**MAGIC CARDS PART 5**

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| |  |  |  | | --- | --- | --- | | **95 HISTORIC LETTER I MAGIC DECK CARDS** | | | |  | [**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.** |  | |  | [**ICON OF ANCESTRY**](https://magicarena.fandom.com/wiki/Icon_of_Ancestry)**(3) ARTIFACT AS ICON OF ANCESTRY ENTERS THE BATTLEFIELD, CHOOSE A CREATURE TYPE.**  **CREATURES YOU CONTROL OF THE CHOSEN TYPE GET +1/+1. , Tap: LOOK AT THE TOP THREE CARDS OF YOUR LIBRARY. YOU MAY REVEAL A CREATURE CARD OF THE CHOSEN TYPE FROM AMONG THEM AND PUT IT INTO YOUR HAND. PUT THE REST ON THE BOTTOM OF YOUR LIBRARY IN A RANDOM ORDER.** |  | |  | [**ICY MANIPULATOR**](https://magicarena.fandom.com/wiki/Icy_Manipulator)**(4) ARTIFACT , Tap: TAP TARGET ARTIFACT, CREATURE, OR LAND.** |  | |  | [**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 GRANGE**](https://magicarena.fandom.com/wiki/Idyllic_Grange)**(0) LAND — PLAINS (Tap: ADD White.)**  **IDYLLIC GRANGE ENTERS THE BATTLEFIELD TAPPED UNLESS YOU CONTROL THREE OR MORE OTHER PLAINS. WHEN IDYLLIC GRANGE ENTERS THE BATTLEFIELD UNTAPPED, PUT A +1/+1 COUNTER ON TARGET CREATURE YOU CONTROL.** |  | |  | [**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.** |  | |  | [**IGNEOUS CUR**](https://magicarena.fandom.com/wiki/Igneous_Cur)**Red (2) CREATURE — ELEMENTAL DOG (1/2) Red: IGNEOUS CUR GETS +2/+0 UNTIL END OF TURN.** |  | |  | [**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.** |  | |  | [**ILHARG, THE RAZE-BOAR**](https://magicarena.fandom.com/wiki/Ilharg,_the_Raze-Boar)**RedRed (5) LEGENDARY CREATURE — BOAR GOD (6/6) TRAMPLE**  **WHENEVER ILHARG, THE RAZE-BOAR ATTACKS, YOU MAY PUT A CREATURE CARD FROM YOUR HAND ONTO THE BATTLEFIELD TAPPED AND ATTACKING. RETURN THAT CREATURE TO YOUR HAND AT THE BEGINNING OF THE NEXT END STEP. WHEN ILHARG, THE RAZE-BOAR DIES OR IS PUT INTO EXILE FROM THE BATTLEFIELD, YOU MAY PUT IT INTO ITS OWNER'S LIBRARY THIRD FROM THE TOP.** |  | |  | [**ILL-GOTTEN INHERITANCE**](https://magicarena.fandom.com/wiki/Ill-Gotten_Inheritance)**Black (4) ENCHANTMENT AT THE BEGINNING OF YOUR UPKEEP, ILL-GOTTEN INHERITANCE DEALS 1 DAMAGE TO EACH OPPONENT AND YOU GAIN 1 LIFE.**  **Black, SACRIFICE ILL-GOTTEN INHERITANCE: IT DEALS 4 DAMAGE TO TARGET OPPONENT AND YOU GAIN 4 LIFE.** |  | |  | [**ILLUNA, APEX OF WISHES**](https://magicarena.fandom.com/wiki/Illuna,_Apex_of_Wishes)**GreenBlueRed (5) LEGENDARY CREATURE — BEAST ELEMENTAL DINOSAUR (6/6) MUTATE BlueBlue (IF YOU CAST THIS SPELL FOR ITS MUTATE COST, PUT IT OVER OR UNDER TARGET NON-HUMAN CREATURE YOU OWN. THEY MUTATE INTO THE CREATURE ON TOP PLUS ALL ABILITIES FROM UNDER IT.)**  **FLYING, TRAMPLE WHENEVER THIS CREATURE MUTATES, EXILE CARDS FROM THE TOP OF YOUR LIBRARY UNTIL YOU EXILE A NONLAND PERMANENT CARD. PUT THAT CARD ONTO THE BATTLEFIELD OR INTO YOUR HAND.** |  | |  | [**ILYSIAN CARYATID**](https://magicarena.fandom.com/wiki/Ilysian_Caryatid)**Green (2) CREATURE — PLANT (1/1) Tap: ADD ONE MANA OF ANY COLOR. IF YOU CONTROL A CREATURE WITH POWER 4 OR GREATER, ADD TWO MANA OF ANY ONE COLOR INSTEAD.** |  | |  | [**IMMOLATING GYRE**](https://magicarena.fandom.com/wiki/Immolating_Gyre)**RedRed (6) SORCERY IMMOLATING GYRE DEALS X DAMAGE TO EACH CREATURE AND PLANESWALKER YOU DON'T CONTROL, WHERE X IS THE NUMBER OF INSTANT AND SORCERY CARDS IN YOUR GRAVEYARD.** |  | |  | [**IMMOLATION SHAMAN**](https://magicarena.fandom.com/wiki/Immolation_Shaman)**Red (2) CREATURE — VIASHINO SHAMAN (1/3) WHENEVER AN OPPONENT ACTIVATES AN ABILITY OF AN ARTIFACT, CREATURE, OR LAND THAT ISN'T A MANA ABILITY, IMMOLATION SHAMAN DEALS 1 DAMAGE TO THAT PLAYER.**  **RedRed: IMMOLATION SHAMAN GETS +3/+3 AND GAINS MENACE UNTIL END OF TURN.** |  | |  | [**IMMORTAL PHOENIX**](https://magicarena.fandom.com/wiki/Immortal_Phoenix)**RedRed (6) CREATURE — PHOENIX (5/3) FLYING (THIS CREATURE CAN'T BE BLOCKED EXCEPT BY CREATURES WITH FLYING OR REACH.)**  **WHEN IMMORTAL PHOENIX DIES, RETURN IT TO ITS OWNER'S HAND.** |  | |  | [**IMPALE**](https://magicarena.fandom.com/wiki/Impale)**BlackBlack (4) SORCERY DESTROY TARGET CREATURE.** |  | |  | [**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.** |  | |  | [**IMPENDING DOOM**](https://magicarena.fandom.com/wiki/Impending_Doom)**Red (3) ENCHANTMENT — AURA ENCHANT CREATURE**  **ENCHANTED CREATURE GETS +3/+3 AND ATTACKS EACH COMBAT IF ABLE. WHEN ENCHANTED CREATURE DIES, IMPENDING DOOM DEALS 3 DAMAGE TO THAT CREATURE'S CONTROLLER.** |  | |  | [**IMPERIAL AEROSAUR**](https://magicarena.fandom.com/wiki/Imperial_Aerosaur)**White (4) CREATURE — DINOSAUR (3/3) FLYING**  **WHEN IMPERIAL AEROSAUR ENTERS THE BATTLEFIELD, ANOTHER TARGET CREATURE YOU CONTROL GETS +1/+1 AND GAINS FLYING UNTIL END OF TURN.** |  | |  | [**IMPERIAL CERATOPS**](https://magicarena.fandom.com/wiki/Imperial_Ceratops)**White (5) CREATURE — DINOSAUR (3/5) ENRAGE — WHENEVER IMPERIAL CERATOPS IS DEALT DAMAGE, YOU GAIN 2 LIFE.** |  | |  | [**IMPERIAL LANCER**](https://magicarena.fandom.com/wiki/Imperial_Lancer)**White (1) CREATURE — HUMAN KNIGHT (1/1) IMPERIAL LANCER HAS DOUBLE STRIKE AS LONG AS YOU CONTROL A DINOSAUR.** |  | |  | [**IMPERIAL OUTRIDER**](https://magicarena.fandom.com/wiki/Imperial_Outrider)**White (4) CREATURE — HUMAN KNIGHT (1/5)** |  | |  | [**IMPERIOUS OLIGARCH**](https://magicarena.fandom.com/wiki/Imperious_Oligarch)**WhiteBlack (2) CREATURE — HUMAN CLERIC (2/1) VIGILANCE**  **AFTERLIFE 1 (WHEN THIS CREATURE DIES, CREATE A 1/1 WHITE AND BLACK SPIRIT CREATURE TOKEN WITH FLYING.)** |  | |  | [**IMPERIOUS PERFECT**](https://magicarena.fandom.com/wiki/Imperious_Perfect)**Green (3) CREATURE — ELF WARRIOR (2/2) OTHER ELF CREATURES YOU CONTROL GET +1/+1.**  **Green, Tap: CREATE A 1/1 GREEN ELF WARRIOR CREATURE TOKEN.** |  | |  | [**IMPERVIOUS GREATWURM**](https://magicarena.fandom.com/wiki/Impervious_Greatwurm)**GreenGreenGreen (10) CREATURE — WURM (16/16) CONVOKE (YOUR CREATURES CAN HELP CAST THIS SPELL. EACH CREATURE YOU TAP WHILE CASTING THIS SPELL PAYS FOR  OR ONE MANA OF THAT CREATURE'S COLOR.)**  **INDESTRUCTIBLE** |  | |  | [**IMPOSING VANTASAUR**](https://magicarena.fandom.com/wiki/Imposing_Vantasaur)**White (6) CREATURE — DINOSAUR (3/6) VIGILANCE**  **CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**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.** |  | |  | [**INCENDIARY ORACLE**](https://magicarena.fandom.com/wiki/Incendiary_Oracle)**Red (2) CREATURE — HUMAN SHAMAN (2/2) Red: INCENDIARY ORACLE GETS +1/+0 UNTIL END OF TURN.**  **IF A CREATURE DEALT DAMAGE BY INCENDIARY ORACLE THIS TURN WOULD DIE, EXILE IT INSTEAD.** |  | |  | [**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.** |  | |  | [**INCUBATION DRUID**](https://magicarena.fandom.com/wiki/Incubation_Druid)**Green (2) CREATURE — ELF DRUID (0/2) Tap: ADD ONE MANA OF ANY TYPE THAT A LAND YOU CONTROL COULD PRODUCE. IF INCUBATION DRUID HAS A +1/+1 COUNTER ON IT, ADD THREE MANA OF THAT TYPE INSTEAD.**  **GreenGreen: ADAPT 3. (IF THIS CREATURE HAS NO +1/+1 COUNTERS ON IT, PUT THREE +1/+1 COUNTERS ON IT.)** |  | |  | [**INDATHA CRYSTAL**](https://magicarena.fandom.com/wiki/Indatha_Crystal)**(3) ARTIFACT Tap: ADD White, Black, OR Green.**  **CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**INDATHA TRIOME**](https://magicarena.fandom.com/wiki/Indatha_Triome)**(0) LAND — PLAINS SWAMP FOREST (Tap: ADD White, Black, OR Green.)**  **INDATHA TRIOME ENTERS THE BATTLEFIELD TAPPED. CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**INDOMITABLE WILL**](https://magicarena.fandom.com/wiki/Indomitable_Will)**White (2) ENCHANTMENT — AURA FLASH**  **ENCHANT CREATURE ENCHANTED CREATURE GETS +1/+2.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**INESCAPABLE BLAZE**](https://magicarena.fandom.com/wiki/Inescapable_Blaze)**RedRed (6) INSTANT THIS SPELL CAN'T BE COUNTERED.**  **INESCAPABLE BLAZE DEALS 6 DAMAGE TO ANY TARGET.** |  | |  | [**INEVITABLE END**](https://magicarena.fandom.com/wiki/Inevitable_End)**Black (3) ENCHANTMENT — AURA ENCHANT CREATURE**  **ENCHANTED CREATURE HAS "AT THE BEGINNING OF YOUR UPKEEP, SACRIFICE A CREATURE."** |  | |  | [**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.)** |  | |  | [**INFECTIOUS HORROR**](https://magicarena.fandom.com/wiki/Infectious_Horror)**Black (4) CREATURE — ZOMBIE HORROR (2/2) WHENEVER INFECTIOUS HORROR ATTACKS, EACH OPPONENT LOSES 2 LIFE.** |  | |  | [**INFERNAL RECKONING**](https://magicarena.fandom.com/wiki/Infernal_Reckoning)**Black (1) INSTANT EXILE TARGET COLORLESS CREATURE. YOU GAIN LIFE EQUAL TO ITS POWER.** |  | |  | [**INFERNAL SCARRING**](https://magicarena.fandom.com/wiki/Infernal_Scarring)**Black (2) ENCHANTMENT — AURA ENCHANT CREATURE**  **ENCHANTED CREATURE GETS +2/+0 AND HAS "WHEN THIS CREATURE DIES, DRAW A CARD."** |  | |  | [**INFERNO HELLION**](https://magicarena.fandom.com/wiki/Inferno_Hellion)**Red (4) CREATURE — HELLION (7/3) TRAMPLE (THIS CREATURE CAN DEAL EXCESS COMBAT DAMAGE TO THE PLAYER OR PLANESWALKER IT'S ATTACKING.)**  **AT THE BEGINNING OF EACH END STEP, IF INFERNO HELLION ATTACKED OR BLOCKED THIS TURN, ITS OWNER SHUFFLES IT INTO THEIR LIBRARY.** |  | |  | [**INFURIATE**](https://magicarena.fandom.com/wiki/Infuriate)**Red (1) INSTANT TARGET CREATURE GETS +3/+2 UNTIL END OF TURN.** |  | |  | [**INITIATE'S COMPANION**](https://magicarena.fandom.com/wiki/Initiate%27s_Companion)**Green (2) CREATURE — CAT (3/1) WHENEVER INITIATE'S COMPANION DEALS COMBAT DAMAGE TO A PLAYER, UNTAP TARGET CREATURE OR LAND.** |  | |  | [**INNIAZ, THE GALE FORCE**](https://magicarena.fandom.com/wiki/Inniaz,_the_Gale_Force)**BlueBlue (5) LEGENDARY CREATURE — DJINN (4/4) FLYING**  **: ATTACKING CREATURES WITH FLYING GET +1/+1 UNTIL END OF TURN. ( CAN BE PAID WITH EITHER White OR Blue.) WHENEVER THREE OR MORE CREATURES YOU CONTROL WITH FLYING ATTACK, EACH PLAYER GAINS CONTROL OF A NONLAND PERMANENT OF YOUR CHOICE CONTROLLED BY THE PLAYER TO THEIR RIGHT.** |  | |  | [**INNOCENT BLOOD**](https://magicarena.fandom.com/wiki/Innocent_Blood)**Black (1) SORCERY EACH PLAYER SACRIFICES A CREATURE.** |  | |  | [**INQUISITIVE PUPPET**](https://magicarena.fandom.com/wiki/Inquisitive_Puppet)**(1) ARTIFACT CREATURE — CONSTRUCT (0/2) WHEN INQUISITIVE PUPPET ENTERS THE BATTLEFIELD, SCRY 1.**  **EXILE INQUISITIVE PUPPET: CREATE A 1/1 WHITE HUMAN CREATURE TOKEN.** |  | |  | [**INSATIABLE APPETITE**](https://magicarena.fandom.com/wiki/Insatiable_Appetite)**Green (2) INSTANT YOU MAY SACRIFICE A FOOD. IF YOU DO, TARGET CREATURE GETS +5/+5 UNTIL END OF TURN. OTHERWISE, THAT CREATURE GETS +3/+3 UNTIL END OF TURN.** |  | |  | [**INSATIABLE HEMOPHAGE**](https://magicarena.fandom.com/wiki/Insatiable_Hemophage)**Black (4) CREATURE — NIGHTMARE (3/3) MUTATE Black (IF YOU CAST THIS SPELL FOR ITS MUTATE COST, PUT IT OVER OR UNDER TARGET NON-HUMAN CREATURE YOU OWN. THEY MUTATE INTO THE CREATURE ON TOP PLUS ALL ABILITIES FROM UNDER IT.)**  **DEATHTOUCH WHENEVER THIS CREATURE MUTATES, EACH OPPONENT LOSES X LIFE AND YOU GAIN X LIFE, WHERE X IS THE NUMBER OF TIMES THIS CREATURE HAS MUTATED.** |  | |  | [**INSPIRE AWE**](https://magicarena.fandom.com/wiki/Inspire_Awe)**Green (4) INSTANT PREVENT ALL COMBAT DAMAGE THAT WOULD BE DEALT THIS TURN EXCEPT COMBAT DAMAGE THAT WOULD BE DEALT BY ENCHANTED CREATURES AND ENCHANTMENT CREATURES. SCRY 2.** |  | |  | [**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 CALL**](https://magicarena.fandom.com/wiki/Inspiring_Call)**Green (3) INSTANT DRAW A CARD FOR EACH CREATURE YOU CONTROL WITH A +1/+1 COUNTER ON IT. THOSE CREATURES GAIN INDESTRUCTIBLE UNTIL END OF TURN.** |  | |  | [**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.** |  | |  | [**INTERPLANAR BEACON**](https://magicarena.fandom.com/wiki/Interplanar_Beacon)**(0) LAND WHENEVER YOU CAST A PLANESWALKER SPELL, YOU GAIN 1 LIFE.**  **Tap: ADD . , Tap: ADD TWO MANA OF DIFFERENT COLORS. SPEND THIS MANA ONLY TO CAST PLANESWALKER SPELLS.** |  | |  | [**INTERVENTION**](https://magicarena.fandom.com/wiki/Intervention)**RedWhite (4) INSTANT INTERVENTION DEALS 3 DAMAGE TO ANY TARGET AND YOU GAIN 3 LIFE.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.)** |  | |  | [**INVADING MANTICORE**](https://magicarena.fandom.com/wiki/Invading_Manticore)**Red (6) CREATURE — ZOMBIE MANTICORE (4/5) WHEN INVADING MANTICORE ENTERS THE BATTLEFIELD, AMASS 2. (PUT TWO +1/+1 COUNTERS ON AN ARMY YOU CONTROL. IF YOU DON'T CONTROL ONE, CREATE A 0/0 BLACK ZOMBIE ARMY CREATURE TOKEN FIRST.)** |  | |  | [**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.** |  | |  | [**INVIGORATING SURGE**](https://magicarena.fandom.com/wiki/Invigorating_Surge)**Green (3) INSTANT PUT A +1/+1 COUNTER ON TARGET CREATURE YOU CONTROL, THEN DOUBLE THE NUMBER OF +1/+1 COUNTERS ON THAT CREATURE.** |  | |  | [**INVOKE THE DIVINE**](https://magicarena.fandom.com/wiki/Invoke_the_Divine)**White (3) INSTANT DESTROY TARGET ARTIFACT OR ENCHANTMENT. YOU GAIN 4 LIFE.** |  | |  | [**IONIZE**](https://magicarena.fandom.com/wiki/Ionize)**BlueRed (3) INSTANT COUNTER TARGET SPELL. IONIZE DEALS 2 DAMAGE TO THAT SPELL'S CONTROLLER.** |  | |  | [**IRENCRAG FEAT**](https://magicarena.fandom.com/wiki/Irencrag_Feat)**RedRedRed (4) SORCERY ADD SEVEN Red. YOU CAN CAST ONLY ONE MORE SPELL THIS TURN.** |  | |  | [**IRENCRAG PYROMANCER**](https://magicarena.fandom.com/wiki/Irencrag_Pyromancer)**Red (3) CREATURE — HUMAN WIZARD (0/4) WHENEVER YOU DRAW YOUR SECOND CARD EACH TURN, IRENCRAG PYROMANCER DEALS 3 DAMAGE TO ANY TARGET.** |  | |  | [**IROAS'S BLESSING**](https://magicarena.fandom.com/wiki/Iroas%27s_Blessing)**Red (4) ENCHANTMENT — AURA ENCHANT CREATURE YOU CONTROL**  **WHEN IROAS'S BLESSING ENTERS THE BATTLEFIELD, IT DEALS 4 DAMAGE TO TARGET CREATURE OR PLANESWALKER AN OPPONENT CONTROLS. ENCHANTED CREATURE GETS +1/+1.** |  | |  | [**IRON BULLY**](https://magicarena.fandom.com/wiki/Iron_Bully)**(3) ARTIFACT CREATURE — GOLEM (1/1) MENACE (THIS CREATURE CAN'T BE BLOCKED EXCEPT BY TWO OR MORE CREATURES.)**  **WHEN IRON BULLY ENTERS THE BATTLEFIELD, PUT A +1/+1 COUNTER ON TARGET CREATURE.** |  | |  | [**IRONCLAD KROVOD**](https://magicarena.fandom.com/wiki/Ironclad_Krovod)**White (4) CREATURE — BEAST (2/5)** |  | |  | [**IRONROOT WARLORD**](https://magicarena.fandom.com/wiki/Ironroot_Warlord)**GreenWhite (3) CREATURE — TREEFOLK SOLDIER (\*/5) IRONROOT WARLORD'S POWER IS EQUAL TO THE NUMBER OF CREATURES YOU CONTROL.**  **GreenWhite: CREATE A 1/1 WHITE SOLDIER CREATURE TOKEN.** |  | |  | [**IRONSCALE HYDRA**](https://magicarena.fandom.com/wiki/Ironscale_Hydra)**GreenGreen (5) CREATURE — HYDRA (5/5) IF A CREATURE WOULD DEAL COMBAT DAMAGE TO IRONSCALE HYDRA, PREVENT THAT DAMAGE AND PUT A +1/+1 COUNTER ON IRONSCALE HYDRA.** |  | |  | [**IRONSHELL BEETLE**](https://magicarena.fandom.com/wiki/Ironshell_Beetle)**Green (2) CREATURE — INSECT (1/1) WHEN IRONSHELL BEETLE ENTERS THE BATTLEFIELD, PUT A +1/+1 COUNTER ON TARGET CREATURE.** |  | |  | [**IRRESISTIBLE PREY**](https://magicarena.fandom.com/wiki/Irresistible_Prey)**Green (1) SORCERY TARGET CREATURE MUST BE BLOCKED THIS TURN IF ABLE.**  **DRAW A CARD.** |  | |  | [**IRREVERENT REVELERS**](https://magicarena.fandom.com/wiki/Irreverent_Revelers)**Red (3) CREATURE — SATYR (2/2) WHEN IRREVERENT REVELERS ENTERS THE BATTLEFIELD, CHOOSE ONE —**  **• DESTROY TARGET ARTIFACT. • IRREVERENT REVELERS GAINS HASTE UNTIL END OF TURN.** |  | |  | [**ISAMARU, HOUND OF KONDA**](https://magicarena.fandom.com/wiki/Isamaru,_Hound_of_Konda)**White (1) LEGENDARY CREATURE — DOG (2/2)** |  | |  | [**ISARETH THE AWAKENER**](https://magicarena.fandom.com/wiki/Isareth_the_Awakener)**BlackBlack (3) LEGENDARY CREATURE — HUMAN WIZARD (3/3) DEATHTOUCH**  **WHENEVER ISARETH THE AWAKENER ATTACKS, YOU MAY PAY . WHEN YOU DO, RETURN TARGET CREATURE CARD WITH CONVERTED MANA COST X FROM YOUR GRAVEYARD TO THE BATTLEFIELD WITH A CORPSE COUNTER ON IT. IF THAT CREATURE WOULD LEAVE THE BATTLEFIELD, EXILE IT INSTEAD OF PUTTING IT ANYWHERE ELSE.** |  | |  | [**ISLAND**](https://magicarena.fandom.com/wiki/Island)**(0) BASIC LAND — ISLAND** |  | |  | [**ISOLATE**](https://magicarena.fandom.com/wiki/Isolate)**White (1) INSTANT EXILE TARGET PERMANENT WITH CONVERTED MANA COST 1.** |  | |  | [**ISOLATED CHAPEL**](https://magicarena.fandom.com/wiki/Isolated_Chapel)**(0) LAND ISOLATED CHAPEL ENTERS THE BATTLEFIELD TAPPED UNLESS YOU CONTROL A PLAINS OR A SWAMP.**  **Tap: ADD White OR Black.** |  | |  | [**ITLIMOC, CRADLE OF THE SUN**](https://magicarena.fandom.com/wiki/Itlimoc,_Cradle_of_the_Sun)**(3) LEGENDARY LAND (TRANSFORMS FROM GROWING RITES OF ITLIMOC.)**  **Tap: ADD Green. Tap: ADD Green FOR EACH CREATURE YOU CONTROL.** |  | |  | [**IVY ELEMENTAL**](https://magicarena.fandom.com/wiki/Ivy_Elemental)**Green (1) CREATURE — ELEMENTAL (0/0) IVY ELEMENTAL ENTERS THE BATTLEFIELD WITH X +1/+1 COUNTERS ON IT.** |  | |  | [**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.** |  | |  | [**IXALLI'S DIVINER**](https://magicarena.fandom.com/wiki/Ixalli%27s_Diviner)**Green (2) CREATURE — HUMAN DRUID (0/3) WHEN IXALLI'S DIVINER ENTERS THE BATTLEFIELD, IT EXPLORES. (REVEAL THE TOP CARD OF YOUR LIBRARY. PUT THAT CARD INTO YOUR HAND IF IT'S A LAND. OTHERWISE, PUT A +1/+1 COUNTER ON THIS CREATURE, THEN PUT THE CARD BACK OR PUT IT INTO YOUR GRAVEYARD.)** |  | |  | [**IXALLI'S KEEPER**](https://magicarena.fandom.com/wiki/Ixalli%27s_Keeper)**Green (2) CREATURE — HUMAN SHAMAN (2/2) Green, Tap, SACRIFICE IXALLI'S KEEPER: TARGET CREATURE GETS +5/+5 AND GAINS TRAMPLE UNTIL END OF TURN.** |  | |  | [**IZONI, THOUSAND-EYED**](https://magicarena.fandom.com/wiki/Izoni,_Thousand-Eyed)**BlackBlackGreenGreen (6) LEGENDARY CREATURE — ELF SHAMAN (2/3) UNDERGROWTH — WHEN IZONI, THOUSAND-EYED ENTERS THE BATTLEFIELD, CREATE A 1/1 BLACK AND GREEN INSECT CREATURE TOKEN FOR EACH CREATURE CARD IN YOUR GRAVEYARD.**  **BlackGreen, SACRIFICE ANOTHER CREATURE: YOU GAIN 1 LIFE AND DRAW A CARD.** |  | |  | [**IZZET GUILDGATE**](https://magicarena.fandom.com/wiki/Izzet_Guildgate)**(0) LAND — GATE IZZET GUILDGATE ENTERS THE BATTLEFIELD TAPPED.**  **Tap: ADD Blue OR Red.** |  | |  | [**IZZET LOCKET**](https://magicarena.fandom.com/wiki/Izzet_Locket)**(3) ARTIFACT Tap: ADD Blue OR Red.**  **, Tap, SACRIFICE IZZET LOCKET: DRAW TWO CARDS.** |  | |

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| **39 HISTORIC LETTER J MAGIC DECK CARDS** | | |
|  | [**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.** |  |
|  | [**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.)** |  |
|  | [**JAYA BALLARD**](https://magicarena.fandom.com/wiki/Jaya_Ballard)**RedRedRed (5) LEGENDARY PLANESWALKER — JAYA (5) +1: ADD RedRedRed. SPEND THIS MANA ONLY TO CAST INSTANT OR SORCERY SPELLS.**  **+1: DISCARD UP TO THREE CARDS, THEN DRAW THAT MANY CARDS. −8: YOU GET AN EMBLEM WITH "YOU MAY CAST INSTANT AND SORCERY SPELLS FROM YOUR GRAVEYARD. IF A SPELL CAST THIS WAY WOULD BE PUT INTO YOUR GRAVEYARD, EXILE IT INSTEAD."** |  |
|  | [**JAYA, VENERATED FIREMAGE**](https://magicarena.fandom.com/wiki/Jaya,_Venerated_Firemage)**Red (5) LEGENDARY PLANESWALKER — JAYA (5) IF ANOTHER RED SOURCE YOU CONTROL WOULD DEAL DAMAGE TO A PERMANENT OR PLAYER, IT DEALS THAT MUCH DAMAGE PLUS 1 TO THAT PERMANENT OR PLAYER INSTEAD.**  **−2: JAYA, VENERATED FIREMAGE DEALS 2 DAMAGE TO ANY TARGET.** |  |
|  | [**JAYA'S GREETING**](https://magicarena.fandom.com/wiki/Jaya%27s_Greeting)**Red (2) INSTANT JAYA'S GREETING DEALS 3 DAMAGE TO TARGET CREATURE. SCRY 1.** |  |
|  | [**JAYA'S IMMOLATING INFERNO**](https://magicarena.fandom.com/wiki/Jaya%27s_Immolating_Inferno)**RedRed (2) LEGENDARY SORCERY (YOU MAY CAST A LEGENDARY SORCERY ONLY IF YOU CONTROL A LEGENDARY CREATURE OR PLANESWALKER.)**  **JAYA'S IMMOLATING INFERNO DEALS X DAMAGE TO EACH OF UP TO THREE TARGETS.** |  |
|  | [**JEGANTHA, THE WELLSPRING**](https://magicarena.fandom.com/wiki/Jegantha,_the_Wellspring)**(5) LEGENDARY CREATURE — ELEMENTAL ELK (5/5) COMPANION — NO CARD IN YOUR STARTING DECK HAS MORE THAN ONE OF THE SAME MANA SYMBOL IN ITS MANA COST. (IF THIS CARD IS YOUR CHOSEN COMPANION, YOU MAY PUT IT INTO YOUR HAND FROM OUTSIDE THE GAME FOR  ANY TIME YOU COULD CAST A SORCERY.)**  **Tap: ADD WhiteBlueBlackRedGreen. THIS MANA CAN'T BE SPENT TO PAY GENERIC MANA COSTS.** |  |
|  | [**JESKAI ELDER**](https://magicarena.fandom.com/wiki/Jeskai_Elder)**Blue (2) CREATURE — HUMAN MONK (1/2) PROWESS (WHENEVER YOU CAST A NONCREATURE SPELL, THIS CREATURE GETS +1/+1 UNTIL END OF TURN.)**  **WHENEVER JESKAI ELDER DEALS COMBAT DAMAGE TO A PLAYER, YOU MAY DRAW A CARD. IF YOU DO, DISCARD A CARD.** |  |
|  | [**JHOIRA, WEATHERLIGHT CAPTAIN**](https://magicarena.fandom.com/wiki/Jhoira,_Weatherlight_Captain)**BlueRed (4) LEGENDARY CREATURE — HUMAN ARTIFICER (3/3) WHENEVER YOU CAST A HISTORIC SPELL, DRAW A CARD. (ARTIFACTS, LEGENDARIES, AND SAGAS ARE HISTORIC.)** |  |
|  | [**JHOIRA'S FAMILIAR**](https://magicarena.fandom.com/wiki/Jhoira%27s_Familiar)**(4) ARTIFACT CREATURE — BIRD (2/2) FLYING**  **HISTORIC SPELLS YOU CAST COST  LESS TO CAST. (ARTIFACTS, LEGENDARIES, AND SAGAS ARE HISTORIC.)** |  |
|  | [**JIANG YANGGU, WILDCRAFTER**](https://magicarena.fandom.com/wiki/Jiang_Yanggu,_Wildcrafter)**Green (3) LEGENDARY PLANESWALKER — YANGGU (3) EACH CREATURE YOU CONTROL WITH A +1/+1 COUNTER ON IT HAS "Tap: ADD ONE MANA OF ANY COLOR."**  **−1: PUT A +1/+1 COUNTER ON TARGET CREATURE.** |  |
|  | [**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.)** |  |
|  | [**JOLRAEL, MWONVULI RECLUSE**](https://magicarena.fandom.com/wiki/Jolrael,_Mwonvuli_Recluse)**Green (2) LEGENDARY CREATURE — HUMAN DRUID (1/2) WHENEVER YOU DRAW YOUR SECOND CARD EACH TURN, CREATE A 2/2 GREEN CAT CREATURE TOKEN.**  **GreenGreen: UNTIL END OF TURN, CREATURES YOU CONTROL HAVE BASE POWER AND TOUGHNESS X/X, WHERE X IS THE NUMBER OF CARDS IN YOUR HAND.** |  |
|  | [**JOSU VESS, LICH KNIGHT**](https://magicarena.fandom.com/wiki/Josu_Vess,_Lich_Knight)**BlackBlack (4) LEGENDARY CREATURE — ZOMBIE KNIGHT (4/5) KICKER Black (YOU MAY PAY AN ADDITIONAL Black AS YOU CAST THIS SPELL.)**  **MENACE WHEN JOSU VESS, LICH KNIGHT ENTERS THE BATTLEFIELD, IF IT WAS KICKED, CREATE EIGHT 2/2 BLACK ZOMBIE KNIGHT CREATURE TOKENS WITH MENACE.** |  |
|  | [**JOURNEY TO ETERNITY**](https://magicarena.fandom.com/wiki/Journey_to_Eternity)**BlackGreen (3) LEGENDARY ENCHANTMENT — AURA ENCHANT CREATURE YOU CONTROL**  **WHEN ENCHANTED CREATURE DIES, RETURN IT TO THE BATTLEFIELD UNDER YOUR CONTROL, THEN RETURN JOURNEY TO ETERNITY TO THE BATTLEFIELD TRANSFORMED UNDER YOUR CONTROL.** |  |
|  | [**JOUST**](https://magicarena.fandom.com/wiki/Joust)**Red (2) SORCERY CHOOSE TARGET CREATURE YOU CONTROL AND TARGET CREATURE YOU DON'T CONTROL. THE CREATURE YOU CONTROL GETS +2/+1 UNTIL END OF TURN IF IT'S A KNIGHT. THEN THOSE CREATURES FIGHT EACH OTHER. (EACH DEALS DAMAGE EQUAL TO ITS POWER TO THE OTHER.)** |  |
|  | [**JOUSTING DUMMY**](https://magicarena.fandom.com/wiki/Jousting_Dummy)**(2) ARTIFACT CREATURE — SCARECROW KNIGHT (2/1) : JOUSTING DUMMY GETS +1/+0 UNTIL END OF TURN.** |  |
|  | [**JOUSTING LANCE**](https://magicarena.fandom.com/wiki/Jousting_Lance)**(2) ARTIFACT — EQUIPMENT EQUIPPED CREATURE GETS +2/+0.**  **AS LONG AS IT'S YOUR TURN, EQUIPPED CREATURE HAS FIRST STRIKE. EQUIP  (: ATTACH TO TARGET CREATURE YOU CONTROL. EQUIP ONLY AS A SORCERY.)** |  |
|  | [**JUBILANT SKYBONDER**](https://magicarena.fandom.com/wiki/Jubilant_Skybonder)**(3) CREATURE — HUMAN WIZARD (2/2) FLYING**  **CREATURES YOU CONTROL WITH FLYING HAVE "SPELLS YOUR OPPONENTS CAST THAT TARGET THIS CREATURE COST  MORE TO CAST."** |  |
|  | [**JUDITH, THE SCOURGE DIVA**](https://magicarena.fandom.com/wiki/Judith,_the_Scourge_Diva)**BlackRed (3) LEGENDARY CREATURE — HUMAN SHAMAN (2/2) OTHER CREATURES YOU CONTROL GET +1/+0.**  **WHENEVER A NONTOKEN CREATURE YOU CONTROL DIES, JUDITH, THE SCOURGE DIVA DEALS 1 DAMAGE TO ANY TARGET.** |  |
|  | [**JUGGERNAUT**](https://magicarena.fandom.com/wiki/Juggernaut)**(4) ARTIFACT CREATURE — JUGGERNAUT (5/3) JUGGERNAUT ATTACKS EACH COMBAT IF ABLE.**  **JUGGERNAUT CAN'T BE BLOCKED BY WALLS.** |  |
|  | [**JUNGLE CREEPER**](https://magicarena.fandom.com/wiki/Jungle_Creeper)**BlackGreen (3) CREATURE — ELEMENTAL (3/3) BlackGreen: RETURN JUNGLE CREEPER FROM YOUR GRAVEYARD TO YOUR HAND.** |  |
|  | [**JUNGLE DELVER**](https://magicarena.fandom.com/wiki/Jungle_Delver)**Green (1) CREATURE — MERFOLK WARRIOR (1/1) Green: PUT A +1/+1 COUNTER ON JUNGLE DELVER.** |  |
|  | [**JUNGLE HOLLOW**](https://magicarena.fandom.com/wiki/Jungle_Hollow)**(0) LAND JUNGLE HOLLOW ENTERS THE BATTLEFIELD TAPPED.**  **WHEN JUNGLE HOLLOW ENTERS THE BATTLEFIELD, YOU GAIN 1 LIFE. Tap: ADD Black OR Green.** |  |
|  | [**JUNGLEBORN PIONEER**](https://magicarena.fandom.com/wiki/Jungleborn_Pioneer)**Green (3) CREATURE — MERFOLK SCOUT (2/2) WHEN JUNGLEBORN PIONEER ENTERS THE BATTLEFIELD, CREATE A 1/1 BLUE MERFOLK CREATURE TOKEN WITH HEXPROOF. (IT CAN'T BE THE TARGET OF SPELLS OR ABILITIES YOUR OPPONENTS CONTROL.)** |  |
|  | [**JUNKTROLLER**](https://magicarena.fandom.com/wiki/Junktroller)**(4) ARTIFACT CREATURE — GOLEM (0/6) DEFENDER**  **Tap: PUT TARGET CARD FROM A GRAVEYARD ON THE BOTTOM OF ITS OWNER'S LIBRARY.** |  |
|  | [**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.** |  |

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| |  |  |  | | --- | --- | --- | | **83 HISTORIC LETTER K MAGIC DECK CARDS** | | | |  | [**KAALIA, ZENITH SEEKER**](https://magicarena.fandom.com/wiki/Kaalia,_Zenith_Seeker)**RedWhiteBlack (3) LEGENDARY CREATURE — HUMAN CLERIC (3/3) FLYING, VIGILANCE**  **WHEN KAALIA, ZENITH SEEKER ENTERS THE BATTLEFIELD, LOOK AT THE TOP SIX CARDS OF YOUR LIBRARY. YOU MAY REVEAL AN ANGEL CARD, A DEMON CARD, AND/OR A DRAGON CARD FROM AMONG THEM AND PUT THEM INTO YOUR HAND. PUT THE REST ON THE BOTTOM OF YOUR LIBRARY IN A RANDOM ORDER.** |  | |  | [**KAERVEK, THE SPITEFUL**](https://magicarena.fandom.com/wiki/Kaervek,_the_Spiteful)**BlackBlack (4) LEGENDARY CREATURE — HUMAN WARLOCK (3/2) OTHER CREATURES GET -1/-1.** |  | |  | [**KAHEERA, THE ORPHANGUARD**](https://magicarena.fandom.com/wiki/Kaheera,_the_Orphanguard)**(3) LEGENDARY CREATURE — CAT BEAST (3/2) COMPANION — EACH CREATURE CARD IN YOUR STARTING DECK IS A CAT, ELEMENTAL, NIGHTMARE, DINOSAUR, OR BEAST CARD. (IF THIS CARD IS YOUR CHOSEN COMPANION, YOU MAY PUT IT INTO YOUR HAND FROM OUTSIDE THE GAME FOR  ANY TIME YOU COULD CAST A SORCERY.)**  **VIGILANCE EACH OTHER CREATURE YOU CONTROL THAT'S A CAT, ELEMENTAL, NIGHTMARE, DINOSAUR, OR BEAST GETS +1/+1 AND HAS VIGILANCE.** |  | |  | [**KALASTRIA NIGHTWATCH**](https://magicarena.fandom.com/wiki/Kalastria_Nightwatch)**Black (5) CREATURE — VAMPIRE WARRIOR ALLY (4/5) WHENEVER YOU GAIN LIFE, KALASTRIA NIGHTWATCH GAINS FLYING UNTIL END OF TURN.** |  | |  | [**KAMAHL'S DRUIDIC VOW**](https://magicarena.fandom.com/wiki/Kamahl%27s_Druidic_Vow)**GreenGreen (2) LEGENDARY SORCERY (YOU MAY CAST A LEGENDARY SORCERY ONLY IF YOU CONTROL A LEGENDARY CREATURE OR PLANESWALKER.)**  **LOOK AT THE TOP X CARDS OF YOUR LIBRARY. YOU MAY PUT ANY NUMBER OF LAND AND/OR LEGENDARY PERMANENT CARDS WITH CONVERTED MANA COST X OR LESS FROM AMONG THEM ONTO THE BATTLEFIELD. PUT THE REST INTO YOUR GRAVEYARD.** |  | |  | [**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.)** |  | |  | [**KARGAN DRAGONRIDER**](https://magicarena.fandom.com/wiki/Kargan_Dragonrider)**Red (2) CREATURE — HUMAN WARRIOR (2/2) AS LONG AS YOU CONTROL A DRAGON, KARGAN DRAGONRIDER HAS FLYING. (IT CAN'T BE BLOCKED EXCEPT BY CREATURES WITH FLYING OR REACH.)** |  | |  | [**KARN, SCION OF URZA**](https://magicarena.fandom.com/wiki/Karn,_Scion_of_Urza)**(4) LEGENDARY PLANESWALKER — KARN (5) +1: REVEAL THE TOP TWO CARDS OF YOUR LIBRARY. AN OPPONENT CHOOSES ONE OF THEM. PUT THAT CARD INTO YOUR HAND AND EXILE THE OTHER WITH A SILVER COUNTER ON IT.**  **−1: PUT A CARD YOU OWN WITH A SILVER COUNTER ON IT FROM EXILE INTO YOUR HAND. −2: CREATE A 0/0 COLORLESS CONSTRUCT ARTIFACT CREATURE TOKEN WITH "THIS CREATURE GETS +1/+1 FOR EACH ARTIFACT YOU CONTROL."** |  | |  | [**KARN, THE GREAT CREATOR**](https://magicarena.fandom.com/wiki/Karn,_the_Great_Creator)**(4) LEGENDARY PLANESWALKER — KARN (5) ACTIVATED ABILITIES OF ARTIFACTS YOUR OPPONENTS CONTROL CAN'T BE ACTIVATED.**  **+1: UNTIL YOUR NEXT TURN, UP TO ONE TARGET NONCREATURE ARTIFACT BECOMES AN ARTIFACT CREATURE WITH POWER AND TOUGHNESS EACH EQUAL TO ITS CONVERTED MANA COST. −2: YOU MAY CHOOSE AN ARTIFACT CARD YOU OWN FROM OUTSIDE THE GAME OR IN EXILE, REVEAL THAT CARD, AND PUT IT INTO YOUR HAND.** |  | |  | [**KARN'S BASTION**](https://magicarena.fandom.com/wiki/Karn%27s_Bastion)**(0) LAND Tap: ADD .**  **, Tap: PROLIFERATE. (CHOOSE ANY NUMBER OF PERMANENTS AND/OR PLAYERS, THEN GIVE EACH ANOTHER COUNTER OF EACH KIND ALREADY THERE.)** |  | |  | [**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.** |  | |  | [**KARPLUSAN HOUND**](https://magicarena.fandom.com/wiki/Karplusan_Hound)**Red (4) CREATURE — DOG (3/3) WHENEVER KARPLUSAN HOUND ATTACKS, IF YOU CONTROL A CHANDRA PLANESWALKER, THIS CREATURE DEALS 2 DAMAGE TO ANY TARGET.** |  | |  | [**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.** |  | |  | [**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 GHOSTFORM**](https://magicarena.fandom.com/wiki/Kaya%27s_Ghostform)**Black (1) ENCHANTMENT — AURA ENCHANT CREATURE OR PLANESWALKER YOU CONTROL**  **WHEN ENCHANTED PERMANENT DIES OR IS PUT INTO EXILE, RETURN THAT CARD TO THE BATTLEFIELD UNDER YOUR CONTROL.** |  | |  | [**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.** |  | |  | [**KAZAROV, SENGIR PUREBLOOD**](https://magicarena.fandom.com/wiki/Kazarov,_Sengir_Pureblood)**BlackBlack (7) LEGENDARY CREATURE — VAMPIRE (4/4) FLYING**  **WHENEVER A CREATURE AN OPPONENT CONTROLS IS DEALT DAMAGE, PUT A +1/+1 COUNTER ON KAZAROV, SENGIR PUREBLOOD. Red: KAZAROV DEALS 2 DAMAGE TO TARGET CREATURE.** |  | |  | [**KEEN GLIDEMASTER**](https://magicarena.fandom.com/wiki/Keen_Glidemaster)**Blue (2) CREATURE — HUMAN SOLDIER (2/1) Blue: TARGET CREATURE GAINS FLYING UNTIL END OF TURN.** |  | |  | [**KEENSIGHT MENTOR**](https://magicarena.fandom.com/wiki/Keensight_Mentor)**White (3) CREATURE — HUMAN CLERIC (1/4) WHEN KEENSIGHT MENTOR ENTERS THE BATTLEFIELD, PUT A VIGILANCE COUNTER ON TARGET NON-HUMAN CREATURE YOU CONTROL.**  **White, Tap: PUT A +1/+1 COUNTER ON EACH CREATURE YOU CONTROL WITH VIGILANCE.** |  | |  | [**KEEP SAFE**](https://magicarena.fandom.com/wiki/Keep_Safe)**Blue (2) INSTANT COUNTER TARGET SPELL THAT TARGETS A PERMANENT YOU CONTROL.**  **DRAW A CARD.** |  | |  | [**KEEPER OF FABLES**](https://magicarena.fandom.com/wiki/Keeper_of_Fables)**GreenGreen (5) CREATURE — CAT (4/5) WHENEVER ONE OR MORE NON-HUMAN CREATURES YOU CONTROL DEAL COMBAT DAMAGE TO A PLAYER, DRAW A CARD.** |  | |  | [**KELDON OVERSEER**](https://magicarena.fandom.com/wiki/Keldon_Overseer)**Red (3) CREATURE — HUMAN WARRIOR (3/1) KICKER Red (YOU MAY PAY AN ADDITIONAL Red AS YOU CAST THIS SPELL.)**  **HASTE WHEN KELDON OVERSEER ENTERS THE BATTLEFIELD, IF IT WAS KICKED, GAIN CONTROL OF TARGET CREATURE UNTIL END OF TURN. UNTAP THAT CREATURE. IT GAINS HASTE UNTIL END OF TURN.** |  | |  | [**KELDON RAIDER**](https://magicarena.fandom.com/wiki/Keldon_Raider)**RedRed (4) CREATURE — HUMAN WARRIOR (4/3) WHEN KELDON RAIDER ENTERS THE BATTLEFIELD, YOU MAY DISCARD A CARD. IF YOU DO, DRAW A CARD.** |  | |  | [**KELDON WARCALLER**](https://magicarena.fandom.com/wiki/Keldon_Warcaller)**Red (2) CREATURE — HUMAN WARRIOR (2/2) WHENEVER KELDON WARCALLER ATTACKS, PUT A LORE COUNTER ON TARGET SAGA YOU CONTROL.** |  | |  | [**KELS, FIGHT FIXER**](https://magicarena.fandom.com/wiki/Kels,_Fight_Fixer)**BlackBlack (4) LEGENDARY CREATURE — AZRA WARLOCK (4/3) MENACE**  **WHENEVER YOU SACRIFICE A CREATURE, YOU MAY PAY . IF YOU DO, DRAW A CARD. ( CAN BE PAID WITH EITHER Blue OR Black.) , SACRIFICE A CREATURE: KELS, FIGHT FIXER GAINS INDESTRUCTIBLE UNTIL END OF TURN.** |  | |  | [**KENRITH, THE RETURNED KING**](https://magicarena.fandom.com/wiki/Kenrith,_the_Returned_King)**White (5) LEGENDARY CREATURE — HUMAN NOBLE (5/5) Red: ALL CREATURES GAIN TRAMPLE AND HASTE UNTIL END OF TURN.**  **Green: PUT A +1/+1 COUNTER ON TARGET CREATURE. White: TARGET PLAYER GAINS 5 LIFE. Blue: TARGET PLAYER DRAWS A CARD. Black: PUT TARGET CREATURE CARD FROM A GRAVEYARD ONTO THE BATTLEFIELD UNDER ITS OWNER'S CONTROL.** |  | |  | [**KENRITH'S TRANSFORMATION**](https://magicarena.fandom.com/wiki/Kenrith%27s_Transformation)**Green (2) ENCHANTMENT — AURA ENCHANT CREATURE**  **WHEN KENRITH'S TRANSFORMATION ENTERS THE BATTLEFIELD, DRAW A CARD. ENCHANTED CREATURE LOSES ALL ABILITIES AND IS A GREEN ELK CREATURE WITH BASE POWER AND TOUGHNESS 3/3. (IT LOSES ALL OTHER CARD TYPES AND CREATURE TYPES.)** |  | |  | [**KERAL KEEP DISCIPLES**](https://magicarena.fandom.com/wiki/Keral_Keep_Disciples)**RedRed (4) CREATURE — HUMAN MONK (4/3) WHENEVER YOU ACTIVATE A LOYALTY ABILITY OF A CHANDRA PLANESWALKER, KERAL KEEP DISCIPLES DEALS 1 DAMAGE TO EACH OPPONENT.** |  | |  | [**KERUGA, THE MACROSAGE**](https://magicarena.fandom.com/wiki/Keruga,_the_Macrosage)**(5) LEGENDARY CREATURE — DINOSAUR HIPPO (5/4) COMPANION — YOUR STARTING DECK CONTAINS ONLY CARDS WITH CONVERTED MANA COST 3 OR GREATER AND LAND CARDS. (IF THIS CARD IS YOUR CHOSEN COMPANION, YOU MAY PUT IT INTO YOUR HAND FROM OUTSIDE THE GAME FOR  ANY TIME YOU COULD CAST A SORCERY.)**  **WHEN KERUGA, THE MACROSAGE ENTERS THE BATTLEFIELD, DRAW A CARD FOR EACH OTHER PERMANENT YOU CONTROL WITH CONVERTED MANA COST 3 OR GREATER.** |  | |  | [**KETHIS, THE HIDDEN HAND**](https://magicarena.fandom.com/wiki/Kethis,_the_Hidden_Hand)**WhiteBlackGreen (3) LEGENDARY CREATURE — ELF ADVISOR (3/4) LEGENDARY SPELLS YOU CAST COST  LESS TO CAST.**  **EXILE TWO LEGENDARY CARDS FROM YOUR GRAVEYARD: UNTIL END OF TURN, EACH LEGENDARY CARD IN YOUR GRAVEYARD GAINS "YOU MAY PLAY THIS CARD FROM YOUR GRAVEYARD."** |  | |  | [**KETRIA CRYSTAL**](https://magicarena.fandom.com/wiki/Ketria_Crystal)**(3) ARTIFACT Tap: ADD Green, Blue, OR Red.**  **CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**KETRIA TRIOME**](https://magicarena.fandom.com/wiki/Ketria_Triome)**(0) LAND — FOREST ISLAND MOUNTAIN (Tap: ADD Green, Blue, OR Red.)**  **KETRIA TRIOME ENTERS THE BATTLEFIELD TAPPED. CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**KILN FIEND**](https://magicarena.fandom.com/wiki/Kiln_Fiend)**Red (2) CREATURE — ELEMENTAL BEAST (1/2) WHENEVER YOU CAST AN INSTANT OR SORCERY SPELL, KILN FIEND GETS +3/+0 UNTIL END OF TURN.** |  | |  | [**KINETIC AUGUR**](https://magicarena.fandom.com/wiki/Kinetic_Augur)**Red (4) CREATURE — HUMAN SHAMAN (\*/4) TRAMPLE (THIS CREATURE CAN DEAL EXCESS COMBAT DAMAGE TO THE PLAYER OR PLANESWALKER IT'S ATTACKING.)**  **KINETIC AUGUR'S POWER IS EQUAL TO THE NUMBER OF INSTANT AND SORCERY CARDS IN YOUR GRAVEYARD. WHEN KINETIC AUGUR ENTERS THE BATTLEFIELD, DISCARD UP TO TWO CARDS, THEN DRAW THAT MANY CARDS.** |  | |  | [**KINJALLI'S CALLER**](https://magicarena.fandom.com/wiki/Kinjalli%27s_Caller)**White (1) CREATURE — HUMAN CLERIC (0/3) DINOSAUR SPELLS YOU CAST COST  LESS TO CAST.** |  | |  | [**KINJALLI'S SUNWING**](https://magicarena.fandom.com/wiki/Kinjalli%27s_Sunwing)**White (3) CREATURE — DINOSAUR (2/3) FLYING**  **CREATURES YOUR OPPONENTS CONTROL ENTER THE BATTLEFIELD TAPPED.** |  | |  | [**KINNAN, BONDER PRODIGY**](https://magicarena.fandom.com/wiki/Kinnan,_Bonder_Prodigy)**GreenBlue (2) LEGENDARY CREATURE — HUMAN DRUID (2/2) WHENEVER YOU TAP A NONLAND PERMANENT FOR MANA, ADD ONE MANA OF ANY TYPE THAT PERMANENT PRODUCED.**  **GreenBlue: LOOK AT THE TOP FIVE CARDS OF YOUR LIBRARY. YOU MAY PUT A NON-HUMAN CREATURE CARD FROM AMONG THEM ONTO THE BATTLEFIELD. PUT THE REST ON THE BOTTOM OF YOUR LIBRARY IN A RANDOM ORDER.** |  | |  | [**KINSBAILE CAVALIER**](https://magicarena.fandom.com/wiki/Kinsbaile_Cavalier)**White (4) CREATURE — KITHKIN KNIGHT (2/2) KNIGHT CREATURES YOU CONTROL HAVE DOUBLE STRIKE.** |  | |  | [**KIORA 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.** |  | |  | [**KITESAIL FREEBOOTER**](https://magicarena.fandom.com/wiki/Kitesail_Freebooter)**Black (2) CREATURE — HUMAN PIRATE (1/2) FLYING**  **WHEN KITESAIL FREEBOOTER ENTERS THE BATTLEFIELD, TARGET OPPONENT REVEALS THEIR HAND. YOU CHOOSE A NONCREATURE, NONLAND CARD FROM IT. EXILE THAT CARD UNTIL KITESAIL FREEBOOTER LEAVES THE BATTLEFIELD.