**MAGIC CARDS PART 9**

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| |  |  |  | | --- | --- | --- | | **397 LEGENDARY MAGIC DECK CARDS CONTINUED** | | | |  | [**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.** |  | |  | [**SANCTUM OF TRANQUIL LIGHT**](https://magicarena.fandom.com/wiki/Sanctum_of_Tranquil_Light)**White (1) LEGENDARY ENCHANTMENT — SHRINE White: TAP TARGET CREATURE. THIS ABILITY COSTS  LESS TO ACTIVATE FOR EACH SHRINE YOU CONTROL.** |  | |  | [**SARKHAN THE MASTERLESS**](https://magicarena.fandom.com/wiki/Sarkhan_the_Masterless)**RedRed (5) LEGENDARY PLANESWALKER — SARKHAN (5) WHENEVER A CREATURE ATTACKS YOU OR A PLANESWALKER YOU CONTROL, EACH DRAGON YOU CONTROL DEALS 1 DAMAGE TO THAT CREATURE.**  **+1: UNTIL END OF TURN, EACH PLANESWALKER YOU CONTROL BECOMES A 4/4 RED DRAGON CREATURE AND GAINS FLYING. −3: CREATE A 4/4 RED DRAGON CREATURE TOKEN WITH FLYING.** |  | |  | [**SARKHAN, DRAGONSOUL**](https://magicarena.fandom.com/wiki/Sarkhan,_Dragonsoul)**RedRed (6) LEGENDARY PLANESWALKER — SARKHAN (5) +2: SARKHAN, DRAGONSOUL DEALS 1 DAMAGE TO EACH OPPONENT AND EACH CREATURE YOUR OPPONENTS CONTROL.**  **−3: SARKHAN, DRAGONSOUL DEALS 4 DAMAGE TO TARGET PLAYER OR PLANESWALKER. −9: SEARCH YOUR LIBRARY FOR ANY NUMBER OF DRAGON CREATURE CARDS, PUT THEM ONTO THE BATTLEFIELD, THEN SHUFFLE YOUR LIBRARY.** |  | |  | [**SARKHAN, FIREBLOOD**](https://magicarena.fandom.com/wiki/Sarkhan,_Fireblood)**RedRed (3) LEGENDARY PLANESWALKER — SARKHAN (3) +1: YOU MAY DISCARD A CARD. IF YOU DO, DRAW A CARD.**  **+1: ADD TWO MANA IN ANY COMBINATION OF COLORS. SPEND THIS MANA ONLY TO CAST DRAGON SPELLS. −7: CREATE FOUR 5/5 RED DRAGON CREATURE TOKENS WITH FLYING.** |  | |  | [**SEARCH FOR AZCANTA**](https://magicarena.fandom.com/wiki/Search_for_Azcanta)**Blue (2) LEGENDARY ENCHANTMENT AT THE BEGINNING OF YOUR UPKEEP, LOOK AT THE TOP CARD OF YOUR LIBRARY. YOU MAY PUT IT INTO YOUR GRAVEYARD. THEN IF YOU HAVE SEVEN OR MORE CARDS IN YOUR GRAVEYARD, YOU MAY TRANSFORM SEARCH FOR AZCANTA.** |  | |  | [**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.** |  | |  | [**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.)** |  | |  | [**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.)** |  | |  | [**SHADOWSPEAR**](https://magicarena.fandom.com/wiki/Shadowspear)**(1) LEGENDARY ARTIFACT — EQUIPMENT EQUIPPED CREATURE GETS +1/+1 AND HAS TRAMPLE AND LIFELINK.**  **: PERMANENTS YOUR OPPONENTS CONTROL LOSE HEXPROOF AND INDESTRUCTIBLE UNTIL END OF TURN. EQUIP** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**SORIN, IMPERIOUS BLOODLORD**](https://magicarena.fandom.com/wiki/Sorin,_Imperious_Bloodlord)**Black (3) LEGENDARY PLANESWALKER — SORIN (4) +1: TARGET CREATURE YOU CONTROL GAINS DEATHTOUCH AND LIFELINK UNTIL END OF TURN. IF IT'S A VAMPIRE, PUT A +1/+1 COUNTER ON IT.**  **+1: YOU MAY SACRIFICE A VAMPIRE. WHEN YOU DO, SORIN, IMPERIOUS BLOODLORD DEALS 3 DAMAGE TO ANY TARGET AND YOU GAIN 3 LIFE. −3: YOU MAY PUT A VAMPIRE CREATURE CARD FROM YOUR HAND ONTO THE BATTLEFIELD.** |  | |  | [**SORIN, VAMPIRE LORD**](https://magicarena.fandom.com/wiki/Sorin,_Vampire_Lord)**BlackBlack (6) LEGENDARY PLANESWALKER — SORIN (4) +1: UP TO ONE TARGET CREATURE GETS +2/+0 UNTIL END OF TURN.**  **−2: SORIN, VAMPIRE LORD DEALS 4 DAMAGE TO ANY TARGET. YOU GAIN 4 LIFE. −8: UNTIL END OF TURN, EACH VAMPIRE YOU CONTROL GAINS "Tap: GAIN CONTROL OF TARGET CREATURE."** |  | |  | [**SORIN, VENGEFUL BLOODLORD**](https://magicarena.fandom.com/wiki/Sorin,_Vengeful_Bloodlord)**WhiteBlack (4) LEGENDARY PLANESWALKER — SORIN (4) AS LONG AS IT'S YOUR TURN, CREATURES AND PLANESWALKERS YOU CONTROL HAVE LIFELINK.**  **+2: SORIN, VENGEFUL BLOODLORD DEALS 1 DAMAGE TO TARGET PLAYER OR PLANESWALKER. −X: RETURN TARGET CREATURE CARD WITH CONVERTED MANA COST X FROM YOUR GRAVEYARD TO THE BATTLEFIELD. THAT CREATURE IS A VAMPIRE IN ADDITION TO ITS OTHER TYPES.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**STORM THE VAULT**](https://magicarena.fandom.com/wiki/Storm_the_Vault)**BlueRed (4) LEGENDARY ENCHANTMENT WHENEVER ONE OR MORE CREATURES YOU CONTROL DEAL COMBAT DAMAGE TO A PLAYER, CREATE A TREASURE TOKEN. (IT'S AN ARTIFACT WITH "Tap, SACRIFICE THIS ARTIFACT: ADD ONE MANA OF ANY COLOR.")**  **AT THE BEGINNING OF YOUR END STEP, IF YOU CONTROL FIVE OR MORE ARTIFACTS, TRANSFORM STORM THE VAULT.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**TAMIYO, COLLECTOR OF TALES**](https://magicarena.fandom.com/wiki/Tamiyo,_Collector_of_Tales)**GreenBlue (4) LEGENDARY PLANESWALKER — TAMIYO (5) SPELLS AND ABILITIES YOUR OPPONENTS CONTROL CAN'T CAUSE YOU TO DISCARD CARDS OR SACRIFICE PERMANENTS.**  **+1: CHOOSE A NONLAND CARD NAME, THEN REVEAL THE TOP FOUR CARDS OF YOUR LIBRARY. PUT ALL CARDS WITH THE CHOSEN NAME FROM AMONG THEM INTO YOUR HAND AND THE REST INTO YOUR GRAVEYARD. −3: RETURN TARGET CARD FROM YOUR GRAVEYARD TO YOUR HAND.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**TEFERI, HERO OF DOMINARIA**](https://magicarena.fandom.com/wiki/Teferi,_Hero_of_Dominaria)**WhiteBlue (5) LEGENDARY PLANESWALKER — TEFERI (4) +1: DRAW A CARD. AT THE BEGINNING OF THE NEXT END STEP, UNTAP UP TO TWO LANDS.**  **−3: PUT TARGET NONLAND PERMANENT INTO ITS OWNER'S LIBRARY THIRD FROM THE TOP. −8: YOU GET AN EMBLEM WITH "WHENEVER YOU DRAW A CARD, EXILE TARGET PERMANENT AN OPPONENT CONTROLS."** |  | |  | [**TEFERI, MASTER OF TIME**](https://magicarena.fandom.com/wiki/Teferi,_Master_of_Time)**BlueBlue (4) LEGENDARY PLANESWALKER — TEFERI () YOU MAY ACTIVATE LOYALTY ABILITIES OF TEFERI, MASTER OF TIME ON ANY PLAYER'S TURN ANY TIME YOU COULD CAST AN INSTANT.**  **+1: DRAW A CARD, THEN DISCARD A CARD. −3: TARGET CREATURE YOU DON'T CONTROL PHASES OUT. <I>(TREAT IT AND ANYTHING ATTACHED TO IT AS THOUGH THEY DON'T EXIST UNTIL ITS CONTROLLER'S NEXT TURN.)</I> −10: TAKE TWO EXTRA TURNS AFTER THIS ONE.** |  | |  | [**TEFERI, TIME RAVELER**](https://magicarena.fandom.com/wiki/Teferi,_Time_Raveler)**WhiteBlue (3) LEGENDARY PLANESWALKER — TEFERI (4) EACH OPPONENT CAN CAST SPELLS ONLY ANY TIME THEY COULD CAST A SORCERY.**  **+1: UNTIL YOUR NEXT TURN, YOU MAY CAST SORCERY SPELLS AS THOUGH THEY HAD FLASH. −3: RETURN UP TO ONE TARGET ARTIFACT, CREATURE, OR ENCHANTMENT TO ITS OWNER'S HAND. DRAW A CARD.** |  | |  | [**TEFERI, TIMEBENDER**](https://magicarena.fandom.com/wiki/Teferi,_Timebender)**WhiteBlue (6) LEGENDARY PLANESWALKER — TEFERI (5) +2: UNTAP UP TO ONE TARGET ARTIFACT OR CREATURE.**  **−3: YOU GAIN 2 LIFE AND DRAW TWO CARDS. −9: TAKE AN EXTRA TURN AFTER THIS ONE.** |  | |  | [**TEFERI, TIMELESS VOYAGER**](https://magicarena.fandom.com/wiki/Teferi,_Timeless_Voyager)**BlueBlue (6) LEGENDARY PLANESWALKER — TEFERI (4) +1: DRAW A CARD.**  **−3: PUT TARGET CREATURE ON TOP OF ITS OWNER'S LIBRARY. −8: EACH CREATURE TARGET OPPONENT CONTROLS PHASES OUT. UNTIL THE END OF YOUR NEXT TURN, THEY CAN'T PHASE IN. (TREAT THEM AND ANYTHING ATTACHED TO THEM AS THOUGH THEY DON'T EXIST.)** |  | |  | [**TEFERI'S AGELESS INSIGHT**](https://magicarena.fandom.com/wiki/Teferi%27s_Ageless_Insight)**BlueBlue (4) LEGENDARY ENCHANTMENT IF YOU WOULD DRAW A CARD EXCEPT THE FIRST ONE YOU DRAW IN EACH OF YOUR DRAW STEPS, DRAW TWO CARDS INSTEAD.** |  | |  | [**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.** |  | |  | [**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, THE SHIELDMAGE**](https://magicarena.fandom.com/wiki/Teyo,_the_Shieldmage)**White (3) LEGENDARY PLANESWALKER — TEYO (5) YOU HAVE HEXPROOF. (YOU CAN'T BE THE TARGET OF SPELLS OR ABILITIES YOUR OPPONENTS CONTROL.)**  **−2: CREATE A 0/3 WHITE WALL CREATURE TOKEN WITH DEFENDER.** |  | |  | [**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, ARTIFICE MASTER**](https://magicarena.fandom.com/wiki/Tezzeret,_Artifice_Master)**BlueBlue (5) LEGENDARY PLANESWALKER — TEZZERET (5) +1: CREATE A 1/1 COLORLESS THOPTER ARTIFACT CREATURE TOKEN WITH FLYING.**  **0: DRAW A CARD. IF YOU CONTROL THREE OR MORE ARTIFACTS, DRAW TWO CARDS INSTEAD. −9: YOU GET AN EMBLEM WITH "AT THE BEGINNING OF YOUR END STEP, SEARCH YOUR LIBRARY FOR A PERMANENT CARD, PUT IT ONTO THE BATTLEFIELD, THEN SHUFFLE YOUR LIBRARY."** |  | |  | [**TEZZERET, CRUEL MACHINIST**](https://magicarena.fandom.com/wiki/Tezzeret,_Cruel_Machinist)**BlueBlue (6) LEGENDARY PLANESWALKER — TEZZERET (4) +1: DRAW A CARD.**  **0: UNTIL YOUR NEXT TURN, TARGET ARTIFACT YOU CONTROL BECOMES A 5/5 CREATURE IN ADDITION TO ITS OTHER TYPES. −7: PUT ANY NUMBER OF CARDS FROM YOUR HAND ONTO THE BATTLEFIELD FACE DOWN. THEY'RE 5/5 ARTIFACT CREATURES.** |  | |  | [**TEZZERET, MASTER OF THE BRIDGE**](https://magicarena.fandom.com/wiki/Tezzeret,_Master_of_the_Bridge)**BlueBlack (6) LEGENDARY PLANESWALKER — TEZZERET (5) CREATURE AND PLANESWALKER SPELLS YOU CAST HAVE AFFINITY FOR ARTIFACTS. (THEY COST  LESS TO CAST FOR EACH ARTIFACT YOU CONTROL.)**  **+2: TEZZERET, MASTER OF THE BRIDGE DEALS X DAMAGE TO EACH OPPONENT, WHERE X IS THE NUMBER OF ARTIFACTS YOU CONTROL. YOU GAIN X LIFE. −3: RETURN TARGET ARTIFACT CARD FROM YOUR GRAVEYARD TO YOUR HAND. −8: EXILE THE TOP TEN CARDS OF YOUR LIBRARY. PUT ALL ARTIFACT CARDS FROM AMONG THEM ONTO THE BATTLEFIELD.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**THE CAULDRON OF ETERNITY**](https://magicarena.fandom.com/wiki/The_Cauldron_of_Eternity)**BlackBlack (12) LEGENDARY ARTIFACT THIS SPELL COSTS  LESS TO CAST FOR EACH CREATURE CARD IN YOUR GRAVEYARD.**  **WHENEVER A CREATURE YOU CONTROL DIES, PUT IT ON THE BOTTOM OF ITS OWNER'S LIBRARY. Black, Tap, PAY 2 LIFE: RETURN TARGET CREATURE CARD FROM YOUR GRAVEYARD TO THE BATTLEFIELD. ACTIVATE THIS ABILITY ONLY ANY TIME YOU COULD CAST A SORCERY.** |  | |  | [**THE CIRCLE OF LOYALTY**](https://magicarena.fandom.com/wiki/The_Circle_of_Loyalty)**WhiteWhite (6) LEGENDARY ARTIFACT THIS SPELL COSTS  LESS TO CAST FOR EACH KNIGHT YOU CONTROL.**  **CREATURES YOU CONTROL GET +1/+1. WHENEVER YOU CAST A LEGENDARY SPELL, CREATE A 2/2 WHITE KNIGHT CREATURE TOKEN WITH VIGILANCE. White, Tap: CREATE A 2/2 WHITE KNIGHT CREATURE TOKEN WITH VIGILANCE.** |  | |  | [**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 GREAT HENGE**](https://magicarena.fandom.com/wiki/The_Great_Henge)**GreenGreen (9) LEGENDARY ARTIFACT THIS SPELL COSTS  LESS TO CAST, WHERE X IS THE GREATEST POWER AMONG CREATURES YOU CONTROL.**  **Tap: ADD GreenGreen. YOU GAIN 2 LIFE. WHENEVER A NONTOKEN CREATURE ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, PUT A +1/+1 COUNTER ON IT AND 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.** |  | |  | [**THE IMMORTAL SUN**](https://magicarena.fandom.com/wiki/The_Immortal_Sun)**(6) LEGENDARY ARTIFACT PLAYERS CAN'T ACTIVATE PLANESWALKERS' LOYALTY ABILITIES.**  **AT THE BEGINNING OF YOUR DRAW STEP, DRAW AN ADDITIONAL CARD. SPELLS YOU CAST COST  LESS TO CAST. CREATURES YOU CONTROL GET +1/+1.** |  | |  | [**THE MAGIC MIRROR**](https://magicarena.fandom.com/wiki/The_Magic_Mirror)**BlueBlueBlue (9) LEGENDARY ARTIFACT THIS SPELL COSTS  LESS TO CAST FOR EACH INSTANT AND SORCERY CARD IN YOUR GRAVEYARD.**  **YOU HAVE NO MAXIMUM HAND SIZE. AT THE BEGINNING OF YOUR UPKEEP, PUT A KNOWLEDGE COUNTER ON THE MAGIC MIRROR, THEN DRAW A CARD FOR EACH KNOWLEDGE COUNTER ON THE MAGIC MIRROR.** |  | |  | [**THE OZOLITH**](https://magicarena.fandom.com/wiki/The_Ozolith)**(1) LEGENDARY ARTIFACT WHENEVER A CREATURE YOU CONTROL LEAVES THE BATTLEFIELD, IF IT HAD COUNTERS ON IT, PUT THOSE COUNTERS ON THE OZOLITH.**  **AT THE BEGINNING OF COMBAT ON YOUR TURN, IF THE OZOLITH HAS COUNTERS ON IT, YOU MAY MOVE ALL COUNTERS FROM THE OZOLITH ONTO TARGET CREATURE.** |  | |  | [**THE ROYAL SCIONS**](https://magicarena.fandom.com/wiki/The_Royal_Scions)**BlueRed (3) LEGENDARY PLANESWALKER — WILL ROWAN (5) +1: DRAW A CARD, THEN DISCARD A CARD.**  **+1: TARGET CREATURE GETS +2/+0 AND GAINS FIRST STRIKE AND TRAMPLE UNTIL END OF TURN. −8: DRAW FOUR CARDS. WHEN YOU DO, THE ROYAL SCIONS DEALS DAMAGE TO ANY TARGET EQUAL TO THE NUMBER OF CARDS IN YOUR HAND.** |  | |  | [**THE WANDERER**](https://magicarena.fandom.com/wiki/The_Wanderer)**White (4) LEGENDARY PLANESWALKER (5) PREVENT ALL NONCOMBAT DAMAGE THAT WOULD BE DEALT TO YOU AND OTHER PERMANENTS YOU CONTROL.**  **−2: EXILE TARGET CREATURE WITH POWER 4 OR GREATER.** |  | |  | [**THRAN TEMPORAL GATEWAY**](https://magicarena.fandom.com/wiki/Thran_Temporal_Gateway)**(4) LEGENDARY ARTIFACT , Tap: YOU MAY PUT A HISTORIC PERMANENT CARD FROM YOUR HAND ONTO THE BATTLEFIELD. (ARTIFACTS, LEGENDARIES, AND SAGAS ARE HISTORIC.)** |  | |  | [**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.** |  | |  | [**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, RAKISH INSTIGATOR**](https://magicarena.fandom.com/wiki/Tibalt,_Rakish_Instigator)**Red (3) LEGENDARY PLANESWALKER — TIBALT (5) YOUR OPPONENTS CAN'T GAIN LIFE.**  **−2: CREATE A 1/1 RED DEVIL CREATURE TOKEN WITH "WHEN THIS CREATURE DIES, IT DEALS 1 DAMAGE TO ANY TARGET."** |  | |  | [**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.** |  | |  | [**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 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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.)** |  | |  | [**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.** |  | |  | [**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, THE INEFFABLE**](https://magicarena.fandom.com/wiki/Ugin,_the_Ineffable)**(6) LEGENDARY PLANESWALKER — UGIN (4) COLORLESS SPELLS YOU CAST COST  LESS TO CAST.**  **+1: EXILE THE TOP CARD OF YOUR LIBRARY FACE DOWN AND LOOK AT IT. CREATE A 2/2 COLORLESS SPIRIT CREATURE TOKEN. WHEN THAT TOKEN LEAVES THE BATTLEFIELD, PUT THE EXILED CARD INTO YOUR HAND. −3: DESTROY TARGET PERMANENT THAT'S ONE OR MORE COLORS.** |  | |  | [**UGIN, THE SPIRIT DRAGON**](https://magicarena.fandom.com/wiki/Ugin,_the_Spirit_Dragon)**(8) LEGENDARY PLANESWALKER — UGIN (7) +2: UGIN, THE SPIRIT DRAGON DEALS 3 DAMAGE TO ANY TARGET.**  **−X: EXILE EACH PERMANENT WITH CONVERTED MANA COST X OR LESS THAT'S ONE OR MORE COLORS. −10: YOU GAIN 7 LIFE, DRAW SEVEN CARDS, THEN PUT UP TO SEVEN PERMANENT CARDS FROM YOUR HAND ONTO THE BATTLEFIELD.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.)** |  | |  | [**URZA'S RUINOUS BLAST**](https://magicarena.fandom.com/wiki/Urza%27s_Ruinous_Blast)**White (5) LEGENDARY SORCERY (YOU MAY CAST A LEGENDARY SORCERY ONLY IF YOU CONTROL A LEGENDARY CREATURE OR PLANESWALKER.)**  **EXILE ALL NONLAND PERMANENTS THAT AREN'T LEGENDARY.** |  | |  | [**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.** |  | |  | [**VANCE'S BLASTING CANNONS**](https://magicarena.fandom.com/wiki/Vance%27s_Blasting_Cannons)**Red (4) LEGENDARY ENCHANTMENT AT THE BEGINNING OF YOUR UPKEEP, EXILE THE TOP CARD OF YOUR LIBRARY. IF IT'S A NONLAND CARD, YOU MAY CAST THAT CARD THIS TURN.**  **WHENEVER YOU CAST YOUR THIRD SPELL IN A TURN, YOU MAY TRANSFORM VANCE'S BLASTING CANNONS.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.)** |  | |  | [**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 OF THE ARKBOW**](https://magicarena.fandom.com/wiki/Vivien_of_the_Arkbow)**GreenGreen (6) LEGENDARY PLANESWALKER — VIVIEN (5) +2: PUT TWO +1/+1 COUNTERS ON UP TO ONE TARGET CREATURE.**  **−3: TARGET CREATURE YOU CONTROL DEALS DAMAGE EQUAL TO ITS POWER TO TARGET CREATURE YOU DON'T CONTROL. −9: CREATURES YOU CONTROL GET +4/+4 AND GAIN TRAMPLE UNTIL END OF TURN.** |  | |  | [**VIVIEN REID**](https://magicarena.fandom.com/wiki/Vivien_Reid)**GreenGreen (5) LEGENDARY PLANESWALKER — VIVIEN (5) +1: LOOK AT THE TOP FOUR CARDS OF YOUR LIBRARY. YOU MAY REVEAL A CREATURE OR LAND CARD FROM AMONG THEM AND PUT IT INTO YOUR HAND. PUT THE REST ON THE BOTTOM OF YOUR LIBRARY IN A RANDOM ORDER.**  **−3: DESTROY TARGET ARTIFACT, ENCHANTMENT, OR CREATURE WITH FLYING. −8: YOU GET AN EMBLEM WITH "CREATURES YOU CONTROL GET +2/+2 AND HAVE VIGILANCE, TRAMPLE, AND INDESTRUCTIBLE."** |  | |  | [**VIVIEN, ARKBOW RANGER**](https://magicarena.fandom.com/wiki/Vivien,_Arkbow_Ranger)**GreenGreenGreen (4) LEGENDARY PLANESWALKER — VIVIEN (4) +1: DISTRIBUTE TWO +1/+1 COUNTERS AMONG UP TO TWO TARGET CREATURES. THEY GAIN TRAMPLE UNTIL END OF TURN.**  **−3: TARGET CREATURE YOU CONTROL DEALS DAMAGE EQUAL TO ITS POWER TO TARGET CREATURE OR PLANESWALKER. −5: YOU MAY CHOOSE A CREATURE CARD YOU OWN FROM OUTSIDE THE GAME, REVEAL IT, AND PUT IT INTO YOUR HAND.** |  | |  | [**VIVIEN, CHAMPION OF THE WILDS**](https://magicarena.fandom.com/wiki/Vivien,_Champion_of_the_Wilds)**Green (3) LEGENDARY PLANESWALKER — VIVIEN (4) YOU MAY CAST CREATURE SPELLS AS THOUGH THEY HAD FLASH.**  **+1: UNTIL YOUR NEXT TURN, UP TO ONE TARGET CREATURE GAINS VIGILANCE AND REACH. −2: LOOK AT THE TOP THREE CARDS OF YOUR LIBRARY. EXILE ONE FACE DOWN AND PUT THE REST ON THE BOTTOM OF YOUR LIBRARY IN ANY ORDER. FOR AS LONG AS IT REMAINS EXILED, YOU MAY LOOK AT THAT CARD AND YOU MAY CAST IT IF IT'S A CREATURE SPELL.** |  | |  | [**VIVIEN, MONSTERS' ADVOCATE**](https://magicarena.fandom.com/wiki/Vivien,_Monsters%27_Advocate)**GreenGreen (5) LEGENDARY PLANESWALKER — VIVIEN (3) YOU MAY LOOK AT THE TOP CARD OF YOUR LIBRARY ANY TIME.**  **YOU MAY CAST CREATURE SPELLS FROM THE TOP OF YOUR LIBRARY. +1: CREATE A 3/3 GREEN BEAST CREATURE TOKEN. PUT YOUR CHOICE OF A VIGILANCE COUNTER, A REACH COUNTER, OR A TRAMPLE COUNTER ON IT. −2: WHEN YOU CAST YOUR NEXT CREATURE SPELL THIS TURN, SEARCH YOUR LIBRARY FOR A CREATURE CARD WITH LESSER CONVERTED MANA COST, PUT IT ONTO THE BATTLEFIELD, THEN SHUFFLE YOUR LIBRARY.** |  | |  | [**VIVIEN, NATURE'S AVENGER**](https://magicarena.fandom.com/wiki/Vivien,_Nature%27s_Avenger)**GreenGreen (6) LEGENDARY PLANESWALKER — VIVIEN (3) +1: PUT THREE +1/+1 COUNTERS ON UP TO ONE TARGET CREATURE.**  **−1: REVEAL CARDS FROM THE TOP OF YOUR LIBRARY UNTIL YOU REVEAL A CREATURE CARD. PUT THAT CARD INTO YOUR HAND AND THE REST ON THE BOTTOM OF YOUR LIBRARY IN A RANDOM ORDER. −6: TARGET CREATURE GETS +10/+10 AND GAINS TRAMPLE UNTIL END OF TURN.** |  | |  | [**VIVIEN'S ARKBOW**](https://magicarena.fandom.com/wiki/Vivien%27s_Arkbow)**Green (2) LEGENDARY ARTIFACT , Tap, DISCARD A CARD: LOOK AT THE TOP X CARDS OF YOUR LIBRARY. YOU MAY PUT A CREATURE 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.** |  | |  | [**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.** |  | |  | [**VRASKA, GOLGARI QUEEN**](https://magicarena.fandom.com/wiki/Vraska,_Golgari_Queen)**BlackGreen (4) LEGENDARY PLANESWALKER — VRASKA (4) +2: YOU MAY SACRIFICE ANOTHER PERMANENT. IF YOU DO, YOU GAIN 1 LIFE AND DRAW A CARD.**  **−3: DESTROY TARGET NONLAND PERMANENT WITH CONVERTED MANA COST 3 OR LESS. −9: YOU GET AN EMBLEM WITH "WHENEVER A CREATURE YOU CONTROL DEALS COMBAT DAMAGE TO A PLAYER, THAT PLAYER LOSES THE GAME."** |  | |  | [**VRASKA, REGAL GORGON**](https://magicarena.fandom.com/wiki/Vraska,_Regal_Gorgon)**BlackGreen (7) LEGENDARY PLANESWALKER — VRASKA (5) +2: PUT A +1/+1 COUNTER ON UP TO ONE TARGET CREATURE. THAT CREATURE GAINS MENACE UNTIL END OF TURN.**  **−3: DESTROY TARGET CREATURE. −10: FOR EACH CREATURE CARD IN YOUR GRAVEYARD, PUT A +1/+1 COUNTER ON EACH CREATURE YOU CONTROL.** |  | |  | [**VRASKA, RELIC SEEKER**](https://magicarena.fandom.com/wiki/Vraska,_Relic_Seeker)**BlackGreen (6) LEGENDARY PLANESWALKER — VRASKA (6) +2: CREATE A 2/2 BLACK PIRATE CREATURE TOKEN WITH MENACE.**  **−3: DESTROY TARGET ARTIFACT, CREATURE, OR ENCHANTMENT. CREATE A TREASURE TOKEN. (IT'S AN ARTIFACT WITH "Tap, SACRIFICE THIS ARTIFACT: ADD ONE MANA OF ANY COLOR.") −10: TARGET PLAYER'S LIFE TOTAL BECOMES 1.** |  | |  | [**VRASKA, SCHEMING GORGON**](https://magicarena.fandom.com/wiki/Vraska,_Scheming_Gorgon)**BlackBlack (6) LEGENDARY PLANESWALKER — VRASKA (5) +2: CREATURES YOU CONTROL GET +1/+0 UNTIL END OF TURN.**  **−3: DESTROY TARGET CREATURE. −10: UNTIL END OF TURN, CREATURES YOU CONTROL GAIN DEATHTOUCH AND "WHENEVER THIS CREATURE DEALS DAMAGE TO AN OPPONENT, THAT PLAYER LOSES THE GAME."** |  | |  | [**VRASKA, SWARM'S EMINENCE**](https://magicarena.fandom.com/wiki/Vraska,_Swarm%27s_Eminence)**(4) LEGENDARY PLANESWALKER — VRASKA (5) WHENEVER A CREATURE YOU CONTROL WITH DEATHTOUCH DEALS DAMAGE TO A PLAYER OR PLANESWALKER, PUT A +1/+1 COUNTER ON THAT CREATURE.**  **−2: CREATE A 1/1 BLACK ASSASSIN CREATURE TOKEN WITH DEATHTOUCH AND "WHENEVER THIS CREATURE DEALS DAMAGE TO A PLANESWALKER, DESTROY THAT PLANESWALKER."** |  | |  | [**WEATHERLIGHT**](https://magicarena.fandom.com/wiki/Weatherlight)**(4) LEGENDARY ARTIFACT — VEHICLE (4/5) FLYING**  **WHENEVER WEATHERLIGHT DEALS COMBAT DAMAGE TO A PLAYER, LOOK AT THE TOP FIVE CARDS OF YOUR LIBRARY. YOU MAY REVEAL A HISTORIC CARD FROM AMONG THEM AND PUT IT INTO YOUR HAND. PUT THE REST ON THE BOTTOM OF YOUR LIBRARY IN A RANDOM ORDER. (ARTIFACTS, LEGENDARIES, AND SAGAS ARE HISTORIC.) CREW 3** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**YAWGMOTH'S VILE OFFERING**](https://magicarena.fandom.com/wiki/Yawgmoth%27s_Vile_Offering)**Black (5) LEGENDARY SORCERY (YOU MAY CAST A LEGENDARY SORCERY ONLY IF YOU CONTROL A LEGENDARY CREATURE OR PLANESWALKER.)**  **PUT UP TO ONE TARGET CREATURE OR PLANESWALKER CARD FROM A GRAVEYARD ONTO THE BATTLEFIELD UNDER YOUR CONTROL. DESTROY UP TO ONE TARGET CREATURE OR PLANESWALKER. EXILE YAWGMOTH'S VILE OFFERING.** |  | |  | [**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.)** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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** |  | |  | [**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)**Red (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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| |  |  |  | | --- | --- | --- | | **94 DINOSAUR MAGIC DECK CARDS** | | | |  | [**ANCIENT BRONTODON**](https://magicarena.fandom.com/wiki/Ancient_Brontodon)**GreenGreen (8) CREATURE — DINOSAUR (9/9)** |  | |  | [**BELLIGERENT BRONTODON**](https://magicarena.fandom.com/wiki/Belligerent_Brontodon)**GreenWhite (7) CREATURE — DINOSAUR (4/6) EACH CREATURE YOU CONTROL ASSIGNS COMBAT DAMAGE EQUAL TO ITS TOUGHNESS RATHER THAN ITS POWER.** |  | |  | [**BELLOWING AEGISAUR**](https://magicarena.fandom.com/wiki/Bellowing_Aegisaur)**White (6) CREATURE — DINOSAUR (3/5) ENRAGE — WHENEVER BELLOWING AEGISAUR IS DEALT DAMAGE, PUT A +1/+1 COUNTER ON EACH OTHER CREATURE YOU CONTROL.** |  | |  | [**BONDED HORNCREST**](https://magicarena.fandom.com/wiki/Bonded_Horncrest)**Red (4) CREATURE — DINOSAUR (5/5) BONDED HORNCREST CAN'T ATTACK OR BLOCK ALONE.** |  | |  | [**BURNING SUN'S AVATAR**](https://magicarena.fandom.com/wiki/Burning_Sun%27s_Avatar)**RedRedRed (6) CREATURE — DINOSAUR AVATAR (6/6) WHEN BURNING SUN'S AVATAR ENTERS THE BATTLEFIELD, IT DEALS 3 DAMAGE TO TARGET OPPONENT OR PLANESWALKER AND 3 DAMAGE TO UP TO ONE TARGET CREATURE.** |  | |  | [**CACOPHODON**](https://magicarena.fandom.com/wiki/Cacophodon)**Green (4) CREATURE — DINOSAUR (2/5) ENRAGE — WHENEVER CACOPHODON IS DEALT DAMAGE, UNTAP TARGET PERMANENT.** |  | |  | [**CARNAGE TYRANT**](https://magicarena.fandom.com/wiki/Carnage_Tyrant)**GreenGreen (6) CREATURE — DINOSAUR (7/6) THIS SPELL CAN'T BE COUNTERED.**  **TRAMPLE, HEXPROOF** |  | |  | [**CHARGING MONSTROSAUR**](https://magicarena.fandom.com/wiki/Charging_Monstrosaur)**Red (5) CREATURE — DINOSAUR (5/5) TRAMPLE, HASTE** |  | |  | [**CHARGING TUSKODON**](https://magicarena.fandom.com/wiki/Charging_Tuskodon)**RedRed (5) CREATURE — DINOSAUR (4/4) TRAMPLE**  **IF CHARGING TUSKODON WOULD DEAL COMBAT DAMAGE TO A PLAYER, IT DEALS DOUBLE THAT DAMAGE TO THAT PLAYER INSTEAD.** |  | |  | [**CHERISHED HATCHLING**](https://magicarena.fandom.com/wiki/Cherished_Hatchling)**Green (2) CREATURE — DINOSAUR (2/1) WHEN CHERISHED HATCHLING DIES, YOU MAY CAST DINOSAUR SPELLS THIS TURN AS THOUGH THEY HAD FLASH, AND WHENEVER YOU CAST A DINOSAUR SPELL THIS TURN, IT GAINS "WHEN THIS CREATURE ENTERS THE BATTLEFIELD, YOU MAY HAVE IT FIGHT ANOTHER TARGET CREATURE."** |  | |  | [**CLOUDPIERCER**](https://magicarena.fandom.com/wiki/Cloudpiercer)**Red (5) CREATURE — DINOSAUR (5/4) 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.)**  **REACH WHENEVER THIS CREATURE MUTATES, YOU MAY DISCARD A CARD. IF YOU DO, DRAW A CARD.** |  | |  | [**COLOSSAL DREADMAW**](https://magicarena.fandom.com/wiki/Colossal_Dreadmaw)**GreenGreen (6) CREATURE — DINOSAUR (6/6) TRAMPLE (THIS CREATURE CAN DEAL EXCESS COMBAT DAMAGE TO THE PLAYER OR PLANESWALKER IT'S ATTACKING.)** |  | |  | [**CRESTED HERDCALLER**](https://magicarena.fandom.com/wiki/Crested_Herdcaller)**GreenGreen (5) CREATURE — DINOSAUR (3/3) TRAMPLE**  **WHEN CRESTED HERDCALLER ENTERS THE BATTLEFIELD, CREATE A 3/3 GREEN DINOSAUR CREATURE TOKEN WITH TRAMPLE.** |  | |  | [**DEATHGORGE SCAVENGER**](https://magicarena.fandom.com/wiki/Deathgorge_Scavenger)**Green (3) CREATURE — DINOSAUR (3/2) WHENEVER DEATHGORGE SCAVENGER ENTERS THE BATTLEFIELD OR ATTACKS, YOU MAY EXILE TARGET CARD FROM A GRAVEYARD. IF A CREATURE CARD IS EXILED THIS WAY, YOU GAIN 2 LIFE. IF A NONCREATURE CARD IS EXILED THIS WAY, DEATHGORGE SCAVENGER GETS +1/+1 UNTIL END OF TURN.** |  | |  | [**DROWSING TYRANNODON**](https://magicarena.fandom.com/wiki/Drowsing_Tyrannodon)**Green (2) CREATURE — DINOSAUR (3/3) DEFENDER (THIS CREATURE CAN'T ATTACK.)**  **AS LONG AS YOU CONTROL A CREATURE WITH POWER 4 OR GREATER, DROWSING TYRANNODON CAN ATTACK AS THOUGH IT DIDN'T HAVE DEFENDER.** |  | |  | [**ETALI, PRIMAL STORM**](https://magicarena.fandom.com/wiki/Etali,_Primal_Storm)**RedRed (6) LEGENDARY CREATURE — ELDER DINOSAUR (6/6) WHENEVER ETALI, PRIMAL STORM ATTACKS, EXILE THE TOP CARD OF EACH PLAYER'S LIBRARY, THEN YOU MAY CAST ANY NUMBER OF SPELLS FROM AMONG THOSE CARDS WITHOUT PAYING THEIR MANA COSTS.** |  | |  | [**FRENZIED RAPTOR**](https://magicarena.fandom.com/wiki/Frenzied_Raptor)**Red (3) CREATURE — DINOSAUR (4/2)** |  | |  | [**FRILLED DEATHSPITTER**](https://magicarena.fandom.com/wiki/Frilled_Deathspitter)**Red (3) CREATURE — DINOSAUR (3/2) ENRAGE — WHENEVER FRILLED DEATHSPITTER IS DEALT DAMAGE, IT DEALS 2 DAMAGE TO TARGET OPPONENT OR PLANESWALKER.** |  | |  | [**GHALTA, PRIMAL HUNGER**](https://magicarena.fandom.com/wiki/Ghalta,_Primal_Hunger)**GreenGreen (12) LEGENDARY CREATURE — ELDER DINOSAUR (12/12) THIS SPELL COSTS  LESS TO CAST, WHERE X IS THE TOTAL POWER OF CREATURES YOU CONTROL.**  **TRAMPLE** |  | |  | [**GIGANTOSAURUS**](https://magicarena.fandom.com/wiki/Gigantosaurus)**GreenGreenGreenGreenGreen (5) CREATURE — DINOSAUR (10/10)** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**GRAZING WHIPTAIL**](https://magicarena.fandom.com/wiki/Grazing_Whiptail)**GreenGreen (4) CREATURE — DINOSAUR (3/4) REACH** |  | |  | [**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.)** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**IMPOSING VANTASAUR**](https://magicarena.fandom.com/wiki/Imposing_Vantasaur)**White (6) CREATURE — DINOSAUR (3/6) VIGILANCE**  **CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**LOOMING ALTISAUR**](https://magicarena.fandom.com/wiki/Looming_Altisaur)**White (4) CREATURE — DINOSAUR (1/7)** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**NEST ROBBER**](https://magicarena.fandom.com/wiki/Nest_Robber)**Red (2) CREATURE — DINOSAUR (2/1) HASTE** |  | |  | [**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.** |  | |  | [**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)** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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 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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.)** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**SHINING AEROSAUR**](https://magicarena.fandom.com/wiki/Shining_Aerosaur)**White (5) CREATURE — DINOSAUR (3/4) FLYING** |  | |  | [**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.)** |  | |  | [**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.** |  | |  | [**SKY TERROR**](https://magicarena.fandom.com/wiki/Sky_Terror)**RedWhite (2) CREATURE — DINOSAUR (2/2) FLYING, MENACE** |  | |  | [**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 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.)** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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 HAMMERSKULL**](https://magicarena.fandom.com/wiki/Territorial_Hammerskull)**White (3) CREATURE — DINOSAUR (2/3) WHENEVER TERRITORIAL HAMMERSKULL ATTACKS, TAP TARGET CREATURE AN OPPONENT CONTROLS.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.)** |  | |  | [**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.)** |  | |  | [**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.** |  | |  | [**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** |  | |  | [**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.** |  | |

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| |  |  |  | | --- | --- | --- | | **73 PIRATE MAGIC DECK CARDS** | | | |  | [**ADMIRAL BECKETT BRASS**](https://magicarena.fandom.com/wiki/Admiral_Beckett_Brass)**BlueBlackRed (4) LEGENDARY CREATURE — HUMAN PIRATE (3/3) OTHER PIRATES YOU CONTROL GET +1/+1.**  **AT THE BEGINNING OF YOUR END STEP, GAIN CONTROL OF TARGET NONLAND PERMANENT CONTROLLED BY A PLAYER WHO WAS DEALT COMBAT DAMAGE BY THREE OR MORE PIRATES THIS TURN.** |  | |  | [**ANGRATH'S AMBUSHER**](https://magicarena.fandom.com/wiki/Angrath%27s_Ambusher)**Black (3) CREATURE — ORC PIRATE (2/3) ANGRATH'S AMBUSHER GETS +2/+0 AS LONG AS YOU CONTROL AN ANGRATH PLANESWALKER.** |  | |  | [**ANGRATH'S MARAUDERS**](https://magicarena.fandom.com/wiki/Angrath%27s_Marauders)**RedRed (7) CREATURE — HUMAN PIRATE (4/4) IF A SOURCE YOU CONTROL WOULD DEAL DAMAGE TO A PERMANENT OR PLAYER, IT DEALS DOUBLE THAT DAMAGE TO THAT PERMANENT OR PLAYER INSTEAD.** |  | |  | [**BRAZEN BUCCANEERS**](https://magicarena.fandom.com/wiki/Brazen_Buccaneers)**Red (4) CREATURE — HUMAN PIRATE (2/2) HASTE**  **WHEN BRAZEN BUCCANEERS 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.)** |  | |  | [**BRAZEN FREEBOOTER**](https://magicarena.fandom.com/wiki/Brazen_Freebooter)**Red (4) CREATURE — HUMAN PIRATE (3/3) WHEN BRAZEN FREEBOOTER ENTERS THE BATTLEFIELD, CREATE A TREASURE TOKEN. (IT'S AN ARTIFACT WITH "Tap, SACRIFICE THIS ARTIFACT: ADD ONE MANA OF ANY COLOR.")** |  | |  | [**BRINEBORN CUTTHROAT**](https://magicarena.fandom.com/wiki/Brineborn_Cutthroat)**Blue (2) CREATURE — MERFOLK PIRATE (2/1) FLASH (YOU MAY CAST THIS SPELL ANY TIME YOU COULD CAST AN INSTANT.)**  **WHENEVER YOU CAST A SPELL DURING AN OPPONENT'S TURN, PUT A +1/+1 COUNTER ON BRINEBORN CUTTHROAT.** |  | |  | [**CAPTAIN LANNERY STORM**](https://magicarena.fandom.com/wiki/Captain_Lannery_Storm)**Red (3) LEGENDARY CREATURE — HUMAN PIRATE (2/2) HASTE**  **WHENEVER CAPTAIN LANNERY STORM ATTACKS, CREATE A TREASURE TOKEN. (IT'S AN ARTIFACT WITH "Tap, SACRIFICE THIS ARTIFACT: ADD ONE MANA OF ANY COLOR.") WHENEVER YOU SACRIFICE A TREASURE, CAPTAIN LANNERY STORM GETS +1/+0 UNTIL END OF TURN.** |  | |  | [**CAPTIVATING CREW**](https://magicarena.fandom.com/wiki/Captivating_Crew)**Red (4) CREATURE — HUMAN PIRATE (4/3) Red: GAIN CONTROL OF TARGET CREATURE AN OPPONENT CONTROLS 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.** |  | |  | [**CORSAIR CAPTAIN**](https://magicarena.fandom.com/wiki/Corsair_Captain)**Blue (3) CREATURE — HUMAN PIRATE (2/2) WHEN CORSAIR CAPTAIN ENTERS THE BATTLEFIELD, CREATE A TREASURE TOKEN. (IT'S AN ARTIFACT WITH "Tap, SACRIFICE THIS ARTIFACT: ADD ONE MANA OF ANY COLOR.")**  **OTHER PIRATES YOU CONTROL GET +1/+1.** |  | |  | [**CRAFTY CUTPURSE**](https://magicarena.fandom.com/wiki/Crafty_Cutpurse)**Blue (4) CREATURE — HUMAN PIRATE (2/2) FLASH**  **WHEN CRAFTY CUTPURSE ENTERS THE BATTLEFIELD, EACH TOKEN THAT WOULD BE CREATED UNDER AN OPPONENT'S CONTROL THIS TURN IS CREATED UNDER YOUR CONTROL INSTEAD.** |  | |  | [**DARING BUCCANEER**](https://magicarena.fandom.com/wiki/Daring_Buccaneer)**Red (1) CREATURE — HUMAN PIRATE (2/2) AS AN ADDITIONAL COST TO CAST THIS SPELL, REVEAL A PIRATE CARD FROM YOUR HAND OR PAY .** |  | |  | [**DARING SABOTEUR**](https://magicarena.fandom.com/wiki/Daring_Saboteur)**Blue (2) CREATURE — HUMAN PIRATE (2/1) Blue: DARING SABOTEUR CAN'T BE BLOCKED THIS TURN.**  **WHENEVER DARING SABOTEUR DEALS COMBAT DAMAGE TO A PLAYER, YOU MAY DRAW A CARD. IF YOU DO, DISCARD A CARD.** |  | |  | [**DEADEYE BRAWLER**](https://magicarena.fandom.com/wiki/Deadeye_Brawler)**BlueBlack (4) CREATURE — HUMAN PIRATE (2/4) DEATHTOUCH**  **ASCEND (IF YOU CONTROL TEN OR MORE PERMANENTS, YOU GET THE CITY'S BLESSING FOR THE REST OF THE GAME.) WHENEVER DEADEYE BRAWLER DEALS COMBAT DAMAGE TO A PLAYER, IF YOU HAVE THE CITY'S BLESSING, DRAW A CARD.** |  | |  | [**DEADEYE PLUNDERERS**](https://magicarena.fandom.com/wiki/Deadeye_Plunderers)**BlueBlack (5) CREATURE — HUMAN PIRATE (3/3) DEADEYE PLUNDERERS GETS +1/+1 FOR EACH ARTIFACT YOU CONTROL.**  **BlueBlack: CREATE A TREASURE TOKEN. (IT'S AN ARTIFACT WITH "Tap, SACRIFICE THIS ARTIFACT: ADD ONE MANA OF ANY COLOR.")** |  | |  | [**DEADEYE QUARTERMASTER**](https://magicarena.fandom.com/wiki/Deadeye_Quartermaster)**Blue (4) CREATURE — HUMAN PIRATE (2/2) WHEN DEADEYE QUARTERMASTER ENTERS THE BATTLEFIELD, YOU MAY SEARCH YOUR LIBRARY FOR AN EQUIPMENT OR VEHICLE CARD, REVEAL IT, PUT IT INTO YOUR HAND, THEN SHUFFLE YOUR LIBRARY.** |  | |  | [**DEADEYE RIG-HAULER**](https://magicarena.fandom.com/wiki/Deadeye_Rig-Hauler)**Blue (4) CREATURE — HUMAN PIRATE (3/2) RAID — WHEN DEADEYE RIG-HAULER ENTERS THE BATTLEFIELD, IF YOU ATTACKED THIS TURN, YOU MAY RETURN TARGET CREATURE TO ITS OWNER'S HAND.** |  | |  | [**DEADEYE TORMENTOR**](https://magicarena.fandom.com/wiki/Deadeye_Tormentor)**Black (3) CREATURE — HUMAN PIRATE (2/2) RAID — WHEN DEADEYE TORMENTOR ENTERS THE BATTLEFIELD, IF YOU ATTACKED THIS TURN, TARGET OPPONENT DISCARDS A CARD.** |  | |  | [**DEADEYE TRACKER**](https://magicarena.fandom.com/wiki/Deadeye_Tracker)**Black (1) CREATURE — HUMAN PIRATE (1/1) Black, Tap: EXILE TWO TARGET CARDS FROM AN OPPONENT'S GRAVEYARD. DEADEYE TRACKER 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.)** |  | |  | [**DEPARTED DECKHAND**](https://magicarena.fandom.com/wiki/Departed_Deckhand)**Blue (2) CREATURE — SPIRIT PIRATE (2/2) WHEN DEPARTED DECKHAND BECOMES THE TARGET OF A SPELL, SACRIFICE IT.