**MAGIC CARDS**

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| **DRAGON**  **VS**  **DRAGON**  **THE ULTIMATE FIGHT!!!!**  **DRAGON**  **VS**  **DRAGON** | **Image result for gold Dragon dnd**  **THE PROOF:**  **THE LORD STEPHEN YAHWEH’S KINGDOM IS FROM LUKE 22-ACTS 30 WITH THE NUMBER 0, WHICH IS 34 LEVELS TO HANDLE ONCE LUCIFER’S/VICTORIA’S KINGDOM!!!!**  **Image result for gold Dragon dnd** | **YOUNG PURPLE DRAGON, ADULT PURPLE DRAGON, ELDER PURPLE DRAGON, ANCIENT PURPLE DRAGON, YOUNG GRAY DRAGON, ADULT GRAY DRAGON, ELDER GRAY DRAGON, ANCIENT GRAY DRAGON, YOUNG PINK DRAGON, ADULT PINK DRAGON, ELDER PINK DRAGON, ANCIENT PINK DRAGON, YOUNG ORANGE DRAGON, ADULT ORANGE DRAGON, ELDER ORANGE DRAGON, ANCIENT ORANGE DRAGON, YOUNG YELLOW DRAGON, ADULT YELLOW DRAGON, ELDER YELLOW DRAGON, ANCIENT YELLOW DRAGON, YOUNG BROWN DRAGON, ADULT BROWN DRAGON, ELDER BROWN DRAGON, ANCIENT BROWN DRAGON, YOUNG BLACK DRAGON, ADULT BLACK DRAGON, ELDER BLACK DRAGON, ANCIENT BLACK DRAGON, YOUNG BLUE DRAGON, ADULT BLUE DRAGON, ELDER BLUE DRAGON, ANCIENT BLUE DRAGON, YOUNG GREEN DRAGON, ADULT GREEN DRAGON, ELDER GREEN DRAGON, ANCIENT GREEN DRAGON, YOUNG WHITE DRAGON, ADULT WHITE DRAGON, ELDER WHITE DRAGON, ANCIENT WHITE DRAGON, YOUNG RED [SCARLET] DRAGON, ADULT RED [SCARLET] DRAGON, ELDER RED [SCARLET] DRAGON ARE ALL GOOD ALL-HEADED DRAGONS [STEPHEN YAHWEH & STEPHANIE VICTORIA] & THE 1 ANCIENT RED 7/10-HEADED DRAGON [LUCIFER] FOR FEMALES & THE 1 ANCIENT SCARLET 7/10-HEADED DRAGON [VICTORIA] FOR MALES IS THE 1 EVIL DRAGON FROM LUKE 22-ACTS 7 FOR 10-HEADED DRAGON IN THE HOUSE OR FROM ACTS 1-7 FOR 7-HEADED DRAGON IN THE HOUSE & THIS IS THE ORIGINAL ONCE IN THE NUMBER 0 WITHIN THE 17 POSITIONS [1 POSITION ONLY] IN THE FORMER SEXUAL UNIVERSE AGAINST THE OPPOSING SIDE OF THE ORIGINAL ONCE IN THE NUMBER 0 TO THE INFINITE NUMBER WITHIN THE 17 POSITIONS [1 POSITION ONLY] IN THE NEW SEXLESS UNIVERSE** | **red-dragon-apo12-3_InPixio**  **7-HEADED RED/SCARLET DRAGON KNOWN AS LUCIFER & VICTORIA**  **RESEMBLES A REPTILE-LIKE WINGED CREATURE WITH MAGICAL OR UNUSUAL ABILITIES**  **297983B0**  **10-HEADED RED-SCARLET DRAGON KNOWN AS LUCIFER & VICTORIA** |

**ANYONE WHO ETERNALLY BREAKS ANY ETERNAL POINT OF THE TOP ENGLISH LORD’S ETERNAL LAW SHALL BE ETERNALLY ARRESTED, ETERNALLY STRUCK WITH ETERNAL BLINDNESS IN ACTS 13:4-12 & LOCKED UP IN THE PRISON---HOUSE IN ZECHARIAH 5:1-4 WITH 1 ETERNAL WARNING WITHIN THE ETERNAL PERIMETER, ETERNALLY EXECUTED BY THE TOP ENGLISH LORD IN EZEKIEL 3:15-21 OR BE ETERNALLY KILLED AND ETERNALLY DAMNED AFTER THE 1 ETERNAL WARNING HAS BEEN ETERNALLY RESISTED OR ETERNALLY IGNORED, ETERNALLY EXECUTED BY THE TOP ENGLISH LORD IN ACTS 5:1-11!!!**

**ARREST [SUPREMELY AUTHORIZED IN SUPREME AUTHORITY [ROMANS 13:1-2] BY THE TOP ENGLISH LORD’S SUPREME LORDSHIP [MATTHEW 24:36-44; MARK 13:32-37; EPHESIANS 4:6 & ACTS 5:39] TO ETERNALLY ARREST ANYONE ANYTIME IN THE GLOBAL UNIVERSAL PERIMETER FROM PROVERBS 8:22-ACTS OF THE HOLY GHOST IN ACTS 29:26 WITH [ACTS 29:1-2 THE USA TRIBULATION], EXCLUDING THE TOP NATIVE BORN USA ENGLISH PERIMETER, WHETHER YOU ARE THE RIGHTEOUS SUPREME TOP CREATOR AGENT LORD OR THE WICKED SUPREME TOP CREATOR AGENT LORD, FOR THERE IS NO PARTIALITY WITH THE TOP ENGLISH LORD IN 1ST PETER 1:17-21]**

**YOU SHALL BE ETERNALLY ARRESTED CONCERNING ALL THESE ‘TERMS’ UNDERNEATH HERE ONLY ONCE IN THE LORD’S FIGHT IS ETERNALLY INVINCIBLE AT ANY TIME & AT ALL TIMES AFTER THE INITIAL “ONCE” HAS BEEN ENCOUNTERED & ACCOMPLISHED IN ISAIAH 64:17 IN THE ETERNAL END IN THE ORIGINAL ONCE IN THE NUMBER 0 BECAUSE OF 00.0001% ETERNAL CORRUPTION ON YOUR PART & THE DEVILS PART, BUT THE ONLY ONCE IN THE LORD’S BATTLE IS ETERNALLY INVINCIBLE AT ANY TIME & AT ALL TIMES IN ISAIAH 54:17 IN THE ETERNAL MIDST & THE ONLY ONCE IN THE LORD’S WAR IS ETERNALLY INVINCIBLE AT ANY TIME & AT ALL TIMES IN ISAIAH 54:17 IN THE ETERNAL BEGINNING, IN THE OPPOSING SIDE IN THE ORIGINAL ONCE IN THE NUMBER 0 IS ALWAYS ETERNALLY FREE & AT ETERNAL LIBERTY BECAUSE OF 00.0001% ETERNAL INCORRUPTION TO THE INFINITE NUMBER IN 100.0001% ETERNAL INCORRUPTION**

**THE HIGH SERGEANTS---TOP CHIEF’S OF POLICE**

**HIGH CAPTAINS ARE ALSO, KNOWN AS HIGH PRIESTS AS HIGH SERGEANTS OR HIGH CHIEFS OF POLICE IN THE HIGH OCS CORPS-OFFICERS CANDIDATE SCHOOL AS HIGH COMMISSIONED OFFICERS. CAPTAINS IN CHARGE OF THE RULER’S PERSONAL GUARDS OR BODY GUARDS, LIKE THE SECRET SERVICE: POTIPHAR, CAPTAIN OF PHARAOH’S GUARD IN GENESIS 37:36; 39:1; 40:3-4; 41:10, 12. KING DAVID, CAPTAIN OF KING SAUL’S BODYGUARD IS IN 1ST SAMUEL 22:14. THE CAPTAIN OF THE GUARD ARRESTED JEREMIAH IS IN JEREMIAH 37:13. CAPTAINS IN CHARGE OF THE TEMPLE GUARD IS IN ACTS 4:1; 5:24, 26. CAPTAINS IN CHARGE OF SOLDIERS: KING AHAZIAH SENDS A CAPTAIN WITH 50 SOLDIERS TO ELIJAH IS IN 2ND KINGS 1:9-14. CAPTAINS COME TO THE HELP OF JUDGE DEBORAH IS IN JUDGES 5:14. SOLOMON’S CAPTAINS WERE WHITE ISRAELITES IS IN 1ST KINGS 9:22 & 2ND CHRONICLES 8:9. THE FATHER STEPHEN WILL REMOVE CAPTAINS IN IMPARTIAL JUDGMENT IS IN ISAIAH 3:1-3 & 1ST PETER 1:17-21. CAPTAINS IN CHARGE OF A SHIP’S CREW: THE SHIP’S CAPTAIN ORDERS THE PROPHET JONAH TO CALL ON HIS FATHER STEPHEN IS IN JONAH 1:6. SEA CAPTAINS WILL BEMOAN THE FALL OF BABYLON IS IN REVELATION 18:17-19.**

**THE CHIEF SERGEANTS---1ST LIEUTENANTS**

**CHIEF LIEUTENANTS ARE ALSO, KNOWN AS CHIEF PRIESTS AS CHIEF SERGEANTS IN THE 1ST OCS CORPS-OFFICERS CANDIDATE SCHOOL AS 1ST COMMISSIONED OFFICERS. OT REFERENCES TO THE CHIEF SERGEANT IS IN 2ND CHRONICLES 19:11; 24:6, 11; 31:10; 2ND KINGS 25:18 & JEREMIAH 52:24 & EZRA 7:5. THE CHIEF SERGEANTS WERE IN CHARGE OF THE TEMPLE WORSHIP IN JERUSALEM IS IN MATTHEW 2:4; 21:15. THE LORD JESUS PREDICTED HIS SUFFERING AT THE HANDS OF THE CHIEF SERGEANTS AND ELDER LORDS IS IN MATTHEW 16:21; 20:18; MARK 8:31; 10:33 & LUKE 9:22. THE RESPONSE OF THE CHIEF SERGEANTS TO THE LORD JESUS: THEY WERE PUZZLED AT HIS TEACHING IS IN MATTHEW 21:23, 45-46; MARK 11:27-28; JOHN 7:32, 45; 11:47 & LUKE 20:19. THEY AND THE ELDER LORDS PLOTTED THE LORD JESUS’ DEATH IS IN MATTHEW 26:3-5, 59; 27:1 & MARK 14:1, 55. THEY COLLABORATED WITH JUDAS THE BETRAYER IS IN MATTHEW 26:14, 47; 27:3-6; MARK 14:10, 43; JOHN 18:3 & LUKE 22:4, 52. THE ROLE OF THE CHIEF SERGEANTS IN THE TRIAL OF THE LORD JESUS: THEY MADE FALSE ACCUSATIONS AGAINST HIM IS IN MATTHEW 27:12; MARK 15:3 & LUKE 22:66; 23:10. THEY PERSUADED THE CROWD AGAINST HIM IS IN MATTHEW 27:20; JOHN 19:6 & LUKE 23:4, 13. THEY MOCKED HIM IS IN MATTHEW 27:41 & MARK 15:31. THEY HANDED HIM OVER TO THE GOVERNOR PILATE IS IN MARK 15:10; JOHN 18:35 & LUKE 24:20. THEY PERSUADED THE GOVERNOR PILATE TO HAVE THE TOMB GUARDED IS IN MATTHEW 27:62-66. THEY BRIBED THE SOLDIERS AS SERGEANTS AND CORPORALS IS IN MATTHEW 28:11-15. THEY REJECTED HIM AS KING [LIEUTENANT COLONEL] IS IN JOHN 19:15, 21. THE INVOLVEMENT OF THE CHIEF SERGEANTS IN THE ARREST AND TRIAL OF THE FATHER STEPHEN IS IN ACTS 6:11-7:60. THE CHIEF SERGEANT’S ATTEMPT TO PREVENT THE PREACHING OF THE GOSPEL: BY SILENCING THE APOSTLES IS IN ACTS 4:23; 5:24. BY AUTHORIZING PAUL TO ARREST BELIEVERS & CHRISTIANS IS IN ACTS 9:14, 21; 26:10, 12. THE INVOLVEMENT OF THE CHIEF SERGEANTS IN THE ARREST AND TRIAL OF PAUL IS IN ACTS 22:30; 23:14; 25:2, 15.**