** |  | |  | [**KLOTHYS, GOD OF DESTINY**](https://magicarena.fandom.com/wiki/Klothys,_God_of_Destiny)**RedGreen (3) LEGENDARY ENCHANTMENT CREATURE — GOD (4/5) INDESTRUCTIBLE**  **AS LONG AS YOUR DEVOTION TO RED AND GREEN IS LESS THAN SEVEN, KLOTHYS ISN'T A CREATURE. AT THE BEGINNING OF YOUR PRECOMBAT MAIN PHASE, EXILE TARGET CARD FROM A GRAVEYARD. IF IT WAS A LAND CARD, ADD Red OR Green. OTHERWISE, YOU GAIN 2 LIFE AND KLOTHYS DEALS 2 DAMAGE TO EACH OPPONENT.** |  | |  | [**KLOTHYS'S DESIGN**](https://magicarena.fandom.com/wiki/Klothys%27s_Design)**Green (6) SORCERY CREATURES YOU CONTROL GET +X/+X UNTIL END OF TURN, WHERE X IS YOUR DEVOTION TO GREEN. (EACH Green IN THE MANA COSTS OF PERMANENTS YOU CONTROL COUNTS TOWARD YOUR DEVOTION TO GREEN.)** |  | |  | [**KNIGHT OF AUTUMN**](https://magicarena.fandom.com/wiki/Knight_of_Autumn)**GreenWhite (3) CREATURE — DRYAD KNIGHT (2/1) WHEN KNIGHT OF AUTUMN ENTERS THE BATTLEFIELD, CHOOSE ONE —**  **• PUT TWO +1/+1 COUNTERS ON KNIGHT OF AUTUMN. • DESTROY TARGET ARTIFACT OR ENCHANTMENT. • YOU GAIN 4 LIFE.** |  | |  | [**KNIGHT OF GRACE**](https://magicarena.fandom.com/wiki/Knight_of_Grace)**White (2) CREATURE — HUMAN KNIGHT (2/2) FIRST STRIKE**  **HEXPROOF FROM BLACK (THIS CREATURE CAN'T BE THE TARGET OF BLACK SPELLS OR ABILITIES YOUR OPPONENTS CONTROL.) KNIGHT OF GRACE GETS +1/+0 AS LONG AS ANY PLAYER CONTROLS A BLACK PERMANENT.** |  | |  | [**KNIGHT OF MALICE**](https://magicarena.fandom.com/wiki/Knight_of_Malice)**Black (2) CREATURE — HUMAN KNIGHT (2/2) FIRST STRIKE**  **HEXPROOF FROM WHITE (THIS CREATURE CAN'T BE THE TARGET OF WHITE SPELLS OR ABILITIES YOUR OPPONENTS CONTROL.) KNIGHT OF MALICE GETS +1/+0 AS LONG AS ANY PLAYER CONTROLS A WHITE PERMANENT.** |  | |  | [**KNIGHT OF NEW BENALIA**](https://magicarena.fandom.com/wiki/Knight_of_New_Benalia)**White (2) CREATURE — HUMAN KNIGHT (3/1)** |  | |  | [**KNIGHT OF SORROWS**](https://magicarena.fandom.com/wiki/Knight_of_Sorrows)**White (5) CREATURE — HUMAN KNIGHT (3/3) KNIGHT OF SORROWS CAN BLOCK AN ADDITIONAL CREATURE EACH COMBAT.**  **AFTERLIFE 1 (WHEN THIS CREATURE DIES, CREATE A 1/1 WHITE AND BLACK SPIRIT CREATURE TOKEN WITH FLYING.)** |  | |  | [**KNIGHT OF THE EBON LEGION**](https://magicarena.fandom.com/wiki/Knight_of_the_Ebon_Legion)**Black (1) CREATURE — VAMPIRE KNIGHT (1/2) Black: KNIGHT OF THE EBON LEGION GETS +3/+3 AND GAINS DEATHTOUCH UNTIL END OF TURN.**  **AT THE BEGINNING OF YOUR END STEP, IF A PLAYER LOST 4 OR MORE LIFE THIS TURN, PUT A +1/+1 COUNTER ON KNIGHT OF THE EBON LEGION. (DAMAGE CAUSES LOSS OF LIFE.)** |  | |  | [**KNIGHT OF THE KEEP**](https://magicarena.fandom.com/wiki/Knight_of_the_Keep)**White (3) CREATURE — HUMAN KNIGHT (3/2)** |  | |  | [**KNIGHT OF THE LAST BREATH**](https://magicarena.fandom.com/wiki/Knight_of_the_Last_Breath)**WhiteBlack (7) CREATURE — GIANT KNIGHT (4/4) , SACRIFICE ANOTHER NONTOKEN CREATURE: CREATE A 1/1 WHITE AND BLACK SPIRIT CREATURE TOKEN WITH FLYING.**  **AFTERLIFE 3 (WHEN THIS CREATURE DIES, CREATE THREE 1/1 WHITE AND BLACK SPIRIT CREATURE TOKENS WITH FLYING.)** |  | |  | [**KNIGHT OF THE RELIQUARY**](https://magicarena.fandom.com/wiki/Knight_of_the_Reliquary)**GreenWhite (3) CREATURE — HUMAN KNIGHT (2/2) KNIGHT OF THE RELIQUARY GETS +1/+1 FOR EACH LAND CARD IN YOUR GRAVEYARD.**  **Tap, SACRIFICE A FOREST OR PLAINS: SEARCH YOUR LIBRARY FOR A LAND CARD, PUT IT ONTO THE BATTLEFIELD, THEN SHUFFLE YOUR LIBRARY.** |  | |  | [**KNIGHT OF THE STAMPEDE**](https://magicarena.fandom.com/wiki/Knight_of_the_Stampede)**Green (4) CREATURE — HUMAN KNIGHT (2/4) DINOSAUR SPELLS YOU CAST COST  LESS TO CAST.** |  | |  | [**KNIGHT OF THE TUSK**](https://magicarena.fandom.com/wiki/Knight_of_the_Tusk)**WhiteWhite (6) CREATURE — HUMAN KNIGHT (3/7) VIGILANCE (ATTACKING DOESN'T CAUSE THIS CREATURE TO TAP.)** |  | |  | [**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.** |  | |  | [**KOGLA, THE TITAN APE**](https://magicarena.fandom.com/wiki/Kogla,_the_Titan_Ape)**GreenGreenGreen (6) LEGENDARY CREATURE — APE (7/6) WHEN KOGLA, THE TITAN APE ENTERS THE BATTLEFIELD, IT FIGHTS UP TO ONE TARGET CREATURE YOU DON'T CONTROL.**  **WHENEVER KOGLA ATTACKS, DESTROY TARGET ARTIFACT OR ENCHANTMENT DEFENDING PLAYER CONTROLS. Green: RETURN TARGET HUMAN YOU CONTROL TO ITS OWNER'S HAND. KOGLA GAINS INDESTRUCTIBLE UNTIL END OF TURN.** |  | |  | [**KOPALA, WARDEN OF WAVES**](https://magicarena.fandom.com/wiki/Kopala,_Warden_of_Waves)**BlueBlue (3) LEGENDARY CREATURE — MERFOLK WIZARD (2/2) SPELLS YOUR OPPONENTS CAST THAT TARGET A MERFOLK YOU CONTROL COST  MORE TO CAST.**  **ABILITIES YOUR OPPONENTS ACTIVATE THAT TARGET A MERFOLK YOU CONTROL COST  MORE TO ACTIVATE.** |  | |  | [**KOR SPIRITDANCER**](https://magicarena.fandom.com/wiki/Kor_Spiritdancer)**White (2) CREATURE — KOR WIZARD (0/2) KOR SPIRITDANCER GETS +2/+2 FOR EACH AURA ATTACHED TO IT.**  **WHENEVER YOU CAST AN AURA SPELL, YOU MAY DRAW A CARD.** |  | |  | [**KORVOLD, FAE-CURSED KING**](https://magicarena.fandom.com/wiki/Korvold,_Fae-Cursed_King)**BlackRedGreen (5) LEGENDARY CREATURE — DRAGON NOBLE (4/4) FLYING**  **WHENEVER KORVOLD, FAE-CURSED KING ENTERS THE BATTLEFIELD OR ATTACKS, SACRIFICE ANOTHER PERMANENT. WHENEVER YOU SACRIFICE A PERMANENT, PUT A +1/+1 COUNTER ON KORVOLD AND DRAW A CARD.** |  | |  | [**KRAUL FORAGERS**](https://magicarena.fandom.com/wiki/Kraul_Foragers)**Green (5) CREATURE — INSECT SCOUT (4/4) UNDERGROWTH — WHEN KRAUL FORAGERS ENTERS THE BATTLEFIELD, YOU GAIN 1 LIFE FOR EACH CREATURE CARD IN YOUR GRAVEYARD.** |  | |  | [**KRAUL HARPOONER**](https://magicarena.fandom.com/wiki/Kraul_Harpooner)**Green (2) CREATURE — INSECT WARRIOR (3/2) REACH**  **UNDERGROWTH — WHEN KRAUL HARPOONER ENTERS THE BATTLEFIELD, CHOOSE UP TO ONE TARGET CREATURE WITH FLYING YOU DON'T CONTROL. KRAUL HARPOONER GETS +X/+0 UNTIL END OF TURN, WHERE X IS THE NUMBER OF CREATURE CARDS IN YOUR GRAVEYARD, THEN YOU MAY HAVE KRAUL HARPOONER FIGHT THAT CREATURE.** |  | |  | [**KRAUL RAIDER**](https://magicarena.fandom.com/wiki/Kraul_Raider)**Black (3) CREATURE — INSECT WARRIOR (2/3) MENACE (THIS CREATURE CAN'T BE BLOCKED EXCEPT BY TWO OR MORE CREATURES.)** |  | |  | [**KRAUL STINGER**](https://magicarena.fandom.com/wiki/Kraul_Stinger)**Green (3) CREATURE — INSECT ASSASSIN (2/2) DEATHTOUCH** |  | |  | [**KRAUL SWARM**](https://magicarena.fandom.com/wiki/Kraul_Swarm)**Black (5) CREATURE — INSECT WARRIOR (4/1) FLYING**  **Black, DISCARD A CREATURE CARD: RETURN KRAUL SWARM FROM YOUR GRAVEYARD TO YOUR HAND.** |  | |  | [**KRENKO, MOB BOSS**](https://magicarena.fandom.com/wiki/Krenko,_Mob_Boss)**RedRed (4) LEGENDARY CREATURE — GOBLIN WARRIOR (3/3) Tap: CREATE X 1/1 RED GOBLIN CREATURE TOKENS, WHERE X IS THE NUMBER OF GOBLINS YOU CONTROL.** |  | |  | [**KRENKO, TIN STREET KINGPIN**](https://magicarena.fandom.com/wiki/Krenko,_Tin_Street_Kingpin)**Red (3) LEGENDARY CREATURE — GOBLIN (1/2) WHENEVER KRENKO, TIN STREET KINGPIN ATTACKS, PUT A +1/+1 COUNTER ON IT, THEN CREATE A NUMBER OF 1/1 RED GOBLIN CREATURE TOKENS EQUAL TO KRENKO'S POWER.** |  | |  | [**KRONCH WRANGLER**](https://magicarena.fandom.com/wiki/Kronch_Wrangler)**Green (2) CREATURE — HUMAN WARRIOR (2/1) TRAMPLE**  **WHENEVER A CREATURE WITH POWER 4 OR GREATER ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, PUT A +1/+1 COUNTER ON KRONCH WRANGLER.** |  | |  | [**KROSAN DRUID**](https://magicarena.fandom.com/wiki/Krosan_Druid)**Green (3) CREATURE — CENTAUR DRUID (2/3) KICKER Green (YOU MAY PAY AN ADDITIONAL Green AS YOU CAST THIS SPELL.)**  **WHEN KROSAN DRUID ENTERS THE BATTLEFIELD, IF IT WAS KICKED, YOU GAIN 10 LIFE.** |  | |  | [**KROSAN TUSKER**](https://magicarena.fandom.com/wiki/Krosan_Tusker)**GreenGreen (7) CREATURE — BOAR BEAST (6/5) CYCLING Green (Green, DISCARD THIS CARD: DRAW A CARD.)**  **WHEN YOU CYCLE KROSAN TUSKER, YOU MAY SEARCH YOUR LIBRARY FOR A BASIC LAND CARD, REVEAL THAT CARD, PUT IT INTO YOUR HAND, THEN SHUFFLE YOUR LIBRARY. (DO THIS BEFORE YOU DRAW.)** |  | |  | [**KROXA, TITAN OF DEATH'S HUNGER**](https://magicarena.fandom.com/wiki/Kroxa,_Titan_of_Death%27s_Hunger)**BlackRed (2) LEGENDARY CREATURE — ELDER GIANT (6/6) WHEN KROXA ENTERS THE BATTLEFIELD, SACRIFICE IT UNLESS IT ESCAPED.**  **WHENEVER KROXA ENTERS THE BATTLEFIELD OR ATTACKS, EACH OPPONENT DISCARDS A CARD, THEN EACH OPPONENT WHO DIDN'T DISCARD A NONLAND CARD THIS WAY LOSES 3 LIFE. ESCAPE—BlackBlackRedRed, EXILE FIVE OTHER CARDS FROM YOUR GRAVEYARD. (YOU MAY CAST THIS CARD FROM YOUR GRAVEYARD FOR ITS ESCAPE COST.)** |  | |  | [**KUMENA, TYRANT OF ORAZCA**](https://magicarena.fandom.com/wiki/Kumena,_Tyrant_of_Orazca)**GreenBlue (3) LEGENDARY CREATURE — MERFOLK SHAMAN (2/4) TAP ANOTHER UNTAPPED MERFOLK YOU CONTROL: KUMENA, TYRANT OF ORAZCA CAN'T BE BLOCKED THIS TURN.**  **TAP THREE UNTAPPED MERFOLK YOU CONTROL: DRAW A CARD. TAP FIVE UNTAPPED MERFOLK YOU CONTROL: PUT A +1/+1 COUNTER ON EACH MERFOLK YOU CONTROL.** |  | |  | [**KUMENA'S 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.** |  | |  | [**KUMENA'S SPEAKER**](https://magicarena.fandom.com/wiki/Kumena%27s_Speaker)**Green (1) CREATURE — MERFOLK SHAMAN (1/1) KUMENA'S SPEAKER GETS +1/+1 AS LONG AS YOU CONTROL ANOTHER MERFOLK OR AN ISLAND.** |  | |  | [**KUNOROS, HOUND OF ATHREOS**](https://magicarena.fandom.com/wiki/Kunoros,_Hound_of_Athreos)**WhiteBlack (3) LEGENDARY CREATURE — DOG (3/3) VIGILANCE, MENACE, LIFELINK**  **CREATURE CARDS IN GRAVEYARDS CAN'T ENTER THE BATTLEFIELD. PLAYERS CAN'T CAST SPELLS FROM GRAVEYARDS.** |  | |  | [**KWENDE, PRIDE OF FEMEREF**](https://magicarena.fandom.com/wiki/Kwende,_Pride_of_Femeref)**White (4) LEGENDARY CREATURE — HUMAN KNIGHT (2/2) DOUBLE STRIKE**  **CREATURES YOU CONTROL WITH FIRST STRIKE HAVE DOUBLE STRIKE.** |  | |  | [**KYKAR, WIND'S FURY**](https://magicarena.fandom.com/wiki/Kykar,_Wind%27s_Fury)**BlueRedWhite (4) LEGENDARY CREATURE — BIRD WIZARD (3/3) FLYING**  **WHENEVER YOU CAST A NONCREATURE SPELL, CREATE A 1/1 WHITE SPIRIT CREATURE TOKEN WITH FLYING. SACRIFICE A SPIRIT: ADD Red.** |  | |

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| |  |  |  | | --- | --- | --- | | **129 HISTORIC LETTER L MAGIC DECK CARDS** | | | |  | [**LABYRINTH OF SKOPHOS**](https://magicarena.fandom.com/wiki/Labyrinth_of_Skophos)**(0) LAND Tap: ADD .**  **, Tap: REMOVE TARGET ATTACKING OR BLOCKING CREATURE FROM COMBAT.** |  | |  | [**LABYRINTH RAPTOR**](https://magicarena.fandom.com/wiki/Labyrinth_Raptor)**BlackRed (2) CREATURE — NIGHTMARE DINOSAUR (2/2) MENACE**  **WHENEVER A CREATURE YOU CONTROL WITH MENACE BECOMES BLOCKED, DEFENDING PLAYER SACRIFICES A CREATURE BLOCKING IT. BlackRed: CREATURES YOU CONTROL WITH MENACE GET +1/+0 UNTIL END OF TURN.** |  | |  | [**LAGONNA-BAND STORYTELLER**](https://magicarena.fandom.com/wiki/Lagonna-Band_Storyteller)**White (4) CREATURE — CENTAUR ADVISOR (3/4) WHEN LAGONNA-BAND STORYTELLER ENTERS THE BATTLEFIELD, YOU MAY PUT TARGET ENCHANTMENT CARD FROM YOUR GRAVEYARD ON TOP OF YOUR LIBRARY. IF YOU DO, YOU GAIN LIFE EQUAL TO ITS CONVERTED MANA COST.** |  | |  | [**LAMPAD OF DEATH'S VIGIL**](https://magicarena.fandom.com/wiki/Lampad_of_Death%27s_Vigil)**Black (2) ENCHANTMENT CREATURE — NYMPH (1/3) , SACRIFICE A CREATURE: EACH OPPONENT LOSES 1 LIFE AND YOU GAIN 1 LIFE.** |  | |  | [**LANGUISH**](https://magicarena.fandom.com/wiki/Languish)**BlackBlack (4) SORCERY ALL CREATURES GET -4/-4 UNTIL END OF TURN.** |  | |  | [**LASH OF THORNS**](https://magicarena.fandom.com/wiki/Lash_of_Thorns)**Black (1) INSTANT TARGET CREATURE GETS +2/+1 AND GAINS DEATHTOUCH UNTIL END OF TURN.** |  | |  | [**LAST GASP**](https://magicarena.fandom.com/wiki/Last_Gasp)**Black (2) INSTANT TARGET CREATURE GETS -3/-3 UNTIL END OF TURN.** |  | |  | [**LATHLISS, DRAGON QUEEN**](https://magicarena.fandom.com/wiki/Lathliss,_Dragon_Queen)**RedRed (6) LEGENDARY CREATURE — DRAGON (6/6) FLYING**  **WHENEVER ANOTHER NONTOKEN DRAGON ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, CREATE A 5/5 RED DRAGON CREATURE TOKEN WITH FLYING. Red: DRAGONS YOU CONTROL GET +1/+0 UNTIL END OF TURN.** |  | |  | [**LAUNCH PARTY**](https://magicarena.fandom.com/wiki/Launch_Party)**Black (4) INSTANT AS AN ADDITIONAL COST TO CAST THIS SPELL, SACRIFICE A CREATURE.**  **DESTROY TARGET CREATURE. ITS CONTROLLER LOSES 2 LIFE.** |  | |  | [**LAVA AXE**](https://magicarena.fandom.com/wiki/Lava_Axe)**Red (5) SORCERY LAVA AXE DEALS 5 DAMAGE TO TARGET PLAYER OR PLANESWALKER.** |  | |  | [**LAVA COIL**](https://magicarena.fandom.com/wiki/Lava_Coil)**Red (2) SORCERY LAVA COIL DEALS 4 DAMAGE TO TARGET CREATURE. IF THAT CREATURE WOULD DIE THIS TURN, EXILE IT INSTEAD.** |  | |  | [**LAVA SERPENT**](https://magicarena.fandom.com/wiki/Lava_Serpent)**Red (6) CREATURE — ELEMENTAL SERPENT (5/5) HASTE**  **CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**LAVABRINK VENTURER**](https://magicarena.fandom.com/wiki/Lavabrink_Venturer)**White (3) CREATURE — HUMAN SOLDIER (3/3) AS LAVABRINK VENTURER ENTERS THE BATTLEFIELD, CHOOSE ODD OR EVEN. (ZERO IS EVEN.)**  **LAVABRINK VENTURER HAS PROTECTION FROM EACH CONVERTED MANA COST OF THE CHOSEN VALUE.** |  | |  | [**LAVAKIN BRAWLER**](https://magicarena.fandom.com/wiki/Lavakin_Brawler)**Red (4) CREATURE — ELEMENTAL WARRIOR (2/4) WHENEVER LAVAKIN BRAWLER ATTACKS, IT GETS +1/+0 UNTIL END OF TURN FOR EACH ELEMENTAL YOU CONTROL.** |  | |  | [**LAVINIA, AZORIUS RENEGADE**](https://magicarena.fandom.com/wiki/Lavinia,_Azorius_Renegade)**WhiteBlue (2) LEGENDARY CREATURE — HUMAN SOLDIER (2/2) EACH OPPONENT CAN'T CAST NONCREATURE SPELLS WITH CONVERTED MANA COST GREATER THAN THE NUMBER OF LANDS THAT PLAYER CONTROLS.**  **WHENEVER AN OPPONENT CASTS A SPELL, IF NO MANA WAS SPENT TO CAST IT, COUNTER THAT SPELL.** |  | |  | [**LAWLESS BROKER**](https://magicarena.fandom.com/wiki/Lawless_Broker)**Black (3) CREATURE — AETHERBORN ROGUE (3/2) WHEN LAWLESS BROKER DIES, PUT A +1/+1 COUNTER ON TARGET CREATURE YOU CONTROL.** |  | |  | [**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.** |  | |  | [**LAZAV, THE MULTIFARIOUS**](https://magicarena.fandom.com/wiki/Lazav,_the_Multifarious)**BlueBlack (2) LEGENDARY CREATURE — SHAPESHIFTER (1/3) WHEN LAZAV, THE MULTIFARIOUS ENTERS THE BATTLEFIELD, SURVEIL 1. (LOOK AT THE TOP CARD OF YOUR LIBRARY. YOU MAY PUT IT INTO YOUR GRAVEYARD.)**  **: LAZAV, THE MULTIFARIOUS BECOMES A COPY OF TARGET CREATURE CARD IN YOUR GRAVEYARD WITH CONVERTED MANA COST X, EXCEPT ITS NAME IS LAZAV, THE MULTIFARIOUS, IT'S LEGENDARY IN ADDITION TO ITS OTHER TYPES, AND IT HAS THIS ABILITY.** |  | |  | [**LAZOTEP BEHEMOTH**](https://magicarena.fandom.com/wiki/Lazotep_Behemoth)**Black (5) CREATURE — ZOMBIE HIPPO (5/4)** |  | |  | [**LAZOTEP 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.)** |  | |  | [**LAZOTEP REAVER**](https://magicarena.fandom.com/wiki/Lazotep_Reaver)**Black (2) CREATURE — ZOMBIE BEAST (1/2) WHEN LAZOTEP REAVER ENTERS THE BATTLEFIELD, AMASS 1. (PUT A +1/+1 COUNTER ON AN ARMY YOU CONTROL. IF YOU DON'T CONTROL ONE, CREATE A 0/0 BLACK ZOMBIE ARMY CREATURE TOKEN FIRST.)** |  | |  | [**LEAD THE STAMPEDE**](https://magicarena.fandom.com/wiki/Lead_the_Stampede)**Green (3) SORCERY LOOK AT THE TOP FIVE CARDS OF YOUR LIBRARY. YOU MAY REVEAL ANY NUMBER OF CREATURE CARDS FROM AMONG THEM AND PUT THE REVEALED CARDS INTO YOUR HAND. PUT THE REST ON THE BOTTOM OF YOUR LIBRARY IN ANY ORDER.** |  | |  | [**LEAF GILDER**](https://magicarena.fandom.com/wiki/Leaf_Gilder)**Green (2) CREATURE — ELF DRUID (2/1) Tap: ADD Green.** |  | |  | [**LEAFKIN AVENGER**](https://magicarena.fandom.com/wiki/Leafkin_Avenger)**RedGreen (4) CREATURE — ELEMENTAL DRUID (4/3) Tap: ADD Green FOR EACH CREATURE WITH POWER 4 OR GREATER YOU CONTROL.**  **Red: LEAFKIN AVENGER DEALS DAMAGE EQUAL TO ITS POWER TO TARGET PLAYER OR PLANESWALKER.** |  | |  | [**LEAFKIN DRUID**](https://magicarena.fandom.com/wiki/Leafkin_Druid)**Green (2) CREATURE — ELEMENTAL DRUID (0/3) Tap: ADD Green. IF YOU CONTROL FOUR OR MORE CREATURES, ADD GreenGreen INSTEAD.** |  | |  | [**LEAGUE GUILDMAGE**](https://magicarena.fandom.com/wiki/League_Guildmage)**BlueRed (2) CREATURE — HUMAN WIZARD (2/2) Blue, Tap: DRAW A CARD.**  **Red, Tap: COPY TARGET INSTANT OR SORCERY SPELL YOU CONTROL WITH CONVERTED MANA COST X. YOU MAY CHOOSE NEW TARGETS FOR THE COPY.** |  | |  | [**LEAPFROG**](https://magicarena.fandom.com/wiki/Leapfrog)**Blue (3) CREATURE — FROG (3/1) LEAPFROG HAS FLYING AS LONG AS YOU'VE CAST AN INSTANT OR SORCERY SPELL THIS TURN.** |  | |  | [**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.** |  | |  | [**LEDEV CHAMPION**](https://magicarena.fandom.com/wiki/Ledev_Champion)**GreenWhite (3) CREATURE — ELF KNIGHT (2/2) WHENEVER LEDEV CHAMPION ATTACKS, YOU MAY TAP ANY NUMBER OF UNTAPPED CREATURES YOU CONTROL. LEDEV CHAMPION GETS +1/+1 UNTIL END OF TURN FOR EACH CREATURE TAPPED THIS WAY.**  **GreenWhite: CREATE A 1/1 WHITE SOLDIER CREATURE TOKEN WITH LIFELINK.** |  | |  | [**LEDEV GUARDIAN**](https://magicarena.fandom.com/wiki/Ledev_Guardian)**White (4) CREATURE — HUMAN KNIGHT (2/4) CONVOKE (YOUR CREATURES CAN HELP CAST THIS SPELL. EACH CREATURE YOU TAP WHILE CASTING THIS SPELL PAYS FOR  OR ONE MANA OF THAT CREATURE'S COLOR.)** |  | |  | [**LEGION CONQUISTADOR**](https://magicarena.fandom.com/wiki/Legion_Conquistador)**White (3) CREATURE — VAMPIRE SOLDIER (2/2) WHEN LEGION CONQUISTADOR ENTERS THE BATTLEFIELD, YOU MAY SEARCH YOUR LIBRARY FOR ANY NUMBER OF CARDS NAMED LEGION CONQUISTADOR, REVEAL THEM, PUT THEM INTO YOUR HAND, THEN SHUFFLE YOUR LIBRARY.** |  | |  | [**LEGION GUILDMAGE**](https://magicarena.fandom.com/wiki/Legion_Guildmage)**RedWhite (2) CREATURE — HUMAN WIZARD (2/2) Red, Tap: LEGION GUILDMAGE DEALS 3 DAMAGE TO EACH OPPONENT.**  **White, Tap: TAP ANOTHER TARGET CREATURE.** |  | |  | [**LEGION LIEUTENANT**](https://magicarena.fandom.com/wiki/Legion_Lieutenant)**WhiteBlack (2) CREATURE — VAMPIRE KNIGHT (2/2) OTHER VAMPIRES YOU CONTROL GET +1/+1.** |  | |  | [**LEGION WARBOSS**](https://magicarena.fandom.com/wiki/Legion_Warboss)**Red (3) CREATURE — GOBLIN SOLDIER (2/2) MENTOR (WHENEVER THIS CREATURE ATTACKS, PUT A +1/+1 COUNTER ON TARGET ATTACKING CREATURE WITH LESSER POWER.)**  **AT THE BEGINNING OF COMBAT ON YOUR TURN, CREATE A 1/1 RED GOBLIN CREATURE TOKEN. THAT TOKEN GAINS HASTE UNTIL END OF TURN AND ATTACKS THIS COMBAT IF ABLE.** |  | |  | [**LEGION'S END**](https://magicarena.fandom.com/wiki/Legion%27s_End)**Black (2) SORCERY EXILE TARGET CREATURE AN OPPONENT CONTROLS WITH CONVERTED MANA COST 2 OR LESS AND ALL OTHER CREATURES THAT PLAYER CONTROLS WITH THE SAME NAME AS THAT CREATURE. THEN THAT PLAYER REVEALS THEIR HAND AND EXILES ALL CARDS WITH THAT NAME FROM THEIR HAND AND GRAVEYARD.** |  | |  | [**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 ABUNDANCE**](https://magicarena.fandom.com/wiki/Leyline_of_Abundance)**GreenGreen (4) ENCHANTMENT IF LEYLINE OF ABUNDANCE IS IN YOUR OPENING HAND, YOU MAY BEGIN THE GAME WITH IT ON THE BATTLEFIELD.**  **WHENEVER YOU TAP A CREATURE FOR MANA, ADD AN ADDITIONAL Green. GreenGreen: PUT A +1/+1 COUNTER ON EACH CREATURE YOU CONTROL.** |  | |  | [**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.** |  | |  | [**LEYLINE OF COMBUSTION**](https://magicarena.fandom.com/wiki/Leyline_of_Combustion)**RedRed (4) ENCHANTMENT IF LEYLINE OF COMBUSTION IS IN YOUR OPENING HAND, YOU MAY BEGIN THE GAME WITH IT ON THE BATTLEFIELD.**  **WHENEVER YOU AND/OR AT LEAST ONE PERMANENT YOU CONTROL BECOMES THE TARGET OF A SPELL OR ABILITY AN OPPONENT CONTROLS, LEYLINE OF COMBUSTION DEALS 2 DAMAGE TO THAT PLAYER.** |  | |  | [**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.)** |  | |  | [**LEYLINE OF THE VOID**](https://magicarena.fandom.com/wiki/Leyline_of_the_Void)**BlackBlack (4) ENCHANTMENT IF LEYLINE OF THE VOID IS IN YOUR OPENING HAND, YOU MAY BEGIN THE GAME WITH IT ON THE BATTLEFIELD.**  **IF A CARD WOULD BE PUT INTO AN OPPONENT'S GRAVEYARD FROM ANYWHERE, EXILE IT INSTEAD.** |  | |  | [**LEYLINE PROWLER**](https://magicarena.fandom.com/wiki/Leyline_Prowler)**BlackGreen (3) CREATURE — NIGHTMARE BEAST (2/3) DEATHTOUCH, LIFELINK**  **Tap: ADD ONE MANA OF ANY COLOR.** |  | |  | [**LIBRARY LARCENIST**](https://magicarena.fandom.com/wiki/Library_Larcenist)**Blue (3) CREATURE — MERFOLK ROGUE (1/2) WHENEVER LIBRARY LARCENIST ATTACKS, DRAW A CARD.** |  | |  | [**LICH'S CARESS**](https://magicarena.fandom.com/wiki/Lich%27s_Caress)**BlackBlack (5) SORCERY DESTROY TARGET CREATURE. YOU GAIN 3 LIFE.** |  | |  | [**LICH'S MASTERY**](https://magicarena.fandom.com/wiki/Lich%27s_Mastery)**BlackBlackBlack (6) LEGENDARY ENCHANTMENT HEXPROOF**  **YOU CAN'T LOSE THE GAME. WHENEVER YOU GAIN LIFE, DRAW THAT MANY CARDS. WHENEVER YOU LOSE LIFE, FOR EACH 1 LIFE YOU LOST, EXILE A PERMANENT YOU CONTROL OR A CARD FROM YOUR HAND OR GRAVEYARD. WHEN LICH'S MASTERY LEAVES THE BATTLEFIELD, YOU LOSE THE GAME.** |  | |  | [**LIFE GOES ON**](https://magicarena.fandom.com/wiki/Life_Goes_On)**Green (1) INSTANT YOU GAIN 4 LIFE. IF A CREATURE DIED THIS TURN, YOU GAIN 8 LIFE INSTEAD.** |  | |  | [**LIFECRAFTER'S GIFT**](https://magicarena.fandom.com/wiki/Lifecrafter%27s_Gift)**Green (4) INSTANT PUT A +1/+1 COUNTER ON TARGET CREATURE, THEN PUT A +1/+1 COUNTER ON EACH CREATURE YOU CONTROL WITH A +1/+1 COUNTER ON IT.** |  | |  | [**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.** |  | |  | [**LIGHT UP THE STAGE**](https://magicarena.fandom.com/wiki/Light_Up_the_Stage)**Red (3) SORCERY SPECTACLE Red (YOU MAY CAST THIS SPELL FOR ITS SPECTACLE COST RATHER THAN ITS MANA COST IF AN OPPONENT LOST LIFE THIS TURN.)**  **EXILE THE TOP TWO CARDS OF YOUR LIBRARY. UNTIL THE END OF YOUR NEXT TURN, YOU MAY PLAY THOSE CARDS.** |  | |  | [**LIGHTNING AXE**](https://magicarena.fandom.com/wiki/Lightning_Axe)**Red (1) INSTANT AS AN ADDITIONAL COST TO CAST THIS SPELL, DISCARD A CARD OR PAY .**  **LIGHTNING AXE DEALS 5 DAMAGE TO TARGET CREATURE.** |  | |  | [**LIGHTNING DIADEM**](https://magicarena.fandom.com/wiki/Lightning_Diadem)**Red (6) ENCHANTMENT — AURA ENCHANT CREATURE**  **WHEN LIGHTNING DIADEM ENTERS THE BATTLEFIELD, IT DEALS 2 DAMAGE TO ANY TARGET. ENCHANTED CREATURE GETS +2/+2.** |  | |  | [**LIGHTNING ELEMENTAL**](https://magicarena.fandom.com/wiki/Lightning_Elemental)**Red (4) CREATURE — ELEMENTAL (4/1) HASTE (THIS CREATURE CAN ATTACK AND Tap AS SOON AS IT COMES UNDER YOUR CONTROL.)** |  | |  | [**LIGHTNING MARE**](https://magicarena.fandom.com/wiki/Lightning_Mare)**RedRed (2) CREATURE — ELEMENTAL HORSE (3/1) THIS SPELL CAN'T BE COUNTERED.**  **LIGHTNING MARE CAN'T BE BLOCKED BY BLUE CREATURES. Red: LIGHTNING MARE GETS +1/+0 UNTIL END OF TURN.** |  | |  | [**LIGHTNING PHOENIX**](https://magicarena.fandom.com/wiki/Lightning_Phoenix)**Red (3) CREATURE — PHOENIX (2/2) FLYING, HASTE**  **LIGHTNING PHOENIX CAN'T BLOCK. AT THE BEGINNING OF YOUR END STEP, IF AN OPPONENT WAS DEALT 3 OR MORE DAMAGE THIS TURN, YOU MAY PAY Red. IF YOU DO, RETURN LIGHTNING PHOENIX FROM YOUR GRAVEYARD TO THE BATTLEFIELD.** |  | |  | [**LIGHTNING SERPENT**](https://magicarena.fandom.com/wiki/Lightning_Serpent)**Red (1) CREATURE — ELEMENTAL SERPENT (2/1) TRAMPLE, HASTE**  **LIGHTNING SERPENT ENTERS THE BATTLEFIELD WITH X +1/+0 COUNTERS ON IT. AT THE BEGINNING OF THE END STEP, SACRIFICE LIGHTNING SERPENT.** |  | |  | [**LIGHTNING SHRIEKER**](https://magicarena.fandom.com/wiki/Lightning_Shrieker)**Red (5) CREATURE — DRAGON (5/5) FLYING, TRAMPLE, HASTE**  **AT THE BEGINNING OF THE END STEP, LIGHTNING SHRIEKER'S OWNER SHUFFLES IT INTO THEIR LIBRARY.** |  | |  | [**LIGHTNING STORMKIN**](https://magicarena.fandom.com/wiki/Lightning_Stormkin)**BlueRed (2) CREATURE — ELEMENTAL WIZARD (2/2) FLYING**  **HASTE (THIS CREATURE CAN ATTACK AND Tap AS SOON AS IT COMES UNDER YOUR CONTROL.)** |  | |  | [**LIGHTNING STRIKE**](https://magicarena.fandom.com/wiki/Lightning_Strike)**Red (2) INSTANT LIGHTNING STRIKE DEALS 3 DAMAGE TO ANY TARGET.** |  | |  | [**LIGHTNING VISIONARY**](https://magicarena.fandom.com/wiki/Lightning_Visionary)**Red (2) CREATURE — MINOTAUR SHAMAN (2/1) PROWESS (WHENEVER YOU CAST A NONCREATURE SPELL, THIS CREATURE GETS +1/+1 UNTIL END OF TURN.)** |  | |  | [**LIGHTNING-CORE EXCAVATOR**](https://magicarena.fandom.com/wiki/Lightning-Core_Excavator)**(1) ARTIFACT CREATURE — GOLEM (0/3) , Tap, SACRIFICE LIGHTNING-CORE EXCAVATOR: IT DEALS 3 DAMAGE TO ANY TARGET.** |  | |  | [**LIGHTNING-RIG CREW**](https://magicarena.fandom.com/wiki/Lightning-Rig_Crew)**Red (3) CREATURE — GOBLIN PIRATE (0/5) Tap: LIGHTNING-RIG CREW DEALS 1 DAMAGE TO EACH OPPONENT.**  **WHENEVER YOU CAST A PIRATE SPELL, UNTAP LIGHTNING-RIG CREW.** |  | |  | [**LIGHTWALKER**](https://magicarena.fandom.com/wiki/Lightwalker)**White (2) CREATURE — HUMAN WARRIOR (2/1) LIGHTWALKER HAS FLYING AS LONG AS IT HAS A +1/+1 COUNTER ON IT.** |  | |  | [**LILIANA, DEATH MAGE**](https://magicarena.fandom.com/wiki/Liliana,_Death_Mage)**BlackBlack (6) LEGENDARY PLANESWALKER — LILIANA (4) +1: RETURN UP TO ONE TARGET CREATURE CARD FROM YOUR GRAVEYARD TO YOUR HAND.**  **−3: DESTROY TARGET CREATURE. ITS CONTROLLER LOSES 2 LIFE. −7: TARGET OPPONENT LOSES 2 LIFE FOR EACH CREATURE CARD IN THEIR GRAVEYARD.** |  | |  | [**LILIANA, DREADHORDE GENERAL**](https://magicarena.fandom.com/wiki/Liliana,_Dreadhorde_General)**BlackBlack (6) LEGENDARY PLANESWALKER — LILIANA (6) WHENEVER A CREATURE YOU CONTROL DIES, DRAW A CARD.**  **+1: CREATE A 2/2 BLACK ZOMBIE CREATURE TOKEN. −4: EACH PLAYER SACRIFICES TWO CREATURES. −9: EACH OPPONENT CHOOSES A PERMANENT THEY CONTROL OF EACH PERMANENT TYPE AND SACRIFICES THE REST.** |  | |  | [**LILIANA, THE NECROMANCER**](https://magicarena.fandom.com/wiki/Liliana,_the_Necromancer)**BlackBlack (5) LEGENDARY PLANESWALKER — LILIANA (4) +1: TARGET PLAYER LOSES 2 LIFE.**  **−1: RETURN TARGET CREATURE CARD FROM YOUR GRAVEYARD TO YOUR HAND. −7: DESTROY UP TO TWO TARGET CREATURES. PUT UP TO TWO CREATURE CARDS FROM GRAVEYARDS ONTO THE BATTLEFIELD UNDER YOUR CONTROL.** |  | |  | [**LILIANA, UNTOUCHED BY DEATH**](https://magicarena.fandom.com/wiki/Liliana,_Untouched_by_Death)**BlackBlack (4) LEGENDARY PLANESWALKER — LILIANA (4) +1: MILL THREE CARDS. IF AT LEAST ONE ZOMBIE CARD IS MILLED THIS WAY, EACH OPPONENT LOSES 2 LIFE AND YOU GAIN 2 LIFE.**  **−2: TARGET CREATURE GETS -X/-X UNTIL END OF TURN, WHERE X IS THE NUMBER OF ZOMBIES YOU CONTROL. −3: YOU MAY CAST ZOMBIE SPELLS FROM YOUR GRAVEYARD THIS TURN.** |  | |  | [**LILIANA, WAKER OF THE DEAD**](https://magicarena.fandom.com/wiki/Liliana,_Waker_of_the_Dead)**BlackBlack (4) LEGENDARY PLANESWALKER — LILIANA (4) +1: EACH PLAYER DISCARDS A CARD. EACH OPPONENT WHO CAN'T LOSES 3 LIFE.**  **−3: TARGET CREATURE GETS -X/-X UNTIL END OF TURN, WHERE X IS THE NUMBER OF CARDS IN YOUR GRAVEYARD. −7: YOU GET AN EMBLEM WITH "AT THE BEGINNING OF COMBAT ON YOUR TURN, PUT TARGET CREATURE CARD FROM A GRAVEYARD ONTO THE BATTLEFIELD UNDER YOUR CONTROL. IT GAINS HASTE."** |  | |  | [**LILIANA'S CONTRACT**](https://magicarena.fandom.com/wiki/Liliana%27s_Contract)**BlackBlack (5) ENCHANTMENT WHEN LILIANA'S CONTRACT ENTERS THE BATTLEFIELD, YOU DRAW FOUR CARDS AND YOU LOSE 4 LIFE.**  **AT THE BEGINNING OF YOUR UPKEEP, IF YOU CONTROL FOUR OR MORE DEMONS WITH DIFFERENT NAMES, YOU WIN THE GAME.** |  | |  | [**LILIANA'S DEVOTEE**](https://magicarena.fandom.com/wiki/Liliana%27s_Devotee)**Black (3) CREATURE — HUMAN WARLOCK (2/3) ZOMBIES YOU CONTROL GET +1/+0.**  **AT THE BEGINNING OF YOUR END STEP, IF A CREATURE DIED THIS TURN, YOU MAY PAY Black. IF YOU DO, CREATE A 2/2 BLACK ZOMBIE CREATURE TOKEN.** |  | |  | [**LILIANA'S ELITE**](https://magicarena.fandom.com/wiki/Liliana%27s_Elite)**Black (3) CREATURE — ZOMBIE (1/1) LILIANA'S ELITE GETS +1/+1 FOR EACH CREATURE CARD IN YOUR GRAVEYARD.** |  | |  | [**LILIANA'S REAVER**](https://magicarena.fandom.com/wiki/Liliana%27s_Reaver)**BlackBlack (4) CREATURE — ZOMBIE (4/3) DEATHTOUCH**  **WHENEVER LILIANA'S REAVER DEALS COMBAT DAMAGE TO A PLAYER, THAT PLAYER DISCARDS A CARD AND YOU CREATE A TAPPED 2/2 BLACK ZOMBIE CREATURE TOKEN.** |  | |  | [**LILIANA'S SCORN**](https://magicarena.fandom.com/wiki/Liliana%27s_Scorn)**BlackBlack (5) SORCERY DESTROY TARGET CREATURE. YOU MAY SEARCH YOUR LIBRARY AND/OR GRAVEYARD FOR A CARD NAMED LILIANA, DEATH MAGE, REVEAL IT, AND PUT IT INTO YOUR HAND. IF YOU SEARCH YOUR LIBRARY THIS WAY, SHUFFLE IT.** |  | |  | [**LILIANA'S SCROUNGER**](https://magicarena.fandom.com/wiki/Liliana%27s_Scrounger)**Black (3) CREATURE — HUMAN WIZARD (3/2) AT THE BEGINNING OF EACH END STEP, IF A CREATURE DIED THIS TURN, YOU MAY PUT A LOYALTY COUNTER ON A LILIANA PLANESWALKER YOU CONTROL.** |  | |  | [**LILIANA'S SPOILS**](https://magicarena.fandom.com/wiki/Liliana%27s_Spoils)**Black (4) SORCERY TARGET OPPONENT DISCARDS A CARD.**  **LOOK AT THE TOP FIVE CARDS OF YOUR LIBRARY. YOU MAY REVEAL A BLACK CARD FROM AMONG THEM AND PUT IT INTO YOUR HAND. PUT THE REST ON THE BOTTOM OF YOUR LIBRARY IN A RANDOM ORDER.** |  | |  | [**LILIANA'S STANDARD BEARER**](https://magicarena.fandom.com/wiki/Liliana%27s_Standard_Bearer)**Black (3) CREATURE — ZOMBIE KNIGHT (3/1) FLASH**  **WHEN LILIANA'S STANDARD BEARER ENTERS THE BATTLEFIELD, DRAW X CARDS, WHERE X IS THE NUMBER OF CREATURES THAT DIED UNDER YOUR CONTROL THIS TURN.** |  | |  | [**LILIANA'S STEWARD**](https://magicarena.fandom.com/wiki/Liliana%27s_Steward)**Black (1) CREATURE — ZOMBIE (1/2) Tap, SACRIFICE LILIANA'S STEWARD: TARGET OPPONENT DISCARDS A CARD. ACTIVATE THIS ABILITY ONLY ANY TIME YOU COULD CAST A SORCERY.** |  | |  | [**LILIANA'S TRIUMPH**](https://magicarena.fandom.com/wiki/Liliana%27s_Triumph)**Black (2) INSTANT EACH OPPONENT SACRIFICES A CREATURE. IF YOU CONTROL A LILIANA PLANESWALKER, EACH OPPONENT ALSO DISCARDS A CARD.** |  | |  | [**LINDEN, THE STEADFAST QUEEN**](https://magicarena.fandom.com/wiki/Linden,_the_Steadfast_Queen)**WhiteWhiteWhite (3) LEGENDARY CREATURE — HUMAN NOBLE (3/3) VIGILANCE**  **WHENEVER A WHITE CREATURE YOU CONTROL ATTACKS, YOU GAIN 1 LIFE.** |  | |  | [**LINGERING PHANTOM**](https://magicarena.fandom.com/wiki/Lingering_Phantom)**Black (6) CREATURE — SPIRIT (5/4) WHENEVER YOU CAST A HISTORIC SPELL, YOU MAY PAY Black. IF YOU DO, RETURN LINGERING PHANTOM FROM YOUR GRAVEYARD TO YOUR HAND. (ARTIFACTS, LEGENDARIES, AND SAGAS ARE HISTORIC.)** |  | |  | [**LINVALA, KEEPER OF SILENCE**](https://magicarena.fandom.com/wiki/Linvala,_Keeper_of_Silence)**WhiteWhite (4) LEGENDARY CREATURE — ANGEL (3/4) FLYING**  **ACTIVATED ABILITIES OF CREATURES YOUR OPPONENTS CONTROL CAN'T BE ACTIVATED.** |  | |  | [**LIVING LIGHTNING**](https://magicarena.fandom.com/wiki/Living_Lightning)**Red (4) CREATURE — ELEMENTAL SHAMAN (3/2) WHEN LIVING LIGHTNING DIES, RETURN TARGET INSTANT OR SORCERY CARD FROM YOUR GRAVEYARD TO YOUR HAND.** |  | |  | [**LIVING TWISTER**](https://magicarena.fandom.com/wiki/Living_Twister)**RedRedGreen (3) CREATURE — ELEMENTAL (2/5) Red, DISCARD A LAND CARD: LIVING TWISTER DEALS 2 DAMAGE TO ANY TARGET.**  **Green: RETURN A TAPPED LAND YOU CONTROL TO ITS OWNER'S HAND.** |  | |  | [**LLANOWAR ELVES**](https://magicarena.fandom.com/wiki/Llanowar_Elves)**Green (1) CREATURE — ELF DRUID (1/1) Tap: ADD Green.** |  | |  | [**LLANOWAR ENVOY**](https://magicarena.fandom.com/wiki/Llanowar_Envoy)**Green (3) CREATURE — ELF SCOUT (3/2) Green: ADD ONE MANA OF ANY COLOR.** |  | |  | [**LLANOWAR SCOUT**](https://magicarena.fandom.com/wiki/Llanowar_Scout)**Green (2) CREATURE — ELF SCOUT (1/3) Tap: YOU MAY PUT A LAND CARD FROM YOUR HAND ONTO THE BATTLEFIELD.** |  | |  | [**LLANOWAR VISIONARY**](https://magicarena.fandom.com/wiki/Llanowar_Visionary)**Green (3) CREATURE — ELF DRUID (2/2) WHEN LLANOWAR VISIONARY ENTERS THE BATTLEFIELD, DRAW A CARD.**  **Tap: ADD Green.** |  | |  | [**LOAMING SHAMAN**](https://magicarena.fandom.com/wiki/Loaming_Shaman)**Green (3) CREATURE — CENTAUR SHAMAN (3/2) WHEN LOAMING SHAMAN ENTERS THE BATTLEFIELD, TARGET PLAYER SHUFFLES ANY NUMBER OF TARGET CARDS FROM THEIR GRAVEYARD INTO THEIR LIBRARY.** |  | |  | [**LOATHSOME CHIMERA**](https://magicarena.fandom.com/wiki/Loathsome_Chimera)**Green (3) CREATURE — CHIMERA (4/1) ESCAPE—Green, EXILE THREE OTHER CARDS FROM YOUR GRAVEYARD. (YOU MAY CAST THIS CARD FROM YOUR GRAVEYARD FOR ITS ESCAPE COST.)**  **LOATHSOME CHIMERA ESCAPES WITH A +1/+1 COUNTER ON IT.** |  | |  | [**LOCH DRAGON**](https://magicarena.fandom.com/wiki/Loch_Dragon)**(4) CREATURE — DRAGON (3/2) FLYING**  **WHENEVER LOCH DRAGON ENTERS THE BATTLEFIELD OR ATTACKS, YOU MAY DISCARD A CARD. IF YOU DO, DRAW A CARD.** |  | |  | [**LOCHMERE SERPENT**](https://magicarena.fandom.com/wiki/Lochmere_Serpent)**BlueBlack (6) CREATURE — SERPENT (7/7) FLASH**  **Blue, SACRIFICE AN ISLAND: LOCHMERE SERPENT CAN'T BE BLOCKED THIS TURN. Black, SACRIFICE A SWAMP: YOU GAIN 1 LIFE AND DRAW A CARD. BlueBlack: EXILE FIVE TARGET CARDS FROM AN OPPONENT'S GRAVEYARD. RETURN LOCHMERE SERPENT FROM YOUR GRAVEYARD TO YOUR HAND. ACTIVATE THIS ABILITY ONLY ANY TIME YOU COULD CAST A SORCERY.** |  | |  | [**LOCTHWAIN GARGOYLE**](https://magicarena.fandom.com/wiki/Locthwain_Gargoyle)**(1) ARTIFACT CREATURE — GARGOYLE (0/3) : LOCTHWAIN GARGOYLE GETS +2/+0 AND GAINS FLYING UNTIL END OF TURN.** |  | |  | [**LOCTHWAIN PALADIN**](https://magicarena.fandom.com/wiki/Locthwain_Paladin)**Black (4) CREATURE — HUMAN KNIGHT (3/2) MENACE (THIS CREATURE CAN'T BE BLOCKED EXCEPT BY TWO OR MORE CREATURES.)**  **ADAMANT — IF AT LEAST THREE BLACK MANA WAS SPENT TO CAST THIS SPELL, LOCTHWAIN PALADIN ENTERS THE BATTLEFIELD WITH A +1/+1 COUNTER ON IT.** |  | |  | [**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.** |  | |  | [**LONELY SANDBAR**](https://magicarena.fandom.com/wiki/Lonely_Sandbar)**(0) LAND LONELY SANDBAR ENTERS THE BATTLEFIELD TAPPED.**  **Tap: ADD Blue. CYCLING Blue (Blue, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**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.** |  | |  | [**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 .** |  | |  | [**LOOMING ALTISAUR**](https://magicarena.fandom.com/wiki/Looming_Altisaur)**White (4) CREATURE — DINOSAUR (1/7)** |  | |  | [**LORE DRAKKIS**](https://magicarena.fandom.com/wiki/Lore_Drakkis)**BlueRed (3) CREATURE — LIZARD BEAST (2/3) MUTATE  (IF YOU CAST THIS SPELL FOR ITS MUTATE COST, PUT IT OVER OR UNDER TARGET NON-HUMAN CREATURE YOU OWN. THEY MUTATE INTO THE CREATURE ON TOP PLUS ALL ABILITIES FROM UNDER IT.)**  **WHENEVER THIS CREATURE MUTATES, RETURN TARGET INSTANT OR SORCERY CARD FROM YOUR GRAVEYARD TO YOUR HAND.** |  | |  | [**LORESCALE COATL**](https://magicarena.fandom.com/wiki/Lorescale_Coatl)**GreenBlue (3) CREATURE — SNAKE (2/2) WHENEVER YOU DRAW A CARD, PUT A +1/+1 COUNTER ON LORESCALE COATL.** |  | |  | [**LOST LEGION**](https://magicarena.fandom.com/wiki/Lost_Legion)**BlackBlack (3) CREATURE — SPIRIT KNIGHT (2/3) WHEN LOST LEGION ENTERS THE BATTLEFIELD, SCRY 2. (LOOK AT THE TOP TWO CARDS OF YOUR LIBRARY, THEN PUT ANY NUMBER OF THEM ON THE BOTTOM OF YOUR LIBRARY AND THE REST ON TOP IN ANY ORDER.)** |  | |  | [**LOST VALE**](https://magicarena.fandom.com/wiki/Lost_Vale)**(2) LAND (TRANSFORMS FROM DOWSING DAGGER.)**  **Tap: ADD THREE MANA OF ANY ONE COLOR.** |  | |  | [**LOTLETH GIANT**](https://magicarena.fandom.com/wiki/Lotleth_Giant)**Black (7) CREATURE — ZOMBIE GIANT (6/5) UNDERGROWTH — WHEN LOTLETH GIANT ENTERS THE BATTLEFIELD, IT DEALS 1 DAMAGE TO TARGET OPPONENT FOR EACH CREATURE CARD IN YOUR GRAVEYARD.** |  | |  | [**LOTUS FIELD**](https://magicarena.fandom.com/wiki/Lotus_Field)**(0) LAND HEXPROOF**  **LOTUS FIELD ENTERS THE BATTLEFIELD TAPPED. WHEN LOTUS FIELD ENTERS THE BATTLEFIELD, SACRIFICE TWO LANDS. Tap: ADD THREE MANA OF ANY ONE COLOR.** |  | |  | [**LOVESTRUCK BEAST**](https://magicarena.fandom.com/wiki/Lovestruck_Beast)**Green (3) CREATURE — BEAST NOBLE (5/5) LOVESTRUCK BEAST CAN'T ATTACK UNLESS YOU CONTROL A 1/1 CREATURE.** |  | |  | [**LOXODON LIFECHANTER**](https://magicarena.fandom.com/wiki/Loxodon_Lifechanter)**White (6) CREATURE — ELEPHANT CLERIC (4/6) WHEN LOXODON LIFECHANTER ENTERS THE BATTLEFIELD, YOU MAY HAVE YOUR LIFE TOTAL BECOME THE TOTAL TOUGHNESS OF CREATURES YOU CONTROL.**  **White: LOXODON LIFECHANTER GETS +X/+X UNTIL END OF TURN, WHERE X IS YOUR LIFE TOTAL.** |  | |  | [**LOXODON LINE BREAKER**](https://magicarena.fandom.com/wiki/Loxodon_Line_Breaker)**White (3) CREATURE — ELEPHANT SOLDIER (3/2)** |  | |  | [**LOXODON RESTORER**](https://magicarena.fandom.com/wiki/Loxodon_Restorer)**WhiteWhite (6) CREATURE — ELEPHANT CLERIC (3/4) CONVOKE (YOUR CREATURES CAN HELP CAST THIS SPELL. EACH CREATURE YOU TAP WHILE CASTING THIS SPELL PAYS FOR  OR ONE MANA OF THAT CREATURE'S COLOR.)**  **WHEN LOXODON RESTORER ENTERS THE BATTLEFIELD, YOU GAIN 4 LIFE.** |  | |  | [**LOXODON SERGEANT**](https://magicarena.fandom.com/wiki/Loxodon_Sergeant)**White (4) CREATURE — ELEPHANT SOLDIER (3/3) VIGILANCE**  **WHEN LOXODON SERGEANT ENTERS THE BATTLEFIELD, OTHER CREATURES YOU CONTROL GAIN VIGILANCE UNTIL END OF TURN.** |  | |  | [**LOYAL PEGASUS**](https://magicarena.fandom.com/wiki/Loyal_Pegasus)**White (1) CREATURE — PEGASUS (2/1) FLYING**  **LOYAL PEGASUS CAN'T ATTACK OR BLOCK ALONE.** |  | |  | [**LUCKY CLOVER**](https://magicarena.fandom.com/wiki/Lucky_Clover)**(2) ARTIFACT WHENEVER YOU CAST AN ADVENTURE INSTANT OR SORCERY SPELL, COPY IT. YOU MAY CHOOSE NEW TARGETS FOR THE COPY.** |  | |  | [**LUKKA, COPPERCOAT OUTCAST**](https://magicarena.fandom.com/wiki/Lukka,_Coppercoat_Outcast)**RedRed (5) LEGENDARY PLANESWALKER — LUKKA (5) +1: EXILE THE TOP THREE CARDS OF YOUR LIBRARY. CREATURE CARDS EXILED THIS WAY GAIN "YOU MAY CAST THIS CARD FROM EXILE AS LONG AS YOU CONTROL A LUKKA PLANESWALKER."**  **−2: EXILE TARGET CREATURE YOU CONTROL, THEN REVEAL CARDS FROM THE TOP OF YOUR LIBRARY UNTIL YOU REVEAL A CREATURE CARD WITH HIGHER CONVERTED MANA COST. PUT THAT CARD ONTO THE BATTLEFIELD AND THE REST ON THE BOTTOM OF YOUR LIBRARY IN A RANDOM ORDER. −7: EACH CREATURE YOU CONTROL DEALS DAMAGE EQUAL TO ITS POWER TO EACH OPPONENT.** |  | |  | [**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.** |  | |  | [**LURKING CHUPACABRA**](https://magicarena.fandom.com/wiki/Lurking_Chupacabra)**Black (4) CREATURE — BEAST HORROR (2/3) WHENEVER A CREATURE YOU CONTROL EXPLORES, TARGET CREATURE AN OPPONENT CONTROLS GETS -2/-2 UNTIL END OF TURN.** |  | |  | [**LURKING DEADEYE**](https://magicarena.fandom.com/wiki/Lurking_Deadeye)**Black (4) CREATURE — HUMAN ASSASSIN (4/2) FLASH**  **WHEN LURKING DEADEYE ENTERS THE BATTLEFIELD, DESTROY TARGET CREATURE THAT WAS DEALT DAMAGE THIS TURN.** |  | |  | [**LURKING PREDATORS**](https://magicarena.fandom.com/wiki/Lurking_Predators)**GreenGreen (6) ENCHANTMENT WHENEVER AN OPPONENT CASTS A SPELL, REVEAL THE TOP CARD OF YOUR LIBRARY. IF IT'S A CREATURE CARD, PUT IT ONTO THE BATTLEFIELD. OTHERWISE, YOU MAY PUT THAT CARD ON THE BOTTOM OF YOUR LIBRARY.** |  | |  | [**LURRUS OF THE DREAM DEN**](https://magicarena.fandom.com/wiki/Lurrus_of_the_Dream_Den)**(3) LEGENDARY CREATURE — CAT NIGHTMARE (3/2) COMPANION — EACH PERMANENT CARD IN YOUR STARTING DECK HAS CONVERTED MANA COST 2 OR LESS. (IF THIS CARD IS YOUR CHOSEN COMPANION, YOU MAY PUT IT INTO YOUR HAND FROM OUTSIDE THE GAME FOR  ANY TIME YOU COULD CAST A SORCERY.)**  **LIFELINK DURING EACH OF YOUR TURNS, YOU MAY CAST ONE PERMANENT SPELL WITH CONVERTED MANA COST 2 OR LESS FROM YOUR GRAVEYARD.** |  | |  | [**LUTRI, THE SPELLCHASER**](https://magicarena.fandom.com/wiki/Lutri,_the_Spellchaser)**(3) LEGENDARY CREATURE — ELEMENTAL OTTER (3/2) COMPANION — EACH NONLAND CARD IN YOUR STARTING DECK HAS A DIFFERENT NAME. (IF THIS CARD IS YOUR CHOSEN COMPANION, YOU MAY PUT IT INTO YOUR HAND FROM OUTSIDE THE GAME FOR  ANY TIME YOU COULD CAST A SORCERY.)**  **FLASH WHEN LUTRI, THE SPELLCHASER ENTERS THE BATTLEFIELD, IF YOU CAST IT, COPY TARGET INSTANT OR SORCERY SPELL YOU CONTROL. YOU MAY CHOOSE NEW TARGETS FOR THE COPY.** |  | |  | [**LYRA DAWNBRINGER**](https://magicarena.fandom.com/wiki/Lyra_Dawnbringer)**WhiteWhite (5) LEGENDARY CREATURE — ANGEL (5/5) FLYING, FIRST STRIKE, LIFELINK**  **OTHER ANGELS YOU CONTROL GET +1/+1 AND HAVE LIFELINK.** |  | |