**  **DEPARTED DECKHAND CAN'T BE BLOCKED EXCEPT BY SPIRITS. Blue: ANOTHER TARGET CREATURE YOU CONTROL CAN'T BE BLOCKED THIS TURN EXCEPT BY SPIRITS.** |  | |  | [**DESPERATE CASTAWAYS**](https://magicarena.fandom.com/wiki/Desperate_Castaways)**Black (2) CREATURE — HUMAN PIRATE (2/3) DESPERATE CASTAWAYS CAN'T ATTACK UNLESS YOU CONTROL AN ARTIFACT.** |  | |  | [**DINOSAUR HUNTER**](https://magicarena.fandom.com/wiki/Dinosaur_Hunter)**Black (2) CREATURE — HUMAN PIRATE (2/2) WHENEVER DINOSAUR HUNTER DEALS DAMAGE TO A DINOSAUR, DESTROY THAT CREATURE.** |  | |  | [**DIRE FLEET CAPTAIN**](https://magicarena.fandom.com/wiki/Dire_Fleet_Captain)**BlackRed (2) CREATURE — ORC PIRATE (2/2) WHENEVER DIRE FLEET CAPTAIN ATTACKS, IT GETS +1/+1 UNTIL END OF TURN FOR EACH OTHER ATTACKING PIRATE.** |  | |  | [**DIRE FLEET DAREDEVIL**](https://magicarena.fandom.com/wiki/Dire_Fleet_Daredevil)**Red (2) CREATURE — HUMAN PIRATE (2/1) FIRST STRIKE**  **WHEN DIRE FLEET DAREDEVIL ENTERS THE BATTLEFIELD, EXILE TARGET INSTANT OR SORCERY CARD FROM AN OPPONENT'S GRAVEYARD. YOU MAY CAST IT THIS TURN, AND YOU MAY SPEND MANA AS THOUGH IT WERE MANA OF ANY TYPE TO CAST THAT SPELL. IF THAT SPELL WOULD BE PUT INTO A GRAVEYARD THIS TURN, EXILE IT INSTEAD.** |  | |  | [**DIRE FLEET HOARDER**](https://magicarena.fandom.com/wiki/Dire_Fleet_Hoarder)**Black (2) CREATURE — HUMAN PIRATE (2/1) WHEN DIRE FLEET HOARDER DIES, CREATE A TREASURE TOKEN. (IT'S AN ARTIFACT WITH "Tap, SACRIFICE THIS ARTIFACT: ADD ONE MANA OF ANY COLOR.")** |  | |  | [**DIRE FLEET INTERLOPER**](https://magicarena.fandom.com/wiki/Dire_Fleet_Interloper)**Black (4) CREATURE — HUMAN PIRATE (2/2) MENACE**  **WHEN DIRE FLEET INTERLOPER 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.)** |  | |  | [**DIRE FLEET NECKBREAKER**](https://magicarena.fandom.com/wiki/Dire_Fleet_Neckbreaker)**BlackRed (4) CREATURE — ORC PIRATE (3/2) ATTACKING PIRATES YOU CONTROL GET +2/+0.** |  | |  | [**DIRE FLEET POISONER**](https://magicarena.fandom.com/wiki/Dire_Fleet_Poisoner)**Black (2) CREATURE — HUMAN PIRATE (2/2) FLASH**  **DEATHTOUCH WHEN DIRE FLEET POISONER ENTERS THE BATTLEFIELD, TARGET ATTACKING PIRATE YOU CONTROL GETS +1/+1 AND GAINS DEATHTOUCH UNTIL END OF TURN.** |  | |  | [**DIRE FLEET RAVAGER**](https://magicarena.fandom.com/wiki/Dire_Fleet_Ravager)**BlackBlack (5) CREATURE — ORC PIRATE WIZARD (4/4) MENACE, DEATHTOUCH**  **WHEN DIRE FLEET RAVAGER ENTERS THE BATTLEFIELD, EACH PLAYER LOSES A THIRD OF THEIR LIFE, ROUNDED UP.** |  | |  | [**DIRE FLEET WARMONGER**](https://magicarena.fandom.com/wiki/Dire_Fleet_Warmonger)**BlackRed (3) CREATURE — ORC PIRATE (3/3) AT THE BEGINNING OF COMBAT ON YOUR TURN, YOU MAY SACRIFICE ANOTHER CREATURE. IF YOU DO, DIRE FLEET WARMONGER GETS +2/+2 AND GAINS TRAMPLE UNTIL END OF TURN. (IT CAN DEAL EXCESS COMBAT DAMAGE TO THE PLAYER OR PLANESWALKER IT'S ATTACKING.)** |  | |  | [**DREAMCALLER SIREN**](https://magicarena.fandom.com/wiki/Dreamcaller_Siren)**BlueBlue (4) CREATURE — SIREN PIRATE (3/3) FLASH**  **FLYING DREAMCALLER SIREN CAN BLOCK ONLY CREATURES WITH FLYING. WHEN DREAMCALLER SIREN ENTERS THE BATTLEFIELD, IF YOU CONTROL ANOTHER PIRATE, TAP UP TO TWO TARGET NONLAND PERMANENTS.** |  | |  | [**FANATICAL FIREBRAND**](https://magicarena.fandom.com/wiki/Fanatical_Firebrand)**Red (1) CREATURE — GOBLIN PIRATE (1/1) HASTE**  **Tap, SACRIFICE FANATICAL FIREBRAND: IT DEALS 1 DAMAGE TO ANY TARGET.** |  | |  | [**FATHOM FLEET BOARDER**](https://magicarena.fandom.com/wiki/Fathom_Fleet_Boarder)**Black (3) CREATURE — ORC PIRATE (3/3) WHEN FATHOM FLEET BOARDER ENTERS THE BATTLEFIELD, YOU LOSE 2 LIFE UNLESS YOU CONTROL ANOTHER PIRATE.** |  | |  | [**FATHOM FLEET CAPTAIN**](https://magicarena.fandom.com/wiki/Fathom_Fleet_Captain)**Black (2) CREATURE — HUMAN PIRATE (2/1) MENACE**  **WHENEVER FATHOM FLEET CAPTAIN ATTACKS, IF YOU CONTROL ANOTHER NONTOKEN PIRATE, YOU MAY PAY . IF YOU DO, CREATE A 2/2 BLACK PIRATE CREATURE TOKEN WITH MENACE.** |  | |  | [**FATHOM FLEET CUTTHROAT**](https://magicarena.fandom.com/wiki/Fathom_Fleet_Cutthroat)**Black (4) CREATURE — HUMAN PIRATE (3/3) WHEN FATHOM FLEET CUTTHROAT ENTERS THE BATTLEFIELD, DESTROY TARGET CREATURE AN OPPONENT CONTROLS THAT WAS DEALT DAMAGE THIS TURN.** |  | |  | [**FATHOM FLEET FIREBRAND**](https://magicarena.fandom.com/wiki/Fathom_Fleet_Firebrand)**Red (2) CREATURE — HUMAN PIRATE (2/2) Red: FATHOM FLEET FIREBRAND GETS +1/+0 UNTIL END OF TURN.** |  | |  | [**FORERUNNER OF THE COALITION**](https://magicarena.fandom.com/wiki/Forerunner_of_the_Coalition)**Black (3) CREATURE — HUMAN PIRATE (2/2) WHEN FORERUNNER OF THE COALITION ENTERS THE BATTLEFIELD, YOU MAY SEARCH YOUR LIBRARY FOR A PIRATE CARD, REVEAL IT, THEN SHUFFLE YOUR LIBRARY AND PUT THAT CARD ON TOP OF IT.**  **WHENEVER ANOTHER PIRATE ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, EACH OPPONENT LOSES 1 LIFE.** |  | |  | [**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.** |  | |  | [**GOBLIN TRAILBLAZER**](https://magicarena.fandom.com/wiki/Goblin_Trailblazer)**Red (2) CREATURE — GOBLIN PIRATE (2/1) MENACE** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.")** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.")** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.)** |  | |  | [**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.")** |  | |  | [**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.** |  | |  | [**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.")** |  | |

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| |  |  |  | | --- | --- | --- | | **69 MERFOLK MAGIC DECK CARDS** | | | |  | [**AUGUR OF BOLAS**](https://magicarena.fandom.com/wiki/Augur_of_Bolas)**Blue (2) CREATURE — MERFOLK WIZARD (1/3) WHEN AUGUR OF BOLAS ENTERS THE BATTLEFIELD, LOOK AT THE TOP THREE CARDS OF YOUR LIBRARY. YOU MAY REVEAL AN INSTANT OR SORCERY CARD FROM AMONG THEM AND PUT IT INTO YOUR HAND. PUT THE REST ON THE BOTTOM OF YOUR LIBRARY IN ANY ORDER.** |  | |  | [**BENTHIC BIOMANCER**](https://magicarena.fandom.com/wiki/Benthic_Biomancer)**Blue (1) CREATURE — MERFOLK WIZARD MUTANT (1/1) Blue: 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 BENTHIC BIOMANCER, DRAW A CARD, THEN DISCARD A CARD.** |  | |  | [**BRINEBORN CUTTHROAT**](https://magicarena.fandom.com/wiki/Brineborn_Cutthroat)**Blue (2) CREATURE — MERFOLK PIRATE (2/1) FLASH (YOU MAY CAST THIS SPELL ANY TIME YOU COULD CAST AN INSTANT.)**  **WHENEVER YOU CAST A SPELL DURING AN OPPONENT'S TURN, PUT A +1/+1 COUNTER ON BRINEBORN CUTTHROAT.** |  | |  | [**COMBINE GUILDMAGE**](https://magicarena.fandom.com/wiki/Combine_Guildmage)**GreenBlue (2) CREATURE — MERFOLK WIZARD (2/2) Green, Tap: THIS TURN, EACH CREATURE YOU CONTROL ENTERS THE BATTLEFIELD WITH AN ADDITIONAL +1/+1 COUNTER ON IT.**  **Blue, Tap: MOVE A +1/+1 COUNTER FROM TARGET CREATURE YOU CONTROL ONTO ANOTHER TARGET CREATURE YOU CONTROL.** |  | |  | [**CORAL COMMANDO**](https://magicarena.fandom.com/wiki/Coral_Commando)**Blue (3) CREATURE — MERFOLK WARRIOR (3/2)** |  | |  | [**CORAL MERFOLK**](https://magicarena.fandom.com/wiki/Coral_Merfolk)**Blue (2) CREATURE — MERFOLK (2/1)** |  | |  | [**DALAKOS, CRAFTER OF WONDERS**](https://magicarena.fandom.com/wiki/Dalakos,_Crafter_of_Wonders)**BlueRed (3) LEGENDARY CREATURE — MERFOLK ARTIFICER (2/4) Tap: ADD . SPEND THIS MANA ONLY TO CAST ARTIFACT SPELLS OR ACTIVATE ABILITIES OF ARTIFACTS.**  **EQUIPPED CREATURES YOU CONTROL HAVE FLYING AND HASTE.** |  | |  | [**DEEPROOT CHAMPION**](https://magicarena.fandom.com/wiki/Deeproot_Champion)**Green (2) CREATURE — MERFOLK SHAMAN (1/1) WHENEVER YOU CAST A NONCREATURE SPELL, PUT A +1/+1 COUNTER ON DEEPROOT CHAMPION.** |  | |  | [**DEEPROOT ELITE**](https://magicarena.fandom.com/wiki/Deeproot_Elite)**Green (2) CREATURE — MERFOLK WARRIOR (1/1) WHENEVER ANOTHER MERFOLK ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, PUT A +1/+1 COUNTER ON TARGET MERFOLK YOU CONTROL.** |  | |  | [**DEEPROOT WARRIOR**](https://magicarena.fandom.com/wiki/Deeproot_Warrior)**Green (2) CREATURE — MERFOLK WARRIOR (2/2) WHENEVER DEEPROOT WARRIOR BECOMES BLOCKED, IT GETS +1/+1 UNTIL END OF TURN.** |  | |  | [**EMRY, LURKER OF THE LOCH**](https://magicarena.fandom.com/wiki/Emry,_Lurker_of_the_Loch)**Blue (3) LEGENDARY CREATURE — MERFOLK WIZARD (1/2) THIS SPELL COSTS  LESS TO CAST FOR EACH ARTIFACT YOU CONTROL.**  **WHEN EMRY, LURKER OF THE LOCH ENTERS THE BATTLEFIELD, MILL FOUR CARDS. Tap: CHOOSE TARGET ARTIFACT CARD IN YOUR GRAVEYARD. YOU MAY CAST THAT CARD THIS TURN. (YOU STILL PAY ITS COSTS. TIMING RULES STILL APPLY.)** |  | |  | [**FORERUNNER OF THE HERALDS**](https://magicarena.fandom.com/wiki/Forerunner_of_the_Heralds)**Green (4) CREATURE — MERFOLK SCOUT (3/2) WHEN FORERUNNER OF THE HERALDS ENTERS THE BATTLEFIELD, YOU MAY SEARCH YOUR LIBRARY FOR A MERFOLK CARD, REVEAL IT, THEN SHUFFLE YOUR LIBRARY AND PUT THAT CARD ON TOP OF IT.**  **WHENEVER ANOTHER MERFOLK ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, PUT A +1/+1 COUNTER ON FORERUNNER OF THE HERALDS.** |  | |  | [**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.** |  | |  | [**HEADWATER SENTRIES**](https://magicarena.fandom.com/wiki/Headwater_Sentries)**Blue (4) CREATURE — MERFOLK WARRIOR (2/5)** |  | |  | [**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.** |  | |  | [**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.)** |  | |  | [**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.)** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**LIBRARY LARCENIST**](https://magicarena.fandom.com/wiki/Library_Larcenist)**Blue (3) CREATURE — MERFOLK ROGUE (1/2) WHENEVER LIBRARY LARCENIST ATTACKS, 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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**NYXBORN SEAGUARD**](https://magicarena.fandom.com/wiki/Nyxborn_Seaguard)**BlueBlue (4) ENCHANTMENT CREATURE — MERFOLK SOLDIER (2/5)** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.)** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.)** |  | |  | [**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)** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.)** |  | |  | [**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.)** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**WIND STRIDER**](https://magicarena.fandom.com/wiki/Wind_Strider)**Blue (5) CREATURE — MERFOLK WIZARD (3/3) FLASH**  **FLYING** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |

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| |  |  |  | | --- | --- | --- | | **80 VAMPIRE MAGIC DECK CARDS** | | | |  | [**ADANTO VANGUARD**](https://magicarena.fandom.com/wiki/Adanto_Vanguard)**White (2) CREATURE — VAMPIRE SOLDIER (1/1) AS LONG AS ADANTO VANGUARD IS ATTACKING, IT GETS +2/+0.**  **PAY 4 LIFE: ADANTO VANGUARD GAINS INDESTRUCTIBLE UNTIL END OF TURN. (DAMAGE AND EFFECTS THAT SAY "DESTROY" DON'T DESTROY IT.)** |  | |  | [**ANOINTED DEACON**](https://magicarena.fandom.com/wiki/Anointed_Deacon)**Black (5) CREATURE — VAMPIRE CLERIC (3/3) AT THE BEGINNING OF COMBAT ON YOUR TURN, YOU MAY HAVE TARGET VAMPIRE GET +2/+0 UNTIL END OF TURN.** |  | |  | [**ARVAD THE CURSED**](https://magicarena.fandom.com/wiki/Arvad_the_Cursed)**WhiteBlack (5) LEGENDARY CREATURE — VAMPIRE KNIGHT (3/3) DEATHTOUCH, LIFELINK**  **OTHER LEGENDARY CREATURES YOU CONTROL GET +2/+2.** |  | |  | [**BARONY VAMPIRE**](https://magicarena.fandom.com/wiki/Barony_Vampire)**Black (3) CREATURE — VAMPIRE (3/2)** |  | |  | [**BISHOP OF BINDING**](https://magicarena.fandom.com/wiki/Bishop_of_Binding)**White (4) CREATURE — VAMPIRE CLERIC (1/1) WHEN BISHOP OF BINDING ENTERS THE BATTLEFIELD, EXILE TARGET CREATURE AN OPPONENT CONTROLS UNTIL BISHOP OF BINDING LEAVES THE BATTLEFIELD.**  **WHENEVER BISHOP OF BINDING ATTACKS, TARGET VAMPIRE GETS +X/+X UNTIL END OF TURN, WHERE X IS THE POWER OF THE EXILED CARD.** |  | |  | [**BISHOP OF REBIRTH**](https://magicarena.fandom.com/wiki/Bishop_of_Rebirth)**WhiteWhite (5) CREATURE — VAMPIRE CLERIC (3/4) VIGILANCE**  **WHENEVER BISHOP OF REBIRTH ATTACKS, YOU MAY RETURN TARGET CREATURE CARD WITH CONVERTED MANA COST 3 OR LESS FROM YOUR GRAVEYARD TO THE BATTLEFIELD.** |  | |  | [**BISHOP OF THE BLOODSTAINED**](https://magicarena.fandom.com/wiki/Bishop_of_the_Bloodstained)**BlackBlack (5) CREATURE — VAMPIRE CLERIC (3/3) WHEN BISHOP OF THE BLOODSTAINED ENTERS THE BATTLEFIELD, TARGET OPPONENT LOSES 1 LIFE FOR EACH VAMPIRE YOU CONTROL.** |  | |  | [**BISHOP'S SOLDIER**](https://magicarena.fandom.com/wiki/Bishop%27s_Soldier)**White (2) CREATURE — VAMPIRE SOLDIER (2/2) LIFELINK** |  | |  | [**BLOOD ARTIST**](https://magicarena.fandom.com/wiki/Blood_Artist)**Black (2) CREATURE — VAMPIRE (0/1) WHENEVER BLOOD ARTIST OR ANOTHER CREATURE DIES, TARGET PLAYER LOSES 1 LIFE AND YOU GAIN 1 LIFE.** |  | |  | [**BLOOD BURGLAR**](https://magicarena.fandom.com/wiki/Blood_Burglar)**Black (2) CREATURE — VAMPIRE ROGUE (2/2) AS LONG AS IT'S YOUR TURN, BLOOD BURGLAR HAS LIFELINK.(DAMAGE DEALT BY THIS CREATURE ALSO CAUSES YOU TO GAIN THAT MUCH LIFE.)** |  | |  | [**BLOOD GLUTTON**](https://magicarena.fandom.com/wiki/Blood_Glutton)**Black (5) CREATURE — VAMPIRE (4/3) LIFELINK (DAMAGE DEALT BY THIS CREATURE ALSO CAUSES YOU TO GAIN THAT MUCH LIFE.)** |  | |  | [**BLOOD HOST**](https://magicarena.fandom.com/wiki/Blood_Host)**BlackBlack (5) CREATURE — VAMPIRE (3/3) Black, SACRIFICE ANOTHER CREATURE: PUT A +1/+1 COUNTER ON BLOOD HOST AND YOU GAIN 2 LIFE.** |  | |  | [**BLOOD OPERATIVE**](https://magicarena.fandom.com/wiki/Blood_Operative)**BlackBlack (3) CREATURE — VAMPIRE ASSASSIN (3/1) LIFELINK**  **WHEN BLOOD OPERATIVE ENTERS THE BATTLEFIELD, YOU MAY EXILE TARGET CARD FROM A GRAVEYARD. WHENEVER YOU SURVEIL, IF BLOOD OPERATIVE IS IN YOUR GRAVEYARD, YOU MAY PAY 3 LIFE. IF YOU DO, RETURN BLOOD OPERATIVE TO YOUR HAND.** |  | |  | [**BLOODBOND VAMPIRE**](https://magicarena.fandom.com/wiki/Bloodbond_Vampire)**BlackBlack (4) CREATURE — VAMPIRE SHAMAN ALLY (3/3) WHENEVER YOU GAIN LIFE, PUT A +1/+1 COUNTER ON BLOODBOND VAMPIRE.** |  | |  | [**BLOODCRAZED PALADIN**](https://magicarena.fandom.com/wiki/Bloodcrazed_Paladin)**Black (2) CREATURE — VAMPIRE KNIGHT (1/1) FLASH**  **BLOODCRAZED PALADIN ENTERS THE BATTLEFIELD WITH A +1/+1 COUNTER ON IT FOR EACH CREATURE THAT DIED THIS TURN.** |  | |  | [**BLOODMIST INFILTRATOR**](https://magicarena.fandom.com/wiki/Bloodmist_Infiltrator)**Black (3) CREATURE — VAMPIRE (3/1) WHENEVER BLOODMIST INFILTRATOR ATTACKS, YOU MAY SACRIFICE ANOTHER CREATURE. IF YOU DO, BLOODMIST INFILTRATOR CAN'T BE BLOCKED THIS TURN.** |  | |  | [**BLOODTHIRSTY AERIALIST**](https://magicarena.fandom.com/wiki/Bloodthirsty_Aerialist)**BlackBlack (3) CREATURE — VAMPIRE ROGUE (2/3) FLYING**  **WHENEVER YOU GAIN LIFE, PUT A +1/+1 COUNTER ON BLOODTHIRSTY AERIALIST.** |  | |  | [**CHAMPION OF DUSK**](https://magicarena.fandom.com/wiki/Champion_of_Dusk)**BlackBlack (5) CREATURE — VAMPIRE KNIGHT (4/4) WHEN CHAMPION OF DUSK ENTERS THE BATTLEFIELD, YOU DRAW X CARDS AND YOU LOSE X LIFE, WHERE X IS THE NUMBER OF VAMPIRES YOU CONTROL.** |  | |  | [**CHILD OF NIGHT**](https://magicarena.fandom.com/wiki/Child_of_Night)**Black (2) CREATURE — VAMPIRE (2/1) LIFELINK** |  | |  | [**CRUEL CELEBRANT**](https://magicarena.fandom.com/wiki/Cruel_Celebrant)**WhiteBlack (2) CREATURE — VAMPIRE (1/2) WHENEVER CRUEL CELEBRANT OR ANOTHER CREATURE OR PLANESWALKER YOU CONTROL DIES, EACH OPPONENT LOSES 1 LIFE AND YOU GAIN 1 LIFE.** |  | |  | [**DEATHLESS ANCIENT**](https://magicarena.fandom.com/wiki/Deathless_Ancient)**BlackBlack (6) CREATURE — VAMPIRE KNIGHT (4/4) FLYING**  **TAP THREE UNTAPPED VAMPIRES YOU CONTROL: RETURN DEATHLESS ANCIENT FROM YOUR GRAVEYARD TO YOUR HAND.** |  | |  | [**DRANA, LIBERATOR OF MALAKIR**](https://magicarena.fandom.com/wiki/Drana,_Liberator_of_Malakir)**BlackBlack (3) LEGENDARY CREATURE — VAMPIRE ALLY (2/3) FLYING, FIRST STRIKE**  **WHENEVER DRANA, LIBERATOR OF MALAKIR DEALS COMBAT DAMAGE TO A PLAYER, PUT A +1/+1 COUNTER ON EACH ATTACKING CREATURE YOU CONTROL.** |  | |  | [**DUSK LEGION ZEALOT**](https://magicarena.fandom.com/wiki/Dusk_Legion_Zealot)**Black (2) CREATURE — VAMPIRE SOLDIER (1/1) WHEN DUSK LEGION ZEALOT ENTERS THE BATTLEFIELD, YOU DRAW A CARD AND YOU LOSE 1 LIFE.** |  | |  | [**DUSKBORNE SKYMARCHER**](https://magicarena.fandom.com/wiki/Duskborne_Skymarcher)**White (1) CREATURE — VAMPIRE CLERIC (1/1) FLYING**  **White, Tap: TARGET ATTACKING VAMPIRE GETS +1/+1 UNTIL END OF TURN.** |  | |  | [**ELENDA, THE DUSK ROSE**](https://magicarena.fandom.com/wiki/Elenda,_the_Dusk_Rose)**WhiteBlack (4) LEGENDARY CREATURE — VAMPIRE KNIGHT (1/1) LIFELINK**  **WHENEVER ANOTHER CREATURE DIES, PUT A +1/+1 COUNTER ON ELENDA, THE DUSK ROSE. WHEN ELENDA DIES, CREATE X 1/1 WHITE VAMPIRE CREATURE TOKENS WITH LIFELINK, WHERE X IS ELENDA'S POWER.** |  | |  | [**EPICURE OF BLOOD**](https://magicarena.fandom.com/wiki/Epicure_of_Blood)**Black (5) CREATURE — VAMPIRE (4/4) WHENEVER YOU GAIN LIFE, EACH OPPONENT LOSES 1 LIFE.** |  | |  | [**ETRATA, THE SILENCER**](https://magicarena.fandom.com/wiki/Etrata,_the_Silencer)**BlueBlack (4) LEGENDARY CREATURE — VAMPIRE ASSASSIN (3/5) ETRATA, THE SILENCER CAN'T BE BLOCKED.**  **WHENEVER ETRATA DEALS COMBAT DAMAGE TO A PLAYER, EXILE TARGET CREATURE THAT PLAYER CONTROLS AND PUT A HIT COUNTER ON THAT CARD. THAT PLAYER LOSES THE GAME IF THEY OWN THREE OR MORE EXILED CARDS WITH HIT COUNTERS ON THEM. ETRATA'S OWNER SHUFFLES ETRATA INTO THEIR LIBRARY.** |  | |  | [**EXULTANT SKYMARCHER**](https://magicarena.fandom.com/wiki/Exultant_Skymarcher)**WhiteWhite (3) CREATURE — VAMPIRE SOLDIER (2/3) FLYING** |  | |  | [**FALKENRATH NOBLE**](https://magicarena.fandom.com/wiki/Falkenrath_Noble)**Black (4) CREATURE — VAMPIRE NOBLE (2/2) FLYING**  **WHENEVER FALKENRATH NOBLE OR ANOTHER CREATURE DIES, TARGET PLAYER LOSES 1 LIFE AND YOU GAIN 1 LIFE.** |  | |  | [**FAMISHED PALADIN**](https://magicarena.fandom.com/wiki/Famished_Paladin)**White (2) CREATURE — VAMPIRE KNIGHT (3/3) FAMISHED PALADIN DOESN'T UNTAP DURING YOUR UNTAP STEP.**  **WHENEVER YOU GAIN LIFE, UNTAP FAMISHED PALADIN.** |  | |  | [**FORERUNNER OF THE LEGION**](https://magicarena.fandom.com/wiki/Forerunner_of_the_Legion)**White (3) CREATURE — VAMPIRE KNIGHT (2/2) WHEN FORERUNNER OF THE LEGION ENTERS THE BATTLEFIELD, YOU MAY SEARCH YOUR LIBRARY FOR A VAMPIRE CARD, REVEAL IT, THEN SHUFFLE YOUR LIBRARY AND PUT THAT CARD ON TOP OF IT.**  **WHENEVER ANOTHER VAMPIRE ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, TARGET CREATURE GETS +1/+1 UNTIL END OF TURN.** |  | |  | [**GIFTED AETHERBORN**](https://magicarena.fandom.com/wiki/Gifted_Aetherborn)**BlackBlack (2) CREATURE — AETHERBORN VAMPIRE (2/3) DEATHTOUCH, LIFELINK** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.)** |  | |  | [**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 LIEUTENANT**](https://magicarena.fandom.com/wiki/Legion_Lieutenant)**WhiteBlack (2) CREATURE — VAMPIRE KNIGHT (2/2) OTHER VAMPIRES YOU CONTROL GET +1/+1.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.)** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.)** |  | |  | [**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)** |  | |  | [**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.** |  | |  | [**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** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.)** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**SKYBLADE OF THE LEGION**](https://magicarena.fandom.com/wiki/Skyblade_of_the_Legion)**White (2) CREATURE — VAMPIRE SOLDIER (1/3) FLYING** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**THIRSTING BLOODLORD**](https://magicarena.fandom.com/wiki/Thirsting_Bloodlord)**BlackBlack (4) CREATURE — VAMPIRE (3/3) OTHER VAMPIRES YOU CONTROL GET +1/+1.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**VIZKOPA VAMPIRE**](https://magicarena.fandom.com/wiki/Vizkopa_Vampire)**(3) CREATURE — VAMPIRE (3/1) LIFELINK** |  | |  | [**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 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.** |  | |  | [**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.** |  | |  | [**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.** |  | |

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| |  |  |  | | --- | --- | --- | | **740 WHITE MAGIC DECK CARDS** | | | |  | [**ABSORB**](https://magicarena.fandom.com/wiki/Absorb)**WhiteBlueBlue (3) INSTANT COUNTER TARGET SPELL. YOU GAIN 3 LIFE.** |  | |  | [**ACCLAIMED CONTENDER**](https://magicarena.fandom.com/wiki/Acclaimed_Contender)**White (3) CREATURE — HUMAN KNIGHT (3/3) WHEN ACCLAIMED CONTENDER ENTERS THE BATTLEFIELD, IF YOU CONTROL ANOTHER KNIGHT, LOOK AT THE TOP FIVE CARDS OF YOUR LIBRARY. YOU MAY REVEAL A KNIGHT, AURA, EQUIPMENT, OR LEGENDARY ARTIFACT CARD FROM AMONG THEM AND PUT IT INTO YOUR HAND. PUT THE REST ON THE BOTTOM OF YOUR LIBRARY IN A RANDOM ORDER.** |  | |  | [**ADAMANT WILL**](https://magicarena.fandom.com/wiki/Adamant_Will)**White (2) INSTANT TARGET CREATURE GETS +2/+2 AND GAINS INDESTRUCTIBLE UNTIL END OF TURN. (DAMAGE AND EFFECTS THAT SAY "DESTROY" DON'T DESTROY IT.)** |  | |  | [**ADANTO VANGUARD**](https://magicarena.fandom.com/wiki/Adanto_Vanguard)**White (2) CREATURE — VAMPIRE SOLDIER (1/1) AS LONG AS ADANTO VANGUARD IS ATTACKING, IT GETS +2/+0.**  **PAY 4 LIFE: ADANTO VANGUARD GAINS INDESTRUCTIBLE UNTIL END OF TURN. (DAMAGE AND EFFECTS THAT SAY "DESTROY" DON'T DESTROY IT.)** |  | |  | [**ADHERENT OF HOPE**](https://magicarena.fandom.com/wiki/Adherent_of_Hope)**White (2) CREATURE — HUMAN SOLDIER (2/1) AT THE BEGINNING OF COMBAT ON YOUR TURN, IF YOU CONTROL A BASRI PLANESWALKER, PUT A +1/+1 COUNTER ON ADHERENT OF HOPE.** |  | |  | [**AEGIS OF THE HEAVENS**](https://magicarena.fandom.com/wiki/Aegis_of_the_Heavens)**White (2) INSTANT TARGET CREATURE GETS +1/+7 UNTIL END OF TURN.** |  | |  | [**AERIAL ASSAULT**](https://magicarena.fandom.com/wiki/Aerial_Assault)**White (3) SORCERY DESTROY TARGET TAPPED CREATURE. YOU GAIN 1 LIFE FOR EACH CREATURE YOU CONTROL WITH FLYING.** |  | |  | [**AERIAL ENGINEER**](https://magicarena.fandom.com/wiki/Aerial_Engineer)**WhiteBlue (4) CREATURE — HUMAN ARTIFICER (2/4) AS LONG AS YOU CONTROL AN ARTIFACT, AERIAL ENGINEER GETS +2/+0 AND HAS FLYING.** |  | |  | [**AETHERSHIELD ARTIFICER**](https://magicarena.fandom.com/wiki/Aethershield_Artificer)**White (4) CREATURE — DWARF ARTIFICER (3/3) AT THE BEGINNING OF COMBAT ON YOUR TURN, TARGET ARTIFACT CREATURE YOU CONTROL GETS +2/+2 AND GAINS INDESTRUCTIBLE UNTIL END OF TURN. (DAMAGE AND EFFECTS THAT SAY "DESTROY" DON'T DESTROY IT.)** |  | |  | [**AFFA GUARD HOUND**](https://magicarena.fandom.com/wiki/Affa_Guard_Hound)**White (3) CREATURE — DOG (2/2) FLASH (YOU MAY CAST THIS SPELL ANY TIME YOU COULD CAST AN INSTANT.)**  **WHEN AFFA GUARD HOUND ENTERS THE BATTLEFIELD, TARGET CREATURE GETS +0/+3 UNTIL END OF TURN.** |  | |  | [**AJANI, ADVERSARY OF TYRANTS**](https://magicarena.fandom.com/wiki/Ajani,_Adversary_of_Tyrants)**WhiteWhite (4) LEGENDARY PLANESWALKER — AJANI (4) +1: PUT A +1/+1 COUNTER ON EACH OF UP TO TWO TARGET CREATURES.**  **−2: RETURN TARGET CREATURE CARD WITH CONVERTED MANA COST 2 OR LESS FROM YOUR GRAVEYARD TO THE BATTLEFIELD. −7: YOU GET AN EMBLEM WITH "AT THE BEGINNING OF YOUR END STEP, CREATE THREE 1/1 WHITE CAT CREATURE TOKENS WITH LIFELINK."** |  | |  | [**AJANI, INSPIRING LEADER**](https://magicarena.fandom.com/wiki/Ajani,_Inspiring_Leader)**WhiteWhite (6) LEGENDARY PLANESWALKER — AJANI (5) +2: YOU GAIN 2 LIFE. PUT TWO +1/+1 COUNTERS ON UP TO ONE TARGET CREATURE.**  **−3: EXILE TARGET CREATURE. ITS CONTROLLER GAINS 2 LIFE. −10: CREATURES YOU CONTROL GAIN FLYING AND DOUBLE STRIKE UNTIL END OF TURN.** |  | |  | [**AJANI, STRENGTH OF THE PRIDE**](https://magicarena.fandom.com/wiki/Ajani,_Strength_of_the_Pride)**WhiteWhite (4) LEGENDARY PLANESWALKER — AJANI (5) +1: YOU GAIN LIFE EQUAL TO THE NUMBER OF CREATURES YOU CONTROL PLUS THE NUMBER OF PLANESWALKERS YOU CONTROL.**  **−2: CREATE A 2/2 WHITE CAT SOLDIER CREATURE TOKEN NAMED AJANI'S PRIDEMATE WITH "WHENEVER YOU GAIN LIFE, PUT A +1/+1 COUNTER ON AJANI'S PRIDEMATE." 0: IF YOU HAVE AT LEAST 15 LIFE MORE THAN YOUR STARTING LIFE TOTAL, EXILE AJANI, STRENGTH OF THE PRIDE AND EACH ARTIFACT AND CREATURE YOUR OPPONENTS CONTROL.** |  | |  | [**AJANI, THE GREATHEARTED**](https://magicarena.fandom.com/wiki/Ajani,_the_Greathearted)**GreenWhite (4) LEGENDARY PLANESWALKER — AJANI (5) CREATURES YOU CONTROL HAVE VIGILANCE.**  **+1: YOU GAIN 3 LIFE. −2: PUT A +1/+1 COUNTER ON EACH CREATURE YOU CONTROL AND A LOYALTY COUNTER ON EACH OTHER PLANESWALKER YOU CONTROL.** |  | |  | [**AJANI, WISE COUNSELOR**](https://magicarena.fandom.com/wiki/Ajani,_Wise_Counselor)**WhiteWhite (5) LEGENDARY PLANESWALKER — AJANI (5) +2: YOU GAIN 1 LIFE FOR EACH CREATURE YOU CONTROL.**  **−3: CREATURES YOU CONTROL GET +2/+2 UNTIL END OF TURN. −9: PUT X +1/+1 COUNTERS ON TARGET CREATURE, WHERE X IS YOUR LIFE TOTAL.** |  | |  | [**AJANI'S INFLUENCE**](https://magicarena.fandom.com/wiki/Ajani%27s_Influence)**WhiteWhite (4) SORCERY PUT TWO +1/+1 COUNTERS ON TARGET CREATURE.**  **LOOK AT THE TOP FIVE CARDS OF YOUR LIBRARY. YOU MAY REVEAL A WHITE CARD FROM AMONG THEM AND PUT IT INTO YOUR HAND. PUT THE REST ON THE BOTTOM OF YOUR LIBRARY IN A RANDOM ORDER.** |  | |  | [**AJANI'S LAST STAND**](https://magicarena.fandom.com/wiki/Ajani%27s_Last_Stand)**WhiteWhite (4) ENCHANTMENT WHENEVER A CREATURE OR PLANESWALKER YOU CONTROL DIES, YOU MAY SACRIFICE AJANI'S LAST STAND. IF YOU DO, CREATE A 4/4 WHITE AVATAR CREATURE TOKEN WITH FLYING.**  **WHEN A SPELL OR ABILITY AN OPPONENT CONTROLS CAUSES YOU TO DISCARD THIS CARD, IF YOU CONTROL A PLAINS, CREATE A 4/4 WHITE AVATAR CREATURE TOKEN WITH FLYING.** |  | |  | [**AJANI'S PRIDEMATE**](https://magicarena.fandom.com/wiki/Ajani%27s_Pridemate)**White (2) CREATURE — CAT SOLDIER (2/2) WHENEVER YOU GAIN LIFE, PUT A +1/+1 COUNTER ON AJANI'S PRIDEMATE.** |  | |  | [**AJANI'S WELCOME**](https://magicarena.fandom.com/wiki/Ajani%27s_Welcome)**White (1) ENCHANTMENT WHENEVER A CREATURE ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, YOU GAIN 1 LIFE.** |  | |  | [**ALABASTER MAGE**](https://magicarena.fandom.com/wiki/Alabaster_Mage)**White (2) CREATURE — HUMAN WIZARD (2/1) White: TARGET CREATURE YOU CONTROL GAINS LIFELINK UNTIL END OF TURN. (DAMAGE DEALT BY THE CREATURE ALSO CAUSES ITS CONTROLLER TO GAIN THAT MUCH LIFE.)** |  | |  | [**ALELA, ARTFUL PROVOCATEUR**](https://magicarena.fandom.com/wiki/Alela,_Artful_Provocateur)**WhiteBlueBlack (4) LEGENDARY CREATURE — FAERIE WARLOCK (2/3) FLYING, DEATHTOUCH, LIFELINK**  **OTHER CREATURES YOU CONTROL WITH FLYING GET +1/+0. WHENEVER YOU CAST AN ARTIFACT OR ENCHANTMENT SPELL, CREATE A 1/1 BLUE FAERIE CREATURE TOKEN WITH FLYING.** |  | |  | [**ALERT HEEDBONDER**](https://magicarena.fandom.com/wiki/Alert_Heedbonder)**(3) CREATURE — HUMAN SCOUT (2/4) VIGILANCE**  **AT THE BEGINNING OF YOUR END STEP, YOU GAIN 1 LIFE FOR EACH CREATURE YOU CONTROL WITH VIGILANCE.** |  | |  | [**ALL THAT GLITTERS**](https://magicarena.fandom.com/wiki/All_That_Glitters)**White (2) ENCHANTMENT — AURA ENCHANT CREATURE**  **ENCHANTED CREATURE GETS +1/+1 FOR EACH ARTIFACT AND/OR ENCHANTMENT YOU CONTROL.** |  | |  | [**ALPINE HOUNDMASTER**](https://magicarena.fandom.com/wiki/Alpine_Houndmaster)**RedWhite (2) CREATURE — HUMAN WARRIOR (2/2) WHEN ALPINE HOUNDMASTER ENTERS THE BATTLEFIELD, YOU MAY SEARCH YOUR LIBRARY FOR A CARD NAMED ALPINE WATCHDOG AND/OR A CARD NAMED IGNEOUS CUR, REVEAL THEM, PUT THEM INTO YOUR HAND, THEN SHUFFLE YOUR LIBRARY.**  **WHENEVER ALPINE HOUNDMASTER ATTACKS, IT GETS +X/+0 UNTIL END OF TURN, WHERE X IS THE NUMBER OF OTHER ATTACKING CREATURES.** |  | |  | [**ALPINE WATCHDOG**](https://magicarena.fandom.com/wiki/Alpine_Watchdog)**White (2) CREATURE — DOG (2/2) VIGILANCE (ATTACKING DOESN'T CAUSE THIS CREATURE TO TAP.)** |  | |  | [**ALSEID OF LIFE'S BOUNTY**](https://magicarena.fandom.com/wiki/Alseid_of_Life%27s_Bounty)**White (1) ENCHANTMENT CREATURE — NYMPH (1/1) LIFELINK**  **, SACRIFICE ALSEID OF LIFE'S BOUNTY: TARGET CREATURE OR ENCHANTMENT YOU CONTROL GAINS PROTECTION FROM THE COLOR OF YOUR CHOICE UNTIL END OF TURN.** |  | |  | [**ANCESTRAL BLADE**](https://magicarena.fandom.com/wiki/Ancestral_Blade)**White (2) ARTIFACT — EQUIPMENT WHEN ANCESTRAL BLADE ENTERS THE BATTLEFIELD, CREATE A 1/1 WHITE SOLDIER CREATURE TOKEN, THEN ATTACH ANCESTRAL BLADE TO IT.**  **EQUIPPED CREATURE GETS +1/+1. EQUIP  (: ATTACH TO TARGET CREATURE YOU CONTROL. EQUIP ONLY AS A SORCERY.)** |  | |  | [**ANGEL OF GRACE**](https://magicarena.fandom.com/wiki/Angel_of_Grace)**WhiteWhite (5) CREATURE — ANGEL (5/4) FLASH**  **FLYING WHEN ANGEL OF GRACE ENTERS THE BATTLEFIELD, UNTIL END OF TURN, DAMAGE THAT WOULD REDUCE YOUR LIFE TOTAL TO LESS THAN 1 REDUCES IT TO 1 INSTEAD. WhiteWhite, EXILE ANGEL OF GRACE FROM YOUR GRAVEYARD: YOUR LIFE TOTAL BECOMES 10.** |  | |  | [**ANGEL OF MERCY**](https://magicarena.fandom.com/wiki/Angel_of_Mercy)**White (5) CREATURE — ANGEL (3/3) FLYING**  **WHEN ANGEL OF MERCY ENTERS THE BATTLEFIELD, YOU GAIN 3 LIFE.** |  | |  | [**ANGEL OF THE DAWN**](https://magicarena.fandom.com/wiki/Angel_of_the_Dawn)**(5) CREATURE — ANGEL (3/3) FLYING**  **WHEN ANGEL OF THE DAWN ENTERS THE BATTLEFIELD, CREATURES YOU CONTROL GET +1/+1 AND GAIN VIGILANCE UNTIL END OF TURN. (ATTACKING DOESN'T CAUSE THEM TO TAP.)** |  | |  | [**ANGEL OF THE DIRE HOUR**](https://magicarena.fandom.com/wiki/Angel_of_the_Dire_Hour)**White (7) CREATURE — ANGEL (5/4) FLASH**  **FLYING WHEN ANGEL OF THE DIRE HOUR ENTERS THE BATTLEFIELD, IF YOU CAST IT FROM YOUR HAND, EXILE ALL ATTACKING CREATURES.** |  | |  | [**ANGEL OF VITALITY**](https://magicarena.fandom.com/wiki/Angel_of_Vitality)**(3) CREATURE — ANGEL (2/2) FLYING**  **IF YOU WOULD GAIN LIFE, YOU GAIN THAT MUCH LIFE PLUS 1 INSTEAD. ANGEL OF VITALITY GETS +2/+2 AS LONG AS YOU HAVE 25 OR MORE LIFE.** |  | |  | [**ANGELIC ASCENSION**](https://magicarena.fandom.com/wiki/Angelic_Ascension)**(2) INSTANT EXILE TARGET CREATURE OR PLANESWALKER. ITS CONTROLLER CREATES A 4/4 WHITE ANGEL CREATURE TOKEN WITH FLYING.** |  | |  | [**ANGELIC EDICT**](https://magicarena.fandom.com/wiki/Angelic_Edict)**(5) SORCERY EXILE TARGET CREATURE OR ENCHANTMENT.** |  | |  | [**ANGELIC EXALTATION**](https://magicarena.fandom.com/wiki/Angelic_Exaltation)**(4) ENCHANTMENT WHENEVER A CREATURE YOU CONTROL ATTACKS ALONE, IT GETS +X/+X UNTIL END OF TURN, WHERE X IS THE NUMBER OF CREATURES YOU CONTROL.** |  | |  | [**ANGELIC GIFT**](https://magicarena.fandom.com/wiki/Angelic_Gift)**White (2) ENCHANTMENT — AURA ENCHANT CREATURE**  **WHEN ANGELIC GIFT ENTERS THE BATTLEFIELD, DRAW A CARD. ENCHANTED CREATURE HAS FLYING.** |  | |  | [**ANGELIC GUARDIAN**](https://magicarena.fandom.com/wiki/Angelic_Guardian)**WhiteWhite (6) CREATURE — ANGEL (5/5) FLYING (THIS CREATURE CAN'T BE BLOCKED EXCEPT BY CREATURES WITH FLYING OR REACH.)**  **WHENEVER ONE OR MORE CREATURES YOU CONTROL ATTACK, THEY GAIN INDESTRUCTIBLE UNTIL END OF TURN. (DAMAGE AND EFFECTS THAT SAY "DESTROY" DON'T DESTROY THEM.)** |  | |  | [**ANGELIC PAGE**](https://magicarena.fandom.com/wiki/Angelic_Page)**White (2) CREATURE — ANGEL SPIRIT (1/1) FLYING**  **Tap: TARGET ATTACKING OR BLOCKING CREATURE GETS +1/+1 UNTIL END OF TURN.** |  | |  | [**ANGELIC REWARD**](https://magicarena.fandom.com/wiki/Angelic_Reward)**WhiteWhite (5) ENCHANTMENT — AURA ENCHANT CREATURE**  **ENCHANTED CREATURE GETS +3/+3 AND HAS FLYING.** |  | |  | [**ANOINTED CHORISTER**](https://magicarena.fandom.com/wiki/Anointed_Chorister)**White (1) CREATURE — HUMAN CLERIC (1/1) LIFELINK (DAMAGE DEALT BY THIS CREATURE ALSO CAUSES YOU TO GAIN THAT MUCH LIFE.)**  **White: ANOINTED CHORISTER GETS +3/+3 UNTIL END OF TURN.** |  | |  | [**APOSTLE OF PURIFYING LIGHT**](https://magicarena.fandom.com/wiki/Apostle_of_Purifying_Light)**White (2) CREATURE — HUMAN CLERIC (2/1) PROTECTION FROM BLACK (THIS CREATURE CAN'T BE BLOCKED, TARGETED, DEALT DAMAGE, ENCHANTED, OR EQUIPPED BY ANYTHING BLACK.)**  **: EXILE TARGET CARD FROM A GRAVEYARD.** |  | |  | [**ARCADES, THE STRATEGIST**](https://magicarena.fandom.com/wiki/Arcades,_the_Strategist)**GreenWhiteBlue (4) LEGENDARY CREATURE — ELDER DRAGON (3/5) FLYING, VIGILANCE**  **WHENEVER A CREATURE WITH DEFENDER ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, DRAW A CARD. EACH CREATURE YOU CONTROL WITH DEFENDER ASSIGNS COMBAT DAMAGE EQUAL TO ITS TOUGHNESS RATHER THAN ITS POWER AND CAN ATTACK AS THOUGH IT DIDN'T HAVE DEFENDER.** |  | |  | [**ARCANIST'S OWL**](https://magicarena.fandom.com/wiki/Arcanist%27s_Owl)**(4) ARTIFACT CREATURE — BIRD (3/3) FLYING**  **WHEN ARCANIST'S OWL ENTERS THE BATTLEFIELD, LOOK AT THE TOP FOUR CARDS OF YOUR LIBRARY. YOU MAY REVEAL AN ARTIFACT 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.** |  | |  | [**ARCHON OF ABSOLUTION**](https://magicarena.fandom.com/wiki/Archon_of_Absolution)**White (4) CREATURE — ARCHON (3/2) FLYING**  **PROTECTION FROM WHITE (THIS CREATURE CAN'T BE BLOCKED, TARGETED, DEALT DAMAGE, ENCHANTED, OR EQUIPPED BY ANYTHING WHITE.) CREATURES CAN'T ATTACK YOU OR A PLANESWALKER YOU CONTROL UNLESS THEIR CONTROLLER PAYS  FOR EACH OF THOSE CREATURES.** |  | |  | [**ARCHON OF FALLING STARS**](https://magicarena.fandom.com/wiki/Archon_of_Falling_Stars)**WhiteWhite (6) CREATURE — ARCHON (4/4) FLYING**  **WHEN ARCHON OF FALLING STARS DIES, YOU MAY RETURN TARGET ENCHANTMENT CARD FROM YOUR GRAVEYARD TO THE BATTLEFIELD.** |  | |  | [**ARCHON OF JUSTICE**](https://magicarena.fandom.com/wiki/Archon_of_Justice)**WhiteWhite (5) CREATURE — ARCHON (4/4) FLYING**  **WHEN ARCHON OF JUSTICE DIES, EXILE TARGET PERMANENT.** |  | |  | [**ARCHON OF REDEMPTION**](https://magicarena.fandom.com/wiki/Archon_of_Redemption)**WhiteWhite (5) CREATURE — ARCHON (3/4) FLYING**  **WHENEVER ARCHON OF REDEMPTION OR ANOTHER CREATURE WITH FLYING ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, YOU MAY GAIN LIFE EQUAL TO THAT CREATURE'S POWER.