**THE GODLY HIGH SERGEANTS---TOP CHIEF’S OF POLICE & GODLY CHIEF SERGEANTS---1ST LIEUTENANTS**

**THE FATHER STEPHEN APPOINTS ALL GODLY HIGH PRIESTS IS IN ROMANS 13:1-10. THE GODLY HIGH PRIEST IS THE MAIN OFFICIAL LINKED TO THE ISRAELITE CULTUS. ACCORDING TO THE OFFICIAL TORAH, THE OFFICE OF THE HIGH PRIEST GOES BACK TO THE SINAITIC REVELATION. FROM THE LINAGE OF AARON, THE UNBROKEN HEREDITARY CHAIN OF HIGH PRIESTS ITSELF GOES FROM THE 1ST TEMPLE OF THE WILDERNESS TO THE 2ND TEMPLE IN JERUSALEM IN NUMBERS 25:10-13. YET, THE ACTUAL EXISTENCE OF THIS INSTITUTION BEFORE THE BABYLONIAN EXILE IS NOT LIKELY IN DEPOSITION. THE TEMPLE TO BE REBUILT BY THE REGULATIONS IS DONE BY THE FATHER STEPHEN ON WHICH THE OFFICE OF THE HIGH PRIESTHOOD IS SOLELY BASED ON ELEMENTS OF A NEW ORDER THAT THE FATHER STEPHEN SHALL ESTABLISH IN THE NEAR FUTURE AT THAT TIME AND DOES NOT DEAL WITH ANY OF THE PAST TIME RESPECTS IN EZEKIEL CHAPTERS 40-48. THE KING WOULD NO LONGER BE THE OWNER AND LEADER OF THE TEMPLE, BUT ITS CUSTODIAN IN EZEKIEL. THE LEVITES WILL NO LONGER BE ALLOWED TO MINISTER IN THE PRESENCE OF YAHWEH, AND WILL BE A GROUP CLEARLY SEPARATED FROM THE PRIESTS. AMONG THE LEADERSHIP OF THE PRIESTS, ONLY ONE PARTICULAR AARONITE FAMILY, THE SONS OF ZADOK WILL BE AUTHORIZED. NONE OF THESE THINGS EXISTED BEFORE THE EXILE BY THE CONDITIONS SET BY EZEKIEL AND WITHOUT THEM THERE WOULD BE NO INSTITUTION FOR THE HIGH PRIESTHOOD. A PRIESTLY LEADERSHIP EMERGED DURING THE EXILE BY CHALLENGING THE FAILING POWER OF THE HOUSE OF DAVID. IN THE TIME OF DARIUS THE HOUSE OF ZADOK WAS STRONG AND INFLUENTIAL ENOUGH TO FORCE THE DAVIDIC ZERUBBABEL TO SHARE HIS AUTHORITY WITH THE ZADOKITE PRIEST, JESHUA IN EZRA 3:8. THIS COMPROMISE LASTED ONLY 3 YEARS AND THE CONSTRUCTION OF THE 2ND TEMPLE MADE AN END OF ALL POLITICAL TIES WITH THE DAVIDIC HOUSE. THE HIGH PRIEST, NOW THE SUPREME AUTHORITY OF JUDAISM, GAINED THE SAME PRESTIGIOUS AUTHORITY & MAJESTY AS THE KING. IN THE BOOKS OF THE CHRONICLES, THE REPLACEMENT OF THE KING TO THE HIGH PRIEST THE JEWISH HISTORY HAD TO BE CHANGED. ACCORDING TO CHRONICLES, THE KINGS NEVER HELD ANY PRIESTLY DUTIES IN 2ND CHRONICLES 26:16-20, AND THE THREE-FOLD CHAIN OF COMMAND OF HIGH PRIEST, PRIESTS, AND THE LEVITIES WERE AUTHORIZED IN 1ST CHRONICLES CHAPTERS 23-24 WAS FULLY IN PLACE DURING THE 1ST TEMPLE PERIOD. ALL CONTRADICTIONS OF REPORTS IN THE BOOKS OF SAMUEL AND THE KINGS WERE SKILLFULLY DONE AWAY WITH IN 1ST CHRONICLES 18:17 & 2ND SAMUEL 8:18. THE HIGH PRIESTHOOD TOOK ITS FINAL SHAPE IN BIBLICAL LEGISLATION BETWEEN EZEKIEL AND CHRONICLES. ALTHOUGH SOME LAWS WERE ACTIVE IN THE EXILIC ROOTS, THEY ALL BECAME PART OF THE HIGH PRIESTHOOD. THE HIGH PRIESTHOOD IS NOW THE CENTER OF HUMAN HOLINESS. THE HIGH PRIEST WAS THE ONLY ONE THAT COULD ENTER THE HOLY OF HOLIES ONCE A YEAR FOR THE DAY OF ATONEMENT. THE HIGH PRIEST WAS BOUND TO A HIGHER LEVEL OF RITUAL PURITY WITH SPECIAL AND MORE RESTRICTIVE LAWS, SUCH AS MARRIAGE, CONTACT WITH THE DEAD BODIES, AND SACRIFICIAL DUTIES IN LEVITICUS 4:1-12; 21:20-15. THE TORAH ALSO, HAS INSTRUCTIONS OF THE INVESTITURE CEREMONY OF THE HIGH PRIEST IN EXODUS 29:1-37 & LEVITICUS 8:5-35. ALSO, A DETAILED DESCRIPTION OF HIS HOLY GARMENTS IS IN EXODUS 28:3-43. AFTER, JESHUA, THIS OFFICE WAS FOR LIFE. THE HOUSE OF ZADOK REMAINED UNCHALLENGED EXCEPT FOR SOME MINOR TECHNICALITIES ON THE 2ND TEMPLE. IN THE ZADOKITE PRIESTHOOD AND THE SELEUCID PERIOD INVOLVED POLITICAL AND ECONOMIC FACTORS MORE THAN A RELIGIOUS AFFILIATION TO THAT OFFICE, BUT HAD A BIG IMPACT ON THE RELIGIOUS AUTHORITY OF THAT OFFICE. JASON WAS ABLE TO REPLACE HIS BROTHER ONIAS III BY BRIBERY TO ANTIOCHUS IV, BUT ALSO, FELL BY THE SAME TRICKERY FROM MENELAUS IN 2ND MACCABEES 4:7-27. THIS CAUSED A BREAK IN THE LINAGE LINE AND WAS NO LONGER FOR LIFE, BUT WAS GIVEN TO FOREIGN RULERS. THE HIGH PRIESTHOOD BECAME AN OFFICE TO BE QUESTIONED AND OFTEN CHALLENGED. AFTER THE DEATH OF HEROD, WHO HAD MADE THE HIGH PRIESTHOOD A MARGINAL ROLE, THE ROMAN PROCURATORS GAVE THE OFFICE GREATER AUTHORITY IN LOCAL AFFAIRS BY CREATING A PRO-ROMAN ARISTOCRACY OF HIGH PRIESTS AND THE FORMER ONES ALSO, THIS STRENGTHENED THE PRO-ROMAN FAMILIES OF CAIAPHAS AND ANNAS, BUT MADE THE WHOLE ORDER SUSPICIOUS OF THOSE IN POLITICAL AND RELIGIOUS AFFILIATIONS WITHIN THE NETWORK WHO OPPOSED ROMAN RULE. THE ANTI-ROMAN REVOLT IN 66AD-70AD DISRUPTED THE PRIESTLY ELITE BY BEING TARGETED BY POLITICAL ASSASSINATIONS. THE LAST OF THE HIGH PRIESTS WAS NAMED PHANNIAS A LAYMAN BASED IN ANCIENT MANUSCRIPTS AND THE DESTRUCTION OF THE TEMPLE BY TITUS IN 70AD MARKED THE END OF THE HIGH PRIESTHOOD. THE FIRST SEPARATION OF AARON TO THE OFFICE OF THE PRIESTHOOD, WHICH FORMERLY BELONGED TO THE FIRST-BORN IS RECORDED IN EXODUS CHAPTER 28. THE CHARACTERISTICS OF AARON FROM ALL THE OTHER HIGH PRIESTS IS THAT ONLY AARON WAS ANOINTED AS HIGH PRIEST IN LEVITICUS 8:12 WHICH WAS ONE OF THE EPITHETS OF THE HIGH PRIEST IN LEVITICUS 4:3, 5, 16; 21:10 & NUMBERS 35:25. THE ANOINTING OF THE SONS OF AARON WAS CONFINED TO SPRINKLING THEIR GARMENTS ONLY WITH THE ANOINTING OIL IN EXODUS 29:21; 28:41. THE HIGH PRIEST HAD A PECULIAR DRESS WHICH CONSISTED OF 8 PARTS. 1. THE BREASTPLATE OF RIGHTEOUSNESS ALSO, CALLED THE BREASTPLATE OF JUDGMENT. 2. THE EPHOD. 3. THE HOLY ROBE OF THE EPHOD. 4. THE LINEN MITRE OR THE UPPER TURBAN. 5. THE BROIDERED COAT AS A TUNIC OR LONG SHIRT OF LINEN. 6. THE LINEN GIRDLE. 7. THE LINEN BREECHES OR LINEN DRAWERS. 8. THE LINEN BONNET AS A TURBAN. THE LAST FOUR WERE COMMON TO ALL PRIESTS WHICH IS THE HOLY ROBE OF THE EPHOD, THE EPHOD, THE BREASTPLATE OF JUDGMENT AND THE MITRE OR UPPER TURBAN. THE HIGH PRIEST WAS THE ONLY ONE AUTHORIZED TO ENTER THE HOLY OF HOLIES ONCE A YEAR ON THE GREAT DAY OF ATONEMENT IN LEVITICUS CHAPTER 16. THE MANSLAYER COULD NOT LEAVE THE CITY OF REFUGE AS LONG AS THE EXISTING HIGH PRIEST WAS ALIVE. IT WAS ALSO, FORBIDDEN FOR THE HIGH PRIEST TO TAKE PART IN FUNERALS AND TOUCH A DEAD BODY. THE FATHER STEPHEN IS THE ONLY AUTHORITY THAT THE HIGH PRIESTS WERE APPOINTED TO THEIR OFFICE BEFORE THERE WERE KINGS OF ISRAEL. BUT AFTER THIS, THE OFFICE WAS MAINLY FOR POLITICAL REASONS AND NOT RELIGIOUS REASONS. EVEN THOUGH THE OFFICE WAS FOR LIFE, WE FIND THAT SOLOMON DEPOSED ABIATHAR IN 1ST KINGS 2:35, AND THAT HEROD APPOINTED A NUMBER OF HIGH PRIESTS, IN WHICH THERE WAS AT LEAST TWO LIVING DURING THE SON JESUS’ REIGN & FATHER STEPHEN’S REIGN, SUCH AS ANNAS AND JOSEPH BEN CAIAPHAS. THE AGE LIMIT OF THE HIGH PRIEST IS 20 YEARS OLD ACCORDING TO 2ND CHRONICLES 31:17. ALSO, NOT ONE WITH A BLEMISH COULD OPERATE AT THE ALTAR IN LEVITICUS 21:17-21. IN THE BOOKS OF LUKE TO ACTS THERE WERE AT LEAST 32 BIBLICAL HIGH PRIESTS & THERE WERE AT LEAST 83 HIGH PRIESTS IN BIBLICAL HISTORY SINCE AARON IN 1657BC TO PHANNIAS IN 70AD. THE GODLY HIGH PRIEST IS THE ONE WHO WAS IN CHARGE OF THE TEMPLE & TABERNACLE WORSHIP. THERE ARE A NUMBER OF TERMS REFERRING TO THE OFFICE OF THE HIGH PRIEST: THE PRIEST (MODERNS DAY IS CORPORAL) IN EXODUS 31:10, THE ANOINTED PRIEST IN LEVITICUS 4:3, THE PRIEST WHO IS CHIEF AMONG HIS BRETHREN (MODERN DAY IS SERGEANT) IN LEVITICUS 21:10, THE CHIEF PRIEST (MODERN DAY IS LIEUTENANT) IN 2ND CHRONICLES 26:20 AND HIGH PRIEST (MODERN DAY IS CAPTAIN OR CHIEF OF POLICE) IN 2ND KINGS 12:10. THE RESPONSIBILITIES AND PRIVILEGES: THIS OFFICE WAS HEREDITARY BASED ON AARON IN EXODUS 29:29-30 & LEVITICUS 16:32. THEY NORMALLY SERVED FOR LIFE IN NUMBERS 18:7; 25:11-13; 35:25, 28 & NEHEMIAH 12:10-11. BUT SOLOMON DISMISSED THE HIGH PRIEST FOR POLITICAL REASONS IN 1ST KINGS 2:27. A SPECIAL DEGREE OF HOLINESS WAS REQUIRED OF THE HIGH PRIEST IN LEVITICUS 10:6, 9; 21:10-15. IF THE HIGH PRIEST SINNED, HE BROUGHT ALL GUILT UPON THE WHOLE KINGDOM IN LEVITICUS 4:3. THE SIN OFFERING IS IN LEVITICUS 4:3-12 AND IS IDENTICAL WITH THE SIN OF THE KINGDOM IN LEVITICUS 4:13-21. THE CONSECRATION WAS AN ELABORATE 7 DAY RITUAL INVOLVING SPECIAL BATHS, SPECIAL GARMENTS AND THE HOLY ANOINTING WITH OIL AND BLOOD IN EXODUS 29:1-37 & LEVITICUS 6:19-22; 8:5-35. THE SPECIAL GARMENTS THAT IS UNIQUE CONCERNING THE GOLD PLATE WITH THE INSCRIPTION “HOLY TO YAHWEH” IS IN EXODUS 28:4-39; 39:1-31; NUMBERS 27:21 & LEVITICUS 8:7-9. THE HIGH PRIEST KEPT THE SACRED LOTS, THE URIM AND THE THUMMIM TO INQUIRE THE FATHER STEPHEN IN EXODUS 28:29-30 & NUMBERS 27:21. THEY SERVED SPECIAL PRIESTLY DUTIES THAT ONLY THEY WERE AUTHORIZED TO DO, WHICH IS TO ENTER THE HOLY OF HOLIES ONCE A YEAR IN LEVITICUS 16:1-25. THE DEATH OF THE HIGH PRIEST WOULD RELEASE & EXPUNGE THE MANSLAYER’S GUILT IN NUMBERS 35:25, 28, 32-33 & JOSHUA 20:6. THERE ARE A NUMBER OF TERMS REFERRING TO LEADING PRIESTS OTHER THAN THE HIGH PRIEST: THE ANOINTED PRIEST IN 2ND MACCABEES 1:10, THE CHIEF PRIESTS IN EZRA 8:29; 10:5 & NEHEMIAH 12:7, AND THE SENIOR PRIESTS IN 2ND KINGS 19:2; ISAIAH 37:2 & JEREMIAH 19:1. ZEPHANIAH WAS DESCRIBED AS THE SECOND PRIEST IN 2ND KINGS 25:18 & JEREMIAH 52:24. PASHUR WAS THE CHIEF OFFICER IN THE HOUSE OF THE FATHER STEPHEN IN JEREMIAH 20:1. THE BIBLICAL LIST OF THE 32 HIGH PRIESTS [THIS CAN REFER TO THE US ARMY RANK STRUCTURES FROM A CIVILIAN [DELAYED ENTRY PROGRAM] TO A CAPTAIN WHICH IS 32 POSITIONS] IN THE SACRED BIBLICAL HISTORY ARE AS FOLLOWS: 1. AARON IN EXODUS CHAPTERS 28-29. 2. ELEAZAR IN NUMBERS 3:4 & DEUTERONOMY 10:6. 3. PHINEHAS IN JOSHUA 22:13-32 & JUDGES 20:28. 4. ELI IN 1ST SAMUEL 1:9; 2:11. 5. AHIMELECH IN 1ST SAMUEL 21:1-2; 22:11. 6. ABIATHAR IN 2ND SAMUEL 20:25 & 1ST KINGS 2:26-27. 7. ZADOK IN 1ST KINGS 2:35 & 1ST CHRONICLES 29:22. 8. AZARIAH IN 1ST KINGS 4:2. 9. AMARIAH IN 2ND CHRONICLES 19:11. 10. JEHOIADA IN 2ND KINGS 11:9-10, 15; 12:7, 9-10. 11. AZARIAH IN 2ND CHRONICLES 26:20. 12. URIAH IN 2ND KINGS 16:10-16. 13. HILKIAH IN 2ND KINGS 22:10, 12, 14; 22:4, 8; 23:4. 14. SERAIAH IN 2ND KINGS 25:18. 15. JOSHUA IN HAGGAI 1:1, 12, 14; 2:2, 4; EZRA CHAPTER 3 & ZECHARIAH 3:6-7; 4:14; 6:9-15. 16. ELIASHIB IN NEHEMIAH 3:1, 20. 17. SIMON THE JUST IN SIRACH 50:1-21. 18. ONIAS III IN 1ST MACCABEES 12:7 & 2ND MACCABEES 3:1. 19. JASON IN 2ND MACCABEES 4:7-10, 18-20 & 4TH MACCABEES 4:16. 20. MENELAUS IN 2ND MACCABEES 4:23-26. 21. ALCIMUS IN 1ST MACCABEES 7:9. 22. JONATHAN MACCABEE IS IN 1ST MACCABEES 10:20; 14:30. 23. SIMON MACCABEE IS IN 1ST MACCABEES 14:20, 24. JOHN HYRCANUS IN 1ST MACCABEES 16:23-24. 25. ANNAS IN LUKE 3:2; JOHN 18:13, 24 & ACTS 4:6. 26. JOSEPH BEN CAIAPHAS (HIS RULE LASTED 18 YEARS FROM 18AD-36AD) IS IN MATTHEW 26:57; JOHN 18:13 & ACTS 7:1-53. 27. ANANIAS IN ACTS 23:3; 24:1. 28. THE LORD JAMES THE JUST THE LORDSHIP OF THE CHRISTIAN LAW BY KING REHOBOAM RAISING HIM UP TO SIT ON HIS THRONE IN JAMES 1:17 & HEBREWS 6:18. 29. THE LORD PETER BY THE KING ISRAEL RAISING HIM UP TO SIT ON HIS THRONE IN HEBREWS 6:18. 30. THE BROTHER JOHN OUR LORD THE HOLY GHOST BY KING SAUL RAISING HIM UP TO SIT ON HIS THRONE IN HEBREWS 6:17. 31. THE SON JESUS CHRIST OUR LORD BY KING DAVID RAISING HIM UP TO SIT ON HIS THRONE IN HEBREWS 4:14; 6:17, 20. 32. THE FATHER STEPHEN OUR LORDBY KING SOLOMON RAISING HIM UP TO SIT ON HIS THRONE IS IN HEBREWS 6:17; 8:2; 10:21 & JAMES 1:17. THE GODLY HIGH PRIEST IS ONE OF THE MOST IMPORTANT POSITIONS IN ISRAEL, RESPONSIBLE OF THE SPIRITUAL WELFARE OF THE NATION AND FOR MAKING ATONEMENT FOR THE SINS OF THE KINGDOM. IN THE NEW TESTAMENT, THE FATHER STEPHEN FULFILLS THIS OFFICE IN LORDSHIP AS THE HIGH PRIEST IN ACTS 6:11-8:3; JAMES 1:17 & HEBREWS 10:21. THE HIGH PRIEST IN THE OT EMPHASIZES THE SPIRITUAL IMPORTANCE OF THE HIGH PRIEST, BY THE ATONEMENT AND SETS OUT HIS DUTIES AND RESPONSIBILITIES. THE ROLE OF THE HIGH PRIEST: MAKING ATONEMENT ON THE DAY OF ATONEMENT IS IN LEVITICUS 16:1-34. TEACHING IN DEUTERONOMY 33:10; EZRA 7:12 & NEHEMIAH 8:2. PROVIDING ORACLES IS IN LEVITICUS 8:8; NUMBERS 27:21 & DEUTERONOMY 33:8. INTERCEDING IS IN EZRA 9:5. ADMINISTERING THE SANCTUARY IS IN NUMBERS 3:38. ANOINTING KINGS IN 2ND KINGS 11:12. SUPERVISING CENSUSES IS IN NUMBERS 26:1-2. ENCOURAGING SOLDIERS IS IN DEUTERONOMY 20:2. THE SPECIAL TITLE OF HIGH PRIEST: MELCHIZEDEK, THE KING-PRIEST IS IN GENESIS 14:18; PSALMS 110:4; HEBREWS 7:11. THE HIGH PRIESTHOOD IN THE LAW: ONLY CERTAIN PEOPLE MAY BE HIGH PRIESTS IN NUMBERS 3:10. CONSECRATION OF THE HIGH PRIEST IS IN LEVITICUS 8:30. THE DIGNITY OF THE HIGH PRIESTHOOD IS IN DEUTERONOMY 17:12 & LEVITICUS 21:10. THE DRESS OF THE HIGH PRIEST IS IN EXODUS 28:4 & LEVITICUS 8:7-9; 16:4. THE HIGH PRIEST IN THE NT IS UNDER THE ROMAN ADMINISTRATION THAT REMAINED THE SENIOR JEWISH LEADER, BUT HIS AUTHORITY WAS LIMITED BY ROMANS EMPERORS. THE GRANDEUR OF THE HIGH PRIEST IS IN JOHN 18:10, 15 & ACTS 6:12, 7:1. THE HIGH PRIEST WAS THE PRESIDENT OF THE SANHEDRIN. THE HIGH PRIEST JOSEPH BEN CAIAPHAS’ CONNECTIONS WITH THE SON JESUS CHRIST OUR LORD: PROPHESYING THE LORD JESUS CHRIST’S DEATH IS IN JOHN 11:49-50, 51-52. PRESIDING AT THE LORD JESUS CHRIST’S TRIAL IS IN JOHN 18:19-24, 28; MATTHEW 26:57-59, 62-65; MARK 14:53-55, 61-64 & LUKE 22:54. THE HIGH PRIEST ANNAS’S ENCOUNTERS WITH THE LORD PETER AND THE LORD JOHN ARE IN ACTS 4:7; 5:17, 21, 29. THE HIGH PRIEST JOSEPH BEN CAIAPHAS’ ENCOUNTER WITH THE FATHER STEPHEN OUR LORD IS IN ACTS 6:11-7:60. THE ENCOUNTERS OF THE HIGH PRIEST JOSEPH BEN CAIAPHAS & THE HIGH PRIEST ANANIAS WITH THE LORD PAUL: COMMISSIONED THE LORD SAUL TO PERSECUTE, CAST HIS VOTE AGAINST, IMPRISON AND KILL THE SAINTLY CHRISTIAN LORDS IN ACTS 9:1-2. ORDERING THAT THE LORD PAUL BE STRUCK IS IN JOHN 18:21-23 & ACTS 23:3. TAKING CHARGES AGAINST THE LORD PAUL TO THE ROMAN GOVERNOR IS IN JOHN 18:28 & ACTS 24:1. THE NAMES, QUALIFICATIONS AND TITLES OF THE HIGH PRIEST IN THE HOLY BIBLE ARE AS FOLLOWS: SPECIALLY CALLED BY THE FATHER STEPHEN IN EXODUS 28:1, 2 & HEBREW 5:4. CONSECRATED TO HIS OFFICE IS IN EXODUS 40:13 & LEVITICUS 8:12. THE HIGH PRIEST WAS CALLED: THE PRIEST IN EXODUS 29:30 & NEHEMIAH 7:65. THE FATHER STEPHEN’S HIGH PRIEST IN ACTS 23:4. THE RULER OF THE PEOPLE IN EXODUS 22:28 & ACTS 23:5. THE HEREDITARY OFFICE IS IN EXODUS 29:29. NEXT IN RANK TO THE KING IS IN LAMENTATIONS 2:6. OFTEN EXERCISED CHIEF CIVIL AUTHORITY IS IN 1ST SAMUEL 4:18. THE DIVINE DUTIES OF THE HIGH PRIEST: 1. OFFERING GIFTS AND SACRIFICES IN HEBREWS 5:1. 2. LIGHTING THE SACRED LAMPS IN EXODUS 30:8 & NUMBERS 8:3. 3. MAKING ATONEMENT IN THE MOST HOLY PLACE ONCE A YEAR IN LEVITICUS 16:1-34 & HEBREWS 9:7. 4. BEARING BEFORE THE FATHER STEPHEN THE NAMES OF ISRAEL FOR A MEMORIAL IS IN EXODUS 28:12, 29. 5. ENQUIRING OF THE FATHER STEPHEN BY THE URIM AND THUMMIM IS IN 1ST SAMUEL 23:9-12; 30:7, 8. 6. CONSECRATING THE LEVITIES IN NUMBERS 9:11-21. 7. APPOINTING PRIESTS TO OFFICES IS IN 1ST SAMUEL 2:36. 8. TAKING CHARGE OF MONEY COLLECTED IN THE SACRED TREASURY IN 2ND KINGS 12:10; 22:4. 9. PRESIDING IN THE SUPERIOR COURT IS IN MATTHEW 26:3, 57-62 & ACTS 5:21-28; 23:1-5. 10. TAKING THE CENSUS OF THE PEOPLE IS IN NUMBERS 1:3. 11. BLESSING THE PEOPLE IS IN LEVITICUS 9:22, 23. SOMETIMES ENABLED TO PROPHESY IS IN JOHN 11:49-52. ASSISTED BY A DEPUTY IS IN 2ND SAMUEL 15:24 & LUKE 3:2. THE DEPUTY OF THE HIGH PRIEST IS CALLED: A. THE SECOND PRIEST IN 2ND KINGS 25:18. B. HAD OVERSIGHT OF THE TABERNACLE IS IN NUMBERS 4:16. C. HAD OVERSIGHT OF THE LEVITIES IS IN NUMBERS 3:32. TO MARRY A VIRGIN OF AARON’S FAMILY IS IN LEVITICUS 21:13, 14. FORBIDDEN TO MOURN FOR ANY IS IN LEVITICUS 21:1-12. TO BE TENDER AND COMPASSIONATE IS IN HEBREWS 5:2. NEEDED TO SACRIFICE FOR HIMSELF IS IN HEBREWS 5:1-3. THE SPECIAL GARMENTS OF THE HIGH PRIEST: 1. THE EPHOD IS IN EXODUS 28:6, 7. 2. THE CURIOUS GIRDLE IS IN EXODUS 28:6, 7. 3. THE LINEN SASH IS IN EXODUS 28:4, 39. 4. THE BROIDERED COAT IS IN EXODUS 28:4, 39. 5. THE ROBE OF THE EPHOD IS IN EXODUS 28:31-35. 6. THE BREASTPLATE IS IN EXODUS 28:15-19. 7. THE LINEN MITRE IS IN EXODUS 28:4, 39. 8. THE PLATE OR THE GOLDEN CROWN IS IN EXODUS 28:36-38. MADE BY DIVINE WISDOM GIVEN TO BEZALEEL IS IN EXODUS 28:3; 36:1; 39:1. WERE FOR BEAUTY AND ORNAMENT IS IN EXODUS 28:2. WORN AT HIS CONSECRATION IS IN LEVITICUS 8:7, 9. WORN 7 DAYS AFTER CONSECRATION IS IN EXODUS 29:30. DESCENDED TO HIS SUCCESSORS IS IN EXODUS 29:29. ALSO, WORE THE ORDINARY PRIEST’S GARMENTS WHEN MAKING ATONEMENT IN THE HOLY PLACE IS IN LEVITICUS 16:4. THE OFFICE PROMISED TO THE POSTERITY OF PHINEHAS FOR HIS ZEAL IS IN NUMBERS 25:12, 13. FAMILY OF ELI DEGRADED FROM OFFICE FOR BAD MISCONDUCT IS IN 1ST SAMUEL 2:27-36. SOMETIMES DEPOSED BY KINGS BECAUSE OF POLITICAL AFFILIATIONS IS IN 1ST KINGS 2:27. THE OFFICE MADE ANNUAL BY THE ROMANS IS IN JOHN 11:49-51 & ACTS 4:6. TYPIFIED JESUS CHRIST IN: 1. BEING CALLED BY THE FATHER STEPHEN IS IN HEBREWS 5:4, 5. 2. HIS TITLE IS IN HEBREWS 3:1. 3. HIS APPOINTMENT IS IN ISAIAH 61:1 & JOHN 1:32-34. 4. MAKING ATONEMENT IS IN LEVITICUS 16:33 & HEBREWS 2:17. 5. SPLENDID DRESS IS IN EXODUS 28:2 & JOHN 1:14. 6. BEING LIABLE TO TEMPTATION (ONLY THE 40 DAYS & 40 NIGHTS) IS IN HEBREWS 2:18. 7. COMPASSION AND SYMPATHY FOR THE WEAK AND IGNORANT IS IN HEBREWS 4:15; 5:1, 2. 8. MARRYING A VIRGIN WHICH IS NEW JERUSALEM IS IN REVELATION 21:2-22:21; LEVITICUS 21:13, 14 & 2ND CORINTHIANS 11:2. 9. HOLINESS OF OFFICE IS IN LEVITICUS 21:15 & HEBREWS 7:26. 10. PERFORMING BY HIMSELF ALL THE SERVICES ON THE DAY OF ATONEMENT IS IN LEVITICUS 16:1-34 & HEBREWS 1:3. 11. BEARING THE NAMES OF ISRAEL UPON HIS HEART IS IN EXODUS 28:29 & SONG OF SOLOMON 8:6. 12. ALONE ENTERING INTO THE MOST HOLY PLACE IS IN HEBREWS 9:7, 12, 24; 4:14. 13. INTERCEDING IS IN NUMBERS 16:43-48 & HEBREWS 7:25. 14. BLESSING IS IN LEVITICUS 9:22, 23 & ACTS 3:26. WHAT IS INFERIOR TO JESUS CHRIST IN HIS OFFICE AS HIGH PRIEST: A. NEEDING TO MAKE ATONEMENT FOR HIS OWN SINS IS IN HEBREWS 5:2, 3; 7:26-28; 9:7. B. BEING OF THE ORDER OF AARON IS IN HEBREWS 6:20; 7:11-17; 8:1, 2, 4, 5, 6. C. BEING MADE WITHOUT AN OATH IS IN HEBREWS 7:20-22. D. NOT BEING ABLE TO CONTINUE IS IN HEBREWS 7:23, 24. E. OFFERING OFTENTIMES THE SAME SACRIFICES IS IN HEBREWS 9:25, 26, 28; 10:11, 12, 14. F. ENTERING INTO THE HOLIEST EVERY YEAR IS IN HEBREWS 9:7, 12, 25.**

