdancer)**BlackBlack (3) CREATURE — NIGHTMARE (3/3) GRIMDANCER ENTERS THE BATTLEFIELD WITH YOUR CHOICE OF TWO DIFFERENT COUNTERS ON IT FROM AMONG MENACE, DEATHTOUCH, AND LIFELINK.** |  |
|  | [**GRISTLE GRINNER**](https://magicarena.fandom.com/wiki/Gristle_Grinner)**Black (5) CREATURE — ZOMBIE (3/3) WHENEVER A CREATURE DIES, GRISTLE GRINNER GETS +2/+2 UNTIL END OF TURN.** |  |
|  | [**GROWTH-CHAMBER GUARDIAN**](https://magicarena.fandom.com/wiki/Growth-Chamber_Guardian)**Green (2) CREATURE — ELF CRAB WARRIOR (2/2) Green: ADAPT 2. (IF THIS CREATURE HAS NO +1/+1 COUNTERS ON IT, PUT TWO +1/+1 COUNTERS ON IT.)**  **WHENEVER ONE OR MORE +1/+1 COUNTERS ARE PUT ON GROWTH-CHAMBER GUARDIAN, YOU MAY SEARCH YOUR LIBRARY FOR A CARD NAMED GROWTH-CHAMBER GUARDIAN, REVEAL IT, PUT IT INTO YOUR HAND, THEN SHUFFLE YOUR LIBRARY.** |  |
|  | [**GRUESOME SCOURGER**](https://magicarena.fandom.com/wiki/Gruesome_Scourger)**BlackBlack (5) CREATURE — ORC WARRIOR (3/3) WHEN GRUESOME SCOURGER ENTERS THE BATTLEFIELD, IT DEALS DAMAGE TO TARGET OPPONENT OR PLANESWALKER EQUAL TO THE NUMBER OF CREATURES YOU CONTROL.** |  |
|  | [**GRUMGULLY, THE GENEROUS**](https://magicarena.fandom.com/wiki/Grumgully,_the_Generous)**RedGreen (3) LEGENDARY CREATURE — GOBLIN SHAMAN (3/3) EACH OTHER NON-HUMAN CREATURE YOU CONTROL ENTERS THE BATTLEFIELD WITH AN ADDITIONAL +1/+1 COUNTER ON IT.** |  |
|  | [**GRUNN, THE LONELY KING**](https://magicarena.fandom.com/wiki/Grunn,_the_Lonely_King)**GreenGreen (6) LEGENDARY CREATURE — APE WARRIOR (5/5) KICKER  (YOU MAY PAY AN ADDITIONAL  AS YOU CAST THIS SPELL.)**  **IF GRUNN, THE LONELY KING WAS KICKED, IT ENTERS THE BATTLEFIELD WITH FIVE +1/+1 COUNTERS ON IT. WHENEVER GRUNN ATTACKS ALONE, DOUBLE ITS POWER AND TOUGHNESS UNTIL END OF TURN.** |  |
|  | [**GRUUL BEASTMASTER**](https://magicarena.fandom.com/wiki/Gruul_Beastmaster)**Green (4) CREATURE — HUMAN SHAMAN (2/2) RIOT (THIS CREATURE ENTERS THE BATTLEFIELD WITH YOUR CHOICE OF A +1/+1 COUNTER OR HASTE.)**  **WHENEVER GRUUL BEASTMASTER ATTACKS, ANOTHER TARGET CREATURE YOU CONTROL GETS +X/+0 UNTIL END OF TURN, WHERE X IS GRUUL BEASTMASTER'S POWER.** |  |
|  | [**GRUUL SPELLBREAKER**](https://magicarena.fandom.com/wiki/Gruul_Spellbreaker)**RedGreen (3) CREATURE — OGRE WARRIOR (3/3) RIOT (THIS CREATURE ENTERS THE BATTLEFIELD WITH YOUR CHOICE OF A +1/+1 COUNTER OR HASTE.)**  **TRAMPLE AS LONG AS IT'S YOUR TURN, YOU AND GRUUL SPELLBREAKER HAVE HEXPROOF.** |  |
|  | [**GUARDIANS OF KOILOS**](https://magicarena.fandom.com/wiki/Guardians_of_Koilos)**(5) ARTIFACT CREATURE — CONSTRUCT (4/4) WHEN GUARDIANS OF KOILOS ENTERS THE BATTLEFIELD, YOU MAY RETURN ANOTHER TARGET HISTORIC PERMANENT YOU CONTROL TO ITS OWNER'S HAND. (ARTIFACTS, LEGENDARIES, AND SAGAS ARE HISTORIC.)** |  |
|  | [**GUILDPACT INFORMANT**](https://magicarena.fandom.com/wiki/Guildpact_Informant)**Blue (3) CREATURE — FAERIE ROGUE (1/1) FLYING**  **WHENEVER GUILDPACT INFORMANT DEALS COMBAT DAMAGE TO A PLAYER OR PLANESWALKER, PROLIFERATE. (CHOOSE ANY NUMBER OF PERMANENTS AND/OR PLAYERS, THEN GIVE EACH ANOTHER COUNTER OF EACH KIND ALREADY THERE.)** |  |
|  | [**GUTTERBONES**](https://magicarena.fandom.com/wiki/Gutterbones)**Black (1) CREATURE — SKELETON WARRIOR (2/1) GUTTERBONES ENTERS THE BATTLEFIELD TAPPED.**  **Black: RETURN GUTTERBONES FROM YOUR GRAVEYARD TO YOUR HAND. ACTIVATE THIS ABILITY ONLY DURING YOUR TURN AND ONLY IF AN OPPONENT LOST LIFE THIS TURN.** |  |
|  | [**GUTTERSNIPE**](https://magicarena.fandom.com/wiki/Guttersnipe)**Red (3) CREATURE — GOBLIN SHAMAN (2/2) WHENEVER YOU CAST AN INSTANT OR SORCERY SPELL, GUTTERSNIPE DEALS 2 DAMAGE TO EACH OPPONENT.** |  |
|  | [**GYRE ENGINEER**](https://magicarena.fandom.com/wiki/Gyre_Engineer)**GreenBlue (3) CREATURE — VEDALKEN WIZARD (1/1) Tap: ADD GreenBlue.** |  |
|  | [**GYRUDA, DOOM OF DEPTHS**](https://magicarena.fandom.com/wiki/Gyruda,_Doom_of_Depths)**(6) LEGENDARY CREATURE — DEMON KRAKEN (6/6) COMPANION — YOUR STARTING DECK CONTAINS ONLY CARDS WITH EVEN CONVERTED MANA COSTS. (IF THIS CARD IS YOUR CHOSEN COMPANION, YOU MAY PUT IT INTO YOUR HAND FROM OUTSIDE THE GAME FOR  ANY TIME YOU COULD CAST A SORCERY.)**  **WHEN GYRUDA ENTERS THE BATTLEFIELD, EACH PLAYER MILLS FOUR CARDS. PUT A CREATURE CARD WITH AN EVEN CONVERTED MANA COST FROM AMONG THE MILLED CARDS ONTO THE BATTLEFIELD UNDER YOUR CONTROL.** |  |
|  | [**HAAZDA MARSHAL**](https://magicarena.fandom.com/wiki/Haazda_Marshal)**White (1) CREATURE — HUMAN SOLDIER (1/1) WHENEVER HAAZDA MARSHAL AND AT LEAST TWO OTHER CREATURES ATTACK, CREATE A 1/1 WHITE SOLDIER CREATURE TOKEN WITH LIFELINK.** |  |
|  | [**HAAZDA OFFICER**](https://magicarena.fandom.com/wiki/Haazda_Officer)**White (3) CREATURE — HUMAN SOLDIER (3/2) WHEN HAAZDA OFFICER ENTERS THE BATTLEFIELD, TARGET CREATURE YOU CONTROL GETS +1/+1 UNTIL END OF TURN.** |  |
|  | [**HACKROBAT**](https://magicarena.fandom.com/wiki/Hackrobat)**BlackRed (3) CREATURE — HUMAN ROGUE (2/3) SPECTACLE BlackRed (YOU MAY CAST THIS SPELL FOR ITS SPECTACLE COST RATHER THAN ITS MANA COST IF AN OPPONENT LOST LIFE THIS TURN.)**  **Black: HACKROBAT GAINS DEATHTOUCH UNTIL END OF TURN. Red: HACKROBAT GETS +2/-2 UNTIL END OF TURN.** |  |
|  | [**HAKTOS THE UNSCARRED**](https://magicarena.fandom.com/wiki/Haktos_the_Unscarred)**RedRedWhiteWhite (4) LEGENDARY CREATURE — HUMAN WARRIOR (6/1) HAKTOS THE UNSCARRED ATTACKS EACH COMBAT IF ABLE.**  **AS HAKTOS ENTERS THE BATTLEFIELD, CHOOSE 2, 3, OR 4 AT RANDOM. HAKTOS HAS PROTECTION FROM EACH CONVERTED MANA COST OTHER THAN THE CHOSEN NUMBER.** |  |
|  | [**HALLAR, THE FIREFLETCHER**](https://magicarena.fandom.com/wiki/Hallar,_the_Firefletcher)**RedGreen (3) LEGENDARY CREATURE — ELF ARCHER (3/3) TRAMPLE**  **WHENEVER YOU CAST A SPELL, IF THAT SPELL WAS KICKED, PUT A +1/+1 COUNTER ON HALLAR, THE FIREFLETCHER, THEN HALLAR DEALS DAMAGE EQUAL TO THE NUMBER OF +1/+1 COUNTERS ON IT TO EACH OPPONENT.** |  |
|  | [**HAMLETBACK GOLIATH**](https://magicarena.fandom.com/wiki/Hamletback_Goliath)**Red (7) CREATURE — GIANT WARRIOR (6/6) WHENEVER ANOTHER CREATURE ENTERS THE BATTLEFIELD, YOU MAY PUT X +1/+1 COUNTERS ON HAMLETBACK GOLIATH, WHERE X IS THAT CREATURE'S POWER.** |  |
|  | [**HAMMER DROPPER**](https://magicarena.fandom.com/wiki/Hammer_Dropper)**RedWhite (4) CREATURE — GIANT SOLDIER (5/2) MENTOR (WHENEVER THIS CREATURE ATTACKS, PUT A +1/+1 COUNTER ON TARGET ATTACKING CREATURE WITH LESSER POWER.)** |  |
|  | [**HANGED EXECUTIONER**](https://magicarena.fandom.com/wiki/Hanged_Executioner)**White (3) CREATURE — SPIRIT (1/1) FLYING**  **WHEN HANGED EXECUTIONER ENTERS THE BATTLEFIELD, CREATE A 1/1 WHITE SPIRIT CREATURE TOKEN WITH FLYING. White, EXILE HANGED EXECUTIONER: EXILE TARGET CREATURE.** |  |
|  | [**HANNA, SHIP'S NAVIGATOR**](https://magicarena.fandom.com/wiki/Hanna,_Ship%27s_Navigator)**WhiteBlue (3) LEGENDARY CREATURE — HUMAN ARTIFICER (1/2) WhiteBlue, Tap: RETURN TARGET ARTIFACT OR ENCHANTMENT CARD FROM YOUR GRAVEYARD TO YOUR HAND.** |  |
|  | [**HARDY VETERAN**](https://magicarena.fandom.com/wiki/Hardy_Veteran)**Green (2) CREATURE — HUMAN WARRIOR (2/2) AS LONG AS IT'S YOUR TURN, HARDY VETERAN GETS +0/+2.** |  |
|  | [**HARMONIOUS ARCHON**](https://magicarena.fandom.com/wiki/Harmonious_Archon)**WhiteWhite (6) CREATURE — ARCHON (4/5) FLYING**  **NON-ARCHON CREATURES HAVE BASE POWER AND TOUGHNESS 3/3. WHEN HARMONIOUS ARCHON ENTERS THE BATTLEFIELD, CREATE TWO 1/1 WHITE HUMAN CREATURE TOKENS.** |  |
|  | [**HARVESTER OF SOULS**](https://magicarena.fandom.com/wiki/Harvester_of_Souls)**BlackBlack (6) CREATURE — DEMON (5/5) DEATHTOUCH**  **WHENEVER ANOTHER NONTOKEN CREATURE DIES, YOU MAY DRAW A CARD.** |  |
|  | [**HATCHERY SPIDER**](https://magicarena.fandom.com/wiki/Hatchery_Spider)**GreenGreen (7) CREATURE — SPIDER (5/7) REACH**  **UNDERGROWTH — WHEN YOU CAST THIS SPELL, REVEAL THE TOP X CARDS OF YOUR LIBRARY, WHERE X IS THE NUMBER OF CREATURE CARDS IN YOUR GRAVEYARD. YOU MAY PUT A GREEN PERMANENT CARD WITH CONVERTED MANA COST X OR LESS FROM AMONG THEM ONTO THE BATTLEFIELD. PUT THE REST ON THE BOTTOM OF YOUR LIBRARY IN A RANDOM ORDER.** |  |
|  | [**HATEFUL EIDOLON**](https://magicarena.fandom.com/wiki/Hateful_Eidolon)**Black (1) ENCHANTMENT CREATURE — SPIRIT (1/2) LIFELINK**  **WHENEVER AN ENCHANTED CREATURE DIES, DRAW A CARD FOR EACH AURA YOU CONTROLLED THAT WAS ATTACHED TO IT.** |  |
|  | [**HAVOC DEVILS**](https://magicarena.fandom.com/wiki/Havoc_Devils)**RedRed (4) CREATURE — DEVIL (4/3) TRAMPLE (THIS CREATURE CAN DEAL EXCESS COMBAT DAMAGE TO THE PLAYER OR PLANESWALKER IT'S ATTACKING.)** |  |
|  | [**HAVOC JESTER**](https://magicarena.fandom.com/wiki/Havoc_Jester)**Red (5) CREATURE — DEVIL (5/5) WHENEVER YOU SACRIFICE A PERMANENT, HAVOC JESTER DEALS 1 DAMAGE TO ANY TARGET.** |  |
|  | [**HEADSTRONG BRUTE**](https://magicarena.fandom.com/wiki/Headstrong_Brute)**Red (3) CREATURE — ORC PIRATE (3/3) HEADSTRONG BRUTE CAN'T BLOCK.**  **HEADSTRONG BRUTE HAS MENACE AS LONG AS YOU CONTROL ANOTHER PIRATE.** |  |
|  | [**HEADWATER SENTRIES**](https://magicarena.fandom.com/wiki/Headwater_Sentries)**Blue (4) CREATURE — MERFOLK WARRIOR (2/5)** |  |
|  | [**HEALER OF THE GLADE**](https://magicarena.fandom.com/wiki/Healer_of_the_Glade)**Green (1) CREATURE — ELEMENTAL (1/2) WHEN HEALER OF THE GLADE ENTERS THE BATTLEFIELD, YOU GAIN 3 LIFE.** |  |
|  | [**HEALER'S HAWK**](https://magicarena.fandom.com/wiki/Healer%27s_Hawk)**White (1) CREATURE — BIRD (1/1) FLYING, LIFELINK** |  |
|  | [**HEARTFIRE IMMOLATOR**](https://magicarena.fandom.com/wiki/Heartfire_Immolator)**Red (2) CREATURE — HUMAN WIZARD (2/2) PROWESS (WHENEVER YOU CAST A NONCREATURE SPELL, THIS CREATURE GETS +1/+1 UNTIL END OF TURN.)**  **Red, SACRIFICE HEARTFIRE IMMOLATOR: IT DEALS DAMAGE EQUAL TO ITS POWER TO TARGET CREATURE OR PLANESWALKER.** |  |
|  | [**HELICA GLIDER**](https://magicarena.fandom.com/wiki/Helica_Glider)**White (3) CREATURE — NIGHTMARE SQUIRREL (2/2) HELICA GLIDER ENTERS THE BATTLEFIELD WITH YOUR CHOICE OF A FLYING COUNTER OR A FIRST STRIKE COUNTER ON IT.** |  |
|  | [**HELIOD, SUN-CROWNED**](https://magicarena.fandom.com/wiki/Heliod,_Sun-Crowned)**White (3) LEGENDARY ENCHANTMENT CREATURE — GOD (5/5) INDESTRUCTIBLE**  **AS LONG AS YOUR DEVOTION TO WHITE IS LESS THAN FIVE, HELIOD ISN'T A CREATURE. WHENEVER YOU GAIN LIFE, PUT A +1/+1 COUNTER ON TARGET CREATURE OR ENCHANTMENT YOU CONTROL. White: ANOTHER TARGET CREATURE GAINS LIFELINK UNTIL END OF TURN.** |  |
|  | [**HELIOD'S PILGRIM**](https://magicarena.fandom.com/wiki/Heliod%27s_Pilgrim)**White (3) CREATURE — HUMAN CLERIC (1/2) WHEN HELIOD'S PILGRIM ENTERS THE BATTLEFIELD, YOU MAY SEARCH YOUR LIBRARY FOR AN AURA CARD, REVEAL IT, PUT IT INTO YOUR HAND, THEN SHUFFLE YOUR LIBRARY.** |  |
|  | [**HELLKITE PUNISHER**](https://magicarena.fandom.com/wiki/Hellkite_Punisher)**RedRed (7) CREATURE — DRAGON (6/6) FLYING**  **Red: HELLKITE PUNISHER GETS +1/+0 UNTIL END OF TURN.** |  |
|  | [**HELLKITE WHELP**](https://magicarena.fandom.com/wiki/Hellkite_Whelp)**Red (5) CREATURE — DRAGON (3/3) FLYING**  **WHENEVER HELLKITE WHELP ATTACKS, IT DEALS 1 DAMAGE TO TARGET CREATURE DEFENDING PLAYER CONTROLS.** |  |
|  | [**HELLRIDER**](https://magicarena.fandom.com/wiki/Hellrider)**RedRed (4) CREATURE — DEVIL (3/3) HASTE**  **WHENEVER A CREATURE YOU CONTROL ATTACKS, HELLRIDER DEALS 1 DAMAGE TO THE PLAYER OR PLANESWALKER IT'S ATTACKING.** |  |
|  | [**HENGE WALKER**](https://magicarena.fandom.com/wiki/Henge_Walker)**(3) ARTIFACT CREATURE — GOLEM (2/2) ADAMANT — IF AT LEAST THREE MANA OF THE SAME COLOR WAS SPENT TO CAST THIS SPELL, HENGE WALKER ENTERS THE BATTLEFIELD WITH A +1/+1 COUNTER ON IT.** |  |
|  | [**HERALD OF FAITH**](https://magicarena.fandom.com/wiki/Herald_of_Faith)**WhiteWhite (5) CREATURE — ANGEL (4/3) FLYING**  **WHENEVER HERALD OF FAITH ATTACKS, YOU GAIN 2 LIFE.** |  |
|  | [**HERALD OF SECRET STREAMS**](https://magicarena.fandom.com/wiki/Herald_of_Secret_Streams)**Blue (4) CREATURE — MERFOLK WARRIOR (2/3) CREATURES YOU CONTROL WITH +1/+1 COUNTERS ON THEM CAN'T BE BLOCKED.** |  |
|  | [**HERALD OF THE DREADHORDE**](https://magicarena.fandom.com/wiki/Herald_of_the_Dreadhorde)**Black (4) CREATURE — ZOMBIE WARRIOR (3/2) WHEN HERALD OF THE DREADHORDE DIES, AMASS 2. (PUT TWO +1/+1 COUNTERS ON AN ARMY YOU CONTROL. IF YOU DON'T CONTROL ONE, CREATE A 0/0 BLACK ZOMBIE ARMY CREATURE TOKEN FIRST.)** |  |
|  | [**HERALD OF THE SUN**](https://magicarena.fandom.com/wiki/Herald_of_the_Sun)**WhiteWhite (6) CREATURE — ANGEL (4/4) FLYING**  **White: PUT A +1/+1 COUNTER ON ANOTHER TARGET CREATURE WITH FLYING.** |  |
|  | [**HERO OF PRECINCT ONE**](https://magicarena.fandom.com/wiki/Hero_of_Precinct_One)**White (2) CREATURE — HUMAN WARRIOR (2/2) WHENEVER YOU CAST A MULTICOLORED SPELL, CREATE A 1/1 WHITE HUMAN CREATURE TOKEN.** |  |
|  | [**HERO OF THE GAMES**](https://magicarena.fandom.com/wiki/Hero_of_the_Games)**Red (3) CREATURE — HUMAN SOLDIER (3/2) WHENEVER YOU CAST A SPELL THAT TARGETS HERO OF THE GAMES, CREATURES YOU CONTROL GET +1/+0 UNTIL END OF TURN.** |  |
|  | [**HERO OF THE NYXBORN**](https://magicarena.fandom.com/wiki/Hero_of_the_Nyxborn)**RedWhite (3) ENCHANTMENT CREATURE — HUMAN SOLDIER (2/2) WHEN HERO OF THE NYXBORN ENTERS THE BATTLEFIELD, CREATE A 1/1 WHITE HUMAN SOLDIER CREATURE TOKEN.**  **WHENEVER YOU CAST A SPELL THAT TARGETS HERO OF THE NYXBORN, CREATURES YOU CONTROL GET +1/+0 UNTIL END OF TURN.** |  |
|  | [**HERO OF THE PRIDE**](https://magicarena.fandom.com/wiki/Hero_of_the_Pride)**White (2) CREATURE — CAT SOLDIER (2/2) WHENEVER YOU CAST A SPELL THAT TARGETS HERO OF THE PRIDE, CREATURES YOU CONTROL GET +1/+0 UNTIL END OF TURN.** |  |
|  | [**HERO OF THE WINDS**](https://magicarena.fandom.com/wiki/Hero_of_the_Winds)**White (4) CREATURE — HUMAN SOLDIER (1/4) FLYING**  **WHENEVER YOU CAST A SPELL THAT TARGETS HERO OF THE WINDS, CREATURES YOU CONTROL GET +1/+0 UNTIL END OF TURN.** |  |
|  | [**HEROES OF THE REVEL**](https://magicarena.fandom.com/wiki/Heroes_of_the_Revel)**Red (5) CREATURE — SATYR SOLDIER (4/4) WHEN HEROES OF THE REVEL ENTERS THE BATTLEFIELD, CREATE A 1/1 RED SATYR CREATURE TOKEN WITH "THIS CREATURE CAN'T BLOCK."**  **WHENEVER YOU CAST A SPELL THAT TARGETS HEROES OF THE REVEL, CREATURES YOU CONTROL GET +1/+0 UNTIL END OF TURN.** |  |
|  | [**HIGH SENTINELS OF ARASHIN**](https://magicarena.fandom.com/wiki/High_Sentinels_of_Arashin)**White (4) CREATURE — BIRD SOLDIER (3/4) FLYING**  **HIGH SENTINELS OF ARASHIN GETS +1/+1 FOR EACH OTHER CREATURE YOU CONTROL WITH A +1/+1 COUNTER ON IT. White: PUT A +1/+1 COUNTER ON TARGET CREATURE.** |  |
|  | [**HIGHLAND GAME**](https://magicarena.fandom.com/wiki/Highland_Game)**Green (2) CREATURE — ELK (2/1) WHEN HIGHLAND GAME DIES, YOU GAIN 2 LIFE.** |  |
|  | [**HIRED BLADE**](https://magicarena.fandom.com/wiki/Hired_Blade)**Black (3) CREATURE — HUMAN ASSASSIN (3/2) FLASH (YOU MAY CAST THIS SPELL ANY TIME YOU COULD CAST AN INSTANT.)** |  |
|  | [**HIRED POISONER**](https://magicarena.fandom.com/wiki/Hired_Poisoner)**Black (1) CREATURE — HUMAN ASSASSIN (1/1) DEATHTOUCH** |  |
|  | [**HISTORIAN OF ZHALFIR**](https://magicarena.fandom.com/wiki/Historian_of_Zhalfir)**BlueBlue (4) CREATURE — HUMAN WIZARD (3/3) WHENEVER HISTORIAN OF ZHALFIR ATTACKS, IF YOU CONTROL A TEFERI PLANESWALKER, DRAW A CARD.** |  |
|  | [**HITCHCLAW RECLUSE**](https://magicarena.fandom.com/wiki/Hitchclaw_Recluse)**Green (3) CREATURE — SPIDER (1/4) REACH** |  |
|  | [**HOBBLEFIEND**](https://magicarena.fandom.com/wiki/Hobblefiend)**Red (2) CREATURE — DEVIL (2/1) TRAMPLE (THIS CREATURE CAN DEAL EXCESS COMBAT DAMAGE TO THE PLAYER OR PLANESWALKER IT'S ATTACKING.)**  **, SACRIFICE ANOTHER CREATURE: PUT A +1/+1 COUNTER ON HOBBLEFIEND.** |  |
|  | [**HOMARID EXPLORER**](https://magicarena.fandom.com/wiki/Homarid_Explorer)**Blue (4) CREATURE — HOMARID SCOUT (3/3) WHEN HOMARID EXPLORER ENTERS THE BATTLEFIELD, TARGET PLAYER MILLS FOUR CARDS.** |  |
|  | [**HONEY MAMMOTH**](https://magicarena.fandom.com/wiki/Honey_Mammoth)**GreenGreen (6) CREATURE — ELEPHANT (6/6) WHEN HONEY MAMMOTH ENTERS THE BATTLEFIELD, YOU GAIN 4 LIFE.** |  |
|  | [**HOODED BLIGHTFANG**](https://magicarena.fandom.com/wiki/Hooded_Blightfang)**Black (3) CREATURE — SNAKE (1/4) DEATHTOUCH**  **WHENEVER A CREATURE YOU CONTROL WITH DEATHTOUCH ATTACKS, EACH OPPONENT LOSES 1 LIFE AND YOU GAIN 1 LIFE. WHENEVER A CREATURE YOU CONTROL WITH DEATHTOUCH DEALS DAMAGE TO A PLANESWALKER, DESTROY THAT PLANESWALKER.** |  |
|  | [**HORIZON SCHOLAR**](https://magicarena.fandom.com/wiki/Horizon_Scholar)**Blue (6) CREATURE — SPHINX (4/4) FLYING**  **WHEN HORIZON SCHOLAR ENTERS THE BATTLEFIELD, SCRY 2. (LOOK AT THE TOP TWO CARDS OF YOUR LIBRARY, THEN PUT ANY NUMBER OF THEM ON THE BOTTOM OF YOUR LIBRARY AND THE REST ON TOP IN ANY ORDER.)** |  |
|  | [**HORNBASH MENTOR**](https://magicarena.fandom.com/wiki/Hornbash_Mentor)**Green (3) CREATURE — HUMAN WARRIOR (3/3) WHEN HORNBASH MENTOR ENTERS THE BATTLEFIELD, PUT A TRAMPLE COUNTER ON TARGET NON-HUMAN CREATURE YOU CONTROL.**  **Green, Tap: PUT A +1/+1 COUNTER ON EACH CREATURE YOU CONTROL WITH TRAMPLE.** |  |
|  | [**HOSTAGE TAKER**](https://magicarena.fandom.com/wiki/Hostage_Taker)**BlueBlack (4) CREATURE — HUMAN PIRATE (2/3) WHEN HOSTAGE TAKER ENTERS THE BATTLEFIELD, EXILE ANOTHER TARGET CREATURE OR ARTIFACT UNTIL HOSTAGE TAKER LEAVES THE BATTLEFIELD. YOU MAY CAST THAT CARD FOR AS LONG AS IT REMAINS EXILED, AND YOU MAY SPEND MANA AS THOUGH IT WERE MANA OF ANY TYPE TO CAST THAT SPELL.** |  |
|  | [**HOSTILE MINOTAUR**](https://magicarena.fandom.com/wiki/Hostile_Minotaur)**Red (4) CREATURE — MINOTAUR (3/3) HASTE (THIS CREATURE CAN ATTACK AND Tap AS SOON AS IT COMES UNDER YOUR CONTROL.)** |  |
|  | [**HOUSE GUILDMAGE**](https://magicarena.fandom.com/wiki/House_Guildmage)**BlueBlack (2) CREATURE — HUMAN WIZARD (2/2) Blue, Tap: TARGET CREATURE DOESN'T UNTAP DURING ITS CONTROLLER'S NEXT UNTAP STEP.**  **Black, Tap: SURVEIL 2. (LOOK AT THE TOP TWO CARDS OF YOUR LIBRARY, THEN PUT ANY NUMBER OF THEM INTO YOUR GRAVEYARD AND THE REST ON TOP OF YOUR LIBRARY IN ANY ORDER.)** |  |
|  | [**HOWLING GIANT**](https://magicarena.fandom.com/wiki/Howling_Giant)**GreenGreen (7) CREATURE — GIANT DRUID (5/5) REACH (THIS CREATURE CAN BLOCK CREATURES WITH FLYING.)**  **WHEN HOWLING GIANT ENTERS THE BATTLEFIELD, CREATE TWO 2/2 GREEN WOLF CREATURE TOKENS.** |  |
|  | [**HOWLING GOLEM**](https://magicarena.fandom.com/wiki/Howling_Golem)**(3) ARTIFACT CREATURE — GOLEM (2/3) WHENEVER HOWLING GOLEM ATTACKS OR BLOCKS, EACH PLAYER DRAWS A CARD.** |  |
|  | [**HUATLI'S RAPTOR**](https://magicarena.fandom.com/wiki/Huatli%27s_Raptor)**GreenWhite (2) CREATURE — DINOSAUR (2/3) VIGILANCE**  **WHEN HUATLI'S RAPTOR ENTERS THE BATTLEFIELD, PROLIFERATE. (CHOOSE ANY NUMBER OF PERMANENTS AND/OR PLAYERS, THEN GIVE EACH ANOTHER COUNTER OF EACH KIND ALREADY THERE.)** |  |
|  | [**HUATLI'S SNUBHORN**](https://magicarena.fandom.com/wiki/Huatli%27s_Snubhorn)**White (2) CREATURE — DINOSAUR (2/2) VIGILANCE (ATTACKING DOESN'T CAUSE THIS CREATURE TO TAP.)** |  |
|  | [**HUMBLE NATURALIST**](https://magicarena.fandom.com/wiki/Humble_Naturalist)**Green (2) CREATURE — HUMAN DRUID (1/3) Tap: ADD ONE MANA OF ANY COLOR. SPEND THIS MANA ONLY TO CAST A CREATURE SPELL.** |  |
|  | [**HUMONGULUS**](https://magicarena.fandom.com/wiki/Humongulus)**Blue (5) CREATURE — HOMUNCULUS (2/5) HEXPROOF (THIS CREATURE CAN'T BE THE TARGET OF SPELLS OR ABILITIES YOUR OPPONENTS CONTROL.)** |  |
|  | [**HUNGERING HYDRA**](https://magicarena.fandom.com/wiki/Hungering_Hydra)**Green (1) CREATURE — HYDRA (0/0) HUNGERING HYDRA ENTERS THE BATTLEFIELD WITH X +1/+1 COUNTERS ON IT.**  **HUNGERING HYDRA CAN'T BE BLOCKED BY MORE THAN ONE CREATURE. WHENEVER HUNGERING HYDRA IS DEALT DAMAGE, PUT THAT MANY +1/+1 COUNTERS ON IT. (IT MUST SURVIVE THE DAMAGE TO GET THE COUNTERS.)** |  |
|  | [**HUNTED NIGHTMARE**](https://magicarena.fandom.com/wiki/Hunted_Nightmare)**BlackBlack (3) CREATURE — NIGHTMARE (4/5) MENACE**  **WHEN HUNTED NIGHTMARE ENTERS THE BATTLEFIELD, TARGET OPPONENT PUTS A DEATHTOUCH COUNTER ON A CREATURE THEY CONTROL.** |  |
|  | [**HUNTED WITNESS**](https://magicarena.fandom.com/wiki/Hunted_Witness)**White (1) CREATURE — HUMAN (1/1) WHEN HUNTED WITNESS DIES, CREATE A 1/1 WHITE SOLDIER CREATURE TOKEN WITH LIFELINK.** |  |
|  | [**HUNTMASTER LIGER**](https://magicarena.fandom.com/wiki/Huntmaster_Liger)**White (4) CREATURE — CAT (3/4) MUTATE White (IF YOU CAST THIS SPELL FOR ITS MUTATE COST, PUT IT OVER OR UNDER TARGET NON-HUMAN CREATURE YOU OWN. THEY MUTATE INTO THE CREATURE ON TOP PLUS ALL ABILITIES FROM UNDER IT.)**  **WHENEVER THIS CREATURE MUTATES, OTHER CREATURES YOU CONTROL GET +X/+X UNTIL END OF TURN, WHERE X IS THE NUMBER OF TIMES THIS CREATURE HAS MUTATED.** |  |
|  | [**HUSHBRINGER**](https://magicarena.fandom.com/wiki/Hushbringer)**White (2) CREATURE — FAERIE (1/2) FLYING, LIFELINK**  **CREATURES ENTERING THE BATTLEFIELD OR DYING DON'T CAUSE ABILITIES TO TRIGGER.** |  |
|  | [**HYDROID KRASIS**](https://magicarena.fandom.com/wiki/Hydroid_Krasis)**GreenBlue (2) CREATURE — JELLYFISH HYDRA BEAST (0/0) WHEN YOU CAST THIS SPELL, YOU GAIN HALF X LIFE AND DRAW HALF X CARDS. ROUND DOWN EACH TIME.**  **FLYING, TRAMPLE HYDROID KRASIS ENTERS THE BATTLEFIELD WITH X +1/+1 COUNTERS ON IT.** |  |
|  | [**HYPNOTIC SPECTER**](https://magicarena.fandom.com/wiki/Hypnotic_Specter)**BlackBlack (3) CREATURE — SPECTER (2/2) FLYING**  **WHENEVER HYPNOTIC SPECTER DEALS DAMAGE TO AN OPPONENT, THAT PLAYER DISCARDS A CARD AT RANDOM.** |  |
|  | [**HYPNOTIC SPRITE**](https://magicarena.fandom.com/wiki/Hypnotic_Sprite)**BlueBlue (2) CREATURE — FAERIE (2/1) FLYING** |  |
|  | [**HYRAX TOWER SCOUT**](https://magicarena.fandom.com/wiki/Hyrax_Tower_Scout)**Green (3) CREATURE — HUMAN SCOUT (3/3) WHEN HYRAX TOWER SCOUT ENTERS THE BATTLEFIELD, UNTAP TARGET CREATURE.** |  |
|  | [**IGNEOUS CUR**](https://magicarena.fandom.com/wiki/Igneous_Cur)**Red (2) CREATURE — ELEMENTAL DOG (1/2) Red: IGNEOUS CUR GETS +2/+0 UNTIL END OF TURN.** |  |
|  | [**ILHARG, THE RAZE-BOAR**](https://magicarena.fandom.com/wiki/Ilharg,_the_Raze-Boar)**RedRed (5) LEGENDARY CREATURE — BOAR GOD (6/6) TRAMPLE**  **WHENEVER ILHARG, THE RAZE-BOAR ATTACKS, YOU MAY PUT A CREATURE CARD FROM YOUR HAND ONTO THE BATTLEFIELD TAPPED AND ATTACKING. RETURN THAT CREATURE TO YOUR HAND AT THE BEGINNING OF THE NEXT END STEP. WHEN ILHARG, THE RAZE-BOAR DIES OR IS PUT INTO EXILE FROM THE BATTLEFIELD, YOU MAY PUT IT INTO ITS OWNER'S LIBRARY THIRD FROM THE TOP.** |  |
|  | [**ILLUNA, APEX OF WISHES**](https://magicarena.fandom.com/wiki/Illuna,_Apex_of_Wishes)**GreenBlueRed (5) LEGENDARY CREATURE — BEAST ELEMENTAL DINOSAUR (6/6) MUTATE BlueBlue (IF YOU CAST THIS SPELL FOR ITS MUTATE COST, PUT IT OVER OR UNDER TARGET NON-HUMAN CREATURE YOU OWN. THEY MUTATE INTO THE CREATURE ON TOP PLUS ALL ABILITIES FROM UNDER IT.)**  **FLYING, TRAMPLE WHENEVER THIS CREATURE MUTATES, EXILE CARDS FROM THE TOP OF YOUR LIBRARY UNTIL YOU EXILE A NONLAND PERMANENT CARD. PUT THAT CARD ONTO THE BATTLEFIELD OR INTO YOUR HAND.** |  |
|  | [**ILYSIAN CARYATID**](https://magicarena.fandom.com/wiki/Ilysian_Caryatid)**Green (2) CREATURE — PLANT (1/1) Tap: ADD ONE MANA OF ANY COLOR. IF YOU CONTROL A CREATURE WITH POWER 4 OR GREATER, ADD TWO MANA OF ANY ONE COLOR INSTEAD.** |  |
|  | [**IMMOLATION SHAMAN**](https://magicarena.fandom.com/wiki/Immolation_Shaman)**Red (2) CREATURE — VIASHINO SHAMAN (1/3) WHENEVER AN OPPONENT ACTIVATES AN ABILITY OF AN ARTIFACT, CREATURE, OR LAND THAT ISN'T A MANA ABILITY, IMMOLATION SHAMAN DEALS 1 DAMAGE TO THAT PLAYER.**  **RedRed: IMMOLATION SHAMAN GETS +3/+3 AND GAINS MENACE UNTIL END OF TURN.** |  |
|  | [**IMMORTAL PHOENIX**](https://magicarena.fandom.com/wiki/Immortal_Phoenix)**RedRed (6) CREATURE — PHOENIX (5/3) FLYING (THIS CREATURE CAN'T BE BLOCKED EXCEPT BY CREATURES WITH FLYING OR REACH.)**  **WHEN IMMORTAL PHOENIX DIES, RETURN IT TO ITS OWNER'S HAND.** |  |
|  | [**IMPASSIONED ORATOR**](https://magicarena.fandom.com/wiki/Impassioned_Orator)**White (2) CREATURE — HUMAN CLERIC (2/2) WHENEVER ANOTHER CREATURE ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, YOU GAIN 1 LIFE.** |  |
|  | [**IMPERIAL AEROSAUR**](https://magicarena.fandom.com/wiki/Imperial_Aerosaur)**White (4) CREATURE — DINOSAUR (3/3) FLYING**  **WHEN IMPERIAL AEROSAUR ENTERS THE BATTLEFIELD, ANOTHER TARGET CREATURE YOU CONTROL GETS +1/+1 AND GAINS FLYING UNTIL END OF TURN.** |  |
|  | [**IMPERIAL CERATOPS**](https://magicarena.fandom.com/wiki/Imperial_Ceratops)**White (5) CREATURE — DINOSAUR (3/5) ENRAGE — WHENEVER IMPERIAL CERATOPS IS DEALT DAMAGE, YOU GAIN 2 LIFE.** |  |
|  | [**IMPERIAL LANCER**](https://magicarena.fandom.com/wiki/Imperial_Lancer)**White (1) CREATURE — HUMAN KNIGHT (1/1) IMPERIAL LANCER HAS DOUBLE STRIKE AS LONG AS YOU CONTROL A DINOSAUR.** |  |
|  | [**IMPERIAL OUTRIDER**](https://magicarena.fandom.com/wiki/Imperial_Outrider)**White (4) CREATURE — HUMAN KNIGHT (1/5)** |  |
|  | [**IMPERIOUS OLIGARCH**](https://magicarena.fandom.com/wiki/Imperious_Oligarch)**WhiteBlack (2) CREATURE — HUMAN CLERIC (2/1) VIGILANCE**  **AFTERLIFE 1 (WHEN THIS CREATURE DIES, CREATE A 1/1 WHITE AND BLACK SPIRIT CREATURE TOKEN WITH FLYING.)** |  |
|  | [**IMPERIOUS PERFECT**](https://magicarena.fandom.com/wiki/Imperious_Perfect)**Green (3) CREATURE — ELF WARRIOR (2/2) OTHER ELF CREATURES YOU CONTROL GET +1/+1.**  **Green, Tap: CREATE A 1/1 GREEN ELF WARRIOR CREATURE TOKEN.** |  |
|  | [**IMPERVIOUS GREATWURM**](https://magicarena.fandom.com/wiki/Impervious_Greatwurm)**GreenGreenGreen (10) CREATURE — WURM (16/16) CONVOKE (YOUR CREATURES CAN HELP CAST THIS SPELL. EACH CREATURE YOU TAP WHILE CASTING THIS SPELL PAYS FOR  OR ONE MANA OF THAT CREATURE'S COLOR.)**  **INDESTRUCTIBLE** |  |
|  | [**IMPOSING VANTASAUR**](https://magicarena.fandom.com/wiki/Imposing_Vantasaur)**White (6) CREATURE — DINOSAUR (3/6) VIGILANCE**  **CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  |
|  | [**INCENDIARY ORACLE**](https://magicarena.fandom.com/wiki/Incendiary_Oracle)**Red (2) CREATURE — HUMAN SHAMAN (2/2) Red: INCENDIARY ORACLE GETS +1/+0 UNTIL END OF TURN.**  **IF A CREATURE DEALT DAMAGE BY INCENDIARY ORACLE THIS TURN WOULD DIE, EXILE IT INSTEAD.** |  |
|  | [**INCUBATION DRUID**](https://magicarena.fandom.com/wiki/Incubation_Druid)**Green (2) CREATURE — ELF DRUID (0/2) Tap: ADD ONE MANA OF ANY TYPE THAT A LAND YOU CONTROL COULD PRODUCE. IF INCUBATION DRUID HAS A +1/+1 COUNTER ON IT, ADD THREE MANA OF THAT TYPE INSTEAD.**  **GreenGreen: ADAPT 3. (IF THIS CREATURE HAS NO +1/+1 COUNTERS ON IT, PUT THREE +1/+1 COUNTERS ON IT.)** |  |
|  | [**INDULGING PATRICIAN**](https://magicarena.fandom.com/wiki/Indulging_Patrician)**WhiteBlack (3) CREATURE — VAMPIRE NOBLE (1/4) FLYING**  **LIFELINK (DAMAGE DEALT BY THIS CREATURE ALSO CAUSES YOU TO GAIN THAT MUCH LIFE.) AT THE BEGINNING OF YOUR END STEP, IF YOU GAINED 3 OR MORE LIFE THIS TURN, EACH OPPONENT LOSES 3 LIFE.** |  |
|  | [**INFECTIOUS HORROR**](https://magicarena.fandom.com/wiki/Infectious_Horror)**Black (4) CREATURE — ZOMBIE HORROR (2/2) WHENEVER INFECTIOUS HORROR ATTACKS, EACH OPPONENT LOSES 2 LIFE.** |  |
|  | [**INFERNO HELLION**](https://magicarena.fandom.com/wiki/Inferno_Hellion)**Red (4) CREATURE — HELLION (7/3) TRAMPLE (THIS CREATURE CAN DEAL EXCESS COMBAT DAMAGE TO THE PLAYER OR PLANESWALKER IT'S ATTACKING.)**  **AT THE BEGINNING OF EACH END STEP, IF INFERNO HELLION ATTACKED OR BLOCKED THIS TURN, ITS OWNER SHUFFLES IT INTO THEIR LIBRARY.** |  |
|  | [**INITIATE'S COMPANION**](https://magicarena.fandom.com/wiki/Initiate%27s_Companion)**Green (2) CREATURE — CAT (3/1) WHENEVER INITIATE'S COMPANION DEALS COMBAT DAMAGE TO A PLAYER, UNTAP TARGET CREATURE OR LAND.** |  |
|  | [**INNIAZ, THE GALE FORCE**](https://magicarena.fandom.com/wiki/Inniaz,_the_Gale_Force)**BlueBlue (5) LEGENDARY CREATURE — DJINN (4/4) FLYING**  **: ATTACKING CREATURES WITH FLYING GET +1/+1 UNTIL END OF TURN. ( CAN BE PAID WITH EITHER White OR Blue.) WHENEVER THREE OR MORE CREATURES YOU CONTROL WITH FLYING ATTACK, EACH PLAYER GAINS CONTROL OF A NONLAND PERMANENT OF YOUR CHOICE CONTROLLED BY THE PLAYER TO THEIR RIGHT.** |  |
|  | [**INQUISITIVE PUPPET**](https://magicarena.fandom.com/wiki/Inquisitive_Puppet)**(1) ARTIFACT CREATURE — CONSTRUCT (0/2) WHEN INQUISITIVE PUPPET ENTERS THE BATTLEFIELD, SCRY 1.**  **EXILE INQUISITIVE PUPPET: CREATE A 1/1 WHITE HUMAN CREATURE TOKEN.** |  |
|  | [**INSATIABLE HEMOPHAGE**](https://magicarena.fandom.com/wiki/Insatiable_Hemophage)**Black (4) CREATURE — NIGHTMARE (3/3) MUTATE Black (IF YOU CAST THIS SPELL FOR ITS MUTATE COST, PUT IT OVER OR UNDER TARGET NON-HUMAN CREATURE YOU OWN. THEY MUTATE INTO THE CREATURE ON TOP PLUS ALL ABILITIES FROM UNDER IT.)**  **DEATHTOUCH WHENEVER THIS CREATURE MUTATES, EACH OPPONENT LOSES X LIFE AND YOU GAIN X LIFE, WHERE X IS THE NUMBER OF TIMES THIS CREATURE HAS MUTATED.** |  |
|  | [**INSPIRING CAPTAIN**](https://magicarena.fandom.com/wiki/Inspiring_Captain)**White (4) CREATURE — HUMAN KNIGHT (3/3) WHEN INSPIRING CAPTAIN ENTERS THE BATTLEFIELD, CREATURES YOU CONTROL GET +1/+1 UNTIL END OF TURN.** |  |
|  | [**INSPIRING CLERIC**](https://magicarena.fandom.com/wiki/Inspiring_Cleric)**White (3) CREATURE — VAMPIRE CLERIC (3/2) WHEN INSPIRING CLERIC ENTERS THE BATTLEFIELD, YOU GAIN 4 LIFE.** |  |
|  | [**INSPIRING COMMANDER**](https://magicarena.fandom.com/wiki/Inspiring_Commander)**WhiteWhite (6) CREATURE — HUMAN SOLDIER (1/4) WHENEVER ANOTHER CREATURE WITH POWER 2 OR LESS ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, YOU GAIN 1 LIFE AND DRAW A CARD.** |  |
|  | [**INSPIRING UNICORN**](https://magicarena.fandom.com/wiki/Inspiring_Unicorn)**WhiteWhite (4) CREATURE — UNICORN (2/2) WHENEVER INSPIRING UNICORN ATTACKS, CREATURES YOU CONTROL GET +1/+1 UNTIL END OF TURN.** |  |
|  | [**INSPIRING VETERAN**](https://magicarena.fandom.com/wiki/Inspiring_Veteran)**RedWhite (2) CREATURE — HUMAN KNIGHT (2/2) OTHER KNIGHTS YOU CONTROL GET +1/+1.** |  |
|  | [**INTRUSIVE PACKBEAST**](https://magicarena.fandom.com/wiki/Intrusive_Packbeast)**White (5) CREATURE — BEAST (3/3) VIGILANCE**  **WHEN INTRUSIVE PACKBEAST ENTERS THE BATTLEFIELD, TAP UP TO TWO TARGET CREATURES YOUR OPPONENTS CONTROL.** |  |
|  | [**INVADING MANTICORE**](https://magicarena.fandom.com/wiki/Invading_Manticore)**Red (6) CREATURE — ZOMBIE MANTICORE (4/5) WHEN INVADING MANTICORE ENTERS THE BATTLEFIELD, AMASS 2. (PUT TWO +1/+1 COUNTERS ON AN ARMY YOU CONTROL. IF YOU DON'T CONTROL ONE, CREATE A 0/0 BLACK ZOMBIE ARMY CREATURE TOKEN FIRST.)** |  |
|  | [**IRENCRAG PYROMANCER**](https://magicarena.fandom.com/wiki/Irencrag_Pyromancer)**Red (3) CREATURE — HUMAN WIZARD (0/4) WHENEVER YOU DRAW YOUR SECOND CARD EACH TURN, IRENCRAG PYROMANCER DEALS 3 DAMAGE TO ANY TARGET.** |  |
|  | [**IRON BULLY**](https://magicarena.fandom.com/wiki/Iron_Bully)**(3) ARTIFACT CREATURE — GOLEM (1/1) MENACE (THIS CREATURE CAN'T BE BLOCKED EXCEPT BY TWO OR MORE CREATURES.)**  **WHEN IRON BULLY ENTERS THE BATTLEFIELD, PUT A +1/+1 COUNTER ON TARGET CREATURE.** |  |
|  | [**IRONCLAD KROVOD**](https://magicarena.fandom.com/wiki/Ironclad_Krovod)**White (4) CREATURE — BEAST (2/5)** |  |
|  | [**IRONROOT WARLORD**](https://magicarena.fandom.com/wiki/Ironroot_Warlord)**GreenWhite (3) CREATURE — TREEFOLK SOLDIER (\*/5) IRONROOT WARLORD'S POWER IS EQUAL TO THE NUMBER OF CREATURES YOU CONTROL.**  **GreenWhite: CREATE A 1/1 WHITE SOLDIER CREATURE TOKEN.** |  |
|  | [**IRONSCALE HYDRA**](https://magicarena.fandom.com/wiki/Ironscale_Hydra)**GreenGreen (5) CREATURE — HYDRA (5/5) IF A CREATURE WOULD DEAL COMBAT DAMAGE TO IRONSCALE HYDRA, PREVENT THAT DAMAGE AND PUT A +1/+1 COUNTER ON IRONSCALE HYDRA.** |  |
|  | [**IRONSHELL BEETLE**](https://magicarena.fandom.com/wiki/Ironshell_Beetle)**Green (2) CREATURE — INSECT (1/1) WHEN IRONSHELL BEETLE ENTERS THE BATTLEFIELD, PUT A +1/+1 COUNTER ON TARGET CREATURE.** |  |
|  | [**IRREVERENT REVELERS**](https://magicarena.fandom.com/wiki/Irreverent_Revelers)**Red (3) CREATURE — SATYR (2/2) WHEN IRREVERENT REVELERS ENTERS THE BATTLEFIELD, CHOOSE ONE —**  **• DESTROY TARGET ARTIFACT. • IRREVERENT REVELERS GAINS HASTE UNTIL END OF TURN.** |  |
|  | [**ISAMARU, HOUND OF KONDA**](https://magicarena.fandom.com/wiki/Isamaru,_Hound_of_Konda)**White (1) LEGENDARY CREATURE — DOG (2/2)** |  |
|  | [**ISARETH THE AWAKENER**](https://magicarena.fandom.com/wiki/Isareth_the_Awakener)**BlackBlack (3) LEGENDARY CREATURE — HUMAN WIZARD (3/3) DEATHTOUCH**  **WHENEVER ISARETH THE AWAKENER ATTACKS, YOU MAY PAY . WHEN YOU DO, RETURN TARGET CREATURE CARD WITH CONVERTED MANA COST X FROM YOUR GRAVEYARD TO THE BATTLEFIELD WITH A CORPSE COUNTER ON IT. IF THAT CREATURE WOULD LEAVE THE BATTLEFIELD, EXILE IT INSTEAD OF PUTTING IT ANYWHERE ELSE.** |  |
|  | [**IVY ELEMENTAL**](https://magicarena.fandom.com/wiki/Ivy_Elemental)**Green (1) CREATURE — ELEMENTAL (0/0) IVY ELEMENTAL ENTERS THE BATTLEFIELD WITH X +1/+1 COUNTERS ON IT.** |  |
|  | [**IXALLI'S DIVINER**](https://magicarena.fandom.com/wiki/Ixalli%27s_Diviner)**Green (2) CREATURE — HUMAN DRUID (0/3) WHEN IXALLI'S DIVINER ENTERS THE BATTLEFIELD, IT EXPLORES. (REVEAL THE TOP CARD OF YOUR LIBRARY. PUT THAT CARD INTO YOUR HAND IF IT'S A LAND. OTHERWISE, PUT A +1/+1 COUNTER ON THIS CREATURE, THEN PUT THE CARD BACK OR PUT IT INTO YOUR GRAVEYARD.)** |  |
|  | [**IXALLI'S KEEPER**](https://magicarena.fandom.com/wiki/Ixalli%27s_Keeper)**Green (2) CREATURE — HUMAN SHAMAN (2/2) Green, Tap, SACRIFICE IXALLI'S KEEPER: TARGET CREATURE GETS +5/+5 AND GAINS TRAMPLE UNTIL END OF TURN.** |  |
|  | [**IZONI, THOUSAND-EYED**](https://magicarena.fandom.com/wiki/Izoni,_Thousand-Eyed)**BlackBlackGreenGreen (6) LEGENDARY CREATURE — ELF SHAMAN (2/3) UNDERGROWTH — WHEN IZONI, THOUSAND-EYED ENTERS THE BATTLEFIELD, CREATE A 1/1 BLACK AND GREEN INSECT CREATURE TOKEN FOR EACH CREATURE CARD IN YOUR GRAVEYARD.**  **BlackGreen, SACRIFICE ANOTHER CREATURE: YOU GAIN 1 LIFE AND DRAW A CARD.** |  |
|  | [**JACE'S PROJECTION**](https://magicarena.fandom.com/wiki/Jace%27s_Projection)**BlueBlue (4) CREATURE — WIZARD ILLUSION (2/2) WHENEVER YOU DRAW A CARD, PUT A +1/+1 COUNTER ON JACE'S PROJECTION.**  **Blue: PUT A LOYALTY COUNTER ON TARGET JACE PLANESWALKER.** |  |
|  | [**JACE'S SENTINEL**](https://magicarena.fandom.com/wiki/Jace%27s_Sentinel)**Blue (2) CREATURE — MERFOLK WARRIOR (1/3) AS LONG AS YOU CONTROL A JACE PLANESWALKER, JACE'S SENTINEL GETS +1/+0 AND CAN'T BE BLOCKED.** |  |
|  | [**JADE BEARER**](https://magicarena.fandom.com/wiki/Jade_Bearer)**Green (1) CREATURE — MERFOLK SHAMAN (1/1) WHEN JADE BEARER ENTERS THE BATTLEFIELD, PUT A +1/+1 COUNTER ON ANOTHER TARGET MERFOLK YOU CONTROL.** |  |
|  | [**JADE GUARDIAN**](https://magicarena.fandom.com/wiki/Jade_Guardian)**Green (4) CREATURE — MERFOLK SHAMAN (2/2) HEXPROOF (THIS CREATURE CAN'T BE THE TARGET OF SPELLS OR ABILITIES YOUR OPPONENTS CONTROL.)**  **WHEN JADE GUARDIAN ENTERS THE BATTLEFIELD, PUT A +1/+1 COUNTER ON TARGET MERFOLK YOU CONTROL.** |  |
|  | [**JADECRAFT ARTISAN**](https://magicarena.fandom.com/wiki/Jadecraft_Artisan)**Green (4) CREATURE — MERFOLK SHAMAN (3/3) WHEN JADECRAFT ARTISAN ENTERS THE BATTLEFIELD, TARGET CREATURE GETS +2/+2 UNTIL END OF TURN.** |  |
|  | [**JADELIGHT RANGER**](https://magicarena.fandom.com/wiki/Jadelight_Ranger)**GreenGreen (3) CREATURE — MERFOLK SCOUT (2/1) WHEN JADELIGHT RANGER ENTERS THE BATTLEFIELD, IT EXPLORES, THEN IT EXPLORES AGAIN. (REVEAL THE TOP CARD OF YOUR LIBRARY. PUT THAT CARD INTO YOUR HAND IF IT'S A LAND. OTHERWISE, PUT A +1/+1 COUNTER ON THIS CREATURE, THEN PUT THE CARD BACK OR PUT IT INTO YOUR GRAVEYARD. THEN REPEAT THIS PROCESS.)** |  |
|  | [**JEGANTHA, THE WELLSPRING**](https://magicarena.fandom.com/wiki/Jegantha,_the_Wellspring)**(5) LEGENDARY CREATURE — ELEMENTAL ELK (5/5) COMPANION — NO CARD IN YOUR STARTING DECK HAS MORE THAN ONE OF THE SAME MANA SYMBOL IN ITS MANA COST. (IF THIS CARD IS YOUR CHOSEN COMPANION, YOU MAY PUT IT INTO YOUR HAND FROM OUTSIDE THE GAME FOR  ANY TIME YOU COULD CAST A SORCERY.)**  **Tap: ADD WhiteBlueBlackRedGreen. THIS MANA CAN'T BE SPENT TO PAY GENERIC MANA COSTS.** |  |
|  | [**JESKAI ELDER**](https://magicarena.fandom.com/wiki/Jeskai_Elder)**Blue (2) CREATURE — HUMAN MONK (1/2) PROWESS (WHENEVER YOU CAST A NONCREATURE SPELL, THIS CREATURE GETS +1/+1 UNTIL END OF TURN.)**  **WHENEVER JESKAI ELDER DEALS COMBAT DAMAGE TO A PLAYER, YOU MAY DRAW A CARD. IF YOU DO, DISCARD A CARD.** |  |
|  | [**JHOIRA, WEATHERLIGHT CAPTAIN**](https://magicarena.fandom.com/wiki/Jhoira,_Weatherlight_Captain)**BlueRed (4) LEGENDARY CREATURE — HUMAN ARTIFICER (3/3) WHENEVER YOU CAST A HISTORIC SPELL, DRAW A CARD. (ARTIFACTS, LEGENDARIES, AND SAGAS ARE HISTORIC.)** |  |
|  | [**JHOIRA'S FAMILIAR**](https://magicarena.fandom.com/wiki/Jhoira%27s_Familiar)**(4) ARTIFACT CREATURE — BIRD (2/2) FLYING**  **HISTORIC SPELLS YOU CAST COST  LESS TO CAST. (ARTIFACTS, LEGENDARIES, AND SAGAS ARE HISTORIC.)** |  |
|  | [**JODAH, ARCHMAGE ETERNAL**](https://magicarena.fandom.com/wiki/Jodah,_Archmage_Eternal)**BlueRedWhite (4) LEGENDARY CREATURE — HUMAN WIZARD (4/3) FLYING**  **YOU MAY PAY WhiteBlueBlackRedGreen RATHER THAN PAY THE MANA COST FOR SPELLS THAT YOU CAST.** |  |
|  | [**JOLRAEL, MWONVULI RECLUSE**](https://magicarena.fandom.com/wiki/Jolrael,_Mwonvuli_Recluse)**Green (2) LEGENDARY CREATURE — HUMAN DRUID (1/2) WHENEVER YOU DRAW YOUR SECOND CARD EACH TURN, CREATE A 2/2 GREEN CAT CREATURE TOKEN.**  **GreenGreen: UNTIL END OF TURN, CREATURES YOU CONTROL HAVE BASE POWER AND TOUGHNESS X/X, WHERE X IS THE NUMBER OF CARDS IN YOUR HAND.** |  |
|  | [**JOSU VESS, LICH KNIGHT**](https://magicarena.fandom.com/wiki/Josu_Vess,_Lich_Knight)**BlackBlack (4) LEGENDARY CREATURE — ZOMBIE KNIGHT (4/5) KICKER Black (YOU MAY PAY AN ADDITIONAL Black AS YOU CAST THIS SPELL.)**  **MENACE WHEN JOSU VESS, LICH KNIGHT ENTERS THE BATTLEFIELD, IF IT WAS KICKED, CREATE EIGHT 2/2 BLACK ZOMBIE KNIGHT CREATURE TOKENS WITH MENACE.** |  |
|  | [**JOUSTING DUMMY**](https://magicarena.fandom.com/wiki/Jousting_Dummy)**(2) ARTIFACT CREATURE — SCARECROW KNIGHT (2/1) : JOUSTING DUMMY GETS +1/+0 UNTIL END OF TURN.** |  |
|  | [**JUBILANT SKYBONDER**](https://magicarena.fandom.com/wiki/Jubilant_Skybonder)**(3) CREATURE — HUMAN WIZARD (2/2) FLYING**  **CREATURES YOU CONTROL WITH FLYING HAVE "SPELLS YOUR OPPONENTS CAST THAT TARGET THIS CREATURE COST  MORE TO CAST."** |  |
|  | [**JUDITH, THE SCOURGE DIVA**](https://magicarena.fandom.com/wiki/Judith,_the_Scourge_Diva)**BlackRed (3) LEGENDARY CREATURE — HUMAN SHAMAN (2/2) OTHER CREATURES YOU CONTROL GET +1/+0.**  **WHENEVER A NONTOKEN CREATURE YOU CONTROL DIES, JUDITH, THE SCOURGE DIVA DEALS 1 DAMAGE TO ANY TARGET.** |  |
|  | [**JUGGERNAUT**](https://magicarena.fandom.com/wiki/Juggernaut)**(4) ARTIFACT CREATURE — JUGGERNAUT (5/3) JUGGERNAUT ATTACKS EACH COMBAT IF ABLE.**  **JUGGERNAUT CAN'T BE BLOCKED BY WALLS.** |  |
|  | [**JUNGLE CREEPER**](https://magicarena.fandom.com/wiki/Jungle_Creeper)**BlackGreen (3) CREATURE — ELEMENTAL (3/3) BlackGreen: RETURN JUNGLE CREEPER FROM YOUR GRAVEYARD TO YOUR HAND.** |  |
|  | [**JUNGLE DELVER**](https://magicarena.fandom.com/wiki/Jungle_Delver)**Green (1) CREATURE — MERFOLK WARRIOR (1/1) Green: PUT A +1/+1 COUNTER ON JUNGLE DELVER.** |  |
|  | [**JUNGLEBORN PIONEER**](https://magicarena.fandom.com/wiki/Jungleborn_Pioneer)**Green (3) CREATURE — MERFOLK SCOUT (2/2) WHEN JUNGLEBORN PIONEER ENTERS THE BATTLEFIELD, CREATE A 1/1 BLUE MERFOLK CREATURE TOKEN WITH HEXPROOF. (IT CAN'T BE THE TARGET OF SPELLS OR ABILITIES YOUR OPPONENTS CONTROL.)** |  |
|  | [**JUNKTROLLER**](https://magicarena.fandom.com/wiki/Junktroller)**(4) ARTIFACT CREATURE — GOLEM (0/6) DEFENDER**  **Tap: PUT TARGET CARD FROM A GRAVEYARD ON THE BOTTOM OF ITS OWNER'S LIBRARY.** |  |
|  | [**KAALIA, ZENITH SEEKER**](https://magicarena.fandom.com/wiki/Kaalia,_Zenith_Seeker)**RedWhiteBlack (3) LEGENDARY CREATURE — HUMAN CLERIC (3/3) FLYING, VIGILANCE**  **WHEN KAALIA, ZENITH SEEKER ENTERS THE BATTLEFIELD, LOOK AT THE TOP SIX CARDS OF YOUR LIBRARY. YOU MAY REVEAL AN ANGEL CARD, A DEMON CARD, AND/OR A DRAGON CARD FROM AMONG THEM AND PUT THEM INTO YOUR HAND. PUT THE REST ON THE BOTTOM OF YOUR LIBRARY IN A RANDOM ORDER.** |  |
|  | [**KAERVEK, THE SPITEFUL**](https://magicarena.fandom.com/wiki/Kaervek,_the_Spiteful)**BlackBlack (4) LEGENDARY CREATURE — HUMAN WARLOCK (3/2) OTHER CREATURES GET -1/-1.** |  |
|  | [**KAHEERA, THE ORPHANGUARD**](https://magicarena.fandom.com/wiki/Kaheera,_the_Orphanguard)**(3) LEGENDARY CREATURE — CAT BEAST (3/2) COMPANION — EACH CREATURE CARD IN YOUR STARTING DECK IS A CAT, ELEMENTAL, NIGHTMARE, DINOSAUR, OR BEAST CARD. (IF THIS CARD IS YOUR CHOSEN COMPANION, YOU MAY PUT IT INTO YOUR HAND FROM OUTSIDE THE GAME FOR  ANY TIME YOU COULD CAST A SORCERY.)**  **VIGILANCE EACH OTHER CREATURE YOU CONTROL THAT'S A CAT, ELEMENTAL, NIGHTMARE, DINOSAUR, OR BEAST GETS +1/+1 AND HAS VIGILANCE.** |  |
|  | [**KALASTRIA NIGHTWATCH**](https://magicarena.fandom.com/wiki/Kalastria_Nightwatch)**Black (5) CREATURE — VAMPIRE WARRIOR ALLY (4/5) WHENEVER YOU GAIN LIFE, KALASTRIA NIGHTWATCH GAINS FLYING UNTIL END OF TURN.** |  |
|  | [**KARGAN DRAGONRIDER**](https://magicarena.fandom.com/wiki/Kargan_Dragonrider)**Red (2) CREATURE — HUMAN WARRIOR (2/2) AS LONG AS YOU CONTROL A DRAGON, KARGAN DRAGONRIDER HAS FLYING. (IT CAN'T BE BLOCKED EXCEPT BY CREATURES WITH FLYING OR REACH.)** |  |
|  | [**KARPLUSAN HOUND**](https://magicarena.fandom.com/wiki/Karplusan_Hound)**Red (4) CREATURE — DOG (3/3) WHENEVER KARPLUSAN HOUND ATTACKS, IF YOU CONTROL A CHANDRA PLANESWALKER, THIS CREATURE DEALS 2 DAMAGE TO ANY TARGET.** |  |
|  | [**KAZAROV, SENGIR PUREBLOOD**](https://magicarena.fandom.com/wiki/Kazarov,_Sengir_Pureblood)**BlackBlack (7) LEGENDARY CREATURE — VAMPIRE (4/4) FLYING**  **WHENEVER A CREATURE AN OPPONENT CONTROLS IS DEALT DAMAGE, PUT A +1/+1 COUNTER ON KAZAROV, SENGIR PUREBLOOD. Red: KAZAROV DEALS 2 DAMAGE TO TARGET CREATURE.** |  |
|  | [**KEEN GLIDEMASTER**](https://magicarena.fandom.com/wiki/Keen_Glidemaster)**Blue (2) CREATURE — HUMAN SOLDIER (2/1) Blue: TARGET CREATURE GAINS FLYING UNTIL END OF TURN.** |  |
|  | [**KEENSIGHT MENTOR**](https://magicarena.fandom.com/wiki/Keensight_Mentor)**White (3) CREATURE — HUMAN CLERIC (1/4) WHEN KEENSIGHT MENTOR ENTERS THE BATTLEFIELD, PUT A VIGILANCE COUNTER ON TARGET NON-HUMAN CREATURE YOU CONTROL.**  **White, Tap: PUT A +1/+1 COUNTER ON EACH CREATURE YOU CONTROL WITH VIGILANCE.** |  |
|  | [**KEEPER OF FABLES**](https://magicarena.fandom.com/wiki/Keeper_of_Fables)**GreenGreen (5) CREATURE — CAT (4/5) WHENEVER ONE OR MORE NON-HUMAN CREATURES YOU CONTROL DEAL COMBAT DAMAGE TO A PLAYER, DRAW A CARD.** |  |
|  | [**KELDON OVERSEER**](https://magicarena.fandom.com/wiki/Keldon_Overseer)**Red (3) CREATURE — HUMAN WARRIOR (3/1) KICKER Red (YOU MAY PAY AN ADDITIONAL Red AS YOU CAST THIS SPELL.)**  **HASTE WHEN KELDON OVERSEER ENTERS THE BATTLEFIELD, IF IT WAS KICKED, GAIN CONTROL OF TARGET CREATURE UNTIL END OF TURN. UNTAP THAT CREATURE. IT GAINS HASTE UNTIL END OF TURN.** |  |
|  | [**KELDON RAIDER**](https://magicarena.fandom.com/wiki/Keldon_Raider)**RedRed (4) CREATURE — HUMAN WARRIOR (4/3) WHEN KELDON RAIDER ENTERS THE BATTLEFIELD, YOU MAY DISCARD A CARD. IF YOU DO, DRAW A CARD.** |  |
|  | [**KELDON WARCALLER**](https://magicarena.fandom.com/wiki/Keldon_Warcaller)**Red (2) CREATURE — HUMAN WARRIOR (2/2) WHENEVER KELDON WARCALLER ATTACKS, PUT A LORE COUNTER ON TARGET SAGA YOU CONTROL.** |  |
|  | [**KELS, FIGHT FIXER**](https://magicarena.fandom.com/wiki/Kels,_Fight_Fixer)**BlackBlack (4) LEGENDARY CREATURE — AZRA WARLOCK (4/3) MENACE**  **WHENEVER YOU SACRIFICE A CREATURE, YOU MAY PAY . IF YOU DO, DRAW A CARD. ( CAN BE PAID WITH EITHER Blue OR Black.) , SACRIFICE A CREATURE: KELS, FIGHT FIXER GAINS INDESTRUCTIBLE UNTIL END OF TURN.** |  |
|  | [**KENRITH, THE RETURNED KING**](https://magicarena.fandom.com/wiki/Kenrith,_the_Returned_King)**White (5) LEGENDARY CREATURE — HUMAN NOBLE (5/5) Red: ALL CREATURES GAIN TRAMPLE AND HASTE UNTIL END OF TURN.**  **Green: PUT A +1/+1 COUNTER ON TARGET CREATURE. White: TARGET PLAYER GAINS 5 LIFE. Blue: TARGET PLAYER DRAWS A CARD. Black: PUT TARGET CREATURE CARD FROM A GRAVEYARD ONTO THE BATTLEFIELD UNDER ITS OWNER'S CONTROL.** |  |
|  | [**KERAL KEEP DISCIPLES**](https://magicarena.fandom.com/wiki/Keral_Keep_Disciples)**RedRed (4) CREATURE — HUMAN MONK (4/3) WHENEVER YOU ACTIVATE A LOYALTY ABILITY OF A CHANDRA PLANESWALKER, KERAL KEEP DISCIPLES DEALS 1 DAMAGE TO EACH OPPONENT.** |  |
|  | [**KERUGA, THE MACROSAGE**](https://magicarena.fandom.com/wiki/Keruga,_the_Macrosage)**(5) LEGENDARY CREATURE — DINOSAUR HIPPO (5/4) COMPANION — YOUR STARTING DECK CONTAINS ONLY CARDS WITH CONVERTED MANA COST 3 OR GREATER AND LAND CARDS. (IF THIS CARD IS YOUR CHOSEN COMPANION, YOU MAY PUT IT INTO YOUR HAND FROM OUTSIDE THE GAME FOR  ANY TIME YOU COULD CAST A SORCERY.)**  **WHEN KERUGA, THE MACROSAGE ENTERS THE BATTLEFIELD, DRAW A CARD FOR EACH OTHER PERMANENT YOU CONTROL WITH CONVERTED MANA COST 3 OR GREATER.** |  |