** |  | |  | [**ARCHON OF SUN'S GRACE**](https://magicarena.fandom.com/wiki/Archon_of_Sun%27s_Grace)**WhiteWhite (4) CREATURE — ARCHON (3/4) FLYING, LIFELINK**  **PEGASUS CREATURES YOU CONTROL HAVE LIFELINK. CONSTELLATION — WHENEVER AN ENCHANTMENT ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, CREATE A 2/2 WHITE PEGASUS CREATURE TOKEN WITH FLYING.** |  | |  | [**ARCHWAY ANGEL**](https://magicarena.fandom.com/wiki/Archway_Angel)**White (6) CREATURE — ANGEL (3/4) FLYING**  **WHEN ARCHWAY ANGEL ENTERS THE BATTLEFIELD, YOU GAIN 2 LIFE FOR EACH GATE YOU CONTROL.** |  | |  | [**ARDENVALE PALADIN**](https://magicarena.fandom.com/wiki/Ardenvale_Paladin)**White (4) CREATURE — HUMAN KNIGHT (2/5) ADAMANT — IF AT LEAST THREE WHITE MANA WAS SPENT TO CAST THIS SPELL, ARDENVALE PALADIN ENTERS THE BATTLEFIELD WITH A +1/+1 COUNTER ON IT.** |  | |  | [**ARDENVALE TACTICIAN**](https://magicarena.fandom.com/wiki/Ardenvale_Tactician)**WhiteWhite (3) CREATURE — HUMAN KNIGHT (2/3) FLYING** |  | |  | [**ARRESTER'S ZEAL**](https://magicarena.fandom.com/wiki/Arrester%27s_Zeal)**White (1) INSTANT TARGET CREATURE GETS +2/+2 UNTIL END OF TURN.**  **ADDENDUM — IF YOU CAST THIS SPELL DURING YOUR MAIN PHASE, THAT CREATURE GAINS FLYING UNTIL END OF TURN.** |  | |  | [**ARVAD THE CURSED**](https://magicarena.fandom.com/wiki/Arvad_the_Cursed)**WhiteBlack (5) LEGENDARY CREATURE — VAMPIRE KNIGHT (3/3) DEATHTOUCH, LIFELINK**  **OTHER LEGENDARY CREATURES YOU CONTROL GET +2/+2.** |  | |  | [**ARYEL, KNIGHT OF WINDGRACE**](https://magicarena.fandom.com/wiki/Aryel,_Knight_of_Windgrace)**WhiteBlack (4) LEGENDARY CREATURE — HUMAN KNIGHT (4/4) VIGILANCE**  **White, Tap: CREATE A 2/2 WHITE KNIGHT CREATURE TOKEN WITH VIGILANCE. Black, Tap, TAP X UNTAPPED KNIGHTS YOU CONTROL: DESTROY TARGET CREATURE WITH POWER X OR LESS.** |  | |  | [**ASHES OF THE ABHORRENT**](https://magicarena.fandom.com/wiki/Ashes_of_the_Abhorrent)**White (2) ENCHANTMENT PLAYERS CAN'T CAST SPELLS FROM GRAVEYARDS OR ACTIVATE ABILITIES OF CARDS IN GRAVEYARDS.**  **WHENEVER A CREATURE DIES, YOU GAIN 1 LIFE.** |  | |  | [**ASSEMBLE**](https://magicarena.fandom.com/wiki/Assemble)**GreenWhite (6) INSTANT CREATE THREE 2/2 GREEN AND WHITE ELF KNIGHT CREATURE TOKENS WITH VIGILANCE.** |  | |  | [**ASSURE**](https://magicarena.fandom.com/wiki/Assure)**(2) INSTANT PUT A +1/+1 COUNTER ON TARGET CREATURE. THAT CREATURE GAINS INDESTRUCTIBLE UNTIL END OF TURN.** |  | |  | [**ATHREOS, SHROUD-VEILED**](https://magicarena.fandom.com/wiki/Athreos,_Shroud-Veiled)**WhiteBlack (6) LEGENDARY ENCHANTMENT CREATURE — GOD (4/7) INDESTRUCTIBLE**  **AS LONG AS YOUR DEVOTION TO WHITE AND BLACK IS LESS THAN SEVEN, ATHREOS ISN'T A CREATURE. AT THE BEGINNING OF YOUR END STEP, PUT A COIN COUNTER ON ANOTHER TARGET CREATURE. WHENEVER A CREATURE WITH A COIN COUNTER ON IT DIES OR IS PUT INTO EXILE, RETURN THAT CARD TO THE BATTLEFIELD UNDER YOUR CONTROL.** |  | |  | [**ATZOCAN SEER**](https://magicarena.fandom.com/wiki/Atzocan_Seer)**GreenWhite (3) CREATURE — HUMAN DRUID (2/3) Tap: ADD ONE MANA OF ANY COLOR.**  **SACRIFICE ATZOCAN SEER: RETURN TARGET DINOSAUR CARD FROM YOUR GRAVEYARD TO YOUR HAND.** |  | |  | [**AURELIA, EXEMPLAR OF JUSTICE**](https://magicarena.fandom.com/wiki/Aurelia,_Exemplar_of_Justice)**RedWhite (4) LEGENDARY CREATURE — ANGEL (2/5) FLYING**  **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, CHOOSE UP TO ONE TARGET CREATURE YOU CONTROL. UNTIL END OF TURN, THAT CREATURE GETS +2/+0, GAINS TRAMPLE IF IT'S RED, AND GAINS VIGILANCE IF IT'S WHITE.** |  | |  | [**AVEN GAGGLEMASTER**](https://magicarena.fandom.com/wiki/Aven_Gagglemaster)**WhiteWhite (5) CREATURE — BIRD WARRIOR (4/3) FLYING**  **WHEN AVEN GAGGLEMASTER ENTERS THE BATTLEFIELD, YOU GAIN 2 LIFE FOR EACH CREATURE YOU CONTROL WITH FLYING.** |  | |  | [**AVEN SENTRY**](https://magicarena.fandom.com/wiki/Aven_Sentry)**White (4) CREATURE — BIRD SOLDIER (3/2) FLYING** |  | |  | [**AXIS OF MORTALITY**](https://magicarena.fandom.com/wiki/Axis_of_Mortality)**WhiteWhite (6) ENCHANTMENT AT THE BEGINNING OF YOUR UPKEEP, YOU MAY HAVE TWO TARGET PLAYERS EXCHANGE LIFE TOTALS.** |  | |  | [**AZOR, THE LAWBRINGER**](https://magicarena.fandom.com/wiki/Azor,_the_Lawbringer)**WhiteWhiteBlueBlue (6) LEGENDARY CREATURE — SPHINX (6/6) FLYING**  **WHEN AZOR, THE LAWBRINGER ENTERS THE BATTLEFIELD, EACH OPPONENT CAN'T CAST INSTANT OR SORCERY SPELLS DURING THAT PLAYER'S NEXT TURN. WHENEVER AZOR ATTACKS, YOU MAY PAY WhiteBlueBlue. IF YOU DO, YOU GAIN X LIFE AND DRAW X CARDS.** |  | |  | [**AZORIUS KNIGHT-ARBITER**](https://magicarena.fandom.com/wiki/Azorius_Knight-Arbiter)**WhiteBlue (5) CREATURE — HUMAN KNIGHT (2/5) VIGILANCE**  **AZORIUS KNIGHT-ARBITER CAN'T BE BLOCKED.** |  | |  | [**AZORIUS SKYGUARD**](https://magicarena.fandom.com/wiki/Azorius_Skyguard)**WhiteBlue (6) CREATURE — HUMAN KNIGHT (3/3) FLYING, FIRST STRIKE**  **CREATURES YOUR OPPONENTS CONTROL GET -1/-0.** |  | |  | [**BAFFLING END**](https://magicarena.fandom.com/wiki/Baffling_End)**White (2) ENCHANTMENT WHEN BAFFLING END ENTERS THE BATTLEFIELD, EXILE TARGET CREATURE AN OPPONENT CONTROLS WITH CONVERTED MANA COST 3 OR LESS.**  **WHEN BAFFLING END LEAVES THE BATTLEFIELD, TARGET OPPONENT CREATES A 3/3 GREEN DINOSAUR CREATURE TOKEN WITH TRAMPLE.** |  | |  | [**BAIRD, STEWARD OF ARGIVE**](https://magicarena.fandom.com/wiki/Baird,_Steward_of_Argive)**WhiteWhite (4) LEGENDARY CREATURE — HUMAN SOLDIER (2/4) VIGILANCE**  **CREATURES CAN'T ATTACK YOU OR A PLANESWALKER YOU CONTROL UNLESS THEIR CONTROLLER PAYS  FOR EACH OF THOSE CREATURES.** |  | |  | [**BANESLAYER ANGEL**](https://magicarena.fandom.com/wiki/Baneslayer_Angel)**WhiteWhite (5) CREATURE — ANGEL (5/5) FLYING, FIRST STRIKE, LIFELINK, PROTECTION FROM DEMONS AND FROM DRAGONS** |  | |  | [**BANISH INTO FABLE**](https://magicarena.fandom.com/wiki/Banish_into_Fable)**WhiteBlue (6) INSTANT WHEN YOU CAST THIS SPELL FROM YOUR HAND, COPY IT IF YOU CONTROL AN ARTIFACT, THEN COPY IT IF YOU CONTROL AN ENCHANTMENT. YOU MAY CHOOSE NEW TARGETS FOR THE COPIES.**  **RETURN TARGET NONLAND PERMANENT TO ITS OWNER'S HAND. YOU CREATE A 2/2 WHITE KNIGHT CREATURE TOKEN WITH VIGILANCE.** |  | |  | [**BANISHING LIGHT**](https://magicarena.fandom.com/wiki/Banishing_Light)**White (3) ENCHANTMENT WHEN BANISHING LIGHT ENTERS THE BATTLEFIELD, EXILE TARGET NONLAND PERMANENT AN OPPONENT CONTROLS UNTIL BANISHING LIGHT LEAVES THE BATTLEFIELD.** |  | |  | [**BARTERED COW**](https://magicarena.fandom.com/wiki/Bartered_Cow)**White (4) CREATURE — OX (3/3) WHEN BARTERED COW DIES OR WHEN YOU DISCARD IT, CREATE A FOOD TOKEN. (IT'S AN ARTIFACT WITH ", Tap, SACRIFICE THIS ARTIFACT: YOU GAIN 3 LIFE.")** |  | |  | [**BASILICA BELL-HAUNT**](https://magicarena.fandom.com/wiki/Basilica_Bell-Haunt)**WhiteWhiteBlackBlack (4) CREATURE — SPIRIT (3/4) WHEN BASILICA BELL-HAUNT ENTERS THE BATTLEFIELD, EACH OPPONENT DISCARDS A CARD AND YOU GAIN 3 LIFE.** |  | |  | [**BASRI KET**](https://magicarena.fandom.com/wiki/Basri_Ket)**WhiteWhite (3) LEGENDARY PLANESWALKER — BASRI (3) +1: PUT A +1/+1 COUNTER ON UP TO ONE TARGET CREATURE. IT GAINS INDESTRUCTIBLE UNTIL END OF TURN.**  **−2: WHENEVER ONE OR MORE NONTOKEN CREATURES ATTACK THIS TURN, CREATE THAT MANY 1/1 WHITE SOLDIER CREATURE TOKENS THAT ARE TAPPED AND ATTACKING. −6: YOU GET AN EMBLEM WITH "AT THE BEGINNING OF COMBAT ON YOUR TURN, CREATE A 1/1 WHITE SOLDIER CREATURE TOKEN, THEN PUT A +1/+1 COUNTER ON EACH CREATURE YOU CONTROL."** |  | |  | [**BASRI, DEVOTED PALADIN**](https://magicarena.fandom.com/wiki/Basri,_Devoted_Paladin)**WhiteWhite (6) LEGENDARY PLANESWALKER — BASRI (4) +1: PUT A +1/+1 COUNTER ON UP TO ONE TARGET CREATURE. IT GAINS VIGILANCE UNTIL END OF TURN.**  **−1: WHENEVER A CREATURE ATTACKS THIS TURN, PUT A +1/+1 COUNTER ON IT. −6: CREATURES YOU CONTROL GET +2/+2 AND GAIN FLYING UNTIL END OF TURN.** |  | |  | [**BASRI'S ACOLYTE**](https://magicarena.fandom.com/wiki/Basri%27s_Acolyte)**WhiteWhite (4) CREATURE — CAT CLERIC (2/3) LIFELINK (DAMAGE DEALT BY THIS CREATURE ALSO CAUSES YOU TO GAIN THAT MUCH LIFE.)**  **WHEN BASRI'S ACOLYTE ENTERS THE BATTLEFIELD, PUT A +1/+1 COUNTER ON EACH OF UP TO TWO OTHER TARGET CREATURES YOU CONTROL.** |  | |  | [**BASRI'S AEGIS**](https://magicarena.fandom.com/wiki/Basri%27s_Aegis)**WhiteWhite (4) SORCERY PUT A +1/+1 COUNTER ON EACH OF UP TO TWO TARGET CREATURES. YOU MAY SEARCH YOUR LIBRARY AND/OR GRAVEYARD FOR A CARD NAMED BASRI, DEVOTED PALADIN, REVEAL IT, AND PUT IT INTO YOUR HAND. IF YOU SEARCH YOUR LIBRARY THIS WAY, SHUFFLE IT.** |  | |  | [**BASRI'S LIEUTENANT**](https://magicarena.fandom.com/wiki/Basri%27s_Lieutenant)**White (4) CREATURE — HUMAN KNIGHT (3/4) VIGILANCE, PROTECTION FROM MULTICOLORED**  **WHEN BASRI'S LIEUTENANT ENTERS THE BATTLEFIELD, PUT A +1/+1 COUNTER ON TARGET CREATURE YOU CONTROL. WHENEVER BASRI'S LIEUTENANT OR ANOTHER CREATURE YOU CONTROL DIES, IF IT HAD A +1/+1 COUNTER ON IT, CREATE A 2/2 WHITE KNIGHT CREATURE TOKEN WITH VIGILANCE.** |  | |  | [**BASRI'S SOLIDARITY**](https://magicarena.fandom.com/wiki/Basri%27s_Solidarity)**White (2) SORCERY PUT A +1/+1 COUNTER ON EACH CREATURE YOU CONTROL.** |  | |  | [**BASTION ENFORCER**](https://magicarena.fandom.com/wiki/Bastion_Enforcer)**White (3) CREATURE — DWARF SOLDIER (3/2)** |  | |  | [**BATTALION FOOT SOLDIER**](https://magicarena.fandom.com/wiki/Battalion_Foot_Soldier)**White (3) CREATURE — HUMAN SOLDIER (2/2) WHEN BATTALION FOOT SOLDIER ENTERS THE BATTLEFIELD, YOU MAY SEARCH YOUR LIBRARY FOR ANY NUMBER OF CARDS NAMED BATTALION FOOT SOLDIER, REVEAL THEM, PUT THEM INTO YOUR HAND, THEN SHUFFLE YOUR LIBRARY.** |  | |  | [**BATTLEFIELD PROMOTION**](https://magicarena.fandom.com/wiki/Battlefield_Promotion)**White (2) INSTANT PUT A +1/+1 COUNTER ON TARGET CREATURE. THAT CREATURE GAINS FIRST STRIKE UNTIL END OF TURN. YOU GAIN 2 LIFE.** |  | |  | [**BELLIGERENT BRONTODON**](https://magicarena.fandom.com/wiki/Belligerent_Brontodon)**GreenWhite (7) CREATURE — DINOSAUR (4/6) EACH CREATURE YOU CONTROL ASSIGNS COMBAT DAMAGE EQUAL TO ITS TOUGHNESS RATHER THAN ITS POWER.** |  | |  | [**BELLOWING AEGISAUR**](https://magicarena.fandom.com/wiki/Bellowing_Aegisaur)**White (6) CREATURE — DINOSAUR (3/5) ENRAGE — WHENEVER BELLOWING AEGISAUR IS DEALT DAMAGE, PUT A +1/+1 COUNTER ON EACH OTHER CREATURE YOU CONTROL.** |  | |  | [**BELOVED PRINCESS**](https://magicarena.fandom.com/wiki/Beloved_Princess)**White (1) CREATURE — HUMAN NOBLE (1/1) LIFELINK**  **BELOVED PRINCESS CAN'T BE BLOCKED BY CREATURES WITH POWER 3 OR GREATER.** |  | |  | [**BENALISH HONOR GUARD**](https://magicarena.fandom.com/wiki/Benalish_Honor_Guard)**White (2) CREATURE — HUMAN KNIGHT (2/2) BENALISH HONOR GUARD GETS +1/+0 FOR EACH LEGENDARY CREATURE YOU CONTROL.** |  | |  | [**BENALISH MARSHAL**](https://magicarena.fandom.com/wiki/Benalish_Marshal)**WhiteWhiteWhite (3) CREATURE — HUMAN KNIGHT (3/3) OTHER CREATURES YOU CONTROL GET +1/+1.** |  | |  | [**BISHOP OF BINDING**](https://magicarena.fandom.com/wiki/Bishop_of_Binding)**White (4) CREATURE — VAMPIRE CLERIC (1/1) WHEN BISHOP OF BINDING ENTERS THE BATTLEFIELD, EXILE TARGET CREATURE AN OPPONENT CONTROLS UNTIL BISHOP OF BINDING LEAVES THE BATTLEFIELD.**  **WHENEVER BISHOP OF BINDING ATTACKS, TARGET VAMPIRE GETS +X/+X UNTIL END OF TURN, WHERE X IS THE POWER OF THE EXILED CARD.** |  | |  | [**BISHOP OF REBIRTH**](https://magicarena.fandom.com/wiki/Bishop_of_Rebirth)**WhiteWhite (5) CREATURE — VAMPIRE CLERIC (3/4) VIGILANCE**  **WHENEVER BISHOP OF REBIRTH ATTACKS, YOU MAY RETURN TARGET CREATURE CARD WITH CONVERTED MANA COST 3 OR LESS FROM YOUR GRAVEYARD TO THE BATTLEFIELD.** |  | |  | [**BISHOP OF WINGS**](https://magicarena.fandom.com/wiki/Bishop_of_Wings)**WhiteWhite (2) CREATURE — HUMAN CLERIC (1/4) WHENEVER AN ANGEL ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, YOU GAIN 4 LIFE.**  **WHENEVER AN ANGEL YOU CONTROL DIES, CREATE A 1/1 WHITE SPIRIT CREATURE TOKEN WITH FLYING.** |  | |  | [**BISHOP'S SOLDIER**](https://magicarena.fandom.com/wiki/Bishop%27s_Soldier)**White (2) CREATURE — VAMPIRE SOLDIER (2/2) LIFELINK** |  | |  | [**BLADE BANISH**](https://magicarena.fandom.com/wiki/Blade_Banish)**White (4) INSTANT EXILE TARGET CREATURE WITH POWER 4 OR GREATER.** |  | |  | [**BLADE INSTRUCTOR**](https://magicarena.fandom.com/wiki/Blade_Instructor)**White (3) CREATURE — HUMAN SOLDIER (3/1) MENTOR (WHENEVER THIS CREATURE ATTACKS, PUT A +1/+1 COUNTER ON TARGET ATTACKING CREATURE WITH LESSER POWER.)** |  | |  | [**BLAZING HOPE**](https://magicarena.fandom.com/wiki/Blazing_Hope)**White (1) INSTANT EXILE TARGET CREATURE WITH POWER GREATER THAN OR EQUAL TO YOUR LIFE TOTAL.** |  | |  | [**BLESSED LIGHT**](https://magicarena.fandom.com/wiki/Blessed_Light)**White (5) INSTANT EXILE TARGET CREATURE OR ENCHANTMENT.** |  | |  | [**BLESSED SANCTUARY**](https://magicarena.fandom.com/wiki/Blessed_Sanctuary)**WhiteWhite (5) ENCHANTMENT PREVENT ALL NONCOMBAT DAMAGE THAT WOULD BE DEALT TO YOU AND CREATURES YOU CONTROL.**  **WHENEVER A NONTOKEN CREATURE ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, CREATE A 2/2 WHITE UNICORN CREATURE TOKEN.** |  | |  | [**BLESSED SPIRITS**](https://magicarena.fandom.com/wiki/Blessed_Spirits)**White (3) CREATURE — SPIRIT (2/2) FLYING**  **WHENEVER YOU CAST AN ENCHANTMENT SPELL, PUT A +1/+1 COUNTER ON BLESSED SPIRITS.** |  | |  | [**BOARD THE WEATHERLIGHT**](https://magicarena.fandom.com/wiki/Board_the_Weatherlight)**White (2) SORCERY LOOK AT THE TOP FIVE CARDS OF YOUR LIBRARY. YOU MAY REVEAL A HISTORIC CARD FROM AMONG THEM AND PUT IT INTO YOUR HAND. PUT THE REST ON THE BOTTOM OF YOUR LIBRARY IN A RANDOM ORDER. (ARTIFACTS, LEGENDARIES, AND SAGAS ARE HISTORIC.)** |  | |  | [**BOND OF DISCIPLINE**](https://magicarena.fandom.com/wiki/Bond_of_Discipline)**White (5) SORCERY TAP ALL CREATURES YOUR OPPONENTS CONTROL. CREATURES YOU CONTROL GAIN LIFELINK UNTIL END OF TURN.** |  | |  | [**BOROS CHALLENGER**](https://magicarena.fandom.com/wiki/Boros_Challenger)**RedWhite (2) CREATURE — HUMAN SOLDIER (2/3) MENTOR (WHENEVER THIS CREATURE ATTACKS, PUT A +1/+1 COUNTER ON TARGET ATTACKING CREATURE WITH LESSER POWER.)**  **RedWhite: BOROS CHALLENGER GETS +1/+1 UNTIL END OF TURN.** |  | |  | [**BOUNTY AGENT**](https://magicarena.fandom.com/wiki/Bounty_Agent)**White (2) CREATURE — HUMAN SOLDIER (2/2) VIGILANCE**  **Tap, SACRIFICE BOUNTY AGENT: DESTROY TARGET LEGENDARY PERMANENT THAT'S AN ARTIFACT, CREATURE, OR ENCHANTMENT.** |  | |  | [**BRIGHT REPRISAL**](https://magicarena.fandom.com/wiki/Bright_Reprisal)**White (5) INSTANT DESTROY TARGET ATTACKING CREATURE.**  **DRAW A CARD.** |  | |  | [**BRIGHTMARE**](https://magicarena.fandom.com/wiki/Brightmare)**White (3) CREATURE — UNICORN (2/3) WHEN BRIGHTMARE ENTERS THE BATTLEFIELD, TAP UP TO ONE TARGET CREATURE. YOU GAIN LIFE EQUAL TO THAT CREATURE'S POWER.** |  | |  | [**BRING BACK**](https://magicarena.fandom.com/wiki/Bring_Back)**(4) SORCERY — ADVENTURE CREATE TWO 1/1 WHITE HUMAN CREATURE TOKENS. (THEN EXILE THIS CARD. YOU MAY CAST THE CREATURE LATER FROM EXILE.)** |  | |  | [**BRING TO TRIAL**](https://magicarena.fandom.com/wiki/Bring_to_Trial)**White (3) SORCERY EXILE TARGET CREATURE WITH POWER 4 OR GREATER.** |  | |  | [**BRONZEHIDE LION**](https://magicarena.fandom.com/wiki/Bronzehide_Lion)**GreenWhite (2) CREATURE — CAT (3/3) GreenWhite: BRONZEHIDE LION GAINS INDESTRUCTIBLE UNTIL END OF TURN.**  **WHEN BRONZEHIDE LION DIES, RETURN IT TO THE BATTLEFIELD. IT'S AN AURA ENCHANTMENT WITH ENCHANT CREATURE YOU CONTROL AND "GreenWhite: ENCHANTED CREATURE GAINS INDESTRUCTIBLE UNTIL END OF TURN," AND IT LOSES ALL OTHER ABILITIES.** |  | |  | [**BROUGHT BACK**](https://magicarena.fandom.com/wiki/Brought_Back)**WhiteWhite (2) INSTANT CHOOSE UP TO TWO TARGET PERMANENT CARDS IN YOUR GRAVEYARD THAT WERE PUT THERE FROM THE BATTLEFIELD THIS TURN. RETURN THEM TO THE BATTLEFIELD TAPPED.** |  | |  | [**BULWARK GIANT**](https://magicarena.fandom.com/wiki/Bulwark_Giant)**White (6) CREATURE — GIANT SOLDIER (3/6) WHEN BULWARK GIANT ENTERS THE BATTLEFIELD, YOU GAIN 5 LIFE.** |  | |  | [**CALIX, DESTINY'S HAND**](https://magicarena.fandom.com/wiki/Calix,_Destiny%27s_Hand)**GreenWhite (4) LEGENDARY PLANESWALKER — CALIX (4) +1: LOOK AT THE TOP FOUR CARDS OF YOUR LIBRARY. YOU MAY REVEAL AN ENCHANTMENT CARD FROM AMONG THEM AND PUT THAT CARD INTO YOUR HAND. PUT THE REST ON THE BOTTOM OF YOUR LIBRARY IN A RANDOM ORDER.**  **−3: EXILE TARGET CREATURE OR ENCHANTMENT YOU DON'T CONTROL UNTIL TARGET ENCHANTMENT YOU CONTROL LEAVES THE BATTLEFIELD. −7: RETURN ALL ENCHANTMENT CARDS FROM YOUR GRAVEYARD TO THE BATTLEFIELD.** |  | |  | [**CALL THE CAVALRY**](https://magicarena.fandom.com/wiki/Call_the_Cavalry)**White (4) SORCERY CREATE TWO 2/2 WHITE KNIGHT CREATURE TOKENS WITH VIGILANCE.** |  | |  | [**CALL TO THE FEAST**](https://magicarena.fandom.com/wiki/Call_to_the_Feast)**WhiteBlack (4) SORCERY CREATE THREE 1/1 WHITE VAMPIRE CREATURE TOKENS WITH LIFELINK.** |  | |  | [**CAMARADERIE**](https://magicarena.fandom.com/wiki/Camaraderie)**GreenWhite (6) SORCERY YOU GAIN X LIFE AND DRAW X CARDS, WHERE X IS THE NUMBER OF CREATURES YOU CONTROL. CREATURES YOU CONTROL GET +1/+1 UNTIL END OF TURN.** |  | |  | [**CANDLELIGHT VIGIL**](https://magicarena.fandom.com/wiki/Candlelight_Vigil)**White (4) ENCHANTMENT — AURA ENCHANT CREATURE**  **ENCHANTED CREATURE GETS +3/+2 AND HAS VIGILANCE.** |  | |  | [**CAPTAIN SISAY**](https://magicarena.fandom.com/wiki/Captain_Sisay)**GreenWhite (4) LEGENDARY CREATURE — HUMAN SOLDIER (2/2) Tap: SEARCH YOUR LIBRARY FOR A LEGENDARY CARD, REVEAL THAT CARD, AND PUT IT INTO YOUR HAND. THEN SHUFFLE YOUR LIBRARY.** |  | |  | [**CAPTIVATING UNICORN**](https://magicarena.fandom.com/wiki/Captivating_Unicorn)**White (5) CREATURE — UNICORN (4/4) CONSTELLATION — WHENEVER AN ENCHANTMENT ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, TAP TARGET CREATURE AN OPPONENT CONTROLS.** |  | |  | [**CAST OFF**](https://magicarena.fandom.com/wiki/Cast_Off)**WhiteWhite (5) SORCERY — ADVENTURE DESTROY ALL NON-GIANT CREATURES. (THEN EXILE THIS CARD. YOU MAY CAST THE CREATURE LATER FROM EXILE.)** |  | |  | [**CATHAR'S COMPANION**](https://magicarena.fandom.com/wiki/Cathar%27s_Companion)**White (3) CREATURE — DOG (3/1) WHENEVER YOU CAST A NONCREATURE SPELL, CATHAR'S COMPANION GAINS INDESTRUCTIBLE UNTIL END OF TURN. (DAMAGE AND EFFECTS THAT SAY "DESTROY" DON'T DESTROY IT.)** |  | |  | [**CATHARS' CRUSADE**](https://magicarena.fandom.com/wiki/Cathars%27_Crusade)**WhiteWhite (5) ENCHANTMENT WHENEVER A CREATURE ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, PUT A +1/+1 COUNTER ON EACH CREATURE YOU CONTROL.** |  | |  | [**CAVALIER OF DAWN**](https://magicarena.fandom.com/wiki/Cavalier_of_Dawn)**WhiteWhiteWhite (5) CREATURE — ELEMENTAL KNIGHT (4/6) VIGILANCE**  **WHEN CAVALIER OF DAWN ENTERS THE BATTLEFIELD, DESTROY UP TO ONE TARGET NONLAND PERMANENT. ITS CONTROLLER CREATES A 3/3 COLORLESS GOLEM ARTIFACT CREATURE TOKEN. WHEN CAVALIER OF DAWN DIES, RETURN TARGET ARTIFACT OR ENCHANTMENT CARD FROM YOUR GRAVEYARD TO YOUR HAND.** |  | |  | [**CAVALRY DRILLMASTER**](https://magicarena.fandom.com/wiki/Cavalry_Drillmaster)**White (2) CREATURE — HUMAN KNIGHT (2/1) WHEN CAVALRY DRILLMASTER ENTERS THE BATTLEFIELD, TARGET CREATURE GETS +2/+0 AND GAINS FIRST STRIKE UNTIL END OF TURN. (IT DEALS COMBAT DAMAGE BEFORE CREATURES WITHOUT FIRST STRIKE.)** |  | |  | [**CELESTIAL ENFORCER**](https://magicarena.fandom.com/wiki/Celestial_Enforcer)**White (3) CREATURE — HUMAN CLERIC (2/3) White, Tap: TAP TARGET CREATURE. ACTIVATE THIS ABILITY ONLY IF YOU CONTROL A CREATURE WITH FLYING.** |  | |  | [**CELESTIAL MANTLE**](https://magicarena.fandom.com/wiki/Celestial_Mantle)**WhiteWhiteWhite (6) ENCHANTMENT — AURA ENCHANT CREATURE**  **ENCHANTED CREATURE GETS +3/+3. WHENEVER ENCHANTED CREATURE DEALS COMBAT DAMAGE TO A PLAYER, DOUBLE ITS CONTROLLER'S LIFE TOTAL.** |  | |  | [**CENTAUR PEACEMAKER**](https://magicarena.fandom.com/wiki/Centaur_Peacemaker)**GreenWhite (3) CREATURE — CENTAUR CLERIC (3/3) WHEN CENTAUR PEACEMAKER ENTERS THE BATTLEFIELD, EACH PLAYER GAINS 4 LIFE.** |  | |  | [**CHANCE FOR GLORY**](https://magicarena.fandom.com/wiki/Chance_for_Glory)**RedWhite (3) INSTANT CREATURES YOU CONTROL GAIN INDESTRUCTIBLE. TAKE AN EXTRA TURN AFTER THIS ONE. AT THE BEGINNING OF THAT TURN'S END STEP, YOU LOSE THE GAME.** |  | |  | [**CHARGE**](https://magicarena.fandom.com/wiki/Charge)**White (1) INSTANT CREATURES YOU CONTROL GET +1/+1 UNTIL END OF TURN.** |  | |  | [**CHARMED STRAY**](https://magicarena.fandom.com/wiki/Charmed_Stray)**White (1) CREATURE — CAT (1/1) LIFELINK**  **WHEN CHARMED STRAY ENTERS THE BATTLEFIELD, PUT A +1/+1 COUNTER ON EACH OTHER CREATURE YOU CONTROL NAMED CHARMED STRAY.** |  | |  | [**CHARMING PRINCE**](https://magicarena.fandom.com/wiki/Charming_Prince)**White (2) CREATURE — HUMAN NOBLE (2/2) WHEN CHARMING PRINCE ENTERS THE BATTLEFIELD, CHOOSE ONE —**  **• SCRY 2. • YOU GAIN 3 LIFE. • EXILE ANOTHER TARGET CREATURE YOU OWN. RETURN IT TO THE BATTLEFIELD UNDER YOUR CONTROL AT THE BEGINNING OF THE NEXT END STEP.** |  | |  | [**CHECKPOINT OFFICER**](https://magicarena.fandom.com/wiki/Checkpoint_Officer)**White (2) CREATURE — HUMAN SOLDIER (1/2) White, Tap: TAP TARGET CREATURE.** |  | |  | [**CHOP DOWN**](https://magicarena.fandom.com/wiki/Chop_Down)**White (3) INSTANT — ADVENTURE DESTROY TARGET CREATURE WITH POWER 4 OR GREATER. (THEN EXILE THIS CARD. YOU MAY CAST THE CREATURE LATER FROM EXILE.)** |  | |  | [**CHROMIUM, THE MUTABLE**](https://magicarena.fandom.com/wiki/Chromium,_the_Mutable)**WhiteBlueBlack (7) LEGENDARY CREATURE — ELDER DRAGON (7/7) FLASH**  **THIS SPELL CAN'T BE COUNTERED. FLYING DISCARD A CARD: UNTIL END OF TURN, CHROMIUM, THE MUTABLE BECOMES A HUMAN WITH BASE POWER AND TOUGHNESS 1/1, LOSES ALL ABILITIES, AND GAINS HEXPROOF. IT CAN'T BE BLOCKED THIS TURN.** |  | |  | [**CHULANE, TELLER OF TALES**](https://magicarena.fandom.com/wiki/Chulane,_Teller_of_Tales)**GreenWhiteBlue (5) LEGENDARY CREATURE — HUMAN DRUID (2/4) VIGILANCE**  **WHENEVER YOU CAST A CREATURE SPELL, DRAW A CARD, THEN YOU MAY PUT A LAND CARD FROM YOUR HAND ONTO THE BATTLEFIELD. , Tap: RETURN TARGET CREATURE YOU CONTROL TO ITS OWNER'S HAND.** |  | |  | [**CITYWIDE BUST**](https://magicarena.fandom.com/wiki/Citywide_Bust)**WhiteWhite (3) SORCERY DESTROY ALL CREATURES WITH TOUGHNESS 4 OR GREATER.** |  | |  | [**CIVIC STALWART**](https://magicarena.fandom.com/wiki/Civic_Stalwart)**White (4) CREATURE — ELEPHANT SOLDIER (3/3) WHEN CIVIC STALWART ENTERS THE BATTLEFIELD, CREATURES YOU CONTROL GET +1/+1 UNTIL END OF TURN.** |  | |  | [**CLEANSING NOVA**](https://magicarena.fandom.com/wiki/Cleansing_Nova)**WhiteWhite (5) SORCERY CHOOSE ONE —**  **• DESTROY ALL CREATURES. • DESTROY ALL ARTIFACTS AND ENCHANTMENTS.** |  | |  | [**CLEANSING RAY**](https://magicarena.fandom.com/wiki/Cleansing_Ray)**White (2) SORCERY CHOOSE ONE —**  **• DESTROY TARGET VAMPIRE. • DESTROY TARGET ENCHANTMENT.** |  | |  | [**CLOUDSHIFT**](https://magicarena.fandom.com/wiki/Cloudshift)**White (1) INSTANT EXILE TARGET CREATURE YOU CONTROL, THEN RETURN THAT CARD TO THE BATTLEFIELD UNDER YOUR CONTROL.** |  | |  | [**COLLAR THE CULPRIT**](https://magicarena.fandom.com/wiki/Collar_the_Culprit)**White (4) INSTANT DESTROY TARGET CREATURE WITH TOUGHNESS 4 OR GREATER.** |  | |  | [**COMMANDING PRESENCE**](https://magicarena.fandom.com/wiki/Commanding_Presence)**White (4) ENCHANTMENT — AURA ENCHANT CREATURE**  **ENCHANTED CREATURE GETS +2/+2 AND HAS FIRST STRIKE AND "WHENEVER THIS CREATURE DEALS COMBAT DAMAGE TO A PLAYER, CREATE A 1/1 WHITE HUMAN SOLDIER CREATURE TOKEN."** |  | |  | [**CONCLAVE CAVALIER**](https://magicarena.fandom.com/wiki/Conclave_Cavalier)**GreenGreenWhiteWhite (4) CREATURE — CENTAUR KNIGHT (4/4) VIGILANCE**  **WHEN CONCLAVE CAVALIER DIES, CREATE TWO 2/2 GREEN AND WHITE ELF KNIGHT CREATURE TOKENS WITH VIGILANCE.** |  | |  | [**CONCLAVE GUILDMAGE**](https://magicarena.fandom.com/wiki/Conclave_Guildmage)**GreenWhite (2) CREATURE — ELF CLERIC (2/2) Green, Tap: CREATURES YOU CONTROL GAIN TRAMPLE UNTIL END OF TURN.**  **White, Tap: CREATE A 2/2 GREEN AND WHITE ELF KNIGHT CREATURE TOKEN WITH VIGILANCE.** |  | |  | [**CONCLAVE MENTOR**](https://magicarena.fandom.com/wiki/Conclave_Mentor)**GreenWhite (2) CREATURE — CENTAUR CLERIC (2/2) IF ONE OR MORE +1/+1 COUNTERS WOULD BE PUT ON A CREATURE YOU CONTROL, THAT MANY PLUS ONE +1/+1 COUNTERS ARE PUT ON THAT CREATURE INSTEAD.**  **WHEN CONCLAVE MENTOR DIES, YOU GAIN LIFE EQUAL TO ITS POWER.** |  | |  | [**CONCLAVE TRIBUNAL**](https://magicarena.fandom.com/wiki/Conclave_Tribunal)**White (4) ENCHANTMENT 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 CONCLAVE TRIBUNAL ENTERS THE BATTLEFIELD, EXILE TARGET NONLAND PERMANENT AN OPPONENT CONTROLS UNTIL CONCLAVE TRIBUNAL LEAVES THE BATTLEFIELD.** |  | |  | [**CONCORDIA PEGASUS**](https://magicarena.fandom.com/wiki/Concordia_Pegasus)**White (2) CREATURE — PEGASUS (1/3) FLYING** |  | |  | [**CONFRONT THE ASSAULT**](https://magicarena.fandom.com/wiki/Confront_the_Assault)**White (5) INSTANT CAST THIS SPELL ONLY IF A CREATURE IS ATTACKING YOU.**  **CREATE THREE 1/1 WHITE SPIRIT CREATURE TOKENS WITH FLYING.** |  | |  | [**CONSECRATE**](https://magicarena.fandom.com/wiki/Consecrate)**(2) INSTANT EXILE TARGET CARD FROM A GRAVEYARD.**  **DRAW A CARD.** |  | |  | [**CONSUME**](https://magicarena.fandom.com/wiki/Consume)**WhiteBlack (4) SORCERY TARGET PLAYER SACRIFICES A CREATURE WITH THE GREATEST POWER AMONG CREATURES THEY CONTROL. YOU GAIN LIFE EQUAL TO ITS POWER.** |  | |  | [**CONTAINMENT PRIEST**](https://magicarena.fandom.com/wiki/Containment_Priest)**White (2) CREATURE — HUMAN CLERIC (2/2) FLASH**  **IF A NONTOKEN CREATURE WOULD ENTER THE BATTLEFIELD AND IT WASN'T CAST, EXILE IT INSTEAD.** |  | |  | [**COORDINATED CHARGE**](https://magicarena.fandom.com/wiki/Coordinated_Charge)**White (5) INSTANT CREATURES YOU CONTROL GET +2/+1 UNTIL END OF TURN.**  **CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**CORPSE KNIGHT**](https://magicarena.fandom.com/wiki/Corpse_Knight)**WhiteBlack (2) CREATURE — ZOMBIE KNIGHT (2/2) WHENEVER ANOTHER CREATURE ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, EACH OPPONENT LOSES 1 LIFE.** |  | |  | [**COURT CLERIC**](https://magicarena.fandom.com/wiki/Court_Cleric)**White (1) CREATURE — HUMAN CLERIC (1/1) LIFELINK (DAMAGE DEALT BY THIS CREATURE ALSO CAUSES YOU TO GAIN THAT MUCH LIFE.)**  **COURT CLERIC GETS +1/+1 AS LONG AS YOU CONTROL AN AJANI PLANESWALKER.** |  | |  | [**CRADLE OF VITALITY**](https://magicarena.fandom.com/wiki/Cradle_of_Vitality)**White (4) ENCHANTMENT WHENEVER YOU GAIN LIFE, YOU MAY PAY White. IF YOU DO, PUT A +1/+1 COUNTER ON TARGET CREATURE FOR EACH 1 LIFE YOU GAINED.** |  | |  | [**CRUEL CELEBRANT**](https://magicarena.fandom.com/wiki/Cruel_Celebrant)**WhiteBlack (2) CREATURE — VAMPIRE (1/2) WHENEVER CRUEL CELEBRANT OR ANOTHER CREATURE OR PLANESWALKER YOU CONTROL DIES, EACH OPPONENT LOSES 1 LIFE AND YOU GAIN 1 LIFE.** |  | |  | [**CRUSH CONTRABAND**](https://magicarena.fandom.com/wiki/Crush_Contraband)**White (4) INSTANT CHOOSE ONE OR BOTH —**  **• EXILE TARGET ARTIFACT. • EXILE TARGET ENCHANTMENT.** |  | |  | [**CUBWARDEN**](https://magicarena.fandom.com/wiki/Cubwarden)**White (4) CREATURE — CAT (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.)**  **LIFELINK WHENEVER THIS CREATURE MUTATES, CREATE TWO 1/1 WHITE CAT CREATURE TOKENS WITH LIFELINK.** |  | |  | [**DANCE OF THE MANSE**](https://magicarena.fandom.com/wiki/Dance_of_the_Manse)**WhiteBlue (2) SORCERY RETURN UP TO X TARGET ARTIFACT AND/OR NON-AURA ENCHANTMENT CARDS EACH WITH CONVERTED MANA COST X OR LESS FROM YOUR GRAVEYARD TO THE BATTLEFIELD. IF X IS 6 OR MORE, THOSE PERMANENTS ARE 4/4 CREATURES IN ADDITION TO THEIR OTHER TYPES.** |  | |  | [**DANITHA CAPASHEN, PARAGON**](https://magicarena.fandom.com/wiki/Danitha_Capashen,_Paragon)**White (3) LEGENDARY CREATURE — HUMAN KNIGHT (2/2) FIRST STRIKE, VIGILANCE, LIFELINK**  **AURA AND EQUIPMENT SPELLS YOU CAST COST  LESS TO CAST.** |  | |  | [**DARING ARCHAEOLOGIST**](https://magicarena.fandom.com/wiki/Daring_Archaeologist)**White (4) CREATURE — HUMAN ARTIFICER (3/3) WHEN DARING ARCHAEOLOGIST ENTERS THE BATTLEFIELD, YOU MAY RETURN TARGET ARTIFACT CARD FROM YOUR GRAVEYARD TO YOUR HAND.**  **WHENEVER YOU CAST A HISTORIC SPELL, PUT A +1/+1 COUNTER ON DARING ARCHAEOLOGIST. (ARTIFACTS, LEGENDARIES, AND SAGAS ARE HISTORIC.)** |  | |  | [**DAUNTLESS BODYGUARD**](https://magicarena.fandom.com/wiki/Dauntless_Bodyguard)**White (1) CREATURE — HUMAN KNIGHT (2/1) AS DAUNTLESS BODYGUARD ENTERS THE BATTLEFIELD, CHOOSE ANOTHER CREATURE YOU CONTROL.**  **SACRIFICE DAUNTLESS BODYGUARD: THE CHOSEN CREATURE GAINS INDESTRUCTIBLE UNTIL END OF TURN.** |  | |  | [**DAUNTLESS ONSLAUGHT**](https://magicarena.fandom.com/wiki/Dauntless_Onslaught)**White (3) INSTANT UP TO TWO TARGET CREATURES EACH GET +2/+2 UNTIL END OF TURN.** |  | |  | [**D'AVENANT TRAPPER**](https://magicarena.fandom.com/wiki/D%27Avenant_Trapper)**White (3) CREATURE — HUMAN ARCHER (3/2) WHENEVER YOU CAST A HISTORIC SPELL, TAP TARGET CREATURE AN OPPONENT CONTROLS. (ARTIFACTS, LEGENDARIES, AND SAGAS ARE HISTORIC.)** |  | |  | [**DAWN EVANGEL**](https://magicarena.fandom.com/wiki/Dawn_Evangel)**White (3) ENCHANTMENT CREATURE — HUMAN CLERIC (2/3) WHENEVER A CREATURE DIES, IF AN AURA YOU CONTROLLED WAS ATTACHED TO IT, RETURN TARGET CREATURE CARD WITH CONVERTED MANA COST 2 OR LESS FROM YOUR GRAVEYARD TO YOUR HAND.** |  | |  | [**DAWN OF HOPE**](https://magicarena.fandom.com/wiki/Dawn_of_Hope)**White (2) ENCHANTMENT WHENEVER YOU GAIN LIFE, YOU MAY PAY . IF YOU DO, DRAW A CARD.**  **White: CREATE A 1/1 WHITE SOLDIER CREATURE TOKEN WITH LIFELINK.** |  | |  | [**DAWNING ANGEL**](https://magicarena.fandom.com/wiki/Dawning_Angel)**White (5) CREATURE — ANGEL (3/2) FLYING**  **WHEN DAWNING ANGEL ENTERS THE BATTLEFIELD, YOU GAIN 4 LIFE.** |  | |  | [**DAXOS, BLESSED BY THE SUN**](https://magicarena.fandom.com/wiki/Daxos,_Blessed_by_the_Sun)**WhiteWhite (2) LEGENDARY ENCHANTMENT CREATURE — DEMIGOD (2/\*) DAXOS'S TOUGHNESS IS EQUAL TO YOUR DEVOTION TO WHITE. (EACH White IN THE MANA COSTS OF PERMANENTS YOU CONTROL COUNTS TOWARD YOUR DEVOTION TO WHITE.)**  **WHENEVER ANOTHER CREATURE YOU CONTROL ENTERS THE BATTLEFIELD OR DIES, YOU GAIN 1 LIFE.** |  | |  | [**DAYBREAK CHAPLAIN**](https://magicarena.fandom.com/wiki/Daybreak_Chaplain)**White (2) CREATURE — HUMAN CLERIC (1/3) LIFELINK (DAMAGE DEALT BY THIS CREATURE ALSO CAUSES YOU TO GAIN THAT MUCH LIFE.)** |  | |  | [**DAYBREAK CHARGER**](https://magicarena.fandom.com/wiki/Daybreak_Charger)**White (2) CREATURE — UNICORN (3/1) WHEN DAYBREAK CHARGER ENTERS THE BATTLEFIELD, TARGET CREATURE GETS +2/+0 UNTIL END OF TURN.** |  | |  | [**DAYBREAK CHIMERA**](https://magicarena.fandom.com/wiki/Daybreak_Chimera)**WhiteWhite (5) CREATURE — CHIMERA (3/3) THIS SPELL COSTS  LESS TO CAST, WHERE X IS YOUR DEVOTION TO WHITE. (EACH White IN THE MANA COSTS OF PERMANENTS YOU CONTROL COUNTS TOWARD YOUR DEVOTION TO WHITE.)**  **FLYING** |  | |  | [**DAYSQUAD MARSHAL**](https://magicarena.fandom.com/wiki/Daysquad_Marshal)**White (4) CREATURE — HUMAN SOLDIER (3/3) WHEN DAYSQUAD MARSHAL ENTERS THE BATTLEFIELD, CREATE A 1/1 WHITE HUMAN SOLDIER CREATURE TOKEN.** |  | |  | [**DEAFENING CLARION**](https://magicarena.fandom.com/wiki/Deafening_Clarion)**RedWhite (3) SORCERY CHOOSE ONE OR BOTH —**  **• DEAFENING CLARION DEALS 3 DAMAGE TO EACH CREATURE. • CREATURES YOU CONTROL GAIN LIFELINK UNTIL END OF TURN.** |  | |  | [**DEAFENING SILENCE**](https://magicarena.fandom.com/wiki/Deafening_Silence)**White (1) ENCHANTMENT EACH PLAYER CAN'T CAST MORE THAN ONE NONCREATURE SPELL EACH TURN.** |  | |  | [**DEATH'S OASIS**](https://magicarena.fandom.com/wiki/Death%27s_Oasis)**WhiteBlackGreen (3) ENCHANTMENT WHENEVER A NONTOKEN CREATURE YOU CONTROL DIES, MILL TWO CARDS. THEN RETURN A CREATURE CARD WITH LESSER CONVERTED MANA COST THAN THE CREATURE THAT DIED FROM YOUR GRAVEYARD TO YOUR HAND.**  **, SACRIFICE DEATH'S OASIS: YOU GAIN LIFE EQUAL TO THE GREATEST CONVERTED MANA COST AMONG CREATURES YOU CONTROL.** |  | |  | [**DEFIANT STRIKE**](https://magicarena.fandom.com/wiki/Defiant_Strike)**White (1) INSTANT TARGET CREATURE GETS +1/+0 UNTIL END OF TURN.**  **DRAW A CARD.** |  | |  | [**DEMOTION**](https://magicarena.fandom.com/wiki/Demotion)**White (1) ENCHANTMENT — AURA ENCHANT CREATURE**  **ENCHANTED CREATURE CAN'T BLOCK, AND ITS ACTIVATED ABILITIES CAN'T BE ACTIVATED.** |  | |  | [**DEMYSTIFY**](https://magicarena.fandom.com/wiki/Demystify)**White (1) INSTANT DESTROY TARGET ENCHANTMENT.** |  | |  | [**DEPLOY**](https://magicarena.fandom.com/wiki/Deploy)**WhiteBlue (4) INSTANT CREATE TWO 1/1 COLORLESS THOPTER ARTIFACT CREATURE TOKENS WITH FLYING, THEN YOU GAIN 1 LIFE FOR EACH CREATURE YOU CONTROL.** |  | |  | [**DEPOSE**](https://magicarena.fandom.com/wiki/Depose)**(2) INSTANT TAP TARGET CREATURE.**  **DRAW A CARD.** |  | |  | [**DEPUTY OF DETENTION**](https://magicarena.fandom.com/wiki/Deputy_of_Detention)**WhiteBlue (3) CREATURE — VEDALKEN WIZARD (1/3) WHEN DEPUTY OF DETENTION ENTERS THE BATTLEFIELD, EXILE TARGET NONLAND PERMANENT AN OPPONENT CONTROLS AND ALL OTHER NONLAND PERMANENTS THAT PLAYER CONTROLS WITH THE SAME NAME AS THAT PERMANENT UNTIL DEPUTY OF DETENTION LEAVES THE BATTLEFIELD.** |  | |  | [**DESPARK**](https://magicarena.fandom.com/wiki/Despark)**WhiteBlack (2) INSTANT EXILE TARGET PERMANENT WITH CONVERTED MANA COST 4 OR GREATER.** |  | |  | [**DESPERATE LUNGE**](https://magicarena.fandom.com/wiki/Desperate_Lunge)**White (2) INSTANT TARGET CREATURE GETS +2/+2 AND GAINS FLYING UNTIL END OF TURN. YOU GAIN 2 LIFE.** |  | |  | [**DEVOUT DECREE**](https://magicarena.fandom.com/wiki/Devout_Decree)**White (2) SORCERY EXILE TARGET CREATURE OR PLANESWALKER THAT'S BLACK OR RED. SCRY 1. (LOOK AT THE TOP CARD OF YOUR LIBRARY. YOU MAY PUT THAT CARD ON THE BOTTOM OF YOUR LIBRARY.)** |  | |  | [**DIRE TACTICS**](https://magicarena.fandom.com/wiki/Dire_Tactics)**WhiteBlack (2) INSTANT EXILE TARGET CREATURE. IF YOU DON'T CONTROL A HUMAN, YOU LOSE LIFE EQUAL TO THAT CREATURE'S TOUGHNESS.