**THE GODLY SERGEANTS---SERGEANTS & CORPORALS**

**SERGEANTS ARE ALSO, KNOWN AS PRIESTS. THE SERGEANTS INSTITUTION [NCO CORPS-NONCOMMISSIONED OFFICERS] IN THE OT: PAGAN SERGEANTS IN THE OT IS IN 1ST SAMUEL 6:1-2; 2ND KINGS 23:5; HOSEA 10:5 & ZEPHANIAH 1:4. THE SPECIAL STATUS OF SERGEANTS IS IN EZRA 1:5; ISAIAH 24:2; HOSEA 4:9 & MICAH 3:11. ASSOCIATED WITH THE DESCENDANTS OF LEVI AND AARON: THE EXCLUSIVE NATURE OF THE NCO CORPS KNOWN AS THE PRIESTHOOD IS IN 1ST CHRONICLES 6:49; EXODUS 6:16-20; 28:1; 29:44; 30:30; NUMBERS 16:40; JEREMIAH 33:21 & DEUTERONOMY 18:1. MICAH’S SERGEANT IS IN JUDGES 17:13. THE SHILOH PRIESTHOOD OR NCO CORPS IS IN 1ST CHRONICLES 6:27; 24:3. THE SERGEANTS OF DAN IS IN JUDGES 18:30. THE DESCENDANTS OF ZADOK IS IN EZEKIEL 44:15-16; 2ND SAMUEL 8:17 & 1ST CHRONICLES 6:50-53; 24:3. THE CRITICISM OF THE SERGEANTS APPOINTMENTS THAT WERE NOT LEVITICAL IS IN 1ST KINGS 12:31; 13:33 & 2ND CHRONICLES 11:13-14; 13:9. THE APPOINTMENTS OF THE SERGEANTS: THEIR PRELIMINARY PURIFICATION IS IN EXODUS 29:4; 30:19; 40:12. THEIR ANOINTING IS IN EXODUS 30:30-32; LEVITICUS 8:30 & NUMBERS 3:3. THEIR CONSECRATION IS IN EXODUS 29:1, 12-14, 18, 20-21 & LEVITICUS 8:12. THEIR ORDINATION IS IN EXODUS 29:9, 29, 33, 35; LEVITICUS 8:22, 33 & JUDGES 17:5, 12. THE UNIFORM DRESS OF THE SERGEANTS IS IN EXODUS 28:40, 42; 39:27-29 & LEVITICUS 8:13. THE SERGEANTS FUNCTION IN THE OT: THEY WERE CONSECRATED TO THE FATHER STEPHEN IS IN LEVITICUS 22:9 & EXODUS 28:1, 4, 41; 29:1, 44; 30:34; 31:10; 35:19; 39:41. THEY WERE NOT TO INCUR UNCLEANNESS, EXCEPT IN VERSES 2-3 BASED ON IF YOU ARE MALE OR FEMALE IS IN LEVITICUS 21:1 & EZEKIEL 44:25. THEY WERE NOT TO SHAVE OR MUTILATE THEMSELVES IS IN LEVITICUS 21:5 & EZEKIEL 44:20. THEY WERE NOT TO MARRY ANY BUT A VIRTUOUS VIRGIN WHITE ISREALITE IS IN LEVITICUS 21:7 & EZEKIEL 44:22. THEY WERE NOT TO DRINK WINE OR ANY STRONG DRINK BEFORE ENTERING THE SANCTUARY IS IN LEVITICUS 10:9 & EZEKIEL 44:21. THEY WERE DISQUALIFIED BY ANY PHYSICAL DEFECTS IS IN LEVITICUS 21:17, 18-22. THEY WERE NOT TO ALLOW OUTSIDERS TO EAT THE SACRED OFFERINGS IS IN LEVITICUS 22:15-16; 24:9; 1ST SAMUEL 21:4 & MATTHEW 12:4. THEY WERE NOT TO OWN LAND IN ISRAEL IS IN NUMBERS 18:20 & EZEKIEL 44:28. THEY WERE NOT TO OFFER UNACCEPTABLE SACRIFICES, UNAUTHORIZED 10% TITHES OR UNLAWFUL AND ILLEGAL SEXUAL OFFERINGS IS IN LEVITICUS 22:20 & MALACHI 1:7-9; 3:8-12. THEY WERE TO OBEY THE FATHER STEPHEN’S INERRANT LAW METICULOUSLY, INFALLIBLY & INERRANTLY IS IN LEVITICUS 22:31 & EZEKIEL 44:24. THE SERGEANTS SUPERVISED THE SANCTUARY: THEY ONLY HAD ACCESS TO HOLY THINGS [WHERE CHIEF SERGEANTS HAD ACCESS TO HOLIER THINGS AND HIGH SERGEANTS HAD ACCESS TO THE HOLIEST THINGS] IS IN NUMBERS 3:10; 4:5; EZEKIEL 40:45-46; 44:16 & JOEL 2:17. THEY TENDED THE SANCTUARY LAMPS IS IN EXODUS 27:21. THEY CARRIED THE INVINCIBLE ARK OF THE COVENANT [TESTIMONY] BY NOT TOUCHING IT AT ANY TIME WITH FINE WOOD POLES [THE HIGH SERGEANT COULD ONLY TOUCH THE INVINCIBLE ARK] IS IN DEUTERONOMY 31:9 & JOSHUA 3:8, 15, 17; 4:9, 16; 6:12. THE SERGEANTS SUPERVISED THE SACRIFICES IS IN LEVITICUS 1:5, 8; 2:2 & 1ST CHRONICLES 9:30. THE SERGEANTS LED THE NATION: AS ROLE MODELS IS IN MALACHI 2:6. AS TEACHERS IS IN EZEKIEL 44:23; LEVITICUS 10:10; DEUTERONOMY 31:10-13; EZRA 7:6 & MALACHI 2:7. AS JUDGES IS IN DEUTERONOMY 17:9; 19:17; 21:5; 2ND CHRONICLES 19:8 & EZEKIEL 44:24. AS ENCOURAGERS IN FIGHTS, BATTLES AND WARS TO WIN AND BE COURAGEOUS & VICTORIOUS IS IN NUMBERS 10:8; JOSHUA 6:4 & 2ND CHRONICLES 13:12. THE PROPHETIC CRITICISM OF THE SERGEANTS IS IN LAMENTATIONS 4:13; JEREMIAH 2:8; 6:13; EZEKIEL 7:26; 22:26; HOSEA 4:6-9; 6:9 & ZEPHANIAH 3:4. THE SERGEANT TYPES IN THE NT: PAGAN SERGEANTS IS IN ACTS 14:13. JEWISH SERGEANTS: THE CHIEF SERGEANTS IS IN MATTHEW 16:21. THE SADDUCEES IS IN ACTS 5:17. ZECHARIAH IN 1ST CHRONICLES 24:10 & LUKE 1:5. EMISSARIES TO THE LORD JOHN IS IN JOHN 1:19; 2ND CHRONICLES 35:3; NEHEMIAH 8:7-9 & LUKE 10:31-32. CHRISTIAN SERGEANTS: THE LORD JESUS AS HIGH SERGEANT IS IN HEBREWS 4:14-16; 8:1-2. THE FATHER STEPHEN AS HIGH SERGEANT IS IN JAMES 1:17 & HEBREWS 10:21. THE SAINTLY CHRISTIAN LORDS [LADIES] AS HIGH SERGEANTS IS IN REVELATION 1:5-6; 5:10; 20:6 & 1ST PETER 2:5, 9. THE SERGEANTS TASKS IN THE NT: THE SERGEANTS OFFERED PERFECT UNBLEMISHED SACRIFICES: SACRIFICES MADE BY PAGAN SERGEANTS [THE WRONG SEXUAL PERFECTION THAT IS SEEN & LEADS EVENTUALLY TO SEXUAL CORRUPTION IS IN PROVERBS 6:16-19 & 2ND PETER 1:4] IS IN ACTS 14:13. THE JEWISH SACRIFICE IS IN HEBREWS 10:11. THE JEWISH SACRIFICE OF THE LORD JESUS OF THE DIVINE NATURE IS IN HEBREWS 9:14; 10:10. THE CHRISTIAN SACRIFICE OF A SURRENDERED LIFE IS IN ROMANS 12:1 & HEBREWS 13:16. THE CHRISTIAN SACRIFICE OF PRAISE, WORSHIP, GLORIFICATION, BLESSING & ADORATION TO THE FATHER STEPHEN IS IN HEBREWS 13:15. THE CHRISTIAN SACRIFICE OF THE LORD STEPHEN OF THE DIVINE NATURE IS IN ACTS 7:60. THE SERGEANTS MADE INTERCESSION: THE BURNING OF INCENSE IS IN EXODUS 30:7-8 & LUKE 1:9. THE CHRISTIAN INTERCESSION IS IN REVELATION 1:6; 5:8, 10; 20:6 & 1ST PETER 2:5. THE SERGEANTS WERE GUARDIANS OF TRADITION: THEY WERE HIGHLY TRAINED IN THE TEACHING AND APPLICATION OF THE FATHER STEPHEN’S INERRANT LAW IS IN MATTHEW 2:3-6 & JOHN 1:19. THE CHRISTIAN INERRANT LAW BY TRADITION IS IN 1ST CORINTHIANS 15:1-5; 2ND TIMOTHY 1:13-14; 2:2 & JUDE 3. THE SERGEANTS DECLARED PEOPLE CLEAN OR UNCLEAN: THEY SUPPLIED RITUAL CERTIFICATION OF CLEANSING ALSO, AND HAD TO BE 100% SANCTIFIED IS IN MATTHEW 8:4; MARK 1:44; LEVITICUS 13:2-3; 14:2 & LUKE 5:14; 17:14. SAINTLY CHRISTIAN LORDS [LADIES] THAT ARE OUTSIDE OF THE MOST-HIGHEST [JEHOVAH---[LORD STEPHEN YAHWEH] KINGDOM OF LORDSHIP DOES PRONOUNCE FORGIVENESS IS IN JOHN 20:21-23 & JAMES 5:16. SAINTLY CHRISTIAN LORDS [LADIES] THAT ARE INSIDE THE MOST-HIGHEST [JEHOVAH---[LORD STEPHEN YAHWEH] KINGDOM OF LORDSHIP DOES NOT DO FORGIVENESS, NOR CAN BE FORGIVEN, BUT DOES A RELEASE AND A EXPUNGEMENT CONCERNING UNFORGIVENESS OF THE ETERNAL SIN IN LORDSHIP IN ACTS 7:60.**

**ETERNAL LAW OFFICER, EXECUTED BY THE TOP ENGLISH LORD**

**TOP OFFICERS ARE USUALLY TOP CHIEF’S OF POLICE, 1ST LIEUTENANTS, SERGEANTS OR CORPORALS**

**IN JAMES 1:17 PROVES THE FATHER STEPHEN IS THE HIGH PRIEST FOR THE LORDS ONLY THAT CONSULTS THE DIVINING STONES OF THE MAJESTIC URIM (FIRE FOR THE LIGHTS & LAMPSTANDS) AND MAJESTIC THUMMIM (PERFECTIONS OF GIFTS, SUCH AS THE HOLY GHOST & OMNI-BENEVOLENCE) TO KNOW THE HOLY (TOP) (ENGLISH) JUDGMENTS OF THE LORD YAHWEH. THE LORD JESUS CHRIST IS THE HIGH PRIEST FOR MAN ONLY CONSULTS THE DIVINING STONES OF THE MAJESTIC URIM AND MAJESTIC THUMMIM TO KNOW THE HOLY (TOP) (ENGLISH) JUDGMENTS OF THE FATHER STEPHEN OUR LORD. THE URIM AND THUMMIM IS IN EXODUS 28:30; LEVITICUS 8:8; NUMBERS 27:21; DEUTERONOMY 33:8; 1ST SAMUEL 26:8; EZRA 2:63; NEHEMIAH 7:65 & SIRACH 45:10. THE CHRISTIAN LAW ENTERING IN THE CHRISTIAN KINGDOM OF LORDSHIP BECOMES A CHRISTIAN LORDSHIP IN THE RIGHTEOUSNESS OF THE HOLY GHOST ABOVE THE LORDSHIP OF THE ENTIRE LAW IN ACTS 1:4-7. ACTS 29:1-2 THE USA LAW OFFICER.**