|  | [**KETHIS, THE HIDDEN HAND**](https://magicarena.fandom.com/wiki/Kethis,_the_Hidden_Hand)**WhiteBlackGreen (3) LEGENDARY CREATURE — ELF ADVISOR (3/4) LEGENDARY SPELLS YOU CAST COST  LESS TO CAST.**  **EXILE TWO LEGENDARY CARDS FROM YOUR GRAVEYARD: UNTIL END OF TURN, EACH LEGENDARY CARD IN YOUR GRAVEYARD GAINS "YOU MAY PLAY THIS CARD FROM YOUR GRAVEYARD."** |  |
|  | [**KILN FIEND**](https://magicarena.fandom.com/wiki/Kiln_Fiend)**Red (2) CREATURE — ELEMENTAL BEAST (1/2) WHENEVER YOU CAST AN INSTANT OR SORCERY SPELL, KILN FIEND GETS +3/+0 UNTIL END OF TURN.** |  |
|  | [**KINETIC AUGUR**](https://magicarena.fandom.com/wiki/Kinetic_Augur)**Red (4) CREATURE — HUMAN SHAMAN (\*/4) TRAMPLE (THIS CREATURE CAN DEAL EXCESS COMBAT DAMAGE TO THE PLAYER OR PLANESWALKER IT'S ATTACKING.)**  **KINETIC AUGUR'S POWER IS EQUAL TO THE NUMBER OF INSTANT AND SORCERY CARDS IN YOUR GRAVEYARD. WHEN KINETIC AUGUR ENTERS THE BATTLEFIELD, DISCARD UP TO TWO CARDS, THEN DRAW THAT MANY CARDS.** |  |
|  | [**KINJALLI'S CALLER**](https://magicarena.fandom.com/wiki/Kinjalli%27s_Caller)**White (1) CREATURE — HUMAN CLERIC (0/3) DINOSAUR SPELLS YOU CAST COST  LESS TO CAST.** |  |
|  | [**KINJALLI'S SUNWING**](https://magicarena.fandom.com/wiki/Kinjalli%27s_Sunwing)**White (3) CREATURE — DINOSAUR (2/3) FLYING**  **CREATURES YOUR OPPONENTS CONTROL ENTER THE BATTLEFIELD TAPPED.** |  |
|  | [**KINNAN, BONDER PRODIGY**](https://magicarena.fandom.com/wiki/Kinnan,_Bonder_Prodigy)**GreenBlue (2) LEGENDARY CREATURE — HUMAN DRUID (2/2) WHENEVER YOU TAP A NONLAND PERMANENT FOR MANA, ADD ONE MANA OF ANY TYPE THAT PERMANENT PRODUCED.**  **GreenBlue: LOOK AT THE TOP FIVE CARDS OF YOUR LIBRARY. YOU MAY PUT A NON-HUMAN CREATURE CARD FROM AMONG THEM ONTO THE BATTLEFIELD. PUT THE REST ON THE BOTTOM OF YOUR LIBRARY IN A RANDOM ORDER.** |  |
|  | [**KINSBAILE CAVALIER**](https://magicarena.fandom.com/wiki/Kinsbaile_Cavalier)**White (4) CREATURE — KITHKIN KNIGHT (2/2) KNIGHT CREATURES YOU CONTROL HAVE DOUBLE STRIKE.** |  |
|  | [**KIORA'S DAMBREAKER**](https://magicarena.fandom.com/wiki/Kiora%27s_Dambreaker)**Blue (6) CREATURE — LEVIATHAN (5/6) WHEN KIORA'S DAMBREAKER ENTERS THE BATTLEFIELD, PROLIFERATE. (CHOOSE ANY NUMBER OF PERMANENTS AND/OR PLAYERS, THEN GIVE EACH ANOTHER COUNTER OF EACH KIND ALREADY THERE.)** |  |
|  | [**KIRA, GREAT GLASS-SPINNER**](https://magicarena.fandom.com/wiki/Kira,_Great_Glass-Spinner)**BlueBlue (3) LEGENDARY CREATURE — SPIRIT (2/2) FLYING**  **CREATURES YOU CONTROL HAVE "WHENEVER THIS CREATURE BECOMES THE TARGET OF A SPELL OR ABILITY FOR THE FIRST TIME EACH TURN, COUNTER THAT SPELL OR ABILITY."** |  |
|  | [**KITESAIL CORSAIR**](https://magicarena.fandom.com/wiki/Kitesail_Corsair)**Blue (2) CREATURE — HUMAN PIRATE (2/1) KITESAIL CORSAIR HAS FLYING AS LONG AS IT'S ATTACKING.** |  |
|  | [**KITESAIL FREEBOOTER**](https://magicarena.fandom.com/wiki/Kitesail_Freebooter)**Black (2) CREATURE — HUMAN PIRATE (1/2) FLYING**  **WHEN KITESAIL FREEBOOTER ENTERS THE BATTLEFIELD, TARGET OPPONENT REVEALS THEIR HAND. YOU CHOOSE A NONCREATURE, NONLAND CARD FROM IT. EXILE THAT CARD UNTIL KITESAIL FREEBOOTER LEAVES THE BATTLEFIELD.** |  |
|  | [**KLOTHYS, GOD OF DESTINY**](https://magicarena.fandom.com/wiki/Klothys,_God_of_Destiny)**RedGreen (3) LEGENDARY ENCHANTMENT CREATURE — GOD (4/5) INDESTRUCTIBLE**  **AS LONG AS YOUR DEVOTION TO RED AND GREEN IS LESS THAN SEVEN, KLOTHYS ISN'T A CREATURE. AT THE BEGINNING OF YOUR PRECOMBAT MAIN PHASE, EXILE TARGET CARD FROM A GRAVEYARD. IF IT WAS A LAND CARD, ADD Red OR Green. OTHERWISE, YOU GAIN 2 LIFE AND KLOTHYS DEALS 2 DAMAGE TO EACH OPPONENT.** |  |
|  | [**KNIGHT OF AUTUMN**](https://magicarena.fandom.com/wiki/Knight_of_Autumn)**GreenWhite (3) CREATURE — DRYAD KNIGHT (2/1) WHEN KNIGHT OF AUTUMN ENTERS THE BATTLEFIELD, CHOOSE ONE —**  **• PUT TWO +1/+1 COUNTERS ON KNIGHT OF AUTUMN. • DESTROY TARGET ARTIFACT OR ENCHANTMENT. • YOU GAIN 4 LIFE.** |  |
|  | [**KNIGHT OF GRACE**](https://magicarena.fandom.com/wiki/Knight_of_Grace)**White (2) CREATURE — HUMAN KNIGHT (2/2) FIRST STRIKE**  **HEXPROOF FROM BLACK (THIS CREATURE CAN'T BE THE TARGET OF BLACK SPELLS OR ABILITIES YOUR OPPONENTS CONTROL.) KNIGHT OF GRACE GETS +1/+0 AS LONG AS ANY PLAYER CONTROLS A BLACK PERMANENT.** |  |
|  | [**KNIGHT OF MALICE**](https://magicarena.fandom.com/wiki/Knight_of_Malice)**Black (2) CREATURE — HUMAN KNIGHT (2/2) FIRST STRIKE**  **HEXPROOF FROM WHITE (THIS CREATURE CAN'T BE THE TARGET OF WHITE SPELLS OR ABILITIES YOUR OPPONENTS CONTROL.) KNIGHT OF MALICE GETS +1/+0 AS LONG AS ANY PLAYER CONTROLS A WHITE PERMANENT.** |  |
|  | [**KNIGHT OF NEW BENALIA**](https://magicarena.fandom.com/wiki/Knight_of_New_Benalia)**White (2) CREATURE — HUMAN KNIGHT (3/1)** |  |
|  | [**KNIGHT OF SORROWS**](https://magicarena.fandom.com/wiki/Knight_of_Sorrows)**White (5) CREATURE — HUMAN KNIGHT (3/3) KNIGHT OF SORROWS CAN BLOCK AN ADDITIONAL CREATURE EACH COMBAT.**  **AFTERLIFE 1 (WHEN THIS CREATURE DIES, CREATE A 1/1 WHITE AND BLACK SPIRIT CREATURE TOKEN WITH FLYING.)** |  |
|  | [**KNIGHT OF THE EBON LEGION**](https://magicarena.fandom.com/wiki/Knight_of_the_Ebon_Legion)**Black (1) CREATURE — VAMPIRE KNIGHT (1/2) Black: KNIGHT OF THE EBON LEGION GETS +3/+3 AND GAINS DEATHTOUCH UNTIL END OF TURN.**  **AT THE BEGINNING OF YOUR END STEP, IF A PLAYER LOST 4 OR MORE LIFE THIS TURN, PUT A +1/+1 COUNTER ON KNIGHT OF THE EBON LEGION. (DAMAGE CAUSES LOSS OF LIFE.)** |  |
|  | [**KNIGHT OF THE KEEP**](https://magicarena.fandom.com/wiki/Knight_of_the_Keep)**White (3) CREATURE — HUMAN KNIGHT (3/2)** |  |
|  | [**KNIGHT OF THE LAST BREATH**](https://magicarena.fandom.com/wiki/Knight_of_the_Last_Breath)**WhiteBlack (7) CREATURE — GIANT KNIGHT (4/4) , SACRIFICE ANOTHER NONTOKEN CREATURE: CREATE A 1/1 WHITE AND BLACK SPIRIT CREATURE TOKEN WITH FLYING.**  **AFTERLIFE 3 (WHEN THIS CREATURE DIES, CREATE THREE 1/1 WHITE AND BLACK SPIRIT CREATURE TOKENS WITH FLYING.)** |  |
|  | [**KNIGHT OF THE RELIQUARY**](https://magicarena.fandom.com/wiki/Knight_of_the_Reliquary)**GreenWhite (3) CREATURE — HUMAN KNIGHT (2/2) KNIGHT OF THE RELIQUARY GETS +1/+1 FOR EACH LAND CARD IN YOUR GRAVEYARD.**  **Tap, SACRIFICE A FOREST OR PLAINS: SEARCH YOUR LIBRARY FOR A LAND CARD, PUT IT ONTO THE BATTLEFIELD, THEN SHUFFLE YOUR LIBRARY.** |  |
|  | [**KNIGHT OF THE STAMPEDE**](https://magicarena.fandom.com/wiki/Knight_of_the_Stampede)**Green (4) CREATURE — HUMAN KNIGHT (2/4) DINOSAUR SPELLS YOU CAST COST  LESS TO CAST.** |  |
|  | [**KNIGHT OF THE TUSK**](https://magicarena.fandom.com/wiki/Knight_of_the_Tusk)**WhiteWhite (6) CREATURE — HUMAN KNIGHT (3/7) VIGILANCE (ATTACKING DOESN'T CAUSE THIS CREATURE TO TAP.)** |  |
|  | [**KOGLA, THE TITAN APE**](https://magicarena.fandom.com/wiki/Kogla,_the_Titan_Ape)**GreenGreenGreen (6) LEGENDARY CREATURE — APE (7/6) WHEN KOGLA, THE TITAN APE ENTERS THE BATTLEFIELD, IT FIGHTS UP TO ONE TARGET CREATURE YOU DON'T CONTROL.**  **WHENEVER KOGLA ATTACKS, DESTROY TARGET ARTIFACT OR ENCHANTMENT DEFENDING PLAYER CONTROLS. Green: RETURN TARGET HUMAN YOU CONTROL TO ITS OWNER'S HAND. KOGLA GAINS INDESTRUCTIBLE UNTIL END OF TURN.** |  |
|  | [**KOPALA, WARDEN OF WAVES**](https://magicarena.fandom.com/wiki/Kopala,_Warden_of_Waves)**BlueBlue (3) LEGENDARY CREATURE — MERFOLK WIZARD (2/2) SPELLS YOUR OPPONENTS CAST THAT TARGET A MERFOLK YOU CONTROL COST  MORE TO CAST.**  **ABILITIES YOUR OPPONENTS ACTIVATE THAT TARGET A MERFOLK YOU CONTROL COST  MORE TO ACTIVATE.** |  |
|  | [**KOR SPIRITDANCER**](https://magicarena.fandom.com/wiki/Kor_Spiritdancer)**White (2) CREATURE — KOR WIZARD (0/2) KOR SPIRITDANCER GETS +2/+2 FOR EACH AURA ATTACHED TO IT.**  **WHENEVER YOU CAST AN AURA SPELL, YOU MAY DRAW A CARD.** |  |
|  | [**KORVOLD, FAE-CURSED KING**](https://magicarena.fandom.com/wiki/Korvold,_Fae-Cursed_King)**BlackRedGreen (5) LEGENDARY CREATURE — DRAGON NOBLE (4/4) FLYING**  **WHENEVER KORVOLD, FAE-CURSED KING ENTERS THE BATTLEFIELD OR ATTACKS, SACRIFICE ANOTHER PERMANENT. WHENEVER YOU SACRIFICE A PERMANENT, PUT A +1/+1 COUNTER ON KORVOLD AND DRAW A CARD.** |  |
|  | [**KRAUL FORAGERS**](https://magicarena.fandom.com/wiki/Kraul_Foragers)**Green (5) CREATURE — INSECT SCOUT (4/4) UNDERGROWTH — WHEN KRAUL FORAGERS ENTERS THE BATTLEFIELD, YOU GAIN 1 LIFE FOR EACH CREATURE CARD IN YOUR GRAVEYARD.** |  |
|  | [**KRAUL HARPOONER**](https://magicarena.fandom.com/wiki/Kraul_Harpooner)**Green (2) CREATURE — INSECT WARRIOR (3/2) REACH**  **UNDERGROWTH — WHEN KRAUL HARPOONER ENTERS THE BATTLEFIELD, CHOOSE UP TO ONE TARGET CREATURE WITH FLYING YOU DON'T CONTROL. KRAUL HARPOONER GETS +X/+0 UNTIL END OF TURN, WHERE X IS THE NUMBER OF CREATURE CARDS IN YOUR GRAVEYARD, THEN YOU MAY HAVE KRAUL HARPOONER FIGHT THAT CREATURE.** |  |
|  | [**KRAUL RAIDER**](https://magicarena.fandom.com/wiki/Kraul_Raider)**Black (3) CREATURE — INSECT WARRIOR (2/3) MENACE (THIS CREATURE CAN'T BE BLOCKED EXCEPT BY TWO OR MORE CREATURES.)** |  |
|  | [**KRAUL STINGER**](https://magicarena.fandom.com/wiki/Kraul_Stinger)**Green (3) CREATURE — INSECT ASSASSIN (2/2) DEATHTOUCH** |  |
|  | [**KRAUL SWARM**](https://magicarena.fandom.com/wiki/Kraul_Swarm)**Black (5) CREATURE — INSECT WARRIOR (4/1) FLYING**  **Black, DISCARD A CREATURE CARD: RETURN KRAUL SWARM FROM YOUR GRAVEYARD TO YOUR HAND.** |  |
|  | [**KRENKO, MOB BOSS**](https://magicarena.fandom.com/wiki/Krenko,_Mob_Boss)**RedRed (4) LEGENDARY CREATURE — GOBLIN WARRIOR (3/3) Tap: CREATE X 1/1 RED GOBLIN CREATURE TOKENS, WHERE X IS THE NUMBER OF GOBLINS YOU CONTROL.** |  |
|  | [**KRENKO, TIN STREET KINGPIN**](https://magicarena.fandom.com/wiki/Krenko,_Tin_Street_Kingpin)**Red (3) LEGENDARY CREATURE — GOBLIN (1/2) WHENEVER KRENKO, TIN STREET KINGPIN ATTACKS, PUT A +1/+1 COUNTER ON IT, THEN CREATE A NUMBER OF 1/1 RED GOBLIN CREATURE TOKENS EQUAL TO KRENKO'S POWER.** |  |
|  | [**KRONCH WRANGLER**](https://magicarena.fandom.com/wiki/Kronch_Wrangler)**Green (2) CREATURE — HUMAN WARRIOR (2/1) TRAMPLE**  **WHENEVER A CREATURE WITH POWER 4 OR GREATER ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, PUT A +1/+1 COUNTER ON KRONCH WRANGLER.** |  |
|  | [**KROSAN DRUID**](https://magicarena.fandom.com/wiki/Krosan_Druid)**Green (3) CREATURE — CENTAUR DRUID (2/3) KICKER Green (YOU MAY PAY AN ADDITIONAL Green AS YOU CAST THIS SPELL.)**  **WHEN KROSAN DRUID ENTERS THE BATTLEFIELD, IF IT WAS KICKED, YOU GAIN 10 LIFE.** |  |
|  | [**KROSAN TUSKER**](https://magicarena.fandom.com/wiki/Krosan_Tusker)**GreenGreen (7) CREATURE — BOAR BEAST (6/5) CYCLING Green (Green, DISCARD THIS CARD: DRAW A CARD.)**  **WHEN YOU CYCLE KROSAN TUSKER, YOU MAY SEARCH YOUR LIBRARY FOR A BASIC LAND CARD, REVEAL THAT CARD, PUT IT INTO YOUR HAND, THEN SHUFFLE YOUR LIBRARY. (DO THIS BEFORE YOU DRAW.)** |  |
|  | [**KROXA, TITAN OF DEATH'S HUNGER**](https://magicarena.fandom.com/wiki/Kroxa,_Titan_of_Death%27s_Hunger)**BlackRed (2) LEGENDARY CREATURE — ELDER GIANT (6/6) WHEN KROXA ENTERS THE BATTLEFIELD, SACRIFICE IT UNLESS IT ESCAPED.**  **WHENEVER KROXA ENTERS THE BATTLEFIELD OR ATTACKS, EACH OPPONENT DISCARDS A CARD, THEN EACH OPPONENT WHO DIDN'T DISCARD A NONLAND CARD THIS WAY LOSES 3 LIFE. ESCAPE—BlackBlackRedRed, EXILE FIVE OTHER CARDS FROM YOUR GRAVEYARD. (YOU MAY CAST THIS CARD FROM YOUR GRAVEYARD FOR ITS ESCAPE COST.)** |  |
|  | [**KUMENA, TYRANT OF ORAZCA**](https://magicarena.fandom.com/wiki/Kumena,_Tyrant_of_Orazca)**GreenBlue (3) LEGENDARY CREATURE — MERFOLK SHAMAN (2/4) TAP ANOTHER UNTAPPED MERFOLK YOU CONTROL: KUMENA, TYRANT OF ORAZCA CAN'T BE BLOCKED THIS TURN.**  **TAP THREE UNTAPPED MERFOLK YOU CONTROL: DRAW A CARD. TAP FIVE UNTAPPED MERFOLK YOU CONTROL: PUT A +1/+1 COUNTER ON EACH MERFOLK YOU CONTROL.** |  |
|  | [**KUMENA'S SPEAKER**](https://magicarena.fandom.com/wiki/Kumena%27s_Speaker)**Green (1) CREATURE — MERFOLK SHAMAN (1/1) KUMENA'S SPEAKER GETS +1/+1 AS LONG AS YOU CONTROL ANOTHER MERFOLK OR AN ISLAND.** |  |
|  | [**KUNOROS, HOUND OF ATHREOS**](https://magicarena.fandom.com/wiki/Kunoros,_Hound_of_Athreos)**WhiteBlack (3) LEGENDARY CREATURE — DOG (3/3) VIGILANCE, MENACE, LIFELINK**  **CREATURE CARDS IN GRAVEYARDS CAN'T ENTER THE BATTLEFIELD. PLAYERS CAN'T CAST SPELLS FROM GRAVEYARDS.** |  |
|  | [**KWENDE, PRIDE OF FEMEREF**](https://magicarena.fandom.com/wiki/Kwende,_Pride_of_Femeref)**White (4) LEGENDARY CREATURE — HUMAN KNIGHT (2/2) DOUBLE STRIKE**  **CREATURES YOU CONTROL WITH FIRST STRIKE HAVE DOUBLE STRIKE.** |  |
|  | [**KYKAR, WIND'S FURY**](https://magicarena.fandom.com/wiki/Kykar,_Wind%27s_Fury)**BlueRedWhite (4) LEGENDARY CREATURE — BIRD WIZARD (3/3) FLYING**  **WHENEVER YOU CAST A NONCREATURE SPELL, CREATE A 1/1 WHITE SPIRIT CREATURE TOKEN WITH FLYING. SACRIFICE A SPIRIT: ADD Red.** |  |
|  | [**LABYRINTH RAPTOR**](https://magicarena.fandom.com/wiki/Labyrinth_Raptor)**BlackRed (2) CREATURE — NIGHTMARE DINOSAUR (2/2) MENACE**  **WHENEVER A CREATURE YOU CONTROL WITH MENACE BECOMES BLOCKED, DEFENDING PLAYER SACRIFICES A CREATURE BLOCKING IT. BlackRed: CREATURES YOU CONTROL WITH MENACE GET +1/+0 UNTIL END OF TURN.** |  |
|  | [**LAGONNA-BAND STORYTELLER**](https://magicarena.fandom.com/wiki/Lagonna-Band_Storyteller)**White (4) CREATURE — CENTAUR ADVISOR (3/4) WHEN LAGONNA-BAND STORYTELLER ENTERS THE BATTLEFIELD, YOU MAY PUT TARGET ENCHANTMENT CARD FROM YOUR GRAVEYARD ON TOP OF YOUR LIBRARY. IF YOU DO, YOU GAIN LIFE EQUAL TO ITS CONVERTED MANA COST.** |  |
|  | [**LAMPAD OF DEATH'S VIGIL**](https://magicarena.fandom.com/wiki/Lampad_of_Death%27s_Vigil)**Black (2) ENCHANTMENT CREATURE — NYMPH (1/3) , SACRIFICE A CREATURE: EACH OPPONENT LOSES 1 LIFE AND YOU GAIN 1 LIFE.** |  |
|  | [**LATHLISS, DRAGON QUEEN**](https://magicarena.fandom.com/wiki/Lathliss,_Dragon_Queen)**RedRed (6) LEGENDARY CREATURE — DRAGON (6/6) FLYING**  **WHENEVER ANOTHER NONTOKEN DRAGON ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, CREATE A 5/5 RED DRAGON CREATURE TOKEN WITH FLYING. Red: DRAGONS YOU CONTROL GET +1/+0 UNTIL END OF TURN.** |  |
|  | [**LAVA SERPENT**](https://magicarena.fandom.com/wiki/Lava_Serpent)**Red (6) CREATURE — ELEMENTAL SERPENT (5/5) HASTE**  **CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  |
|  | [**LAVABRINK VENTURER**](https://magicarena.fandom.com/wiki/Lavabrink_Venturer)**White (3) CREATURE — HUMAN SOLDIER (3/3) AS LAVABRINK VENTURER ENTERS THE BATTLEFIELD, CHOOSE ODD OR EVEN. (ZERO IS EVEN.)**  **LAVABRINK VENTURER HAS PROTECTION FROM EACH CONVERTED MANA COST OF THE CHOSEN VALUE.** |  |
|  | [**LAVAKIN BRAWLER**](https://magicarena.fandom.com/wiki/Lavakin_Brawler)**Red (4) CREATURE — ELEMENTAL WARRIOR (2/4) WHENEVER LAVAKIN BRAWLER ATTACKS, IT GETS +1/+0 UNTIL END OF TURN FOR EACH ELEMENTAL YOU CONTROL.** |  |
|  | [**LAVINIA, AZORIUS RENEGADE**](https://magicarena.fandom.com/wiki/Lavinia,_Azorius_Renegade)**WhiteBlue (2) LEGENDARY CREATURE — HUMAN SOLDIER (2/2) EACH OPPONENT CAN'T CAST NONCREATURE SPELLS WITH CONVERTED MANA COST GREATER THAN THE NUMBER OF LANDS THAT PLAYER CONTROLS.**  **WHENEVER AN OPPONENT CASTS A SPELL, IF NO MANA WAS SPENT TO CAST IT, COUNTER THAT SPELL.** |  |
|  | [**LAWLESS BROKER**](https://magicarena.fandom.com/wiki/Lawless_Broker)**Black (3) CREATURE — AETHERBORN ROGUE (3/2) WHEN LAWLESS BROKER DIES, PUT A +1/+1 COUNTER ON TARGET CREATURE YOU CONTROL.** |  |
|  | [**LAW-RUNE ENFORCER**](https://magicarena.fandom.com/wiki/Law-Rune_Enforcer)**White (1) CREATURE — HUMAN SOLDIER (1/2) , Tap: TAP TARGET CREATURE WITH CONVERTED MANA COST 2 OR GREATER.** |  |
|  | [**LAZAV, THE MULTIFARIOUS**](https://magicarena.fandom.com/wiki/Lazav,_the_Multifarious)**BlueBlack (2) LEGENDARY CREATURE — SHAPESHIFTER (1/3) WHEN LAZAV, THE MULTIFARIOUS ENTERS THE BATTLEFIELD, SURVEIL 1. (LOOK AT THE TOP CARD OF YOUR LIBRARY. YOU MAY PUT IT INTO YOUR GRAVEYARD.)**  **: LAZAV, THE MULTIFARIOUS BECOMES A COPY OF TARGET CREATURE CARD IN YOUR GRAVEYARD WITH CONVERTED MANA COST X, EXCEPT ITS NAME IS LAZAV, THE MULTIFARIOUS, IT'S LEGENDARY IN ADDITION TO ITS OTHER TYPES, AND IT HAS THIS ABILITY.** |  |
|  | [**LAZOTEP BEHEMOTH**](https://magicarena.fandom.com/wiki/Lazotep_Behemoth)**Black (5) CREATURE — ZOMBIE HIPPO (5/4)** |  |
|  | [**LAZOTEP REAVER**](https://magicarena.fandom.com/wiki/Lazotep_Reaver)**Black (2) CREATURE — ZOMBIE BEAST (1/2) WHEN LAZOTEP REAVER ENTERS THE BATTLEFIELD, AMASS 1. (PUT A +1/+1 COUNTER ON AN ARMY YOU CONTROL. IF YOU DON'T CONTROL ONE, CREATE A 0/0 BLACK ZOMBIE ARMY CREATURE TOKEN FIRST.)** |  |
|  | [**LEAF GILDER**](https://magicarena.fandom.com/wiki/Leaf_Gilder)**Green (2) CREATURE — ELF DRUID (2/1) Tap: ADD Green.** |  |
|  | [**LEAFKIN AVENGER**](https://magicarena.fandom.com/wiki/Leafkin_Avenger)**RedGreen (4) CREATURE — ELEMENTAL DRUID (4/3) Tap: ADD Green FOR EACH CREATURE WITH POWER 4 OR GREATER YOU CONTROL.**  **Red: LEAFKIN AVENGER DEALS DAMAGE EQUAL TO ITS POWER TO TARGET PLAYER OR PLANESWALKER.** |  |
|  | [**LEAFKIN DRUID**](https://magicarena.fandom.com/wiki/Leafkin_Druid)**Green (2) CREATURE — ELEMENTAL DRUID (0/3) Tap: ADD Green. IF YOU CONTROL FOUR OR MORE CREATURES, ADD GreenGreen INSTEAD.** |  |
|  | [**LEAGUE GUILDMAGE**](https://magicarena.fandom.com/wiki/League_Guildmage)**BlueRed (2) CREATURE — HUMAN WIZARD (2/2) Blue, Tap: DRAW A CARD.**  **Red, Tap: COPY TARGET INSTANT OR SORCERY SPELL YOU CONTROL WITH CONVERTED MANA COST X. YOU MAY CHOOSE NEW TARGETS FOR THE COPY.** |  |
|  | [**LEAPFROG**](https://magicarena.fandom.com/wiki/Leapfrog)**Blue (3) CREATURE — FROG (3/1) LEAPFROG HAS FLYING AS LONG AS YOU'VE CAST AN INSTANT OR SORCERY SPELL THIS TURN.** |  |
|  | [**LEDEV CHAMPION**](https://magicarena.fandom.com/wiki/Ledev_Champion)**GreenWhite (3) CREATURE — ELF KNIGHT (2/2) WHENEVER LEDEV CHAMPION ATTACKS, YOU MAY TAP ANY NUMBER OF UNTAPPED CREATURES YOU CONTROL. LEDEV CHAMPION GETS +1/+1 UNTIL END OF TURN FOR EACH CREATURE TAPPED THIS WAY.**  **GreenWhite: CREATE A 1/1 WHITE SOLDIER CREATURE TOKEN WITH LIFELINK.** |  |
|  | [**LEDEV GUARDIAN**](https://magicarena.fandom.com/wiki/Ledev_Guardian)**White (4) CREATURE — HUMAN KNIGHT (2/4) CONVOKE (YOUR CREATURES CAN HELP CAST THIS SPELL. EACH CREATURE YOU TAP WHILE CASTING THIS SPELL PAYS FOR  OR ONE MANA OF THAT CREATURE'S COLOR.)** |  |
|  | [**LEGION CONQUISTADOR**](https://magicarena.fandom.com/wiki/Legion_Conquistador)**White (3) CREATURE — VAMPIRE SOLDIER (2/2) WHEN LEGION CONQUISTADOR ENTERS THE BATTLEFIELD, YOU MAY SEARCH YOUR LIBRARY FOR ANY NUMBER OF CARDS NAMED LEGION CONQUISTADOR, REVEAL THEM, PUT THEM INTO YOUR HAND, THEN SHUFFLE YOUR LIBRARY.** |  |
|  | [**LEGION GUILDMAGE**](https://magicarena.fandom.com/wiki/Legion_Guildmage)**RedWhite (2) CREATURE — HUMAN WIZARD (2/2) Red, Tap: LEGION GUILDMAGE DEALS 3 DAMAGE TO EACH OPPONENT.**  **White, Tap: TAP ANOTHER TARGET CREATURE.** |  |
|  | [**LEGION LIEUTENANT**](https://magicarena.fandom.com/wiki/Legion_Lieutenant)**WhiteBlack (2) CREATURE — VAMPIRE KNIGHT (2/2) OTHER VAMPIRES YOU CONTROL GET +1/+1.** |  |
|  | [**LEGION WARBOSS**](https://magicarena.fandom.com/wiki/Legion_Warboss)**Red (3) CREATURE — GOBLIN SOLDIER (2/2) MENTOR (WHENEVER THIS CREATURE ATTACKS, PUT A +1/+1 COUNTER ON TARGET ATTACKING CREATURE WITH LESSER POWER.)**  **AT THE BEGINNING OF COMBAT ON YOUR TURN, CREATE A 1/1 RED GOBLIN CREATURE TOKEN. THAT TOKEN GAINS HASTE UNTIL END OF TURN AND ATTACKS THIS COMBAT IF ABLE.** |  |
|  | [**LENA, SELFLESS CHAMPION**](https://magicarena.fandom.com/wiki/Lena,_Selfless_Champion)**WhiteWhite (6) LEGENDARY CREATURE — HUMAN KNIGHT (3/3) WHEN LENA, SELFLESS CHAMPION ENTERS THE BATTLEFIELD, CREATE A 1/1 WHITE SOLDIER CREATURE TOKEN FOR EACH NONTOKEN CREATURE YOU CONTROL.**  **SACRIFICE LENA: CREATURES YOU CONTROL WITH POWER LESS THAN LENA'S POWER GAIN INDESTRUCTIBLE UNTIL END OF TURN.** |  |
|  | [**LEONIN OF THE LOST PRIDE**](https://magicarena.fandom.com/wiki/Leonin_of_the_Lost_Pride)**White (2) CREATURE — CAT WARRIOR (3/1) WHEN LEONIN OF THE LOST PRIDE DIES, EXILE TARGET CARD FROM AN OPPONENT'S GRAVEYARD.** |  |
|  | [**LEONIN VANGUARD**](https://magicarena.fandom.com/wiki/Leonin_Vanguard)**White (1) CREATURE — CAT SOLDIER (1/1) AT THE BEGINNING OF COMBAT ON YOUR TURN, IF YOU CONTROL THREE OR MORE CREATURES, LEONIN VANGUARD GETS +1/+1 UNTIL END OF TURN AND YOU GAIN 1 LIFE.** |  |
|  | [**LEONIN WARLEADER**](https://magicarena.fandom.com/wiki/Leonin_Warleader)**WhiteWhite (4) CREATURE — CAT SOLDIER (4/4) WHENEVER LEONIN WARLEADER ATTACKS, CREATE TWO 1/1 WHITE CAT CREATURE TOKENS WITH LIFELINK THAT ARE TAPPED AND ATTACKING.** |  |
|  | [**LEYLINE PROWLER**](https://magicarena.fandom.com/wiki/Leyline_Prowler)**BlackGreen (3) CREATURE — NIGHTMARE BEAST (2/3) DEATHTOUCH, LIFELINK**  **Tap: ADD ONE MANA OF ANY COLOR.** |  |
|  | [**LIBRARY LARCENIST**](https://magicarena.fandom.com/wiki/Library_Larcenist)**Blue (3) CREATURE — MERFOLK ROGUE (1/2) WHENEVER LIBRARY LARCENIST ATTACKS, DRAW A CARD.** |  |
|  | [**LIGHT OF THE LEGION**](https://magicarena.fandom.com/wiki/Light_of_the_Legion)**WhiteWhite (6) CREATURE — ANGEL (5/5) FLYING**  **MENTOR (WHENEVER THIS CREATURE ATTACKS, PUT A +1/+1 COUNTER ON TARGET ATTACKING CREATURE WITH LESSER POWER.) WHEN LIGHT OF THE LEGION DIES, PUT A +1/+1 COUNTER ON EACH WHITE CREATURE YOU CONTROL.** |  |
|  | [**LIGHTNING ELEMENTAL**](https://magicarena.fandom.com/wiki/Lightning_Elemental)**Red (4) CREATURE — ELEMENTAL (4/1) HASTE (THIS CREATURE CAN ATTACK AND Tap AS SOON AS IT COMES UNDER YOUR CONTROL.)** |  |
|  | [**LIGHTNING MARE**](https://magicarena.fandom.com/wiki/Lightning_Mare)**RedRed (2) CREATURE — ELEMENTAL HORSE (3/1) THIS SPELL CAN'T BE COUNTERED.**  **LIGHTNING MARE CAN'T BE BLOCKED BY BLUE CREATURES. Red: LIGHTNING MARE GETS +1/+0 UNTIL END OF TURN.** |  |
|  | [**LIGHTNING PHOENIX**](https://magicarena.fandom.com/wiki/Lightning_Phoenix)**Red (3) CREATURE — PHOENIX (2/2) FLYING, HASTE**  **LIGHTNING PHOENIX CAN'T BLOCK. AT THE BEGINNING OF YOUR END STEP, IF AN OPPONENT WAS DEALT 3 OR MORE DAMAGE THIS TURN, YOU MAY PAY Red. IF YOU DO, RETURN LIGHTNING PHOENIX FROM YOUR GRAVEYARD TO THE BATTLEFIELD.** |  |
|  | [**LIGHTNING SERPENT**](https://magicarena.fandom.com/wiki/Lightning_Serpent)**Red (1) CREATURE — ELEMENTAL SERPENT (2/1) TRAMPLE, HASTE**  **LIGHTNING SERPENT ENTERS THE BATTLEFIELD WITH X +1/+0 COUNTERS ON IT. AT THE BEGINNING OF THE END STEP, SACRIFICE LIGHTNING SERPENT.** |  |
|  | [**LIGHTNING SHRIEKER**](https://magicarena.fandom.com/wiki/Lightning_Shrieker)**Red (5) CREATURE — DRAGON (5/5) FLYING, TRAMPLE, HASTE**  **AT THE BEGINNING OF THE END STEP, LIGHTNING SHRIEKER'S OWNER SHUFFLES IT INTO THEIR LIBRARY.** |  |
|  | [**LIGHTNING STORMKIN**](https://magicarena.fandom.com/wiki/Lightning_Stormkin)**BlueRed (2) CREATURE — ELEMENTAL WIZARD (2/2) FLYING**  **HASTE (THIS CREATURE CAN ATTACK AND Tap AS SOON AS IT COMES UNDER YOUR CONTROL.)** |  |
|  | [**LIGHTNING VISIONARY**](https://magicarena.fandom.com/wiki/Lightning_Visionary)**Red (2) CREATURE — MINOTAUR SHAMAN (2/1) PROWESS (WHENEVER YOU CAST A NONCREATURE SPELL, THIS CREATURE GETS +1/+1 UNTIL END OF TURN.)** |  |
|  | [**LIGHTNING-CORE EXCAVATOR**](https://magicarena.fandom.com/wiki/Lightning-Core_Excavator)**(1) ARTIFACT CREATURE — GOLEM (0/3) , Tap, SACRIFICE LIGHTNING-CORE EXCAVATOR: IT DEALS 3 DAMAGE TO ANY TARGET.** |  |
|  | [**LIGHTNING-RIG CREW**](https://magicarena.fandom.com/wiki/Lightning-Rig_Crew)**Red (3) CREATURE — GOBLIN PIRATE (0/5) Tap: LIGHTNING-RIG CREW DEALS 1 DAMAGE TO EACH OPPONENT.**  **WHENEVER YOU CAST A PIRATE SPELL, UNTAP LIGHTNING-RIG CREW.** |  |
|  | [**LIGHTWALKER**](https://magicarena.fandom.com/wiki/Lightwalker)**White (2) CREATURE — HUMAN WARRIOR (2/1) LIGHTWALKER HAS FLYING AS LONG AS IT HAS A +1/+1 COUNTER ON IT.** |  |
|  | [**LILIANA'S DEVOTEE**](https://magicarena.fandom.com/wiki/Liliana%27s_Devotee)**Black (3) CREATURE — HUMAN WARLOCK (2/3) ZOMBIES YOU CONTROL GET +1/+0.**  **AT THE BEGINNING OF YOUR END STEP, IF A CREATURE DIED THIS TURN, YOU MAY PAY Black. IF YOU DO, CREATE A 2/2 BLACK ZOMBIE CREATURE TOKEN.** |  |
|  | [**LILIANA'S ELITE**](https://magicarena.fandom.com/wiki/Liliana%27s_Elite)**Black (3) CREATURE — ZOMBIE (1/1) LILIANA'S ELITE GETS +1/+1 FOR EACH CREATURE CARD IN YOUR GRAVEYARD.** |  |
|  | [**LILIANA'S REAVER**](https://magicarena.fandom.com/wiki/Liliana%27s_Reaver)**BlackBlack (4) CREATURE — ZOMBIE (4/3) DEATHTOUCH**  **WHENEVER LILIANA'S REAVER DEALS COMBAT DAMAGE TO A PLAYER, THAT PLAYER DISCARDS A CARD AND YOU CREATE A TAPPED 2/2 BLACK ZOMBIE CREATURE TOKEN.** |  |
|  | [**LILIANA'S SCROUNGER**](https://magicarena.fandom.com/wiki/Liliana%27s_Scrounger)**Black (3) CREATURE — HUMAN WIZARD (3/2) AT THE BEGINNING OF EACH END STEP, IF A CREATURE DIED THIS TURN, YOU MAY PUT A LOYALTY COUNTER ON A LILIANA PLANESWALKER YOU CONTROL.** |  |
|  | [**LILIANA'S STANDARD BEARER**](https://magicarena.fandom.com/wiki/Liliana%27s_Standard_Bearer)**Black (3) CREATURE — ZOMBIE KNIGHT (3/1) FLASH**  **WHEN LILIANA'S STANDARD BEARER ENTERS THE BATTLEFIELD, DRAW X CARDS, WHERE X IS THE NUMBER OF CREATURES THAT DIED UNDER YOUR CONTROL THIS TURN.** |  |
|  | [**LILIANA'S STEWARD**](https://magicarena.fandom.com/wiki/Liliana%27s_Steward)**Black (1) CREATURE — ZOMBIE (1/2) Tap, SACRIFICE LILIANA'S STEWARD: TARGET OPPONENT DISCARDS A CARD. ACTIVATE THIS ABILITY ONLY ANY TIME YOU COULD CAST A SORCERY.** |  |
|  | [**LINDEN, THE STEADFAST QUEEN**](https://magicarena.fandom.com/wiki/Linden,_the_Steadfast_Queen)**WhiteWhiteWhite (3) LEGENDARY CREATURE — HUMAN NOBLE (3/3) VIGILANCE**  **WHENEVER A WHITE CREATURE YOU CONTROL ATTACKS, YOU GAIN 1 LIFE.** |  |
|  | [**LINGERING PHANTOM**](https://magicarena.fandom.com/wiki/Lingering_Phantom)**Black (6) CREATURE — SPIRIT (5/4) WHENEVER YOU CAST A HISTORIC SPELL, YOU MAY PAY Black. IF YOU DO, RETURN LINGERING PHANTOM FROM YOUR GRAVEYARD TO YOUR HAND. (ARTIFACTS, LEGENDARIES, AND SAGAS ARE HISTORIC.)** |  |
|  | [**LINVALA, KEEPER OF SILENCE**](https://magicarena.fandom.com/wiki/Linvala,_Keeper_of_Silence)**WhiteWhite (4) LEGENDARY CREATURE — ANGEL (3/4) FLYING**  **ACTIVATED ABILITIES OF CREATURES YOUR OPPONENTS CONTROL CAN'T BE ACTIVATED.** |  |
|  | [**LIVING LIGHTNING**](https://magicarena.fandom.com/wiki/Living_Lightning)**Red (4) CREATURE — ELEMENTAL SHAMAN (3/2) WHEN LIVING LIGHTNING DIES, RETURN TARGET INSTANT OR SORCERY CARD FROM YOUR GRAVEYARD TO YOUR HAND.** |  |
|  | [**LIVING TWISTER**](https://magicarena.fandom.com/wiki/Living_Twister)**RedRedGreen (3) CREATURE — ELEMENTAL (2/5) Red, DISCARD A LAND CARD: LIVING TWISTER DEALS 2 DAMAGE TO ANY TARGET.**  **Green: RETURN A TAPPED LAND YOU CONTROL TO ITS OWNER'S HAND.** |  |
|  | [**LLANOWAR ELVES**](https://magicarena.fandom.com/wiki/Llanowar_Elves)**Green (1) CREATURE — ELF DRUID (1/1) Tap: ADD Green.** |  |
|  | [**LLANOWAR ENVOY**](https://magicarena.fandom.com/wiki/Llanowar_Envoy)**Green (3) CREATURE — ELF SCOUT (3/2) Green: ADD ONE MANA OF ANY COLOR.** |  |
|  | [**LLANOWAR SCOUT**](https://magicarena.fandom.com/wiki/Llanowar_Scout)**Green (2) CREATURE — ELF SCOUT (1/3) Tap: YOU MAY PUT A LAND CARD FROM YOUR HAND ONTO THE BATTLEFIELD.** |  |
|  | [**LLANOWAR VISIONARY**](https://magicarena.fandom.com/wiki/Llanowar_Visionary)**Green (3) CREATURE — ELF DRUID (2/2) WHEN LLANOWAR VISIONARY ENTERS THE BATTLEFIELD, DRAW A CARD.**  **Tap: ADD Green.** |  |
|  | [**LOAMING SHAMAN**](https://magicarena.fandom.com/wiki/Loaming_Shaman)**Green (3) CREATURE — CENTAUR SHAMAN (3/2) WHEN LOAMING SHAMAN ENTERS THE BATTLEFIELD, TARGET PLAYER SHUFFLES ANY NUMBER OF TARGET CARDS FROM THEIR GRAVEYARD INTO THEIR LIBRARY.** |  |
|  | [**LOATHSOME CHIMERA**](https://magicarena.fandom.com/wiki/Loathsome_Chimera)**Green (3) CREATURE — CHIMERA (4/1) ESCAPE—Green, EXILE THREE OTHER CARDS FROM YOUR GRAVEYARD. (YOU MAY CAST THIS CARD FROM YOUR GRAVEYARD FOR ITS ESCAPE COST.)**  **LOATHSOME CHIMERA ESCAPES WITH A +1/+1 COUNTER ON IT.** |  |
|  | [**LOCH DRAGON**](https://magicarena.fandom.com/wiki/Loch_Dragon)**(4) CREATURE — DRAGON (3/2) FLYING**  **WHENEVER LOCH DRAGON ENTERS THE BATTLEFIELD OR ATTACKS, YOU MAY DISCARD A CARD. IF YOU DO, DRAW A CARD.** |  |
|  | [**LOCHMERE SERPENT**](https://magicarena.fandom.com/wiki/Lochmere_Serpent)**BlueBlack (6) CREATURE — SERPENT (7/7) FLASH**  **Blue, SACRIFICE AN ISLAND: LOCHMERE SERPENT CAN'T BE BLOCKED THIS TURN. Black, SACRIFICE A SWAMP: YOU GAIN 1 LIFE AND DRAW A CARD. BlueBlack: EXILE FIVE TARGET CARDS FROM AN OPPONENT'S GRAVEYARD. RETURN LOCHMERE SERPENT FROM YOUR GRAVEYARD TO YOUR HAND. ACTIVATE THIS ABILITY ONLY ANY TIME YOU COULD CAST A SORCERY.** |  |
|  | [**LOCTHWAIN GARGOYLE**](https://magicarena.fandom.com/wiki/Locthwain_Gargoyle)**(1) ARTIFACT CREATURE — GARGOYLE (0/3) : LOCTHWAIN GARGOYLE GETS +2/+0 AND GAINS FLYING UNTIL END OF TURN.** |  |
|  | [**LOCTHWAIN PALADIN**](https://magicarena.fandom.com/wiki/Locthwain_Paladin)**Black (4) CREATURE — HUMAN KNIGHT (3/2) MENACE (THIS CREATURE CAN'T BE BLOCKED EXCEPT BY TWO OR MORE CREATURES.)**  **ADAMANT — IF AT LEAST THREE BLACK MANA WAS SPENT TO CAST THIS SPELL, LOCTHWAIN PALADIN ENTERS THE BATTLEFIELD WITH A +1/+1 COUNTER ON IT.** |  |
|  | [**LONESOME UNICORN**](https://magicarena.fandom.com/wiki/Lonesome_Unicorn)**White (5) CREATURE — UNICORN (3/3) VIGILANCE** |  |
|  | [**LOOMING ALTISAUR**](https://magicarena.fandom.com/wiki/Looming_Altisaur)**White (4) CREATURE — DINOSAUR (1/7)** |  |
|  | [**LORE DRAKKIS**](https://magicarena.fandom.com/wiki/Lore_Drakkis)**BlueRed (3) CREATURE — LIZARD BEAST (2/3) MUTATE  (IF YOU CAST THIS SPELL FOR ITS MUTATE COST, PUT IT OVER OR UNDER TARGET NON-HUMAN CREATURE YOU OWN. THEY MUTATE INTO THE CREATURE ON TOP PLUS ALL ABILITIES FROM UNDER IT.)**  **WHENEVER THIS CREATURE MUTATES, RETURN TARGET INSTANT OR SORCERY CARD FROM YOUR GRAVEYARD TO YOUR HAND.** |  |
|  | [**LORESCALE COATL**](https://magicarena.fandom.com/wiki/Lorescale_Coatl)**GreenBlue (3) CREATURE — SNAKE (2/2) WHENEVER YOU DRAW A CARD, PUT A +1/+1 COUNTER ON LORESCALE COATL.** |  |
|  | [**LOST LEGION**](https://magicarena.fandom.com/wiki/Lost_Legion)**BlackBlack (3) CREATURE — SPIRIT KNIGHT (2/3) WHEN LOST LEGION ENTERS THE BATTLEFIELD, SCRY 2. (LOOK AT THE TOP TWO CARDS OF YOUR LIBRARY, THEN PUT ANY NUMBER OF THEM ON THE BOTTOM OF YOUR LIBRARY AND THE REST ON TOP IN ANY ORDER.)** |  |
|  | [**LOTLETH GIANT**](https://magicarena.fandom.com/wiki/Lotleth_Giant)**Black (7) CREATURE — ZOMBIE GIANT (6/5) UNDERGROWTH — WHEN LOTLETH GIANT ENTERS THE BATTLEFIELD, IT DEALS 1 DAMAGE TO TARGET OPPONENT FOR EACH CREATURE CARD IN YOUR GRAVEYARD.** |  |
|  | [**LOVESTRUCK BEAST**](https://magicarena.fandom.com/wiki/Lovestruck_Beast)**Green (3) CREATURE — BEAST NOBLE (5/5) LOVESTRUCK BEAST CAN'T ATTACK UNLESS YOU CONTROL A 1/1 CREATURE.** |  |
|  | [**LOXODON LIFECHANTER**](https://magicarena.fandom.com/wiki/Loxodon_Lifechanter)**White (6) CREATURE — ELEPHANT CLERIC (4/6) WHEN LOXODON LIFECHANTER ENTERS THE BATTLEFIELD, YOU MAY HAVE YOUR LIFE TOTAL BECOME THE TOTAL TOUGHNESS OF CREATURES YOU CONTROL.**  **White: LOXODON LIFECHANTER GETS +X/+X UNTIL END OF TURN, WHERE X IS YOUR LIFE TOTAL.** |  |
|  | [**LOXODON LINE BREAKER**](https://magicarena.fandom.com/wiki/Loxodon_Line_Breaker)**White (3) CREATURE — ELEPHANT SOLDIER (3/2)** |  |
|  | [**LOXODON RESTORER**](https://magicarena.fandom.com/wiki/Loxodon_Restorer)**WhiteWhite (6) CREATURE — ELEPHANT CLERIC (3/4) CONVOKE (YOUR CREATURES CAN HELP CAST THIS SPELL. EACH CREATURE YOU TAP WHILE CASTING THIS SPELL PAYS FOR  OR ONE MANA OF THAT CREATURE'S COLOR.)**  **WHEN LOXODON RESTORER ENTERS THE BATTLEFIELD, YOU GAIN 4 LIFE.** |  |
|  | [**LOXODON SERGEANT**](https://magicarena.fandom.com/wiki/Loxodon_Sergeant)**White (4) CREATURE — ELEPHANT SOLDIER (3/3) VIGILANCE**  **WHEN LOXODON SERGEANT ENTERS THE BATTLEFIELD, OTHER CREATURES YOU CONTROL GAIN VIGILANCE UNTIL END OF TURN.** |  |
|  | [**LOYAL PEGASUS**](https://magicarena.fandom.com/wiki/Loyal_Pegasus)**White (1) CREATURE — PEGASUS (2/1) FLYING**  **LOYAL PEGASUS CAN'T ATTACK OR BLOCK ALONE.** |  |
|  | [**LUMBERING BATTLEMENT**](https://magicarena.fandom.com/wiki/Lumbering_Battlement)**White (5) CREATURE — BEAST (4/5) VIGILANCE**  **WHEN LUMBERING BATTLEMENT ENTERS THE BATTLEFIELD, EXILE ANY NUMBER OF OTHER NONTOKEN CREATURES YOU CONTROL UNTIL IT LEAVES THE BATTLEFIELD. LUMBERING BATTLEMENT GETS +2/+2 FOR EACH CARD EXILED WITH IT.** |  |
|  | [**LUMINOUS BROODMOTH**](https://magicarena.fandom.com/wiki/Luminous_Broodmoth)**WhiteWhite (4) CREATURE — INSECT (3/4) FLYING**  **WHENEVER A CREATURE YOU CONTROL WITHOUT FLYING DIES, RETURN IT TO THE BATTLEFIELD UNDER ITS OWNER'S CONTROL WITH A FLYING COUNTER ON IT.** |  |
|  | [**LURKING CHUPACABRA**](https://magicarena.fandom.com/wiki/Lurking_Chupacabra)**Black (4) CREATURE — BEAST HORROR (2/3) WHENEVER A CREATURE YOU CONTROL EXPLORES, TARGET CREATURE AN OPPONENT CONTROLS GETS -2/-2 UNTIL END OF TURN.** |  |
|  | [**LURKING DEADEYE**](https://magicarena.fandom.com/wiki/Lurking_Deadeye)**Black (4) CREATURE — HUMAN ASSASSIN (4/2) FLASH**  **WHEN LURKING DEADEYE ENTERS THE BATTLEFIELD, DESTROY TARGET CREATURE THAT WAS DEALT DAMAGE THIS TURN.** |  |
|  | [**LURRUS OF THE DREAM DEN**](https://magicarena.fandom.com/wiki/Lurrus_of_the_Dream_Den)**(3) LEGENDARY CREATURE — CAT NIGHTMARE (3/2) COMPANION — EACH PERMANENT CARD IN YOUR STARTING DECK HAS CONVERTED MANA COST 2 OR LESS. (IF THIS CARD IS YOUR CHOSEN COMPANION, YOU MAY PUT IT INTO YOUR HAND FROM OUTSIDE THE GAME FOR  ANY TIME YOU COULD CAST A SORCERY.)**  **LIFELINK DURING EACH OF YOUR TURNS, YOU MAY CAST ONE PERMANENT SPELL WITH CONVERTED MANA COST 2 OR LESS FROM YOUR GRAVEYARD.** |  |
|  | [**LUTRI, THE SPELLCHASER**](https://magicarena.fandom.com/wiki/Lutri,_the_Spellchaser)**(3) LEGENDARY CREATURE — ELEMENTAL OTTER (3/2) COMPANION — EACH NONLAND CARD IN YOUR STARTING DECK HAS A DIFFERENT NAME. (IF THIS CARD IS YOUR CHOSEN COMPANION, YOU MAY PUT IT INTO YOUR HAND FROM OUTSIDE THE GAME FOR  ANY TIME YOU COULD CAST A SORCERY.)**  **FLASH WHEN LUTRI, THE SPELLCHASER ENTERS THE BATTLEFIELD, IF YOU CAST IT, COPY TARGET INSTANT OR SORCERY SPELL YOU CONTROL. YOU MAY CHOOSE NEW TARGETS FOR THE COPY.** |  |
|  | [**LYRA DAWNBRINGER**](https://magicarena.fandom.com/wiki/Lyra_Dawnbringer)**WhiteWhite (5) LEGENDARY CREATURE — ANGEL (5/5) FLYING, FIRST STRIKE, LIFELINK**  **OTHER ANGELS YOU CONTROL GET +1/+1 AND HAVE LIFELINK.** |  |
|  | [**MAD RATTER**](https://magicarena.fandom.com/wiki/Mad_Ratter)**Red (4) CREATURE — GOBLIN (1/2) WHENEVER YOU DRAW YOUR SECOND CARD EACH TURN, CREATE TWO 1/1 BLACK RAT CREATURE TOKENS.** |  |
|  | [**MAELSTROM ARCHANGEL**](https://magicarena.fandom.com/wiki/Maelstrom_Archangel)**WhiteBlueBlackRedGreen (5) CREATURE — ANGEL (5/5) FLYING**  **WHENEVER MAELSTROM ARCHANGEL DEALS COMBAT DAMAGE TO A PLAYER, YOU MAY CAST A SPELL FROM YOUR HAND WITHOUT PAYING ITS MANA COST.** |  |
|  | [**MAJESTIC AURICORN**](https://magicarena.fandom.com/wiki/Majestic_Auricorn)**White (5) CREATURE — UNICORN (4/4) MUTATE White (IF YOU CAST THIS SPELL FOR ITS MUTATE COST, PUT IT OVER OR UNDER TARGET NON-HUMAN CREATURE YOU OWN. THEY MUTATE INTO THE CREATURE ON TOP PLUS ALL ABILITIES FROM UNDER IT.)**  **VIGILANCE WHENEVER THIS CREATURE MUTATES, YOU GAIN 4 LIFE.** |  |
|  | [**MAJESTIC HELIOPTERUS**](https://magicarena.fandom.com/wiki/Majestic_Heliopterus)**White (4) CREATURE — DINOSAUR (2/2) FLYING**  **WHENEVER MAJESTIC HELIOPTERUS ATTACKS, ANOTHER TARGET DINOSAUR YOU CONTROL GAINS FLYING UNTIL END OF TURN.** |  |
|  | [**MAKESHIFT BATTALION**](https://magicarena.fandom.com/wiki/Makeshift_Battalion)**White (3) CREATURE — HUMAN SOLDIER (3/2) WHENEVER MAKESHIFT BATTALION AND AT LEAST TWO OTHER CREATURES ATTACK, PUT A +1/+1 COUNTER ON MAKESHIFT BATTALION.** |  |
|  | [**MALAKIR FAMILIAR**](https://magicarena.fandom.com/wiki/Malakir_Familiar)**Black (3) CREATURE — BAT (2/1) FLYING, DEATHTOUCH**  **WHENEVER YOU GAIN LIFE, MALAKIR FAMILIAR GETS +1/+1 UNTIL END OF TURN.** |  |
|  | [**MALEVOLENT NOBLE**](https://magicarena.fandom.com/wiki/Malevolent_Noble)**Black (2) CREATURE — HUMAN NOBLE (2/2) , SACRIFICE AN ARTIFACT OR ANOTHER CREATURE: PUT A +1/+1 COUNTER ON MALEVOLENT NOBLE.** |  |
|  | [**MAMMOTH SPIDER**](https://magicarena.fandom.com/wiki/Mammoth_Spider)**Green (5) CREATURE — SPIDER (3/5) REACH (THIS CREATURE CAN BLOCK CREATURES WITH FLYING.)** |  |
|  | [**MANED SERVAL**](https://magicarena.fandom.com/wiki/Maned_Serval)**White (2) CREATURE — CAT (1/4) VIGILANCE** |  |
|  | [**MANGARA, THE DIPLOMAT**](https://magicarena.fandom.com/wiki/Mangara,_the_Diplomat)**White (4) LEGENDARY CREATURE — HUMAN CLERIC (2/4) LIFELINK**  **WHENEVER AN OPPONENT ATTACKS WITH CREATURES, IF TWO OR MORE OF THOSE CREATURES ARE ATTACKING YOU AND/OR PLANESWALKERS YOU CONTROL, DRAW A CARD. WHENEVER AN OPPONENT CASTS THEIR SECOND SPELL EACH TURN, DRAW A CARD.** |  |
|  | [**MARALEAF PIXIE**](https://magicarena.fandom.com/wiki/Maraleaf_Pixie)**GreenBlue (2) CREATURE — FAERIE (2/2) FLYING**  **Tap: ADD Green OR Blue.** |  |
|  | [**MARALEAF RIDER**](https://magicarena.fandom.com/wiki/Maraleaf_Rider)**Green (2) CREATURE — ELF KNIGHT (3/1) SACRIFICE A FOOD: TARGET CREATURE BLOCKS MARALEAF RIDER THIS TURN IF ABLE.** |  |
|  | [**MARAUDING LOOTER**](https://magicarena.fandom.com/wiki/Marauding_Looter)**BlueRed (4) CREATURE — HUMAN PIRATE (4/3) RAID — AT THE BEGINNING OF YOUR END STEP, IF YOU ATTACKED THIS TURN, YOU MAY DRAW A CARD. IF YOU DO, DISCARD A CARD.** |  |
|  | [**MARAUDING RAPTOR**](https://magicarena.fandom.com/wiki/Marauding_Raptor)**Red (2) CREATURE — DINOSAUR (2/3) CREATURE SPELLS YOU CAST COST  LESS TO CAST.**  **WHENEVER ANOTHER CREATURE ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, MARAUDING RAPTOR DEALS 2 DAMAGE TO IT. IF A DINOSAUR IS DEALT DAMAGE THIS WAY, MARAUDING RAPTOR GETS +2/+0 UNTIL END OF TURN.** |  |
|  | [**MARTYR FOR THE CAUSE**](https://magicarena.fandom.com/wiki/Martyr_for_the_Cause)**White (2) CREATURE — HUMAN SOLDIER (2/2) WHEN MARTYR FOR THE CAUSE DIES, PROLIFERATE. (CHOOSE ANY NUMBER OF PERMANENTS AND/OR PLAYERS, THEN GIVE EACH ANOTHER COUNTER OF EACH KIND ALREADY THERE.)** |  |
|  | [**MARTYR OF DUSK**](https://magicarena.fandom.com/wiki/Martyr_of_Dusk)**White (2) CREATURE — VAMPIRE SOLDIER (2/1) WHEN MARTYR OF DUSK DIES, CREATE A 1/1 WHITE VAMPIRE CREATURE TOKEN WITH LIFELINK.** |  |
|  | [**MARWYN, THE NURTURER**](https://magicarena.fandom.com/wiki/Marwyn,_the_Nurturer)**Green (3) LEGENDARY CREATURE — ELF DRUID (1/1) WHENEVER ANOTHER ELF ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, PUT A +1/+1 COUNTER ON MARWYN, THE NURTURER.**  **Tap: ADD AN AMOUNT OF Green EQUAL TO MARWYN'S POWER.** |  |
|  | [**MASKED BLACKGUARD**](https://magicarena.fandom.com/wiki/Masked_Blackguard)**Black (2) CREATURE — HUMAN ROGUE (2/1) FLASH (YOU MAY CAST THIS SPELL ANY TIME YOU COULD CAST AN INSTANT.)**  **Black: MASKED BLACKGUARD GETS +1/+1 UNTIL END OF TURN.** |  |
|  | [**MASSACRE GIRL**](https://magicarena.fandom.com/wiki/Massacre_Girl)**BlackBlack (5) LEGENDARY CREATURE — HUMAN ASSASSIN (4/4) MENACE**  **WHEN MASSACRE GIRL ENTERS THE BATTLEFIELD, EACH OTHER CREATURE GETS -1/-1 UNTIL END OF TURN. WHENEVER A CREATURE DIES THIS TURN, EACH CREATURE OTHER THAN MASSACRE GIRL GETS -1/-1 UNTIL END OF TURN.** |  |
|  | [**MASSACRE WURM**](https://magicarena.fandom.com/wiki/Massacre_Wurm)**BlackBlackBlack (6) CREATURE — WURM (6/5) WHEN MASSACRE WURM ENTERS THE BATTLEFIELD, CREATURES YOUR OPPONENTS CONTROL GET -2/-2 UNTIL END OF TURN.**  **WHENEVER A CREATURE AN OPPONENT CONTROLS DIES, THAT PLAYER LOSES 2 LIFE.** |  |
|  | [**MASTER SPLICER**](https://magicarena.fandom.com/wiki/Master_Splicer)**White (4) CREATURE — HUMAN ARTIFICER (1/1) WHEN MASTER SPLICER ENTERS THE BATTLEFIELD, CREATE A 3/3 COLORLESS GOLEM ARTIFACT CREATURE TOKEN.**  **GOLEMS YOU CONTROL GET +1/+1.** |  |
|  | [**MAUSOLEUM HARPY**](https://magicarena.fandom.com/wiki/Mausoleum_Harpy)**Black (5) CREATURE — HARPY (3/3) FLYING**  **ASCEND (IF YOU CONTROL TEN OR MORE PERMANENTS, YOU GET THE CITY'S BLESSING FOR THE REST OF THE GAME.) WHENEVER ANOTHER CREATURE YOU CONTROL DIES, IF YOU HAVE THE CITY'S BLESSING, PUT A +1/+1 COUNTER ON MAUSOLEUM HARPY.** |  |
|  | [**MAVREN FEIN, DUSK APOSTLE**](https://magicarena.fandom.com/wiki/Mavren_Fein,_Dusk_Apostle)**White (3) LEGENDARY CREATURE — VAMPIRE CLERIC (2/2) WHENEVER ONE OR MORE NONTOKEN VAMPIRES YOU CONTROL ATTACK, CREATE A 1/1 WHITE VAMPIRE CREATURE TOKEN WITH LIFELINK.** |  |
|  | [**MAYHEM DEVIL**](https://magicarena.fandom.com/wiki/Mayhem_Devil)**BlackRed (3) CREATURE — DEVIL (3/3) WHENEVER A PLAYER SACRIFICES A PERMANENT, MAYHEM DEVIL DEALS 1 DAMAGE TO ANY TARGET.** |  |
|  | [**MEDDLING MAGE**](https://magicarena.fandom.com/wiki/Meddling_Mage)**WhiteBlue (2) CREATURE — HUMAN WIZARD (2/2) AS MEDDLING MAGE ENTERS THE BATTLEFIELD, CHOOSE A NONLAND CARD NAME.**  **SPELLS WITH THE CHOSEN NAME CAN'T BE CAST.** |  |
|  | [**MENTOR OF THE MEEK**](https://magicarena.fandom.com/wiki/Mentor_of_the_Meek)**White (3) CREATURE — HUMAN SOLDIER (2/2) WHENEVER ANOTHER CREATURE WITH POWER 2 OR LESS ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, YOU MAY PAY . IF YOU DO, DRAW A CARD.** |  |
|  | [**MERCHANT OF THE VALE**](https://magicarena.fandom.com/wiki/Merchant_of_the_Vale)**Red (3) CREATURE — HUMAN PEASANT (2/3) Red, DISCARD A CARD: DRAW A CARD.** |  |
|  | [**MERFOLK BRANCHWALKER**](https://magicarena.fandom.com/wiki/Merfolk_Branchwalker)**Green (2) CREATURE — MERFOLK SCOUT (2/1) WHEN MERFOLK BRANCHWALKER ENTERS THE BATTLEFIELD, IT EXPLORES. (REVEAL THE TOP CARD OF YOUR LIBRARY. PUT THAT CARD INTO YOUR HAND IF IT'S A LAND. OTHERWISE, PUT A +1/+1 COUNTER ON THIS CREATURE, THEN PUT THE CARD BACK OR PUT IT INTO YOUR GRAVEYARD.)** |  |
|  | [**MERFOLK MISTBINDER**](https://magicarena.fandom.com/wiki/Merfolk_Mistbinder)**GreenBlue (2) CREATURE — MERFOLK SHAMAN (2/2) OTHER MERFOLK YOU CONTROL GET +1/+1.** |  |
|  | [**MERFOLK SECRETKEEPER**](https://magicarena.fandom.com/wiki/Merfolk_Secretkeeper)**Blue (1) CREATURE — MERFOLK WIZARD (0/4)** |  |
|  | [**MERFOLK SKYDIVER**](https://magicarena.fandom.com/wiki/Merfolk_Skydiver)**GreenBlue (2) CREATURE — MERFOLK MUTANT (1/1) FLYING**  **WHEN MERFOLK SKYDIVER ENTERS THE BATTLEFIELD, PUT A +1/+1 COUNTER ON TARGET CREATURE YOU CONTROL. GreenBlue: PROLIFERATE. (CHOOSE ANY NUMBER OF PERMANENTS AND/OR PLAYERS, THEN GIVE EACH ANOTHER COUNTER OF EACH KIND ALREADY THERE.)** |  |
|  | [**MERFOLK TRICKSTER**](https://magicarena.fandom.com/wiki/Merfolk_Trickster)**BlueBlue (2) CREATURE — MERFOLK WIZARD (2/2) FLASH**  **WHEN MERFOLK TRICKSTER ENTERS THE BATTLEFIELD, TAP TARGET CREATURE AN OPPONENT CONTROLS. IT LOSES ALL ABILITIES UNTIL END OF TURN.** |  |
|  | [**MERROW REEJEREY**](https://magicarena.fandom.com/wiki/Merrow_Reejerey)**Blue (3) CREATURE — MERFOLK SOLDIER (2/2) OTHER MERFOLK CREATURES YOU CONTROL GET +1/+1.**  **WHENEVER YOU CAST A MERFOLK SPELL, YOU MAY TAP OR UNTAP TARGET PERMANENT.** |  |
|  | [**MESA UNICORN**](https://magicarena.fandom.com/wiki/Mesa_Unicorn)**White (2) CREATURE — UNICORN (2/2) LIFELINK** |  |
|  | [**MESMERIZING BENTHID**](https://magicarena.fandom.com/wiki/Mesmerizing_Benthid)**BlueBlue (5) CREATURE — OCTOPUS (4/5) WHEN MESMERIZING BENTHID ENTERS THE BATTLEFIELD, CREATE TWO 0/2 BLUE ILLUSION CREATURE TOKENS WITH "WHENEVER THIS CREATURE BLOCKS A CREATURE, THAT CREATURE DOESN'T UNTAP DURING ITS CONTROLLER'S NEXT UNTAP STEP."**  **MESMERIZING BENTHID HAS HEXPROOF AS LONG AS YOU CONTROL AN ILLUSION.** |  |
|  | [**METEOR GOLEM**](https://magicarena.fandom.com/wiki/Meteor_Golem)**(7) ARTIFACT CREATURE — GOLEM (3/3) WHEN METEOR GOLEM ENTERS THE BATTLEFIELD, DESTROY TARGET NONLAND PERMANENT AN OPPONENT CONTROLS.** |  |
|  | [**METROPOLIS SPRITE**](https://magicarena.fandom.com/wiki/Metropolis_Sprite)**Blue (2) CREATURE — FAERIE ROGUE (1/2) FLYING**  **Blue: METROPOLIS SPRITE GETS +1/-1 UNTIL END OF TURN.** |  |
|  | [**MIASMIC MUMMY**](https://magicarena.fandom.com/wiki/Miasmic_Mummy)**Black (2) CREATURE — ZOMBIE JACKAL (2/2) WHEN MIASMIC MUMMY ENTERS THE BATTLEFIELD, EACH PLAYER DISCARDS A CARD.** |  |
|  | [**MIDNIGHT REAPER**](https://magicarena.fandom.com/wiki/Midnight_Reaper)**Black (3) CREATURE — ZOMBIE KNIGHT (3/2) WHENEVER A NONTOKEN CREATURE YOU CONTROL DIES, MIDNIGHT REAPER DEALS 1 DAMAGE TO YOU AND YOU DRAW A CARD.** |  |
|  | [**MIGRATORY GREATHORN**](https://magicarena.fandom.com/wiki/Migratory_Greathorn)**Green (4) CREATURE — BEAST (3/4) MUTATE Green (IF YOU CAST THIS SPELL FOR ITS MUTATE COST, PUT IT OVER OR UNDER TARGET NON-HUMAN CREATURE YOU OWN. THEY MUTATE INTO THE CREATURE ON TOP PLUS ALL ABILITIES FROM UNDER IT.)**  **WHENEVER THIS CREATURE MUTATES, SEARCH YOUR LIBRARY FOR A BASIC LAND CARD, PUT IT ONTO THE BATTLEFIELD TAPPED, THEN SHUFFLE YOUR LIBRARY.** |  |
|  | [**MIKAEUS, THE LUNARCH**](https://magicarena.fandom.com/wiki/Mikaeus,_the_Lunarch)**White (1) LEGENDARY CREATURE — HUMAN CLERIC (0/0) MIKAEUS, THE LUNARCH ENTERS THE BATTLEFIELD WITH X +1/+1 COUNTERS ON IT.**  **Tap: PUT A +1/+1 COUNTER ON MIKAEUS. Tap, REMOVE A +1/+1 COUNTER FROM MIKAEUS: PUT A +1/+1 COUNTER ON EACH OTHER CREATURE YOU CONTROL.** |  |