** |  | |  | [**DISENCHANT**](https://magicarena.fandom.com/wiki/Disenchant)**White (2) INSTANT DESTROY TARGET ARTIFACT OR ENCHANTMENT.** |  | |  | [**DIVINE ARROW**](https://magicarena.fandom.com/wiki/Divine_Arrow)**White (2) INSTANT DIVINE ARROW DEALS 4 DAMAGE TO TARGET ATTACKING OR BLOCKING CREATURE.** |  | |  | [**DIVINE VERDICT**](https://magicarena.fandom.com/wiki/Divine_Verdict)**White (4) INSTANT DESTROY TARGET ATTACKING OR BLOCKING CREATURE.** |  | |  | [**DIVINE VISITATION**](https://magicarena.fandom.com/wiki/Divine_Visitation)**WhiteWhite (5) ENCHANTMENT IF ONE OR MORE CREATURE TOKENS WOULD BE CREATED UNDER YOUR CONTROL, THAT MANY 4/4 WHITE ANGEL CREATURE TOKENS WITH FLYING AND VIGILANCE ARE CREATED INSTEAD.** |  | |  | [**DIZZYING SWOOP**](https://magicarena.fandom.com/wiki/Dizzying_Swoop)**White (2) INSTANT — ADVENTURE TAP UP TO TWO TARGET CREATURES. (THEN EXILE THIS CARD. YOU MAY CAST THE CREATURE LATER FROM EXILE.)** |  | |  | [**DOOM FORETOLD**](https://magicarena.fandom.com/wiki/Doom_Foretold)**WhiteBlack (4) ENCHANTMENT AT THE BEGINNING OF EACH PLAYER'S UPKEEP, THAT PLAYER SACRIFICES A NONLAND, NONTOKEN PERMANENT. IF THAT PLAYER CAN'T, THEY DISCARD A CARD, THEY LOSE 2 LIFE, YOU DRAW A CARD, YOU GAIN 2 LIFE, YOU CREATE A 2/2 WHITE KNIGHT CREATURE TOKEN WITH VIGILANCE, THEN YOU SACRIFICE DOOM FORETOLD.** |  | |  | [**DOVIN, ARCHITECT OF LAW**](https://magicarena.fandom.com/wiki/Dovin,_Architect_of_Law)**WhiteBlue (6) LEGENDARY PLANESWALKER — DOVIN (5) +1: YOU GAIN 2 LIFE AND DRAW A CARD.**  **−1: TAP TARGET CREATURE. IT DOESN'T UNTAP DURING ITS CONTROLLER'S NEXT UNTAP STEP. −9: TAP ALL PERMANENTS TARGET OPPONENT CONTROLS. THAT PLAYER SKIPS THEIR NEXT UNTAP STEP.** |  | |  | [**DOVIN, GRAND ARBITER**](https://magicarena.fandom.com/wiki/Dovin,_Grand_Arbiter)**WhiteBlue (3) LEGENDARY PLANESWALKER — DOVIN (3) +1: UNTIL END OF TURN, WHENEVER A CREATURE YOU CONTROL DEALS COMBAT DAMAGE TO A PLAYER, PUT A LOYALTY COUNTER ON DOVIN, GRAND ARBITER.**  **−1: CREATE A 1/1 COLORLESS THOPTER ARTIFACT CREATURE TOKEN WITH FLYING. YOU GAIN 1 LIFE. −7: LOOK AT THE TOP TEN CARDS OF YOUR LIBRARY. PUT THREE OF THEM INTO YOUR HAND AND THE REST ON THE BOTTOM OF YOUR LIBRARY IN A RANDOM ORDER.** |  | |  | [**DOVIN, HAND OF CONTROL**](https://magicarena.fandom.com/wiki/Dovin,_Hand_of_Control)**(3) LEGENDARY PLANESWALKER — DOVIN (5) ARTIFACT, INSTANT, AND SORCERY SPELLS YOUR OPPONENTS CAST COST  MORE TO CAST.**  **−1: UNTIL YOUR NEXT TURN, PREVENT ALL DAMAGE THAT WOULD BE DEALT TO AND DEALT BY TARGET PERMANENT AN OPPONENT CONTROLS.** |  | |  | [**DOVIN'S ACUITY**](https://magicarena.fandom.com/wiki/Dovin%27s_Acuity)**WhiteBlue (3) ENCHANTMENT WHEN DOVIN'S ACUITY ENTERS THE BATTLEFIELD, YOU GAIN 2 LIFE AND DRAW A CARD.**  **WHENEVER YOU CAST AN INSTANT SPELL DURING YOUR MAIN PHASE, YOU MAY RETURN DOVIN'S ACUITY TO ITS OWNER'S HAND.** |  | |  | [**DOVIN'S DISMISSAL**](https://magicarena.fandom.com/wiki/Dovin%27s_Dismissal)**WhiteBlue (4) INSTANT PUT UP TO ONE TARGET TAPPED CREATURE ON TOP OF ITS OWNER'S LIBRARY. YOU MAY SEARCH YOUR LIBRARY AND/OR GRAVEYARD FOR A CARD NAMED DOVIN, ARCHITECT OF LAW, REVEAL IT, AND PUT IT INTO YOUR HAND. IF YOU SEARCH YOUR LIBRARY THIS WAY, SHUFFLE IT.** |  | |  | [**DOVIN'S VETO**](https://magicarena.fandom.com/wiki/Dovin%27s_Veto)**WhiteBlue (2) INSTANT THIS SPELL CAN'T BE COUNTERED.**  **COUNTER TARGET NONCREATURE SPELL.** |  | |  | [**DRANNITH HEALER**](https://magicarena.fandom.com/wiki/Drannith_Healer)**White (2) CREATURE — HUMAN CLERIC (2/2) WHENEVER YOU CYCLE ANOTHER CARD, YOU GAIN 1 LIFE.**  **CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**DRANNITH MAGISTRATE**](https://magicarena.fandom.com/wiki/Drannith_Magistrate)**White (2) CREATURE — HUMAN WIZARD (1/3) YOUR OPPONENTS CAN'T CAST SPELLS FROM ANYWHERE OTHER THAN THEIR HANDS.** |  | |  | [**DREADFUL APATHY**](https://magicarena.fandom.com/wiki/Dreadful_Apathy)**White (3) ENCHANTMENT — AURA ENCHANT CREATURE**  **ENCHANTED CREATURE CAN'T ATTACK OR BLOCK. White: EXILE ENCHANTED CREATURE.** |  | |  | [**DREAM TRAWLER**](https://magicarena.fandom.com/wiki/Dream_Trawler)**WhiteWhiteBlueBlue (6) CREATURE — SPHINX (3/5) FLYING, LIFELINK**  **WHENEVER YOU DRAW A CARD, DREAM TRAWLER GETS +1/+0 UNTIL END OF TURN. WHENEVER DREAM TRAWLER ATTACKS, DRAW A CARD. DISCARD A CARD: DREAM TRAWLER GAINS HEXPROOF UNTIL END OF TURN. TAP IT.** |  | |  | [**DUB**](https://magicarena.fandom.com/wiki/Dub)**White (3) ENCHANTMENT — AURA ENCHANT CREATURE**  **ENCHANTED CREATURE GETS +2/+2, HAS FIRST STRIKE, AND IS A KNIGHT IN ADDITION TO ITS OTHER TYPES. (IT DEALS COMBAT DAMAGE BEFORE CREATURES WITHOUT FIRST STRIKE.)** |  | |  | [**DUELIST'S HERITAGE**](https://magicarena.fandom.com/wiki/Duelist%27s_Heritage)**White (3) ENCHANTMENT WHENEVER ONE OR MORE CREATURES ATTACK, YOU MAY HAVE TARGET ATTACKING CREATURE GAIN DOUBLE STRIKE UNTIL END OF TURN.** |  | |  | [**DUSKBORNE SKYMARCHER**](https://magicarena.fandom.com/wiki/Duskborne_Skymarcher)**White (1) CREATURE — VAMPIRE CLERIC (1/1) FLYING**  **White, Tap: TARGET ATTACKING VAMPIRE GETS +1/+1 UNTIL END OF TURN.** |  | |  | [**DWARVEN PRIEST**](https://magicarena.fandom.com/wiki/Dwarven_Priest)**White (4) CREATURE — DWARF CLERIC (2/4) WHEN DWARVEN PRIEST ENTERS THE BATTLEFIELD, YOU GAIN 1 LIFE FOR EACH CREATURE YOU CONTROL.** |  | |  | [**EERIE ULTIMATUM**](https://magicarena.fandom.com/wiki/Eerie_Ultimatum)**WhiteWhiteBlackBlackBlackGreenGreen (7) SORCERY RETURN ANY NUMBER OF PERMANENT CARDS WITH DIFFERENT NAMES FROM YOUR GRAVEYARD TO THE BATTLEFIELD.** |  | |  | [**EIDOLON OF INSPIRATION**](https://magicarena.fandom.com/wiki/Eidolon_of_Inspiration)**WhiteWhite (3) ENCHANTMENT CREATURE — SPIRIT (2/2) AT THE BEGINNING OF COMBAT ON YOUR TURN, TARGET CREATURE YOU CONTROL GETS +2/+0 UNTIL END OF TURN.** |  | |  | [**EIDOLON OF OBSTRUCTION**](https://magicarena.fandom.com/wiki/Eidolon_of_Obstruction)**White (2) ENCHANTMENT CREATURE — SPIRIT (2/1) FIRST STRIKE**  **LOYALTY ABILITIES OF PLANESWALKERS YOUR OPPONENTS CONTROL COST  MORE TO ACTIVATE.** |  | |  | [**ELENDA, THE DUSK ROSE**](https://magicarena.fandom.com/wiki/Elenda,_the_Dusk_Rose)**WhiteBlack (4) LEGENDARY CREATURE — VAMPIRE KNIGHT (1/1) LIFELINK**  **WHENEVER ANOTHER CREATURE DIES, PUT A +1/+1 COUNTER ON ELENDA, THE DUSK ROSE. WHEN ELENDA DIES, CREATE X 1/1 WHITE VAMPIRE CREATURE TOKENS WITH LIFELINK, WHERE X IS ELENDA'S POWER.** |  | |  | [**ELITE ARRESTER**](https://magicarena.fandom.com/wiki/Elite_Arrester)**White (1) CREATURE — HUMAN SOLDIER (0/3) Blue, Tap: TAP TARGET CREATURE.** |  | |  | [**ELITE GUARDMAGE**](https://magicarena.fandom.com/wiki/Elite_Guardmage)**WhiteBlue (4) CREATURE — HUMAN WIZARD (2/3) FLYING**  **WHEN ELITE GUARDMAGE ENTERS THE BATTLEFIELD, YOU GAIN 3 LIFE AND DRAW A CARD.** |  | |  | [**ELSPETH CONQUERS DEATH**](https://magicarena.fandom.com/wiki/Elspeth_Conquers_Death)**WhiteWhite (5) ENCHANTMENT — SAGA (AS THIS SAGA ENTERS AND AFTER YOUR DRAW STEP, ADD A LORE COUNTER. SACRIFICE AFTER III.)**  **I — EXILE TARGET PERMANENT AN OPPONENT CONTROLS WITH CONVERTED MANA COST 3 OR GREATER. II — NONCREATURE SPELLS YOUR OPPONENTS CAST COST  MORE TO CAST UNTIL YOUR NEXT TURN. III — RETURN TARGET CREATURE OR PLANESWALKER CARD FROM YOUR GRAVEYARD TO THE BATTLEFIELD. PUT A +1/+1 COUNTER OR A LOYALTY COUNTER ON IT.** |  | |  | [**ELSPETH, SUN'S NEMESIS**](https://magicarena.fandom.com/wiki/Elspeth,_Sun%27s_Nemesis)**WhiteWhite (4) LEGENDARY PLANESWALKER — ELSPETH (5) −1: UP TO TWO TARGET CREATURES YOU CONTROL EACH GET +2/+1 UNTIL END OF TURN.**  **−2: CREATE TWO 1/1 WHITE HUMAN SOLDIER CREATURE TOKENS. −3: YOU GAIN 5 LIFE. ESCAPE—WhiteWhite, EXILE FOUR OTHER CARDS FROM YOUR GRAVEYARD. (YOU MAY CAST THIS CARD FROM YOUR GRAVEYARD FOR ITS ESCAPE COST.)** |  | |  | [**ELSPETH, UNDAUNTED HERO**](https://magicarena.fandom.com/wiki/Elspeth,_Undaunted_Hero)**WhiteWhiteWhite (5) LEGENDARY PLANESWALKER — ELSPETH (5) +2: PUT A +1/+1 COUNTER ON EACH OF UP TO TWO TARGET CREATURES.**  **−2: SEARCH YOUR LIBRARY AND/OR GRAVEYARD FOR A CARD NAMED SUNLIT HOPLITE AND PUT IT ONTO THE BATTLEFIELD. IF YOU SEARCH YOUR LIBRARY THIS WAY, SHUFFLE IT. −8: UNTIL END OF TURN, CREATURES YOU CONTROL GAIN FLYING AND GET +X/+X, WHERE X IS YOUR DEVOTION TO WHITE.** |  | |  | [**ELSPETH'S DEVOTEE**](https://magicarena.fandom.com/wiki/Elspeth%27s_Devotee)**WhiteWhite (4) CREATURE — HUMAN SOLDIER (3/3) WHEN ELSPETH'S DEVOTEE ENTERS THE BATTLEFIELD, YOU MAY SEARCH YOUR LIBRARY AND/OR GRAVEYARD FOR A CARD NAMED ELSPETH, UNDAUNTED HERO, REVEAL IT, AND PUT IT INTO YOUR HAND. IF YOU SEARCH YOUR LIBRARY THIS WAY, SHUFFLE IT.** |  | |  | [**EMANCIPATION ANGEL**](https://magicarena.fandom.com/wiki/Emancipation_Angel)**WhiteWhite (3) CREATURE — ANGEL (3/3) FLYING**  **WHEN EMANCIPATION ANGEL ENTERS THE BATTLEFIELD, RETURN A PERMANENT YOU CONTROL TO ITS OWNER'S HAND.** |  | |  | [**EMERGENCY POWERS**](https://magicarena.fandom.com/wiki/Emergency_Powers)**WhiteBlue (7) INSTANT EACH PLAYER SHUFFLES THEIR HAND AND GRAVEYARD INTO THEIR LIBRARY, THEN DRAWS SEVEN CARDS. EXILE EMERGENCY POWERS.**  **ADDENDUM — IF YOU CAST THIS SPELL DURING YOUR MAIN PHASE, YOU MAY PUT A PERMANENT CARD WITH CONVERTED MANA COST 7 OR LESS FROM YOUR HAND ONTO THE BATTLEFIELD.** |  | |  | [**EMIEL THE BLESSED**](https://magicarena.fandom.com/wiki/Emiel_the_Blessed)**WhiteWhite (4) LEGENDARY CREATURE — UNICORN (4/4) : EXILE ANOTHER TARGET CREATURE YOU CONTROL, THEN RETURN IT TO THE BATTLEFIELD UNDER ITS OWNER'S CONTROL.**  **WHENEVER ANOTHER CREATURE ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, YOU MAY PAY . IF YOU DO, PUT A +1/+1 COUNTER ON IT. IF IT'S A UNICORN, PUT TWO +1/+1 COUNTERS ON IT INSTEAD. ( CAN BE PAID WITH EITHER Green OR White.)** |  | |  | [**EMISSARY OF SUNRISE**](https://magicarena.fandom.com/wiki/Emissary_of_Sunrise)**White (3) CREATURE — HUMAN CLERIC (2/1) FIRST STRIKE**  **WHEN EMISSARY OF SUNRISE 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.)** |  | |  | [**EMMARA, SOUL OF THE ACCORD**](https://magicarena.fandom.com/wiki/Emmara,_Soul_of_the_Accord)**GreenWhite (2) LEGENDARY CREATURE — ELF CLERIC (2/2) WHENEVER EMMARA, SOUL OF THE ACCORD BECOMES TAPPED, CREATE A 1/1 WHITE SOLDIER CREATURE TOKEN WITH LIFELINK.** |  | |  | [**EMPYREAN EAGLE**](https://magicarena.fandom.com/wiki/Empyrean_Eagle)**WhiteBlue (3) CREATURE — BIRD SPIRIT (2/3) FLYING**  **OTHER CREATURES YOU CONTROL WITH FLYING GET +1/+1.** |  | |  | [**ENCAMPMENT KEEPER**](https://magicarena.fandom.com/wiki/Encampment_Keeper)**White (1) CREATURE — DOG (1/1) FIRST STRIKE**  **White, Tap, SACRIFICE ENCAMPMENT KEEPER: CREATURES YOU CONTROL GET +2/+2 UNTIL END OF TURN.** |  | |  | [**ENFORCER GRIFFIN**](https://magicarena.fandom.com/wiki/Enforcer_Griffin)**White (5) CREATURE — GRIFFIN (3/4) FLYING** |  | |  | [**ETERNAL ISOLATION**](https://magicarena.fandom.com/wiki/Eternal_Isolation)**White (2) SORCERY PUT TARGET CREATURE WITH POWER 4 OR GREATER ON THE BOTTOM OF ITS OWNER'S LIBRARY.** |  | |  | [**ETHEREAL ABSOLUTION**](https://magicarena.fandom.com/wiki/Ethereal_Absolution)**WhiteBlack (6) ENCHANTMENT CREATURES YOU CONTROL GET +1/+1.**  **CREATURES YOUR OPPONENTS CONTROL GET -1/-1. WhiteBlack: EXILE TARGET CARD FROM AN OPPONENT'S GRAVEYARD. IF IT WAS A CREATURE CARD, YOU CREATE A 1/1 WHITE AND BLACK SPIRIT CREATURE TOKEN WITH FLYING.** |  | |  | [**EVERDAWN CHAMPION**](https://magicarena.fandom.com/wiki/Everdawn_Champion)**WhiteWhite (3) CREATURE — HUMAN SOLDIER (2/2) PREVENT ALL COMBAT DAMAGE THAT WOULD BE DEALT TO EVERDAWN CHAMPION.** |  | |  | [**EVRA, HALCYON WITNESS**](https://magicarena.fandom.com/wiki/Evra,_Halcyon_Witness)**WhiteWhite (6) LEGENDARY CREATURE — AVATAR (4/4) LIFELINK**  **: EXCHANGE YOUR LIFE TOTAL WITH EVRA, HALCYON WITNESS'S POWER.** |  | |  | [**EXCAVATION ELEPHANT**](https://magicarena.fandom.com/wiki/Excavation_Elephant)**White (5) CREATURE — ELEPHANT (3/5) KICKER White (YOU MAY PAY AN ADDITIONAL White AS YOU CAST THIS SPELL.)**  **WHEN EXCAVATION ELEPHANT ENTERS THE BATTLEFIELD, IF IT WAS KICKED, RETURN TARGET ARTIFACT CARD FROM YOUR GRAVEYARD TO YOUR HAND.** |  | |  | [**EXPOSE TO DAYLIGHT**](https://magicarena.fandom.com/wiki/Expose_to_Daylight)**White (3) INSTANT DESTROY TARGET ARTIFACT OR ENCHANTMENT. SCRY 1.** |  | |  | [**EXULTANT SKYMARCHER**](https://magicarena.fandom.com/wiki/Exultant_Skymarcher)**WhiteWhite (3) CREATURE — VAMPIRE SOLDIER (2/3) FLYING** |  | |  | [**FACE OF DIVINITY**](https://magicarena.fandom.com/wiki/Face_of_Divinity)**White (3) ENCHANTMENT — AURA ENCHANT CREATURE**  **ENCHANTED CREATURE GETS +2/+2. AS LONG AS ANOTHER AURA IS ATTACHED TO ENCHANTED CREATURE, IT HAS FIRST STRIKE AND LIFELINK.** |  | |  | [**FAEBURROW ELDER**](https://magicarena.fandom.com/wiki/Faeburrow_Elder)**GreenWhite (3) CREATURE — TREEFOLK DRUID (0/0) VIGILANCE**  **FAEBURROW ELDER GETS +1/+1 FOR EACH COLOR AMONG PERMANENTS YOU CONTROL. Tap: FOR EACH COLOR AMONG PERMANENTS YOU CONTROL, ADD ONE MANA OF THAT COLOR.** |  | |  | [**FAERIE GUIDEMOTHER**](https://magicarena.fandom.com/wiki/Faerie_Guidemother)**White (1) CREATURE — FAERIE (1/1) FLYING** |  | |  | [**FAITH'S FETTERS**](https://magicarena.fandom.com/wiki/Faith%27s_Fetters)**White (4) ENCHANTMENT — AURA ENCHANT PERMANENT**  **WHEN FAITH'S FETTERS ENTERS THE BATTLEFIELD, YOU GAIN 4 LIFE. ENCHANTED PERMANENT CAN'T ATTACK OR BLOCK, AND ITS ACTIVATED ABILITIES CAN'T BE ACTIVATED UNLESS THEY'RE MANA ABILITIES.** |  | |  | [**FALCONER ADEPT**](https://magicarena.fandom.com/wiki/Falconer_Adept)**White (4) CREATURE — HUMAN SOLDIER (2/3) WHENEVER FALCONER ADEPT ATTACKS, CREATE A 1/1 WHITE BIRD CREATURE TOKEN WITH FLYING THAT'S TAPPED AND ATTACKING.** |  | |  | [**FALL OF THE THRAN**](https://magicarena.fandom.com/wiki/Fall_of_the_Thran)**White (6) ENCHANTMENT — SAGA (AS THIS SAGA ENTERS AND AFTER YOUR DRAW STEP, ADD A LORE COUNTER. SACRIFICE AFTER III.)**  **I — DESTROY ALL LANDS. II, III — EACH PLAYER RETURNS TWO LAND CARDS FROM THEIR GRAVEYARD TO THE BATTLEFIELD.** |  | |  | [**FAMISHED PALADIN**](https://magicarena.fandom.com/wiki/Famished_Paladin)**White (2) CREATURE — VAMPIRE KNIGHT (3/3) FAMISHED PALADIN DOESN'T UNTAP DURING YOUR UNTAP STEP.**  **WHENEVER YOU GAIN LIFE, UNTAP FAMISHED PALADIN.** |  | |  | [**FAVORED OF IROAS**](https://magicarena.fandom.com/wiki/Favored_of_Iroas)**White (3) CREATURE — HUMAN SOLDIER (2/2) CONSTELLATION — WHENEVER AN ENCHANTMENT ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, FAVORED OF IROAS GAINS DOUBLE STRIKE UNTIL END OF TURN.** |  | |  | [**FEAT OF RESISTANCE**](https://magicarena.fandom.com/wiki/Feat_of_Resistance)**White (2) INSTANT PUT A +1/+1 COUNTER ON TARGET CREATURE YOU CONTROL. IT GAINS PROTECTION FROM THE COLOR OF YOUR CHOICE UNTIL END OF TURN. (IT CAN'T BE BLOCKED, TARGETED, DEALT DAMAGE, ENCHANTED, OR EQUIPPED BY ANYTHING OF THAT COLOR.)** |  | |  | [**FEATHER, THE REDEEMED**](https://magicarena.fandom.com/wiki/Feather,_the_Redeemed)**RedWhiteWhite (3) LEGENDARY CREATURE — ANGEL (3/4) FLYING**  **WHENEVER YOU CAST AN INSTANT OR SORCERY SPELL THAT TARGETS A CREATURE YOU CONTROL, EXILE THAT CARD INSTEAD OF PUTTING IT INTO YOUR GRAVEYARD AS IT RESOLVES. IF YOU DO, RETURN IT TO YOUR HAND AT THE BEGINNING OF THE NEXT END STEP.** |  | |  | [**FENCING ACE**](https://magicarena.fandom.com/wiki/Fencing_Ace)**White (2) CREATURE — HUMAN SOLDIER (1/1) DOUBLE STRIKE (THIS CREATURE DEALS BOTH FIRST-STRIKE AND REGULAR COMBAT DAMAGE.)** |  | |  | [**FIGHT AS ONE**](https://magicarena.fandom.com/wiki/Fight_as_One)**White (1) INSTANT CHOOSE ONE OR BOTH —**  **• TARGET HUMAN CREATURE YOU CONTROL GETS +1/+1 AND GAINS INDESTRUCTIBLE UNTIL END OF TURN. • TARGET NON-HUMAN CREATURE YOU CONTROL GETS +1/+1 AND GAINS INDESTRUCTIBLE UNTIL END OF TURN.** |  | |  | [**FINAL PAYMENT**](https://magicarena.fandom.com/wiki/Final_Payment)**WhiteBlack (2) INSTANT AS AN ADDITIONAL COST TO CAST THIS SPELL, PAY 5 LIFE OR SACRIFICE A CREATURE OR ENCHANTMENT.**  **DESTROY TARGET CREATURE.** |  | |  | [**FINALE OF GLORY**](https://magicarena.fandom.com/wiki/Finale_of_Glory)**WhiteWhite (2) SORCERY CREATE X 2/2 WHITE SOLDIER CREATURE TOKENS WITH VIGILANCE. IF X IS 10 OR MORE, ALSO CREATE X 4/4 WHITE ANGEL CREATURE TOKENS WITH FLYING AND VIGILANCE.** |  | |  | [**FIREBORN KNIGHT**](https://magicarena.fandom.com/wiki/Fireborn_Knight)**(4) CREATURE — HUMAN KNIGHT (2/3) DOUBLE STRIKE**  **: FIREBORN KNIGHT GETS +1/+1 UNTIL END OF TURN.** |  | |  | [**FIRESONG AND SUNSPEAKER**](https://magicarena.fandom.com/wiki/Firesong_and_Sunspeaker)**RedWhite (6) LEGENDARY CREATURE — MINOTAUR CLERIC (4/6) RED INSTANT AND SORCERY SPELLS YOU CONTROL HAVE LIFELINK.**  **WHENEVER A WHITE INSTANT OR SORCERY SPELL CAUSES YOU TO GAIN LIFE, FIRESONG AND SUNSPEAKER DEALS 3 DAMAGE TO TARGET CREATURE OR PLAYER.** |  | |  | [**FLICKER OF FATE**](https://magicarena.fandom.com/wiki/Flicker_of_Fate)**White (2) INSTANT EXILE TARGET CREATURE OR ENCHANTMENT, THEN RETURN IT TO THE BATTLEFIELD UNDER ITS OWNER'S CONTROL.** |  | |  | [**FLIGHT OF EQUENAUTS**](https://magicarena.fandom.com/wiki/Flight_of_Equenauts)**White (8) CREATURE — HUMAN KNIGHT (4/5) 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.)**  **FLYING** |  | |  | [**FLOURISH**](https://magicarena.fandom.com/wiki/Flourish)**GreenWhite (6) SORCERY CREATURES YOU CONTROL GET +2/+2 UNTIL END OF TURN.** |  | |  | [**FLOURISHING FOX**](https://magicarena.fandom.com/wiki/Flourishing_Fox)**White (1) CREATURE — FOX (1/1) WHENEVER YOU CYCLE ANOTHER CARD, PUT A +1/+1 COUNTER ON FLOURISHING FOX.**  **CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**FLOWER**](https://magicarena.fandom.com/wiki/Flower)**(1) SORCERY SEARCH YOUR LIBRARY FOR A BASIC FOREST OR PLAINS CARD, REVEAL IT, PUT IT INTO YOUR HAND, THEN SHUFFLE YOUR LIBRARY.** |  | |  | [**FLUTTERFOX**](https://magicarena.fandom.com/wiki/Flutterfox)**White (2) CREATURE — FOX (2/2) AS LONG AS YOU CONTROL AN ARTIFACT OR ENCHANTMENT, FLUTTERFOX HAS FLYING.** |  | |  | [**FORBIDDING SPIRIT**](https://magicarena.fandom.com/wiki/Forbidding_Spirit)**WhiteWhite (3) CREATURE — SPIRIT CLERIC (3/3) WHEN FORBIDDING SPIRIT ENTERS THE BATTLEFIELD, UNTIL YOUR NEXT TURN, CREATURES CAN'T ATTACK YOU OR A PLANESWALKER YOU CONTROL UNLESS THEIR CONTROLLER PAYS  FOR EACH OF THOSE CREATURES.** |  | |  | [**FORCED WORSHIP**](https://magicarena.fandom.com/wiki/Forced_Worship)**White (2) ENCHANTMENT — AURA ENCHANT CREATURE**  **ENCHANTED CREATURE CAN'T ATTACK. White: RETURN FORCED WORSHIP TO ITS OWNER'S HAND.** |  | |  | [**FORERUNNER OF THE LEGION**](https://magicarena.fandom.com/wiki/Forerunner_of_the_Legion)**White (3) CREATURE — VAMPIRE KNIGHT (2/2) WHEN FORERUNNER OF THE LEGION ENTERS THE BATTLEFIELD, YOU MAY SEARCH YOUR LIBRARY FOR A VAMPIRE CARD, REVEAL IT, THEN SHUFFLE YOUR LIBRARY AND PUT THAT CARD ON TOP OF IT.**  **WHENEVER ANOTHER VAMPIRE ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, TARGET CREATURE GETS +1/+1 UNTIL END OF TURN.** |  | |  | [**FORTIFY**](https://magicarena.fandom.com/wiki/Fortify)**White (3) INSTANT CHOOSE ONE —**  **• CREATURES YOU CONTROL GET +2/+0 UNTIL END OF TURN. • CREATURES YOU CONTROL GET +0/+2 UNTIL END OF TURN.** |  | |  | [**FORTIFYING PROVISIONS**](https://magicarena.fandom.com/wiki/Fortifying_Provisions)**White (3) ENCHANTMENT CREATURES YOU CONTROL GET +0/+1.**  **WHEN FORTIFYING PROVISIONS ENTERS THE BATTLEFIELD, CREATE A FOOD TOKEN. (IT'S AN ARTIFACT WITH ", Tap, SACRIFICE THIS ARTIFACT: YOU GAIN 3 LIFE.")** |  | |  | [**FRESH-FACED RECRUIT**](https://magicarena.fandom.com/wiki/Fresh-Faced_Recruit)**(2) CREATURE — HUMAN SOLDIER (2/1) AS LONG AS IT'S YOUR TURN, FRESH-FACED RECRUIT HAS FIRST STRIKE.** |  | |  | [**FRONDLAND FELIDAR**](https://magicarena.fandom.com/wiki/Frondland_Felidar)**GreenWhite (4) CREATURE — CAT BEAST (3/5) VIGILANCE**  **CREATURES YOU CONTROL WITH VIGILANCE HAVE ", Tap: TAP TARGET CREATURE."** |  | |  | [**FUSION ELEMENTAL**](https://magicarena.fandom.com/wiki/Fusion_Elemental)**WhiteBlueBlackRedGreen (5) CREATURE — ELEMENTAL (8/8)** |  | |  | [**GALE SWOOPER**](https://magicarena.fandom.com/wiki/Gale_Swooper)**White (4) CREATURE — GRIFFIN (3/2) FLYING**  **WHEN GALE SWOOPER ENTERS THE BATTLEFIELD, TARGET CREATURE GAINS FLYING UNTIL END OF TURN.** |  | |  | [**GALLANT CAVALRY**](https://magicarena.fandom.com/wiki/Gallant_Cavalry)**White (4) CREATURE — HUMAN KNIGHT (2/2) VIGILANCE (ATTACKING DOESN'T CAUSE THIS CREATURE TO TAP.)**  **WHEN GALLANT CAVALRY ENTERS THE BATTLEFIELD, CREATE A 2/2 WHITE KNIGHT CREATURE TOKEN WITH VIGILANCE.** |  | |  | [**GARRISON CAT**](https://magicarena.fandom.com/wiki/Garrison_Cat)**White (1) CREATURE — CAT (1/1) WHEN GARRISON CAT DIES, CREATE A 1/1 WHITE HUMAN SOLDIER CREATURE TOKEN.** |  | |  | [**GARRISON GRIFFIN**](https://magicarena.fandom.com/wiki/Garrison_Griffin)**White (3) CREATURE — GRIFFIN (2/2) FLYING**  **WHENEVER GARRISON GRIFFIN ATTACKS, TARGET KNIGHT YOU CONTROL GAINS FLYING UNTIL END OF TURN.** |  | |  | [**GARRISON SERGEANT**](https://magicarena.fandom.com/wiki/Garrison_Sergeant)**RedWhite (5) CREATURE — VIASHINO SOLDIER (3/3) GARRISON SERGEANT HAS DOUBLE STRIKE AS LONG AS YOU CONTROL A GATE.** |  | |  | [**GAUNTLETS OF LIGHT**](https://magicarena.fandom.com/wiki/Gauntlets_of_Light)**White (3) ENCHANTMENT — AURA ENCHANT CREATURE**  **ENCHANTED CREATURE GETS +0/+2 AND ASSIGNS COMBAT DAMAGE EQUAL TO ITS TOUGHNESS RATHER THAN ITS POWER. ENCHANTED CREATURE HAS "White: UNTAP THIS CREATURE."** |  | |  | [**GENERAL KUDRO OF DRANNITH**](https://magicarena.fandom.com/wiki/General_Kudro_of_Drannith)**WhiteBlack (3) LEGENDARY CREATURE — HUMAN SOLDIER (3/3) OTHER HUMANS YOU CONTROL GET +1/+1.**  **WHENEVER GENERAL KUDRO OF DRANNITH OR ANOTHER HUMAN ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, EXILE TARGET CARD FROM AN OPPONENT'S GRAVEYARD. , SACRIFICE TWO HUMANS: DESTROY TARGET CREATURE WITH POWER 4 OR GREATER.** |  | |  | [**GENERAL'S ENFORCER**](https://magicarena.fandom.com/wiki/General%27s_Enforcer)**WhiteBlack (2) CREATURE — HUMAN SOLDIER (2/3) LEGENDARY HUMANS YOU CONTROL HAVE INDESTRUCTIBLE.**  **WhiteBlack: EXILE TARGET CARD FROM A GRAVEYARD. IF IT WAS A CREATURE CARD, CREATE A 1/1 WHITE HUMAN SOLDIER CREATURE TOKEN.** |  | |  | [**GIANT KILLER**](https://magicarena.fandom.com/wiki/Giant_Killer)**White (1) CREATURE — HUMAN PEASANT (1/2) White, Tap: TAP TARGET CREATURE.** |  | |  | [**GIDEON BLACKBLADE**](https://magicarena.fandom.com/wiki/Gideon_Blackblade)**WhiteWhite (3) LEGENDARY PLANESWALKER — GIDEON (4) AS LONG AS IT'S YOUR TURN, GIDEON BLACKBLADE IS A 4/4 HUMAN SOLDIER CREATURE WITH INDESTRUCTIBLE THAT'S STILL A PLANESWALKER.**  **PREVENT ALL DAMAGE THAT WOULD BE DEALT TO GIDEON BLACKBLADE DURING YOUR TURN. +1: UP TO ONE OTHER TARGET CREATURE YOU CONTROL GAINS YOUR CHOICE OF VIGILANCE, LIFELINK, OR INDESTRUCTIBLE UNTIL END OF TURN. −6: EXILE TARGET NONLAND PERMANENT.** |  | |  | [**GIDEON, THE OATHSWORN**](https://magicarena.fandom.com/wiki/Gideon,_the_Oathsworn)**WhiteWhite (6) LEGENDARY PLANESWALKER — GIDEON (4) WHENEVER YOU ATTACK WITH TWO OR MORE NON-GIDEON CREATURES, PUT A +1/+1 COUNTER ON EACH OF THOSE CREATURES.**  **+2: UNTIL END OF TURN, GIDEON, THE OATHSWORN BECOMES A 5/5 WHITE SOLDIER CREATURE THAT'S STILL A PLANESWALKER. PREVENT ALL DAMAGE THAT WOULD BE DEALT TO HIM THIS TURN. (HE CAN'T ATTACK IF HE WAS CAST THIS TURN.) −9: EXILE GIDEON, THE OATHSWORN AND EACH CREATURE YOUR OPPONENTS CONTROL.** |  | |  | [**GIDEON'S BATTLE CRY**](https://magicarena.fandom.com/wiki/Gideon%27s_Battle_Cry)**WhiteWhite (4) SORCERY PUT A +1/+1 COUNTER ON EACH CREATURE YOU CONTROL. YOU MAY SEARCH YOUR LIBRARY AND/OR GRAVEYARD FOR A CARD NAMED GIDEON, THE OATHSWORN, REVEAL IT, AND PUT IT INTO YOUR HAND. IF YOU SEARCH YOUR LIBRARY THIS WAY, SHUFFLE IT.** |  | |  | [**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.** |  | |  | [**GIDEON'S REPROACH**](https://magicarena.fandom.com/wiki/Gideon%27s_Reproach)**White (2) INSTANT GIDEON'S REPROACH DEALS 4 DAMAGE TO TARGET ATTACKING OR BLOCKING CREATURE.** |  | |  | [**GIDEON'S SACRIFICE**](https://magicarena.fandom.com/wiki/Gideon%27s_Sacrifice)**White (1) INSTANT CHOOSE A CREATURE OR PLANESWALKER YOU CONTROL. ALL DAMAGE THAT WOULD BE DEALT THIS TURN TO YOU AND PERMANENTS YOU CONTROL IS DEALT TO THE CHOSEN PERMANENT INSTEAD (IF IT'S STILL ON THE BATTLEFIELD).** |  | |  | [**GIDEON'S TRIUMPH**](https://magicarena.fandom.com/wiki/Gideon%27s_Triumph)**White (2) INSTANT TARGET OPPONENT SACRIFICES A CREATURE THAT ATTACKED OR BLOCKED THIS TURN. IF YOU CONTROL A GIDEON PLANESWALKER, THAT PLAYER SACRIFICES TWO OF THOSE CREATURES INSTEAD.** |  | |  | [**GIFT OF THE FAE**](https://magicarena.fandom.com/wiki/Gift_of_the_Fae)**White (2) SORCERY — ADVENTURE TARGET CREATURE GETS +2/+1 AND GAINS FLYING UNTIL END OF TURN. (THEN EXILE THIS CARD. YOU MAY CAST THE CREATURE LATER FROM EXILE.)** |  | |  | [**GIRD FOR BATTLE**](https://magicarena.fandom.com/wiki/Gird_for_Battle)**White (1) SORCERY PUT A +1/+1 COUNTER ON EACH OF UP TO TWO TARGET CREATURES.** |  | |  | [**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.** |  | |  | [**GLARING AEGIS**](https://magicarena.fandom.com/wiki/Glaring_Aegis)**White (1) ENCHANTMENT — AURA ENCHANT CREATURE**  **WHEN GLARING AEGIS ENTERS THE BATTLEFIELD, TAP TARGET CREATURE AN OPPONENT CONTROLS. ENCHANTED CREATURE GETS +1/+3.** |  | |  | [**GLASS CASKET**](https://magicarena.fandom.com/wiki/Glass_Casket)**White (2) ARTIFACT WHEN GLASS CASKET ENTERS THE BATTLEFIELD, EXILE TARGET CREATURE AN OPPONENT CONTROLS WITH CONVERTED MANA COST 3 OR LESS UNTIL GLASS CASKET LEAVES THE BATTLEFIELD.** |  | |  | [**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.** |  | |  | [**GLORIOUS ANTHEM**](https://magicarena.fandom.com/wiki/Glorious_Anthem)**WhiteWhite (3) ENCHANTMENT CREATURES YOU CONTROL GET +1/+1.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**GODS WILLING**](https://magicarena.fandom.com/wiki/Gods_Willing)**White (1) INSTANT TARGET CREATURE YOU CONTROL GAINS PROTECTION FROM THE COLOR OF YOUR CHOICE UNTIL END OF TURN. (IT CAN'T BE BLOCKED, TARGETED, DEALT DAMAGE, ENCHANTED, OR EQUIPPED BY ANYTHING OF THAT COLOR.)**  **SCRY 1. (LOOK AT THE TOP CARD OF YOUR LIBRARY. YOU MAY PUT THAT CARD ON THE BOTTOM OF YOUR LIBRARY.)** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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 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.)** |  | |  | [**GRIFFIN AERIE**](https://magicarena.fandom.com/wiki/Griffin_Aerie)**White (2) ENCHANTMENT AT THE BEGINNING OF YOUR END STEP, IF YOU GAINED 3 OR MORE LIFE THIS TURN, CREATE A 2/2 WHITE GRIFFIN CREATURE TOKEN WITH FLYING.** |  | |  | [**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.)** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**HAPPILY EVER AFTER**](https://magicarena.fandom.com/wiki/Happily_Ever_After)**White (3) ENCHANTMENT WHEN HAPPILY EVER AFTER ENTERS THE BATTLEFIELD, EACH PLAYER GAINS 5 LIFE AND DRAWS A CARD.**  **AT THE BEGINNING OF YOUR UPKEEP, IF THERE ARE FIVE COLORS AMONG PERMANENTS YOU CONTROL, THERE ARE SIX OR MORE CARD TYPES AMONG PERMANENTS YOU CONTROL AND/OR CARDS IN YOUR GRAVEYARD, AND YOUR LIFE TOTAL IS GREATER THAN OR EQUAL TO YOUR STARTING LIFE TOTAL, YOU WIN THE GAME.** |  | |  | [**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.** |  | |  | [**HEALER'S HAWK**](https://magicarena.fandom.com/wiki/Healer%27s_Hawk)**White (1) CREATURE — BIRD (1/1) FLYING, LIFELINK** |  | |  | [**HEALING GRACE**](https://magicarena.fandom.com/wiki/Healing_Grace)**White (1) INSTANT PREVENT THE NEXT 3 DAMAGE THAT WOULD BE DEALT TO ANY TARGET THIS TURN BY A SOURCE OF YOUR CHOICE. YOU GAIN 3 LIFE.** |  | |  | [**HEARTWARMING REDEMPTION**](https://magicarena.fandom.com/wiki/Heartwarming_Redemption)**RedWhite (4) INSTANT DISCARD ALL THE CARDS IN YOUR HAND, THEN DRAW THAT MANY CARDS PLUS ONE. YOU GAIN LIFE EQUAL TO THE NUMBER OF CARDS IN YOUR HAND.** |  | |  | [**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 INTERVENTION**](https://magicarena.fandom.com/wiki/Heliod%27s_Intervention)**WhiteWhite (2) INSTANT CHOOSE ONE —**  **• DESTROY X TARGET ARTIFACTS AND/OR ENCHANTMENTS. • TARGET PLAYER GAINS TWICE X LIFE.** |  | |  | [**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.** |  | |  | [**HELIOD'S PUNISHMENT**](https://magicarena.fandom.com/wiki/Heliod%27s_Punishment)**White (2) ENCHANTMENT — AURA ENCHANT CREATURE**  **HELIOD'S PUNISHMENT ENTERS THE BATTLEFIELD WITH FOUR TASK COUNTERS ON IT. ENCHANTED CREATURE CAN'T ATTACK OR BLOCK. IT LOSES ALL ABILITIES AND HAS "Tap: REMOVE A TASK COUNTER FROM HELIOD'S PUNISHMENT. THEN IF IT HAS NO TASK COUNTERS ON IT, DESTROY HELIOD'S PUNISHMENT."** |  | |  | [**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 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 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.** |  | |  | [**HEROIC REINFORCEMENTS**](https://magicarena.fandom.com/wiki/Heroic_Reinforcements)**RedWhite (4) SORCERY CREATE TWO 1/1 WHITE SOLDIER CREATURE TOKENS. UNTIL END OF TURN, CREATURES YOU CONTROL GET +1/+1 AND GAIN HASTE. (THEY CAN ATTACK AND Tap THIS TURN.)** |  | |  | [**HIEROMANCER'S CAGE**](https://magicarena.fandom.com/wiki/Hieromancer%27s_Cage)**White (4) ENCHANTMENT WHEN HIEROMANCER'S CAGE ENTERS THE BATTLEFIELD, EXILE TARGET NONLAND PERMANENT AN OPPONENT CONTROLS UNTIL HIEROMANCER'S CAGE LEAVES THE BATTLEFIELD.** |  | |  | [**HIGH ALERT**](https://magicarena.fandom.com/wiki/High_Alert)**WhiteBlue (3) ENCHANTMENT EACH CREATURE YOU CONTROL ASSIGNS COMBAT DAMAGE EQUAL TO ITS TOUGHNESS RATHER THAN ITS POWER.**  **CREATURES YOU CONTROL CAN ATTACK AS THOUGH THEY DIDN'T HAVE DEFENDER. WhiteBlue: UNTAP TARGET CREATURE.** |  | |  | [**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.** |  | |  | [**HISTORY OF BENALIA**](https://magicarena.fandom.com/wiki/History_of_Benalia)**WhiteWhite (3) ENCHANTMENT — SAGA (AS THIS SAGA ENTERS AND AFTER YOUR DRAW STEP, ADD A LORE COUNTER. SACRIFICE AFTER III.)**  **I, II — CREATE A 2/2 WHITE KNIGHT CREATURE TOKEN WITH VIGILANCE. III — KNIGHTS YOU CONTROL GET +2/+1 UNTIL END OF TURN.** |  | |  | [**HONDEN OF CLEANSING FIRE**](https://magicarena.fandom.com/wiki/Honden_of_Cleansing_Fire)**White (4) LEGENDARY ENCHANTMENT — SHRINE AT THE BEGINNING OF YOUR UPKEEP, YOU GAIN 2 LIFE FOR EACH SHRINE YOU CONTROL.** |  | |  | [**HUATLI, DINOSAUR KNIGHT**](https://magicarena.fandom.com/wiki/Huatli,_Dinosaur_Knight)**RedWhite (6) LEGENDARY PLANESWALKER — HUATLI (4) +2: PUT TWO +1/+1 COUNTERS ON UP TO ONE TARGET DINOSAUR YOU CONTROL.**  **−3: TARGET DINOSAUR YOU CONTROL DEALS DAMAGE EQUAL TO ITS POWER TO TARGET CREATURE YOU DON'T CONTROL. −7: DINOSAURS YOU CONTROL GET +4/+4 UNTIL END OF TURN.** |  | |  | [**HUATLI, RADIANT CHAMPION**](https://magicarena.fandom.com/wiki/Huatli,_Radiant_Champion)**GreenWhite (4) LEGENDARY PLANESWALKER — HUATLI (3) +1: PUT A LOYALTY COUNTER ON HUATLI, RADIANT CHAMPION FOR EACH CREATURE YOU CONTROL.**  **−1: TARGET CREATURE GETS +X/+X UNTIL END OF TURN, WHERE X IS THE NUMBER OF CREATURES YOU CONTROL. −8: YOU GET AN EMBLEM WITH "WHENEVER A CREATURE ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, YOU MAY DRAW A CARD."** |  | |  | [**HUATLI, THE SUN'S HEART**](https://magicarena.fandom.com/wiki/Huatli,_the_Sun%27s_Heart)**(3) LEGENDARY PLANESWALKER — HUATLI (7) EACH CREATURE YOU CONTROL ASSIGNS COMBAT DAMAGE EQUAL TO ITS TOUGHNESS RATHER THAN ITS POWER.**  **−3: YOU GAIN LIFE EQUAL TO THE GREATEST TOUGHNESS AMONG CREATURES YOU CONTROL.** |  | |  | [**HUATLI, WARRIOR POET**](https://magicarena.fandom.com/wiki/Huatli,_Warrior_Poet)**RedWhite (5) LEGENDARY PLANESWALKER — HUATLI (3) +2: YOU GAIN LIFE EQUAL TO THE GREATEST POWER AMONG CREATURES YOU CONTROL.**  **0: CREATE A 3/3 GREEN DINOSAUR CREATURE TOKEN WITH TRAMPLE. −X: HUATLI, WARRIOR POET DEALS X DAMAGE DIVIDED AS YOU CHOOSE AMONG ANY NUMBER OF TARGET CREATURES. CREATURES DEALT DAMAGE THIS WAY CAN'T BLOCK THIS TURN.** |  | |  | [**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.)** |  | |  | [**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.** |  | |  | [**IDOL OF ENDURANCE**](https://magicarena.fandom.com/wiki/Idol_of_Endurance)**White (3) ARTIFACT WHEN IDOL OF ENDURANCE ENTERS THE BATTLEFIELD, EXILE ALL CREATURE CARDS WITH CONVERTED MANA COST 3 OR LESS FROM YOUR GRAVEYARD UNTIL IDOL OF ENDURANCE LEAVES THE BATTLEFIELD.**  **White, Tap: UNTIL END OF TURN, YOU MAY CAST A CREATURE SPELL FROM AMONG THE CARDS EXILED WITH IDOL OF ENDURANCE WITHOUT PAYING ITS MANA COST.** |  | |  | [**IDYLLIC TUTOR**](https://magicarena.fandom.com/wiki/Idyllic_Tutor)**White (3) SORCERY SEARCH YOUR LIBRARY FOR AN ENCHANTMENT CARD, REVEAL IT, PUT IT INTO YOUR HAND, THEN SHUFFLE YOUR LIBRARY.** |  | |  | [**IGNITE THE BEACON**](https://magicarena.fandom.com/wiki/Ignite_the_Beacon)**White (5) INSTANT SEARCH YOUR LIBRARY FOR UP TO TWO PLANESWALKER CARDS, REVEAL THEM, PUT THEM INTO YOUR HAND, THEN SHUFFLE YOUR LIBRARY.** |  | |  | [**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.)** |  | |  | [**IMPOSING VANTASAUR**](https://magicarena.fandom.com/wiki/Imposing_Vantasaur)**White (6) CREATURE — DINOSAUR (3/6) VIGILANCE**  **CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**INDOMITABLE WILL**](https://magicarena.fandom.com/wiki/Indomitable_Will)**White (2) ENCHANTMENT — AURA FLASH**  **ENCHANT CREATURE ENCHANTED CREATURE GETS +1/+2.** |  | |  | [**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.** |  | |  | [**INSPIRED CHARGE**](https://magicarena.fandom.com/wiki/Inspired_Charge)**WhiteWhite (4) INSTANT CREATURES YOU CONTROL GET +2/+1 UNTIL END OF TURN.** |  | |  | [**INSPIRED ULTIMATUM**](https://magicarena.fandom.com/wiki/Inspired_Ultimatum)**BlueBlueRedRedRedWhiteWhite (7) SORCERY TARGET PLAYER GAINS 5 LIFE, INSPIRED ULTIMATUM DEALS 5 DAMAGE TO ANY TARGET, THEN YOU DRAW FIVE CARDS.** |  | |  | [**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.** |  | |  | [**INTEGRITY**](https://magicarena.fandom.com/wiki/Integrity)**(1) INSTANT TARGET CREATURE GETS +2/+2 UNTIL END OF TURN.