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| |  |  |  | | --- | --- | --- | | **166 HISTORIC LETTER M MAGIC DECK CARDS** | | | |  | [**MACABRE MOCKERY**](https://magicarena.fandom.com/wiki/Macabre_Mockery)**BlackRed (4) INSTANT PUT TARGET CREATURE CARD FROM AN OPPONENT'S GRAVEYARD ONTO THE BATTLEFIELD UNDER YOUR CONTROL. IT GETS +2/+0 AND GAINS HASTE UNTIL END OF TURN. SACRIFICE IT AT THE BEGINNING OF THE NEXT END STEP.** |  | |  | [**MACABRE WALTZ**](https://magicarena.fandom.com/wiki/Macabre_Waltz)**Black (2) SORCERY RETURN UP TO TWO TARGET CREATURE CARDS FROM YOUR GRAVEYARD TO YOUR HAND, THEN DISCARD A CARD.** |  | |  | [**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** |  | |  | [**MAD RATTER**](https://magicarena.fandom.com/wiki/Mad_Ratter)**Red (4) CREATURE — GOBLIN (1/2) WHENEVER YOU DRAW YOUR SECOND CARD EACH TURN, CREATE TWO 1/1 BLACK RAT CREATURE TOKENS.** |  | |  | [**MAELSTROM ARCHANGEL**](https://magicarena.fandom.com/wiki/Maelstrom_Archangel)**WhiteBlueBlackRedGreen (5) CREATURE — ANGEL (5/5) FLYING**  **WHENEVER MAELSTROM ARCHANGEL DEALS COMBAT DAMAGE TO A PLAYER, YOU MAY CAST A SPELL FROM YOUR HAND WITHOUT PAYING ITS MANA COST.** |  | |  | [**MAELSTROM PULSE**](https://magicarena.fandom.com/wiki/Maelstrom_Pulse)**BlackGreen (3) SORCERY DESTROY TARGET NONLAND PERMANENT AND ALL OTHER PERMANENTS WITH THE SAME NAME AS THAT PERMANENT.** |  | |  | [**MAGISTRATE'S SCEPTER**](https://magicarena.fandom.com/wiki/Magistrate%27s_Scepter)**(3) ARTIFACT , Tap: PUT A CHARGE COUNTER ON MAGISTRATE'S SCEPTER.**  **Tap, REMOVE THREE CHARGE COUNTERS FROM MAGISTRATE'S SCEPTER: TAKE AN EXTRA TURN AFTER THIS ONE.** |  | |  | [**MAGMA JET**](https://magicarena.fandom.com/wiki/Magma_Jet)**Red (2) INSTANT MAGMA JET DEALS 2 DAMAGE TO ANY TARGET. SCRY 2.** |  | |  | [**MAGMAQUAKE**](https://magicarena.fandom.com/wiki/Magmaquake)**RedRed (2) INSTANT MAGMAQUAKE DEALS X DAMAGE TO EACH CREATURE WITHOUT FLYING AND EACH PLANESWALKER.** |  | |  | [**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.** |  | |  | [**MAKESHIFT MUNITIONS**](https://magicarena.fandom.com/wiki/Makeshift_Munitions)**Red (2) ENCHANTMENT , SACRIFICE AN ARTIFACT OR CREATURE: MAKESHIFT MUNITIONS DEALS 1 DAMAGE TO ANY TARGET.** |  | |  | [**MALAKIR FAMILIAR**](https://magicarena.fandom.com/wiki/Malakir_Familiar)**Black (3) CREATURE — BAT (2/1) FLYING, DEATHTOUCH**  **WHENEVER YOU GAIN LIFE, MALAKIR FAMILIAR GETS +1/+1 UNTIL END OF TURN.** |  | |  | [**MALEFIC SCYTHE**](https://magicarena.fandom.com/wiki/Malefic_Scythe)**Black (2) ARTIFACT — EQUIPMENT MALEFIC SCYTHE ENTERS THE BATTLEFIELD WITH A SOUL COUNTER ON IT.**  **EQUIPPED CREATURE GETS +1/+1 FOR EACH SOUL COUNTER ON MALEFIC SCYTHE. WHENEVER EQUIPPED CREATURE DIES, PUT A SOUL COUNTER ON MALEFIC SCYTHE. EQUIP  (: ATTACH TO TARGET CREATURE YOU CONTROL. EQUIP ONLY AS A SORCERY.)** |  | |  | [**MALEVOLENT NOBLE**](https://magicarena.fandom.com/wiki/Malevolent_Noble)**Black (2) CREATURE — HUMAN NOBLE (2/2) , SACRIFICE AN ARTIFACT OR ANOTHER CREATURE: PUT A +1/+1 COUNTER ON MALEVOLENT NOBLE.** |  | |  | [**MAMMOTH SPIDER**](https://magicarena.fandom.com/wiki/Mammoth_Spider)**Green (5) CREATURE — SPIDER (3/5) REACH (THIS CREATURE CAN BLOCK CREATURES WITH FLYING.)** |  | |  | [**MANA GEODE**](https://magicarena.fandom.com/wiki/Mana_Geode)**(3) ARTIFACT WHEN MANA GEODE ENTERS THE BATTLEFIELD, SCRY 1.**  **Tap: ADD ONE MANA OF ANY COLOR.** |  | |  | [**MANALITH**](https://magicarena.fandom.com/wiki/Manalith)**(3) ARTIFACT Tap: ADD ONE MANA OF ANY COLOR.** |  | |  | [**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.** |  | |  | [**MANIACAL RAGE**](https://magicarena.fandom.com/wiki/Maniacal_Rage)**Red (2) ENCHANTMENT — AURA ENCHANT CREATURE**  **ENCHANTED CREATURE GETS +2/+2 AND CAN'T BLOCK.** |  | |  | [**MANIFOLD KEY**](https://magicarena.fandom.com/wiki/Manifold_Key)**(1) ARTIFACT , Tap: UNTAP ANOTHER TARGET ARTIFACT.**  **, Tap: TARGET CREATURE CAN'T BE BLOCKED THIS TURN.** |  | |  | [**MANTLE OF THE WOLF**](https://magicarena.fandom.com/wiki/Mantle_of_the_Wolf)**Green (4) ENCHANTMENT — AURA ENCHANT CREATURE**  **ENCHANTED CREATURE GETS +4/+4. WHEN MANTLE OF THE WOLF IS PUT INTO A GRAVEYARD FROM THE BATTLEFIELD, CREATE TWO 2/2 GREEN WOLF CREATURE TOKENS.** |  | |  | [**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.** |  | |  | [**MARALEAF RIDER**](https://magicarena.fandom.com/wiki/Maraleaf_Rider)**Green (2) CREATURE — ELF KNIGHT (3/1) SACRIFICE A FOOD: TARGET CREATURE BLOCKS MARALEAF RIDER THIS TURN IF ABLE.** |  | |  | [**MARAUDER'S AXE**](https://magicarena.fandom.com/wiki/Marauder%27s_Axe)**(2) ARTIFACT — EQUIPMENT EQUIPPED CREATURE GETS +2/+0.**  **EQUIP  (: ATTACH TO TARGET CREATURE YOU CONTROL. EQUIP ONLY AS A SORCERY.)** |  | |  | [**MARAUDING LOOTER**](https://magicarena.fandom.com/wiki/Marauding_Looter)**BlueRed (4) CREATURE — HUMAN PIRATE (4/3) RAID — AT THE BEGINNING OF YOUR END STEP, IF YOU ATTACKED THIS TURN, YOU MAY DRAW A CARD. IF YOU DO, DISCARD A CARD.** |  | |  | [**MARAUDING RAPTOR**](https://magicarena.fandom.com/wiki/Marauding_Raptor)**Red (2) CREATURE — DINOSAUR (2/3) CREATURE SPELLS YOU CAST COST  LESS TO CAST.**  **WHENEVER ANOTHER CREATURE ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, MARAUDING RAPTOR DEALS 2 DAMAGE TO IT. IF A DINOSAUR IS DEALT DAMAGE THIS WAY, MARAUDING RAPTOR GETS +2/+0 UNTIL END OF TURN.** |  | |  | [**MARCH OF THE DROWNED**](https://magicarena.fandom.com/wiki/March_of_the_Drowned)**Black (1) SORCERY CHOOSE ONE —**  **• RETURN TARGET CREATURE CARD FROM YOUR GRAVEYARD TO YOUR HAND. • RETURN TWO TARGET PIRATE CARDS FROM YOUR GRAVEYARD TO YOUR HAND.** |  | |  | [**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.** |  | |  | [**MARK OF THE VAMPIRE**](https://magicarena.fandom.com/wiki/Mark_of_the_Vampire)**Black (4) ENCHANTMENT — AURA ENCHANT CREATURE**  **ENCHANTED CREATURE GETS +2/+2 AND HAS 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.** |  | |  | [**MARWYN, THE NURTURER**](https://magicarena.fandom.com/wiki/Marwyn,_the_Nurturer)**Green (3) LEGENDARY CREATURE — ELF DRUID (1/1) WHENEVER ANOTHER ELF ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, PUT A +1/+1 COUNTER ON MARWYN, THE NURTURER.**  **Tap: ADD AN AMOUNT OF Green EQUAL TO MARWYN'S POWER.** |  | |  | [**MASK OF IMMOLATION**](https://magicarena.fandom.com/wiki/Mask_of_Immolation)**Red (2) ARTIFACT — EQUIPMENT WHEN MASK OF IMMOLATION ENTERS THE BATTLEFIELD, CREATE A 1/1 RED ELEMENTAL CREATURE TOKEN, THEN ATTACH MASK OF IMMOLATION TO IT.**  **EQUIPPED CREATURE HAS "SACRIFICE THIS CREATURE: IT DEALS 1 DAMAGE TO ANY TARGET." EQUIP  (: ATTACH TO TARGET CREATURE YOU CONTROL. EQUIP ONLY AS A SORCERY.)** |  | |  | [**MASKED BLACKGUARD**](https://magicarena.fandom.com/wiki/Masked_Blackguard)**Black (2) CREATURE — HUMAN ROGUE (2/1) FLASH (YOU MAY CAST THIS SPELL ANY TIME YOU COULD CAST AN INSTANT.)**  **Black: MASKED BLACKGUARD GETS +1/+1 UNTIL END OF TURN.** |  | |  | [**MASS MANIPULATION**](https://magicarena.fandom.com/wiki/Mass_Manipulation)**BlueBlueBlueBlue (4) SORCERY GAIN CONTROL OF X TARGET CREATURES AND/OR PLANESWALKERS.** |  | |  | [**MASSACRE GIRL**](https://magicarena.fandom.com/wiki/Massacre_Girl)**BlackBlack (5) LEGENDARY CREATURE — HUMAN ASSASSIN (4/4) MENACE**  **WHEN MASSACRE GIRL ENTERS THE BATTLEFIELD, EACH OTHER CREATURE GETS -1/-1 UNTIL END OF TURN. WHENEVER A CREATURE DIES THIS TURN, EACH CREATURE OTHER THAN MASSACRE GIRL GETS -1/-1 UNTIL END OF TURN.** |  | |  | [**MASSACRE WURM**](https://magicarena.fandom.com/wiki/Massacre_Wurm)**BlackBlackBlack (6) CREATURE — WURM (6/5) WHEN MASSACRE WURM ENTERS THE BATTLEFIELD, CREATURES YOUR OPPONENTS CONTROL GET -2/-2 UNTIL END OF TURN.**  **WHENEVER A CREATURE AN OPPONENT CONTROLS DIES, THAT PLAYER LOSES 2 LIFE.** |  | |  | [**MASTER SPLICER**](https://magicarena.fandom.com/wiki/Master_Splicer)**White (4) CREATURE — HUMAN ARTIFICER (1/1) WHEN MASTER SPLICER ENTERS THE BATTLEFIELD, CREATE A 3/3 COLORLESS GOLEM ARTIFACT CREATURE TOKEN.**  **GOLEMS YOU CONTROL GET +1/+1.** |  | |  | [**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.** |  | |  | [**MASTERMIND'S ACQUISITION**](https://magicarena.fandom.com/wiki/Mastermind%27s_Acquisition)**BlackBlack (4) SORCERY CHOOSE ONE —**  **• SEARCH YOUR LIBRARY FOR A CARD, PUT IT INTO YOUR HAND, THEN SHUFFLE YOUR LIBRARY. • CHOOSE A CARD YOU OWN FROM OUTSIDE THE GAME AND PUT IT INTO YOUR HAND.** |  | |  | [**MAUSOLEUM HARPY**](https://magicarena.fandom.com/wiki/Mausoleum_Harpy)**Black (5) CREATURE — HARPY (3/3) FLYING**  **ASCEND (IF YOU CONTROL TEN OR MORE PERMANENTS, YOU GET THE CITY'S BLESSING FOR THE REST OF THE GAME.) WHENEVER ANOTHER CREATURE YOU CONTROL DIES, IF YOU HAVE THE CITY'S BLESSING, PUT A +1/+1 COUNTER ON MAUSOLEUM HARPY.** |  | |  | [**MAUSOLEUM SECRETS**](https://magicarena.fandom.com/wiki/Mausoleum_Secrets)**Black (2) INSTANT UNDERGROWTH — SEARCH YOUR LIBRARY FOR A BLACK CARD WITH CONVERTED MANA COST LESS THAN OR EQUAL TO THE NUMBER OF CREATURE CARDS IN YOUR GRAVEYARD, REVEAL IT, PUT IT INTO YOUR HAND, THEN SHUFFLE YOUR LIBRARY.** |  | |  | [**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.** |  | |  | [**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.)** |  | |  | [**MAXIMIZE VELOCITY**](https://magicarena.fandom.com/wiki/Maximize_Velocity)**Red (1) SORCERY TARGET CREATURE GETS +1/+1 AND GAINS HASTE 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.)** |  | |  | [**MAYHEM DEVIL**](https://magicarena.fandom.com/wiki/Mayhem_Devil)**BlackRed (3) CREATURE — DEVIL (3/3) WHENEVER A PLAYER SACRIFICES A PERMANENT, MAYHEM DEVIL DEALS 1 DAMAGE TO ANY TARGET.** |  | |  | [**MAZEMIND TOME**](https://magicarena.fandom.com/wiki/Mazemind_Tome)**(2) ARTIFACT Tap, PUT A PAGE COUNTER ON MAZEMIND TOME: SCRY 1.**  **, Tap, PUT A PAGE COUNTER ON MAZEMIND TOME: DRAW A CARD. WHEN THERE ARE FOUR OR MORE PAGE COUNTERS ON MAZEMIND TOME, EXILE IT. IF YOU DO, YOU GAIN 4 LIFE.** |  | |  | [**MAZE'S END**](https://magicarena.fandom.com/wiki/Maze%27s_End)**(0) LAND MAZE'S END ENTERS THE BATTLEFIELD TAPPED.**  **Tap: ADD . , Tap, RETURN MAZE'S END TO ITS OWNER'S HAND: SEARCH YOUR LIBRARY FOR A GATE CARD, PUT IT ONTO THE BATTLEFIELD, THEN SHUFFLE YOUR LIBRARY. IF YOU CONTROL TEN OR MORE GATES WITH DIFFERENT NAMES, YOU WIN THE GAME.** |  | |  | [**MEANDERING RIVER**](https://magicarena.fandom.com/wiki/Meandering_River)**(0) LAND MEANDERING RIVER ENTERS THE BATTLEFIELD TAPPED.**  **Tap: ADD White OR Blue.** |  | |  | [**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.** |  | |  | [**MEMORIAL TO FOLLY**](https://magicarena.fandom.com/wiki/Memorial_to_Folly)**(0) LAND MEMORIAL TO FOLLY ENTERS THE BATTLEFIELD TAPPED.**  **Tap: ADD Black. Black, Tap, SACRIFICE MEMORIAL TO FOLLY: RETURN TARGET CREATURE CARD FROM YOUR GRAVEYARD TO YOUR HAND.** |  | |  | [**MEMORIAL TO GENIUS**](https://magicarena.fandom.com/wiki/Memorial_to_Genius)**(0) LAND MEMORIAL TO GENIUS ENTERS THE BATTLEFIELD TAPPED.**  **Tap: ADD Blue. Blue, Tap, SACRIFICE MEMORIAL TO GENIUS: DRAW TWO CARDS.** |  | |  | [**MEMORIAL TO GLORY**](https://magicarena.fandom.com/wiki/Memorial_to_Glory)**(0) LAND MEMORIAL TO GLORY ENTERS THE BATTLEFIELD TAPPED.**  **Tap: ADD White. White, Tap, SACRIFICE MEMORIAL TO GLORY: CREATE TWO 1/1 WHITE SOLDIER CREATURE TOKENS.** |  | |  | [**MEMORIAL TO UNITY**](https://magicarena.fandom.com/wiki/Memorial_to_Unity)**(0) LAND MEMORIAL TO UNITY ENTERS THE BATTLEFIELD TAPPED.**  **Tap: ADD Green. Green, Tap, SACRIFICE MEMORIAL TO UNITY: LOOK AT THE TOP FIVE CARDS OF YOUR LIBRARY. YOU MAY REVEAL A CREATURE CARD FROM AMONG THEM AND PUT IT INTO YOUR HAND. THEN PUT THE REST ON THE BOTTOM OF YOUR LIBRARY IN A RANDOM ORDER.** |  | |  | [**MEMORIAL TO WAR**](https://magicarena.fandom.com/wiki/Memorial_to_War)**(0) LAND MEMORIAL TO WAR ENTERS THE BATTLEFIELD TAPPED.**  **Tap: ADD Red. Red, Tap, SACRIFICE MEMORIAL TO WAR: DESTROY TARGET LAND.** |  | |  | [**MEMORY DRAIN**](https://magicarena.fandom.com/wiki/Memory_Drain)**BlueBlue (4) INSTANT COUNTER TARGET SPELL. SCRY 2.** |  | |  | [**MEMORY LEAK**](https://magicarena.fandom.com/wiki/Memory_Leak)**Black (3) SORCERY TARGET OPPONENT REVEALS THEIR HAND. YOU CHOOSE A NONLAND CARD FROM THAT PLAYER'S GRAVEYARD OR HAND AND EXILE IT.**  **CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**MEMORY THEFT**](https://magicarena.fandom.com/wiki/Memory_Theft)**Black (3) SORCERY TARGET OPPONENT REVEALS THEIR HAND. YOU CHOOSE A NONLAND CARD FROM IT. THAT PLAYER DISCARDS THAT CARD. YOU MAY PUT A CARD THAT HAS AN ADVENTURE THAT PLAYER OWNS FROM EXILE INTO THAT PLAYER'S GRAVEYARD.** |  | |  | [**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.** |  | |  | [**MEPHITIC VAPORS**](https://magicarena.fandom.com/wiki/Mephitic_Vapors)**Black (3) SORCERY ALL CREATURES GET -1/-1 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.)** |  | |  | [**MERCHANT OF THE VALE**](https://magicarena.fandom.com/wiki/Merchant_of_the_Vale)**Red (3) CREATURE — HUMAN PEASANT (2/3) Red, DISCARD A CARD: DRAW A CARD.** |  | |  | [**MERFOLK BRANCHWALKER**](https://magicarena.fandom.com/wiki/Merfolk_Branchwalker)**Green (2) CREATURE — MERFOLK SCOUT (2/1) WHEN MERFOLK BRANCHWALKER ENTERS THE BATTLEFIELD, IT EXPLORES. (REVEAL THE TOP CARD OF YOUR LIBRARY. PUT THAT CARD INTO YOUR HAND IF IT'S A LAND. OTHERWISE, PUT A +1/+1 COUNTER ON THIS CREATURE, THEN PUT THE CARD BACK OR PUT IT INTO YOUR GRAVEYARD.)** |  | |  | [**MERFOLK MISTBINDER**](https://magicarena.fandom.com/wiki/Merfolk_Mistbinder)**GreenBlue (2) CREATURE — MERFOLK SHAMAN (2/2) OTHER MERFOLK YOU CONTROL GET +1/+1.** |  | |  | [**MERFOLK SECRETKEEPER**](https://magicarena.fandom.com/wiki/Merfolk_Secretkeeper)**Blue (1) CREATURE — MERFOLK WIZARD (0/4)** |  | |  | [**MERFOLK SKYDIVER**](https://magicarena.fandom.com/wiki/Merfolk_Skydiver)**GreenBlue (2) CREATURE — MERFOLK MUTANT (1/1) FLYING**  **WHEN MERFOLK SKYDIVER ENTERS THE BATTLEFIELD, PUT A +1/+1 COUNTER ON TARGET CREATURE YOU CONTROL. GreenBlue: PROLIFERATE. (CHOOSE ANY NUMBER OF PERMANENTS AND/OR PLAYERS, THEN GIVE EACH ANOTHER COUNTER OF EACH KIND ALREADY THERE.)** |  | |  | [**MERFOLK TRICKSTER**](https://magicarena.fandom.com/wiki/Merfolk_Trickster)**BlueBlue (2) CREATURE — MERFOLK WIZARD (2/2) FLASH**  **WHEN MERFOLK TRICKSTER ENTERS THE BATTLEFIELD, TAP TARGET CREATURE AN OPPONENT CONTROLS. IT LOSES ALL ABILITIES UNTIL END OF TURN.** |  | |  | [**MERROW REEJEREY**](https://magicarena.fandom.com/wiki/Merrow_Reejerey)**Blue (3) CREATURE — MERFOLK SOLDIER (2/2) OTHER MERFOLK CREATURES YOU CONTROL GET +1/+1.**  **WHENEVER YOU CAST A MERFOLK SPELL, YOU MAY TAP OR UNTAP TARGET PERMANENT.** |  | |  | [**MESA UNICORN**](https://magicarena.fandom.com/wiki/Mesa_Unicorn)**White (2) CREATURE — UNICORN (2/2) LIFELINK** |  | |  | [**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.** |  | |  | [**METEOR GOLEM**](https://magicarena.fandom.com/wiki/Meteor_Golem)**(7) ARTIFACT CREATURE — GOLEM (3/3) WHEN METEOR GOLEM ENTERS THE BATTLEFIELD, DESTROY TARGET NONLAND PERMANENT AN OPPONENT CONTROLS.** |  | |  | [**METEORITE**](https://magicarena.fandom.com/wiki/Meteorite)**(5) ARTIFACT WHEN METEORITE ENTERS THE BATTLEFIELD, IT DEALS 2 DAMAGE TO ANY TARGET.**  **Tap: ADD ONE MANA OF ANY COLOR.** |  | |  | [**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.** |  | |  | [**METZALI, TOWER OF TRIUMPH**](https://magicarena.fandom.com/wiki/Metzali,_Tower_of_Triumph)**(2) LEGENDARY LAND (TRANSFORMS FROM PATH OF METTLE.)**  **Tap: ADD ONE MANA OF ANY COLOR. Red, Tap: METZALI, TOWER OF TRIUMPH DEALS 2 DAMAGE TO EACH OPPONENT. White, Tap: CHOOSE A CREATURE AT RANDOM THAT ATTACKED THIS TURN. DESTROY THAT CREATURE.** |  | |  | [**MIASMIC MUMMY**](https://magicarena.fandom.com/wiki/Miasmic_Mummy)**Black (2) CREATURE — ZOMBIE JACKAL (2/2) WHEN MIASMIC MUMMY ENTERS THE BATTLEFIELD, EACH PLAYER DISCARDS A CARD.** |  | |  | [**MIDNIGHT 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.** |  | |  | [**MIDNIGHT REAPER**](https://magicarena.fandom.com/wiki/Midnight_Reaper)**Black (3) CREATURE — ZOMBIE KNIGHT (3/2) WHENEVER A NONTOKEN CREATURE YOU CONTROL DIES, MIDNIGHT REAPER DEALS 1 DAMAGE TO YOU AND YOU DRAW A CARD.** |  | |  | [**MIGHT OF THE MASSES**](https://magicarena.fandom.com/wiki/Might_of_the_Masses)**Green (1) INSTANT TARGET CREATURE GETS +1/+1 UNTIL END OF TURN FOR EACH CREATURE YOU CONTROL.** |  | |  | [**MIGHTY LEAP**](https://magicarena.fandom.com/wiki/Mighty_Leap)**White (2) INSTANT TARGET CREATURE GETS +2/+2 AND GAINS FLYING UNTIL END OF TURN.** |  | |  | [**MIGRATION PATH**](https://magicarena.fandom.com/wiki/Migration_Path)**Green (4) SORCERY SEARCH YOUR LIBRARY FOR UP TO TWO BASIC LAND CARDS, PUT THEM ONTO THE BATTLEFIELD TAPPED, THEN SHUFFLE YOUR LIBRARY.**  **CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**MIGRATORY GREATHORN**](https://magicarena.fandom.com/wiki/Migratory_Greathorn)**Green (4) CREATURE — BEAST (3/4) MUTATE Green (IF YOU CAST THIS SPELL FOR ITS MUTATE COST, PUT IT OVER OR UNDER TARGET NON-HUMAN CREATURE YOU OWN. THEY MUTATE INTO THE CREATURE ON TOP PLUS ALL ABILITIES FROM UNDER IT.)**  **WHENEVER THIS CREATURE MUTATES, SEARCH YOUR LIBRARY FOR A BASIC LAND CARD, PUT IT ONTO THE BATTLEFIELD TAPPED, THEN SHUFFLE YOUR LIBRARY.** |  | |  | [**MIKAEUS, THE LUNARCH**](https://magicarena.fandom.com/wiki/Mikaeus,_the_Lunarch)**White (1) LEGENDARY CREATURE — HUMAN CLERIC (0/0) MIKAEUS, THE LUNARCH ENTERS THE BATTLEFIELD WITH X +1/+1 COUNTERS ON IT.**  **Tap: PUT A +1/+1 COUNTER ON MIKAEUS. Tap, REMOVE A +1/+1 COUNTER FROM MIKAEUS: PUT A +1/+1 COUNTER ON EACH OTHER CREATURE YOU CONTROL.** |  | |  | [**MILITIA BUGLER**](https://magicarena.fandom.com/wiki/Militia_Bugler)**White (3) CREATURE — HUMAN SOLDIER (2/3) VIGILANCE (ATTACKING DOESN'T CAUSE THIS CREATURE TO TAP.)**  **WHEN MILITIA BUGLER ENTERS THE BATTLEFIELD, LOOK AT THE TOP FOUR CARDS OF YOUR LIBRARY. YOU MAY REVEAL A CREATURE CARD WITH POWER 2 OR LESS FROM AMONG THEM AND PUT IT INTO YOUR HAND. PUT THE REST ON THE BOTTOM OF YOUR LIBRARY IN A RANDOM ORDER.** |  | |  | [**MILLSTONE**](https://magicarena.fandom.com/wiki/Millstone)**(2) ARTIFACT , Tap: TARGET PLAYER MILLS TWO CARDS.** |  | |  | [**MIND ROT**](https://magicarena.fandom.com/wiki/Mind_Rot)**Black (3) SORCERY TARGET PLAYER DISCARDS TWO CARDS.** |  | |  | [**MIND STONE**](https://magicarena.fandom.com/wiki/Mind_Stone)**(2) ARTIFACT Tap: ADD .**  **, Tap, SACRIFICE MIND STONE: DRAW A CARD.** |  | |  | [**MINDWRACK HARPY**](https://magicarena.fandom.com/wiki/Mindwrack_Harpy)**Black (4) ENCHANTMENT CREATURE — HARPY (3/2) FLYING**  **AT THE BEGINNING OF COMBAT ON YOUR TURN, EACH PLAYER MILLS THREE CARDS.** |  | |  | [**MINION'S RETURN**](https://magicarena.fandom.com/wiki/Minion%27s_Return)**Black (3) ENCHANTMENT — AURA FLASH**  **ENCHANT CREATURE WHEN ENCHANTED CREATURE DIES, RETURN THAT CARD TO THE BATTLEFIELD UNDER YOUR CONTROL.** |  | |  | [**MINISTRANT OF OBLIGATION**](https://magicarena.fandom.com/wiki/Ministrant_of_Obligation)**White (3) CREATURE — HUMAN CLERIC (2/1) AFTERLIFE 2 (WHEN THIS CREATURE DIES, CREATE TWO 1/1 WHITE AND BLACK SPIRIT CREATURE TOKENS WITH FLYING.)** |  | |  | [**MINOTAUR SKULLCLEAVER**](https://magicarena.fandom.com/wiki/Minotaur_Skullcleaver)**Red (3) CREATURE — MINOTAUR BERSERKER (2/2) HASTE**  **WHEN MINOTAUR SKULLCLEAVER ENTERS THE BATTLEFIELD, IT GETS +2/+0 UNTIL END OF TURN.** |  | |  | [**MINOTAUR SURESHOT**](https://magicarena.fandom.com/wiki/Minotaur_Sureshot)**Red (3) CREATURE — MINOTAUR ARCHER (2/3) REACH (THIS CREATURE CAN BLOCK CREATURES WITH FLYING.)**  **Red: MINOTAUR SURESHOT GETS +1/+0 UNTIL END OF TURN.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**MIRE'S GRASP**](https://magicarena.fandom.com/wiki/Mire%27s_Grasp)**Black (2) ENCHANTMENT — AURA ENCHANT CREATURE**  **ENCHANTED CREATURE GETS -3/-3.** |  | |  | [**MIRRODIN'S CORE**](https://magicarena.fandom.com/wiki/Mirrodin%27s_Core)**(0) LAND Tap: ADD .**  **Tap: PUT A CHARGE COUNTER ON MIRRODIN'S CORE. Tap, REMOVE A CHARGE COUNTER FROM MIRRODIN'S CORE: ADD ONE MANA OF ANY COLOR.** |  | |  | [**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.** |  | |  | [**MIRROR MARCH**](https://magicarena.fandom.com/wiki/Mirror_March)**Red (6) ENCHANTMENT WHENEVER A NONTOKEN CREATURE ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, FLIP A COIN UNTIL YOU LOSE A FLIP. FOR EACH FLIP YOU WON, CREATE A TOKEN THAT'S A COPY OF THAT CREATURE. THOSE TOKENS GAIN HASTE. EXILE THEM AT THE BEGINNING OF THE NEXT END STEP.** |  | |  | [**MIRROR SHIELD**](https://magicarena.fandom.com/wiki/Mirror_Shield)**(2) ARTIFACT — EQUIPMENT EQUIPPED CREATURE GETS +0/+2 AND HAS HEXPROOF AND "WHENEVER A CREATURE WITH DEATHTOUCH BLOCKS OR BECOMES BLOCKED BY THIS CREATURE, DESTROY THAT CREATURE."**  **EQUIP  (: ATTACH TO TARGET CREATURE YOU CONTROL. EQUIP ONLY AS A SORCERY.)** |  | |  | [**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.** |  | |  | [**MISHRA'S SELF-REPLICATOR**](https://magicarena.fandom.com/wiki/Mishra%27s_Self-Replicator)**(5) ARTIFACT CREATURE — ASSEMBLY-WORKER (2/2) WHENEVER YOU CAST A HISTORIC SPELL, YOU MAY PAY . IF YOU DO, CREATE A TOKEN THAT'S A COPY OF MISHRA'S SELF-REPLICATOR. (ARTIFACTS, LEGENDARIES, AND SAGAS ARE HISTORIC.)** |  | |  | [**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.)** |  | |  | [**MIZZIUM TANK**](https://magicarena.fandom.com/wiki/Mizzium_Tank)**RedRed (3) ARTIFACT — VEHICLE (3/2) TRAMPLE**  **WHENEVER YOU CAST A NONCREATURE SPELL, MIZZIUM TANK BECOMES AN ARTIFACT CREATURE AND GETS +1/+1 UNTIL END OF TURN. CREW 1 (TAP ANY NUMBER OF CREATURES YOU CONTROL WITH TOTAL POWER 1 OR MORE: THIS VEHICLE BECOMES AN ARTIFACT CREATURE 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.)** |  | |  | [**MOBILIZED DISTRICT**](https://magicarena.fandom.com/wiki/Mobilized_District)**(0) LAND Tap: ADD .**  **: MOBILIZED DISTRICT BECOMES A 3/3 CITIZEN CREATURE WITH VIGILANCE UNTIL END OF TURN. IT'S STILL A LAND. THIS ABILITY COSTS  LESS TO ACTIVATE FOR EACH LEGENDARY CREATURE AND PLANESWALKER YOU CONTROL.** |  | |  | [**MOGIS'S FAVOR**](https://magicarena.fandom.com/wiki/Mogis%27s_Favor)**Black (1) ENCHANTMENT — AURA ENCHANT CREATURE**  **ENCHANTED CREATURE GETS +2/-1. ESCAPE—Black, EXILE TWO OTHER CARDS FROM YOUR GRAVEYARD. (YOU MAY CAST THIS CARD FROM YOUR GRAVEYARD FOR ITS ESCAPE COST.)** |  | |  | [**MOLDERHULK**](https://magicarena.fandom.com/wiki/Molderhulk)**BlackGreen (9) CREATURE — FUNGUS ZOMBIE (6/6) UNDERGROWTH — THIS SPELL COSTS  LESS TO CAST FOR EACH CREATURE CARD IN YOUR GRAVEYARD.**  **WHEN MOLDERHULK ENTERS THE BATTLEFIELD, RETURN TARGET LAND CARD FROM YOUR GRAVEYARD TO THE BATTLEFIELD.** |  | |  | [**MOLDERVINE RECLAMATION**](https://magicarena.fandom.com/wiki/Moldervine_Reclamation)**BlackGreen (5) ENCHANTMENT WHENEVER A CREATURE YOU CONTROL DIES, YOU GAIN 1 LIFE AND DRAW A CARD.** |  | |  | [**MOLTEN RAVAGER**](https://magicarena.fandom.com/wiki/Molten_Ravager)**Red (3) CREATURE — ELEMENTAL (0/4) Red: MOLTEN RAVAGER GETS +1/+0 UNTIL END OF TURN.** |  | |  | [**MOMENT OF CRAVING**](https://magicarena.fandom.com/wiki/Moment_of_Craving)**Black (2) INSTANT TARGET CREATURE GETS -2/-2 UNTIL END OF TURN. YOU GAIN 2 LIFE.** |  | |  | [**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.)** |  | |  | [**MOMENTOUS FALL**](https://magicarena.fandom.com/wiki/Momentous_Fall)**GreenGreen (4) INSTANT AS AN ADDITIONAL COST TO CAST THIS SPELL, SACRIFICE A CREATURE.**  **YOU DRAW CARDS EQUAL TO THE SACRIFICED CREATURE'S POWER, THEN YOU GAIN LIFE EQUAL TO ITS TOUGHNESS.** |  | |  | [**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.** |  | |  | [**MONSTROUS STEP**](https://magicarena.fandom.com/wiki/Monstrous_Step)**Green (5) SORCERY TARGET CREATURE GETS +7/+7 UNTIL END OF TURN. UP TO ONE OTHER TARGET CREATURE BLOCKS IT THIS TURN IF ABLE.**  **CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**MOODMARK PAINTER**](https://magicarena.fandom.com/wiki/Moodmark_Painter)**BlackBlack (4) CREATURE — HUMAN SHAMAN (2/3) UNDERGROWTH — WHEN MOODMARK PAINTER ENTERS THE BATTLEFIELD, TARGET CREATURE GAINS MENACE AND GETS +X/+0 UNTIL END OF TURN, WHERE X IS THE NUMBER OF CREATURE CARDS IN YOUR GRAVEYARD. (IT CAN'T BE BLOCKED EXCEPT BY TWO OR MORE CREATURES.)** |  | |  | [**MOONLIT SCAVENGERS**](https://magicarena.fandom.com/wiki/Moonlit_Scavengers)**Blue (6) CREATURE — MERFOLK ROGUE (4/5) WHEN MOONLIT SCAVENGERS ENTERS THE BATTLEFIELD, IF YOU CONTROL AN ARTIFACT OR ENCHANTMENT, RETURN TARGET CREATURE AN OPPONENT CONTROLS TO ITS OWNER'S HAND.** |  | |  | [**MOORLAND INQUISITOR**](https://magicarena.fandom.com/wiki/Moorland_Inquisitor)**White (2) CREATURE — HUMAN SOLDIER (2/2) White: MOORLAND INQUISITOR GAINS FIRST STRIKE UNTIL END OF TURN. (IT DEALS COMBAT DAMAGE BEFORE CREATURES WITHOUT FIRST STRIKE.)** |  | |  | [**MORTIFY**](https://magicarena.fandom.com/wiki/Mortify)**WhiteBlack (3) INSTANT DESTROY TARGET CREATURE OR ENCHANTMENT.** |  | |  | [**MOSS VIPER**](https://magicarena.fandom.com/wiki/Moss_Viper)**Green (1) CREATURE — SNAKE (1/1) DEATHTOUCH** |  | |  | [**MOSSCOAT GORIAK**](https://magicarena.fandom.com/wiki/Mosscoat_Goriak)**Green (3) CREATURE — BEAST (2/4) VIGILANCE** |  | |  | [**MOUNTAIN**](https://magicarena.fandom.com/wiki/Mountain)**(0) BASIC LAND — MOUNTAIN** |  | |  | [**MOWU, LOYAL COMPANION**](https://magicarena.fandom.com/wiki/Mowu,_Loyal_Companion)**Green (4) LEGENDARY CREATURE — DOG (3/3) VIGILANCE, TRAMPLE**  **IF ONE OR MORE +1/+1 COUNTERS WOULD BE PUT ON MOWU, LOYAL COMPANION, THAT MANY PLUS ONE +1/+1 COUNTERS ARE PUT ON IT INSTEAD.** |  | |  | [**MOX AMBER**](https://magicarena.fandom.com/wiki/Mox_Amber)**(0) LEGENDARY ARTIFACT Tap: ADD ONE MANA OF ANY COLOR AMONG LEGENDARY CREATURES AND PLANESWALKERS YOU CONTROL.** |  | |  | [**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.'"** |  | |  | [**MUGGING**](https://magicarena.fandom.com/wiki/Mugging)**Red (1) SORCERY MUGGING DEALS 2 DAMAGE TO TARGET CREATURE. THAT CREATURE CAN'T BLOCK THIS TURN.** |  | |  | [**MULDROTHA, THE GRAVETIDE**](https://magicarena.fandom.com/wiki/Muldrotha,_the_Gravetide)**BlackGreenBlue (6) LEGENDARY CREATURE — ELEMENTAL AVATAR (6/6) DURING EACH OF YOUR TURNS, YOU MAY PLAY A LAND AND CAST A PERMANENT SPELL OF EACH PERMANENT TYPE FROM YOUR GRAVEYARD. (IF A CARD HAS MULTIPLE PERMANENT TYPES, CHOOSE ONE AS YOU PLAY IT.)** |  | |  | [**MULTANI, YAVIMAYA'S AVATAR**](https://magicarena.fandom.com/wiki/Multani,_Yavimaya%27s_Avatar)**GreenGreen (6) LEGENDARY CREATURE — ELEMENTAL AVATAR (0/0) REACH, TRAMPLE**  **MULTANI, YAVIMAYA'S AVATAR GETS +1/+1 FOR EACH LAND YOU CONTROL AND EACH LAND CARD IN YOUR GRAVEYARD. Green, RETURN TWO LANDS YOU CONTROL TO THEIR OWNER'S HAND: RETURN MULTANI FROM YOUR GRAVEYARD TO YOUR HAND.** |  | |  | [**MURDER**](https://magicarena.fandom.com/wiki/Murder)**BlackBlack (3) INSTANT DESTROY TARGET CREATURE.** |  | |  | [**MURDEROUS RIDER**](https://magicarena.fandom.com/wiki/Murderous_Rider)**BlackBlack (3) CREATURE — ZOMBIE KNIGHT (2/3) LIFELINK**  **WHEN MURDEROUS RIDER DIES, PUT IT ON THE BOTTOM OF ITS OWNER'S LIBRARY.** |  | |  | [**MURMURING MYSTIC**](https://magicarena.fandom.com/wiki/Murmuring_Mystic)**Blue (4) CREATURE — HUMAN WIZARD (1/5) WHENEVER YOU CAST AN INSTANT OR SORCERY SPELL, CREATE A 1/1 BLUE BIRD ILLUSION CREATURE TOKEN WITH FLYING.** |  | |  | [**MURMURING PHANTASM**](https://magicarena.fandom.com/wiki/Murmuring_Phantasm)**Blue (2) CREATURE — SPIRIT (0/5) DEFENDER** |  | |  | [**MUSE DRAKE**](https://magicarena.fandom.com/wiki/Muse_Drake)**Blue (4) CREATURE — DRAKE (1/3) FLYING**  **WHEN MUSE DRAKE ENTERS THE BATTLEFIELD, DRAW A CARD.** |  | |  | [**MUTINY**](https://magicarena.fandom.com/wiki/Mutiny)**Red (1) SORCERY TARGET CREATURE AN OPPONENT CONTROLS DEALS DAMAGE EQUAL TO ITS POWER TO ANOTHER TARGET CREATURE THAT PLAYER CONTROLS.** |  | |  | [**MUTUAL DESTRUCTION**](https://magicarena.fandom.com/wiki/Mutual_Destruction)**Black (1) SORCERY THIS SPELL HAS FLASH AS LONG AS YOU CONTROL A PERMANENT WITH FLASH.**  **AS AN ADDITIONAL COST TO CAST THIS SPELL, SACRIFICE A CREATURE. DESTROY TARGET CREATURE.** |  | |  | [**MUXUS, GOBLIN GRANDEE**](https://magicarena.fandom.com/wiki/Muxus,_Goblin_Grandee)**RedRed (6) LEGENDARY CREATURE — GOBLIN NOBLE (4/4) WHEN MUXUS, GOBLIN GRANDEE ENTERS THE BATTLEFIELD, REVEAL THE TOP SIX CARDS OF YOUR LIBRARY. PUT ALL GOBLIN CREATURE CARDS WITH CONVERTED MANA COST 5 OR LESS FROM AMONG THEM ONTO THE BATTLEFIELD AND THE REST ON THE BOTTOM OF YOUR LIBRARY IN A RANDOM ORDER.**  **WHENEVER MUXUS ATTACKS, IT GETS +1/+1 UNTIL END OF TURN FOR EACH OTHER GOBLIN YOU CONTROL.** |  | |  | [**MYR SIRE**](https://magicarena.fandom.com/wiki/Myr_Sire)**(2) ARTIFACT CREATURE — MYR (1/1) WHEN MYR SIRE DIES, CREATE A 1/1 COLORLESS MYR ARTIFACT CREATURE TOKEN.** |  | |  | [**MYSTERIOUS EGG**](https://magicarena.fandom.com/wiki/Mysterious_Egg)**(1) CREATURE — EGG (0/2) WHENEVER THIS CREATURE MUTATES, PUT A +1/+1 COUNTER ON IT.** |  | |  | [**MYSTERIOUS PATHLIGHTER**](https://magicarena.fandom.com/wiki/Mysterious_Pathlighter)**White (3) CREATURE — FAERIE (2/2) FLYING**  **EACH CREATURE YOU CONTROL THAT HAS AN ADVENTURE ENTERS THE BATTLEFIELD WITH AN ADDITIONAL +1/+1 COUNTER ON IT. (IT DOESN'T NEED TO HAVE GONE ON THE ADVENTURE FIRST.)** |  | |  | [**MYSTIC ARCHAEOLOGIST**](https://magicarena.fandom.com/wiki/Mystic_Archaeologist)**Blue (2) CREATURE — HUMAN WIZARD (2/1) BlueBlue: DRAW TWO CARDS.** |  | |  | [**MYSTIC FORGE**](https://magicarena.fandom.com/wiki/Mystic_Forge)**(4) ARTIFACT YOU MAY LOOK AT THE TOP CARD OF YOUR LIBRARY ANY TIME.**  **YOU MAY CAST ARTIFACT SPELLS AND COLORLESS SPELLS FROM THE TOP OF YOUR LIBRARY. Tap, PAY 1 LIFE: EXILE THE TOP CARD OF YOUR LIBRARY.** |  | |  | [**MYSTIC REPEAL**](https://magicarena.fandom.com/wiki/Mystic_Repeal)**Green (1) INSTANT PUT TARGET ENCHANTMENT ON THE BOTTOM OF ITS OWNER'S LIBRARY.** |  | |  | [**MYSTIC SANCTUARY**](https://magicarena.fandom.com/wiki/Mystic_Sanctuary)**(0) LAND — ISLAND (Tap: ADD Blue.)**  **MYSTIC SANCTUARY ENTERS THE BATTLEFIELD TAPPED UNLESS YOU CONTROL THREE OR MORE OTHER ISLANDS. WHEN MYSTIC SANCTUARY ENTERS THE BATTLEFIELD UNTAPPED, YOU MAY PUT TARGET INSTANT OR SORCERY CARD FROM YOUR GRAVEYARD ON TOP OF YOUR LIBRARY.** |  | |  | [**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 BROKKOS**](https://magicarena.fandom.com/wiki/Mythos_of_Brokkos)**GreenGreen (4) SORCERY IF BlueBlack WAS SPENT TO CAST THIS SPELL, SEARCH YOUR LIBRARY FOR A CARD, PUT THAT CARD INTO YOUR GRAVEYARD, THEN SHUFFLE YOUR LIBRARY.**  **RETURN UP TO TWO PERMANENT CARDS FROM YOUR GRAVEYARD TO YOUR HAND.** |  | |  | [**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."** |  | |  | [**MYTHOS OF NETHROI**](https://magicarena.fandom.com/wiki/Mythos_of_Nethroi)**Black (3) INSTANT DESTROY TARGET NONLAND PERMANENT IF IT'S A CREATURE OR IF GreenWhite WAS SPENT TO CAST THIS SPELL.** |  | |  | [**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.** |  | |  | [**MYTHOS OF VADROK**](https://magicarena.fandom.com/wiki/Mythos_of_Vadrok)**RedRed (4) SORCERY MYTHOS OF VADROK DEALS 5 DAMAGE DIVIDED AS YOU CHOOSE AMONG ANY NUMBER OF TARGET CREATURES AND/OR PLANESWALKERS. IF WhiteBlue WAS SPENT TO CAST THIS SPELL, UNTIL YOUR NEXT TURN, THOSE PERMANENTS CAN'T ATTACK OR BLOCK AND THEIR ACTIVATED ABILITIES CAN'T BE ACTIVATED.** |  | |