|  | [**MILITIA BUGLER**](https://magicarena.fandom.com/wiki/Militia_Bugler)**White (3) CREATURE — HUMAN SOLDIER (2/3) VIGILANCE (ATTACKING DOESN'T CAUSE THIS CREATURE TO TAP.)**  **WHEN MILITIA BUGLER ENTERS THE BATTLEFIELD, LOOK AT THE TOP FOUR CARDS OF YOUR LIBRARY. YOU MAY REVEAL A CREATURE CARD WITH POWER 2 OR LESS FROM AMONG THEM AND PUT IT INTO YOUR HAND. PUT THE REST ON THE BOTTOM OF YOUR LIBRARY IN A RANDOM ORDER.** |  |
|  | [**MINDWRACK HARPY**](https://magicarena.fandom.com/wiki/Mindwrack_Harpy)**Black (4) ENCHANTMENT CREATURE — HARPY (3/2) FLYING**  **AT THE BEGINNING OF COMBAT ON YOUR TURN, EACH PLAYER MILLS THREE CARDS.** |  |
|  | [**MINISTRANT OF OBLIGATION**](https://magicarena.fandom.com/wiki/Ministrant_of_Obligation)**White (3) CREATURE — HUMAN CLERIC (2/1) AFTERLIFE 2 (WHEN THIS CREATURE DIES, CREATE TWO 1/1 WHITE AND BLACK SPIRIT CREATURE TOKENS WITH FLYING.)** |  |
|  | [**MINOTAUR SKULLCLEAVER**](https://magicarena.fandom.com/wiki/Minotaur_Skullcleaver)**Red (3) CREATURE — MINOTAUR BERSERKER (2/2) HASTE**  **WHEN MINOTAUR SKULLCLEAVER ENTERS THE BATTLEFIELD, IT GETS +2/+0 UNTIL END OF TURN.** |  |
|  | [**MINOTAUR SURESHOT**](https://magicarena.fandom.com/wiki/Minotaur_Sureshot)**Red (3) CREATURE — MINOTAUR ARCHER (2/3) REACH (THIS CREATURE CAN BLOCK CREATURES WITH FLYING.)**  **Red: MINOTAUR SURESHOT GETS +1/+0 UNTIL END OF TURN.** |  |
|  | [**MIRE TRITON**](https://magicarena.fandom.com/wiki/Mire_Triton)**Black (2) CREATURE — ZOMBIE MERFOLK (2/1) DEATHTOUCH**  **WHEN MIRE TRITON ENTERS THE BATTLEFIELD, MILL TWO CARDS AND YOU GAIN 2 LIFE.** |  |
|  | [**MIRROR IMAGE**](https://magicarena.fandom.com/wiki/Mirror_Image)**Blue (3) CREATURE — SHAPESHIFTER (0/0) YOU MAY HAVE MIRROR IMAGE ENTER THE BATTLEFIELD AS A COPY OF A CREATURE YOU CONTROL.** |  |
|  | [**MISCHIEVOUS CHIMERA**](https://magicarena.fandom.com/wiki/Mischievous_Chimera)**BlueRed (2) ENCHANTMENT CREATURE — CHIMERA (2/2) FLYING**  **WHENEVER YOU CAST YOUR FIRST SPELL DURING EACH OPPONENT'S TURN, MISCHIEVOUS CHIMERA DEALS 1 DAMAGE TO EACH OPPONENT. SCRY 1.** |  |
|  | [**MISHRA'S SELF-REPLICATOR**](https://magicarena.fandom.com/wiki/Mishra%27s_Self-Replicator)**(5) ARTIFACT CREATURE — ASSEMBLY-WORKER (2/2) WHENEVER YOU CAST A HISTORIC SPELL, YOU MAY PAY . IF YOU DO, CREATE A TOKEN THAT'S A COPY OF MISHRA'S SELF-REPLICATOR. (ARTIFACTS, LEGENDARIES, AND SAGAS ARE HISTORIC.)** |  |
|  | [**MISTCALLER**](https://magicarena.fandom.com/wiki/Mistcaller)**Blue (1) CREATURE — MERFOLK WIZARD (1/1) SACRIFICE MISTCALLER: UNTIL END OF TURN, IF A NONTOKEN CREATURE WOULD ENTER THE BATTLEFIELD AND IT WASN'T CAST, EXILE IT INSTEAD.** |  |
|  | [**MIST-CLOAKED HERALD**](https://magicarena.fandom.com/wiki/Mist-Cloaked_Herald)**Blue (1) CREATURE — MERFOLK WARRIOR (1/1) MIST-CLOAKED HERALD CAN'T BE BLOCKED.** |  |
|  | [**MISTFORD RIVER TURTLE**](https://magicarena.fandom.com/wiki/Mistford_River_Turtle)**Blue (4) CREATURE — TURTLE (1/5) WHENEVER MISTFORD RIVER TURTLE ATTACKS, ANOTHER TARGET ATTACKING NON-HUMAN CREATURE CAN'T BE BLOCKED THIS TURN.** |  |
|  | [**MISTRAL SINGER**](https://magicarena.fandom.com/wiki/Mistral_Singer)**Blue (3) CREATURE — SIREN (2/2) FLYING**  **PROWESS (WHENEVER YOU CAST A NONCREATURE SPELL, THIS CREATURE GETS +1/+1 UNTIL END OF TURN.)** |  |
|  | [**MOAT PIRANHAS**](https://magicarena.fandom.com/wiki/Moat_Piranhas)**Blue (2) CREATURE — FISH (3/3) DEFENDER (THIS CREATURE CAN'T ATTACK.)** |  |
|  | [**MOLDERHULK**](https://magicarena.fandom.com/wiki/Molderhulk)**BlackGreen (9) CREATURE — FUNGUS ZOMBIE (6/6) UNDERGROWTH — THIS SPELL COSTS  LESS TO CAST FOR EACH CREATURE CARD IN YOUR GRAVEYARD.**  **WHEN MOLDERHULK ENTERS THE BATTLEFIELD, RETURN TARGET LAND CARD FROM YOUR GRAVEYARD TO THE BATTLEFIELD.** |  |
|  | [**MOLTEN RAVAGER**](https://magicarena.fandom.com/wiki/Molten_Ravager)**Red (3) CREATURE — ELEMENTAL (0/4) Red: MOLTEN RAVAGER GETS +1/+0 UNTIL END OF TURN.** |  |
|  | [**MOMENTUM RUMBLER**](https://magicarena.fandom.com/wiki/Momentum_Rumbler)**Red (4) CREATURE — DINOSAUR (3/3) WHENEVER MOMENTUM RUMBLER ATTACKS, IF IT DOESN'T HAVE FIRST STRIKE, PUT A FIRST STRIKE COUNTER ON IT.**  **WHENEVER MOMENTUM RUMBLER ATTACKS, IF IT HAS FIRST STRIKE, IT GAINS DOUBLE STRIKE UNTIL END OF TURN.** |  |
|  | [**MOODMARK PAINTER**](https://magicarena.fandom.com/wiki/Moodmark_Painter)**BlackBlack (4) CREATURE — HUMAN SHAMAN (2/3) UNDERGROWTH — WHEN MOODMARK PAINTER ENTERS THE BATTLEFIELD, TARGET CREATURE GAINS MENACE AND GETS +X/+0 UNTIL END OF TURN, WHERE X IS THE NUMBER OF CREATURE CARDS IN YOUR GRAVEYARD. (IT CAN'T BE BLOCKED EXCEPT BY TWO OR MORE CREATURES.)** |  |
|  | [**MOONLIT SCAVENGERS**](https://magicarena.fandom.com/wiki/Moonlit_Scavengers)**Blue (6) CREATURE — MERFOLK ROGUE (4/5) WHEN MOONLIT SCAVENGERS ENTERS THE BATTLEFIELD, IF YOU CONTROL AN ARTIFACT OR ENCHANTMENT, RETURN TARGET CREATURE AN OPPONENT CONTROLS TO ITS OWNER'S HAND.** |  |
|  | [**MOORLAND INQUISITOR**](https://magicarena.fandom.com/wiki/Moorland_Inquisitor)**White (2) CREATURE — HUMAN SOLDIER (2/2) White: MOORLAND INQUISITOR GAINS FIRST STRIKE UNTIL END OF TURN. (IT DEALS COMBAT DAMAGE BEFORE CREATURES WITHOUT FIRST STRIKE.)** |  |
|  | [**MOSS VIPER**](https://magicarena.fandom.com/wiki/Moss_Viper)**Green (1) CREATURE — SNAKE (1/1) DEATHTOUCH** |  |
|  | [**MOSSCOAT GORIAK**](https://magicarena.fandom.com/wiki/Mosscoat_Goriak)**Green (3) CREATURE — BEAST (2/4) VIGILANCE** |  |
|  | [**MOWU, LOYAL COMPANION**](https://magicarena.fandom.com/wiki/Mowu,_Loyal_Companion)**Green (4) LEGENDARY CREATURE — DOG (3/3) VIGILANCE, TRAMPLE**  **IF ONE OR MORE +1/+1 COUNTERS WOULD BE PUT ON MOWU, LOYAL COMPANION, THAT MANY PLUS ONE +1/+1 COUNTERS ARE PUT ON IT INSTEAD.** |  |
|  | [**MULDROTHA, THE GRAVETIDE**](https://magicarena.fandom.com/wiki/Muldrotha,_the_Gravetide)**BlackGreenBlue (6) LEGENDARY CREATURE — ELEMENTAL AVATAR (6/6) DURING EACH OF YOUR TURNS, YOU MAY PLAY A LAND AND CAST A PERMANENT SPELL OF EACH PERMANENT TYPE FROM YOUR GRAVEYARD. (IF A CARD HAS MULTIPLE PERMANENT TYPES, CHOOSE ONE AS YOU PLAY IT.)** |  |
|  | [**MULTANI, YAVIMAYA'S AVATAR**](https://magicarena.fandom.com/wiki/Multani,_Yavimaya%27s_Avatar)**GreenGreen (6) LEGENDARY CREATURE — ELEMENTAL AVATAR (0/0) REACH, TRAMPLE**  **MULTANI, YAVIMAYA'S AVATAR GETS +1/+1 FOR EACH LAND YOU CONTROL AND EACH LAND CARD IN YOUR GRAVEYARD. Green, RETURN TWO LANDS YOU CONTROL TO THEIR OWNER'S HAND: RETURN MULTANI FROM YOUR GRAVEYARD TO YOUR HAND.** |  |
|  | [**MURDEROUS RIDER**](https://magicarena.fandom.com/wiki/Murderous_Rider)**BlackBlack (3) CREATURE — ZOMBIE KNIGHT (2/3) LIFELINK**  **WHEN MURDEROUS RIDER DIES, PUT IT ON THE BOTTOM OF ITS OWNER'S LIBRARY.** |  |
|  | [**MURMURING MYSTIC**](https://magicarena.fandom.com/wiki/Murmuring_Mystic)**Blue (4) CREATURE — HUMAN WIZARD (1/5) WHENEVER YOU CAST AN INSTANT OR SORCERY SPELL, CREATE A 1/1 BLUE BIRD ILLUSION CREATURE TOKEN WITH FLYING.** |  |
|  | [**MURMURING PHANTASM**](https://magicarena.fandom.com/wiki/Murmuring_Phantasm)**Blue (2) CREATURE — SPIRIT (0/5) DEFENDER** |  |
|  | [**MUSE DRAKE**](https://magicarena.fandom.com/wiki/Muse_Drake)**Blue (4) CREATURE — DRAKE (1/3) FLYING**  **WHEN MUSE DRAKE ENTERS THE BATTLEFIELD, DRAW A CARD.** |  |
|  | [**MUXUS, GOBLIN GRANDEE**](https://magicarena.fandom.com/wiki/Muxus,_Goblin_Grandee)**RedRed (6) LEGENDARY CREATURE — GOBLIN NOBLE (4/4) WHEN MUXUS, GOBLIN GRANDEE ENTERS THE BATTLEFIELD, REVEAL THE TOP SIX CARDS OF YOUR LIBRARY. PUT ALL GOBLIN CREATURE CARDS WITH CONVERTED MANA COST 5 OR LESS FROM AMONG THEM ONTO THE BATTLEFIELD AND THE REST ON THE BOTTOM OF YOUR LIBRARY IN A RANDOM ORDER.**  **WHENEVER MUXUS ATTACKS, IT GETS +1/+1 UNTIL END OF TURN FOR EACH OTHER GOBLIN YOU CONTROL.** |  |
|  | [**MYR SIRE**](https://magicarena.fandom.com/wiki/Myr_Sire)**(2) ARTIFACT CREATURE — MYR (1/1) WHEN MYR SIRE DIES, CREATE A 1/1 COLORLESS MYR ARTIFACT CREATURE TOKEN.** |  |
|  | [**MYSTERIOUS EGG**](https://magicarena.fandom.com/wiki/Mysterious_Egg)**(1) CREATURE — EGG (0/2) WHENEVER THIS CREATURE MUTATES, PUT A +1/+1 COUNTER ON IT.** |  |
|  | [**MYSTERIOUS PATHLIGHTER**](https://magicarena.fandom.com/wiki/Mysterious_Pathlighter)**White (3) CREATURE — FAERIE (2/2) FLYING**  **EACH CREATURE YOU CONTROL THAT HAS AN ADVENTURE ENTERS THE BATTLEFIELD WITH AN ADDITIONAL +1/+1 COUNTER ON IT. (IT DOESN'T NEED TO HAVE GONE ON THE ADVENTURE FIRST.)** |  |
|  | [**MYSTIC ARCHAEOLOGIST**](https://magicarena.fandom.com/wiki/Mystic_Archaeologist)**Blue (2) CREATURE — HUMAN WIZARD (2/1) BlueBlue: DRAW TWO CARDS.** |  |
|  | [**MYSTIC SKYFISH**](https://magicarena.fandom.com/wiki/Mystic_Skyfish)**Blue (3) CREATURE — FISH (3/1) WHENEVER YOU DRAW YOUR SECOND CARD EACH TURN, MYSTIC SKYFISH GAINS FLYING UNTIL END OF TURN.** |  |
|  | [**NABAN, DEAN OF ITERATION**](https://magicarena.fandom.com/wiki/Naban,_Dean_of_Iteration)**Blue (2) LEGENDARY CREATURE — HUMAN WIZARD (2/1) IF A WIZARD ENTERING THE BATTLEFIELD UNDER YOUR CONTROL CAUSES A TRIGGERED ABILITY OF A PERMANENT YOU CONTROL TO TRIGGER, THAT ABILITY TRIGGERS AN ADDITIONAL TIME.** |  |
|  | [**NADIR KRAKEN**](https://magicarena.fandom.com/wiki/Nadir_Kraken)**BlueBlue (3) CREATURE — KRAKEN (2/3) WHENEVER YOU DRAW A CARD, YOU MAY PAY . IF YOU DO, PUT A +1/+1 COUNTER ON NADIR KRAKEN AND CREATE A 1/1 BLUE TENTACLE CREATURE TOKEN.** |  |
|  | [**NAGA ETERNAL**](https://magicarena.fandom.com/wiki/Naga_Eternal)**Blue (3) CREATURE — ZOMBIE NAGA (3/2)** |  |
|  | [**NAIAD OF HIDDEN COVES**](https://magicarena.fandom.com/wiki/Naiad_of_Hidden_Coves)**Blue (3) ENCHANTMENT CREATURE — NYMPH (2/3) AS LONG AS IT'S NOT YOUR TURN, SPELLS YOU CAST COST  LESS TO CAST.** |  |
|  | [**NARCOMOEBA**](https://magicarena.fandom.com/wiki/Narcomoeba)**Blue (2) CREATURE — ILLUSION (1/1) FLYING**  **WHEN NARCOMOEBA IS PUT INTO YOUR GRAVEYARD FROM YOUR LIBRARY, YOU MAY PUT IT ONTO THE BATTLEFIELD.** |  |
|  | [**NARU MEHA, MASTER WIZARD**](https://magicarena.fandom.com/wiki/Naru_Meha,_Master_Wizard)**BlueBlue (4) LEGENDARY CREATURE — HUMAN WIZARD (3/3) FLASH**  **WHEN NARU MEHA, MASTER WIZARD ENTERS THE BATTLEFIELD, COPY TARGET INSTANT OR SORCERY SPELL YOU CONTROL. YOU MAY CHOOSE NEW TARGETS FOR THE COPY. OTHER WIZARDS YOU CONTROL GET +1/+1.** |  |
|  | [**NEBELGAST HERALD**](https://magicarena.fandom.com/wiki/Nebelgast_Herald)**Blue (3) CREATURE — SPIRIT (2/1) FLASH (YOU MAY CAST THIS SPELL ANY TIME YOU COULD CAST AN INSTANT.)**  **FLYING WHENEVER NEBELGAST HERALD OR ANOTHER SPIRIT ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, TAP TARGET CREATURE AN OPPONENT CONTROLS.** |  |
|  | [**NECROPANTHER**](https://magicarena.fandom.com/wiki/Necropanther)**WhiteBlack (3) CREATURE — CAT NIGHTMARE (3/3) MUTATE  (IF YOU CAST THIS SPELL FOR ITS MUTATE COST, PUT IT OVER OR UNDER TARGET NON-HUMAN CREATURE YOU OWN. THEY MUTATE INTO THE CREATURE ON TOP PLUS ALL ABILITIES FROM UNDER IT.)**  **WHENEVER THIS CREATURE MUTATES, RETURN TARGET CREATURE CARD WITH CONVERTED MANA COST 3 OR LESS FROM YOUR GRAVEYARD TO THE BATTLEFIELD.** |  |
|  | [**NEEDLETOOTH RAPTOR**](https://magicarena.fandom.com/wiki/Needletooth_Raptor)**Red (4) CREATURE — DINOSAUR (2/2) ENRAGE — WHENEVER NEEDLETOOTH RAPTOR IS DEALT DAMAGE, IT DEALS 5 DAMAGE TO TARGET CREATURE AN OPPONENT CONTROLS.** |  |
|  | [**NEHEB, DREADHORDE CHAMPION**](https://magicarena.fandom.com/wiki/Neheb,_Dreadhorde_Champion)**RedRed (4) LEGENDARY CREATURE — ZOMBIE MINOTAUR WARRIOR (5/4) TRAMPLE**  **WHENEVER NEHEB, DREADHORDE CHAMPION DEALS COMBAT DAMAGE TO A PLAYER OR PLANESWALKER, YOU MAY DISCARD ANY NUMBER OF CARDS. IF YOU DO, DRAW THAT MANY CARDS AND ADD THAT MUCH Red. UNTIL END OF TURN, YOU DON'T LOSE THIS MANA AS STEPS AND PHASES END.** |  |
|  | [**NESSIAN BOAR**](https://magicarena.fandom.com/wiki/Nessian_Boar)**GreenGreen (5) CREATURE — BOAR (10/6) ALL CREATURES ABLE TO BLOCK NESSIAN BOAR DO SO.**  **WHENEVER NESSIAN BOAR BECOMES BLOCKED BY A CREATURE, THAT CREATURE'S CONTROLLER DRAWS A CARD.** |  |
|  | [**NESSIAN HORNBEETLE**](https://magicarena.fandom.com/wiki/Nessian_Hornbeetle)**Green (2) CREATURE — INSECT (2/2) AT THE BEGINNING OF COMBAT ON YOUR TURN, IF YOU CONTROL ANOTHER CREATURE WITH POWER 4 OR GREATER, PUT A +1/+1 COUNTER ON NESSIAN HORNBEETLE.** |  |
|  | [**NESSIAN WANDERER**](https://magicarena.fandom.com/wiki/Nessian_Wanderer)**Green (2) CREATURE — SATYR SCOUT (1/3) CONSTELLATION — WHENEVER AN ENCHANTMENT ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, LOOK AT THE TOP THREE CARDS OF YOUR LIBRARY. YOU MAY REVEAL A LAND CARD FROM AMONG THEM AND PUT THAT CARD INTO YOUR HAND. PUT THE REST ON THE BOTTOM OF YOUR LIBRARY IN A RANDOM ORDER.** |  |
|  | [**NEST ROBBER**](https://magicarena.fandom.com/wiki/Nest_Robber)**Red (2) CREATURE — DINOSAUR (2/1) HASTE** |  |
|  | [**NETCASTER SPIDER**](https://magicarena.fandom.com/wiki/Netcaster_Spider)**Green (3) CREATURE — SPIDER (2/3) REACH (THIS CREATURE CAN BLOCK CREATURES WITH FLYING.)**  **WHENEVER NETCASTER SPIDER BLOCKS A CREATURE WITH FLYING, NETCASTER SPIDER GETS +2/+0 UNTIL END OF TURN.** |  |
|  | [**NETHROI, APEX OF DEATH**](https://magicarena.fandom.com/wiki/Nethroi,_Apex_of_Death)**WhiteBlackGreen (5) LEGENDARY CREATURE — CAT NIGHTMARE BEAST (5/5) MUTATE BlackBlack (IF YOU CAST THIS SPELL FOR ITS MUTATE COST, PUT IT OVER OR UNDER TARGET NON-HUMAN CREATURE YOU OWN. THEY MUTATE INTO THE CREATURE ON TOP PLUS ALL ABILITIES FROM UNDER IT.)**  **DEATHTOUCH, LIFELINK WHENEVER THIS CREATURE MUTATES, RETURN ANY NUMBER OF TARGET CREATURE CARDS WITH TOTAL POWER 10 OR LESS FROM YOUR GRAVEYARD TO THE BATTLEFIELD.** |  |
|  | [**NEXUS WARDENS**](https://magicarena.fandom.com/wiki/Nexus_Wardens)**Green (3) CREATURE — SATYR ARCHER (1/4) REACH**  **CONSTELLATION — WHENEVER AN ENCHANTMENT ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, YOU GAIN 2 LIFE.** |  |
|  | [**NEYITH OF THE DIRE HUNT**](https://magicarena.fandom.com/wiki/Neyith_of_the_Dire_Hunt)**GreenGreen (4) LEGENDARY CREATURE — HUMAN WARRIOR (3/3) WHENEVER ONE OR MORE CREATURES YOU CONTROL FIGHT OR BECOME BLOCKED, DRAW A CARD.**  **AT THE BEGINNING OF COMBAT ON YOUR TURN, YOU MAY PAY . IF YOU DO, DOUBLE TARGET CREATURE'S POWER UNTIL END OF TURN. THAT CREATURE MUST BE BLOCKED THIS COMBAT IF ABLE. ( CAN BE PAID WITH EITHER Red OR Green.)** |  |
|  | [**NEZAHAL, PRIMAL TIDE**](https://magicarena.fandom.com/wiki/Nezahal,_Primal_Tide)**BlueBlue (7) LEGENDARY CREATURE — ELDER DINOSAUR (7/7) THIS SPELL CAN'T BE COUNTERED.**  **YOU HAVE NO MAXIMUM HAND SIZE. WHENEVER AN OPPONENT CASTS A NONCREATURE SPELL, DRAW A CARD. DISCARD THREE CARDS: EXILE NEZAHAL, PRIMAL TIDE. RETURN IT TO THE BATTLEFIELD TAPPED UNDER ITS OWNER'S CONTROL AT THE BEGINNING OF THE NEXT END STEP.** |  |
|  | [**NIAMBI, ESTEEMED SPEAKER**](https://magicarena.fandom.com/wiki/Niambi,_Esteemed_Speaker)**WhiteBlue (2) LEGENDARY CREATURE — HUMAN CLERIC (2/1) FLASH**  **WHEN NIAMBI, ESTEEMED SPEAKER ENTERS THE BATTLEFIELD, YOU MAY RETURN ANOTHER TARGET CREATURE YOU CONTROL TO ITS OWNER'S HAND. IF YOU DO, YOU GAIN LIFE EQUAL TO THAT CREATURE'S CONVERTED MANA COST. WhiteBlue, Tap, DISCARD A LEGENDARY CARD: DRAW TWO CARDS.** |  |
|  | [**NIAMBI, FAITHFUL HEALER**](https://magicarena.fandom.com/wiki/Niambi,_Faithful_Healer)**WhiteBlue (3) LEGENDARY CREATURE — HUMAN CLERIC (2/2) WHEN NIAMBI, FAITHFUL HEALER ENTERS THE BATTLEFIELD, YOU MAY SEARCH YOUR LIBRARY AND/OR GRAVEYARD FOR A CARD NAMED TEFERI, TIMEBENDER, REVEAL IT, AND PUT IT INTO YOUR HAND. IF YOU SEARCH YOUR LIBRARY THIS WAY, SHUFFLE IT.** |  |
|  | [**NICOL BOLAS, THE RAVAGER**](https://magicarena.fandom.com/wiki/Nicol_Bolas,_the_Ravager)**BlueBlackRed (4) LEGENDARY CREATURE — ELDER DRAGON (4/4) FLYING**  **WHEN NICOL BOLAS, THE RAVAGER ENTERS THE BATTLEFIELD, EACH OPPONENT DISCARDS A CARD. BlueBlackRed: EXILE NICOL BOLAS, THE RAVAGER, THEN RETURN HIM TO THE BATTLEFIELD TRANSFORMED UNDER HIS OWNER'S CONTROL. ACTIVATE THIS ABILITY ONLY ANY TIME YOU COULD CAST A SORCERY.** |  |
|  | [**NIGHTMARE SHEPHERD**](https://magicarena.fandom.com/wiki/Nightmare_Shepherd)**BlackBlack (4) ENCHANTMENT CREATURE — DEMON (4/4) FLYING**  **WHENEVER ANOTHER NONTOKEN CREATURE YOU CONTROL DIES, YOU MAY EXILE IT. IF YOU DO, CREATE A TOKEN THAT'S A COPY OF THAT CREATURE, EXCEPT IT'S 1/1 AND IT'S A NIGHTMARE IN ADDITION TO ITS OTHER TYPES.** |  |
|  | [**NIGHTPACK AMBUSHER**](https://magicarena.fandom.com/wiki/Nightpack_Ambusher)**GreenGreen (4) CREATURE — WOLF (4/4) FLASH**  **OTHER WOLVES AND WEREWOLVES YOU CONTROL GET +1/+1. AT THE BEGINNING OF YOUR END STEP, IF YOU DIDN'T CAST A SPELL THIS TURN, CREATE A 2/2 GREEN WOLF CREATURE TOKEN.** |  |
|  | [**NIGHTSHADE STINGER**](https://magicarena.fandom.com/wiki/Nightshade_Stinger)**Black (1) CREATURE — FAERIE ROGUE (1/1) FLYING**  **NIGHTSHADE STINGER CAN'T BLOCK.** |  |
|  | [**NIGHTSQUAD COMMANDO**](https://magicarena.fandom.com/wiki/Nightsquad_Commando)**Black (3) CREATURE — HUMAN SOLDIER (2/3) WHEN NIGHTSQUAD COMMANDO ENTERS THE BATTLEFIELD, IF YOU ATTACKED THIS TURN, CREATE A 1/1 WHITE HUMAN SOLDIER CREATURE TOKEN.** |  |
|  | [**NIGHTVEIL PREDATOR**](https://magicarena.fandom.com/wiki/Nightveil_Predator)**BlueBlueBlackBlack (4) CREATURE — VAMPIRE (3/3) FLYING, DEATHTOUCH**  **HEXPROOF (THIS CREATURE CAN'T BE THE TARGET OF SPELLS OR ABILITIES YOUR OPPONENTS CONTROL.)** |  |
|  | [**NIGHTVEIL SPRITE**](https://magicarena.fandom.com/wiki/Nightveil_Sprite)**Blue (2) CREATURE — FAERIE ROGUE (1/2) FLYING**  **WHENEVER NIGHTVEIL SPRITE ATTACKS, SURVEIL 1. (LOOK AT THE TOP CARD OF YOUR LIBRARY. YOU MAY PUT THAT CARD INTO YOUR GRAVEYARD.)** |  |
|  | [**NIKYA OF THE OLD WAYS**](https://magicarena.fandom.com/wiki/Nikya_of_the_Old_Ways)**RedGreen (5) LEGENDARY CREATURE — CENTAUR DRUID (5/5) YOU CAN'T CAST NONCREATURE SPELLS.**  **WHENEVER YOU TAP A LAND FOR MANA, ADD ONE MANA OF ANY TYPE THAT LAND PRODUCED.** |  |
|  | [**NIMBLE BIRDSTICKER**](https://magicarena.fandom.com/wiki/Nimble_Birdsticker)**Red (3) CREATURE — GOBLIN (2/3) REACH (THIS CREATURE CAN BLOCK CREATURES WITH FLYING.)** |  |
|  | [**NIV-MIZZET REBORN**](https://magicarena.fandom.com/wiki/Niv-Mizzet_Reborn)**WhiteBlueBlackRedGreen (5) LEGENDARY CREATURE — DRAGON AVATAR (6/6) FLYING**  **WHEN NIV-MIZZET REBORN ENTERS THE BATTLEFIELD, REVEAL THE TOP TEN CARDS OF YOUR LIBRARY. FOR EACH COLOR PAIR, CHOOSE A CARD THAT'S EXACTLY THOSE COLORS FROM AMONG THEM. PUT THE CHOSEN CARDS INTO YOUR HAND AND THE REST ON THE BOTTOM OF YOUR LIBRARY IN A RANDOM ORDER.** |  |
|  | [**NIV-MIZZET, PARUN**](https://magicarena.fandom.com/wiki/Niv-Mizzet,_Parun)**BlueBlueBlueRedRedRed (6) LEGENDARY CREATURE — DRAGON WIZARD (5/5) THIS SPELL CAN'T BE COUNTERED.**  **FLYING WHENEVER YOU DRAW A CARD, NIV-MIZZET, PARUN DEALS 1 DAMAGE TO ANY TARGET. WHENEVER A PLAYER CASTS AN INSTANT OR SORCERY SPELL, YOU DRAW A CARD.** |  |
|  | [**NOCTURNAL FEEDER**](https://magicarena.fandom.com/wiki/Nocturnal_Feeder)**Black (3) CREATURE — VAMPIRE ROGUE (2/1) FLYING**  **WHEN NOCTURNAL FEEDER DIES, EACH OPPONENT LOSES 2 LIFE AND YOU GAIN 2 LIFE.** |  |
|  | [**NOVICE KNIGHT**](https://magicarena.fandom.com/wiki/Novice_Knight)**White (1) CREATURE — HUMAN KNIGHT (2/3) DEFENDER (THIS CREATURE CAN'T ATTACK.)**  **AS LONG AS NOVICE KNIGHT IS ENCHANTED OR EQUIPPED, IT CAN ATTACK AS THOUGH IT DIDN'T HAVE DEFENDER.** |  |
|  | [**NOXIOUS GROODION**](https://magicarena.fandom.com/wiki/Noxious_Groodion)**Black (3) CREATURE — BEAST (2/2) DEATHTOUCH** |  |
|  | [**NULLHIDE FEROX**](https://magicarena.fandom.com/wiki/Nullhide_Ferox)**GreenGreen (4) CREATURE — BEAST (6/6) HEXPROOF**  **YOU CAN'T CAST NONCREATURE SPELLS. : NULLHIDE FEROX LOSES ALL ABILITIES UNTIL END OF TURN. ANY PLAYER MAY ACTIVATE THIS ABILITY. IF A SPELL OR ABILITY AN OPPONENT CONTROLS CAUSES YOU TO DISCARD NULLHIDE FEROX, PUT IT ONTO THE BATTLEFIELD INSTEAD OF PUTTING IT INTO YOUR GRAVEYARD.** |  |
|  | [**NYLEA, KEEN-EYED**](https://magicarena.fandom.com/wiki/Nylea,_Keen-Eyed)**Green (4) LEGENDARY ENCHANTMENT CREATURE — GOD (5/6) INDESTRUCTIBLE**  **AS LONG AS YOUR DEVOTION TO GREEN IS LESS THAN FIVE, NYLEA ISN'T A CREATURE. CREATURE SPELLS YOU CAST COST  LESS TO CAST. Green: REVEAL THE TOP CARD OF YOUR LIBRARY. IF IT'S A CREATURE CARD, PUT IT INTO YOUR HAND. OTHERWISE, YOU MAY PUT IT INTO YOUR GRAVEYARD.** |  |
|  | [**NYLEA'S FORERUNNER**](https://magicarena.fandom.com/wiki/Nylea%27s_Forerunner)**Green (5) ENCHANTMENT CREATURE — BEAST (5/3) TRAMPLE**  **OTHER CREATURES YOU CONTROL HAVE TRAMPLE.** |  |
|  | [**NYLEA'S HUNTMASTER**](https://magicarena.fandom.com/wiki/Nylea%27s_Huntmaster)**Green (4) CREATURE — CENTAUR SHAMAN (4/3) WHEN NYLEA'S HUNTMASTER ENTERS THE BATTLEFIELD, TARGET CREATURE YOU CONTROL GETS +X/+0 UNTIL END OF TURN, WHERE X IS YOUR DEVOTION TO GREEN. (EACH Green IN THE MANA COSTS OF PERMANENTS YOU CONTROL COUNTS TOWARD YOUR DEVOTION TO GREEN.)** |  |
|  | [**NYX HERALD**](https://magicarena.fandom.com/wiki/Nyx_Herald)**Green (3) ENCHANTMENT CREATURE — CENTAUR SHAMAN (2/3) AT THE BEGINNING OF COMBAT ON YOUR TURN, TARGET ENCHANTED CREATURE OR ENCHANTMENT CREATURE YOU CONTROL GETS +1/+1 AND GAINS TRAMPLE UNTIL END OF TURN.** |  |
|  | [**NYXATHID**](https://magicarena.fandom.com/wiki/Nyxathid)**BlackBlack (3) CREATURE — ELEMENTAL (7/7) AS NYXATHID ENTERS THE BATTLEFIELD, CHOOSE AN OPPONENT.**  **NYXATHID GETS -1/-1 FOR EACH CARD IN THE CHOSEN PLAYER'S HAND.** |  |
|  | [**NYXBLOOM ANCIENT**](https://magicarena.fandom.com/wiki/Nyxbloom_Ancient)**GreenGreenGreen (7) ENCHANTMENT CREATURE — ELEMENTAL (5/5) TRAMPLE**  **IF YOU TAP A PERMANENT FOR MANA, IT PRODUCES THREE TIMES AS MUCH OF THAT MANA INSTEAD.** |  |
|  | [**NYXBORN BRUTE**](https://magicarena.fandom.com/wiki/Nyxborn_Brute)**RedRed (5) ENCHANTMENT CREATURE — CYCLOPS (7/3)** |  |
|  | [**NYXBORN COLOSSUS**](https://magicarena.fandom.com/wiki/Nyxborn_Colossus)**GreenGreenGreen (6) ENCHANTMENT CREATURE — GIANT (6/7)** |  |
|  | [**NYXBORN COURSER**](https://magicarena.fandom.com/wiki/Nyxborn_Courser)**WhiteWhite (3) ENCHANTMENT CREATURE — CENTAUR SCOUT (2/4)** |  |
|  | [**NYXBORN MARAUDER**](https://magicarena.fandom.com/wiki/Nyxborn_Marauder)**BlackBlack (4) ENCHANTMENT CREATURE — MINOTAUR (4/3)** |  |
|  | [**NYXBORN SEAGUARD**](https://magicarena.fandom.com/wiki/Nyxborn_Seaguard)**BlueBlue (4) ENCHANTMENT CREATURE — MERFOLK SOLDIER (2/5)** |  |
|  | [**NYX-FLEECE RAM**](https://magicarena.fandom.com/wiki/Nyx-Fleece_Ram)**White (2) ENCHANTMENT CREATURE — SHEEP (0/5) AT THE BEGINNING OF YOUR UPKEEP, YOU GAIN 1 LIFE.** |  |
|  | [**OAKHAME ADVERSARY**](https://magicarena.fandom.com/wiki/Oakhame_Adversary)**Green (4) CREATURE — ELF WARRIOR (2/3) THIS SPELL COSTS  LESS TO CAST IF AN OPPONENT CONTROLS A GREEN PERMANENT.**  **DEATHTOUCH WHENEVER OAKHAME ADVERSARY DEALS COMBAT DAMAGE TO A PLAYER, DRAW A CARD.** |  |
|  | [**OAKHAME RANGER**](https://magicarena.fandom.com/wiki/Oakhame_Ranger)**(4) CREATURE — ELF KNIGHT (2/2) Tap: CREATURES YOU CONTROL GET +1/+1 UNTIL END OF TURN.** |  |
|  | [**OATHSWORN KNIGHT**](https://magicarena.fandom.com/wiki/Oathsworn_Knight)**BlackBlack (3) CREATURE — HUMAN KNIGHT (0/0) OATHSWORN KNIGHT ENTERS THE BATTLEFIELD WITH FOUR +1/+1 COUNTERS ON IT.**  **OATHSWORN KNIGHT ATTACKS EACH COMBAT IF ABLE. IF DAMAGE WOULD BE DEALT TO OATHSWORN KNIGHT WHILE IT HAS A +1/+1 COUNTER ON IT, PREVENT THAT DAMAGE AND REMOVE A +1/+1 COUNTER FROM IT.** |  |
|  | [**OATHSWORN VAMPIRE**](https://magicarena.fandom.com/wiki/Oathsworn_Vampire)**Black (2) CREATURE — VAMPIRE KNIGHT (2/2) OATHSWORN VAMPIRE ENTERS THE BATTLEFIELD TAPPED.**  **YOU MAY CAST OATHSWORN VAMPIRE FROM YOUR GRAVEYARD IF YOU GAINED LIFE THIS TURN.** |  |
|  | [**OBOSH, THE PREYPIERCER**](https://magicarena.fandom.com/wiki/Obosh,_the_Preypiercer)**(5) LEGENDARY CREATURE — HELLION HORROR (3/5) COMPANION — YOUR STARTING DECK CONTAINS ONLY CARDS WITH ODD CONVERTED MANA COSTS AND LAND CARDS. (IF THIS CARD IS YOUR CHOSEN COMPANION, YOU MAY PUT IT INTO YOUR HAND FROM OUTSIDE THE GAME FOR  ANY TIME YOU COULD CAST A SORCERY.)**  **IF A SOURCE YOU CONTROL WITH AN ODD CONVERTED MANA COST WOULD DEAL DAMAGE TO A PERMANENT OR PLAYER, IT DEALS DOUBLE THAT DAMAGE TO THAT PERMANENT OR PLAYER INSTEAD.** |  |
|  | [**OBSESSIVE STITCHER**](https://magicarena.fandom.com/wiki/Obsessive_Stitcher)**BlueBlack (3) CREATURE — HUMAN WIZARD (0/3) Tap: DRAW A CARD, THEN DISCARD A CARD.**  **BlueBlack, Tap, SACRIFICE OBSESSIVE STITCHER: RETURN TARGET CREATURE CARD FROM YOUR GRAVEYARD TO THE BATTLEFIELD.** |  |
|  | [**OCHRAN ASSASSIN**](https://magicarena.fandom.com/wiki/Ochran_Assassin)**BlackGreen (3) CREATURE — ELF ASSASSIN (1/1) DEATHTOUCH**  **ALL CREATURES ABLE TO BLOCK OCHRAN ASSASSIN DO SO.** |  |
|  | [**OCTOPROPHET**](https://magicarena.fandom.com/wiki/Octoprophet)**Blue (4) CREATURE — OCTOPUS (3/3) WHEN OCTOPROPHET ENTERS THE BATTLEFIELD, SCRY 2. (LOOK AT THE TOP TWO CARDS OF YOUR LIBRARY, THEN PUT ANY NUMBER OF THEM ON THE BOTTOM OF YOUR LIBRARY AND THE REST ON TOP IN ANY ORDER.)** |  |
|  | [**OGRE ERRANT**](https://magicarena.fandom.com/wiki/Ogre_Errant)**Red (4) CREATURE — OGRE KNIGHT (3/4) WHENEVER OGRE ERRANT ATTACKS, ANOTHER TARGET ATTACKING KNIGHT GAINS MENACE UNTIL END OF TURN. (IT CAN'T BE BLOCKED EXCEPT BY TWO OR MORE CREATURES.)** |  |
|  | [**OGRE SIEGEBREAKER**](https://magicarena.fandom.com/wiki/Ogre_Siegebreaker)**BlackRed (4) CREATURE — OGRE BERSERKER (4/3) BlackRed: DESTROY TARGET CREATURE THAT WAS DEALT DAMAGE THIS TURN.** |  |
|  | [**OGRE SLUMLORD**](https://magicarena.fandom.com/wiki/Ogre_Slumlord)**BlackBlack (5) CREATURE — OGRE ROGUE (3/3) WHENEVER ANOTHER NONTOKEN CREATURE DIES, YOU MAY CREATE A 1/1 BLACK RAT CREATURE TOKEN.**  **RATS YOU CONTROL HAVE DEATHTOUCH.** |  |
|  | [**OKO'S ACCOMPLICES**](https://magicarena.fandom.com/wiki/Oko%27s_Accomplices)**Blue (3) CREATURE — FAERIE (2/3) FLYING** |  |
|  | [**OLD-GROWTH DRYADS**](https://magicarena.fandom.com/wiki/Old-Growth_Dryads)**Green (1) CREATURE — DRYAD (3/3) WHEN OLD-GROWTH DRYADS ENTERS THE BATTLEFIELD, EACH OPPONENT MAY SEARCH THEIR LIBRARY FOR A BASIC LAND CARD, PUT IT ONTO THE BATTLEFIELD TAPPED, THEN SHUFFLE THEIR LIBRARY.** |  |
|  | [**OMENSPEAKER**](https://magicarena.fandom.com/wiki/Omenspeaker)**Blue (2) CREATURE — HUMAN WIZARD (1/3) WHEN OMENSPEAKER ENTERS THE BATTLEFIELD, SCRY 2. (LOOK AT THE TOP TWO CARDS OF YOUR LIBRARY, THEN PUT ANY NUMBER OF THEM ON THE BOTTOM OF YOUR LIBRARY AND THE REST ON TOP IN ANY ORDER.)** |  |
|  | [**OMNATH, LOCUS OF THE ROIL**](https://magicarena.fandom.com/wiki/Omnath,_Locus_of_the_Roil)**GreenBlueRed (4) LEGENDARY CREATURE — ELEMENTAL (3/3) WHEN OMNATH, LOCUS OF THE ROIL ENTERS THE BATTLEFIELD, IT DEALS DAMAGE TO ANY TARGET EQUAL TO THE NUMBER OF ELEMENTALS YOU CONTROL.**  **WHENEVER A LAND ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, PUT A +1/+1 COUNTER ON TARGET ELEMENTAL YOU CONTROL. IF YOU CONTROL EIGHT OR MORE LANDS, DRAW A CARD.** |  |
|  | [**OMNISPELL ADEPT**](https://magicarena.fandom.com/wiki/Omnispell_Adept)**Blue (5) CREATURE — HUMAN WIZARD (3/4) Blue, Tap: YOU MAY CAST AN INSTANT OR SORCERY SPELL FROM YOUR HAND WITHOUT PAYING ITS MANA COST.** |  |
|  | [**ONAKKE OGRE**](https://magicarena.fandom.com/wiki/Onakke_Ogre)**Red (3) CREATURE — OGRE WARRIOR (4/2)** |  |
|  | [**ONEIROPHAGE**](https://magicarena.fandom.com/wiki/Oneirophage)**Blue (4) CREATURE — SQUID ILLUSION (1/2) FLYING**  **WHENEVER YOU DRAW A CARD, PUT A +1/+1 COUNTER ON ONEIROPHAGE.** |  |
|  | [**OONA'S BLACKGUARD**](https://magicarena.fandom.com/wiki/Oona%27s_Blackguard)**Black (2) CREATURE — FAERIE ROGUE (1/1) FLYING**  **EACH OTHER ROGUE CREATURE YOU CONTROL ENTERS THE BATTLEFIELD WITH AN ADDITIONAL +1/+1 COUNTER ON IT. WHENEVER A CREATURE YOU CONTROL WITH A +1/+1 COUNTER ON IT DEALS COMBAT DAMAGE TO A PLAYER, THAT PLAYER DISCARDS A CARD.** |  |
|  | [**OPPORTUNISTIC DRAGON**](https://magicarena.fandom.com/wiki/Opportunistic_Dragon)**RedRed (4) CREATURE — DRAGON (4/3) FLYING**  **WHEN OPPORTUNISTIC DRAGON ENTERS THE BATTLEFIELD, CHOOSE TARGET HUMAN OR ARTIFACT AN OPPONENT CONTROLS. FOR AS LONG AS OPPORTUNISTIC DRAGON REMAINS ON THE BATTLEFIELD, GAIN CONTROL OF THAT PERMANENT, IT LOSES ALL ABILITIES, AND IT CAN'T ATTACK OR BLOCK.** |  |
|  | [**ORACLE OF MUL DAYA**](https://magicarena.fandom.com/wiki/Oracle_of_Mul_Daya)**Green (4) CREATURE — ELF SHAMAN (2/2) YOU MAY PLAY AN ADDITIONAL LAND ON EACH OF YOUR TURNS.**  **PLAY WITH THE TOP CARD OF YOUR LIBRARY REVEALED. YOU MAY PLAY LANDS FROM THE TOP OF YOUR LIBRARY.** |  |
|  | [**ORAZCA FRILLBACK**](https://magicarena.fandom.com/wiki/Orazca_Frillback)**Green (3) CREATURE — DINOSAUR (4/2)** |  |
|  | [**ORAZCA RAPTOR**](https://magicarena.fandom.com/wiki/Orazca_Raptor)**RedRed (4) CREATURE — DINOSAUR (3/4)** |  |
|  | [**ORCISH VANDAL**](https://magicarena.fandom.com/wiki/Orcish_Vandal)**Red (2) CREATURE — ORC WARRIOR (1/1) Tap, SACRIFICE AN ARTIFACT: ORCISH VANDAL DEALS 2 DAMAGE TO ANY TARGET.** |  |
|  | [**ORDER OF MIDNIGHT**](https://magicarena.fandom.com/wiki/Order_of_Midnight)**Black (2) CREATURE — HUMAN KNIGHT (2/2) FLYING**  **ORDER OF MIDNIGHT CAN'T BLOCK.** |  |
|  | [**OREAD OF MOUNTAIN'S BLAZE**](https://magicarena.fandom.com/wiki/Oread_of_Mountain%27s_Blaze)**Red (2) ENCHANTMENT CREATURE — NYMPH (1/3) Red, DISCARD A CARD: DRAW A CARD.** |  |
|  | [**ORESKOS SWIFTCLAW**](https://magicarena.fandom.com/wiki/Oreskos_Swiftclaw)**White (2) CREATURE — CAT WARRIOR (3/1)** |  |
|  | [**ORMOS, ARCHIVE KEEPER**](https://magicarena.fandom.com/wiki/Ormos,_Archive_Keeper)**BlueBlue (6) LEGENDARY CREATURE — SPHINX (5/5) FLYING**  **IF YOU WOULD DRAW A CARD WHILE YOUR LIBRARY HAS NO CARDS IN IT, INSTEAD PUT FIVE +1/+1 COUNTERS ON ORMOS, ARCHIVE KEEPER. BlueBlue, DISCARD THREE CARDS WITH DIFFERENT NAMES: DRAW FIVE CARDS.** |  |
|  | [**ORNERY DILOPHOSAUR**](https://magicarena.fandom.com/wiki/Ornery_Dilophosaur)**Green (4) CREATURE — DINOSAUR (2/2) DEATHTOUCH (ANY AMOUNT OF DAMAGE THIS DEALS TO A CREATURE IS ENOUGH TO DESTROY IT.)**  **WHENEVER ORNERY DILOPHOSAUR ATTACKS, IF YOU CONTROL A CREATURE WITH POWER 4 OR GREATER, ORNERY DILOPHOSAUR GETS +2/+2 UNTIL END OF TURN.** |  |
|  | [**ORNERY GOBLIN**](https://magicarena.fandom.com/wiki/Ornery_Goblin)**Red (2) CREATURE — GOBLIN WARRIOR (2/1) WHENEVER ORNERY GOBLIN BLOCKS OR BECOMES BLOCKED BY A CREATURE, ORNERY GOBLIN DEALS 1 DAMAGE TO THAT CREATURE.** |  |
|  | [**ORNITHOPTER**](https://magicarena.fandom.com/wiki/Ornithopter)**(0) ARTIFACT CREATURE — THOPTER (0/2) FLYING** |  |
|  | [**ORZHOV ENFORCER**](https://magicarena.fandom.com/wiki/Orzhov_Enforcer)**Black (2) CREATURE — HUMAN ROGUE (1/2) DEATHTOUCH**  **AFTERLIFE 1 (WHEN THIS CREATURE DIES, CREATE A 1/1 WHITE AND BLACK SPIRIT CREATURE TOKEN WITH FLYING.)** |  |
|  | [**ORZHOV RACKETEERS**](https://magicarena.fandom.com/wiki/Orzhov_Racketeers)**Black (5) CREATURE — HUMAN ROGUE (3/2) WHENEVER ORZHOV RACKETEERS DEALS COMBAT DAMAGE TO A PLAYER, THAT PLAYER DISCARDS A CARD.**  **AFTERLIFE 2 (WHEN THIS CREATURE DIES, CREATE TWO 1/1 WHITE AND BLACK SPIRIT CREATURE TOKENS WITH FLYING.)** |  |
|  | [**OTEPEC HUNTMASTER**](https://magicarena.fandom.com/wiki/Otepec_Huntmaster)**Red (2) CREATURE — HUMAN SHAMAN (1/2) DINOSAUR SPELLS YOU CAST COST  LESS TO CAST.**  **Tap: TARGET DINOSAUR GAINS HASTE UNTIL END OF TURN.** |  |
|  | [**OVERGROWN ARMASAUR**](https://magicarena.fandom.com/wiki/Overgrown_Armasaur)**GreenGreen (5) CREATURE — DINOSAUR (4/4) ENRAGE — WHENEVER OVERGROWN ARMASAUR IS DEALT DAMAGE, CREATE A 1/1 GREEN SAPROLING CREATURE TOKEN.** |  |
|  | [**OVERGROWN BATTLEMENT**](https://magicarena.fandom.com/wiki/Overgrown_Battlement)**Green (2) CREATURE — WALL (0/4) DEFENDER**  **Tap: ADD Green FOR EACH CREATURE WITH DEFENDER YOU CONTROL.** |  |
|  | [**OVERGROWTH ELEMENTAL**](https://magicarena.fandom.com/wiki/Overgrowth_Elemental)**Green (3) CREATURE — ELEMENTAL (3/2) WHEN OVERGROWTH ELEMENTAL ENTERS THE BATTLEFIELD, PUT A +1/+1 COUNTER ON ANOTHER TARGET ELEMENTAL YOU CONTROL.**  **WHENEVER ANOTHER CREATURE YOU CONTROL DIES, YOU GAIN 1 LIFE. IF THAT CREATURE WAS AN ELEMENTAL, PUT A +1/+1 COUNTER ON OVERGROWTH ELEMENTAL.** |  |
|  | [**OVERWHELMED APPRENTICE**](https://magicarena.fandom.com/wiki/Overwhelmed_Apprentice)**Blue (1) CREATURE — HUMAN WIZARD (1/2) WHEN OVERWHELMED APPRENTICE ENTERS THE BATTLEFIELD, EACH OPPONENT MILLS TWO CARDS. THEN YOU SCRY 2. (LOOK AT THE TOP TWO CARDS OF YOUR LIBRARY, THEN PUT ANY NUMBER OF THEM ON THE BOTTOM OF YOUR LIBRARY AND THE REST ON TOP IN ANY ORDER.)** |  |
|  | [**OX OF AGONAS**](https://magicarena.fandom.com/wiki/Ox_of_Agonas)**RedRed (5) CREATURE — OX (4/2) WHEN OX OF AGONAS ENTERS THE BATTLEFIELD, DISCARD YOUR HAND, THEN DRAW THREE CARDS.**  **ESCAPE—RedRed, EXILE EIGHT OTHER CARDS FROM YOUR GRAVEYARD. (YOU MAY CAST THIS CARD FROM YOUR GRAVEYARD FOR ITS ESCAPE COST.) OX OF AGONAS ESCAPES WITH A +1/+1 COUNTER ON IT.** |  |
|  | [**PACK LEADER**](https://magicarena.fandom.com/wiki/Pack_Leader)**White (2) CREATURE — DOG (2/2) OTHER DOGS YOU CONTROL GET +1/+1.**  **WHENEVER PACK LEADER ATTACKS, PREVENT ALL COMBAT DAMAGE THAT WOULD BE DEALT THIS TURN TO DOGS YOU CONTROL.** |  |
|  | [**PACK MASTIFF**](https://magicarena.fandom.com/wiki/Pack_Mastiff)**Red (2) CREATURE — DOG (2/2) Red: EACH CREATURE YOU CONTROL NAMED PACK MASTIFF GETS +1/+0 UNTIL END OF TURN.** |  |
|  | [**PACK RAT**](https://magicarena.fandom.com/wiki/Pack_Rat)**Black (2) CREATURE — RAT (\*/\*) PACK RAT'S POWER AND TOUGHNESS ARE EACH EQUAL TO THE NUMBER OF RATS YOU CONTROL.**  **Black, DISCARD A CARD: CREATE A TOKEN THAT'S A COPY OF PACK RAT.** |  |
|  | [**PALADIN OF ATONEMENT**](https://magicarena.fandom.com/wiki/Paladin_of_Atonement)**White (2) CREATURE — VAMPIRE KNIGHT (1/1) AT THE BEGINNING OF EACH UPKEEP, IF YOU LOST LIFE LAST TURN, PUT A +1/+1 COUNTER ON PALADIN OF ATONEMENT.**  **WHEN PALADIN OF ATONEMENT DIES, YOU GAIN LIFE EQUAL TO ITS TOUGHNESS.** |  |
|  | [**PALADIN OF THE BLOODSTAINED**](https://magicarena.fandom.com/wiki/Paladin_of_the_Bloodstained)**White (4) CREATURE — VAMPIRE KNIGHT (3/2) WHEN PALADIN OF THE BLOODSTAINED ENTERS THE BATTLEFIELD, CREATE A 1/1 WHITE VAMPIRE CREATURE TOKEN WITH LIFELINK.** |  |
|  | [**PALLADIA-MORS, THE RUINER**](https://magicarena.fandom.com/wiki/Palladia-Mors,_the_Ruiner)**RedGreenWhite (6) LEGENDARY CREATURE — ELDER DRAGON (6/6) FLYING, VIGILANCE, TRAMPLE**  **PALLADIA-MORS, THE RUINER HAS HEXPROOF IF IT HASN'T DEALT DAMAGE YET.** |  |
|  | [**PALLADIUM MYR**](https://magicarena.fandom.com/wiki/Palladium_Myr)**(3) ARTIFACT CREATURE — MYR (2/2) Tap: ADD .** |  |
|  | [**PARADISE DRUID**](https://magicarena.fandom.com/wiki/Paradise_Druid)**Green (2) CREATURE — ELF DRUID (2/1) PARADISE DRUID HAS HEXPROOF AS LONG AS IT'S UNTAPPED.(IT CAN'T BE THE TARGET OF SPELLS OR ABILITIES YOUR OPPONENTS CONTROL.)**  **Tap: ADD ONE MANA OF ANY COLOR.** |  |
|  | [**PARCELBEAST**](https://magicarena.fandom.com/wiki/Parcelbeast)**GreenBlue (4) CREATURE — ELEMENTAL BEAST (2/4) MUTATE GreenBlue (IF YOU CAST THIS SPELL FOR ITS MUTATE COST, PUT IT OVER OR UNDER TARGET NON-HUMAN CREATURE YOU OWN. THEY MUTATE INTO THE CREATURE ON TOP PLUS ALL ABILITIES FROM UNDER IT.)**  **, Tap: LOOK AT THE TOP CARD OF YOUR LIBRARY. IF IT'S A LAND CARD, YOU MAY PUT IT ONTO THE BATTLEFIELD. IF YOU DON'T PUT THE CARD ONTO THE BATTLEFIELD, PUT IT INTO YOUR HAND.** |  |
|  | [**PARDIC WANDERER**](https://magicarena.fandom.com/wiki/Pardic_Wanderer)**(6) ARTIFACT CREATURE — GOLEM (5/5) TRAMPLE** |  |
|  | [**PARHELION PATROL**](https://magicarena.fandom.com/wiki/Parhelion_Patrol)**White (4) CREATURE — HUMAN KNIGHT (2/3) FLYING, VIGILANCE**  **MENTOR (WHENEVER THIS CREATURE ATTACKS, PUT A +1/+1 COUNTER ON TARGET ATTACKING CREATURE WITH LESSER POWER.)** |  |
|  | [**PASSWALL ADEPT**](https://magicarena.fandom.com/wiki/Passwall_Adept)**Blue (2) CREATURE — HUMAN WIZARD (1/3) Blue: TARGET CREATURE CAN'T BE BLOCKED THIS TURN.** |  |
|  | [**PATAGIA TIGER**](https://magicarena.fandom.com/wiki/Patagia_Tiger)**White (5) CREATURE — CAT (3/4) FLYING**  **WHEN PATAGIA TIGER ENTERS THE BATTLEFIELD, TARGET HUMAN YOU CONTROL GETS +2/+2 UNTIL END OF TURN.** |  |
|  | [**PATRON OF THE VALIANT**](https://magicarena.fandom.com/wiki/Patron_of_the_Valiant)**WhiteWhite (5) CREATURE — ANGEL (4/4) FLYING**  **WHEN PATRON OF THE VALIANT ENTERS THE BATTLEFIELD, PUT A +1/+1 COUNTER ON EACH CREATURE YOU CONTROL WITH A +1/+1 COUNTER ON IT.** |  |
|  | [**PATTERN MATCHER**](https://magicarena.fandom.com/wiki/Pattern_Matcher)**(4) ARTIFACT CREATURE — GOLEM (3/3) WHEN PATTERN MATCHER ENTERS THE BATTLEFIELD, YOU MAY SEARCH YOUR LIBRARY FOR A CARD WITH THE SAME NAME AS ANOTHER CREATURE YOU CONTROL, REVEAL IT, PUT IT INTO YOUR HAND, THEN SHUFFLE YOUR LIBRARY.** |  |
|  | [**PEGASUS COURSER**](https://magicarena.fandom.com/wiki/Pegasus_Courser)**White (3) CREATURE — PEGASUS (1/3) FLYING**  **WHENEVER PEGASUS COURSER ATTACKS, ANOTHER TARGET ATTACKING CREATURE GAINS FLYING UNTIL END OF TURN.** |  |
|  | [**PELAKKA WURM**](https://magicarena.fandom.com/wiki/Pelakka_Wurm)**GreenGreenGreen (7) CREATURE — WURM (7/7) TRAMPLE**  **WHEN PELAKKA WURM ENTERS THE BATTLEFIELD, YOU GAIN 7 LIFE. WHEN PELAKKA WURM DIES, DRAW A CARD.** |  |
|  | [**PELT COLLECTOR**](https://magicarena.fandom.com/wiki/Pelt_Collector)**Green (1) CREATURE — ELF WARRIOR (1/1) WHENEVER ANOTHER CREATURE YOU CONTROL ENTERS THE BATTLEFIELD OR DIES, IF THAT CREATURE'S POWER IS GREATER THAN PELT COLLECTOR'S, PUT A +1/+1 COUNTER ON PELT COLLECTOR.**  **AS LONG AS PELT COLLECTOR HAS THREE OR MORE +1/+1 COUNTERS ON IT, IT HAS TRAMPLE.** |  |
|  | [**PENUMBRA BOBCAT**](https://magicarena.fandom.com/wiki/Penumbra_Bobcat)**Green (3) CREATURE — CAT (2/1) WHEN PENUMBRA BOBCAT DIES, CREATE A 2/1 BLACK CAT CREATURE TOKEN.** |  |
|  | [**PERILOUS MYR**](https://magicarena.fandom.com/wiki/Perilous_Myr)**(2) ARTIFACT CREATURE — MYR (1/1) WHEN PERILOUS MYR DIES, IT DEALS 2 DAMAGE TO ANY TARGET.** |  |
|  | [**PERIMETER SERGEANT**](https://magicarena.fandom.com/wiki/Perimeter_Sergeant)**White (3) CREATURE — HUMAN SOLDIER (3/2) WHENEVER PERIMETER SERGEANT ATTACKS, OTHER HUMANS YOU CONTROL GET +1/+0 UNTIL END OF TURN.** |  |
|  | [**PERSISTENT PETITIONERS**](https://magicarena.fandom.com/wiki/Persistent_Petitioners)**Blue (2) CREATURE — HUMAN ADVISOR (1/3) , Tap: TARGET PLAYER MILLS A CARD.**  **TAP FOUR UNTAPPED ADVISORS YOU CONTROL: TARGET PLAYER MILLS TWELVE CARDS. A DECK CAN HAVE ANY NUMBER OF CARDS NAMED PERSISTENT PETITIONERS.** |  |
|  | [**PESTILENT SPIRIT**](https://magicarena.fandom.com/wiki/Pestilent_Spirit)**Black (3) CREATURE — SPIRIT (3/2) MENACE, DEATHTOUCH**  **INSTANT AND SORCERY SPELLS YOU CONTROL HAVE DEATHTOUCH. (ANY AMOUNT OF DAMAGE THEY DEAL TO A CREATURE IS ENOUGH TO DESTROY IT.)** |  |
|  | [**PHANTOM WARRIOR**](https://magicarena.fandom.com/wiki/Phantom_Warrior)**BlueBlue (3) CREATURE — ILLUSION WARRIOR (2/2) PHANTOM WARRIOR CAN'T BE BLOCKED.** |  |
|  | [**PHARIKA'S SPAWN**](https://magicarena.fandom.com/wiki/Pharika%27s_Spawn)**Black (4) CREATURE — GORGON (3/4) ESCAPE—Black, EXILE THREE OTHER CARDS FROM YOUR GRAVEYARD. (YOU MAY CAST THIS CARD FROM YOUR GRAVEYARD FOR ITS ESCAPE COST.)**  **PHARIKA'S SPAWN ESCAPES WITH TWO +1/+1 COUNTERS ON IT. WHEN IT ENTERS THE BATTLEFIELD THIS WAY, EACH OPPONENT SACRIFICES A NON-GORGON CREATURE.** |  |
|  | [**PHASE DOLPHIN**](https://magicarena.fandom.com/wiki/Phase_Dolphin)**Blue (3) CREATURE — ELEMENTAL WHALE (1/4) WHENEVER PHASE DOLPHIN ATTACKS, ANOTHER TARGET ATTACKING CREATURE CAN'T BE BLOCKED THIS TURN.** |  |
|  | [**PHERES-BAND BRAWLER**](https://magicarena.fandom.com/wiki/Pheres-Band_Brawler)**GreenGreen (6) CREATURE — CENTAUR WARRIOR (4/4) WHEN PHERES-BAND BRAWLER ENTERS THE BATTLEFIELD, IT FIGHTS UP TO ONE TARGET CREATURE YOU DON'T CONTROL. (EACH DEALS DAMAGE EQUAL TO ITS POWER TO THE OTHER.)** |  |
|  | [**PHOENIX OF ASH**](https://magicarena.fandom.com/wiki/Phoenix_of_Ash)**RedRed (3) CREATURE — PHOENIX (2/2) FLYING, HASTE**  **Red: PHOENIX OF ASH GETS +2/+0 UNTIL END OF TURN. ESCAPE—RedRed, EXILE THREE OTHER CARDS FROM YOUR GRAVEYARD. (YOU MAY CAST THIS CARD FROM YOUR GRAVEYARD FOR ITS ESCAPE COST.) PHOENIX OF ASH ESCAPES WITH A +1/+1 COUNTER ON IT.** |  |
|  | [**PHYLACTERY LICH**](https://magicarena.fandom.com/wiki/Phylactery_Lich)**BlackBlackBlack (3) CREATURE — ZOMBIE (5/5) INDESTRUCTIBLE**  **AS PHYLACTERY LICH ENTERS THE BATTLEFIELD, PUT A PHYLACTERY COUNTER ON AN ARTIFACT YOU CONTROL. WHEN YOU CONTROL NO PERMANENTS WITH PHYLACTERY COUNTERS ON THEM, SACRIFICE PHYLACTERY LICH.** |  |
|  | [**PHYREXIAN BROODLINGS**](https://magicarena.fandom.com/wiki/Phyrexian_Broodlings)**BlackBlack (3) CREATURE — MINION (2/2) , SACRIFICE A CREATURE: PUT A +1/+1 COUNTER ON PHYREXIAN BROODLINGS.** |  |
|  | [**PHYREXIAN DEBASER**](https://magicarena.fandom.com/wiki/Phyrexian_Debaser)**Black (4) CREATURE — CARRIER (2/2) FLYING**  **Tap, SACRIFICE PHYREXIAN DEBASER: TARGET CREATURE GETS -2/-2 UNTIL END OF TURN.** |  |
|  | [**PHYREXIAN GARGANTUA**](https://magicarena.fandom.com/wiki/Phyrexian_Gargantua)**BlackBlack (6) CREATURE — HORROR (4/4) WHEN PHYREXIAN GARGANTUA ENTERS THE BATTLEFIELD, YOU DRAW TWO CARDS AND YOU LOSE 2 LIFE.** |  |
|  | [**PHYREXIAN OBLITERATOR**](https://magicarena.fandom.com/wiki/Phyrexian_Obliterator)**BlackBlackBlackBlack (4) CREATURE — HORROR (5/5) TRAMPLE**  **WHENEVER A SOURCE DEALS DAMAGE TO PHYREXIAN OBLITERATOR, THAT SOURCE'S CONTROLLER SACRIFICES THAT MANY PERMANENTS.** |  |
|  | [**PHYREXIAN RAGER**](https://magicarena.fandom.com/wiki/Phyrexian_Rager)**Black (3) CREATURE — HORROR (2/2) WHEN PHYREXIAN RAGER ENTERS THE BATTLEFIELD, YOU DRAW A CARD AND YOU LOSE 1 LIFE.** |  |
|  | [**PILFERING IMP**](https://magicarena.fandom.com/wiki/Pilfering_Imp)**Black (1) CREATURE — IMP (1/1) FLYING**  **Black, Tap, SACRIFICE PILFERING IMP: TARGET OPPONENT REVEALS THEIR HAND. YOU CHOOSE A NONLAND CARD FROM IT. THAT PLAYER DISCARDS THAT CARD. ACTIVATE THIS ABILITY ONLY ANY TIME YOU COULD CAST A SORCERY.** |  |
|  | [**PIOUS WAYFARER**](https://magicarena.fandom.com/wiki/Pious_Wayfarer)**White (1) CREATURE — HUMAN SCOUT (1/2) CONSTELLATION — WHENEVER AN ENCHANTMENT ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, TARGET CREATURE GETS +1/+1 UNTIL END OF TURN.** |  |
|  | [**PIPER OF THE SWARM**](https://magicarena.fandom.com/wiki/Piper_of_the_Swarm)**Black (2) CREATURE — HUMAN WARLOCK (1/3) RATS YOU CONTROL HAVE MENACE.**  **Black, Tap: CREATE A 1/1 BLACK RAT CREATURE TOKEN. BlackBlack, Tap, SACRIFICE THREE RATS: GAIN CONTROL OF TARGET CREATURE.** |  |
|  | [**PISTON-FIST CYCLOPS**](https://magicarena.fandom.com/wiki/Piston-Fist_Cyclops)**(3) CREATURE — CYCLOPS (4/3) DEFENDER**  **AS LONG AS YOU'VE CAST AN INSTANT OR SORCERY SPELL THIS TURN, PISTON-FIST CYCLOPS CAN ATTACK AS THOUGH IT DIDN'T HAVE DEFENDER.** |  |
|  | [**PITCHBURN DEVILS**](https://magicarena.fandom.com/wiki/Pitchburn_Devils)**Red (5) CREATURE — DEVIL (3/3) WHEN PITCHBURN DEVILS DIES, IT DEALS 3 DAMAGE TO ANY TARGET.** |  |
|  | [**PITILESS GORGON**](https://magicarena.fandom.com/wiki/Pitiless_Gorgon)**(3) CREATURE — GORGON (2/2) DEATHTOUCH** |  |
|  | [**PITILESS PLUNDERER**](https://magicarena.fandom.com/wiki/Pitiless_Plunderer)**Black (4) CREATURE — HUMAN PIRATE (1/4) WHENEVER ANOTHER CREATURE YOU CONTROL DIES, CREATE A TREASURE TOKEN. (IT'S AN ARTIFACT WITH "Tap, SACRIFICE THIS ARTIFACT: ADD ONE MANA OF ANY COLOR.")** |  |
|  | [**PITILESS PONTIFF**](https://magicarena.fandom.com/wiki/Pitiless_Pontiff)**WhiteBlack (2) CREATURE — VAMPIRE CLERIC (2/2) , SACRIFICE ANOTHER CREATURE: PITILESS PONTIFF GAINS DEATHTOUCH AND INDESTRUCTIBLE UNTIL END OF TURN. (DAMAGE AND EFFECTS THAT SAY "DESTROY" DON'T DESTROY IT.)** |  |
|  | [**PLAGUE MARE**](https://magicarena.fandom.com/wiki/Plague_Mare)**BlackBlack (3) CREATURE — NIGHTMARE HORSE (2/2) PLAGUE MARE CAN'T BE BLOCKED BY WHITE CREATURES.**  **WHEN PLAGUE MARE ENTERS THE BATTLEFIELD, CREATURES YOUR OPPONENTS CONTROL GET -1/-1 UNTIL END OF TURN.** |  |
|  | [**PLAGUE WIGHT**](https://magicarena.fandom.com/wiki/Plague_Wight)**Black (2) CREATURE — ZOMBIE (2/1) WHENEVER PLAGUE WIGHT BECOMES BLOCKED, EACH CREATURE BLOCKING IT GETS -1/-1 UNTIL END OF TURN.** |  |
|  | [**PLAGUECRAFTER**](https://magicarena.fandom.com/wiki/Plaguecrafter)**Black (3) CREATURE — HUMAN SHAMAN (3/2) WHEN PLAGUECRAFTER ENTERS THE BATTLEFIELD, EACH PLAYER SACRIFICES A CREATURE OR PLANESWALKER. EACH PLAYER WHO CAN'T DISCARDS A CARD.** |  |
|  | [**PLAGUED RUSALKA**](https://magicarena.fandom.com/wiki/Plagued_Rusalka)**Black (1) CREATURE — SPIRIT (1/1) Black, SACRIFICE A CREATURE: TARGET CREATURE GETS -1/-1 UNTIL END OF TURN.** |  |
|  | [**PLATINUM ANGEL**](https://magicarena.fandom.com/wiki/Platinum_Angel)**(7) ARTIFACT CREATURE — ANGEL (4/4) FLYING**  **YOU CAN'T LOSE THE GAME AND YOUR OPPONENTS CAN'T WIN THE GAME.** |  |