**ETERNAL LAW UNIFORM, EXECUTED BY THE TOP ENGLISH LORD**

**JUDG 17:10: SO, MICAH REPLIED, "COME LIVE WITH ME! YOU CAN BE A SPIRITUAL FATHER TO ME, AS WELL AS A PRIEST. I'LL PAY YOU TEN SILVER COINS A YEAR, PLUS A PRIESTLY UNIFORM AND AN INCOME." SO, THE DESCENDANT OF LEVI MOVED IN. 2 SAM 20:8: THEY WERE AT THE GREAT STONE IN GIBEON WHEN AMASA JOINED THEM. JOAB WAS WEARING HIS UNIFORM AND OVER IT WAS A BELT AROUND HIS WAIST WITH A SWORD IN ITS SHEATH. AS HE APPROACHED, THE SWORD FELL OUT. 1 KGS 22:30: THE KING OF ISRAEL SUGGESTED TO JEHOSHAPHAT, "I'LL GO INTO BATTLE IN DISGUISE, BUT YOU KEEP YOUR ROYAL [ENGLISH] UNIFORM ON." SO, THE KING OF ISRAEL DISGUISED HIMSELF AND THEY BOTH WENT INTO THE BATTLE. 2 CHRON 18:29: THE KING OF ISRAEL SUGGESTED TO JEHOSHAPHAT, "I'LL GO INTO BATTLE IN DISGUISE, BUT YOU KEEP YOUR ROYAL [ENGLISH] UNIFORM ON." SO, THE KING OF ISRAEL DISGUISED HIMSELF AND THEY BOTH WENT INTO THE BATTLE. ACTS 219:1-2 THE USA LAW UNIFORM.**

**THE 1 MOUTH (SUPREME LORDSHIP IN MARK 13:32-37 & 2 CORINTHIANS 12:1-6) OF 2 WITNESSES OR 3 WITNESSES (SUPREME LORDSHIP OF THE SUPREME LAW AUTHORITY IN MATTHEW 24:36-44 & 2 CORINTHIANS 13:1) EVERY SINGLE LETTER (JOT & TIDDLE) SHALL BE ETERNALLY ESTABLISHED: JUST 1 MEMBER OR JUST 1 THING AT THE CROWN LEVEL (10) IN THE TOP KINGDOM (10) OF LORDSHIP SIMUTANEAOUSLY & THE MEASURE BACK SIMUTANEAOUSLY IN JUST 1 RELENTING (JUDE 14-15) AT 10% TO 100% IS EQUAL TO 8,000,000,000 BILLION WITNESSES OR 12,000,000,000 BILLION WITNESSES, WHICH IS UNIVERSAL & GLOBAL!**

**THE BASIC PARTS OF THE LAW BODY IS AS FOLLOWS: FOR THE FATHER STEPHEN OUR LORD IN 1ST CORINTHIANS 8:6, WISDOM OF SOLOMON 5:17 & EPHESIANS 4:6 COMMUNICATES (TONGUE IN ACTS 7:1-8:3) WITH ALL CREATION TO THE HEAD (BRAIN) OR FOREHEAD (CROWNS) IN ACTS 6:5; 8-9; 7:48, 59. THE FACE (PRESENCE) IN ACTS 6:15. THE BACK AND SHOULDER (SHECHEM) IN ACTS 7:16. THE ASS, RECTUM OR FACIAL CHEEKS (HAMOR) IN ACTS 7:16, 49. THE FOUNTAIN (BUSH) IN ACTS 7:35. THE ROD (PETER, DICK OR COCK) IN ACTS 7:36; 49, 58. THE STOMACH OR GALL CONCERNING THE PANCREAS, LARGE INTESTINES, SMALL INTESTINES, LIVER OR KIDNEYS, & THE NAVEL OR BELLY BUTTON (GRAIN OR MEATS FOR THE BELLY) IN ACTS 7:12; 42. THE FEET IN ACTS 7:33, 49. THE LAMB’S WIFE (CHURCH) IN ACTS 7:38. THE CALVES IN ACTS 7:41. THE FAT (IS THE LORD’S) IN ACTS 7:30-32. THE CELLS CONCERNING THE PRISON (BLOOD VESSELS) IN ACTS 8:3. THE ARMS (THE ARMS OF THE LORD) AND ARM PITS (PHARAOH’S ARMY KILLED BY THE LORD) IN ACTS 7:34. THE SIDE BURNS, BEARD OR MUSTACHE IN ACTS 7:30. THE HANDS (FISTS) IN ACTS 6:6; 7:24. THE WAIST (WASTE OF EATING DEAD ANIMALS) IN ACTS 7:42. THE LEGS (RULERS) IN ACTS 7:27, 35, 52, 53. THE HAIRS (COVER) IN ACTS 6:10; 7:13, 18. THE LUNGS (GOD’S GUNS CONCERNING THE GARDEN MEANING GUNI) IN ACTS 7:60. THE WOMB (TOMB OR BARREN WOMB) IN ACTS 7:16. THE MOUTH (SWEARING) IN ACTS 6:1; 7:17, 22, 24, 28. THE CLOTHES IN ACTS 7:45, 58. THE DEEDS (BODY) IN ACTS 7:22. THE HEART (BODY) IN ACTS 7:23; 51. THE PREGNANCY OR SEX DRIVE (CREATION OF BABIES) IN ACTS 7:8, 19. THE ELBOW (GOD’S BOW KNELLING DOWN) IN ACTS 7:60. THE BIRTH (LAW) IN ACTS 7:19. THE ADAM’S APPLE (2 TREES CONCERNING THE ETERNAL SIN) IN ACTS 7:60. THE LIPS (PHILIP) IN ACTS 6:5. THE EYES (SIGHT OR FLAME OF FIRE) IN ACTS 7:7, 30-31, 55-56. THE BONES, ANKLES, JOINTS, KNUCKLES OR SKELETON (HOLY FIRE) IN ACTS 7:30. THE SKIN (KIN’S FOLKS) IN ACTS 7:14. THE BODY MUSCLES (CARTEL-EDGE, LIGAMENTS, THIGH MUSCLES, CALF MUSCLES, BICEPS, TRICEPS AND STOMACH MUSCLES) AND SMILE (STRENGTH) IN ACTS 6:8. THE (WISDOM) TEETH (GNASHING OR CUT TO THE HEART) IN ACTS 6:3, 10, 7:54. THE CHEST (SUM OF MONEY) IN ACTS 7:16. THE KNEE (PRAYER) IN ACTS 6:4. THE EARS OR EAR LOBES) IN ACTS 7:51. THE WATER TURNED UNTO BLOOD (VEINS) OR OTHER LIQUIDS IN THE BODY (MOSES’ LIFE) IN ACTS 7:19. THE FINGERS (CHRISTIAN KINGDOM OF GOD) IN ACTS 7:1-7:60. THE WRISTS, FINGER NAILS OR THUMB NAILS (JESUS OF NAZARETH ON THE CROSS) IN ACTS 6:14. THE NOSE (BREATH) IN ACTS 7:7. THE DRAFT (LIVESTOCK FIT OF THE DUNGHILL FOR 40 YEARS AND PHILIP) IN ACTS 7:42. THE NECK (WIND PIPE) IN ACTS 7:6. THE SEEDS AND SAC (SCROTUM) & MAKES TREES (PALMS) AND PLANTS FOR FRUITS, FOODS, MEDICINES AND BABIES IN ACTS 7:11. THE SPIRIT AND SOUL (THE NUMBER OF MULTIPLYING) IN ACTS 6:1, 7; 10; 7:17, 59. THE SPIRIT AND SOUL (THE NUMBER OF ADDING OR JOSEPH) IN ACTS 6:10; 7:9, 13-14, 18, 45, 49. THE SPIRIT AND SOUL (THE NUMBER OF SUBTRACTING) IN ACTS 6:10; 7:24, 59. THE SPIRIT AND SOUL (THE NUMBER OF DIVIDING) IN ACTS 6:10; 7:24, 48, 59. THE APPEARANCE (GOOD LOOKS) IN ACTS 7:30. ACTS 29:1-2 THE USA LAW MAN.**

**ETERNAL ID LAW BADGE, EXECUTED BY THE TOP ENGLISH LORD**

**JUDG 5:14: SOME CAME FROM EPHRAIM WHO HAD BEEN HARASSED BY AMALEK, FOLLOWED BY BENJAMIN WITH YOUR PEOPLE. SOME COMMANDERS CAME FROM MACHIR, ALONG WITH SOME FROM ZEBULUN WHO CARRY A BADGE OF OFFICE. ACTS 29:1-2 THE USA ID LAW BADGE.**

**ETERNAL LAW GUN, EXECUTED BY THE TOP ENGLISH LORD**

**THE NAME OF THE LAW GUN IS IN NUMBERS 26:48 & 1ST CHRONICLES 5:15. THE BULLETS OF THE GUN IS ISRAEL LIKE ANTIMONY SURROUNDING THE EYE IN THE ANCIENT WRITINGS ON THE COMMENTARIES ON ISAIAH ON PAGE 469. ANTIMONY IS A KIND OF MEDAL USED IN THE LEAD BULLETS FOR WEAPONS OF WARFARE. THE LEAD DISC IN A CASING SHELL IS IN ZECHARIAH 5:5-11. THE ANGEL (LORD) WITH 2 FEMALE ANGELS (LORDS) PUT THE WOMAN CALLED WICKEDNESS IN THE CONTAINER & PUT A LEAD DISC (ROUND STONE) WITH A CIRCULAR HEAD ON THE SHELL CONTAINER (STONE COVER) & SET IT UP IN BABYLON. BABYLON (SHINAR, BABEL, CONFUSION OR ROME) IS WHERE THE ANGELS (LORDS) ARE WORSHIPPED IN ACTS 7:41-42. THE SHELL CONTAINER (THE STONE CONTAINER) IS MADE OUT OF SOMETHING HARD THAT IS MEASURED. THE GUN POWDER IS IN 2ND ESDRAS 16:11, MATTHEW 21:44 AND LUKE 20:18. THE HAMMER OF THE GUN IS IN JEREMIAH 23:29 AND SIRACH 38:28. THE PEACE/SAFETY OF THE GUN TO WARFARE IS IN PROVERBS 24:6; 1ST ESDRAS 4:35 & LUKE 11:21-23. THE GUN CHAMBER IS SEX PROTECTION IN TOBIT 8:1-3. THE GUN WITH THE EYE IS CALLED GUNI WHICH MEANS “GARDEN” AS THE CHIEF IS IN 1ST CHRONICLES 5:15. THE LAW SHEATH OR HOISTER IS IN JOHN 18:11. THE LAW BELT IS IN THE PROTECTION ARMOR IN EPHESIANS 6:14. THE MACE GAS WEAPON THAT IS AN INVISIBLE PLAGUE IS IN WISDOM OF SOLOMON 5:17, 23, 1ST ESDRAS 5:34 & 2ND MACCABEES 9:5. THE LAW ROD [STAFF OR WAND] OR BILLY STICK OR CLUB IN THE LAW HAND IS IN EXODUS 3:1-14:31 & MATTHEW 26:47. THE DIRECT LAW TARGET IS MENTIONED IN THE JEALOUS LAW JUSTICE ARMOR OR LAW ZEAL ARMOR IN WISDOM OF SOLOMON 5:21-23. THE LAW SHIELD IS THE INVINCIBLE HOLINESS OR INVINCIBLE FAITH IN EPHESIANS 6:16 & WISDOM OF SOLOMON 5:19. THE LAW RIGHT HAND WILL COVER THEM OR PROTECT THEM AND HIS ARM WILL SHIELD THEM IN THE LAW BADGE OR SHIELD IN WISDOM OF SOLOMON 5:16. THE LAW GUN IS TRIGGERED BY A RELEASE BY GOD’S FINGER (PO-LICE) IS (OPERATION LICE) IN GOD’S KINGDOM IN EXODUS 8:16-19; WISDOM OF SOLOMON 5:22 & LUKE 11:20. THE LAW IDENTITY IS A SECRET IDENTITY IN TOBIT 12:11-22. THE LAW GARMENTS OF VENGEANCE FOR CLOTHING OR LOINS OF TRUTH ARE IN EPHESIANS 6:14 & ISAIAH 59:17. THE LAW MOUTH IS THE LAW STERN WRATH SWORD OF THE LAW SPIRIT WHICH IS THE WORD (PERFECT LAW) OF GOD (LOVE OR LIBERTY) IN JAMES 2:8-13 & EPHESIANS 6:17 & WISDOM OF SOLOMON 5:20. THE LAW HAT (CROWN) OR IMPARTIAL JUSTICE LAW HELMET OR SALVATION PROTECTION HELMET IS IN WISDOM OF SOLOMON 5:16 & EPHESIANS 5:18. THE LAW SHOES OR BOOTS THAT IS SHOD AND PREPARED WITH THE IMMORTALITY GOSPEL OF PEACE IS IN EPHESIANS 6:15. THE LAW BULLET PROOF VEST OR BREASTPLATE IS IN EPHESIANS 6:14 & WISDOM OF SOLOMON 5:18. LAW HAND-CUFFS OR SHACKLES/FETTER CHAINS ARE IN REVELATION 20:1-3. LAW COMMUNICATIONS IS “CALLING ON GOD” IN ACTS 7:60. THE LAW CHARIOT OR CROWN VICTORIA IS IN ACTS 8:28-33. THE LORD’S LAW RELENTS TO SAVE OR DESTROY IN GENESIS 6:1-8. GUN FIRE IS THE DEATH PENALTY OF THE “LAW OF THE STONING” IN 2 ALONE POSITIONS OR MORE IN ACTS 7:60. OTHER WEAPONS HAS SCOPES & MAGAZINES FOR THE BULLETS IS IN JOB 37:18 & ZECHARIAH 5:8. THE GLASS OF THE SCOPE IS IN JAMES 1:23. THE CLEAR SIGHT OF THE SCOPE IS IN REVELATION 21:11, 18. THE SCOPE’S 360 DEGREES IN EVERY DIRECTION IS IN GENESIS 3:24. THE LAW HUBS WITH COMPUTER NETWORKS IS IN & EXODUS 27:4; 38:4; 1ST KINGS 7:18, 20, 33, 41-42; ISAIAH 19:9 & JEREMIAH 52:22, 23. ACTS 29:1-2 THE USA LAW GUN.**

**ETERNAL LAW CAR, EXECUTED BY THE TOP ENGLISH LORD**

**THE MILITARY USE OF LAW HORSES UP TO 1,919 AD IS IN EXODUS 14:9, 28; 15:1; DEUTERONOMY 11:4; JOSHUA 11:4; 1ST KINGS 20:1, 20-21; 2ND KINGS 6:14-15; JOB 39:19-25; PSALMS 76:6; ISAIAH 5:28; 43:16-17; JEREMIAH 4:13; 46:9; 51:21; EZEKIEL 38:4; HABAKKUK 1:8; JUDITH 9:7; 1ST MACCABEES 6:28; 2ND MACCABEES 10:24 & REVELATION 19:14. THE DISABLING OF HORSES IN WARTIME IS IN JOSHUA 11:6, 9; 2ND SAMUEL 8:4; 1ST CHRONICLES 18:4; MICAH 5:10; 1ST MACCABEES 10:81 & REVELATION 20:17-21. THE WARNINGS AGAINST RELIANCE ON HORSES IS IN DEUTERONOMY 17:16; PSALMS 20:7; 33:17; 147:10; ISAIAH 31:1; JUDITH 6:3 & REVELATION 20:17-21. THE RITUAL USE OF HORSES IS IN ESTHER 6:7-9; 1ST SAMUEL 8:11; 2ND SAMUEL 15:1; JEREMIAH 22:4 & REVELATION 6:1-8. HORSES AS A MEANS OF EXCHANGE AND A MEASURE OF WEALTH IS IN GENESIS 47:17; 1ST KINGS 9:19; 10:25-26; 2ND CHRONICLES 1:14; 2ND CHRONICLES 9:28; ISAIAH 2:7 & REVELATION 6:6. HORSES AS A MEANS OF TRANSPORT AND FOR THE HAULAGE OF LOADS IS IN 2ND KINGS 5:9; 14:20; 2ND CHRONICLES 25:28; ESTHER 8:10, 14; ISAIAH 21:7, 9; 66:20 & REVELATION 6:1-8. HARNESS AND TACKLE FOR HORSES IS IN 2ND KINGS 19:29; JOB 41:13; PSALMS 32:9; ISAIAH 30:28; 37:29 & REVELATION 14:20. THE FIGURATIVE AND PROPHETIC USE OF HORSE IMAGERY IS IN 2ND KINGS 13;14; ISAIAH 28:28; JOEL 2:4; ZECHARIAH 1:6-8; JAMES 3:2-3; REVELATION 6:1-8; 9:17; 19:14 & ACTS 10:11-12; 11:5-6. THE HEAVENLY HORSES IS IN 2ND KINGS 2:11; 6:17; 7:6; SIRACH 48:9; 2ND MACCABEES 3:25; 10:29 & REVELATION 19:14. ACTS 29:1-2 THE USA LAW HORSE.**