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| |  |  |  | | --- | --- | --- | | **79 HISTORIC LETTER N MAGIC DECK CARDS** | | | |  | [**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)** |  | |  | [**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.** |  | |  | [**NAHIRI'S STONEBLADES**](https://magicarena.fandom.com/wiki/Nahiri%27s_Stoneblades)**Red (2) INSTANT UP TO TWO TARGET CREATURES EACH GET +2/+0 UNTIL END OF TURN.** |  | |  | [**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.** |  | |  | [**NATURAL END**](https://magicarena.fandom.com/wiki/Natural_End)**Green (3) INSTANT DESTROY TARGET ARTIFACT OR ENCHANTMENT. YOU GAIN 3 LIFE.** |  | |  | [**NATURALIZE**](https://magicarena.fandom.com/wiki/Naturalize)**Green (2) INSTANT DESTROY TARGET ARTIFACT OR ENCHANTMENT.** |  | |  | [**NATURE'S SPIRAL**](https://magicarena.fandom.com/wiki/Nature%27s_Spiral)**Green (2) SORCERY RETURN TARGET PERMANENT CARD FROM YOUR GRAVEYARD TO YOUR HAND.** |  | |  | [**NATURE'S WAY**](https://magicarena.fandom.com/wiki/Nature%27s_Way)**Green (2) SORCERY TARGET CREATURE YOU CONTROL GAINS VIGILANCE AND TRAMPLE UNTIL END OF TURN. IT DEALS DAMAGE EQUAL TO ITS POWER TO TARGET CREATURE YOU DON'T CONTROL.** |  | |  | [**NAVIGATOR'S COMPASS**](https://magicarena.fandom.com/wiki/Navigator%27s_Compass)**(1) ARTIFACT WHEN NAVIGATOR'S COMPASS ENTERS THE BATTLEFIELD, YOU GAIN 3 LIFE.**  **Tap: UNTIL END OF TURN, TARGET LAND YOU CONTROL BECOMES THE BASIC LAND TYPE OF YOUR CHOICE IN ADDITION TO ITS OTHER TYPES.** |  | |  | [**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.** |  | |  | [**NECROMENTIA**](https://magicarena.fandom.com/wiki/Necromentia)**BlackBlack (3) SORCERY CHOOSE A CARD NAME OTHER THAN A BASIC LAND CARD NAME. SEARCH TARGET OPPONENT'S GRAVEYARD, HAND, AND LIBRARY FOR ANY NUMBER OF CARDS WITH THAT NAME AND EXILE THEM. THAT PLAYER SHUFFLES THEIR LIBRARY, THEN CREATES A 2/2 BLACK ZOMBIE CREATURE TOKEN FOR EACH CARD EXILED FROM THEIR HAND THIS WAY.** |  | |  | [**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.** |  | |  | [**NECROTIC WOUND**](https://magicarena.fandom.com/wiki/Necrotic_Wound)**Black (1) INSTANT UNDERGROWTH — TARGET CREATURE GETS -X/-X UNTIL END OF TURN, WHERE X IS THE NUMBER OF CREATURE CARDS IN YOUR GRAVEYARD. IF THAT CREATURE WOULD DIE THIS TURN, EXILE IT INSTEAD.** |  | |  | [**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.** |  | |  | [**NEGATE**](https://magicarena.fandom.com/wiki/Negate)**Blue (2) INSTANT COUNTER TARGET NONCREATURE SPELL.** |  | |  | [**NEHEB, DREADHORDE CHAMPION**](https://magicarena.fandom.com/wiki/Neheb,_Dreadhorde_Champion)**RedRed (4) LEGENDARY CREATURE — ZOMBIE MINOTAUR WARRIOR (5/4) TRAMPLE**  **WHENEVER NEHEB, DREADHORDE CHAMPION DEALS COMBAT DAMAGE TO A PLAYER OR PLANESWALKER, YOU MAY DISCARD ANY NUMBER OF CARDS. IF YOU DO, DRAW THAT MANY CARDS AND ADD THAT MUCH Red. UNTIL END OF TURN, YOU DON'T LOSE THIS MANA AS STEPS AND PHASES END.** |  | |  | [**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.** |  | |  | [**NESSIAN BOAR**](https://magicarena.fandom.com/wiki/Nessian_Boar)**GreenGreen (5) CREATURE — BOAR (10/6) ALL CREATURES ABLE TO BLOCK NESSIAN BOAR DO SO.**  **WHENEVER NESSIAN BOAR BECOMES BLOCKED BY A CREATURE, THAT CREATURE'S CONTROLLER DRAWS A CARD.** |  | |  | [**NESSIAN HORNBEETLE**](https://magicarena.fandom.com/wiki/Nessian_Hornbeetle)**Green (2) CREATURE — INSECT (2/2) AT THE BEGINNING OF COMBAT ON YOUR TURN, IF YOU CONTROL ANOTHER CREATURE WITH POWER 4 OR GREATER, PUT A +1/+1 COUNTER ON NESSIAN HORNBEETLE.** |  | |  | [**NESSIAN WANDERER**](https://magicarena.fandom.com/wiki/Nessian_Wanderer)**Green (2) CREATURE — SATYR SCOUT (1/3) CONSTELLATION — WHENEVER AN ENCHANTMENT ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, LOOK AT THE TOP THREE CARDS OF YOUR LIBRARY. YOU MAY REVEAL A LAND CARD FROM AMONG THEM AND PUT THAT CARD INTO YOUR HAND. PUT THE REST ON THE BOTTOM OF YOUR LIBRARY IN A RANDOM ORDER.** |  | |  | [**NEST ROBBER**](https://magicarena.fandom.com/wiki/Nest_Robber)**Red (2) CREATURE — DINOSAUR (2/1) HASTE** |  | |  | [**NETCASTER SPIDER**](https://magicarena.fandom.com/wiki/Netcaster_Spider)**Green (3) CREATURE — SPIDER (2/3) REACH (THIS CREATURE CAN BLOCK CREATURES WITH FLYING.)**  **WHENEVER NETCASTER SPIDER BLOCKS A CREATURE WITH FLYING, NETCASTER SPIDER GETS +2/+0 UNTIL END OF TURN.** |  | |  | [**NETHROI, APEX OF DEATH**](https://magicarena.fandom.com/wiki/Nethroi,_Apex_of_Death)**WhiteBlackGreen (5) LEGENDARY CREATURE — CAT NIGHTMARE BEAST (5/5) MUTATE BlackBlack (IF YOU CAST THIS SPELL FOR ITS MUTATE COST, PUT IT OVER OR UNDER TARGET NON-HUMAN CREATURE YOU OWN. THEY MUTATE INTO THE CREATURE ON TOP PLUS ALL ABILITIES FROM UNDER IT.)**  **DEATHTOUCH, LIFELINK WHENEVER THIS CREATURE MUTATES, RETURN ANY NUMBER OF TARGET CREATURE CARDS WITH TOTAL POWER 10 OR LESS FROM YOUR GRAVEYARD TO THE BATTLEFIELD.** |  | |  | [**NEUTRALIZE**](https://magicarena.fandom.com/wiki/Neutralize)**BlueBlue (3) INSTANT COUNTER TARGET SPELL.**  **CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**NEVER HAPPENED**](https://magicarena.fandom.com/wiki/Never_Happened)**Black (3) SORCERY TARGET OPPONENT REVEALS THEIR HAND. YOU CHOOSE A NONLAND CARD FROM THAT PLAYER'S GRAVEYARD OR HAND AND EXILE IT.** |  | |  | [**NEW HORIZONS**](https://magicarena.fandom.com/wiki/New_Horizons)**Green (3) ENCHANTMENT — AURA ENCHANT LAND**  **WHEN NEW HORIZONS ENTERS THE BATTLEFIELD, PUT A +1/+1 COUNTER ON TARGET CREATURE YOU CONTROL. ENCHANTED LAND HAS "Tap: ADD TWO MANA OF ANY ONE COLOR."** |  | |  | [**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.** |  | |  | [**NEXUS WARDENS**](https://magicarena.fandom.com/wiki/Nexus_Wardens)**Green (3) CREATURE — SATYR ARCHER (1/4) REACH**  **CONSTELLATION — WHENEVER AN ENCHANTMENT ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, YOU GAIN 2 LIFE.** |  | |  | [**NEYITH OF THE DIRE HUNT**](https://magicarena.fandom.com/wiki/Neyith_of_the_Dire_Hunt)**GreenGreen (4) LEGENDARY CREATURE — HUMAN WARRIOR (3/3) WHENEVER ONE OR MORE CREATURES YOU CONTROL FIGHT OR BECOME BLOCKED, DRAW A CARD.**  **AT THE BEGINNING OF COMBAT ON YOUR TURN, YOU MAY PAY . IF YOU DO, DOUBLE TARGET CREATURE'S POWER UNTIL END OF TURN. THAT CREATURE MUST BE BLOCKED THIS COMBAT IF ABLE. ( CAN BE PAID WITH EITHER Red OR Green.)** |  | |  | [**NEZAHAL, PRIMAL TIDE**](https://magicarena.fandom.com/wiki/Nezahal,_Primal_Tide)**BlueBlue (7) LEGENDARY CREATURE — ELDER DINOSAUR (7/7) THIS SPELL CAN'T BE COUNTERED.**  **YOU HAVE NO MAXIMUM HAND SIZE. WHENEVER AN OPPONENT CASTS A NONCREATURE SPELL, DRAW A CARD. DISCARD THREE CARDS: EXILE NEZAHAL, PRIMAL TIDE. RETURN IT TO THE BATTLEFIELD TAPPED UNDER ITS OWNER'S CONTROL AT THE BEGINNING OF THE NEXT END STEP.** |  | |  | [**NIAMBI, ESTEEMED SPEAKER**](https://magicarena.fandom.com/wiki/Niambi,_Esteemed_Speaker)**WhiteBlue (2) LEGENDARY CREATURE — HUMAN CLERIC (2/1) FLASH**  **WHEN NIAMBI, ESTEEMED SPEAKER ENTERS THE BATTLEFIELD, YOU MAY RETURN ANOTHER TARGET CREATURE YOU CONTROL TO ITS OWNER'S HAND. IF YOU DO, YOU GAIN LIFE EQUAL TO THAT CREATURE'S CONVERTED MANA COST. WhiteBlue, Tap, DISCARD A LEGENDARY CARD: DRAW TWO CARDS.** |  | |  | [**NIAMBI, FAITHFUL HEALER**](https://magicarena.fandom.com/wiki/Niambi,_Faithful_Healer)**WhiteBlue (3) LEGENDARY CREATURE — HUMAN CLERIC (2/2) WHEN NIAMBI, FAITHFUL HEALER ENTERS THE BATTLEFIELD, YOU MAY SEARCH YOUR LIBRARY AND/OR GRAVEYARD FOR A CARD NAMED TEFERI, TIMEBENDER, REVEAL IT, AND PUT IT INTO YOUR HAND. IF YOU SEARCH YOUR LIBRARY THIS WAY, SHUFFLE IT.** |  | |  | [**NICOL BOLAS, 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 ARISEN**](https://magicarena.fandom.com/wiki/Nicol_Bolas,_the_Arisen)**(4) LEGENDARY PLANESWALKER — BOLAS (7) +2: DRAW TWO CARDS.**  **−3: NICOL BOLAS, THE ARISEN DEALS 10 DAMAGE TO TARGET CREATURE OR PLANESWALKER. −4: PUT TARGET CREATURE OR PLANESWALKER CARD FROM A GRAVEYARD ONTO THE BATTLEFIELD UNDER YOUR CONTROL. −12: EXILE ALL BUT THE BOTTOM CARD OF TARGET PLAYER'S LIBRARY.** |  | |  | [**NICOL BOLAS, THE RAVAGER**](https://magicarena.fandom.com/wiki/Nicol_Bolas,_the_Ravager)**BlueBlackRed (4) LEGENDARY CREATURE — ELDER DRAGON (4/4) FLYING**  **WHEN NICOL BOLAS, THE RAVAGER ENTERS THE BATTLEFIELD, EACH OPPONENT DISCARDS A CARD. BlueBlackRed: EXILE NICOL BOLAS, THE RAVAGER, THEN RETURN HIM TO THE BATTLEFIELD TRANSFORMED UNDER HIS OWNER'S CONTROL. ACTIVATE THIS ABILITY ONLY ANY TIME YOU COULD CAST A SORCERY.** |  | |  | [**NIGHTMARE SHEPHERD**](https://magicarena.fandom.com/wiki/Nightmare_Shepherd)**BlackBlack (4) ENCHANTMENT CREATURE — DEMON (4/4) FLYING**  **WHENEVER ANOTHER NONTOKEN CREATURE YOU CONTROL DIES, YOU MAY EXILE IT. IF YOU DO, CREATE A TOKEN THAT'S A COPY OF THAT CREATURE, EXCEPT IT'S 1/1 AND IT'S A NIGHTMARE IN ADDITION TO ITS OTHER TYPES.** |  | |  | [**NIGHTMARE'S THIRST**](https://magicarena.fandom.com/wiki/Nightmare%27s_Thirst)**Black (1) INSTANT YOU GAIN 1 LIFE. TARGET CREATURE GETS -X/-X UNTIL END OF TURN, WHERE X IS THE AMOUNT OF LIFE YOU GAINED THIS TURN.** |  | |  | [**NIGHTPACK AMBUSHER**](https://magicarena.fandom.com/wiki/Nightpack_Ambusher)**GreenGreen (4) CREATURE — WOLF (4/4) FLASH**  **OTHER WOLVES AND WEREWOLVES YOU CONTROL GET +1/+1. AT THE BEGINNING OF YOUR END STEP, IF YOU DIDN'T CAST A SPELL THIS TURN, CREATE A 2/2 GREEN WOLF CREATURE TOKEN.** |  | |  | [**NIGHTSHADE STINGER**](https://magicarena.fandom.com/wiki/Nightshade_Stinger)**Black (1) CREATURE — FAERIE ROGUE (1/1) FLYING**  **NIGHTSHADE STINGER CAN'T BLOCK.** |  | |  | [**NIGHTSQUAD COMMANDO**](https://magicarena.fandom.com/wiki/Nightsquad_Commando)**Black (3) CREATURE — HUMAN SOLDIER (2/3) WHEN NIGHTSQUAD COMMANDO ENTERS THE BATTLEFIELD, IF YOU ATTACKED THIS TURN, CREATE A 1/1 WHITE HUMAN SOLDIER CREATURE TOKEN.** |  | |  | [**NIGHTVEIL PREDATOR**](https://magicarena.fandom.com/wiki/Nightveil_Predator)**BlueBlueBlackBlack (4) CREATURE — VAMPIRE (3/3) FLYING, DEATHTOUCH**  **HEXPROOF (THIS CREATURE CAN'T BE THE TARGET OF SPELLS OR ABILITIES YOUR OPPONENTS CONTROL.)** |  | |  | [**NIGHTVEIL SPRITE**](https://magicarena.fandom.com/wiki/Nightveil_Sprite)**Blue (2) CREATURE — FAERIE ROGUE (1/2) FLYING**  **WHENEVER NIGHTVEIL SPRITE ATTACKS, SURVEIL 1. (LOOK AT THE TOP CARD OF YOUR LIBRARY. YOU MAY PUT THAT CARD INTO YOUR GRAVEYARD.)** |  | |  | [**NIKYA OF THE OLD WAYS**](https://magicarena.fandom.com/wiki/Nikya_of_the_Old_Ways)**RedGreen (5) LEGENDARY CREATURE — CENTAUR DRUID (5/5) YOU CAN'T CAST NONCREATURE SPELLS.**  **WHENEVER YOU TAP A LAND FOR MANA, ADD ONE MANA OF ANY TYPE THAT LAND PRODUCED.** |  | |  | [**NIMBLE BIRDSTICKER**](https://magicarena.fandom.com/wiki/Nimble_Birdsticker)**Red (3) CREATURE — GOBLIN (2/3) REACH (THIS CREATURE CAN BLOCK CREATURES WITH FLYING.)** |  | |  | [**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.** |  | |  | [**NISSA, WHO SHAKES THE WORLD**](https://magicarena.fandom.com/wiki/Nissa,_Who_Shakes_the_World)**GreenGreen (5) LEGENDARY PLANESWALKER — NISSA (5) WHENEVER YOU TAP A FOREST FOR MANA, ADD AN ADDITIONAL Green.**  **+1: PUT THREE +1/+1 COUNTERS ON UP TO ONE TARGET NONCREATURE LAND YOU CONTROL. UNTAP IT. IT BECOMES A 0/0 ELEMENTAL CREATURE WITH VIGILANCE AND HASTE THAT'S STILL A LAND. −8: YOU GET AN EMBLEM WITH "LANDS YOU CONTROL HAVE INDESTRUCTIBLE." SEARCH YOUR LIBRARY FOR ANY NUMBER OF FOREST CARDS, PUT THEM ONTO THE BATTLEFIELD TAPPED, THEN SHUFFLE YOUR LIBRARY.** |  | |  | [**NISSA'S TRIUMPH**](https://magicarena.fandom.com/wiki/Nissa%27s_Triumph)**GreenGreen (2) SORCERY SEARCH YOUR LIBRARY FOR UP TO TWO BASIC FOREST CARDS. IF YOU CONTROL A NISSA PLANESWALKER, INSTEAD SEARCH YOUR LIBRARY FOR UP TO THREE LAND CARDS. REVEAL THOSE CARDS, PUT THEM INTO YOUR HAND, THEN SHUFFLE YOUR LIBRARY.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.)** |  | |  | [**NOVICE KNIGHT**](https://magicarena.fandom.com/wiki/Novice_Knight)**White (1) CREATURE — HUMAN KNIGHT (2/3) DEFENDER (THIS CREATURE CAN'T ATTACK.)**  **AS LONG AS NOVICE KNIGHT IS ENCHANTED OR EQUIPPED, IT CAN ATTACK AS THOUGH IT DIDN'T HAVE DEFENDER.** |  | |  | [**NOXIOUS GRASP**](https://magicarena.fandom.com/wiki/Noxious_Grasp)**Black (2) INSTANT DESTROY TARGET CREATURE OR PLANESWALKER THAT'S GREEN OR WHITE. YOU GAIN 1 LIFE.** |  | |  | [**NOXIOUS GROODION**](https://magicarena.fandom.com/wiki/Noxious_Groodion)**Black (3) CREATURE — BEAST (2/2) DEATHTOUCH** |  | |  | [**NULLHIDE FEROX**](https://magicarena.fandom.com/wiki/Nullhide_Ferox)**GreenGreen (4) CREATURE — BEAST (6/6) HEXPROOF**  **YOU CAN'T CAST NONCREATURE SPELLS. : NULLHIDE FEROX LOSES ALL ABILITIES UNTIL END OF TURN. ANY PLAYER MAY ACTIVATE THIS ABILITY. IF A SPELL OR ABILITY AN OPPONENT CONTROLS CAUSES YOU TO DISCARD NULLHIDE FEROX, PUT IT ONTO THE BATTLEFIELD INSTEAD OF PUTTING IT INTO YOUR GRAVEYARD.** |  | |  | [**NYLEA, KEEN-EYED**](https://magicarena.fandom.com/wiki/Nylea,_Keen-Eyed)**Green (4) LEGENDARY ENCHANTMENT CREATURE — GOD (5/6) INDESTRUCTIBLE**  **AS LONG AS YOUR DEVOTION TO GREEN IS LESS THAN FIVE, NYLEA ISN'T A CREATURE. CREATURE SPELLS YOU CAST COST  LESS TO CAST. Green: REVEAL THE TOP CARD OF YOUR LIBRARY. IF IT'S A CREATURE CARD, PUT IT INTO YOUR HAND. OTHERWISE, YOU MAY PUT IT INTO YOUR GRAVEYARD.** |  | |  | [**NYLEA'S FORERUNNER**](https://magicarena.fandom.com/wiki/Nylea%27s_Forerunner)**Green (5) ENCHANTMENT CREATURE — BEAST (5/3) TRAMPLE**  **OTHER CREATURES YOU CONTROL HAVE TRAMPLE.** |  | |  | [**NYLEA'S HUNTMASTER**](https://magicarena.fandom.com/wiki/Nylea%27s_Huntmaster)**Green (4) CREATURE — CENTAUR SHAMAN (4/3) WHEN NYLEA'S HUNTMASTER ENTERS THE BATTLEFIELD, TARGET CREATURE YOU CONTROL GETS +X/+0 UNTIL END OF TURN, WHERE X IS YOUR DEVOTION TO GREEN. (EACH Green IN THE MANA COSTS OF PERMANENTS YOU CONTROL COUNTS TOWARD YOUR DEVOTION TO GREEN.)** |  | |  | [**NYLEA'S INTERVENTION**](https://magicarena.fandom.com/wiki/Nylea%27s_Intervention)**GreenGreen (2) SORCERY CHOOSE ONE —**  **• SEARCH YOUR LIBRARY FOR UP TO X LAND CARDS, REVEAL THEM, PUT THEM INTO YOUR HAND, THEN SHUFFLE YOUR LIBRARY. • NYLEA'S INTERVENTION DEALS TWICE X DAMAGE TO EACH CREATURE WITH FLYING.** |  | |  | [**NYX HERALD**](https://magicarena.fandom.com/wiki/Nyx_Herald)**Green (3) ENCHANTMENT CREATURE — CENTAUR SHAMAN (2/3) AT THE BEGINNING OF COMBAT ON YOUR TURN, TARGET ENCHANTED CREATURE OR ENCHANTMENT CREATURE YOU CONTROL GETS +1/+1 AND GAINS TRAMPLE UNTIL END OF TURN.** |  | |  | [**NYX LOTUS**](https://magicarena.fandom.com/wiki/Nyx_Lotus)**(4) LEGENDARY ARTIFACT NYX LOTUS ENTERS THE BATTLEFIELD TAPPED.**  **Tap: CHOOSE A COLOR. ADD AN AMOUNT OF MANA OF THAT COLOR EQUAL TO YOUR DEVOTION TO THAT COLOR. (YOUR DEVOTION TO A COLOR IS THE NUMBER OF MANA SYMBOLS OF THAT COLOR IN THE MANA COSTS OF PERMANENTS YOU CONTROL.)** |  | |  | [**NYXATHID**](https://magicarena.fandom.com/wiki/Nyxathid)**BlackBlack (3) CREATURE — ELEMENTAL (7/7) AS NYXATHID ENTERS THE BATTLEFIELD, CHOOSE AN OPPONENT.**  **NYXATHID GETS -1/-1 FOR EACH CARD IN THE CHOSEN PLAYER'S HAND.** |  | |  | [**NYXBLOOM ANCIENT**](https://magicarena.fandom.com/wiki/Nyxbloom_Ancient)**GreenGreenGreen (7) ENCHANTMENT CREATURE — ELEMENTAL (5/5) TRAMPLE**  **IF YOU TAP A PERMANENT FOR MANA, IT PRODUCES THREE TIMES AS MUCH OF THAT MANA INSTEAD.** |  | |  | [**NYXBORN BRUTE**](https://magicarena.fandom.com/wiki/Nyxborn_Brute)**RedRed (5) ENCHANTMENT CREATURE — CYCLOPS (7/3)** |  | |  | [**NYXBORN COLOSSUS**](https://magicarena.fandom.com/wiki/Nyxborn_Colossus)**GreenGreenGreen (6) ENCHANTMENT CREATURE — GIANT (6/7)** |  | |  | [**NYXBORN COURSER**](https://magicarena.fandom.com/wiki/Nyxborn_Courser)**WhiteWhite (3) ENCHANTMENT CREATURE — CENTAUR SCOUT (2/4)** |  | |  | [**NYXBORN MARAUDER**](https://magicarena.fandom.com/wiki/Nyxborn_Marauder)**BlackBlack (4) ENCHANTMENT CREATURE — MINOTAUR (4/3)** |  | |  | [**NYXBORN SEAGUARD**](https://magicarena.fandom.com/wiki/Nyxborn_Seaguard)**BlueBlue (4) ENCHANTMENT CREATURE — MERFOLK SOLDIER (2/5)** |  | |  | [**NYX-FLEECE RAM**](https://magicarena.fandom.com/wiki/Nyx-Fleece_Ram)**White (2) ENCHANTMENT CREATURE — SHEEP (0/5) AT THE BEGINNING OF YOUR UPKEEP, YOU GAIN 1 LIFE.** |  | |

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| |  |  |  | | --- | --- | --- | | **77 HISTORIC LETTER O MAGIC DECK CARDS** | | | |  | [**OAKEN BOON**](https://magicarena.fandom.com/wiki/Oaken_Boon)**Green (4) SORCERY — ADVENTURE PUT TWO +1/+1 COUNTERS ON TARGET CREATURE. (THEN EXILE THIS CARD. YOU MAY CAST THE CREATURE LATER FROM EXILE.)** |  | |  | [**OAKENFORM**](https://magicarena.fandom.com/wiki/Oakenform)**Green (3) ENCHANTMENT — AURA ENCHANT CREATURE**  **ENCHANTED CREATURE GETS +3/+3.** |  | |  | [**OAKHAME ADVERSARY**](https://magicarena.fandom.com/wiki/Oakhame_Adversary)**Green (4) CREATURE — ELF WARRIOR (2/3) THIS SPELL COSTS  LESS TO CAST IF AN OPPONENT CONTROLS A GREEN PERMANENT.**  **DEATHTOUCH WHENEVER OAKHAME ADVERSARY DEALS COMBAT DAMAGE TO A PLAYER, DRAW A CARD.** |  | |  | [**OAKHAME RANGER**](https://magicarena.fandom.com/wiki/Oakhame_Ranger)**(4) CREATURE — ELF KNIGHT (2/2) Tap: CREATURES YOU CONTROL GET +1/+1 UNTIL END OF TURN.** |  | |  | [**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.** |  | |  | [**OATHSWORN KNIGHT**](https://magicarena.fandom.com/wiki/Oathsworn_Knight)**BlackBlack (3) CREATURE — HUMAN KNIGHT (0/0) OATHSWORN KNIGHT ENTERS THE BATTLEFIELD WITH FOUR +1/+1 COUNTERS ON IT.**  **OATHSWORN KNIGHT ATTACKS EACH COMBAT IF ABLE. IF DAMAGE WOULD BE DEALT TO OATHSWORN KNIGHT WHILE IT HAS A +1/+1 COUNTER ON IT, PREVENT THAT DAMAGE AND REMOVE A +1/+1 COUNTER FROM IT.** |  | |  | [**OATHSWORN VAMPIRE**](https://magicarena.fandom.com/wiki/Oathsworn_Vampire)**Black (2) CREATURE — VAMPIRE KNIGHT (2/2) OATHSWORN VAMPIRE ENTERS THE BATTLEFIELD TAPPED.**  **YOU MAY CAST OATHSWORN VAMPIRE FROM YOUR GRAVEYARD IF YOU GAINED LIFE THIS TURN.** |  | |  | [**OB NIXILIS, THE HATE-TWISTED**](https://magicarena.fandom.com/wiki/Ob_Nixilis,_the_Hate-Twisted)**BlackBlack (5) LEGENDARY PLANESWALKER — NIXILIS (5) WHENEVER AN OPPONENT DRAWS A CARD, OB NIXILIS, THE HATE-TWISTED DEALS 1 DAMAGE TO THAT PLAYER.**  **−2: DESTROY TARGET CREATURE. ITS CONTROLLER DRAWS TWO CARDS.** |  | |  | [**OB NIXILIS'S CRUELTY**](https://magicarena.fandom.com/wiki/Ob_Nixilis%27s_Cruelty)**Black (3) INSTANT TARGET CREATURE GETS -5/-5 UNTIL END OF TURN. IF THAT CREATURE WOULD DIE THIS TURN, EXILE IT INSTEAD.** |  | |  | [**OBOSH, THE PREYPIERCER**](https://magicarena.fandom.com/wiki/Obosh,_the_Preypiercer)**(5) LEGENDARY CREATURE — HELLION HORROR (3/5) COMPANION — YOUR STARTING DECK CONTAINS ONLY CARDS WITH ODD CONVERTED MANA COSTS AND LAND CARDS. (IF THIS CARD IS YOUR CHOSEN COMPANION, YOU MAY PUT IT INTO YOUR HAND FROM OUTSIDE THE GAME FOR  ANY TIME YOU COULD CAST A SORCERY.)**  **IF A SOURCE YOU CONTROL WITH AN ODD CONVERTED MANA COST WOULD DEAL DAMAGE TO A PERMANENT OR PLAYER, IT DEALS DOUBLE THAT DAMAGE TO THAT PERMANENT OR PLAYER INSTEAD.** |  | |  | [**OBSESSIVE STITCHER**](https://magicarena.fandom.com/wiki/Obsessive_Stitcher)**BlueBlack (3) CREATURE — HUMAN WIZARD (0/3) Tap: DRAW A CARD, THEN DISCARD A CARD.**  **BlueBlack, Tap, SACRIFICE OBSESSIVE STITCHER: RETURN TARGET CREATURE CARD FROM YOUR GRAVEYARD TO THE BATTLEFIELD.** |  | |  | [**OCHRAN ASSASSIN**](https://magicarena.fandom.com/wiki/Ochran_Assassin)**BlackGreen (3) CREATURE — ELF ASSASSIN (1/1) DEATHTOUCH**  **ALL CREATURES ABLE TO BLOCK OCHRAN ASSASSIN DO SO.** |  | |  | [**OCTOPROPHET**](https://magicarena.fandom.com/wiki/Octoprophet)**Blue (4) CREATURE — OCTOPUS (3/3) WHEN OCTOPROPHET ENTERS THE BATTLEFIELD, SCRY 2. (LOOK AT THE TOP TWO CARDS OF YOUR LIBRARY, THEN PUT ANY NUMBER OF THEM ON THE BOTTOM OF YOUR LIBRARY AND THE REST ON TOP IN ANY ORDER.)** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**OGRE ERRANT**](https://magicarena.fandom.com/wiki/Ogre_Errant)**Red (4) CREATURE — OGRE KNIGHT (3/4) WHENEVER OGRE ERRANT ATTACKS, ANOTHER TARGET ATTACKING KNIGHT GAINS MENACE UNTIL END OF TURN. (IT CAN'T BE BLOCKED EXCEPT BY TWO OR MORE CREATURES.)** |  | |  | [**OGRE SIEGEBREAKER**](https://magicarena.fandom.com/wiki/Ogre_Siegebreaker)**BlackRed (4) CREATURE — OGRE BERSERKER (4/3) BlackRed: DESTROY TARGET CREATURE THAT WAS DEALT DAMAGE THIS TURN.** |  | |  | [**OGRE SLUMLORD**](https://magicarena.fandom.com/wiki/Ogre_Slumlord)**BlackBlack (5) CREATURE — OGRE ROGUE (3/3) WHENEVER ANOTHER NONTOKEN CREATURE DIES, YOU MAY CREATE A 1/1 BLACK RAT CREATURE TOKEN.**  **RATS YOU CONTROL HAVE DEATHTOUCH.** |  | |  | [**OKO, 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.** |  | |  | [**OLD-GROWTH DRYADS**](https://magicarena.fandom.com/wiki/Old-Growth_Dryads)**Green (1) CREATURE — DRYAD (3/3) WHEN OLD-GROWTH DRYADS ENTERS THE BATTLEFIELD, EACH OPPONENT MAY SEARCH THEIR LIBRARY FOR A BASIC LAND CARD, PUT IT ONTO THE BATTLEFIELD TAPPED, THEN SHUFFLE THEIR LIBRARY.** |  | |  | [**OMEN OF THE DEAD**](https://magicarena.fandom.com/wiki/Omen_of_the_Dead)**Black (1) ENCHANTMENT FLASH**  **WHEN OMEN OF THE DEAD ENTERS THE BATTLEFIELD, RETURN TARGET CREATURE CARD FROM YOUR GRAVEYARD TO YOUR HAND. Black, SACRIFICE OMEN OF THE DEAD: SCRY 2.** |  | |  | [**OMEN OF THE FORGE**](https://magicarena.fandom.com/wiki/Omen_of_the_Forge)**Red (2) ENCHANTMENT FLASH**  **WHEN OMEN OF THE FORGE ENTERS THE BATTLEFIELD, IT DEALS 2 DAMAGE TO ANY TARGET. Red, SACRIFICE OMEN OF THE FORGE: SCRY 2.** |  | |  | [**OMEN OF THE HUNT**](https://magicarena.fandom.com/wiki/Omen_of_the_Hunt)**Green (3) ENCHANTMENT FLASH**  **WHEN OMEN OF THE HUNT ENTERS THE BATTLEFIELD, YOU MAY SEARCH YOUR LIBRARY FOR A BASIC LAND CARD, PUT IT ONTO THE BATTLEFIELD TAPPED, THEN SHUFFLE YOUR LIBRARY. Green, SACRIFICE OMEN OF THE HUNT: SCRY 2.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**ONAKKE OGRE**](https://magicarena.fandom.com/wiki/Onakke_Ogre)**Red (3) CREATURE — OGRE WARRIOR (4/2)** |  | |  | [**ONCE AND FUTURE**](https://magicarena.fandom.com/wiki/Once_and_Future)**Green (4) INSTANT RETURN TARGET CARD FROM YOUR GRAVEYARD TO YOUR HAND. PUT UP TO ONE OTHER TARGET CARD FROM YOUR GRAVEYARD ON TOP OF YOUR LIBRARY. EXILE ONCE AND FUTURE.**  **ADAMANT — IF AT LEAST THREE GREEN MANA WAS SPENT TO CAST THIS SPELL, INSTEAD RETURN THOSE CARDS TO YOUR HAND AND EXILE ONCE AND FUTURE.** |  | |  | [**ONCE UPON A TIME**](https://magicarena.fandom.com/wiki/Once_Upon_a_Time)**Green (2) INSTANT IF THIS SPELL IS THE FIRST SPELL YOU'VE CAST THIS GAME, YOU MAY CAST IT WITHOUT PAYING ITS MANA COST.**  **LOOK AT THE TOP FIVE 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.** |  | |  | [**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.** |  | |  | [**OONA'S BLACKGUARD**](https://magicarena.fandom.com/wiki/Oona%27s_Blackguard)**Black (2) CREATURE — FAERIE ROGUE (1/1) FLYING**  **EACH OTHER ROGUE CREATURE YOU CONTROL ENTERS THE BATTLEFIELD WITH AN ADDITIONAL +1/+1 COUNTER ON IT. WHENEVER A CREATURE YOU CONTROL WITH A +1/+1 COUNTER ON IT DEALS COMBAT DAMAGE TO A PLAYER, THAT PLAYER DISCARDS A CARD.** |  | |  | [**OPEN THE GATES**](https://magicarena.fandom.com/wiki/Open_the_Gates)**Green (1) SORCERY SEARCH YOUR LIBRARY FOR A BASIC LAND CARD OR GATE CARD, REVEAL IT, PUT IT INTO YOUR HAND, THEN SHUFFLE YOUR LIBRARY.** |  | |  | [**OPEN THE GRAVES**](https://magicarena.fandom.com/wiki/Open_the_Graves)**BlackBlack (5) ENCHANTMENT WHENEVER A NONTOKEN CREATURE YOU CONTROL DIES, CREATE A 2/2 BLACK ZOMBIE CREATURE TOKEN.** |  | |  | [**OPPORTUNISTIC DRAGON**](https://magicarena.fandom.com/wiki/Opportunistic_Dragon)**RedRed (4) CREATURE — DRAGON (4/3) FLYING**  **WHEN OPPORTUNISTIC DRAGON ENTERS THE BATTLEFIELD, CHOOSE TARGET HUMAN OR ARTIFACT AN OPPONENT CONTROLS. FOR AS LONG AS OPPORTUNISTIC DRAGON REMAINS ON THE BATTLEFIELD, GAIN CONTROL OF THAT PERMANENT, IT LOSES ALL ABILITIES, AND IT CAN'T ATTACK OR BLOCK.** |  | |  | [**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.** |  | |  | [**ORACLE OF MUL DAYA**](https://magicarena.fandom.com/wiki/Oracle_of_Mul_Daya)**Green (4) CREATURE — ELF SHAMAN (2/2) YOU MAY PLAY AN ADDITIONAL LAND ON EACH OF YOUR TURNS.**  **PLAY WITH THE TOP CARD OF YOUR LIBRARY REVEALED. YOU MAY PLAY LANDS FROM THE TOP OF YOUR LIBRARY.** |  | |  | [**ORAZCA FRILLBACK**](https://magicarena.fandom.com/wiki/Orazca_Frillback)**Green (3) CREATURE — DINOSAUR (4/2)** |  | |  | [**ORAZCA RAPTOR**](https://magicarena.fandom.com/wiki/Orazca_Raptor)**RedRed (4) CREATURE — DINOSAUR (3/4)** |  | |  | [**ORAZCA RELIC**](https://magicarena.fandom.com/wiki/Orazca_Relic)**(3) ARTIFACT ASCEND (IF YOU CONTROL TEN OR MORE PERMANENTS, YOU GET THE CITY'S BLESSING FOR THE REST OF THE GAME.)**  **Tap: ADD . Tap, SACRIFICE ORAZCA RELIC: YOU GAIN 3 LIFE AND DRAW A CARD. ACTIVATE THIS ABILITY ONLY IF YOU HAVE THE CITY'S BLESSING.** |  | |  | [**ORCISH VANDAL**](https://magicarena.fandom.com/wiki/Orcish_Vandal)**Red (2) CREATURE — ORC WARRIOR (1/1) Tap, SACRIFICE AN ARTIFACT: ORCISH VANDAL DEALS 2 DAMAGE TO ANY TARGET.** |  | |  | [**ORDER OF MIDNIGHT**](https://magicarena.fandom.com/wiki/Order_of_Midnight)**Black (2) CREATURE — HUMAN KNIGHT (2/2) FLYING**  **ORDER OF MIDNIGHT CAN'T BLOCK.** |  | |  | [**OREAD OF MOUNTAIN'S BLAZE**](https://magicarena.fandom.com/wiki/Oread_of_Mountain%27s_Blaze)**Red (2) ENCHANTMENT CREATURE — NYMPH (1/3) Red, DISCARD A CARD: DRAW A CARD.** |  | |  | [**ORESKOS SWIFTCLAW**](https://magicarena.fandom.com/wiki/Oreskos_Swiftclaw)**White (2) CREATURE — CAT WARRIOR (3/1)** |  | |  | [**ORMOS, ARCHIVE KEEPER**](https://magicarena.fandom.com/wiki/Ormos,_Archive_Keeper)**BlueBlue (6) LEGENDARY CREATURE — SPHINX (5/5) FLYING**  **IF YOU WOULD DRAW A CARD WHILE YOUR LIBRARY HAS NO CARDS IN IT, INSTEAD PUT FIVE +1/+1 COUNTERS ON ORMOS, ARCHIVE KEEPER. BlueBlue, DISCARD THREE CARDS WITH DIFFERENT NAMES: DRAW FIVE CARDS.** |  | |  | [**ORNERY DILOPHOSAUR**](https://magicarena.fandom.com/wiki/Ornery_Dilophosaur)**Green (4) CREATURE — DINOSAUR (2/2) DEATHTOUCH (ANY AMOUNT OF DAMAGE THIS DEALS TO A CREATURE IS ENOUGH TO DESTROY IT.)**  **WHENEVER ORNERY DILOPHOSAUR ATTACKS, IF YOU CONTROL A CREATURE WITH POWER 4 OR GREATER, ORNERY DILOPHOSAUR GETS +2/+2 UNTIL END OF TURN.** |  | |  | [**ORNERY GOBLIN**](https://magicarena.fandom.com/wiki/Ornery_Goblin)**Red (2) CREATURE — GOBLIN WARRIOR (2/1) WHENEVER ORNERY GOBLIN BLOCKS OR BECOMES BLOCKED BY A CREATURE, ORNERY GOBLIN DEALS 1 DAMAGE TO THAT CREATURE.** |  | |  | [**ORNITHOPTER**](https://magicarena.fandom.com/wiki/Ornithopter)**(0) ARTIFACT CREATURE — THOPTER (0/2) FLYING** |  | |  | [**ORZHOV ENFORCER**](https://magicarena.fandom.com/wiki/Orzhov_Enforcer)**Black (2) CREATURE — HUMAN ROGUE (1/2) DEATHTOUCH**  **AFTERLIFE 1 (WHEN THIS CREATURE DIES, CREATE A 1/1 WHITE AND BLACK SPIRIT CREATURE TOKEN WITH FLYING.)** |  | |  | [**ORZHOV GUILDGATE**](https://magicarena.fandom.com/wiki/Orzhov_Guildgate)**(0) LAND — GATE ORZHOV GUILDGATE ENTERS THE BATTLEFIELD TAPPED.**  **Tap: ADD White OR Black.** |  | |  | [**ORZHOV LOCKET**](https://magicarena.fandom.com/wiki/Orzhov_Locket)**(3) ARTIFACT Tap: ADD White OR Black.**  **, Tap, SACRIFICE ORZHOV LOCKET: DRAW TWO CARDS.** |  | |  | [**ORZHOV RACKETEERS**](https://magicarena.fandom.com/wiki/Orzhov_Racketeers)**Black (5) CREATURE — HUMAN ROGUE (3/2) WHENEVER ORZHOV RACKETEERS DEALS COMBAT DAMAGE TO A PLAYER, THAT PLAYER DISCARDS A CARD.**  **AFTERLIFE 2 (WHEN THIS CREATURE DIES, CREATE TWO 1/1 WHITE AND BLACK SPIRIT CREATURE TOKENS WITH FLYING.)** |  | |  | [**OTEPEC HUNTMASTER**](https://magicarena.fandom.com/wiki/Otepec_Huntmaster)**Red (2) CREATURE — HUMAN SHAMAN (1/2) DINOSAUR SPELLS YOU CAST COST  LESS TO CAST.**  **Tap: TARGET DINOSAUR GAINS HASTE UNTIL END OF TURN.** |  | |  | [**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."** |  | |  | [**OUTMUSCLE**](https://magicarena.fandom.com/wiki/Outmuscle)**Green (4) SORCERY PUT A +1/+1 COUNTER ON TARGET CREATURE YOU CONTROL, THEN IT FIGHTS TARGET CREATURE YOU DON'T CONTROL. (EACH DEALS DAMAGE EQUAL TO ITS POWER TO THE OTHER.)**  **ADAMANT — IF AT LEAST THREE GREEN MANA WAS SPENT TO CAST THIS SPELL, THE CREATURE YOU CONTROL GAINS INDESTRUCTIBLE UNTIL END OF TURN.** |  | |  | [**OUTNUMBER**](https://magicarena.fandom.com/wiki/Outnumber)**Red (1) INSTANT OUTNUMBER DEALS DAMAGE TO TARGET CREATURE EQUAL TO THE NUMBER OF CREATURES YOU CONTROL.** |  | |  | [**OVERCOME**](https://magicarena.fandom.com/wiki/Overcome)**GreenGreen (5) SORCERY CREATURES YOU CONTROL GET +2/+2 AND GAIN TRAMPLE UNTIL END OF TURN. (THEY CAN DEAL EXCESS COMBAT DAMAGE TO THE PLAYER OR PLANESWALKER THEY'RE ATTACKING.)** |  | |  | [**OVERFLOWING INSIGHT**](https://magicarena.fandom.com/wiki/Overflowing_Insight)**BlueBlueBlue (7) SORCERY TARGET PLAYER DRAWS SEVEN CARDS.** |  | |  | [**OVERGROWN ARMASAUR**](https://magicarena.fandom.com/wiki/Overgrown_Armasaur)**GreenGreen (5) CREATURE — DINOSAUR (4/4) ENRAGE — WHENEVER OVERGROWN ARMASAUR IS DEALT DAMAGE, CREATE A 1/1 GREEN SAPROLING CREATURE TOKEN.** |  | |  | [**OVERGROWN BATTLEMENT**](https://magicarena.fandom.com/wiki/Overgrown_Battlement)**Green (2) CREATURE — WALL (0/4) DEFENDER**  **Tap: ADD Green FOR EACH CREATURE WITH DEFENDER YOU CONTROL.** |  | |  | [**OVERGROWN TOMB**](https://magicarena.fandom.com/wiki/Overgrown_Tomb)**(0) LAND — SWAMP FOREST (Tap: ADD Black OR Green.)**  **AS OVERGROWN TOMB ENTERS THE BATTLEFIELD, YOU MAY PAY 2 LIFE. IF YOU DON'T, IT ENTERS THE BATTLEFIELD TAPPED.** |  | |  | [**OVERGROWTH ELEMENTAL**](https://magicarena.fandom.com/wiki/Overgrowth_Elemental)**Green (3) CREATURE — ELEMENTAL (3/2) WHEN OVERGROWTH ELEMENTAL ENTERS THE BATTLEFIELD, PUT A +1/+1 COUNTER ON ANOTHER TARGET ELEMENTAL YOU CONTROL.**  **WHENEVER ANOTHER CREATURE YOU CONTROL DIES, YOU GAIN 1 LIFE. IF THAT CREATURE WAS AN ELEMENTAL, PUT A +1/+1 COUNTER ON OVERGROWTH ELEMENTAL.** |  | |  | [**OVERWHELMED APPRENTICE**](https://magicarena.fandom.com/wiki/Overwhelmed_Apprentice)**Blue (1) CREATURE — HUMAN WIZARD (1/2) WHEN OVERWHELMED APPRENTICE ENTERS THE BATTLEFIELD, EACH OPPONENT MILLS TWO CARDS. THEN YOU SCRY 2. (LOOK AT THE TOP TWO CARDS OF YOUR LIBRARY, THEN PUT ANY NUMBER OF THEM ON THE BOTTOM OF YOUR LIBRARY AND THE REST ON TOP IN ANY ORDER.)** |  | |  | [**OX OF AGONAS**](https://magicarena.fandom.com/wiki/Ox_of_Agonas)**RedRed (5) CREATURE — OX (4/2) WHEN OX OF AGONAS ENTERS THE BATTLEFIELD, DISCARD YOUR HAND, THEN DRAW THREE CARDS.**  **ESCAPE—RedRed, EXILE EIGHT OTHER CARDS FROM YOUR GRAVEYARD. (YOU MAY CAST THIS CARD FROM YOUR GRAVEYARD FOR ITS ESCAPE COST.) OX OF AGONAS ESCAPES WITH A +1/+1 COUNTER ON IT.** |  | |

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| |  |  |  | | --- | --- | --- | | **145 HISTORIC LETTER P MAGIC DECK CARDS** | | | |  | [**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.** |  | |  | [**PACK MASTIFF**](https://magicarena.fandom.com/wiki/Pack_Mastiff)**Red (2) CREATURE — DOG (2/2) Red: EACH CREATURE YOU CONTROL NAMED PACK MASTIFF GETS +1/+0 UNTIL END OF TURN.** |  | |  | [**PACK RAT**](https://magicarena.fandom.com/wiki/Pack_Rat)**Black (2) CREATURE — RAT (\*/\*) PACK RAT'S POWER AND TOUGHNESS ARE EACH EQUAL TO THE NUMBER OF RATS YOU CONTROL.**  **Black, DISCARD A CARD: CREATE A TOKEN THAT'S A COPY OF PACK RAT.** |  | |  | [**PACK'S FAVOR**](https://magicarena.fandom.com/wiki/Pack%27s_Favor)**Green (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.)**  **TARGET CREATURE GETS +3/+3 UNTIL END OF 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.** |  | |  | [**PALLADIA-MORS, THE RUINER**](https://magicarena.fandom.com/wiki/Palladia-Mors,_the_Ruiner)**RedGreenWhite (6) LEGENDARY CREATURE — ELDER DRAGON (6/6) FLYING, VIGILANCE, TRAMPLE**  **PALLADIA-MORS, THE RUINER HAS HEXPROOF IF IT HASN'T DEALT DAMAGE YET.** |  | |  | [**PALLADIUM MYR**](https://magicarena.fandom.com/wiki/Palladium_Myr)**(3) ARTIFACT CREATURE — MYR (2/2) Tap: ADD .** |  | |  | [**PARADISE DRUID**](https://magicarena.fandom.com/wiki/Paradise_Druid)**Green (2) CREATURE — ELF DRUID (2/1) PARADISE DRUID HAS HEXPROOF AS LONG AS IT'S UNTAPPED.(IT CAN'T BE THE TARGET OF SPELLS OR ABILITIES YOUR OPPONENTS CONTROL.)**  **Tap: ADD ONE MANA OF ANY COLOR.** |  | |  | [**PARASITIC IMPLANT**](https://magicarena.fandom.com/wiki/Parasitic_Implant)**Black (4) ENCHANTMENT — AURA ENCHANT CREATURE**  **AT THE BEGINNING OF YOUR UPKEEP, ENCHANTED CREATURE'S CONTROLLER SACRIFICES IT AND YOU CREATE A 1/1 COLORLESS MYR ARTIFACT CREATURE TOKEN.** |  | |  | [**PARCELBEAST**](https://magicarena.fandom.com/wiki/Parcelbeast)**GreenBlue (4) CREATURE — ELEMENTAL BEAST (2/4) MUTATE GreenBlue (IF YOU CAST THIS SPELL FOR ITS MUTATE COST, PUT IT OVER OR UNDER TARGET NON-HUMAN CREATURE YOU OWN. THEY MUTATE INTO THE CREATURE ON TOP PLUS ALL ABILITIES FROM UNDER IT.)**  **, Tap: LOOK AT THE TOP CARD OF YOUR LIBRARY. IF IT'S A LAND CARD, YOU MAY PUT IT ONTO THE BATTLEFIELD. IF YOU DON'T PUT THE CARD ONTO THE BATTLEFIELD, PUT IT INTO YOUR HAND.** |  | |  | [**PARDIC WANDERER**](https://magicarena.fandom.com/wiki/Pardic_Wanderer)**(6) ARTIFACT CREATURE — GOLEM (5/5) TRAMPLE** |  | |  | [**PARHELION 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.)** |  | |  | [**PASSWALL ADEPT**](https://magicarena.fandom.com/wiki/Passwall_Adept)**Blue (2) CREATURE — HUMAN WIZARD (1/3) Blue: TARGET CREATURE CAN'T BE BLOCKED THIS TURN.** |  | |  | [**PATAGIA TIGER**](https://magicarena.fandom.com/wiki/Patagia_Tiger)**White (5) CREATURE — CAT (3/4) FLYING**  **WHEN PATAGIA TIGER ENTERS THE BATTLEFIELD, TARGET HUMAN YOU CONTROL GETS +2/+2 UNTIL END OF TURN.** |  | |  | [**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 DISCOVERY**](https://magicarena.fandom.com/wiki/Path_of_Discovery)**Green (4) ENCHANTMENT WHENEVER A CREATURE ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, 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 THE CREATURE, THEN PUT THE CARD BACK OR PUT IT INTO YOUR GRAVEYARD.)** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**PATRON OF THE VALIANT**](https://magicarena.fandom.com/wiki/Patron_of_the_Valiant)**WhiteWhite (5) CREATURE — ANGEL (4/4) FLYING**  **WHEN PATRON OF THE VALIANT ENTERS THE BATTLEFIELD, PUT A +1/+1 COUNTER ON EACH CREATURE YOU CONTROL WITH A +1/+1 COUNTER ON IT.** |  | |  | [**PATTERN MATCHER**](https://magicarena.fandom.com/wiki/Pattern_Matcher)**(4) ARTIFACT CREATURE — GOLEM (3/3) WHEN PATTERN MATCHER ENTERS THE BATTLEFIELD, YOU MAY SEARCH YOUR LIBRARY FOR A CARD WITH THE SAME NAME AS ANOTHER CREATURE YOU CONTROL, REVEAL IT, PUT IT INTO YOUR HAND, THEN SHUFFLE YOUR LIBRARY.** |  | |  | [**PAUSE FOR REFLECTION**](https://magicarena.fandom.com/wiki/Pause_for_Reflection)**Green (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.)**  **PREVENT ALL COMBAT DAMAGE THAT WOULD BE DEALT THIS TURN.** |  | |  | [**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.** |  | |  | [**PEER INTO THE ABYSS**](https://magicarena.fandom.com/wiki/Peer_into_the_Abyss)**BlackBlackBlack (7) SORCERY TARGET PLAYER DRAWS CARDS EQUAL TO HALF THE NUMBER OF CARDS IN THEIR LIBRARY AND LOSES HALF THEIR LIFE. ROUND UP EACH TIME.** |  | |  | [**PEGASUS COURSER**](https://magicarena.fandom.com/wiki/Pegasus_Courser)**White (3) CREATURE — PEGASUS (1/3) FLYING**  **WHENEVER PEGASUS COURSER ATTACKS, ANOTHER TARGET ATTACKING CREATURE GAINS FLYING UNTIL END OF TURN.** |  | |  | [**PELAKKA WURM**](https://magicarena.fandom.com/wiki/Pelakka_Wurm)**GreenGreenGreen (7) CREATURE — WURM (7/7) TRAMPLE**  **WHEN PELAKKA WURM ENTERS THE BATTLEFIELD, YOU GAIN 7 LIFE. WHEN PELAKKA WURM DIES, DRAW A CARD.** |  | |  | [**PELT COLLECTOR**](https://magicarena.fandom.com/wiki/Pelt_Collector)**Green (1) CREATURE — ELF WARRIOR (1/1) WHENEVER ANOTHER CREATURE YOU CONTROL ENTERS THE BATTLEFIELD OR DIES, IF THAT CREATURE'S POWER IS GREATER THAN PELT COLLECTOR'S, PUT A +1/+1 COUNTER ON PELT COLLECTOR.**  **AS LONG AS PELT COLLECTOR HAS THREE OR MORE +1/+1 COUNTERS ON IT, IT HAS TRAMPLE.** |  | |  | [**PENDULUM OF PATTERNS**](https://magicarena.fandom.com/wiki/Pendulum_of_Patterns)**(2) ARTIFACT WHEN PENDULUM OF PATTERNS ENTERS THE BATTLEFIELD, YOU GAIN 3 LIFE.**  **, Tap, SACRIFICE PENDULUM OF PATTERNS: DRAW A CARD.** |  | |  | [**PENUMBRA BOBCAT**](https://magicarena.fandom.com/wiki/Penumbra_Bobcat)**Green (3) CREATURE — CAT (2/1) WHEN PENUMBRA BOBCAT DIES, CREATE A 2/1 BLACK CAT CREATURE TOKEN.** |  | |  | [**PERILOUS MYR**](https://magicarena.fandom.com/wiki/Perilous_Myr)**(2) ARTIFACT CREATURE — MYR (1/1) WHEN PERILOUS MYR DIES, IT DEALS 2 DAMAGE TO ANY TARGET.** |  | |  | [**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.** |  | |  | [**PERIMETER SERGEANT**](https://magicarena.fandom.com/wiki/Perimeter_Sergeant)**White (3) CREATURE — HUMAN SOLDIER (3/2) WHENEVER PERIMETER SERGEANT ATTACKS, OTHER HUMANS YOU CONTROL GET +1/+0 UNTIL END OF TURN.** |  | |  | [**PERSISTENT PETITIONERS**](https://magicarena.fandom.com/wiki/Persistent_Petitioners)**Blue (2) CREATURE — HUMAN ADVISOR (1/3) , Tap: TARGET PLAYER MILLS A CARD.**  **TAP FOUR UNTAPPED ADVISORS YOU CONTROL: TARGET PLAYER MILLS TWELVE CARDS. A DECK CAN HAVE ANY NUMBER OF CARDS NAMED PERSISTENT PETITIONERS.