|  | [**POISON-TIP ARCHER**](https://magicarena.fandom.com/wiki/Poison-Tip_Archer)**BlackGreen (4) CREATURE — ELF ARCHER (2/3) REACH (THIS CREATURE CAN BLOCK CREATURES WITH FLYING.)**  **DEATHTOUCH (ANY AMOUNT OF DAMAGE THIS DEALS TO A CREATURE IS ENOUGH TO DESTROY IT.) WHENEVER ANOTHER CREATURE DIES, EACH OPPONENT LOSES 1 LIFE.** |  |
|  | [**POLLENBRIGHT DRUID**](https://magicarena.fandom.com/wiki/Pollenbright_Druid)**Green (2) CREATURE — ELF DRUID (1/1) WHEN POLLENBRIGHT DRUID ENTERS THE BATTLEFIELD, CHOOSE ONE —**  **• PUT A +1/+1 COUNTER ON TARGET CREATURE. • PROLIFERATE. (CHOOSE ANY NUMBER OF PERMANENTS AND/OR PLAYERS, THEN GIVE EACH ANOTHER COUNTER OF EACH KIND ALREADY THERE.)** |  |
|  | [**POLLYWOG SYMBIOTE**](https://magicarena.fandom.com/wiki/Pollywog_Symbiote)**Blue (2) CREATURE — FROG (1/3) EACH CREATURE SPELL YOU CAST COSTS  LESS TO CAST IF IT HAS MUTATE.**  **WHENEVER YOU CAST A CREATURE SPELL, IF IT HAS MUTATE, DRAW A CARD, THEN DISCARD A CARD.** |  |
|  | [**POLUKRANOS, UNCHAINED**](https://magicarena.fandom.com/wiki/Polukranos,_Unchained)**BlackGreen (4) LEGENDARY CREATURE — ZOMBIE HYDRA (0/0) POLUKRANOS ENTERS THE BATTLEFIELD WITH SIX +1/+1 COUNTERS ON IT. IT ESCAPES WITH TWELVE +1/+1 COUNTERS ON IT INSTEAD.**  **IF DAMAGE WOULD BE DEALT TO POLUKRANOS WHILE IT HAS A +1/+1 COUNTER ON IT, PREVENT THAT DAMAGE AND REMOVE THAT MANY +1/+1 COUNTERS FROM IT. BlackGreen: POLUKRANOS FIGHTS ANOTHER TARGET CREATURE. ESCAPE—BlackGreen, EXILE SIX OTHER CARDS FROM YOUR GRAVEYARD.** |  |
|  | [**POLYRAPTOR**](https://magicarena.fandom.com/wiki/Polyraptor)**GreenGreen (8) CREATURE — DINOSAUR (5/5) ENRAGE — WHENEVER POLYRAPTOR IS DEALT DAMAGE, CREATE A TOKEN THAT'S A COPY OF POLYRAPTOR.** |  |
|  | [**PORCUPARROT**](https://magicarena.fandom.com/wiki/Porcuparrot)**Red (4) CREATURE — BIRD BEAST (3/4) MUTATE Red (IF YOU CAST THIS SPELL FOR ITS MUTATE COST, PUT IT OVER OR UNDER TARGET NON-HUMAN CREATURE YOU OWN. THEY MUTATE INTO THE CREATURE ON TOP PLUS ALL ABILITIES FROM UNDER IT.)**  **Tap: THIS CREATURE DEALS X DAMAGE TO ANY TARGET, WHERE X IS THE NUMBER OF TIMES THIS CREATURE HAS MUTATED.** |  |
|  | [**PORTCULLIS VINE**](https://magicarena.fandom.com/wiki/Portcullis_Vine)**Green (1) CREATURE — PLANT WALL (0/3) DEFENDER (THIS CREATURE CAN'T ATTACK.)**  **, Tap, SACRIFICE A CREATURE WITH DEFENDER: DRAW A CARD.** |  |
|  | [**POUNCING CHEETAH**](https://magicarena.fandom.com/wiki/Pouncing_Cheetah)**Green (3) CREATURE — CAT (3/2) FLASH** |  |
|  | [**POUNCING LYNX**](https://magicarena.fandom.com/wiki/Pouncing_Lynx)**White (2) CREATURE — CAT (2/1) AS LONG AS IT'S YOUR TURN, POUNCING LYNX HAS FIRST STRIKE.** |  |
|  | [**POUNCING SHORESHARK**](https://magicarena.fandom.com/wiki/Pouncing_Shoreshark)**Blue (5) CREATURE — SHARK BEAST (4/3) MUTATE Blue (IF YOU CAST THIS SPELL FOR ITS MUTATE COST, PUT IT OVER OR UNDER TARGET NON-HUMAN CREATURE YOU OWN. THEY MUTATE INTO THE CREATURE ON TOP PLUS ALL ABILITIES FROM UNDER IT.)**  **FLASH WHENEVER THIS CREATURE MUTATES, YOU MAY RETURN TARGET CREATURE AN OPPONENT CONTROLS TO ITS OWNER'S HAND.** |  |
|  | [**PREDATORY WURM**](https://magicarena.fandom.com/wiki/Predatory_Wurm)**Green (4) CREATURE — WURM (4/4) VIGILANCE (ATTACKING DOESN'T CAUSE THIS CREATURE TO TAP.)**  **PREDATORY WURM GETS +2/+2 AS LONG AS YOU CONTROL A GARRUK PLANESWALKER.** |  |
|  | [**PRESCIENT CHIMERA**](https://magicarena.fandom.com/wiki/Prescient_Chimera)**BlueBlue (5) CREATURE — CHIMERA (3/4) FLYING**  **WHENEVER YOU CAST AN INSTANT OR SORCERY SPELL, SCRY 1. (LOOK AT THE TOP CARD OF YOUR LIBRARY. YOU MAY PUT THAT CARD ON THE BOTTOM OF YOUR LIBRARY.)** |  |

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|  | [**PRICKLY MARMOSET**](https://magicarena.fandom.com/wiki/Prickly_Marmoset)**Red (3) CREATURE — MONKEY (2/3) FIRST STRIKE**  **WHENEVER YOU CYCLE A CARD, PRICKLY MARMOSET GETS +2/+0 UNTIL END OF TURN.** |  |
|  | [**PRIDEMALKIN**](https://magicarena.fandom.com/wiki/Pridemalkin)**Green (3) CREATURE — CAT (2/1) WHEN PRIDEMALKIN ENTERS THE BATTLEFIELD, PUT A +1/+1 COUNTER ON TARGET CREATURE YOU CONTROL.**  **EACH CREATURE YOU CONTROL WITH A +1/+1 COUNTER ON IT HAS TRAMPLE. (THEY CAN DEAL EXCESS COMBAT DAMAGE TO THE PLAYER OR PLANESWALKER THEY'RE ATTACKING.)** |  |
|  | [**PRIEST OF FORGOTTEN GODS**](https://magicarena.fandom.com/wiki/Priest_of_Forgotten_Gods)**Black (2) CREATURE — HUMAN CLERIC (1/2) Tap, SACRIFICE TWO OTHER CREATURES: ANY NUMBER OF TARGET PLAYERS EACH LOSE 2 LIFE AND SACRIFICE A CREATURE. YOU ADD BlackBlack AND DRAW A CARD.** |  |
|  | [**PRIEST OF THE WAKENING SUN**](https://magicarena.fandom.com/wiki/Priest_of_the_Wakening_Sun)**White (1) CREATURE — HUMAN CLERIC (1/1) AT THE BEGINNING OF YOUR UPKEEP, YOU MAY REVEAL A DINOSAUR CARD FROM YOUR HAND. IF YOU DO, YOU GAIN 2 LIFE.**  **WhiteWhite, SACRIFICE PRIEST OF THE WAKENING SUN: SEARCH YOUR LIBRARY FOR A DINOSAUR CARD, REVEAL IT, PUT IT INTO YOUR HAND, THEN SHUFFLE YOUR LIBRARY.** |  |
|  | [**PRIME SPEAKER VANNIFAR**](https://magicarena.fandom.com/wiki/Prime_Speaker_Vannifar)**GreenBlue (4) LEGENDARY CREATURE — ELF OOZE WIZARD (2/4) Tap, SACRIFICE ANOTHER CREATURE: SEARCH YOUR LIBRARY FOR A CREATURE CARD WITH CONVERTED MANA COST EQUAL TO 1 PLUS THE SACRIFICED CREATURE'S CONVERTED MANA COST, PUT THAT CARD ONTO THE BATTLEFIELD, THEN SHUFFLE YOUR LIBRARY. ACTIVATE THIS ABILITY ONLY ANY TIME YOU COULD CAST A SORCERY.** |  |
|  | [**PRIMORDIAL SAGE**](https://magicarena.fandom.com/wiki/Primordial_Sage)**GreenGreen (6) CREATURE — SPIRIT (4/5) WHENEVER YOU CAST A CREATURE SPELL, YOU MAY DRAW A CARD.** |  |
|  | [**PRIMORDIAL WURM**](https://magicarena.fandom.com/wiki/Primordial_Wurm)**GreenGreen (6) CREATURE — WURM (7/6)** |  |
|  | [**PRISMITE**](https://magicarena.fandom.com/wiki/Prismite)**(2) ARTIFACT CREATURE — GOLEM (2/1) : ADD ONE MANA OF ANY COLOR.** |  |
|  | [**PRIZED GRIFFIN**](https://magicarena.fandom.com/wiki/Prized_Griffin)**White (5) CREATURE — GRIFFIN (3/4) FLYING** |  |
|  | [**PRIZED UNICORN**](https://magicarena.fandom.com/wiki/Prized_Unicorn)**Green (4) CREATURE — UNICORN (2/2) ALL CREATURES ABLE TO BLOCK PRIZED UNICORN DO SO.** |  |
|  | [**PROPHET OF THE PEAK**](https://magicarena.fandom.com/wiki/Prophet_of_the_Peak)**(6) ARTIFACT CREATURE — CAT (5/5) WHEN PROPHET OF THE PEAK ENTERS THE BATTLEFIELD, SCRY 2. (LOOK AT THE TOP TWO CARDS OF YOUR LIBRARY, THEN PUT ANY NUMBER OF THEM ON THE BOTTOM OF YOUR LIBRARY AND THE REST ON TOP IN ANY ORDER.)** |  |
|  | [**PROSPEROUS PIRATES**](https://magicarena.fandom.com/wiki/Prosperous_Pirates)**Blue (5) CREATURE — HUMAN PIRATE (3/4) WHEN PROSPEROUS PIRATES ENTERS THE BATTLEFIELD, CREATE TWO TREASURE TOKENS. (THEY'RE ARTIFACTS WITH "Tap, SACRIFICE THIS ARTIFACT: ADD ONE MANA OF ANY COLOR.")** |  |
|  | [**PROTEAN RAIDER**](https://magicarena.fandom.com/wiki/Protean_Raider)**BlueRed (3) CREATURE — SHAPESHIFTER PIRATE (2/2) RAID — IF YOU ATTACKED THIS TURN, YOU MAY HAVE PROTEAN RAIDER ENTER THE BATTLEFIELD AS A COPY OF ANY CREATURE ON THE BATTLEFIELD.** |  |
|  | [**PROTEAN THAUMATURGE**](https://magicarena.fandom.com/wiki/Protean_Thaumaturge)**Blue (2) CREATURE — HUMAN WIZARD (1/1) CONSTELLATION — WHENEVER AN ENCHANTMENT ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, YOU MAY HAVE PROTEAN THAUMATURGE BECOME A COPY OF ANOTHER TARGET CREATURE, EXCEPT IT HAS THIS ABILITY.** |  |
|  | [**PROUD WILDBONDER**](https://magicarena.fandom.com/wiki/Proud_Wildbonder)**(4) CREATURE — HUMAN WARRIOR (4/3) TRAMPLE**  **CREATURES YOU CONTROL WITH TRAMPLE HAVE "YOU MAY HAVE THIS CREATURE ASSIGN ITS COMBAT DAMAGE AS THOUGH IT WEREN'T BLOCKED."** |  |
|  | [**PROWLING CARACAL**](https://magicarena.fandom.com/wiki/Prowling_Caracal)**White (2) CREATURE — CAT (3/1)** |  |
|  | [**PSYCHIC SYMBIONT**](https://magicarena.fandom.com/wiki/Psychic_Symbiont)**BlueBlack (6) CREATURE — NIGHTMARE HORROR (3/3) FLYING**  **WHEN PSYCHIC SYMBIONT ENTERS THE BATTLEFIELD, TARGET OPPONENT DISCARDS A CARD AND YOU DRAW A CARD.** |  |
|  | [**PTERAMANDER**](https://magicarena.fandom.com/wiki/Pteramander)**Blue (1) CREATURE — SALAMANDER DRAKE (1/1) FLYING**  **Blue: ADAPT 4. THIS ABILITY COSTS  LESS TO ACTIVATE FOR EACH INSTANT AND SORCERY CARD IN YOUR GRAVEYARD. (IF THIS CREATURE HAS NO +1/+1 COUNTERS ON IT, PUT FOUR +1/+1 COUNTERS ON IT.)** |  |
|  | [**PTERODON KNIGHT**](https://magicarena.fandom.com/wiki/Pterodon_Knight)**White (4) CREATURE — HUMAN KNIGHT (3/3) PTERODON KNIGHT HAS FLYING AS LONG AS YOU CONTROL A DINOSAUR.** |  |
|  | [**PURPHOROS, BRONZE-BLOODED**](https://magicarena.fandom.com/wiki/Purphoros,_Bronze-Blooded)**Red (5) LEGENDARY ENCHANTMENT CREATURE — GOD (7/6) INDESTRUCTIBLE**  **AS LONG AS YOUR DEVOTION TO RED IS LESS THAN FIVE, PURPHOROS ISN'T A CREATURE. OTHER CREATURES YOU CONTROL HAVE HASTE. Red: YOU MAY PUT A RED CREATURE CARD OR AN ARTIFACT CREATURE CARD FROM YOUR HAND ONTO THE BATTLEFIELD. SACRIFICE IT AT THE BEGINNING OF THE NEXT END STEP.** |  |
|  | [**PURSUED WHALE**](https://magicarena.fandom.com/wiki/Pursued_Whale)**BlueBlue (7) CREATURE — WHALE (8/8) WHEN PURSUED WHALE ENTERS THE BATTLEFIELD, EACH OPPONENT CREATES A 1/1 RED PIRATE CREATURE TOKEN WITH "THIS CREATURE CAN'T BLOCK" AND "CREATURES YOU CONTROL ATTACK EACH COMBAT IF ABLE."**  **SPELLS YOUR OPPONENTS CAST THAT TARGET PURSUED WHALE COST  MORE TO CAST.** |  |
|  | [**PYROCERATOPS**](https://magicarena.fandom.com/wiki/Pyroceratops)**Red (4) CREATURE — ELEMENTAL DINOSAUR (2/3) TRAMPLE**  **WHENEVER YOU CAST A NONCREATURE SPELL, PUT A +1/+1 COUNTER ON PYROCERATOPS.** |  |
|  | [**PYROCLASTIC ELEMENTAL**](https://magicarena.fandom.com/wiki/Pyroclastic_Elemental)**RedRed (5) CREATURE — ELEMENTAL (5/4) RedRed: PYROCLASTIC ELEMENTAL DEALS 1 DAMAGE TO TARGET PLAYER.** |  |
|  | [**PYROMANTIC PILGRIM**](https://magicarena.fandom.com/wiki/Pyromantic_Pilgrim)**Red (3) CREATURE — HUMAN WIZARD (3/1) HASTE (THIS CREATURE CAN ATTACK AND Tap AS SOON AS IT COMES UNDER YOUR CONTROL.)** |  |
|  | [**QUARTZWOOD CRASHER**](https://magicarena.fandom.com/wiki/Quartzwood_Crasher)**RedRedGreen (5) CREATURE — DINOSAUR BEAST (6/6) TRAMPLE**  **WHENEVER ONE OR MORE CREATURES YOU CONTROL WITH TRAMPLE DEAL COMBAT DAMAGE TO A PLAYER, CREATE AN X/X GREEN DINOSAUR BEAST CREATURE TOKEN WITH TRAMPLE, WHERE X IS THE AMOUNT OF DAMAGE THOSE CREATURES DEALT TO THAT PLAYER.** |  |
|  | [**QUEEN OF ICE**](https://magicarena.fandom.com/wiki/Queen_of_Ice)**Blue (3) CREATURE — HUMAN NOBLE WIZARD (2/3) WHENEVER QUEEN OF ICE DEALS COMBAT DAMAGE TO A CREATURE, TAP THAT CREATURE. IT DOESN'T UNTAP DURING ITS CONTROLLER'S NEXT UNTAP STEP.** |  |
|  | [**QUEEN'S AGENT**](https://magicarena.fandom.com/wiki/Queen%27s_Agent)**Black (6) CREATURE — VAMPIRE SCOUT (3/3) LIFELINK**  **WHEN QUEEN'S AGENT ENTERS THE BATTLEFIELD, IT EXPLORES. (REVEAL THE TOP CARD OF YOUR LIBRARY. PUT THAT CARD INTO YOUR HAND IF IT'S A LAND. OTHERWISE, PUT A +1/+1 COUNTER ON THIS CREATURE, THEN PUT THE CARD BACK OR PUT IT INTO YOUR GRAVEYARD.)** |  |
|  | [**QUEEN'S BAY SOLDIER**](https://magicarena.fandom.com/wiki/Queen%27s_Bay_Soldier)**Black (2) CREATURE — VAMPIRE SOLDIER (2/2)** |  |
|  | [**QUESTING BEAST**](https://magicarena.fandom.com/wiki/Questing_Beast)**GreenGreen (4) LEGENDARY CREATURE — BEAST (4/4) VIGILANCE, DEATHTOUCH, HASTE**  **QUESTING BEAST CAN'T BE BLOCKED BY CREATURES WITH POWER 2 OR LESS. COMBAT DAMAGE THAT WOULD BE DEALT BY CREATURES YOU CONTROL CAN'T BE PREVENTED. WHENEVER QUESTING BEAST DEALS COMBAT DAMAGE TO AN OPPONENT, IT DEALS THAT MUCH DAMAGE TO TARGET PLANESWALKER THAT PLAYER CONTROLS.** |  |
|  | [**QUIRION DRYAD**](https://magicarena.fandom.com/wiki/Quirion_Dryad)**Green (2) CREATURE — DRYAD (1/1) WHENEVER YOU CAST A SPELL THAT'S WHITE, BLUE, BLACK, OR RED, PUT A +1/+1 COUNTER ON QUIRION DRYAD.** |  |
|  | [**RADHA, HEART OF KELD**](https://magicarena.fandom.com/wiki/Radha,_Heart_of_Keld)**RedGreen (3) LEGENDARY CREATURE — ELF WARRIOR (3/3) AS LONG AS IT'S YOUR TURN, RADHA, HEART OF KELD HAS FIRST STRIKE.**  **YOU MAY LOOK AT THE TOP CARD OF YOUR LIBRARY ANY TIME, AND YOU MAY PLAY LANDS FROM THE TOP OF YOUR LIBRARY. RedGreen: RADHA GETS +X/+X UNTIL END OF TURN, WHERE X IS THE NUMBER OF LANDS YOU CONTROL.** |  |
|  | [**RAFF CAPASHEN, SHIP'S MAGE**](https://magicarena.fandom.com/wiki/Raff_Capashen,_Ship%27s_Mage)**WhiteBlue (4) LEGENDARY CREATURE — HUMAN WIZARD (3/3) FLASH**  **FLYING YOU MAY CAST HISTORIC SPELLS AS THOUGH THEY HAD FLASH. (ARTIFACTS, LEGENDARIES, AND SAGAS ARE HISTORIC.)** |  |
|  | [**RAFTER DEMON**](https://magicarena.fandom.com/wiki/Rafter_Demon)**BlackRed (4) CREATURE — DEMON (4/2) SPECTACLE BlackRed (YOU MAY CAST THIS SPELL FOR ITS SPECTACLE COST RATHER THAN ITS MANA COST IF AN OPPONENT LOST LIFE THIS TURN.)**  **WHEN RAFTER DEMON ENTERS THE BATTLEFIELD, IF ITS SPECTACLE COST WAS PAID, EACH OPPONENT DISCARDS A CARD.** |  |
|  | [**RAGEBLOOD SHAMAN**](https://magicarena.fandom.com/wiki/Rageblood_Shaman)**RedRed (3) CREATURE — MINOTAUR SHAMAN (2/3) TRAMPLE**  **OTHER MINOTAUR CREATURES YOU CONTROL GET +1/+1 AND HAVE TRAMPLE.** |  |
|  | [**RAGE-SCARRED BERSERKER**](https://magicarena.fandom.com/wiki/Rage-Scarred_Berserker)**Black (5) CREATURE — MINOTAUR BERSERKER (5/4) WHEN RAGE-SCARRED BERSERKER ENTERS THE BATTLEFIELD, TARGET CREATURE YOU CONTROL GETS +1/+0 AND GAINS INDESTRUCTIBLE UNTIL END OF TURN. (DAMAGE AND EFFECTS THAT SAY "DESTROY" DON'T DESTROY IT.)** |  |
|  | [**RAGING GOBLIN**](https://magicarena.fandom.com/wiki/Raging_Goblin)**Red (1) CREATURE — GOBLIN BERSERKER (1/1) HASTE** |  |
|  | [**RAGING KRONCH**](https://magicarena.fandom.com/wiki/Raging_Kronch)**Red (3) CREATURE — BEAST (4/3) RAGING KRONCH CAN'T ATTACK ALONE.** |  |
|  | [**RAGING REDCAP**](https://magicarena.fandom.com/wiki/Raging_Redcap)**Red (3) CREATURE — GOBLIN KNIGHT (1/2) DOUBLE STRIKE** |  |
|  | [**RAGING REGISAUR**](https://magicarena.fandom.com/wiki/Raging_Regisaur)**RedGreen (4) CREATURE — DINOSAUR (4/4) WHENEVER RAGING REGISAUR ATTACKS, IT DEALS 1 DAMAGE TO ANY TARGET.** |  |
|  | [**RAGING SWORDTOOTH**](https://magicarena.fandom.com/wiki/Raging_Swordtooth)**RedGreen (5) CREATURE — DINOSAUR (5/5) TRAMPLE**  **WHEN RAGING SWORDTOOTH ENTERS THE BATTLEFIELD, IT DEALS 1 DAMAGE TO EACH OTHER CREATURE.** |  |
|  | [**RAKDOS FIREWHEELER**](https://magicarena.fandom.com/wiki/Rakdos_Firewheeler)**BlackBlackRedRed (4) CREATURE — HUMAN ROGUE (4/3) WHEN RAKDOS FIREWHEELER ENTERS THE BATTLEFIELD, IT DEALS 2 DAMAGE TO TARGET OPPONENT AND 2 DAMAGE TO UP TO ONE TARGET CREATURE OR PLANESWALKER.** |  |
|  | [**RAKDOS ROUSTABOUT**](https://magicarena.fandom.com/wiki/Rakdos_Roustabout)**BlackRed (3) CREATURE — OGRE WARRIOR (3/2) WHENEVER RAKDOS ROUSTABOUT BECOMES BLOCKED, IT DEALS 1 DAMAGE TO THE PLAYER OR PLANESWALKER IT'S ATTACKING.** |  |
|  | [**RAKDOS TRUMPETER**](https://magicarena.fandom.com/wiki/Rakdos_Trumpeter)**Black (2) CREATURE — HUMAN SHAMAN (1/3) MENACE (THIS CREATURE CAN'T BE BLOCKED EXCEPT BY TWO OR MORE CREATURES.)**  **Red: RAKDOS TRUMPETER GETS +2/+0 UNTIL END OF TURN.** |  |
|  | [**RAKDOS, THE SHOWSTOPPER**](https://magicarena.fandom.com/wiki/Rakdos,_the_Showstopper)**BlackRed (6) LEGENDARY CREATURE — DEMON (6/6) FLYING, TRAMPLE**  **WHEN RAKDOS, THE SHOWSTOPPER ENTERS THE BATTLEFIELD, FLIP A COIN FOR EACH CREATURE THAT ISN'T A DEMON, DEVIL, OR IMP. DESTROY EACH CREATURE WHOSE COIN COMES UP TAILS.** |  |
|  | [**RAL'S STATICASTER**](https://magicarena.fandom.com/wiki/Ral%27s_Staticaster)**BlueRed (4) CREATURE — VIASHINO WIZARD (3/3) TRAMPLE (THIS CREATURE CAN DEAL EXCESS COMBAT DAMAGE TO THE PLAYER OR PLANESWALKER IT'S ATTACKING.)**  **WHENEVER RAL'S STATICASTER ATTACKS, IF YOU CONTROL A RAL PLANESWALKER, RAL'S STATICASTER GETS +1/+0 FOR EACH CARD IN YOUR HAND UNTIL END OF TURN.** |  |
|  | [**RAMBUNCTIOUS MUTT**](https://magicarena.fandom.com/wiki/Rambunctious_Mutt)**WhiteWhite (5) CREATURE — DOG (3/4) WHEN RAMBUNCTIOUS MUTT ENTERS THE BATTLEFIELD, DESTROY TARGET ARTIFACT OR ENCHANTMENT AN OPPONENT CONTROLS.** |  |
|  | [**RAMPAGING BRONTODON**](https://magicarena.fandom.com/wiki/Rampaging_Brontodon)**GreenGreen (7) CREATURE — DINOSAUR (7/7) TRAMPLE**  **WHENEVER RAMPAGING BRONTODON ATTACKS, IT GETS +1/+1 UNTIL END OF TURN FOR EACH LAND YOU CONTROL.** |  |
|  | [**RAMPAGING CYCLOPS**](https://magicarena.fandom.com/wiki/Rampaging_Cyclops)**Red (4) CREATURE — CYCLOPS (4/4) RAMPAGING CYCLOPS GETS -2/-0 AS LONG AS TWO OR MORE CREATURES ARE BLOCKING IT.** |  |
|  | [**RAMPAGING FEROCIDON**](https://magicarena.fandom.com/wiki/Rampaging_Ferocidon)**Red (3) CREATURE — DINOSAUR (3/3) MENACE**  **PLAYERS CAN'T GAIN LIFE. WHENEVER ANOTHER CREATURE ENTERS THE BATTLEFIELD, RAMPAGING FEROCIDON DEALS 1 DAMAGE TO THAT CREATURE'S CONTROLLER.** |  |
|  | [**RAMPAGING MONUMENT**](https://magicarena.fandom.com/wiki/Rampaging_Monument)**(4) ARTIFACT CREATURE — CLERIC (0/0) TRAMPLE**  **RAMPAGING MONUMENT ENTERS THE BATTLEFIELD WITH THREE +1/+1 COUNTERS ON IT. WHENEVER YOU CAST A MULTICOLORED SPELL, PUT A +1/+1 COUNTER ON RAMPAGING MONUMENT.** |  |
|  | [**RAMPAGING RENDHORN**](https://magicarena.fandom.com/wiki/Rampaging_Rendhorn)**Green (5) CREATURE — BEAST (4/4) RIOT (THIS CREATURE ENTERS THE BATTLEFIELD WITH YOUR CHOICE OF A +1/+1 COUNTER OR HASTE.)** |  |
|  | [**RAMPART SMASHER**](https://magicarena.fandom.com/wiki/Rampart_Smasher)**(4) CREATURE — GIANT (5/5) RAMPART SMASHER CAN'T BE BLOCKED BY KNIGHTS OR WALLS.** |  |
|  | [**RANGER OF EOS**](https://magicarena.fandom.com/wiki/Ranger_of_Eos)**White (4) CREATURE — HUMAN SOLDIER (3/2) WHEN RANGER OF EOS ENTERS THE BATTLEFIELD, YOU MAY SEARCH YOUR LIBRARY FOR UP TO TWO CREATURE CARDS WITH CONVERTED MANA COST 1 OR LESS, REVEAL THEM, AND PUT THEM INTO YOUR HAND. IF YOU DO, SHUFFLE YOUR LIBRARY.** |  |
|  | [**RANGING RAPTORS**](https://magicarena.fandom.com/wiki/Ranging_Raptors)**Green (3) CREATURE — DINOSAUR (2/3) ENRAGE — WHENEVER RANGING RAPTORS IS DEALT DAMAGE, YOU MAY SEARCH YOUR LIBRARY FOR A BASIC LAND CARD, PUT IT ONTO THE BATTLEFIELD TAPPED, THEN SHUFFLE YOUR LIBRARY.** |  |
|  | [**RANKLE, MASTER OF PRANKS**](https://magicarena.fandom.com/wiki/Rankle,_Master_of_Pranks)**BlackBlack (4) LEGENDARY CREATURE — FAERIE ROGUE (3/3) FLYING, HASTE**  **WHENEVER RANKLE, MASTER OF PRANKS DEALS COMBAT DAMAGE TO A PLAYER, CHOOSE ANY NUMBER — • EACH PLAYER DISCARDS A CARD. • EACH PLAYER LOSES 1 LIFE AND DRAWS A CARD. • EACH PLAYER SACRIFICES A CREATURE.** |  |
|  | [**RAPACIOUS DRAGON**](https://magicarena.fandom.com/wiki/Rapacious_Dragon)**Red (5) CREATURE — DRAGON (3/3) FLYING**  **WHEN RAPACIOUS DRAGON ENTERS THE BATTLEFIELD, CREATE TWO TREASURE TOKENS. (THEY'RE ARTIFACTS WITH "Tap, SACRIFICE THIS ARTIFACT: ADD ONE MANA OF ANY COLOR.")** |  |
|  | [**RAPTOR COMPANION**](https://magicarena.fandom.com/wiki/Raptor_Companion)**White (2) CREATURE — DINOSAUR (3/1)** |  |
|  | [**RAPTOR HATCHLING**](https://magicarena.fandom.com/wiki/Raptor_Hatchling)**Red (2) CREATURE — DINOSAUR (1/1) ENRAGE — WHENEVER RAPTOR HATCHLING IS DEALT DAMAGE, CREATE A 3/3 GREEN DINOSAUR CREATURE TOKEN WITH TRAMPLE.** |  |
|  | [**RAT COLONY**](https://magicarena.fandom.com/wiki/Rat_Colony)**Black (2) CREATURE — RAT (2/1) RAT COLONY GETS +1/+0 FOR EACH OTHER RAT YOU CONTROL.**  **A DECK CAN HAVE ANY NUMBER OF CARDS NAMED RAT COLONY.** |  |
|  | [**RATTLECHAINS**](https://magicarena.fandom.com/wiki/Rattlechains)**Blue (2) CREATURE — SPIRIT (2/1) FLASH**  **FLYING WHEN RATTLECHAINS ENTERS THE BATTLEFIELD, TARGET SPIRIT GAINS HEXPROOF UNTIL END OF TURN. YOU MAY CAST SPIRIT SPELLS AS THOUGH THEY HAD FLASH.** |  |
|  | [**RAVAGER WURM**](https://magicarena.fandom.com/wiki/Ravager_Wurm)**RedGreenGreen (6) CREATURE — WURM (4/5) RIOT (THIS CREATURE ENTERS THE BATTLEFIELD WITH YOUR CHOICE OF A +1/+1 COUNTER OR HASTE.)**  **WHEN RAVAGER WURM ENTERS THE BATTLEFIELD, CHOOSE UP TO ONE — • RAVAGER WURM FIGHTS TARGET CREATURE YOU DON'T CONTROL. • DESTROY TARGET LAND WITH AN ACTIVATED ABILITY THAT ISN'T A MANA ABILITY.** |  |
|  | [**RAVENOUS BALOTH**](https://magicarena.fandom.com/wiki/Ravenous_Baloth)**GreenGreen (4) CREATURE — BEAST (4/4) SACRIFICE A BEAST: YOU GAIN 4 LIFE.** |  |
|  | [**RAVENOUS CHUPACABRA**](https://magicarena.fandom.com/wiki/Ravenous_Chupacabra)**BlackBlack (4) CREATURE — BEAST HORROR (2/2) WHEN RAVENOUS CHUPACABRA ENTERS THE BATTLEFIELD, DESTROY TARGET CREATURE AN OPPONENT CONTROLS.** |  |
|  | [**RAVENOUS DAGGERTOOTH**](https://magicarena.fandom.com/wiki/Ravenous_Daggertooth)**Green (3) CREATURE — DINOSAUR (3/2) ENRAGE — WHENEVER RAVENOUS DAGGERTOOTH IS DEALT DAMAGE, YOU GAIN 2 LIFE.** |  |
|  | [**RAVENOUS HARPY**](https://magicarena.fandom.com/wiki/Ravenous_Harpy)**Black (3) CREATURE — HARPY (1/2) FLYING**  **, SACRIFICE ANOTHER CREATURE: PUT A +1/+1 COUNTER ON RAVENOUS HARPY.** |  |
|  | [**REALM-CLOAKED GIANT**](https://magicarena.fandom.com/wiki/Realm-Cloaked_Giant)**WhiteWhite (7) CREATURE — GIANT (7/7) VIGILANCE** |  |
|  | [**REAPER OF NIGHT**](https://magicarena.fandom.com/wiki/Reaper_of_Night)**BlackBlack (7) CREATURE — SPECTER (4/5) WHENEVER REAPER OF NIGHT ATTACKS, IF DEFENDING PLAYER HAS TWO OR FEWER CARDS IN HAND, IT GAINS FLYING UNTIL END OF TURN.** |  |
|  | [**REASSEMBLING SKELETON**](https://magicarena.fandom.com/wiki/Reassembling_Skeleton)**Black (2) CREATURE — SKELETON WARRIOR (1/1) Black: RETURN REASSEMBLING SKELETON FROM YOUR GRAVEYARD TO THE BATTLEFIELD TAPPED.** |  |
|  | [**RECKLESS SCHOLAR**](https://magicarena.fandom.com/wiki/Reckless_Scholar)**Blue (3) CREATURE — HUMAN WIZARD (2/1) Tap: TARGET PLAYER DRAWS A CARD, THEN DISCARDS A CARD.** |  |
|  | [**RECLAMATION SAGE**](https://magicarena.fandom.com/wiki/Reclamation_Sage)**Green (3) CREATURE — ELF SHAMAN (2/1) WHEN RECLAMATION SAGE ENTERS THE BATTLEFIELD, YOU MAY DESTROY TARGET ARTIFACT OR ENCHANTMENT.** |  |
|  | [**REDCAP RAIDERS**](https://magicarena.fandom.com/wiki/Redcap_Raiders)**Red (3) CREATURE — GOBLIN WARRIOR (3/2) WHENEVER REDCAP RAIDERS ATTACKS, YOU MAY TAP AN UNTAPPED NON-HUMAN CREATURE YOU CONTROL. IF YOU DO, REDCAP RAIDERS GETS +1/+1 AND GAINS TRAMPLE UNTIL END OF TURN.** |  |
|  | [**REGAL BLOODLORD**](https://magicarena.fandom.com/wiki/Regal_Bloodlord)**WhiteBlack (5) CREATURE — VAMPIRE SOLDIER (2/4) FLYING**  **AT THE BEGINNING OF EACH END STEP, IF YOU GAINED LIFE THIS TURN, CREATE A 1/1 BLACK BAT CREATURE TOKEN WITH FLYING.** |  |
|  | [**REGAL LEOSAUR**](https://magicarena.fandom.com/wiki/Regal_Leosaur)**RedWhite (2) CREATURE — DINOSAUR CAT (2/2) MUTATE  (IF YOU CAST THIS SPELL FOR ITS MUTATE COST, PUT IT OVER OR UNDER TARGET NON-HUMAN CREATURE YOU OWN. THEY MUTATE INTO THE CREATURE ON TOP PLUS ALL ABILITIES FROM UNDER IT.)**  **WHENEVER THIS CREATURE MUTATES, OTHER CREATURES YOU CONTROL GET +2/+1 UNTIL END OF TURN.** |  |
|  | [**REGISAUR ALPHA**](https://magicarena.fandom.com/wiki/Regisaur_Alpha)**RedGreen (5) CREATURE — DINOSAUR (4/4) OTHER DINOSAURS YOU CONTROL HAVE HASTE.**  **WHEN REGISAUR ALPHA ENTERS THE BATTLEFIELD, CREATE A 3/3 GREEN DINOSAUR CREATURE TOKEN WITH TRAMPLE.** |  |
|  | [**REKINDLING PHOENIX**](https://magicarena.fandom.com/wiki/Rekindling_Phoenix)**RedRed (4) CREATURE — PHOENIX (4/3) FLYING**  **WHEN REKINDLING PHOENIX DIES, CREATE A 0/1 RED ELEMENTAL CREATURE TOKEN WITH "AT THE BEGINNING OF YOUR UPKEEP, SACRIFICE THIS CREATURE AND RETURN TARGET CARD NAMED REKINDLING PHOENIX FROM YOUR GRAVEYARD TO THE BATTLEFIELD. IT GAINS HASTE UNTIL END OF TURN."** |  |
|  | [**RELENTLESS RAPTOR**](https://magicarena.fandom.com/wiki/Relentless_Raptor)**RedWhite (2) CREATURE — DINOSAUR (3/3) VIGILANCE**  **RELENTLESS RAPTOR ATTACKS OR BLOCKS EACH COMBAT IF ABLE.** |  |
|  | [**RELIC RUNNER**](https://magicarena.fandom.com/wiki/Relic_Runner)**Blue (2) CREATURE — HUMAN ROGUE (2/1) RELIC RUNNER CAN'T BE BLOCKED IF YOU'VE CAST A HISTORIC SPELL THIS TURN. (ARTIFACTS, LEGENDARIES, AND SAGAS ARE HISTORIC.)** |  |
|  | [**REMORSEFUL CLERIC**](https://magicarena.fandom.com/wiki/Remorseful_Cleric)**White (2) CREATURE — SPIRIT CLERIC (2/1) FLYING**  **SACRIFICE REMORSEFUL CLERIC: EXILE ALL CARDS FROM TARGET PLAYER'S GRAVEYARD.** |  |
|  | [**RENATA, CALLED TO THE HUNT**](https://magicarena.fandom.com/wiki/Renata,_Called_to_the_Hunt)**GreenGreen (4) LEGENDARY ENCHANTMENT CREATURE — DEMIGOD (\*/3) RENATA'S POWER IS EQUAL TO YOUR DEVOTION TO GREEN. (EACH Green IN THE MANA COSTS OF PERMANENTS YOU CONTROL COUNTS TOWARD YOUR DEVOTION TO GREEN.)**  **EACH OTHER CREATURE YOU CONTROL ENTERS THE BATTLEFIELD WITH AN ADDITIONAL +1/+1 COUNTER ON IT.** |  |
|  | [**RENOWNED WEAPONSMITH**](https://magicarena.fandom.com/wiki/Renowned_Weaponsmith)**Blue (2) CREATURE — HUMAN ARTIFICER (1/3) Tap: ADD . SPEND THIS MANA ONLY TO CAST ARTIFACT SPELLS OR ACTIVATE ABILITIES OF ARTIFACTS.**  **Blue, Tap: SEARCH YOUR LIBRARY FOR A CARD NAMED HEART-PIERCER BOW OR VIAL OF DRAGONFIRE, REVEAL IT, PUT IT INTO YOUR HAND, THEN SHUFFLE YOUR LIBRARY.** |  |
|  | [**RESCUER SPHINX**](https://magicarena.fandom.com/wiki/Rescuer_Sphinx)**BlueBlue (4) CREATURE — SPHINX (3/2) FLYING**  **AS RESCUER SPHINX ENTERS THE BATTLEFIELD, YOU MAY RETURN A NONLAND PERMANENT YOU CONTROL TO ITS OWNER'S HAND. IF YOU DO, RESCUER SPHINX ENTERS THE BATTLEFIELD WITH A +1/+1 COUNTER ON IT.** |  |
|  | [**RESOLUTE RIDER**](https://magicarena.fandom.com/wiki/Resolute_Rider)**(4) CREATURE — HUMAN KNIGHT (4/2) : RESOLUTE RIDER GAINS LIFELINK UNTIL END OF TURN.**  **: RESOLUTE RIDER GAINS INDESTRUCTIBLE UNTIL END OF TURN. (DAMAGE AND EFFECTS THAT SAY "DESTROY" DON'T DESTROY IT.)** |  |
|  | [**RESOLUTE WATCHDOG**](https://magicarena.fandom.com/wiki/Resolute_Watchdog)**White (1) CREATURE — DOG (1/3) DEFENDER**  **, SACRIFICE RESOLUTE WATCHDOG: TARGET CREATURE YOU CONTROL GAINS INDESTRUCTIBLE UNTIL END OF TURN. (DAMAGE AND EFFECTS THAT SAY "DESTROY" DON'T DESTROY IT.)** |  |
|  | [**RESPLENDENT ANGEL**](https://magicarena.fandom.com/wiki/Resplendent_Angel)**WhiteWhite (3) CREATURE — ANGEL (3/3) FLYING**  **AT THE BEGINNING OF EACH END STEP, IF YOU GAINED 5 OR MORE LIFE THIS TURN, CREATE A 4/4 WHITE ANGEL CREATURE TOKEN WITH FLYING AND VIGILANCE. WhiteWhiteWhite: UNTIL END OF TURN, RESPLENDENT ANGEL GETS +2/+2 AND GAINS LIFELINK.** |  |
|  | [**RESPLENDENT GRIFFIN**](https://magicarena.fandom.com/wiki/Resplendent_Griffin)**WhiteBlue (3) CREATURE — GRIFFIN (2/2) FLYING**  **ASCEND (IF YOU CONTROL TEN OR MORE PERMANENTS, YOU GET THE CITY'S BLESSING FOR THE REST OF THE GAME.) WHENEVER RESPLENDENT GRIFFIN ATTACKS, IF YOU HAVE THE CITY'S BLESSING, PUT A +1/+1 COUNTER ON IT.** |  |
|  | [**REVERENT HOPLITE**](https://magicarena.fandom.com/wiki/Reverent_Hoplite)**White (5) CREATURE — HUMAN SOLDIER (1/2) WHEN REVERENT HOPLITE ENTERS THE BATTLEFIELD, CREATE A NUMBER OF 1/1 WHITE HUMAN SOLDIER CREATURE TOKENS EQUAL TO YOUR DEVOTION TO WHITE. (EACH White IN THE MANA COSTS OF PERMANENTS YOU CONTROL COUNTS TOWARD YOUR DEVOTION TO WHITE.)** |  |
|  | [**RHIZOME LURCHER**](https://magicarena.fandom.com/wiki/Rhizome_Lurcher)**BlackGreen (4) CREATURE — FUNGUS ZOMBIE (2/2) UNDERGROWTH — RHIZOME LURCHER ENTERS THE BATTLEFIELD WITH A NUMBER OF +1/+1 COUNTERS ON IT EQUAL TO THE NUMBER OF CREATURE CARDS IN YOUR GRAVEYARD.** |  |
|  | [**RHOX FAITHMENDER**](https://magicarena.fandom.com/wiki/Rhox_Faithmender)**White (4) CREATURE — RHINO MONK (1/5) LIFELINK (DAMAGE DEALT BY THIS CREATURE ALSO CAUSES YOU TO GAIN THAT MUCH LIFE.)**  **IF YOU WOULD GAIN LIFE, YOU GAIN TWICE THAT MUCH LIFE INSTEAD.** |  |
|  | [**RHOX ORACLE**](https://magicarena.fandom.com/wiki/Rhox_Oracle)**Green (5) CREATURE — RHINO MONK (4/2) WHEN RHOX ORACLE ENTERS THE BATTLEFIELD, DRAW A CARD.** |  |
|  | [**RHYS THE REDEEMED**](https://magicarena.fandom.com/wiki/Rhys_the_Redeemed)**(1) LEGENDARY CREATURE — ELF WARRIOR (1/1) , Tap: CREATE A 1/1 GREEN AND WHITE ELF WARRIOR CREATURE TOKEN.**  **, Tap: FOR EACH CREATURE TOKEN YOU CONTROL, CREATE A TOKEN THAT'S A COPY OF THAT CREATURE.** |  |
|  | [**RIDDLEMASTER SPHINX**](https://magicarena.fandom.com/wiki/Riddlemaster_Sphinx)**BlueBlue (6) CREATURE — SPHINX (5/5) FLYING (THIS CREATURE CAN'T BE BLOCKED EXCEPT BY CREATURES WITH FLYING OR REACH.)**  **WHEN RIDDLEMASTER SPHINX ENTERS THE BATTLEFIELD, YOU MAY RETURN TARGET CREATURE AN OPPONENT CONTROLS TO ITS OWNER'S HAND.** |  |
|  | [**RIELLE, THE EVERWISE**](https://magicarena.fandom.com/wiki/Rielle,_the_Everwise)**BlueRed (3) LEGENDARY CREATURE — HUMAN WIZARD (0/3) RIELLE, THE EVERWISE GETS +1/+0 FOR EACH INSTANT AND SORCERY CARD IN YOUR GRAVEYARD.**  **WHENEVER YOU DISCARD ONE OR MORE CARDS FOR THE FIRST TIME EACH TURN, DRAW THAT MANY CARDS.** |  |
|  | [**RIENNE, ANGEL OF REBIRTH**](https://magicarena.fandom.com/wiki/Rienne,_Angel_of_Rebirth)**RedGreenWhite (5) LEGENDARY CREATURE — ANGEL (5/4) FLYING**  **OTHER MULTICOLORED CREATURES YOU CONTROL GET +1/+0. WHENEVER ANOTHER MULTICOLORED CREATURE YOU CONTROL DIES, RETURN IT TO ITS OWNER'S HAND AT THE BEGINNING OF THE NEXT END STEP.** |  |
|  | [**RIGGING RUNNER**](https://magicarena.fandom.com/wiki/Rigging_Runner)**Red (1) CREATURE — GOBLIN PIRATE (1/1) FIRST STRIKE**  **RAID — RIGGING RUNNER ENTERS THE BATTLEFIELD WITH A +1/+1 COUNTER ON IT IF YOU ATTACKED THIS TURN.** |  |
|  | [**RIMROCK KNIGHT**](https://magicarena.fandom.com/wiki/Rimrock_Knight)**Red (2) CREATURE — DWARF KNIGHT (3/1) RIMROCK KNIGHT CAN'T BLOCK.** |  |
|  | [**RIPJAW RAPTOR**](https://magicarena.fandom.com/wiki/Ripjaw_Raptor)**GreenGreen (4) CREATURE — DINOSAUR (4/5) ENRAGE — WHENEVER RIPJAW RAPTOR IS DEALT DAMAGE, DRAW A CARD.** |  |
|  | [**RIPSCALE PREDATOR**](https://magicarena.fandom.com/wiki/Ripscale_Predator)**RedRed (6) CREATURE — DINOSAUR (6/5) MENACE (THIS CREATURE CAN'T BE BLOCKED EXCEPT BY TWO OR MORE CREATURES.)** |  |
|  | [**RIPTIDE TURTLE**](https://magicarena.fandom.com/wiki/Riptide_Turtle)**Blue (2) CREATURE — TURTLE (0/5) FLASH**  **DEFENDER** |  |
|  | [**RISEN REEF**](https://magicarena.fandom.com/wiki/Risen_Reef)**GreenBlue (3) CREATURE — ELEMENTAL (1/1) WHENEVER RISEN REEF OR ANOTHER ELEMENTAL ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, LOOK AT THE TOP CARD OF YOUR LIBRARY. IF IT'S A LAND CARD, YOU MAY PUT IT ONTO THE BATTLEFIELD TAPPED. IF YOU DON'T PUT THE CARD ONTO THE BATTLEFIELD, PUT IT INTO YOUR HAND.** |  |
|  | [**RISHADAN AIRSHIP**](https://magicarena.fandom.com/wiki/Rishadan_Airship)**Blue (3) CREATURE — HUMAN PIRATE (3/1) FLYING**  **RISHADAN AIRSHIP CAN BLOCK ONLY CREATURES WITH FLYING.** |  |
|  | [**RISHKAR, PEEMA RENEGADE**](https://magicarena.fandom.com/wiki/Rishkar,_Peema_Renegade)**Green (3) LEGENDARY CREATURE — ELF DRUID (2/2) WHEN RISHKAR, PEEMA RENEGADE ENTERS THE BATTLEFIELD, PUT A +1/+1 COUNTER ON EACH OF UP TO TWO TARGET CREATURES.**  **EACH CREATURE YOU CONTROL WITH A COUNTER ON IT HAS "Tap: ADD Green."** |  |
|  | [**RISING POPULACE**](https://magicarena.fandom.com/wiki/Rising_Populace)**White (3) CREATURE — HUMAN (2/2) WHENEVER ANOTHER CREATURE OR PLANESWALKER YOU CONTROL DIES, PUT A +1/+1 COUNTER ON RISING POPULACE.** |  |
|  | [**RIVER DARTER**](https://magicarena.fandom.com/wiki/River_Darter)**Blue (3) CREATURE — MERFOLK WARRIOR (2/3) RIVER DARTER CAN'T BE BLOCKED BY DINOSAURS.** |  |
|  | [**RIVER SNEAK**](https://magicarena.fandom.com/wiki/River_Sneak)**Blue (2) CREATURE — MERFOLK WARRIOR (1/1) RIVER SNEAK CAN'T BE BLOCKED.**  **WHENEVER ANOTHER MERFOLK ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, RIVER SNEAK GETS +1/+1 UNTIL END OF TURN.** |  |
|  | [**RIVERWISE AUGUR**](https://magicarena.fandom.com/wiki/Riverwise_Augur)**Blue (4) CREATURE — MERFOLK WIZARD (2/2) WHEN RIVERWISE AUGUR ENTERS THE BATTLEFIELD, DRAW THREE CARDS, THEN PUT TWO CARDS FROM YOUR HAND ON TOP OF YOUR LIBRARY IN ANY ORDER.** |  |
|  | [**RIX MAADI REVELER**](https://magicarena.fandom.com/wiki/Rix_Maadi_Reveler)**Red (2) CREATURE — HUMAN SHAMAN (2/2) SPECTACLE BlackRed (YOU MAY CAST THIS SPELL FOR ITS SPECTACLE COST RATHER THAN ITS MANA COST IF AN OPPONENT LOST LIFE THIS TURN.)**  **WHEN RIX MAADI REVELER ENTERS THE BATTLEFIELD, DISCARD A CARD, THEN DRAW A CARD. IF RIX MAADI REVELER'S SPECTACLE COST WAS PAID, INSTEAD DISCARD YOUR HAND, THEN DRAW THREE CARDS.** |  |
|  | [**ROALESK, APEX HYBRID**](https://magicarena.fandom.com/wiki/Roalesk,_Apex_Hybrid)**GreenGreenBlue (5) LEGENDARY CREATURE — HUMAN MUTANT (4/5) FLYING, TRAMPLE**  **WHEN ROALESK, APEX HYBRID ENTERS THE BATTLEFIELD, PUT TWO +1/+1 COUNTERS ON ANOTHER TARGET CREATURE YOU CONTROL. WHEN ROALESK DIES, PROLIFERATE, THEN PROLIFERATE AGAIN. (CHOOSE ANY NUMBER OF PERMANENTS AND/OR PLAYERS, THEN GIVE EACH ANOTHER COUNTER OF EACH KIND ALREADY THERE. THEN DO IT AGAIN.)** |  |
|  | [**ROAMING GHOSTLIGHT**](https://magicarena.fandom.com/wiki/Roaming_Ghostlight)**BlueBlue (5) CREATURE — SPIRIT (3/2) FLYING**  **WHEN ROAMING GHOSTLIGHT ENTERS THE BATTLEFIELD, RETURN UP TO ONE TARGET NON-SPIRIT CREATURE TO ITS OWNER'S HAND.** |  |
|  | [**ROBBER OF THE RICH**](https://magicarena.fandom.com/wiki/Robber_of_the_Rich)**Red (2) CREATURE — HUMAN ARCHER ROGUE (2/2) REACH, HASTE**  **WHENEVER ROBBER OF THE RICH ATTACKS, IF DEFENDING PLAYER HAS MORE CARDS IN HAND THAN YOU, EXILE THE TOP CARD OF THEIR LIBRARY. DURING ANY TURN YOU ATTACKED WITH A ROGUE, YOU MAY CAST THAT CARD AND YOU MAY SPEND MANA AS THOUGH IT WERE MANA OF ANY COLOR TO CAST THAT SPELL.** |  |
|  | [**ROC CHARGER**](https://magicarena.fandom.com/wiki/Roc_Charger)**White (3) CREATURE — BIRD (1/3) FLYING**  **WHENEVER ROC CHARGER ATTACKS, TARGET ATTACKING CREATURE WITHOUT FLYING GAINS FLYING UNTIL END OF TURN.** |  |
|  | [**RONA, DISCIPLE OF GIX**](https://magicarena.fandom.com/wiki/Rona,_Disciple_of_Gix)**BlueBlack (3) LEGENDARY CREATURE — HUMAN ARTIFICER (2/2) WHEN RONA, DISCIPLE OF GIX ENTERS THE BATTLEFIELD, YOU MAY EXILE TARGET HISTORIC CARD FROM YOUR GRAVEYARD. (ARTIFACTS, LEGENDARIES, AND SAGAS ARE HISTORIC.)**  **YOU MAY CAST SPELLS FROM AMONG CARDS EXILED WITH RONA. , Tap: EXILE THE TOP CARD OF YOUR LIBRARY.** |  |
|  | [**RONOM UNICORN**](https://magicarena.fandom.com/wiki/Ronom_Unicorn)**White (2) CREATURE — UNICORN (2/2) SACRIFICE RONOM UNICORN: DESTROY TARGET ENCHANTMENT.** |  |
|  | [**ROOTING MOLOCH**](https://magicarena.fandom.com/wiki/Rooting_Moloch)**Red (5) CREATURE — LIZARD (4/4) WHEN ROOTING MOLOCH ENTERS THE BATTLEFIELD, EXILE TARGET CARD WITH A CYCLING ABILITY FROM YOUR GRAVEYARD. UNTIL THE END OF YOUR NEXT TURN, YOU MAY PLAY THAT CARD.**  **CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  |
|  | [**ROSEMANE CENTAUR**](https://magicarena.fandom.com/wiki/Rosemane_Centaur)**GreenWhite (5) CREATURE — CENTAUR SOLDIER (4/4) CONVOKE (YOUR CREATURES CAN HELP CAST THIS SPELL. EACH CREATURE YOU TAP WHILE CASTING THIS SPELL PAYS FOR  OR ONE MANA OF THAT CREATURE'S COLOR.)**  **VIGILANCE** |  |
|  | [**ROSETHORN ACOLYTE**](https://magicarena.fandom.com/wiki/Rosethorn_Acolyte)**Green (3) CREATURE — ELF DRUID (2/3) Tap: ADD ONE MANA OF ANY COLOR.** |  |
|  | [**ROTTING REGISAUR**](https://magicarena.fandom.com/wiki/Rotting_Regisaur)**Black (3) CREATURE — ZOMBIE DINOSAUR (7/6) AT THE BEGINNING OF YOUR UPKEEP, DISCARD A CARD.** |  |
|  | [**ROVING KEEP**](https://magicarena.fandom.com/wiki/Roving_Keep)**(7) ARTIFACT CREATURE — WALL (5/7) DEFENDER**  **: ROVING KEEP GETS +2/+0 AND GAINS TRAMPLE UNTIL END OF TURN. IT CAN ATTACK THIS TURN AS THOUGH IT DIDN'T HAVE DEFENDER.** |  |
|  | [**ROWAN'S BATTLEGUARD**](https://magicarena.fandom.com/wiki/Rowan%27s_Battleguard)**Red (4) CREATURE — HUMAN KNIGHT (3/3) FIRST STRIKE**  **AS LONG AS YOU CONTROL A ROWAN PLANESWALKER, ROWAN'S BATTLEGUARD GETS +3/+0.** |  |
|  | [**ROWAN'S STALWARTS**](https://magicarena.fandom.com/wiki/Rowan%27s_Stalwarts)**Red (5) CREATURE — HUMAN KNIGHT (5/2) WHEN ROWAN'S STALWARTS ENTERS THE BATTLEFIELD, YOU MAY SEARCH YOUR LIBRARY AND/OR GRAVEYARD FOR A CARD NAMED ROWAN, FEARLESS SPARKMAGE, REVEAL IT, AND PUT IT INTO YOUR HAND. IF YOU SEARCH YOUR LIBRARY THIS WAY, SHUFFLE IT.** |  |
|  | [**ROWDY CREW**](https://magicarena.fandom.com/wiki/Rowdy_Crew)**RedRed (4) CREATURE — HUMAN PIRATE (3/3) TRAMPLE**  **WHEN ROWDY CREW ENTERS THE BATTLEFIELD, DRAW THREE CARDS, THEN DISCARD TWO CARDS AT RANDOM. IF TWO CARDS THAT SHARE A CARD TYPE ARE DISCARDED THIS WAY, PUT TWO +1/+1 COUNTERS ON ROWDY CREW.** |  |
|  | [**RUBBLE SLINGER**](https://magicarena.fandom.com/wiki/Rubble_Slinger)**(3) CREATURE — HUMAN WARRIOR (2/3) REACH** |  |
|  | [**RUBBLEBELT BOAR**](https://magicarena.fandom.com/wiki/Rubblebelt_Boar)**Red (4) CREATURE — BOAR (3/3) WHEN RUBBLEBELT BOAR ENTERS THE BATTLEFIELD, TARGET CREATURE GETS +2/+0 UNTIL END OF TURN.** |  |
|  | [**RUBBLEBELT RECLUSE**](https://magicarena.fandom.com/wiki/Rubblebelt_Recluse)**Red (5) CREATURE — OGRE BERSERKER (6/5) RUBBLEBELT RECLUSE ATTACKS EACH COMBAT IF ABLE.** |  |
|  | [**RUBBLEBELT RIOTERS**](https://magicarena.fandom.com/wiki/Rubblebelt_Rioters)**RedGreen (3) CREATURE — HUMAN BERSERKER (0/4) HASTE**  **WHENEVER RUBBLEBELT RIOTERS ATTACKS, IT GETS +X/+0 UNTIL END OF TURN, WHERE X IS THE GREATEST POWER AMONG CREATURES YOU CONTROL.** |  |
|  | [**RUBBLEBELT RUNNER**](https://magicarena.fandom.com/wiki/Rubblebelt_Runner)**RedGreen (3) CREATURE — VIASHINO WARRIOR (3/3) RUBBLEBELT RUNNER CAN'T BE BLOCKED BY CREATURE TOKENS.** |  |
|  | [**RUIN RAIDER**](https://magicarena.fandom.com/wiki/Ruin_Raider)**Black (3) CREATURE — ORC PIRATE (3/2) RAID — AT THE BEGINNING OF YOUR END STEP, IF YOU ATTACKED THIS TURN, REVEAL THE TOP CARD OF YOUR LIBRARY AND PUT THAT CARD INTO YOUR HAND. YOU LOSE LIFE EQUAL TO THE CARD'S CONVERTED MANA COST.** |  |
|  | [**RUMBLING BALOTH**](https://magicarena.fandom.com/wiki/Rumbling_Baloth)**GreenGreen (4) CREATURE — BEAST (4/4)** |  |
|  | [**RUMBLING RUIN**](https://magicarena.fandom.com/wiki/Rumbling_Ruin)**Red (6) CREATURE — ELEMENTAL (6/6) WHEN RUMBLING RUIN ENTERS THE BATTLEFIELD, COUNT THE NUMBER OF +1/+1 COUNTERS ON CREATURES YOU CONTROL. CREATURES YOUR OPPONENTS CONTROL WITH POWER LESS THAN OR EQUAL TO THAT NUMBER CAN'T BLOCK THIS TURN.** |  |
|  | [**RUMBLING SENTRY**](https://magicarena.fandom.com/wiki/Rumbling_Sentry)**WhiteWhite (5) CREATURE — GIANT (3/6) WHEN RUMBLING SENTRY ENTERS THE BATTLEFIELD, SCRY 1.** |  |
|  | [**RUMMAGING GOBLIN**](https://magicarena.fandom.com/wiki/Rummaging_Goblin)**Red (3) CREATURE — GOBLIN ROGUE (1/1) Tap, DISCARD A CARD: DRAW A CARD.** |  |
|  | [**RUNAWAY STEAM-KIN**](https://magicarena.fandom.com/wiki/Runaway_Steam-Kin)**Red (2) CREATURE — ELEMENTAL (1/1) WHENEVER YOU CAST A RED SPELL, IF RUNAWAY STEAM-KIN HAS FEWER THAN THREE +1/+1 COUNTERS ON IT, PUT A +1/+1 COUNTER ON RUNAWAY STEAM-KIN.**  **REMOVE THREE +1/+1 COUNTERS FROM RUNAWAY STEAM-KIN: ADD RedRedRed.** |  |
|  | [**RUNED SERVITOR**](https://magicarena.fandom.com/wiki/Runed_Servitor)**(2) ARTIFACT CREATURE — CONSTRUCT (2/2) WHEN RUNED SERVITOR DIES, EACH PLAYER DRAWS A CARD.** |  |
|  | [**RUNIC ARMASAUR**](https://magicarena.fandom.com/wiki/Runic_Armasaur)**GreenGreen (3) CREATURE — DINOSAUR (2/5) WHENEVER AN OPPONENT ACTIVATES AN ABILITY OF A CREATURE OR LAND THAT ISN'T A MANA ABILITY, YOU MAY DRAW A CARD.** |  |
|  | [**RUSTWING FALCON**](https://magicarena.fandom.com/wiki/Rustwing_Falcon)**White (1) CREATURE — BIRD (1/2) FLYING** |  |
|  | [**RUTHLESS KNAVE**](https://magicarena.fandom.com/wiki/Ruthless_Knave)**Black (3) CREATURE — ORC PIRATE (3/2) Black, SACRIFICE A CREATURE: CREATE TWO TREASURE TOKENS. (THEY'RE ARTIFACTS WITH "Tap, SACRIFICE THIS ARTIFACT: ADD ONE MANA OF ANY COLOR.")**  **SACRIFICE THREE TREASURES: DRAW A CARD.** |  |
|  | [**SABERTOOTH MAULER**](https://magicarena.fandom.com/wiki/Sabertooth_Mauler)**Green (4) CREATURE — CAT (3/3) AT THE BEGINNING OF YOUR END STEP, IF A CREATURE DIED THIS TURN, PUT A +1/+1 COUNTER ON SABERTOOTH MAULER AND UNTAP IT.** |  |
|  | [**SADISTIC SKYMARCHER**](https://magicarena.fandom.com/wiki/Sadistic_Skymarcher)**Black (3) CREATURE — VAMPIRE SOLDIER (2/2) AS AN ADDITIONAL COST TO CAST THIS SPELL, REVEAL A VAMPIRE CARD FROM YOUR HAND OR PAY .**  **FLYING, LIFELINK** |  |
|  | [**SAGE OF LAT-NAM**](https://magicarena.fandom.com/wiki/Sage_of_Lat-Nam)**Blue (2) CREATURE — HUMAN ARTIFICER (1/2) Tap, SACRIFICE AN ARTIFACT: DRAW A CARD.** |  |
|  | [**SAGE OF MYSTERIES**](https://magicarena.fandom.com/wiki/Sage_of_Mysteries)**Blue (1) CREATURE — HUMAN WIZARD (0/2) CONSTELLATION — WHENEVER AN ENCHANTMENT ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, TARGET PLAYER MILLS TWO CARDS.** |  |
|  | [**SAGE OF THE FALLS**](https://magicarena.fandom.com/wiki/Sage_of_the_Falls)**Blue (5) CREATURE — MERFOLK WIZARD (2/5) WHENEVER SAGE OF THE FALLS OR ANOTHER NON-HUMAN CREATURE ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, YOU MAY DRAW A CARD. IF YOU DO, DISCARD A CARD.** |  |
|  | [**SAGE'S ROW DENIZEN**](https://magicarena.fandom.com/wiki/Sage%27s_Row_Denizen)**Blue (3) CREATURE — VEDALKEN WIZARD (2/3) WHENEVER ANOTHER BLUE CREATURE ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, TARGET PLAYER MILLS TWO CARDS.** |  |
|  | [**SAGE'S ROW SAVANT**](https://magicarena.fandom.com/wiki/Sage%27s_Row_Savant)**Blue (2) CREATURE — VEDALKEN WIZARD (2/1) WHEN SAGE'S ROW SAVANT ENTERS THE BATTLEFIELD, SCRY 2.** |  |
|  | [**SAHEELI'S SILVERWING**](https://magicarena.fandom.com/wiki/Saheeli%27s_Silverwing)**(4) ARTIFACT CREATURE — DRAKE (2/3) FLYING**  **WHEN SAHEELI'S SILVERWING ENTERS THE BATTLEFIELD, LOOK AT THE TOP CARD OF TARGET OPPONENT'S LIBRARY.** |  |
|  | [**SAI, MASTER THOPTERIST**](https://magicarena.fandom.com/wiki/Sai,_Master_Thopterist)**Blue (3) LEGENDARY CREATURE — HUMAN ARTIFICER (1/4) WHENEVER YOU CAST AN ARTIFACT SPELL, CREATE A 1/1 COLORLESS THOPTER ARTIFACT CREATURE TOKEN WITH FLYING.**  **Blue, SACRIFICE TWO ARTIFACTS: DRAW A CARD.** |  |
|  | [**SAILOR OF MEANS**](https://magicarena.fandom.com/wiki/Sailor_of_Means)**Blue (3) CREATURE — HUMAN PIRATE (1/4) WHEN SAILOR OF MEANS ENTERS THE BATTLEFIELD, CREATE A TREASURE TOKEN. (IT'S AN ARTIFACT WITH "Tap, SACRIFICE THIS ARTIFACT: ADD ONE MANA OF ANY COLOR.")** |  |
|  | [**SALVAGER OF RUIN**](https://magicarena.fandom.com/wiki/Salvager_of_Ruin)**(3) ARTIFACT CREATURE — CONSTRUCT (2/1) SACRIFICE SALVAGER OF RUIN: CHOOSE TARGET PERMANENT CARD IN YOUR GRAVEYARD THAT WAS PUT THERE FROM THE BATTLEFIELD THIS TURN. RETURN IT TO YOUR HAND.** |  |
|  | [**SALVAGER OF SECRETS**](https://magicarena.fandom.com/wiki/Salvager_of_Secrets)**BlueBlue (5) CREATURE — MERFOLK WIZARD (2/2) WHEN SALVAGER OF SECRETS ENTERS THE BATTLEFIELD, RETURN TARGET INSTANT OR SORCERY CARD FROM YOUR GRAVEYARD TO YOUR HAND.** |  |
|  | [**SANCTUARY CAT**](https://magicarena.fandom.com/wiki/Sanctuary_Cat)**White (1) CREATURE — CAT (1/2)** |  |
|  | [**SANCTUARY SMASHER**](https://magicarena.fandom.com/wiki/Sanctuary_Smasher)**RedRed (6) CREATURE — RHINO BEAST (6/4) FIRST STRIKE**  **CYCLING Red (Red, DISCARD THIS CARD: DRAW A CARD.) WHEN YOU CYCLE SANCTUARY SMASHER, PUT A FIRST STRIKE COUNTER ON TARGET CREATURE YOU CONTROL.** |  |
|  | [**SANCTUM SEEKER**](https://magicarena.fandom.com/wiki/Sanctum_Seeker)**BlackBlack (4) CREATURE — VAMPIRE KNIGHT (3/4) WHENEVER A VAMPIRE YOU CONTROL ATTACKS, EACH OPPONENT LOSES 1 LIFE AND YOU GAIN 1 LIFE.** |  |
|  | [**SANCTUM SPIRIT**](https://magicarena.fandom.com/wiki/Sanctum_Spirit)**White (4) CREATURE — SPIRIT (3/2) LIFELINK**  **DISCARD A HISTORIC CARD: SANCTUM SPIRIT GAINS INDESTRUCTIBLE UNTIL END OF TURN. (ARTIFACTS, LEGENDARIES, AND SAGAS ARE HISTORIC.)** |  |
|  | [**SANGROMANCER**](https://magicarena.fandom.com/wiki/Sangromancer)**BlackBlack (4) CREATURE — VAMPIRE SHAMAN (3/3) FLYING**  **WHENEVER A CREATURE AN OPPONENT CONTROLS DIES, YOU MAY GAIN 3 LIFE. WHENEVER AN OPPONENT DISCARDS A CARD, YOU MAY GAIN 3 LIFE.** |  |
|  | [**SANGUINE GLORIFIER**](https://magicarena.fandom.com/wiki/Sanguine_Glorifier)**White (4) CREATURE — VAMPIRE CLERIC (3/3) WHEN SANGUINE GLORIFIER ENTERS THE BATTLEFIELD, PUT A +1/+1 COUNTER ON ANOTHER TARGET VAMPIRE YOU CONTROL.** |  |
|  | [**SANITARIUM SKELETON**](https://magicarena.fandom.com/wiki/Sanitarium_Skeleton)**Black (1) CREATURE — SKELETON (1/2) Black: RETURN SANITARIUM SKELETON FROM YOUR GRAVEYARD TO YOUR HAND.** |  |
|  | [**SARKHAN'S WHELP**](https://magicarena.fandom.com/wiki/Sarkhan%27s_Whelp)**Red (3) CREATURE — DRAGON (2/2) FLYING (THIS CREATURE CAN'T BE BLOCKED EXCEPT BY CREATURES WITH FLYING OR REACH.)**  **WHENEVER YOU ACTIVATE AN ABILITY OF A SARKHAN PLANESWALKER, SARKHAN'S WHELP DEALS 1 DAMAGE TO ANY TARGET.** |  |
|  | [**SARULI CARETAKER**](https://magicarena.fandom.com/wiki/Saruli_Caretaker)**Green (1) CREATURE — DRYAD (0/3) DEFENDER**  **Tap, TAP AN UNTAPPED CREATURE YOU CONTROL: ADD ONE MANA OF ANY COLOR.** |  |
|  | [**SATYR ENCHANTER**](https://magicarena.fandom.com/wiki/Satyr_Enchanter)**GreenWhite (3) CREATURE — SATYR DRUID (2/2) WHENEVER YOU CAST AN ENCHANTMENT SPELL, DRAW A CARD.** |  |
|  | [**SAUROFORM HYBRID**](https://magicarena.fandom.com/wiki/Sauroform_Hybrid)**Green (2) CREATURE — HUMAN LIZARD WARRIOR (2/2) GreenGreen: ADAPT 4. (IF THIS CREATURE HAS NO +1/+1 COUNTERS ON IT, PUT FOUR +1/+1 COUNTERS ON IT.)** |  |