**THE BASIC BIBLICAL PARTS OF A LAW CHARIOT & IN A MODERN SENSE A LAW CAR FROM 1919AD TO FUTURE MEANS IS AS FOLLOWS: ALSO, THE BIBLICAL PARTS OF THE LAW SHIP & THE LAW AIRCRAFT IS IN SCRIPTURE. THE ORIGIN OF THE KING’S CAR IS IN 2 MACCABEES 5:11. THE HOUSE-CAR CALLED “BETHEL-CAR” ORIGINATED IN 1ST SAMUEL 7:11. THE TIRES IS IN ISAIAH 3:18 & EZEKIEL 24:23. THE RIMS [FELLOES] IS IN 1ST KINGS 7:33 & EZEKIEL 1:18. THE SPOKES IS IN 1ST KINGS 7:33. THE HUB CAPS [NAVES] OR THE BLOCKS IS IN 1ST KINGS 7:33. THE WHEELS IS IN EXODUS 14:25; 1ST KINGS 7:30, 32, 33. THE AXLES WITH THERE PINS IS IN 1ST KINGS 7:33. THE BODY PANELS IS IN 1ST KINGS 7:32. THE BODY IRON FRAMES IS IN JOSHUA 17:16 & 1ST KINGS 7:28. THE SEATS IS IN 1ST KINGS 10:19 & JOB 29:7. THE SEAT FABRICS [NEEDLEWORK] IS IN ISAIAH 19:9. THE SEAT ARMRESTS IS IN 1ST KINGS 10:19. THE HEAD-TIRE [STEERING WHEEL] IS IN 1ST ESDRAS 3:6. THE EXHAUST IS IN JUDGES 8:4. THE DOORS IS IN JOB 31:32. THE DOOR LOCKS [BOLTS] IS IN BARUCH 6:18 & 2ND SAMUEL 13:18. THE DOOR BARS IS IN BARUCH 6:18. THE DOOR HINGES IS IN PROVERBS 26:14. THE DOOR BEAMS [LINTELS] IS IN AMOS 9:1. THE DOOR HANDLES IS IN SONG OF SOLOMON 5:5. THE WINDOWS [WIND SHIELDS] IS IN 1ST KINGS 7:5. THE HOODS IS IN ISAIAH 3:23. THE LIGHTS [LENSES & BULBS] IS IN 1ST KINGS 7:5 & ISAIAH 3:23. THE GAS [FUEL] IS IN 1ST ESDRAS 5:34. THE PEDALS [GAS & BRAKES] IS IN ACTS 8:26-40. THE ENGINES IS IN 1ST MACCABEES 6:20. THE CAR WIRES [ELECTRICITY POWER] IS IN EXODUS 39:3. THE CAR NETWORKS & CIRCUITS [COMPUTERS & DISK MEMORY DRIVES] IS IN EXODUS 27:4; 38:4; 1ST KINGS 7:18, 20, 41, 42; JEREMIAH 52:22, 23; ZECHARIAH 5:7 & MARK 6:6. THE BASIC BIBLICAL PARTS OF A LAW COMPUTER IS AS FOLLOWS: THE CASE IS IN EXODUS 5:19. THE TOWER IS IN SIRACH 37:14. THE WIRES & PLATES IS IN EXODUS 39:3. THE HARD DRIVES [DIGITAL CIRCUITRY] IS IN JUDGES 9:52; JOB 41:24; PSALMS 19:6 & 2ND TIMOTHY 2:3. THE HARNESS CONNECTIONS IS IN 2ND MACCABEES 5:3 & JEREMIAH 46:4. THE DISK ROM’S IS IN ZECHARIAH 5:7. THE MEMORY IS IN 1ST MACCABEES 13:29 & ACTS 10:4. THE MEMORY CARDS [DIGITAL CIRCUITRY] IS IN PSALMS 19:6. THE PLUGS WITH SOCKETS IS IN EXODUS 38:30, 31; 40:18. THE FANS IS IN ISAIAH 41:16; 4 MACCABEES 5:32 & 2ND TIMOTHY 1:6. THE CORDS IS IN EXODUS 35:18; 39:40; NUMBERS 3:26; 4:26; JOSHUA 2:15 & ECCLESIASTES 4:12. THE SCREENS IS IN EXODUS 40:3 & WISDOM OF SOLOMON 7:26. THE DISKS IS IN ZECHARIAH 5:7. THE CONTROLLERS IS IN 2ND PETER 1:6. THE KEYBOARDS & MOUSE’S IS IN MATTHEW 16:19 & 2ND PETER 1:6. THE IMAGES & PICTURES IS IN PROVERBS 25:11; 2ND ESDRAS 5:37; WISDOM OF SOLOMON 7:26 & HEBREWS 10:1. THE INTERNET IS IN ECCLESIASTES 1:6. THE POWER IS BY ADDING ALL THE NUMBERS IN THE SCRIPTURES WITH A EXIT & ENTRANCE OR THE FATHER STEPHEN’S SPEECH IS 65 YEARS & UPTIME DOWN TIME IS 130 YEARS & ADDING THE KINGDOM OF 46 YEARS IS 176 YEARS WHICH IS RIGHT UNDER THE FATHER STEPHEN’S SPEECH IN THE CALL OF ABRAHAM IN EZEKIEL 1:1-28; 10:1-22 & ACTS 6:15-8:3. ACTS 29:1-2 THE USA LAW CAR.**

**THE BASIC BIBLICAL PARTS OF A LAW PHONE IS AS FOLLOWS: THE NAME OF PHONE IS IN 1ST MACCABEES 14:1. THE “PHONE CALL TO THE LORD” IS IN ACTS 7:59-60. THE CASE IS IN EXODUS 5:19. THE TOWER IS IN SIRACH 37:14. THE WIRES & PLATES IS IN EXODUS 39:3. THE HARD DRIVE [DIGITAL CIRCUITRY] IS IN JUDGES 9:52; JOB 41:24; PSALMS 19:6 & 2ND TIMOTHY 2:3. THE HARNESS CONNECTIONS IS IN 2ND MACCABEES 5:3 & JEREMIAH 46:4. THE DISK ROM IS IN ZECHARIAH 5:7. THE MEMORY IS IN 1ST MACCABEES 13:29 & ACTS 10:4. THE MEMORY CARDS [DIGITAL CIRCUITRY] IS IN PSALMS 19:6. THE PLUGS WITH SOCKETS IS IN EXODUS 38:30, 31; 40:18. THE COOLING FAN IS IN ISAIAH 41:16; 4 MACCABEES 5:32 & 2ND TIMOTHY 1:6. THE CORDS IS IN EXODUS 35:18; 39:40; NUMBERS 3:26; 4:26; JOSHUA 2:15 & ECCLESIASTES 4:12. THE SCREENS IS IN EXODUS 40:3 & WISDOM OF SOLOMON 7:26. THE DISK IS IN ZECHARIAH 5:7. THE CONTROLLERS IS IN 2ND PETER 1:6. THE KEYBOARDS IS IN MATTHEW 16:19 & 2ND PETER 1:6. THE IMAGES & PICTURES IS IN PROVERBS 25:11; 2ND ESDRAS 5:37; WISDOM OF SOLOMON 7:26 & HEBREWS 10:1. THE INTERNET IS IN ECCLESIASTES 1:6. THE POWER IS BY ADDING ALL THE NUMBERS IN THE SCRIPTURES WITH A EXIT & ENTRANCE OR THE FATHER STEPHEN’S SPEECH IS 65 YEARS & UPTIME DOWN TIME IS 130 YEARS & ADDING THE KINGDOM OF 46 YEARS IS 176 YEARS WHICH IS RIGHT UNDER THE FATHER STEPHEN’S SPEECH IN THE CALL OF ABRAHAM IN EZEKIEL 1:1-28; 10:1-22 & ACTS 6:15-8:3. ACTS 29:1-2 THE USA LAW PHONE.**

**THE LADY STEPHANIE VICTORIA’S ETERNAL FALL PORTRAYED & THE LORD LUCIFER YAHWEH’S ETERNAL FALL PORTRAYED**

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**THE FALL FROM LORDSHIP TO HEAVEN PROCLAIMED IS PROVEN IN THE SCRIPTURE. IN ISAIAH 21:1-12 DECLARES “THE BURDEN OF THE DESERT OF THE SEA. AS WHIRLWINDS IN THE SOUTH PASS THROUGH; SO, IT COMETH FROM THE DESERT, FROM A TERRIBLE LAND. A GRIEVOUS VISION IS DECLARED UNTO ME; THE TREACHEROUS DEALER DEALS TREACHEROUSLY, AND THE SPOILER SPOILS. GO UP, O ELAM: BESIEGE, O MEDIA; ALL THE SIGHING THEREOF HAVE I MADE TO CEASE. THEREFORE, ARE MY LOINS FILLED WITH PAIN: PANGS HAVE TAKEN HOLD UPON ME, AS THE PANGS OF A WOMAN THAT TRAVAILS: I WAS BOWED DOWN AT THE HEARING OF IT; I WAS DISMAYED AT THE SEEING OF IT. MY HEART PANTED, FEARFULNESS AFFRIGHTED ME: THE NIGHT OF MY PLEASURE HATH HE TURNED INTO FEAR UNTO ME. PREPARE THE TABLE, WATCH IN THE WATCHTOWER, EAT, DRINK: ARISE, YE PRINCES, AND ANOINT THE SHIELD. FOR THUS HATH THE (TOP) (ENGLISH) LORD SAID UNTO ME, GO, SET A WATCHMAN, LET HIM DECLARE WHAT HE SEES. AND HE SAW A CHARIOT WITH A COUPLE OF HORSEMEN, A CHARIOT OF ASSES, AND A CHARIOT OF CAMELS; AND HE HEARKENED DILIGENTLY WITH MUCH HEED: AND HE CRIED, A LION: MY LORD, I STAND CONTINUALLY UPON THE WATCHTOWER IN THE DAYTIME, AND I AM SET IN MY WARD WHOLE NIGHTS: AND, BEHOLD, HERE COMETH A CHARIOT OF MEN, WITH A COUPLE OF HORSEMEN. AND HE ANSWERED AND SAID, BABYLON IS FALLEN, IS FALLEN; AND ALL THE GRAVEN IMAGES OF HER GODS HE HATH BROKEN UNTO THE GROUND. O MY THRESHING, AND THE CORN OF MY FLOOR: THAT WHICH I HAVE HEARD OF THE LORD OF HOSTS, THE GOD OF ISRAEL, HAVE I DECLARED UNTO YOU. THE BURDEN OF DUMAH. HE CALLETH TO ME OUT OF SEIR, WATCHMAN, WHAT OF THE NIGHT? WATCHMAN, WHAT OF THE NIGHT? THE WATCHMAN SAID, THE MORNING COMETH, AND ALSO THE NIGHT: IF YE WILL ENQUIRE, ENQUIRE YE: RETURN, COME.”**

**THE FATHER STEPHEN THE SINGLE LORD CALLED LORDSHIP IN 141 YEARS IN THE LORD YAH**

**THE ULTIMATE BEGINNING BEFORE HER ETERNAL FALL IS PROVEN IN SCRIPTURE. IN PROVERBS 8:22-25 (RSV) SAYS “THE LORD (YAHWEH) CREATED ME (THE FATHER STEPHEN OUR LORD WITH THE LADY VICTORIA [SHE IS THE FEMALE SENSE OF THE LORD YAHWEH AS THE FEMALE YAHWEH, PENTECOST & THE GREAT VIRGIN THAT IS ETERNALLY ALWAYS FOREVER & THE FORMER GLORIOUS LORD ENOCH [ENOCH 1, 2 & 3; BOOK OF ADAM & EVE; GENESIS 5:22-24 & HEBREWS 11:5], WHICH IS THE LESSER MALE YAHWEH, THE RESERVE POSITION OF THE FATHER STEPHEN OUR LORD IN ACTS 7:60 WITH ACTS 30, PENTECOST & THE GREAT VIRGIN THAT IS ETERNALLY ALWAYS FOREVER] THE DIVINE QANAH ABILITY [NO KIND OF SCREWING INVOLVED IN DIVINE INTERCOURSE WITH A MOTHER & FATHER OF THE 2ND BORN SON & THE CLOSEST THING IS A SPERM BANK FOR THE HOSPITAL TO PLANT THE SEED WITH A HUSBAND & WIFE OF THE 1ST BORN SON, WHICH IS NOT BETTER THAN THE LORD YAHWEH PLANTING THE DIVINE QANAH & SEX IS CORRUPTION AND NOT LIFE, BUT GOD IS THE ONE WHO GRANTS & CREATES LIFE BY HIS OWN DIVINE ACTS & SINCE CHRIST CAME THE TOP ENGLISH LORD ONLY USED HIS OWN SEED---THE HOLY GHOST TO GET THE WOMB’S PREGNANT & NEVER USED MAN’S SEED FROM THEIR OWN DICKS, SO THIS MEANS WE NEVER HAVE COME FROM ANY SEXUALITY, BUT FROM THE TOP ENGLISH LORD] TO BRING FORTH THE FATHER STEPHEN OUR LORD THE 2ND SERPENT YAHWEH NAMED THE SINGLE LORD CALLED WISDOM AS POTTER CREATOR IN “THAT AGE” IN LUKE 20:35-36 & GENESIS 1:1) AT THE BEGINNING OF HIS WORK, THE FIRST ACT OF OLD. AGES AGO, I WAS SET UP, AT THE FIRST, BEFORE THE BEGINNING OF THE EARTH. WHEN THERE WERE NO DEPTHS I WAS BROUGHT FORTH, WHEN THERE WERE NO SPRINGS ABOUNDING WITH WATER. BEFORE THE MOUNTAINS HAD BEEN SHAPED, BEFORE THE HILLS, I WAS BROUGHT FORTH.” THIS PASSAGE REFERS TO THE ULTIMATE BEGINNING [AAAA] DIVINE CREATION PROCESS KNOWN AS THE DIVINE QANAH OF THE FATHER STEPHEN OUR LORD ABOVE AND BEFORE THE DIVINE CREATION OF THE ENTIRE UNIVERSE THAT THE FATHER STEPHEN OUR LORD APPOINTED OR INSTALLED [BY THE LADY VICTORIA, PENTECOST & THE GREAT VIRGIN’S WOMB KNOWN AS THE DIVINE QANAH, THE MALE PACKAGE CAME 1ST IN GENESIS 1:1-31, THEN THE FEMALE PACKAGE CAME 2ND IN GENESIS 1:1-31 & LASTLY THE HERMAPHRODITE PACKAGE CAME 3RD IN GENESIS 1:1-31] IN PSALMS 2:6 “WISDOM.”**

**ALSO, BEFORE THE FATHER STEPHEN OUR LORD’S WERE CREATED IN THEIR WOMBS BY THE LADY VICTORIA THE DIVINE QANAH, ALL OF THEM WERE CONSIDERED AS THE LORDS, KINGS, GODS & FATHERS AS THE SUPREME ANGELS OF THE LORD AS THE LORD YAHWEH BEFORE THEIR SUPREME DECENT [THEIR OWN PREGNANCY’S] DOWN INTO THIS KINGDOM OF LORDSHIP, WHICH IS PROVEN IN LUKE 2:21 & ACTS 6:15.**

**ONE QUESTION: HOW DO THE BONES (OSSICLES) GROW IN THE WOMB BY HOLY DIVINE NATURE? MEDICAL SCIENCE DOES NOT KNOW AND CANNOT PROVE IT. THERE MAY BE AN ANSWER IN THE HOLY BIBLE IN SIRACH 26:13; 46:12; 49:10; JUDGES 9:2; JOB 10:11; 19:20; 21:24; 30:30; 33:19; 40:18; PSALMS 6:2; 32:3; 35:10; 51:8; 102:3, 5; PROVERBS 3:8; 12:4; 14:30; 15:30; 16:24; 17:22; ISAIAH 58:11; 66:14; JEREMIAH 20:9; LAMENTATIONS 1:13; 4:8; EZEKIEL 37:3-5, 7; DANIEL 6:24; MICAH 3:2; LUKE 24:39; JOHN 19:36; EPHESIANS 5:30; HEBREWS 11:22 & ACTS 3:7. IN THESE SCRIPTURES IT DECLARES THAT WHOSOEVER DOES NOT KNOW HOW THE BONES TOTALLY GROWS IN THE WOMB DOES NOT UNDERSTAND THE CREATION OF GOD BY KING SOLOMON’S CHALLENGE IN ECCLESIASTES 11:5. ALSO THE LORD MAKES THE BONES ALIVE BY HIS STRENGTH, OMNIPOTENCE, OMNISCIENCE AND MERRY HEART WITH MEDICAL HERBS, TREMBLING, FENCING, MOISTURE WITH MARROW, HEAT, CHASTENING, BRASS, IRON, MERCY, BY HIS WORD, DELIVERANCE, FIRE, GROANING, HEALTH, VIRTUOUS CROWN, SOUND HEART, GOOD REPORT, FATNESS, PLEASANT WORDS, FLOURISH LIKE A HERB, BURNING FIRE, FIRE FROM ABOVE, A STICK OR A ROD OF GOD, LIFE, BREATH, MASTERY, LOVE WITH GOOD, TRUTH, CLEANNESS, PROTECTION, MEMBERS OF HIS BODY, HIS COMMANDMENT, GRACE, DISCRETION, HONOR, COMFORT AND RESPECT. IN ECCLESIASTES 11:5 IT DECLARES “AS YOU DO NOT KNOW WHAT IS THE WAY OF THE WIND (SPIRIT AS STEPHEN IN 1ST JOHN 5:6-13), OR HOW THE BONES GROW IN THE WOMB OF HER WHO IS WITH CHILD, SO YOU DO NOT KNOW THE WORKS OF GOD WHO MAKES EVERYTHING.” KING SOLOMON MAY HAVE KNOWN IN HIS DIVINE WISDOM TO CHALLENGE THE LORD’S PEOPLE ABOUT THE BONES IN THE WOMB, BUT TODAY SO FAR THIS WISDOM HAS BEEN LOST OR KEPT SECRET FOR 2,000 YEARS. HOW DID THE LORD STEPHEN COME INTO EXISTENCE? WE DO NOT KNOW HOW THE LORD YAHWEH CHOOSES HIS CREATION, HIS THOUGHTS TO US ARE INNUMERABLE AND PAST FINDING OUT. BUT WE KNOW IT IS PART OF HIS SOVEREIGNTY AND GOOD PLEASURE TO BRING HUMAN BEINGS, ANGELS (LORDS) OR OTHER SINGLE LORDS INTO THE WORLD. THE LORD STEPHEN WAS AT THE TOP OF THE LIST IN THE SINGLE SAINTLY CHRISTIAN LORDS CREATIONS. KING SOLOMON CHALLENGES THE WHOLE WORLD ON HOW THE BONES GROW IN THE WOMB OR TO KNOW THE WAY OF THE WIND AND SAYS IF THIS IS NOT KNOWN THEN YOU DO NOT KNOW THE CREATIVE WORKS OF GOD WHO MAKES EVERYTHING IN ECCLESIASTES 11:5. EVEN MEDICAL SCIENCE TODAY IS BAFFLED ON HOW THE BONES TOTALLY GROWS IN THE WOMB. BONE IS AN ACTIVE TISSUE COMPOSED OF SEVERAL TYPES OF CELLS. THEY ARE CALLED OSTEOBLASTS, OSTEOCLASTS AND OSTEOCYTES. OSTEOBLASTS ARE THE BONE-FORMING CELLS LOCATED ON THE SURFACE OF THE OSTEOID SEAMS AND MAKE A PROTEIN MIXTURE CALLED OSTEOID, WHICH BECOMES BONE FROM MINERALIZATION. OSTEOCLASTS ARE THE CELLS RESPONSIBLE FOR BONE RESORPTION, WHICH BREAK DOWN THE BONE AND A NEW BONE IS FORMED. OSTEOCYTES ARE INACTIVE OSTEOBLASTS. BOTTOM LINE IS WHAT YOU ARE MADE OUT OF BY GOD AND HOW GOD VIEWS HIS CREATIONS.**