** |  | |  | [**PESTILENT HAZE**](https://magicarena.fandom.com/wiki/Pestilent_Haze)**BlackBlack (3) SORCERY CHOOSE ONE —**  **• ALL CREATURES GET -2/-2 UNTIL END OF TURN. • REMOVE TWO LOYALTY COUNTERS FROM EACH PLANESWALKER.** |  | |  | [**PESTILENT SPIRIT**](https://magicarena.fandom.com/wiki/Pestilent_Spirit)**Black (3) CREATURE — SPIRIT (3/2) MENACE, DEATHTOUCH**  **INSTANT AND SORCERY SPELLS YOU CONTROL HAVE DEATHTOUCH. (ANY AMOUNT OF DAMAGE THEY DEAL TO A CREATURE IS ENOUGH TO DESTROY IT.)** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**PHANTOM WARRIOR**](https://magicarena.fandom.com/wiki/Phantom_Warrior)**BlueBlue (3) CREATURE — ILLUSION WARRIOR (2/2) PHANTOM WARRIOR CAN'T BE BLOCKED.** |  | |  | [**PHARIKA'S LIBATION**](https://magicarena.fandom.com/wiki/Pharika%27s_Libation)**Black (3) INSTANT CHOOSE ONE —**  **• TARGET OPPONENT SACRIFICES A CREATURE. • TARGET OPPONENT SACRIFICES AN ENCHANTMENT.** |  | |  | [**PHARIKA'S SPAWN**](https://magicarena.fandom.com/wiki/Pharika%27s_Spawn)**Black (4) CREATURE — GORGON (3/4) ESCAPE—Black, EXILE THREE OTHER CARDS FROM YOUR GRAVEYARD. (YOU MAY CAST THIS CARD FROM YOUR GRAVEYARD FOR ITS ESCAPE COST.)**  **PHARIKA'S SPAWN ESCAPES WITH TWO +1/+1 COUNTERS ON IT. WHEN IT ENTERS THE BATTLEFIELD THIS WAY, EACH OPPONENT SACRIFICES A NON-GORGON CREATURE.** |  | |  | [**PHASE DOLPHIN**](https://magicarena.fandom.com/wiki/Phase_Dolphin)**Blue (3) CREATURE — ELEMENTAL WHALE (1/4) WHENEVER PHASE DOLPHIN ATTACKS, ANOTHER TARGET ATTACKING CREATURE CAN'T BE BLOCKED THIS TURN.** |  | |  | [**PHERES-BAND BRAWLER**](https://magicarena.fandom.com/wiki/Pheres-Band_Brawler)**GreenGreen (6) CREATURE — CENTAUR WARRIOR (4/4) WHEN PHERES-BAND BRAWLER ENTERS THE BATTLEFIELD, IT FIGHTS UP TO ONE TARGET CREATURE YOU DON'T CONTROL. (EACH DEALS DAMAGE EQUAL TO ITS POWER TO THE OTHER.)** |  | |  | [**PHOENIX OF ASH**](https://magicarena.fandom.com/wiki/Phoenix_of_Ash)**RedRed (3) CREATURE — PHOENIX (2/2) FLYING, HASTE**  **Red: PHOENIX OF ASH GETS +2/+0 UNTIL END OF TURN. ESCAPE—RedRed, EXILE THREE OTHER CARDS FROM YOUR GRAVEYARD. (YOU MAY CAST THIS CARD FROM YOUR GRAVEYARD FOR ITS ESCAPE COST.) PHOENIX OF ASH ESCAPES WITH A +1/+1 COUNTER ON IT.** |  | |  | [**PHYLACTERY LICH**](https://magicarena.fandom.com/wiki/Phylactery_Lich)**BlackBlackBlack (3) CREATURE — ZOMBIE (5/5) INDESTRUCTIBLE**  **AS PHYLACTERY LICH ENTERS THE BATTLEFIELD, PUT A PHYLACTERY COUNTER ON AN ARTIFACT YOU CONTROL. WHEN YOU CONTROL NO PERMANENTS WITH PHYLACTERY COUNTERS ON THEM, SACRIFICE PHYLACTERY LICH.** |  | |  | [**PHYREXIAN ARENA**](https://magicarena.fandom.com/wiki/Phyrexian_Arena)**BlackBlack (3) ENCHANTMENT AT THE BEGINNING OF YOUR UPKEEP, YOU DRAW A CARD AND YOU LOSE 1 LIFE.** |  | |  | [**PHYREXIAN BROODLINGS**](https://magicarena.fandom.com/wiki/Phyrexian_Broodlings)**BlackBlack (3) CREATURE — MINION (2/2) , SACRIFICE A CREATURE: PUT A +1/+1 COUNTER ON PHYREXIAN BROODLINGS.** |  | |  | [**PHYREXIAN DEBASER**](https://magicarena.fandom.com/wiki/Phyrexian_Debaser)**Black (4) CREATURE — CARRIER (2/2) FLYING**  **Tap, SACRIFICE PHYREXIAN DEBASER: TARGET CREATURE GETS -2/-2 UNTIL END OF TURN.** |  | |  | [**PHYREXIAN GARGANTUA**](https://magicarena.fandom.com/wiki/Phyrexian_Gargantua)**BlackBlack (6) CREATURE — HORROR (4/4) WHEN PHYREXIAN GARGANTUA ENTERS THE BATTLEFIELD, YOU DRAW TWO CARDS AND YOU LOSE 2 LIFE.** |  | |  | [**PHYREXIAN OBLITERATOR**](https://magicarena.fandom.com/wiki/Phyrexian_Obliterator)**BlackBlackBlackBlack (4) CREATURE — HORROR (5/5) TRAMPLE**  **WHENEVER A SOURCE DEALS DAMAGE TO PHYREXIAN OBLITERATOR, THAT SOURCE'S CONTROLLER SACRIFICES THAT MANY PERMANENTS.** |  | |  | [**PHYREXIAN RAGER**](https://magicarena.fandom.com/wiki/Phyrexian_Rager)**Black (3) CREATURE — HORROR (2/2) WHEN PHYREXIAN RAGER ENTERS THE BATTLEFIELD, YOU DRAW A CARD AND YOU LOSE 1 LIFE.** |  | |  | [**PHYREXIAN RECLAMATION**](https://magicarena.fandom.com/wiki/Phyrexian_Reclamation)**Black (1) ENCHANTMENT Black, PAY 2 LIFE: RETURN TARGET CREATURE CARD FROM YOUR GRAVEYARD TO YOUR HAND.** |  | |  | [**PHYREXIAN SCRIPTURES**](https://magicarena.fandom.com/wiki/Phyrexian_Scriptures)**BlackBlack (4) ENCHANTMENT — SAGA (AS THIS SAGA ENTERS AND AFTER YOUR DRAW STEP, ADD A LORE COUNTER. SACRIFICE AFTER III.)**  **I — PUT A +1/+1 COUNTER ON UP TO ONE TARGET CREATURE. THAT CREATURE BECOMES AN ARTIFACT IN ADDITION TO ITS OTHER TYPES. II — DESTROY ALL NONARTIFACT CREATURES. III — EXILE ALL CARDS FROM ALL OPPONENTS' GRAVEYARDS.** |  | |  | [**PHYREXIAN TOWER**](https://magicarena.fandom.com/wiki/Phyrexian_Tower)**(0) LEGENDARY LAND Tap: ADD .**  **Tap, SACRIFICE A CREATURE: ADD BlackBlack.** |  | |  | [**PIERCE THE SKY**](https://magicarena.fandom.com/wiki/Pierce_the_Sky)**Green (2) INSTANT PIERCE THE SKY DEALS 7 DAMAGE TO TARGET CREATURE WITH FLYING.** |  | |  | [**PILFERING IMP**](https://magicarena.fandom.com/wiki/Pilfering_Imp)**Black (1) CREATURE — IMP (1/1) FLYING**  **Black, Tap, SACRIFICE PILFERING IMP: TARGET OPPONENT REVEALS THEIR HAND. YOU CHOOSE A NONLAND CARD FROM IT. THAT PLAYER DISCARDS THAT CARD. ACTIVATE THIS ABILITY ONLY ANY TIME YOU COULD CAST A SORCERY.** |  | |  | [**PILLAR OF FLAME**](https://magicarena.fandom.com/wiki/Pillar_of_Flame)**Red (1) SORCERY PILLAR OF FLAME DEALS 2 DAMAGE TO ANY TARGET. IF A CREATURE DEALT DAMAGE THIS WAY WOULD DIE THIS TURN, EXILE IT INSTEAD.** |  | |  | [**PILLAR OF ORIGINS**](https://magicarena.fandom.com/wiki/Pillar_of_Origins)**(2) ARTIFACT AS PILLAR OF ORIGINS ENTERS THE BATTLEFIELD, CHOOSE A CREATURE TYPE.**  **Tap: ADD ONE MANA OF ANY COLOR. SPEND THIS MANA ONLY TO CAST A CREATURE SPELL OF THE CHOSEN TYPE.** |  | |  | [**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.** |  | |  | [**PIPER OF THE SWARM**](https://magicarena.fandom.com/wiki/Piper_of_the_Swarm)**Black (2) CREATURE — HUMAN WARLOCK (1/3) RATS YOU CONTROL HAVE MENACE.**  **Black, Tap: CREATE A 1/1 BLACK RAT CREATURE TOKEN. BlackBlack, Tap, SACRIFICE THREE RATS: GAIN CONTROL OF TARGET CREATURE.** |  | |  | [**PIRATE'S CUTLASS**](https://magicarena.fandom.com/wiki/Pirate%27s_Cutlass)**(3) ARTIFACT — EQUIPMENT WHEN PIRATE'S CUTLASS ENTERS THE BATTLEFIELD, ATTACH IT TO TARGET PIRATE YOU CONTROL.**  **EQUIPPED CREATURE GETS +2/+1. EQUIP  (: ATTACH TO TARGET CREATURE YOU CONTROL. EQUIP ONLY AS A SORCERY.)** |  | |  | [**PIRATE'S PILLAGE**](https://magicarena.fandom.com/wiki/Pirate%27s_Pillage)**Red (4) SORCERY AS AN ADDITIONAL COST TO CAST THIS SPELL, DISCARD A CARD.**  **DRAW TWO CARDS AND CREATE TWO TREASURE TOKENS. (THEY'RE ARTIFACTS WITH "Tap, SACRIFICE THIS ARTIFACT: ADD ONE MANA OF ANY COLOR.")** |  | |  | [**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.** |  | |  | [**PITCHBURN DEVILS**](https://magicarena.fandom.com/wiki/Pitchburn_Devils)**Red (5) CREATURE — DEVIL (3/3) WHEN PITCHBURN DEVILS DIES, IT DEALS 3 DAMAGE TO ANY TARGET.** |  | |  | [**PITILESS GORGON**](https://magicarena.fandom.com/wiki/Pitiless_Gorgon)**(3) CREATURE — GORGON (2/2) DEATHTOUCH** |  | |  | [**PITILESS PLUNDERER**](https://magicarena.fandom.com/wiki/Pitiless_Plunderer)**Black (4) CREATURE — HUMAN PIRATE (1/4) WHENEVER ANOTHER CREATURE YOU CONTROL DIES, CREATE A TREASURE TOKEN. (IT'S AN ARTIFACT WITH "Tap, SACRIFICE THIS ARTIFACT: ADD ONE MANA OF ANY COLOR.")** |  | |  | [**PITILESS PONTIFF**](https://magicarena.fandom.com/wiki/Pitiless_Pontiff)**WhiteBlack (2) CREATURE — VAMPIRE CLERIC (2/2) , SACRIFICE ANOTHER CREATURE: PITILESS PONTIFF GAINS DEATHTOUCH AND INDESTRUCTIBLE UNTIL END OF TURN. (DAMAGE AND EFFECTS THAT SAY "DESTROY" DON'T DESTROY IT.)** |  | |  | [**PLAGUE MARE**](https://magicarena.fandom.com/wiki/Plague_Mare)**BlackBlack (3) CREATURE — NIGHTMARE HORSE (2/2) PLAGUE MARE CAN'T BE BLOCKED BY WHITE CREATURES.**  **WHEN PLAGUE MARE ENTERS THE BATTLEFIELD, CREATURES YOUR OPPONENTS CONTROL GET -1/-1 UNTIL END OF TURN.** |  | |  | [**PLAGUE WIGHT**](https://magicarena.fandom.com/wiki/Plague_Wight)**Black (2) CREATURE — ZOMBIE (2/1) WHENEVER PLAGUE WIGHT BECOMES BLOCKED, EACH CREATURE BLOCKING IT GETS -1/-1 UNTIL END OF TURN.** |  | |  | [**PLAGUECRAFTER**](https://magicarena.fandom.com/wiki/Plaguecrafter)**Black (3) CREATURE — HUMAN SHAMAN (3/2) WHEN PLAGUECRAFTER ENTERS THE BATTLEFIELD, EACH PLAYER SACRIFICES A CREATURE OR PLANESWALKER. EACH PLAYER WHO CAN'T DISCARDS A CARD.** |  | |  | [**PLAGUED RUSALKA**](https://magicarena.fandom.com/wiki/Plagued_Rusalka)**Black (1) CREATURE — SPIRIT (1/1) Black, SACRIFICE A CREATURE: TARGET CREATURE GETS -1/-1 UNTIL END OF TURN.** |  | |  | [**PLAINS**](https://magicarena.fandom.com/wiki/Plains)**(0) BASIC LAND — PLAINS** |  | |  | [**PLANAR CLEANSING**](https://magicarena.fandom.com/wiki/Planar_Cleansing)**WhiteWhiteWhite (6) SORCERY DESTROY ALL NONLAND PERMANENTS.** |  | |  | [**PLANEWIDE CELEBRATION**](https://magicarena.fandom.com/wiki/Planewide_Celebration)**GreenGreen (7) SORCERY CHOOSE FOUR. YOU MAY CHOOSE THE SAME MODE MORE THAN ONCE.**  **• CREATE A 2/2 CITIZEN CREATURE TOKEN THAT'S ALL COLORS. • RETURN TARGET PERMANENT CARD FROM YOUR GRAVEYARD TO YOUR HAND. • PROLIFERATE. • YOU GAIN 4 LIFE.** |  | |  | [**PLATINUM ANGEL**](https://magicarena.fandom.com/wiki/Platinum_Angel)**(7) ARTIFACT CREATURE — ANGEL (4/4) FLYING**  **YOU CAN'T LOSE THE GAME AND YOUR OPPONENTS CAN'T WIN THE GAME.** |  | |  | [**PLAZA OF HARMONY**](https://magicarena.fandom.com/wiki/Plaza_of_Harmony)**(0) LAND WHEN PLAZA OF HARMONY ENTERS THE BATTLEFIELD, IF YOU CONTROL TWO OR MORE GATES, YOU GAIN 3 LIFE.**  **Tap: ADD . Tap: ADD ONE MANA OF ANY TYPE THAT A GATE YOU CONTROL COULD PRODUCE.** |  | |  | [**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.** |  | |  | [**PLUMMET**](https://magicarena.fandom.com/wiki/Plummet)**Green (2) INSTANT DESTROY TARGET CREATURE WITH FLYING.** |  | |  | [**POISON-TIP ARCHER**](https://magicarena.fandom.com/wiki/Poison-Tip_Archer)**BlackGreen (4) CREATURE — ELF ARCHER (2/3) REACH (THIS CREATURE CAN BLOCK CREATURES WITH FLYING.)**  **DEATHTOUCH (ANY AMOUNT OF DAMAGE THIS DEALS TO A CREATURE IS ENOUGH TO DESTROY IT.) WHENEVER ANOTHER CREATURE DIES, EACH OPPONENT LOSES 1 LIFE.** |  | |  | [**POLLENBRIGHT DRUID**](https://magicarena.fandom.com/wiki/Pollenbright_Druid)**Green (2) CREATURE — ELF DRUID (1/1) WHEN POLLENBRIGHT DRUID ENTERS THE BATTLEFIELD, CHOOSE ONE —**  **• PUT A +1/+1 COUNTER ON TARGET CREATURE. • PROLIFERATE. (CHOOSE ANY NUMBER OF PERMANENTS AND/OR PLAYERS, THEN GIVE EACH ANOTHER COUNTER OF EACH KIND ALREADY THERE.)** |  | |  | [**POLLYWOG SYMBIOTE**](https://magicarena.fandom.com/wiki/Pollywog_Symbiote)**Blue (2) CREATURE — FROG (1/3) EACH CREATURE SPELL YOU CAST COSTS  LESS TO CAST IF IT HAS MUTATE.**  **WHENEVER YOU CAST A CREATURE SPELL, IF IT HAS MUTATE, DRAW A CARD, THEN DISCARD A CARD.** |  | |  | [**POLUKRANOS, UNCHAINED**](https://magicarena.fandom.com/wiki/Polukranos,_Unchained)**BlackGreen (4) LEGENDARY CREATURE — ZOMBIE HYDRA (0/0) POLUKRANOS ENTERS THE BATTLEFIELD WITH SIX +1/+1 COUNTERS ON IT. IT ESCAPES WITH TWELVE +1/+1 COUNTERS ON IT INSTEAD.**  **IF DAMAGE WOULD BE DEALT TO POLUKRANOS WHILE IT HAS A +1/+1 COUNTER ON IT, PREVENT THAT DAMAGE AND REMOVE THAT MANY +1/+1 COUNTERS FROM IT. BlackGreen: POLUKRANOS FIGHTS ANOTHER TARGET CREATURE. ESCAPE—BlackGreen, EXILE SIX OTHER CARDS FROM YOUR GRAVEYARD.** |  | |  | [**POLYRAPTOR**](https://magicarena.fandom.com/wiki/Polyraptor)**GreenGreen (8) CREATURE — DINOSAUR (5/5) ENRAGE — WHENEVER POLYRAPTOR IS DEALT DAMAGE, CREATE A TOKEN THAT'S A COPY OF POLYRAPTOR.** |  | |  | [**PORCUPARROT**](https://magicarena.fandom.com/wiki/Porcuparrot)**Red (4) CREATURE — BIRD BEAST (3/4) MUTATE Red (IF YOU CAST THIS SPELL FOR ITS MUTATE COST, PUT IT OVER OR UNDER TARGET NON-HUMAN CREATURE YOU OWN. THEY MUTATE INTO THE CREATURE ON TOP PLUS ALL ABILITIES FROM UNDER IT.)**  **Tap: THIS CREATURE DEALS X DAMAGE TO ANY TARGET, WHERE X IS THE NUMBER OF TIMES THIS CREATURE HAS MUTATED.** |  | |  | [**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.** |  | |  | [**PORTCULLIS VINE**](https://magicarena.fandom.com/wiki/Portcullis_Vine)**Green (1) CREATURE — PLANT WALL (0/3) DEFENDER (THIS CREATURE CAN'T ATTACK.)**  **, Tap, SACRIFICE A CREATURE WITH DEFENDER: DRAW A CARD.** |  | |  | [**PORTENT OF BETRAYAL**](https://magicarena.fandom.com/wiki/Portent_of_Betrayal)**Red (4) SORCERY GAIN CONTROL OF TARGET CREATURE UNTIL END OF TURN. UNTAP THAT CREATURE. IT GAINS HASTE UNTIL END OF TURN. SCRY 1. (LOOK AT THE TOP CARD OF YOUR LIBRARY. YOU MAY PUT THAT CARD ON THE BOTTOM OF YOUR LIBRARY.)** |  | |  | [**POUNCE**](https://magicarena.fandom.com/wiki/Pounce)**Green (2) INSTANT TARGET CREATURE YOU CONTROL FIGHTS TARGET CREATURE YOU DON'T CONTROL. (EACH DEALS DAMAGE EQUAL TO ITS POWER TO THE OTHER.)** |  | |  | [**POUNCING CHEETAH**](https://magicarena.fandom.com/wiki/Pouncing_Cheetah)**Green (3) CREATURE — CAT (3/2) FLASH** |  | |  | [**POUNCING LYNX**](https://magicarena.fandom.com/wiki/Pouncing_Lynx)**White (2) CREATURE — CAT (2/1) AS LONG AS IT'S YOUR TURN, POUNCING LYNX HAS FIRST STRIKE.** |  | |  | [**POUNCING SHORESHARK**](https://magicarena.fandom.com/wiki/Pouncing_Shoreshark)**Blue (5) CREATURE — SHARK BEAST (4/3) MUTATE Blue (IF YOU CAST THIS SPELL FOR ITS MUTATE COST, PUT IT OVER OR UNDER TARGET NON-HUMAN CREATURE YOU OWN. THEY MUTATE INTO THE CREATURE ON TOP PLUS ALL ABILITIES FROM UNDER IT.)**  **FLASH WHENEVER THIS CREATURE MUTATES, YOU MAY RETURN TARGET CREATURE AN OPPONENT CONTROLS TO ITS OWNER'S HAND.** |  | |  | [**POWERSTONE SHARD**](https://magicarena.fandom.com/wiki/Powerstone_Shard)**(3) ARTIFACT Tap: ADD  FOR EACH ARTIFACT YOU CONTROL NAMED POWERSTONE SHARD.** |  | |  | [**PRECISION BOLT**](https://magicarena.fandom.com/wiki/Precision_Bolt)**Red (3) SORCERY PRECISION BOLT DEALS 3 DAMAGE TO ANY TARGET.** |  | |  | [**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.** |  | |  | [**PREDATORY WURM**](https://magicarena.fandom.com/wiki/Predatory_Wurm)**Green (4) CREATURE — WURM (4/4) VIGILANCE (ATTACKING DOESN'T CAUSE THIS CREATURE TO TAP.)**  **PREDATORY WURM GETS +2/+2 AS LONG AS YOU CONTROL A GARRUK PLANESWALKER.** |  | |  | [**PRESCIENT CHIMERA**](https://magicarena.fandom.com/wiki/Prescient_Chimera)**BlueBlue (5) CREATURE — CHIMERA (3/4) FLYING**  **WHENEVER YOU CAST AN INSTANT OR SORCERY SPELL, SCRY 1. (LOOK AT THE TOP CARD OF YOUR LIBRARY. YOU MAY PUT THAT CARD ON THE BOTTOM OF YOUR LIBRARY.)** |  | |  | [**PRESENCE OF GOND**](https://magicarena.fandom.com/wiki/Presence_of_Gond)**Green (3) ENCHANTMENT — AURA ENCHANT CREATURE**  **ENCHANTED CREATURE HAS "Tap: CREATE A 1/1 GREEN ELF WARRIOR CREATURE TOKEN."** |  | |  | [**PREY UPON**](https://magicarena.fandom.com/wiki/Prey_Upon)**Green (1) SORCERY TARGET CREATURE YOU CONTROL FIGHTS TARGET CREATURE YOU DON'T CONTROL. (EACH DEALS DAMAGE EQUAL TO ITS POWER TO THE OTHER.)** |  | |  | [**PRICE OF BETRAYAL**](https://magicarena.fandom.com/wiki/Price_of_Betrayal)**Black (1) SORCERY REMOVE UP TO FIVE COUNTERS FROM TARGET ARTIFACT, CREATURE, PLANESWALKER, OR OPPONENT.** |  | |  | [**PRICE OF FAME**](https://magicarena.fandom.com/wiki/Price_of_Fame)**Black (4) INSTANT THIS SPELL COSTS  LESS TO CAST IF IT TARGETS A LEGENDARY CREATURE.**  **DESTROY TARGET CREATURE. 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.)** |  | |  | [**PRICKLY MARMOSET**](https://magicarena.fandom.com/wiki/Prickly_Marmoset)**Red (3) CREATURE — MONKEY (2/3) FIRST STRIKE**  **WHENEVER YOU CYCLE A CARD, PRICKLY MARMOSET GETS +2/+0 UNTIL END OF TURN.** |  | |  | [**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.** |  | |  | [**PRIDEMALKIN**](https://magicarena.fandom.com/wiki/Pridemalkin)**Green (3) CREATURE — CAT (2/1) WHEN PRIDEMALKIN ENTERS THE BATTLEFIELD, PUT A +1/+1 COUNTER ON TARGET CREATURE YOU CONTROL.**  **EACH CREATURE YOU CONTROL WITH A +1/+1 COUNTER ON IT HAS TRAMPLE. (THEY CAN DEAL EXCESS COMBAT DAMAGE TO THE PLAYER OR PLANESWALKER THEY'RE ATTACKING.)** |  | |  | [**PRIEST OF FORGOTTEN GODS**](https://magicarena.fandom.com/wiki/Priest_of_Forgotten_Gods)**Black (2) CREATURE — HUMAN CLERIC (1/2) Tap, SACRIFICE TWO OTHER CREATURES: ANY NUMBER OF TARGET PLAYERS EACH LOSE 2 LIFE AND SACRIFICE A CREATURE. YOU ADD BlackBlack AND DRAW A CARD.** |  | |  | [**PRIEST OF THE WAKENING SUN**](https://magicarena.fandom.com/wiki/Priest_of_the_Wakening_Sun)**White (1) CREATURE — HUMAN CLERIC (1/1) AT THE BEGINNING OF YOUR UPKEEP, YOU MAY REVEAL A DINOSAUR CARD FROM YOUR HAND. IF YOU DO, YOU GAIN 2 LIFE.**  **WhiteWhite, SACRIFICE PRIEST OF THE WAKENING SUN: SEARCH YOUR LIBRARY FOR A DINOSAUR CARD, REVEAL IT, PUT IT INTO YOUR HAND, THEN SHUFFLE YOUR LIBRARY.** |  | |  | [**PRIMAL AMULET**](https://magicarena.fandom.com/wiki/Primal_Amulet)**(4) ARTIFACT INSTANT AND SORCERY SPELLS YOU CAST COST  LESS TO CAST.**  **WHENEVER YOU CAST AN INSTANT OR SORCERY SPELL, PUT A CHARGE COUNTER ON PRIMAL AMULET. THEN IF THERE ARE FOUR OR MORE CHARGE COUNTERS ON IT, YOU MAY REMOVE THOSE COUNTERS AND TRANSFORM IT.** |  | |  | [**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.** |  | |  | [**PRIMAL MIGHT**](https://magicarena.fandom.com/wiki/Primal_Might)**Green (1) SORCERY TARGET CREATURE YOU CONTROL GETS +X/+X UNTIL END OF TURN. THEN IT FIGHTS UP TO ONE TARGET CREATURE YOU DON'T CONTROL.** |  | |  | [**PRIMAL WELLSPRING**](https://magicarena.fandom.com/wiki/Primal_Wellspring)**(4) LAND (TRANSFORMS FROM PRIMAL AMULET.)**  **Tap: ADD ONE MANA OF ANY COLOR. WHEN THAT MANA IS SPENT TO CAST AN INSTANT OR SORCERY SPELL, COPY THAT SPELL AND YOU MAY CHOOSE NEW TARGETS FOR THE COPY.** |  | |  | [**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.** |  | |  | [**PRIMEVAL BOUNTY**](https://magicarena.fandom.com/wiki/Primeval_Bounty)**Green (6) ENCHANTMENT WHENEVER YOU CAST A CREATURE SPELL, CREATE A 3/3 GREEN BEAST CREATURE TOKEN.**  **WHENEVER YOU CAST A NONCREATURE SPELL, PUT THREE +1/+1 COUNTERS ON TARGET CREATURE YOU CONTROL. WHENEVER A LAND ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, YOU GAIN 3 LIFE.** |  | |  | [**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.** |  | |  | [**PRIMORDIAL SAGE**](https://magicarena.fandom.com/wiki/Primordial_Sage)**GreenGreen (6) CREATURE — SPIRIT (4/5) WHENEVER YOU CAST A CREATURE SPELL, YOU MAY DRAW A CARD.** |  | |  | [**PRIMORDIAL WURM**](https://magicarena.fandom.com/wiki/Primordial_Wurm)**GreenGreen (6) CREATURE — WURM (7/6)** |  | |  | [**PRISMITE**](https://magicarena.fandom.com/wiki/Prismite)**(2) ARTIFACT CREATURE — GOLEM (2/1) : ADD ONE MANA OF ANY COLOR.** |  | |  | [**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** |  | |  | [**PRIZED UNICORN**](https://magicarena.fandom.com/wiki/Prized_Unicorn)**Green (4) CREATURE — UNICORN (2/2) ALL CREATURES ABLE TO BLOCK PRIZED UNICORN DO SO.** |  | |  | [**PRODIGIOUS GROWTH**](https://magicarena.fandom.com/wiki/Prodigious_Growth)**GreenGreen (6) ENCHANTMENT — AURA ENCHANT CREATURE**  **ENCHANTED CREATURE GETS +7/+7 AND HAS TRAMPLE.** |  | |  | [**PROFANE INSIGHT**](https://magicarena.fandom.com/wiki/Profane_Insight)**Black (3) INSTANT — ADVENTURE YOU DRAW A CARD AND YOU LOSE 1 LIFE. (THEN EXILE THIS CARD. YOU MAY CAST THE CREATURE LATER FROM EXILE.)** |  | |  | [**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.** |  | |  | [**PROPHET OF THE PEAK**](https://magicarena.fandom.com/wiki/Prophet_of_the_Peak)**(6) ARTIFACT CREATURE — CAT (5/5) WHEN PROPHET OF THE PEAK ENTERS THE BATTLEFIELD, SCRY 2. (LOOK AT THE TOP TWO CARDS OF YOUR LIBRARY, THEN PUT ANY NUMBER OF THEM ON THE BOTTOM OF YOUR LIBRARY AND THE REST ON TOP IN ANY ORDER.)** |  | |  | [**PROPHETIC PRISM**](https://magicarena.fandom.com/wiki/Prophetic_Prism)**(2) ARTIFACT WHEN PROPHETIC PRISM ENTERS THE BATTLEFIELD, DRAW A CARD.**  **, Tap: 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.** |  | |  | [**PROTEAN THAUMATURGE**](https://magicarena.fandom.com/wiki/Protean_Thaumaturge)**Blue (2) CREATURE — HUMAN WIZARD (1/1) CONSTELLATION — WHENEVER AN ENCHANTMENT ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, YOU MAY HAVE PROTEAN THAUMATURGE BECOME A COPY OF ANOTHER TARGET CREATURE, EXCEPT IT HAS THIS ABILITY.** |  | |  | [**PROUD WILDBONDER**](https://magicarena.fandom.com/wiki/Proud_Wildbonder)**(4) CREATURE — HUMAN WARRIOR (4/3) TRAMPLE**  **CREATURES YOU CONTROL WITH TRAMPLE HAVE "YOU MAY HAVE THIS CREATURE ASSIGN ITS COMBAT DAMAGE AS THOUGH IT WEREN'T BLOCKED."** |  | |  | [**PROWLING CARACAL**](https://magicarena.fandom.com/wiki/Prowling_Caracal)**White (2) CREATURE — CAT (3/1)** |  | |  | [**PRYING BLADE**](https://magicarena.fandom.com/wiki/Prying_Blade)**(1) ARTIFACT — EQUIPMENT EQUIPPED CREATURE GETS +1/+0.**  **WHENEVER EQUIPPED CREATURE DEALS COMBAT DAMAGE TO A PLAYER, CREATE A TREASURE TOKEN. (IT'S AN ARTIFACT WITH "Tap, SACRIFICE THIS ARTIFACT: ADD ONE MANA OF ANY COLOR.") EQUIP  (: ATTACH TO TARGET CREATURE YOU CONTROL. EQUIP ONLY AS A SORCERY.)** |  | |  | [**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.)** |  | |  | [**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.** |  | |  | [**PULSE OF MURASA**](https://magicarena.fandom.com/wiki/Pulse_of_Murasa)**Green (3) INSTANT RETURN TARGET CREATURE OR LAND CARD FROM A GRAVEYARD TO ITS OWNER'S HAND. YOU GAIN 6 LIFE.** |  | |  | [**PURPHOROS, BRONZE-BLOODED**](https://magicarena.fandom.com/wiki/Purphoros,_Bronze-Blooded)**Red (5) LEGENDARY ENCHANTMENT CREATURE — GOD (7/6) INDESTRUCTIBLE**  **AS LONG AS YOUR DEVOTION TO RED IS LESS THAN FIVE, PURPHOROS ISN'T A CREATURE. OTHER CREATURES YOU CONTROL HAVE HASTE. Red: YOU MAY PUT A RED CREATURE CARD OR AN ARTIFACT CREATURE CARD FROM YOUR HAND ONTO THE BATTLEFIELD. SACRIFICE IT AT THE BEGINNING OF THE NEXT END STEP.** |  | |  | [**PURPHOROS'S INTERVENTION**](https://magicarena.fandom.com/wiki/Purphoros%27s_Intervention)**Red (1) SORCERY CHOOSE ONE —**  **• CREATE AN X/1 RED ELEMENTAL CREATURE TOKEN WITH TRAMPLE AND HASTE. SACRIFICE IT AT THE BEGINNING OF THE NEXT END STEP. • PURPHOROS'S INTERVENTION DEALS TWICE X DAMAGE TO TARGET CREATURE OR PLANESWALKER.** |  | |  | [**PURSUED WHALE**](https://magicarena.fandom.com/wiki/Pursued_Whale)**BlueBlue (7) CREATURE — WHALE (8/8) WHEN PURSUED WHALE ENTERS THE BATTLEFIELD, EACH OPPONENT CREATES A 1/1 RED PIRATE CREATURE TOKEN WITH "THIS CREATURE CAN'T BLOCK" AND "CREATURES YOU CONTROL ATTACK EACH COMBAT IF ABLE."**  **SPELLS YOUR OPPONENTS CAST THAT TARGET PURSUED WHALE COST  MORE TO CAST.** |  | |  | [**PYROCERATOPS**](https://magicarena.fandom.com/wiki/Pyroceratops)**Red (4) CREATURE — ELEMENTAL DINOSAUR (2/3) TRAMPLE**  **WHENEVER YOU CAST A NONCREATURE SPELL, PUT A +1/+1 COUNTER ON PYROCERATOPS.** |  | |  | [**PYROCLASTIC ELEMENTAL**](https://magicarena.fandom.com/wiki/Pyroclastic_Elemental)**RedRed (5) CREATURE — ELEMENTAL (5/4) RedRed: PYROCLASTIC ELEMENTAL DEALS 1 DAMAGE TO TARGET PLAYER.** |  | |  | [**PYROMANTIC PILGRIM**](https://magicarena.fandom.com/wiki/Pyromantic_Pilgrim)**Red (3) CREATURE — HUMAN WIZARD (3/1) HASTE (THIS CREATURE CAN ATTACK AND Tap AS SOON AS IT COMES UNDER YOUR CONTROL.)** |  | |

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| |  |  |  | | --- | --- | --- | | **9 HISTORIC LETTER Q MAGIC DECK CARDS** | | | |  | [**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.** |  | |  | [**QUASIDUPLICATE**](https://magicarena.fandom.com/wiki/Quasiduplicate)**BlueBlue (3) SORCERY CREATE A TOKEN THAT'S A COPY OF TARGET CREATURE YOU CONTROL.**  **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.)** |  | |  | [**QUEEN OF ICE**](https://magicarena.fandom.com/wiki/Queen_of_Ice)**Blue (3) CREATURE — HUMAN NOBLE WIZARD (2/3) WHENEVER QUEEN OF ICE DEALS COMBAT DAMAGE TO A CREATURE, TAP THAT CREATURE. IT DOESN'T UNTAP DURING ITS CONTROLLER'S NEXT UNTAP STEP.** |  | |  | [**QUEEN'S AGENT**](https://magicarena.fandom.com/wiki/Queen%27s_Agent)**Black (6) CREATURE — VAMPIRE SCOUT (3/3) LIFELINK**  **WHEN QUEEN'S AGENT ENTERS THE BATTLEFIELD, IT EXPLORES. (REVEAL THE TOP CARD OF YOUR LIBRARY. PUT THAT CARD INTO YOUR HAND IF IT'S A LAND. OTHERWISE, PUT A +1/+1 COUNTER ON THIS CREATURE, THEN PUT THE CARD BACK OR PUT IT INTO YOUR GRAVEYARD.)** |  | |  | [**QUEEN'S BAY SOLDIER**](https://magicarena.fandom.com/wiki/Queen%27s_Bay_Soldier)**Black (2) CREATURE — VAMPIRE SOLDIER (2/2)** |  | |  | [**QUEEN'S COMMISSION**](https://magicarena.fandom.com/wiki/Queen%27s_Commission)**White (3) SORCERY CREATE TWO 1/1 WHITE VAMPIRE CREATURE TOKENS WITH LIFELINK.** |  | |  | [**QUENCH**](https://magicarena.fandom.com/wiki/Quench)**Blue (2) INSTANT COUNTER TARGET SPELL UNLESS ITS CONTROLLER PAYS .** |  | |  | [**QUESTING BEAST**](https://magicarena.fandom.com/wiki/Questing_Beast)**GreenGreen (4) LEGENDARY CREATURE — BEAST (4/4) VIGILANCE, DEATHTOUCH, HASTE**  **QUESTING BEAST CAN'T BE BLOCKED BY CREATURES WITH POWER 2 OR LESS. COMBAT DAMAGE THAT WOULD BE DEALT BY CREATURES YOU CONTROL CAN'T BE PREVENTED. WHENEVER QUESTING BEAST DEALS COMBAT DAMAGE TO AN OPPONENT, IT DEALS THAT MUCH DAMAGE TO TARGET PLANESWALKER THAT PLAYER CONTROLS.** |  | |  | [**QUIRION DRYAD**](https://magicarena.fandom.com/wiki/Quirion_Dryad)**Green (2) CREATURE — DRYAD (1/1) WHENEVER YOU CAST A SPELL THAT'S WHITE, BLUE, BLACK, OR RED, PUT A +1/+1 COUNTER ON QUIRION DRYAD.** |  | |

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| |  |  |  | | --- | --- | --- | | **207 HISTORIC LETTER R MAGIC DECK CARDS** | | | |  | [**RABID BITE**](https://magicarena.fandom.com/wiki/Rabid_Bite)**Green (2) SORCERY TARGET CREATURE YOU CONTROL DEALS DAMAGE EQUAL TO ITS POWER TO TARGET CREATURE YOU DON'T CONTROL.** |  | |  | [**RADHA, HEART OF KELD**](https://magicarena.fandom.com/wiki/Radha,_Heart_of_Keld)**RedGreen (3) LEGENDARY CREATURE — ELF WARRIOR (3/3) AS LONG AS IT'S YOUR TURN, RADHA, HEART OF KELD HAS FIRST STRIKE.**  **YOU MAY LOOK AT THE TOP CARD OF YOUR LIBRARY ANY TIME, AND YOU MAY PLAY LANDS FROM THE TOP OF YOUR LIBRARY. RedGreen: RADHA GETS +X/+X UNTIL END OF TURN, WHERE X IS THE NUMBER OF LANDS YOU CONTROL.** |  | |  | [**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.** |  | |  | [**RADIANT FOUNTAIN**](https://magicarena.fandom.com/wiki/Radiant_Fountain)**(0) LAND WHEN RADIANT FOUNTAIN ENTERS THE BATTLEFIELD, YOU GAIN 2 LIFE.**  **Tap: ADD .** |  | |  | [**RADIATING LIGHTNING**](https://magicarena.fandom.com/wiki/Radiating_Lightning)**Red (4) INSTANT RADIATING LIGHTNING DEALS 3 DAMAGE TO TARGET PLAYER AND 1 DAMAGE TO EACH CREATURE THAT PLAYER CONTROLS.** |  | |  | [**RADICAL IDEA**](https://magicarena.fandom.com/wiki/Radical_Idea)**Blue (2) INSTANT DRAW A CARD.**  **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.)** |  | |  | [**RAFF CAPASHEN, SHIP'S MAGE**](https://magicarena.fandom.com/wiki/Raff_Capashen,_Ship%27s_Mage)**WhiteBlue (4) LEGENDARY CREATURE — HUMAN WIZARD (3/3) FLASH**  **FLYING YOU MAY CAST HISTORIC SPELLS AS THOUGH THEY HAD FLASH. (ARTIFACTS, LEGENDARIES, AND SAGAS ARE HISTORIC.)** |  | |  | [**RAFTER DEMON**](https://magicarena.fandom.com/wiki/Rafter_Demon)**BlackRed (4) CREATURE — DEMON (4/2) SPECTACLE BlackRed (YOU MAY CAST THIS SPELL FOR ITS SPECTACLE COST RATHER THAN ITS MANA COST IF AN OPPONENT LOST LIFE THIS TURN.)**  **WHEN RAFTER DEMON ENTERS THE BATTLEFIELD, IF ITS SPECTACLE COST WAS PAID, EACH OPPONENT DISCARDS A CARD.** |  | |  | [**RAGE OF WINTER**](https://magicarena.fandom.com/wiki/Rage_of_Winter)**Blue (2) SORCERY — ADVENTURE TAP TARGET CREATURE. IT DOESN'T UNTAP DURING ITS CONTROLLER'S NEXT UNTAP STEP. (THEN EXILE THIS CARD. YOU MAY CAST THE CREATURE LATER FROM EXILE.)** |  | |  | [**RAGEBLOOD SHAMAN**](https://magicarena.fandom.com/wiki/Rageblood_Shaman)**RedRed (3) CREATURE — MINOTAUR SHAMAN (2/3) TRAMPLE**  **OTHER MINOTAUR CREATURES YOU CONTROL GET +1/+1 AND HAVE TRAMPLE.** |  | |  | [**RAGEFIRE**](https://magicarena.fandom.com/wiki/Ragefire)**Red (2) SORCERY RAGEFIRE DEALS 3 DAMAGE TO TARGET CREATURE.** |  | |  | [**RAGE-SCARRED BERSERKER**](https://magicarena.fandom.com/wiki/Rage-Scarred_Berserker)**Black (5) CREATURE — MINOTAUR BERSERKER (5/4) WHEN RAGE-SCARRED BERSERKER ENTERS THE BATTLEFIELD, TARGET CREATURE YOU CONTROL GETS +1/+0 AND GAINS INDESTRUCTIBLE UNTIL END OF TURN. (DAMAGE AND EFFECTS THAT SAY "DESTROY" DON'T DESTROY IT.)** |  | |  | [**RAGING GOBLIN**](https://magicarena.fandom.com/wiki/Raging_Goblin)**Red (1) CREATURE — GOBLIN BERSERKER (1/1) HASTE** |  | |  | [**RAGING KRONCH**](https://magicarena.fandom.com/wiki/Raging_Kronch)**Red (3) CREATURE — BEAST (4/3) RAGING KRONCH CAN'T ATTACK ALONE.** |  | |  | [**RAGING REDCAP**](https://magicarena.fandom.com/wiki/Raging_Redcap)**Red (3) CREATURE — GOBLIN KNIGHT (1/2) DOUBLE STRIKE** |  | |  | [**RAGING REGISAUR**](https://magicarena.fandom.com/wiki/Raging_Regisaur)**RedGreen (4) CREATURE — DINOSAUR (4/4) WHENEVER RAGING REGISAUR ATTACKS, IT DEALS 1 DAMAGE TO ANY TARGET.** |  | |  | [**RAGING SWORDTOOTH**](https://magicarena.fandom.com/wiki/Raging_Swordtooth)**RedGreen (5) CREATURE — DINOSAUR (5/5) TRAMPLE**  **WHEN RAGING SWORDTOOTH ENTERS THE BATTLEFIELD, IT DEALS 1 DAMAGE TO EACH OTHER CREATURE.** |  | |  | [**RAIDERS' WAKE**](https://magicarena.fandom.com/wiki/Raiders%27_Wake)**Black (4) ENCHANTMENT WHENEVER AN OPPONENT DISCARDS A CARD, THAT PLAYER LOSES 2 LIFE.**  **RAID — AT THE BEGINNING OF YOUR END STEP, IF YOU ATTACKED THIS TURN, TARGET OPPONENT DISCARDS A CARD.** |  | |  | [**RAIN OF REVELATION**](https://magicarena.fandom.com/wiki/Rain_of_Revelation)**Blue (4) INSTANT DRAW THREE CARDS, THEN DISCARD A CARD.** |  | |  | [**RAISE THE ALARM**](https://magicarena.fandom.com/wiki/Raise_the_Alarm)**White (2) INSTANT CREATE TWO 1/1 WHITE SOLDIER CREATURE TOKENS.** |  | |  | [**RAKDOS FIREWHEELER**](https://magicarena.fandom.com/wiki/Rakdos_Firewheeler)**BlackBlackRedRed (4) CREATURE — HUMAN ROGUE (4/3) WHEN RAKDOS FIREWHEELER ENTERS THE BATTLEFIELD, IT DEALS 2 DAMAGE TO TARGET OPPONENT AND 2 DAMAGE TO UP TO ONE TARGET CREATURE OR PLANESWALKER.** |  | |  | [**RAKDOS GUILDGATE**](https://magicarena.fandom.com/wiki/Rakdos_Guildgate)**(0) LAND — GATE RAKDOS GUILDGATE ENTERS THE BATTLEFIELD TAPPED.**  **Tap: ADD Black OR Red.** |  | |  | [**RAKDOS LOCKET**](https://magicarena.fandom.com/wiki/Rakdos_Locket)**(3) ARTIFACT Tap: ADD Black OR Red.**  **, Tap, SACRIFICE RAKDOS LOCKET: DRAW TWO CARDS.** |  | |  | [**RAKDOS ROUSTABOUT**](https://magicarena.fandom.com/wiki/Rakdos_Roustabout)**BlackRed (3) CREATURE — OGRE WARRIOR (3/2) WHENEVER RAKDOS ROUSTABOUT BECOMES BLOCKED, IT DEALS 1 DAMAGE TO THE PLAYER OR PLANESWALKER IT'S ATTACKING.** |  | |  | [**RAKDOS TRUMPETER**](https://magicarena.fandom.com/wiki/Rakdos_Trumpeter)**Black (2) CREATURE — HUMAN SHAMAN (1/3) MENACE (THIS CREATURE CAN'T BE BLOCKED EXCEPT BY TWO OR MORE CREATURES.)**  **Red: RAKDOS TRUMPETER GETS +2/+0 UNTIL END OF TURN.** |  | |  | [**RAKDOS, THE SHOWSTOPPER**](https://magicarena.fandom.com/wiki/Rakdos,_the_Showstopper)**BlackRed (6) LEGENDARY CREATURE — DEMON (6/6) FLYING, TRAMPLE**  **WHEN RAKDOS, THE SHOWSTOPPER ENTERS THE BATTLEFIELD, FLIP A COIN FOR EACH CREATURE THAT ISN'T A DEMON, DEVIL, OR IMP. DESTROY EACH CREATURE WHOSE COIN COMES UP TAILS.** |  | |  | [**RAKING CLAWS**](https://magicarena.fandom.com/wiki/Raking_Claws)**Red (2) INSTANT TARGET CREATURE GAINS DOUBLE STRIKE UNTIL END OF TURN.**  **CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**RAL, CALLER OF STORMS**](https://magicarena.fandom.com/wiki/Ral,_Caller_of_Storms)**BlueRed (6) LEGENDARY PLANESWALKER — RAL (4) +1: DRAW A CARD.**  **−2: RAL, CALLER OF STORMS DEALS 3 DAMAGE DIVIDED AS YOU CHOOSE AMONG ONE, TWO, OR THREE TARGETS. −7: DRAW SEVEN CARDS. RAL, CALLER OF STORMS DEALS 7 DAMAGE TO EACH CREATURE YOUR OPPONENTS CONTROL.** |  | |  | [**RAL, IZZET VICEROY**](https://magicarena.fandom.com/wiki/Ral,_Izzet_Viceroy)**BlueRed (5) LEGENDARY PLANESWALKER — RAL (5) +1: LOOK AT THE TOP TWO CARDS OF YOUR LIBRARY. PUT ONE OF THEM INTO YOUR HAND AND THE OTHER INTO YOUR GRAVEYARD.**  **−3: RAL, IZZET VICEROY DEALS DAMAGE TO TARGET CREATURE EQUAL TO THE TOTAL NUMBER OF INSTANT AND SORCERY CARDS YOU OWN IN EXILE AND IN YOUR GRAVEYARD. −8: YOU GET AN EMBLEM WITH "WHENEVER YOU CAST AN INSTANT OR SORCERY SPELL, THIS EMBLEM DEALS 4 DAMAGE TO ANY TARGET AND YOU DRAW TWO CARDS."** |  | |  | [**RAL, STORM CONDUIT**](https://magicarena.fandom.com/wiki/Ral,_Storm_Conduit)**BlueRed (4) LEGENDARY PLANESWALKER — RAL (4) WHENEVER YOU CAST OR COPY AN INSTANT OR SORCERY SPELL, RAL, STORM CONDUIT DEALS 1 DAMAGE TO TARGET OPPONENT OR PLANESWALKER.**  **+2: SCRY 1. −2: WHEN YOU CAST YOUR NEXT INSTANT OR SORCERY SPELL THIS TURN, COPY THAT SPELL. YOU MAY CHOOSE NEW TARGETS FOR THE COPY.** |  | |  | [**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.** |  | |  | [**RAL'S DISPERSAL**](https://magicarena.fandom.com/wiki/Ral%27s_Dispersal)**BlueBlue (5) INSTANT RETURN TARGET CREATURE TO ITS OWNER'S HAND. YOU MAY SEARCH YOUR LIBRARY AND/OR GRAVEYARD FOR A CARD NAMED RAL, CALLER OF STORMS, REVEAL IT, AND PUT IT INTO YOUR HAND. IF YOU SEARCH YOUR LIBRARY THIS WAY, SHUFFLE IT.** |  | |  | [**RAL'S OUTBURST**](https://magicarena.fandom.com/wiki/Ral%27s_Outburst)**BlueRed (4) INSTANT RAL'S OUTBURST DEALS 3 DAMAGE TO ANY TARGET. LOOK AT THE TOP TWO CARDS OF YOUR LIBRARY. PUT ONE OF THEM INTO YOUR HAND AND THE OTHER INTO YOUR GRAVEYARD.** |  | |  | [**RAL'S STATICASTER**](https://magicarena.fandom.com/wiki/Ral%27s_Staticaster)**BlueRed (4) CREATURE — VIASHINO WIZARD (3/3) TRAMPLE (THIS CREATURE CAN DEAL EXCESS COMBAT DAMAGE TO THE PLAYER OR PLANESWALKER IT'S ATTACKING.)**  **WHENEVER RAL'S STATICASTER ATTACKS, IF YOU CONTROL A RAL PLANESWALKER, RAL'S STATICASTER GETS +1/+0 FOR EACH CARD IN YOUR HAND UNTIL END OF TURN.** |  | |  | [**RAM THROUGH**](https://magicarena.fandom.com/wiki/Ram_Through)**Green (2) INSTANT TARGET CREATURE YOU CONTROL DEALS DAMAGE EQUAL TO ITS POWER TO TARGET CREATURE YOU DON'T CONTROL. IF THE CREATURE YOU CONTROL HAS TRAMPLE, EXCESS DAMAGE IS DEALT TO THAT CREATURE'S CONTROLLER INSTEAD.** |  | |  | [**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.** |  | |  | [**RAMPAGE OF THE CLANS**](https://magicarena.fandom.com/wiki/Rampage_of_the_Clans)**Green (4) INSTANT DESTROY ALL ARTIFACTS AND ENCHANTMENTS. FOR EACH PERMANENT DESTROYED THIS WAY, ITS CONTROLLER CREATES A 3/3 GREEN CENTAUR CREATURE TOKEN.** |  | |  | [**RAMPAGING BRONTODON**](https://magicarena.fandom.com/wiki/Rampaging_Brontodon)**GreenGreen (7) CREATURE — DINOSAUR (7/7) TRAMPLE**  **WHENEVER RAMPAGING BRONTODON ATTACKS, IT GETS +1/+1 UNTIL END OF TURN FOR EACH LAND YOU CONTROL.** |  | |  | [**RAMPAGING CYCLOPS**](https://magicarena.fandom.com/wiki/Rampaging_Cyclops)**Red (4) CREATURE — CYCLOPS (4/4) RAMPAGING CYCLOPS GETS -2/-0 AS LONG AS TWO OR MORE CREATURES ARE BLOCKING IT.** |  | |  | [**RAMPAGING FEROCIDON**](https://magicarena.fandom.com/wiki/Rampaging_Ferocidon)**Red (3) CREATURE — DINOSAUR (3/3) MENACE**  **PLAYERS CAN'T GAIN LIFE. WHENEVER ANOTHER CREATURE ENTERS THE BATTLEFIELD, RAMPAGING FEROCIDON DEALS 1 DAMAGE TO THAT CREATURE'S CONTROLLER.** |  | |  | [**RAMPAGING MONUMENT**](https://magicarena.fandom.com/wiki/Rampaging_Monument)**(4) ARTIFACT CREATURE — CLERIC (0/0) TRAMPLE**  **RAMPAGING MONUMENT ENTERS THE BATTLEFIELD WITH THREE +1/+1 COUNTERS ON IT. WHENEVER YOU CAST A MULTICOLORED SPELL, PUT A +1/+1 COUNTER ON RAMPAGING MONUMENT.** |  | |  | [**RAMPAGING RENDHORN**](https://magicarena.fandom.com/wiki/Rampaging_Rendhorn)**Green (5) CREATURE — BEAST (4/4) RIOT (THIS CREATURE ENTERS THE BATTLEFIELD WITH YOUR CHOICE OF A +1/+1 COUNTER OR HASTE.)** |  | |  | [**RAMPART SMASHER**](https://magicarena.fandom.com/wiki/Rampart_Smasher)**(4) CREATURE — GIANT (5/5) RAMPART SMASHER CAN'T BE BLOCKED BY KNIGHTS OR WALLS.** |  | |  | [**RANGER OF EOS**](https://magicarena.fandom.com/wiki/Ranger_of_Eos)**White (4) CREATURE — HUMAN SOLDIER (3/2) WHEN RANGER OF EOS ENTERS THE BATTLEFIELD, YOU MAY SEARCH YOUR LIBRARY FOR UP TO TWO CREATURE CARDS WITH CONVERTED MANA COST 1 OR LESS, REVEAL THEM, AND PUT THEM INTO YOUR HAND. IF YOU DO, SHUFFLE YOUR LIBRARY.** |  | |  | [**RANGER'S GUILE**](https://magicarena.fandom.com/wiki/Ranger%27s_Guile)**Green (1) INSTANT TARGET CREATURE YOU CONTROL GETS +1/+1 AND GAINS HEXPROOF UNTIL END OF TURN. (IT CAN'T BE THE TARGET OF SPELLS OR ABILITIES YOUR OPPONENTS CONTROL.)