|  | [**SAVAGE GORGER**](https://magicarena.fandom.com/wiki/Savage_Gorger)**BlackBlack (3) CREATURE — VAMPIRE (1/1) FLYING**  **AT THE BEGINNING OF YOUR END STEP, IF AN OPPONENT LOST LIFE THIS TURN, PUT A +1/+1 COUNTER ON SAVAGE GORGER. (DAMAGE CAUSES LOSS OF LIFE.)** |  |
|  | [**SAVAI SABERTOOTH**](https://magicarena.fandom.com/wiki/Savai_Sabertooth)**White (2) CREATURE — CAT (3/1)** |  |
|  | [**SAVAI THUNDERMANE**](https://magicarena.fandom.com/wiki/Savai_Thundermane)**RedWhite (2) CREATURE — ELEMENTAL CAT (3/2) WHENEVER YOU CYCLE A CARD, YOU MAY PAY . WHEN YOU DO, SAVAI THUNDERMANE DEALS 2 DAMAGE TO TARGET CREATURE AND YOU GAIN 2 LIFE.** |  |
|  | [**SAVANNAH SAGE**](https://magicarena.fandom.com/wiki/Savannah_Sage)**White (2) CREATURE — CAT CLERIC (2/2) WHEN SAVANNAH SAGE ENTERS THE BATTLEFIELD, YOU GAIN 2 LIFE.** |  |
|  | [**SAVVY HUNTER**](https://magicarena.fandom.com/wiki/Savvy_Hunter)**BlackGreen (3) CREATURE — HUMAN WARRIOR (3/3) WHENEVER SAVVY HUNTER ATTACKS OR BLOCKS, CREATE A FOOD TOKEN. (IT'S AN ARTIFACT WITH ", Tap, SACRIFICE THIS ARTIFACT: YOU GAIN 3 LIFE.")**  **SACRIFICE TWO FOODS: DRAW A CARD.** |  |
|  | [**SCAMPERING SCORCHER**](https://magicarena.fandom.com/wiki/Scampering_Scorcher)**Red (4) CREATURE — ELEMENTAL (1/1) WHEN SCAMPERING SCORCHER ENTERS THE BATTLEFIELD, CREATE TWO 1/1 RED ELEMENTAL CREATURE TOKENS. ELEMENTALS YOU CONTROL GAIN HASTE UNTIL END OF TURN. (THEY CAN ATTACK AND Tap THIS TURN.)** |  |
|  | [**SCARECRONE**](https://magicarena.fandom.com/wiki/Scarecrone)**(3) ARTIFACT CREATURE — SCARECROW (1/2) , SACRIFICE A SCARECROW: DRAW A CARD.**  **, Tap: RETURN TARGET ARTIFACT CREATURE CARD FROM YOUR GRAVEYARD TO THE BATTLEFIELD.** |  |
|  | [**SCAVENGING HARPY**](https://magicarena.fandom.com/wiki/Scavenging_Harpy)**Black (3) CREATURE — HARPY (2/1) FLYING**  **WHEN SCAVENGING HARPY ENTERS THE BATTLEFIELD, EXILE TARGET CARD FROM AN OPPONENT'S GRAVEYARD.** |  |
|  | [**SCAVENGING OOZE**](https://magicarena.fandom.com/wiki/Scavenging_Ooze)**Green (2) CREATURE — OOZE (2/2) Green: EXILE TARGET CARD FROM A GRAVEYARD. IF IT WAS A CREATURE CARD, PUT A +1/+1 COUNTER ON SCAVENGING OOZE AND YOU GAIN 1 LIFE.** |  |
|  | [**SCHOLAR OF STARS**](https://magicarena.fandom.com/wiki/Scholar_of_Stars)**Blue (4) CREATURE — HUMAN ARTIFICER (3/2) WHEN SCHOLAR OF STARS ENTERS THE BATTLEFIELD, IF YOU CONTROL AN ARTIFACT, DRAW A CARD.** |  |
|  | [**SCHOLAR OF THE AGES**](https://magicarena.fandom.com/wiki/Scholar_of_the_Ages)**BlueBlue (7) CREATURE — HUMAN WIZARD (3/3) WHEN SCHOLAR OF THE AGES ENTERS THE BATTLEFIELD, RETURN UP TO TWO TARGET INSTANT AND/OR SORCERY CARDS FROM YOUR GRAVEYARD TO YOUR HAND.** |  |
|  | [**SCHOLAR OF THE LOST TROVE**](https://magicarena.fandom.com/wiki/Scholar_of_the_Lost_Trove)**BlueBlue (7) CREATURE — SPHINX (5/5) FLYING**  **WHEN SCHOLAR OF THE LOST TROVE ENTERS THE BATTLEFIELD, YOU MAY CAST TARGET INSTANT, SORCERY, OR ARTIFACT CARD FROM YOUR GRAVEYARD WITHOUT PAYING ITS MANA COST. IF AN INSTANT OR SORCERY SPELL CAST THIS WAY WOULD BE PUT INTO YOUR GRAVEYARD THIS TURN, EXILE IT INSTEAD.** |  |
|  | [**SCORCH SPITTER**](https://magicarena.fandom.com/wiki/Scorch_Spitter)**Red (1) CREATURE — ELEMENTAL LIZARD (1/1) WHENEVER SCORCH SPITTER ATTACKS, IT DEALS 1 DAMAGE TO THE PLAYER OR PLANESWALKER IT'S ATTACKING.** |  |
|  | [**SCUTTLEGATOR**](https://magicarena.fandom.com/wiki/Scuttlegator)**(6) CREATURE — CRAB TURTLE CROCODILE (6/6) DEFENDER**  **: ADAPT 3. (IF THIS CREATURE HAS NO +1/+1 COUNTERS ON IT, PUT THREE +1/+1 COUNTERS ON IT.) AS LONG AS SCUTTLEGATOR HAS A +1/+1 COUNTER ON IT, IT CAN ATTACK AS THOUGH IT DIDN'T HAVE DEFENDER.** |  |
|  | [**SCUTTLEMUTT**](https://magicarena.fandom.com/wiki/Scuttlemutt)**(3) ARTIFACT CREATURE — SCARECROW (2/2) Tap: ADD ONE MANA OF ANY COLOR.**  **Tap: TARGET CREATURE BECOMES THE COLOR OR COLORS OF YOUR CHOICE UNTIL END OF TURN.** |  |
|  | [**SEA GATE ORACLE**](https://magicarena.fandom.com/wiki/Sea_Gate_Oracle)**Blue (3) CREATURE — HUMAN WIZARD (1/3) WHEN SEA GATE ORACLE ENTERS THE BATTLEFIELD, 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.** |  |
|  | [**SEA-DASHER OCTOPUS**](https://magicarena.fandom.com/wiki/Sea-Dasher_Octopus)**BlueBlue (3) CREATURE — OCTOPUS (2/2) MUTATE Blue (IF YOU CAST THIS SPELL FOR ITS MUTATE COST, PUT IT OVER OR UNDER TARGET NON-HUMAN CREATURE YOU OWN. THEY MUTATE INTO THE CREATURE ON TOP PLUS ALL ABILITIES FROM UNDER IT.)**  **FLASH WHENEVER THIS CREATURE DEALS COMBAT DAMAGE TO A PLAYER, DRAW A CARD.** |  |
|  | [**SEAFLOOR ORACLE**](https://magicarena.fandom.com/wiki/Seafloor_Oracle)**BlueBlue (4) CREATURE — MERFOLK WIZARD (2/3) WHENEVER A MERFOLK YOU CONTROL DEALS COMBAT DAMAGE TO A PLAYER, DRAW A CARD.** |  |
|  | [**SEASONED HALLOWBLADE**](https://magicarena.fandom.com/wiki/Seasoned_Hallowblade)**White (2) CREATURE — HUMAN WARRIOR (3/1) DISCARD A CARD: TAP SEASONED HALLOWBLADE. IT GAINS INDESTRUCTIBLE UNTIL END OF TURN. (DAMAGE AND EFFECTS THAT SAY "DESTROY" DON'T DESTROY IT.)** |  |
|  | [**SEDGE SCORPION**](https://magicarena.fandom.com/wiki/Sedge_Scorpion)**Green (1) CREATURE — SCORPION (1/1) DEATHTOUCH (ANY AMOUNT OF DAMAGE THIS DEALS TO A CREATURE IS ENOUGH TO DESTROY IT.)** |  |
|  | [**SEEKERS' SQUIRE**](https://magicarena.fandom.com/wiki/Seekers%27_Squire)**Black (2) CREATURE — HUMAN SCOUT (1/2) WHEN SEEKERS' SQUIRE ENTERS THE BATTLEFIELD, IT EXPLORES. (REVEAL THE TOP CARD OF YOUR LIBRARY. PUT THAT CARD INTO YOUR HAND IF IT'S A LAND. OTHERWISE, PUT A +1/+1 COUNTER ON THIS CREATURE, THEN PUT THE CARD BACK OR PUT IT INTO YOUR GRAVEYARD.)** |  |
|  | [**SEISMIC ELEMENTAL**](https://magicarena.fandom.com/wiki/Seismic_Elemental)**RedRed (5) CREATURE — ELEMENTAL (4/4) WHEN SEISMIC ELEMENTAL ENTERS THE BATTLEFIELD, CREATURES WITHOUT FLYING CAN'T BLOCK THIS TURN.** |  |
|  | [**SELFLESS SAVIOR**](https://magicarena.fandom.com/wiki/Selfless_Savior)**White (1) CREATURE — DOG (1/1) SACRIFICE SELFLESS SAVIOR: ANOTHER TARGET CREATURE YOU CONTROL GAINS INDESTRUCTIBLE UNTIL END OF TURN. (DAMAGE AND EFFECTS THAT SAY "DESTROY" DON'T DESTROY IT.)** |  |
|  | [**SELHOFF OCCULTIST**](https://magicarena.fandom.com/wiki/Selhoff_Occultist)**Blue (3) CREATURE — HUMAN ROGUE (2/3) WHENEVER SELHOFF OCCULTIST OR ANOTHER CREATURE DIES, TARGET PLAYER MILLS A CARD.** |  |
|  | [**SELVALA, HEART OF THE WILDS**](https://magicarena.fandom.com/wiki/Selvala,_Heart_of_the_Wilds)**GreenGreen (3) LEGENDARY CREATURE — ELF SCOUT (2/3) WHENEVER ANOTHER CREATURE ENTERS THE BATTLEFIELD, ITS CONTROLLER MAY DRAW A CARD IF ITS POWER IS GREATER THAN EACH OTHER CREATURE'S POWER.**  **Green, Tap: ADD X MANA IN ANY COMBINATION OF COLORS, WHERE X IS THE GREATEST POWER AMONG CREATURES YOU CONTROL.** |  |
|  | [**SENATE COURIER**](https://magicarena.fandom.com/wiki/Senate_Courier)**Blue (3) CREATURE — BIRD (1/4) FLYING**  **White: SENATE COURIER GAINS VIGILANCE UNTIL END OF TURN.** |  |
|  | [**SENATE GRIFFIN**](https://magicarena.fandom.com/wiki/Senate_Griffin)**(4) CREATURE — GRIFFIN (3/2) FLYING**  **WHEN SENATE GRIFFIN ENTERS THE BATTLEFIELD, SCRY 1.** |  |
|  | [**SENATE GUILDMAGE**](https://magicarena.fandom.com/wiki/Senate_Guildmage)**WhiteBlue (2) CREATURE — HUMAN WIZARD (2/2) White, Tap: YOU GAIN 2 LIFE.**  **Blue, Tap: DRAW A CARD, THEN DISCARD A CARD.** |  |
|  | [**SENGIR VAMPIRE**](https://magicarena.fandom.com/wiki/Sengir_Vampire)**BlackBlack (5) CREATURE — VAMPIRE (4/4) FLYING (THIS CREATURE CAN'T BE BLOCKED EXCEPT BY CREATURES WITH FLYING OR REACH.)**  **WHENEVER A CREATURE DEALT DAMAGE BY SENGIR VAMPIRE THIS TURN DIES, PUT A +1/+1 COUNTER ON SENGIR VAMPIRE.** |  |
|  | [**SENTINEL OF THE PEARL TRIDENT**](https://magicarena.fandom.com/wiki/Sentinel_of_the_Pearl_Trident)**Blue (5) CREATURE — MERFOLK SOLDIER (3/3) FLASH**  **WHEN SENTINEL OF THE PEARL TRIDENT ENTERS THE BATTLEFIELD, YOU MAY EXILE TARGET HISTORIC PERMANENT YOU CONTROL. IF YOU DO, RETURN THAT CARD TO THE BATTLEFIELD UNDER ITS OWNER'S CONTROL AT THE BEGINNING OF THE NEXT END STEP. (ARTIFACTS, LEGENDARIES, AND SAGAS ARE HISTORIC.)** |  |
|  | [**SEPHARA, SKY'S BLADE**](https://magicarena.fandom.com/wiki/Sephara,_Sky%27s_Blade)**WhiteWhiteWhite (7) LEGENDARY CREATURE — ANGEL (7/7) YOU MAY PAY White AND TAP FOUR UNTAPPED CREATURES YOU CONTROL WITH FLYING RATHER THAN PAY THIS SPELL'S MANA COST.**  **FLYING, LIFELINK OTHER CREATURES YOU CONTROL WITH FLYING HAVE INDESTRUCTIBLE. (DAMAGE AND EFFECTS THAT SAY "DESTROY" DON'T DESTROY THEM.)** |  |
|  | [**SERAPH OF THE SCALES**](https://magicarena.fandom.com/wiki/Seraph_of_the_Scales)**WhiteBlack (4) CREATURE — ANGEL (4/3) FLYING**  **White: SERAPH OF THE SCALES GAINS VIGILANCE UNTIL END OF TURN. Black: SERAPH OF THE SCALES GAINS DEATHTOUCH UNTIL END OF TURN. AFTERLIFE 2 (WHEN THIS CREATURE DIES, CREATE TWO 1/1 WHITE AND BLACK SPIRIT CREATURE TOKENS WITH FLYING.)** |  |
|  | [**SERENDIB EFREET**](https://magicarena.fandom.com/wiki/Serendib_Efreet)**Blue (3) CREATURE — EFREET (3/4) FLYING**  **AT THE BEGINNING OF YOUR UPKEEP, SERENDIB EFREET DEALS 1 DAMAGE TO YOU.** |  |
|  | [**SERGEANT-AT-ARMS**](https://magicarena.fandom.com/wiki/Sergeant-at-Arms)**White (3) CREATURE — HUMAN SOLDIER (2/3) KICKER White (YOU MAY PAY AN ADDITIONAL White AS YOU CAST THIS SPELL.)**  **WHEN SERGEANT-AT-ARMS ENTERS THE BATTLEFIELD, IF IT WAS KICKED, CREATE TWO 1/1 WHITE SOLDIER CREATURE TOKENS.** |  |
|  | [**SERPENT OF YAWNING DEPTHS**](https://magicarena.fandom.com/wiki/Serpent_of_Yawning_Depths)**BlueBlue (6) ENCHANTMENT CREATURE — SERPENT (6/6) KRAKENS, LEVIATHANS, OCTOPUSES, AND SERPENTS YOU CONTROL CAN'T BE BLOCKED EXCEPT BY KRAKENS, LEVIATHANS, OCTOPUSES, AND SERPENTS.** |  |
|  | [**SERRA ANGEL**](https://magicarena.fandom.com/wiki/Serra_Angel)**WhiteWhite (5) CREATURE — ANGEL (4/4) FLYING, VIGILANCE** |  |
|  | [**SERRA ASCENDANT**](https://magicarena.fandom.com/wiki/Serra_Ascendant)**White (1) CREATURE — HUMAN MONK (1/1) LIFELINK (DAMAGE DEALT BY THIS CREATURE ALSO CAUSES YOU TO GAIN THAT MUCH LIFE.)**  **AS LONG AS YOU HAVE 30 OR MORE LIFE, SERRA ASCENDANT GETS +5/+5 AND HAS FLYING.** |  |
|  | [**SERRA DISCIPLE**](https://magicarena.fandom.com/wiki/Serra_Disciple)**White (2) CREATURE — BIRD CLERIC (1/1) FLYING, FIRST STRIKE**  **WHENEVER YOU CAST A HISTORIC SPELL, SERRA DISCIPLE GETS +1/+1 UNTIL END OF TURN. (ARTIFACTS, LEGENDARIES, AND SAGAS ARE HISTORIC.)** |  |
|  | [**SERRA'S GUARDIAN**](https://magicarena.fandom.com/wiki/Serra%27s_Guardian)**WhiteWhite (6) CREATURE — ANGEL (5/5) FLYING (THIS CREATURE CAN'T BE BLOCKED EXCEPT BY CREATURES WITH FLYING OR REACH.)**  **VIGILANCE (ATTACKING DOESN'T CAUSE THIS CREATURE TO TAP.) OTHER CREATURES YOU CONTROL HAVE VIGILANCE.** |  |
|  | [**SERRATED SCORPION**](https://magicarena.fandom.com/wiki/Serrated_Scorpion)**Black (1) CREATURE — SCORPION (1/2) WHEN SERRATED SCORPION DIES, IT DEALS 2 DAMAGE TO EACH OPPONENT AND YOU GAIN 2 LIFE.** |  |
|  | [**SETESSAN CHAMPION**](https://magicarena.fandom.com/wiki/Setessan_Champion)**Green (3) CREATURE — HUMAN WARRIOR (1/3) CONSTELLATION — WHENEVER AN ENCHANTMENT ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, PUT A +1/+1 COUNTER ON SETESSAN CHAMPION AND DRAW A CARD.** |  |
|  | [**SETESSAN PETITIONER**](https://magicarena.fandom.com/wiki/Setessan_Petitioner)**GreenGreen (3) CREATURE — HUMAN DRUID (2/2) WHEN SETESSAN PETITIONER ENTERS THE BATTLEFIELD, YOU GAIN LIFE EQUAL TO YOUR DEVOTION TO GREEN. (EACH Green IN THE MANA COSTS OF PERMANENTS YOU CONTROL COUNTS TOWARD YOUR DEVOTION TO GREEN.)** |  |
|  | [**SETESSAN SKIRMISHER**](https://magicarena.fandom.com/wiki/Setessan_Skirmisher)**Green (2) CREATURE — HUMAN WARRIOR (2/1) CONSTELLATION — WHENEVER AN ENCHANTMENT ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, SETESSAN SKIRMISHER GETS +1/+1 UNTIL END OF TURN.** |  |
|  | [**SETHRON, HURLOON GENERAL**](https://magicarena.fandom.com/wiki/Sethron,_Hurloon_General)**RedRed (5) LEGENDARY CREATURE — MINOTAUR WARRIOR (4/4) WHENEVER SETHRON, HURLOON GENERAL OR ANOTHER NONTOKEN MINOTAUR ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, CREATE A 2/3 RED MINOTAUR CREATURE TOKEN.**  **: MINOTAURS YOU CONTROL GET +1/+0 AND GAIN MENACE AND HASTE UNTIL END OF TURN. ( CAN BE PAID WITH EITHER Black OR Red.)** |  |
|  | [**SEVEN DWARVES**](https://magicarena.fandom.com/wiki/Seven_Dwarves)**Red (2) CREATURE — DWARF (2/2) SEVEN DWARVES GETS +1/+1 FOR EACH OTHER CREATURE NAMED SEVEN DWARVES YOU CONTROL.**  **A DECK CAN HAVE UP TO SEVEN CARDS NAMED SEVEN DWARVES.** |  |
|  | [**SHACKLEGEIST**](https://magicarena.fandom.com/wiki/Shacklegeist)**Blue (2) CREATURE — SPIRIT (2/2) FLYING**  **SHACKLEGEIST CAN BLOCK ONLY CREATURES WITH FLYING. TAP TWO UNTAPPED SPIRITS YOU CONTROL: TAP TARGET CREATURE YOU DON'T CONTROL.** |  |
|  | [**SHALAI, VOICE OF PLENTY**](https://magicarena.fandom.com/wiki/Shalai,_Voice_of_Plenty)**White (4) LEGENDARY CREATURE — ANGEL (3/4) FLYING**  **YOU, PLANESWALKERS YOU CONTROL, AND OTHER CREATURES YOU CONTROL HAVE HEXPROOF. GreenGreen: PUT A +1/+1 COUNTER ON EACH CREATURE YOU CONTROL.** |  |
|  | [**SHAMBLING GOBLIN**](https://magicarena.fandom.com/wiki/Shambling_Goblin)**Black (1) CREATURE — ZOMBIE GOBLIN (1/1) WHEN SHAMBLING GOBLIN DIES, TARGET CREATURE AN OPPONENT CONTROLS GETS -1/-1 UNTIL END OF TURN.** |  |
|  | [**SHAMBLING SUIT**](https://magicarena.fandom.com/wiki/Shambling_Suit)**(3) ARTIFACT CREATURE — CONSTRUCT (\*/3) SHAMBLING SUIT'S POWER IS EQUAL TO THE NUMBER OF ARTIFACTS AND/OR ENCHANTMENTS YOU CONTROL.** |  |
|  | [**SHANNA, SISAY'S LEGACY**](https://magicarena.fandom.com/wiki/Shanna,_Sisay%27s_Legacy)**GreenWhite (2) LEGENDARY CREATURE — HUMAN WARRIOR (0/0) SHANNA, SISAY'S LEGACY CAN'T BE THE TARGET OF ABILITIES YOUR OPPONENTS CONTROL.**  **SHANNA GETS +1/+1 FOR EACH CREATURE YOU CONTROL.** |  |
|  | [**SHAPER APPRENTICE**](https://magicarena.fandom.com/wiki/Shaper_Apprentice)**Blue (2) CREATURE — MERFOLK WIZARD (2/1) SHAPER APPRENTICE HAS FLYING AS LONG AS YOU CONTROL ANOTHER MERFOLK.** |  |
|  | [**SHAPERS OF NATURE**](https://magicarena.fandom.com/wiki/Shapers_of_Nature)**GreenBlue (3) CREATURE — MERFOLK SHAMAN (3/3) Green: PUT A +1/+1 COUNTER ON TARGET CREATURE.**  **Blue, REMOVE A +1/+1 COUNTER FROM A CREATURE YOU CONTROL: DRAW A CARD.** |  |
|  | [**SHARDING SPHINX**](https://magicarena.fandom.com/wiki/Sharding_Sphinx)**BlueBlue (6) ARTIFACT CREATURE — SPHINX (4/4) FLYING**  **WHENEVER AN ARTIFACT CREATURE YOU CONTROL DEALS COMBAT DAMAGE TO A PLAYER, YOU MAY CREATE A 1/1 BLUE THOPTER ARTIFACT CREATURE TOKEN WITH FLYING.** |  |
|  | [**SHARKTOCRAB**](https://magicarena.fandom.com/wiki/Sharktocrab)**GreenBlue (4) CREATURE — SHARK OCTOPUS CRAB (4/4) GreenBlue: ADAPT 1. (IF THIS CREATURE HAS NO +1/+1 COUNTERS ON IT, PUT A +1/+1 COUNTER ON IT.)**  **WHENEVER ONE OR MORE +1/+1 COUNTERS ARE PUT ON SHARKTOCRAB, TAP TARGET CREATURE AN OPPONENT CONTROLS. THAT CREATURE DOESN'T UNTAP DURING ITS CONTROLLER'S NEXT UNTAP STEP.** |  |
|  | [**SHEPHERD OF THE FLOCK**](https://magicarena.fandom.com/wiki/Shepherd_of_the_Flock)**White (2) CREATURE — HUMAN PEASANT (3/1)** |  |
|  | [**SHIELD MARE**](https://magicarena.fandom.com/wiki/Shield_Mare)**WhiteWhite (3) CREATURE — HORSE (2/3) SHIELD MARE CAN'T BE BLOCKED BY RED CREATURES.**  **WHEN SHIELD MARE ENTERS THE BATTLEFIELD OR BECOMES THE TARGET OF A SPELL OR ABILITY AN OPPONENT CONTROLS, YOU GAIN 3 LIFE.** |  |
|  | [**SHIFTING CERATOPS**](https://magicarena.fandom.com/wiki/Shifting_Ceratops)**GreenGreen (4) CREATURE — DINOSAUR (5/4) THIS SPELL CAN'T BE COUNTERED.**  **PROTECTION FROM BLUE (THIS CREATURE CAN'T BE BLOCKED, TARGETED, DEALT DAMAGE, ENCHANTED, OR EQUIPPED BY ANYTHING BLUE.) Green: SHIFTING CERATOPS GAINS YOUR CHOICE OF REACH, TRAMPLE, OR HASTE UNTIL END OF TURN.** |  |
|  | [**SHIMMER DRAGON**](https://magicarena.fandom.com/wiki/Shimmer_Dragon)**BlueBlue (6) CREATURE — DRAGON (5/6) FLYING**  **AS LONG AS YOU CONTROL FOUR OR MORE ARTIFACTS, SHIMMER DRAGON HAS HEXPROOF. TAP TWO UNTAPPED ARTIFACTS YOU CONTROL: DRAW A CARD.** |  |
|  | [**SHIMMERWING CHIMERA**](https://magicarena.fandom.com/wiki/Shimmerwing_Chimera)**Blue (4) ENCHANTMENT CREATURE — CHIMERA (3/2) FLYING**  **AT THE BEGINNING OF YOUR UPKEEP, RETURN UP TO ONE OTHER TARGET ENCHANTMENT YOU CONTROL TO ITS OWNER'S HAND.** |  |
|  | [**SHINECHASER**](https://magicarena.fandom.com/wiki/Shinechaser)**WhiteBlue (3) CREATURE — FAERIE (1/1) FLYING, VIGILANCE**  **SHINECHASER GETS +1/+1 AS LONG AS YOU CONTROL AN ARTIFACT. SHINECHASER GETS +1/+1 AS LONG AS YOU CONTROL AN ENCHANTMENT.** |  |
|  | [**SHINING AEROSAUR**](https://magicarena.fandom.com/wiki/Shining_Aerosaur)**White (5) CREATURE — DINOSAUR (3/4) FLYING** |  |
|  | [**SHIPWRECK DOWSER**](https://magicarena.fandom.com/wiki/Shipwreck_Dowser)**BlueBlue (5) CREATURE — MERFOLK WIZARD (3/3) PROWESS (WHENEVER YOU CAST A NONCREATURE SPELL, THIS CREATURE GETS +1/+1 UNTIL END OF TURN.)**  **WHEN SHIPWRECK DOWSER ENTERS THE BATTLEFIELD, RETURN TARGET INSTANT OR SORCERY CARD FROM YOUR GRAVEYARD TO YOUR HAND.** |  |
|  | [**SHIPWRECK LOOTER**](https://magicarena.fandom.com/wiki/Shipwreck_Looter)**Blue (2) CREATURE — HUMAN PIRATE (2/1) RAID — WHEN SHIPWRECK LOOTER ENTERS THE BATTLEFIELD, IF YOU ATTACKED THIS TURN, YOU MAY DRAW A CARD. IF YOU DO, DISCARD A CARD.** |  |
|  | [**SHIVAN DRAGON**](https://magicarena.fandom.com/wiki/Shivan_Dragon)**RedRed (6) CREATURE — DRAGON (5/5) FLYING (THIS CREATURE CAN'T BE BLOCKED EXCEPT BY CREATURES WITH FLYING OR REACH.)**  **Red: SHIVAN DRAGON GETS +1/+0 UNTIL END OF TURN.** |  |
|  | [**SHOAL KRAKEN**](https://magicarena.fandom.com/wiki/Shoal_Kraken)**Blue (5) CREATURE — KRAKEN (3/5) CONSTELLATION — WHENEVER AN ENCHANTMENT ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, YOU MAY DRAW A CARD. IF YOU DO, DISCARD A CARD.** |  |
|  | [**SHORE KEEPER**](https://magicarena.fandom.com/wiki/Shore_Keeper)**Blue (1) CREATURE — TRILOBITE (0/3) Blue, Tap, SACRIFICE SHORE KEEPER: DRAW THREE CARDS.** |  |
|  | [**SHRIEKDIVER**](https://magicarena.fandom.com/wiki/Shriekdiver)**Black (3) CREATURE — ZOMBIE BIRD WARRIOR (2/1) FLYING**  **: SHRIEKDIVER GAINS HASTE UNTIL END OF TURN.** |  |
|  | [**SHRINE KEEPER**](https://magicarena.fandom.com/wiki/Shrine_Keeper)**WhiteWhite (2) CREATURE — HUMAN CLERIC (2/2)** |  |
|  | [**SIEGE MASTODON**](https://magicarena.fandom.com/wiki/Siege_Mastodon)**White (5) CREATURE — ELEPHANT (3/5)** |  |
|  | [**SIEGE STRIKER**](https://magicarena.fandom.com/wiki/Siege_Striker)**White (3) CREATURE — HUMAN SOLDIER (1/1) DOUBLE STRIKE (THIS CREATURE DEALS BOTH FIRST-STRIKE AND REGULAR COMBAT DAMAGE.)**  **WHENEVER SIEGE STRIKER ATTACKS, YOU MAY TAP ANY NUMBER OF UNTAPPED CREATURES YOU CONTROL. SIEGE STRIKER GETS +1/+1 UNTIL END OF TURN FOR EACH CREATURE TAPPED THIS WAY.** |  |
|  | [**SIEGE WURM**](https://magicarena.fandom.com/wiki/Siege_Wurm)**GreenGreen (7) CREATURE — WURM (5/5) CONVOKE (YOUR CREATURES CAN HELP CAST THIS SPELL. EACH CREATURE YOU TAP WHILE CASTING THIS SPELL PAYS FOR  OR ONE MANA OF THAT CREATURE'S COLOR.)**  **TRAMPLE** |  |
|  | [**SIEGEBREAKER GIANT**](https://magicarena.fandom.com/wiki/Siegebreaker_Giant)**RedRed (5) CREATURE — GIANT WARRIOR (6/3) TRAMPLE (THIS CREATURE CAN DEAL EXCESS COMBAT DAMAGE TO THE PLAYER OR PLANESWALKER IT'S ATTACKING.)**  **Red: TARGET CREATURE CAN'T BLOCK THIS TURN.** |  |
|  | [**SIEGE-GANG COMMANDER**](https://magicarena.fandom.com/wiki/Siege-Gang_Commander)**RedRed (5) CREATURE — GOBLIN (2/2) WHEN SIEGE-GANG COMMANDER ENTERS THE BATTLEFIELD, CREATE THREE 1/1 RED GOBLIN CREATURE TOKENS.**  **Red, SACRIFICE A GOBLIN: SIEGE-GANG COMMANDER DEALS 2 DAMAGE TO ANY TARGET.** |  |
|  | [**SIEGEHORN CERATOPS**](https://magicarena.fandom.com/wiki/Siegehorn_Ceratops)**GreenWhite (2) CREATURE — DINOSAUR (2/2) ENRAGE — WHENEVER SIEGEHORN CERATOPS IS DEALT DAMAGE, PUT TWO +1/+1 COUNTERS ON IT. (IT MUST SURVIVE THE DAMAGE TO GET THE COUNTERS.)** |  |
|  | [**SIGILED CONTENDER**](https://magicarena.fandom.com/wiki/Sigiled_Contender)**White (4) CREATURE — HUMAN WARRIOR (3/3) SIGILED CONTENDER HAS LIFELINK AS LONG AS IT HAS A +1/+1 COUNTER ON IT. (DAMAGE DEALT BY THIS CREATURE ALSO CAUSES YOU TO GAIN THAT MUCH LIFE.)** |  |
|  | [**SIGILED STARFISH**](https://magicarena.fandom.com/wiki/Sigiled_Starfish)**Blue (2) CREATURE — STARFISH (0/3) Tap: SCRY 1. (LOOK AT THE TOP CARD OF YOUR LIBRARY. YOU MAY PUT THAT CARD ON THE BOTTOM OF YOUR LIBRARY.)** |  |
|  | [**SIGNPOST SCARECROW**](https://magicarena.fandom.com/wiki/Signpost_Scarecrow)**(4) ARTIFACT CREATURE — SCARECROW (2/4) VIGILANCE**  **: ADD ONE MANA OF ANY COLOR.** |  |
|  | [**SILHANA WAYFINDER**](https://magicarena.fandom.com/wiki/Silhana_Wayfinder)**Green (2) CREATURE — ELF SCOUT (2/1) WHEN SILHANA WAYFINDER ENTERS THE BATTLEFIELD, LOOK AT THE TOP FOUR CARDS OF YOUR LIBRARY. YOU MAY REVEAL A CREATURE OR LAND CARD FROM AMONG THEM AND PUT IT ON TOP OF YOUR LIBRARY. PUT THE REST ON THE BOTTOM OF YOUR LIBRARY IN A RANDOM ORDER.** |  |
|  | [**SILVERBACK SHAMAN**](https://magicarena.fandom.com/wiki/Silverback_Shaman)**GreenGreen (5) CREATURE — APE SHAMAN (5/4) TRAMPLE (THIS CREATURE CAN DEAL EXCESS COMBAT DAMAGE TO THE PLAYER OR PLANESWALKER IT'S ATTACKING.)**  **WHEN SILVERBACK SHAMAN DIES, DRAW A CARD.** |  |
|  | [**SILVERBEAK GRIFFIN**](https://magicarena.fandom.com/wiki/Silverbeak_Griffin)**WhiteWhite (2) CREATURE — GRIFFIN (2/2) FLYING (THIS CREATURE CAN'T BE BLOCKED EXCEPT BY CREATURES WITH FLYING OR REACH.)** |  |
|  | [**SILVERCLAD FEROCIDONS**](https://magicarena.fandom.com/wiki/Silverclad_Ferocidons)**RedRed (7) CREATURE — DINOSAUR (8/5) ENRAGE — WHENEVER SILVERCLAD FEROCIDONS IS DEALT DAMAGE, EACH OPPONENT SACRIFICES A PERMANENT.** |  |
|  | [**SILVERFLAME SQUIRE**](https://magicarena.fandom.com/wiki/Silverflame_Squire)**White (2) CREATURE — HUMAN SOLDIER (2/1)** |  |
|  | [**SILVERGILL ADEPT**](https://magicarena.fandom.com/wiki/Silvergill_Adept)**Blue (2) CREATURE — MERFOLK WIZARD (2/1) AS AN ADDITIONAL COST TO CAST THIS SPELL, REVEAL A MERFOLK CARD FROM YOUR HAND OR PAY .**  **WHEN SILVERGILL ADEPT ENTERS THE BATTLEFIELD, DRAW A CARD.** |  |
|  | [**SILVERSMOTE GHOUL**](https://magicarena.fandom.com/wiki/Silversmote_Ghoul)**Black (3) CREATURE — ZOMBIE VAMPIRE (3/1) AT THE BEGINNING OF YOUR END STEP, IF YOU GAINED 3 OR MORE LIFE THIS TURN, RETURN SILVERSMOTE GHOUL FROM YOUR GRAVEYARD TO THE BATTLEFIELD TAPPED.**  **Black, SACRIFICE SILVERSMOTE GHOUL: DRAW A CARD.** |  |
|  | [**SILVERWING SQUADRON**](https://magicarena.fandom.com/wiki/Silverwing_Squadron)**White (6) CREATURE — HUMAN KNIGHT (\*/\*) FLYING, VIGILANCE**  **SILVERWING SQUADRON'S POWER AND TOUGHNESS ARE EACH EQUAL TO THE NUMBER OF CREATURES YOU CONTROL. WHENEVER SILVERWING SQUADRON ATTACKS, CREATE A NUMBER OF 2/2 WHITE KNIGHT CREATURE TOKENS WITH VIGILANCE EQUAL TO THE NUMBER OF OPPONENTS YOU HAVE.** |  |
|  | [**SIN PRODDER**](https://magicarena.fandom.com/wiki/Sin_Prodder)**Red (3) CREATURE — DEVIL (3/2) MENACE**  **AT THE BEGINNING OF YOUR UPKEEP, REVEAL THE TOP CARD OF YOUR LIBRARY. ANY OPPONENT MAY HAVE YOU PUT THAT CARD INTO YOUR GRAVEYARD. IF A PLAYER DOES, SIN PRODDER DEALS DAMAGE TO THAT PLAYER EQUAL TO THAT CARD'S CONVERTED MANA COST. OTHERWISE, PUT THAT CARD INTO YOUR HAND.** |  |
|  | [**SIONA, CAPTAIN OF THE PYLEAS**](https://magicarena.fandom.com/wiki/Siona,_Captain_of_the_Pyleas)**GreenWhite (3) LEGENDARY CREATURE — HUMAN SOLDIER (2/2) WHEN SIONA, CAPTAIN OF THE PYLEAS ENTERS THE BATTLEFIELD, LOOK AT THE TOP SEVEN CARDS OF YOUR LIBRARY. YOU MAY REVEAL AN AURA CARD FROM AMONG THEM AND PUT IT INTO YOUR HAND. PUT THE REST ON THE BOTTOM OF YOUR LIBRARY IN A RANDOM ORDER.**  **WHENEVER AN AURA YOU CONTROL BECOMES ATTACHED TO A CREATURE YOU CONTROL, CREATE A 1/1 WHITE HUMAN SOLDIER CREATURE TOKEN.** |  |
|  | [**SIREN LOOKOUT**](https://magicarena.fandom.com/wiki/Siren_Lookout)**Blue (3) CREATURE — SIREN PIRATE (1/2) FLYING**  **WHEN SIREN LOOKOUT ENTERS THE BATTLEFIELD, IT EXPLORES. (REVEAL THE TOP CARD OF YOUR LIBRARY. PUT THAT CARD INTO YOUR HAND IF IT'S A LAND. OTHERWISE, PUT A +1/+1 COUNTER ON THIS CREATURE, THEN PUT THE CARD BACK OR PUT IT INTO YOUR GRAVEYARD.)** |  |
|  | [**SIREN REAVER**](https://magicarena.fandom.com/wiki/Siren_Reaver)**Blue (4) CREATURE — SIREN PIRATE (3/2) RAID — THIS SPELL COSTS  LESS TO CAST IF YOU ATTACKED THIS TURN.**  **FLYING** |  |
|  | [**SIREN STORMTAMER**](https://magicarena.fandom.com/wiki/Siren_Stormtamer)**Blue (1) CREATURE — SIREN PIRATE WIZARD (1/1) FLYING**  **Blue, SACRIFICE SIREN STORMTAMER: COUNTER TARGET SPELL OR ABILITY THAT TARGETS YOU OR A CREATURE YOU CONTROL.** |  |
|  | [**SKALLA WOLF**](https://magicarena.fandom.com/wiki/Skalla_Wolf)**GreenGreen (5) CREATURE — WOLF SPIRIT (3/3) WHEN SKALLA WOLF ENTERS THE BATTLEFIELD, LOOK AT THE TOP FIVE CARDS OF YOUR LIBRARY. YOU MAY REVEAL A GREEN CARD FROM AMONG THEM AND PUT IT INTO YOUR HAND. PUT THE REST ON THE BOTTOM OF YOUR LIBRARY IN A RANDOM ORDER.** |  |
|  | [**SKARRGAN HELLKITE**](https://magicarena.fandom.com/wiki/Skarrgan_Hellkite)**RedRed (5) CREATURE — DRAGON (4/4) RIOT (THIS CREATURE ENTERS THE BATTLEFIELD WITH YOUR CHOICE OF A +1/+1 COUNTER OR HASTE.)**  **FLYING Red: SKARRGAN HELLKITE DEALS 2 DAMAGE DIVIDED AS YOU CHOOSE AMONG ONE OR TWO TARGETS. ACTIVATE THIS ABILITY ONLY IF SKARRGAN HELLKITE HAS A +1/+1 COUNTER ON IT.** |  |
|  | [**SKATEWING SPY**](https://magicarena.fandom.com/wiki/Skatewing_Spy)**Blue (4) CREATURE — VEDALKEN ROGUE MUTANT (2/3) Blue: ADAPT 2. (IF THIS CREATURE HAS NO +1/+1 COUNTERS ON IT, PUT TWO +1/+1 COUNTERS ON IT.)**  **EACH CREATURE YOU CONTROL WITH A +1/+1 COUNTER ON IT HAS FLYING.** |  |
|  | [**SKELETON ARCHER**](https://magicarena.fandom.com/wiki/Skeleton_Archer)**Black (4) CREATURE — SKELETON ARCHER (3/3) WHEN SKELETON ARCHER ENTERS THE BATTLEFIELD, IT DEALS 1 DAMAGE TO ANY TARGET.** |  |
|  | [**SKILLED ANIMATOR**](https://magicarena.fandom.com/wiki/Skilled_Animator)**Blue (3) CREATURE — HUMAN ARTIFICER (1/3) WHEN SKILLED ANIMATOR ENTERS THE BATTLEFIELD, TARGET ARTIFACT YOU CONTROL BECOMES AN ARTIFACT CREATURE WITH BASE POWER AND TOUGHNESS 5/5 FOR AS LONG AS SKILLED ANIMATOR REMAINS ON THE BATTLEFIELD.** |  |
|  | [**SKIRK PROSPECTOR**](https://magicarena.fandom.com/wiki/Skirk_Prospector)**Red (1) CREATURE — GOBLIN (1/1) SACRIFICE A GOBLIN: ADD Red.** |  |
|  | [**SKITTER EEL**](https://magicarena.fandom.com/wiki/Skitter_Eel)**Blue (4) CREATURE — FISH CRAB (3/3) Blue: ADAPT 2. (IF THIS CREATURE HAS NO +1/+1 COUNTERS ON IT, PUT TWO +1/+1 COUNTERS ON IT.)** |  |
|  | [**SKITTERING HEARTSTOPPER**](https://magicarena.fandom.com/wiki/Skittering_Heartstopper)**Black (1) CREATURE — INSECT (1/2) Black: SKITTERING HEARTSTOPPER GAINS DEATHTOUCH UNTIL END OF TURN.** |  |
|  | [**SKITTERING SURVEYOR**](https://magicarena.fandom.com/wiki/Skittering_Surveyor)**(3) ARTIFACT CREATURE — CONSTRUCT (1/2) WHEN SKITTERING SURVEYOR ENTERS THE BATTLEFIELD, YOU MAY SEARCH YOUR LIBRARY FOR A BASIC LAND CARD, REVEAL IT, PUT IT INTO YOUR HAND, THEN SHUFFLE YOUR LIBRARY.** |  |
|  | [**SKIZZIK**](https://magicarena.fandom.com/wiki/Skizzik)**Red (4) CREATURE — ELEMENTAL (5/3) KICKER Red (YOU MAY PAY AN ADDITIONAL Red AS YOU CAST THIS SPELL.)**  **TRAMPLE, HASTE AT THE BEGINNING OF THE END STEP, IF SKIZZIK WASN'T KICKED, SACRIFICE IT.** |  |
|  | [**SKOLA GROVEDANCER**](https://magicarena.fandom.com/wiki/Skola_Grovedancer)**Green (2) ENCHANTMENT CREATURE — SATYR DRUID (2/2) WHENEVER A LAND CARD IS PUT INTO YOUR GRAVEYARD FROM ANYWHERE, YOU GAIN 1 LIFE.**  **Green: MILL A CARD.** |  |
|  | [**SKOPHOS MAZE-WARDEN**](https://magicarena.fandom.com/wiki/Skophos_Maze-Warden)**Red (4) CREATURE — MINOTAUR WARRIOR (3/4) : SKOPHOS MAZE-WARDEN GETS +1/-1 UNTIL END OF TURN.**  **WHENEVER ANOTHER CREATURE BECOMES THE TARGET OF AN ABILITY OF A LAND YOU CONTROL NAMED LABYRINTH OF SKOPHOS, YOU MAY HAVE SKOPHOS MAZE-WARDEN FIGHT THAT CREATURE. (EACH DEALS DAMAGE EQUAL TO ITS POWER TO THE OTHER.)** |  |
|  | [**SKOPHOS WARLEADER**](https://magicarena.fandom.com/wiki/Skophos_Warleader)**Red (5) CREATURE — MINOTAUR WARRIOR (4/5) Red, SACRIFICE ANOTHER CREATURE OR AN ENCHANTMENT: SKOPHOS WARLEADER GETS +1/+0 AND GAINS MENACE UNTIL END OF TURN. (IT CAN'T BE BLOCKED EXCEPT BY TWO OR MORE CREATURES.)** |  |
|  | [**SKULL PROPHET**](https://magicarena.fandom.com/wiki/Skull_Prophet)**BlackGreen (2) CREATURE — HUMAN DRUID (3/1) Tap: ADD Black OR Green.**  **Tap: MILL TWO CARDS.** |  |
|  | [**SKULLKNOCKER OGRE**](https://magicarena.fandom.com/wiki/Skullknocker_Ogre)**Red (4) CREATURE — OGRE (4/3) WHENEVER SKULLKNOCKER OGRE DEALS DAMAGE TO AN OPPONENT, THAT PLAYER DISCARDS A CARD AT RANDOM. IF THE PLAYER DOES, THEY DRAW A CARD.** |  |
|  | [**SKY TERROR**](https://magicarena.fandom.com/wiki/Sky_Terror)**RedWhite (2) CREATURE — DINOSAUR (2/2) FLYING, MENACE** |  |
|  | [**SKY THEATER STRIX**](https://magicarena.fandom.com/wiki/Sky_Theater_Strix)**Blue (2) CREATURE — BIRD (1/2) FLYING**  **WHENEVER YOU CAST A NONCREATURE SPELL, SKY THEATER STRIX GETS +1/+0 UNTIL END OF TURN.** |  |
|  | [**SKYBLADE OF THE LEGION**](https://magicarena.fandom.com/wiki/Skyblade_of_the_Legion)**White (2) CREATURE — VAMPIRE SOLDIER (1/3) FLYING** |  |
|  | [**SKYCAT SOVEREIGN**](https://magicarena.fandom.com/wiki/Skycat_Sovereign)**WhiteBlue (2) CREATURE — ELEMENTAL CAT (1/1) FLYING**  **SKYCAT SOVEREIGN GETS +1/+1 FOR EACH OTHER CREATURE YOU CONTROL WITH FLYING. WhiteBlue: CREATE A 1/1 WHITE CAT BIRD CREATURE TOKEN WITH FLYING.** |  |
|  | [**SKYKNIGHT LEGIONNAIRE**](https://magicarena.fandom.com/wiki/Skyknight_Legionnaire)**RedWhite (3) CREATURE — HUMAN KNIGHT (2/2) FLYING, HASTE** |  |
|  | [**SKYKNIGHT VANGUARD**](https://magicarena.fandom.com/wiki/Skyknight_Vanguard)**RedWhite (2) CREATURE — HUMAN KNIGHT (1/2) FLYING**  **WHENEVER SKYKNIGHT VANGUARD ATTACKS, CREATE A 1/1 WHITE SOLDIER CREATURE TOKEN THAT'S TAPPED AND ATTACKING.** |  |
|  | [**SKYLINE SCOUT**](https://magicarena.fandom.com/wiki/Skyline_Scout)**White (2) CREATURE — HUMAN SCOUT (2/1) WHENEVER SKYLINE SCOUT ATTACKS, YOU MAY PAY White. IF YOU DO, IT GAINS FLYING UNTIL END OF TURN.** |  |
|  | [**SKYMARCH BLOODLETTER**](https://magicarena.fandom.com/wiki/Skymarch_Bloodletter)**Black (3) CREATURE — VAMPIRE SOLDIER (2/2) FLYING**  **WHEN SKYMARCH BLOODLETTER ENTERS THE BATTLEFIELD, TARGET OPPONENT LOSES 1 LIFE AND YOU GAIN 1 LIFE.** |  |
|  | [**SKYMARCHER ASPIRANT**](https://magicarena.fandom.com/wiki/Skymarcher_Aspirant)**White (1) CREATURE — VAMPIRE SOLDIER (2/1) ASCEND (IF YOU CONTROL TEN OR MORE PERMANENTS, YOU GET THE CITY'S BLESSING FOR THE REST OF THE GAME.)**  **SKYMARCHER ASPIRANT HAS FLYING AS LONG AS YOU HAVE THE CITY'S BLESSING.** |  |
|  | [**SKYRIDER PATROL**](https://magicarena.fandom.com/wiki/Skyrider_Patrol)**GreenBlue (4) CREATURE — ELF SCOUT (2/3) FLYING**  **AT THE BEGINNING OF COMBAT ON YOUR TURN, YOU MAY PAY GreenBlue. WHEN YOU DO, PUT A +1/+1 COUNTER ON ANOTHER TARGET CREATURE YOU CONTROL, AND THAT CREATURE GAINS FLYING UNTIL END OF TURN.** |  |
|  | [**SKYSCANNER**](https://magicarena.fandom.com/wiki/Skyscanner)**(3) ARTIFACT CREATURE — THOPTER (1/1) FLYING**  **WHEN SKYSCANNER ENTERS THE BATTLEFIELD, DRAW A CARD.** |  |
|  | [**SKYWAY SNIPER**](https://magicarena.fandom.com/wiki/Skyway_Sniper)**Green (1) CREATURE — ELF ARCHER (1/2) REACH (THIS CREATURE CAN BLOCK CREATURES WITH FLYING.)**  **Green: SKYWAY SNIPER DEALS 1 DAMAGE TO TARGET CREATURE WITH FLYING.** |  |
|  | [**SLATE STREET RUFFIAN**](https://magicarena.fandom.com/wiki/Slate_Street_Ruffian)**Black (3) CREATURE — HUMAN WARRIOR (2/2) WHENEVER SLATE STREET RUFFIAN BECOMES BLOCKED, DEFENDING PLAYER DISCARDS A CARD.** |  |
|  | [**SLAUGHTER-PRIEST OF MOGIS**](https://magicarena.fandom.com/wiki/Slaughter-Priest_of_Mogis)**BlackRed (2) CREATURE — MINOTAUR SHAMAN (2/2) WHENEVER YOU SACRIFICE A PERMANENT, SLAUGHTER-PRIEST OF MOGIS GETS +2/+0 UNTIL END OF TURN.**  **, SACRIFICE ANOTHER CREATURE OR AN ENCHANTMENT: SLAUGHTER-PRIEST OF MOGIS GAINS FIRST STRIKE UNTIL END OF TURN.** |  |
|  | [**SLIMEFOOT, THE STOWAWAY**](https://magicarena.fandom.com/wiki/Slimefoot,_the_Stowaway)**BlackGreen (3) LEGENDARY CREATURE — FUNGUS (2/3) WHENEVER A SAPROLING YOU CONTROL DIES, SLIMEFOOT, THE STOWAWAY DEALS 1 DAMAGE TO EACH OPPONENT AND YOU GAIN 1 LIFE.**  **: CREATE A 1/1 GREEN SAPROLING CREATURE TOKEN.** |  |
|  | [**SLINN VODA, THE RISING DEEP**](https://magicarena.fandom.com/wiki/Slinn_Voda,_the_Rising_Deep)**BlueBlue (8) LEGENDARY CREATURE — LEVIATHAN (8/8) KICKER Blue (YOU MAY PAY AN ADDITIONAL Blue AS YOU CAST THIS SPELL.)**  **WHEN SLINN VODA, THE RISING DEEP ENTERS THE BATTLEFIELD, IF IT WAS KICKED, RETURN ALL CREATURES TO THEIR OWNERS' HANDS EXCEPT FOR MERFOLK, KRAKENS, LEVIATHANS, OCTOPUSES, AND SERPENTS.** |  |
|  | [**SLIPPERY SCOUNDREL**](https://magicarena.fandom.com/wiki/Slippery_Scoundrel)**Blue (3) CREATURE — HUMAN PIRATE (2/2) ASCEND (IF YOU CONTROL TEN OR MORE PERMANENTS, YOU GET THE CITY'S BLESSING FOR THE REST OF THE GAME.)**  **AS LONG AS YOU HAVE THE CITY'S BLESSING, SLIPPERY SCOUNDREL HAS HEXPROOF AND CAN'T BE BLOCKED.** |  |
|  | [**SLITHERWISP**](https://magicarena.fandom.com/wiki/Slitherwisp)**BlueBlackBlack (3) CREATURE — ELEMENTAL NIGHTMARE (3/2) FLASH**  **WHENEVER YOU CAST ANOTHER SPELL THAT HAS FLASH, YOU DRAW A CARD AND EACH OPPONENT LOSES 1 LIFE.** |  |
|  | [**SMELT-WARD IGNUS**](https://magicarena.fandom.com/wiki/Smelt-Ward_Ignus)**Red (2) CREATURE — ELEMENTAL (2/1) Red, SACRIFICE SMELT-WARD IGNUS: GAIN CONTROL OF TARGET CREATURE WITH POWER 3 OR LESS UNTIL END OF TURN. UNTAP THAT CREATURE. IT GAINS HASTE UNTIL END OF TURN. ACTIVATE THIS ABILITY ONLY ANY TIME YOU COULD CAST A SORCERY.** |  |
|  | [**SMELT-WARD MINOTAUR**](https://magicarena.fandom.com/wiki/Smelt-Ward_Minotaur)**Red (3) CREATURE — MINOTAUR WARRIOR (2/3) WHENEVER YOU CAST AN INSTANT OR SORCERY SPELL, TARGET CREATURE AN OPPONENT CONTROLS CAN'T BLOCK THIS TURN.** |  |
|  | [**SMITTEN SWORDMASTER**](https://magicarena.fandom.com/wiki/Smitten_Swordmaster)**Black (2) CREATURE — HUMAN KNIGHT (2/1) LIFELINK** |  |
|  | [**SNAPDAX, APEX OF THE HUNT**](https://magicarena.fandom.com/wiki/Snapdax,_Apex_of_the_Hunt)**RedWhiteBlack (4) LEGENDARY CREATURE — DINOSAUR CAT NIGHTMARE (3/5) MUTATE WhiteWhite (IF YOU CAST THIS SPELL FOR ITS MUTATE COST, PUT IT OVER OR UNDER TARGET NON-HUMAN CREATURE YOU OWN. THEY MUTATE INTO THE CREATURE ON TOP PLUS ALL ABILITIES FROM UNDER IT.)**  **DOUBLE STRIKE WHENEVER THIS CREATURE MUTATES, IT DEALS 4 DAMAGE TO TARGET CREATURE OR PLANESWALKER AN OPPONENT CONTROLS AND YOU GAIN 4 LIFE.** |  |
|  | [**SNAPPING DRAKE**](https://magicarena.fandom.com/wiki/Snapping_Drake)**Blue (4) CREATURE — DRAKE (3/2) FLYING (THIS CREATURE CAN'T BE BLOCKED EXCEPT BY CREATURES WITH FLYING OR REACH.)** |  |
|  | [**SNAPPING SAILBACK**](https://magicarena.fandom.com/wiki/Snapping_Sailback)**Green (5) CREATURE — DINOSAUR (4/4) FLASH**  **ENRAGE — WHENEVER SNAPPING SAILBACK IS DEALT DAMAGE, PUT A +1/+1 COUNTER ON IT. (IT MUST SURVIVE THE DAMAGE TO GET THE COUNTER.)** |  |
|  | [**SNARE TACTICIAN**](https://magicarena.fandom.com/wiki/Snare_Tactician)**White (3) CREATURE — HUMAN SOLDIER (2/3) WHENEVER YOU CYCLE A CARD, TAP TARGET CREATURE AN OPPONENT CONTROLS.** |  |
|  | [**SNARESPINNER**](https://magicarena.fandom.com/wiki/Snarespinner)**Green (2) CREATURE — SPIDER (1/3) REACH (THIS CREATURE CAN BLOCK CREATURES WITH FLYING.)**  **WHENEVER SNARESPINNER BLOCKS A CREATURE WITH FLYING, SNARESPINNER GETS +2/+0 UNTIL END OF TURN.** |  |
|  | [**SNUBHORN SENTRY**](https://magicarena.fandom.com/wiki/Snubhorn_Sentry)**White (1) CREATURE — DINOSAUR (0/3) ASCEND (IF YOU CONTROL TEN OR MORE PERMANENTS, YOU GET THE CITY'S BLESSING FOR THE REST OF THE GAME.)**  **SNUBHORN SENTRY GETS +3/+0 AS LONG AS YOU HAVE THE CITY'S BLESSING.** |  |
|  | [**SOLEMN SIMULACRUM**](https://magicarena.fandom.com/wiki/Solemn_Simulacrum)**(4) ARTIFACT CREATURE — GOLEM (2/2) WHEN SOLEMN SIMULACRUM ENTERS THE BATTLEFIELD, YOU MAY SEARCH YOUR LIBRARY FOR A BASIC LAND CARD, PUT THAT CARD ONTO THE BATTLEFIELD TAPPED, THEN SHUFFLE YOUR LIBRARY.**  **WHEN SOLEMN SIMULACRUM DIES, YOU MAY DRAW A CARD.** |  |
|  | [**SOMBERWALD STAG**](https://magicarena.fandom.com/wiki/Somberwald_Stag)**GreenGreen (5) CREATURE — ELK (4/3) WHEN SOMBERWALD STAG ENTERS THE BATTLEFIELD, YOU MAY HAVE IT FIGHT TARGET CREATURE YOU DON'T CONTROL.** |  |
|  | [**SONOROUS HOWLBONDER**](https://magicarena.fandom.com/wiki/Sonorous_Howlbonder)**(3) CREATURE — HUMAN WARRIOR (2/2) MENACE**  **EACH CREATURE YOU CONTROL WITH MENACE CAN'T BE BLOCKED EXCEPT BY THREE OR MORE CREATURES.** |  |
|  | [**SORCERER OF THE FANG**](https://magicarena.fandom.com/wiki/Sorcerer_of_the_Fang)**Black (2) CREATURE — HUMAN WIZARD (1/3) Black, Tap: SORCERER OF THE FANG DEALS 2 DAMAGE TO TARGET OPPONENT OR PLANESWALKER.** |  |
|  | [**SORCERER'S BROOM**](https://magicarena.fandom.com/wiki/Sorcerer%27s_Broom)**(2) ARTIFACT CREATURE — SPIRIT (2/1) WHENEVER YOU SACRIFICE ANOTHER PERMANENT, YOU MAY PAY . IF YOU DO, CREATE A TOKEN THAT'S A COPY OF SORCERER'S BROOM.** |  |
|  | [**SORIN'S GUIDE**](https://magicarena.fandom.com/wiki/Sorin%27s_Guide)**BlackBlack (5) CREATURE — VAMPIRE (4/2) WHEN SORIN'S GUIDE ENTERS THE BATTLEFIELD, YOU MAY SEARCH YOUR LIBRARY AND/OR GRAVEYARD FOR A CARD NAMED SORIN, VAMPIRE LORD, REVEAL IT, AND PUT IT INTO YOUR HAND. IF YOU SEARCH YOUR LIBRARY THIS WAY, SHUFFLE IT.** |  |
|  | [**SOUL DIVINER**](https://magicarena.fandom.com/wiki/Soul_Diviner)**BlueBlack (2) CREATURE — ZOMBIE WIZARD (2/3) Tap, REMOVE A COUNTER FROM AN ARTIFACT, CREATURE, LAND, OR PLANESWALKER YOU CONTROL: DRAW A CARD.** |  |
|  | [**SOUL OF THE HARVEST**](https://magicarena.fandom.com/wiki/Soul_of_the_Harvest)**GreenGreen (6) CREATURE — ELEMENTAL (6/6) TRAMPLE**  **WHENEVER ANOTHER NONTOKEN CREATURE ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, YOU MAY DRAW A CARD.** |  |
|  | [**SOUL OF THE RAPIDS**](https://magicarena.fandom.com/wiki/Soul_of_the_Rapids)**BlueBlue (5) CREATURE — ELEMENTAL (3/2) FLYING**  **HEXPROOF (THIS CREATURE CAN'T BE THE TARGET OF SPELLS OR ABILITIES YOUR OPPONENTS CONTROL.)** |  |
|  | [**SOUL WARDEN**](https://magicarena.fandom.com/wiki/Soul_Warden)**White (1) CREATURE — HUMAN CLERIC (1/1) WHENEVER ANOTHER CREATURE ENTERS THE BATTLEFIELD, YOU GAIN 1 LIFE.** |  |
|  | [**SOULMENDER**](https://magicarena.fandom.com/wiki/Soulmender)**White (1) CREATURE — HUMAN CLERIC (1/1) Tap: YOU GAIN 1 LIFE.** |  |
|  | [**SOULREAPER OF MOGIS**](https://magicarena.fandom.com/wiki/Soulreaper_of_Mogis)**Black (3) ENCHANTMENT CREATURE — MINOTAUR SHAMAN (2/3) Black, SACRIFICE A CREATURE: DRAW A CARD.** |  |
|  | [**SPARK DOUBLE**](https://magicarena.fandom.com/wiki/Spark_Double)**Blue (4) CREATURE — ILLUSION (0/0) YOU MAY HAVE SPARK DOUBLE ENTER THE BATTLEFIELD AS A COPY OF A CREATURE OR PLANESWALKER YOU CONTROL, EXCEPT IT ENTERS WITH AN ADDITIONAL +1/+1 COUNTER ON IT IF IT'S A CREATURE, IT ENTERS WITH AN ADDITIONAL LOYALTY COUNTER ON IT IF IT'S A PLANESWALKER, AND IT ISN'T LEGENDARY IF THAT PERMANENT IS LEGENDARY.** |  |
|  | [**SPARK REAPER**](https://magicarena.fandom.com/wiki/Spark_Reaper)**Black (3) CREATURE — ZOMBIE (2/3) , SACRIFICE A CREATURE OR PLANESWALKER: YOU GAIN 1 LIFE AND DRAW A CARD.** |  |
|  | [**SPARKHUNTER MASTICORE**](https://magicarena.fandom.com/wiki/Sparkhunter_Masticore)**(3) ARTIFACT CREATURE — MASTICORE (3/4) AS AN ADDITIONAL COST TO CAST THIS SPELL, DISCARD A CARD.**  **PROTECTION FROM PLANESWALKERS : SPARKHUNTER MASTICORE DEALS 1 DAMAGE TO TARGET PLANESWALKER. : SPARKHUNTER MASTICORE GAINS INDESTRUCTIBLE UNTIL END OF TURN.** |  |
|  | [**SPARKTONGUE DRAGON**](https://magicarena.fandom.com/wiki/Sparktongue_Dragon)**RedRed (5) CREATURE — DRAGON (3/3) FLYING**  **WHEN SPARKTONGUE DRAGON ENTERS THE BATTLEFIELD, YOU MAY PAY Red. WHEN YOU DO, IT DEALS 3 DAMAGE TO ANY TARGET.** |  |
|  | [**SPARRING CONSTRUCT**](https://magicarena.fandom.com/wiki/Sparring_Construct)**(1) ARTIFACT CREATURE — CONSTRUCT (1/1) WHEN SPARRING CONSTRUCT DIES, PUT A +1/+1 COUNTER ON TARGET CREATURE YOU CONTROL.** |  |
|  | [**SPAWN OF MAYHEM**](https://magicarena.fandom.com/wiki/Spawn_of_Mayhem)**BlackBlack (4) CREATURE — DEMON (4/4) SPECTACLE BlackBlack (YOU MAY CAST THIS SPELL FOR ITS SPECTACLE COST RATHER THAN ITS MANA COST IF AN OPPONENT LOST LIFE THIS TURN.)**  **FLYING, TRAMPLE AT THE BEGINNING OF YOUR UPKEEP, SPAWN OF MAYHEM DEALS 1 DAMAGE TO EACH PLAYER. THEN IF YOU HAVE 10 OR LESS LIFE, PUT A +1/+1 COUNTER ON SPAWN OF MAYHEM.** |  |
|  | [**SPEAKER OF THE HEAVENS**](https://magicarena.fandom.com/wiki/Speaker_of_the_Heavens)**White (1) CREATURE — HUMAN CLERIC (1/1) VIGILANCE, LIFELINK**  **Tap: CREATE A 4/4 WHITE ANGEL CREATURE TOKEN WITH FLYING. ACTIVATE THIS ABILITY ONLY IF YOU HAVE AT LEAST 7 LIFE MORE THAN YOUR STARTING LIFE TOTAL AND ONLY ANY TIME YOU COULD CAST A SORCERY.** |  |
|  | [**SPEAR SPEWER**](https://magicarena.fandom.com/wiki/Spear_Spewer)**Red (1) CREATURE — GOBLIN WARRIOR (0/2) DEFENDER**  **Tap: SPEAR SPEWER DEALS 1 DAMAGE TO EACH PLAYER.** |  |
|  | [**SPECTRAL SAILOR**](https://magicarena.fandom.com/wiki/Spectral_Sailor)**Blue (1) CREATURE — SPIRIT PIRATE (1/1) FLASH (YOU MAY CAST THIS SPELL ANY TIME YOU COULD CAST AN INSTANT.)**  **FLYING Blue: DRAW A CARD.** |  |
|  | [**SPELLEATER WOLVERINE**](https://magicarena.fandom.com/wiki/Spelleater_Wolverine)**Red (3) CREATURE — WOLVERINE (3/2) SPELLEATER WOLVERINE HAS DOUBLE STRIKE AS LONG AS THERE ARE THREE OR MORE INSTANT AND/OR SORCERY CARDS IN YOUR GRAVEYARD.** |  |
|  | [**SPELLGORGER WEIRD**](https://magicarena.fandom.com/wiki/Spellgorger_Weird)**Red (3) CREATURE — WEIRD (2/2) WHENEVER YOU CAST A NONCREATURE SPELL, PUT A +1/+1 COUNTER ON SPELLGORGER WEIRD.** |  |
|  | [**SPELLKEEPER WEIRD**](https://magicarena.fandom.com/wiki/Spellkeeper_Weird)**Blue (3) CREATURE — WEIRD (1/4) , Tap, SACRIFICE SPELLKEEPER WEIRD: RETURN TARGET INSTANT OR SORCERY CARD FROM YOUR GRAVEYARD TO YOUR HAND.** |  |
|  | [**SPHINX MINDBREAKER**](https://magicarena.fandom.com/wiki/Sphinx_Mindbreaker)**BlueBlue (7) CREATURE — SPHINX (6/6) FLYING**  **WHEN SPHINX MINDBREAKER ENTERS THE BATTLEFIELD, EACH OPPONENT MILLS TEN CARDS.** |  |
|  | [**SPHINX OF FORESIGHT**](https://magicarena.fandom.com/wiki/Sphinx_of_Foresight)**BlueBlue (4) CREATURE — SPHINX (4/4) YOU MAY REVEAL THIS CARD FROM YOUR OPENING HAND. IF YOU DO, SCRY 3 AT THE BEGINNING OF YOUR FIRST UPKEEP.**  **FLYING AT THE BEGINNING OF YOUR UPKEEP, SCRY 1.** |  |
|  | [**SPHINX OF NEW PRAHV**](https://magicarena.fandom.com/wiki/Sphinx_of_New_Prahv)**WhiteWhiteBlueBlue (4) CREATURE — SPHINX (4/3) FLYING, VIGILANCE**  **SPELLS YOUR OPPONENTS CAST THAT TARGET SPHINX OF NEW PRAHV COST  MORE TO CAST.** |  |
|  | [**SPHINX OF THE GUILDPACT**](https://magicarena.fandom.com/wiki/Sphinx_of_the_Guildpact)**(7) ARTIFACT CREATURE — SPHINX (5/5) SPHINX OF THE GUILDPACT IS ALL COLORS.**  **FLYING HEXPROOF FROM MONOCOLORED (THIS CREATURE CAN'T BE THE TARGET OF MONOCOLORED SPELLS OR ABILITIES YOUR OPPONENTS CONTROL.)** |  |
|  | [**SPIKE-TAILED CERATOPS**](https://magicarena.fandom.com/wiki/Spike-Tailed_Ceratops)**Green (5) CREATURE — DINOSAUR (4/4) SPIKE-TAILED CERATOPS CAN BLOCK AN ADDITIONAL CREATURE EACH COMBAT.** |  |
|  | [**SPIKEWHEEL ACROBAT**](https://magicarena.fandom.com/wiki/Spikewheel_Acrobat)**Red (4) CREATURE — HUMAN ROGUE (5/2) SPECTACLE Red (YOU MAY CAST THIS SPELL FOR ITS SPECTACLE COST RATHER THAN ITS MANA COST IF AN OPPONENT LOST LIFE THIS TURN.)** |  |
|  | [**SPINAL CENTIPEDE**](https://magicarena.fandom.com/wiki/Spinal_Centipede)**Black (3) CREATURE — INSECT (3/2) WHEN SPINAL CENTIPEDE DIES, PUT A +1/+1 COUNTER ON TARGET CREATURE YOU CONTROL.** |  |
|  | [**SPINED MEGALODON**](https://magicarena.fandom.com/wiki/Spined_Megalodon)**BlueBlue (7) CREATURE — SHARK (5/7) HEXPROOF (THIS CREATURE CAN'T BE THE TARGET OF SPELLS OR ABILITIES YOUR OPPONENTS CONTROL.)**  **WHENEVER SPINED MEGALODON ATTACKS, SCRY 1. (LOOK AT THE TOP CARD OF YOUR LIBRARY. YOU MAY PUT THAT CARD ON THE BOTTOM OF YOUR LIBRARY.)** |  |
|  | [**SPIRE MANGLER**](https://magicarena.fandom.com/wiki/Spire_Mangler)**Black (3) CREATURE — INSECT (2/1) FLASH**  **FLYING WHEN SPIRE MANGLER ENTERS THE BATTLEFIELD, TARGET CREATURE WITH FLYING YOU CONTROL GETS +2/+0 UNTIL END OF TURN.** |  |
|  | [**SPIRE WINDER**](https://magicarena.fandom.com/wiki/Spire_Winder)**Blue (4) CREATURE — SNAKE (2/3) FLYING**  **ASCEND (IF YOU CONTROL TEN OR MORE PERMANENTS, YOU GET THE CITY'S BLESSING FOR THE REST OF THE GAME.) SPIRE WINDER GETS +1/+1 AS LONG AS YOU HAVE THE CITY'S BLESSING.** |  |
|  | [**SPIRIT OF MALEVOLENCE**](https://magicarena.fandom.com/wiki/Spirit_of_Malevolence)**Black (2) CREATURE — SPIRIT (2/1) WHEN SPIRIT OF MALEVOLENCE DIES, EACH OPPONENT LOSES 1 LIFE AND YOU GAIN 1 LIFE.** |  |
|  | [**SPIRIT OF THE SPIRES**](https://magicarena.fandom.com/wiki/Spirit_of_the_Spires)**White (4) CREATURE — SPIRIT (2/4) FLYING**  **OTHER CREATURES YOU CONTROL WITH FLYING GET +0/+1.** |  |