** |  | |  | [**INTERVENTION**](https://magicarena.fandom.com/wiki/Intervention)**RedWhite (4) INSTANT INTERVENTION DEALS 3 DAMAGE TO ANY TARGET AND YOU GAIN 3 LIFE.** |  | |  | [**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.** |  | |  | [**INVOKE THE DIVINE**](https://magicarena.fandom.com/wiki/Invoke_the_Divine)**White (3) INSTANT DESTROY TARGET ARTIFACT OR ENCHANTMENT. YOU GAIN 4 LIFE.** |  | |  | [**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.** |  | |  | [**ISAMARU, HOUND OF KONDA**](https://magicarena.fandom.com/wiki/Isamaru,_Hound_of_Konda)**White (1) LEGENDARY CREATURE — DOG (2/2)** |  | |  | [**ISOLATE**](https://magicarena.fandom.com/wiki/Isolate)**White (1) INSTANT EXILE TARGET PERMANENT WITH CONVERTED MANA COST 1.** |  | |  | [**IXALAN'S BINDING**](https://magicarena.fandom.com/wiki/Ixalan%27s_Binding)**White (4) ENCHANTMENT WHEN IXALAN'S BINDING ENTERS THE BATTLEFIELD, EXILE TARGET NONLAND PERMANENT AN OPPONENT CONTROLS UNTIL IXALAN'S BINDING LEAVES THE BATTLEFIELD.**  **YOUR OPPONENTS CAN'T CAST SPELLS WITH THE SAME NAME AS THE EXILED CARD.** |  | |  | [**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.** |  | |  | [**JOIN SHIELDS**](https://magicarena.fandom.com/wiki/Join_Shields)**GreenWhite (5) INSTANT UNTAP ALL CREATURES YOU CONTROL. THEY GAIN HEXPROOF AND INDESTRUCTIBLE UNTIL END OF TURN. (THEY CAN'T BE THE TARGETS OF SPELLS OR ABILITIES YOUR OPPONENTS CONTROL. DAMAGE AND EFFECTS THAT SAY "DESTROY" DON'T DESTROY THEM.)** |  | |  | [**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."** |  | |  | [**JUSTICE STRIKE**](https://magicarena.fandom.com/wiki/Justice_Strike)**RedWhite (2) INSTANT TARGET CREATURE DEALS DAMAGE TO ITSELF EQUAL TO ITS POWER.** |  | |  | [**JUSTICIAR'S PORTAL**](https://magicarena.fandom.com/wiki/Justiciar%27s_Portal)**White (2) INSTANT EXILE TARGET CREATURE YOU CONTROL, THEN RETURN THAT CARD TO THE BATTLEFIELD UNDER ITS OWNER'S CONTROL. IT GAINS FIRST STRIKE UNTIL END OF TURN.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**KARAMETRA'S BLESSING**](https://magicarena.fandom.com/wiki/Karametra%27s_Blessing)**White (1) INSTANT TARGET CREATURE GETS +2/+2 UNTIL END OF TURN. IF IT'S AN ENCHANTED CREATURE OR ENCHANTMENT CREATURE, IT ALSO GAINS HEXPROOF AND INDESTRUCTIBLE UNTIL END OF TURN. (IT CAN'T BE THE TARGET OF SPELLS OR ABILITIES YOUR OPPONENTS CONTROL. DAMAGE AND EFFECTS THAT SAY "DESTROY" DON'T DESTROY IT.)** |  | |  | [**KAYA, BANE OF THE DEAD**](https://magicarena.fandom.com/wiki/Kaya,_Bane_of_the_Dead)**(6) LEGENDARY PLANESWALKER — KAYA (7) YOUR OPPONENTS AND PERMANENTS YOUR OPPONENTS CONTROL WITH HEXPROOF CAN BE THE TARGETS OF SPELLS AND ABILITIES YOU CONTROL AS THOUGH THEY DIDN'T HAVE HEXPROOF.**  **−3: EXILE TARGET CREATURE.** |  | |  | [**KAYA, ORZHOV USURPER**](https://magicarena.fandom.com/wiki/Kaya,_Orzhov_Usurper)**WhiteBlack (3) LEGENDARY PLANESWALKER — KAYA (3) +1: EXILE UP TO TWO TARGET CARDS FROM A SINGLE GRAVEYARD. YOU GAIN 2 LIFE IF AT LEAST ONE CREATURE CARD WAS EXILED THIS WAY.**  **−1: EXILE TARGET NONLAND PERMANENT WITH CONVERTED MANA COST 1 OR LESS. −5: KAYA, ORZHOV USURPER DEALS DAMAGE TO TARGET PLAYER EQUAL TO THE NUMBER OF CARDS THAT PLAYER OWNS IN EXILE AND YOU GAIN THAT MUCH LIFE.** |  | |  | [**KAYA'S WRATH**](https://magicarena.fandom.com/wiki/Kaya%27s_Wrath)**WhiteWhiteBlackBlack (4) SORCERY DESTROY ALL CREATURES. YOU GAIN LIFE EQUAL TO THE NUMBER OF CREATURES YOU CONTROLLED THAT WERE DESTROYED THIS WAY.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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."** |  | |  | [**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.** |  | |  | [**KINSBAILE CAVALIER**](https://magicarena.fandom.com/wiki/Kinsbaile_Cavalier)**White (4) CREATURE — KITHKIN KNIGHT (2/2) KNIGHT CREATURES YOU CONTROL HAVE DOUBLE STRIKE.** |  | |  | [**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 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 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 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.)** |  | |  | [**KNIGHTLY VALOR**](https://magicarena.fandom.com/wiki/Knightly_Valor)**White (5) ENCHANTMENT — AURA ENCHANT CREATURE**  **WHEN KNIGHTLY VALOR ENTERS THE BATTLEFIELD, CREATE A 2/2 WHITE KNIGHT CREATURE TOKEN WITH VIGILANCE. (ATTACKING DOESN'T CAUSE IT TO TAP.) ENCHANTED CREATURE GETS +2/+2 AND HAS VIGILANCE.** |  | |  | [**KNIGHTS' CHARGE**](https://magicarena.fandom.com/wiki/Knights%27_Charge)**WhiteBlack (3) ENCHANTMENT WHENEVER A KNIGHT YOU CONTROL ATTACKS, EACH OPPONENT LOSES 1 LIFE AND YOU GAIN 1 LIFE.**  **WhiteBlack, SACRIFICE KNIGHTS' CHARGE: RETURN ALL KNIGHT CREATURE CARDS FROM YOUR GRAVEYARD TO THE BATTLEFIELD.** |  | |  | [**KNIGHT'S PLEDGE**](https://magicarena.fandom.com/wiki/Knight%27s_Pledge)**White (2) ENCHANTMENT — AURA ENCHANT CREATURE**  **ENCHANTED CREATURE GETS +2/+2.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**LAWMAGE'S BINDING**](https://magicarena.fandom.com/wiki/Lawmage%27s_Binding)**WhiteBlue (3) ENCHANTMENT — AURA FLASH**  **ENCHANT CREATURE ENCHANTED CREATURE CAN'T ATTACK OR BLOCK, AND ITS ACTIVATED ABILITIES CAN'T BE ACTIVATED.** |  | |  | [**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.** |  | |  | [**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'S JUDGMENT**](https://magicarena.fandom.com/wiki/Legion%27s_Judgment)**White (3) SORCERY DESTROY TARGET CREATURE WITH POWER 4 OR GREATER.** |  | |  | [**LEGION'S LANDING**](https://magicarena.fandom.com/wiki/Legion%27s_Landing)**White (1) LEGENDARY ENCHANTMENT WHEN LEGION'S LANDING ENTERS THE BATTLEFIELD, CREATE A 1/1 WHITE VAMPIRE CREATURE TOKEN WITH LIFELINK.**  **WHEN YOU ATTACK WITH THREE OR MORE CREATURES, TRANSFORM LEGION'S LANDING.** |  | |  | [**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 OF SANCTITY**](https://magicarena.fandom.com/wiki/Leyline_of_Sanctity)**WhiteWhite (4) ENCHANTMENT IF LEYLINE OF SANCTITY IS IN YOUR OPENING HAND, YOU MAY BEGIN THE GAME WITH IT ON THE BATTLEFIELD.**  **YOU HAVE HEXPROOF. (YOU CAN'T BE THE TARGET OF SPELLS OR ABILITIES YOUR OPPONENTS CONTROL.)** |  | |  | [**LIGHT OF HOPE**](https://magicarena.fandom.com/wiki/Light_of_Hope)**White (1) INSTANT CHOOSE ONE —**  **• YOU GAIN 4 LIFE. • DESTROY TARGET ENCHANTMENT. • PUT A +1/+1 COUNTER ON TARGET CREATURE.** |  | |  | [**LIGHT OF PROMISE**](https://magicarena.fandom.com/wiki/Light_of_Promise)**White (3) ENCHANTMENT — AURA ENCHANT CREATURE**  **ENCHANTED CREATURE HAS "WHENEVER YOU GAIN LIFE, PUT THAT MANY +1/+1 COUNTERS ON THIS CREATURE."** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**LONESOME UNICORN**](https://magicarena.fandom.com/wiki/Lonesome_Unicorn)**White (5) CREATURE — UNICORN (3/3) VIGILANCE** |  | |  | [**LONG ROAD HOME**](https://magicarena.fandom.com/wiki/Long_Road_Home)**White (2) INSTANT EXILE TARGET CREATURE. AT THE BEGINNING OF THE NEXT END STEP, RETURN THAT CARD TO THE BATTLEFIELD UNDER ITS OWNER'S CONTROL WITH A +1/+1 COUNTER ON IT.** |  | |  | [**LOOMING ALTISAUR**](https://magicarena.fandom.com/wiki/Looming_Altisaur)**White (4) CREATURE — DINOSAUR (1/7)** |  | |  | [**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 BONDS**](https://magicarena.fandom.com/wiki/Luminous_Bonds)**White (3) ENCHANTMENT — AURA ENCHANT CREATURE**  **ENCHANTED CREATURE CAN'T ATTACK OR BLOCK.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**MACE OF THE VALIANT**](https://magicarena.fandom.com/wiki/Mace_of_the_Valiant)**White (3) ARTIFACT — EQUIPMENT EQUIPPED CREATURE GETS +1/+1 FOR EACH CHARGE COUNTER ON MACE OF THE VALIANT AND HAS VIGILANCE.**  **WHENEVER A CREATURE ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, PUT A CHARGE COUNTER ON MACE OF THE VALIANT. EQUIP** |  | |  | [**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.** |  | |  | [**MAKE A STAND**](https://magicarena.fandom.com/wiki/Make_a_Stand)**White (3) INSTANT CREATURES YOU CONTROL GET +1/+0 AND GAIN INDESTRUCTIBLE UNTIL END OF TURN. (DAMAGE AND EFFECTS THAT SAY "DESTROY" DON'T DESTROY THEM.)** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**MARCH OF THE MULTITUDES**](https://magicarena.fandom.com/wiki/March_of_the_Multitudes)**GreenWhiteWhite (3) INSTANT 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.)**  **CREATE X 1/1 WHITE SOLDIER CREATURE TOKENS WITH LIFELINK.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**MESA UNICORN**](https://magicarena.fandom.com/wiki/Mesa_Unicorn)**White (2) CREATURE — UNICORN (2/2) LIFELINK** |  | |  | [**MIGHTY LEAP**](https://magicarena.fandom.com/wiki/Mighty_Leap)**White (2) INSTANT TARGET CREATURE GETS +2/+2 AND GAINS FLYING UNTIL END OF TURN.** |  | |  | [**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.** |  | |  | [**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.)** |  | |  | [**MIRARI'S WAKE**](https://magicarena.fandom.com/wiki/Mirari%27s_Wake)**GreenWhite (5) ENCHANTMENT CREATURES YOU CONTROL GET +1/+1.**  **WHENEVER YOU TAP A LAND FOR MANA, ADD ONE MANA OF ANY TYPE THAT LAND PRODUCED.** |  | |  | [**MOMENT OF HEROISM**](https://magicarena.fandom.com/wiki/Moment_of_Heroism)**White (2) INSTANT TARGET CREATURE GETS +2/+2 AND GAINS LIFELINK UNTIL END OF TURN. (DAMAGE DEALT BY THE CREATURE ALSO CAUSES ITS CONTROLLER TO GAIN THAT MUCH LIFE.)** |  | |  | [**MOMENT OF TRIUMPH**](https://magicarena.fandom.com/wiki/Moment_of_Triumph)**White (1) INSTANT TARGET CREATURE GETS +2/+2 UNTIL END OF TURN. YOU GAIN 2 LIFE.** |  | |  | [**MOMENTARY BLINK**](https://magicarena.fandom.com/wiki/Momentary_Blink)**White (2) INSTANT EXILE TARGET CREATURE YOU CONTROL, THEN RETURN IT TO THE BATTLEFIELD UNDER ITS OWNER'S CONTROL.**  **FLASHBACK Blue (YOU MAY CAST THIS CARD FROM YOUR GRAVEYARD FOR ITS FLASHBACK COST. THEN EXILE IT.)** |  | |  | [**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.)** |  | |  | [**MORTIFY**](https://magicarena.fandom.com/wiki/Mortify)**WhiteBlack (3) INSTANT DESTROY TARGET CREATURE OR ENCHANTMENT.** |  | |  | [**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.)** |  | |  | [**MYTHOS OF SNAPDAX**](https://magicarena.fandom.com/wiki/Mythos_of_Snapdax)**WhiteWhite (4) SORCERY EACH PLAYER CHOOSES AN ARTIFACT, A CREATURE, AN ENCHANTMENT, AND A PLANESWALKER FROM AMONG THE NONLAND PERMANENTS THEY CONTROL, THEN SACRIFICES THE REST. IF BlackRed WAS SPENT TO CAST THIS SPELL, YOU CHOOSE THE PERMANENTS FOR EACH PLAYER INSTEAD.** |  | |  | [**NAHIRI, STORM OF STONE**](https://magicarena.fandom.com/wiki/Nahiri,_Storm_of_Stone)**(4) LEGENDARY PLANESWALKER — NAHIRI (6) AS LONG AS IT'S YOUR TURN, CREATURES YOU CONTROL HAVE FIRST STRIKE AND EQUIP ABILITIES YOU ACTIVATE COST  LESS TO ACTIVATE.**  **−X: NAHIRI, STORM OF STONE DEALS X DAMAGE TO TARGET TAPPED CREATURE.** |  | |  | [**NARSET OF THE ANCIENT WAY**](https://magicarena.fandom.com/wiki/Narset_of_the_Ancient_Way)**BlueRedWhite (4) LEGENDARY PLANESWALKER — NARSET (4) +1: YOU GAIN 2 LIFE. ADD Blue, Red, OR White. SPEND THIS MANA ONLY TO CAST A NONCREATURE SPELL.**  **−2: DRAW A CARD, THEN YOU MAY DISCARD A CARD. WHEN YOU DISCARD A NONLAND CARD THIS WAY, NARSET OF THE ANCIENT WAY DEALS DAMAGE EQUAL TO THAT CARD'S CONVERTED MANA COST TO TARGET CREATURE OR PLANESWALKER. −6: YOU GET AN EMBLEM WITH "WHENEVER YOU CAST A NONCREATURE SPELL, THIS EMBLEM DEALS 2 DAMAGE TO ANY TARGET."** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**NINE LIVES**](https://magicarena.fandom.com/wiki/Nine_Lives)**WhiteWhite (3) ENCHANTMENT HEXPROOF**  **IF A SOURCE WOULD DEAL DAMAGE TO YOU, PREVENT THAT DAMAGE AND PUT AN INCARNATION COUNTER ON NINE LIVES. WHEN THERE ARE NINE OR MORE INCARNATION COUNTERS ON NINE LIVES, EXILE IT. WHEN NINE LIVES LEAVES THE BATTLEFIELD, YOU LOSE THE GAME.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**NYXBORN COURSER**](https://magicarena.fandom.com/wiki/Nyxborn_Courser)**WhiteWhite (3) ENCHANTMENT CREATURE — CENTAUR SCOUT (2/4)** |  | |  | [**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 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.** |  | |  | [**OATH OF KAYA**](https://magicarena.fandom.com/wiki/Oath_of_Kaya)**WhiteBlack (3) LEGENDARY ENCHANTMENT WHEN OATH OF KAYA ENTERS THE BATTLEFIELD, IT DEALS 3 DAMAGE TO ANY TARGET AND YOU GAIN 3 LIFE.**  **WHENEVER AN OPPONENT ATTACKS A PLANESWALKER YOU CONTROL WITH ONE OR MORE CREATURES, OATH OF KAYA DEALS 2 DAMAGE TO THAT PLAYER AND YOU GAIN 2 LIFE.** |  | |  | [**OATH OF TEFERI**](https://magicarena.fandom.com/wiki/Oath_of_Teferi)**WhiteBlue (5) LEGENDARY ENCHANTMENT WHEN OATH OF TEFERI ENTERS THE BATTLEFIELD, EXILE ANOTHER TARGET PERMANENT YOU CONTROL. RETURN IT TO THE BATTLEFIELD UNDER ITS OWNER'S CONTROL AT THE BEGINNING OF THE NEXT END STEP.**  **YOU MAY ACTIVATE THE LOYALTY ABILITIES OF PLANESWALKERS YOU CONTROL TWICE EACH TURN RATHER THAN ONLY ONCE.** |  | |  | [**OFFSPRING'S REVENGE**](https://magicarena.fandom.com/wiki/Offspring%27s_Revenge)**RedWhiteBlack (5) ENCHANTMENT AT THE BEGINNING OF COMBAT ON YOUR TURN, EXILE TARGET RED, WHITE, OR BLACK CREATURE CARD FROM YOUR GRAVEYARD. CREATE A TOKEN THAT'S A COPY OF THAT CARD, EXCEPT IT'S 1/1. IT GAINS HASTE UNTIL YOUR NEXT TURN.** |  | |  | [**OMEN OF THE SUN**](https://magicarena.fandom.com/wiki/Omen_of_the_Sun)**White (3) ENCHANTMENT FLASH**  **WHEN OMEN OF THE SUN ENTERS THE BATTLEFIELD, CREATE TWO 1/1 WHITE HUMAN SOLDIER CREATURE TOKENS AND YOU GAIN 2 LIFE. White, SACRIFICE OMEN OF THE SUN: SCRY 2.** |  | |  | [**ON ALERT**](https://magicarena.fandom.com/wiki/On_Alert)**White (3) INSTANT — ADVENTURE TARGET CREATURE GETS +2/+2 UNTIL END OF TURN. UNTAP IT. (THEN EXILE THIS CARD. YOU MAY CAST THE CREATURE LATER FROM EXILE.)** |  | |  | [**ON SERRA'S WINGS**](https://magicarena.fandom.com/wiki/On_Serra%27s_Wings)**White (4) LEGENDARY ENCHANTMENT — AURA ENCHANT CREATURE**  **ENCHANTED CREATURE IS LEGENDARY, GETS +1/+1, AND HAS FLYING, VIGILANCE, AND LIFELINK.** |  | |  | [**ORESKOS SWIFTCLAW**](https://magicarena.fandom.com/wiki/Oreskos_Swiftclaw)**White (2) CREATURE — CAT WARRIOR (3/1)** |  | |  | [**OUTFLANK**](https://magicarena.fandom.com/wiki/Outflank)**White (1) INSTANT OUTFLANK DEALS DAMAGE TO TARGET ATTACKING OR BLOCKING CREATURE EQUAL TO THE NUMBER OF CREATURES YOU CONTROL.** |  | |  | [**OUTLAWS' MERRIMENT**](https://magicarena.fandom.com/wiki/Outlaws%27_Merriment)**RedWhiteWhite (4) ENCHANTMENT AT THE BEGINNING OF YOUR UPKEEP, CHOOSE ONE AT RANDOM. CREATE A RED AND WHITE CREATURE TOKEN WITH THOSE CHARACTERISTICS.**  **• 3/1 HUMAN WARRIOR WITH TRAMPLE AND HASTE. • 2/1 HUMAN CLERIC WITH LIFELINK AND HASTE. • 1/2 HUMAN ROGUE WITH HASTE AND "WHEN THIS CREATURE ENTERS THE BATTLEFIELD, IT DEALS 1 DAMAGE TO ANY TARGET."** |  | |  | [**PACIFISM**](https://magicarena.fandom.com/wiki/Pacifism)**White (2) ENCHANTMENT — AURA ENCHANT CREATURE**  **ENCHANTED CREATURE CAN'T ATTACK OR BLOCK.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**PARHELION II**](https://magicarena.fandom.com/wiki/Parhelion_II)**WhiteWhite (8) LEGENDARY ARTIFACT — VEHICLE (5/5) FLYING, FIRST STRIKE, VIGILANCE**  **WHENEVER PARHELION II ATTACKS, CREATE TWO 4/4 WHITE ANGEL CREATURE TOKENS WITH FLYING AND VIGILANCE THAT ARE ATTACKING. CREW 4 (TAP ANY NUMBER OF CREATURES YOU CONTROL WITH TOTAL POWER 4 OR MORE: THIS VEHICLE BECOMES AN ARTIFACT CREATURE UNTIL END OF TURN.)** |  | |  | [**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.)** |  | |  | [**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.** |  | |  | [**PATH OF BRAVERY**](https://magicarena.fandom.com/wiki/Path_of_Bravery)**White (3) ENCHANTMENT AS LONG AS YOUR LIFE TOTAL IS GREATER THAN OR EQUAL TO YOUR STARTING LIFE TOTAL, CREATURES YOU CONTROL GET +1/+1.**  **WHENEVER ONE OR MORE CREATURES YOU CONTROL ATTACK, YOU GAIN LIFE EQUAL TO THE NUMBER OF ATTACKING CREATURES.** |  | |  | [**PATH OF METTLE**](https://magicarena.fandom.com/wiki/Path_of_Mettle)**RedWhite (2) LEGENDARY ENCHANTMENT WHEN PATH OF METTLE ENTERS THE BATTLEFIELD, IT DEALS 1 DAMAGE TO EACH CREATURE THAT DOESN'T HAVE FIRST STRIKE, DOUBLE STRIKE, VIGILANCE, OR HASTE.**  **WHENEVER YOU ATTACK WITH AT LEAST TWO CREATURES THAT HAVE FIRST STRIKE, DOUBLE STRIKE, VIGILANCE, AND/OR HASTE, TRANSFORM PATH OF METTLE.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**PHALANX TACTICS**](https://magicarena.fandom.com/wiki/Phalanx_Tactics)**White (2) INSTANT TARGET CREATURE YOU CONTROL GETS +2/+1 UNTIL END OF TURN. EACH OTHER CREATURE YOU CONTROL GETS +1/+1 UNTIL END OF TURN.** |  | |  | [**PIOUS INTERDICTION**](https://magicarena.fandom.com/wiki/Pious_Interdiction)**White (4) ENCHANTMENT — AURA ENCHANT CREATURE**  **WHEN PIOUS INTERDICTION ENTERS THE BATTLEFIELD, YOU GAIN 2 LIFE. ENCHANTED CREATURE CAN'T ATTACK OR BLOCK.** |  | |  | [**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.** |  | |  | [**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.)** |  | |  | [**PLANAR CLEANSING**](https://magicarena.fandom.com/wiki/Planar_Cleansing)**WhiteWhiteWhite (6) SORCERY DESTROY ALL NONLAND PERMANENTS.** |  | |  | [**PLEDGE OF UNITY**](https://magicarena.fandom.com/wiki/Pledge_of_Unity)**GreenWhite (3) INSTANT PUT A +1/+1 COUNTER ON EACH CREATURE YOU CONTROL. YOU GAIN 1 LIFE FOR EACH CREATURE YOU CONTROL.** |  | |  | [**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.** |  | |  | [**PRIDE OF CONQUERORS**](https://magicarena.fandom.com/wiki/Pride_of_Conquerors)**White (2) INSTANT ASCEND (IF YOU CONTROL TEN OR MORE PERMANENTS, YOU GET THE CITY'S BLESSING FOR THE REST OF THE GAME.)**  **CREATURES YOU CONTROL GET +1/+1 UNTIL END OF TURN. IF YOU HAVE THE CITY'S BLESSING, THOSE CREATURES GET +2/+2 UNTIL END OF TURN INSTEAD.** |  | |  | [**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.** |  | |  | [**PRIMEVALS' GLORIOUS REBIRTH**](https://magicarena.fandom.com/wiki/Primevals%27_Glorious_Rebirth)**WhiteBlack (7) LEGENDARY SORCERY (YOU MAY CAST A LEGENDARY SORCERY ONLY IF YOU CONTROL A LEGENDARY CREATURE OR PLANESWALKER.)**  **RETURN ALL LEGENDARY PERMANENT CARDS FROM YOUR GRAVEYARD TO THE BATTLEFIELD.** |  | |  | [**PRISON REALM**](https://magicarena.fandom.com/wiki/Prison_Realm)**White (3) ENCHANTMENT WHEN PRISON REALM ENTERS THE BATTLEFIELD, EXILE TARGET CREATURE OR PLANESWALKER AN OPPONENT CONTROLS UNTIL PRISON REALM LEAVES THE BATTLEFIELD.**  **WHEN PRISON REALM ENTERS THE BATTLEFIELD, SCRY 1.** |  | |  | [**PRIZED GRIFFIN**](https://magicarena.fandom.com/wiki/Prized_Griffin)**White (5) CREATURE — GRIFFIN (3/4) FLYING** |  | |  | [**PROFANE PROCESSION**](https://magicarena.fandom.com/wiki/Profane_Procession)**WhiteBlack (3) LEGENDARY ENCHANTMENT WhiteBlack: EXILE TARGET CREATURE. THEN IF THERE ARE THREE OR MORE CARDS EXILED WITH PROFANE PROCESSION, TRANSFORM IT.** |  | |  | [**PROWLING CARACAL**](https://magicarena.fandom.com/wiki/Prowling_Caracal)**White (2) CREATURE — CAT (3/1)** |  | |  | [**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.** |  | |  | [**QUEEN'S COMMISSION**](https://magicarena.fandom.com/wiki/Queen%27s_Commission)**White (3) SORCERY CREATE TWO 1/1 WHITE VAMPIRE CREATURE TOKENS WITH LIFELINK.** |  | |  | [**RADIANT DESTINY**](https://magicarena.fandom.com/wiki/Radiant_Destiny)**White (3) ENCHANTMENT ASCEND (IF YOU CONTROL TEN OR MORE PERMANENTS, YOU GET THE CITY'S BLESSING FOR THE REST OF THE GAME.)**  **AS RADIANT DESTINY ENTERS THE BATTLEFIELD, CHOOSE A CREATURE TYPE. CREATURES YOU CONTROL OF THE CHOSEN TYPE GET +1/+1. AS LONG AS YOU HAVE THE CITY'S BLESSING, THEY ALSO HAVE VIGILANCE.** |  | |  | [**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.)** |  | |  | [**RAISE THE ALARM**](https://magicarena.fandom.com/wiki/Raise_the_Alarm)**White (2) INSTANT CREATE TWO 1/1 WHITE SOLDIER CREATURE TOKENS.** |  | |  | [**RALLY FOR THE THRONE**](https://magicarena.fandom.com/wiki/Rally_for_the_Throne)**White (3) INSTANT CREATE TWO 1/1 WHITE HUMAN CREATURE TOKENS.**  **ADAMANT — IF AT LEAST THREE WHITE MANA WAS SPENT TO CAST THIS SPELL, YOU GAIN 1 LIFE FOR EACH CREATURE YOU CONTROL.** |  | |  | [**RALLY OF WINGS**](https://magicarena.fandom.com/wiki/Rally_of_Wings)**White (2) INSTANT UNTAP ALL CREATURES YOU CONTROL. CREATURES YOU CONTROL WITH FLYING GET +2/+2 UNTIL END OF TURN.** |  | |  | [**RALLY TO BATTLE**](https://magicarena.fandom.com/wiki/Rally_to_Battle)**White (4) INSTANT CREATURES YOU CONTROL GET +1/+3 UNTIL END OF TURN. UNTAP THEM.** |  | |  | [**RALLYING ROAR**](https://magicarena.fandom.com/wiki/Rallying_Roar)**White (3) INSTANT CREATURES YOU CONTROL GET +1/+1 UNTIL END OF TURN. UNTAP THEM.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**RAPTOR COMPANION**](https://magicarena.fandom.com/wiki/Raptor_Companion)**White (2) CREATURE — DINOSAUR (3/1)** |  | |  | [**RAVNICA AT WAR**](https://magicarena.fandom.com/wiki/Ravnica_at_War)**White (4) SORCERY EXILE ALL MULTICOLORED PERMANENTS.** |  | |  | [**REALM-CLOAKED GIANT**](https://magicarena.fandom.com/wiki/Realm-Cloaked_Giant)**WhiteWhite (7) CREATURE — GIANT (7/7) VIGILANCE** |  | |  | [**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.** |  | |  | [**RELEASE THE DOGS**](https://magicarena.fandom.com/wiki/Release_the_Dogs)**White (4) SORCERY CREATE FOUR 1/1 WHITE DOG CREATURE TOKENS.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**RESPONSE**](https://magicarena.fandom.com/wiki/Response)**(2) INSTANT RESPONSE DEALS 5 DAMAGE TO TARGET ATTACKING OR BLOCKING CREATURE.** |  | |  | [**RESURGENCE**](https://magicarena.fandom.com/wiki/Resurgence)**RedWhite (5) SORCERY CREATURES YOU CONTROL GAIN FIRST STRIKE AND VIGILANCE UNTIL END OF TURN. AFTER THIS MAIN PHASE, THERE IS AN ADDITIONAL COMBAT PHASE FOLLOWED BY AN ADDITIONAL MAIN PHASE.** |  | |  | [**REVENGE**](https://magicarena.fandom.com/wiki/Revenge)**WhiteBlack (6) SORCERY DOUBLE YOUR LIFE TOTAL. TARGET OPPONENT LOSES HALF THEIR LIFE, ROUNDED UP.** |  | |  | [**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.)** |  | |  | [**REVITALIZE**](https://magicarena.fandom.com/wiki/Revitalize)**White (2) INSTANT YOU GAIN 3 LIFE.**  **DRAW A CARD.** |  | |  | [**REVIVAL**](https://magicarena.fandom.com/wiki/Revival)**(2) SORCERY RETURN TARGET CREATURE CARD WITH CONVERTED MANA COST 3 OR LESS FROM YOUR GRAVEYARD TO THE BATTLEFIELD.** |  | |  | [**REVOKE EXISTENCE**](https://magicarena.fandom.com/wiki/Revoke_Existence)**White (2) SORCERY EXILE TARGET ARTIFACT OR ENCHANTMENT.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**RIDER IN NEED**](https://magicarena.fandom.com/wiki/Rider_in_Need)**White (3) SORCERY — ADVENTURE CREATE A 2/2 WHITE KNIGHT CREATURE TOKEN WITH VIGILANCE. (THEN EXILE THIS CARD. YOU MAY CAST THE CREATURE LATER FROM EXILE.)** |  | |  | [**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.** |  | |  | [**RIGHTEOUS BLOW**](https://magicarena.fandom.com/wiki/Righteous_Blow)**White (1) INSTANT RIGHTEOUS BLOW DEALS 2 DAMAGE TO TARGET ATTACKING OR BLOCKING CREATURE.** |  | |  | [**RIGHTEOUSNESS**](https://magicarena.fandom.com/wiki/Righteousness)**White (1) INSTANT TARGET BLOCKING CREATURE GETS +7/+7 UNTIL END OF TURN.** |  | |  | [**RISE TO GLORY**](https://magicarena.fandom.com/wiki/Rise_to_Glory)**WhiteBlack (5) SORCERY CHOOSE ONE OR BOTH —**  **• RETURN TARGET CREATURE CARD FROM YOUR GRAVEYARD TO THE BATTLEFIELD. • RETURN TARGET AURA CARD FROM YOUR GRAVEYARD TO THE BATTLEFIELD.** |  | |  | [**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.** |  | |  | [**RITUAL OF REJUVENATION**](https://magicarena.fandom.com/wiki/Ritual_of_Rejuvenation)**White (3) INSTANT YOU GAIN 4 LIFE.**  **DRAW A CARD.** |  | |  | [**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.** |  | |  | [**RONOM UNICORN**](https://magicarena.fandom.com/wiki/Ronom_Unicorn)**White (2) CREATURE — UNICORN (2/2) SACRIFICE RONOM UNICORN: DESTROY TARGET ENCHANTMENT.** |  | |  | [**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** |  | |  | [**RUINOUS ULTIMATUM**](https://magicarena.fandom.com/wiki/Ruinous_Ultimatum)**RedRedWhiteWhiteWhiteBlackBlack (7) SORCERY DESTROY ALL NONLAND PERMANENTS YOUR OPPONENTS CONTROL.** |  | |  | [**RULE OF LAW**](https://magicarena.fandom.com/wiki/Rule_of_Law)**White (3) ENCHANTMENT EACH PLAYER CAN'T CAST MORE THAN ONE SPELL EACH TURN.** |  | |  | [**RUMBLING SENTRY**](https://magicarena.fandom.com/wiki/Rumbling_Sentry)**WhiteWhite (5) CREATURE — GIANT (3/6) WHEN RUMBLING SENTRY ENTERS THE BATTLEFIELD, SCRY 1.** |  | |  | [**RUNED HALO**](https://magicarena.fandom.com/wiki/Runed_Halo)**WhiteWhite (2) ENCHANTMENT AS RUNED HALO ENTERS THE BATTLEFIELD, CHOOSE A CARD NAME.**  **YOU HAVE PROTECTION FROM THE CHOSEN CARD NAME. (YOU CAN'T BE TARGETED, DEALT DAMAGE, OR ENCHANTED BY ANYTHING WITH THAT NAME.)** |  | |  | [**RUSTWING FALCON**](https://magicarena.fandom.com/wiki/Rustwing_Falcon)**White (1) CREATURE — BIRD (1/2) FLYING** |  | |  | [**SANCTUARY CAT**](https://magicarena.fandom.com/wiki/Sanctuary_Cat)**White (1) CREATURE — CAT (1/2)** |  | |  | [**SANCTUARY LOCKDOWN**](https://magicarena.fandom.com/wiki/Sanctuary_Lockdown)**White (3) ENCHANTMENT HUMANS YOU CONTROL GET +1/+1.**  **, TAP TWO UNTAPPED HUMANS YOU CONTROL: TAP TARGET CREATURE AN OPPONENT CONTROLS.** |  | |  | [**SANCTUM OF ALL**](https://magicarena.fandom.com/wiki/Sanctum_of_All)**WhiteBlueBlackRedGreen (5) LEGENDARY ENCHANTMENT — SHRINE AT THE BEGINNING OF YOUR UPKEEP, YOU MAY SEARCH YOUR LIBRARY AND/OR GRAVEYARD FOR A SHRINE CARD AND PUT IT ONTO THE BATTLEFIELD. IF YOU SEARCH YOUR LIBRARY THIS WAY, SHUFFLE IT.**  **IF AN ABILITY OF ANOTHER SHRINE YOU CONTROL TRIGGERS WHILE YOU CONTROL SIX OR MORE SHRINES, THAT ABILITY TRIGGERS AN ADDITIONAL TIME.** |  | |  | [**SANCTUM OF TRANQUIL LIGHT**](https://magicarena.fandom.com/wiki/Sanctum_of_Tranquil_Light)**White (1) LEGENDARY ENCHANTMENT — SHRINE White: TAP TARGET CREATURE. THIS ABILITY COSTS  LESS TO ACTIVATE FOR EACH SHRINE YOU CONTROL.** |  | |  | [**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.)** |  | |  | [**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.** |  | |  | [**SANGUINE SACRAMENT**](https://magicarena.fandom.com/wiki/Sanguine_Sacrament)**WhiteWhite (2) INSTANT YOU GAIN TWICE X LIFE. PUT SANGUINE SACRAMENT ON THE BOTTOM OF ITS OWNER'S LIBRARY.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**SEAL AWAY**](https://magicarena.fandom.com/wiki/Seal_Away)**White (2) ENCHANTMENT FLASH**  **WHEN SEAL AWAY ENTERS THE BATTLEFIELD, EXILE TARGET TAPPED CREATURE AN OPPONENT CONTROLS UNTIL SEAL AWAY LEAVES THE BATTLEFIELD.** |  | |  | [**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.)** |  | |  | [**SECURE THE SCENE**](https://magicarena.fandom.com/wiki/Secure_the_Scene)**White (5) SORCERY EXILE TARGET NONLAND PERMANENT. ITS CONTROLLER CREATES A 1/1 WHITE SOLDIER CREATURE TOKEN.** |  | |  | [**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.)** |  | |  | [**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.** |  | |  | [**SENTINEL'S EYES**](https://magicarena.fandom.com/wiki/Sentinel%27s_Eyes)**White (1) ENCHANTMENT — AURA ENCHANT CREATURE**  **ENCHANTED CREATURE GETS +1/+1 AND HAS VIGILANCE. ESCAPE—White, EXILE TWO OTHER CARDS FROM YOUR GRAVEYARD. (YOU MAY CAST THIS CARD FROM YOUR GRAVEYARD FOR ITS ESCAPE COST.)** |  | |  | [**SENTINEL'S MARK**](https://magicarena.fandom.com/wiki/Sentinel%27s_Mark)**White (2) ENCHANTMENT — AURA FLASH**  **ENCHANT CREATURE ENCHANTED CREATURE GETS +1/+2 AND HAS VIGILANCE. ADDENDUM — WHEN SENTINEL'S MARK ENTERS THE BATTLEFIELD, IF YOU CAST IT DURING YOUR MAIN PHASE, ENCHANTED CREATURE GAINS LIFELINK UNTIL END OF TURN.** |  | |  | [**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.)** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**SETTLE THE WRECKAGE**](https://magicarena.fandom.com/wiki/Settle_the_Wreckage)**WhiteWhite (4) INSTANT EXILE ALL ATTACKING CREATURES TARGET PLAYER CONTROLS. THAT PLAYER MAY SEARCH THEIR LIBRARY FOR THAT MANY BASIC LAND CARDS, PUT THOSE CARDS ONTO THE BATTLEFIELD TAPPED, THEN SHUFFLE THEIR LIBRARY.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**SHATTER THE SKY**](https://magicarena.fandom.com/wiki/Shatter_the_Sky)**WhiteWhite (4) SORCERY EACH PLAYER WHO CONTROLS A CREATURE WITH POWER 4 OR GREATER DRAWS A CARD. THEN DESTROY ALL CREATURES.** |  | |  | [**SHELTERING LIGHT**](https://magicarena.fandom.com/wiki/Sheltering_Light)**White (1) INSTANT TARGET CREATURE GAINS INDESTRUCTIBLE UNTIL END OF TURN. SCRY 1. (DAMAGE AND EFFECTS THAT SAY "DESTROY" DON'T DESTROY THE CREATURE.)** |  | |  | [**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.** |  | |  | [**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** |  | |  | [**SHINING ARMOR**](https://magicarena.fandom.com/wiki/Shining_Armor)**White (2) ARTIFACT — EQUIPMENT FLASH**  **WHEN SHINING ARMOR ENTERS THE BATTLEFIELD, ATTACH IT TO TARGET KNIGHT YOU CONTROL. EQUIPPED CREATURE GETS +0/+2 AND HAS VIGILANCE. EQUIP  (: ATTACH TO TARGET CREATURE YOU CONTROL. EQUIP ONLY AS A SORCERY.)** |  | |  | [**SHOW OF VALOR**](https://magicarena.fandom.com/wiki/Show_of_Valor)**White (2) INSTANT TARGET CREATURE GETS +2/+4 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.** |  | |  | [**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.)** |  | |  | [**SIGIL OF THE EMPTY THRONE**](https://magicarena.fandom.com/wiki/Sigil_of_the_Empty_Throne)**WhiteWhite (5) ENCHANTMENT WHENEVER YOU CAST AN ENCHANTMENT SPELL, CREATE A 4/4 WHITE ANGEL CREATURE TOKEN WITH FLYING.** |  | |  | [**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.)** |  | |  | [**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.)** |  | |  | [**SILVERFLAME RITUAL**](https://magicarena.fandom.com/wiki/Silverflame_Ritual)**White (4) SORCERY PUT A +1/+1 COUNTER ON EACH CREATURE YOU CONTROL.**  **ADAMANT — IF AT LEAST THREE WHITE MANA WAS SPENT TO CAST THIS SPELL, CREATURES YOU CONTROL GAIN VIGILANCE UNTIL END OF TURN.** |  | |  | [**SILVERFLAME SQUIRE**](https://magicarena.fandom.com/wiki/Silverflame_Squire)**White (2) CREATURE — HUMAN SOLDIER (2/1)** |  | |  | [**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.** |  | |  | [**SINGLE COMBAT**](https://magicarena.fandom.com/wiki/Single_Combat)**WhiteWhite (5) SORCERY EACH PLAYER CHOOSES A CREATURE OR PLANESWALKER THEY CONTROL, THEN SACRIFICES THE REST. PLAYERS CAN'T CAST CREATURE OR PLANESWALKER SPELLS UNTIL THE END OF YOUR NEXT TURN.** |  | |  | [**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.** |  | |  | [**SKY TERROR**](https://magicarena.fandom.com/wiki/Sky_Terror)**RedWhite (2) CREATURE — DINOSAUR (2/2) FLYING, MENACE** |  | |  | [**SKY TETHER**](https://magicarena.fandom.com/wiki/Sky_Tether)**White (1) ENCHANTMENT — AURA ENCHANT CREATURE**  **ENCHANTED CREATURE HAS DEFENDER AND LOSES FLYING.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**SLASH OF TALONS**](https://magicarena.fandom.com/wiki/Slash_of_Talons)**White (1) INSTANT SLASH OF TALONS DEALS 2 DAMAGE TO TARGET ATTACKING OR BLOCKING CREATURE.** |  | |  | [**SLAUGHTER THE STRONG**](https://magicarena.fandom.com/wiki/Slaughter_the_Strong)**WhiteWhite (3) SORCERY EACH PLAYER CHOOSES ANY NUMBER OF CREATURES THEY CONTROL WITH TOTAL POWER 4 OR LESS, THEN SACRIFICES ALL OTHER CREATURES THEY CONTROL.** |  | |  | [**SMOTHERING TITHE**](https://magicarena.fandom.com/wiki/Smothering_Tithe)**White (4) ENCHANTMENT WHENEVER AN OPPONENT DRAWS A CARD, THAT PLAYER MAY PAY . IF THE PLAYER DOESN'T, YOU CREATE A TREASURE TOKEN. (IT'S AN ARTIFACT WITH "Tap, SACRIFICE THIS ARTIFACT: ADD ONE MANA OF ANY COLOR.")** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**SOLAR BLAZE**](https://magicarena.fandom.com/wiki/Solar_Blaze)**RedWhite (4) SORCERY EACH CREATURE DEALS DAMAGE TO ITSELF EQUAL TO ITS POWER.** |  | |  | [**SOLID FOOTING**](https://magicarena.fandom.com/wiki/Solid_Footing)**White (1) ENCHANTMENT — AURA FLASH**  **ENCHANT CREATURE ENCHANTED CREATURE GETS +1/+1. AS LONG AS ENCHANTED CREATURE HAS VIGILANCE, IT ASSIGNS COMBAT DAMAGE EQUAL TO ITS TOUGHNESS RATHER THAN ITS POWER.** |  | |  | [**SORIN, VENGEFUL BLOODLORD**](https://magicarena.fandom.com/wiki/Sorin,_Vengeful_Bloodlord)**WhiteBlack (4) LEGENDARY PLANESWALKER — SORIN (4) AS LONG AS IT'S YOUR TURN, CREATURES AND PLANESWALKERS YOU CONTROL HAVE LIFELINK.**  **+2: SORIN, VENGEFUL BLOODLORD DEALS 1 DAMAGE TO TARGET PLAYER OR PLANESWALKER. −X: RETURN TARGET CREATURE CARD WITH CONVERTED MANA COST X FROM YOUR GRAVEYARD TO THE BATTLEFIELD. THAT CREATURE IS A VAMPIRE IN ADDITION TO ITS OTHER TYPES.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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'S DECREE**](https://magicarena.fandom.com/wiki/Sphinx%27s_Decree)**White (2) SORCERY EACH OPPONENT CAN'T CAST INSTANT OR SORCERY SPELLS DURING THAT PLAYER'S NEXT TURN.** |  | |  | [**SPHINX'S INSIGHT**](https://magicarena.fandom.com/wiki/Sphinx%27s_Insight)**WhiteBlue (4) INSTANT DRAW TWO CARDS.**  **ADDENDUM — IF YOU CAST THIS SPELL DURING YOUR MAIN PHASE, YOU GAIN 2 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.** |  | |  | [**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.** |  | |  | [**SPONTANEOUS FLIGHT**](https://magicarena.fandom.com/wiki/Spontaneous_Flight)**White (3) INSTANT TARGET CREATURE GETS +2/+2 UNTIL END OF TURN. PUT A FLYING COUNTER ON IT.** |  | |  | [**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.** |  | |  | [**SQUIRE'S DEVOTION**](https://magicarena.fandom.com/wiki/Squire%27s_Devotion)**White (3) ENCHANTMENT — AURA ENCHANT CREATURE**  **ENCHANTED CREATURE GETS +1/+1 AND HAS LIFELINK. WHEN SQUIRE'S DEVOTION ENTERS THE BATTLEFIELD, CREATE A 1/1 WHITE VAMPIRE CREATURE TOKEN WITH LIFELINK.** |  | |  | [**STAGGERING INSIGHT**](https://magicarena.fandom.com/wiki/Staggering_Insight)**WhiteBlue (2) ENCHANTMENT — AURA ENCHANT CREATURE**  **ENCHANTED CREATURE GETS +1/+1 AND HAS LIFELINK AND "WHENEVER THIS CREATURE DEALS COMBAT DAMAGE TO A PLAYER, DRAW A CARD."** |  | |  | [**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-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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**SUMMARY JUDGMENT**](https://magicarena.fandom.com/wiki/Summary_Judgment)**White (2) INSTANT SUMMARY JUDGMENT DEALS 3 DAMAGE TO TARGET TAPPED CREATURE.