**ALTHOUGH HOLY DIVINE FLESH AND HOLY DIVINE BLOOD IS MADE OUT OF THE BREAD OF HEAVEN IT IS THE HEAVENLY MANNA CALLED ANGEL’S BREAD SIMILAR TO WHITE CORIANDER SEED WHICH TASTES LIKE WAFERS MADE WITH HONEY (JUDGES 14:14, 18 SAYS STRENGTH IS SWEETER THAN HONEY AND DOMINION IS STRONGER THAN LION & A LIVING DOG IS BETTER THAN A DEAD LION IN ECCLESIASTES 9:4 & REVELATION 5:5, 9) WHICH IS AN ETERNAL HERB OF IMMORTALITY FOR WHITE RACES AND BLACK RACES HAS A COLOR LIKE THE COLOR OF BDELLIUM (MYRRH) WHICH IS AN ETERNAL HERB OF IMMORTALITY PROVEN IN JOHN 6:22-51; LUKE 20:35-36; BARUCH 1:10; 2ND ESDRAS 1:19; NUMBERS 11:7; EXODUS 16:31; PSALMS 78:24; HEBREWS 9:4; 1ST CORINTHIANS 15:35-58; 1ST TIMOTHY 1:17; 6:16 & REVELATION 2:7.**

**THE FATHER STEPHEN THE SINGLE LORD CALLED WISDOM IN 94 YEARS IN THE LORD YAH**

**IN PROVERBS 8:23 REFERS TO WISDOM EXISTING BEFORE THE FATHER STEPHEN CREATED THE MARRIAGE WORLD IN “THAT AGE” IN LUKE 20:35-36 & GENESIS 1:1-5, BEFORE THE WATERS WERE SEPARATED, MAKING CLOUDS AND OCEANS IN GENESIS 1:6-8, AND BEFORE THE DRY LAND APPEARED IN GENESIS 1:9-10. WISDOM IS PICTURED AS HAVING BEEN BORN (FATHER STEPHEN’S BIRTH) IN PROVERBS 8:24-25. WISDOM’S WORK IN CREATION IN PROVERBS 8:27-29 SAYS “…WHEN GOD (FATHER STEPHEN) SET THE HEAVENS IN PLACE…” IN GENESIS 1:1-5. SOME OTHER SCRIPTURES ARE IN GENESIS 1:6-10.**

**THE FATHER STEPHEN THE SINGLE LORD CALLED STRENGTH IN 46 YEARS WITH A PREGNANCY IN THE LORD YAH**

**IN PROVERBS 8:30-31 (NIV) TELLS US THAT THE FEMALE LORD LUCIFER THIS MARRIED LORD CALLED WISDOM KNOWN AS THE LADY VICTORIA THE MARRIED LADY CALLED WISDOM AS CREATOR AGENT LADY IN “THIS AGE” IN LUKE 20:34, 37-38 IS SAID TO HAVE BEEN THE FEMALE CRAFTSMAN [THE LADY VICTORIA IS THE FIRST FEMALE CREATOR AGENT LADY, THAT EVENTUALLY BECAME BABYLON & THE GREAT WITCH & LORD LUCIFER IS THE FIRST MALE CREATOR AGENT LORD, THAT BECAME SATAN & THE GREAT DEVIL] AT THE FATHER STEPHEN’S SIDE [THE FIRST ACTS OF OLD] WHEN THE FATHER STEPHEN CREATED THE MARRIAGE WORLD [BY THE LADY VICTORIA, PENTECOST & THE GREAT VIRGIN’S WOMB KNOWN AS THE DIVINE QANAH THAT BECAME THE SEXUAL QANAH IN ISAIAH 47:1-15, WHEN SHE CALLED HERSELF THE GREAT I AM & NO OTHER, IN WHICH SHE BECAME BABYLON & THE GREAT WITCH, THE MALE PACKAGE CAME 1ST IN GENESIS 4:1-5:32, THEN THE FEMALE PACKAGE CAME 2ND IN GENESIS 4:1-5:32 & LASTLY THE HERMAPHRODITE PACKAGE CAME 3RD IN GENESIS 4:1-5:32], AND WAS INTIMATE IN NATURE. THIS MEANS THAT WHEN THE LADY VICTORIA THE 2ND SERPENT BABYLON NAMED THE MARRIED LADY CALLED WISDOM FELL, SHE CALLED HERSELF THE “CREATOR OF THE UNIVERSE” (ISAIAH 47:8) OR THE “DESIGNER OF THE UNIVERSE” (ISAIAH 47:10) AS HERSELF, RATHER THAN THE LORD YAHWEH THE TRUE CREATOR OF THE FATHER STEPHEN OUR LORD. THIS IS THE ETERNAL SIN IN LORDSHIP INSIDE THE KINGDOM OF GOD IN ACTS 7:60. THE LADY VICTORIA THE 2ND SERPENT BABYLON NAMED THE MARRIED LADY CALLED WISDOM IS THE “FEMALE EVIL CREATOR OF THIS ETERNAL SIN THE FEMALE LORDLY MARITAL ETERNAL SEXUAL EROS LOVE APOSTASY.” THIS IS WHY THE FATHER STEPHEN OUR LORD IN “THAT AGE” IN LUKE 20:35-36 THE 2ND SERPENT YAHWEH NAMED THE SINGLE LORD CALLED WISDOM DIED VICARIOUSLY FOR THE ETERNAL SIN IN LORDSHIP IN ACTS 7:60. SEXUAL QANAH (WISDOM BABYLON VICTORIA) THAT IS NOT DIRECTED TO THE FATHER STEPHEN IS A TERM THAT CAN MEAN ETERNAL LADY SEXUAL EROS LOVE WHICH IS THE FALL OF THE MARRIED LADY CALLED WISDOM. BUT IF DIVINE QANAH (WISDOM PENTECOST VICTORIA) THAT IS DIRECTED TO THE FATHER STEPHEN MEANS THAT THE LORD YAHWEH CREATED THE UNIVERSE BY ALLOWING THE FATHER STEPHEN TO INITIATE & SPEAK IN INTO EXISTENCE IN ISAIAH 64:8; JOHN 8:58 & EPHESIANS 4:6, THEN THE SON JESUS CARRIED OUT THE WORK AND SUSTAINED THE HOLY GHOST (BROTHER JOHN) IN GENESIS 1:1-2; JOHN 1:1-3; 1ST CORINTHIANS 8:6 & HEBREWS 1:1-3. JUST AS THE FATHER STEPHEN HAS AUTHORITY OVER THE SON JESUS, THEY ARE STILL EQUAL IN DEITY. THEN THE FATHER STEPHEN SENT HIS HOLY GHOST (BROTHER JOHN) TO BE ACTIVE OR “HOVERING OVER THE FACE OF THE EARTH” IN GENESIS 1:2.**

**THE ULTIMATE BEGINNING FALL FROM LORDSHIP TO HEAVEN IS PROVEN IN THE SCRIPTURE. THE LADY VICTORIA CALLED THE MARRIED LADY CALLED WISDOM’S SEXUAL EROS LOVE KINGDOM IS CONTROLLED BY THE FATHER STEPHEN HIMSELF. THE FATHER STEPHEN THE SINGLE LORD CALLED LORDSHIP FROM 120 YEARS WITH THE LORD YAH IS PROVEN IN THE SCRIPTURE. IN PROVERBS 8:22-25 (RSV) DECLARES “THE LORD (YAHWEH) CREATED ME (THE FATHER STEPHEN OUR LORD THE 2ND SERPENT YAHWEH NAMED THE SINGLE LORD CALLED WISDOM IN “THAT AGE” IN LUKE 20:35-36 & GENESIS 1:1) AT THE BEGINNING OF HIS WORK, THE FIRST OF HIS ACTS OF OLD. AGES, AGO I WAS SET UP, AT THE FIRST, BEFORE THE BEGINNING OF THE EARTH, WHEN THERE WERE NO DEPTHS, I WAS BROUGHT FORTH, WHEN THERE WERE NO SPRINGS ABOUNDING WITH WATER, BEFORE THE MOUNTAINS HAD BEEN SHAPED, BEFORE THE HILLS, I WAS BROUGHT FORTH.” THIS PASSAGE REFERS TO THE BEGINNING OF FATHER STEPHEN’S CREATION BEFORE AND ABOVE THE CREATION THE ENTIRE UNIVERSE THAT FATHER STEPHEN APPOINTED AND INSTALLED IN PALMS 2:6 “WISDOM.” THIS PASSAGE, IN VERSE 22 DOES NOT CONCERN THE TERM “BARA” BUT RATHER THE TERM CALLED “DIVINE QANAH” (DIVINE WISDOM) WHICH OCCURS 84 TIMES IN THE OLD TESTAMENT AND BASICALLY MEANS “TO GET, POSSESS OR ACQUIRE.” “THIS ETERNAL GODLY SIN” IS RECORDED IN PROVERBS 8:22-25 (RSV) WHICH CAN DEEPLY MEAN “ETERNAL MARITAL LORDLY SEXUAL EROS LOVE” AND “THIS ETERNAL HEAVENLY SIN” IS RECORDED IN ISAIAH 14:12-21 AND “THIS ETERNAL EARTHLY SIN” IS RECORDED IN EZEKIEL 28:15-19. THE LORD LUCIFER SINNED IN LORDLY HEAVEN!!!**

**THE FATHER STEPHEN THE SINGLE LORD CALLED WISDOM FOR 80 YEARS WITH THE LORD YAH IS PROVEN IN THE SCRIPTURE. IN PROVERBS 8:23 REFERS TO DIVINE WISDOM (DIVINE QANAH, THE VICTORIA) EXISTING BEFORE GOD CREATED THE MARRIAGE WORLD IN “THAT AGE” IN LUKE 20:35-36 & GENESIS 1:1-5, BEFORE THE WATERS WERE SEPARATED, MAKING CLOUDS AND OCEANS IN GENESIS 1:6-8, AND BEFORE THE DRY LAND APPEARED IN GENESIS 1:9-10. WISDOM IS PICTURED AS HAVING BEEN BORN (FATHER STEPHEN BIRTH) IN PROVERBS 8:24-25. WISDOM’S WORK IN CREATION IN PROVERBS 8:27-29 SAYS “…WHEN GOD SET THE HEAVENS IN PLACE…” IN GENESIS 1:1-5. SOME OTHER SCRIPTURES ARE IN GENESIS 1:6-10.**

**THE FATHER STEPHEN THE SINGLE LORD CALLED STRENGTH FOR 40 YEARS WITH THE LORD YAH IS PROVEN IN THE SCRIPTURE. IN PROVERBS 8:30-31 (NIV) TELLS US THAT THE LADY VICTORIA THIS MARRIED LADY CALLED WISDOM IN “THIS AGE” IN LUKE 20:34, 37-38 IS SAID TO HAVE BEEN A FEMALE CRAFTSMAN AT FATHER STEPHEN’S SIDE WHEN HE CREATED THE MARRIAGE WORLD AND WAS INTIMATE IN NATURE. THIS MEANS THAT WHEN THE LADY VICTORIA THE 2ND SERPENT BABYLON NAMED THE MARRIED LADY CALLED WISDOM FELL, SHE CALLED HERSELF THE “CREATOR OF THE UNIVERSE” (ISAIAH 47:8) OR THE “DESIGNER OF THE UNIVERSE” (ISAIAH 47:10) AS HERSELF, RATHER THAN THE LORD YAH THE TRUE CREATOR OF THE FATHER STEPHEN OUR LORD. THIS IS THE ETERNAL SIN IN LORDSHIP INSIDE THE KINGDOM OF GOD IN ACTS 7:60. THE LADY VICTORIA THE 2ND SERPENT BABYLON NAMED THE MARRIED LADY CALLED WISDOM IS THE “CREATOR OF THIS ETERNAL SIN THE FEMALE LORDLY MARITAL ETERNAL SEXUAL EROS LOVE APOSTASY.” THIS IS WHY THE FATHER STEPHEN OUR LORD IN “THAT AGE” IN LUKE 20:35-36 THE 2ND SERPENT YAHWEH NAMED THE SINGLE LORD CALLED WISDOM DIED VICARIOUSLY FOR THE ETERNAL SIN IN LORDSHIP IN ACTS 7:60. SEXUAL QANAH (FALLEN WISDOM, BABYLON VICTORIA) THAT IS NOT DIRECTED TO THE FATHER STEPHEN IS A TERM THAT CAN MEAN “ETERNAL LADY SEXUAL EROS LOVE” WHICH IS THE FALL OF THE MARRIED LADY CALLED WISDOM. IF DIVINE QANAH (STANDING WISDOM, PENTECOST VICTORIA) IS DIRECTED TO THE FATHER STEPHEN THEN IT WOULD CONCERN THE LORD YAHWEH ALLOWING GOD THE FATHER STEPHEN TO INITIATE AND SPEAK IN INTO EXISTENCE, THEN THE SON JESUS CARRIED OUT HIS WORK TO DIRECT AND MAKE USE OF THE POWERFUL CREATIVE WORKS BY GOD THE FATHER STEPHEN AT THE TIME THE CREATION OF THE UNIVERSE BEGAN AND SUSTAINED THE HOLY GHOST (BROTHER JOHN) IN GENESIS 1:1-2; JOHN 1:1-3; 1ST CORINTHIANS 8:6 & HEBREWS 1:1-3. THE FATHER STEPHEN SUMMONED THE SON JESUS TO WORK FOR HIM IN ALL THINGS IN THE ACTIVITY OF THE DIVINE CREATION IN GENESIS 1:1 AND 1ST CORINTHIANS 8:6. JUST AS THE FATHER STEPHEN HAS AUTHORITY OVER THE SON JESUS, THEY ARE STILL EQUAL IN DEITY. THEN THE FATHER STEPHEN SUMMONED THE BROTHER JOHN THE HOLY GHOST OF GOD TO BE ACTIVE IN “HOVERING OVER THE FACE OF THE EARTH” IN GENESIS 1:2. THIS IS WHY THERE IS A DIFFERENCE BETWEEN THE FATHER STEPHEN OUR LORD AND THE LORD YAHWEH THE CREATOR OF THE FATHER STEPHEN OUR LORD!!!**

**THE FALL FROM LORDSHIP TO HEAVEN IS PROVEN IN THE SCRIPTURE. IN ISAIAH 47:1-8 DECLARES “COME DOWN AND SIT IN THE DUST, O VIRGIN DAUGHTER OF BABYLON. SIT ON THE GROUND WITHOUT A THRONE, O DAUGHTER OF THE CHALDEANS! FOR YOU SHALL NO MORE BE CALLED TENDER & DELICATE (DAINTY). TAKE THE MILLSTONE AND GRIND MEAL. REMOVE YOUR VEIL, TAKE OFF THE SKIRT, UNCOVER THE THIGH, PASS THROUGH THE RIVERS. YOUR NAKEDNESS SHALL BE UNCOVERED, YES, YOUR SHAME WILL BE SEEN. I WILL TAKE VENGEANCE, AND I WILL NOT ARBITRATE (BARGAIN) WITH A MAN. AS FOR OUR REDEEMER, THE LORD OF HOSTS IS HIS NAME, THE HOLY ONE OF ISRAEL. SIT IN SILENCE, AND GO INTO DARKNESS, O DAUGHTER OF THE CHALDEANS. FOR YOU SHALL NO LONGER BE CALLED “THE LADY OF KINGDOMS.” I WAS ANGRY WITH MY PEOPLE. I HAVE PROFANED MY INHERITANCE, AND GIVEN THEM INTO YOUR HAND. YOU SHOWED THEM NO MERCY. ON THE ELDERLY YOU LAID YOUR YOKE VERY HEAVILY. AND YOU SAID, ‘I SHALL BE A LADY (VICTORIA) FOREVER.’ SO THAT YOU DID NOT TAKE THESE THINGS TO HEART, NOR REMEMBER THE LATTER END OF THEM, THEREFORE HEAR THIS NOW, YOU WHO ARE GIVEN TO PLEASURES, WHO DWELL SECURELY, WHO SAY IN YOUR HEART, ‘I AM [SHE WAS COMMITTING THE ETERNAL SIN IN LORDSHIP BY SAYING THAT SHE IS THE CREATOR OF THE UNIVERSE IN PROVERBS 8:22-25], AND THERE IS NO ONE ELSE BESIDES ME [THIS MEANS HER IDENTITY WAS THE LADY VICTORIA AS I AM, WHICH IS DERIVED FROM THE LORD YAHWEH]. I SHALL NOT SIT AS A WIDOW, NOR SHALL I KNOW THE LOSS OF CHILDREN.’**