|  | [**SPIRITUAL GUARDIAN**](https://magicarena.fandom.com/wiki/Spiritual_Guardian)**WhiteWhite (5) CREATURE — SPIRIT (3/4) WHEN SPIRITUAL GUARDIAN ENTERS THE BATTLEFIELD, YOU GAIN 4 LIFE.** |  |
|  | [**SPITEFUL PRANKSTER**](https://magicarena.fandom.com/wiki/Spiteful_Prankster)**Red (3) CREATURE — DEVIL (3/2) AS LONG AS IT'S YOUR TURN, SPITEFUL PRANKSTER HAS FIRST STRIKE.**  **WHENEVER ANOTHER CREATURE DIES, SPITEFUL PRANKSTER DEALS 1 DAMAGE TO TARGET PLAYER OR PLANESWALKER.** |  |
|  | [**SPLENDOR MARE**](https://magicarena.fandom.com/wiki/Splendor_Mare)**White (3) CREATURE — ELK UNICORN (3/3) LIFELINK**  **CYCLING White (White, DISCARD THIS CARD: DRAW A CARD.) WHEN YOU CYCLE SPLENDOR MARE, PUT A LIFELINK COUNTER ON TARGET CREATURE YOU CONTROL.** |  |
|  | [**SPORECAP SPIDER**](https://magicarena.fandom.com/wiki/Sporecap_Spider)**Green (3) CREATURE — SPIDER (1/5) REACH** |  |
|  | [**SPORECROWN THALLID**](https://magicarena.fandom.com/wiki/Sporecrown_Thallid)**Green (2) CREATURE — FUNGUS (2/2) EACH OTHER CREATURE YOU CONTROL THAT'S A FUNGUS OR SAPROLING GETS +1/+1.** |  |
|  | [**SPOREMOUND**](https://magicarena.fandom.com/wiki/Sporemound)**GreenGreen (5) CREATURE — FUNGUS (3/3) WHENEVER A LAND ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, CREATE A 1/1 GREEN SAPROLING CREATURE TOKEN.** |  |
|  | [**SPOREWEB WEAVER**](https://magicarena.fandom.com/wiki/Sporeweb_Weaver)**Green (3) CREATURE — SPIDER (1/4) REACH, HEXPROOF FROM BLUE**  **WHENEVER SPOREWEB WEAVER IS DEALT DAMAGE, YOU GAIN 1 LIFE AND CREATE A 1/1 GREEN SAPROLING CREATURE TOKEN.** |  |
|  | [**SPRITE DRAGON**](https://magicarena.fandom.com/wiki/Sprite_Dragon)**BlueRed (2) CREATURE — FAERIE DRAGON (1/1) FLYING, HASTE**  **WHENEVER YOU CAST A NONCREATURE SPELL, PUT A +1/+1 COUNTER ON SPRITE DRAGON.** |  |
|  | [**SQUAD CAPTAIN**](https://magicarena.fandom.com/wiki/Squad_Captain)**White (5) CREATURE — HUMAN SOLDIER (2/2) VIGILANCE (ATTACKING DOESN'T CAUSE THIS CREATURE TO TAP.)**  **SQUAD CAPTAIN ENTERS THE BATTLEFIELD WITH A +1/+1 COUNTER ON IT FOR EACH OTHER CREATURE YOU CONTROL.** |  |
|  | [**SQUEE, THE IMMORTAL**](https://magicarena.fandom.com/wiki/Squee,_the_Immortal)**RedRed (3) LEGENDARY CREATURE — GOBLIN (2/1) YOU MAY CAST SQUEE, THE IMMORTAL FROM YOUR GRAVEYARD OR FROM EXILE.** |  |
|  | [**STAMPEDE RIDER**](https://magicarena.fandom.com/wiki/Stampede_Rider)**Red (3) CREATURE — SATYR (2/3) TRAMPLE**  **AT THE BEGINNING OF EACH COMBAT, IF YOU CONTROL A CREATURE WITH POWER 4 OR GREATER, STAMPEDE RIDER GETS +1/+1 UNTIL END OF TURN.** |  |
|  | [**STAMPEDING HORNCREST**](https://magicarena.fandom.com/wiki/Stampeding_Horncrest)**Red (5) CREATURE — DINOSAUR (4/4) STAMPEDING HORNCREST HAS HASTE AS LONG AS YOU CONTROL ANOTHER DINOSAUR.** |  |
|  | [**STAR-CROWNED STAG**](https://magicarena.fandom.com/wiki/Star-Crowned_Stag)**White (4) CREATURE — ELK (3/3) WHENEVER STAR-CROWNED STAG ATTACKS, TAP TARGET CREATURE DEFENDING PLAYER CONTROLS.** |  |
|  | [**STARFIELD MYSTIC**](https://magicarena.fandom.com/wiki/Starfield_Mystic)**White (2) CREATURE — HUMAN CLERIC (2/2) ENCHANTMENT SPELLS YOU CAST COST  LESS TO CAST.**  **WHENEVER AN ENCHANTMENT YOU CONTROL IS PUT INTO A GRAVEYARD FROM THE BATTLEFIELD, PUT A +1/+1 COUNTER ON STARFIELD MYSTIC.** |  |
|  | [**STAUNCH SHIELDMATE**](https://magicarena.fandom.com/wiki/Staunch_Shieldmate)**White (1) CREATURE — DWARF SOLDIER (1/3)** |  |
|  | [**STEADFAST ARMASAUR**](https://magicarena.fandom.com/wiki/Steadfast_Armasaur)**White (4) CREATURE — DINOSAUR (2/3) VIGILANCE**  **White, Tap: STEADFAST ARMASAUR DEALS DAMAGE EQUAL TO ITS TOUGHNESS TO TARGET CREATURE BLOCKING OR BLOCKED BY IT.** |  |
|  | [**STEADFAST SENTRY**](https://magicarena.fandom.com/wiki/Steadfast_Sentry)**White (3) CREATURE — HUMAN SOLDIER (3/2) VIGILANCE (ATTACKING DOESN'T CAUSE THIS CREATURE TO TAP.)**  **WHEN STEADFAST SENTRY DIES, PUT A +1/+1 COUNTER ON TARGET CREATURE YOU CONTROL.** |  |
|  | [**STEEL LEAF CHAMPION**](https://magicarena.fandom.com/wiki/Steel_Leaf_Champion)**GreenGreenGreen (3) CREATURE — ELF KNIGHT (5/4) STEEL LEAF CHAMPION CAN'T BE BLOCKED BY CREATURES WITH POWER 2 OR LESS.** |  |
|  | [**STEEL OVERSEER**](https://magicarena.fandom.com/wiki/Steel_Overseer)**(2) ARTIFACT CREATURE — CONSTRUCT (1/1) Tap: PUT A +1/+1 COUNTER ON EACH ARTIFACT CREATURE YOU CONTROL.** |  |
|  | [**STEELBANE HYDRA**](https://magicarena.fandom.com/wiki/Steelbane_Hydra)**GreenGreen (2) CREATURE — TURTLE HYDRA (0/0) STEELBANE HYDRA ENTERS THE BATTLEFIELD WITH X +1/+1 COUNTERS ON IT.**  **Green, REMOVE A +1/+1 COUNTER FROM STEELBANE HYDRA: DESTROY TARGET ARTIFACT OR ENCHANTMENT.** |  |
|  | [**STEELGAZE GRIFFIN**](https://magicarena.fandom.com/wiki/Steelgaze_Griffin)**Blue (5) CREATURE — GRIFFIN (2/4) FLYING**  **WHENEVER YOU DRAW YOUR SECOND CARD EACH TURN, STEELGAZE GRIFFIN GETS +2/+0 UNTIL END OF TURN.** |  |
|  | [**STEEL-PLUME MARSHAL**](https://magicarena.fandom.com/wiki/Steel-Plume_Marshal)**WhiteWhite (5) CREATURE — BIRD SOLDIER (3/3) FLYING**  **WHENEVER STEEL-PLUME MARSHAL ATTACKS, OTHER ATTACKING CREATURES YOU CONTROL WITH FLYING GET +2/+2 UNTIL END OF TURN.** |  |
|  | [**STEEPLE CREEPER**](https://magicarena.fandom.com/wiki/Steeple_Creeper)**Green (3) CREATURE — FROG SNAKE (4/2) Blue: STEEPLE CREEPER GAINS FLYING UNTIL END OF TURN.** |  |
|  | [**STINGING LIONFISH**](https://magicarena.fandom.com/wiki/Stinging_Lionfish)**Blue (2) ENCHANTMENT CREATURE — FISH (2/1) WHENEVER YOU CAST YOUR FIRST SPELL DURING EACH OPPONENT'S TURN, YOU MAY TAP OR UNTAP TARGET NONLAND PERMANENT.** |  |
|  | [**STITCHER'S SUPPLIER**](https://magicarena.fandom.com/wiki/Stitcher%27s_Supplier)**Black (1) CREATURE — ZOMBIE (1/1) WHEN STITCHER'S SUPPLIER ENTERS THE BATTLEFIELD OR DIES, MILL THREE CARDS.** |  |
|  | [**STONE GOLEM**](https://magicarena.fandom.com/wiki/Stone_Golem)**(5) ARTIFACT CREATURE — GOLEM (4/4)** |  |
|  | [**STONE HAVEN PILGRIM**](https://magicarena.fandom.com/wiki/Stone_Haven_Pilgrim)**White (2) CREATURE — KOR CLERIC (2/2) WHENEVER STONE HAVEN PILGRIM ATTACKS, IF YOU CONTROL AN ARTIFACT OR ENCHANTMENT, STONE HAVEN PILGRIM GETS +1/+1 AND GAINS LIFELINK UNTIL END OF TURN.** |  |
|  | [**STONECOIL SERPENT**](https://magicarena.fandom.com/wiki/Stonecoil_Serpent)**(0) ARTIFACT CREATURE — SNAKE (0/0) REACH, TRAMPLE, PROTECTION FROM MULTICOLORED**  **STONECOIL SERPENT ENTERS THE BATTLEFIELD WITH X +1/+1 COUNTERS ON IT.** |  |
|  | [**STORM CALLER**](https://magicarena.fandom.com/wiki/Storm_Caller)**Red (3) CREATURE — OGRE SHAMAN (3/2) WHEN STORM CALLER ENTERS THE BATTLEFIELD, IT DEALS 2 DAMAGE TO EACH OPPONENT.** |  |
|  | [**STORM FLEET AERIALIST**](https://magicarena.fandom.com/wiki/Storm_Fleet_Aerialist)**Blue (2) CREATURE — HUMAN PIRATE (1/2) FLYING**  **RAID — STORM FLEET AERIALIST ENTERS THE BATTLEFIELD WITH A +1/+1 COUNTER ON IT IF YOU ATTACKED THIS TURN.** |  |
|  | [**STORM FLEET ARSONIST**](https://magicarena.fandom.com/wiki/Storm_Fleet_Arsonist)**Red (5) CREATURE — ORC PIRATE (4/4) RAID — WHEN STORM FLEET ARSONIST ENTERS THE BATTLEFIELD, IF YOU ATTACKED THIS TURN, TARGET OPPONENT SACRIFICES A PERMANENT.** |  |
|  | [**STORM FLEET PYROMANCER**](https://magicarena.fandom.com/wiki/Storm_Fleet_Pyromancer)**Red (5) CREATURE — HUMAN PIRATE WIZARD (3/2) RAID — WHEN STORM FLEET PYROMANCER ENTERS THE BATTLEFIELD, IF YOU ATTACKED THIS TURN, STORM FLEET PYROMANCER DEALS 2 DAMAGE TO ANY TARGET.** |  |
|  | [**STORM FLEET SPRINTER**](https://magicarena.fandom.com/wiki/Storm_Fleet_Sprinter)**BlueRed (3) CREATURE — HUMAN PIRATE (2/2) HASTE**  **STORM FLEET SPRINTER CAN'T BE BLOCKED.** |  |
|  | [**STORM FLEET SPY**](https://magicarena.fandom.com/wiki/Storm_Fleet_Spy)**Blue (3) CREATURE — HUMAN PIRATE (2/2) RAID — WHEN STORM FLEET SPY ENTERS THE BATTLEFIELD, IF YOU ATTACKED THIS TURN, DRAW A CARD.** |  |
|  | [**STORM FLEET SWASHBUCKLER**](https://magicarena.fandom.com/wiki/Storm_Fleet_Swashbuckler)**Red (2) CREATURE — HUMAN PIRATE (2/2) ASCEND (IF YOU CONTROL TEN OR MORE PERMANENTS, YOU GET THE CITY'S BLESSING FOR THE REST OF THE GAME.)**  **STORM FLEET SWASHBUCKLER HAS DOUBLE STRIKE AS LONG AS YOU HAVE THE CITY'S BLESSING.** |  |
|  | [**STORM HERALD**](https://magicarena.fandom.com/wiki/Storm_Herald)**Red (3) CREATURE — HUMAN SHAMAN (3/2) HASTE**  **WHEN STORM HERALD ENTERS THE BATTLEFIELD, RETURN ANY NUMBER OF AURA CARDS FROM YOUR GRAVEYARD TO THE BATTLEFIELD ATTACHED TO CREATURES YOU CONTROL. EXILE THOSE AURAS AT THE BEGINNING OF YOUR NEXT END STEP. IF THOSE AURAS WOULD LEAVE THE BATTLEFIELD, EXILE THEM INSTEAD OF PUTTING THEM ANYWHERE ELSE.** |  |
|  | [**STORM SCULPTOR**](https://magicarena.fandom.com/wiki/Storm_Sculptor)**Blue (4) CREATURE — MERFOLK WIZARD (3/2) STORM SCULPTOR CAN'T BE BLOCKED.**  **WHEN STORM SCULPTOR ENTERS THE BATTLEFIELD, RETURN A CREATURE YOU CONTROL TO ITS OWNER'S HAND.** |  |
|  | [**STORMFIST CRUSADER**](https://magicarena.fandom.com/wiki/Stormfist_Crusader)**BlackRed (2) CREATURE — HUMAN KNIGHT (2/2) MENACE**  **AT THE BEGINNING OF YOUR UPKEEP, EACH PLAYER DRAWS A CARD AND LOSES 1 LIFE.** |  |
|  | [**STORMWILD CAPRIDOR**](https://magicarena.fandom.com/wiki/Stormwild_Capridor)**White (3) CREATURE — BIRD GOAT (1/3) FLYING**  **IF NONCOMBAT DAMAGE WOULD BE DEALT TO STORMWILD CAPRIDOR, PREVENT THAT DAMAGE. PUT A +1/+1 COUNTER ON STORMWILD CAPRIDOR FOR EACH 1 DAMAGE PREVENTED THIS WAY.** |  |
|  | [**STORMWING ENTITY**](https://magicarena.fandom.com/wiki/Stormwing_Entity)**BlueBlue (5) CREATURE — ELEMENTAL (3/3) THIS SPELL COSTS Blue LESS TO CAST IF YOU'VE CAST AN INSTANT OR SORCERY SPELL THIS TURN.**  **FLYING PROWESS (WHENEVER YOU CAST A NONCREATURE SPELL, THIS CREATURE GETS +1/+1 UNTIL END OF TURN.) WHEN STORMWING ENTITY ENTERS THE BATTLEFIELD, SCRY 2.** |  |
|  | [**STORREV, DEVKARIN LICH**](https://magicarena.fandom.com/wiki/Storrev,_Devkarin_Lich)**BlackBlackGreen (4) LEGENDARY CREATURE — ZOMBIE ELF WIZARD (5/4) TRAMPLE**  **WHENEVER STORREV, DEVKARIN LICH DEALS COMBAT DAMAGE TO A PLAYER OR PLANESWALKER, RETURN TO YOUR HAND TARGET CREATURE OR PLANESWALKER CARD IN YOUR GRAVEYARD THAT WASN'T PUT THERE THIS COMBAT.** |  |
|  | [**STRONGHOLD CONFESSOR**](https://magicarena.fandom.com/wiki/Stronghold_Confessor)**Black (1) CREATURE — HUMAN CLERIC (1/1) KICKER  (YOU MAY PAY AN ADDITIONAL  AS YOU CAST THIS SPELL.)**  **MENACE (THIS CREATURE CAN'T BE BLOCKED EXCEPT BY TWO OR MORE CREATURES.) IF STRONGHOLD CONFESSOR WAS KICKED, IT ENTERS THE BATTLEFIELD WITH TWO +1/+1 COUNTERS ON IT.** |  |
|  | [**SUBIRA, TULZIDI CARAVANNER**](https://magicarena.fandom.com/wiki/Subira,_Tulzidi_Caravanner)**Red (3) LEGENDARY CREATURE — HUMAN SHAMAN (2/3) HASTE**  **: ANOTHER TARGET CREATURE WITH POWER 2 OR LESS CAN'T BE BLOCKED THIS TURN. Red, Tap, DISCARD YOUR HAND: UNTIL END OF TURN, WHENEVER A CREATURE YOU CONTROL WITH POWER 2 OR LESS DEALS COMBAT DAMAGE TO A PLAYER, DRAW A CARD.** |  |
|  | [**SUMALA WOODSHAPER**](https://magicarena.fandom.com/wiki/Sumala_Woodshaper)**GreenWhite (4) CREATURE — ELF DRUID (2/1) WHEN SUMALA WOODSHAPER ENTERS THE BATTLEFIELD, LOOK AT THE TOP FOUR CARDS OF YOUR LIBRARY. YOU MAY REVEAL A CREATURE OR ENCHANTMENT CARD FROM AMONG THEM AND PUT IT INTO YOUR HAND. PUT THE REST ON THE BOTTOM OF YOUR LIBRARY IN A RANDOM ORDER.** |  |
|  | [**SUN SENTINEL**](https://magicarena.fandom.com/wiki/Sun_Sentinel)**White (2) CREATURE — HUMAN SOLDIER (2/2) VIGILANCE (ATTACKING DOESN'T CAUSE THIS CREATURE TO TAP.)** |  |
|  | [**SUNBLADE ANGEL**](https://magicarena.fandom.com/wiki/Sunblade_Angel)**White (6) CREATURE — ANGEL (3/3) FLYING, FIRST STRIKE, VIGILANCE, LIFELINK** |  |
|  | [**SUN-BLESSED MOUNT**](https://magicarena.fandom.com/wiki/Sun-Blessed_Mount)**RedWhite (5) CREATURE — DINOSAUR (4/4) WHEN SUN-BLESSED MOUNT ENTERS THE BATTLEFIELD, YOU MAY SEARCH YOUR LIBRARY AND/OR GRAVEYARD FOR A CARD NAMED HUATLI, DINOSAUR KNIGHT, REVEAL IT, THEN PUT IT INTO YOUR HAND. IF YOU SEARCHED YOUR LIBRARY THIS WAY, SHUFFLE IT.** |  |
|  | [**SUNCLEANSER**](https://magicarena.fandom.com/wiki/Suncleanser)**White (2) CREATURE — HUMAN CLERIC (1/4) WHEN SUNCLEANSER ENTERS THE BATTLEFIELD, CHOOSE ONE —**  **• REMOVE ALL COUNTERS FROM TARGET CREATURE. IT CAN'T HAVE COUNTERS PUT ON IT FOR AS LONG AS SUNCLEANSER REMAINS ON THE BATTLEFIELD. • TARGET OPPONENT LOSES ALL COUNTERS. THAT PLAYER CAN'T GET COUNTERS FOR AS LONG AS SUNCLEANSER REMAINS ON THE BATTLEFIELD.** |  |
|  | [**SUN-COLLARED RAPTOR**](https://magicarena.fandom.com/wiki/Sun-Collared_Raptor)**Red (2) CREATURE — DINOSAUR (1/2) TRAMPLE**  **Red: SUN-COLLARED RAPTOR GETS +3/+0 UNTIL END OF TURN.** |  |
|  | [**SUN-CRESTED PTERODON**](https://magicarena.fandom.com/wiki/Sun-Crested_Pterodon)**White (5) CREATURE — DINOSAUR (2/5) FLYING**  **SUN-CRESTED PTERODON HAS VIGILANCE AS LONG AS YOU CONTROL ANOTHER DINOSAUR.** |  |
|  | [**SUN-CROWNED HUNTERS**](https://magicarena.fandom.com/wiki/Sun-Crowned_Hunters)**RedRed (6) CREATURE — DINOSAUR (5/4) ENRAGE — WHENEVER SUN-CROWNED HUNTERS IS DEALT DAMAGE, IT DEALS 3 DAMAGE TO TARGET OPPONENT OR PLANESWALKER.** |  |
|  | [**SUNDER SHAMAN**](https://magicarena.fandom.com/wiki/Sunder_Shaman)**RedRedGreenGreen (4) CREATURE — GIANT SHAMAN (5/5) SUNDER SHAMAN CAN'T BE BLOCKED BY MORE THAN ONE CREATURE.**  **WHENEVER SUNDER SHAMAN DEALS COMBAT DAMAGE TO A PLAYER, DESTROY TARGET ARTIFACT OR ENCHANTMENT THAT PLAYER CONTROLS.** |  |
|  | [**SUNHOME STALWART**](https://magicarena.fandom.com/wiki/Sunhome_Stalwart)**White (2) CREATURE — HUMAN SOLDIER (2/2) FIRST STRIKE**  **MENTOR (WHENEVER THIS CREATURE ATTACKS, PUT A +1/+1 COUNTER ON TARGET ATTACKING CREATURE WITH LESSER POWER.)** |  |
|  | [**SUNLIT HOPLITE**](https://magicarena.fandom.com/wiki/Sunlit_Hoplite)**White (2) CREATURE — HUMAN SOLDIER (2/1) AS LONG AS IT'S YOUR TURN, SUNLIT HOPLITE HAS FIRST STRIKE.**  **SUNLIT HOPLITE GETS +1/+0 AS LONG AS YOU CONTROL AN ELSPETH PLANESWALKER.** |  |
|  | [**SUNMANE PEGASUS**](https://magicarena.fandom.com/wiki/Sunmane_Pegasus)**White (4) CREATURE — PEGASUS (2/3) FLYING**  **White: SUNMANE PEGASUS GAINS VIGILANCE AND LIFELINK UNTIL END OF TURN.** |  |
|  | [**SUNRISE SEEKER**](https://magicarena.fandom.com/wiki/Sunrise_Seeker)**White (5) CREATURE — HUMAN SCOUT (3/3) VIGILANCE**  **WHEN SUNRISE SEEKER ENTERS THE BATTLEFIELD, IT EXPLORES. (REVEAL THE TOP CARD OF YOUR LIBRARY. PUT THAT CARD INTO YOUR HAND IF IT'S A LAND. OTHERWISE, PUT A +1/+1 COUNTER ON THIS CREATURE, THEN PUT THE CARD BACK OR PUT IT INTO YOUR GRAVEYARD.)** |  |
|  | [**SUPPLY RUNNERS**](https://magicarena.fandom.com/wiki/Supply_Runners)**White (5) CREATURE — DOG (2/2) WHEN SUPPLY RUNNERS ENTERS THE BATTLEFIELD, PUT A +1/+1 COUNTER ON EACH OTHER CREATURE YOU CONTROL.** |  |
|  | [**SUPREME PHANTOM**](https://magicarena.fandom.com/wiki/Supreme_Phantom)**Blue (2) CREATURE — SPIRIT (1/3) FLYING**  **OTHER SPIRITS YOU CONTROL GET +1/+1.** |  |
|  | [**SURGE MARE**](https://magicarena.fandom.com/wiki/Surge_Mare)**BlueBlue (2) CREATURE — HORSE FISH (0/5) SURGE MARE CAN'T BE BLOCKED BY GREEN CREATURES.**  **WHENEVER SURGE MARE DEALS DAMAGE TO AN OPPONENT, YOU MAY DRAW A CARD. IF YOU DO, DISCARD A CARD. Blue: SURGE MARE GETS +2/-2 UNTIL END OF TURN.** |  |
|  | [**SUSPICIOUS BOOKCASE**](https://magicarena.fandom.com/wiki/Suspicious_Bookcase)**(2) ARTIFACT CREATURE — WALL (0/4) DEFENDER (THIS CREATURE CAN'T ATTACK.)**  **, Tap: TARGET CREATURE CAN'T BE BLOCKED THIS TURN.** |  |
|  | [**SWAB GOBLIN**](https://magicarena.fandom.com/wiki/Swab_Goblin)**Red (2) CREATURE — GOBLIN PIRATE (2/2)** |  |
|  | [**SWAGGERING CORSAIR**](https://magicarena.fandom.com/wiki/Swaggering_Corsair)**Red (3) CREATURE — HUMAN PIRATE (2/2) RAID — SWAGGERING CORSAIR ENTERS THE BATTLEFIELD WITH A +1/+1 COUNTER ON IT IF YOU ATTACKED THIS TURN.** |  |
|  | [**SWARM GUILDMAGE**](https://magicarena.fandom.com/wiki/Swarm_Guildmage)**BlackGreen (2) CREATURE — ELF SHAMAN (2/2) Black, Tap: CREATURES YOU CONTROL GET +1/+0 AND GAIN MENACE UNTIL END OF TURN. (THEY CAN'T BE BLOCKED EXCEPT BY TWO OR MORE CREATURES.)**  **Green, Tap: YOU GAIN 2 LIFE.** |  |
|  | [**SWARM OF BLOODFLIES**](https://magicarena.fandom.com/wiki/Swarm_of_Bloodflies)**Black (5) CREATURE — INSECT (0/0) FLYING**  **SWARM OF BLOODFLIES ENTERS THE BATTLEFIELD WITH TWO +1/+1 COUNTERS ON IT. WHENEVER ANOTHER CREATURE DIES, PUT A +1/+1 COUNTER ON SWARM OF BLOODFLIES.** |  |
|  | [**SWATHCUTTER GIANT**](https://magicarena.fandom.com/wiki/Swathcutter_Giant)**RedWhite (6) CREATURE — GIANT SOLDIER (5/5) VIGILANCE**  **WHENEVER SWATHCUTTER GIANT ATTACKS, IT DEALS 1 DAMAGE TO EACH CREATURE DEFENDING PLAYER CONTROLS.** |  |
|  | [**SWIFT WARDEN**](https://magicarena.fandom.com/wiki/Swift_Warden)**GreenGreen (3) CREATURE — MERFOLK WARRIOR (3/3) FLASH**  **WHEN SWIFT WARDEN ENTERS THE BATTLEFIELD, TARGET MERFOLK YOU CONTROL GAINS HEXPROOF UNTIL END OF TURN. (IT CAN'T BE THE TARGET OF SPELLS OR ABILITIES YOUR OPPONENTS CONTROL.)** |  |
|  | [**SWIFTBLADE VINDICATOR**](https://magicarena.fandom.com/wiki/Swiftblade_Vindicator)**RedWhite (2) CREATURE — HUMAN SOLDIER (1/1) DOUBLE STRIKE, VIGILANCE, TRAMPLE** |  |
|  | [**SWIMMER IN NIGHTMARES**](https://magicarena.fandom.com/wiki/Swimmer_in_Nightmares)**Blue (3) CREATURE — NIGHTMARE MERFOLK (1/4) SWIMMER IN NIGHTMARES GETS +3/+0 AS LONG AS THERE ARE TEN OR MORE CARDS IN A SINGLE GRAVEYARD.**  **SWIMMER IN NIGHTMARES CAN'T BE BLOCKED AS LONG AS YOU CONTROL AN ASHIOK PLANESWALKER.** |  |
|  | [**SWORN GUARDIAN**](https://magicarena.fandom.com/wiki/Sworn_Guardian)**Blue (2) CREATURE — MERFOLK WARRIOR (1/3)** |  |
|  | [**SYLVAN BRUSHSTRIDER**](https://magicarena.fandom.com/wiki/Sylvan_Brushstrider)**Green (3) CREATURE — BEAST (3/2) WHEN SYLVAN BRUSHSTRIDER ENTERS THE BATTLEFIELD, YOU GAIN 2 LIFE.** |  |
|  | [**SYLVAN RANGER**](https://magicarena.fandom.com/wiki/Sylvan_Ranger)**Green (2) CREATURE — ELF SCOUT (1/1) WHEN SYLVAN RANGER ENTERS THE BATTLEFIELD, YOU MAY SEARCH YOUR LIBRARY FOR A BASIC LAND CARD, REVEAL IT, PUT IT INTO YOUR HAND, THEN SHUFFLE YOUR LIBRARY.** |  |
|  | [**SYNDICATE GUILDMAGE**](https://magicarena.fandom.com/wiki/Syndicate_Guildmage)**WhiteBlack (2) CREATURE — HUMAN CLERIC (2/2) White, Tap: TAP TARGET CREATURE WITH POWER 4 OR GREATER.**  **Black, Tap: SYNDICATE GUILDMAGE DEALS 2 DAMAGE TO TARGET OPPONENT OR PLANESWALKER.** |  |
|  | [**SYNDICATE MESSENGER**](https://magicarena.fandom.com/wiki/Syndicate_Messenger)**White (4) CREATURE — BIRD (2/3) FLYING**  **AFTERLIFE 1 (WHEN THIS CREATURE DIES, CREATE A 1/1 WHITE AND BLACK SPIRIT CREATURE TOKEN WITH FLYING.)** |  |
|  | [**SYR ALIN, THE LION'S CLAW**](https://magicarena.fandom.com/wiki/Syr_Alin,_the_Lion%27s_Claw)**WhiteWhite (5) LEGENDARY CREATURE — HUMAN KNIGHT (4/4) FIRST STRIKE**  **WHENEVER SYR ALIN, THE LION'S CLAW ATTACKS, OTHER CREATURES YOU CONTROL GET +1/+1 UNTIL END OF TURN.** |  |
|  | [**SYR CARAH, THE BOLD**](https://magicarena.fandom.com/wiki/Syr_Carah,_the_Bold)**RedRed (5) LEGENDARY CREATURE — HUMAN KNIGHT (3/3) WHENEVER SYR CARAH, THE BOLD OR AN INSTANT OR SORCERY SPELL YOU CONTROL DEALS DAMAGE TO A PLAYER, EXILE THE TOP CARD OF YOUR LIBRARY. YOU MAY PLAY THAT CARD THIS TURN.**  **Tap: SYR CARAH DEALS 1 DAMAGE TO ANY TARGET.** |  |
|  | [**SYR ELENORA, THE DISCERNING**](https://magicarena.fandom.com/wiki/Syr_Elenora,_the_Discerning)**BlueBlue (5) LEGENDARY CREATURE — HUMAN KNIGHT (\*/4) SYR ELENORA, THE DISCERNING'S POWER IS EQUAL TO THE NUMBER OF CARDS IN YOUR HAND.**  **WHEN SYR ELENORA ENTERS THE BATTLEFIELD, DRAW A CARD. SPELLS YOUR OPPONENTS CAST THAT TARGET SYR ELENORA COST  MORE TO CAST.** |  |
|  | [**SYR FAREN, THE HENGEHAMMER**](https://magicarena.fandom.com/wiki/Syr_Faren,_the_Hengehammer)**GreenGreen (2) LEGENDARY CREATURE — HUMAN KNIGHT (2/2) WHENEVER SYR FAREN, THE HENGEHAMMER ATTACKS, ANOTHER TARGET ATTACKING CREATURE GETS +X/+X UNTIL END OF TURN, WHERE X IS SYR FAREN'S POWER.** |  |
|  | [**SYR GWYN, HERO OF ASHVALE**](https://magicarena.fandom.com/wiki/Syr_Gwyn,_Hero_of_Ashvale)**RedWhiteBlack (6) LEGENDARY CREATURE — HUMAN KNIGHT (5/5) VIGILANCE, MENACE**  **WHENEVER AN EQUIPPED CREATURE YOU CONTROL ATTACKS, YOU DRAW A CARD AND YOU LOSE 1 LIFE. EQUIPMENT YOU CONTROL HAVE EQUIP KNIGHT .** |  |
|  | [**SYR KONRAD, THE GRIM**](https://magicarena.fandom.com/wiki/Syr_Konrad,_the_Grim)**BlackBlack (5) LEGENDARY CREATURE — HUMAN KNIGHT (5/4) WHENEVER ANOTHER CREATURE DIES, OR A CREATURE CARD IS PUT INTO A GRAVEYARD FROM ANYWHERE OTHER THAN THE BATTLEFIELD, OR A CREATURE CARD LEAVES YOUR GRAVEYARD, SYR KONRAD, THE GRIM DEALS 1 DAMAGE TO EACH OPPONENT.**  **Black: EACH PLAYER MILLS A CARD.** |  |
|  | [**TAJIC, LEGION'S EDGE**](https://magicarena.fandom.com/wiki/Tajic,_Legion%27s_Edge)**RedWhite (3) LEGENDARY CREATURE — HUMAN SOLDIER (3/2) HASTE**  **MENTOR (WHENEVER THIS CREATURE ATTACKS, PUT A +1/+1 COUNTER ON TARGET ATTACKING CREATURE WITH LESSER POWER.) PREVENT ALL NONCOMBAT DAMAGE THAT WOULD BE DEALT TO OTHER CREATURES YOU CONTROL. RedWhite: TAJIC, LEGION'S EDGE GAINS FIRST STRIKE UNTIL END OF TURN.** |  |
|  | [**TALRAND, SKY SUMMONER**](https://magicarena.fandom.com/wiki/Talrand,_Sky_Summoner)**BlueBlue (4) LEGENDARY CREATURE — MERFOLK WIZARD (2/2) WHENEVER YOU CAST AN INSTANT OR SORCERY SPELL, CREATE A 2/2 BLUE DRAKE CREATURE TOKEN WITH FLYING.** |  |
|  | [**TARANIKA, AKROAN VETERAN**](https://magicarena.fandom.com/wiki/Taranika,_Akroan_Veteran)**WhiteWhite (3) LEGENDARY CREATURE — HUMAN SOLDIER (3/3) VIGILANCE**  **WHENEVER TARANIKA, AKROAN VETERAN ATTACKS, UNTAP ANOTHER TARGET CREATURE YOU CONTROL. UNTIL END OF TURN, THAT CREATURE HAS BASE POWER AND TOUGHNESS 4/4 AND GAINS INDESTRUCTIBLE.** |  |
|  | [**TATTERED MUMMY**](https://magicarena.fandom.com/wiki/Tattered_Mummy)**Black (2) CREATURE — ZOMBIE JACKAL (1/2) WHEN TATTERED MUMMY DIES, EACH OPPONENT LOSES 2 LIFE.** |  |
|  | [**TATYOVA, BENTHIC DRUID**](https://magicarena.fandom.com/wiki/Tatyova,_Benthic_Druid)**GreenBlue (5) LEGENDARY CREATURE — MERFOLK DRUID (3/3) WHENEVER A LAND ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, YOU GAIN 1 LIFE AND DRAW A CARD.** |  |
|  | [**TAVERN SWINDLER**](https://magicarena.fandom.com/wiki/Tavern_Swindler)**Black (2) CREATURE — HUMAN ROGUE (2/2) Tap, PAY 3 LIFE: FLIP A COIN. IF YOU WIN THE FLIP, YOU GAIN 6 LIFE.** |  |
|  | [**TECTONIC GIANT**](https://magicarena.fandom.com/wiki/Tectonic_Giant)**RedRed (4) CREATURE — ELEMENTAL GIANT (3/4) WHENEVER TECTONIC GIANT ATTACKS OR BECOMES THE TARGET OF A SPELL AN OPPONENT CONTROLS, CHOOSE ONE —**  **• TECTONIC GIANT DEALS 3 DAMAGE TO EACH OPPONENT. • EXILE THE TOP TWO CARDS OF YOUR LIBRARY. CHOOSE ONE OF THEM. UNTIL THE END OF YOUR NEXT TURN, YOU MAY PLAY THAT CARD.** |  |
|  | [**TEFERI'S PROTEGE**](https://magicarena.fandom.com/wiki/Teferi%27s_Protege)**Blue (3) CREATURE — HUMAN WIZARD (2/3) Blue, Tap: DRAW A CARD, THEN DISCARD A CARD.** |  |
|  | [**TEFERI'S SENTINEL**](https://magicarena.fandom.com/wiki/Teferi%27s_Sentinel)**(5) ARTIFACT CREATURE — GOLEM (2/6) AS LONG AS YOU CONTROL A TEFERI PLANESWALKER, TEFERI'S SENTINEL GETS +4/+0.** |  |
|  | [**TEFERI'S WAVECASTER**](https://magicarena.fandom.com/wiki/Teferi%27s_Wavecaster)**BlueBlue (5) CREATURE — MERFOLK WIZARD (3/3) FLASH**  **WHEN TEFERI'S WAVECASTER ENTERS THE BATTLEFIELD, YOU MAY SEARCH YOUR LIBRARY AND/OR GRAVEYARD FOR A CARD NAMED TEFERI, TIMELESS VOYAGER, REVEAL IT, AND PUT IT INTO YOUR HAND. IF YOU SEARCH YOUR LIBRARY THIS WAY, SHUFFLE IT.** |  |
|  | [**TEMPERED VETERAN**](https://magicarena.fandom.com/wiki/Tempered_Veteran)**White (2) CREATURE — HUMAN KNIGHT (1/2) White, Tap: PUT A +1/+1 COUNTER ON TARGET CREATURE WITH A +1/+1 COUNTER ON IT.**  **WhiteWhite, Tap: PUT A +1/+1 COUNTER ON TARGET CREATURE.** |  |
|  | [**TEMPEST CALLER**](https://magicarena.fandom.com/wiki/Tempest_Caller)**BlueBlue (4) CREATURE — MERFOLK WIZARD (2/3) WHEN TEMPEST CALLER ENTERS THE BATTLEFIELD, TAP ALL CREATURES TARGET OPPONENT CONTROLS.** |  |
|  | [**TEMPEST DJINN**](https://magicarena.fandom.com/wiki/Tempest_Djinn)**BlueBlueBlue (3) CREATURE — DJINN (0/4) FLYING**  **TEMPEST DJINN GETS +1/+0 FOR EACH BASIC ISLAND YOU CONTROL.** |  |
|  | [**TEMPLE ALTISAUR**](https://magicarena.fandom.com/wiki/Temple_Altisaur)**White (5) CREATURE — DINOSAUR (3/4) IF A SOURCE WOULD DEAL DAMAGE TO ANOTHER DINOSAUR YOU CONTROL, PREVENT ALL BUT 1 OF THAT DAMAGE.** |  |
|  | [**TEMPLE THIEF**](https://magicarena.fandom.com/wiki/Temple_Thief)**Black (2) CREATURE — HUMAN ROGUE (2/2) TEMPLE THIEF CAN'T BE BLOCKED BY ENCHANTED CREATURES OR ENCHANTMENT CREATURES.** |  |
|  | [**TEMPTING WITCH**](https://magicarena.fandom.com/wiki/Tempting_Witch)**Black (3) CREATURE — HUMAN WARLOCK (1/3) WHEN TEMPTING WITCH ENTERS THE BATTLEFIELD, CREATE A FOOD TOKEN. (IT'S AN ARTIFACT WITH ", Tap, SACRIFICE THIS ARTIFACT: YOU GAIN 3 LIFE.")**  **, Tap, SACRIFICE A FOOD: TARGET PLAYER LOSES 3 LIFE.** |  |
|  | [**TENDERSHOOT DRYAD**](https://magicarena.fandom.com/wiki/Tendershoot_Dryad)**Green (5) CREATURE — DRYAD (2/2) ASCEND (IF YOU CONTROL TEN OR MORE PERMANENTS, YOU GET THE CITY'S BLESSING FOR THE REST OF THE GAME.)**  **AT THE BEGINNING OF EACH UPKEEP, CREATE A 1/1 GREEN SAPROLING CREATURE TOKEN. SAPROLINGS YOU CONTROL GET +2/+2 AS LONG AS YOU HAVE THE CITY'S BLESSING.** |  |
|  | [**TENTH DISTRICT GUARD**](https://magicarena.fandom.com/wiki/Tenth_District_Guard)**White (2) CREATURE — HUMAN SOLDIER (2/2) WHEN TENTH DISTRICT GUARD ENTERS THE BATTLEFIELD, TARGET CREATURE GETS +0/+1 UNTIL END OF TURN.** |  |
|  | [**TENTH DISTRICT LEGIONNAIRE**](https://magicarena.fandom.com/wiki/Tenth_District_Legionnaire)**RedWhite (2) CREATURE — HUMAN SOLDIER (2/2) HASTE**  **WHENEVER YOU CAST A SPELL THAT TARGETS TENTH DISTRICT LEGIONNAIRE, PUT A +1/+1 COUNTER ON TENTH DISTRICT LEGIONNAIRE, THEN SCRY 1.** |  |
|  | [**TENTH DISTRICT VETERAN**](https://magicarena.fandom.com/wiki/Tenth_District_Veteran)**White (3) CREATURE — HUMAN SOLDIER (2/3) VIGILANCE**  **WHENEVER TENTH DISTRICT VETERAN ATTACKS, UNTAP ANOTHER TARGET CREATURE YOU CONTROL.** |  |
|  | [**TERRAVORE**](https://magicarena.fandom.com/wiki/Terravore)**GreenGreen (3) CREATURE — LHURGOYF (\*/\*) TRAMPLE**  **TERRAVORE'S POWER AND TOUGHNESS ARE EACH EQUAL TO THE NUMBER OF LAND CARDS IN ALL GRAVEYARDS.** |  |
|  | [**TERRITORIAL ALLOSAURUS**](https://magicarena.fandom.com/wiki/Territorial_Allosaurus)**GreenGreen (4) CREATURE — DINOSAUR (5/5) KICKER Green (YOU MAY PAY AN ADDITIONAL Green AS YOU CAST THIS SPELL.)**  **WHEN TERRITORIAL ALLOSAURUS ENTERS THE BATTLEFIELD, IF IT WAS KICKED, IT FIGHTS ANOTHER TARGET CREATURE.** |  |
|  | [**TERRITORIAL BOAR**](https://magicarena.fandom.com/wiki/Territorial_Boar)**Green (2) CREATURE — BOAR (2/2) WHENEVER A CREATURE WITH POWER 4 OR GREATER ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, TERRITORIAL BOAR GETS +1/+1 AND GAINS VIGILANCE UNTIL END OF TURN.** |  |
|  | [**TERRITORIAL HAMMERSKULL**](https://magicarena.fandom.com/wiki/Territorial_Hammerskull)**White (3) CREATURE — DINOSAUR (2/3) WHENEVER TERRITORIAL HAMMERSKULL ATTACKS, TAP TARGET CREATURE AN OPPONENT CONTROLS.** |  |
|  | [**TERROR OF MOUNT VELUS**](https://magicarena.fandom.com/wiki/Terror_of_Mount_Velus)**RedRed (7) CREATURE — DRAGON (5/5) FLYING, DOUBLE STRIKE**  **WHEN TERROR OF MOUNT VELUS ENTERS THE BATTLEFIELD, CREATURES YOU CONTROL GAIN DOUBLE STRIKE UNTIL END OF TURN.** |  |
|  | [**TERROR OF THE PEAKS**](https://magicarena.fandom.com/wiki/Terror_of_the_Peaks)**RedRed (5) CREATURE — DRAGON (5/4) FLYING**  **SPELLS YOUR OPPONENTS CAST THAT TARGET TERROR OF THE PEAKS COST AN ADDITIONAL 3 LIFE TO CAST. WHENEVER ANOTHER CREATURE ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, TERROR OF THE PEAKS DEALS DAMAGE EQUAL TO THAT CREATURE'S POWER TO ANY TARGET.** |  |
|  | [**TESHAR, ANCESTOR'S APOSTLE**](https://magicarena.fandom.com/wiki/Teshar,_Ancestor%27s_Apostle)**White (4) LEGENDARY CREATURE — BIRD CLERIC (2/2) FLYING**  **WHENEVER YOU CAST A HISTORIC SPELL, RETURN TARGET CREATURE CARD WITH CONVERTED MANA COST 3 OR LESS FROM YOUR GRAVEYARD TO THE BATTLEFIELD. (ARTIFACTS, LEGENDARIES, AND SAGAS ARE HISTORIC.)** |  |
|  | [**TETSUKO UMEZAWA, FUGITIVE**](https://magicarena.fandom.com/wiki/Tetsuko_Umezawa,_Fugitive)**Blue (2) LEGENDARY CREATURE — HUMAN ROGUE (1/3) CREATURES YOU CONTROL WITH POWER OR TOUGHNESS 1 OR LESS CAN'T BE BLOCKED.** |  |
|  | [**TETZIMOC, PRIMAL DEATH**](https://magicarena.fandom.com/wiki/Tetzimoc,_Primal_Death)**BlackBlack (6) LEGENDARY CREATURE — ELDER DINOSAUR (6/6) DEATHTOUCH**  **Black, REVEAL TETZIMOC, PRIMAL DEATH FROM YOUR HAND: PUT A PREY COUNTER ON TARGET CREATURE. ACTIVATE THIS ABILITY ONLY DURING YOUR TURN. WHEN TETZIMOC ENTERS THE BATTLEFIELD, DESTROY EACH CREATURE YOUR OPPONENTS CONTROL WITH A PREY COUNTER ON IT.** |  |
|  | [**TEYO'S LIGHTSHIELD**](https://magicarena.fandom.com/wiki/Teyo%27s_Lightshield)**White (3) CREATURE — ILLUSION (0/3) WHEN TEYO'S LIGHTSHIELD ENTERS THE BATTLEFIELD, PUT A +1/+1 COUNTER ON TARGET CREATURE YOU CONTROL.** |  |
|  | [**TEYSA KARLOV**](https://magicarena.fandom.com/wiki/Teysa_Karlov)**WhiteBlack (4) LEGENDARY CREATURE — HUMAN ADVISOR (2/4) IF A CREATURE DYING CAUSES A TRIGGERED ABILITY OF A PERMANENT YOU CONTROL TO TRIGGER, THAT ABILITY TRIGGERS AN ADDITIONAL TIME.**  **CREATURE TOKENS YOU CONTROL HAVE VIGILANCE AND LIFELINK.** |  |
|  | [**TEZZERET'S STRIDER**](https://magicarena.fandom.com/wiki/Tezzeret%27s_Strider)**(3) ARTIFACT CREATURE — GOLEM (3/1) AS LONG AS YOU CONTROL A TEZZERET PLANESWALKER, TEZZERET'S STRIDER HAS MENACE. (IT CAN'T BE BLOCKED EXCEPT BY TWO OR MORE CREATURES.)** |  |
|  | [**THALIA, GUARDIAN OF THRABEN**](https://magicarena.fandom.com/wiki/Thalia,_Guardian_of_Thraben)**White (2) LEGENDARY CREATURE — HUMAN SOLDIER (2/1) FIRST STRIKE**  **NONCREATURE SPELLS COST  MORE TO CAST.** |  |
|  | [**THALLID OMNIVORE**](https://magicarena.fandom.com/wiki/Thallid_Omnivore)**Black (4) CREATURE — FUNGUS (3/3) , SACRIFICE ANOTHER CREATURE: THALLID OMNIVORE GETS +2/+2 UNTIL END OF TURN. IF A SAPROLING WAS SACRIFICED THIS WAY, YOU GAIN 2 LIFE.** |  |
|  | [**THALLID SOOTHSAYER**](https://magicarena.fandom.com/wiki/Thallid_Soothsayer)**Black (4) CREATURE — FUNGUS (2/3) , SACRIFICE A CREATURE: DRAW A CARD.** |  |
|  | [**THASSA, DEEP-DWELLING**](https://magicarena.fandom.com/wiki/Thassa,_Deep-Dwelling)**Blue (4) LEGENDARY ENCHANTMENT CREATURE — GOD (6/5) INDESTRUCTIBLE**  **AS LONG AS YOUR DEVOTION TO BLUE IS LESS THAN FIVE, THASSA ISN'T A CREATURE. AT THE BEGINNING OF YOUR END STEP, EXILE UP TO ONE OTHER TARGET CREATURE YOU CONTROL, THEN RETURN THAT CARD TO THE BATTLEFIELD UNDER YOUR CONTROL. Blue: TAP ANOTHER TARGET CREATURE.** |  |
|  | [**THASSA'S ORACLE**](https://magicarena.fandom.com/wiki/Thassa%27s_Oracle)**BlueBlue (2) CREATURE — MERFOLK WIZARD (1/3) WHEN THASSA'S ORACLE ENTERS THE BATTLEFIELD, LOOK AT THE TOP X CARDS OF YOUR LIBRARY, WHERE X IS YOUR DEVOTION TO BLUE. PUT UP TO ONE OF THEM ON TOP OF YOUR LIBRARY AND THE REST ON THE BOTTOM OF YOUR LIBRARY IN A RANDOM ORDER. IF X IS GREATER THAN OR EQUAL TO THE NUMBER OF CARDS IN YOUR LIBRARY, YOU WIN THE GAME. (EACH Blue IN THE MANA COSTS OF PERMANENTS YOU CONTROL COUNTS TOWARD YOUR DEVOTION TO BLUE.)** |  |
|  | [**THAUMATURGE'S FAMILIAR**](https://magicarena.fandom.com/wiki/Thaumaturge%27s_Familiar)**(3) ARTIFACT CREATURE — BIRD (1/3) FLYING**  **WHEN THAUMATURGE'S FAMILIAR ENTERS THE BATTLEFIELD, SCRY 1.** |  |
|  | [**THE GITROG MONSTER**](https://magicarena.fandom.com/wiki/The_Gitrog_Monster)**BlackGreen (5) LEGENDARY CREATURE — FROG HORROR (6/6) DEATHTOUCH**  **AT THE BEGINNING OF YOUR UPKEEP, SACRIFICE THE GITROG MONSTER UNLESS YOU SACRIFICE A LAND. YOU MAY PLAY AN ADDITIONAL LAND ON EACH OF YOUR TURNS. WHENEVER ONE OR MORE LAND CARDS ARE PUT INTO YOUR GRAVEYARD FROM ANYWHERE, DRAW A CARD.** |  |
|  | [**THE HAUNT OF HIGHTOWER**](https://magicarena.fandom.com/wiki/The_Haunt_of_Hightower)**BlackBlack (6) LEGENDARY CREATURE — VAMPIRE (3/3) FLYING, LIFELINK**  **WHENEVER THE HAUNT OF HIGHTOWER ATTACKS, DEFENDING PLAYER DISCARDS A CARD. WHENEVER A CARD IS PUT INTO AN OPPONENT'S GRAVEYARD FROM ANYWHERE, PUT A +1/+1 COUNTER ON THE HAUNT OF HIGHTOWER.** |  |
|  | [**THERMO-ALCHEMIST**](https://magicarena.fandom.com/wiki/Thermo-Alchemist)**Red (2) CREATURE — HUMAN SHAMAN (0/3) DEFENDER**  **Tap: THERMO-ALCHEMIST DEALS 1 DAMAGE TO EACH OPPONENT. WHENEVER YOU CAST AN INSTANT OR SORCERY SPELL, UNTAP THERMO-ALCHEMIST.** |  |
|  | [**THICKET CRASHER**](https://magicarena.fandom.com/wiki/Thicket_Crasher)**Green (4) CREATURE — ELEMENTAL RHINO (4/3) TRAMPLE (THIS CREATURE CAN DEAL EXCESS COMBAT DAMAGE TO THE PLAYER OR PLANESWALKER IT'S ATTACKING.)**  **OTHER ELEMENTALS YOU CONTROL HAVE TRAMPLE.** |  |
|  | [**THIEF OF SANITY**](https://magicarena.fandom.com/wiki/Thief_of_Sanity)**BlueBlack (3) CREATURE — SPECTER (2/2) FLYING**  **WHENEVER THIEF OF SANITY DEALS COMBAT DAMAGE TO A PLAYER, LOOK AT THE TOP THREE CARDS OF THAT PLAYER'S LIBRARY, EXILE ONE OF THEM FACE DOWN, THEN PUT THE REST INTO THEIR GRAVEYARD. YOU MAY LOOK AT AND CAST THAT CARD FOR AS LONG AS IT REMAINS EXILED, AND YOU MAY SPEND MANA AS THOUGH IT WERE MANA OF ANY TYPE TO CAST THAT SPELL.** |  |
|  | [**THIEVES' GUILD ENFORCER**](https://magicarena.fandom.com/wiki/Thieves%27_Guild_Enforcer)**Black (1) CREATURE — HUMAN ROGUE (1/1) FLASH**  **WHENEVER THIEVES' GUILD ENFORCER OR ANOTHER ROGUE ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, EACH OPPONENT MILLS TWO CARDS. AS LONG AS AN OPPONENT HAS EIGHT OR MORE CARDS IN THEIR GRAVEYARD, THIEVES' GUILD ENFORCER GETS +2/+1 AND HAS DEATHTOUCH.** |  |
|  | [**THIEVING OTTER**](https://magicarena.fandom.com/wiki/Thieving_Otter)**Blue (3) CREATURE — OTTER (2/2) WHENEVER THIEVING OTTER DEALS DAMAGE TO AN OPPONENT, DRAW A CARD.** |  |
|  | [**THIRSTING BLOODLORD**](https://magicarena.fandom.com/wiki/Thirsting_Bloodlord)**BlackBlack (4) CREATURE — VAMPIRE (3/3) OTHER VAMPIRES YOU CONTROL GET +1/+1.** |  |
|  | [**THIRSTING SHADE**](https://magicarena.fandom.com/wiki/Thirsting_Shade)**Black (1) CREATURE — SHADE (1/1) LIFELINK**  **Black: THIRSTING SHADE GETS +1/+1 UNTIL END OF TURN.** |  |
|  | [**THORN ELEMENTAL**](https://magicarena.fandom.com/wiki/Thorn_Elemental)**GreenGreen (7) CREATURE — ELEMENTAL (7/7) YOU MAY HAVE THORN ELEMENTAL ASSIGN ITS COMBAT DAMAGE AS THOUGH IT WEREN'T BLOCKED.** |  |
|  | [**THORN LIEUTENANT**](https://magicarena.fandom.com/wiki/Thorn_Lieutenant)**Green (2) CREATURE — ELF WARRIOR (2/3) WHENEVER THORN LIEUTENANT BECOMES THE TARGET OF A SPELL OR ABILITY AN OPPONENT CONTROLS, CREATE A 1/1 GREEN ELF WARRIOR CREATURE TOKEN.**  **Green: THORN LIEUTENANT GETS +4/+4 UNTIL END OF TURN.** |  |
|  | [**THORN MAMMOTH**](https://magicarena.fandom.com/wiki/Thorn_Mammoth)**GreenGreen (7) CREATURE — ELEPHANT (6/6) TRAMPLE**  **WHENEVER THORN MAMMOTH OR ANOTHER CREATURE ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, THORN MAMMOTH FIGHTS UP TO ONE TARGET CREATURE YOU DON'T CONTROL.** |  |
|  | [**THORNHIDE WOLVES**](https://magicarena.fandom.com/wiki/Thornhide_Wolves)**Green (5) CREATURE — WOLF (4/5)** |  |
|  | [**THOUGHTBOUND PHANTASM**](https://magicarena.fandom.com/wiki/Thoughtbound_Phantasm)**Blue (1) CREATURE — SPIRIT (2/2) DEFENDER**  **WHENEVER YOU SURVEIL, PUT A +1/+1 COUNTER ON THOUGHTBOUND PHANTASM. AS LONG AS THOUGHTBOUND PHANTASM HAS THREE OR MORE +1/+1 COUNTERS ON IT, IT CAN ATTACK AS THOUGH IT DIDN'T HAVE DEFENDER.** |  |
|  | [**THRAGTUSK**](https://magicarena.fandom.com/wiki/Thragtusk)**Green (5) CREATURE — BEAST (5/3) WHEN THRAGTUSK ENTERS THE BATTLEFIELD, YOU GAIN 5 LIFE.**  **WHEN THRAGTUSK LEAVES THE BATTLEFIELD, CREATE A 3/3 GREEN BEAST CREATURE TOKEN.** |  |
|  | [**THRASH OF RAPTORS**](https://magicarena.fandom.com/wiki/Thrash_of_Raptors)**Red (4) CREATURE — DINOSAUR (3/3) AS LONG AS YOU CONTROL ANOTHER DINOSAUR, THRASH OF RAPTORS GETS +2/+0 AND HAS TRAMPLE.** |  |
|  | [**THRASHING BRONTODON**](https://magicarena.fandom.com/wiki/Thrashing_Brontodon)**GreenGreen (3) CREATURE — DINOSAUR (3/4) , SACRIFICE THRASHING BRONTODON: DESTROY TARGET ARTIFACT OR ENCHANTMENT.** |  |
|  | [**THRENODY SINGER**](https://magicarena.fandom.com/wiki/Threnody_Singer)**Blue (2) CREATURE — SIREN (1/3) FLASH**  **FLYING WHEN THRENODY SINGER ENTERS THE BATTLEFIELD, TARGET CREATURE AN OPPONENT CONTROLS GETS -X/-0 UNTIL END OF TURN, WHERE X IS YOUR DEVOTION TO BLUE. (EACH Blue IN THE MANA COSTS OF PERMANENTS YOU CONTROL COUNTS TOWARD YOUR DEVOTION TO BLUE.)** |  |
|  | [**THRYX, THE SUDDEN STORM**](https://magicarena.fandom.com/wiki/Thryx,_the_Sudden_Storm)**BlueBlue (5) LEGENDARY CREATURE — ELEMENTAL GIANT (4/5) FLASH**  **FLYING SPELLS YOU CAST WITH CONVERTED MANA COST 5 OR GREATER COST  LESS TO CAST AND CAN'T BE COUNTERED.** |  |
|  | [**THUNDER DRAKE**](https://magicarena.fandom.com/wiki/Thunder_Drake)**Blue (4) CREATURE — ELEMENTAL DRAKE (2/3) FLYING**  **WHENEVER YOU CAST YOUR SECOND SPELL EACH TURN, PUT A +1/+1 COUNTER ON THUNDER DRAKE.** |  |
|  | [**THUNDERING CERATOK**](https://magicarena.fandom.com/wiki/Thundering_Ceratok)**Green (5) CREATURE — RHINO (4/5) TRAMPLE**  **WHEN THUNDERING CERATOK ENTERS THE BATTLEFIELD, OTHER CREATURES YOU CONTROL GAIN TRAMPLE UNTIL END OF TURN.** |  |
|  | [**THUNDERING SPINEBACK**](https://magicarena.fandom.com/wiki/Thundering_Spineback)**GreenGreen (7) CREATURE — DINOSAUR (5/5) OTHER DINOSAURS YOU CONTROL GET +1/+1.**  **Green: CREATE A 3/3 GREEN DINOSAUR CREATURE TOKEN WITH TRAMPLE.** |  |
|  | [**THUNDERKIN AWAKENER**](https://magicarena.fandom.com/wiki/Thunderkin_Awakener)**Red (2) CREATURE — ELEMENTAL SHAMAN (1/2) HASTE**  **WHENEVER THUNDERKIN AWAKENER ATTACKS, CHOOSE TARGET ELEMENTAL CREATURE CARD IN YOUR GRAVEYARD WITH TOUGHNESS LESS THAN THUNDERKIN AWAKENER'S TOUGHNESS. RETURN THAT CARD TO THE BATTLEFIELD TAPPED AND ATTACKING. SACRIFICE IT AT THE BEGINNING OF THE NEXT END STEP.** |  |
|  | [**THUNDEROUS SNAPPER**](https://magicarena.fandom.com/wiki/Thunderous_Snapper)**(4) CREATURE — TURTLE HYDRA (4/4) WHENEVER YOU CAST A SPELL WITH CONVERTED MANA COST 5 OR GREATER, DRAW A CARD.** |  |
|  | [**TIANA, SHIP'S CARETAKER**](https://magicarena.fandom.com/wiki/Tiana,_Ship%27s_Caretaker)**RedWhite (5) LEGENDARY CREATURE — ANGEL ARTIFICER (3/3) FLYING, FIRST STRIKE**  **WHENEVER AN AURA OR EQUIPMENT YOU CONTROL IS PUT INTO A GRAVEYARD FROM THE BATTLEFIELD, YOU MAY RETURN THAT CARD TO ITS OWNER'S HAND AT THE BEGINNING OF THE NEXT END STEP.** |  |
|  | [**TIBALT'S RAGER**](https://magicarena.fandom.com/wiki/Tibalt%27s_Rager)**Red (2) CREATURE — DEVIL (1/2) WHEN TIBALT'S RAGER DIES, IT DEALS 1 DAMAGE TO ANY TARGET.**  **Red: TIBALT'S RAGER GETS +2/+0 UNTIL END OF TURN.** |  |
|  | [**TIDE SKIMMER**](https://magicarena.fandom.com/wiki/Tide_Skimmer)**Blue (4) CREATURE — DRAKE (2/3) FLYING**  **WHENEVER YOU ATTACK WITH TWO OR MORE CREATURES WITH FLYING, DRAW A CARD.** |  |
|  | [**TILONALLI'S KNIGHT**](https://magicarena.fandom.com/wiki/Tilonalli%27s_Knight)**Red (2) CREATURE — HUMAN KNIGHT (2/2) WHENEVER TILONALLI'S KNIGHT ATTACKS, IF YOU CONTROL A DINOSAUR, TILONALLI'S KNIGHT GETS +1/+1 UNTIL END OF TURN.** |  |
|  | [**TILONALLI'S SKINSHIFTER**](https://magicarena.fandom.com/wiki/Tilonalli%27s_Skinshifter)**Red (3) CREATURE — HUMAN SHAMAN (0/1) HASTE**  **WHENEVER TILONALLI'S SKINSHIFTER ATTACKS, IT BECOMES A COPY OF ANOTHER TARGET NONLEGENDARY ATTACKING CREATURE UNTIL END OF TURN.** |  |
|  | [**TILONALLI'S SUMMONER**](https://magicarena.fandom.com/wiki/Tilonalli%27s_Summoner)**Red (2) CREATURE — HUMAN SHAMAN (1/1) ASCEND (IF YOU CONTROL TEN OR MORE PERMANENTS, YOU GET THE CITY'S BLESSING FOR THE REST OF THE GAME.)**  **WHENEVER TILONALLI'S SUMMONER ATTACKS, YOU MAY PAY Red. IF YOU DO, CREATE X 1/1 RED ELEMENTAL CREATURE TOKENS THAT ARE TAPPED AND ATTACKING. AT THE BEGINNING OF THE NEXT END STEP, EXILE THOSE TOKENS UNLESS YOU HAVE THE CITY'S BLESSING.** |  |
|  | [**TIMESTREAM NAVIGATOR**](https://magicarena.fandom.com/wiki/Timestream_Navigator)**Blue (2) CREATURE — HUMAN PIRATE WIZARD (1/1) ASCEND (IF YOU CONTROL TEN OR MORE PERMANENTS, YOU GET THE CITY'S BLESSING FOR THE REST OF THE GAME.)**  **BlueBlue, Tap, PUT TIMESTREAM NAVIGATOR ON THE BOTTOM OF ITS OWNER'S LIBRARY: TAKE AN EXTRA TURN AFTER THIS ONE. ACTIVATE THIS ABILITY ONLY IF YOU HAVE THE CITY'S BLESSING.** |  |
|  | [**TIN STREET DODGER**](https://magicarena.fandom.com/wiki/Tin_Street_Dodger)**Red (1) CREATURE — GOBLIN ROGUE (1/1) HASTE**  **Red: TIN STREET DODGER CAN'T BE BLOCKED THIS TURN EXCEPT BY CREATURES WITH DEFENDER.** |  |
|  | [**TINYBONES, TRINKET THIEF**](https://magicarena.fandom.com/wiki/Tinybones,_Trinket_Thief)**Black (2) LEGENDARY CREATURE — SKELETON ROGUE (1/2) AT THE BEGINNING OF EACH END STEP, IF AN OPPONENT DISCARDED A CARD THIS TURN, YOU DRAW A CARD AND YOU LOSE 1 LIFE.**  **BlackBlack: EACH OPPONENT WITH NO CARDS IN HAND LOSES 10 LIFE.** |  |
|  | [**TISHANA, VOICE OF THUNDER**](https://magicarena.fandom.com/wiki/Tishana,_Voice_of_Thunder)**GreenBlue (7) LEGENDARY CREATURE — MERFOLK SHAMAN (\*/\*) TISHANA, VOICE OF THUNDER'S POWER AND TOUGHNESS ARE EACH EQUAL TO THE NUMBER OF CARDS IN YOUR HAND.**  **YOU HAVE NO MAXIMUM HAND SIZE. WHEN TISHANA ENTERS THE BATTLEFIELD, DRAW A CARD FOR EACH CREATURE YOU CONTROL.** |  |
|  | [**TISHANA'S WAYFINDER**](https://magicarena.fandom.com/wiki/Tishana%27s_Wayfinder)**Green (3) CREATURE — MERFOLK SCOUT (2/2) WHEN TISHANA'S WAYFINDER ENTERS THE BATTLEFIELD, IT EXPLORES. (REVEAL THE TOP CARD OF YOUR LIBRARY. PUT THAT CARD INTO YOUR HAND IF IT'S A LAND. OTHERWISE, PUT A +1/+1 COUNTER ON THIS CREATURE, THEN PUT THE CARD BACK OR PUT IT INTO YOUR GRAVEYARD.)** |  |
|  | [**TITANOTH REX**](https://magicarena.fandom.com/wiki/Titanoth_Rex)**GreenGreen (9) CREATURE — DINOSAUR BEAST (11/11) TRAMPLE**  **CYCLING Green (Green, DISCARD THIS CARD: DRAW A CARD.) WHEN YOU CYCLE TITANOTH REX, PUT A TRAMPLE COUNTER ON TARGET CREATURE YOU CONTROL.** |  |
|  | [**TITHE TAKER**](https://magicarena.fandom.com/wiki/Tithe_Taker)**White (2) CREATURE — HUMAN SOLDIER (2/1) DURING YOUR TURN, SPELLS YOUR OPPONENTS CAST COST  MORE TO CAST AND ABILITIES YOUR OPPONENTS ACTIVATE COST  MORE TO ACTIVATE UNLESS THEY'RE MANA ABILITIES.**  **AFTERLIFE 1 (WHEN THIS CREATURE DIES, CREATE A 1/1 WHITE AND BLACK SPIRIT CREATURE TOKEN WITH FLYING.)** |  |
|  | [**TITHEBEARER GIANT**](https://magicarena.fandom.com/wiki/Tithebearer_Giant)**Black (6) CREATURE — GIANT WARRIOR (4/5) WHEN TITHEBEARER GIANT ENTERS THE BATTLEFIELD, YOU DRAW A CARD AND YOU LOSE 1 LIFE.** |  |
|  | [**TOCATLI HONOR GUARD**](https://magicarena.fandom.com/wiki/Tocatli_Honor_Guard)**White (2) CREATURE — HUMAN SOLDIER (1/3) CREATURES ENTERING THE BATTLEFIELD DON'T CAUSE ABILITIES TO TRIGGER.** |  |
|  | [**TOLARIAN KRAKEN**](https://magicarena.fandom.com/wiki/Tolarian_Kraken)**BlueBlue (6) CREATURE — KRAKEN (4/6) WHENEVER YOU DRAW A CARD, YOU MAY PAY . WHEN YOU DO, YOU MAY TAP OR UNTAP TARGET CREATURE.** |  |
|  | [**TOLARIAN SCHOLAR**](https://magicarena.fandom.com/wiki/Tolarian_Scholar)**Blue (3) CREATURE — HUMAN WIZARD (2/3)** |  |
|  | [**TOLSIMIR, FRIEND TO WOLVES**](https://magicarena.fandom.com/wiki/Tolsimir,_Friend_to_Wolves)**GreenGreenWhite (5) LEGENDARY CREATURE — ELF SCOUT (3/3) WHEN TOLSIMIR, FRIEND TO WOLVES ENTERS THE BATTLEFIELD, CREATE VOJA, FRIEND TO ELVES, A LEGENDARY 3/3 GREEN AND WHITE WOLF CREATURE TOKEN.**  **WHENEVER A WOLF ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, YOU GAIN 3 LIFE AND THAT CREATURE FIGHTS UP TO ONE TARGET CREATURE YOU DON'T CONTROL.** |  |
|  | [**TOMB ROBBER**](https://magicarena.fandom.com/wiki/Tomb_Robber)**Black (3) CREATURE — HUMAN PIRATE (1/1) MENACE**  **, DISCARD A CARD: TOMB ROBBER EXPLORES. (REVEAL THE TOP CARD OF YOUR LIBRARY. PUT THAT CARD INTO YOUR HAND IF IT'S A LAND. OTHERWISE, PUT A +1/+1 COUNTER ON THIS CREATURE, THEN PUT THE CARD BACK OR PUT IT INTO YOUR GRAVEYARD.)** |  |
|  | [**TOME ANIMA**](https://magicarena.fandom.com/wiki/Tome_Anima)**Blue (4) CREATURE — SPIRIT (3/3) TOME ANIMA CAN'T BE BLOCKED AS LONG AS YOU'VE DRAWN TWO OR MORE CARDS THIS TURN.** |  |
|  | [**TOME RAIDER**](https://magicarena.fandom.com/wiki/Tome_Raider)**Blue (3) CREATURE — FAERIE (1/1) FLYING**  **WHEN TOME RAIDER ENTERS THE BATTLEFIELD, DRAW A CARD.** |  |
|  | [**TOMEBOUND LICH**](https://magicarena.fandom.com/wiki/Tomebound_Lich)**BlueBlack (3) CREATURE — ZOMBIE WIZARD (1/3) DEATHTOUCH (ANY AMOUNT OF DAMAGE THIS DEALS TO A CREATURE IS ENOUGH TO DESTROY IT.)**  **LIFELINK (DAMAGE DEALT BY THIS CREATURE ALSO CAUSES YOU TO GAIN THAT MUCH LIFE.) WHENEVER TOMEBOUND LICH ENTERS THE BATTLEFIELD OR DEALS COMBAT DAMAGE TO A PLAYER, DRAW A CARD, THEN DISCARD A CARD.** |  |
|  | [**TOMIK, DISTINGUISHED ADVOKIST**](https://magicarena.fandom.com/wiki/Tomik,_Distinguished_Advokist)**WhiteWhite (2) LEGENDARY CREATURE — HUMAN ADVISOR (2/3) FLYING**  **LANDS ON THE BATTLEFIELD AND LAND CARDS IN GRAVEYARDS CAN'T BE THE TARGETS OF SPELLS OR ABILITIES YOUR OPPONENTS CONTROL. YOUR OPPONENTS CAN'T PLAY LAND CARDS FROM GRAVEYARDS.** |  |