**  **ADDENDUM — IF YOU CAST THIS SPELL DURING YOUR MAIN PHASE, IT DEALS 5 DAMAGE INSTEAD.** |  | |  | [**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-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.** |  | |  | [**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.** |  | |  | [**SWALLOW WHOLE**](https://magicarena.fandom.com/wiki/Swallow_Whole)**White (1) SORCERY AS AN ADDITIONAL COST TO CAST THIS SPELL, TAP AN UNTAPPED CREATURE YOU CONTROL.**  **EXILE TARGET TAPPED CREATURE. PUT A +1/+1 COUNTER ON THE CREATURE TAPPED TO PAY THIS SPELL'S ADDITIONAL COST.** |  | |  | [**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 RESPONSE**](https://magicarena.fandom.com/wiki/Swift_Response)**White (2) INSTANT DESTROY TARGET TAPPED CREATURE.** |  | |  | [**SWIFTBLADE VINDICATOR**](https://magicarena.fandom.com/wiki/Swiftblade_Vindicator)**RedWhite (2) CREATURE — HUMAN SOLDIER (1/1) DOUBLE STRIKE, VIGILANCE, TRAMPLE** |  | |  | [**SWORN COMPANIONS**](https://magicarena.fandom.com/wiki/Sworn_Companions)**White (3) SORCERY CREATE TWO 1/1 WHITE SOLDIER CREATURE TOKENS WITH LIFELINK.** |  | |  | [**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 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 .** |  | |  | [**TACTICAL ADVANTAGE**](https://magicarena.fandom.com/wiki/Tactical_Advantage)**White (1) INSTANT TARGET BLOCKING OR BLOCKED CREATURE YOU CONTROL GETS +2/+2 UNTIL END OF TURN.** |  | |  | [**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.** |  | |  | [**TAKE HEART**](https://magicarena.fandom.com/wiki/Take_Heart)**White (1) INSTANT TARGET CREATURE GETS +2/+2 UNTIL END OF TURN. YOU GAIN 1 LIFE FOR EACH ATTACKING CREATURE YOU CONTROL.** |  | |  | [**TAKE VENGEANCE**](https://magicarena.fandom.com/wiki/Take_Vengeance)**White (2) SORCERY DESTROY TARGET TAPPED CREATURE.** |  | |  | [**TANDEM TACTICS**](https://magicarena.fandom.com/wiki/Tandem_Tactics)**White (2) INSTANT UP TO TWO TARGET CREATURES EACH GET +1/+2 UNTIL END OF TURN. YOU GAIN 2 LIFE.** |  | |  | [**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.** |  | |  | [**TEFERI, HERO OF DOMINARIA**](https://magicarena.fandom.com/wiki/Teferi,_Hero_of_Dominaria)**WhiteBlue (5) LEGENDARY PLANESWALKER — TEFERI (4) +1: DRAW A CARD. AT THE BEGINNING OF THE NEXT END STEP, UNTAP UP TO TWO LANDS.**  **−3: PUT TARGET NONLAND PERMANENT INTO ITS OWNER'S LIBRARY THIRD FROM THE TOP. −8: YOU GET AN EMBLEM WITH "WHENEVER YOU DRAW A CARD, EXILE TARGET PERMANENT AN OPPONENT CONTROLS."** |  | |  | [**TEFERI, TIME RAVELER**](https://magicarena.fandom.com/wiki/Teferi,_Time_Raveler)**WhiteBlue (3) LEGENDARY PLANESWALKER — TEFERI (4) EACH OPPONENT CAN CAST SPELLS ONLY ANY TIME THEY COULD CAST A SORCERY.**  **+1: UNTIL YOUR NEXT TURN, YOU MAY CAST SORCERY SPELLS AS THOUGH THEY HAD FLASH. −3: RETURN UP TO ONE TARGET ARTIFACT, CREATURE, OR ENCHANTMENT TO ITS OWNER'S HAND. DRAW A CARD.** |  | |  | [**TEFERI, TIMEBENDER**](https://magicarena.fandom.com/wiki/Teferi,_Timebender)**WhiteBlue (6) LEGENDARY PLANESWALKER — TEFERI (5) +2: UNTAP UP TO ONE TARGET ARTIFACT OR CREATURE.**  **−3: YOU GAIN 2 LIFE AND DRAW TWO CARDS. −9: TAKE AN EXTRA TURN AFTER THIS ONE.** |  | |  | [**TEMPERED STEEL**](https://magicarena.fandom.com/wiki/Tempered_Steel)**WhiteWhite (3) ENCHANTMENT ARTIFACT CREATURES YOU CONTROL GET +2/+2.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.)** |  | |  | [**TEYO, THE SHIELDMAGE**](https://magicarena.fandom.com/wiki/Teyo,_the_Shieldmage)**White (3) LEGENDARY PLANESWALKER — TEYO (5) YOU HAVE HEXPROOF. (YOU CAN'T BE THE TARGET OF SPELLS OR ABILITIES YOUR OPPONENTS CONTROL.)**  **−2: CREATE A 0/3 WHITE WALL CREATURE TOKEN WITH DEFENDER.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**THE BIRTH OF MELETIS**](https://magicarena.fandom.com/wiki/The_Birth_of_Meletis)**White (2) ENCHANTMENT — SAGA (AS THIS SAGA ENTERS AND AFTER YOUR DRAW STEP, ADD A LORE COUNTER. SACRIFICE AFTER III.)**  **I — SEARCH YOUR LIBRARY FOR A BASIC PLAINS CARD, REVEAL IT, PUT IT INTO YOUR HAND, THEN SHUFFLE YOUR LIBRARY. II — CREATE A 0/4 COLORLESS WALL ARTIFACT CREATURE TOKEN WITH DEFENDER. III — YOU GAIN 2 LIFE.** |  | |  | [**THE CIRCLE OF LOYALTY**](https://magicarena.fandom.com/wiki/The_Circle_of_Loyalty)**WhiteWhite (6) LEGENDARY ARTIFACT THIS SPELL COSTS  LESS TO CAST FOR EACH KNIGHT YOU CONTROL.**  **CREATURES YOU CONTROL GET +1/+1. WHENEVER YOU CAST A LEGENDARY SPELL, CREATE A 2/2 WHITE KNIGHT CREATURE TOKEN WITH VIGILANCE. White, Tap: CREATE A 2/2 WHITE KNIGHT CREATURE TOKEN WITH VIGILANCE.** |  | |  | [**THE WANDERER**](https://magicarena.fandom.com/wiki/The_Wanderer)**White (4) LEGENDARY PLANESWALKER (5) PREVENT ALL NONCOMBAT DAMAGE THAT WOULD BE DEALT TO YOU AND OTHER PERMANENTS YOU CONTROL.**  **−2: EXILE TARGET CREATURE WITH POWER 4 OR GREATER.** |  | |  | [**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.** |  | |  | [**TIME WIPE**](https://magicarena.fandom.com/wiki/Time_Wipe)**WhiteWhiteBlue (5) SORCERY RETURN A CREATURE YOU CONTROL TO ITS OWNER'S HAND, THEN DESTROY ALL CREATURES.** |  | |  | [**TIMELY REINFORCEMENTS**](https://magicarena.fandom.com/wiki/Timely_Reinforcements)**White (3) SORCERY IF YOU HAVE LESS LIFE THAN AN OPPONENT, YOU GAIN 6 LIFE. IF YOU CONTROL FEWER CREATURES THAN AN OPPONENT, CREATE THREE 1/1 WHITE SOLDIER CREATURE TOKENS.** |  | |  | [**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.)** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**TOPPLE THE STATUE**](https://magicarena.fandom.com/wiki/Topple_the_Statue)**White (3) INSTANT TAP TARGET PERMANENT. IF IT'S AN ARTIFACT, DESTROY IT.**  **DRAW A CARD.** |  | |  | [**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.** |  | |  | [**TRAPPED IN THE TOWER**](https://magicarena.fandom.com/wiki/Trapped_in_the_Tower)**White (2) ENCHANTMENT — AURA ENCHANT CREATURE WITHOUT FLYING**  **ENCHANTED CREATURE CAN'T ATTACK OR BLOCK, AND ITS ACTIVATED ABILITIES CAN'T BE ACTIVATED.** |  | |  | [**TRIUMPH OF GERRARD**](https://magicarena.fandom.com/wiki/Triumph_of_Gerrard)**White (2) ENCHANTMENT — SAGA (AS THIS SAGA ENTERS AND AFTER YOUR DRAW STEP, ADD A LORE COUNTER. SACRIFICE AFTER III.)**  **I, II — PUT A +1/+1 COUNTER ON TARGET CREATURE YOU CONTROL WITH THE GREATEST POWER. III — TARGET CREATURE YOU CONTROL WITH THE GREATEST POWER GAINS FLYING, FIRST STRIKE, AND LIFELINK UNTIL END OF TURN.** |  | |  | [**TRIUMPHANT SURGE**](https://magicarena.fandom.com/wiki/Triumphant_Surge)**White (4) INSTANT DESTROY TARGET CREATURE WITH POWER 4 OR GREATER. YOU GAIN 3 LIFE.** |  | |  | [**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.** |  | |  | [**TRUE LOVE'S KISS**](https://magicarena.fandom.com/wiki/True_Love%27s_Kiss)**WhiteWhite (4) INSTANT EXILE TARGET ARTIFACT OR ENCHANTMENT.**  **DRAW A CARD.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.)** |  | |  | [**UNBREAKABLE FORMATION**](https://magicarena.fandom.com/wiki/Unbreakable_Formation)**White (3) INSTANT CREATURES YOU CONTROL GAIN INDESTRUCTIBLE UNTIL END OF TURN.**  **ADDENDUM — IF YOU CAST THIS SPELL DURING YOUR MAIN PHASE, PUT A +1/+1 COUNTER ON EACH OF THOSE CREATURES AND THEY GAIN VIGILANCE UNTIL END OF TURN.** |  | |  | [**URZA'S RUINOUS BLAST**](https://magicarena.fandom.com/wiki/Urza%27s_Ruinous_Blast)**White (5) LEGENDARY SORCERY (YOU MAY CAST A LEGENDARY SORCERY ONLY IF YOU CONTROL A LEGENDARY CREATURE OR PLANESWALKER.)**  **EXILE ALL NONLAND PERMANENTS THAT AREN'T LEGENDARY.** |  | |  | [**USHER TO SAFETY**](https://magicarena.fandom.com/wiki/Usher_to_Safety)**White (1) INSTANT — ADVENTURE RETURN TARGET PERMANENT YOU CONTROL TO ITS OWNER'S HAND. (THEN EXILE THIS CARD. YOU MAY CAST THE CREATURE LATER FROM EXILE.)** |  | |  | [**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.** |  | |  | [**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 STANCE**](https://magicarena.fandom.com/wiki/Valorous_Stance)**White (2) INSTANT CHOOSE ONE —**  **• TARGET CREATURE GAINS INDESTRUCTIBLE UNTIL END OF TURN. • DESTROY TARGET CREATURE WITH TOUGHNESS 4 OR GREATER.** |  | |  | [**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'S ZEAL**](https://magicarena.fandom.com/wiki/Vampire%27s_Zeal)**White (1) INSTANT TARGET CREATURE GETS +2/+2 UNTIL END OF TURN. IF IT'S A VAMPIRE, IT GAINS FIRST STRIKE 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.** |  | |  | [**VERNADI SHIELDMATE**](https://magicarena.fandom.com/wiki/Vernadi_Shieldmate)**(2) CREATURE — HUMAN SOLDIER (2/2) VIGILANCE** |  | |  | [**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.** |  | |  | [**VIZKOPA VAMPIRE**](https://magicarena.fandom.com/wiki/Vizkopa_Vampire)**(3) CREATURE — VAMPIRE (3/1) LIFELINK** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**WANDERER'S STRIKE**](https://magicarena.fandom.com/wiki/Wanderer%27s_Strike)**White (5) SORCERY EXILE TARGET CREATURE, THEN PROLIFERATE. (CHOOSE ANY NUMBER OF PERMANENTS AND/OR PLAYERS, THEN GIVE EACH ANOTHER COUNTER OF EACH KIND ALREADY THERE.)** |  | |  | [**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.)** |  | |  | [**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.** |  | |  | [**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**](https://magicarena.fandom.com/wiki/Warden)**WhiteBlue (5) SORCERY CREATE A 4/4 WHITE AND BLUE SPHINX CREATURE TOKEN WITH FLYING AND VIGILANCE.** |  | |  | [**WARRANT**](https://magicarena.fandom.com/wiki/Warrant)**(2) INSTANT PUT TARGET ATTACKING OR BLOCKING CREATURE ON TOP OF ITS OWNER'S LIBRARY.** |  | |  | [**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.** |  | |  | [**WHIRLWIND OF THOUGHT**](https://magicarena.fandom.com/wiki/Whirlwind_of_Thought)**BlueRedWhite (4) ENCHANTMENT WHENEVER YOU CAST A NONCREATURE SPELL, DRAW A CARD.** |  | |  | [**WILL OF THE ALL-HUNTER**](https://magicarena.fandom.com/wiki/Will_of_the_All-Hunter)**White (2) INSTANT TARGET CREATURE GETS +2/+2 UNTIL END OF TURN. IF IT'S BLOCKING, INSTEAD PUT TWO +1/+1 COUNTERS ON IT.**  **CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**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.)** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**ZENITH FLARE**](https://magicarena.fandom.com/wiki/Zenith_Flare)**RedWhite (4) INSTANT ZENITH FLARE DEALS X DAMAGE TO ANY TARGET AND YOU GAIN X LIFE, WHERE X IS THE NUMBER OF CARDS WITH A CYCLING ABILITY IN YOUR GRAVEYARD.** |  | |  | [**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** |  | |  | [**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.** |  | |

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| |  |  |  | | --- | --- | --- | | **711 BLUE MAGIC DECK CARDS** | | | |  | [**ABSORB**](https://magicarena.fandom.com/wiki/Absorb)**WhiteBlueBlue (3) INSTANT COUNTER TARGET SPELL. YOU GAIN 3 LIFE.** |  | |  | [**ACADEMY DRAKE**](https://magicarena.fandom.com/wiki/Academy_Drake)**Blue (3) CREATURE — DRAKE (2/2) KICKER  (YOU MAY PAY AN ADDITIONAL  AS YOU CAST THIS SPELL.)**  **FLYING IF ACADEMY DRAKE WAS KICKED, IT ENTERS THE BATTLEFIELD WITH TWO +1/+1 COUNTERS ON IT.** |  | |  | [**ACADEMY JOURNEYMAGE**](https://magicarena.fandom.com/wiki/Academy_Journeymage)**Blue (5) CREATURE — HUMAN WIZARD (3/2) THIS SPELL COSTS  LESS TO CAST IF YOU CONTROL A WIZARD.**  **WHEN ACADEMY JOURNEYMAGE ENTERS THE BATTLEFIELD, RETURN TARGET CREATURE AN OPPONENT CONTROLS TO ITS OWNER'S HAND.** |  | |  | [**ADELIZ, THE CINDER WIND**](https://magicarena.fandom.com/wiki/Adeliz,_the_Cinder_Wind)**BlueRed (3) LEGENDARY CREATURE — HUMAN WIZARD (2/2) FLYING, HASTE**  **WHENEVER YOU CAST AN INSTANT OR SORCERY SPELL, WIZARDS YOU CONTROL GET +1/+1 UNTIL END OF TURN.** |  | |  | [**ADMIRAL BECKETT BRASS**](https://magicarena.fandom.com/wiki/Admiral_Beckett_Brass)**BlueBlackRed (4) LEGENDARY CREATURE — HUMAN PIRATE (3/3) OTHER PIRATES YOU CONTROL GET +1/+1.**  **AT THE BEGINNING OF YOUR END STEP, GAIN CONTROL OF TARGET NONLAND PERMANENT CONTROLLED BY A PLAYER WHO WAS DEALT COMBAT DAMAGE BY THREE OR MORE PIRATES THIS TURN.** |  | |  | [**ADMIRAL'S ORDER**](https://magicarena.fandom.com/wiki/Admiral%27s_Order)**BlueBlue (3) INSTANT RAID — IF YOU ATTACKED THIS TURN, YOU MAY PAY Blue RATHER THAN PAY THIS SPELL'S MANA COST.**  **COUNTER TARGET SPELL.** |  | |  | [**AEGIS TURTLE**](https://magicarena.fandom.com/wiki/Aegis_Turtle)**Blue (1) CREATURE — TURTLE (0/5)** |  | |  | [**AERIAL ENGINEER**](https://magicarena.fandom.com/wiki/Aerial_Engineer)**WhiteBlue (4) CREATURE — HUMAN ARTIFICER (2/4) AS LONG AS YOU CONTROL AN ARTIFACT, AERIAL ENGINEER GETS +2/+0 AND HAS FLYING.** |  | |  | [**AEROMUNCULUS**](https://magicarena.fandom.com/wiki/Aeromunculus)**GreenBlue (3) CREATURE — HOMUNCULUS MUTANT (2/3) FLYING**  **GreenBlue: ADAPT 1. (IF THIS CREATURE HAS NO +1/+1 COUNTERS ON IT, PUT A +1/+1 COUNTER ON IT.)** |  | |  | [**AETHER GUST**](https://magicarena.fandom.com/wiki/Aether_Gust)**Blue (2) INSTANT CHOOSE TARGET SPELL OR PERMANENT THAT'S RED OR GREEN. ITS OWNER PUTS IT ON THE TOP OR BOTTOM OF THEIR LIBRARY.** |  | |  | [**AETHER TUNNEL**](https://magicarena.fandom.com/wiki/Aether_Tunnel)**Blue (2) ENCHANTMENT — AURA ENCHANT CREATURE**  **ENCHANTED CREATURE GETS +1/+0 AND CAN'T BE BLOCKED.** |  | |  | [**AGENT OF TREACHERY**](https://magicarena.fandom.com/wiki/Agent_of_Treachery)**BlueBlue (7) CREATURE — HUMAN ROGUE (2/3) WHEN AGENT OF TREACHERY ENTERS THE BATTLEFIELD, GAIN CONTROL OF TARGET PERMANENT.**  **AT THE BEGINNING OF YOUR END STEP, IF YOU CONTROL THREE OR MORE PERMANENTS YOU DON'T OWN, DRAW THREE CARDS.** |  | |  | [**AIR ELEMENTAL**](https://magicarena.fandom.com/wiki/Air_Elemental)**BlueBlue (5) CREATURE — ELEMENTAL (4/4) FLYING** |  | |  | [**ALELA, ARTFUL PROVOCATEUR**](https://magicarena.fandom.com/wiki/Alela,_Artful_Provocateur)**WhiteBlueBlack (4) LEGENDARY CREATURE — FAERIE WARLOCK (2/3) FLYING, DEATHTOUCH, LIFELINK**  **OTHER CREATURES YOU CONTROL WITH FLYING GET +1/+0. WHENEVER YOU CAST AN ARTIFACT OR ENCHANTMENT SPELL, CREATE A 1/1 BLUE FAERIE CREATURE TOKEN WITH FLYING.** |  | |  | [**ALIRIOS, ENRAPTURED**](https://magicarena.fandom.com/wiki/Alirios,_Enraptured)**Blue (3) LEGENDARY CREATURE — HUMAN (2/3) ALIRIOS, ENRAPTURED ENTERS THE BATTLEFIELD TAPPED.**  **ALIRIOS DOESN'T UNTAP DURING YOUR UNTAP STEP IF YOU CONTROL A REFLECTION. WHEN ALIRIOS ENTERS THE BATTLEFIELD, CREATE A 3/2 BLUE REFLECTION CREATURE TOKEN.** |  | |  | [**ANGLER TURTLE**](https://magicarena.fandom.com/wiki/Angler_Turtle)**BlueBlue (7) CREATURE — TURTLE (5/7) HEXPROOF**  **CREATURES YOUR OPPONENTS CONTROL ATTACK EACH COMBAT IF ABLE.** |  | |  | [**ANIMATING FAERIE**](https://magicarena.fandom.com/wiki/Animating_Faerie)**Blue (3) CREATURE — FAERIE (2/2) FLYING** |  | |  | [**ANTICIPATE**](https://magicarena.fandom.com/wiki/Anticipate)**Blue (2) INSTANT LOOK AT THE TOP THREE CARDS OF YOUR LIBRARY. PUT ONE OF THEM INTO YOUR HAND AND THE REST ON THE BOTTOM OF YOUR LIBRARY IN ANY ORDER.** |  | |  | [**APPLIED BIOMANCY**](https://magicarena.fandom.com/wiki/Applied_Biomancy)**GreenBlue (2) INSTANT CHOOSE ONE OR BOTH —**  **• TARGET CREATURE GETS +1/+1 UNTIL END OF TURN. • RETURN TARGET CREATURE TO ITS OWNER'S HAND.** |  | |  | [**AQUATIC INCURSION**](https://magicarena.fandom.com/wiki/Aquatic_Incursion)**Blue (4) ENCHANTMENT WHEN AQUATIC INCURSION ENTERS THE BATTLEFIELD, CREATE TWO 1/1 BLUE MERFOLK CREATURE TOKENS WITH HEXPROOF. (THEY CAN'T BE THE TARGETS OF SPELLS OR ABILITIES YOUR OPPONENTS CONTROL.)**  **Blue: TARGET MERFOLK CAN'T BE BLOCKED THIS TURN.** |  | |  | [**ARCADES, THE STRATEGIST**](https://magicarena.fandom.com/wiki/Arcades,_the_Strategist)**GreenWhiteBlue (4) LEGENDARY CREATURE — ELDER DRAGON (3/5) FLYING, VIGILANCE**  **WHENEVER A CREATURE WITH DEFENDER ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, DRAW A CARD. EACH CREATURE YOU CONTROL WITH DEFENDER ASSIGNS COMBAT DAMAGE EQUAL TO ITS TOUGHNESS RATHER THAN ITS POWER AND CAN ATTACK AS THOUGH IT DIDN'T HAVE DEFENDER.** |  | |  | [**ARCANE ADAPTATION**](https://magicarena.fandom.com/wiki/Arcane_Adaptation)**Blue (3) ENCHANTMENT AS ARCANE ADAPTATION ENTERS THE BATTLEFIELD, CHOOSE A CREATURE TYPE.**  **CREATURES YOU CONTROL ARE THE CHOSEN TYPE IN ADDITION TO THEIR OTHER TYPES. THE SAME IS TRUE FOR CREATURE SPELLS YOU CONTROL AND CREATURE CARDS YOU OWN THAT AREN'T ON THE BATTLEFIELD.** |  | |  | [**ARCANE FLIGHT**](https://magicarena.fandom.com/wiki/Arcane_Flight)**Blue (1) ENCHANTMENT — AURA ENCHANT CREATURE**  **ENCHANTED CREATURE GETS +1/+1 AND HAS FLYING.** |  | |  | [**ARCANIST'S OWL**](https://magicarena.fandom.com/wiki/Arcanist%27s_Owl)**(4) ARTIFACT CREATURE — BIRD (3/3) FLYING**  **WHEN ARCANIST'S OWL ENTERS THE BATTLEFIELD, LOOK AT THE TOP FOUR CARDS OF YOUR LIBRARY. YOU MAY REVEAL AN ARTIFACT 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.** |  | |  | [**ARCHAEOMENDER**](https://magicarena.fandom.com/wiki/Archaeomender)**Blue (3) CREATURE — HUMAN WIZARD (2/3) WHEN ARCHAEOMENDER ENTERS THE BATTLEFIELD, RETURN TARGET ARTIFACT CARD FROM YOUR GRAVEYARD TO YOUR HAND.** |  | |  | [**ARCHIPELAGORE**](https://magicarena.fandom.com/wiki/Archipelagore)**BlueBlue (7) CREATURE — LEVIATHAN (7/7) 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.)**  **WHENEVER THIS CREATURE MUTATES, TAP UP TO X TARGET CREATURES, WHERE X IS THE NUMBER OF TIMES THIS CREATURE HAS MUTATED. THOSE CREATURES DON'T UNTAP DURING THEIR CONTROLLER'S NEXT UNTAP STEP.** |  | |  | [**ARRESTER'S ADMONITION**](https://magicarena.fandom.com/wiki/Arrester%27s_Admonition)**Blue (3) INSTANT RETURN TARGET CREATURE TO ITS OWNER'S HAND.**  **ADDENDUM — IF YOU CAST THIS SPELL DURING YOUR MAIN PHASE, DRAW A CARD.** |  | |  | [**ARTFUL TAKEDOWN**](https://magicarena.fandom.com/wiki/Artful_Takedown)**BlueBlack (4) INSTANT CHOOSE ONE OR BOTH —**  **• TAP TARGET CREATURE. • TARGET CREATURE GETS -2/-4 UNTIL END OF TURN.** |  | |  | [**ARTIFICER'S ASSISTANT**](https://magicarena.fandom.com/wiki/Artificer%27s_Assistant)**Blue (1) CREATURE — BIRD (1/1) FLYING**  **WHENEVER YOU CAST A HISTORIC SPELL, SCRY 1. (ARTIFACTS, LEGENDARIES, AND SAGAS ARE HISTORIC. TO SCRY 1, LOOK AT THE TOP CARD OF YOUR LIBRARY, THEN YOU MAY PUT THAT CARD ON THE BOTTOM OF YOUR LIBRARY.)** |  | |  | [**ASHIOK, DREAM RENDER**](https://magicarena.fandom.com/wiki/Ashiok,_Dream_Render)**(3) LEGENDARY PLANESWALKER — ASHIOK (5) SPELLS AND ABILITIES YOUR OPPONENTS CONTROL CAN'T CAUSE THEIR CONTROLLER TO SEARCH THEIR LIBRARY.**  **−1: TARGET PLAYER MILLS FOUR CARDS. THEN EXILE EACH OPPONENT'S GRAVEYARD.** |  | |  | [**ASHIOK, NIGHTMARE MUSE**](https://magicarena.fandom.com/wiki/Ashiok,_Nightmare_Muse)**BlueBlack (5) LEGENDARY PLANESWALKER — ASHIOK (5) +1: CREATE A 2/3 BLUE AND BLACK NIGHTMARE CREATURE TOKEN WITH "WHENEVER THIS CREATURE ATTACKS OR BLOCKS, EACH OPPONENT EXILES THE TOP TWO CARDS OF THEIR LIBRARY."**  **−3: RETURN TARGET NONLAND PERMANENT TO ITS OWNER'S HAND, THEN THAT PLAYER EXILES A CARD FROM THEIR HAND. −7: YOU MAY CAST UP TO THREE SPELLS FROM AMONG FACE-UP CARDS YOUR OPPONENTS OWN FROM EXILE WITHOUT PAYING THEIR MANA COSTS.** |  | |  | [**ASHIOK, SCULPTOR OF FEARS**](https://magicarena.fandom.com/wiki/Ashiok,_Sculptor_of_Fears)**BlueBlack (6) LEGENDARY PLANESWALKER — ASHIOK (4) +2: DRAW A CARD. EACH PLAYER MILLS TWO CARDS.**  **−5: PUT TARGET CREATURE CARD FROM A GRAVEYARD ONTO THE BATTLEFIELD UNDER YOUR CONTROL. −11: GAIN CONTROL OF ALL CREATURES TARGET OPPONENT CONTROLS.** |  | |  | [**ASHIOK'S ERASURE**](https://magicarena.fandom.com/wiki/Ashiok%27s_Erasure)**BlueBlue (4) ENCHANTMENT FLASH**  **WHEN ASHIOK'S ERASURE ENTERS THE BATTLEFIELD, EXILE TARGET SPELL. YOUR OPPONENTS CAN'T CAST SPELLS WITH THE SAME NAME AS THE EXILED CARD. WHEN ASHIOK'S ERASURE LEAVES THE BATTLEFIELD, RETURN THE EXILED CARD TO ITS OWNER'S HAND.** |  | |  | [**ASHIOK'S FORERUNNER**](https://magicarena.fandom.com/wiki/Ashiok%27s_Forerunner)**BlueBlack (5) CREATURE — HUMAN WIZARD (3/3) FLASH**  **WHEN ASHIOK'S FORERUNNER ENTERS THE BATTLEFIELD, YOU MAY SEARCH YOUR LIBRARY AND/OR GRAVEYARD FOR A CARD NAMED ASHIOK, SCULPTOR OF FEARS, REVEAL IT, AND PUT IT INTO YOUR HAND. IF YOU SEARCH YOUR LIBRARY THIS WAY, SHUFFLE IT.** |  | |  | [**ASHIOK'S SKULKER**](https://magicarena.fandom.com/wiki/Ashiok%27s_Skulker)**Blue (5) CREATURE — NIGHTMARE (3/5) Blue: ASHIOK'S SKULKER CAN'T BE BLOCKED THIS TURN.** |  | |  | [**ATEMSIS, ALL-SEEING**](https://magicarena.fandom.com/wiki/Atemsis,_All-Seeing)**BlueBlueBlue (6) LEGENDARY CREATURE — SPHINX (4/5) FLYING**  **Blue, Tap: DRAW TWO CARDS, THEN DISCARD A CARD. WHENEVER ATEMSIS, ALL-SEEING DEALS DAMAGE TO AN OPPONENT, YOU MAY REVEAL YOUR HAND. IF CARDS WITH AT LEAST SIX DIFFERENT CONVERTED MANA COSTS ARE REVEALED THIS WAY, THAT PLAYER LOSES THE GAME.** |  | |  | [**ATRIS, ORACLE OF HALF-TRUTHS**](https://magicarena.fandom.com/wiki/Atris,_Oracle_of_Half-Truths)**BlueBlack (4) LEGENDARY CREATURE — HUMAN ADVISOR (3/2) MENACE**  **WHEN ATRIS, ORACLE OF HALF-TRUTHS ENTERS THE BATTLEFIELD, TARGET OPPONENT LOOKS AT THE TOP THREE CARDS OF YOUR LIBRARY AND SEPARATES THEM INTO A FACE-DOWN PILE AND A FACE-UP PILE. PUT ONE PILE INTO YOUR HAND AND THE OTHER INTO YOUR GRAVEYARD.** |  | |  | [**AUGUR OF BOLAS**](https://magicarena.fandom.com/wiki/Augur_of_Bolas)**Blue (2) CREATURE — MERFOLK WIZARD (1/3) WHEN AUGUR OF BOLAS ENTERS THE BATTLEFIELD, LOOK AT THE TOP THREE CARDS OF YOUR LIBRARY. YOU MAY REVEAL AN INSTANT OR SORCERY CARD FROM AMONG THEM AND PUT IT INTO YOUR HAND. PUT THE REST ON THE BOTTOM OF YOUR LIBRARY IN ANY ORDER.** |  | |  | [**AVEN ETERNAL**](https://magicarena.fandom.com/wiki/Aven_Eternal)**Blue (3) CREATURE — ZOMBIE BIRD WARRIOR (2/2) FLYING**  **WHEN AVEN ETERNAL 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.)** |  | |  | [**AVEN WIND MAGE**](https://magicarena.fandom.com/wiki/Aven_Wind_Mage)**Blue (3) CREATURE — BIRD WIZARD (2/2) FLYING**  **WHENEVER YOU CAST AN INSTANT OR SORCERY SPELL, AVEN WIND MAGE GETS +1/+1 UNTIL END OF TURN.** |  | |  | [**AVIAN ODDITY**](https://magicarena.fandom.com/wiki/Avian_Oddity)**Blue (4) CREATURE — BIRD (2/4) FLYING**  **CYCLING Blue (Blue, DISCARD THIS CARD: DRAW A CARD.) WHEN YOU CYCLE AVIAN ODDITY, PUT A FLYING COUNTER ON TARGET CREATURE YOU CONTROL.** |  | |  | [**AVIATION PIONEER**](https://magicarena.fandom.com/wiki/Aviation_Pioneer)**Blue (3) CREATURE — HUMAN ARTIFICER (1/2) WHEN AVIATION PIONEER ENTERS THE BATTLEFIELD, CREATE A 1/1 COLORLESS THOPTER ARTIFACT CREATURE TOKEN WITH FLYING.** |  | |  | [**AZOR, THE LAWBRINGER**](https://magicarena.fandom.com/wiki/Azor,_the_Lawbringer)**WhiteWhiteBlueBlue (6) LEGENDARY CREATURE — SPHINX (6/6) FLYING**  **WHEN AZOR, THE LAWBRINGER ENTERS THE BATTLEFIELD, EACH OPPONENT CAN'T CAST INSTANT OR SORCERY SPELLS DURING THAT PLAYER'S NEXT TURN. WHENEVER AZOR ATTACKS, YOU MAY PAY WhiteBlueBlue. IF YOU DO, YOU GAIN X LIFE AND DRAW X CARDS.** |  | |  | [**AZORIUS KNIGHT-ARBITER**](https://magicarena.fandom.com/wiki/Azorius_Knight-Arbiter)**WhiteBlue (5) CREATURE — HUMAN KNIGHT (2/5) VIGILANCE**  **AZORIUS KNIGHT-ARBITER CAN'T BE BLOCKED.** |  | |  | [**AZORIUS SKYGUARD**](https://magicarena.fandom.com/wiki/Azorius_Skyguard)**WhiteBlue (6) CREATURE — HUMAN KNIGHT (3/3) FLYING, FIRST STRIKE**  **CREATURES YOUR OPPONENTS CONTROL GET -1/-0.** |  | |  | [**BANISH INTO FABLE**](https://magicarena.fandom.com/wiki/Banish_into_Fable)**WhiteBlue (6) INSTANT WHEN YOU CAST THIS SPELL FROM YOUR HAND, COPY IT IF YOU CONTROL AN ARTIFACT, THEN COPY IT IF YOU CONTROL AN ENCHANTMENT. YOU MAY CHOOSE NEW TARGETS FOR THE COPIES.**  **RETURN TARGET NONLAND PERMANENT TO ITS OWNER'S HAND. YOU CREATE A 2/2 WHITE KNIGHT CREATURE TOKEN WITH VIGILANCE.** |  | |  | [**BARRIN, TOLARIAN ARCHMAGE**](https://magicarena.fandom.com/wiki/Barrin,_Tolarian_Archmage)**BlueBlue (3) LEGENDARY CREATURE — HUMAN WIZARD (2/2) WHEN BARRIN, TOLARIAN ARCHMAGE ENTERS THE BATTLEFIELD, RETURN UP TO ONE OTHER TARGET CREATURE OR PLANESWALKER TO ITS OWNER'S HAND.**  **AT THE BEGINNING OF YOUR END STEP, IF A PERMANENT WAS PUT INTO YOUR HAND FROM THE BATTLEFIELD THIS TURN, DRAW A CARD.** |  | |  | [**BATTLEGROUND GEIST**](https://magicarena.fandom.com/wiki/Battleground_Geist)**Blue (5) CREATURE — SPIRIT (3/3) FLYING**  **OTHER SPIRIT CREATURES YOU CONTROL GET +1/+0.** |  | |  | [**BEACON BOLT**](https://magicarena.fandom.com/wiki/Beacon_Bolt)**BlueRed (3) SORCERY BEACON BOLT DEALS DAMAGE TO TARGET CREATURE EQUAL TO THE TOTAL NUMBER OF INSTANT AND SORCERY CARDS YOU OWN IN EXILE AND IN YOUR GRAVEYARD.**  **JUMP-START (YOU MAY CAST THIS CARD FROM YOUR GRAVEYARD BY DISCARDING A CARD IN ADDITION TO PAYING ITS OTHER COSTS. THEN EXILE THIS CARD.)** |  | |  | [**BEAMSPLITTER MAGE**](https://magicarena.fandom.com/wiki/Beamsplitter_Mage)**BlueRed (2) CREATURE — VEDALKEN WIZARD (2/2) WHENEVER YOU CAST AN INSTANT OR SORCERY SPELL THAT TARGETS ONLY BEAMSPLITTER MAGE, IF YOU CONTROL ONE OR MORE OTHER CREATURES THAT SPELL COULD TARGET, CHOOSE ONE OF THOSE CREATURES. COPY THAT SPELL. THE COPY TARGETS THE CHOSEN CREATURE.** |  | |  | [**BEFUDDLE**](https://magicarena.fandom.com/wiki/Befuddle)**Blue (3) INSTANT TARGET CREATURE GETS -4/-0 UNTIL END OF TURN.**  **DRAW A CARD.** |  | |  | [**BELLTOWER SPHINX**](https://magicarena.fandom.com/wiki/Belltower_Sphinx)**Blue (5) CREATURE — SPHINX (2/5) FLYING**  **WHENEVER A SOURCE DEALS DAMAGE TO BELLTOWER SPHINX, THAT SOURCE'S CONTROLLER MILLS THAT MANY CARDS.** |  | |  | [**BENTHIC BIOMANCER**](https://magicarena.fandom.com/wiki/Benthic_Biomancer)**Blue (1) CREATURE — MERFOLK WIZARD MUTANT (1/1) Blue: 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 BENTHIC BIOMANCER, DRAW A CARD, THEN DISCARD A CARD.** |  | |  | [**BIOESSENCE HYDRA**](https://magicarena.fandom.com/wiki/Bioessence_Hydra)**GreenBlue (5) CREATURE — HYDRA MUTANT (4/4) TRAMPLE**  **BIOESSENCE HYDRA ENTERS THE BATTLEFIELD WITH A +1/+1 COUNTER ON IT FOR EACH LOYALTY COUNTER ON PLANESWALKERS YOU CONTROL. WHENEVER ONE OR MORE LOYALTY COUNTERS ARE PUT ON PLANESWALKERS YOU CONTROL, PUT THAT MANY +1/+1 COUNTERS ON BIOESSENCE HYDRA.** |  | |  | [**BIOMANCER'S FAMILIAR**](https://magicarena.fandom.com/wiki/Biomancer%27s_Familiar)**GreenBlue (2) CREATURE — MUTANT (2/2) ACTIVATED ABILITIES OF CREATURES YOU CONTROL COST  LESS TO ACTIVATE. THIS EFFECT CAN'T REDUCE THE MANA IN THAT COST TO LESS THAN ONE MANA.**  **Tap: THE NEXT TIME TARGET CREATURE ADAPTS THIS TURN, IT ADAPTS AS THOUGH IT HAD NO +1/+1 COUNTERS ON IT.** |  | |  | [**BLINK OF AN EYE**](https://magicarena.fandom.com/wiki/Blink_of_an_Eye)**Blue (2) INSTANT KICKER Blue (YOU MAY PAY AN ADDITIONAL Blue AS YOU CAST THIS SPELL.)**  **RETURN TARGET NONLAND PERMANENT TO ITS OWNER'S HAND. IF THIS SPELL WAS KICKED, DRAW A CARD.** |  | |  | [**BODY DOUBLE**](https://magicarena.fandom.com/wiki/Body_Double)**Blue (5) CREATURE — SHAPESHIFTER (0/0) YOU MAY HAVE BODY DOUBLE ENTER THE BATTLEFIELD AS A COPY OF ANY CREATURE CARD IN A GRAVEYARD.** |  | |  | [**BOND OF INSIGHT**](https://magicarena.fandom.com/wiki/Bond_of_Insight)**Blue (4) SORCERY EACH PLAYER MILLS FOUR CARDS. RETURN UP TO TWO INSTANT AND/OR SORCERY CARDS FROM YOUR GRAVEYARD TO YOUR HAND. EXILE BOND OF INSIGHT.** |  | |  | [**BONE TO ASH**](https://magicarena.fandom.com/wiki/Bone_to_Ash)**BlueBlue (4) INSTANT COUNTER TARGET CREATURE SPELL.**  **DRAW A CARD.** |  | |  | [**BOON OF THE WISH-GIVER**](https://magicarena.fandom.com/wiki/Boon_of_the_Wish-Giver)**BlueBlue (6) SORCERY DRAW FOUR CARDS.**  **CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**BOREAL ELEMENTAL**](https://magicarena.fandom.com/wiki/Boreal_Elemental)**Blue (5) CREATURE — ELEMENTAL (3/4) FLYING**  **SPELLS YOUR OPPONENTS CAST THAT TARGET BOREAL ELEMENTAL COST  MORE TO CAST.** |  | |  | [**BRAZEN BORROWER**](https://magicarena.fandom.com/wiki/Brazen_Borrower)**BlueBlue (3) CREATURE — FAERIE ROGUE (3/1) FLASH**  **FLYING BRAZEN BORROWER CAN BLOCK ONLY CREATURES WITH FLYING.** |  | |  | [**BRINE GIANT**](https://magicarena.fandom.com/wiki/Brine_Giant)**Blue (7) CREATURE — GIANT (5/6) THIS SPELL COSTS  LESS TO CAST FOR EACH ENCHANTMENT YOU CONTROL.** |  | |  | [**BRINEBORN CUTTHROAT**](https://magicarena.fandom.com/wiki/Brineborn_Cutthroat)**Blue (2) CREATURE — MERFOLK PIRATE (2/1) FLASH (YOU MAY CAST THIS SPELL ANY TIME YOU COULD CAST AN INSTANT.)**  **WHENEVER YOU CAST A SPELL DURING AN OPPONENT'S TURN, PUT A +1/+1 COUNTER ON BRINEBORN CUTTHROAT.** |  | |  | [**BRING TO LIFE**](https://magicarena.fandom.com/wiki/Bring_to_Life)**Blue (3) SORCERY — ADVENTURE TARGET NONCREATURE ARTIFACT YOU CONTROL BECOMES A 0/0 ARTIFACT CREATURE. PUT FOUR +1/+1 COUNTERS ON IT.** |  | |  | [**BROKKOS, APEX OF FOREVER**](https://magicarena.fandom.com/wiki/Brokkos,_Apex_of_Forever)**BlackGreenBlue (5) LEGENDARY CREATURE — NIGHTMARE BEAST ELEMENTAL (6/6) MUTATE GreenGreen (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.)**  **TRAMPLE YOU MAY CAST BROKKOS, APEX OF FOREVER FROM YOUR GRAVEYARD USING ITS MUTATE ABILITY.** |  | |  | [**BRUVAC THE GRANDILOQUENT**](https://magicarena.fandom.com/wiki/Bruvac_the_Grandiloquent)**Blue (3) LEGENDARY CREATURE — HUMAN ADVISOR (1/4) IF AN OPPONENT WOULD MILL ONE OR MORE CARDS, THEY MILL TWICE THAT MANY CARDS INSTEAD. (TO MILL A CARD, A PLAYER PUTS THE TOP CARD OF THEIR LIBRARY INTO THEIR GRAVEYARD.)** |  | |  | [**CALLAPHE, BELOVED OF THE SEA**](https://magicarena.fandom.com/wiki/Callaphe,_Beloved_of_the_Sea)**BlueBlue (3) LEGENDARY ENCHANTMENT CREATURE — DEMIGOD (\*/3) CALLAPHE'S POWER IS EQUAL TO YOUR DEVOTION TO BLUE. (EACH Blue IN THE MANA COSTS OF PERMANENTS YOU CONTROL COUNTS TOWARD YOUR DEVOTION TO BLUE.)**  **CREATURES AND ENCHANTMENTS YOU CONTROL HAVE "SPELLS YOUR OPPONENTS CAST THAT TARGET THIS PERMANENT COST  MORE TO CAST."** |  | |  | [**CALLOUS DISMISSAL**](https://magicarena.fandom.com/wiki/Callous_Dismissal)**Blue (2) SORCERY RETURN TARGET NONLAND PERMANENT TO ITS OWNER'S HAND.**  **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.)** |  | |  | [**CANCEL**](https://magicarena.fandom.com/wiki/Cancel)**BlueBlue (3) INSTANT COUNTER TARGET SPELL.** |  | |  | [**CAPTIVATING GYRE**](https://magicarena.fandom.com/wiki/Captivating_Gyre)**BlueBlue (6) SORCERY RETURN UP TO THREE TARGET CREATURES TO THEIR OWNERS' HANDS.** |  | |  | [**CAPTURE SPHERE**](https://magicarena.fandom.com/wiki/Capture_Sphere)**Blue (4) ENCHANTMENT — AURA FLASH (YOU MAY CAST THIS SPELL ANY TIME YOU COULD CAST AN INSTANT.)**  **ENCHANT CREATURE WHEN CAPTURE SPHERE ENTERS THE BATTLEFIELD, TAP ENCHANTED CREATURE. ENCHANTED CREATURE DOESN'T UNTAP DURING ITS CONTROLLER'S UNTAP STEP.** |  | |  | [**CASTAWAY'S DESPAIR**](https://magicarena.fandom.com/wiki/Castaway%27s_Despair)**Blue (4) ENCHANTMENT — AURA ENCHANT CREATURE**  **WHEN CASTAWAY'S DESPAIR ENTERS THE BATTLEFIELD, TAP ENCHANTED CREATURE. ENCHANTED CREATURE DOESN'T UNTAP DURING ITS CONTROLLER'S UNTAP STEP.** |  | |  | [**CAVALIER OF GALES**](https://magicarena.fandom.com/wiki/Cavalier_of_Gales)**BlueBlueBlue (5) CREATURE — ELEMENTAL KNIGHT (5/5) FLYING**  **WHEN CAVALIER OF GALES ENTERS THE BATTLEFIELD, DRAW THREE CARDS, THEN PUT TWO CARDS FROM YOUR HAND ON TOP OF YOUR LIBRARY IN ANY ORDER. WHEN CAVALIER OF GALES DIES, SHUFFLE IT INTO ITS OWNER'S LIBRARY, THEN SCRY 2.** |  | |  | [**CELESTIAL MESSENGER**](https://magicarena.fandom.com/wiki/Celestial_Messenger)**BlueBlue (4) CREATURE — BIRD SPIRIT (3/2) FLASH (YOU MAY CAST THIS CARD ANY TIME YOU COULD CAST AN INSTANT.)**  **FLYING CELESTIAL MESSENGER GETS +1/+1 AS LONG AS YOU CONTROL A YANLING PLANESWALKER.** |  | |  | [**CERULEAN DRAKE**](https://magicarena.fandom.com/wiki/Cerulean_Drake)**Blue (2) CREATURE — DRAKE (1/1) FLYING**  **PROTECTION FROM RED (THIS CREATURE CAN'T BE BLOCKED, TARGETED, DEALT DAMAGE, ENCHANTED, OR EQUIPPED BY ANYTHING RED.) SACRIFICE CERULEAN DRAKE: COUNTER TARGET SPELL THAT TARGETS YOU.** |  | |  | [**CHAIN TO MEMORY**](https://magicarena.fandom.com/wiki/Chain_to_Memory)**Blue (1) INSTANT TARGET CREATURE GETS -4/-0 UNTIL END OF TURN. SCRY 2.** |  | |  | [**CHANNELED FORCE**](https://magicarena.fandom.com/wiki/Channeled_Force)**BlueRed (4) INSTANT AS AN ADDITIONAL COST TO CAST THIS SPELL, DISCARD X CARDS.**  **TARGET PLAYER DRAWS X CARDS. CHANNELED FORCE DEALS X DAMAGE TO UP TO ONE TARGET CREATURE OR PLANESWALKER.** |  | |  | [**CHARMED SLEEP**](https://magicarena.fandom.com/wiki/Charmed_Sleep)**BlueBlue (3) ENCHANTMENT — AURA ENCHANT CREATURE**  **WHEN CHARMED SLEEP ENTERS THE BATTLEFIELD, TAP ENCHANTED CREATURE. ENCHANTED CREATURE DOESN'T UNTAP DURING ITS CONTROLLER'S UNTAP STEP.** |  | |  | [**CHART A COURSE**](https://magicarena.fandom.com/wiki/Chart_a_Course)**Blue (2) SORCERY DRAW TWO CARDS. THEN DISCARD A CARD UNLESS YOU ATTACKED THIS TURN.** |  | |  | [**CHEMISTER'S INSIGHT**](https://magicarena.fandom.com/wiki/Chemister%27s_Insight)**Blue (4) INSTANT DRAW TWO CARDS.**  **JUMP-START (YOU MAY CAST THIS CARD FROM YOUR GRAVEYARD BY DISCARDING A CARD IN ADDITION TO PAYING ITS OTHER COSTS. THEN EXILE THIS CARD.)** |  | |  | [**CHILLBRINGER**](https://magicarena.fandom.com/wiki/Chillbringer)**Blue (5) CREATURE — ELEMENTAL (3/3) FLYING**  **WHEN CHILLBRINGER ENTERS THE BATTLEFIELD, TAP TARGET CREATURE AN OPPONENT CONTROLS. IT DOESN'T UNTAP DURING ITS CONTROLLER'S NEXT UNTAP STEP.** |  | |  | [**CHROMIUM, THE MUTABLE**](https://magicarena.fandom.com/wiki/Chromium,_the_Mutable)**WhiteBlueBlack (7) LEGENDARY CREATURE — ELDER DRAGON (7/7) FLASH**  **THIS SPELL CAN'T BE COUNTERED. FLYING DISCARD A CARD: UNTIL END OF TURN, CHROMIUM, THE MUTABLE BECOMES A HUMAN WITH BASE POWER AND TOUGHNESS 1/1, LOSES ALL ABILITIES, AND GAINS HEXPROOF. IT CAN'T BE BLOCKED THIS TURN.** |  | |  | [**CHULANE, TELLER OF TALES**](https://magicarena.fandom.com/wiki/Chulane,_Teller_of_Tales)**GreenWhiteBlue (5) LEGENDARY CREATURE — HUMAN DRUID (2/4) VIGILANCE**  **WHENEVER YOU CAST A CREATURE SPELL, DRAW A CARD, THEN YOU MAY PUT A LAND CARD FROM YOUR HAND ONTO THE BATTLEFIELD. , Tap: RETURN TARGET CREATURE YOU CONTROL TO ITS OWNER'S HAND.