**AT THE BEGINNING IN JOHN 8:44, THE FEMALE LORD LUCIFER CALLED THE MARRIED LORD CALLED WISDOM KNOWN AS THE LADY VICTORIA CALLED THE LADY CALLED WISDOM AS A SAINTLY CHRISTIAN LADY, WHICH IS A CREATOR AGENT LADY [BEFORE HER FALL] WAS IN THE BEGINNING OVER THE MALE LORD LUCIFER AS AN ANGEL THAT BECAME SATAN AND CAUSED THE LORD LUCIFER TO SIN IN HEAVEN IN ISAIAH 14:12-21 AND EZEKIEL 28:15-19. ALSO, THE TREE OF THE KNOWLEDGE IS A VICTORIA WISDOM TREE BY THE FALL OF MARRIED LADY CALLED WISDOM IN GENESIS 1:1; 2:2-9. THIS ELEVATED LUCIFER TO COMMIT THE ETERNAL SIN BY EATING FROM THE TREE OF LIFE & THE TREE OF THE KNOWLEDGE WHICH IS THE ETERNAL SIN. THE LADY VICTORIA, THE MARRIED LADY CALLED WISDOM IS NOT MENTIONED IN THE GARDEN OF EDEN BECAUSE SHE HAD ALREADY FELL FROM HER FIRST ESTATE IN GENESIS 1:1; 2:2-9. THIS IS WHY THE LORD YAH RESTED ON THE SEVENTH DAY, THEN PLANTED THE GARDEN OF EDEN AND PLACED THE TWO TREES IN THE MIDST OF THE GARDEN. EVE WANTED TO BE LIKE GOD, MORE LIKELY LIKE THE MARRIED LORD CALLED WISDOM BECAUSE OF LUCIFER IN GENESIS 3:5-6. THE MARRIED LORD CALLED WISDOM THEN BECAME ETERNAL MARRIED MAN AND SINNED IN LORDSHIP. WHEN ADAM ATE OF THE FORBIDDEN TREE, HE THEN WANTED TO BE LIKE GOD, MORE LIKE THE MARRIED LADY CALLED WISDOM IN GENESIS 3:6. IN THE FEMALE SENSE OF JAMES 1:14-15 DECLARES “BUT EVERY WOMAN IS TEMPTED, WHEN SHE IS DRAWN AWAY OF HER OWN DESIRE AND ENTICED. THEN WHEN DESIRE HAS CONCEIVED, IT BRINGS FORTH SIN: AND WHEN SIN, WHEN IT IS FINISHED, BRINGS FORTH DEATH.” THIS KIND OF SEXUAL EROS LOVE INTERCOURSE WILL BE CAST INTO HELL WHERE THE MARRIED LADY CALLED WISDOM WILL GO BECAUSE SHE CAUSED LUCIFER TO SIN IN HEAVEN IN ISAIAH 14:12-21. FOR THE MARRIED LADY CALLED WISDOM, SEXUAL EROS LOVE BEGAN IN GENESIS 1:1; 2:2-9 CONCERNING THE TREE OF THE KNOWLEDGE OF GOOD AND EVIL. WHO DID THE MARRIED LORD CALLED WISDOM HAVE SEXUAL EROS LOVE WITH? THE MARRIED LADY CALLED WISDOM (BABYLON VICTORIA) HAD SEXUAL EROS LOVE RELATIONS WITH HIM, BECAUSE OF ETERNAL UNBELIEF & ETERNAL IGNORANCE. THE MARRIED LADY CALLED WISDOM AS THE CREATOR OF THE ETERNAL SIN CONCERNING “SEXUAL QANAH” MEANING “ETERNAL SEXUAL EROS LOVE” IS PROVEN IN PROVERBS 8:22-25 (RSV). THE LORD YAH PLANTED THE VICTORIA WISDOM TREE IN GENESIS 2:9 SO THAT ALL COULD UNDERSTAND HOW AND WHY THE MARRIED LADY CALLED WISDOM ETERNALLY SINNED AND ETERNALLY FELL. FOR THE 1ST MARRIED WOMAN TO THINK LIKE THE 1ST MARRIED MAN SHE HAS TO BE DISOBEDIENT. FOR THE 1ST MARRIED MAN TO THINK LIKE THE 1ST MARRIED WOMAN HE HAS TO BE DECEIVED. FOR THE 1ST MARRIED MAN TO THINK LIKE THE 1ST MARRIED SERPENT HE HAS TO BE A LIAR. FOR THE 1ST MARRIED SERPENT TO THINK LIKE THE 1ST MARRIED MAN HE HAS TO BE DISOBEDIENT. FOR THE 1ST MARRIED WOMAN TO THINK LIKE THE 1ST MARRIED SERPENT SHE HAS TO BE A LIAR. FOR THE 1ST MARRIED SERPENT TO THINK LIKE THE 1ST MARRIED WOMAN HE HAS TO BE DECEIVED. FOR THE MARRIED LORD CALLED WISDOM OR THE MARRIED LADY CALLED WISDOM TO THINK LIKE ALL (THE 1ST MARRIED WOMAN, 1ST MARRIED MAN & 1ST MARRIED SERPENT) HE OR SHE HAS TO BE DECEIVED, DISOBEDIENT & A LIAR. FOR THE 2ND SINGLE MAN IS OBEDIENT. FOR THE 2ND SINGLE WOMAN IS INTELLIGENT KNOWING THE SCRIPTURES & THE AUTHORITY. FOR THE 2ND SINGLE SERPENT IS THE TRUTH. FOR THE 2ND SINGLE LORD CALLED WISDOM IS OBEDIENT, INTELLIGENT AND TRUTHFUL.**

**THE ORIGIN OF THE TREE OF KNOWLEDGE GOES VERY EARLY BEFORE ADAM WAS EVEN CREATED IN GENESIS 1:26. MAYBE IN JOB’S TIME OR EVEN IN THE AGE OF THE SONS OF GOD, BUT THE TREE OF KNOWLEDGE PROVES THAT ALL SEXUALITY ALWAYS BRINGS FORTH A CERTAIN KIND OF DEATH—BIOLOGICALLY OR ETERNALLY WITH THE TREE OF LIFE IN GENESIS 2:17. THIS IS LINKED TO THE FALL OF THE LADY VICTORIA WHICH HAD A SEXUAL NATURE IN THE ETERNAL SIN IN FEMALE LORDSHIP. THE ETERNAL SEXUALITY IS FINALLY REVEALED IN GENESIS 6:1-7.**

**SEXUAL EROS LOVE IN MARRIAGE NEVER PLEASES GOD BECAUSE IT IS A WORK OF THE FLESH AND PROVISION (LUSTS) OF THE FLESH. ENOCH PLEASED GOD AND WAS TAKEN IN THE OLD UNIVERSE A TRILLION YEARS AGO AND IS NOT SUBJECT TO DEATH FOR ALL ETERNITY BECAUSE THERE WERE NO SEXUAL EROS LOVE PASSIONS IN HIS LIFE AT ALL IN GENESIS 5:23-24. THERE ARE THREE KINDS OF “INTERCOURSE” IN THE HOLY BIBLE. FIRST, IS THE POPULAR SEXUAL EROS LOVE INTERCOURSE FROM THE TREE OF THE KNOWLEDGE OF GOOD AND EVIL THAT CAN ONLY BE COMMITTED BY A MAN AND WOMAN IN A STRENGTH 40 YEAR KINGDOM OF THIS WORLD IN GENESIS 4:1. SECOND, IS THE KNOWN HOLY LAW LOVE INTERCOURSE IN LUKE 2:23 FROM THE MIDST OF THE TREE OF LIFE THAT IS DONE BY A MAN AND A WOMAN AND ALSO BOYS AND GIRLS IN LUKE 20:35-36 IN A WISDOM 80 YEAR LAW KINGDOM OF HEAVEN IN 1ST KINGS 11:3 & GENESIS 2:9. KING SOLOMON DID THIS KIND OF HOLY LAW LOVE INTERCOURSE WITH HIS 700 WIVES AND 300 CONCUBINES. BUT KING SOLOMON COMMITTED IDOLATRY WHICH IS “MARTIAL FORNICATION” IN TOBIT 4:12-13 IN THE MINORITY OF HIS FOREIGN WIVES AFTER 80 YEARS, BUT NOT THE MAJORITY OF HIS LOCAL WIVES OR 300 CONCUBINES AFTER 80 YEARS IN 1ST KINGS 11:1-3 & NEHEMIAH 13:25-27. THIRD, IS THE UNKNOWN HOLY DIVINE LOVE INTERCOURSE FROM THE TREE OF LIFE THAT IS DONE BY A MAN AND A WOMAN IN 2ND PETER 1:4 AND ALSO LORDS AND LADIES IN ACTS 17:29 IN A LORDLY 120 YEAR KINGDOM OF LORDSHIP IN MATTHEW 19:6; MARK 10:9; EPHESIANS 5:31; 1ST CORINTHIANS 6:17 & GENESIS 2:24-25. FOR QANAH DIRECTED TO THE FATHER STEPHEN DIRECTS YOU IN THE KINGDOM OF LORDSHIP TO DO HOLY DIVINE LOVE INTERCOURSE IN LORDSHIP IN ACTS 17:28-29. THE QANAH DIRECTED NOT TO THE FATHER STEPHEN DIRECTS YOU TO THE LORD LUCIFER IN THE KINGDOM OF THIS WORLD TO DO SEXUAL EROS LOVE INTERCOURSE IN GENESIS 4:1. THE DOORWAY TO QANAH DIRECTED TO THE FATHER STEPHEN IS HIS DIVINE PLEASURE (DIVINE EJACULATION) THAT LEADS YOU TO THE KINGDOM OF LORDSHIP IN LUKE 12:32; REVELATION 4:11; 2ND THESSALONIANS 1:11; EPHESIANS 1:5; PHILIPPIANS 2:13 & HEBREWS 12:10. THE DOORWAY TO QANAH DIRECTED NOT TO THE FATHER STEPHEN IS THE LORD LUCIFER’S SINFUL PLEASURE THAT LEADS YOU IN THE KINGDOM OF THIS WORLD IN 2ND THESSALONIANS 2:12; 2ND TIMOTHY 3:4; TITUS 3:3; HEBREWS 11:25; 1ST CORINTHIANS 10:7; 2ND PETER 2:13; LUKE 8:14 & ROMANS 1:32. ALL WHO CALLED SEXUAL EROS MONEY THE UNRIGHTEOUS MAMMON (PROSTITUTIONS, WHOREDOM’S, HARLOTRIES, SORCERIES, WITCHCRAFTS & FEMALE WIZARDRIES), WITH SWEET CANE (CALAMUS OR CANNABIS THE HEMP PLANT), SEXUAL EROS LOVE, SEXUAL EVIL, SEXUAL TEMPTATION, SEXUAL SIN OR SEXUAL DEATH AS BEING GOOD IN HIS SIGHT IS A LIAR, & TRIES TO WEARY THE FATHER STEPHEN, FOR THE FATHER STEPHEN COMMANDS IT IN TRUTH TO BE SEXUALLY EVIL IN NATURE AND A SEXUAL CORRUPTION IN THE WORLD THROUGH LUST TO STRENGTHEN THE FATHER STEPHEN IN MALACHI 2:17; ROMANS 8:28; 1ST TIMOTHY 6:10; 2ND PETER 1:4 & ISAIAH 43:24. IN THE GAP THEORY OF GENESIS 1:1 TO GENESIS 1:2 SAYS THAT THE OLD UNIVERSE LASTED TRILLIONS OF YEARS AGO PRIOR TO THE YOUNG UNIVERSE OF TODAY THAT ONLY LASTED 12,000/24,000 YEARS BASED ON THE OT/NT TIME OF THE CREATION PROCESSES & THE GENEALOGY OF JESUS IN MATTHEW 1; LUKE 3; & GENESIS 1:1, 7, 17; 2:7, 22; 4:1, 2. THE DATE OF THE 12,000/24,000 YEARS IS MARCH 2012AD WHICH IS BASED ON THE LIFE OF JESUS & STEPHEN AT 3BC-12AD. THE OLD UNIVERSE FOR TRILLIONS OF YEARS PRIOR TO THIS YOUNG UNIVERSE IS PROVEN EVEN FURTHER IN ISAIAH 24:1-23; HEBREWS 1:2 AND 2ND CORINTHIANS 12-13 (3 UNIVERSES CALLED AGES, AIONES OR AEONS). MEDICAL SCIENCE SAYS THAT THE DINOSAURS LIVED ABOUT 65 MILLION YEARS AGO IN THE OLD EARTH. THERE IS A PAST UNIVERSE IN GENESIS 1:1 WHICH IS PERFECT, A PRESENT UNIVERSE TODAY & A FUTURE UNIVERSE WHICH IS PERFECT IN REVELATIONS 21:1-22:21. NO ONE KNOWS THE DAY OR HOUR OF THE FATHER STEPHEN OUR LORD IN MATTHEW 24:36-44. THE DAY EQUAL TO 12/24 HOURS WHICH IS 12,000/24,000 YEARS IN THE OT OR NT TIMEFRAME IS PROVEN IN 2ND PETER 3:8. THERE IS ONLY 1 HOUR (MATTHEW 20:1-16; 24:22) LEFT (1/2 HOURS AS 1,000/2,000 YEARS) FOR THIS YOUNG UNIVERSE TO SURVIVE, THEN DESTROYED BY THE LORD YAH IN FIRE IN 2ND PETER 3:10-13. ALSO THERE MAY HAVE BEEN LIFE ON THE PLANET MERCURY 1ST FROM THE SUN LINKED TO THE MARRIED LORD CALLED WISDOM & THE PLANET VENUS 2ND FROM THE SUN LINKED TO LUCIFER FOR TRILLIONS OF YEARS AGO BEFORE LIFE WAS ON THE OLD/YOUNG EARTH. THE INNER PLANETS CLOSEST TO THE SUN BY HAVING THE CAPABILITY TO SUSTAIN LIFE ARE MERCURY, VENUS, EARTH & MARS. THE OUTER PLANETS FURTHER AWAY FROM THE SUN ARE IN QUESTION TO SUSTAIN LIFE AS WE KNOW IT. THEY ARE JUPITER, SATURN, URANUS & NEPTUNE. THE SUN-CLAD WOMAN HAS A CROWN OF 12 STARS IN THE 8 PLANETS & 3 DWARF PLANETS (CERES, PLUTO & ERIS CALLED XENA) & THE MOON (LESSER LIGHT) & THE SUN (GREATER LIGHT) IN REVELATION 12;1-2. THE MARRIED LORD CALLED WISDOM IS THE LORD OF THIS AGE AGAINST THE LORD STEPHEN OF THAT AGE, SATAN IS THE GOD OF THIS AGE AGAINST THE LORD JAMES OF THAT AGE, ADAM IS THE MAN OF THIS AGE AGAINST THE LORD JESUS OF THAT AGE, EVE IS THE WOMAN OF THIS AGE AGAINST THE LORD JOHN OF THAT AGE & CAIN IS THE CHILD OF THIS AGE AGAINST THE LORD PETER OF THAT AGE PROVEN IN PROVERBS 8:22-25 (RSV); LUKE 20:34-36; GENESIS 3:1-6:6; EPHESIANS 6:12; 1ST CORINTHIANS 15:38, 40, 47, 55 & 2ND CORINTHIANS 4:4. THE OLD LORDSHIP/OLD HEAVEN/OLD EARTH IS THE MARRIED LORD CALLED WISDOM’S & LUCIFER’S FALLS IN PROVERBS 8:22-25 (RSV); GENESIS 2:9; ISAIAH 14:12-21 & EZEKIEL 28:15-19. THE 2ND OLD UNIVERSE LASTED FOR TRILLIONS OF YEARS BEGAN IN GENESIS 1:2 AND ENDED WITH SEXUAL EROS LOVE IN GENESIS 8:1. THE OLD LORDSHIP/OLD HEAVEN ENDS BY FIRE & AGAPE LOVE IN ISAIAH 24:1-23. THE OLD EARTH ENDS BY WATER IN GENESIS 7:1-24. THE YOUNG EARTH HAS SEXUAL EROS LOVE IN GENESIS 8:20 & ENDS BY FIRE IN 2ND PETER 3:10-13 & REVELATION 20:15. THE YOUNG LORDSHIP/YOUNG HEAVEN IS SEXLESS AS JOB’S SINLESS MARRIAGE IS BEFORE ADAM’S SINFUL MARRIAGE IN THE 2ND OLD UNIVERSE IN GENESIS 1:1-6:7 & JOB. IN THE BEGINNING OF THE 1ST LORDSHIP OVER THE 1ST UNIVERSE THE MARRIED LORD CALLED WISDOM WAS ETERNALLY CREATED & THE OTHER LORDS FROM ETERNITY IN PROVERBS 8:23. WHEN THE MARRIED LORD CALLED WISDOM WENT INTO THE 2ND OLD UNIVERSE THAT LASTED FOR TRILLIONS OF YEARS, HE FELL IN LORDSHIP BY THE TERM “QANAH” OR “ETERNAL LORDLY MARITAL EROS LOVE” FROM THE 2 TREES IN GENESIS 2:9. THE CROSS OF CHRIST DID NOT PAY FOR ANY INTERCOURSE BECAUSE THE JEWS TRIED TO STONE HIM BUT FAILED IN JOHN 10:31-39. THIS IS BECAUSE OF HIS COMPANION (GIRLFRIEND) MARY MAGDALENE IN THE GOSPEL OF PHILIP ON PAGE 90. THIS WAS DONE BECAUSE OF ADAM & EVE’S DATING IN GENESIS 2:23. THE STONING OF JAMES IN THE LAW AT 63AD & THE STONING OF STEPHEN IN LORDSHIP ABOVE THE LAW IN ACTS 7:60 DID PAY FOR ALL INTERCOURSES (DIVINE INTERCOURSE & SEXUAL INTERCOURSE) BASED ON THE STONING LAWS. IF YOU HAVE ANY QUESTIONS ON THE STONING LAWS, YOU MUST GET MY BOOK CALLED “GOD IS LOVE AND THE LOVE IN THE HOLY BIBLE.”**

**THE FALLEN LADY STEPHANIE VICTORIA’S ETERNAL ARREST INSIDE THE USA’S BORDERS---BORDER WALLS, AIRSPACES & COASTLANDS---IN THE LORD’S HOLY MOUNTAIN DWELLING PLACE IN ACTS 31**

**THE ETERNAL ARREST OF THE LADY VICTORIA KNOWN AS BABYLON & THE GREAT WITCH & IS LOCKED UP IN THE ORIGINAL ONCE IN THE NUMBER 0 IN THE FORMER SEXUAL UNIVERSE DONE BY THE LORD STEPHEN YAHWEH IN THE OPPOSING SIDE OF THE ORIGINAL ONCE IN THE NUMBER 0 TO THE INFINITE NUMBER IN THE NEW UNIVERSE**