** |  | |  | [**RANGING RAPTORS**](https://magicarena.fandom.com/wiki/Ranging_Raptors)**Green (3) CREATURE — DINOSAUR (2/3) ENRAGE — WHENEVER RANGING RAPTORS IS DEALT DAMAGE, YOU MAY SEARCH YOUR LIBRARY FOR A BASIC LAND CARD, PUT IT ONTO THE BATTLEFIELD TAPPED, THEN SHUFFLE YOUR LIBRARY.** |  | |  | [**RANKLE, MASTER OF PRANKS**](https://magicarena.fandom.com/wiki/Rankle,_Master_of_Pranks)**BlackBlack (4) LEGENDARY CREATURE — FAERIE ROGUE (3/3) FLYING, HASTE**  **WHENEVER RANKLE, MASTER OF PRANKS DEALS COMBAT DAMAGE TO A PLAYER, CHOOSE ANY NUMBER — • EACH PLAYER DISCARDS A CARD. • EACH PLAYER LOSES 1 LIFE AND DRAWS A CARD. • EACH PLAYER SACRIFICES A CREATURE.** |  | |  | [**RAPACIOUS DRAGON**](https://magicarena.fandom.com/wiki/Rapacious_Dragon)**Red (5) CREATURE — DRAGON (3/3) FLYING**  **WHEN RAPACIOUS DRAGON ENTERS THE BATTLEFIELD, CREATE TWO TREASURE TOKENS. (THEY'RE ARTIFACTS WITH "Tap, SACRIFICE THIS ARTIFACT: ADD ONE MANA OF ANY COLOR.")** |  | |  | [**RAPTOR COMPANION**](https://magicarena.fandom.com/wiki/Raptor_Companion)**White (2) CREATURE — DINOSAUR (3/1)** |  | |  | [**RAPTOR HATCHLING**](https://magicarena.fandom.com/wiki/Raptor_Hatchling)**Red (2) CREATURE — DINOSAUR (1/1) ENRAGE — WHENEVER RAPTOR HATCHLING IS DEALT DAMAGE, CREATE A 3/3 GREEN DINOSAUR CREATURE TOKEN WITH TRAMPLE.** |  | |  | [**RAT COLONY**](https://magicarena.fandom.com/wiki/Rat_Colony)**Black (2) CREATURE — RAT (2/1) RAT COLONY GETS +1/+0 FOR EACH OTHER RAT YOU CONTROL.**  **A DECK CAN HAVE ANY NUMBER OF CARDS NAMED RAT COLONY.** |  | |  | [**RATCHET BOMB**](https://magicarena.fandom.com/wiki/Ratchet_Bomb)**(2) ARTIFACT Tap: PUT A CHARGE COUNTER ON RATCHET BOMB.**  **Tap, SACRIFICE RATCHET BOMB: DESTROY EACH NONLAND PERMANENT WITH CONVERTED MANA COST EQUAL TO THE NUMBER OF CHARGE COUNTERS ON RATCHET BOMB.** |  | |  | [**RATTLECHAINS**](https://magicarena.fandom.com/wiki/Rattlechains)**Blue (2) CREATURE — SPIRIT (2/1) FLASH**  **FLYING WHEN RATTLECHAINS ENTERS THE BATTLEFIELD, TARGET SPIRIT GAINS HEXPROOF UNTIL END OF TURN. YOU MAY CAST SPIRIT SPELLS AS THOUGH THEY HAD FLASH.** |  | |  | [**RAUGRIN CRYSTAL**](https://magicarena.fandom.com/wiki/Raugrin_Crystal)**(3) ARTIFACT Tap: ADD Blue, Red, OR White.**  **CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**RAUGRIN TRIOME**](https://magicarena.fandom.com/wiki/Raugrin_Triome)**(0) LAND — ISLAND MOUNTAIN PLAINS (Tap: ADD Blue, Red, OR White.)**  **RAUGRIN TRIOME ENTERS THE BATTLEFIELD TAPPED. CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**RAVAGER WURM**](https://magicarena.fandom.com/wiki/Ravager_Wurm)**RedGreenGreen (6) CREATURE — WURM (4/5) RIOT (THIS CREATURE ENTERS THE BATTLEFIELD WITH YOUR CHOICE OF A +1/+1 COUNTER OR HASTE.)**  **WHEN RAVAGER WURM ENTERS THE BATTLEFIELD, CHOOSE UP TO ONE — • RAVAGER WURM FIGHTS TARGET CREATURE YOU DON'T CONTROL. • DESTROY TARGET LAND WITH AN ACTIVATED ABILITY THAT ISN'T A MANA ABILITY.** |  | |  | [**RAVENOUS BALOTH**](https://magicarena.fandom.com/wiki/Ravenous_Baloth)**GreenGreen (4) CREATURE — BEAST (4/4) SACRIFICE A BEAST: YOU GAIN 4 LIFE.** |  | |  | [**RAVENOUS CHUPACABRA**](https://magicarena.fandom.com/wiki/Ravenous_Chupacabra)**BlackBlack (4) CREATURE — BEAST HORROR (2/2) WHEN RAVENOUS CHUPACABRA ENTERS THE BATTLEFIELD, DESTROY TARGET CREATURE AN OPPONENT CONTROLS.** |  | |  | [**RAVENOUS DAGGERTOOTH**](https://magicarena.fandom.com/wiki/Ravenous_Daggertooth)**Green (3) CREATURE — DINOSAUR (3/2) ENRAGE — WHENEVER RAVENOUS DAGGERTOOTH IS DEALT DAMAGE, YOU GAIN 2 LIFE.** |  | |  | [**RAVENOUS HARPY**](https://magicarena.fandom.com/wiki/Ravenous_Harpy)**Black (3) CREATURE — HARPY (1/2) FLYING**  **, SACRIFICE ANOTHER CREATURE: PUT A +1/+1 COUNTER ON RAVENOUS HARPY.** |  | |  | [**RAVNICA AT WAR**](https://magicarena.fandom.com/wiki/Ravnica_at_War)**White (4) SORCERY EXILE ALL MULTICOLORED PERMANENTS.** |  | |  | [**READ THE TIDES**](https://magicarena.fandom.com/wiki/Read_the_Tides)**Blue (6) SORCERY CHOOSE ONE —**  **• DRAW THREE CARDS. • RETURN UP TO TWO TARGET CREATURES TO THEIR OWNERS' HANDS.** |  | |  | [**REALM-CLOAKED GIANT**](https://magicarena.fandom.com/wiki/Realm-Cloaked_Giant)**WhiteWhite (7) CREATURE — GIANT (7/7) VIGILANCE** |  | |  | [**REAPER OF NIGHT**](https://magicarena.fandom.com/wiki/Reaper_of_Night)**BlackBlack (7) CREATURE — SPECTER (4/5) WHENEVER REAPER OF NIGHT ATTACKS, IF DEFENDING PLAYER HAS TWO OR FEWER CARDS IN HAND, IT GAINS FLYING UNTIL END OF TURN.** |  | |  | [**REASSEMBLING SKELETON**](https://magicarena.fandom.com/wiki/Reassembling_Skeleton)**Black (2) CREATURE — SKELETON WARRIOR (1/1) Black: RETURN REASSEMBLING SKELETON FROM YOUR GRAVEYARD TO THE BATTLEFIELD TAPPED.** |  | |  | [**REAVE SOUL**](https://magicarena.fandom.com/wiki/Reave_Soul)**Black (2) SORCERY DESTROY TARGET CREATURE WITH POWER 3 OR LESS.** |  | |  | [**REAVER AMBUSH**](https://magicarena.fandom.com/wiki/Reaver_Ambush)**Black (3) INSTANT EXILE TARGET CREATURE WITH POWER 3 OR LESS.** |  | |  | [**RECKLESS AIR STRIKE**](https://magicarena.fandom.com/wiki/Reckless_Air_Strike)**Red (1) SORCERY CHOOSE ONE —**  **• RECKLESS AIR STRIKE DEALS 3 DAMAGE TO TARGET CREATURE WITH FLYING. • DESTROY TARGET ARTIFACT.** |  | |  | [**RECKLESS RAGE**](https://magicarena.fandom.com/wiki/Reckless_Rage)**Red (1) INSTANT RECKLESS RAGE DEALS 4 DAMAGE TO TARGET CREATURE YOU DON'T CONTROL AND 2 DAMAGE TO TARGET CREATURE YOU CONTROL.** |  | |  | [**RECKLESS SCHOLAR**](https://magicarena.fandom.com/wiki/Reckless_Scholar)**Blue (3) CREATURE — HUMAN WIZARD (2/1) Tap: TARGET PLAYER DRAWS A CARD, THEN DISCARDS A CARD.** |  | |  | [**RECLAMATION SAGE**](https://magicarena.fandom.com/wiki/Reclamation_Sage)**Green (3) CREATURE — ELF SHAMAN (2/1) WHEN RECLAMATION SAGE ENTERS THE BATTLEFIELD, YOU MAY DESTROY TARGET ARTIFACT OR ENCHANTMENT.** |  | |  | [**RECOLLECT**](https://magicarena.fandom.com/wiki/Recollect)**Green (3) SORCERY RETURN TARGET CARD FROM YOUR GRAVEYARD TO YOUR HAND.** |  | |  | [**RECONNAISSANCE MISSION**](https://magicarena.fandom.com/wiki/Reconnaissance_Mission)**BlueBlue (4) ENCHANTMENT WHENEVER A CREATURE YOU CONTROL DEALS COMBAT DAMAGE TO A PLAYER, YOU MAY DRAW A CARD.**  **CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**RECOVER**](https://magicarena.fandom.com/wiki/Recover)**Black (3) SORCERY RETURN TARGET CREATURE CARD FROM YOUR GRAVEYARD TO YOUR HAND.**  **DRAW A CARD.** |  | |  | [**REDCAP MELEE**](https://magicarena.fandom.com/wiki/Redcap_Melee)**Red (1) INSTANT REDCAP MELEE DEALS 4 DAMAGE TO TARGET CREATURE OR PLANESWALKER. IF A NONRED PERMANENT IS DEALT DAMAGE THIS WAY, YOU SACRIFICE A LAND.** |  | |  | [**REDCAP RAIDERS**](https://magicarena.fandom.com/wiki/Redcap_Raiders)**Red (3) CREATURE — GOBLIN WARRIOR (3/2) WHENEVER REDCAP RAIDERS ATTACKS, YOU MAY TAP AN UNTAPPED NON-HUMAN CREATURE YOU CONTROL. IF YOU DO, REDCAP RAIDERS GETS +1/+1 AND GAINS TRAMPLE UNTIL END OF TURN.** |  | |  | [**REDUCE TO ASHES**](https://magicarena.fandom.com/wiki/Reduce_to_Ashes)**Red (5) SORCERY REDUCE TO ASHES DEALS 5 DAMAGE TO TARGET CREATURE. IF THAT CREATURE WOULD DIE THIS TURN, EXILE IT INSTEAD.** |  | |  | [**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.** |  | |  | [**REGENESIS**](https://magicarena.fandom.com/wiki/Regenesis)**GreenGreen (5) INSTANT RETURN UP TO TWO TARGET PERMANENT CARDS FROM YOUR GRAVEYARD TO YOUR HAND.** |  | |  | [**REGISAUR ALPHA**](https://magicarena.fandom.com/wiki/Regisaur_Alpha)**RedGreen (5) CREATURE — DINOSAUR (4/4) OTHER DINOSAURS YOU CONTROL HAVE HASTE.**  **WHEN REGISAUR ALPHA ENTERS THE BATTLEFIELD, CREATE A 3/3 GREEN DINOSAUR CREATURE TOKEN WITH TRAMPLE.** |  | |  | [**REKINDLING PHOENIX**](https://magicarena.fandom.com/wiki/Rekindling_Phoenix)**RedRed (4) CREATURE — PHOENIX (4/3) FLYING**  **WHEN REKINDLING PHOENIX DIES, CREATE A 0/1 RED ELEMENTAL CREATURE TOKEN WITH "AT THE BEGINNING OF YOUR UPKEEP, SACRIFICE THIS CREATURE AND RETURN TARGET CARD NAMED REKINDLING PHOENIX FROM YOUR GRAVEYARD TO THE BATTLEFIELD. IT GAINS HASTE UNTIL END OF TURN."** |  | |  | [**RELEASE THE DOGS**](https://magicarena.fandom.com/wiki/Release_the_Dogs)**White (4) SORCERY CREATE FOUR 1/1 WHITE DOG CREATURE TOKENS.** |  | |  | [**RELEASE TO THE WIND**](https://magicarena.fandom.com/wiki/Release_to_the_Wind)**Blue (3) INSTANT EXILE TARGET NONLAND PERMANENT. FOR AS LONG AS THAT CARD REMAINS EXILED, ITS OWNER MAY CAST IT WITHOUT PAYING ITS MANA COST.** |  | |  | [**RELENTLESS ADVANCE**](https://magicarena.fandom.com/wiki/Relentless_Advance)**Blue (4) SORCERY AMASS 3. (PUT THREE +1/+1 COUNTERS ON AN ARMY YOU CONTROL. IF YOU DON'T CONTROL ONE, CREATE A 0/0 BLACK ZOMBIE ARMY CREATURE TOKEN FIRST.)** |  | |  | [**RELENTLESS PURSUIT**](https://magicarena.fandom.com/wiki/Relentless_Pursuit)**Green (3) SORCERY REVEAL THE TOP FOUR CARDS OF YOUR LIBRARY. YOU MAY PUT A CREATURE CARD AND/OR A LAND CARD FROM AMONG THEM INTO YOUR HAND. PUT THE REST INTO YOUR GRAVEYARD.** |  | |  | [**RELENTLESS RAPTOR**](https://magicarena.fandom.com/wiki/Relentless_Raptor)**RedWhite (2) CREATURE — DINOSAUR (3/3) VIGILANCE**  **RELENTLESS RAPTOR ATTACKS OR BLOCKS EACH COMBAT IF ABLE.** |  | |  | [**RELIC RUNNER**](https://magicarena.fandom.com/wiki/Relic_Runner)**Blue (2) CREATURE — HUMAN ROGUE (2/1) RELIC RUNNER CAN'T BE BLOCKED IF YOU'VE CAST A HISTORIC SPELL THIS TURN. (ARTIFACTS, LEGENDARIES, AND SAGAS ARE HISTORIC.)** |  | |  | [**RELIQUARY TOWER**](https://magicarena.fandom.com/wiki/Reliquary_Tower)**(0) LAND YOU HAVE NO MAXIMUM HAND SIZE.**  **Tap: ADD .** |  | |  | [**REMORSEFUL CLERIC**](https://magicarena.fandom.com/wiki/Remorseful_Cleric)**White (2) CREATURE — SPIRIT CLERIC (2/1) FLYING**  **SACRIFICE REMORSEFUL CLERIC: EXILE ALL CARDS FROM TARGET PLAYER'S GRAVEYARD.** |  | |  | [**RENATA, CALLED TO THE HUNT**](https://magicarena.fandom.com/wiki/Renata,_Called_to_the_Hunt)**GreenGreen (4) LEGENDARY ENCHANTMENT CREATURE — DEMIGOD (\*/3) RENATA'S POWER IS EQUAL TO YOUR DEVOTION TO GREEN. (EACH Green IN THE MANA COSTS OF PERMANENTS YOU CONTROL COUNTS TOWARD YOUR DEVOTION TO GREEN.)**  **EACH OTHER CREATURE YOU CONTROL ENTERS THE BATTLEFIELD WITH AN ADDITIONAL +1/+1 COUNTER ON IT.** |  | |  | [**RENOWNED WEAPONSMITH**](https://magicarena.fandom.com/wiki/Renowned_Weaponsmith)**Blue (2) CREATURE — HUMAN ARTIFICER (1/3) Tap: ADD . SPEND THIS MANA ONLY TO CAST ARTIFACT SPELLS OR ACTIVATE ABILITIES OF ARTIFACTS.**  **Blue, Tap: SEARCH YOUR LIBRARY FOR A CARD NAMED HEART-PIERCER BOW OR VIAL OF DRAGONFIRE, REVEAL IT, PUT IT INTO YOUR HAND, THEN SHUFFLE YOUR LIBRARY.** |  | |  | [**REPEATED REVERBERATION**](https://magicarena.fandom.com/wiki/Repeated_Reverberation)**RedRed (4) INSTANT WHEN YOU NEXT CAST AN INSTANT SPELL, CAST A SORCERY SPELL, OR ACTIVATE A LOYALTY ABILITY THIS TURN, COPY THAT SPELL OR ABILITY TWICE. YOU MAY CHOOSE NEW TARGETS FOR THE COPIES.** |  | |  | [**REPEATING BARRAGE**](https://magicarena.fandom.com/wiki/Repeating_Barrage)**RedRed (3) SORCERY REPEATING BARRAGE DEALS 3 DAMAGE TO ANY TARGET.**  **RAID — RedRed: RETURN REPEATING BARRAGE FROM YOUR GRAVEYARD TO YOUR HAND. ACTIVATE THIS ABILITY ONLY IF YOU ATTACKED THIS TURN.** |  | |  | [**REPLICATE**](https://magicarena.fandom.com/wiki/Replicate)**GreenBlue (3) SORCERY CREATE A TOKEN THAT'S A COPY OF TARGET CREATURE YOU CONTROL.** |  | |  | [**REPTILIAN REFLECTION**](https://magicarena.fandom.com/wiki/Reptilian_Reflection)**Red (3) ENCHANTMENT WHENEVER YOU CYCLE A CARD, YOU MAY HAVE REPTILIAN REFLECTION BECOME A 5/4 DINOSAUR CREATURE WITH TRAMPLE AND HASTE IN ADDITION TO ITS OTHER TYPES UNTIL END OF TURN.** |  | |  | [**REPUDIATE**](https://magicarena.fandom.com/wiki/Repudiate)**(2) INSTANT COUNTER TARGET ACTIVATED OR TRIGGERED ABILITY. (MANA ABILITIES CAN'T BE TARGETED.)** |  | |  | [**RESCUE**](https://magicarena.fandom.com/wiki/Rescue)**Blue (1) INSTANT RETURN TARGET PERMANENT YOU CONTROL TO ITS OWNER'S HAND.** |  | |  | [**RESCUER SPHINX**](https://magicarena.fandom.com/wiki/Rescuer_Sphinx)**BlueBlue (4) CREATURE — SPHINX (3/2) FLYING**  **AS RESCUER SPHINX ENTERS THE BATTLEFIELD, YOU MAY RETURN A NONLAND PERMANENT YOU CONTROL TO ITS OWNER'S HAND. IF YOU DO, RESCUER SPHINX ENTERS THE BATTLEFIELD WITH A +1/+1 COUNTER ON IT.** |  | |  | [**RESOLUTE RIDER**](https://magicarena.fandom.com/wiki/Resolute_Rider)**(4) CREATURE — HUMAN KNIGHT (4/2) : RESOLUTE RIDER GAINS LIFELINK UNTIL END OF TURN.**  **: RESOLUTE RIDER GAINS INDESTRUCTIBLE UNTIL END OF TURN. (DAMAGE AND EFFECTS THAT SAY "DESTROY" DON'T DESTROY IT.)** |  | |  | [**RESOLUTE WATCHDOG**](https://magicarena.fandom.com/wiki/Resolute_Watchdog)**White (1) CREATURE — DOG (1/3) DEFENDER**  **, SACRIFICE RESOLUTE WATCHDOG: TARGET CREATURE YOU CONTROL GAINS INDESTRUCTIBLE UNTIL END OF TURN. (DAMAGE AND EFFECTS THAT SAY "DESTROY" DON'T DESTROY IT.)** |  | |  | [**RESPLENDENT ANGEL**](https://magicarena.fandom.com/wiki/Resplendent_Angel)**WhiteWhite (3) CREATURE — ANGEL (3/3) FLYING**  **AT THE BEGINNING OF EACH END STEP, IF YOU GAINED 5 OR MORE LIFE THIS TURN, CREATE A 4/4 WHITE ANGEL CREATURE TOKEN WITH FLYING AND VIGILANCE. WhiteWhiteWhite: UNTIL END OF TURN, RESPLENDENT ANGEL GETS +2/+2 AND GAINS LIFELINK.** |  | |  | [**RESPLENDENT GRIFFIN**](https://magicarena.fandom.com/wiki/Resplendent_Griffin)**WhiteBlue (3) CREATURE — GRIFFIN (2/2) FLYING**  **ASCEND (IF YOU CONTROL TEN OR MORE PERMANENTS, YOU GET THE CITY'S BLESSING FOR THE REST OF THE GAME.) WHENEVER RESPLENDENT GRIFFIN ATTACKS, IF YOU HAVE THE CITY'S BLESSING, PUT A +1/+1 COUNTER ON IT.** |  | |  | [**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.** |  | |  | [**RETRIBUTIVE WAND**](https://magicarena.fandom.com/wiki/Retributive_Wand)**(3) ARTIFACT , Tap: RETRIBUTIVE WAND DEALS 1 DAMAGE TO ANY TARGET.**  **WHEN RETRIBUTIVE WAND IS PUT INTO A GRAVEYARD FROM THE BATTLEFIELD, IT DEALS 5 DAMAGE TO ANY TARGET.** |  | |  | [**RETURN OF THE WILDSPEAKER**](https://magicarena.fandom.com/wiki/Return_of_the_Wildspeaker)**Green (5) INSTANT CHOOSE ONE —**  **• DRAW CARDS EQUAL TO THE GREATEST POWER AMONG NON-HUMAN CREATURES YOU CONTROL. • NON-HUMAN CREATURES YOU CONTROL GET +3/+3 UNTIL END OF TURN.** |  | |  | [**RETURN TO NATURE**](https://magicarena.fandom.com/wiki/Return_to_Nature)**Green (2) INSTANT CHOOSE ONE —**  **• DESTROY TARGET ARTIFACT. • DESTROY TARGET ENCHANTMENT. • EXILE TARGET CARD FROM A GRAVEYARD.** |  | |  | [**REVEL IN RICHES**](https://magicarena.fandom.com/wiki/Revel_in_Riches)**Black (5) ENCHANTMENT WHENEVER A CREATURE AN OPPONENT CONTROLS DIES, CREATE A TREASURE TOKEN. (IT'S AN ARTIFACT WITH "Tap, SACRIFICE THIS ARTIFACT: ADD ONE MANA OF ANY COLOR.")**  **AT THE BEGINNING OF YOUR UPKEEP, IF YOU CONTROL TEN OR MORE TREASURES, YOU WIN THE GAME.** |  | |  | [**REVENGE**](https://magicarena.fandom.com/wiki/Revenge)**WhiteBlack (6) SORCERY DOUBLE YOUR LIFE TOTAL. TARGET OPPONENT LOSES HALF THEIR LIFE, ROUNDED UP.** |  | |  | [**REVENGE OF RAVENS**](https://magicarena.fandom.com/wiki/Revenge_of_Ravens)**Black (4) ENCHANTMENT WHENEVER A CREATURE ATTACKS YOU OR A PLANESWALKER YOU CONTROL, THAT CREATURE'S CONTROLLER LOSES 1 LIFE AND YOU GAIN 1 LIFE.** |  | |  | [**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.** |  | |  | [**REWIND**](https://magicarena.fandom.com/wiki/Rewind)**BlueBlue (4) INSTANT COUNTER TARGET SPELL. UNTAP UP TO FOUR LANDS.** |  | |  | [**RHIZOME LURCHER**](https://magicarena.fandom.com/wiki/Rhizome_Lurcher)**BlackGreen (4) CREATURE — FUNGUS ZOMBIE (2/2) UNDERGROWTH — RHIZOME LURCHER ENTERS THE BATTLEFIELD WITH A NUMBER OF +1/+1 COUNTERS ON IT EQUAL TO THE NUMBER OF CREATURE CARDS IN YOUR GRAVEYARD.** |  | |  | [**RHOX FAITHMENDER**](https://magicarena.fandom.com/wiki/Rhox_Faithmender)**White (4) CREATURE — RHINO MONK (1/5) LIFELINK (DAMAGE DEALT BY THIS CREATURE ALSO CAUSES YOU TO GAIN THAT MUCH LIFE.)**  **IF YOU WOULD GAIN LIFE, YOU GAIN TWICE THAT MUCH LIFE INSTEAD.** |  | |  | [**RHOX ORACLE**](https://magicarena.fandom.com/wiki/Rhox_Oracle)**Green (5) CREATURE — RHINO MONK (4/2) WHEN RHOX ORACLE ENTERS THE BATTLEFIELD, DRAW A CARD.** |  | |  | [**RHYS THE REDEEMED**](https://magicarena.fandom.com/wiki/Rhys_the_Redeemed)**(1) LEGENDARY CREATURE — ELF WARRIOR (1/1) , Tap: CREATE A 1/1 GREEN AND WHITE ELF WARRIOR CREATURE TOKEN.**  **, Tap: FOR EACH CREATURE TOKEN YOU CONTROL, CREATE A TOKEN THAT'S A COPY OF THAT CREATURE.** |  | |  | [**RHYTHM OF THE WILD**](https://magicarena.fandom.com/wiki/Rhythm_of_the_Wild)**RedGreen (3) ENCHANTMENT CREATURE SPELLS YOU CONTROL CAN'T BE COUNTERED.**  **NONTOKEN CREATURES YOU CONTROL HAVE RIOT. (THEY ENTER THE BATTLEFIELD WITH YOUR CHOICE OF A +1/+1 COUNTER OR HASTE.)** |  | |  | [**RIDDLE OF LIGHTNING**](https://magicarena.fandom.com/wiki/Riddle_of_Lightning)**RedRed (5) INSTANT CHOOSE ANY TARGET. SCRY 3, THEN REVEAL THE TOP CARD OF YOUR LIBRARY. RIDDLE OF LIGHTNING DEALS DAMAGE EQUAL TO THAT CARD'S CONVERTED MANA COST TO THAT PERMANENT OR PLAYER. (TO SCRY 3, LOOK AT THE TOP THREE CARDS OF YOUR LIBRARY, THEN PUT ANY NUMBER OF THEM ON THE BOTTOM OF YOUR LIBRARY AND THE REST ON TOP IN ANY ORDER.)** |  | |  | [**RIDDLEFORM**](https://magicarena.fandom.com/wiki/Riddleform)**Blue (2) ENCHANTMENT WHENEVER YOU CAST A NONCREATURE SPELL, YOU MAY HAVE RIDDLEFORM BECOME A 3/3 SPHINX CREATURE WITH FLYING IN ADDITION TO ITS OTHER TYPES UNTIL END OF TURN.**  **Blue: SCRY 1. (LOOK AT THE TOP CARD OF YOUR LIBRARY. YOU MAY PUT THAT CARD ON THE BOTTOM OF YOUR LIBRARY.)** |  | |  | [**RIDDLEMASTER SPHINX**](https://magicarena.fandom.com/wiki/Riddlemaster_Sphinx)**BlueBlue (6) CREATURE — SPHINX (5/5) FLYING (THIS CREATURE CAN'T BE BLOCKED EXCEPT BY CREATURES WITH FLYING OR REACH.)**  **WHEN RIDDLEMASTER SPHINX ENTERS THE BATTLEFIELD, YOU MAY RETURN TARGET CREATURE AN OPPONENT CONTROLS TO ITS OWNER'S HAND.** |  | |  | [**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.)** |  | |  | [**RIELLE, THE EVERWISE**](https://magicarena.fandom.com/wiki/Rielle,_the_Everwise)**BlueRed (3) LEGENDARY CREATURE — HUMAN WIZARD (0/3) RIELLE, THE EVERWISE GETS +1/+0 FOR EACH INSTANT AND SORCERY CARD IN YOUR GRAVEYARD.**  **WHENEVER YOU DISCARD ONE OR MORE CARDS FOR THE FIRST TIME EACH TURN, DRAW THAT MANY CARDS.** |  | |  | [**RIENNE, ANGEL OF REBIRTH**](https://magicarena.fandom.com/wiki/Rienne,_Angel_of_Rebirth)**RedGreenWhite (5) LEGENDARY CREATURE — ANGEL (5/4) FLYING**  **OTHER MULTICOLORED CREATURES YOU CONTROL GET +1/+0. WHENEVER ANOTHER MULTICOLORED CREATURE YOU CONTROL DIES, RETURN IT TO ITS OWNER'S HAND AT THE BEGINNING OF THE NEXT END STEP.** |  | |  | [**RIGGING RUNNER**](https://magicarena.fandom.com/wiki/Rigging_Runner)**Red (1) CREATURE — GOBLIN PIRATE (1/1) FIRST STRIKE**  **RAID — RIGGING RUNNER ENTERS THE BATTLEFIELD WITH A +1/+1 COUNTER ON IT IF YOU ATTACKED THIS TURN.** |  | |  | [**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.** |  | |  | [**RILE**](https://magicarena.fandom.com/wiki/Rile)**Red (1) SORCERY RILE DEALS 1 DAMAGE TO TARGET CREATURE YOU CONTROL. THAT CREATURE GAINS TRAMPLE UNTIL END OF TURN.**  **DRAW A CARD.** |  | |  | [**RIMROCK KNIGHT**](https://magicarena.fandom.com/wiki/Rimrock_Knight)**Red (2) CREATURE — DWARF KNIGHT (3/1) RIMROCK KNIGHT CAN'T BLOCK.** |  | |  | [**RIPJAW RAPTOR**](https://magicarena.fandom.com/wiki/Ripjaw_Raptor)**GreenGreen (4) CREATURE — DINOSAUR (4/5) ENRAGE — WHENEVER RIPJAW RAPTOR IS DEALT DAMAGE, DRAW A CARD.** |  | |  | [**RIPSCALE PREDATOR**](https://magicarena.fandom.com/wiki/Ripscale_Predator)**RedRed (6) CREATURE — DINOSAUR (6/5) MENACE (THIS CREATURE CAN'T BE BLOCKED EXCEPT BY TWO OR MORE CREATURES.)** |  | |  | [**RIPTIDE LABORATORY**](https://magicarena.fandom.com/wiki/Riptide_Laboratory)**(0) LAND Tap: ADD .**  **Blue, Tap: RETURN TARGET WIZARD YOU CONTROL TO ITS OWNER'S HAND.** |  | |  | [**RIPTIDE TURTLE**](https://magicarena.fandom.com/wiki/Riptide_Turtle)**Blue (2) CREATURE — TURTLE (0/5) FLASH**  **DEFENDER** |  | |  | [**RISE AGAIN**](https://magicarena.fandom.com/wiki/Rise_Again)**Black (5) SORCERY RETURN TARGET CREATURE CARD FROM YOUR GRAVEYARD TO THE BATTLEFIELD.** |  | |  | [**RISE FROM THE GRAVE**](https://magicarena.fandom.com/wiki/Rise_from_the_Grave)**Black (5) SORCERY PUT TARGET CREATURE CARD FROM A GRAVEYARD ONTO THE BATTLEFIELD UNDER YOUR CONTROL. THAT CREATURE IS A BLACK ZOMBIE IN ADDITION TO ITS OTHER COLORS AND TYPES.** |  | |  | [**RISE OF THE DARK REALMS**](https://magicarena.fandom.com/wiki/Rise_of_the_Dark_Realms)**BlackBlack (9) SORCERY PUT ALL CREATURE CARDS FROM ALL GRAVEYARDS ONTO THE BATTLEFIELD UNDER YOUR CONTROL.** |  | |  | [**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.** |  | |  | [**RISEN REEF**](https://magicarena.fandom.com/wiki/Risen_Reef)**GreenBlue (3) CREATURE — ELEMENTAL (1/1) WHENEVER RISEN REEF OR ANOTHER ELEMENTAL ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, LOOK AT THE TOP CARD OF YOUR LIBRARY. IF IT'S A LAND CARD, YOU MAY PUT IT ONTO THE BATTLEFIELD TAPPED. IF YOU DON'T PUT THE CARD ONTO THE BATTLEFIELD, PUT IT INTO YOUR HAND.** |  | |  | [**RISHADAN AIRSHIP**](https://magicarena.fandom.com/wiki/Rishadan_Airship)**Blue (3) CREATURE — HUMAN PIRATE (3/1) FLYING**  **RISHADAN AIRSHIP CAN BLOCK ONLY CREATURES WITH FLYING.** |  | |  | [**RISHKAR, PEEMA RENEGADE**](https://magicarena.fandom.com/wiki/Rishkar,_Peema_Renegade)**Green (3) LEGENDARY CREATURE — ELF DRUID (2/2) WHEN RISHKAR, PEEMA RENEGADE ENTERS THE BATTLEFIELD, PUT A +1/+1 COUNTER ON EACH OF UP TO TWO TARGET CREATURES.**  **EACH CREATURE YOU CONTROL WITH A COUNTER ON IT HAS "Tap: ADD Green."** |  | |  | [**RISING POPULACE**](https://magicarena.fandom.com/wiki/Rising_Populace)**White (3) CREATURE — HUMAN (2/2) WHENEVER ANOTHER CREATURE OR PLANESWALKER YOU CONTROL DIES, PUT A +1/+1 COUNTER ON RISING POPULACE.** |  | |  | [**RISK FACTOR**](https://magicarena.fandom.com/wiki/Risk_Factor)**Red (3) INSTANT TARGET OPPONENT MAY HAVE RISK FACTOR DEAL 4 DAMAGE TO THEM. IF THAT PLAYER DOESN'T, YOU DRAW THREE 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.)** |  | |  | [**RITE OF BELZENLOK**](https://magicarena.fandom.com/wiki/Rite_of_Belzenlok)**BlackBlack (4) ENCHANTMENT — SAGA (AS THIS SAGA ENTERS AND AFTER YOUR DRAW STEP, ADD A LORE COUNTER. SACRIFICE AFTER III.)**  **I, II — CREATE TWO 0/1 BLACK CLERIC CREATURE TOKENS. III — CREATE A 6/6 BLACK DEMON CREATURE TOKEN WITH FLYING, TRAMPLE, AND "AT THE BEGINNING OF YOUR UPKEEP, SACRIFICE ANOTHER CREATURE. IF YOU CAN'T, THIS CREATURE DEALS 6 DAMAGE TO YOU."** |  | |  | [**RITUAL OF REJUVENATION**](https://magicarena.fandom.com/wiki/Ritual_of_Rejuvenation)**White (3) INSTANT YOU GAIN 4 LIFE.**  **DRAW A CARD.** |  | |  | [**RITUAL OF SOOT**](https://magicarena.fandom.com/wiki/Ritual_of_Soot)**BlackBlack (4) SORCERY DESTROY ALL CREATURES WITH CONVERTED MANA COST 3 OR LESS.** |  | |  | [**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 HERALDS' BOON**](https://magicarena.fandom.com/wiki/River_Heralds%27_Boon)**Green (2) INSTANT PUT A +1/+1 COUNTER ON TARGET CREATURE AND A +1/+1 COUNTER ON UP TO ONE TARGET MERFOLK.** |  | |  | [**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.** |  | |  | [**RIVER'S FAVOR**](https://magicarena.fandom.com/wiki/River%27s_Favor)**Blue (1) ENCHANTMENT — AURA ENCHANT CREATURE**  **ENCHANTED CREATURE GETS +1/+1.** |  | |  | [**RIVER'S REBUKE**](https://magicarena.fandom.com/wiki/River%27s_Rebuke)**BlueBlue (6) SORCERY RETURN ALL NONLAND PERMANENTS TARGET PLAYER CONTROLS TO THEIR OWNER'S HAND.** |  | |  | [**RIVERWISE AUGUR**](https://magicarena.fandom.com/wiki/Riverwise_Augur)**Blue (4) CREATURE — MERFOLK WIZARD (2/2) WHEN RIVERWISE AUGUR ENTERS THE BATTLEFIELD, DRAW THREE CARDS, THEN PUT TWO CARDS FROM YOUR HAND ON TOP OF YOUR LIBRARY IN ANY ORDER.** |  | |  | [**RIX MAADI REVELER**](https://magicarena.fandom.com/wiki/Rix_Maadi_Reveler)**Red (2) CREATURE — HUMAN SHAMAN (2/2) SPECTACLE BlackRed (YOU MAY CAST THIS SPELL FOR ITS SPECTACLE COST RATHER THAN ITS MANA COST IF AN OPPONENT LOST LIFE THIS TURN.)**  **WHEN RIX MAADI REVELER ENTERS THE BATTLEFIELD, DISCARD A CARD, THEN DRAW A CARD. IF RIX MAADI REVELER'S SPECTACLE COST WAS PAID, INSTEAD DISCARD YOUR HAND, THEN DRAW THREE CARDS.** |  | |  | [**ROALESK, APEX HYBRID**](https://magicarena.fandom.com/wiki/Roalesk,_Apex_Hybrid)**GreenGreenBlue (5) LEGENDARY CREATURE — HUMAN MUTANT (4/5) FLYING, TRAMPLE**  **WHEN ROALESK, APEX HYBRID ENTERS THE BATTLEFIELD, PUT TWO +1/+1 COUNTERS ON ANOTHER TARGET CREATURE YOU CONTROL. WHEN ROALESK DIES, PROLIFERATE, THEN PROLIFERATE AGAIN. (CHOOSE ANY NUMBER OF PERMANENTS AND/OR PLAYERS, THEN GIVE EACH ANOTHER COUNTER OF EACH KIND ALREADY THERE. THEN DO IT AGAIN.)** |  | |  | [**ROAMING GHOSTLIGHT**](https://magicarena.fandom.com/wiki/Roaming_Ghostlight)**BlueBlue (5) CREATURE — SPIRIT (3/2) FLYING**  **WHEN ROAMING GHOSTLIGHT ENTERS THE BATTLEFIELD, RETURN UP TO ONE TARGET NON-SPIRIT CREATURE TO ITS OWNER'S HAND.** |  | |  | [**ROAR OF THE WURM**](https://magicarena.fandom.com/wiki/Roar_of_the_Wurm)**Green (7) SORCERY CREATE A 6/6 GREEN WURM CREATURE TOKEN.**  **FLASHBACK Green (YOU MAY CAST THIS CARD FROM YOUR GRAVEYARD FOR ITS FLASHBACK COST. THEN EXILE IT.)** |  | |  | [**ROBBER OF THE RICH**](https://magicarena.fandom.com/wiki/Robber_of_the_Rich)**Red (2) CREATURE — HUMAN ARCHER ROGUE (2/2) REACH, HASTE**  **WHENEVER ROBBER OF THE RICH ATTACKS, IF DEFENDING PLAYER HAS MORE CARDS IN HAND THAN YOU, EXILE THE TOP CARD OF THEIR LIBRARY. DURING ANY TURN YOU ATTACKED WITH A ROGUE, YOU MAY CAST THAT CARD AND YOU MAY SPEND MANA AS THOUGH IT WERE MANA OF ANY COLOR TO CAST THAT SPELL.** |  | |  | [**ROC CHARGER**](https://magicarena.fandom.com/wiki/Roc_Charger)**White (3) CREATURE — BIRD (1/3) FLYING**  **WHENEVER ROC CHARGER ATTACKS, TARGET ATTACKING CREATURE WITHOUT FLYING GAINS FLYING UNTIL END OF TURN.** |  | |  | [**ROGUE'S GLOVES**](https://magicarena.fandom.com/wiki/Rogue%27s_Gloves)**(2) ARTIFACT — EQUIPMENT WHENEVER EQUIPPED CREATURE DEALS COMBAT DAMAGE TO A PLAYER, YOU MAY DRAW A CARD.**  **EQUIP  (: ATTACH TO TARGET CREATURE YOU CONTROL. EQUIP ONLY AS A SORCERY.)** |  | |  | [**ROLE REVERSAL**](https://magicarena.fandom.com/wiki/Role_Reversal)**BlueBlueRed (3) SORCERY EXCHANGE CONTROL OF TWO TARGET PERMANENTS THAT SHARE A PERMANENT TYPE.** |  | |  | [**RONA, DISCIPLE OF GIX**](https://magicarena.fandom.com/wiki/Rona,_Disciple_of_Gix)**BlueBlack (3) LEGENDARY CREATURE — HUMAN ARTIFICER (2/2) WHEN RONA, DISCIPLE OF GIX ENTERS THE BATTLEFIELD, YOU MAY EXILE TARGET HISTORIC CARD FROM YOUR GRAVEYARD. (ARTIFACTS, LEGENDARIES, AND SAGAS ARE HISTORIC.)**  **YOU MAY CAST SPELLS FROM AMONG CARDS EXILED WITH RONA. , Tap: EXILE THE TOP CARD OF YOUR LIBRARY.** |  | |  | [**RONOM UNICORN**](https://magicarena.fandom.com/wiki/Ronom_Unicorn)**White (2) CREATURE — UNICORN (2/2) SACRIFICE RONOM UNICORN: DESTROY TARGET ENCHANTMENT.** |  | |  | [**ROOKIE MISTAKE**](https://magicarena.fandom.com/wiki/Rookie_Mistake)**Blue (1) INSTANT UNTIL END OF TURN, TARGET CREATURE GETS +0/+2 AND ANOTHER TARGET CREATURE GETS -2/-0.** |  | |  | [**ROOT SNARE**](https://magicarena.fandom.com/wiki/Root_Snare)**Green (2) INSTANT PREVENT ALL COMBAT DAMAGE THAT WOULD BE DEALT THIS TURN.** |  | |  | [**ROOTBOUND CRAG**](https://magicarena.fandom.com/wiki/Rootbound_Crag)**(0) LAND ROOTBOUND CRAG ENTERS THE BATTLEFIELD TAPPED UNLESS YOU CONTROL A MOUNTAIN OR A FOREST.**  **Tap: ADD Red OR Green.** |  | |  | [**ROOTING MOLOCH**](https://magicarena.fandom.com/wiki/Rooting_Moloch)**Red (5) CREATURE — LIZARD (4/4) WHEN ROOTING MOLOCH ENTERS THE BATTLEFIELD, EXILE TARGET CARD WITH A CYCLING ABILITY FROM YOUR GRAVEYARD. UNTIL THE END OF YOUR NEXT TURN, YOU MAY PLAY THAT CARD.**  **CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**ROSEMANE CENTAUR**](https://magicarena.fandom.com/wiki/Rosemane_Centaur)**GreenWhite (5) CREATURE — CENTAUR SOLDIER (4/4) CONVOKE (YOUR CREATURES CAN HELP CAST THIS SPELL. EACH CREATURE YOU TAP WHILE CASTING THIS SPELL PAYS FOR  OR ONE MANA OF THAT CREATURE'S COLOR.)**  **VIGILANCE** |  | |  | [**ROSETHORN ACOLYTE**](https://magicarena.fandom.com/wiki/Rosethorn_Acolyte)**Green (3) CREATURE — ELF DRUID (2/3) Tap: ADD ONE MANA OF ANY COLOR.** |  | |  | [**ROSETHORN HALBERD**](https://magicarena.fandom.com/wiki/Rosethorn_Halberd)**Green (1) ARTIFACT — EQUIPMENT WHEN ROSETHORN HALBERD ENTERS THE BATTLEFIELD, ATTACH IT TO TARGET NON-HUMAN CREATURE YOU CONTROL.**  **EQUIPPED CREATURE GETS +2/+1. EQUIP  (: ATTACH TO TARGET CREATURE YOU CONTROL. EQUIP ONLY AS A SORCERY.)** |  | |  | [**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.** |  | |  | [**ROUSING READ**](https://magicarena.fandom.com/wiki/Rousing_Read)**Blue (3) ENCHANTMENT — AURA ENCHANT CREATURE**  **WHEN ROUSING READ ENTERS THE BATTLEFIELD, DRAW TWO CARDS, THEN DISCARD A CARD. ENCHANTED CREATURE GETS +1/+1 AND HAS FLYING.** |  | |  | [**ROVING KEEP**](https://magicarena.fandom.com/wiki/Roving_Keep)**(7) ARTIFACT CREATURE — WALL (5/7) DEFENDER**  **: ROVING KEEP GETS +2/+0 AND GAINS TRAMPLE UNTIL END OF TURN. IT CAN ATTACK THIS TURN AS THOUGH IT DIDN'T HAVE DEFENDER.** |  | |  | [**ROWAN, FEARLESS SPARKMAGE**](https://magicarena.fandom.com/wiki/Rowan,_Fearless_Sparkmage)**RedRed (5) LEGENDARY PLANESWALKER — ROWAN (5) +1: UP TO ONE TARGET CREATURE GETS +3/+0 AND GAINS FIRST STRIKE UNTIL END OF TURN.**  **−2: ROWAN, FEARLESS SPARKMAGE DEALS 1 DAMAGE TO EACH OF UP TO TWO TARGET CREATURES. THOSE CREATURES CAN'T BLOCK THIS TURN. −9: GAIN CONTROL OF ALL CREATURES UNTIL END OF TURN. UNTAP THEM. THEY GAIN HASTE UNTIL END OF TURN.** |  | |  | [**ROWAN'S BATTLEGUARD**](https://magicarena.fandom.com/wiki/Rowan%27s_Battleguard)**Red (4) CREATURE — HUMAN KNIGHT (3/3) FIRST STRIKE**  **AS LONG AS YOU CONTROL A ROWAN PLANESWALKER, ROWAN'S BATTLEGUARD GETS +3/+0.** |  | |  | [**ROWAN'S STALWARTS**](https://magicarena.fandom.com/wiki/Rowan%27s_Stalwarts)**Red (5) CREATURE — HUMAN KNIGHT (5/2) WHEN ROWAN'S STALWARTS ENTERS THE BATTLEFIELD, YOU MAY SEARCH YOUR LIBRARY AND/OR GRAVEYARD FOR A CARD NAMED ROWAN, FEARLESS SPARKMAGE, REVEAL IT, AND PUT IT INTO YOUR HAND. IF YOU SEARCH YOUR LIBRARY THIS WAY, SHUFFLE IT.** |  | |  | [**ROWDY CREW**](https://magicarena.fandom.com/wiki/Rowdy_Crew)**RedRed (4) CREATURE — HUMAN PIRATE (3/3) TRAMPLE**  **WHEN ROWDY CREW ENTERS THE BATTLEFIELD, DRAW THREE CARDS, THEN DISCARD TWO CARDS AT RANDOM. IF TWO CARDS THAT SHARE A CARD TYPE ARE DISCARDED THIS WAY, PUT TWO +1/+1 COUNTERS ON ROWDY CREW.** |  | |  | [**RUBBLE READING**](https://magicarena.fandom.com/wiki/Rubble_Reading)**Red (4) SORCERY DESTROY TARGET LAND. SCRY 2.** |  | |  | [**RUBBLE SLINGER**](https://magicarena.fandom.com/wiki/Rubble_Slinger)**(3) CREATURE — HUMAN WARRIOR (2/3) REACH** |  | |  | [**RUBBLEBELT BOAR**](https://magicarena.fandom.com/wiki/Rubblebelt_Boar)**Red (4) CREATURE — BOAR (3/3) WHEN RUBBLEBELT BOAR ENTERS THE BATTLEFIELD, TARGET CREATURE GETS +2/+0 UNTIL END OF TURN.** |  | |  | [**RUBBLEBELT RECLUSE**](https://magicarena.fandom.com/wiki/Rubblebelt_Recluse)**Red (5) CREATURE — OGRE BERSERKER (6/5) RUBBLEBELT RECLUSE ATTACKS EACH COMBAT IF ABLE.** |  | |  | [**RUBBLEBELT RIOTERS**](https://magicarena.fandom.com/wiki/Rubblebelt_Rioters)**RedGreen (3) CREATURE — HUMAN BERSERKER (0/4) HASTE**  **WHENEVER RUBBLEBELT RIOTERS ATTACKS, IT GETS +X/+0 UNTIL END OF TURN, WHERE X IS THE GREATEST POWER AMONG CREATURES YOU CONTROL.** |  | |  | [**RUBBLEBELT RUNNER**](https://magicarena.fandom.com/wiki/Rubblebelt_Runner)**RedGreen (3) CREATURE — VIASHINO WARRIOR (3/3) RUBBLEBELT RUNNER CAN'T BE BLOCKED BY CREATURE TOKENS.** |  | |  | [**RUGGED HIGHLANDS**](https://magicarena.fandom.com/wiki/Rugged_Highlands)**(0) LAND RUGGED HIGHLANDS ENTERS THE BATTLEFIELD TAPPED.**  **WHEN RUGGED HIGHLANDS ENTERS THE BATTLEFIELD, YOU GAIN 1 LIFE. Tap: ADD Red OR Green.** |  | |  | [**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.** |  | |  | [**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 BALOTH**](https://magicarena.fandom.com/wiki/Rumbling_Baloth)**GreenGreen (4) CREATURE — BEAST (4/4)** |  | |  | [**RUMBLING ROCKSLIDE**](https://magicarena.fandom.com/wiki/Rumbling_Rockslide)**Red (4) SORCERY RUMBLING ROCKSLIDE DEALS DAMAGE TO TARGET CREATURE EQUAL TO THE NUMBER OF LANDS YOU CONTROL.** |  | |  | [**RUMBLING RUIN**](https://magicarena.fandom.com/wiki/Rumbling_Ruin)**Red (6) CREATURE — ELEMENTAL (6/6) WHEN RUMBLING RUIN ENTERS THE BATTLEFIELD, COUNT THE NUMBER OF +1/+1 COUNTERS ON CREATURES YOU CONTROL. CREATURES YOUR OPPONENTS CONTROL WITH POWER LESS THAN OR EQUAL TO THAT NUMBER CAN'T BLOCK THIS TURN.** |  | |  | [**RUMBLING SENTRY**](https://magicarena.fandom.com/wiki/Rumbling_Sentry)**WhiteWhite (5) CREATURE — GIANT (3/6) WHEN RUMBLING SENTRY ENTERS THE BATTLEFIELD, SCRY 1.** |  | |  | [**RUMMAGING GOBLIN**](https://magicarena.fandom.com/wiki/Rummaging_Goblin)**Red (3) CREATURE — GOBLIN ROGUE (1/1) Tap, DISCARD A CARD: DRAW A CARD.** |  | |  | [**RUN AFOUL**](https://magicarena.fandom.com/wiki/Run_Afoul)**Green (1) INSTANT TARGET OPPONENT SACRIFICES A CREATURE WITH FLYING.** |  | |  | [**RUN AGROUND**](https://magicarena.fandom.com/wiki/Run_Aground)**Blue (4) INSTANT PUT TARGET ARTIFACT OR CREATURE ON TOP OF ITS OWNER'S LIBRARY.** |  | |  | [**RUN AMOK**](https://magicarena.fandom.com/wiki/Run_Amok)**Red (2) INSTANT TARGET ATTACKING CREATURE GETS +3/+3 AND GAINS TRAMPLE UNTIL END OF TURN.** |  | |  | [**RUN AWAY TOGETHER**](https://magicarena.fandom.com/wiki/Run_Away_Together)**Blue (2) INSTANT CHOOSE TWO TARGET CREATURES CONTROLLED BY DIFFERENT PLAYERS. RETURN THOSE CREATURES TO THEIR OWNERS' HANDS.** |  | |  | [**RUNAWAY STEAM-KIN**](https://magicarena.fandom.com/wiki/Runaway_Steam-Kin)**Red (2) CREATURE — ELEMENTAL (1/1) WHENEVER YOU CAST A RED SPELL, IF RUNAWAY STEAM-KIN HAS FEWER THAN THREE +1/+1 COUNTERS ON IT, PUT A +1/+1 COUNTER ON RUNAWAY STEAM-KIN.**  **REMOVE THREE +1/+1 COUNTERS FROM RUNAWAY STEAM-KIN: ADD RedRedRed.** |  | |  | [**RUNED 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.)** |  | |  | [**RUNED SERVITOR**](https://magicarena.fandom.com/wiki/Runed_Servitor)**(2) ARTIFACT CREATURE — CONSTRUCT (2/2) WHEN RUNED SERVITOR DIES, EACH PLAYER DRAWS A CARD.** |  | |  | [**RUNIC ARMASAUR**](https://magicarena.fandom.com/wiki/Runic_Armasaur)**GreenGreen (3) CREATURE — DINOSAUR (2/5) WHENEVER AN OPPONENT ACTIVATES AN ABILITY OF A CREATURE OR LAND THAT ISN'T A MANA ABILITY, YOU MAY DRAW A CARD.** |  | |  | [**RUPTURE SPIRE**](https://magicarena.fandom.com/wiki/Rupture_Spire)**(0) LAND RUPTURE SPIRE ENTERS THE BATTLEFIELD TAPPED.**  **WHEN RUPTURE SPIRE ENTERS THE BATTLEFIELD, SACRIFICE IT UNLESS YOU PAY . Tap: ADD ONE MANA OF ANY COLOR.** |  | |  | [**RUSTWING FALCON**](https://magicarena.fandom.com/wiki/Rustwing_Falcon)**White (1) CREATURE — BIRD (1/2) FLYING** |  | |  | [**RUTHLESS KNAVE**](https://magicarena.fandom.com/wiki/Ruthless_Knave)**Black (3) CREATURE — ORC PIRATE (3/2) Black, SACRIFICE A CREATURE: CREATE TWO TREASURE TOKENS. (THEY'RE ARTIFACTS WITH "Tap, SACRIFICE THIS ARTIFACT: ADD ONE MANA OF ANY COLOR.")**  **SACRIFICE THREE TREASURES: DRAW A CARD.** |  | |

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| **461 HISTORIC LETTER S MAGIC DECK CARDS** | | |
|  | [**SABERTOOTH MAULER**](https://magicarena.fandom.com/wiki/Sabertooth_Mauler)**Green (4) CREATURE — CAT (3/3) AT THE BEGINNING OF YOUR END STEP, IF A CREATURE DIED THIS TURN, PUT A +1/+1 COUNTER ON SABERTOOTH MAULER AND UNTAP IT.** |  |
|  | [**SACRED FOUNDRY**](https://magicarena.fandom.com/wiki/Sacred_Foundry)**(0) LAND — MOUNTAIN PLAINS (Tap: ADD Red OR White.)**  **AS SACRED FOUNDRY ENTERS THE BATTLEFIELD, YOU MAY PAY 2 LIFE. IF YOU DON'T, IT ENTERS THE BATTLEFIELD TAPPED.** |  |
|  | [**SADISTIC SKYMARCHER**](https://magicarena.fandom.com/wiki/Sadistic_Skymarcher)**Black (3) CREATURE — VAMPIRE SOLDIER (2/2) AS AN ADDITIONAL COST TO CAST THIS SPELL, REVEAL A VAMPIRE CARD FROM YOUR HAND OR PAY .**  **FLYING, LIFELINK** |  |
|  | [**SAGE OF LAT-NAM**](https://magicarena.fandom.com/wiki/Sage_of_Lat-Nam)**Blue (2) CREATURE — HUMAN ARTIFICER (1/2) Tap, SACRIFICE AN ARTIFACT: DRAW A CARD.** |  |