** |  | |  | [**CITYWATCH SPHINX**](https://magicarena.fandom.com/wiki/Citywatch_Sphinx)**Blue (6) CREATURE — SPHINX (5/4) FLYING**  **WHEN CITYWATCH SPHINX DIES, 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.)** |  | |  | [**CLEAR THE MIND**](https://magicarena.fandom.com/wiki/Clear_the_Mind)**Blue (3) SORCERY TARGET PLAYER SHUFFLES THEIR GRAVEYARD INTO THEIR LIBRARY.**  **DRAW A CARD.** |  | |  | [**CLOUDKIN SEER**](https://magicarena.fandom.com/wiki/Cloudkin_Seer)**Blue (3) CREATURE — ELEMENTAL WIZARD (2/1) FLYING**  **WHEN CLOUDKIN SEER ENTERS THE BATTLEFIELD, DRAW A CARD.** |  | |  | [**CLOUDREADER SPHINX**](https://magicarena.fandom.com/wiki/Cloudreader_Sphinx)**Blue (5) CREATURE — SPHINX (3/4) FLYING**  **WHEN CLOUDREADER SPHINX 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.)** |  | |  | [**COASTAL PIRACY**](https://magicarena.fandom.com/wiki/Coastal_Piracy)**BlueBlue (4) ENCHANTMENT WHENEVER A CREATURE YOU CONTROL DEALS COMBAT DAMAGE TO AN OPPONENT, YOU MAY DRAW A CARD.** |  | |  | [**CODE OF CONSTRAINT**](https://magicarena.fandom.com/wiki/Code_of_Constraint)**Blue (3) INSTANT TARGET CREATURE GETS -4/-0 UNTIL END OF TURN.**  **DRAW A CARD. ADDENDUM — IF YOU CAST THIS SPELL DURING YOUR MAIN PHASE, TAP THAT CREATURE AND IT DOESN'T UNTAP DURING ITS CONTROLLER'S NEXT UNTAP STEP.** |  | |  | [**COLD-WATER SNAPPER**](https://magicarena.fandom.com/wiki/Cold-Water_Snapper)**Blue (6) CREATURE — TURTLE (4/5) HEXPROOF (THIS CREATURE CAN'T BE THE TARGET OF SPELLS OR ABILITIES YOUR OPPONENTS CONTROL.)** |  | |  | [**COMBINE GUILDMAGE**](https://magicarena.fandom.com/wiki/Combine_Guildmage)**GreenBlue (2) CREATURE — MERFOLK WIZARD (2/2) Green, Tap: THIS TURN, EACH CREATURE YOU CONTROL ENTERS THE BATTLEFIELD WITH AN ADDITIONAL +1/+1 COUNTER ON IT.**  **Blue, Tap: MOVE A +1/+1 COUNTER FROM TARGET CREATURE YOU CONTROL ONTO ANOTHER TARGET CREATURE YOU CONTROL.** |  | |  | [**COMMENCE THE ENDGAME**](https://magicarena.fandom.com/wiki/Commence_the_Endgame)**BlueBlue (6) INSTANT THIS SPELL CAN'T BE COUNTERED.**  **DRAW TWO CARDS, THEN AMASS X, WHERE X IS THE NUMBER OF CARDS IN YOUR HAND. (PUT X +1/+1 COUNTERS ON AN ARMY YOU CONTROL. IF YOU DON'T CONTROL ONE, CREATE A 0/0 BLACK ZOMBIE ARMY CREATURE TOKEN FIRST.)** |  | |  | [**CONCOCT**](https://magicarena.fandom.com/wiki/Concoct)**BlueBlack (5) SORCERY SURVEIL 3, THEN RETURN A CREATURE CARD FROM YOUR GRAVEYARD TO THE BATTLEFIELD.** |  | |  | [**CONNIVE**](https://magicarena.fandom.com/wiki/Connive)**(4) SORCERY GAIN CONTROL OF TARGET CREATURE WITH POWER 2 OR LESS.** |  | |  | [**CONTENTIOUS PLAN**](https://magicarena.fandom.com/wiki/Contentious_Plan)**Blue (2) SORCERY PROLIFERATE. (CHOOSE ANY NUMBER OF PERMANENTS AND/OR PLAYERS, THEN GIVE EACH ANOTHER COUNTER OF EACH KIND ALREADY THERE.)**  **DRAW A CARD.** |  | |  | [**CONVOLUTE**](https://magicarena.fandom.com/wiki/Convolute)**Blue (3) INSTANT COUNTER TARGET SPELL UNLESS ITS CONTROLLER PAYS .** |  | |  | [**CORAL COMMANDO**](https://magicarena.fandom.com/wiki/Coral_Commando)**Blue (3) CREATURE — MERFOLK WARRIOR (3/2)** |  | |  | [**CORAL MERFOLK**](https://magicarena.fandom.com/wiki/Coral_Merfolk)**Blue (2) CREATURE — MERFOLK (2/1)** |  | |  | [**CORRIDOR MONITOR**](https://magicarena.fandom.com/wiki/Corridor_Monitor)**Blue (2) ARTIFACT CREATURE — CONSTRUCT (1/4) WHEN CORRIDOR MONITOR ENTERS THE BATTLEFIELD, UNTAP TARGET ARTIFACT OR CREATURE YOU CONTROL.** |  | |  | [**CORSAIR CAPTAIN**](https://magicarena.fandom.com/wiki/Corsair_Captain)**Blue (3) CREATURE — HUMAN PIRATE (2/2) WHEN CORSAIR CAPTAIN ENTERS THE BATTLEFIELD, CREATE A TREASURE TOKEN. (IT'S AN ARTIFACT WITH "Tap, SACRIFICE THIS ARTIFACT: ADD ONE MANA OF ANY COLOR.")**  **OTHER PIRATES YOU CONTROL GET +1/+1.** |  | |  | [**COVETOUS URGE**](https://magicarena.fandom.com/wiki/Covetous_Urge)**(4) SORCERY TARGET OPPONENT REVEALS THEIR HAND. YOU CHOOSE A NONLAND CARD FROM THAT PLAYER'S GRAVEYARD OR HAND AND EXILE IT. YOU MAY CAST THAT CARD FOR AS LONG AS IT REMAINS EXILED, AND YOU MAY SPEND MANA AS THOUGH IT WERE MANA OF ANY COLOR TO CAST THAT SPELL.** |  | |  | [**CRACKLING DRAKE**](https://magicarena.fandom.com/wiki/Crackling_Drake)**BlueBlueRedRed (4) CREATURE — DRAKE (\*/4) FLYING**  **CRACKLING DRAKE'S POWER IS EQUAL TO THE TOTAL NUMBER OF INSTANT AND SORCERY CARDS YOU OWN IN EXILE AND IN YOUR GRAVEYARD. WHEN CRACKLING DRAKE ENTERS THE BATTLEFIELD, DRAW A CARD.** |  | |  | [**CRAFTY CUTPURSE**](https://magicarena.fandom.com/wiki/Crafty_Cutpurse)**Blue (4) CREATURE — HUMAN PIRATE (2/2) FLASH**  **WHEN CRAFTY CUTPURSE ENTERS THE BATTLEFIELD, EACH TOKEN THAT WOULD BE CREATED UNDER AN OPPONENT'S CONTROL THIS TURN IS CREATED UNDER YOUR CONTROL INSTEAD.** |  | |  | [**CRASHING TIDE**](https://magicarena.fandom.com/wiki/Crashing_Tide)**Blue (3) SORCERY THIS SPELL HAS FLASH AS LONG AS YOU CONTROL A MERFOLK.**  **RETURN TARGET CREATURE TO ITS OWNER'S HAND. DRAW A CARD.** |  | |  | [**CROOKCLAW TRANSMUTER**](https://magicarena.fandom.com/wiki/Crookclaw_Transmuter)**Blue (4) CREATURE — BIRD WIZARD (3/1) FLASH (YOU MAY CAST THIS SPELL ANY TIME YOU COULD CAST AN INSTANT.)**  **FLYING WHEN CROOKCLAW TRANSMUTER ENTERS THE BATTLEFIELD, SWITCH TARGET CREATURE'S POWER AND TOUGHNESS UNTIL END OF TURN.** |  | |  | [**CRUSH DISSENT**](https://magicarena.fandom.com/wiki/Crush_Dissent)**Blue (4) INSTANT COUNTER TARGET SPELL UNLESS ITS CONTROLLER PAYS .**  **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.)** |  | |  | [**CRYPTIC SERPENT**](https://magicarena.fandom.com/wiki/Cryptic_Serpent)**BlueBlue (7) CREATURE — SERPENT (6/5) THIS SPELL COSTS  LESS TO CAST FOR EACH INSTANT AND SORCERY CARD IN YOUR GRAVEYARD.** |  | |  | [**CRYSTACEAN**](https://magicarena.fandom.com/wiki/Crystacean)**Blue (4) CREATURE — CRAB (1/6) FLASH** |  | |  | [**CUNNING NIGHTBONDER**](https://magicarena.fandom.com/wiki/Cunning_Nightbonder)**(2) CREATURE — HUMAN ROGUE (2/2) FLASH**  **SPELLS WITH FLASH YOU CAST COST  LESS TO CAST AND CAN'T BE COUNTERED.** |  | |  | [**CURATOR'S WARD**](https://magicarena.fandom.com/wiki/Curator%27s_Ward)**Blue (3) ENCHANTMENT — AURA ENCHANT PERMANENT**  **ENCHANTED PERMANENT HAS HEXPROOF. WHEN ENCHANTED PERMANENT LEAVES THE BATTLEFIELD, IF IT WAS HISTORIC, DRAW TWO CARDS. (ARTIFACTS, LEGENDARIES, AND SAGAS ARE HISTORIC.)** |  | |  | [**CURIOSITY**](https://magicarena.fandom.com/wiki/Curiosity)**Blue (1) ENCHANTMENT — AURA ENCHANT CREATURE**  **WHENEVER ENCHANTED CREATURE DEALS DAMAGE TO AN OPPONENT, YOU MAY DRAW A CARD.** |  | |  | [**CURIOUS OBSESSION**](https://magicarena.fandom.com/wiki/Curious_Obsession)**Blue (1) ENCHANTMENT — AURA ENCHANT CREATURE**  **ENCHANTED CREATURE GETS +1/+1 AND HAS "WHENEVER THIS CREATURE DEALS COMBAT DAMAGE TO A PLAYER, YOU MAY DRAW A CARD." AT THE BEGINNING OF YOUR END STEP, IF YOU DIDN'T ATTACK WITH A CREATURE THIS TURN, SACRIFICE CURIOUS OBSESSION.** |  | |  | [**DALAKOS, CRAFTER OF WONDERS**](https://magicarena.fandom.com/wiki/Dalakos,_Crafter_of_Wonders)**BlueRed (3) LEGENDARY CREATURE — MERFOLK ARTIFICER (2/4) Tap: ADD . SPEND THIS MANA ONLY TO CAST ARTIFACT SPELLS OR ACTIVATE ABILITIES OF ARTIFACTS.**  **EQUIPPED CREATURES YOU CONTROL HAVE FLYING AND HASTE.** |  | |  | [**DANCE OF THE MANSE**](https://magicarena.fandom.com/wiki/Dance_of_the_Manse)**WhiteBlue (2) SORCERY RETURN UP TO X TARGET ARTIFACT AND/OR NON-AURA ENCHANTMENT CARDS EACH WITH CONVERTED MANA COST X OR LESS FROM YOUR GRAVEYARD TO THE BATTLEFIELD. IF X IS 6 OR MORE, THOSE PERMANENTS ARE 4/4 CREATURES IN ADDITION TO THEIR OTHER TYPES.** |  | |  | [**DARING SABOTEUR**](https://magicarena.fandom.com/wiki/Daring_Saboteur)**Blue (2) CREATURE — HUMAN PIRATE (2/1) Blue: DARING SABOTEUR CAN'T BE BLOCKED THIS TURN.**  **WHENEVER DARING SABOTEUR DEALS COMBAT DAMAGE TO A PLAYER, YOU MAY DRAW A CARD. IF YOU DO, DISCARD A CARD.** |  | |  | [**DARKBLADE AGENT**](https://magicarena.fandom.com/wiki/Darkblade_Agent)**BlueBlack (3) CREATURE — HUMAN ASSASSIN (2/3) AS LONG AS YOU'VE SURVEILLED THIS TURN, DARKBLADE AGENT HAS DEATHTOUCH AND "WHENEVER THIS CREATURE DEALS COMBAT DAMAGE TO A PLAYER, YOU DRAW A CARD."** |  | |  | [**DAZZLING LIGHTS**](https://magicarena.fandom.com/wiki/Dazzling_Lights)**Blue (1) INSTANT TARGET CREATURE GETS -3/-0 UNTIL END OF TURN.**  **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.)** |  | |  | [**DEADEYE BRAWLER**](https://magicarena.fandom.com/wiki/Deadeye_Brawler)**BlueBlack (4) CREATURE — HUMAN PIRATE (2/4) DEATHTOUCH**  **ASCEND (IF YOU CONTROL TEN OR MORE PERMANENTS, YOU GET THE CITY'S BLESSING FOR THE REST OF THE GAME.) WHENEVER DEADEYE BRAWLER DEALS COMBAT DAMAGE TO A PLAYER, IF YOU HAVE THE CITY'S BLESSING, DRAW A CARD.** |  | |  | [**DEADEYE PLUNDERERS**](https://magicarena.fandom.com/wiki/Deadeye_Plunderers)**BlueBlack (5) CREATURE — HUMAN PIRATE (3/3) DEADEYE PLUNDERERS GETS +1/+1 FOR EACH ARTIFACT YOU CONTROL.**  **BlueBlack: CREATE A TREASURE TOKEN. (IT'S AN ARTIFACT WITH "Tap, SACRIFICE THIS ARTIFACT: ADD ONE MANA OF ANY COLOR.")** |  | |  | [**DEADEYE QUARTERMASTER**](https://magicarena.fandom.com/wiki/Deadeye_Quartermaster)**Blue (4) CREATURE — HUMAN PIRATE (2/2) WHEN DEADEYE QUARTERMASTER ENTERS THE BATTLEFIELD, YOU MAY SEARCH YOUR LIBRARY FOR AN EQUIPMENT OR VEHICLE CARD, REVEAL IT, PUT IT INTO YOUR HAND, THEN SHUFFLE YOUR LIBRARY.** |  | |  | [**DEADEYE RIG-HAULER**](https://magicarena.fandom.com/wiki/Deadeye_Rig-Hauler)**Blue (4) CREATURE — HUMAN PIRATE (3/2) RAID — WHEN DEADEYE RIG-HAULER ENTERS THE BATTLEFIELD, IF YOU ATTACKED THIS TURN, YOU MAY RETURN TARGET CREATURE TO ITS OWNER'S HAND.** |  | |  | [**DEEP FREEZE**](https://magicarena.fandom.com/wiki/Deep_Freeze)**Blue (3) ENCHANTMENT — AURA ENCHANT CREATURE**  **ENCHANTED CREATURE HAS BASE POWER AND TOUGHNESS 0/4, HAS DEFENDER, LOSES ALL OTHER ABILITIES, AND IS A BLUE WALL IN ADDITION TO ITS OTHER COLORS AND TYPES.** |  | |  | [**DEEPROOT WATERS**](https://magicarena.fandom.com/wiki/Deeproot_Waters)**Blue (3) ENCHANTMENT WHENEVER YOU CAST A MERFOLK SPELL, CREATE A 1/1 BLUE MERFOLK CREATURE TOKEN WITH HEXPROOF. (A CREATURE WITH HEXPROOF CAN'T BE THE TARGET OF SPELLS OR ABILITIES YOUR OPPONENTS CONTROL.)** |  | |  | [**DENY THE DIVINE**](https://magicarena.fandom.com/wiki/Deny_the_Divine)**Blue (3) INSTANT COUNTER TARGET CREATURE OR ENCHANTMENT SPELL. IF THAT SPELL IS COUNTERED THIS WAY, EXILE IT INSTEAD OF PUTTING IT INTO ITS OWNER'S GRAVEYARD.** |  | |  | [**DEPARTED DECKHAND**](https://magicarena.fandom.com/wiki/Departed_Deckhand)**Blue (2) CREATURE — SPIRIT PIRATE (2/2) WHEN DEPARTED DECKHAND BECOMES THE TARGET OF A SPELL, SACRIFICE IT.**  **DEPARTED DECKHAND CAN'T BE BLOCKED EXCEPT BY SPIRITS. Blue: ANOTHER TARGET CREATURE YOU CONTROL CAN'T BE BLOCKED THIS TURN EXCEPT BY SPIRITS.** |  | |  | [**DEPLOY**](https://magicarena.fandom.com/wiki/Deploy)**WhiteBlue (4) INSTANT CREATE TWO 1/1 COLORLESS THOPTER ARTIFACT CREATURE TOKENS WITH FLYING, THEN YOU GAIN 1 LIFE FOR EACH CREATURE YOU CONTROL.** |  | |  | [**DEPOSE**](https://magicarena.fandom.com/wiki/Depose)**(2) INSTANT TAP TARGET CREATURE.**  **DRAW A CARD.** |  | |  | [**DEPTHS OF DESIRE**](https://magicarena.fandom.com/wiki/Depths_of_Desire)**Blue (3) INSTANT RETURN TARGET CREATURE TO ITS OWNER'S HAND. CREATE A TREASURE TOKEN. (IT'S AN ARTIFACT WITH "Tap, SACRIFICE THIS ARTIFACT: ADD ONE MANA OF ANY COLOR.")** |  | |  | [**DEPUTY OF DETENTION**](https://magicarena.fandom.com/wiki/Deputy_of_Detention)**WhiteBlue (3) CREATURE — VEDALKEN WIZARD (1/3) WHEN DEPUTY OF DETENTION ENTERS THE BATTLEFIELD, EXILE TARGET NONLAND PERMANENT AN OPPONENT CONTROLS AND ALL OTHER NONLAND PERMANENTS THAT PLAYER CONTROLS WITH THE SAME NAME AS THAT PERMANENT UNTIL DEPUTY OF DETENTION LEAVES THE BATTLEFIELD.** |  | |  | [**DEVIOUS COVER-UP**](https://magicarena.fandom.com/wiki/Devious_Cover-Up)**BlueBlue (4) INSTANT COUNTER TARGET SPELL. IF THAT SPELL IS COUNTERED THIS WAY, EXILE IT INSTEAD OF PUTTING IT INTO ITS OWNER'S GRAVEYARD. YOU MAY SHUFFLE UP TO FOUR TARGET CARDS FROM YOUR GRAVEYARD INTO YOUR LIBRARY.** |  | |  | [**DEVOURER OF MEMORY**](https://magicarena.fandom.com/wiki/Devourer_of_Memory)**BlueBlack (2) CREATURE — NIGHTMARE (2/1) WHENEVER ONE OR MORE CARDS ARE PUT INTO YOUR GRAVEYARD FROM YOUR LIBRARY, DEVOURER OF MEMORY GETS +1/+1 UNTIL END OF TURN AND CAN'T BE BLOCKED THIS TURN.**  **BlueBlack: MILL A CARD.** |  | |  | [**DIDN'T SAY PLEASE**](https://magicarena.fandom.com/wiki/Didn%27t_Say_Please)**BlueBlue (3) INSTANT COUNTER TARGET SPELL. ITS CONTROLLER MILLS THREE CARDS.** |  | |  | [**DILIGENT EXCAVATOR**](https://magicarena.fandom.com/wiki/Diligent_Excavator)**Blue (2) CREATURE — HUMAN ARTIFICER (1/3) WHENEVER YOU CAST A HISTORIC SPELL, TARGET PLAYER MILLS TWO CARDS. (ARTIFACTS, LEGENDARIES, AND SAGAS ARE HISTORIC.)** |  | |  | [**DIMIR INFORMANT**](https://magicarena.fandom.com/wiki/Dimir_Informant)**Blue (3) CREATURE — HUMAN ROGUE (1/4) WHEN DIMIR INFORMANT 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.)** |  | |  | [**DIMIR SPYBUG**](https://magicarena.fandom.com/wiki/Dimir_Spybug)**BlueBlack (2) CREATURE — INSECT (1/1) FLYING**  **MENACE (THIS CREATURE CAN'T BE BLOCKED EXCEPT BY TWO OR MORE CREATURES.) WHENEVER YOU SURVEIL, PUT A +1/+1 COUNTER ON DIMIR SPYBUG.** |  | |  | [**DINROVA HORROR**](https://magicarena.fandom.com/wiki/Dinrova_Horror)**BlueBlack (6) CREATURE — HORROR (4/4) WHEN DINROVA HORROR ENTERS THE BATTLEFIELD, RETURN TARGET PERMANENT TO ITS OWNER'S HAND, THEN THAT PLAYER DISCARDS A CARD.** |  | |  | [**DISCONTINUITY**](https://magicarena.fandom.com/wiki/Discontinuity)**BlueBlueBlue (6) INSTANT AS LONG AS IT'S YOUR TURN, THIS SPELL COSTS BlueBlue LESS TO CAST.**  **END THE TURN. (EXILE ALL SPELLS AND ABILITIES FROM THE STACK, INCLUDING THIS CARD. THE PLAYER WHOSE TURN IT IS DISCARDS DOWN TO THEIR MAXIMUM HAND SIZE. DAMAGE WEARS OFF, AND "THIS TURN" AND "UNTIL END OF TURN" EFFECTS END.)** |  | |  | [**DISCOVERY**](https://magicarena.fandom.com/wiki/Discovery)**(2) SORCERY SURVEIL 2, THEN DRAW A CARD. (TO 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.)** |  | |  | [**DISDAINFUL STROKE**](https://magicarena.fandom.com/wiki/Disdainful_Stroke)**Blue (2) INSTANT COUNTER TARGET SPELL WITH CONVERTED MANA COST 4 OR GREATER.** |  | |  | [**DISINFORMATION CAMPAIGN**](https://magicarena.fandom.com/wiki/Disinformation_Campaign)**BlueBlack (3) ENCHANTMENT WHEN DISINFORMATION CAMPAIGN ENTERS THE BATTLEFIELD, YOU DRAW A CARD AND EACH OPPONENT DISCARDS A CARD.**  **WHENEVER YOU SURVEIL, RETURN DISINFORMATION CAMPAIGN TO ITS OWNER'S HAND.** |  | |  | [**DISPERSAL**](https://magicarena.fandom.com/wiki/Dispersal)**BlueBlack (5) INSTANT EACH OPPONENT RETURNS A NONLAND PERMANENT THEY CONTROL WITH THE HIGHEST CONVERTED MANA COST AMONG PERMANENTS THEY CONTROL TO ITS OWNER'S HAND, THEN DISCARDS A CARD.** |  | |  | [**DISPERSE**](https://magicarena.fandom.com/wiki/Disperse)**Blue (2) INSTANT RETURN TARGET NONLAND PERMANENT TO ITS OWNER'S HAND.** |  | |  | [**DISTANT MELODY**](https://magicarena.fandom.com/wiki/Distant_Melody)**Blue (4) SORCERY CHOOSE A CREATURE TYPE. DRAW A CARD FOR EACH PERMANENT YOU CONTROL OF THAT TYPE.** |  | |  | [**DIVE DOWN**](https://magicarena.fandom.com/wiki/Dive_Down)**Blue (1) INSTANT TARGET CREATURE YOU CONTROL GETS +0/+3 AND GAINS HEXPROOF UNTIL END OF TURN. (IT CAN'T BE THE TARGET OF SPELLS OR ABILITIES YOUR OPPONENTS CONTROL.)** |  | |  | [**DIVINATION**](https://magicarena.fandom.com/wiki/Divination)**Blue (3) SORCERY DRAW TWO CARDS.** |  | |  | [**DJINN OF WISHES**](https://magicarena.fandom.com/wiki/Djinn_of_Wishes)**BlueBlue (5) CREATURE — DJINN (4/4) FLYING**  **DJINN OF WISHES ENTERS THE BATTLEFIELD WITH THREE WISH COUNTERS ON IT. BlueBlue, REMOVE A WISH COUNTER FROM DJINN OF WISHES: REVEAL THE TOP CARD OF YOUR LIBRARY. YOU MAY PLAY THAT CARD WITHOUT PAYING ITS MANA COST. IF YOU DON'T, EXILE IT.** |  | |  | [**DOVIN, ARCHITECT OF LAW**](https://magicarena.fandom.com/wiki/Dovin,_Architect_of_Law)**WhiteBlue (6) LEGENDARY PLANESWALKER — DOVIN (5) +1: YOU GAIN 2 LIFE AND DRAW A CARD.**  **−1: TAP TARGET CREATURE. IT DOESN'T UNTAP DURING ITS CONTROLLER'S NEXT UNTAP STEP. −9: TAP ALL PERMANENTS TARGET OPPONENT CONTROLS. THAT PLAYER SKIPS THEIR NEXT UNTAP STEP.** |  | |  | [**DOVIN, GRAND ARBITER**](https://magicarena.fandom.com/wiki/Dovin,_Grand_Arbiter)**WhiteBlue (3) LEGENDARY PLANESWALKER — DOVIN (3) +1: UNTIL END OF TURN, WHENEVER A CREATURE YOU CONTROL DEALS COMBAT DAMAGE TO A PLAYER, PUT A LOYALTY COUNTER ON DOVIN, GRAND ARBITER.**  **−1: CREATE A 1/1 COLORLESS THOPTER ARTIFACT CREATURE TOKEN WITH FLYING. YOU GAIN 1 LIFE. −7: LOOK AT THE TOP TEN CARDS OF YOUR LIBRARY. PUT THREE OF THEM INTO YOUR HAND AND THE REST ON THE BOTTOM OF YOUR LIBRARY IN A RANDOM ORDER.** |  | |  | [**DOVIN, HAND OF CONTROL**](https://magicarena.fandom.com/wiki/Dovin,_Hand_of_Control)**(3) LEGENDARY PLANESWALKER — DOVIN (5) ARTIFACT, INSTANT, AND SORCERY SPELLS YOUR OPPONENTS CAST COST  MORE TO CAST.**  **−1: UNTIL YOUR NEXT TURN, PREVENT ALL DAMAGE THAT WOULD BE DEALT TO AND DEALT BY TARGET PERMANENT AN OPPONENT CONTROLS.** |  | |  | [**DOVIN'S ACUITY**](https://magicarena.fandom.com/wiki/Dovin%27s_Acuity)**WhiteBlue (3) ENCHANTMENT WHEN DOVIN'S ACUITY ENTERS THE BATTLEFIELD, YOU GAIN 2 LIFE AND DRAW A CARD.**  **WHENEVER YOU CAST AN INSTANT SPELL DURING YOUR MAIN PHASE, YOU MAY RETURN DOVIN'S ACUITY TO ITS OWNER'S HAND.** |  | |  | [**DOVIN'S DISMISSAL**](https://magicarena.fandom.com/wiki/Dovin%27s_Dismissal)**WhiteBlue (4) INSTANT PUT UP TO ONE TARGET TAPPED CREATURE ON TOP OF ITS OWNER'S LIBRARY. YOU MAY SEARCH YOUR LIBRARY AND/OR GRAVEYARD FOR A CARD NAMED DOVIN, ARCHITECT OF LAW, REVEAL IT, AND PUT IT INTO YOUR HAND. IF YOU SEARCH YOUR LIBRARY THIS WAY, SHUFFLE IT.** |  | |  | [**DOVIN'S VETO**](https://magicarena.fandom.com/wiki/Dovin%27s_Veto)**WhiteBlue (2) INSTANT THIS SPELL CAN'T BE COUNTERED.**  **COUNTER TARGET NONCREATURE SPELL.** |  | |  | [**DRAWN FROM DREAMS**](https://magicarena.fandom.com/wiki/Drawn_from_Dreams)**BlueBlue (4) SORCERY LOOK AT THE TOP SEVEN CARDS OF YOUR LIBRARY. PUT TWO OF THEM INTO YOUR HAND AND THE REST ON THE BOTTOM OF YOUR LIBRARY IN A RANDOM ORDER.** |  | |  | [**DREAM EATER**](https://magicarena.fandom.com/wiki/Dream_Eater)**BlueBlue (6) CREATURE — NIGHTMARE SPHINX (4/3) FLASH**  **FLYING WHEN DREAM EATER ENTERS THE BATTLEFIELD, SURVEIL 4. WHEN YOU DO, YOU MAY RETURN TARGET NONLAND PERMANENT AN OPPONENT CONTROLS TO ITS OWNER'S HAND. (TO SURVEIL 4, LOOK AT THE TOP FOUR CARDS OF YOUR LIBRARY, THEN PUT ANY NUMBER OF THEM INTO YOUR GRAVEYARD AND THE REST ON TOP OF YOUR LIBRARY IN ANY ORDER.)** |  | |  | [**DREAM TRAWLER**](https://magicarena.fandom.com/wiki/Dream_Trawler)**WhiteWhiteBlueBlue (6) CREATURE — SPHINX (3/5) FLYING, LIFELINK**  **WHENEVER YOU DRAW A CARD, DREAM TRAWLER GETS +1/+0 UNTIL END OF TURN. WHENEVER DREAM TRAWLER ATTACKS, DRAW A CARD. DISCARD A CARD: DREAM TRAWLER GAINS HEXPROOF UNTIL END OF TURN. TAP IT.** |  | |  | [**DREAMCALLER SIREN**](https://magicarena.fandom.com/wiki/Dreamcaller_Siren)**BlueBlue (4) CREATURE — SIREN PIRATE (3/3) FLASH**  **FLYING DREAMCALLER SIREN CAN BLOCK ONLY CREATURES WITH FLYING. WHEN DREAMCALLER SIREN ENTERS THE BATTLEFIELD, IF YOU CONTROL ANOTHER PIRATE, TAP UP TO TWO TARGET NONLAND PERMANENTS.** |  | |  | [**DREAMTAIL HERON**](https://magicarena.fandom.com/wiki/Dreamtail_Heron)**Blue (5) CREATURE — ELEMENTAL BIRD (3/4) 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.)**  **FLYING WHENEVER THIS CREATURE MUTATES, DRAW A CARD.** |  | |  | [**DROWN IN THE LOCH**](https://magicarena.fandom.com/wiki/Drown_in_the_Loch)**BlueBlack (2) INSTANT CHOOSE ONE —**  **• COUNTER TARGET SPELL WITH CONVERTED MANA COST LESS THAN OR EQUAL TO THE NUMBER OF CARDS IN ITS CONTROLLER'S GRAVEYARD. • DESTROY TARGET CREATURE WITH CONVERTED MANA COST LESS THAN OR EQUAL TO THE NUMBER OF CARDS IN ITS CONTROLLER'S GRAVEYARD.** |  | |  | [**DROWNED SECRETS**](https://magicarena.fandom.com/wiki/Drowned_Secrets)**Blue (2) ENCHANTMENT WHENEVER YOU CAST A BLUE SPELL, TARGET PLAYER MILLS TWO CARDS.** |  | |  | [**DUNGEON GEISTS**](https://magicarena.fandom.com/wiki/Dungeon_Geists)**BlueBlue (4) CREATURE — SPIRIT (3/3) FLYING**  **WHEN DUNGEON GEISTS ENTERS THE BATTLEFIELD, TAP TARGET CREATURE AN OPPONENT CONTROLS. THAT CREATURE DOESN'T UNTAP DURING ITS CONTROLLER'S UNTAP STEP FOR AS LONG AS YOU CONTROL DUNGEON GEISTS.** |  | |  | [**DWINDLE**](https://magicarena.fandom.com/wiki/Dwindle)**Blue (3) ENCHANTMENT — AURA ENCHANT CREATURE**  **ENCHANTED CREATURE GETS -6/-0. WHEN ENCHANTED CREATURE BLOCKS, DESTROY IT. (THE ATTACKING CREATURE REMAINS BLOCKED.)** |  | |  | [**EIDOLON OF PHILOSOPHY**](https://magicarena.fandom.com/wiki/Eidolon_of_Philosophy)**Blue (1) ENCHANTMENT CREATURE — SPIRIT (1/2) Blue, SACRIFICE EIDOLON OF PHILOSOPHY: DRAW THREE CARDS.** |  | |  | [**ELITE GUARDMAGE**](https://magicarena.fandom.com/wiki/Elite_Guardmage)**WhiteBlue (4) CREATURE — HUMAN WIZARD (2/3) FLYING**  **WHEN ELITE GUARDMAGE ENTERS THE BATTLEFIELD, YOU GAIN 3 LIFE AND DRAW A CARD.** |  | |  | [**ELITE INSTRUCTOR**](https://magicarena.fandom.com/wiki/Elite_Instructor)**Blue (3) CREATURE — HUMAN WIZARD (2/2) WHEN ELITE INSTRUCTOR ENTERS THE BATTLEFIELD, DRAW A CARD, THEN DISCARD A CARD.** |  | |  | [**EMERGENCY POWERS**](https://magicarena.fandom.com/wiki/Emergency_Powers)**WhiteBlue (7) INSTANT EACH PLAYER SHUFFLES THEIR HAND AND GRAVEYARD INTO THEIR LIBRARY, THEN DRAWS SEVEN CARDS. EXILE EMERGENCY POWERS.**  **ADDENDUM — IF YOU CAST THIS SPELL DURING YOUR MAIN PHASE, YOU MAY PUT A PERMANENT CARD WITH CONVERTED MANA COST 7 OR LESS FROM YOUR HAND ONTO THE BATTLEFIELD.** |  | |  | [**EMERGENT ULTIMATUM**](https://magicarena.fandom.com/wiki/Emergent_Ultimatum)**BlackBlackGreenGreenGreenBlueBlue (7) SORCERY SEARCH YOUR LIBRARY FOR UP TO THREE MONOCOLORED CARDS WITH DIFFERENT NAMES AND EXILE THEM. AN OPPONENT CHOOSES ONE OF THOSE CARDS. SHUFFLE THAT CARD INTO YOUR LIBRARY. YOU MAY CAST THE OTHER CARDS WITHOUT PAYING THEIR MANA COSTS. EXILE EMERGENT ULTIMATUM.** |  | |  | [**EMPYREAN EAGLE**](https://magicarena.fandom.com/wiki/Empyrean_Eagle)**WhiteBlue (3) CREATURE — BIRD SPIRIT (2/3) FLYING**  **OTHER CREATURES YOU CONTROL WITH FLYING GET +1/+1.** |  | |  | [**EMRY, LURKER OF THE LOCH**](https://magicarena.fandom.com/wiki/Emry,_Lurker_of_the_Loch)**Blue (3) LEGENDARY CREATURE — MERFOLK WIZARD (1/2) THIS SPELL COSTS  LESS TO CAST FOR EACH ARTIFACT YOU CONTROL.**  **WHEN EMRY, LURKER OF THE LOCH ENTERS THE BATTLEFIELD, MILL FOUR CARDS. Tap: CHOOSE TARGET ARTIFACT CARD IN YOUR GRAVEYARD. YOU MAY CAST THAT CARD THIS TURN. (YOU STILL PAY ITS COSTS. TIMING RULES STILL APPLY.)** |  | |  | [**ENHANCED SURVEILLANCE**](https://magicarena.fandom.com/wiki/Enhanced_Surveillance)**Blue (2) ENCHANTMENT YOU MAY LOOK AT AN ADDITIONAL TWO CARDS EACH TIME YOU SURVEIL.**  **EXILE ENHANCED SURVEILLANCE: SHUFFLE YOUR GRAVEYARD INTO YOUR LIBRARY.** |  | |  | [**ENIGMA DRAKE**](https://magicarena.fandom.com/wiki/Enigma_Drake)**BlueRed (3) CREATURE — DRAKE (\*/4) FLYING**  **ENIGMA DRAKE'S POWER IS EQUAL TO THE NUMBER OF INSTANT AND SORCERY CARDS IN YOUR GRAVEYARD.** |  | |  | [**ENIGMATIC INCARNATION**](https://magicarena.fandom.com/wiki/Enigmatic_Incarnation)**GreenBlue (4) ENCHANTMENT AT THE BEGINNING OF YOUR END STEP, YOU MAY SACRIFICE ANOTHER ENCHANTMENT. IF YOU DO, SEARCH YOUR LIBRARY FOR A CREATURE CARD WITH CONVERTED MANA COST EQUAL TO 1 PLUS THE SACRIFICED ENCHANTMENT'S CONVERTED MANA COST, PUT THAT CARD ONTO THE BATTLEFIELD, THEN SHUFFLE YOUR LIBRARY.** |  | |  | [**ENTER THE GOD-ETERNALS**](https://magicarena.fandom.com/wiki/Enter_the_God-Eternals)**BlueBlueBlack (5) SORCERY ENTER THE GOD-ETERNALS DEALS 4 DAMAGE TO TARGET CREATURE AND YOU GAIN LIFE EQUAL TO THE DAMAGE DEALT THIS WAY. TARGET PLAYER MILLS FOUR CARDS. AMASS 4. (PUT FOUR +1/+1 COUNTERS ON AN ARMY YOU CONTROL. IF YOU DON'T CONTROL ONE, CREATE A 0/0 BLACK ZOMBIE ARMY CREATURE TOKEN FIRST.)** |  | |  | [**ENTHRALLING HOLD**](https://magicarena.fandom.com/wiki/Enthralling_Hold)**BlueBlue (5) ENCHANTMENT — AURA ENCHANT CREATURE**  **YOU CAN'T CHOOSE AN UNTAPPED CREATURE AS THIS SPELL'S TARGET AS YOU CAST IT. YOU CONTROL ENCHANTED CREATURE.** |  | |  | [**ENTRANCING MELODY**](https://magicarena.fandom.com/wiki/Entrancing_Melody)**BlueBlue (2) SORCERY GAIN CONTROL OF TARGET CREATURE WITH CONVERTED MANA COST X.** |  | |  | [**ERRATIC VISIONARY**](https://magicarena.fandom.com/wiki/Erratic_Visionary)**Blue (2) CREATURE — HUMAN WIZARD (1/3) Blue, Tap: DRAW A CARD, THEN DISCARD A CARD.** |  | |  | [**ESCAPE PROTOCOL**](https://magicarena.fandom.com/wiki/Escape_Protocol)**Blue (2) ENCHANTMENT WHENEVER YOU CYCLE A CARD, YOU MAY PAY . WHEN YOU DO, EXILE TARGET ARTIFACT OR CREATURE YOU CONTROL, THEN RETURN IT TO THE BATTLEFIELD UNDER ITS OWNER'S CONTROL.** |  | |  | [**ESSENCE CAPTURE**](https://magicarena.fandom.com/wiki/Essence_Capture)**BlueBlue (2) INSTANT COUNTER TARGET CREATURE SPELL. PUT A +1/+1 COUNTER ON UP TO ONE TARGET CREATURE YOU CONTROL.** |  | |  | [**ESSENCE FLUX**](https://magicarena.fandom.com/wiki/Essence_Flux)**Blue (1) INSTANT EXILE TARGET CREATURE YOU CONTROL, THEN RETURN THAT CARD TO THE BATTLEFIELD UNDER ITS OWNER'S CONTROL. IF IT'S A SPIRIT, PUT A +1/+1 COUNTER ON IT.** |  | |  | [**ESSENCE SCATTER**](https://magicarena.fandom.com/wiki/Essence_Scatter)**Blue (2) INSTANT COUNTER TARGET CREATURE SPELL.** |  | |  | [**ETERNAL SKYLORD**](https://magicarena.fandom.com/wiki/Eternal_Skylord)**Blue (5) CREATURE — ZOMBIE WIZARD (3/3) WHEN ETERNAL SKYLORD 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.)**  **ZOMBIE TOKENS YOU CONTROL HAVE FLYING.** |  | |  | [**ETRATA, THE SILENCER**](https://magicarena.fandom.com/wiki/Etrata,_the_Silencer)**BlueBlack (4) LEGENDARY CREATURE — VAMPIRE ASSASSIN (3/5) ETRATA, THE SILENCER CAN'T BE BLOCKED.**  **WHENEVER ETRATA DEALS COMBAT DAMAGE TO A PLAYER, EXILE TARGET CREATURE THAT PLAYER CONTROLS AND PUT A HIT COUNTER ON THAT CARD. THAT PLAYER LOSES THE GAME IF THEY OWN THREE OR MORE EXILED CARDS WITH HIT COUNTERS ON THEM. ETRATA'S OWNER SHUFFLES ETRATA INTO THEIR LIBRARY.** |  | |  | [**EUTROPIA THE TWICE-FAVORED**](https://magicarena.fandom.com/wiki/Eutropia_the_Twice-Favored)**GreenBlue (3) LEGENDARY CREATURE — HUMAN WIZARD (2/2) CONSTELLATION — WHENEVER AN ENCHANTMENT ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, PUT A +1/+1 COUNTER ON TARGET CREATURE. THAT CREATURE GAINS FLYING UNTIL END OF TURN.** |  | |  | [**EXCLUDE**](https://magicarena.fandom.com/wiki/Exclude)**Blue (3) INSTANT COUNTER TARGET CREATURE SPELL.**  **DRAW A CARD.** |  | |  | [**EXCLUSION MAGE**](https://magicarena.fandom.com/wiki/Exclusion_Mage)**Blue (3) CREATURE — HUMAN WIZARD (2/2) WHEN EXCLUSION MAGE ENTERS THE BATTLEFIELD, RETURN TARGET CREATURE AN OPPONENT CONTROLS TO ITS OWNER'S HAND.** |  | |  | [**EXPANSION**](https://magicarena.fandom.com/wiki/Expansion)**(2) INSTANT COPY TARGET INSTANT OR SORCERY SPELL WITH CONVERTED MANA COST 4 OR LESS. YOU MAY CHOOSE NEW TARGETS FOR THE COPY.** |  | |  | [**EXPEL FROM ORAZCA**](https://magicarena.fandom.com/wiki/Expel_from_Orazca)**Blue (2) INSTANT ASCEND (IF YOU CONTROL TEN OR MORE PERMANENTS, YOU GET THE CITY'S BLESSING FOR THE REST OF THE GAME.)**  **RETURN TARGET NONLAND PERMANENT TO ITS OWNER'S HAND. IF YOU HAVE THE CITY'S BLESSING, YOU MAY PUT THAT PERMANENT ON TOP OF ITS OWNER'S LIBRARY INSTEAD.** |  | |  | [**EXPERIMENTAL OVERLOAD**](https://magicarena.fandom.com/wiki/Experimental_Overload)**BlueRed (4) SORCERY CREATE AN X/X BLUE AND RED WEIRD CREATURE TOKEN, WHERE X IS THE NUMBER OF INSTANT AND SORCERY CARDS IN YOUR GRAVEYARD. THEN YOU MAY RETURN AN INSTANT OR SORCERY CARD FROM YOUR GRAVEYARD TO YOUR HAND. EXILE EXPERIMENTAL OVERLOAD.** |  | |  | [**EXPLOSION**](https://magicarena.fandom.com/wiki/Explosion)**BlueBlueRedRed (4) INSTANT EXPLOSION DEALS X DAMAGE TO ANY TARGET. TARGET PLAYER DRAWS X CARDS.** |  | |  | [**EYES EVERYWHERE**](https://magicarena.fandom.com/wiki/Eyes_Everywhere)**Blue (3) ENCHANTMENT AT THE BEGINNING OF YOUR UPKEEP, SCRY 1.**  **Blue: EXCHANGE CONTROL OF EYES EVERYWHERE AND TARGET NONLAND PERMANENT. ACTIVATE THIS ABILITY ONLY ANY TIME YOU COULD CAST A SORCERY.** |  | |  | [**FACET READER**](https://magicarena.fandom.com/wiki/Facet_Reader)**Blue (2) CREATURE — HUMAN WIZARD (1/2) , Tap: DRAW A CARD, THEN DISCARD A CARD.** |  | |  | [**FAE OF WISHES**](https://magicarena.fandom.com/wiki/Fae_of_Wishes)**Blue (2) CREATURE — FAERIE WIZARD (1/4) FLYING**  **Blue, DISCARD TWO CARDS: RETURN FAE OF WISHES TO ITS OWNER'S HAND.** |  | |  | [**FAERIE DUELIST**](https://magicarena.fandom.com/wiki/Faerie_Duelist)**Blue (2) CREATURE — FAERIE ROGUE (1/2) FLASH**  **FLYING WHEN FAERIE DUELIST ENTERS THE BATTLEFIELD, TARGET CREATURE AN OPPONENT CONTROLS GETS -2/-0 UNTIL END OF TURN.** |  | |  | [**FAERIE FORMATION**](https://magicarena.fandom.com/wiki/Faerie_Formation)**Blue (5) CREATURE — FAERIE (5/4) FLYING**  **Blue: CREATE A 1/1 BLUE FAERIE CREATURE TOKEN WITH FLYING. DRAW A CARD.** |  | |  | [**FAERIE MISCREANT**](https://magicarena.fandom.com/wiki/Faerie_Miscreant)**Blue (1) CREATURE — FAERIE ROGUE (1/1) FLYING**  **WHEN FAERIE MISCREANT ENTERS THE BATTLEFIELD, IF YOU CONTROL ANOTHER CREATURE NAMED FAERIE MISCREANT, DRAW A CARD.** |  | |  | [**FAERIE VANDAL**](https://magicarena.fandom.com/wiki/Faerie_Vandal)**Blue (2) CREATURE — FAERIE ROGUE (1/2) FLASH**  **FLYING WHENEVER YOU DRAW YOUR SECOND CARD EACH TURN, PUT A +1/+1 COUNTER ON FAERIE VANDAL.** |  | |  | [**FAVORABLE WINDS**](https://magicarena.fandom.com/wiki/Favorable_Winds)**Blue (2) ENCHANTMENT CREATURES YOU CONTROL WITH FLYING GET +1/+1.** |  | |  | [**FBLTHP, THE LOST**](https://magicarena.fandom.com/wiki/Fblthp,_the_Lost)**Blue (2) LEGENDARY CREATURE — HOMUNCULUS (1/1) WHEN FBLTHP, THE LOST ENTERS THE BATTLEFIELD, DRAW A CARD. IF IT ENTERED FROM YOUR LIBRARY OR WAS CAST FROM YOUR LIBRARY, DRAW TWO CARDS INSTEAD.**  **WHEN FBLTHP BECOMES THE TARGET OF A SPELL, SHUFFLE FBLTHP INTO ITS OWNER'S LIBRARY.** |  | |  | [**FINALE OF REVELATION**](https://magicarena.fandom.com/wiki/Finale_of_Revelation)**BlueBlue (2) SORCERY DRAW X CARDS. IF X IS 10 OR MORE, INSTEAD SHUFFLE YOUR GRAVEYARD INTO YOUR LIBRARY, DRAW X CARDS, UNTAP UP TO FIVE LANDS, AND YOU HAVE NO MAXIMUM HAND SIZE FOR THE REST OF THE GAME.**  **EXILE FINALE OF REVELATION.** |  | |  | [**FIREMIND'S RESEARCH**](https://magicarena.fandom.com/wiki/Firemind%27s_Research)**BlueRed (2) ENCHANTMENT WHENEVER YOU CAST AN INSTANT OR SORCERY SPELL, PUT A CHARGE COUNTER ON FIREMIND'S RESEARCH.**  **Blue, REMOVE TWO CHARGE COUNTERS FROM FIREMIND'S RESEARCH: DRAW A CARD. Red, REMOVE FIVE CHARGE COUNTERS FROM FIREMIND'S RESEARCH: IT DEALS 5 DAMAGE TO ANY TARGET.** |  | |  | [**FLEET SWALLOWER**](https://magicarena.fandom.com/wiki/Fleet_Swallower)**BlueBlue (7) CREATURE — FISH (6/6) WHENEVER FLEET SWALLOWER ATTACKS, TARGET PLAYER MILLS HALF THEIR LIBRARY, ROUNDED UP.** |  | |  | [**FLOOD OF RECOLLECTION**](https://magicarena.fandom.com/wiki/Flood_of_Recollection)**BlueBlue (2) SORCERY RETURN TARGET INSTANT OR SORCERY CARD FROM YOUR GRAVEYARD TO YOUR HAND. EXILE FLOOD OF RECOLLECTION.** |  | |  | [**FLOOD OF TEARS**](https://magicarena.fandom.com/wiki/Flood_of_Tears)**BlueBlue (6) SORCERY RETURN ALL NONLAND PERMANENTS TO THEIR OWNERS' HANDS. IF YOU RETURN FOUR OR MORE NONTOKEN PERMANENTS YOU CONTROL THIS WAY, YOU MAY PUT A PERMANENT CARD FROM YOUR HAND ONTO THE BATTLEFIELD.** |  | |  | [**FLUX CHANNELER**](https://magicarena.fandom.com/wiki/Flux_Channeler)**Blue (3) CREATURE — HUMAN WIZARD (2/2) WHENEVER YOU CAST A NONCREATURE SPELL, PROLIFERATE. (CHOOSE ANY NUMBER OF PERMANENTS AND/OR PLAYERS, THEN GIVE EACH ANOTHER COUNTER OF EACH KIND ALREADY THERE.)** |  | |  | [**FOLIO OF FANCIES**](https://magicarena.fandom.com/wiki/Folio_of_Fancies)**Blue (2) ARTIFACT PLAYERS HAVE NO MAXIMUM HAND SIZE.**  **, Tap: EACH PLAYER DRAWS X CARDS. Blue, Tap: EACH OPPONENT MILLS CARDS EQUAL TO THE NUMBER OF CARDS IN THEIR HAND.** |  | |  | [**FORTRESS CRAB**](https://magicarena.fandom.com/wiki/Fortress_Crab)**Blue (4) CREATURE — CRAB (1/6)** |  | |  | [**FRANTIC INVENTORY**](https://magicarena.fandom.com/wiki/Frantic_Inventory)**Blue (2) INSTANT DRAW A CARD, THEN DRAW CARDS EQUAL TO THE NUMBER OF CARDS NAMED FRANTIC INVENTORY IN YOUR GRAVEYARD.** |  | |  | [**FRILLED MYSTIC**](https://magicarena.fandom.com/wiki/Frilled_Mystic)**GreenGreenBlueBlue (4) CREATURE — ELF LIZARD WIZARD (3/2) FLASH**  **WHEN FRILLED MYSTIC ENTERS THE BATTLEFIELD, YOU MAY COUNTER TARGET SPELL.** |  | |  | [**FRILLED SEA SERPENT**](https://magicarena.fandom.com/wiki/Frilled_Sea_Serpent)**BlueBlue (6) CREATURE — SERPENT (4/6) BlueBlue: FRILLED SEA SERPENT CAN'T BE BLOCKED THIS TURN.** |  | |  | [**FROGIFY**](https://magicarena.fandom.com/wiki/Frogify)**Blue (2) ENCHANTMENT — AURA ENCHANT CREATURE**  **ENCHANTED CREATURE LOSES ALL ABILITIES AND IS A BLUE FROG CREATURE WITH BASE POWER AND TOUGHNESS 1/1. (IT LOSES ALL OTHER CARD TYPES AND CREATURE TYPES.)** |  | |  | [**FROST BREATH**](https://magicarena.fandom.com/wiki/Frost_Breath)**Blue (3) INSTANT TAP UP TO TWO TARGET CREATURES. THOSE CREATURES DON'T UNTAP DURING THEIR CONTROLLER'S NEXT UNTAP STEP.** |  | |  | [**FROST LYNX**](https://magicarena.fandom.com/wiki/Frost_Lynx)**Blue (3) CREATURE — ELEMENTAL CAT (2/2) WHEN FROST LYNX ENTERS THE BATTLEFIELD, TAP TARGET CREATURE AN OPPONENT CONTROLS. THAT CREATURE DOESN'T UNTAP DURING ITS CONTROLLER'S NEXT UNTAP STEP.** |  | |  | [**FROSTVEIL AMBUSH**](https://magicarena.fandom.com/wiki/Frostveil_Ambush)**BlueBlue (5) INSTANT TAP UP TO TWO TARGET CREATURES. THOSE CREATURES DON'T UNTAP DURING THEIR CONTROLLER'S NEXT UNTAP STEP.**  **CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**FUSION ELEMENTAL**](https://magicarena.fandom.com/wiki/Fusion_Elemental)**WhiteBlueBlackRedGreen (5) CREATURE — ELEMENTAL (8/8)** |  | |  | [**GADWICK, THE WIZENED**](https://magicarena.fandom.com/wiki/Gadwick,_the_Wizened)**BlueBlueBlue (3) LEGENDARY CREATURE — HUMAN WIZARD (3/3) WHEN GADWICK, THE WIZENED ENTERS THE BATTLEFIELD, DRAW X CARDS.