|  | [**TORBRAN, THANE OF RED FELL**](https://magicarena.fandom.com/wiki/Torbran,_Thane_of_Red_Fell)**RedRedRed (4) LEGENDARY CREATURE — DWARF NOBLE (2/4) IF A RED SOURCE YOU CONTROL WOULD DEAL DAMAGE TO AN OPPONENT OR A PERMANENT AN OPPONENT CONTROLS, IT DEALS THAT MUCH DAMAGE PLUS 2 INSTEAD.** |  |
|  | [**TORCH COURIER**](https://magicarena.fandom.com/wiki/Torch_Courier)**Red (1) CREATURE — GOBLIN (1/1) HASTE**  **SACRIFICE TORCH COURIER: ANOTHER TARGET CREATURE GAINS HASTE UNTIL END OF TURN.** |  |
|  | [**TORCH FIEND**](https://magicarena.fandom.com/wiki/Torch_Fiend)**Red (2) CREATURE — DEVIL (2/1) Red, SACRIFICE TORCH FIEND: DESTROY TARGET ARTIFACT.** |  |
|  | [**TORGAAR, FAMINE INCARNATE**](https://magicarena.fandom.com/wiki/Torgaar,_Famine_Incarnate)**BlackBlack (8) LEGENDARY CREATURE — AVATAR (7/6) AS AN ADDITIONAL COST TO CAST THIS SPELL, YOU MAY SACRIFICE ANY NUMBER OF CREATURES. THIS SPELL COSTS  LESS TO CAST FOR EACH CREATURE SACRIFICED THIS WAY.**  **WHEN TORGAAR, FAMINE INCARNATE ENTERS THE BATTLEFIELD, UP TO ONE TARGET PLAYER'S LIFE TOTAL BECOMES HALF THEIR STARTING LIFE TOTAL, ROUNDED DOWN.** |  |
|  | [**TOWERING TITAN**](https://magicarena.fandom.com/wiki/Towering_Titan)**GreenGreen (6) CREATURE — GIANT (0/0) TOWERING TITAN ENTERS THE BATTLEFIELD WITH X +1/+1 COUNTERS ON IT, WHERE X IS THE TOTAL TOUGHNESS OF OTHER CREATURES YOU CONTROL.**  **SACRIFICE A CREATURE WITH DEFENDER: ALL CREATURES GAIN TRAMPLE UNTIL END OF TURN.** |  |
|  | [**TOWERING-WAVE MYSTIC**](https://magicarena.fandom.com/wiki/Towering-Wave_Mystic)**Blue (2) CREATURE — MERFOLK WIZARD (2/1) WHENEVER TOWERING-WAVE MYSTIC DEALS DAMAGE, TARGET PLAYER MILLS THAT MANY CARDS.** |  |
|  | [**TRAGIC POET**](https://magicarena.fandom.com/wiki/Tragic_Poet)**White (1) CREATURE — HUMAN (1/1) Tap, SACRIFICE TRAGIC POET: RETURN TARGET ENCHANTMENT CARD FROM YOUR GRAVEYARD TO YOUR HAND.** |  |
|  | [**TRANSCENDENT ENVOY**](https://magicarena.fandom.com/wiki/Transcendent_Envoy)**White (2) ENCHANTMENT CREATURE — GRIFFIN (1/2) FLYING**  **AURA SPELLS YOU CAST COST  LESS TO CAST.** |  |
|  | [**TRAPJAW TYRANT**](https://magicarena.fandom.com/wiki/Trapjaw_Tyrant)**WhiteWhite (5) CREATURE — DINOSAUR (5/5) ENRAGE — WHENEVER TRAPJAW TYRANT IS DEALT DAMAGE, EXILE TARGET CREATURE AN OPPONENT CONTROLS UNTIL TRAPJAW TYRANT LEAVES THE BATTLEFIELD.** |  |
|  | [**TRAXOS, SCOURGE OF KROOG**](https://magicarena.fandom.com/wiki/Traxos,_Scourge_of_Kroog)**(4) LEGENDARY ARTIFACT CREATURE — CONSTRUCT (7/7) TRAMPLE**  **TRAXOS, SCOURGE OF KROOG ENTERS THE BATTLEFIELD TAPPED AND DOESN'T UNTAP DURING YOUR UNTAP STEP. WHENEVER YOU CAST A HISTORIC SPELL, UNTAP TRAXOS. (ARTIFACTS, LEGENDARIES, AND SAGAS ARE HISTORIC.)** |  |
|  | [**TREESHAKER CHIMERA**](https://magicarena.fandom.com/wiki/Treeshaker_Chimera)**GreenGreen (7) CREATURE — CHIMERA (8/5) ALL CREATURES ABLE TO BLOCK TREESHAKER CHIMERA DO SO.**  **WHEN TREESHAKER CHIMERA DIES, DRAW THREE CARDS.** |  |
|  | [**TREETOP WARDEN**](https://magicarena.fandom.com/wiki/Treetop_Warden)**Green (2) CREATURE — ELF WARRIOR (2/2)** |  |
|  | [**TRITON WAVERIDER**](https://magicarena.fandom.com/wiki/Triton_Waverider)**Blue (4) CREATURE — MERFOLK WIZARD (3/3) CONSTELLATION — WHENEVER AN ENCHANTMENT ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, TRITON WAVERIDER GAINS FLYING UNTIL END OF TURN.** |  |
|  | [**TROLLBRED GUARDIAN**](https://magicarena.fandom.com/wiki/Trollbred_Guardian)**Green (5) CREATURE — TROLL FROG WARRIOR (5/5) Green: ADAPT 2. (IF THIS CREATURE HAS NO +1/+1 COUNTERS ON IT, PUT TWO +1/+1 COUNTERS ON IT.)**  **EACH CREATURE YOU CONTROL WITH A +1/+1 COUNTER ON IT HAS TRAMPLE.** |  |
|  | [**TROSTANI DISCORDANT**](https://magicarena.fandom.com/wiki/Trostani_Discordant)**GreenWhite (5) LEGENDARY CREATURE — DRYAD (1/4) OTHER CREATURES YOU CONTROL GET +1/+1.**  **WHEN TROSTANI DISCORDANT ENTERS THE BATTLEFIELD, CREATE TWO 1/1 WHITE SOLDIER CREATURE TOKENS WITH LIFELINK. AT THE BEGINNING OF YOUR END STEP, EACH PLAYER GAINS CONTROL OF ALL CREATURES THEY OWN.** |  |
|  | [**TRUEFIRE CAPTAIN**](https://magicarena.fandom.com/wiki/Truefire_Captain)**RedRedWhiteWhite (4) CREATURE — HUMAN KNIGHT (4/3) MENTOR (WHENEVER THIS CREATURE ATTACKS, PUT A +1/+1 COUNTER ON TARGET ATTACKING CREATURE WITH LESSER POWER.)**  **WHENEVER TRUEFIRE CAPTAIN IS DEALT DAMAGE, IT DEALS THAT MUCH DAMAGE TO TARGET PLAYER.** |  |
|  | [**TRUFFLESNOUT**](https://magicarena.fandom.com/wiki/Trufflesnout)**Green (3) CREATURE — BOAR (2/2) WHEN TRUFFLESNOUT ENTERS THE BATTLEFIELD, CHOOSE ONE —**  **• PUT A +1/+1 COUNTER ON TRUFFLESNOUT. • YOU GAIN 4 LIFE.** |  |
|  | [**TRUMPETING GNARR**](https://magicarena.fandom.com/wiki/Trumpeting_Gnarr)**GreenBlue (3) CREATURE — BEAST (3/3) MUTATE  (IF YOU CAST THIS SPELL FOR ITS MUTATE COST, PUT IT OVER OR UNDER TARGET NON-HUMAN CREATURE YOU OWN. THEY MUTATE INTO THE CREATURE ON TOP PLUS ALL ABILITIES FROM UNDER IT.)**  **WHENEVER THIS CREATURE MUTATES, CREATE A 3/3 GREEN BEAST CREATURE TOKEN.** |  |
|  | [**TRUSTED PEGASUS**](https://magicarena.fandom.com/wiki/Trusted_Pegasus)**White (3) CREATURE — PEGASUS (2/2) FLYING (THIS CREATURE CAN'T BE BLOCKED EXCEPT BY CREATURES WITH FLYING OR REACH.)**  **WHENEVER TRUSTED PEGASUS ATTACKS, TARGET ATTACKING CREATURE WITHOUT FLYING GAINS FLYING UNTIL END OF TURN.** |  |
|  | [**TRUSTY PACKBEAST**](https://magicarena.fandom.com/wiki/Trusty_Packbeast)**White (3) CREATURE — BEAST (2/3) WHEN TRUSTY PACKBEAST ENTERS THE BATTLEFIELD, RETURN TARGET ARTIFACT CARD FROM YOUR GRAVEYARD TO YOUR HAND.** |  |
|  | [**TRUSTY RETRIEVER**](https://magicarena.fandom.com/wiki/Trusty_Retriever)**White (4) CREATURE — DOG (2/3) WHEN TRUSTY RETRIEVER ENTERS THE BATTLEFIELD, CHOOSE ONE —**  **• PUT A +1/+1 COUNTER ON TRUSTY RETRIEVER. • RETURN TARGET ARTIFACT OR ENCHANTMENT CARD FROM YOUR GRAVEYARD TO YOUR HAND.** |  |
|  | [**TUINVALE TREEFOLK**](https://magicarena.fandom.com/wiki/Tuinvale_Treefolk)**Green (6) CREATURE — TREEFOLK DRUID (6/5)** |  |
|  | [**TURRET OGRE**](https://magicarena.fandom.com/wiki/Turret_Ogre)**Red (4) CREATURE — OGRE WARRIOR (4/3) REACH (THIS CREATURE CAN BLOCK CREATURES WITH FLYING.)**  **WHEN TURRET OGRE ENTERS THE BATTLEFIELD, IF YOU CONTROL ANOTHER CREATURE WITH POWER 4 OR GREATER, TURRET OGRE DEALS 2 DAMAGE TO EACH OPPONENT.** |  |
|  | [**TWILIGHT PANTHER**](https://magicarena.fandom.com/wiki/Twilight_Panther)**White (1) CREATURE — CAT SPIRIT (1/2) Black: TWILIGHT PANTHER GAINS DEATHTOUCH UNTIL END OF TURN.** |  |
|  | [**TWILIGHT PROPHET**](https://magicarena.fandom.com/wiki/Twilight_Prophet)**BlackBlack (4) CREATURE — VAMPIRE CLERIC (2/4) FLYING**  **ASCEND (IF YOU CONTROL TEN OR MORE PERMANENTS, YOU GET THE CITY'S BLESSING FOR THE REST OF THE GAME.) AT THE BEGINNING OF YOUR UPKEEP, IF YOU HAVE THE CITY'S BLESSING, REVEAL THE TOP CARD OF YOUR LIBRARY AND PUT IT INTO YOUR HAND. EACH OPPONENT LOSES X LIFE AND YOU GAIN X LIFE, WHERE X IS THAT CARD'S CONVERTED MANA COST.** |  |
|  | [**TWINBLADE ASSASSINS**](https://magicarena.fandom.com/wiki/Twinblade_Assassins)**BlackGreen (5) CREATURE — ELF ASSASSIN (5/4) AT THE BEGINNING OF YOUR END STEP, IF A CREATURE DIED THIS TURN, DRAW A CARD.** |  |
|  | [**TWINBLADE PALADIN**](https://magicarena.fandom.com/wiki/Twinblade_Paladin)**White (4) CREATURE — HUMAN KNIGHT (3/3) WHENEVER YOU GAIN LIFE, PUT A +1/+1 COUNTER ON TWINBLADE PALADIN.**  **AS LONG AS YOU HAVE 25 OR MORE LIFE, TWINBLADE PALADIN HAS DOUBLE STRIKE. (IT DEALS BOTH FIRST-STRIKE AND REGULAR COMBAT DAMAGE.)** |  |
|  | [**TWO-HEADED GIANT**](https://magicarena.fandom.com/wiki/Two-Headed_Giant)**RedRed (4) CREATURE — GIANT WARRIOR (4/4) WHENEVER TWO-HEADED GIANT ATTACKS, FLIP TWO COINS. IF BOTH COINS COME UP HEADS, TWO-HEADED GIANT GAINS DOUBLE STRIKE UNTIL END OF TURN. IF BOTH COINS COME UP TAILS, TWO-HEADED GIANT GAINS MENACE UNTIL END OF TURN.** |  |
|  | [**TWO-HEADED ZOMBIE**](https://magicarena.fandom.com/wiki/Two-Headed_Zombie)**Black (4) CREATURE — ZOMBIE (4/2) MENACE (THIS CREATURE CAN'T BE BLOCKED EXCEPT BY TWO OR MORE CREATURES.)** |  |
|  | [**TYMARET, CHOSEN FROM DEATH**](https://magicarena.fandom.com/wiki/Tymaret,_Chosen_from_Death)**BlackBlack (2) LEGENDARY ENCHANTMENT CREATURE — DEMIGOD (2/\*) TYMARET'S TOUGHNESS IS EQUAL TO YOUR DEVOTION TO BLACK. (EACH Black IN THE MANA COSTS OF PERMANENTS YOU CONTROL COUNTS TOWARD YOUR DEVOTION TO BLACK.)**  **Black: EXILE UP TO TWO TARGET CARDS FROM GRAVEYARDS. YOU GAIN 1 LIFE FOR EACH CREATURE CARD EXILED THIS WAY.** |  |
|  | [**UGIN'S CONJURANT**](https://magicarena.fandom.com/wiki/Ugin%27s_Conjurant)**(0) CREATURE — SPIRIT MONK (0/0) UGIN'S CONJURANT ENTERS THE BATTLEFIELD WITH X +1/+1 COUNTERS ON IT.**  **IF DAMAGE WOULD BE DEALT TO UGIN'S CONJURANT WHILE IT HAS A +1/+1 COUNTER ON IT, PREVENT THAT DAMAGE AND REMOVE THAT MANY +1/+1 COUNTERS FROM UGIN'S CONJURANT.** |  |
|  | [**ULAMOG, THE CEASELESS HUNGER**](https://magicarena.fandom.com/wiki/Ulamog,_the_Ceaseless_Hunger)**(10) LEGENDARY CREATURE — ELDRAZI (10/10) WHEN YOU CAST THIS SPELL, EXILE TWO TARGET PERMANENTS.**  **INDESTRUCTIBLE WHENEVER ULAMOG, THE CEASELESS HUNGER ATTACKS, DEFENDING PLAYER EXILES THE TOP TWENTY CARDS OF THEIR LIBRARY.** |  |
|  | [**ULVENWALD HYDRA**](https://magicarena.fandom.com/wiki/Ulvenwald_Hydra)**GreenGreen (6) CREATURE — HYDRA (\*/\*) REACH**  **ULVENWALD HYDRA'S POWER AND TOUGHNESS ARE EACH EQUAL TO THE NUMBER OF LANDS YOU CONTROL. WHEN ULVENWALD HYDRA ENTERS THE BATTLEFIELD, YOU MAY SEARCH YOUR LIBRARY FOR A LAND CARD, PUT IT ONTO THE BATTLEFIELD TAPPED, THEN SHUFFLE YOUR LIBRARY.** |  |
|  | [**UMORI, THE COLLECTOR**](https://magicarena.fandom.com/wiki/Umori,_the_Collector)**(4) LEGENDARY CREATURE — OOZE (4/5) COMPANION — EACH NONLAND CARD IN YOUR STARTING DECK SHARES A CARD TYPE. (IF THIS CARD IS YOUR CHOSEN COMPANION, YOU MAY PUT IT INTO YOUR HAND FROM OUTSIDE THE GAME FOR  ANY TIME YOU COULD CAST A SORCERY.)**  **AS UMORI, THE COLLECTOR ENTERS THE BATTLEFIELD, CHOOSE A CARD TYPE. SPELLS YOU CAST OF THE CHOSEN TYPE COST  LESS TO CAST.** |  |
|  | [**UNCHAINED BERSERKER**](https://magicarena.fandom.com/wiki/Unchained_Berserker)**Red (2) CREATURE — HUMAN BERSERKER (1/1) PROTECTION FROM WHITE (THIS CREATURE CAN'T BE BLOCKED, TARGETED, DEALT DAMAGE, ENCHANTED, OR EQUIPPED BY ANYTHING WHITE.)**  **UNCHAINED BERSERKER GETS +2/+0 AS LONG AS IT'S ATTACKING.** |  |
|  | [**UNDEAD SERVANT**](https://magicarena.fandom.com/wiki/Undead_Servant)**Black (4) CREATURE — ZOMBIE (3/2) WHEN UNDEAD SERVANT ENTERS THE BATTLEFIELD, CREATE A 2/2 BLACK ZOMBIE CREATURE TOKEN FOR EACH CARD NAMED UNDEAD SERVANT IN YOUR GRAVEYARD.** |  |
|  | [**UNDERCITY NECROLISK**](https://magicarena.fandom.com/wiki/Undercity_Necrolisk)**Black (4) CREATURE — ZOMBIE LIZARD (3/3) , SACRIFICE ANOTHER CREATURE: PUT A +1/+1 COUNTER ON UNDERCITY NECROLISK. IT GAINS MENACE UNTIL END OF TURN. ACTIVATE THIS ABILITY ONLY ANY TIME YOU COULD CAST A SORCERY. (IT CAN'T BE BLOCKED EXCEPT BY TWO OR MORE CREATURES.)** |  |
|  | [**UNDERCITY SCAVENGER**](https://magicarena.fandom.com/wiki/Undercity_Scavenger)**Black (4) CREATURE — OGRE WARRIOR (3/3) WHEN UNDERCITY SCAVENGER ENTERS THE BATTLEFIELD, YOU MAY SACRIFICE ANOTHER CREATURE. IF YOU DO, PUT TWO +1/+1 COUNTERS ON UNDERCITY SCAVENGER, THEN SCRY 2.** |  |
|  | [**UNDERREALM LICH**](https://magicarena.fandom.com/wiki/Underrealm_Lich)**BlackGreen (5) CREATURE — ZOMBIE ELF SHAMAN (4/3) IF YOU WOULD DRAW A CARD, INSTEAD LOOK AT THE TOP THREE CARDS OF YOUR LIBRARY, THEN PUT ONE INTO YOUR HAND AND THE REST INTO YOUR GRAVEYARD.**  **PAY 4 LIFE: UNDERREALM LICH GAINS INDESTRUCTIBLE UNTIL END OF TURN. TAP IT.** |  |
|  | [**UNDERWORLD CHARGER**](https://magicarena.fandom.com/wiki/Underworld_Charger)**Black (3) CREATURE — NIGHTMARE HORSE (3/3) UNDERWORLD CHARGER CAN'T BLOCK.**  **ESCAPE—Black, EXILE THREE OTHER CARDS FROM YOUR GRAVEYARD. (YOU MAY CAST THIS CARD FROM YOUR GRAVEYARD FOR ITS ESCAPE COST.) UNDERWORLD CHARGER ESCAPES WITH TWO +1/+1 COUNTERS ON IT.** |  |
|  | [**UNDERWORLD RAGE-HOUND**](https://magicarena.fandom.com/wiki/Underworld_Rage-Hound)**Red (2) CREATURE — ELEMENTAL DOG (3/1) UNDERWORLD RAGE-HOUND ATTACKS EACH COMBAT IF ABLE.**  **ESCAPE—Red, EXILE THREE OTHER CARDS FROM YOUR GRAVEYARD. (YOU MAY CAST THIS CARD FROM YOUR GRAVEYARD FOR ITS ESCAPE COST.) UNDERWORLD RAGE-HOUND ESCAPES WITH A +1/+1 COUNTER ON IT.** |  |
|  | [**UNDERWORLD SENTINEL**](https://magicarena.fandom.com/wiki/Underworld_Sentinel)**BlackBlack (5) CREATURE — SKELETON SOLDIER (4/5) WHENEVER UNDERWORLD SENTINEL ATTACKS, EXILE TARGET CREATURE CARD FROM YOUR GRAVEYARD.**  **WHEN UNDERWORLD SENTINEL DIES, PUT ALL CARDS EXILED WITH IT ONTO THE BATTLEFIELD.** |  |
|  | [**UNTAMED KAVU**](https://magicarena.fandom.com/wiki/Untamed_Kavu)**Green (2) CREATURE — KAVU (2/2) KICKER  (YOU MAY PAY AN ADDITIONAL  AS YOU CAST THIS SPELL.)**  **VIGILANCE, TRAMPLE IF UNTAMED KAVU WAS KICKED, IT ENTERS THE BATTLEFIELD WITH THREE +1/+1 COUNTERS ON IT.** |  |
|  | [**URGOROS, THE EMPTY ONE**](https://magicarena.fandom.com/wiki/Urgoros,_the_Empty_One)**BlackBlack (6) LEGENDARY CREATURE — SPECTER (4/3) FLYING**  **WHENEVER URGOROS, THE EMPTY ONE DEALS COMBAT DAMAGE TO A PLAYER, THAT PLAYER DISCARDS A CARD AT RANDOM. IF THE PLAYER CAN'T, YOU DRAW A CARD.** |  |
|  | [**URO, TITAN OF NATURE'S WRATH**](https://magicarena.fandom.com/wiki/Uro,_Titan_of_Nature%27s_Wrath)**GreenBlue (3) LEGENDARY CREATURE — ELDER GIANT (6/6) WHEN URO ENTERS THE BATTLEFIELD, SACRIFICE IT UNLESS IT ESCAPED.**  **WHENEVER URO ENTERS THE BATTLEFIELD OR ATTACKS, YOU GAIN 3 LIFE AND DRAW A CARD, THEN YOU MAY PUT A LAND CARD FROM YOUR HAND ONTO THE BATTLEFIELD. ESCAPE—GreenGreenBlueBlue, EXILE FIVE OTHER CARDS FROM YOUR GRAVEYARD. (YOU MAY CAST THIS CARD FROM YOUR GRAVEYARD FOR ITS ESCAPE COST.)** |  |
|  | [**URSINE CHAMPION**](https://magicarena.fandom.com/wiki/Ursine_Champion)**Green (2) CREATURE — HUMAN BERSERKER (2/2) Green: URSINE CHAMPION GETS +3/+3 AND BECOMES A BEAR BERSERKER UNTIL END OF TURN. ACTIVATE THIS ABILITY ONLY ONCE EACH TURN.** |  |
|  | [**VADROK, APEX OF THUNDER**](https://magicarena.fandom.com/wiki/Vadrok,_Apex_of_Thunder)**BlueRedWhite (3) LEGENDARY CREATURE — ELEMENTAL DINOSAUR CAT (3/3) MUTATE RedRed (IF YOU CAST THIS SPELL FOR ITS MUTATE COST, PUT IT OVER OR UNDER TARGET NON-HUMAN CREATURE YOU OWN. THEY MUTATE INTO THE CREATURE ON TOP PLUS ALL ABILITIES FROM UNDER IT.)**  **FLYING, FIRST STRIKE WHENEVER THIS CREATURE MUTATES, YOU MAY CAST TARGET NONCREATURE CARD WITH CONVERTED MANA COST 3 OR LESS FROM YOUR GRAVEYARD WITHOUT PAYING ITS MANA COST.** |  |
|  | [**VAEVICTIS ASMADI, THE DIRE**](https://magicarena.fandom.com/wiki/Vaevictis_Asmadi,_the_Dire)**BlackRedGreen (6) LEGENDARY CREATURE — ELDER DRAGON (6/6) FLYING**  **WHENEVER VAEVICTIS ASMADI, THE DIRE ATTACKS, FOR EACH PLAYER, CHOOSE TARGET PERMANENT THAT PLAYER CONTROLS. THOSE PLAYERS SACRIFICE THOSE PERMANENTS. EACH PLAYER WHO SACRIFICED A PERMANENT THIS WAY REVEALS THE TOP CARD OF THEIR LIBRARY, THEN PUTS IT ONTO THE BATTLEFIELD IF IT'S A PERMANENT CARD.** |  |
|  | [**VALDUK, KEEPER OF THE FLAME**](https://magicarena.fandom.com/wiki/Valduk,_Keeper_of_the_Flame)**Red (3) LEGENDARY CREATURE — HUMAN SHAMAN (3/2) AT THE BEGINNING OF COMBAT ON YOUR TURN, FOR EACH AURA AND EQUIPMENT ATTACHED TO VALDUK, KEEPER OF THE FLAME, CREATE A 3/1 RED ELEMENTAL CREATURE TOKEN WITH TRAMPLE AND HASTE. EXILE THOSE TOKENS AT THE BEGINNING OF THE NEXT END STEP.** |  |
|  | [**VALIANT KNIGHT**](https://magicarena.fandom.com/wiki/Valiant_Knight)**White (4) CREATURE — HUMAN KNIGHT (3/4) OTHER KNIGHTS YOU CONTROL GET +1/+1.**  **WhiteWhite: KNIGHTS YOU CONTROL GAIN DOUBLE STRIKE UNTIL END OF TURN.** |  |
|  | [**VALIANT RESCUER**](https://magicarena.fandom.com/wiki/Valiant_Rescuer)**White (2) CREATURE — HUMAN SOLDIER (3/1) WHENEVER YOU CYCLE ANOTHER CARD FOR THE FIRST TIME EACH TURN, CREATE A 1/1 WHITE HUMAN SOLDIER CREATURE TOKEN.**  **CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  |
|  | [**VALOROUS STEED**](https://magicarena.fandom.com/wiki/Valorous_Steed)**White (5) CREATURE — UNICORN (3/3) VIGILANCE (ATTACKING DOESN'T CAUSE THIS CREATURE TO TAP.)**  **WHEN VALOROUS STEED ENTERS THE BATTLEFIELD, CREATE A 2/2 WHITE KNIGHT CREATURE TOKEN WITH VIGILANCE.** |  |
|  | [**VAMPIRE CHAMPION**](https://magicarena.fandom.com/wiki/Vampire_Champion)**Black (4) CREATURE — VAMPIRE SOLDIER (3/3) DEATHTOUCH (ANY AMOUNT OF DAMAGE THIS DEALS TO A CREATURE IS ENOUGH TO DESTROY IT.)** |  |
|  | [**VAMPIRE NEONATE**](https://magicarena.fandom.com/wiki/Vampire_Neonate)**Black (1) CREATURE — VAMPIRE (0/3) , Tap: EACH OPPONENT LOSES 1 LIFE AND YOU GAIN 1 LIFE.** |  |
|  | [**VAMPIRE OF THE DIRE MOON**](https://magicarena.fandom.com/wiki/Vampire_of_the_Dire_Moon)**Black (1) CREATURE — VAMPIRE (1/1) DEATHTOUCH (ANY AMOUNT OF DAMAGE THIS DEALS TO A CREATURE IS ENOUGH TO DESTROY IT.)**  **LIFELINK (DAMAGE DEALT BY THIS CREATURE ALSO CAUSES YOU TO GAIN THAT MUCH LIFE.)** |  |
|  | [**VAMPIRE OPPORTUNIST**](https://magicarena.fandom.com/wiki/Vampire_Opportunist)**Black (2) CREATURE — VAMPIRE (2/1) Black: EACH OPPONENT LOSES 2 LIFE AND YOU GAIN 2 LIFE.** |  |
|  | [**VAMPIRE REVENANT**](https://magicarena.fandom.com/wiki/Vampire_Revenant)**Black (4) CREATURE — VAMPIRE SPIRIT (3/1) FLYING** |  |
|  | [**VAMPIRE SOVEREIGN**](https://magicarena.fandom.com/wiki/Vampire_Sovereign)**BlackBlack (5) CREATURE — VAMPIRE NOBLE (3/4) FLYING**  **WHEN VAMPIRE SOVEREIGN ENTERS THE BATTLEFIELD, TARGET OPPONENT LOSES 3 LIFE AND YOU GAIN 3 LIFE.** |  |
|  | [**VANTRESS GARGOYLE**](https://magicarena.fandom.com/wiki/Vantress_Gargoyle)**Blue (2) ARTIFACT CREATURE — GARGOYLE (5/4) FLYING**  **VANTRESS GARGOYLE CAN'T ATTACK UNLESS DEFENDING PLAYER HAS SEVEN OR MORE CARDS IN THEIR GRAVEYARD. VANTRESS GARGOYLE CAN'T BLOCK UNLESS YOU HAVE FOUR OR MORE CARDS IN HAND. Tap: EACH PLAYER MILLS A CARD.** |  |
|  | [**VANTRESS PALADIN**](https://magicarena.fandom.com/wiki/Vantress_Paladin)**Blue (4) CREATURE — HUMAN KNIGHT (2/2) FLYING**  **ADAMANT — IF AT LEAST THREE BLUE MANA WAS SPENT TO CAST THIS SPELL, VANTRESS PALADIN ENTERS THE BATTLEFIELD WITH A +1/+1 COUNTER ON IT.** |  |
|  | [**VEDALKEN ARCHMAGE**](https://magicarena.fandom.com/wiki/Vedalken_Archmage)**BlueBlue (4) CREATURE — VEDALKEN WIZARD (0/2) WHENEVER YOU CAST AN ARTIFACT SPELL, DRAW A CARD.** |  |
|  | [**VEDALKEN ENTRANCER**](https://magicarena.fandom.com/wiki/Vedalken_Entrancer)**Blue (4) CREATURE — VEDALKEN WIZARD (1/4) Blue, Tap: TARGET PLAYER MILLS TWO CARDS.** |  |
|  | [**VEDALKEN MESMERIST**](https://magicarena.fandom.com/wiki/Vedalken_Mesmerist)**Blue (2) CREATURE — VEDALKEN WIZARD (2/1) WHENEVER VEDALKEN MESMERIST ATTACKS, TARGET CREATURE AN OPPONENT CONTROLS GETS -2/-0 UNTIL END OF TURN.** |  |
|  | [**VEILED SHADE**](https://magicarena.fandom.com/wiki/Veiled_Shade)**Black (3) CREATURE — SHADE (2/2) Black: VEILED SHADE GETS +1/+1 UNTIL END OF TURN.** |  |
|  | [**VENERABLE KNIGHT**](https://magicarena.fandom.com/wiki/Venerable_Knight)**White (1) CREATURE — HUMAN KNIGHT (2/1) WHEN VENERABLE KNIGHT DIES, PUT A +1/+1 COUNTER ON TARGET KNIGHT YOU CONTROL.** |  |
|  | [**VENERATED LOXODON**](https://magicarena.fandom.com/wiki/Venerated_Loxodon)**White (5) CREATURE — ELEPHANT CLERIC (4/4) CONVOKE (YOUR CREATURES CAN HELP CAST THIS SPELL. EACH CREATURE YOU TAP WHILE CASTING THIS SPELL PAYS FOR  OR ONE MANA OF THAT CREATURE'S COLOR.)**  **WHEN VENERATED LOXODON ENTERS THE BATTLEFIELD, PUT A +1/+1 COUNTER ON EACH CREATURE THAT CONVOKED IT.** |  |
|  | [**VENGEANT VAMPIRE**](https://magicarena.fandom.com/wiki/Vengeant_Vampire)**BlackBlack (6) CREATURE — VAMPIRE (4/4) LIFELINK**  **WHEN VENGEANT VAMPIRE DIES, DESTROY TARGET CREATURE AN OPPONENT CONTROLS AND YOU GAIN 4 LIFE.** |  |
|  | [**VENGEFUL WARCHIEF**](https://magicarena.fandom.com/wiki/Vengeful_Warchief)**Black (5) CREATURE — ORC WARRIOR (4/4) WHENEVER YOU LOSE LIFE FOR THE FIRST TIME EACH TURN, PUT A +1/+1 COUNTER ON VENGEFUL WARCHIEF. (DAMAGE CAUSES LOSS OF LIFE.)** |  |
|  | [**VENOMOUS HIEROPHANT**](https://magicarena.fandom.com/wiki/Venomous_Hierophant)**Black (4) CREATURE — GORGON CLERIC (3/3) DEATHTOUCH**  **WHEN VENOMOUS HIEROPHANT ENTERS THE BATTLEFIELD, MILL THREE CARDS.** |  |
|  | [**VERDANT FORCE**](https://magicarena.fandom.com/wiki/Verdant_Force)**GreenGreenGreen (8) CREATURE — ELEMENTAL (7/7) AT THE BEGINNING OF EACH UPKEEP, CREATE A 1/1 GREEN SAPROLING CREATURE TOKEN.** |  |
|  | [**VERDANT SUN'S AVATAR**](https://magicarena.fandom.com/wiki/Verdant_Sun%27s_Avatar)**GreenGreen (7) CREATURE — DINOSAUR AVATAR (5/5) WHENEVER VERDANT SUN'S AVATAR OR ANOTHER CREATURE ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, YOU GAIN LIFE EQUAL TO THAT CREATURE'S TOUGHNESS.** |  |
|  | [**VERIX BLADEWING**](https://magicarena.fandom.com/wiki/Verix_Bladewing)**RedRed (4) LEGENDARY CREATURE — DRAGON (4/4) KICKER  (YOU MAY PAY AN ADDITIONAL  AS YOU CAST THIS SPELL.)**  **FLYING WHEN VERIX BLADEWING ENTERS THE BATTLEFIELD, IF IT WAS KICKED, CREATE KAROX BLADEWING, A LEGENDARY 4/4 RED DRAGON CREATURE TOKEN WITH FLYING.** |  |
|  | [**VERNADI SHIELDMATE**](https://magicarena.fandom.com/wiki/Vernadi_Shieldmate)**(2) CREATURE — HUMAN SOLDIER (2/2) VIGILANCE** |  |
|  | [**VEXING GULL**](https://magicarena.fandom.com/wiki/Vexing_Gull)**Blue (3) CREATURE — BIRD (2/2) FLASH**  **FLYING** |  |
|  | [**VIASHINO PYROMANCER**](https://magicarena.fandom.com/wiki/Viashino_Pyromancer)**Red (2) CREATURE — VIASHINO WIZARD (2/1) WHEN VIASHINO PYROMANCER ENTERS THE BATTLEFIELD, IT DEALS 2 DAMAGE TO TARGET PLAYER OR PLANESWALKER.** |  |
|  | [**VICIOUS CONQUISTADOR**](https://magicarena.fandom.com/wiki/Vicious_Conquistador)**Black (1) CREATURE — VAMPIRE SOLDIER (1/2) WHENEVER VICIOUS CONQUISTADOR ATTACKS, EACH OPPONENT LOSES 1 LIFE.** |  |
|  | [**VICTORY'S ENVOY**](https://magicarena.fandom.com/wiki/Victory%27s_Envoy)**WhiteWhite (5) CREATURE — HUMAN CLERIC (3/3) AT THE BEGINNING OF YOUR UPKEEP, PUT A +1/+1 COUNTER ON EACH OTHER CREATURE YOU CONTROL.** |  |
|  | [**VIGILANT BALOTH**](https://magicarena.fandom.com/wiki/Vigilant_Baloth)**GreenGreen (5) CREATURE — BEAST (5/5) VIGILANCE (ATTACKING DOESN'T CAUSE THIS CREATURE TO TAP.)** |  |
|  | [**VIGORSPORE WURM**](https://magicarena.fandom.com/wiki/Vigorspore_Wurm)**Green (6) CREATURE — WURM (6/4) UNDERGROWTH — WHEN VIGORSPORE WURM ENTERS THE BATTLEFIELD, TARGET CREATURE GAINS VIGILANCE AND GETS +X/+X UNTIL END OF TURN, WHERE X IS THE NUMBER OF CREATURE CARDS IN YOUR GRAVEYARD.**  **VIGORSPORE WURM CAN'T BE BLOCKED BY MORE THAN ONE CREATURE.** |  |
|  | [**VILIS, BROKER OF BLOOD**](https://magicarena.fandom.com/wiki/Vilis,_Broker_of_Blood)**BlackBlackBlack (8) LEGENDARY CREATURE — DEMON (8/8) FLYING**  **Black, PAY 2 LIFE: TARGET CREATURE GETS -1/-1 UNTIL END OF TURN. WHENEVER YOU LOSE LIFE, DRAW THAT MANY CARDS. (DAMAGE CAUSES LOSS OF LIFE.)** |  |
|  | [**VINDICTIVE VAMPIRE**](https://magicarena.fandom.com/wiki/Vindictive_Vampire)**Black (4) CREATURE — VAMPIRE (2/3) WHENEVER ANOTHER CREATURE YOU CONTROL DIES, VINDICTIVE VAMPIRE DEALS 1 DAMAGE TO EACH OPPONENT AND YOU GAIN 1 LIFE.** |  |
|  | [**VINE MARE**](https://magicarena.fandom.com/wiki/Vine_Mare)**GreenGreen (4) CREATURE — ELEMENTAL HORSE (5/3) HEXPROOF (THIS CREATURE CAN'T BE THE TARGET OF SPELLS OR ABILITIES YOUR OPPONENTS CONTROL.)**  **VINE MARE CAN'T BE BLOCKED BY BLACK CREATURES.** |  |
|  | [**VINESHAPER MYSTIC**](https://magicarena.fandom.com/wiki/Vineshaper_Mystic)**Green (3) CREATURE — MERFOLK SHAMAN (1/3) WHEN VINESHAPER MYSTIC ENTERS THE BATTLEFIELD, PUT A +1/+1 COUNTER ON EACH OF UP TO TWO TARGET MERFOLK YOU CONTROL.** |  |
|  | [**VITO, THORN OF THE DUSK ROSE**](https://magicarena.fandom.com/wiki/Vito,_Thorn_of_the_Dusk_Rose)**Black (3) LEGENDARY CREATURE — VAMPIRE CLERIC (1/3) WHENEVER YOU GAIN LIFE, TARGET OPPONENT LOSES THAT MUCH LIFE.**  **BlackBlack: CREATURES YOU CONTROL GAIN LIFELINK UNTIL END OF TURN.** |  |
|  | [**VIVIEN'S CROCODILE**](https://magicarena.fandom.com/wiki/Vivien%27s_Crocodile)**Green (3) CREATURE — CROCODILE SPIRIT (3/3) VIVIEN'S CROCODILE GETS +1/+1 AS LONG AS YOU CONTROL A VIVIEN PLANESWALKER.** |  |
|  | [**VIVIEN'S GRIZZLY**](https://magicarena.fandom.com/wiki/Vivien%27s_Grizzly)**Green (3) CREATURE — BEAR SPIRIT (2/3) Green: LOOK AT THE TOP CARD OF YOUR LIBRARY. IF IT'S A CREATURE OR PLANESWALKER CARD, YOU MAY REVEAL IT AND PUT IT INTO YOUR HAND. IF YOU DON'T PUT THE CARD INTO YOUR HAND, PUT IT ON THE BOTTOM OF YOUR LIBRARY.** |  |
|  | [**VIVIEN'S JAGUAR**](https://magicarena.fandom.com/wiki/Vivien%27s_Jaguar)**Green (3) CREATURE — CAT SPIRIT (3/2) REACH (THIS CREATURE CAN BLOCK CREATURES WITH FLYING.)**  **Green: RETURN VIVIEN'S JAGUAR FROM YOUR GRAVEYARD TO YOUR HAND. ACTIVATE THIS ABILITY ONLY IF YOU CONTROL A VIVIEN PLANESWALKER.** |  |
|  | [**VIZIER OF THE SCORPION**](https://magicarena.fandom.com/wiki/Vizier_of_the_Scorpion)**Black (3) CREATURE — ZOMBIE WIZARD (1/1) WHEN VIZIER OF THE SCORPION ENTERS THE BATTLEFIELD, AMASS 1. (PUT A +1/+1 COUNTER ON AN ARMY YOU CONTROL. IF YOU DON'T CONTROL ONE, CREATE A 0/0 BLACK ZOMBIE ARMY CREATURE TOKEN FIRST.)**  **ZOMBIE TOKENS YOU CONTROL HAVE DEATHTOUCH.** |  |
|  | [**VIZKOPA VAMPIRE**](https://magicarena.fandom.com/wiki/Vizkopa_Vampire)**(3) CREATURE — VAMPIRE (3/1) LIFELINK** |  |
|  | [**VODALIAN ARCANIST**](https://magicarena.fandom.com/wiki/Vodalian_Arcanist)**Blue (2) CREATURE — MERFOLK WIZARD (1/3) Tap: ADD . SPEND THIS MANA ONLY TO CAST AN INSTANT OR SORCERY SPELL.** |  |
|  | [**VOICE OF THE PROVINCES**](https://magicarena.fandom.com/wiki/Voice_of_the_Provinces)**WhiteWhite (6) CREATURE — ANGEL (3/3) FLYING**  **WHEN VOICE OF THE PROVINCES ENTERS THE BATTLEFIELD, CREATE A 1/1 WHITE HUMAN CREATURE TOKEN.** |  |
|  | [**VOID BECKONER**](https://magicarena.fandom.com/wiki/Void_Beckoner)**BlackBlack (8) CREATURE — NIGHTMARE HORROR (8/8) DEATHTOUCH**  **CYCLING Black (Black, DISCARD THIS CARD: DRAW A CARD.) WHEN YOU CYCLE VOID BECKONER, PUT A DEATHTOUCH COUNTER ON TARGET CREATURE YOU CONTROL.** |  |
|  | [**VOLCANIC DRAGON**](https://magicarena.fandom.com/wiki/Volcanic_Dragon)**RedRed (6) CREATURE — DRAGON (4/4) FLYING (THIS CREATURE CAN'T BE BLOCKED EXCEPT BY CREATURES WITH FLYING OR REACH.)**  **HASTE (THIS CREATURE CAN ATTACK AND Tap AS SOON AS IT COMES UNDER YOUR CONTROL.)** |  |
|  | [**VOLLEY VETERAN**](https://magicarena.fandom.com/wiki/Volley_Veteran)**Red (4) CREATURE — GOBLIN WARRIOR (4/2) WHEN VOLLEY VETERAN ENTERS THE BATTLEFIELD, IT DEALS DAMAGE TO TARGET CREATURE AN OPPONENT CONTROLS EQUAL TO THE NUMBER OF GOBLINS YOU CONTROL.** |  |
|  | [**VOLTAIC SERVANT**](https://magicarena.fandom.com/wiki/Voltaic_Servant)**(2) ARTIFACT CREATURE — CONSTRUCT (1/3) AT THE BEGINNING OF YOUR END STEP, UNTAP TARGET ARTIFACT.** |  |
|  | [**VONA, BUTCHER OF MAGAN**](https://magicarena.fandom.com/wiki/Vona,_Butcher_of_Magan)**WhiteBlack (5) LEGENDARY CREATURE — VAMPIRE KNIGHT (4/4) VIGILANCE, LIFELINK**  **Tap, PAY 7 LIFE: DESTROY TARGET NONLAND PERMANENT. ACTIVATE THIS ABILITY ONLY DURING YOUR TURN.** |  |
|  | [**VORACIOUS GREATSHARK**](https://magicarena.fandom.com/wiki/Voracious_Greatshark)**BlueBlue (5) CREATURE — SHARK (5/4) FLASH**  **WHEN VORACIOUS GREATSHARK ENTERS THE BATTLEFIELD, COUNTER TARGET ARTIFACT OR CREATURE SPELL.** |  |
|  | [**VORACIOUS HYDRA**](https://magicarena.fandom.com/wiki/Voracious_Hydra)**GreenGreen (2) CREATURE — HYDRA (0/1) TRAMPLE**  **VORACIOUS HYDRA ENTERS THE BATTLEFIELD WITH X +1/+1 COUNTERS ON IT. WHEN VORACIOUS HYDRA ENTERS THE BATTLEFIELD, CHOOSE ONE — • DOUBLE THE NUMBER OF +1/+1 COUNTERS ON VORACIOUS HYDRA. • VORACIOUS HYDRA FIGHTS TARGET CREATURE YOU DON'T CONTROL.** |  |
|  | [**VORACIOUS TYPHON**](https://magicarena.fandom.com/wiki/Voracious_Typhon)**GreenGreen (4) CREATURE — SNAKE BEAST (4/4) ESCAPE—GreenGreen, EXILE FOUR OTHER CARDS FROM YOUR GRAVEYARD. (YOU MAY CAST THIS CARD FROM YOUR GRAVEYARD FOR ITS ESCAPE COST.)**  **VORACIOUS TYPHON ESCAPES WITH THREE +1/+1 COUNTERS ON IT.** |  |
|  | [**VORACIOUS VAMPIRE**](https://magicarena.fandom.com/wiki/Voracious_Vampire)**Black (3) CREATURE — VAMPIRE KNIGHT (2/2) MENACE**  **WHEN VORACIOUS VAMPIRE ENTERS THE BATTLEFIELD, TARGET VAMPIRE YOU CONTROL GETS +1/+1 AND GAINS MENACE UNTIL END OF TURN.** |  |
|  | [**VORSTCLAW**](https://magicarena.fandom.com/wiki/Vorstclaw)**GreenGreen (6) CREATURE — ELEMENTAL HORROR (7/7)** |  |
|  | [**VRASKA'S CONQUISTADOR**](https://magicarena.fandom.com/wiki/Vraska%27s_Conquistador)**Black (2) CREATURE — VAMPIRE SOLDIER (2/1) WHENEVER VRASKA'S CONQUISTADOR ATTACKS OR BLOCKS, IF YOU CONTROL A VRASKA PLANESWALKER, TARGET OPPONENT LOSES 2 LIFE AND YOU GAIN 2 LIFE.** |  |
|  | [**VRASKA'S FINISHER**](https://magicarena.fandom.com/wiki/Vraska%27s_Finisher)**Black (3) CREATURE — GORGON ASSASSIN (3/2) WHEN VRASKA'S FINISHER ENTERS THE BATTLEFIELD, DESTROY TARGET CREATURE OR PLANESWALKER AN OPPONENT CONTROLS THAT WAS DEALT DAMAGE THIS TURN.** |  |
|  | [**VRYN WINGMARE**](https://magicarena.fandom.com/wiki/Vryn_Wingmare)**White (3) CREATURE — PEGASUS (2/1) FLYING**  **NONCREATURE SPELLS COST  MORE TO CAST.** |  |
|  | [**VULPIKEET**](https://magicarena.fandom.com/wiki/Vulpikeet)**White (4) CREATURE — FOX BIRD (2/3) MUTATE White (IF YOU CAST THIS SPELL FOR ITS MUTATE COST, PUT IT OVER OR UNDER TARGET NON-HUMAN CREATURE YOU OWN. THEY MUTATE INTO THE CREATURE ON TOP PLUS ALL ABILITIES FROM UNDER IT.)**  **FLYING WHENEVER THIS CREATURE MUTATES, PUT A +1/+1 COUNTER ON IT.** |  |
|  | [**WAILING GHOUL**](https://magicarena.fandom.com/wiki/Wailing_Ghoul)**Black (2) CREATURE — ZOMBIE (1/3) WHEN WAILING GHOUL ENTERS THE BATTLEFIELD, MILL TWO CARDS.** |  |
|  | [**WAKENING SUN'S AVATAR**](https://magicarena.fandom.com/wiki/Wakening_Sun%27s_Avatar)**WhiteWhiteWhite (8) CREATURE — DINOSAUR AVATAR (7/7) WHEN WAKENING SUN'S AVATAR ENTERS THE BATTLEFIELD, IF YOU CAST IT FROM YOUR HAND, DESTROY ALL NON-DINOSAUR CREATURES.** |  |
|  | [**WAKER OF THE WILDS**](https://magicarena.fandom.com/wiki/Waker_of_the_Wilds)**GreenGreen (4) CREATURE — MERFOLK SHAMAN (3/3) GreenGreen: PUT X +1/+1 COUNTERS ON TARGET LAND YOU CONTROL. THAT LAND BECOMES A 0/0 ELEMENTAL CREATURE WITH HASTE. IT'S STILL A LAND.** |  |
|  | [**WAKER OF WAVES**](https://magicarena.fandom.com/wiki/Waker_of_Waves)**BlueBlue (7) CREATURE — WHALE (7/7) CREATURES YOUR OPPONENTS CONTROL GET -1/-0.**  **Blue, DISCARD WAKER OF WAVES: LOOK AT THE TOP TWO CARDS OF YOUR LIBRARY. PUT ONE OF THEM INTO YOUR HAND AND THE OTHER INTO YOUR GRAVEYARD.** |  |
|  | [**WAKEROOT ELEMENTAL**](https://magicarena.fandom.com/wiki/Wakeroot_Elemental)**GreenGreen (6) CREATURE — ELEMENTAL (5/5) GreenGreenGreenGreenGreen: UNTAP TARGET LAND YOU CONTROL. IT BECOMES A 5/5 ELEMENTAL CREATURE WITH HASTE. IT'S STILL A LAND. (THIS EFFECT LASTS AS LONG AS THAT LAND REMAINS ON THE BATTLEFIELD.)** |  |
|  | [**WALKING CORPSE**](https://magicarena.fandom.com/wiki/Walking_Corpse)**Black (2) CREATURE — ZOMBIE (2/2)** |  |
|  | [**WALL OF BLOSSOMS**](https://magicarena.fandom.com/wiki/Wall_of_Blossoms)**Green (2) CREATURE — PLANT WALL (0/4) DEFENDER**  **WHEN WALL OF BLOSSOMS ENTERS THE BATTLEFIELD, DRAW A CARD.** |  |
|  | [**WALL OF LOST THOUGHTS**](https://magicarena.fandom.com/wiki/Wall_of_Lost_Thoughts)**Blue (2) CREATURE — WALL (0/4) DEFENDER**  **WHEN WALL OF LOST THOUGHTS ENTERS THE BATTLEFIELD, TARGET PLAYER MILLS FOUR CARDS.** |  |
|  | [**WALL OF MIST**](https://magicarena.fandom.com/wiki/Wall_of_Mist)**Blue (2) CREATURE — WALL (0/5) DEFENDER** |  |
|  | [**WALL OF RUNES**](https://magicarena.fandom.com/wiki/Wall_of_Runes)**Blue (1) CREATURE — WALL (0/4) DEFENDER (THIS CREATURE CAN'T ATTACK.)**  **WHEN WALL OF RUNES ENTERS THE BATTLEFIELD, SCRY 1. (LOOK AT THE TOP CARD OF YOUR LIBRARY. YOU MAY PUT THAT CARD ON THE BOTTOM OF YOUR LIBRARY.)** |  |
|  | [**WALL OF VINES**](https://magicarena.fandom.com/wiki/Wall_of_Vines)**Green (1) CREATURE — PLANT WALL (0/3) DEFENDER (THIS CREATURE CAN'T ATTACK.)**  **REACH (THIS CREATURE CAN BLOCK CREATURES WITH FLYING.)** |  |
|  | [**WANDERMARE**](https://magicarena.fandom.com/wiki/Wandermare)**GreenWhite (3) CREATURE — HORSE (3/3) WHENEVER YOU CAST A CREATURE SPELL THAT HAS AN ADVENTURE, PUT A +1/+1 COUNTER ON WANDERMARE. (IT DOESN'T NEED TO HAVE GONE ON THE ADVENTURE FIRST.)** |  |
|  | [**WANTED SCOUNDRELS**](https://magicarena.fandom.com/wiki/Wanted_Scoundrels)**Black (2) CREATURE — HUMAN PIRATE (4/3) WHEN WANTED SCOUNDRELS DIES, TARGET OPPONENT CREATES TWO TREASURE TOKENS. (THEY'RE ARTIFACTS WITH "Tap, SACRIFICE THIS ARTIFACT: ADD ONE MANA OF ANY COLOR.")** |  |
|  | [**WAR SCREECHER**](https://magicarena.fandom.com/wiki/War_Screecher)**White (2) CREATURE — BIRD (1/3) FLYING**  **White, Tap: OTHER CREATURES YOU CONTROL GET +1/+1 UNTIL END OF TURN.** |  |
|  | [**WARCRY PHOENIX**](https://magicarena.fandom.com/wiki/Warcry_Phoenix)**Red (4) CREATURE — PHOENIX (2/2) FLYING, HASTE**  **WHENEVER YOU ATTACK WITH THREE OR MORE CREATURES, YOU MAY PAY Red. IF YOU DO, RETURN WARCRY PHOENIX FROM YOUR GRAVEYARD TO THE BATTLEFIELD TAPPED AND ATTACKING.** |  |
|  | [**WARDED BATTLEMENTS**](https://magicarena.fandom.com/wiki/Warded_Battlements)**White (3) CREATURE — WALL (0/3) DEFENDER (THIS CREATURE CAN'T ATTACK.)**  **ATTACKING CREATURES YOU CONTROL GET +1/+0.** |  |
|  | [**WARDEN OF EVOS ISLE**](https://magicarena.fandom.com/wiki/Warden_of_Evos_Isle)**Blue (3) CREATURE — BIRD WIZARD (2/2) FLYING**  **CREATURE SPELLS WITH FLYING YOU CAST COST  LESS TO CAST.** |  |
|  | [**WARDEN OF THE CHAINED**](https://magicarena.fandom.com/wiki/Warden_of_the_Chained)**RedGreen (3) CREATURE — MINOTAUR WARRIOR (4/4) TRAMPLE**  **WARDEN OF THE CHAINED CAN'T ATTACK UNLESS YOU CONTROL ANOTHER CREATURE WITH POWER 4 OR GREATER.** |  |
|  | [**WARDEN OF THE WOODS**](https://magicarena.fandom.com/wiki/Warden_of_the_Woods)**GreenGreen (6) CREATURE — TREEFOLK (5/7) VIGILANCE (ATTACKING DOESN'T CAUSE THIS CREATURE TO TAP.)**  **WHENEVER WARDEN OF THE WOODS BECOMES THE TARGET OF A SPELL OR ABILITY AN OPPONENT CONTROLS, YOU MAY DRAW TWO CARDS.** |  |
|  | [**WARDSCALE CROCODILE**](https://magicarena.fandom.com/wiki/Wardscale_Crocodile)**Green (5) CREATURE — CROCODILE (5/3) HEXPROOF (THIS CREATURE CAN'T BE THE TARGET OF SPELLS OR ABILITIES YOUR OPPONENTS CONTROL.)** |  |
|  | [**WARFIRE JAVELINEER**](https://magicarena.fandom.com/wiki/Warfire_Javelineer)**Red (4) CREATURE — MINOTAUR WARRIOR (2/3) WHEN WARFIRE JAVELINEER ENTERS THE BATTLEFIELD, IT DEALS X DAMAGE TO TARGET CREATURE AN OPPONENT CONTROLS, WHERE X IS THE NUMBER OF INSTANT AND SORCERY CARDS IN YOUR GRAVEYARD.** |  |
|  | [**WARKITE MARAUDER**](https://magicarena.fandom.com/wiki/Warkite_Marauder)**Blue (2) CREATURE — HUMAN PIRATE (2/1) FLYING**  **WHENEVER WARKITE MARAUDER ATTACKS, TARGET CREATURE DEFENDING PLAYER CONTROLS LOSES ALL ABILITIES AND HAS BASE POWER AND TOUGHNESS 0/1 UNTIL END OF TURN.** |  |
|  | [**WARY OKAPI**](https://magicarena.fandom.com/wiki/Wary_Okapi)**Green (3) CREATURE — ANTELOPE (3/2) VIGILANCE** |  |
|  | [**WATCHER IN THE MIST**](https://magicarena.fandom.com/wiki/Watcher_in_the_Mist)**BlueBlue (5) CREATURE — SPIRIT (3/4) FLYING**  **WHEN WATCHER IN THE MIST ENTERS THE BATTLEFIELD, SURVEIL 2. (LOOK AT THE TOP TWO CARDS OF YOUR LIBRARY, THEN PUT ANY NUMBER OF THEM INTO YOUR GRAVEYARD AND THE REST ON TOP OF YOUR LIBRARY IN ANY ORDER.)** |  |
|  | [**WATCHER OF THE SPHERES**](https://magicarena.fandom.com/wiki/Watcher_of_the_Spheres)**WhiteBlue (2) CREATURE — BIRD WIZARD (2/2) FLYING**  **CREATURE SPELLS WITH FLYING YOU CAST COST  LESS TO CAST. WHENEVER ANOTHER CREATURE WITH FLYING ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, WATCHER OF THE SPHERES GETS +1/+1 UNTIL END OF TURN.** |  |
|  | [**WATCHFUL GIANT**](https://magicarena.fandom.com/wiki/Watchful_Giant)**White (6) CREATURE — GIANT SOLDIER (3/6) WHEN WATCHFUL GIANT ENTERS THE BATTLEFIELD, CREATE A 1/1 WHITE HUMAN CREATURE TOKEN.** |  |
|  | [**WATERKIN SHAMAN**](https://magicarena.fandom.com/wiki/Waterkin_Shaman)**Blue (2) CREATURE — ELEMENTAL SHAMAN (2/1) WHENEVER A CREATURE WITH FLYING ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, WATERKIN SHAMAN GETS +1/+1 UNTIL END OF TURN.** |  |
|  | [**WATERTRAP WEAVER**](https://magicarena.fandom.com/wiki/Watertrap_Weaver)**Blue (3) CREATURE — MERFOLK WIZARD (2/2) WHEN WATERTRAP WEAVER ENTERS THE BATTLEFIELD, TAP TARGET CREATURE AN OPPONENT CONTROLS. THAT CREATURE DOESN'T UNTAP DURING ITS CONTROLLER'S NEXT UNTAP STEP.** |  |
|  | [**WAVEBREAK HIPPOCAMP**](https://magicarena.fandom.com/wiki/Wavebreak_Hippocamp)**Blue (3) ENCHANTMENT CREATURE — HORSE FISH (2/2) WHENEVER YOU CAST YOUR FIRST SPELL DURING EACH OPPONENT'S TURN, DRAW A CARD.** |  |
|  | [**WAYWARD SWORDTOOTH**](https://magicarena.fandom.com/wiki/Wayward_Swordtooth)**Green (3) CREATURE — DINOSAUR (5/5) ASCEND (IF YOU CONTROL TEN OR MORE PERMANENTS, YOU GET THE CITY'S BLESSING FOR THE REST OF THE GAME.)**  **YOU MAY PLAY AN ADDITIONAL LAND ON EACH OF YOUR TURNS. WAYWARD SWORDTOOTH CAN'T ATTACK OR BLOCK UNLESS YOU HAVE THE CITY'S BLESSING.** |  |
|  | [**WEASELBACK REDCAP**](https://magicarena.fandom.com/wiki/Weaselback_Redcap)**Red (1) CREATURE — GOBLIN KNIGHT (1/1) Red: WEASELBACK REDCAP GETS +2/+0 UNTIL END OF TURN.** |  |
|  | [**WEAVER OF LIGHTNING**](https://magicarena.fandom.com/wiki/Weaver_of_Lightning)**Red (3) CREATURE — HUMAN SHAMAN (1/4) REACH**  **WHENEVER YOU CAST AN INSTANT OR SORCERY SPELL, WEAVER OF LIGHTNING DEALS 1 DAMAGE TO TARGET CREATURE AN OPPONENT CONTROLS.** |  |
|  | [**WEE DRAGONAUTS**](https://magicarena.fandom.com/wiki/Wee_Dragonauts)**BlueRed (3) CREATURE — FAERIE WIZARD (1/3) FLYING**  **WHENEVER YOU CAST AN INSTANT OR SORCERY SPELL, WEE DRAGONAUTS GETS +2/+0 UNTIL END OF TURN.** |  |
|  | [**WHISPER AGENT**](https://magicarena.fandom.com/wiki/Whisper_Agent)**(3) CREATURE — HUMAN ROGUE (3/2) FLASH**  **WHEN WHISPER AGENT ENTERS THE BATTLEFIELD, SURVEIL 1. (LOOK AT THE TOP CARD OF YOUR LIBRARY. YOU MAY PUT IT INTO YOUR GRAVEYARD.)** |  |
|  | [**WHISPER SQUAD**](https://magicarena.fandom.com/wiki/Whisper_Squad)**Black (1) CREATURE — HUMAN SOLDIER (1/1) Black: SEARCH YOUR LIBRARY FOR A CARD NAMED WHISPER SQUAD, PUT IT ONTO THE BATTLEFIELD TAPPED, THEN SHUFFLE YOUR LIBRARY.** |  |
|  | [**WHISPER, BLOOD LITURGIST**](https://magicarena.fandom.com/wiki/Whisper,_Blood_Liturgist)**Black (4) LEGENDARY CREATURE — HUMAN CLERIC (2/2) Tap, SACRIFICE TWO CREATURES: RETURN TARGET CREATURE CARD FROM YOUR GRAVEYARD TO THE BATTLEFIELD.** |  |
|  | [**WHISPERING SNITCH**](https://magicarena.fandom.com/wiki/Whispering_Snitch)**Black (2) CREATURE — VAMPIRE ROGUE (1/3) WHENEVER YOU SURVEIL FOR THE FIRST TIME EACH TURN, WHISPERING SNITCH DEALS 1 DAMAGE TO EACH OPPONENT AND YOU GAIN 1 LIFE.** |  |
|  | [**WICKED GUARDIAN**](https://magicarena.fandom.com/wiki/Wicked_Guardian)**Black (4) CREATURE — HUMAN NOBLE (4/2) WHEN WICKED GUARDIAN ENTERS THE BATTLEFIELD, YOU MAY HAVE IT DEAL 2 DAMAGE TO ANOTHER CREATURE YOU CONTROL. IF YOU DO, DRAW A CARD.** |  |
|  | [**WICKED WOLF**](https://magicarena.fandom.com/wiki/Wicked_Wolf)**GreenGreen (4) CREATURE — WOLF (3/3) WHEN WICKED WOLF ENTERS THE BATTLEFIELD, IT FIGHTS UP TO ONE TARGET CREATURE YOU DON'T CONTROL.**  **SACRIFICE A FOOD: PUT A +1/+1 COUNTER ON WICKED WOLF. IT GAINS INDESTRUCTIBLE UNTIL END OF TURN. TAP IT.** |  |
|  | [**WIGHT OF PRECINCT SIX**](https://magicarena.fandom.com/wiki/Wight_of_Precinct_Six)**Black (2) CREATURE — ZOMBIE (1/1) WIGHT OF PRECINCT SIX GETS +1/+1 FOR EACH CREATURE CARD IN YOUR OPPONENTS' GRAVEYARDS.** |  |
|  | [**WILD CERATOK**](https://magicarena.fandom.com/wiki/Wild_Ceratok)**Green (4) CREATURE — RHINO (4/3)** |  |
|  | [**WILDBORN PRESERVER**](https://magicarena.fandom.com/wiki/Wildborn_Preserver)**Green (2) CREATURE — ELF ARCHER (2/2) FLASH**  **REACH WHENEVER ANOTHER NON-HUMAN CREATURE ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, YOU MAY PAY . WHEN YOU DO, PUT X +1/+1 COUNTERS ON WILDBORN PRESERVER.** |  |
|  | [**WILDFIRE ELEMENTAL**](https://magicarena.fandom.com/wiki/Wildfire_Elemental)**RedRed (4) CREATURE — ELEMENTAL (3/3) WHENEVER AN OPPONENT IS DEALT NONCOMBAT DAMAGE, CREATURES YOU CONTROL GET +1/+0 UNTIL END OF TURN.** |  |
|  | [**WILDGROWTH WALKER**](https://magicarena.fandom.com/wiki/Wildgrowth_Walker)**Green (2) CREATURE — ELEMENTAL (1/3) WHENEVER A CREATURE YOU CONTROL EXPLORES, PUT A +1/+1 COUNTER ON WILDGROWTH WALKER AND YOU GAIN 3 LIFE.** |  |
|  | [**WILDHEART INVOKER**](https://magicarena.fandom.com/wiki/Wildheart_Invoker)**GreenGreen (4) CREATURE — ELF SHAMAN (4/3) : TARGET CREATURE GETS +5/+5 AND GAINS TRAMPLE UNTIL END OF TURN.** |  |
|  | [**WILDWOOD PATROL**](https://magicarena.fandom.com/wiki/Wildwood_Patrol)**Green (3) CREATURE — CENTAUR SCOUT (4/2) TRAMPLE (THIS CREATURE CAN DEAL EXCESS COMBAT DAMAGE TO THE PLAYER OR PLANESWALKER IT'S ATTACKING.)** |  |
|  | [**WILDWOOD SCOURGE**](https://magicarena.fandom.com/wiki/Wildwood_Scourge)**Green (1) CREATURE — HYDRA (0/0) WILDWOOD SCOURGE ENTERS THE BATTLEFIELD WITH X +1/+1 COUNTERS ON IT.**  **WHENEVER ONE OR MORE +1/+1 COUNTERS ARE PUT ON ANOTHER NON-HYDRA CREATURE YOU CONTROL, PUT A +1/+1 COUNTER ON WILDWOOD SCOURGE.** |  |
|  | [**WILDWOOD TRACKER**](https://magicarena.fandom.com/wiki/Wildwood_Tracker)**Green (1) CREATURE — ELF WARRIOR (1/1) WHENEVER WILDWOOD TRACKER ATTACKS OR BLOCKS, IF YOU CONTROL ANOTHER NON-HUMAN CREATURE, WILDWOOD TRACKER GETS +1/+1 UNTIL END OF TURN.** |  |
|  | [**WILY GOBLIN**](https://magicarena.fandom.com/wiki/Wily_Goblin)**RedRed (2) CREATURE — GOBLIN PIRATE (1/1) WHEN WILY GOBLIN ENTERS THE BATTLEFIELD, CREATE A TREASURE TOKEN. (IT'S AN ARTIFACT WITH "Tap, SACRIFICE THIS ARTIFACT: ADD ONE MANA OF ANY COLOR.")** |  |
|  | [**WIND STRIDER**](https://magicarena.fandom.com/wiki/Wind_Strider)**Blue (5) CREATURE — MERFOLK WIZARD (3/3) FLASH**  **FLYING** |  |
|  | [**WINDGRACE ACOLYTE**](https://magicarena.fandom.com/wiki/Windgrace_Acolyte)**Black (5) CREATURE — CAT WARRIOR (3/2) FLYING**  **WHEN WINDGRACE ACOLYTE ENTERS THE BATTLEFIELD, MILL THREE CARDS AND YOU GAIN 3 LIFE.** |  |
|  | [**WINDREADER SPHINX**](https://magicarena.fandom.com/wiki/Windreader_Sphinx)**BlueBlue (7) CREATURE — SPHINX (3/7) FLYING**  **WHENEVER A CREATURE WITH FLYING ATTACKS, YOU MAY DRAW A CARD.** |  |
|  | [**WINDSTORM DRAKE**](https://magicarena.fandom.com/wiki/Windstorm_Drake)**Blue (5) CREATURE — DRAKE (3/3) FLYING**  **OTHER CREATURES YOU CONTROL WITH FLYING GET +1/+0.** |  |
|  | [**WINGFOLD PTERON**](https://magicarena.fandom.com/wiki/Wingfold_Pteron)**Blue (6) CREATURE — DINOSAUR (3/6) WINGFOLD PTERON ENTERS THE BATTLEFIELD WITH YOUR CHOICE OF A FLYING COUNTER OR A HEXPROOF COUNTER ON IT. (A CREATURE WITH HEXPROOF CAN'T BE THE TARGET OF SPELLS OR ABILITIES YOUR OPPONENTS CONTROL.)** |  |
|  | [**WINGSPAN MENTOR**](https://magicarena.fandom.com/wiki/Wingspan_Mentor)**Blue (3) CREATURE — HUMAN WIZARD (1/3) WHEN WINGSPAN MENTOR ENTERS THE BATTLEFIELD, PUT A FLYING COUNTER ON TARGET NON-HUMAN CREATURE YOU CONTROL.**  **Blue, Tap: PUT A +1/+1 COUNTER ON EACH CREATURE YOU CONTROL WITH FLYING.** |  |
|  | [**WINOTA, JOINER OF FORCES**](https://magicarena.fandom.com/wiki/Winota,_Joiner_of_Forces)**RedWhite (4) LEGENDARY CREATURE — HUMAN WARRIOR (4/4) WHENEVER A NON-HUMAN CREATURE YOU CONTROL ATTACKS, LOOK AT THE TOP SIX CARDS OF YOUR LIBRARY. YOU MAY PUT A HUMAN CREATURE CARD FROM AMONG THEM ONTO THE BATTLEFIELD TAPPED AND ATTACKING. IT GAINS INDESTRUCTIBLE UNTIL END OF TURN. PUT THE REST OF THE CARDS ON THE BOTTOM OF YOUR LIBRARY IN A RANDOM ORDER.** |  |
|  | [**WINTERMOOR COMMANDER**](https://magicarena.fandom.com/wiki/Wintermoor_Commander)**WhiteBlack (2) CREATURE — HUMAN KNIGHT (2/\*) DEATHTOUCH**  **WINTERMOOR COMMANDER'S TOUGHNESS IS EQUAL TO THE NUMBER OF KNIGHTS YOU CONTROL. WHENEVER WINTERMOOR COMMANDER ATTACKS, ANOTHER TARGET KNIGHT YOU CONTROL GAINS INDESTRUCTIBLE UNTIL END OF TURN. (DAMAGE AND EFFECTS THAT SAY "DESTROY" DON'T DESTROY IT.)** |  |
|  | [**WISHCOIN CRAB**](https://magicarena.fandom.com/wiki/Wishcoin_Crab)**Blue (4) CREATURE — CRAB (2/5)** |  |
|  | [**WISHFUL MERFOLK**](https://magicarena.fandom.com/wiki/Wishful_Merfolk)**Blue (2) CREATURE — MERFOLK (3/2) DEFENDER**  **Blue: WISHFUL MERFOLK LOSES DEFENDER AND BECOMES A HUMAN UNTIL END OF TURN.** |  |
|  | [**WITCH OF THE MOORS**](https://magicarena.fandom.com/wiki/Witch_of_the_Moors)**BlackBlack (5) CREATURE — HUMAN WARLOCK (4/4) DEATHTOUCH**  **AT THE BEGINNING OF YOUR END STEP, IF YOU GAINED LIFE THIS TURN, EACH OPPONENT SACRIFICES A CREATURE AND YOU RETURN UP TO ONE TARGET CREATURE CARD FROM YOUR GRAVEYARD TO YOUR HAND.** |  |
|  | [**WITNESS OF TOMORROWS**](https://magicarena.fandom.com/wiki/Witness_of_Tomorrows)**Blue (5) ENCHANTMENT CREATURE — SPHINX (3/4) FLYING**  **Blue: SCRY 1.** |  |