|  | [**SAGE OF MYSTERIES**](https://magicarena.fandom.com/wiki/Sage_of_Mysteries)**Blue (1) CREATURE — HUMAN WIZARD (0/2) CONSTELLATION — WHENEVER AN ENCHANTMENT ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, TARGET PLAYER MILLS TWO CARDS.** |  |
|  | [**SAGE OF THE FALLS**](https://magicarena.fandom.com/wiki/Sage_of_the_Falls)**Blue (5) CREATURE — MERFOLK WIZARD (2/5) WHENEVER SAGE OF THE FALLS OR ANOTHER NON-HUMAN CREATURE ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, YOU MAY DRAW A CARD. IF YOU DO, DISCARD A CARD.** |  |
|  | [**SAGE'S ROW DENIZEN**](https://magicarena.fandom.com/wiki/Sage%27s_Row_Denizen)**Blue (3) CREATURE — VEDALKEN WIZARD (2/3) WHENEVER ANOTHER BLUE CREATURE ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, TARGET PLAYER MILLS TWO CARDS.** |  |
|  | [**SAGE'S ROW SAVANT**](https://magicarena.fandom.com/wiki/Sage%27s_Row_Savant)**Blue (2) CREATURE — VEDALKEN WIZARD (2/1) WHEN SAGE'S ROW SAVANT ENTERS THE BATTLEFIELD, SCRY 2.** |  |
|  | [**SAGITTARS' VOLLEY**](https://magicarena.fandom.com/wiki/Sagittars%27_Volley)**Green (3) INSTANT DESTROY TARGET CREATURE WITH FLYING. SAGITTARS' VOLLEY DEALS 1 DAMAGE TO EACH CREATURE WITH FLYING YOUR OPPONENTS CONTROL.** |  |
|  | [**SAHEELI, SUBLIME ARTIFICER**](https://magicarena.fandom.com/wiki/Saheeli,_Sublime_Artificer)**(3) LEGENDARY PLANESWALKER — SAHEELI (5) WHENEVER YOU CAST A NONCREATURE SPELL, CREATE A 1/1 COLORLESS SERVO ARTIFACT CREATURE TOKEN.**  **−2: TARGET ARTIFACT YOU CONTROL BECOMES A COPY OF ANOTHER TARGET ARTIFACT OR CREATURE YOU CONTROL UNTIL END OF TURN, EXCEPT IT'S AN ARTIFACT IN ADDITION TO ITS OTHER TYPES.** |  |
|  | [**SAHEELI'S SILVERWING**](https://magicarena.fandom.com/wiki/Saheeli%27s_Silverwing)**(4) ARTIFACT CREATURE — DRAKE (2/3) FLYING**  **WHEN SAHEELI'S SILVERWING ENTERS THE BATTLEFIELD, LOOK AT THE TOP CARD OF TARGET OPPONENT'S LIBRARY.** |  |
|  | [**SAI, MASTER THOPTERIST**](https://magicarena.fandom.com/wiki/Sai,_Master_Thopterist)**Blue (3) LEGENDARY CREATURE — HUMAN ARTIFICER (1/4) WHENEVER YOU CAST AN ARTIFACT SPELL, CREATE A 1/1 COLORLESS THOPTER ARTIFACT CREATURE TOKEN WITH FLYING.**  **Blue, SACRIFICE TWO ARTIFACTS: DRAW A CARD.** |  |
|  | [**SAILOR OF MEANS**](https://magicarena.fandom.com/wiki/Sailor_of_Means)**Blue (3) CREATURE — HUMAN PIRATE (1/4) WHEN SAILOR OF MEANS ENTERS THE BATTLEFIELD, CREATE A TREASURE TOKEN. (IT'S AN ARTIFACT WITH "Tap, SACRIFICE THIS ARTIFACT: ADD ONE MANA OF ANY COLOR.")** |  |
|  | [**SALVAGER OF RUIN**](https://magicarena.fandom.com/wiki/Salvager_of_Ruin)**(3) ARTIFACT CREATURE — CONSTRUCT (2/1) SACRIFICE SALVAGER OF RUIN: CHOOSE TARGET PERMANENT CARD IN YOUR GRAVEYARD THAT WAS PUT THERE FROM THE BATTLEFIELD THIS TURN. RETURN IT TO YOUR HAND.** |  |
|  | [**SALVAGER OF SECRETS**](https://magicarena.fandom.com/wiki/Salvager_of_Secrets)**BlueBlue (5) CREATURE — MERFOLK WIZARD (2/2) WHEN SALVAGER OF SECRETS ENTERS THE BATTLEFIELD, RETURN TARGET INSTANT OR SORCERY CARD FROM YOUR GRAVEYARD TO YOUR HAND.** |  |
|  | [**SAMUT, TYRANT SMASHER**](https://magicarena.fandom.com/wiki/Samut,_Tyrant_Smasher)**(4) LEGENDARY PLANESWALKER — SAMUT (5) CREATURES YOU CONTROL HAVE HASTE.**  **−1: TARGET CREATURE GETS +2/+1 AND GAINS HASTE UNTIL END OF TURN. SCRY 1.** |  |
|  | [**SAMUT'S SPRINT**](https://magicarena.fandom.com/wiki/Samut%27s_Sprint)**Red (1) INSTANT TARGET CREATURE GETS +2/+1 AND GAINS HASTE UNTIL END OF TURN. SCRY 1.** |  |
|  | [**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.** |  |
|  | [**SANCTUARY SMASHER**](https://magicarena.fandom.com/wiki/Sanctuary_Smasher)**RedRed (6) CREATURE — RHINO BEAST (6/4) FIRST STRIKE**  **CYCLING Red (Red, DISCARD THIS CARD: DRAW A CARD.) WHEN YOU CYCLE SANCTUARY SMASHER, PUT A FIRST STRIKE COUNTER ON TARGET CREATURE YOU CONTROL.** |  |
|  | [**SANCTUM 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 CALM WATERS**](https://magicarena.fandom.com/wiki/Sanctum_of_Calm_Waters)**Blue (4) LEGENDARY ENCHANTMENT — SHRINE AT THE BEGINNING OF YOUR PRECOMBAT MAIN PHASE, YOU MAY DRAW X CARDS, WHERE X IS THE NUMBER OF SHRINES YOU CONTROL. IF YOU DO, DISCARD A CARD.** |  |
|  | [**SANCTUM OF FRUITFUL HARVEST**](https://magicarena.fandom.com/wiki/Sanctum_of_Fruitful_Harvest)**Green (3) LEGENDARY ENCHANTMENT — SHRINE AT THE BEGINNING OF YOUR PRECOMBAT MAIN PHASE, ADD X MANA OF ANY ONE COLOR, WHERE X IS THE NUMBER OF SHRINES YOU CONTROL.** |  |
|  | [**SANCTUM OF SHATTERED HEIGHTS**](https://magicarena.fandom.com/wiki/Sanctum_of_Shattered_Heights)**Red (3) LEGENDARY ENCHANTMENT — SHRINE , DISCARD A LAND CARD OR SHRINE CARD: SANCTUM OF SHATTERED HEIGHTS DEALS X DAMAGE TO TARGET CREATURE OR PLANESWALKER, WHERE X IS THE NUMBER OF SHRINES YOU CONTROL.** |  |
|  | [**SANCTUM OF STONE FANGS**](https://magicarena.fandom.com/wiki/Sanctum_of_Stone_Fangs)**Black (2) LEGENDARY ENCHANTMENT — SHRINE AT THE BEGINNING OF YOUR PRECOMBAT MAIN PHASE, EACH OPPONENT LOSES X LIFE AND YOU GAIN X LIFE, WHERE X IS THE NUMBER OF SHRINES YOU CONTROL.** |  |
|  | [**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.** |  |
|  | [**SANCTUM SEEKER**](https://magicarena.fandom.com/wiki/Sanctum_Seeker)**BlackBlack (4) CREATURE — VAMPIRE KNIGHT (3/4) WHENEVER A VAMPIRE YOU CONTROL ATTACKS, EACH OPPONENT LOSES 1 LIFE AND YOU GAIN 1 LIFE.** |  |
|  | [**SANCTUM SPIRIT**](https://magicarena.fandom.com/wiki/Sanctum_Spirit)**White (4) CREATURE — SPIRIT (3/2) LIFELINK**  **DISCARD A HISTORIC CARD: SANCTUM SPIRIT GAINS INDESTRUCTIBLE UNTIL END OF TURN. (ARTIFACTS, LEGENDARIES, AND SAGAS ARE HISTORIC.)** |  |
|  | [**SANGROMANCER**](https://magicarena.fandom.com/wiki/Sangromancer)**BlackBlack (4) CREATURE — VAMPIRE SHAMAN (3/3) FLYING**  **WHENEVER A CREATURE AN OPPONENT CONTROLS DIES, YOU MAY GAIN 3 LIFE. WHENEVER AN OPPONENT DISCARDS A CARD, YOU MAY GAIN 3 LIFE.** |  |
|  | [**SANGUINE GLORIFIER**](https://magicarena.fandom.com/wiki/Sanguine_Glorifier)**White (4) CREATURE — VAMPIRE CLERIC (3/3) WHEN SANGUINE GLORIFIER ENTERS THE BATTLEFIELD, PUT A +1/+1 COUNTER ON ANOTHER TARGET VAMPIRE YOU CONTROL.** |  |
|  | [**SANGUINE INDULGENCE**](https://magicarena.fandom.com/wiki/Sanguine_Indulgence)**Black (4) SORCERY THIS SPELL COSTS  LESS TO CAST IF YOU'VE GAINED 3 OR MORE LIFE THIS TURN.**  **RETURN UP TO TWO TARGET CREATURE CARDS FROM YOUR GRAVEYARD TO YOUR HAND.** |  |
|  | [**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.** |  |
|  | [**SANITARIUM SKELETON**](https://magicarena.fandom.com/wiki/Sanitarium_Skeleton)**Black (1) CREATURE — SKELETON (1/2) Black: RETURN SANITARIUM SKELETON FROM YOUR GRAVEYARD TO YOUR HAND.** |  |
|  | [**SAPROLING MIGRATION**](https://magicarena.fandom.com/wiki/Saproling_Migration)**Green (2) SORCERY KICKER  (YOU MAY PAY AN ADDITIONAL  AS YOU CAST THIS SPELL.)**  **CREATE TWO 1/1 GREEN SAPROLING CREATURE TOKENS. IF THIS SPELL WAS KICKED, CREATE FOUR OF THOSE TOKENS INSTEAD.** |  |
|  | [**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.** |  |
|  | [**SARKHAN'S CATHARSIS**](https://magicarena.fandom.com/wiki/Sarkhan%27s_Catharsis)**Red (5) INSTANT SARKHAN'S CATHARSIS DEALS 5 DAMAGE TO TARGET PLAYER OR PLANESWALKER.** |  |
|  | [**SARKHAN'S DRAGONFIRE**](https://magicarena.fandom.com/wiki/Sarkhan%27s_Dragonfire)**RedRed (5) SORCERY SARKHAN'S DRAGONFIRE DEALS 3 DAMAGE TO ANY TARGET.**  **LOOK AT THE TOP FIVE CARDS OF YOUR LIBRARY. YOU MAY REVEAL A RED CARD FROM AMONG THEM AND PUT IT INTO YOUR HAND. PUT THE REST ON THE BOTTOM OF YOUR LIBRARY IN A RANDOM ORDER.** |  |
|  | [**SARKHAN'S RAGE**](https://magicarena.fandom.com/wiki/Sarkhan%27s_Rage)**Red (5) INSTANT SARKHAN'S RAGE DEALS 5 DAMAGE TO ANY TARGET. IF YOU CONTROL NO DRAGONS, SARKHAN'S RAGE DEALS 2 DAMAGE TO YOU.** |  |
|  | [**SARKHAN'S UNSEALING**](https://magicarena.fandom.com/wiki/Sarkhan%27s_Unsealing)**Red (4) ENCHANTMENT WHENEVER YOU CAST A CREATURE SPELL WITH POWER 4, 5, OR 6, SARKHAN'S UNSEALING DEALS 4 DAMAGE TO ANY TARGET.**  **WHENEVER YOU CAST A CREATURE SPELL WITH POWER 7 OR GREATER, SARKHAN'S UNSEALING DEALS 4 DAMAGE TO EACH OPPONENT AND EACH CREATURE AND PLANESWALKER THEY CONTROL.** |  |
|  | [**SARKHAN'S WHELP**](https://magicarena.fandom.com/wiki/Sarkhan%27s_Whelp)**Red (3) CREATURE — DRAGON (2/2) FLYING (THIS CREATURE CAN'T BE BLOCKED EXCEPT BY CREATURES WITH FLYING OR REACH.)**  **WHENEVER YOU ACTIVATE AN ABILITY OF A SARKHAN PLANESWALKER, SARKHAN'S WHELP DEALS 1 DAMAGE TO ANY TARGET.** |  |
|  | [**SARULI CARETAKER**](https://magicarena.fandom.com/wiki/Saruli_Caretaker)**Green (1) CREATURE — DRYAD (0/3) DEFENDER**  **Tap, TAP AN UNTAPPED CREATURE YOU CONTROL: ADD ONE MANA OF ANY COLOR.** |  |
|  | [**SATYR ENCHANTER**](https://magicarena.fandom.com/wiki/Satyr_Enchanter)**GreenWhite (3) CREATURE — SATYR DRUID (2/2) WHENEVER YOU CAST AN ENCHANTMENT SPELL, DRAW A CARD.** |  |
|  | [**SATYR'S CUNNING**](https://magicarena.fandom.com/wiki/Satyr%27s_Cunning)**Red (1) SORCERY CREATE A 1/1 RED SATYR CREATURE TOKEN WITH "THIS CREATURE CAN'T BLOCK."**  **ESCAPE—Red, EXILE TWO OTHER CARDS FROM YOUR GRAVEYARD. (YOU MAY CAST THIS CARD FROM YOUR GRAVEYARD FOR ITS ESCAPE COST.)** |  |
|  | [**SAUROFORM HYBRID**](https://magicarena.fandom.com/wiki/Sauroform_Hybrid)**Green (2) CREATURE — HUMAN LIZARD WARRIOR (2/2) GreenGreen: ADAPT 4. (IF THIS CREATURE HAS NO +1/+1 COUNTERS ON IT, PUT FOUR +1/+1 COUNTERS ON IT.)** |  |
|  | [**SAVAGE GORGER**](https://magicarena.fandom.com/wiki/Savage_Gorger)**BlackBlack (3) CREATURE — VAMPIRE (1/1) FLYING**  **AT THE BEGINNING OF YOUR END STEP, IF AN OPPONENT LOST LIFE THIS TURN, PUT A +1/+1 COUNTER ON SAVAGE GORGER. (DAMAGE CAUSES LOSS OF LIFE.)** |  |
|  | [**SAVAGE SMASH**](https://magicarena.fandom.com/wiki/Savage_Smash)**RedGreen (3) SORCERY TARGET CREATURE YOU CONTROL GETS +2/+2 UNTIL END OF TURN. IT FIGHTS TARGET CREATURE YOU DON'T CONTROL. (EACH DEALS DAMAGE EQUAL TO ITS POWER TO THE OTHER.)** |  |
|  | [**SAVAGE STOMP**](https://magicarena.fandom.com/wiki/Savage_Stomp)**Green (3) SORCERY THIS SPELL COSTS  LESS TO CAST IF IT TARGETS A DINOSAUR YOU CONTROL.**  **PUT A +1/+1 COUNTER ON TARGET CREATURE YOU CONTROL. THEN THAT CREATURE FIGHTS TARGET CREATURE YOU DON'T CONTROL. (EACH DEALS DAMAGE EQUAL TO ITS POWER TO THE OTHER.)** |  |
|  | [**SAVAI CRYSTAL**](https://magicarena.fandom.com/wiki/Savai_Crystal)**(3) ARTIFACT Tap: ADD Red, White, OR Black.**  **CYCLING  (, DISCARD THIS CARD: 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.** |  |
|  | [**SAVAI TRIOME**](https://magicarena.fandom.com/wiki/Savai_Triome)**(0) LAND — MOUNTAIN PLAINS SWAMP (Tap: ADD Red, White, OR Black.)**  **SAVAI TRIOME ENTERS THE BATTLEFIELD TAPPED. CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  |
|  | [**SAVANNAH SAGE**](https://magicarena.fandom.com/wiki/Savannah_Sage)**White (2) CREATURE — CAT CLERIC (2/2) WHEN SAVANNAH SAGE ENTERS THE BATTLEFIELD, YOU GAIN 2 LIFE.** |  |
|  | [**SAVVY HUNTER**](https://magicarena.fandom.com/wiki/Savvy_Hunter)**BlackGreen (3) CREATURE — HUMAN WARRIOR (3/3) WHENEVER SAVVY HUNTER ATTACKS OR BLOCKS, CREATE A FOOD TOKEN. (IT'S AN ARTIFACT WITH ", Tap, SACRIFICE THIS ARTIFACT: YOU GAIN 3 LIFE.")**  **SACRIFICE TWO FOODS: DRAW A CARD.** |  |
|  | [**SCALDING CAULDRON**](https://magicarena.fandom.com/wiki/Scalding_Cauldron)**(1) ARTIFACT , Tap, SACRIFICE SCALDING CAULDRON: IT DEALS 3 DAMAGE TO TARGET CREATURE.** |  |
|  | [**SCAMPERING SCORCHER**](https://magicarena.fandom.com/wiki/Scampering_Scorcher)**Red (4) CREATURE — ELEMENTAL (1/1) WHEN SCAMPERING SCORCHER ENTERS THE BATTLEFIELD, CREATE TWO 1/1 RED ELEMENTAL CREATURE TOKENS. ELEMENTALS YOU CONTROL GAIN HASTE UNTIL END OF TURN. (THEY CAN ATTACK AND Tap THIS TURN.)** |  |
|  | [**SCAPESHIFT**](https://magicarena.fandom.com/wiki/Scapeshift)**GreenGreen (4) SORCERY SACRIFICE ANY NUMBER OF LANDS. SEARCH YOUR LIBRARY FOR UP TO THAT MANY LAND CARDS, PUT THEM ONTO THE BATTLEFIELD TAPPED, THEN SHUFFLE YOUR LIBRARY.** |  |
|  | [**SCARECRONE**](https://magicarena.fandom.com/wiki/Scarecrone)**(3) ARTIFACT CREATURE — SCARECROW (1/2) , SACRIFICE A SCARECROW: DRAW A CARD.**  **, Tap: RETURN TARGET ARTIFACT CREATURE CARD FROM YOUR GRAVEYARD TO THE BATTLEFIELD.** |  |
|  | [**SCAVENGING HARPY**](https://magicarena.fandom.com/wiki/Scavenging_Harpy)**Black (3) CREATURE — HARPY (2/1) FLYING**  **WHEN SCAVENGING HARPY ENTERS THE BATTLEFIELD, EXILE TARGET CARD FROM AN OPPONENT'S GRAVEYARD.** |  |
|  | [**SCAVENGING OOZE**](https://magicarena.fandom.com/wiki/Scavenging_Ooze)**Green (2) CREATURE — OOZE (2/2) Green: EXILE TARGET CARD FROM A GRAVEYARD. IF IT WAS A CREATURE CARD, PUT A +1/+1 COUNTER ON SCAVENGING OOZE AND YOU GAIN 1 LIFE.** |  |
|  | [**SCHEMING SYMMETRY**](https://magicarena.fandom.com/wiki/Scheming_Symmetry)**Black (1) SORCERY CHOOSE TWO TARGET PLAYERS. EACH OF THEM SEARCHES THEIR LIBRARY FOR A CARD, THEN SHUFFLES THEIR LIBRARY AND PUTS THAT CARD ON TOP OF IT.** |  |
|  | [**SCHOLAR OF STARS**](https://magicarena.fandom.com/wiki/Scholar_of_Stars)**Blue (4) CREATURE — HUMAN ARTIFICER (3/2) WHEN SCHOLAR OF STARS ENTERS THE BATTLEFIELD, IF YOU CONTROL AN ARTIFACT, DRAW A CARD.** |  |
|  | [**SCHOLAR OF THE AGES**](https://magicarena.fandom.com/wiki/Scholar_of_the_Ages)**BlueBlue (7) CREATURE — HUMAN WIZARD (3/3) WHEN SCHOLAR OF THE AGES ENTERS THE BATTLEFIELD, RETURN UP TO TWO TARGET INSTANT AND/OR SORCERY CARDS FROM YOUR GRAVEYARD TO YOUR HAND.** |  |
|  | [**SCHOLAR OF THE LOST TROVE**](https://magicarena.fandom.com/wiki/Scholar_of_the_Lost_Trove)**BlueBlue (7) CREATURE — SPHINX (5/5) FLYING**  **WHEN SCHOLAR OF THE LOST TROVE ENTERS THE BATTLEFIELD, YOU MAY CAST TARGET INSTANT, SORCERY, OR ARTIFACT CARD FROM YOUR GRAVEYARD WITHOUT PAYING ITS MANA COST. IF AN INSTANT OR SORCERY SPELL CAST THIS WAY WOULD BE PUT INTO YOUR GRAVEYARD THIS TURN, EXILE IT INSTEAD.** |  |
|  | [**SCORCH SPITTER**](https://magicarena.fandom.com/wiki/Scorch_Spitter)**Red (1) CREATURE — ELEMENTAL LIZARD (1/1) WHENEVER SCORCH SPITTER ATTACKS, IT DEALS 1 DAMAGE TO THE PLAYER OR PLANESWALKER IT'S ATTACKING.** |  |
|  | [**SCORCHING DRAGONFIRE**](https://magicarena.fandom.com/wiki/Scorching_Dragonfire)**Red (2) INSTANT SCORCHING DRAGONFIRE DEALS 3 DAMAGE TO TARGET CREATURE OR PLANESWALKER. IF THAT CREATURE OR PLANESWALKER WOULD DIE THIS TURN, EXILE IT INSTEAD.** |  |
|  | [**SCORCHMARK**](https://magicarena.fandom.com/wiki/Scorchmark)**Red (2) INSTANT SCORCHMARK DEALS 2 DAMAGE TO TARGET CREATURE. IF THAT CREATURE WOULD DIE THIS TURN, EXILE IT INSTEAD.** |  |
|  | [**SCOURED BARRENS**](https://magicarena.fandom.com/wiki/Scoured_Barrens)**(0) LAND SCOURED BARRENS ENTERS THE BATTLEFIELD TAPPED.**  **WHEN SCOURED BARRENS ENTERS THE BATTLEFIELD, YOU GAIN 1 LIFE. Tap: ADD White OR Black.** |  |
|  | [**SCRABBLING CLAWS**](https://magicarena.fandom.com/wiki/Scrabbling_Claws)**(1) ARTIFACT Tap: TARGET PLAYER EXILES A CARD FROM THEIR GRAVEYARD.**  **, SACRIFICE SCRABBLING CLAWS: EXILE TARGET CARD FROM A GRAVEYARD. DRAW A CARD.** |  |
|  | [**SCREAMING SHIELD**](https://magicarena.fandom.com/wiki/Screaming_Shield)**(1) ARTIFACT — EQUIPMENT EQUIPPED CREATURE GETS +0/+3 AND HAS ", Tap: TARGET PLAYER MILLS THREE CARDS."**  **EQUIP  (: ATTACH TO TARGET CREATURE YOU CONTROL. EQUIP ONLY AS A SORCERY.)** |  |
|  | [**SCROLL OF AVACYN**](https://magicarena.fandom.com/wiki/Scroll_of_Avacyn)**(1) ARTIFACT , SACRIFICE SCROLL OF AVACYN: DRAW A CARD. IF YOU CONTROL AN ANGEL, YOU GAIN 5 LIFE.** |  |
|  | [**SCUTTLEGATOR**](https://magicarena.fandom.com/wiki/Scuttlegator)**(6) CREATURE — CRAB TURTLE CROCODILE (6/6) DEFENDER**  **: ADAPT 3. (IF THIS CREATURE HAS NO +1/+1 COUNTERS ON IT, PUT THREE +1/+1 COUNTERS ON IT.) AS LONG AS SCUTTLEGATOR HAS A +1/+1 COUNTER ON IT, IT CAN ATTACK AS THOUGH IT DIDN'T HAVE DEFENDER.** |  |
|  | [**SCUTTLEMUTT**](https://magicarena.fandom.com/wiki/Scuttlemutt)**(3) ARTIFACT CREATURE — SCARECROW (2/2) Tap: ADD ONE MANA OF ANY COLOR.**  **Tap: TARGET CREATURE BECOMES THE COLOR OR COLORS OF YOUR CHOICE UNTIL END OF TURN.** |  |
|  | [**SEA GATE ORACLE**](https://magicarena.fandom.com/wiki/Sea_Gate_Oracle)**Blue (3) CREATURE — HUMAN WIZARD (1/3) WHEN SEA GATE ORACLE ENTERS THE BATTLEFIELD, LOOK AT THE TOP TWO CARDS OF YOUR LIBRARY. PUT ONE OF THEM INTO YOUR HAND AND THE OTHER ON THE BOTTOM OF YOUR LIBRARY.** |  |
|  | [**SEA GOD'S SCORN**](https://magicarena.fandom.com/wiki/Sea_God%27s_Scorn)**BlueBlue (6) SORCERY RETURN UP TO THREE TARGET CREATURES AND/OR ENCHANTMENTS TO THEIR OWNERS' HANDS.** |  |
|  | [**SEA LEGS**](https://magicarena.fandom.com/wiki/Sea_Legs)**Blue (1) ENCHANTMENT — AURA FLASH**  **ENCHANT CREATURE ENCHANTED CREATURE GETS +0/+2 AS LONG AS IT'S A PIRATE. OTHERWISE, IT GETS -2/-0.** |  |
|  | [**SEA-DASHER OCTOPUS**](https://magicarena.fandom.com/wiki/Sea-Dasher_Octopus)**BlueBlue (3) CREATURE — OCTOPUS (2/2) MUTATE Blue (IF YOU CAST THIS SPELL FOR ITS MUTATE COST, PUT IT OVER OR UNDER TARGET NON-HUMAN CREATURE YOU OWN. THEY MUTATE INTO THE CREATURE ON TOP PLUS ALL ABILITIES FROM UNDER IT.)**  **FLASH WHENEVER THIS CREATURE DEALS COMBAT DAMAGE TO A PLAYER, DRAW A CARD.** |  |
|  | [**SEAFLOOR ORACLE**](https://magicarena.fandom.com/wiki/Seafloor_Oracle)**BlueBlue (4) CREATURE — MERFOLK WIZARD (2/3) WHENEVER A MERFOLK YOU CONTROL DEALS COMBAT DAMAGE TO A PLAYER, DRAW A CARD.** |  |
|  | [**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.** |  |
|  | [**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.** |  |
|  | [**SEARING BARRAGE**](https://magicarena.fandom.com/wiki/Searing_Barrage)**Red (5) INSTANT SEARING BARRAGE DEALS 5 DAMAGE TO TARGET CREATURE.**  **ADAMANT — IF AT LEAST THREE RED MANA WAS SPENT TO CAST THIS SPELL, SEARING BARRAGE DEALS 3 DAMAGE TO THAT CREATURE'S CONTROLLER.** |  |
|  | [**SEASON OF GROWTH**](https://magicarena.fandom.com/wiki/Season_of_Growth)**Green (2) ENCHANTMENT WHENEVER A CREATURE ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, SCRY 1. (LOOK AT THE TOP CARD OF YOUR LIBRARY. YOU MAY PUT THAT CARD ON THE BOTTOM OF YOUR LIBRARY.)**  **WHENEVER YOU CAST A SPELL THAT TARGETS A CREATURE YOU CONTROL, DRAW A CARD.** |  |
|  | [**SEASONAL RITUAL**](https://magicarena.fandom.com/wiki/Seasonal_Ritual)**Green (1) SORCERY — ADVENTURE ADD ONE MANA OF ANY COLOR. (THEN EXILE THIS CARD. YOU MAY CAST THE CREATURE LATER FROM EXILE.)** |  |
|  | [**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.)** |  |
|  | [**SECLUDED STEPPE**](https://magicarena.fandom.com/wiki/Secluded_Steppe)**(0) LAND SECLUDED STEPPE ENTERS THE BATTLEFIELD TAPPED.**  **Tap: ADD White. CYCLING White (White, DISCARD THIS CARD: DRAW A CARD.)** |  |
|  | [**SECRETS OF THE GOLDEN CITY**](https://magicarena.fandom.com/wiki/Secrets_of_the_Golden_City)**BlueBlue (3) SORCERY ASCEND (IF YOU CONTROL TEN OR MORE PERMANENTS, YOU GET THE CITY'S BLESSING FOR THE REST OF THE GAME.)**  **DRAW TWO CARDS. IF YOU HAVE THE CITY'S BLESSING, DRAW THREE CARDS INSTEAD.** |  |
|  | [**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.** |  |
|  | [**SEDGE SCORPION**](https://magicarena.fandom.com/wiki/Sedge_Scorpion)**Green (1) CREATURE — SCORPION (1/1) DEATHTOUCH (ANY AMOUNT OF DAMAGE THIS DEALS TO A CREATURE IS ENOUGH TO DESTROY IT.)** |  |
|  | [**SEE RED**](https://magicarena.fandom.com/wiki/See_Red)**Red (2) ENCHANTMENT — AURA ENCHANT CREATURE**  **ENCHANTED CREATURE GETS +2/+1 AND HAS FIRST STRIKE. AT THE BEGINNING OF YOUR END STEP, IF YOU DIDN'T ATTACK WITH A CREATURE THIS TURN, SACRIFICE SEE RED.** |  |
|  | [**SEE THE TRUTH**](https://magicarena.fandom.com/wiki/See_the_Truth)**Blue (2) SORCERY LOOK AT THE TOP THREE CARDS OF YOUR LIBRARY. PUT ONE OF THOSE CARDS INTO YOUR HAND AND THE REST ON THE BOTTOM OF YOUR LIBRARY IN ANY ORDER. IF THIS SPELL WAS CAST FROM ANYWHERE OTHER THAN YOUR HAND, PUT EACH OF THOSE CARDS INTO YOUR HAND INSTEAD.** |  |
|  | [**SEEKERS' SQUIRE**](https://magicarena.fandom.com/wiki/Seekers%27_Squire)**Black (2) CREATURE — HUMAN SCOUT (1/2) WHEN SEEKERS' SQUIRE ENTERS THE BATTLEFIELD, IT EXPLORES. (REVEAL THE TOP CARD OF YOUR LIBRARY. PUT THAT CARD INTO YOUR HAND IF IT'S A LAND. OTHERWISE, PUT A +1/+1 COUNTER ON THIS CREATURE, THEN PUT THE CARD BACK OR PUT IT INTO YOUR GRAVEYARD.)** |  |
|  | [**SEISMIC ELEMENTAL**](https://magicarena.fandom.com/wiki/Seismic_Elemental)**RedRed (5) CREATURE — ELEMENTAL (4/4) WHEN SEISMIC ELEMENTAL ENTERS THE BATTLEFIELD, CREATURES WITHOUT FLYING CAN'T BLOCK THIS TURN.** |  |
|  | [**SEISMIC SHIFT**](https://magicarena.fandom.com/wiki/Seismic_Shift)**Red (4) SORCERY DESTROY TARGET LAND. UP TO TWO TARGET CREATURES CAN'T BLOCK THIS TURN.** |  |
|  | [**SELECTIVE SNARE**](https://magicarena.fandom.com/wiki/Selective_Snare)**Blue (1) SORCERY RETURN X TARGET CREATURES OF THE CREATURE TYPE OF YOUR CHOICE TO THEIR OWNER'S HAND.** |  |
|  | [**SELESNYA GUILDGATE**](https://magicarena.fandom.com/wiki/Selesnya_Guildgate)**(0) LAND — GATE SELESNYA GUILDGATE ENTERS THE BATTLEFIELD TAPPED.**  **Tap: ADD Green OR White.** |  |
|  | [**SELESNYA LOCKET**](https://magicarena.fandom.com/wiki/Selesnya_Locket)**(3) ARTIFACT Tap: ADD Green OR White.**  **, Tap, SACRIFICE SELESNYA LOCKET: DRAW TWO CARDS.** |  |
|  | [**SELFLESS SAVIOR**](https://magicarena.fandom.com/wiki/Selfless_Savior)**White (1) CREATURE — DOG (1/1) SACRIFICE SELFLESS SAVIOR: ANOTHER TARGET CREATURE YOU CONTROL GAINS INDESTRUCTIBLE UNTIL END OF TURN. (DAMAGE AND EFFECTS THAT SAY "DESTROY" DON'T DESTROY IT.)** |  |
|  | [**SELHOFF OCCULTIST**](https://magicarena.fandom.com/wiki/Selhoff_Occultist)**Blue (3) CREATURE — HUMAN ROGUE (2/3) WHENEVER SELHOFF OCCULTIST OR ANOTHER CREATURE DIES, TARGET PLAYER MILLS A CARD.** |  |
|  | [**SELVALA, HEART OF THE WILDS**](https://magicarena.fandom.com/wiki/Selvala,_Heart_of_the_Wilds)**GreenGreen (3) LEGENDARY CREATURE — ELF SCOUT (2/3) WHENEVER ANOTHER CREATURE ENTERS THE BATTLEFIELD, ITS CONTROLLER MAY DRAW A CARD IF ITS POWER IS GREATER THAN EACH OTHER CREATURE'S POWER.**  **Green, Tap: ADD X MANA IN ANY COMBINATION OF COLORS, WHERE X IS THE GREATEST POWER AMONG CREATURES YOU CONTROL.** |  |
|  | [**SENATE COURIER**](https://magicarena.fandom.com/wiki/Senate_Courier)**Blue (3) CREATURE — BIRD (1/4) FLYING**  **White: SENATE COURIER GAINS VIGILANCE UNTIL END OF TURN.** |  |
|  | [**SENATE GRIFFIN**](https://magicarena.fandom.com/wiki/Senate_Griffin)**(4) CREATURE — GRIFFIN (3/2) FLYING**  **WHEN SENATE GRIFFIN ENTERS THE BATTLEFIELD, SCRY 1.** |  |
|  | [**SENATE GUILDMAGE**](https://magicarena.fandom.com/wiki/Senate_Guildmage)**WhiteBlue (2) CREATURE — HUMAN WIZARD (2/2) White, Tap: YOU GAIN 2 LIFE.**  **Blue, Tap: DRAW A CARD, THEN DISCARD A CARD.** |  |
|  | [**SENGIR VAMPIRE**](https://magicarena.fandom.com/wiki/Sengir_Vampire)**BlackBlack (5) CREATURE — VAMPIRE (4/4) FLYING (THIS CREATURE CAN'T BE BLOCKED EXCEPT BY CREATURES WITH FLYING OR REACH.)**  **WHENEVER A CREATURE DEALT DAMAGE BY SENGIR VAMPIRE THIS TURN DIES, PUT A +1/+1 COUNTER ON SENGIR VAMPIRE.** |  |
|  | [**SENTINEL OF THE PEARL TRIDENT**](https://magicarena.fandom.com/wiki/Sentinel_of_the_Pearl_Trident)**Blue (5) CREATURE — MERFOLK SOLDIER (3/3) FLASH**  **WHEN SENTINEL OF THE PEARL TRIDENT ENTERS THE BATTLEFIELD, YOU MAY EXILE TARGET HISTORIC PERMANENT YOU CONTROL. IF YOU DO, RETURN THAT CARD TO THE BATTLEFIELD UNDER ITS OWNER'S CONTROL AT THE BEGINNING OF THE NEXT END STEP. (ARTIFACTS, LEGENDARIES, AND SAGAS ARE HISTORIC.)** |  |
|  | [**SENTINEL TOTEM**](https://magicarena.fandom.com/wiki/Sentinel_Totem)**(1) ARTIFACT WHEN SENTINEL TOTEM ENTERS THE BATTLEFIELD, SCRY 1. (LOOK AT THE TOP CARD OF YOUR LIBRARY. YOU MAY PUT THAT CARD ON THE BOTTOM OF YOUR LIBRARY.)**  **Tap, EXILE SENTINEL TOTEM: EXILE ALL CARDS FROM ALL GRAVEYARDS.** |  |
|  | [**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.)** |  |
|  | [**SERENDIB EFREET**](https://magicarena.fandom.com/wiki/Serendib_Efreet)**Blue (3) CREATURE — EFREET (3/4) FLYING**  **AT THE BEGINNING OF YOUR UPKEEP, SERENDIB EFREET DEALS 1 DAMAGE TO YOU.** |  |
|  | [**SERGEANT-AT-ARMS**](https://magicarena.fandom.com/wiki/Sergeant-at-Arms)**White (3) CREATURE — HUMAN SOLDIER (2/3) KICKER White (YOU MAY PAY AN ADDITIONAL White AS YOU CAST THIS SPELL.)**  **WHEN SERGEANT-AT-ARMS ENTERS THE BATTLEFIELD, IF IT WAS KICKED, CREATE TWO 1/1 WHITE SOLDIER CREATURE TOKENS.** |  |
|  | [**SERPENT OF YAWNING DEPTHS**](https://magicarena.fandom.com/wiki/Serpent_of_Yawning_Depths)**BlueBlue (6) ENCHANTMENT CREATURE — SERPENT (6/6) KRAKENS, LEVIATHANS, OCTOPUSES, AND SERPENTS YOU CONTROL CAN'T BE BLOCKED EXCEPT BY KRAKENS, LEVIATHANS, OCTOPUSES, AND SERPENTS.** |  |
|  | [**SERRA ANGEL**](https://magicarena.fandom.com/wiki/Serra_Angel)**WhiteWhite (5) CREATURE — ANGEL (4/4) FLYING, VIGILANCE** |  |
|  | [**SERRA ASCENDANT**](https://magicarena.fandom.com/wiki/Serra_Ascendant)**White (1) CREATURE — HUMAN MONK (1/1) LIFELINK (DAMAGE DEALT BY THIS CREATURE ALSO CAUSES YOU TO GAIN THAT MUCH LIFE.)**  **AS LONG AS YOU HAVE 30 OR MORE LIFE, SERRA ASCENDANT GETS +5/+5 AND HAS FLYING.** |  |
|  | [**SERRA DISCIPLE**](https://magicarena.fandom.com/wiki/Serra_Disciple)**White (2) CREATURE — BIRD CLERIC (1/1) FLYING, FIRST STRIKE**  **WHENEVER YOU CAST A HISTORIC SPELL, SERRA DISCIPLE GETS +1/+1 UNTIL END OF TURN. (ARTIFACTS, LEGENDARIES, AND SAGAS ARE HISTORIC.)** |  |
|  | [**SERRA'S GUARDIAN**](https://magicarena.fandom.com/wiki/Serra%27s_Guardian)**WhiteWhite (6) CREATURE — ANGEL (5/5) FLYING (THIS CREATURE CAN'T BE BLOCKED EXCEPT BY CREATURES WITH FLYING OR REACH.)**  **VIGILANCE (ATTACKING DOESN'T CAUSE THIS CREATURE TO TAP.) OTHER CREATURES YOU CONTROL HAVE VIGILANCE.** |  |
|  | [**SERRATED SCORPION**](https://magicarena.fandom.com/wiki/Serrated_Scorpion)**Black (1) CREATURE — SCORPION (1/2) WHEN SERRATED SCORPION DIES, IT DEALS 2 DAMAGE TO EACH OPPONENT AND YOU GAIN 2 LIFE.** |  |
|  | [**SETESSAN CHAMPION**](https://magicarena.fandom.com/wiki/Setessan_Champion)**Green (3) CREATURE — HUMAN WARRIOR (1/3) CONSTELLATION — WHENEVER AN ENCHANTMENT ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, PUT A +1/+1 COUNTER ON SETESSAN CHAMPION AND DRAW A CARD.** |  |
|  | [**SETESSAN PETITIONER**](https://magicarena.fandom.com/wiki/Setessan_Petitioner)**GreenGreen (3) CREATURE — HUMAN DRUID (2/2) WHEN SETESSAN PETITIONER ENTERS THE BATTLEFIELD, YOU GAIN LIFE EQUAL TO YOUR DEVOTION TO GREEN. (EACH Green IN THE MANA COSTS OF PERMANENTS YOU CONTROL COUNTS TOWARD YOUR DEVOTION TO GREEN.)** |  |
|  | [**SETESSAN SKIRMISHER**](https://magicarena.fandom.com/wiki/Setessan_Skirmisher)**Green (2) CREATURE — HUMAN WARRIOR (2/1) CONSTELLATION — WHENEVER AN ENCHANTMENT ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, SETESSAN SKIRMISHER GETS +1/+1 UNTIL END OF TURN.** |  |
|  | [**SETESSAN TRAINING**](https://magicarena.fandom.com/wiki/Setessan_Training)**Green (2) ENCHANTMENT — AURA ENCHANT CREATURE YOU CONTROL**  **WHEN SETESSAN TRAINING ENTERS THE BATTLEFIELD, DRAW A CARD. ENCHANTED CREATURE GETS +1/+0 AND HAS TRAMPLE. (IT CAN DEAL EXCESS COMBAT DAMAGE TO THE PLAYER OR PLANESWALKER IT'S ATTACKING.)** |  |
|  | [**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.)** |  |
|  | [**SETTLE THE SCORE**](https://magicarena.fandom.com/wiki/Settle_the_Score)**BlackBlack (4) SORCERY EXILE TARGET CREATURE. PUT TWO LOYALTY COUNTERS ON A PLANESWALKER YOU CONTROL.** |  |
|  | [**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.** |  |
|  | [**SEVEN DWARVES**](https://magicarena.fandom.com/wiki/Seven_Dwarves)**Red (2) CREATURE — DWARF (2/2) SEVEN DWARVES GETS +1/+1 FOR EACH OTHER CREATURE NAMED SEVEN DWARVES YOU CONTROL.**  **A DECK CAN HAVE UP TO SEVEN CARDS NAMED SEVEN DWARVES.** |  |
|  | [**SEVERED STRANDS**](https://magicarena.fandom.com/wiki/Severed_Strands)**Black (2) SORCERY AS AN ADDITIONAL COST TO CAST THIS SPELL, SACRIFICE A CREATURE.**  **YOU GAIN LIFE EQUAL TO THE SACRIFICED CREATURE'S TOUGHNESS. DESTROY TARGET CREATURE AN OPPONENT CONTROLS.** |  |
|  | [**SHACKLEGEIST**](https://magicarena.fandom.com/wiki/Shacklegeist)**Blue (2) CREATURE — SPIRIT (2/2) FLYING**  **SHACKLEGEIST CAN BLOCK ONLY CREATURES WITH FLYING. TAP TWO UNTAPPED SPIRITS YOU CONTROL: TAP TARGET CREATURE YOU DON'T CONTROL.** |  |
|  | [**SHADOWED CARAVEL**](https://magicarena.fandom.com/wiki/Shadowed_Caravel)**(2) ARTIFACT — VEHICLE (2/2) WHENEVER A CREATURE YOU CONTROL EXPLORES, PUT A +1/+1 COUNTER ON SHADOWED CARAVEL.**  **CREW 2 (TAP ANY NUMBER OF CREATURES YOU CONTROL WITH TOTAL POWER 2 OR MORE: THIS VEHICLE BECOMES AN ARTIFACT CREATURE UNTIL END OF TURN.)** |  |
|  | [**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** |  |
|  | [**SHAKE THE FOUNDATIONS**](https://magicarena.fandom.com/wiki/Shake_the_Foundations)**Red (3) INSTANT SHAKE THE FOUNDATIONS DEALS 1 DAMAGE TO EACH CREATURE WITHOUT FLYING.**  **DRAW A CARD.** |  |
|  | [**SHALAI, VOICE OF PLENTY**](https://magicarena.fandom.com/wiki/Shalai,_Voice_of_Plenty)**White (4) LEGENDARY CREATURE — ANGEL (3/4) FLYING**  **YOU, PLANESWALKERS YOU CONTROL, AND OTHER CREATURES YOU CONTROL HAVE HEXPROOF. GreenGreen: PUT A +1/+1 COUNTER ON EACH CREATURE YOU CONTROL.** |  |
|  | [**SHAMBLING GOBLIN**](https://magicarena.fandom.com/wiki/Shambling_Goblin)**Black (1) CREATURE — ZOMBIE GOBLIN (1/1) WHEN SHAMBLING GOBLIN DIES, TARGET CREATURE AN OPPONENT CONTROLS GETS -1/-1 UNTIL END OF TURN.** |  |
|  | [**SHAMBLING SUIT**](https://magicarena.fandom.com/wiki/Shambling_Suit)**(3) ARTIFACT CREATURE — CONSTRUCT (\*/3) SHAMBLING SUIT'S POWER IS EQUAL TO THE NUMBER OF ARTIFACTS AND/OR ENCHANTMENTS YOU CONTROL.** |  |
|  | [**SHANNA, SISAY'S LEGACY**](https://magicarena.fandom.com/wiki/Shanna,_Sisay%27s_Legacy)**GreenWhite (2) LEGENDARY CREATURE — HUMAN WARRIOR (0/0) SHANNA, SISAY'S LEGACY CAN'T BE THE TARGET OF ABILITIES YOUR OPPONENTS CONTROL.**  **SHANNA GETS +1/+1 FOR EACH CREATURE YOU CONTROL.** |  |
|  | [**SHAPER APPRENTICE**](https://magicarena.fandom.com/wiki/Shaper_Apprentice)**Blue (2) CREATURE — MERFOLK WIZARD (2/1) SHAPER APPRENTICE HAS FLYING AS LONG AS YOU CONTROL ANOTHER MERFOLK.** |  |
|  | [**SHAPERS OF NATURE**](https://magicarena.fandom.com/wiki/Shapers_of_Nature)**GreenBlue (3) CREATURE — MERFOLK SHAMAN (3/3) Green: PUT A +1/+1 COUNTER ON TARGET CREATURE.**  **Blue, REMOVE A +1/+1 COUNTER FROM A CREATURE YOU CONTROL: DRAW A CARD.** |  |
|  | [**SHAPERS' SANCTUARY**](https://magicarena.fandom.com/wiki/Shapers%27_Sanctuary)**Green (1) ENCHANTMENT WHENEVER A CREATURE YOU CONTROL BECOMES THE TARGET OF A SPELL OR ABILITY AN OPPONENT CONTROLS, YOU MAY DRAW A CARD.** |  |
|  | [**SHARDING SPHINX**](https://magicarena.fandom.com/wiki/Sharding_Sphinx)**BlueBlue (6) ARTIFACT CREATURE — SPHINX (4/4) FLYING**  **WHENEVER AN ARTIFACT CREATURE YOU CONTROL DEALS COMBAT DAMAGE TO A PLAYER, YOU MAY CREATE A 1/1 BLUE THOPTER ARTIFACT CREATURE TOKEN WITH FLYING.** |  |
|  | [**SHARED SUMMONS**](https://magicarena.fandom.com/wiki/Shared_Summons)**GreenGreen (5) INSTANT SEARCH YOUR LIBRARY FOR UP TO TWO CREATURE CARDS WITH DIFFERENT NAMES, REVEAL THEM, PUT THEM INTO YOUR HAND, THEN SHUFFLE YOUR LIBRARY.** |  |
|  | [**SHARK TYPHOON**](https://magicarena.fandom.com/wiki/Shark_Typhoon)**Blue (6) ENCHANTMENT WHENEVER YOU CAST A NONCREATURE SPELL, CREATE AN X/X BLUE SHARK CREATURE TOKEN WITH FLYING, WHERE X IS THAT SPELL'S CONVERTED MANA COST.**  **CYCLING Blue (Blue, DISCARD THIS CARD: DRAW A CARD.) WHEN YOU CYCLE SHARK TYPHOON, CREATE AN X/X BLUE SHARK CREATURE TOKEN WITH FLYING.** |  |
|  | [**SHARKTOCRAB**](https://magicarena.fandom.com/wiki/Sharktocrab)**GreenBlue (4) CREATURE — SHARK OCTOPUS CRAB (4/4) GreenBlue: ADAPT 1. (IF THIS CREATURE HAS NO +1/+1 COUNTERS ON IT, PUT A +1/+1 COUNTER ON IT.)**  **WHENEVER ONE OR MORE +1/+1 COUNTERS ARE PUT ON SHARKTOCRAB, TAP TARGET CREATURE AN OPPONENT CONTROLS. THAT CREATURE DOESN'T UNTAP DURING ITS CONTROLLER'S NEXT UNTAP STEP.** |  |
|  | [**SHATTER**](https://magicarena.fandom.com/wiki/Shatter)**Red (2) INSTANT DESTROY TARGET ARTIFACT.** |  |
|  | [**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.** |  |
|  | [**SHIELD OF THE REALM**](https://magicarena.fandom.com/wiki/Shield_of_the_Realm)**(2) ARTIFACT — EQUIPMENT IF A SOURCE WOULD DEAL DAMAGE TO EQUIPPED CREATURE, PREVENT 2 OF THAT DAMAGE.**  **EQUIP** |  |
|  | [**SHIELD'S MIGHT**](https://magicarena.fandom.com/wiki/Shield%27s_Might)**Green (2) INSTANT — ADVENTURE TARGET CREATURE GETS +2/+2 UNTIL END OF TURN. (THEN EXILE THIS CARD. YOU MAY CAST THE CREATURE LATER FROM EXILE.)** |  |
|  | [**SHIFTING CERATOPS**](https://magicarena.fandom.com/wiki/Shifting_Ceratops)**GreenGreen (4) CREATURE — DINOSAUR (5/4) THIS SPELL CAN'T BE COUNTERED.**  **PROTECTION FROM BLUE (THIS CREATURE CAN'T BE BLOCKED, TARGETED, DEALT DAMAGE, ENCHANTED, OR EQUIPPED BY ANYTHING BLUE.) Green: SHIFTING CERATOPS GAINS YOUR CHOICE OF REACH, TRAMPLE, OR HASTE UNTIL END OF TURN.** |  |
|  | [**SHIMMER DRAGON**](https://magicarena.fandom.com/wiki/Shimmer_Dragon)**BlueBlue (6) CREATURE — DRAGON (5/6) FLYING**  **AS LONG AS YOU CONTROL FOUR OR MORE ARTIFACTS, SHIMMER DRAGON HAS HEXPROOF. TAP TWO UNTAPPED ARTIFACTS YOU CONTROL: DRAW A CARD.** |  |
|  | [**SHIMMER OF POSSIBILITY**](https://magicarena.fandom.com/wiki/Shimmer_of_Possibility)**Blue (2) SORCERY LOOK AT THE TOP FOUR CARDS OF YOUR LIBRARY. PUT ONE OF THEM INTO YOUR HAND AND THE REST ON THE BOTTOM OF YOUR LIBRARY IN A RANDOM ORDER.** |  |
|  | [**SHIMMERWING CHIMERA**](https://magicarena.fandom.com/wiki/Shimmerwing_Chimera)**Blue (4) ENCHANTMENT CREATURE — CHIMERA (3/2) FLYING**  **AT THE BEGINNING OF YOUR UPKEEP, RETURN UP TO ONE OTHER TARGET ENCHANTMENT YOU CONTROL TO ITS OWNER'S HAND.** |  |
|  | [**SHINECHASER**](https://magicarena.fandom.com/wiki/Shinechaser)**WhiteBlue (3) CREATURE — FAERIE (1/1) FLYING, VIGILANCE**  **SHINECHASER GETS +1/+1 AS LONG AS YOU CONTROL AN ARTIFACT. SHINECHASER GETS +1/+1 AS LONG AS YOU CONTROL AN ENCHANTMENT.** |  |
|  | [**SHINING AEROSAUR**](https://magicarena.fandom.com/wiki/Shining_Aerosaur)**White (5) CREATURE — DINOSAUR (3/4) FLYING** |  |
|  | [**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.)** |  |
|  | [**SHIPWRECK DOWSER**](https://magicarena.fandom.com/wiki/Shipwreck_Dowser)**BlueBlue (5) CREATURE — MERFOLK WIZARD (3/3) PROWESS (WHENEVER YOU CAST A NONCREATURE SPELL, THIS CREATURE GETS +1/+1 UNTIL END OF TURN.)**  **WHEN SHIPWRECK DOWSER ENTERS THE BATTLEFIELD, RETURN TARGET INSTANT OR SORCERY CARD FROM YOUR GRAVEYARD TO YOUR HAND.** |  |
|  | [**SHIPWRECK LOOTER**](https://magicarena.fandom.com/wiki/Shipwreck_Looter)**Blue (2) CREATURE — HUMAN PIRATE (2/1) RAID — WHEN SHIPWRECK LOOTER ENTERS THE BATTLEFIELD, IF YOU ATTACKED THIS TURN, YOU MAY DRAW A CARD. IF YOU DO, DISCARD A CARD.** |  |
|  | [**SHIVAN DRAGON**](https://magicarena.fandom.com/wiki/Shivan_Dragon)**RedRed (6) CREATURE — DRAGON (5/5) FLYING (THIS CREATURE CAN'T BE BLOCKED EXCEPT BY CREATURES WITH FLYING OR REACH.)**  **Red: SHIVAN DRAGON GETS +1/+0 UNTIL END OF TURN.** |  |
|  | [**SHIVAN FIRE**](https://magicarena.fandom.com/wiki/Shivan_Fire)**Red (1) INSTANT KICKER  (YOU MAY PAY AN ADDITIONAL  AS YOU CAST THIS SPELL.)**  **SHIVAN FIRE DEALS 2 DAMAGE TO TARGET CREATURE. IF THIS SPELL WAS KICKED, IT DEALS 4 DAMAGE INSTEAD.** |  |
|  | [**SHOAL KRAKEN**](https://magicarena.fandom.com/wiki/Shoal_Kraken)**Blue (5) CREATURE — KRAKEN (3/5) CONSTELLATION — WHENEVER AN ENCHANTMENT ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, YOU MAY DRAW A CARD. IF YOU DO, DISCARD A CARD.** |  |
|  | [**SHOCK**](https://magicarena.fandom.com/wiki/Shock)**Red (1) INSTANT SHOCK DEALS 2 DAMAGE TO ANY TARGET.** |  |
|  | [**SHORE KEEPER**](https://magicarena.fandom.com/wiki/Shore_Keeper)**Blue (1) CREATURE — TRILOBITE (0/3) Blue, Tap, SACRIFICE SHORE KEEPER: DRAW THREE CARDS.** |  |
|  | [**SHORT SWORD**](https://magicarena.fandom.com/wiki/Short_Sword)**(1) ARTIFACT — EQUIPMENT EQUIPPED CREATURE GETS +1/+1.**  **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.** |  |
|  | [**SHREDDED SAILS**](https://magicarena.fandom.com/wiki/Shredded_Sails)**Red (2) INSTANT CHOOSE ONE —**  **• DESTROY TARGET ARTIFACT. • SHREDDED SAILS DEALS 4 DAMAGE TO TARGET CREATURE WITH FLYING. CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  |