**  **WHENEVER YOU CAST A BLUE SPELL, TAP TARGET NONLAND PERMANENT AN OPPONENT CONTROLS.** |  | |  | [**GALLOPING LIZROG**](https://magicarena.fandom.com/wiki/Galloping_Lizrog)**GreenBlue (5) CREATURE — FROG LIZARD (3/3) TRAMPLE**  **WHEN GALLOPING LIZROG ENTERS THE BATTLEFIELD, YOU MAY REMOVE ANY NUMBER OF +1/+1 COUNTERS FROM AMONG CREATURES YOU CONTROL. IF YOU DO, PUT TWICE THAT MANY +1/+1 COUNTERS ON GALLOPING LIZROG.** |  | |  | [**GATEWAY SNEAK**](https://magicarena.fandom.com/wiki/Gateway_Sneak)**Blue (3) CREATURE — VEDALKEN ROGUE (1/3) WHENEVER A GATE ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, GATEWAY SNEAK CAN'T BE BLOCKED THIS TURN.**  **WHENEVER GATEWAY SNEAK DEALS COMBAT DAMAGE TO A PLAYER, DRAW A CARD.** |  | |  | [**GEARSMITH PRODIGY**](https://magicarena.fandom.com/wiki/Gearsmith_Prodigy)**Blue (1) CREATURE — HUMAN ARTIFICER (1/2) GEARSMITH PRODIGY GETS +1/+0 AS LONG AS YOU CONTROL AN ARTIFACT.** |  | |  | [**GENESIS ULTIMATUM**](https://magicarena.fandom.com/wiki/Genesis_Ultimatum)**GreenGreenBlueBlueBlueRedRed (7) SORCERY LOOK AT THE TOP FIVE CARDS OF YOUR LIBRARY. PUT ANY NUMBER OF PERMANENT CARDS FROM AMONG THEM ONTO THE BATTLEFIELD AND THE REST INTO YOUR HAND. EXILE GENESIS ULTIMATUM.** |  | |  | [**GHOSTFORM**](https://magicarena.fandom.com/wiki/Ghostform)**Blue (2) SORCERY UP TO TWO TARGET CREATURES CAN'T BE BLOCKED THIS TURN.** |  | |  | [**GHOSTLY PILFERER**](https://magicarena.fandom.com/wiki/Ghostly_Pilferer)**Blue (2) CREATURE — SPIRIT ROGUE (2/1) WHENEVER GHOSTLY PILFERER BECOMES UNTAPPED, YOU MAY PAY . IF YOU DO, DRAW A CARD.**  **WHENEVER AN OPPONENT CASTS A SPELL FROM ANYWHERE OTHER THAN THEIR HAND, DRAW A CARD. DISCARD A CARD: GHOSTLY PILFERER CAN'T BE BLOCKED THIS TURN.** |  | |  | [**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.** |  | |  | [**GLIMPSE OF FREEDOM**](https://magicarena.fandom.com/wiki/Glimpse_of_Freedom)**Blue (2) INSTANT DRAW A CARD.**  **ESCAPE—Blue, EXILE FIVE OTHER CARDS FROM YOUR GRAVEYARD. (YOU MAY CAST THIS CARD FROM YOUR GRAVEYARD FOR ITS ESCAPE COST.)** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**GRANTED**](https://magicarena.fandom.com/wiki/Granted)**Blue (4) SORCERY — ADVENTURE YOU MAY CHOOSE A NONCREATURE CARD YOU OWN FROM OUTSIDE THE GAME, REVEAL IT, AND PUT IT INTO YOUR HAND.** |  | |  | [**GRASPING CURRENT**](https://magicarena.fandom.com/wiki/Grasping_Current)**Blue (5) SORCERY RETURN UP TO TWO TARGET CREATURES TO THEIR OWNER'S HAND.**  **SEARCH YOUR LIBRARY AND/OR GRAVEYARD FOR A CARD NAMED JACE, INGENIOUS MIND-MAGE, REVEAL IT, AND PUT IT INTO YOUR HAND. IF YOU SEARCHED YOUR LIBRARY THIS WAY, SHUFFLE IT.** |  | |  | [**GROWTH SPIRAL**](https://magicarena.fandom.com/wiki/Growth_Spiral)**GreenBlue (2) INSTANT DRAW A CARD. YOU MAY PUT A LAND CARD FROM YOUR HAND ONTO THE BATTLEFIELD.** |  | |  | [**GUILD SUMMIT**](https://magicarena.fandom.com/wiki/Guild_Summit)**Blue (3) ENCHANTMENT WHEN GUILD SUMMIT ENTERS THE BATTLEFIELD, YOU MAY TAP ANY NUMBER OF UNTAPPED GATES YOU CONTROL. DRAW A CARD FOR EACH GATE TAPPED THIS WAY.**  **WHENEVER A GATE ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, DRAW A CARD.** |  | |  | [**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.)** |  | |  | [**GUST OF WIND**](https://magicarena.fandom.com/wiki/Gust_of_Wind)**Blue (4) SORCERY THIS SPELL COSTS  LESS TO CAST IF YOU CONTROL A CREATURE WITH FLYING.**  **RETURN TARGET NONLAND PERMANENT YOU DON'T CONTROL TO ITS OWNER'S HAND. DRAW A CARD.** |  | |  | [**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.** |  | |  | [**HADANA'S CLIMB**](https://magicarena.fandom.com/wiki/Hadana%27s_Climb)**GreenBlue (3) LEGENDARY ENCHANTMENT AT THE BEGINNING OF COMBAT ON YOUR TURN, PUT A +1/+1 COUNTER ON TARGET CREATURE YOU CONTROL. THEN IF THAT CREATURE HAS THREE OR MORE +1/+1 COUNTERS ON IT, TRANSFORM HADANA'S CLIMB.** |  | |  | [**HAMPERING SNARE**](https://magicarena.fandom.com/wiki/Hampering_Snare)**Blue (2) INSTANT CREATURES YOUR OPPONENTS CONTROL GET -2/-0 UNTIL END OF TURN.**  **CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**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.** |  | |  | [**HARD COVER**](https://magicarena.fandom.com/wiki/Hard_Cover)**Blue (1) ENCHANTMENT — AURA ENCHANT CREATURE**  **ENCHANTED CREATURE GETS +0/+2 AND HAS "Tap: DRAW A CARD, THEN DISCARD A CARD."** |  | |  | [**HEADWATER SENTRIES**](https://magicarena.fandom.com/wiki/Headwater_Sentries)**Blue (4) CREATURE — MERFOLK WARRIOR (2/5)** |  | |  | [**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.** |  | |  | [**HIGH ALERT**](https://magicarena.fandom.com/wiki/High_Alert)**WhiteBlue (3) ENCHANTMENT EACH CREATURE YOU CONTROL ASSIGNS COMBAT DAMAGE EQUAL TO ITS TOUGHNESS RATHER THAN ITS POWER.**  **CREATURES YOU CONTROL CAN ATTACK AS THOUGH THEY DIDN'T HAVE DEFENDER. WhiteBlue: UNTAP TARGET CREATURE.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**HONDEN OF SEEING WINDS**](https://magicarena.fandom.com/wiki/Honden_of_Seeing_Winds)**Blue (5) LEGENDARY ENCHANTMENT — SHRINE AT THE BEGINNING OF YOUR UPKEEP, DRAW A CARD FOR EACH SHRINE YOU CONTROL.** |  | |  | [**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.)** |  | |  | [**HORNSWOGGLE**](https://magicarena.fandom.com/wiki/Hornswoggle)**Blue (3) INSTANT COUNTER TARGET CREATURE SPELL. YOU CREATE A TREASURE TOKEN. (IT'S AN ARTIFACT WITH "Tap, SACRIFICE THIS ARTIFACT: ADD ONE MANA OF ANY COLOR.")** |  | |  | [**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.** |  | |  | [**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.)** |  | |  | [**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.)** |  | |  | [**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 SPRITE**](https://magicarena.fandom.com/wiki/Hypnotic_Sprite)**BlueBlue (2) CREATURE — FAERIE (2/1) FLYING** |  | |  | [**HYPOTHESIZZLE**](https://magicarena.fandom.com/wiki/Hypothesizzle)**BlueRed (5) INSTANT DRAW TWO CARDS. THEN YOU MAY DISCARD A NONLAND CARD. WHEN YOU DO, HYPOTHESIZZLE DEALS 4 DAMAGE TO TARGET CREATURE.** |  | |  | [**ICHTHYOMORPHOSIS**](https://magicarena.fandom.com/wiki/Ichthyomorphosis)**Blue (3) ENCHANTMENT — AURA ENCHANT CREATURE**  **ENCHANTED CREATURE LOSES ALL ABILITIES AND IS A BLUE FISH WITH BASE POWER AND TOUGHNESS 0/1.** |  | |  | [**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.** |  | |  | [**IMPROBABLE ALLIANCE**](https://magicarena.fandom.com/wiki/Improbable_Alliance)**BlueRed (2) ENCHANTMENT WHENEVER YOU DRAW YOUR SECOND CARD EACH TURN, CREATE A 1/1 BLUE FAERIE CREATURE TOKEN WITH FLYING.**  **BlueRed: DRAW A CARD, THEN DISCARD A CARD.** |  | |  | [**IN BOLAS'S CLUTCHES**](https://magicarena.fandom.com/wiki/In_Bolas%27s_Clutches)**BlueBlue (6) LEGENDARY ENCHANTMENT — AURA ENCHANT PERMANENT**  **YOU CONTROL ENCHANTED PERMANENT. ENCHANTED PERMANENT IS LEGENDARY.** |  | |  | [**INCONGRUITY**](https://magicarena.fandom.com/wiki/Incongruity)**GreenBlue (3) INSTANT EXILE TARGET CREATURE. THAT CREATURE'S CONTROLLER CREATES A 3/3 GREEN FROG LIZARD CREATURE TOKEN.** |  | |  | [**INCUBATION**](https://magicarena.fandom.com/wiki/Incubation)**(1) SORCERY LOOK AT THE TOP FIVE CARDS OF YOUR LIBRARY. YOU MAY REVEAL A CREATURE CARD FROM AMONG THEM AND PUT IT INTO YOUR HAND. PUT THE REST ON THE BOTTOM OF YOUR LIBRARY IN A RANDOM ORDER.** |  | |  | [**INDUCED AMNESIA**](https://magicarena.fandom.com/wiki/Induced_Amnesia)**Blue (3) ENCHANTMENT WHEN INDUCED AMNESIA ENTERS THE BATTLEFIELD, TARGET PLAYER EXILES ALL CARDS FROM THEIR HAND FACE DOWN, THEN DRAWS THAT MANY CARDS.**  **WHEN INDUCED AMNESIA IS PUT INTO A GRAVEYARD FROM THE BATTLEFIELD, RETURN THE EXILED CARDS TO THEIR OWNER'S HAND.** |  | |  | [**INEXORABLE TIDE**](https://magicarena.fandom.com/wiki/Inexorable_Tide)**BlueBlue (5) ENCHANTMENT WHENEVER YOU CAST A SPELL, PROLIFERATE. (CHOOSE ANY NUMBER OF PERMANENTS AND/OR PLAYERS, THEN GIVE EACH ANOTHER COUNTER OF EACH KIND ALREADY THERE.)** |  | |  | [**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.** |  | |  | [**INSPIRED ULTIMATUM**](https://magicarena.fandom.com/wiki/Inspired_Ultimatum)**BlueBlueRedRedRedWhiteWhite (7) SORCERY TARGET PLAYER GAINS 5 LIFE, INSPIRED ULTIMATUM DEALS 5 DAMAGE TO ANY TARGET, THEN YOU DRAW FIVE CARDS.** |  | |  | [**INTO THE STORY**](https://magicarena.fandom.com/wiki/Into_the_Story)**BlueBlue (7) INSTANT THIS SPELL COSTS  LESS TO CAST IF AN OPPONENT HAS SEVEN OR MORE CARDS IN THEIR GRAVEYARD.**  **DRAW FOUR CARDS.** |  | |  | [**INVADE THE CITY**](https://magicarena.fandom.com/wiki/Invade_the_City)**BlueRed (3) SORCERY AMASS X, WHERE X IS THE NUMBER OF INSTANT AND SORCERY CARDS IN YOUR GRAVEYARD. (PUT X +1/+1 COUNTERS ON AN ARMY YOU CONTROL. IF YOU DON'T CONTROL ONE, CREATE A 0/0 BLACK ZOMBIE ARMY CREATURE TOKEN FIRST.)** |  | |  | [**INVENT**](https://magicarena.fandom.com/wiki/Invent)**BlueRed (6) INSTANT SEARCH YOUR LIBRARY FOR AN INSTANT CARD AND/OR A SORCERY CARD, REVEAL THEM, PUT THEM INTO YOUR HAND, THEN SHUFFLE YOUR LIBRARY.** |  | |  | [**INVERT**](https://magicarena.fandom.com/wiki/Invert)**(1) INSTANT SWITCH THE POWER AND TOUGHNESS OF EACH OF UP TO TWO TARGET CREATURES UNTIL END OF TURN.** |  | |  | [**IONIZE**](https://magicarena.fandom.com/wiki/Ionize)**BlueRed (3) INSTANT COUNTER TARGET SPELL. IONIZE DEALS 2 DAMAGE TO THAT SPELL'S CONTROLLER.** |  | |  | [**JACE, ARCANE STRATEGIST**](https://magicarena.fandom.com/wiki/Jace,_Arcane_Strategist)**BlueBlue (6) LEGENDARY PLANESWALKER — JACE (4) WHENEVER YOU DRAW YOUR SECOND CARD EACH TURN, PUT A +1/+1 COUNTER ON TARGET CREATURE YOU CONTROL.**  **+1: DRAW A CARD. −7: CREATURES YOU CONTROL CAN'T BE BLOCKED THIS TURN.** |  | |  | [**JACE, CUNNING CASTAWAY**](https://magicarena.fandom.com/wiki/Jace,_Cunning_Castaway)**BlueBlue (3) LEGENDARY PLANESWALKER — JACE (3) +1: WHENEVER ONE OR MORE CREATURES YOU CONTROL DEAL COMBAT DAMAGE TO A PLAYER THIS TURN, DRAW A CARD, THEN DISCARD A CARD.**  **−2: CREATE A 2/2 BLUE ILLUSION CREATURE TOKEN WITH "WHEN THIS CREATURE BECOMES THE TARGET OF A SPELL, SACRIFICE IT." −5: CREATE TWO TOKENS THAT ARE COPIES OF JACE, CUNNING CASTAWAY, EXCEPT THEY'RE NOT LEGENDARY.** |  | |  | [**JACE, INGENIOUS MIND-MAGE**](https://magicarena.fandom.com/wiki/Jace,_Ingenious_Mind-Mage)**BlueBlue (6) LEGENDARY PLANESWALKER — JACE (5) +1: DRAW A CARD.**  **+1: UNTAP ALL CREATURES YOU CONTROL. −9: GAIN CONTROL OF UP TO THREE TARGET CREATURES.** |  | |  | [**JACE, WIELDER OF MYSTERIES**](https://magicarena.fandom.com/wiki/Jace,_Wielder_of_Mysteries)**BlueBlueBlue (4) LEGENDARY PLANESWALKER — JACE (4) IF YOU WOULD DRAW A CARD WHILE YOUR LIBRARY HAS NO CARDS IN IT, YOU WIN THE GAME INSTEAD.**  **+1: TARGET PLAYER MILLS TWO CARDS. DRAW A CARD. −8: DRAW SEVEN CARDS. THEN IF YOUR LIBRARY HAS NO CARDS IN IT, YOU WIN THE GAME.** |  | |  | [**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 RUSE**](https://magicarena.fandom.com/wiki/Jace%27s_Ruse)**BlueBlue (5) SORCERY RETURN UP TO TWO TARGET CREATURES TO THEIR OWNER'S HAND. YOU MAY SEARCH YOUR LIBRARY AND/OR GRAVEYARD FOR A CARD NAMED JACE, ARCANE STRATEGIST, REVEAL IT, AND PUT IT INTO YOUR HAND. IF YOU SEARCH YOUR LIBRARY THIS WAY, SHUFFLE IT.** |  | |  | [**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.** |  | |  | [**JACE'S TRIUMPH**](https://magicarena.fandom.com/wiki/Jace%27s_Triumph)**Blue (3) SORCERY DRAW TWO CARDS. IF YOU CONTROL A JACE PLANESWALKER, DRAW THREE CARDS INSTEAD.** |  | |  | [**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.)** |  | |  | [**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.** |  | |  | [**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."** |  | |  | [**KARN'S TEMPORAL SUNDERING**](https://magicarena.fandom.com/wiki/Karn%27s_Temporal_Sundering)**BlueBlue (6) LEGENDARY SORCERY (YOU MAY CAST A LEGENDARY SORCERY ONLY IF YOU CONTROL A LEGENDARY CREATURE OR PLANESWALKER.)**  **TARGET PLAYER TAKES AN EXTRA TURN AFTER THIS ONE. RETURN UP TO ONE TARGET NONLAND PERMANENT TO ITS OWNER'S HAND. EXILE KARN'S TEMPORAL SUNDERING.** |  | |  | [**KASMINA, ENIGMATIC MENTOR**](https://magicarena.fandom.com/wiki/Kasmina,_Enigmatic_Mentor)**Blue (4) LEGENDARY PLANESWALKER — KASMINA (5) SPELLS YOUR OPPONENTS CAST THAT TARGET A CREATURE OR PLANESWALKER YOU CONTROL COST  MORE TO CAST.**  **−2: CREATE A 2/2 BLUE WIZARD CREATURE TOKEN. DRAW A CARD, THEN DISCARD A CARD.** |  | |  | [**KASMINA'S TRANSMUTATION**](https://magicarena.fandom.com/wiki/Kasmina%27s_Transmutation)**Blue (2) ENCHANTMENT — AURA ENCHANT CREATURE**  **ENCHANTED CREATURE LOSES ALL ABILITIES AND HAS BASE POWER AND TOUGHNESS 1/1.** |  | |  | [**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.** |  | |  | [**KEEP SAFE**](https://magicarena.fandom.com/wiki/Keep_Safe)**Blue (2) INSTANT COUNTER TARGET SPELL THAT TARGETS A PERMANENT YOU CONTROL.**  **DRAW A CARD.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**KIORA BESTS THE SEA GOD**](https://magicarena.fandom.com/wiki/Kiora_Bests_the_Sea_God)**BlueBlue (7) ENCHANTMENT — SAGA (AS THIS SAGA ENTERS AND AFTER YOUR DRAW STEP, ADD A LORE COUNTER. SACRIFICE AFTER III.)**  **I — CREATE AN 8/8 BLUE KRAKEN CREATURE TOKEN WITH HEXPROOF. II — TAP ALL NONLAND PERMANENTS TARGET OPPONENT CONTROLS. THEY DON'T UNTAP DURING THEIR CONTROLLER'S NEXT UNTAP STEP. III — GAIN CONTROL OF TARGET PERMANENT AN OPPONENT CONTROLS. UNTAP IT.** |  | |  | [**KIORA, BEHEMOTH BECKONER**](https://magicarena.fandom.com/wiki/Kiora,_Behemoth_Beckoner)**(3) LEGENDARY PLANESWALKER — KIORA (7) WHENEVER A CREATURE WITH POWER 4 OR GREATER ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, DRAW A CARD.**  **−1: UNTAP TARGET PERMANENT.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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 AWAKENING**](https://magicarena.fandom.com/wiki/Kumena%27s_Awakening)**BlueBlue (4) ENCHANTMENT 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, EACH PLAYER DRAWS A CARD. IF YOU HAVE THE CITY'S BLESSING, INSTEAD ONLY YOU DRAW A CARD.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**LAWMAGE'S BINDING**](https://magicarena.fandom.com/wiki/Lawmage%27s_Binding)**WhiteBlue (3) ENCHANTMENT — AURA FLASH**  **ENCHANT CREATURE ENCHANTED CREATURE CAN'T ATTACK OR BLOCK, AND ITS ACTIVATED ABILITIES CAN'T BE ACTIVATED.** |  | |  | [**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 PLATING**](https://magicarena.fandom.com/wiki/Lazotep_Plating)**Blue (2) INSTANT 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.)**  **YOU AND PERMANENTS YOU CONTROL GAIN HEXPROOF UNTIL END OF TURN. (YOU AND THEY CAN'T BE THE TARGETS OF SPELLS OR ABILITIES YOUR OPPONENTS CONTROL.)** |  | |  | [**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.** |  | |  | [**LEAVE IN THE DUST**](https://magicarena.fandom.com/wiki/Leave_in_the_Dust)**Blue (4) INSTANT RETURN TARGET NONLAND PERMANENT TO ITS OWNER'S HAND.**  **DRAW A CARD.** |  | |  | [**LEYLINE OF ANTICIPATION**](https://magicarena.fandom.com/wiki/Leyline_of_Anticipation)**BlueBlue (4) ENCHANTMENT IF LEYLINE OF ANTICIPATION IS IN YOUR OPENING HAND, YOU MAY BEGIN THE GAME WITH IT ON THE BATTLEFIELD.**  **YOU MAY CAST SPELLS AS THOUGH THEY HAD FLASH.** |  | |  | [**LIBRARY LARCENIST**](https://magicarena.fandom.com/wiki/Library_Larcenist)**Blue (3) CREATURE — MERFOLK ROGUE (1/2) WHENEVER LIBRARY LARCENIST ATTACKS, DRAW A CARD.** |  | |  | [**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.)** |  | |  | [**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.** |  | |  | [**LOFTY DENIAL**](https://magicarena.fandom.com/wiki/Lofty_Denial)**Blue (2) INSTANT COUNTER TARGET SPELL UNLESS ITS CONTROLLER PAYS . IF YOU CONTROL A CREATURE WITH FLYING, COUNTER THAT SPELL UNLESS ITS CONTROLLER PAYS  INSTEAD.** |  | |  | [**LOOKOUT'S DISPERSAL**](https://magicarena.fandom.com/wiki/Lookout%27s_Dispersal)**Blue (3) INSTANT THIS SPELL COSTS  LESS TO CAST IF YOU CONTROL A PIRATE.**  **COUNTER TARGET SPELL UNLESS ITS CONTROLLER PAYS .** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**MANTLE OF TIDES**](https://magicarena.fandom.com/wiki/Mantle_of_Tides)**Blue (1) ARTIFACT — EQUIPMENT EQUIPPED CREATURE GETS +1/+2.**  **WHENEVER YOU DRAW YOUR SECOND CARD EACH TURN, ATTACH MANTLE OF TIDES TO TARGET CREATURE YOU CONTROL. EQUIP  (: ATTACH TO TARGET CREATURE YOU CONTROL. EQUIP ONLY AS A SORCERY.)** |  | |  | [**MARALEAF PIXIE**](https://magicarena.fandom.com/wiki/Maraleaf_Pixie)**GreenBlue (2) CREATURE — FAERIE (2/2) FLYING**  **Tap: ADD Green OR Blue.** |  | |  | [**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.** |  | |  | [**MASS MANIPULATION**](https://magicarena.fandom.com/wiki/Mass_Manipulation)**BlueBlueBlueBlue (4) SORCERY GAIN CONTROL OF X TARGET CREATURES AND/OR PLANESWALKERS.** |  | |  | [**MASTERFUL REPLICATION**](https://magicarena.fandom.com/wiki/Masterful_Replication)**Blue (6) INSTANT CHOOSE ONE —**  **• CREATE TWO 3/3 COLORLESS GOLEM ARTIFACT CREATURE TOKENS. • CHOOSE TARGET ARTIFACT YOU CONTROL. EACH OTHER ARTIFACT YOU CONTROL BECOMES A COPY OF THAT ARTIFACT UNTIL END OF TURN.** |  | |  | [**MAXIMIZE ALTITUDE**](https://magicarena.fandom.com/wiki/Maximize_Altitude)**Blue (1) SORCERY TARGET CREATURE GETS +1/+1 AND GAINS FLYING UNTIL END OF TURN.**  **JUMP-START (YOU MAY CAST THIS CARD FROM YOUR GRAVEYARD BY DISCARDING A CARD IN ADDITION TO PAYING ITS OTHER COSTS. THEN EXILE THIS CARD.)** |  | |  | [**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.** |  | |  | [**MEDOMAI'S PROPHECY**](https://magicarena.fandom.com/wiki/Medomai%27s_Prophecy)**Blue (2) ENCHANTMENT — SAGA (AS THIS SAGA ENTERS AND AFTER YOUR DRAW STEP, ADD A LORE COUNTER. SACRIFICE AFTER IV.)**  **I — SCRY 2. II — CHOOSE A CARD NAME. III — WHEN YOU CAST A SPELL WITH THE CHOSEN NAME FOR THE FIRST TIME THIS TURN, DRAW TWO CARDS. IV — LOOK AT THE TOP CARD OF EACH PLAYER'S LIBRARY.** |  | |  | [**MEMORY DRAIN**](https://magicarena.fandom.com/wiki/Memory_Drain)**BlueBlue (4) INSTANT COUNTER TARGET SPELL. SCRY 2.** |  | |  | [**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.** |  | |  | [**MESMERIC GLARE**](https://magicarena.fandom.com/wiki/Mesmeric_Glare)**Blue (3) INSTANT — ADVENTURE COUNTER TARGET SPELL WITH CONVERTED MANA COST 3 OR LESS. (THEN EXILE THIS CARD. YOU MAY CAST THE CREATURE LATER FROM EXILE.)** |  | |  | [**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.** |  | |  | [**METAMORPHIC ALTERATION**](https://magicarena.fandom.com/wiki/Metamorphic_Alteration)**Blue (2) ENCHANTMENT — AURA ENCHANT CREATURE**  **AS METAMORPHIC ALTERATION ENTERS THE BATTLEFIELD, CHOOSE A CREATURE. ENCHANTED CREATURE IS A COPY OF THE CHOSEN CREATURE.** |  | |  | [**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.** |  | |  | [**MIDNIGHT CLOCK**](https://magicarena.fandom.com/wiki/Midnight_Clock)**Blue (3) ARTIFACT Tap: ADD Blue.**  **Blue: PUT AN HOUR COUNTER ON MIDNIGHT CLOCK. AT THE BEGINNING OF EACH UPKEEP, PUT AN HOUR COUNTER ON MIDNIGHT CLOCK. WHEN THE TWELFTH HOUR COUNTER IS PUT ON MIDNIGHT CLOCK, SHUFFLE YOUR HAND AND GRAVEYARD INTO YOUR LIBRARY, THEN DRAW SEVEN CARDS. EXILE MIDNIGHT CLOCK.** |  | |  | [**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.** |  | |  | [**MIRRORMADE**](https://magicarena.fandom.com/wiki/Mirrormade)**BlueBlue (3) ENCHANTMENT YOU MAY HAVE MIRRORMADE ENTER THE BATTLEFIELD AS A COPY OF ANY ARTIFACT OR ENCHANTMENT ON THE BATTLEFIELD.** |  | |  | [**MISCAST**](https://magicarena.fandom.com/wiki/Miscast)**Blue (1) INSTANT COUNTER TARGET INSTANT OR SORCERY SPELL UNLESS ITS CONTROLLER PAYS .** |  | |  | [**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.** |  | |  | [**MISSION BRIEFING**](https://magicarena.fandom.com/wiki/Mission_Briefing)**BlueBlue (2) INSTANT SURVEIL 2, THEN CHOOSE AN INSTANT OR SORCERY CARD IN YOUR GRAVEYARD. YOU MAY CAST IT THIS TURN. IF THAT SPELL WOULD BE PUT INTO YOUR GRAVEYARD THIS TURN, EXILE IT INSTEAD. (TO 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.)** |  | |  | [**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.)** |  | |  | [**MNEMONIC BETRAYAL**](https://magicarena.fandom.com/wiki/Mnemonic_Betrayal)**BlueBlack (3) SORCERY EXILE ALL CARDS FROM ALL OPPONENTS' GRAVEYARDS. YOU MAY CAST SPELLS FROM AMONG THOSE CARDS THIS TURN, AND YOU MAY SPEND MANA AS THOUGH IT WERE MANA OF ANY TYPE TO CAST THOSE SPELLS. AT THE BEGINNING OF THE NEXT END STEP, IF ANY OF THOSE CARDS REMAIN EXILED, RETURN THEM TO THEIR OWNERS' GRAVEYARDS.**  **EXILE MNEMONIC BETRAYAL.** |  | |  | [**MOAT PIRANHAS**](https://magicarena.fandom.com/wiki/Moat_Piranhas)**Blue (2) CREATURE — FISH (3/3) DEFENDER (THIS CREATURE CAN'T ATTACK.)** |  | |  | [**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.** |  | |  | [**MU YANLING, CELESTIAL WIND**](https://magicarena.fandom.com/wiki/Mu_Yanling,_Celestial_Wind)**BlueBlue (6) LEGENDARY PLANESWALKER — YANLING (5) +1: UNTIL YOUR NEXT TURN, UP TO ONE TARGET CREATURE GETS -5/-0.**  **−3: RETURN UP TO TWO TARGET CREATURES TO THEIR OWNERS' HANDS. −7: CREATURES YOU CONTROL WITH FLYING GET +5/+5 UNTIL END OF TURN.** |  | |  | [**MU YANLING, SKY DANCER**](https://magicarena.fandom.com/wiki/Mu_Yanling,_Sky_Dancer)**BlueBlue (3) LEGENDARY PLANESWALKER — YANLING (2) +2: UNTIL YOUR NEXT TURN, UP TO ONE TARGET CREATURE GETS -2/-0 AND LOSES FLYING.**  **−3: CREATE A 4/4 BLUE ELEMENTAL BIRD CREATURE TOKEN WITH FLYING. −8: YOU GET AN EMBLEM WITH "ISLANDS YOU CONTROL HAVE ‘Tap: DRAW A CARD.'"** |  | |  | [**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.)** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**MYSTIC SUBDUAL**](https://magicarena.fandom.com/wiki/Mystic_Subdual)**Blue (2) ENCHANTMENT — AURA FLASH**  **ENCHANT CREATURE ENCHANTED CREATURE GETS -2/-0 AND LOSES ALL ABILITIES. (MUTATING ONTO THE CREATURE WON'T GIVE IT NEW ABILITIES. IT CAN GAIN ABILITIES IN OTHER WAYS.)** |  | |  | [**MYSTICAL DISPUTE**](https://magicarena.fandom.com/wiki/Mystical_Dispute)**Blue (3) INSTANT THIS SPELL COSTS  LESS TO CAST IF IT TARGETS A BLUE SPELL.**  **COUNTER TARGET SPELL UNLESS ITS CONTROLLER PAYS .** |  | |  | [**MYTHOS OF ILLUNA**](https://magicarena.fandom.com/wiki/Mythos_of_Illuna)**BlueBlue (4) SORCERY CREATE A TOKEN THAT'S A COPY OF TARGET PERMANENT. IF RedGreen WAS SPENT TO CAST THIS SPELL, INSTEAD CREATE A TOKEN THAT'S A COPY OF THAT PERMANENT, EXCEPT THE TOKEN HAS "WHEN THIS PERMANENT ENTERS THE BATTLEFIELD, IF IT'S A CREATURE, IT FIGHTS UP TO ONE TARGET CREATURE YOU DON'T CONTROL."** |  | |  | [**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.** |  | |  | [**NARCOLEPSY**](https://magicarena.fandom.com/wiki/Narcolepsy)**Blue (2) ENCHANTMENT — AURA ENCHANT CREATURE**  **AT THE BEGINNING OF EACH UPKEEP, IF ENCHANTED CREATURE IS UNTAPPED, TAP IT.** |  | |  | [**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.** |  | |  | [**NARSET OF THE ANCIENT WAY**](https://magicarena.fandom.com/wiki/Narset_of_the_Ancient_Way)**BlueRedWhite (4) LEGENDARY PLANESWALKER — NARSET (4) +1: YOU GAIN 2 LIFE. ADD Blue, Red, OR White. SPEND THIS MANA ONLY TO CAST A NONCREATURE SPELL.**  **−2: DRAW A CARD, THEN YOU MAY DISCARD A CARD. WHEN YOU DISCARD A NONLAND CARD THIS WAY, NARSET OF THE ANCIENT WAY DEALS DAMAGE EQUAL TO THAT CARD'S CONVERTED MANA COST TO TARGET CREATURE OR PLANESWALKER. −6: YOU GET AN EMBLEM WITH "WHENEVER YOU CAST A NONCREATURE SPELL, THIS EMBLEM DEALS 2 DAMAGE TO ANY TARGET."** |  | |  | [**NARSET, PARTER OF VEILS**](https://magicarena.fandom.com/wiki/Narset,_Parter_of_Veils)**BlueBlue (3) LEGENDARY PLANESWALKER — NARSET (5) EACH OPPONENT CAN'T DRAW MORE THAN ONE CARD EACH TURN.**  **−2: 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 A RANDOM ORDER.** |  | |  | [**NARSET'S REVERSAL**](https://magicarena.fandom.com/wiki/Narset%27s_Reversal)**BlueBlue (2) INSTANT COPY TARGET INSTANT OR SORCERY SPELL, THEN RETURN IT TO ITS OWNER'S HAND. YOU MAY CHOOSE NEW TARGETS FOR THE COPY.** |  | |  | [**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.** |  | |  | [**NAVIGATOR'S RUIN**](https://magicarena.fandom.com/wiki/Navigator%27s_Ruin)**Blue (3) ENCHANTMENT RAID — AT THE BEGINNING OF YOUR END STEP, IF YOU ATTACKED THIS TURN, TARGET OPPONENT MILLS FOUR CARDS.** |  | |  | [**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.** |  | |  | [**NEGATE**](https://magicarena.fandom.com/wiki/Negate)**Blue (2) INSTANT COUNTER TARGET NONCREATURE SPELL.** |  | |  | [**NEOFORM**](https://magicarena.fandom.com/wiki/Neoform)**GreenBlue (2) SORCERY AS AN ADDITIONAL COST TO CAST THIS SPELL, SACRIFICE A 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 WITH AN ADDITIONAL +1/+1 COUNTER ON IT, THEN SHUFFLE YOUR LIBRARY.** |  | |  | [**NEUTRALIZE**](https://magicarena.fandom.com/wiki/Neutralize)**BlueBlue (3) INSTANT COUNTER TARGET SPELL.**  **CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**NEXUS OF FATE**](https://magicarena.fandom.com/wiki/Nexus_of_Fate)**BlueBlue (7) INSTANT TAKE AN EXTRA TURN AFTER THIS ONE.**  **IF NEXUS OF FATE WOULD BE PUT INTO A GRAVEYARD FROM ANYWHERE, REVEAL NEXUS OF FATE AND SHUFFLE IT INTO ITS OWNER'S LIBRARY INSTEAD.** |  | |  | [**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, DRAGON-GOD**](https://magicarena.fandom.com/wiki/Nicol_Bolas,_Dragon-God)**BlueBlackBlackBlackRed (5) LEGENDARY PLANESWALKER — BOLAS (4) NICOL BOLAS, DRAGON-GOD HAS ALL LOYALTY ABILITIES OF ALL OTHER PLANESWALKERS ON THE BATTLEFIELD.**  **+1: YOU DRAW A CARD. EACH OPPONENT EXILES A CARD FROM THEIR HAND OR A PERMANENT THEY CONTROL. −3: DESTROY TARGET CREATURE OR PLANESWALKER. −8: EACH OPPONENT WHO DOESN'T CONTROL A LEGENDARY CREATURE OR PLANESWALKER LOSES THE GAME.** |  | |  | [**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.** |  | |  | [**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.)** |  | |  | [**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.** |  | |  | [**NO ESCAPE**](https://magicarena.fandom.com/wiki/No_Escape)**Blue (3) INSTANT COUNTER TARGET CREATURE OR PLANESWALKER SPELL. IF THAT SPELL IS COUNTERED THIS WAY, EXILE IT INSTEAD OF PUTTING IT INTO ITS OWNER'S GRAVEYARD.**  **SCRY 1.** |  | |  | [**NOTION RAIN**](https://magicarena.fandom.com/wiki/Notion_Rain)**BlueBlack (3) SORCERY SURVEIL 2, THEN DRAW TWO CARDS. NOTION RAIN DEALS 2 DAMAGE TO YOU. (TO 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.)** |  | |  | [**NYXBORN SEAGUARD**](https://magicarena.fandom.com/wiki/Nyxborn_Seaguard)**BlueBlue (4) ENCHANTMENT CREATURE — MERFOLK SOLDIER (2/5)** |  | |  | [**OATH OF TEFERI**](https://magicarena.fandom.com/wiki/Oath_of_Teferi)**WhiteBlue (5) LEGENDARY ENCHANTMENT WHEN OATH OF TEFERI ENTERS THE BATTLEFIELD, EXILE ANOTHER TARGET PERMANENT YOU CONTROL. RETURN IT TO THE BATTLEFIELD UNDER ITS OWNER'S CONTROL AT THE BEGINNING OF THE NEXT END STEP.**  **YOU MAY ACTIVATE THE LOYALTY ABILITIES OF PLANESWALKERS YOU CONTROL TWICE EACH TURN RATHER THAN ONLY ONCE.** |  | |  | [**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.** |  | |  | [**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.)** |  | |  | [**OF ONE MIND**](https://magicarena.fandom.com/wiki/Of_One_Mind)**Blue (3) SORCERY THIS SPELL COSTS  LESS TO CAST IF YOU CONTROL A HUMAN CREATURE AND A NON-HUMAN CREATURE.**  **DRAW TWO CARDS.** |  | |  | [**OKO, THE TRICKSTER**](https://magicarena.fandom.com/wiki/Oko,_the_Trickster)**GreenBlue (6) LEGENDARY PLANESWALKER — OKO (4) +1: PUT TWO +1/+1 COUNTERS ON UP TO ONE TARGET CREATURE YOU CONTROL.**  **0: UNTIL END OF TURN, OKO, THE TRICKSTER BECOMES A COPY OF TARGET CREATURE YOU CONTROL. PREVENT ALL DAMAGE THAT WOULD BE DEALT TO HIM THIS TURN. −7: UNTIL END OF TURN, EACH CREATURE YOU CONTROL HAS BASE POWER AND TOUGHNESS 10/10 AND GAINS TRAMPLE.** |  | |  | [**OKO, THIEF OF CROWNS**](https://magicarena.fandom.com/wiki/Oko,_Thief_of_Crowns)**GreenBlue (3) LEGENDARY PLANESWALKER — OKO (4) +2: CREATE A FOOD TOKEN. (IT'S AN ARTIFACT WITH ", Tap, SACRIFICE THIS ARTIFACT: YOU GAIN 3 LIFE.")**  **+1: TARGET ARTIFACT OR CREATURE LOSES ALL ABILITIES AND BECOMES A GREEN ELK CREATURE WITH BASE POWER AND TOUGHNESS 3/3. −5: EXCHANGE CONTROL OF TARGET ARTIFACT OR CREATURE YOU CONTROL AND TARGET CREATURE AN OPPONENT CONTROLS WITH POWER 3 OR LESS.** |  | |  | [**OKO'S ACCOMPLICES**](https://magicarena.fandom.com/wiki/Oko%27s_Accomplices)**Blue (3) CREATURE — FAERIE (2/3) FLYING** |  | |  | [**OKO'S HOSPITALITY**](https://magicarena.fandom.com/wiki/Oko%27s_Hospitality)**GreenBlue (5) INSTANT CREATURES YOU CONTROL HAVE BASE POWER AND TOUGHNESS 3/3 UNTIL END OF TURN. YOU MAY SEARCH YOUR LIBRARY AND/OR GRAVEYARD FOR A CARD NAMED OKO, THE TRICKSTER, REVEAL IT, AND PUT IT INTO YOUR HAND. IF YOU SEARCH YOUR LIBRARY THIS WAY, SHUFFLE IT.** |  | |  | [**OMEN OF THE SEA**](https://magicarena.fandom.com/wiki/Omen_of_the_Sea)**Blue (2) ENCHANTMENT FLASH**  **WHEN OMEN OF THE SEA ENTERS THE BATTLEFIELD, SCRY 2, THEN DRAW A CARD. Blue, SACRIFICE OMEN OF THE SEA: SCRY 2.** |  | |  | [**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.)** |  | |  | [**OMINOUS SEAS**](https://magicarena.fandom.com/wiki/Ominous_Seas)**Blue (2) ENCHANTMENT WHENEVER YOU DRAW A CARD, PUT A FORESHADOW COUNTER ON OMINOUS SEAS.**  **REMOVE EIGHT FORESHADOW COUNTERS FROM OMINOUS SEAS: CREATE AN 8/8 BLUE KRAKEN CREATURE TOKEN. CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**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.** |  | |  | [**OMNISCIENCE**](https://magicarena.fandom.com/wiki/Omniscience)**BlueBlueBlue (10) ENCHANTMENT YOU MAY CAST SPELLS FROM YOUR HAND WITHOUT PAYING THEIR MANA COSTS.** |  | |  | [**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.** |  | |  | [**ONE WITH THE MACHINE**](https://magicarena.fandom.com/wiki/One_with_the_Machine)**Blue (4) SORCERY DRAW CARDS EQUAL TO THE HIGHEST CONVERTED MANA COST AMONG ARTIFACTS YOU CONTROL.** |  | |  | [**ONE WITH THE STARS**](https://magicarena.fandom.com/wiki/One_with_the_Stars)**Blue (4) ENCHANTMENT — AURA ENCHANT CREATURE OR ENCHANTMENT**  **ENCHANTED PERMANENT IS AN ENCHANTMENT AND LOSES ALL OTHER CARD TYPES. (IT STILL HAS ITS ABILITIES, BUT IT'S NO LONGER A CREATURE.)** |  | |  | [**ONE WITH THE WIND**](https://magicarena.fandom.com/wiki/One_With_the_Wind)**Blue (2) ENCHANTMENT — AURA ENCHANT CREATURE**  **ENCHANTED CREATURE GETS +2/+2 AND HAS FLYING.** |  | |  | [**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.** |  | |  | [**OPT**](https://magicarena.fandom.com/wiki/Opt)**Blue (1) INSTANT SCRY 1. (LOOK AT THE TOP CARD OF YOUR LIBRARY. YOU MAY PUT THAT CARD ON THE BOTTOM OF YOUR LIBRARY.)**  **DRAW A CARD.** |  | |  | [**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.** |  | |  | [**OVERFLOWING INSIGHT**](https://magicarena.fandom.com/wiki/Overflowing_Insight)**BlueBlueBlue (7) SORCERY TARGET PLAYER DRAWS SEVEN CARDS.** |  | |  | [**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.)** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**PATIENT REBUILDING**](https://magicarena.fandom.com/wiki/Patient_Rebuilding)**BlueBlue (5) ENCHANTMENT AT THE BEGINNING OF YOUR UPKEEP, TARGET OPPONENT MILLS THREE CARDS, THEN YOU DRAW A CARD FOR EACH LAND CARD PUT INTO THEIR GRAVEYARD THIS WAY.** |  | |  | [**PEEL FROM REALITY**](https://magicarena.fandom.com/wiki/Peel_from_Reality)**Blue (2) INSTANT RETURN TARGET CREATURE YOU CONTROL AND TARGET CREATURE YOU DON'T CONTROL TO THEIR OWNERS' HANDS.** |  | |  | [**PERILOUS VOYAGE**](https://magicarena.fandom.com/wiki/Perilous_Voyage)**Blue (2) INSTANT RETURN TARGET NONLAND PERMANENT YOU DON'T CONTROL TO ITS OWNER'S HAND. IF ITS CONVERTED MANA COST WAS 2 OR LESS, SCRY 2.** |  | |  | [**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.** |  | |  | [**PETTY THEFT**](https://magicarena.fandom.com/wiki/Petty_Theft)**Blue (2) INSTANT — ADVENTURE RETURN TARGET NONLAND PERMANENT AN OPPONENT CONTROLS TO ITS OWNER'S HAND.** |  | |  | [**PHANTOM WARRIOR**](https://magicarena.fandom.com/wiki/Phantom_Warrior)**BlueBlue (3) CREATURE — ILLUSION WARRIOR (2/2) PHANTOM WARRIOR CAN'T BE BLOCKED.** |  | |  | [**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.** |  | |  | [**PIRATE'S PRIZE**](https://magicarena.fandom.com/wiki/Pirate%27s_Prize)**Blue (4) SORCERY DRAW TWO CARDS. CREATE A TREASURE TOKEN. (IT'S AN ARTIFACT WITH "Tap, SACRIFICE THIS ARTIFACT: ADD ONE MANA OF ANY COLOR.")** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**PORTAL OF SANCTUARY**](https://magicarena.fandom.com/wiki/Portal_of_Sanctuary)**Blue (3) ARTIFACT , Tap: RETURN TARGET CREATURE YOU CONTROL AND EACH AURA ATTACHED TO IT TO THEIR OWNERS' HANDS. ACTIVATE THIS ABILITY ONLY DURING YOUR TURN.** |  | |  | [**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.** |  | |  | [**PRECOGNITION FIELD**](https://magicarena.fandom.com/wiki/Precognition_Field)**Blue (4) ENCHANTMENT YOU MAY LOOK AT THE TOP CARD OF YOUR LIBRARY ANY TIME.**  **YOU MAY CAST INSTANT AND SORCERY SPELLS FROM THE TOP OF YOUR LIBRARY. : EXILE THE TOP CARD OF YOUR LIBRARY.** |  | |  | [**PRECOGNITIVE PERCEPTION**](https://magicarena.fandom.com/wiki/Precognitive_Perception)**BlueBlue (5) INSTANT DRAW THREE CARDS.**  **ADDENDUM — IF YOU CAST THIS SPELL DURING YOUR MAIN PHASE, INSTEAD SCRY 3, THEN DRAW THREE CARDS.** |  | |  | [**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.)** |  | |  | [**PRIMAL EMPATHY**](https://magicarena.fandom.com/wiki/Primal_Empathy)**GreenBlue (3) ENCHANTMENT AT THE BEGINNING OF YOUR UPKEEP, DRAW A CARD IF YOU CONTROL A CREATURE WITH THE GREATEST POWER AMONG CREATURES ON THE BATTLEFIELD. OTHERWISE, PUT A +1/+1 COUNTER ON A CREATURE YOU CONTROL.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**PRYING EYES**](https://magicarena.fandom.com/wiki/Prying_Eyes)**BlueBlue (6) INSTANT DRAW FOUR CARDS, THEN DISCARD TWO CARDS.** |  | |  | [**PSYCHIC CORROSION**](https://magicarena.fandom.com/wiki/Psychic_Corrosion)**Blue (3) ENCHANTMENT WHENEVER YOU DRAW A CARD, EACH OPPONENT MILLS TWO CARDS.** |  | |  | [**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.)** |  | |  | [**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.** |  | |