|  | [**WOE STRIDER**](https://magicarena.fandom.com/wiki/Woe_Strider)**Black (3) CREATURE — HORROR (3/2) WHEN WOE STRIDER ENTERS THE BATTLEFIELD, CREATE A 0/1 WHITE GOAT CREATURE TOKEN.**  **SACRIFICE ANOTHER CREATURE: SCRY 1. ESCAPE—BlackBlack, EXILE FOUR OTHER CARDS FROM YOUR GRAVEYARD. (YOU MAY CAST THIS CARD FROM YOUR GRAVEYARD FOR ITS ESCAPE COST.) WOE STRIDER ESCAPES WITH TWO +1/+1 COUNTERS ON IT.** |  |
|  | [**WOJEK BODYGUARD**](https://magicarena.fandom.com/wiki/Wojek_Bodyguard)**Red (3) CREATURE — HUMAN SOLDIER (3/3) MENTOR (WHENEVER THIS CREATURE ATTACKS, PUT A +1/+1 COUNTER ON TARGET ATTACKING CREATURE WITH LESSER POWER.)**  **WOJEK BODYGUARD CAN'T ATTACK OR BLOCK ALONE.** |  |
|  | [**WOODBORN BEHEMOTH**](https://magicarena.fandom.com/wiki/Woodborn_Behemoth)**GreenGreen (5) CREATURE — ELEMENTAL (4/4) AS LONG AS YOU CONTROL EIGHT OR MORE LANDS, WOODBORN BEHEMOTH GETS +4/+4 AND HAS TRAMPLE. (IT CAN DEAL EXCESS COMBAT DAMAGE TO THE PLAYER OR PLANESWALKER IT'S ATTACKING.)** |  |
|  | [**WOODLAND CHAMPION**](https://magicarena.fandom.com/wiki/Woodland_Champion)**Green (2) CREATURE — ELF SCOUT (2/2) WHENEVER ONE OR MORE TOKENS ENTER THE BATTLEFIELD UNDER YOUR CONTROL, PUT THAT MANY +1/+1 COUNTERS ON WOODLAND CHAMPION.** |  |
|  | [**WOODLAND MYSTIC**](https://magicarena.fandom.com/wiki/Woodland_Mystic)**Green (2) CREATURE — ELF DRUID (1/1) Tap: ADD Green.** |  |
|  | [**WORKSHOP ELDERS**](https://magicarena.fandom.com/wiki/Workshop_Elders)**Blue (7) CREATURE — HUMAN ARTIFICER (4/4) ARTIFACT CREATURES YOU CONTROL HAVE FLYING.**  **AT THE BEGINNING OF COMBAT ON YOUR TURN, YOU MAY HAVE TARGET NONCREATURE ARTIFACT YOU CONTROL BECOME A 0/0 ARTIFACT CREATURE. IF YOU DO, PUT FOUR +1/+1 COUNTERS ON IT.** |  |
|  | [**WORLD SHAPER**](https://magicarena.fandom.com/wiki/World_Shaper)**Green (4) CREATURE — MERFOLK SHAMAN (3/3) WHENEVER WORLD SHAPER ATTACKS, YOU MAY MILL THREE CARDS.**  **WHEN WORLD SHAPER DIES, RETURN ALL LAND CARDS FROM YOUR GRAVEYARD TO THE BATTLEFIELD TAPPED.** |  |
|  | [**WORLDSOUL COLOSSUS**](https://magicarena.fandom.com/wiki/Worldsoul_Colossus)**GreenWhite (2) CREATURE — ELEMENTAL (0/0) CONVOKE (YOUR CREATURES CAN HELP CAST THIS SPELL. EACH CREATURE YOU TAP WHILE CASTING THIS SPELL PAYS FOR  OR ONE MANA OF THAT CREATURE'S COLOR.)**  **WORLDSOUL COLOSSUS ENTERS THE BATTLEFIELD WITH X +1/+1 COUNTERS ON IT.** |  |
|  | [**WORTHY KNIGHT**](https://magicarena.fandom.com/wiki/Worthy_Knight)**White (2) CREATURE — HUMAN KNIGHT (2/2) WHENEVER YOU CAST A KNIGHT SPELL, CREATE A 1/1 WHITE HUMAN CREATURE TOKEN.** |  |
|  | [**WRECKING BEAST**](https://magicarena.fandom.com/wiki/Wrecking_Beast)**GreenGreen (7) CREATURE — BEAST (6/6) RIOT (THIS CREATURE ENTERS THE BATTLEFIELD WITH YOUR CHOICE OF A +1/+1 COUNTER OR HASTE.)**  **TRAMPLE** |  |
|  | [**WREN'S RUN VANQUISHER**](https://magicarena.fandom.com/wiki/Wren%27s_Run_Vanquisher)**Green (2) CREATURE — ELF WARRIOR (3/3) AS AN ADDITIONAL COST TO CAST THIS SPELL, REVEAL AN ELF CARD FROM YOUR HAND OR PAY .**  **DEATHTOUCH (ANY AMOUNT OF DAMAGE THIS DEALS TO A CREATURE IS ENOUGH TO DESTROY IT.)** |  |
|  | [**YANLING'S HARBINGER**](https://magicarena.fandom.com/wiki/Yanling%27s_Harbinger)**BlueBlue (5) CREATURE — BIRD (2/4) FLYING**  **WHEN YANLING'S HARBINGER ENTERS THE BATTLEFIELD, YOU MAY SEARCH YOUR LIBRARY AND/OR GRAVEYARD FOR A CARD NAMED MU YANLING, CELESTIAL WIND, REVEAL IT, AND PUT IT INTO YOUR HAND. IF YOU SEARCH YOUR LIBRARY THIS WAY, SHUFFLE IT.** |  |
|  | [**YARGLE, GLUTTON OF URBORG**](https://magicarena.fandom.com/wiki/Yargle,_Glutton_of_Urborg)**Black (5) LEGENDARY CREATURE — FROG SPIRIT (9/3)** |  |
|  | [**YAROK, THE DESECRATED**](https://magicarena.fandom.com/wiki/Yarok,_the_Desecrated)**BlackGreenBlue (5) LEGENDARY CREATURE — ELEMENTAL HORROR (3/5) DEATHTOUCH, LIFELINK**  **IF A PERMANENT ENTERING THE BATTLEFIELD CAUSES A TRIGGERED ABILITY OF A PERMANENT YOU CONTROL TO TRIGGER, THAT ABILITY TRIGGERS AN ADDITIONAL TIME.** |  |
|  | [**YAROK'S FENLURKER**](https://magicarena.fandom.com/wiki/Yarok%27s_Fenlurker)**BlackBlack (2) CREATURE — HORROR (1/1) WHEN YAROK'S FENLURKER ENTERS THE BATTLEFIELD, EACH OPPONENT EXILES A CARD FROM THEIR HAND.**  **Black: YAROK'S FENLURKER GETS +1/+1 UNTIL END OF TURN.** |  |
|  | [**YAROK'S WAVECRASHER**](https://magicarena.fandom.com/wiki/Yarok%27s_Wavecrasher)**Blue (4) CREATURE — ELEMENTAL (4/4) WHEN YAROK'S WAVECRASHER ENTERS THE BATTLEFIELD, RETURN ANOTHER CREATURE YOU CONTROL TO ITS OWNER'S HAND.** |  |
|  | [**YAVIMAYA SAPHERD**](https://magicarena.fandom.com/wiki/Yavimaya_Sapherd)**Green (3) CREATURE — FUNGUS (2/2) WHEN YAVIMAYA SAPHERD ENTERS THE BATTLEFIELD, CREATE A 1/1 GREEN SAPROLING CREATURE TOKEN.** |  |
|  | [**YIDARO, WANDERING MONSTER**](https://magicarena.fandom.com/wiki/Yidaro,_Wandering_Monster)**RedRed (7) LEGENDARY CREATURE — DINOSAUR TURTLE (8/8) TRAMPLE, HASTE**  **CYCLING Red WHEN YOU CYCLE YIDARO, WANDERING MONSTER, SHUFFLE IT INTO YOUR LIBRARY FROM YOUR GRAVEYARD. IF YOU'VE CYCLED A CARD NAMED YIDARO, WANDERING MONSTER FOUR OR MORE TIMES THIS GAME, PUT IT ONTO THE BATTLEFIELD FROM YOUR GRAVEYARD INSTEAD. (DO THIS BEFORE YOU DRAW.)** |  |
|  | [**YOKED OX**](https://magicarena.fandom.com/wiki/Yoked_Ox)**White (1) CREATURE — OX (0/4)** |  |
|  | [**YORION, SKY NOMAD**](https://magicarena.fandom.com/wiki/Yorion,_Sky_Nomad)**(5) LEGENDARY CREATURE — BIRD SERPENT (4/5) COMPANION — YOUR STARTING DECK CONTAINS AT LEAST TWENTY CARDS MORE THAN THE MINIMUM DECK SIZE. (IF THIS CARD IS YOUR CHOSEN COMPANION, YOU MAY PUT IT INTO YOUR HAND FROM OUTSIDE THE GAME FOR  ANY TIME YOU COULD CAST A SORCERY.)**  **FLYING WHEN YORION ENTERS THE BATTLEFIELD, EXILE ANY NUMBER OF OTHER NONLAND PERMANENTS YOU OWN AND CONTROL. RETURN THOSE CARDS TO THE BATTLEFIELD AT THE BEGINNING OF THE NEXT END STEP.** |  |
|  | [**YORVO, LORD OF GARENBRIG**](https://magicarena.fandom.com/wiki/Yorvo,_Lord_of_Garenbrig)**GreenGreenGreen (3) LEGENDARY CREATURE — GIANT NOBLE (0/0) YORVO, LORD OF GARENBRIG ENTERS THE BATTLEFIELD WITH FOUR +1/+1 COUNTERS ON IT.**  **WHENEVER ANOTHER GREEN CREATURE ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, PUT A +1/+1 COUNTER ON YORVO. THEN IF THAT CREATURE'S POWER IS GREATER THAN YORVO'S POWER, PUT ANOTHER +1/+1 COUNTER ON YORVO.** |  |
|  | [**YOUNG PYROMANCER**](https://magicarena.fandom.com/wiki/Young_Pyromancer)**Red (2) CREATURE — HUMAN SHAMAN (2/1) WHENEVER YOU CAST AN INSTANT OR SORCERY SPELL, CREATE A 1/1 RED ELEMENTAL CREATURE TOKEN.** |  |
|  | [**YOUTHFUL KNIGHT**](https://magicarena.fandom.com/wiki/Youthful_Knight)**White (2) CREATURE — HUMAN KNIGHT (2/1) FIRST STRIKE** |  |
|  | [**ZACAMA, PRIMAL CALAMITY**](https://magicarena.fandom.com/wiki/Zacama,_Primal_Calamity)**RedGreenWhite (9) LEGENDARY CREATURE — ELDER DINOSAUR (9/9) VIGILANCE, REACH, TRAMPLE**  **WHEN ZACAMA, PRIMAL CALAMITY ENTERS THE BATTLEFIELD, IF YOU CAST IT, UNTAP ALL LANDS YOU CONTROL. Red: ZACAMA DEALS 3 DAMAGE TO TARGET CREATURE. Green: DESTROY TARGET ARTIFACT OR ENCHANTMENT. White: YOU GAIN 3 LIFE.** |  |
|  | [**ZAGOTH MAMBA**](https://magicarena.fandom.com/wiki/Zagoth_Mamba)**Black (1) CREATURE — NIGHTMARE SNAKE (1/1) WHENEVER THIS CREATURE MUTATES, TARGET CREATURE AN OPPONENT CONTROLS GETS -2/-2 UNTIL END OF TURN.** |  |
|  | [**ZAHID, DJINN OF THE LAMP**](https://magicarena.fandom.com/wiki/Zahid,_Djinn_of_the_Lamp)**BlueBlue (6) LEGENDARY CREATURE — DJINN (5/6) YOU MAY PAY Blue AND TAP AN UNTAPPED ARTIFACT YOU CONTROL RATHER THAN PAY THIS SPELL'S MANA COST.**  **FLYING** |  |
|  | [**ZEGANA, UTOPIAN SPEAKER**](https://magicarena.fandom.com/wiki/Zegana,_Utopian_Speaker)**GreenBlue (4) LEGENDARY CREATURE — MERFOLK WIZARD (4/4) WHEN ZEGANA, UTOPIAN SPEAKER ENTERS THE BATTLEFIELD, IF YOU CONTROL ANOTHER CREATURE WITH A +1/+1 COUNTER ON IT, DRAW A CARD.**  **GreenBlue: ADAPT 4. (IF THIS CREATURE HAS NO +1/+1 COUNTERS ON IT, PUT FOUR +1/+1 COUNTERS ON IT.) EACH CREATURE YOU CONTROL WITH A +1/+1 COUNTER ON IT HAS TRAMPLE.** |  |
|  | [**ZEPHYR GULL**](https://magicarena.fandom.com/wiki/Zephyr_Gull)**Blue (1) CREATURE — BIRD (1/1) FLYING** |  |
|  | [**ZETALPA, PRIMAL DAWN**](https://magicarena.fandom.com/wiki/Zetalpa,_Primal_Dawn)**WhiteWhite (8) LEGENDARY CREATURE — ELDER DINOSAUR (4/8) FLYING, DOUBLE STRIKE, VIGILANCE, TRAMPLE, INDESTRUCTIBLE** |  |
|  | [**ZHUR-TAA GOBLIN**](https://magicarena.fandom.com/wiki/Zhur-Taa_Goblin)**RedGreen (2) CREATURE — GOBLIN BERSERKER (2/2) RIOT (THIS CREATURE ENTERS THE BATTLEFIELD WITH YOUR CHOICE OF A +1/+1 COUNTER OR HASTE.)** |  |
|  | [**ZILORTHA, STRENGTH INCARNATE**](https://magicarena.fandom.com/wiki/Zilortha,_Strength_Incarnate)**RedGreen (5) LEGENDARY CREATURE — DINOSAUR (7/3) TRAMPLE**  **LETHAL DAMAGE DEALT TO CREATURES YOU CONTROL IS DETERMINED BY THEIR POWER RATHER THAN THEIR TOUGHNESS.** |  |
|  | [**ZIRDA, THE DAWNWAKER**](https://magicarena.fandom.com/wiki/Zirda,_the_Dawnwaker)**(3) LEGENDARY CREATURE — ELEMENTAL FOX (3/3) COMPANION — EACH PERMANENT CARD IN YOUR STARTING DECK HAS AN ACTIVATED ABILITY. (IF THIS CARD IS YOUR CHOSEN COMPANION, YOU MAY PUT IT INTO YOUR HAND FROM OUTSIDE THE GAME FOR  ANY TIME YOU COULD CAST A SORCERY.)**  **ABILITIES YOU ACTIVATE THAT AREN'T MANA ABILITIES COST  LESS TO ACTIVATE. THIS EFFECT CAN'T REDUCE THE MANA IN THAT COST TO LESS THAN ONE MANA. , Tap: TARGET CREATURE CAN'T BLOCK THIS TURN.** |  |
|  | [**ZURZOTH, CHAOS RIDER**](https://magicarena.fandom.com/wiki/Zurzoth,_Chaos_Rider)**(3) LEGENDARY CREATURE — DEVIL (2/3) WHENEVER AN OPPONENT DRAWS THEIR FIRST CARD EACH TURN, IF IT'S NOT THEIR TURN, YOU CREATE A 1/1 RED DEVIL CREATURE TOKEN WITH "WHEN THIS CREATURE DIES, IT DEALS 1 DAMAGE TO ANY TARGET."**  **WHENEVER ONE OR MORE DEVILS YOU CONTROL ATTACK ONE OR MORE PLAYERS, YOU AND THOSE PLAYERS EACH DRAW A CARD, THEN DISCARD A CARD AT RANDOM.** |  |

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| |  |  |  | | --- | --- | --- | | **149 LAND MAGIC DECK CARDS** | | | |  | [**ADANTO, THE FIRST FORT**](https://magicarena.fandom.com/wiki/Adanto,_the_First_Fort)**(1) LEGENDARY LAND (TRANSFORMS FROM LEGION'S LANDING.)**  **Tap: ADD White. White, Tap: CREATE A 1/1 WHITE VAMPIRE CREATURE TOKEN WITH LIFELINK.** |  | |  | [**ANCIENT ZIGGURAT**](https://magicarena.fandom.com/wiki/Ancient_Ziggurat)**(0) LAND Tap: ADD ONE MANA OF ANY COLOR. SPEND THIS MANA ONLY TO CAST A CREATURE SPELL.** |  | |  | [**ANIMAL SANCTUARY**](https://magicarena.fandom.com/wiki/Animal_Sanctuary)**(0) LAND Tap: ADD .**  **, Tap: PUT A +1/+1 COUNTER ON TARGET BIRD, CAT, DOG, GOAT, OX, OR SNAKE.** |  | |  | [**ARCH OF ORAZCA**](https://magicarena.fandom.com/wiki/Arch_of_Orazca)**(0) LAND ASCEND (IF YOU CONTROL TEN OR MORE PERMANENTS, YOU GET THE CITY'S BLESSING FOR THE REST OF THE GAME.)**  **Tap: ADD . , Tap: DRAW A CARD. ACTIVATE THIS ABILITY ONLY IF YOU HAVE THE CITY'S BLESSING.** |  | |  | [**ATZAL, CAVE OF ETERNITY**](https://magicarena.fandom.com/wiki/Atzal,_Cave_of_Eternity)**(3) LEGENDARY LAND (TRANSFORMS FROM JOURNEY TO ETERNITY.)**  **Tap: ADD ONE MANA OF ANY COLOR. BlackGreen, Tap: RETURN TARGET CREATURE CARD FROM YOUR GRAVEYARD TO THE BATTLEFIELD.** |  | |  | [**AZCANTA, THE SUNKEN RUIN**](https://magicarena.fandom.com/wiki/Azcanta,_the_Sunken_Ruin)**(2) LEGENDARY LAND (TRANSFORMS FROM SEARCH FOR AZCANTA.)**  **Tap: ADD Blue. Blue, Tap: LOOK AT THE TOP FOUR CARDS OF YOUR LIBRARY. YOU MAY REVEAL A NONCREATURE, NONLAND CARD FROM AMONG THEM AND PUT IT INTO YOUR HAND. PUT THE REST ON THE BOTTOM OF YOUR LIBRARY IN ANY ORDER.** |  | |  | [**AZORIUS GUILDGATE**](https://magicarena.fandom.com/wiki/Azorius_Guildgate)**(0) LAND — GATE AZORIUS GUILDGATE ENTERS THE BATTLEFIELD TAPPED.**  **Tap: ADD White OR Blue.** |  | |  | [**BARREN MOOR**](https://magicarena.fandom.com/wiki/Barren_Moor)**(0) LAND BARREN MOOR ENTERS THE BATTLEFIELD TAPPED.**  **Tap: ADD Black. CYCLING Black (Black, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**BLAST ZONE**](https://magicarena.fandom.com/wiki/Blast_Zone)**(0) LAND BLAST ZONE ENTERS THE BATTLEFIELD WITH A CHARGE COUNTER ON IT.**  **Tap: ADD . , Tap: PUT X CHARGE COUNTERS ON BLAST ZONE. , Tap, SACRIFICE BLAST ZONE: DESTROY EACH NONLAND PERMANENT WITH CONVERTED MANA COST EQUAL TO THE NUMBER OF CHARGE COUNTERS ON BLAST ZONE.** |  | |  | [**BLOOD CRYPT**](https://magicarena.fandom.com/wiki/Blood_Crypt)**(0) LAND — SWAMP MOUNTAIN (Tap: ADD Black OR Red.)**  **AS BLOOD CRYPT ENTERS THE BATTLEFIELD, YOU MAY PAY 2 LIFE. IF YOU DON'T, IT ENTERS THE BATTLEFIELD TAPPED.** |  | |  | [**BLOODFELL CAVES**](https://magicarena.fandom.com/wiki/Bloodfell_Caves)**(0) LAND BLOODFELL CAVES ENTERS THE BATTLEFIELD TAPPED.**  **WHEN BLOODFELL CAVES ENTERS THE BATTLEFIELD, YOU GAIN 1 LIFE. Tap: ADD Black OR Red.** |  | |  | [**BLOSSOMING SANDS**](https://magicarena.fandom.com/wiki/Blossoming_Sands)**(0) LAND BLOSSOMING SANDS ENTERS THE BATTLEFIELD TAPPED.**  **WHEN BLOSSOMING SANDS ENTERS THE BATTLEFIELD, YOU GAIN 1 LIFE. Tap: ADD Green OR White.** |  | |  | [**BOJUKA BOG**](https://magicarena.fandom.com/wiki/Bojuka_Bog)**(0) LAND BOJUKA BOG ENTERS THE BATTLEFIELD TAPPED.**  **WHEN BOJUKA BOG ENTERS THE BATTLEFIELD, EXILE ALL CARDS FROM TARGET PLAYER'S GRAVEYARD. Tap: ADD Black.** |  | |  | [**BONDERS' ENCLAVE**](https://magicarena.fandom.com/wiki/Bonders%27_Enclave)**(0) LAND Tap: ADD .**  **, Tap: DRAW A CARD. ACTIVATE THIS ABILITY ONLY IF YOU CONTROL A CREATURE WITH POWER 4 OR GREATER.** |  | |  | [**BOROS GUILDGATE**](https://magicarena.fandom.com/wiki/Boros_Guildgate)**(0) LAND — GATE BOROS GUILDGATE ENTERS THE BATTLEFIELD TAPPED.**  **Tap: ADD Red OR White.** |  | |  | [**BREEDING POOL**](https://magicarena.fandom.com/wiki/Breeding_Pool)**(0) LAND — FOREST ISLAND (Tap: ADD Green OR Blue.)**  **AS BREEDING POOL ENTERS THE BATTLEFIELD, YOU MAY PAY 2 LIFE. IF YOU DON'T, IT ENTERS THE BATTLEFIELD TAPPED.** |  | |  | [**BURIED RUIN**](https://magicarena.fandom.com/wiki/Buried_Ruin)**(0) LAND Tap: ADD .**  **, Tap, SACRIFICE BURIED RUIN: RETURN TARGET ARTIFACT CARD FROM YOUR GRAVEYARD TO YOUR HAND.** |  | |  | [**CABAL STRONGHOLD**](https://magicarena.fandom.com/wiki/Cabal_Stronghold)**(0) LAND Tap: ADD .**  **, Tap: ADD Black FOR EACH BASIC SWAMP YOU CONTROL.** |  | |  | [**CASTLE ARDENVALE**](https://magicarena.fandom.com/wiki/Castle_Ardenvale)**(0) LAND CASTLE ARDENVALE ENTERS THE BATTLEFIELD TAPPED UNLESS YOU CONTROL A PLAINS.**  **Tap: ADD White. WhiteWhite, Tap: CREATE A 1/1 WHITE HUMAN CREATURE TOKEN.** |  | |  | [**CASTLE EMBERETH**](https://magicarena.fandom.com/wiki/Castle_Embereth)**(0) LAND CASTLE EMBERETH ENTERS THE BATTLEFIELD TAPPED UNLESS YOU CONTROL A MOUNTAIN.**  **Tap: ADD Red. RedRed, Tap: CREATURES YOU CONTROL GET +1/+0 UNTIL END OF TURN.** |  | |  | [**CASTLE GARENBRIG**](https://magicarena.fandom.com/wiki/Castle_Garenbrig)**(0) LAND CASTLE GARENBRIG ENTERS THE BATTLEFIELD TAPPED UNLESS YOU CONTROL A FOREST.**  **Tap: ADD Green. GreenGreen, Tap: ADD SIX Green. SPEND THIS MANA ONLY TO CAST CREATURE SPELLS OR ACTIVATE ABILITIES OF CREATURES.** |  | |  | [**CASTLE LOCTHWAIN**](https://magicarena.fandom.com/wiki/Castle_Locthwain)**(0) LAND CASTLE LOCTHWAIN ENTERS THE BATTLEFIELD TAPPED UNLESS YOU CONTROL A SWAMP.**  **Tap: ADD Black. BlackBlack, Tap: DRAW A CARD, THEN YOU LOSE LIFE EQUAL TO THE NUMBER OF CARDS IN YOUR HAND.** |  | |  | [**CASTLE VANTRESS**](https://magicarena.fandom.com/wiki/Castle_Vantress)**(0) LAND CASTLE VANTRESS ENTERS THE BATTLEFIELD TAPPED UNLESS YOU CONTROL AN ISLAND.**  **Tap: ADD Blue. BlueBlue, Tap: SCRY 2.** |  | |  | [**CINDER BARRENS**](https://magicarena.fandom.com/wiki/Cinder_Barrens)**(0) LAND CINDER BARRENS ENTERS THE BATTLEFIELD TAPPED.**  **Tap: ADD Black OR Red.** |  | |  | [**CLIFFTOP RETREAT**](https://magicarena.fandom.com/wiki/Clifftop_Retreat)**(0) LAND CLIFFTOP RETREAT ENTERS THE BATTLEFIELD TAPPED UNLESS YOU CONTROL A MOUNTAIN OR A PLAINS.**  **Tap: ADD Red OR White.** |  | |  | [**COMMAND TOWER**](https://magicarena.fandom.com/wiki/Command_Tower)**(0) LAND Tap: ADD ONE MANA OF ANY COLOR IN YOUR COMMANDER'S COLOR IDENTITY.** |  | |  | [**CONQUEROR'S FOOTHOLD**](https://magicarena.fandom.com/wiki/Conqueror%27s_Foothold)**(4) LAND (TRANSFORMS FROM CONQUEROR'S GALLEON.)**  **Tap: ADD . , Tap: DRAW A CARD, THEN DISCARD A CARD. , Tap: DRAW A CARD. , Tap: RETURN TARGET CARD FROM YOUR GRAVEYARD TO YOUR HAND.** |  | |  | [**CRYPTIC CAVES**](https://magicarena.fandom.com/wiki/Cryptic_Caves)**(0) LAND Tap: ADD .**  **, Tap, SACRIFICE CRYPTIC CAVES: DRAW A CARD. ACTIVATE THIS ABILITY ONLY IF YOU CONTROL FIVE OR MORE LANDS.** |  | |  | [**DETECTION TOWER**](https://magicarena.fandom.com/wiki/Detection_Tower)**(0) LAND Tap: ADD .**  **, Tap: UNTIL END OF TURN, YOUR OPPONENTS AND CREATURES YOUR OPPONENTS CONTROL WITH HEXPROOF CAN BE THE TARGETS OF SPELLS AND ABILITIES YOU CONTROL AS THOUGH THEY DIDN'T HAVE HEXPROOF.** |  | |  | [**DIMIR GUILDGATE**](https://magicarena.fandom.com/wiki/Dimir_Guildgate)**(0) LAND — GATE DIMIR GUILDGATE ENTERS THE BATTLEFIELD TAPPED.**  **Tap: ADD Blue OR Black.** |  | |  | [**DISMAL BACKWATER**](https://magicarena.fandom.com/wiki/Dismal_Backwater)**(0) LAND DISMAL BACKWATER ENTERS THE BATTLEFIELD TAPPED.**  **WHEN DISMAL BACKWATER ENTERS THE BATTLEFIELD, YOU GAIN 1 LIFE. Tap: ADD Blue OR Black.** |  | |  | [**DRAGONSKULL SUMMIT**](https://magicarena.fandom.com/wiki/Dragonskull_Summit)**(0) LAND DRAGONSKULL SUMMIT ENTERS THE BATTLEFIELD TAPPED UNLESS YOU CONTROL A SWAMP OR A MOUNTAIN.**  **Tap: ADD Black OR Red.** |  | |  | [**DROWNED CATACOMB**](https://magicarena.fandom.com/wiki/Drowned_Catacomb)**(0) LAND DROWNED CATACOMB ENTERS THE BATTLEFIELD TAPPED UNLESS YOU CONTROL AN ISLAND OR A SWAMP.**  **Tap: ADD Blue OR Black.** |  | |  | [**DWARVEN MINE**](https://magicarena.fandom.com/wiki/Dwarven_Mine)**(0) LAND — MOUNTAIN (Tap: ADD Red.)**  **DWARVEN MINE ENTERS THE BATTLEFIELD TAPPED UNLESS YOU CONTROL THREE OR MORE OTHER MOUNTAINS. WHEN DWARVEN MINE ENTERS THE BATTLEFIELD UNTAPPED, CREATE A 1/1 RED DWARF CREATURE TOKEN.** |  | |  | [**EMERGENCE ZONE**](https://magicarena.fandom.com/wiki/Emergence_Zone)**(0) LAND Tap: ADD .**  **, Tap, SACRIFICE EMERGENCE ZONE: YOU MAY CAST SPELLS THIS TURN AS THOUGH THEY HAD FLASH.** |  | |  | [**EVOLVING WILDS**](https://magicarena.fandom.com/wiki/Evolving_Wilds)**(0) LAND Tap, SACRIFICE EVOLVING WILDS: SEARCH YOUR LIBRARY FOR A BASIC LAND CARD, PUT IT ONTO THE BATTLEFIELD TAPPED, THEN SHUFFLE YOUR LIBRARY.** |  | |  | [**FABLED PASSAGE**](https://magicarena.fandom.com/wiki/Fabled_Passage)**(0) LAND Tap, SACRIFICE FABLED PASSAGE: SEARCH YOUR LIBRARY FOR A BASIC LAND CARD, PUT IT ONTO THE BATTLEFIELD TAPPED, THEN SHUFFLE YOUR LIBRARY. THEN IF YOU CONTROL FOUR OR MORE LANDS, UNTAP THAT LAND.** |  | |  | [**FIELD OF RUIN**](https://magicarena.fandom.com/wiki/Field_of_Ruin)**(0) LAND Tap: ADD .**  **, Tap, SACRIFICE FIELD OF RUIN: DESTROY TARGET NONBASIC LAND AN OPPONENT CONTROLS. EACH PLAYER SEARCHES THEIR LIBRARY FOR A BASIC LAND CARD, PUTS IT ONTO THE BATTLEFIELD, THEN SHUFFLES THEIR LIBRARY.** |  | |  | [**FIELD OF THE DEAD**](https://magicarena.fandom.com/wiki/Field_of_the_Dead)**(0) LAND FIELD OF THE DEAD ENTERS THE BATTLEFIELD TAPPED.**  **Tap: ADD . WHENEVER FIELD OF THE DEAD OR ANOTHER LAND ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, IF YOU CONTROL SEVEN OR MORE LANDS WITH DIFFERENT NAMES, CREATE A 2/2 BLACK ZOMBIE CREATURE TOKEN.** |  | |  | [**FOREST**](https://magicarena.fandom.com/wiki/Forest)**(0) BASIC LAND — FOREST** |  | |  | [**FORGOTTEN CAVE**](https://magicarena.fandom.com/wiki/Forgotten_Cave)**(0) LAND FORGOTTEN CAVE ENTERS THE BATTLEFIELD TAPPED.**  **Tap: ADD Red. CYCLING Red (Red, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**FORSAKEN SANCTUARY**](https://magicarena.fandom.com/wiki/Forsaken_Sanctuary)**(0) LAND FORSAKEN SANCTUARY ENTERS THE BATTLEFIELD TAPPED.**  **Tap: ADD White OR Black.** |  | |  | [**FOUL ORCHARD**](https://magicarena.fandom.com/wiki/Foul_Orchard)**(0) LAND FOUL ORCHARD ENTERS THE BATTLEFIELD TAPPED.**  **Tap: ADD Black OR Green.** |  | |  | [**GATEWAY PLAZA**](https://magicarena.fandom.com/wiki/Gateway_Plaza)**(0) LAND — GATE GATEWAY PLAZA ENTERS THE BATTLEFIELD TAPPED.**  **WHEN GATEWAY PLAZA ENTERS THE BATTLEFIELD, SACRIFICE IT UNLESS YOU PAY . Tap: ADD ONE MANA OF ANY COLOR.** |  | |  | [**GHOST QUARTER**](https://magicarena.fandom.com/wiki/Ghost_Quarter)**(0) LAND Tap: ADD .**  **Tap, SACRIFICE GHOST QUARTER: DESTROY TARGET LAND. ITS CONTROLLER MAY SEARCH THEIR LIBRARY FOR A BASIC LAND CARD, PUT IT ONTO THE BATTLEFIELD, THEN SHUFFLE THEIR LIBRARY.** |  | |  | [**GINGERBREAD CABIN**](https://magicarena.fandom.com/wiki/Gingerbread_Cabin)**(0) LAND — FOREST (Tap: ADD Green.)**  **GINGERBREAD CABIN ENTERS THE BATTLEFIELD TAPPED UNLESS YOU CONTROL THREE OR MORE OTHER FORESTS. WHEN GINGERBREAD CABIN ENTERS THE BATTLEFIELD UNTAPPED, CREATE A FOOD TOKEN. (IT'S AN ARTIFACT WITH ", Tap, SACRIFICE THIS ARTIFACT: YOU GAIN 3 LIFE.")** |  | |  | [**GLACIAL FORTRESS**](https://magicarena.fandom.com/wiki/Glacial_Fortress)**(0) LAND GLACIAL FORTRESS ENTERS THE BATTLEFIELD TAPPED UNLESS YOU CONTROL A PLAINS OR AN ISLAND.**  **Tap: ADD White OR Blue.** |  | |  | [**GODLESS SHRINE**](https://magicarena.fandom.com/wiki/Godless_Shrine)**(0) LAND — PLAINS SWAMP (Tap: ADD White OR Black.)**  **AS GODLESS SHRINE ENTERS THE BATTLEFIELD, YOU MAY PAY 2 LIFE. IF YOU DON'T, IT ENTERS THE BATTLEFIELD TAPPED.** |  | |  | [**GOLD-FORGE GARRISON**](https://magicarena.fandom.com/wiki/Gold-Forge_Garrison)**(4) LAND (TRANSFORMS FROM GOLDEN GUARDIAN.)**  **Tap: ADD TWO MANA OF ANY ONE COLOR. , Tap: CREATE A 4/4 COLORLESS GOLEM ARTIFACT CREATURE TOKEN.** |  | |  | [**GOLGARI GUILDGATE**](https://magicarena.fandom.com/wiki/Golgari_Guildgate)**(0) LAND — GATE GOLGARI GUILDGATE ENTERS THE BATTLEFIELD TAPPED.**  **Tap: ADD Black OR Green.** |  | |  | [**GRUUL GUILDGATE**](https://magicarena.fandom.com/wiki/Gruul_Guildgate)**(0) LAND — GATE GRUUL GUILDGATE ENTERS THE BATTLEFIELD TAPPED.**  **Tap: ADD Red OR Green.** |  | |  | [**GUILDMAGES' FORUM**](https://magicarena.fandom.com/wiki/Guildmages%27_Forum)**(0) LAND Tap: ADD .**  **, Tap: ADD ONE MANA OF ANY COLOR. IF THAT MANA IS SPENT ON A MULTICOLORED CREATURE SPELL, THAT CREATURE ENTERS THE BATTLEFIELD WITH AN ADDITIONAL +1/+1 COUNTER ON IT.** |  | |  | [**HALLOWED FOUNTAIN**](https://magicarena.fandom.com/wiki/Hallowed_Fountain)**(0) LAND — PLAINS ISLAND (Tap: ADD White OR Blue.)**  **AS HALLOWED FOUNTAIN ENTERS THE BATTLEFIELD, YOU MAY PAY 2 LIFE. IF YOU DON'T, IT ENTERS THE BATTLEFIELD TAPPED.** |  | |  | [**HIGHLAND LAKE**](https://magicarena.fandom.com/wiki/Highland_Lake)**(0) LAND HIGHLAND LAKE ENTERS THE BATTLEFIELD TAPPED.**  **Tap: ADD Blue OR Red.** |  | |  | [**HINTERLAND HARBOR**](https://magicarena.fandom.com/wiki/Hinterland_Harbor)**(0) LAND HINTERLAND HARBOR ENTERS THE BATTLEFIELD TAPPED UNLESS YOU CONTROL A FOREST OR AN ISLAND.**  **Tap: ADD Green OR Blue.** |  | |  | [**IDYLLIC GRANGE**](https://magicarena.fandom.com/wiki/Idyllic_Grange)**(0) LAND — PLAINS (Tap: ADD White.)**  **IDYLLIC GRANGE ENTERS THE BATTLEFIELD TAPPED UNLESS YOU CONTROL THREE OR MORE OTHER PLAINS. WHEN IDYLLIC GRANGE ENTERS THE BATTLEFIELD UNTAPPED, PUT A +1/+1 COUNTER ON TARGET CREATURE YOU CONTROL.** |  | |  | [**INDATHA TRIOME**](https://magicarena.fandom.com/wiki/Indatha_Triome)**(0) LAND — PLAINS SWAMP FOREST (Tap: ADD White, Black, OR Green.)**  **INDATHA TRIOME ENTERS THE BATTLEFIELD TAPPED. CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**INTERPLANAR BEACON**](https://magicarena.fandom.com/wiki/Interplanar_Beacon)**(0) LAND WHENEVER YOU CAST A PLANESWALKER SPELL, YOU GAIN 1 LIFE.**  **Tap: ADD . , Tap: ADD TWO MANA OF DIFFERENT COLORS. SPEND THIS MANA ONLY TO CAST PLANESWALKER SPELLS.** |  | |  | [**ISLAND**](https://magicarena.fandom.com/wiki/Island)**(0) BASIC LAND — ISLAND** |  | |  | [**ISOLATED CHAPEL**](https://magicarena.fandom.com/wiki/Isolated_Chapel)**(0) LAND ISOLATED CHAPEL ENTERS THE BATTLEFIELD TAPPED UNLESS YOU CONTROL A PLAINS OR A SWAMP.**  **Tap: ADD White OR Black.** |  | |  | [**ITLIMOC, CRADLE OF THE SUN**](https://magicarena.fandom.com/wiki/Itlimoc,_Cradle_of_the_Sun)**(3) LEGENDARY LAND (TRANSFORMS FROM GROWING RITES OF ITLIMOC.)**  **Tap: ADD Green. Tap: ADD Green FOR EACH CREATURE YOU CONTROL.** |  | |  | [**IZZET GUILDGATE**](https://magicarena.fandom.com/wiki/Izzet_Guildgate)**(0) LAND — GATE IZZET GUILDGATE ENTERS THE BATTLEFIELD TAPPED.**  **Tap: ADD Blue OR Red.** |  | |  | [**JUNGLE HOLLOW**](https://magicarena.fandom.com/wiki/Jungle_Hollow)**(0) LAND JUNGLE HOLLOW ENTERS THE BATTLEFIELD TAPPED.**  **WHEN JUNGLE HOLLOW ENTERS THE BATTLEFIELD, YOU GAIN 1 LIFE. Tap: ADD Black OR Green.** |  | |  | [**KARN'S BASTION**](https://magicarena.fandom.com/wiki/Karn%27s_Bastion)**(0) LAND Tap: ADD .**  **, Tap: PROLIFERATE. (CHOOSE ANY NUMBER OF PERMANENTS AND/OR PLAYERS, THEN GIVE EACH ANOTHER COUNTER OF EACH KIND ALREADY THERE.)** |  | |  | [**KETRIA TRIOME**](https://magicarena.fandom.com/wiki/Ketria_Triome)**(0) LAND — FOREST ISLAND MOUNTAIN (Tap: ADD Green, Blue, OR Red.)**  **KETRIA TRIOME ENTERS THE BATTLEFIELD TAPPED. CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**LABYRINTH OF SKOPHOS**](https://magicarena.fandom.com/wiki/Labyrinth_of_Skophos)**(0) LAND Tap: ADD .**  **, Tap: REMOVE TARGET ATTACKING OR BLOCKING CREATURE FROM COMBAT.** |  | |  | [**LONELY SANDBAR**](https://magicarena.fandom.com/wiki/Lonely_Sandbar)**(0) LAND LONELY SANDBAR ENTERS THE BATTLEFIELD TAPPED.**  **Tap: ADD Blue. CYCLING Blue (Blue, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**LOST VALE**](https://magicarena.fandom.com/wiki/Lost_Vale)**(2) LAND (TRANSFORMS FROM DOWSING DAGGER.)**  **Tap: ADD THREE MANA OF ANY ONE COLOR.** |  | |  | [**LOTUS FIELD**](https://magicarena.fandom.com/wiki/Lotus_Field)**(0) LAND HEXPROOF**  **LOTUS FIELD ENTERS THE BATTLEFIELD TAPPED. WHEN LOTUS FIELD ENTERS THE BATTLEFIELD, SACRIFICE TWO LANDS. Tap: ADD THREE MANA OF ANY ONE COLOR.** |  | |  | [**MAZE'S END**](https://magicarena.fandom.com/wiki/Maze%27s_End)**(0) LAND MAZE'S END ENTERS THE BATTLEFIELD TAPPED.**  **Tap: ADD . , Tap, RETURN MAZE'S END TO ITS OWNER'S HAND: SEARCH YOUR LIBRARY FOR A GATE CARD, PUT IT ONTO THE BATTLEFIELD, THEN SHUFFLE YOUR LIBRARY. IF YOU CONTROL TEN OR MORE GATES WITH DIFFERENT NAMES, YOU WIN THE GAME.** |  | |  | [**MEANDERING RIVER**](https://magicarena.fandom.com/wiki/Meandering_River)**(0) LAND MEANDERING RIVER ENTERS THE BATTLEFIELD TAPPED.**  **Tap: ADD White OR Blue.** |  | |  | [**MEMORIAL TO FOLLY**](https://magicarena.fandom.com/wiki/Memorial_to_Folly)**(0) LAND MEMORIAL TO FOLLY ENTERS THE BATTLEFIELD TAPPED.**  **Tap: ADD Black. Black, Tap, SACRIFICE MEMORIAL TO FOLLY: RETURN TARGET CREATURE CARD FROM YOUR GRAVEYARD TO YOUR HAND.** |  | |  | [**MEMORIAL TO GENIUS**](https://magicarena.fandom.com/wiki/Memorial_to_Genius)**(0) LAND MEMORIAL TO GENIUS ENTERS THE BATTLEFIELD TAPPED.**  **Tap: ADD Blue. Blue, Tap, SACRIFICE MEMORIAL TO GENIUS: DRAW TWO CARDS.** |  | |  | [**MEMORIAL TO GLORY**](https://magicarena.fandom.com/wiki/Memorial_to_Glory)**(0) LAND MEMORIAL TO GLORY ENTERS THE BATTLEFIELD TAPPED.**  **Tap: ADD White. White, Tap, SACRIFICE MEMORIAL TO GLORY: CREATE TWO 1/1 WHITE SOLDIER CREATURE TOKENS.** |  | |  | [**MEMORIAL TO UNITY**](https://magicarena.fandom.com/wiki/Memorial_to_Unity)**(0) LAND MEMORIAL TO UNITY ENTERS THE BATTLEFIELD TAPPED.**  **Tap: ADD Green. Green, Tap, SACRIFICE MEMORIAL TO UNITY: LOOK AT THE TOP FIVE CARDS OF YOUR LIBRARY. YOU MAY REVEAL A CREATURE CARD FROM AMONG THEM AND PUT IT INTO YOUR HAND. THEN PUT THE REST ON THE BOTTOM OF YOUR LIBRARY IN A RANDOM ORDER.** |  | |  | [**MEMORIAL TO WAR**](https://magicarena.fandom.com/wiki/Memorial_to_War)**(0) LAND MEMORIAL TO WAR ENTERS THE BATTLEFIELD TAPPED.**  **Tap: ADD Red. Red, Tap, SACRIFICE MEMORIAL TO WAR: DESTROY TARGET LAND.** |  | |  | [**METZALI, TOWER OF TRIUMPH**](https://magicarena.fandom.com/wiki/Metzali,_Tower_of_Triumph)**(2) LEGENDARY LAND (TRANSFORMS FROM PATH OF METTLE.)**  **Tap: ADD ONE MANA OF ANY COLOR. Red, Tap: METZALI, TOWER OF TRIUMPH DEALS 2 DAMAGE TO EACH OPPONENT. White, Tap: CHOOSE A CREATURE AT RANDOM THAT ATTACKED THIS TURN. DESTROY THAT CREATURE.** |  | |  | [**MIRRODIN'S CORE**](https://magicarena.fandom.com/wiki/Mirrodin%27s_Core)**(0) LAND Tap: ADD .**  **Tap: PUT A CHARGE COUNTER ON MIRRODIN'S CORE. Tap, REMOVE A CHARGE COUNTER FROM MIRRODIN'S CORE: ADD ONE MANA OF ANY COLOR.** |  | |  | [**MOBILIZED DISTRICT**](https://magicarena.fandom.com/wiki/Mobilized_District)**(0) LAND Tap: ADD .**  **: MOBILIZED DISTRICT BECOMES A 3/3 CITIZEN CREATURE WITH VIGILANCE UNTIL END OF TURN. IT'S STILL A LAND. THIS ABILITY COSTS  LESS TO ACTIVATE FOR EACH LEGENDARY CREATURE AND PLANESWALKER YOU CONTROL.** |  | |  | [**MOUNTAIN**](https://magicarena.fandom.com/wiki/Mountain)**(0) BASIC LAND — MOUNTAIN** |  | |  | [**MYSTIC SANCTUARY**](https://magicarena.fandom.com/wiki/Mystic_Sanctuary)**(0) LAND — ISLAND (Tap: ADD Blue.)**  **MYSTIC SANCTUARY ENTERS THE BATTLEFIELD TAPPED UNLESS YOU CONTROL THREE OR MORE OTHER ISLANDS. WHEN MYSTIC SANCTUARY ENTERS THE BATTLEFIELD UNTAPPED, YOU MAY PUT TARGET INSTANT OR SORCERY CARD FROM YOUR GRAVEYARD ON TOP OF YOUR LIBRARY.** |  | |  | [**ORZHOV GUILDGATE**](https://magicarena.fandom.com/wiki/Orzhov_Guildgate)**(0) LAND — GATE ORZHOV GUILDGATE ENTERS THE BATTLEFIELD TAPPED.**  **Tap: ADD White OR Black.** |  | |  | [**OVERGROWN TOMB**](https://magicarena.fandom.com/wiki/Overgrown_Tomb)**(0) LAND — SWAMP FOREST (Tap: ADD Black OR Green.)**  **AS OVERGROWN TOMB ENTERS THE BATTLEFIELD, YOU MAY PAY 2 LIFE. IF YOU DON'T, IT ENTERS THE BATTLEFIELD TAPPED.** |  | |  | [**PHYREXIAN TOWER**](https://magicarena.fandom.com/wiki/Phyrexian_Tower)**(0) LEGENDARY LAND Tap: ADD .**  **Tap, SACRIFICE A CREATURE: ADD BlackBlack.** |  | |  | [**PLAINS**](https://magicarena.fandom.com/wiki/Plains)**(0) BASIC LAND — PLAINS** |  | |  | [**PLAZA OF HARMONY**](https://magicarena.fandom.com/wiki/Plaza_of_Harmony)**(0) LAND WHEN PLAZA OF HARMONY ENTERS THE BATTLEFIELD, IF YOU CONTROL TWO OR MORE GATES, YOU GAIN 3 LIFE.**  **Tap: ADD . Tap: ADD ONE MANA OF ANY TYPE THAT A GATE YOU CONTROL COULD PRODUCE.** |  | |  | [**PRIMAL WELLSPRING**](https://magicarena.fandom.com/wiki/Primal_Wellspring)**(4) LAND (TRANSFORMS FROM PRIMAL AMULET.)**  **Tap: ADD ONE MANA OF ANY COLOR. WHEN THAT MANA IS SPENT TO CAST AN INSTANT OR SORCERY SPELL, COPY THAT SPELL AND YOU MAY CHOOSE NEW TARGETS FOR THE COPY.** |  | |  | [**RADIANT FOUNTAIN**](https://magicarena.fandom.com/wiki/Radiant_Fountain)**(0) LAND WHEN RADIANT FOUNTAIN ENTERS THE BATTLEFIELD, YOU GAIN 2 LIFE.**  **Tap: ADD .** |  | |  | [**RAKDOS GUILDGATE**](https://magicarena.fandom.com/wiki/Rakdos_Guildgate)**(0) LAND — GATE RAKDOS GUILDGATE ENTERS THE BATTLEFIELD TAPPED.**  **Tap: ADD Black OR Red.** |  | |  | [**RAUGRIN TRIOME**](https://magicarena.fandom.com/wiki/Raugrin_Triome)**(0) LAND — ISLAND MOUNTAIN PLAINS (Tap: ADD Blue, Red, OR White.)**  **RAUGRIN TRIOME ENTERS THE BATTLEFIELD TAPPED. CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**RELIQUARY TOWER**](https://magicarena.fandom.com/wiki/Reliquary_Tower)**(0) LAND YOU HAVE NO MAXIMUM HAND SIZE.**  **Tap: ADD .** |  | |  | [**RIPTIDE LABORATORY**](https://magicarena.fandom.com/wiki/Riptide_Laboratory)**(0) LAND Tap: ADD .**  **Blue, Tap: RETURN TARGET WIZARD YOU CONTROL TO ITS OWNER'S HAND.** |  | |  | [**ROOTBOUND CRAG**](https://magicarena.fandom.com/wiki/Rootbound_Crag)**(0) LAND ROOTBOUND CRAG ENTERS THE BATTLEFIELD TAPPED UNLESS YOU CONTROL A MOUNTAIN OR A FOREST.**  **Tap: ADD Red OR Green.** |  | |  | [**RUGGED HIGHLANDS**](https://magicarena.fandom.com/wiki/Rugged_Highlands)**(0) LAND RUGGED HIGHLANDS ENTERS THE BATTLEFIELD TAPPED.**  **WHEN RUGGED HIGHLANDS ENTERS THE BATTLEFIELD, YOU GAIN 1 LIFE. Tap: ADD Red OR Green.** |  | |  | [**RUPTURE SPIRE**](https://magicarena.fandom.com/wiki/Rupture_Spire)**(0) LAND RUPTURE SPIRE ENTERS THE BATTLEFIELD TAPPED.**  **WHEN RUPTURE SPIRE ENTERS THE BATTLEFIELD, SACRIFICE IT UNLESS YOU PAY . Tap: ADD ONE MANA OF ANY COLOR.** |  | |  | [**SACRED FOUNDRY**](https://magicarena.fandom.com/wiki/Sacred_Foundry)**(0) LAND — MOUNTAIN PLAINS (Tap: ADD Red OR White.)**  **AS SACRED FOUNDRY ENTERS THE BATTLEFIELD, YOU MAY PAY 2 LIFE. IF YOU DON'T, IT ENTERS THE BATTLEFIELD TAPPED.** |  | |  | [**SANCTUM OF THE SUN**](https://magicarena.fandom.com/wiki/Sanctum_of_the_Sun)**(2) LEGENDARY LAND (TRANSFORMS FROM AZOR'S GATEWAY.)**  **Tap: ADD X MANA OF ANY ONE COLOR, WHERE X IS YOUR LIFE TOTAL.** |  | |  | [**SAVAI TRIOME**](https://magicarena.fandom.com/wiki/Savai_Triome)**(0) LAND — MOUNTAIN PLAINS SWAMP (Tap: ADD Red, White, OR Black.)**  **SAVAI TRIOME ENTERS THE BATTLEFIELD TAPPED. CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**SCOURED BARRENS**](https://magicarena.fandom.com/wiki/Scoured_Barrens)**(0) LAND SCOURED BARRENS ENTERS THE BATTLEFIELD TAPPED.**  **WHEN SCOURED BARRENS ENTERS THE BATTLEFIELD, YOU GAIN 1 LIFE. Tap: ADD White OR Black.** |  | |  | [**SECLUDED STEPPE**](https://magicarena.fandom.com/wiki/Secluded_Steppe)**(0) LAND SECLUDED STEPPE ENTERS THE BATTLEFIELD TAPPED.**  **Tap: ADD White. CYCLING White (White, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**SELESNYA GUILDGATE**](https://magicarena.fandom.com/wiki/Selesnya_Guildgate)**(0) LAND — GATE SELESNYA GUILDGATE ENTERS THE BATTLEFIELD TAPPED.**  **Tap: ADD Green OR White.** |  | |  | [**SIMIC GUILDGATE**](https://magicarena.fandom.com/wiki/Simic_Guildgate)**(0) LAND — GATE SIMIC GUILDGATE ENTERS THE BATTLEFIELD TAPPED.**  **Tap: ADD Green OR Blue.** |  | |  | [**SPIRES OF ORAZCA**](https://magicarena.fandom.com/wiki/Spires_of_Orazca)**(2) LAND (TRANSFORMS FROM THAUMATIC COMPASS.)**  **Tap: ADD . Tap: UNTAP TARGET ATTACKING CREATURE AN OPPONENT CONTROLS AND REMOVE IT FROM COMBAT.** |  | |  | [**SPITFIRE BASTION**](https://magicarena.fandom.com/wiki/Spitfire_Bastion)**(4) LEGENDARY LAND (TRANSFORMS FROM VANCE'S BLASTING CANNONS.)**  **Tap: ADD Red. Red, Tap: SPITFIRE BASTION DEALS 3 DAMAGE TO ANY TARGET.** |  | |  | [**STEAM VENTS**](https://magicarena.fandom.com/wiki/Steam_Vents)**(0) LAND — ISLAND MOUNTAIN (Tap: ADD Blue OR Red.)**  **AS STEAM VENTS ENTERS THE BATTLEFIELD, YOU MAY PAY 2 LIFE. IF YOU DON'T, IT ENTERS THE BATTLEFIELD TAPPED.** |  | |  | [**STOMPING GROUND**](https://magicarena.fandom.com/wiki/Stomping_Ground)**(0) LAND — MOUNTAIN FOREST (Tap: ADD Red OR Green.)**  **AS STOMPING GROUND ENTERS THE BATTLEFIELD, YOU MAY PAY 2 LIFE. IF YOU DON'T, IT ENTERS THE BATTLEFIELD TAPPED.** |  | |  | [**STONE QUARRY**](https://magicarena.fandom.com/wiki/Stone_Quarry)**(0) LAND STONE QUARRY ENTERS THE BATTLEFIELD TAPPED.**  **Tap: ADD Red OR White.** |  | |  | [**SUBMERGED BONEYARD**](https://magicarena.fandom.com/wiki/Submerged_Boneyard)**(0) LAND SUBMERGED BONEYARD ENTERS THE BATTLEFIELD TAPPED.**  **Tap: ADD Blue OR Black.** |  | |  | [**SULFUR FALLS**](https://magicarena.fandom.com/wiki/Sulfur_Falls)**(0) LAND SULFUR FALLS ENTERS THE BATTLEFIELD TAPPED UNLESS YOU CONTROL AN ISLAND OR A MOUNTAIN.**  **Tap: ADD Blue OR Red.** |  | |  | [**SUNPETAL GROVE**](https://magicarena.fandom.com/wiki/Sunpetal_Grove)**(0) LAND SUNPETAL GROVE ENTERS THE BATTLEFIELD TAPPED UNLESS YOU CONTROL A FOREST OR A PLAINS.**  **Tap: ADD Green OR White.** |  | |  | [**SWAMP**](https://magicarena.fandom.com/wiki/Swamp)**(0) BASIC LAND — SWAMP** |  | |  | [**SWIFTWATER CLIFFS**](https://magicarena.fandom.com/wiki/Swiftwater_Cliffs)**(0) LAND SWIFTWATER CLIFFS ENTERS THE BATTLEFIELD TAPPED.**  **WHEN SWIFTWATER CLIFFS ENTERS THE BATTLEFIELD, YOU GAIN 1 LIFE. Tap: ADD Blue OR Red.** |  | |  | [**TEMPLE GARDEN**](https://magicarena.fandom.com/wiki/Temple_Garden)**(0) LAND — FOREST PLAINS (Tap: ADD Green OR White.)**  **AS TEMPLE GARDEN ENTERS THE BATTLEFIELD, YOU MAY PAY 2 LIFE. IF YOU DON'T, IT ENTERS THE BATTLEFIELD TAPPED.** |  | |  | [**TEMPLE OF ABANDON**](https://magicarena.fandom.com/wiki/Temple_of_Abandon)**(0) LAND TEMPLE OF ABANDON ENTERS THE BATTLEFIELD TAPPED.**  **WHEN TEMPLE OF ABANDON ENTERS THE BATTLEFIELD, SCRY 1. (LOOK AT THE TOP CARD OF YOUR LIBRARY. YOU MAY PUT THAT CARD ON THE BOTTOM OF YOUR LIBRARY.) Tap: ADD Red OR Green.** |  | |  | [**TEMPLE OF ACLAZOTZ**](https://magicarena.fandom.com/wiki/Temple_of_Aclazotz)**(2) LEGENDARY LAND (TRANSFORMS FROM ARGUEL'S BLOOD FAST.)**  **Tap: ADD Black. Tap, SACRIFICE A CREATURE: YOU GAIN LIFE EQUAL TO THE SACRIFICED CREATURE'S TOUGHNESS.** |  | |  | [**TEMPLE OF DECEIT**](https://magicarena.fandom.com/wiki/Temple_of_Deceit)**(0) LAND TEMPLE OF DECEIT ENTERS THE BATTLEFIELD TAPPED.**  **WHEN TEMPLE OF DECEIT ENTERS THE BATTLEFIELD, SCRY 1. (LOOK AT THE TOP CARD OF YOUR LIBRARY. YOU MAY PUT THAT CARD ON THE BOTTOM OF YOUR LIBRARY.) Tap: ADD Blue OR Black.** |  | |  | [**TEMPLE OF ENLIGHTENMENT**](https://magicarena.fandom.com/wiki/Temple_of_Enlightenment)**(0) LAND TEMPLE OF ENLIGHTENMENT ENTERS THE BATTLEFIELD TAPPED.**  **WHEN TEMPLE OF ENLIGHTENMENT ENTERS THE BATTLEFIELD, SCRY 1. (LOOK AT THE TOP CARD OF YOUR LIBRARY. YOU MAY PUT THAT CARD ON THE BOTTOM OF YOUR LIBRARY.) Tap: ADD White OR Blue.** |  | |  | [**TEMPLE OF EPIPHANY**](https://magicarena.fandom.com/wiki/Temple_of_Epiphany)**(0) LAND TEMPLE OF EPIPHANY ENTERS THE BATTLEFIELD TAPPED.**  **WHEN TEMPLE OF EPIPHANY ENTERS THE BATTLEFIELD, SCRY 1. Tap: ADD Blue OR Red.** |  | |  | [**TEMPLE OF MALADY**](https://magicarena.fandom.com/wiki/Temple_of_Malady)**(0) LAND TEMPLE OF MALADY ENTERS THE BATTLEFIELD TAPPED.**  **WHEN TEMPLE OF MALADY ENTERS THE BATTLEFIELD, SCRY 1. Tap: ADD Black OR Green.** |  | |  | [**TEMPLE OF MALICE**](https://magicarena.fandom.com/wiki/Temple_of_Malice)**(0) LAND TEMPLE OF MALICE ENTERS THE BATTLEFIELD TAPPED.**  **WHEN TEMPLE OF MALICE ENTERS THE BATTLEFIELD, SCRY 1. (LOOK AT THE TOP CARD OF YOUR LIBRARY. YOU MAY PUT THAT CARD ON THE BOTTOM OF YOUR LIBRARY.) Tap: ADD Black OR Red.** |  | |  | [**TEMPLE OF MYSTERY**](https://magicarena.fandom.com/wiki/Temple_of_Mystery)**(0) LAND TEMPLE OF MYSTERY ENTERS THE BATTLEFIELD TAPPED.**  **WHEN TEMPLE OF MYSTERY ENTERS THE BATTLEFIELD, SCRY 1. Tap: ADD Green OR Blue.** |  | |  | [**TEMPLE OF PLENTY**](https://magicarena.fandom.com/wiki/Temple_of_Plenty)**(0) LAND TEMPLE OF PLENTY ENTERS THE BATTLEFIELD TAPPED.**  **WHEN TEMPLE OF PLENTY ENTERS THE BATTLEFIELD, SCRY 1. (LOOK AT THE TOP CARD OF YOUR LIBRARY. YOU MAY PUT THAT CARD ON THE BOTTOM OF YOUR LIBRARY.) Tap: ADD Green OR White.** |  | |  | [**TEMPLE OF SILENCE**](https://magicarena.fandom.com/wiki/Temple_of_Silence)**(0) LAND TEMPLE OF SILENCE ENTERS THE BATTLEFIELD TAPPED.**  **WHEN TEMPLE OF SILENCE ENTERS THE BATTLEFIELD, SCRY 1. Tap: ADD White OR Black.** |  | |  | [**TEMPLE OF TRIUMPH**](https://magicarena.fandom.com/wiki/Temple_of_Triumph)**(0) LAND TEMPLE OF TRIUMPH ENTERS THE BATTLEFIELD TAPPED.**  **WHEN TEMPLE OF TRIUMPH ENTERS THE BATTLEFIELD, SCRY 1. Tap: ADD Red OR White.** |  | |  | [**TERRAMORPHIC EXPANSE**](https://magicarena.fandom.com/wiki/Terramorphic_Expanse)**(0) LAND Tap, SACRIFICE TERRAMORPHIC EXPANSE: SEARCH YOUR LIBRARY FOR A BASIC LAND CARD, PUT IT ONTO THE BATTLEFIELD TAPPED, THEN SHUFFLE YOUR LIBRARY.** |  | |  | [**THORNWOOD FALLS**](https://magicarena.fandom.com/wiki/Thornwood_Falls)**(0) LAND THORNWOOD FALLS ENTERS THE BATTLEFIELD TAPPED.**  **WHEN THORNWOOD FALLS ENTERS THE BATTLEFIELD, YOU GAIN 1 LIFE. Tap: ADD Green OR Blue.** |  | |  | [**THRIVING BLUFF**](https://magicarena.fandom.com/wiki/Thriving_Bluff)**(0) LAND THRIVING BLUFF ENTERS THE BATTLEFIELD TAPPED.**  **AS THRIVING BLUFF ENTERS THE BATTLEFIELD, CHOOSE A COLOR OTHER THAN RED. Tap: ADD Red OR ONE MANA OF THE CHOSEN COLOR.** |  | |  | [**THRIVING GROVE**](https://magicarena.fandom.com/wiki/Thriving_Grove)**(0) LAND THRIVING GROVE ENTERS THE BATTLEFIELD TAPPED.**  **AS THRIVING GROVE ENTERS THE BATTLEFIELD, CHOOSE A COLOR OTHER THAN GREEN. Tap: ADD Green OR ONE MANA OF THE CHOSEN COLOR.** |  | |  | [**THRIVING HEATH**](https://magicarena.fandom.com/wiki/Thriving_Heath)**(0) LAND THRIVING HEATH ENTERS THE BATTLEFIELD TAPPED.**  **AS THRIVING HEATH ENTERS THE BATTLEFIELD, CHOOSE A COLOR OTHER THAN WHITE. Tap: ADD White OR ONE MANA OF THE CHOSEN COLOR.** |  | |  | [**THRIVING ISLE**](https://magicarena.fandom.com/wiki/Thriving_Isle)**(0) LAND THRIVING ISLE ENTERS THE BATTLEFIELD TAPPED.**  **AS THRIVING ISLE ENTERS THE BATTLEFIELD, CHOOSE A COLOR OTHER THAN BLUE. Tap: ADD Blue OR ONE MANA OF THE CHOSEN COLOR.** |  | |  | [**THRIVING MOOR**](https://magicarena.fandom.com/wiki/Thriving_Moor)**(0) LAND THRIVING MOOR ENTERS THE BATTLEFIELD TAPPED.**  **AS THRIVING MOOR ENTERS THE BATTLEFIELD, CHOOSE A COLOR OTHER THAN BLACK. Tap: ADD Black OR ONE MANA OF THE CHOSEN COLOR.** |  | |  | [**TIMBER GORGE**](https://magicarena.fandom.com/wiki/Timber_Gorge)**(0) LAND TIMBER GORGE ENTERS THE BATTLEFIELD TAPPED.**  **Tap: ADD Red OR Green.** |  | |  | [**TOMB OF THE DUSK ROSE**](https://magicarena.fandom.com/wiki/Tomb_of_the_Dusk_Rose)**(3) LEGENDARY LAND (TRANSFORMS FROM PROFANE PROCESSION.)**  **Tap: ADD ONE MANA OF ANY COLOR. WhiteBlack, Tap: PUT A CREATURE CARD EXILED WITH THIS PERMANENT ONTO THE BATTLEFIELD UNDER YOUR CONTROL.** |  | |  | [**TOURNAMENT GROUNDS**](https://magicarena.fandom.com/wiki/Tournament_Grounds)**(0) LAND Tap: ADD .**  **Tap: ADD Red, White, OR Black. SPEND THIS MANA ONLY TO CAST A KNIGHT OR EQUIPMENT SPELL.** |  | |  | [**TRANQUIL COVE**](https://magicarena.fandom.com/wiki/Tranquil_Cove)**(0) LAND TRANQUIL COVE ENTERS THE BATTLEFIELD TAPPED.**  **WHEN TRANQUIL COVE ENTERS THE BATTLEFIELD, YOU GAIN 1 LIFE. Tap: ADD White OR Blue.** |  | |  | [**TRANQUIL EXPANSE**](https://magicarena.fandom.com/wiki/Tranquil_Expanse)**(0) LAND TRANQUIL EXPANSE ENTERS THE BATTLEFIELD TAPPED.**  **Tap: ADD Green OR White.** |  | |  | [**TRANQUIL THICKET**](https://magicarena.fandom.com/wiki/Tranquil_Thicket)**(0) LAND TRANQUIL THICKET ENTERS THE BATTLEFIELD TAPPED.**  **Tap: ADD Green. CYCLING Green (Green, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**TREASURE COVE**](https://magicarena.fandom.com/wiki/Treasure_Cove)**(2) LAND (TRANSFORMS FROM TREASURE MAP.)**  **Tap: ADD . Tap, SACRIFICE A TREASURE: DRAW A CARD.** |  | |  | [**UNCLAIMED TERRITORY**](https://magicarena.fandom.com/wiki/Unclaimed_Territory)**(0) LAND AS UNCLAIMED TERRITORY ENTERS THE BATTLEFIELD, CHOOSE A CREATURE TYPE.**  **Tap: ADD . Tap: ADD ONE MANA OF ANY COLOR. SPEND THIS MANA ONLY TO CAST A CREATURE SPELL OF THE CHOSEN TYPE.** |  | |  | [**UNKNOWN SHORES**](https://magicarena.fandom.com/wiki/Unknown_Shores)**(0) LAND Tap: ADD .**  **, Tap: ADD ONE MANA OF ANY COLOR.** |  | |  | [**VAULT OF CATLACAN**](https://magicarena.fandom.com/wiki/Vault_of_Catlacan)**(4) LEGENDARY LAND (TRANSFORMS FROM STORM THE VAULT.)**  **Tap: ADD ONE MANA OF ANY COLOR. Tap: ADD Blue FOR EACH ARTIFACT YOU CONTROL.** |  | |  | [**WATERY GRAVE**](https://magicarena.fandom.com/wiki/Watery_Grave)**(0) LAND — ISLAND SWAMP (Tap: ADD Blue OR Black.)**  **AS WATERY GRAVE ENTERS THE BATTLEFIELD, YOU MAY PAY 2 LIFE. IF YOU DON'T, IT ENTERS THE BATTLEFIELD TAPPED.** |  | |  | [**WIND-SCARRED CRAG**](https://magicarena.fandom.com/wiki/Wind-Scarred_Crag)**(0) LAND WIND-SCARRED CRAG ENTERS THE BATTLEFIELD TAPPED.**  **WHEN WIND-SCARRED CRAG ENTERS THE BATTLEFIELD, YOU GAIN 1 LIFE. Tap: ADD Red OR White.** |  | |  | [**WINGED TEMPLE OF ORAZCA**](https://magicarena.fandom.com/wiki/Winged_Temple_of_Orazca)**(3) LEGENDARY LAND (TRANSFORMS FROM HADANA'S CLIMB.)**  **Tap: ADD ONE MANA OF ANY COLOR. GreenBlue, Tap: TARGET CREATURE YOU CONTROL GAINS FLYING AND GETS +X/+X UNTIL END OF TURN, WHERE X IS ITS POWER.** |  | |  | [**WITCH'S COTTAGE**](https://magicarena.fandom.com/wiki/Witch%27s_Cottage)**(0) LAND — SWAMP (Tap: ADD Black.)**  **WITCH'S COTTAGE ENTERS THE BATTLEFIELD TAPPED UNLESS YOU CONTROL THREE OR MORE OTHER SWAMPS. WHEN WITCH'S COTTAGE ENTERS THE BATTLEFIELD UNTAPPED, YOU MAY PUT TARGET CREATURE CARD FROM YOUR GRAVEYARD ON TOP OF YOUR LIBRARY.** |  | |  | [**WOODLAND CEMETERY**](https://magicarena.fandom.com/wiki/Woodland_Cemetery)**(0) LAND WOODLAND CEMETERY ENTERS THE BATTLEFIELD TAPPED UNLESS YOU CONTROL A SWAMP OR A FOREST.**  **Tap: ADD Black OR Green.** |  | |  | [**WOODLAND STREAM**](https://magicarena.fandom.com/wiki/Woodland_Stream)**(0) LAND WOODLAND STREAM ENTERS THE BATTLEFIELD TAPPED.**  **Tap: ADD Green OR Blue.** |  | |  | [**ZAGOTH TRIOME**](https://magicarena.fandom.com/wiki/Zagoth_Triome)**(0) LAND — SWAMP FOREST ISLAND (Tap: ADD Black, Green, OR Blue.)**  **ZAGOTH TRIOME ENTERS THE BATTLEFIELD TAPPED. CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**ZHALFIRIN VOID**](https://magicarena.fandom.com/wiki/Zhalfirin_Void)**(0) LAND WHEN ZHALFIRIN VOID ENTERS THE BATTLEFIELD, SCRY 1. (LOOK AT THE TOP CARD OF YOUR LIBRARY. YOU MAY PUT THAT CARD ON THE BOTTOM OF YOUR LIBRARY.)**  **Tap: ADD .** |  | |