|  | [**SHRIEKDIVER**](https://magicarena.fandom.com/wiki/Shriekdiver)**Black (3) CREATURE — ZOMBIE BIRD WARRIOR (2/1) FLYING**  **: SHRIEKDIVER GAINS HASTE UNTIL END OF TURN.** |  |
|  | [**SHRINE KEEPER**](https://magicarena.fandom.com/wiki/Shrine_Keeper)**WhiteWhite (2) CREATURE — HUMAN CLERIC (2/2)** |  |
|  | [**SIEGE MASTODON**](https://magicarena.fandom.com/wiki/Siege_Mastodon)**White (5) CREATURE — ELEPHANT (3/5)** |  |
|  | [**SIEGE STRIKER**](https://magicarena.fandom.com/wiki/Siege_Striker)**White (3) CREATURE — HUMAN SOLDIER (1/1) DOUBLE STRIKE (THIS CREATURE DEALS BOTH FIRST-STRIKE AND REGULAR COMBAT DAMAGE.)**  **WHENEVER SIEGE STRIKER ATTACKS, YOU MAY TAP ANY NUMBER OF UNTAPPED CREATURES YOU CONTROL. SIEGE STRIKER GETS +1/+1 UNTIL END OF TURN FOR EACH CREATURE TAPPED THIS WAY.** |  |
|  | [**SIEGE WURM**](https://magicarena.fandom.com/wiki/Siege_Wurm)**GreenGreen (7) CREATURE — WURM (5/5) CONVOKE (YOUR CREATURES CAN HELP CAST THIS SPELL. EACH CREATURE YOU TAP WHILE CASTING THIS SPELL PAYS FOR  OR ONE MANA OF THAT CREATURE'S COLOR.)**  **TRAMPLE** |  |
|  | [**SIEGEBREAKER GIANT**](https://magicarena.fandom.com/wiki/Siegebreaker_Giant)**RedRed (5) CREATURE — GIANT WARRIOR (6/3) TRAMPLE (THIS CREATURE CAN DEAL EXCESS COMBAT DAMAGE TO THE PLAYER OR PLANESWALKER IT'S ATTACKING.)**  **Red: TARGET CREATURE CAN'T BLOCK THIS TURN.** |  |
|  | [**SIEGE-GANG COMMANDER**](https://magicarena.fandom.com/wiki/Siege-Gang_Commander)**RedRed (5) CREATURE — GOBLIN (2/2) WHEN SIEGE-GANG COMMANDER ENTERS THE BATTLEFIELD, CREATE THREE 1/1 RED GOBLIN CREATURE TOKENS.**  **Red, SACRIFICE A GOBLIN: SIEGE-GANG COMMANDER DEALS 2 DAMAGE TO ANY TARGET.** |  |
|  | [**SIEGEHORN CERATOPS**](https://magicarena.fandom.com/wiki/Siegehorn_Ceratops)**GreenWhite (2) CREATURE — DINOSAUR (2/2) ENRAGE — WHENEVER SIEGEHORN CERATOPS IS DEALT DAMAGE, PUT TWO +1/+1 COUNTERS ON IT. (IT MUST SURVIVE THE DAMAGE TO GET THE COUNTERS.)** |  |
|  | [**SIFT**](https://magicarena.fandom.com/wiki/Sift)**Blue (4) SORCERY DRAW THREE CARDS, THEN DISCARD A CARD.** |  |
|  | [**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.)** |  |
|  | [**SIGILED STARFISH**](https://magicarena.fandom.com/wiki/Sigiled_Starfish)**Blue (2) CREATURE — STARFISH (0/3) Tap: SCRY 1. (LOOK AT THE TOP CARD OF YOUR LIBRARY. YOU MAY PUT THAT CARD ON THE BOTTOM OF YOUR LIBRARY.)** |  |
|  | [**SIGILED SWORD OF VALERON**](https://magicarena.fandom.com/wiki/Sigiled_Sword_of_Valeron)**(3) ARTIFACT — EQUIPMENT EQUIPPED CREATURE GETS +2/+0, HAS VIGILANCE, AND IS A KNIGHT IN ADDITION TO ITS OTHER TYPES.**  **WHENEVER EQUIPPED CREATURE ATTACKS, CREATE A 2/2 WHITE KNIGHT CREATURE TOKEN WITH VIGILANCE THAT'S ATTACKING. EQUIP** |  |
|  | [**SIGNPOST SCARECROW**](https://magicarena.fandom.com/wiki/Signpost_Scarecrow)**(4) ARTIFACT CREATURE — SCARECROW (2/4) VIGILANCE**  **: ADD ONE MANA OF ANY COLOR.** |  |
|  | [**SILENT DART**](https://magicarena.fandom.com/wiki/Silent_Dart)**(1) ARTIFACT , Tap, SACRIFICE SILENT DART: IT DEALS 3 DAMAGE TO TARGET CREATURE.** |  |
|  | [**SILENT DEPARTURE**](https://magicarena.fandom.com/wiki/Silent_Departure)**Blue (1) SORCERY RETURN TARGET CREATURE TO ITS OWNER'S HAND.**  **FLASHBACK Blue (YOU MAY CAST THIS CARD FROM YOUR GRAVEYARD FOR ITS FLASHBACK COST. THEN EXILE IT.)** |  |
|  | [**SILENT GRAVESTONE**](https://magicarena.fandom.com/wiki/Silent_Gravestone)**(1) ARTIFACT CARDS IN GRAVEYARDS CAN'T BE THE TARGETS OF SPELLS OR ABILITIES.**  **, Tap: EXILE SILENT GRAVESTONE AND ALL CARDS FROM ALL GRAVEYARDS. DRAW A CARD.** |  |
|  | [**SILENT SUBMERSIBLE**](https://magicarena.fandom.com/wiki/Silent_Submersible)**BlueBlue (2) ARTIFACT — VEHICLE (2/3) WHENEVER SILENT SUBMERSIBLE DEALS COMBAT DAMAGE TO A PLAYER OR PLANESWALKER, DRAW A CARD.**  **CREW 2 (TAP ANY NUMBER OF CREATURES YOU CONTROL WITH TOTAL POWER 2 OR MORE: THIS VEHICLE BECOMES AN ARTIFACT CREATURE UNTIL END OF TURN.)** |  |
|  | [**SILHANA WAYFINDER**](https://magicarena.fandom.com/wiki/Silhana_Wayfinder)**Green (2) CREATURE — ELF SCOUT (2/1) WHEN SILHANA WAYFINDER ENTERS THE BATTLEFIELD, LOOK AT THE TOP FOUR CARDS OF YOUR LIBRARY. YOU MAY REVEAL A CREATURE OR LAND CARD FROM AMONG THEM AND PUT IT ON TOP OF YOUR LIBRARY. PUT THE REST ON THE BOTTOM OF YOUR LIBRARY IN A RANDOM ORDER.** |  |
|  | [**SILVERBACK SHAMAN**](https://magicarena.fandom.com/wiki/Silverback_Shaman)**GreenGreen (5) CREATURE — APE SHAMAN (5/4) TRAMPLE (THIS CREATURE CAN DEAL EXCESS COMBAT DAMAGE TO THE PLAYER OR PLANESWALKER IT'S ATTACKING.)**  **WHEN SILVERBACK SHAMAN DIES, DRAW A CARD.** |  |
|  | [**SILVERBEAK GRIFFIN**](https://magicarena.fandom.com/wiki/Silverbeak_Griffin)**WhiteWhite (2) CREATURE — GRIFFIN (2/2) FLYING (THIS CREATURE CAN'T BE BLOCKED EXCEPT BY CREATURES WITH FLYING OR REACH.)** |  |
|  | [**SILVERCLAD FEROCIDONS**](https://magicarena.fandom.com/wiki/Silverclad_Ferocidons)**RedRed (7) CREATURE — DINOSAUR (8/5) ENRAGE — WHENEVER SILVERCLAD FEROCIDONS IS DEALT DAMAGE, EACH OPPONENT SACRIFICES A PERMANENT.** |  |
|  | [**SILVERFLAME 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)** |  |
|  | [**SILVERGILL ADEPT**](https://magicarena.fandom.com/wiki/Silvergill_Adept)**Blue (2) CREATURE — MERFOLK WIZARD (2/1) AS AN ADDITIONAL COST TO CAST THIS SPELL, REVEAL A MERFOLK CARD FROM YOUR HAND OR PAY .**  **WHEN SILVERGILL ADEPT ENTERS THE BATTLEFIELD, DRAW A CARD.** |  |
|  | [**SILVERSMOTE GHOUL**](https://magicarena.fandom.com/wiki/Silversmote_Ghoul)**Black (3) CREATURE — ZOMBIE VAMPIRE (3/1) AT THE BEGINNING OF YOUR END STEP, IF YOU GAINED 3 OR MORE LIFE THIS TURN, RETURN SILVERSMOTE GHOUL FROM YOUR GRAVEYARD TO THE BATTLEFIELD TAPPED.**  **Black, SACRIFICE SILVERSMOTE GHOUL: DRAW A CARD.** |  |
|  | [**SILVERWING SQUADRON**](https://magicarena.fandom.com/wiki/Silverwing_Squadron)**White (6) CREATURE — HUMAN KNIGHT (\*/\*) FLYING, VIGILANCE**  **SILVERWING SQUADRON'S POWER AND TOUGHNESS ARE EACH EQUAL TO THE NUMBER OF CREATURES YOU CONTROL. WHENEVER SILVERWING SQUADRON ATTACKS, CREATE A NUMBER OF 2/2 WHITE KNIGHT CREATURE TOKENS WITH VIGILANCE EQUAL TO THE NUMBER OF OPPONENTS YOU HAVE.** |  |
|  | [**SIMIC ASCENDANCY**](https://magicarena.fandom.com/wiki/Simic_Ascendancy)**GreenBlue (2) ENCHANTMENT GreenBlue: PUT A +1/+1 COUNTER ON TARGET CREATURE YOU CONTROL.**  **WHENEVER ONE OR MORE +1/+1 COUNTERS ARE PUT ON A CREATURE YOU CONTROL, PUT THAT MANY GROWTH COUNTERS ON SIMIC ASCENDANCY. AT THE BEGINNING OF YOUR UPKEEP, IF SIMIC ASCENDANCY HAS TWENTY OR MORE GROWTH COUNTERS ON IT, YOU WIN THE GAME.** |  |
|  | [**SIMIC GUILDGATE**](https://magicarena.fandom.com/wiki/Simic_Guildgate)**(0) LAND — GATE SIMIC GUILDGATE ENTERS THE BATTLEFIELD TAPPED.**  **Tap: ADD Green OR Blue.** |  |
|  | [**SIMIC LOCKET**](https://magicarena.fandom.com/wiki/Simic_Locket)**(3) ARTIFACT Tap: ADD Green OR Blue.**  **, Tap, SACRIFICE SIMIC LOCKET: DRAW TWO CARDS.** |  |
|  | [**SIN PRODDER**](https://magicarena.fandom.com/wiki/Sin_Prodder)**Red (3) CREATURE — DEVIL (3/2) MENACE**  **AT THE BEGINNING OF YOUR UPKEEP, REVEAL THE TOP CARD OF YOUR LIBRARY. ANY OPPONENT MAY HAVE YOU PUT THAT CARD INTO YOUR GRAVEYARD. IF A PLAYER DOES, SIN PRODDER DEALS DAMAGE TO THAT PLAYER EQUAL TO THAT CARD'S CONVERTED MANA COST. OTHERWISE, PUT THAT CARD INTO YOUR HAND.** |  |
|  | [**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.** |  |
|  | [**SINISTER SABOTAGE**](https://magicarena.fandom.com/wiki/Sinister_Sabotage)**BlueBlue (3) INSTANT COUNTER TARGET SPELL.**  **SURVEIL 1. (LOOK AT THE TOP CARD OF YOUR LIBRARY. YOU MAY PUT THAT CARD INTO YOUR GRAVEYARD.)** |  |
|  | [**SIONA, CAPTAIN OF THE PYLEAS**](https://magicarena.fandom.com/wiki/Siona,_Captain_of_the_Pyleas)**GreenWhite (3) LEGENDARY CREATURE — HUMAN SOLDIER (2/2) WHEN SIONA, CAPTAIN OF THE PYLEAS ENTERS THE BATTLEFIELD, LOOK AT THE TOP SEVEN CARDS OF YOUR LIBRARY. YOU MAY REVEAL AN AURA CARD FROM AMONG THEM AND PUT IT INTO YOUR HAND. PUT THE REST ON THE BOTTOM OF YOUR LIBRARY IN A RANDOM ORDER.**  **WHENEVER AN AURA YOU CONTROL BECOMES ATTACHED TO A CREATURE YOU CONTROL, CREATE A 1/1 WHITE HUMAN SOLDIER CREATURE TOKEN.** |  |
|  | [**SIREN LOOKOUT**](https://magicarena.fandom.com/wiki/Siren_Lookout)**Blue (3) CREATURE — SIREN PIRATE (1/2) FLYING**  **WHEN SIREN LOOKOUT ENTERS THE BATTLEFIELD, IT EXPLORES. (REVEAL THE TOP CARD OF YOUR LIBRARY. PUT THAT CARD INTO YOUR HAND IF IT'S A LAND. OTHERWISE, PUT A +1/+1 COUNTER ON THIS CREATURE, THEN PUT THE CARD BACK OR PUT IT INTO YOUR GRAVEYARD.)** |  |
|  | [**SIREN REAVER**](https://magicarena.fandom.com/wiki/Siren_Reaver)**Blue (4) CREATURE — SIREN PIRATE (3/2) RAID — THIS SPELL COSTS  LESS TO CAST IF YOU ATTACKED THIS TURN.**  **FLYING** |  |
|  | [**SIREN STORMTAMER**](https://magicarena.fandom.com/wiki/Siren_Stormtamer)**Blue (1) CREATURE — SIREN PIRATE WIZARD (1/1) FLYING**  **Blue, SACRIFICE SIREN STORMTAMER: COUNTER TARGET SPELL OR ABILITY THAT TARGETS YOU OR A CREATURE YOU CONTROL.** |  |
|  | [**SIREN'S RUSE**](https://magicarena.fandom.com/wiki/Siren%27s_Ruse)**Blue (2) INSTANT EXILE TARGET CREATURE YOU CONTROL, THEN RETURN THAT CARD TO THE BATTLEFIELD UNDER ITS OWNER'S CONTROL. IF A PIRATE WAS EXILED THIS WAY, DRAW A CARD.** |  |
|  | [**SKALLA WOLF**](https://magicarena.fandom.com/wiki/Skalla_Wolf)**GreenGreen (5) CREATURE — WOLF SPIRIT (3/3) WHEN SKALLA WOLF ENTERS THE BATTLEFIELD, LOOK AT THE TOP FIVE CARDS OF YOUR LIBRARY. YOU MAY REVEAL A GREEN CARD FROM AMONG THEM AND PUT IT INTO YOUR HAND. PUT THE REST ON THE BOTTOM OF YOUR LIBRARY IN A RANDOM ORDER.** |  |
|  | [**SKARRGAN HELLKITE**](https://magicarena.fandom.com/wiki/Skarrgan_Hellkite)**RedRed (5) CREATURE — DRAGON (4/4) RIOT (THIS CREATURE ENTERS THE BATTLEFIELD WITH YOUR CHOICE OF A +1/+1 COUNTER OR HASTE.)**  **FLYING Red: SKARRGAN HELLKITE DEALS 2 DAMAGE DIVIDED AS YOU CHOOSE AMONG ONE OR TWO TARGETS. ACTIVATE THIS ABILITY ONLY IF SKARRGAN HELLKITE HAS A +1/+1 COUNTER ON IT.** |  |
|  | [**SKATEWING SPY**](https://magicarena.fandom.com/wiki/Skatewing_Spy)**Blue (4) CREATURE — VEDALKEN ROGUE MUTANT (2/3) Blue: ADAPT 2. (IF THIS CREATURE HAS NO +1/+1 COUNTERS ON IT, PUT TWO +1/+1 COUNTERS ON IT.)**  **EACH CREATURE YOU CONTROL WITH A +1/+1 COUNTER ON IT HAS FLYING.** |  |
|  | [**SKELETON ARCHER**](https://magicarena.fandom.com/wiki/Skeleton_Archer)**Black (4) CREATURE — SKELETON ARCHER (3/3) WHEN SKELETON ARCHER ENTERS THE BATTLEFIELD, IT DEALS 1 DAMAGE TO ANY TARGET.** |  |
|  | [**SKEWER THE CRITICS**](https://magicarena.fandom.com/wiki/Skewer_the_Critics)**Red (3) SORCERY SPECTACLE Red (YOU MAY CAST THIS SPELL FOR ITS SPECTACLE COST RATHER THAN ITS MANA COST IF AN OPPONENT LOST LIFE THIS TURN.)**  **SKEWER THE CRITICS DEALS 3 DAMAGE TO ANY TARGET.** |  |
|  | [**SKILLED ANIMATOR**](https://magicarena.fandom.com/wiki/Skilled_Animator)**Blue (3) CREATURE — HUMAN ARTIFICER (1/3) WHEN SKILLED ANIMATOR ENTERS THE BATTLEFIELD, TARGET ARTIFACT YOU CONTROL BECOMES AN ARTIFACT CREATURE WITH BASE POWER AND TOUGHNESS 5/5 FOR AS LONG AS SKILLED ANIMATOR REMAINS ON THE BATTLEFIELD.** |  |
|  | [**SKIRK PROSPECTOR**](https://magicarena.fandom.com/wiki/Skirk_Prospector)**Red (1) CREATURE — GOBLIN (1/1) SACRIFICE A GOBLIN: ADD Red.** |  |
|  | [**SKITTER EEL**](https://magicarena.fandom.com/wiki/Skitter_Eel)**Blue (4) CREATURE — FISH CRAB (3/3) Blue: ADAPT 2. (IF THIS CREATURE HAS NO +1/+1 COUNTERS ON IT, PUT TWO +1/+1 COUNTERS ON IT.)** |  |
|  | [**SKITTERING HEARTSTOPPER**](https://magicarena.fandom.com/wiki/Skittering_Heartstopper)**Black (1) CREATURE — INSECT (1/2) Black: SKITTERING HEARTSTOPPER GAINS DEATHTOUCH UNTIL END OF TURN.** |  |
|  | [**SKITTERING SURVEYOR**](https://magicarena.fandom.com/wiki/Skittering_Surveyor)**(3) ARTIFACT CREATURE — CONSTRUCT (1/2) WHEN SKITTERING SURVEYOR ENTERS THE BATTLEFIELD, YOU MAY SEARCH YOUR LIBRARY FOR A BASIC LAND CARD, REVEAL IT, PUT IT INTO YOUR HAND, THEN SHUFFLE YOUR LIBRARY.** |  |
|  | [**SKIZZIK**](https://magicarena.fandom.com/wiki/Skizzik)**Red (4) CREATURE — ELEMENTAL (5/3) KICKER Red (YOU MAY PAY AN ADDITIONAL Red AS YOU CAST THIS SPELL.)**  **TRAMPLE, HASTE AT THE BEGINNING OF THE END STEP, IF SKIZZIK WASN'T KICKED, SACRIFICE IT.** |  |
|  | [**SKOLA GROVEDANCER**](https://magicarena.fandom.com/wiki/Skola_Grovedancer)**Green (2) ENCHANTMENT CREATURE — SATYR DRUID (2/2) WHENEVER A LAND CARD IS PUT INTO YOUR GRAVEYARD FROM ANYWHERE, YOU GAIN 1 LIFE.**  **Green: MILL A CARD.** |  |
|  | [**SKOPHOS MAZE-WARDEN**](https://magicarena.fandom.com/wiki/Skophos_Maze-Warden)**Red (4) CREATURE — MINOTAUR WARRIOR (3/4) : SKOPHOS MAZE-WARDEN GETS +1/-1 UNTIL END OF TURN.**  **WHENEVER ANOTHER CREATURE BECOMES THE TARGET OF AN ABILITY OF A LAND YOU CONTROL NAMED LABYRINTH OF SKOPHOS, YOU MAY HAVE SKOPHOS MAZE-WARDEN FIGHT THAT CREATURE. (EACH DEALS DAMAGE EQUAL TO ITS POWER TO THE OTHER.)** |  |
|  | [**SKOPHOS WARLEADER**](https://magicarena.fandom.com/wiki/Skophos_Warleader)**Red (5) CREATURE — MINOTAUR WARRIOR (4/5) Red, SACRIFICE ANOTHER CREATURE OR AN ENCHANTMENT: SKOPHOS WARLEADER GETS +1/+0 AND GAINS MENACE UNTIL END OF TURN. (IT CAN'T BE BLOCKED EXCEPT BY TWO OR MORE CREATURES.)** |  |
|  | [**SKULDUGGERY**](https://magicarena.fandom.com/wiki/Skulduggery)**Black (1) INSTANT UNTIL END OF TURN, TARGET CREATURE YOU CONTROL GETS +1/+1 AND TARGET CREATURE AN OPPONENT CONTROLS GETS -1/-1.** |  |
|  | [**SKULL PROPHET**](https://magicarena.fandom.com/wiki/Skull_Prophet)**BlackGreen (2) CREATURE — HUMAN DRUID (3/1) Tap: ADD Black OR Green.**  **Tap: MILL TWO CARDS.** |  |
|  | [**SKULLKNOCKER OGRE**](https://magicarena.fandom.com/wiki/Skullknocker_Ogre)**Red (4) CREATURE — OGRE (4/3) WHENEVER SKULLKNOCKER OGRE DEALS DAMAGE TO AN OPPONENT, THAT PLAYER DISCARDS A CARD AT RANDOM. IF THE PLAYER DOES, THEY DRAW A CARD.** |  |
|  | [**SKY TERROR**](https://magicarena.fandom.com/wiki/Sky_Terror)**RedWhite (2) CREATURE — DINOSAUR (2/2) FLYING, MENACE** |  |
|  | [**SKY TETHER**](https://magicarena.fandom.com/wiki/Sky_Tether)**White (1) ENCHANTMENT — AURA ENCHANT CREATURE**  **ENCHANTED CREATURE HAS DEFENDER AND LOSES FLYING.** |  |
|  | [**SKY THEATER STRIX**](https://magicarena.fandom.com/wiki/Sky_Theater_Strix)**Blue (2) CREATURE — BIRD (1/2) FLYING**  **WHENEVER YOU CAST A NONCREATURE SPELL, SKY THEATER STRIX GETS +1/+0 UNTIL END OF TURN.** |  |
|  | [**SKYBLADE OF THE LEGION**](https://magicarena.fandom.com/wiki/Skyblade_of_the_Legion)**White (2) CREATURE — VAMPIRE SOLDIER (1/3) FLYING** |  |
|  | [**SKYCAT SOVEREIGN**](https://magicarena.fandom.com/wiki/Skycat_Sovereign)**WhiteBlue (2) CREATURE — ELEMENTAL CAT (1/1) FLYING**  **SKYCAT SOVEREIGN GETS +1/+1 FOR EACH OTHER CREATURE YOU CONTROL WITH FLYING. WhiteBlue: CREATE A 1/1 WHITE CAT BIRD CREATURE TOKEN WITH FLYING.** |  |
|  | [**SKYKNIGHT LEGIONNAIRE**](https://magicarena.fandom.com/wiki/Skyknight_Legionnaire)**RedWhite (3) CREATURE — HUMAN KNIGHT (2/2) FLYING, HASTE** |  |
|  | [**SKYKNIGHT VANGUARD**](https://magicarena.fandom.com/wiki/Skyknight_Vanguard)**RedWhite (2) CREATURE — HUMAN KNIGHT (1/2) FLYING**  **WHENEVER SKYKNIGHT VANGUARD ATTACKS, CREATE A 1/1 WHITE SOLDIER CREATURE TOKEN THAT'S TAPPED AND ATTACKING.** |  |
|  | [**SKYLINE SCOUT**](https://magicarena.fandom.com/wiki/Skyline_Scout)**White (2) CREATURE — HUMAN SCOUT (2/1) WHENEVER SKYLINE SCOUT ATTACKS, YOU MAY PAY White. IF YOU DO, IT GAINS FLYING UNTIL END OF TURN.** |  |
|  | [**SKYMARCH BLOODLETTER**](https://magicarena.fandom.com/wiki/Skymarch_Bloodletter)**Black (3) CREATURE — VAMPIRE SOLDIER (2/2) FLYING**  **WHEN SKYMARCH BLOODLETTER ENTERS THE BATTLEFIELD, TARGET OPPONENT LOSES 1 LIFE AND YOU GAIN 1 LIFE.** |  |
|  | [**SKYMARCHER ASPIRANT**](https://magicarena.fandom.com/wiki/Skymarcher_Aspirant)**White (1) CREATURE — VAMPIRE SOLDIER (2/1) ASCEND (IF YOU CONTROL TEN OR MORE PERMANENTS, YOU GET THE CITY'S BLESSING FOR THE REST OF THE GAME.)**  **SKYMARCHER ASPIRANT HAS FLYING AS LONG AS YOU HAVE THE CITY'S BLESSING.** |  |
|  | [**SKYRIDER PATROL**](https://magicarena.fandom.com/wiki/Skyrider_Patrol)**GreenBlue (4) CREATURE — ELF SCOUT (2/3) FLYING**  **AT THE BEGINNING OF COMBAT ON YOUR TURN, YOU MAY PAY GreenBlue. WHEN YOU DO, PUT A +1/+1 COUNTER ON ANOTHER TARGET CREATURE YOU CONTROL, AND THAT CREATURE GAINS FLYING UNTIL END OF TURN.** |  |
|  | [**SKYSCANNER**](https://magicarena.fandom.com/wiki/Skyscanner)**(3) ARTIFACT CREATURE — THOPTER (1/1) FLYING**  **WHEN SKYSCANNER ENTERS THE BATTLEFIELD, DRAW A CARD.** |  |
|  | [**SKYWAY SNIPER**](https://magicarena.fandom.com/wiki/Skyway_Sniper)**Green (1) CREATURE — ELF ARCHER (1/2) REACH (THIS CREATURE CAN BLOCK CREATURES WITH FLYING.)**  **Green: SKYWAY SNIPER DEALS 1 DAMAGE TO TARGET CREATURE WITH FLYING.** |  |
|  | [**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.** |  |
|  | [**SLATE STREET RUFFIAN**](https://magicarena.fandom.com/wiki/Slate_Street_Ruffian)**Black (3) CREATURE — HUMAN WARRIOR (2/2) WHENEVER SLATE STREET RUFFIAN BECOMES BLOCKED, DEFENDING PLAYER DISCARDS A CARD.** |  |
|  | [**SLAUGHTER 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.** |  |
|  | [**SLAUGHTER-PRIEST OF MOGIS**](https://magicarena.fandom.com/wiki/Slaughter-Priest_of_Mogis)**BlackRed (2) CREATURE — MINOTAUR SHAMAN (2/2) WHENEVER YOU SACRIFICE A PERMANENT, SLAUGHTER-PRIEST OF MOGIS GETS +2/+0 UNTIL END OF TURN.**  **, SACRIFICE ANOTHER CREATURE OR AN ENCHANTMENT: SLAUGHTER-PRIEST OF MOGIS GAINS FIRST STRIKE UNTIL END OF TURN.** |  |
|  | [**SLAYING FIRE**](https://magicarena.fandom.com/wiki/Slaying_Fire)**Red (3) INSTANT SLAYING FIRE DEALS 3 DAMAGE TO ANY TARGET.**  **ADAMANT — IF AT LEAST THREE RED MANA WAS SPENT TO CAST THIS SPELL, IT DEALS 4 DAMAGE INSTEAD.** |  |
|  | [**SLEEK SCHOONER**](https://magicarena.fandom.com/wiki/Sleek_Schooner)**(3) ARTIFACT — VEHICLE (4/3) CREW 1 (TAP ANY NUMBER OF CREATURES YOU CONTROL WITH TOTAL POWER 1 OR MORE: THIS VEHICLE BECOMES AN ARTIFACT CREATURE UNTIL END OF TURN.)** |  |
|  | [**SLEEP**](https://magicarena.fandom.com/wiki/Sleep)**BlueBlue (4) SORCERY TAP ALL CREATURES TARGET PLAYER CONTROLS. THOSE CREATURES DON'T UNTAP DURING THAT PLAYER'S NEXT UNTAP STEP.** |  |
|  | [**SLEEP OF THE DEAD**](https://magicarena.fandom.com/wiki/Sleep_of_the_Dead)**Blue (1) SORCERY TAP TARGET CREATURE. IT DOESN'T UNTAP DURING ITS CONTROLLER'S NEXT UNTAP STEP.**  **ESCAPE—Blue, EXILE THREE OTHER CARDS FROM YOUR GRAVEYARD. (YOU MAY CAST THIS CARD FROM YOUR GRAVEYARD FOR ITS ESCAPE COST.)** |  |
|  | [**SLEEP PARALYSIS**](https://magicarena.fandom.com/wiki/Sleep_Paralysis)**Blue (4) ENCHANTMENT — AURA ENCHANT CREATURE**  **WHEN SLEEP PARALYSIS ENTERS THE BATTLEFIELD, TAP ENCHANTED CREATURE. ENCHANTED CREATURE DOESN'T UNTAP DURING ITS CONTROLLER'S UNTAP STEP.** |  |
|  | [**SLEEPER DART**](https://magicarena.fandom.com/wiki/Sleeper_Dart)**(2) ARTIFACT WHEN SLEEPER DART ENTERS THE BATTLEFIELD, DRAW A CARD.**  **Tap, SACRIFICE SLEEPER DART: TARGET CREATURE DOESN'T UNTAP DURING ITS CONTROLLER'S NEXT UNTAP STEP.** |  |
|  | [**SLICE IN TWAIN**](https://magicarena.fandom.com/wiki/Slice_in_Twain)**GreenGreen (4) INSTANT DESTROY TARGET ARTIFACT OR ENCHANTMENT.**  **DRAW A CARD.** |  |
|  | [**SLIMEBIND**](https://magicarena.fandom.com/wiki/Slimebind)**Blue (2) ENCHANTMENT — AURA FLASH**  **ENCHANT CREATURE ENCHANTED CREATURE GETS -4/-0.** |  |
|  | [**SLIMEFOOT, THE STOWAWAY**](https://magicarena.fandom.com/wiki/Slimefoot,_the_Stowaway)**BlackGreen (3) LEGENDARY CREATURE — FUNGUS (2/3) WHENEVER A SAPROLING YOU CONTROL DIES, SLIMEFOOT, THE STOWAWAY DEALS 1 DAMAGE TO EACH OPPONENT AND YOU GAIN 1 LIFE.**  **: CREATE A 1/1 GREEN SAPROLING CREATURE TOKEN.** |  |
|  | [**SLINN VODA, THE RISING DEEP**](https://magicarena.fandom.com/wiki/Slinn_Voda,_the_Rising_Deep)**BlueBlue (8) LEGENDARY CREATURE — LEVIATHAN (8/8) KICKER Blue (YOU MAY PAY AN ADDITIONAL Blue AS YOU CAST THIS SPELL.)**  **WHEN SLINN VODA, THE RISING DEEP ENTERS THE BATTLEFIELD, IF IT WAS KICKED, RETURN ALL CREATURES TO THEIR OWNERS' HANDS EXCEPT FOR MERFOLK, KRAKENS, LEVIATHANS, OCTOPUSES, AND SERPENTS.** |  |
|  | [**SLIPPERY SCOUNDREL**](https://magicarena.fandom.com/wiki/Slippery_Scoundrel)**Blue (3) CREATURE — HUMAN PIRATE (2/2) ASCEND (IF YOU CONTROL TEN OR MORE PERMANENTS, YOU GET THE CITY'S BLESSING FOR THE REST OF THE GAME.)**  **AS LONG AS YOU HAVE THE CITY'S BLESSING, SLIPPERY SCOUNDREL HAS HEXPROOF AND CAN'T BE BLOCKED.** |  |
|  | [**SLITHERWISP**](https://magicarena.fandom.com/wiki/Slitherwisp)**BlueBlackBlack (3) CREATURE — ELEMENTAL NIGHTMARE (3/2) FLASH**  **WHENEVER YOU CAST ANOTHER SPELL THAT HAS FLASH, YOU DRAW A CARD AND EACH OPPONENT LOSES 1 LIFE.** |  |
|  | [**SMELT**](https://magicarena.fandom.com/wiki/Smelt)**Red (1) INSTANT DESTROY TARGET ARTIFACT.** |  |
|  | [**SMELT-WARD IGNUS**](https://magicarena.fandom.com/wiki/Smelt-Ward_Ignus)**Red (2) CREATURE — ELEMENTAL (2/1) Red, SACRIFICE SMELT-WARD IGNUS: GAIN CONTROL OF TARGET CREATURE WITH POWER 3 OR LESS UNTIL END OF TURN. UNTAP THAT CREATURE. IT GAINS HASTE UNTIL END OF TURN. ACTIVATE THIS ABILITY ONLY ANY TIME YOU COULD CAST A SORCERY.** |  |
|  | [**SMELT-WARD MINOTAUR**](https://magicarena.fandom.com/wiki/Smelt-Ward_Minotaur)**Red (3) CREATURE — MINOTAUR WARRIOR (2/3) WHENEVER YOU CAST AN INSTANT OR SORCERY SPELL, TARGET CREATURE AN OPPONENT CONTROLS CAN'T BLOCK THIS TURN.** |  |
|  | [**SMITTEN SWORDMASTER**](https://magicarena.fandom.com/wiki/Smitten_Swordmaster)**Black (2) CREATURE — HUMAN KNIGHT (2/1) LIFELINK** |  |
|  | [**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.** |  |
|  | [**SNAPPING DRAKE**](https://magicarena.fandom.com/wiki/Snapping_Drake)**Blue (4) CREATURE — DRAKE (3/2) FLYING (THIS CREATURE CAN'T BE BLOCKED EXCEPT BY CREATURES WITH FLYING OR REACH.)** |  |
|  | [**SNAPPING SAILBACK**](https://magicarena.fandom.com/wiki/Snapping_Sailback)**Green (5) CREATURE — DINOSAUR (4/4) FLASH**  **ENRAGE — WHENEVER SNAPPING SAILBACK IS DEALT DAMAGE, PUT A +1/+1 COUNTER ON IT. (IT MUST SURVIVE THE DAMAGE TO GET THE COUNTER.)** |  |
|  | [**SNARE TACTICIAN**](https://magicarena.fandom.com/wiki/Snare_Tactician)**White (3) CREATURE — HUMAN SOLDIER (2/3) WHENEVER YOU CYCLE A CARD, TAP TARGET CREATURE AN OPPONENT CONTROLS.** |  |
|  | [**SNARESPINNER**](https://magicarena.fandom.com/wiki/Snarespinner)**Green (2) CREATURE — SPIDER (1/3) REACH (THIS CREATURE CAN BLOCK CREATURES WITH FLYING.)**  **WHENEVER SNARESPINNER BLOCKS A CREATURE WITH FLYING, SNARESPINNER GETS +2/+0 UNTIL END OF TURN.** |  |
|  | [**SNUBHORN SENTRY**](https://magicarena.fandom.com/wiki/Snubhorn_Sentry)**White (1) CREATURE — DINOSAUR (0/3) ASCEND (IF YOU CONTROL TEN OR MORE PERMANENTS, YOU GET THE CITY'S BLESSING FOR THE REST OF THE GAME.)**  **SNUBHORN SENTRY GETS +3/+0 AS LONG AS YOU HAVE THE CITY'S BLESSING.** |  |
|  | [**SO TINY**](https://magicarena.fandom.com/wiki/So_Tiny)**Blue (1) ENCHANTMENT — AURA FLASH**  **ENCHANT CREATURE ENCHANTED CREATURE GETS -2/-0. IT GETS -6/-0 INSTEAD AS LONG AS ITS CONTROLLER HAS SEVEN OR MORE CARDS IN THEIR GRAVEYARD.** |  |
|  | [**SOLAR BLAZE**](https://magicarena.fandom.com/wiki/Solar_Blaze)**RedWhite (4) SORCERY EACH CREATURE DEALS DAMAGE TO ITSELF EQUAL TO ITS POWER.** |  |
|  | [**SOLEMN SIMULACRUM**](https://magicarena.fandom.com/wiki/Solemn_Simulacrum)**(4) ARTIFACT CREATURE — GOLEM (2/2) WHEN SOLEMN SIMULACRUM ENTERS THE BATTLEFIELD, YOU MAY SEARCH YOUR LIBRARY FOR A BASIC LAND CARD, PUT THAT CARD ONTO THE BATTLEFIELD TAPPED, THEN SHUFFLE YOUR LIBRARY.**  **WHEN SOLEMN SIMULACRUM DIES, YOU MAY DRAW A CARD.** |  |
|  | [**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.** |  |
|  | [**SOMBERWALD STAG**](https://magicarena.fandom.com/wiki/Somberwald_Stag)**GreenGreen (5) CREATURE — ELK (4/3) WHEN SOMBERWALD STAG ENTERS THE BATTLEFIELD, YOU MAY HAVE IT FIGHT TARGET CREATURE YOU DON'T CONTROL.** |  |
|  | [**SONG OF CREATION**](https://magicarena.fandom.com/wiki/Song_of_Creation)**GreenBlueRed (4) ENCHANTMENT YOU MAY PLAY AN ADDITIONAL LAND ON EACH OF YOUR TURNS.**  **WHENEVER YOU CAST A SPELL, DRAW TWO CARDS. AT THE BEGINNING OF YOUR END STEP, DISCARD YOUR HAND.** |  |
|  | [**SONG OF FREYALISE**](https://magicarena.fandom.com/wiki/Song_of_Freyalise)**Green (2) ENCHANTMENT — SAGA (AS THIS SAGA ENTERS AND AFTER YOUR DRAW STEP, ADD A LORE COUNTER. SACRIFICE AFTER III.)**  **I, II — UNTIL YOUR NEXT TURN, CREATURES YOU CONTROL GAIN "Tap: ADD ONE MANA OF ANY COLOR." III — PUT A +1/+1 COUNTER ON EACH CREATURE YOU CONTROL. THOSE CREATURES GAIN VIGILANCE, TRAMPLE, AND INDESTRUCTIBLE UNTIL END OF TURN.** |  |
|  | [**SONIC ASSAULT**](https://magicarena.fandom.com/wiki/Sonic_Assault)**BlueRed (3) INSTANT TAP TARGET CREATURE. SONIC ASSAULT DEALS 2 DAMAGE TO THAT CREATURE'S CONTROLLER.**  **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.)** |  |
|  | [**SONOROUS HOWLBONDER**](https://magicarena.fandom.com/wiki/Sonorous_Howlbonder)**(3) CREATURE — HUMAN WARRIOR (2/2) MENACE**  **EACH CREATURE YOU CONTROL WITH MENACE CAN'T BE BLOCKED EXCEPT BY THREE OR MORE CREATURES.** |  |
|  | [**SORCERER OF THE FANG**](https://magicarena.fandom.com/wiki/Sorcerer_of_the_Fang)**Black (2) CREATURE — HUMAN WIZARD (1/3) Black, Tap: SORCERER OF THE FANG DEALS 2 DAMAGE TO TARGET OPPONENT OR PLANESWALKER.** |  |
|  | [**SORCERER'S BROOM**](https://magicarena.fandom.com/wiki/Sorcerer%27s_Broom)**(2) ARTIFACT CREATURE — SPIRIT (2/1) WHENEVER YOU SACRIFICE ANOTHER PERMANENT, YOU MAY PAY . IF YOU DO, CREATE A TOKEN THAT'S A COPY OF SORCERER'S BROOM.** |  |
|  | [**SORCERER'S WAND**](https://magicarena.fandom.com/wiki/Sorcerer%27s_Wand)**(1) ARTIFACT — EQUIPMENT EQUIPPED CREATURE HAS "Tap: THIS CREATURE DEALS 1 DAMAGE TO TARGET PLAYER OR PLANESWALKER. IF THIS CREATURE IS A WIZARD, IT DEALS 2 DAMAGE INSTEAD."**  **EQUIP** |  |
|  | [**SORCEROUS SPYGLASS**](https://magicarena.fandom.com/wiki/Sorcerous_Spyglass)**(2) ARTIFACT AS SORCEROUS SPYGLASS ENTERS THE BATTLEFIELD, LOOK AT AN OPPONENT'S HAND, THEN CHOOSE ANY CARD NAME.**  **ACTIVATED ABILITIES OF SOURCES WITH THE CHOSEN NAME CAN'T BE ACTIVATED UNLESS THEY'RE MANA ABILITIES.** |  |
|  | [**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.** |  |
|  | [**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.** |  |
|  | [**SORIN'S THIRST**](https://magicarena.fandom.com/wiki/Sorin%27s_Thirst)**BlackBlack (2) INSTANT SORIN'S THIRST DEALS 2 DAMAGE TO TARGET CREATURE AND YOU GAIN 2 LIFE.** |  |
|  | [**SOUL DIVINER**](https://magicarena.fandom.com/wiki/Soul_Diviner)**BlueBlack (2) CREATURE — ZOMBIE WIZARD (2/3) Tap, REMOVE A COUNTER FROM AN ARTIFACT, CREATURE, LAND, OR PLANESWALKER YOU CONTROL: DRAW A CARD.** |  |
|  | [**SOUL OF THE HARVEST**](https://magicarena.fandom.com/wiki/Soul_of_the_Harvest)**GreenGreen (6) CREATURE — ELEMENTAL (6/6) TRAMPLE**  **WHENEVER ANOTHER NONTOKEN CREATURE ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, YOU MAY DRAW A CARD.** |  |
|  | [**SOUL OF THE RAPIDS**](https://magicarena.fandom.com/wiki/Soul_of_the_Rapids)**BlueBlue (5) CREATURE — ELEMENTAL (3/2) FLYING**  **HEXPROOF (THIS CREATURE CAN'T BE THE TARGET OF SPELLS OR ABILITIES YOUR OPPONENTS CONTROL.)** |  |
|  | [**SOUL SALVAGE**](https://magicarena.fandom.com/wiki/Soul_Salvage)**Black (3) SORCERY RETURN UP TO TWO TARGET CREATURE CARDS FROM YOUR GRAVEYARD TO YOUR HAND.** |  |
|  | [**SOUL SEAR**](https://magicarena.fandom.com/wiki/Soul_Sear)**Red (3) INSTANT SOUL SEAR DEALS 5 DAMAGE TO TARGET CREATURE OR PLANESWALKER. THAT PERMANENT LOSES INDESTRUCTIBLE UNTIL END OF TURN.** |  |
|  | [**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.** |  |
|  | [**SOUL-GUIDE LANTERN**](https://magicarena.fandom.com/wiki/Soul-Guide_Lantern)**(1) ARTIFACT WHEN SOUL-GUIDE LANTERN ENTERS THE BATTLEFIELD, EXILE TARGET CARD FROM A GRAVEYARD.**  **Tap, SACRIFICE SOUL-GUIDE LANTERN: EXILE EACH OPPONENT'S GRAVEYARD. , Tap, SACRIFICE SOUL-GUIDE LANTERN: DRAW A CARD.** |  |
|  | [**SOULMENDER**](https://magicarena.fandom.com/wiki/Soulmender)**White (1) CREATURE — HUMAN CLERIC (1/1) Tap: YOU GAIN 1 LIFE.** |  |
|  | [**SOULREAPER OF MOGIS**](https://magicarena.fandom.com/wiki/Soulreaper_of_Mogis)**Black (3) ENCHANTMENT CREATURE — MINOTAUR SHAMAN (2/3) Black, SACRIFICE A CREATURE: DRAW A CARD.** |  |
|  | [**SOVEREIGN'S BITE**](https://magicarena.fandom.com/wiki/Sovereign%27s_Bite)**Black (2) SORCERY TARGET PLAYER LOSES 3 LIFE AND YOU GAIN 3 LIFE.** |  |
|  | [**SPARK DOUBLE**](https://magicarena.fandom.com/wiki/Spark_Double)**Blue (4) CREATURE — ILLUSION (0/0) YOU MAY HAVE SPARK DOUBLE ENTER THE BATTLEFIELD AS A COPY OF A CREATURE OR PLANESWALKER YOU CONTROL, EXCEPT IT ENTERS WITH AN ADDITIONAL +1/+1 COUNTER ON IT IF IT'S A CREATURE, IT ENTERS WITH AN ADDITIONAL LOYALTY COUNTER ON IT IF IT'S A PLANESWALKER, AND IT ISN'T LEGENDARY IF THAT PERMANENT IS LEGENDARY.** |  |
|  | [**SPARK HARVEST**](https://magicarena.fandom.com/wiki/Spark_Harvest)**Black (1) SORCERY AS AN ADDITIONAL COST TO CAST THIS SPELL, SACRIFICE A CREATURE OR PAY Black.**  **DESTROY TARGET CREATURE OR PLANESWALKER.** |  |
|  | [**SPARK REAPER**](https://magicarena.fandom.com/wiki/Spark_Reaper)**Black (3) CREATURE — ZOMBIE (2/3) , SACRIFICE A CREATURE OR PLANESWALKER: YOU GAIN 1 LIFE AND DRAW A CARD.** |  |
|  | [**SPARKHUNTER MASTICORE**](https://magicarena.fandom.com/wiki/Sparkhunter_Masticore)**(3) ARTIFACT CREATURE — MASTICORE (3/4) AS AN ADDITIONAL COST TO CAST THIS SPELL, DISCARD A CARD.**  **PROTECTION FROM PLANESWALKERS : SPARKHUNTER MASTICORE DEALS 1 DAMAGE TO TARGET PLANESWALKER. : SPARKHUNTER MASTICORE GAINS INDESTRUCTIBLE UNTIL END OF TURN.** |  |
|  | [**SPARKTONGUE DRAGON**](https://magicarena.fandom.com/wiki/Sparktongue_Dragon)**RedRed (5) CREATURE — DRAGON (3/3) FLYING**  **WHEN SPARKTONGUE DRAGON ENTERS THE BATTLEFIELD, YOU MAY PAY Red. WHEN YOU DO, IT DEALS 3 DAMAGE TO ANY TARGET.** |  |
|  | [**SPARRING CONSTRUCT**](https://magicarena.fandom.com/wiki/Sparring_Construct)**(1) ARTIFACT CREATURE — CONSTRUCT (1/1) WHEN SPARRING CONSTRUCT DIES, PUT A +1/+1 COUNTER ON TARGET CREATURE YOU CONTROL.** |  |
|  | [**SPAWN OF MAYHEM**](https://magicarena.fandom.com/wiki/Spawn_of_Mayhem)**BlackBlack (4) CREATURE — DEMON (4/4) SPECTACLE BlackBlack (YOU MAY CAST THIS SPELL FOR ITS SPECTACLE COST RATHER THAN ITS MANA COST IF AN OPPONENT LOST LIFE THIS TURN.)**  **FLYING, TRAMPLE AT THE BEGINNING OF YOUR UPKEEP, SPAWN OF MAYHEM DEALS 1 DAMAGE TO EACH PLAYER. THEN IF YOU HAVE 10 OR LESS LIFE, PUT A +1/+1 COUNTER ON SPAWN OF MAYHEM.** |  |
|  | [**SPEAKER OF THE HEAVENS**](https://magicarena.fandom.com/wiki/Speaker_of_the_Heavens)**White (1) CREATURE — HUMAN CLERIC (1/1) VIGILANCE, LIFELINK**  **Tap: CREATE A 4/4 WHITE ANGEL CREATURE TOKEN WITH FLYING. ACTIVATE THIS ABILITY ONLY IF YOU HAVE AT LEAST 7 LIFE MORE THAN YOUR STARTING LIFE TOTAL AND ONLY ANY TIME YOU COULD CAST A SORCERY.** |  |
|  | [**SPEAR SPEWER**](https://magicarena.fandom.com/wiki/Spear_Spewer)**Red (1) CREATURE — GOBLIN WARRIOR (0/2) DEFENDER**  **Tap: SPEAR SPEWER DEALS 1 DAMAGE TO EACH PLAYER.** |  |
|  | [**SPECTER'S SHRIEK**](https://magicarena.fandom.com/wiki/Specter%27s_Shriek)**Black (1) SORCERY TARGET OPPONENT REVEALS THEIR HAND. YOU MAY CHOOSE A NONLAND CARD FROM IT. IF YOU DO, THAT PLAYER EXILES THAT CARD. IF A NONBLACK CARD IS EXILED THIS WAY, EXILE A CARD FROM YOUR HAND.** |  |
|  | [**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.** |  |
|  | [**SPELL PIERCE**](https://magicarena.fandom.com/wiki/Spell_Pierce)**Blue (1) INSTANT COUNTER TARGET NONCREATURE SPELL UNLESS ITS CONTROLLER PAYS .** |  |
|  | [**SPELL SWINDLE**](https://magicarena.fandom.com/wiki/Spell_Swindle)**BlueBlue (5) INSTANT COUNTER TARGET SPELL. CREATE X TREASURE TOKENS, WHERE X IS THAT SPELL'S CONVERTED MANA COST. (THEY'RE ARTIFACTS WITH "Tap, SACRIFICE THIS ARTIFACT: ADD ONE MANA OF ANY COLOR.")** |  |
|  | [**SPELLEATER WOLVERINE**](https://magicarena.fandom.com/wiki/Spelleater_Wolverine)**Red (3) CREATURE — WOLVERINE (3/2) SPELLEATER WOLVERINE HAS DOUBLE STRIKE AS LONG AS THERE ARE THREE OR MORE INSTANT AND/OR SORCERY CARDS IN YOUR GRAVEYARD.** |  |
|  | [**SPELLGORGER WEIRD**](https://magicarena.fandom.com/wiki/Spellgorger_Weird)**Red (3) CREATURE — WEIRD (2/2) WHENEVER YOU CAST A NONCREATURE SPELL, PUT A +1/+1 COUNTER ON SPELLGORGER WEIRD.** |  |
|  | [**SPELLKEEPER WEIRD**](https://magicarena.fandom.com/wiki/Spellkeeper_Weird)**Blue (3) CREATURE — WEIRD (1/4) , Tap, SACRIFICE SPELLKEEPER WEIRD: RETURN TARGET INSTANT OR SORCERY CARD FROM YOUR GRAVEYARD TO YOUR HAND.** |  |
|  | [**SPHINX MINDBREAKER**](https://magicarena.fandom.com/wiki/Sphinx_Mindbreaker)**BlueBlue (7) CREATURE — SPHINX (6/6) FLYING**  **WHEN SPHINX MINDBREAKER ENTERS THE BATTLEFIELD, EACH OPPONENT MILLS TEN CARDS.** |  |
|  | [**SPHINX OF FORESIGHT**](https://magicarena.fandom.com/wiki/Sphinx_of_Foresight)**BlueBlue (4) CREATURE — SPHINX (4/4) YOU MAY REVEAL THIS CARD FROM YOUR OPENING HAND. IF YOU DO, SCRY 3 AT THE BEGINNING OF YOUR FIRST UPKEEP.**  **FLYING AT THE BEGINNING OF YOUR UPKEEP, SCRY 1.** |  |
|  | [**SPHINX OF NEW PRAHV**](https://magicarena.fandom.com/wiki/Sphinx_of_New_Prahv)**WhiteWhiteBlueBlue (4) CREATURE — SPHINX (4/3) FLYING, VIGILANCE**  **SPELLS YOUR OPPONENTS CAST THAT TARGET SPHINX OF NEW PRAHV COST  MORE TO CAST.** |  |
|  | [**SPHINX OF THE GUILDPACT**](https://magicarena.fandom.com/wiki/Sphinx_of_the_Guildpact)**(7) ARTIFACT CREATURE — SPHINX (5/5) SPHINX OF THE GUILDPACT IS ALL COLORS.**  **FLYING HEXPROOF FROM MONOCOLORED (THIS CREATURE CAN'T BE THE TARGET OF MONOCOLORED SPELLS OR ABILITIES YOUR OPPONENTS CONTROL.)** |  |
|  | [**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.** |  |
|  | [**SPIKE-TAILED CERATOPS**](https://magicarena.fandom.com/wiki/Spike-Tailed_Ceratops)**Green (5) CREATURE — DINOSAUR (4/4) SPIKE-TAILED CERATOPS CAN BLOCK AN ADDITIONAL CREATURE EACH COMBAT.** |  |
|  | [**SPIKEWHEEL ACROBAT**](https://magicarena.fandom.com/wiki/Spikewheel_Acrobat)**Red (4) CREATURE — HUMAN ROGUE (5/2) SPECTACLE Red (YOU MAY CAST THIS SPELL FOR ITS SPECTACLE COST RATHER THAN ITS MANA COST IF AN OPPONENT LOST LIFE THIS TURN.)** |  |
|  | [**SPINAL CENTIPEDE**](https://magicarena.fandom.com/wiki/Spinal_Centipede)**Black (3) CREATURE — INSECT (3/2) WHEN SPINAL CENTIPEDE DIES, PUT A +1/+1 COUNTER ON TARGET CREATURE YOU CONTROL.** |  |
|  | [**SPINED MEGALODON**](https://magicarena.fandom.com/wiki/Spined_Megalodon)**BlueBlue (7) CREATURE — SHARK (5/7) HEXPROOF (THIS CREATURE CAN'T BE THE TARGET OF SPELLS OR ABILITIES YOUR OPPONENTS CONTROL.)**  **WHENEVER SPINED MEGALODON ATTACKS, SCRY 1. (LOOK AT THE TOP CARD OF YOUR LIBRARY. YOU MAY PUT THAT CARD ON THE BOTTOM OF YOUR LIBRARY.)** |  |
|  | [**SPINNING WHEEL**](https://magicarena.fandom.com/wiki/Spinning_Wheel)**(3) ARTIFACT Tap: ADD ONE MANA OF ANY COLOR.**  **, Tap: TAP TARGET CREATURE.** |  |
|  | [**SPIRE MANGLER**](https://magicarena.fandom.com/wiki/Spire_Mangler)**Black (3) CREATURE — INSECT (2/1) FLASH**  **FLYING WHEN SPIRE MANGLER ENTERS THE BATTLEFIELD, TARGET CREATURE WITH FLYING YOU CONTROL GETS +2/+0 UNTIL END OF TURN.** |  |
|  | [**SPIRE WINDER**](https://magicarena.fandom.com/wiki/Spire_Winder)**Blue (4) CREATURE — SNAKE (2/3) FLYING**  **ASCEND (IF YOU CONTROL TEN OR MORE PERMANENTS, YOU GET THE CITY'S BLESSING FOR THE REST OF THE GAME.) SPIRE WINDER GETS +1/+1 AS LONG AS YOU HAVE THE CITY'S BLESSING.** |  |
|  | [**SPIRES OF ORAZCA**](https://magicarena.fandom.com/wiki/Spires_of_Orazca)**(2) LAND (TRANSFORMS FROM THAUMATIC COMPASS.)**  **Tap: ADD . Tap: UNTAP TARGET ATTACKING CREATURE AN OPPONENT CONTROLS AND REMOVE IT FROM COMBAT.** |  |
|  | [**SPIRIT OF MALEVOLENCE**](https://magicarena.fandom.com/wiki/Spirit_of_Malevolence)**Black (2) CREATURE — SPIRIT (2/1) WHEN SPIRIT OF MALEVOLENCE DIES, EACH OPPONENT LOSES 1 LIFE AND YOU GAIN 1 LIFE.** |  |
|  | [**SPIRIT OF THE SPIRES**](https://magicarena.fandom.com/wiki/Spirit_of_the_Spires)**White (4) CREATURE — SPIRIT (2/4) FLYING**  **OTHER CREATURES YOU CONTROL WITH FLYING GET +0/+1.** |  |
|  | [**SPIRITUAL GUARDIAN**](https://magicarena.fandom.com/wiki/Spiritual_Guardian)**WhiteWhite (5) CREATURE — SPIRIT (3/4) WHEN SPIRITUAL GUARDIAN ENTERS THE BATTLEFIELD, YOU GAIN 4 LIFE.** |  |