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**THE FALL FROM LORDSHIP TO HEAVEN IS PROVEN IN THE SCRIPTURE. IN ISAIAH 47:1-15 DECLARES “COME DOWN AND SIT IN THE DUST, O VIRGIN DAUGHTER OF BABYLON. SIT ON THE GROUND WITHOUT A THRONE, O DAUGHTER OF THE CHALDEANS! FOR YOU SHALL NO MORE BE CALLED TENDER & DELICATE (DAINTY). TAKE THE MILLSTONE AND GRIND MEAL. REMOVE YOUR VEIL, TAKE OFF THE SKIRT, UNCOVER THE THIGH, PASS THROUGH THE RIVERS. YOUR NAKEDNESS SHALL BE UNCOVERED, YES, YOUR SHAME WILL BE SEEN. I WILL TAKE VENGEANCE, AND I WILL NOT ARBITRATE (BARGAIN) WITH A MAN. AS FOR OUR REDEEMER, THE LORD OF HOSTS IS HIS NAME, THE HOLY ONE OF ISRAEL. SIT IN SILENCE, AND GO INTO DARKNESS, O DAUGHTER OF THE CHALDEANS. FOR YOU SHALL NO LONGER BE CALLED “THE LADY OF KINGDOMS.” I WAS ANGRY WITH MY PEOPLE. I HAVE PROFANED MY INHERITANCE, AND GIVEN THEM INTO YOUR HAND. YOU SHOWED THEM NO MERCY. ON THE ELDERLY YOU LAID YOUR YOKE VERY HEAVILY. AND YOU SAID, ‘I SHALL BE A LADY FOREVER.’ SO THAT YOU DID NOT TAKE THESE THINGS TO HEART, NOR REMEMBER THE LATTER END OF THEM, THEREFORE HEAR THIS NOW, YOU WHO ARE GIVEN TO PLEASURES, WHO DWELL SECURELY, WHO SAY IN YOUR HEART, ‘I AM [SHE WAS COMMITTING THE ETERNAL SIN IN LORDSHIP BY SAYING THAT SHE IS THE CREATOR OF THE UNIVERSE IN PROVERBS 8:22-25], AND THERE IS NO ONE ELSE BESIDES ME [THIS MEANS HER IDENTITY WAS THE LADY VICTORIA AS I AM, WHICH IS DERIVED FROM THE LORD YAHWEH]. I SHALL NOT SIT AS A WIDOW, NOR SHALL I KNOW THE LOSS OF CHILDREN.’ BUT THESE TWO THINGS SHALL COME TO YOU IN A MOMENT, IN ONE DAY, THE LOSS OF CHILDREN, AND WIDOWHOOD. THEY SHALL COME UPON YOU IN THEIR FULLNESS, BECAUSE OF THE MULTITUDE OF YOUR SORCERIES, FOR THE GREAT ABUNDANCE OF YOUR ENCHANTMENTS, FOR YOU HAVE TRUSTED IN YOUR WICKEDNESS. YOU HAVE SAID, ‘NO ONE SEES ME [THIS MEANS THE LORD ALWAYS KNOWS, BUT THE LORD WILL CHOOSE NOT TO LOOK UPON YOU BECAUSE OF SIN, WHICH THE WITCH SAYING THIS IS ALWAYS PARTIAL TRUTH].’ YOUR WISDOM AND YOUR KNOWLEDGE HAVE WARPED (LED YOU ASTRAY) YOU. AND YOU HAVE SAID IN YOUR HEART, ‘I AM [SHE WAS COMMITTING THE ETERNAL SIN IN LORDSHIP BY SAYING THAT SHE IS THE CREATOR OF THE UNIVERSE IN ACTS 7:60], AND THERE IS NO ONE ELSE BESIDES ME [THIS MEANS HER IDENTITY WAS THE LADY VICTORIA AS I AM, WHICH IS DERIVED FROM THE LORD YAHWEH].’ THEREFORE, EVIL SHALL COME UPON YOU. YOU SHALL NOT KNOW FROM WHERE IT ARISES. AND TROUBLE SHALL FALL UPON YOU. YOU WILL NOT BE ABLE TO PUT IT OFF (COVER IT OR ATONE FOR IT). AND DESOLATION SHALL COME UPON YOU SUDDENLY, WHICH YOU SHALL NOT KNOW. STAND NOW WITH YOUR ENCHANTMENTS AND THE MULTITUDE OF YOUR SORCERIES (SEXUAL FORBIDDEN MAGICAL ARTS), IN WHICH YOU HAVE LABORED FROM YOUR YOUTH—PERHAPS YOU WILL BE ABLE TO PROFIT, PERHAPS YOU WILL PREVAIL. YOU ARE WEARIED IN THE MULTITUDE OF YOUR COUNSELS. LET NOW THE ASTROLOGERS (VIEWER OF THE HEAVENS), THE STARGAZERS (STUDY OF THE STARS), AND THE MONTHLY PROGNOSTICATORS (GIVING KNOWLEDGE FOR NEW MOONS) STAND UP AND SAVE YOU FROM WHAT SHALL COME UPON YOU. BEHOLD, THEY SHALL BE AS STUBBLE, THE FIRE SHALL BURN THEM. THEY SHALL NOT DELIVER THEMSELVES FROM THE POWER OF THE FLAME. IT SHALL NOT BE A COAL TO BE WARMED BY, NOR A FIRE TO SIT BEFORE! THUS SHALL THEY BE TO YOU WITH WHOM YOU HAVE LABORED. YOUR MERCHANTS FROM YOUR YOUTH, THEY SHALL WANDER EACH ONE TO HIS QUARTER (OWN SIDE OR WAY). NO ONE SHALL SAVE YOU.”**

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**THE FALL FROM LORDSHIP TO HEAVEN IS PROVEN IN THE SCRIPTURE. THE LORD LUCIFER CALLED THE MARRIED LORD CALLED WISDOM’S SEXUAL EROS LOVE KINGDOM IS CONTROLLED BY THE FATHER STEPHEN HIMSELF. THE FATHER STEPHEN THE SINGLE LORD CALLED LORDSHIP FROM 120 YEARS WITH THE LORD YAH IS PROVEN IN THE SCRIPTURE. IN PROVERBS 8:22-25 (RSV) DECLARES “THE LORD (YAHWEH) CREATED ME (THE FATHER STEPHEN OUR LORD THE 2ND SERPENT YAHWEH NAMED THE SINGLE LORD CALLED WISDOM IN “THAT AGE” IN LUKE 20:35-36 & GENESIS 1:1) AT THE BEGINNING OF HIS WORK, THE FIRST OF HIS ACTS OF OLD. AGES, AGO I WAS SET UP, AT THE FIRST, BEFORE THE BEGINNING OF THE EARTH, WHEN THERE WERE NO DEPTHS, I WAS BROUGHT FORTH, WHEN THERE WERE NO SPRINGS ABOUNDING WITH WATER, BEFORE THE MOUNTAINS HAD BEEN SHAPED, BEFORE THE HILLS, I WAS BROUGHT FORTH.” THIS PASSAGE REFERS TO THE BEGINNING OF FATHER STEPHEN’S CREATION BEFORE AND ABOVE THE CREATION THE ENTIRE UNIVERSE THAT FATHER STEPHEN APPOINTED AND INSTALLED IN PALMS 2:6 “WISDOM.” THIS PASSAGE, IN VERSE 22 DOES NOT CONCERN THE TERM “BARA” BUT RATHER THE TERM CALLED “QANAH” WHICH OCCURS 84 TIMES IN THE OLD TESTAMENT AND BASICALLY MEANS “TO GET, POSSESS OR ACQUIRE.” “THIS ETERNAL GODLY SIN” IS RECORDED IN PROVERBS 8:22-25 (RSV) WHICH CAN DEEPLY MEAN “ETERNAL MARITAL LORDLY SEXUAL EROS LOVE” AND “THIS ETERNAL HEAVENLY SIN” IS RECORDED IN ISAIAH 14:12-21 AND “THIS ETERNAL EARTHLY SIN” IS RECORDED IN EZEKIEL 28:15-19. THE LORD LUCIFER SINNED IN HEAVEN!!!**

**THE FATHER STEPHEN THE SINGLE LORD CALLED WISDOM FOR 80 YEARS WITH THE LORD YAH IS PROVEN IN THE SCRIPTURE. IN PROVERBS 8:23 REFERS TO WISDOM EXISTING BEFORE GOD CREATED THE MARRIAGE WORLD IN “THAT AGE” IN LUKE 20:35-36 & GENESIS 1:1-5, BEFORE THE WATERS WERE SEPARATED, MAKING CLOUDS AND OCEANS IN GENESIS 1:6-8, AND BEFORE THE DRY LAND APPEARED IN GENESIS 1:9-10. WISDOM IS PICTURED AS HAVING BEEN BORN (FATHER STEPHEN BIRTH) IN PROVERBS 8:24-25. WISDOM’S WORK IN CREATION IN PROVERBS 8:27-29 SAYS “…WHEN GOD SET THE HEAVENS IN PLACE…” IN GENESIS 1:1-5. SOME OTHER SCRIPTURES ARE IN GENESIS 1:6-10.**

**THE FATHER STEPHEN THE SINGLE LORD CALLED STRENGTH FOR 40 YEARS WITH THE LORD YAH IS PROVEN IN THE SCRIPTURE. IN PROVERBS 8:30-31 (NIV) TELLS US THAT THE LORD LUCIFER THIS MARRIED LORD CALLED WISDOM IN “THIS AGE” IN LUKE 20:34, 37-38 IS SAID TO HAVE BEEN A CRAFTSMAN AT FATHER STEPHEN’S SIDE WHEN HE CREATED THE MARRIAGE WORLD AND WAS INTIMATE IN NATURE. THIS MEANS THAT WHEN THE LORD LUCIFER THE 2ND SERPENT SATAN NAMED THE MARRIED LORD CALLED WISDOM FELL, HE CALLED HIMSELF THE “CREATOR OF THE UNIVERSE” OR THE “DESIGNER OF THE UNIVERSE” AS HIMSELF, RATHER THAN THE LORD YAH THE TRUE CREATOR OF THE FATHER STEPHEN. THIS IS THE ETERNAL SIN IN LORDSHIP INSIDE THE KINGDOM OF GOD IN ACTS 7:60. THE LORD LUCIFER THE 2ND SERPENT SATAN NAMED THE MARRIED LORD CALLED WISDOM IS THE “CREATOR OF THIS ETERNAL SIN THE LORDLY MARITAL ETERNAL SEXUAL EROS LOVE APOSTASY.” THIS IS WHY THE FATHER STEPHEN OUR LORD IN “THAT AGE” IN LUKE 20:35-36 THE 2ND SERPENT YAHWEH NAMED THE SINGLE LORD CALLED WISDOM DIED VICARIOUSLY FOR THE ETERNAL SIN IN LORDSHIP IN ACTS 7:60. QANAH THAT IS NOT DIRECTED TO THE FATHER STEPHEN IS A TERM THAT CAN MEAN “ETERNAL LORDLY SEXUAL EROS LOVE” WHICH IS THE FALL OF THE MARRIED LORD CALLED WISDOM. IF QANAH IS DIRECTED TO THE FATHER STEPHEN THEN IT WOULD CONCERN THE LORD YAHWEH ALLOWING GOD THE FATHER STEPHEN TO INITIATE AND SPEAK IN INTO EXISTENCE, THEN THE SON JESUS CARRIED OUT HIS WORK TO DIRECT AND MAKE USE OF THE POWERFUL CREATIVE WORKS BY GOD THE FATHER STEPHEN AT THE TIME THE CREATION OF THE UNIVERSE BEGAN AND SUSTAINED THE HOLY GHOST (BROTHER JOHN) IN GENESIS 1:1-2; JOHN 1:1-3; 1ST CORINTHIANS 8:6 & HEBREWS 1:1-3. THE FATHER STEPHEN SUMMONED THE SON JESUS TO WORK FOR HIM IN ALL THINGS IN THE ACTIVITY OF THE DIVINE CREATION IN GENESIS 1:1 AND 1ST CORINTHIANS 8:6. JUST AS THE FATHER STEPHEN HAS AUTHORITY OVER THE SON JESUS, THEY ARE STILL EQUAL IN DEITY. THEN THE FATHER STEPHEN SUMMONED THE BROTHER JOHN THE HOLY GHOST OF GOD TO BE ACTIVE IN “HOVERING OVER THE FACE OF THE EARTH” IN GENESIS 1:2. THIS IS WHY THERE IS A DIFFERENCE BETWEEN THE FATHER STEPHEN OUR LORD AND THE LORD YAHWEH THE CREATOR OF THE FATHER STEPHEN!!!**

**AT THE BEGINNING IN JOHN 8:44, THE LORD LUCIFER CALLED THE MARRIED LORD CALLED WISDOM AS A SAINTLY CHRISTIAN LORD, WHICH IS A CREATOR AGENT LORD [BEFORE HIS FALL] WAS IN THE BEGINNING OVER LORD LUCIFER AS AN ANGEL THAT BECAME SATAN AND CAUSED THE LORD LUCIFER TO SIN IN HEAVEN IN ISAIAH 14:12-21 AND EZEKIEL 28:15-19. ALSO, THE TREE OF THE KNOWLEDGE IS A WISDOM TREE BY THE FALL OF MARRIED LORD CALLED WISDOM IN GENESIS 1:1; 2:2-9. THIS ELEVATED LUCIFER TO COMMIT THE ETERNAL SIN BY EATING FROM THE TREE OF LIFE & THE TREE OF THE KNOWLEDGE WHICH IS THE ETERNAL SIN. THE MARRIED LORD CALLED WISDOM IS NOT MENTIONED IN THE GARDEN OF EDEN BECAUSE HE HAD ALREADY FELL FROM HIS FIRST ESTATE IN GENESIS 1:1; 2:2-9. THIS IS WHY THE LORD YAH RESTED ON THE SEVENTH DAY, THEN PLANTED THE GARDEN OF EDEN AND PLACED THE TWO TREES IN THE MIDST OF THE GARDEN. EVE WANTED TO BE LIKE GOD, MORE LIKELY LIKE THE MARRIED LORD CALLED WISDOM BECAUSE OF LUCIFER IN GENESIS 3:5. THE MARRIED LORD CALLED WISDOM BECAME ETERNAL MARRIED MAN AND SINNED IN LORDSHIP. IN JAMES 1:14-15 DECLARES “BUT EVERY MAN IS TEMPTED, WHEN HE IS DRAWN AWAY OF HIS OWN DESIRE AND ENTICED. THEN WHEN DESIRE HAS CONCEIVED, IT BRINGS FORTH SIN: AND WHEN SIN, WHEN IT IS FINISHED, BRINGS FORTH DEATH.” THIS KIND OF SEXUAL EROS LOVE INTERCOURSE WILL BE CAST INTO HELL WHERE THE MARRIED LORD CALLED WISDOM WILL GO BECAUSE HE CAUSED LUCIFER TO SIN IN HEAVEN IN ISAIAH 14:12-21. FOR THE MARRIED LORD CALLED WISDOM, SEXUAL EROS LOVE BEGAN IN GENESIS 1:1; 2:2-9 CONCERNING THE TREE OF THE KNOWLEDGE OF GOOD AND EVIL. WHO DID THE MARRIED LORD CALLED WISDOM HAVE SEXUAL EROS LOVE WITH? THE MARRIED LADY CALLED WISDOM (SOPHIA) HAD SEXUAL EROS LOVE RELATIONS WITH HIM, BECAUSE OF ETERNAL UNBELIEF & ETERNAL IGNORANCE. THE MARRIED LORD CALLED WISDOM AS THE CREATOR OF THE ETERNAL SIN CONCERNING “QANAH” MEANING “ETERNAL SEXUAL EROS LOVE” IS PROVEN IN PROVERBS 8:22-25 (RSV). THE LORD YAH PLANTED THE WISDOM TREE IN GENESIS 2:9 SO THAT ALL COULD UNDERSTAND HOW AND WHY THE MARRIED LORD CALLED WISDOM ETERNALLY SINNED AND FELL. FOR THE 1ST MARRIED WOMAN TO THINK LIKE THE 1ST MARRIED MAN SHE HAS TO BE DISOBEDIENT. FOR THE 1ST MARRIED MAN TO THINK LIKE THE 1ST MARRIED WOMAN HE HAS TO BE DECEIVED. FOR THE 1ST MARRIED MAN TO THINK LIKE THE 1ST MARRIED SERPENT HE HAS TO BE A LIAR. FOR THE 1ST MARRIED SERPENT TO THINK LIKE THE 1ST MARRIED MAN HE HAS TO BE DISOBEDIENT. FOR THE 1ST MARRIED WOMAN TO THINK LIKE THE 1ST MARRIED SERPENT SHE HAS TO BE A LIAR. FOR THE 1ST MARRIED SERPENT TO THINK LIKE THE 1ST MARRIED WOMAN HE HAS TO BE DECEIVED. FOR THE MARRIED LORD CALLED WISDOM OR THE MARRIED LADY CALLED WISDOM TO THINK LIKE ALL (THE 1ST MARRIED WOMAN, 1ST MARRIED MAN & 1ST MARRIED SERPENT) HE OR SHE HAS TO BE DECEIVED, DISOBEDIENT & A LIAR. FOR THE 2ND SINGLE MAN IS OBEDIENT. FOR THE 2ND SINGLE WOMAN IS INTELLIGENT KNOWING THE SCRIPTURES & THE AUTHORITY. FOR THE 2ND SINGLE SERPENT IS THE TRUTH. FOR THE 2ND SINGLE LORD CALLED WISDOM IS OBEDIENT, INTELLIGENT AND TRUTHFUL.**

**THE ORIGIN OF THE TREE OF KNOWLEDGE GOES VERY EARLY BEFORE ADAM WAS EVEN CREATED IN GENESIS 1:26. MAYBE IN JOB’S TIME OR EVEN IN THE AGE OF THE SONS OF GOD, BUT THE TREE OF KNOWLEDGE PROVES THAT ALL SEXUALITY ALWAYS BRINGS FORTH A CERTAIN KIND OF DEATH—BIOLOGICALLY OR ETERNALLY WITH THE TREE OF LIFE IN GENESIS 2:17. THIS IS LINKED TO THE FALL OF THE LORD LUCIFER WHICH HAD A SEXUAL NATURE IN THE ETERNAL SIN IN LORDSHIP. THE ETERNAL SEXUALITY IS FINALLY REVEALED IN GENESIS 6:1-7.**

**SEXUAL EROS LOVE IN MARRIAGE NEVER PLEASES GOD BECAUSE IT IS A WORK OF THE FLESH AND PROVISION (LUSTS) OF THE FLESH. ENOCH PLEASED GOD AND WAS TAKEN IN THE OLD UNIVERSE A TRILLION YEARS AGO AND IS NOT SUBJECT TO DEATH FOR ALL ETERNITY BECAUSE THERE WERE NO SEXUAL EROS LOVE PASSIONS IN HIS LIFE AT ALL IN GENESIS 5:23-24. THERE ARE THREE KINDS OF “INTERCOURSE” IN THE HOLY BIBLE. FIRST, IS THE POPULAR SEXUAL EROS LOVE INTERCOURSE FROM THE TREE OF THE KNOWLEDGE OF GOOD AND EVIL THAT CAN ONLY BE COMMITTED BY A MAN AND WOMAN IN A STRENGTH 40 YEAR KINGDOM OF THIS WORLD IN GENESIS 4:1. SECOND, IS THE KNOWN HOLY LAW LOVE INTERCOURSE IN LUKE 2:23 FROM THE MIDST OF THE TREE OF LIFE THAT IS DONE BY A MAN AND A WOMAN AND ALSO BOYS AND GIRLS IN LUKE 20:35-36 IN A WISDOM 80 YEAR LAW KINGDOM OF HEAVEN IN 1ST KINGS 11:3 & GENESIS 2:9. KING SOLOMON DID THIS KIND OF HOLY LAW LOVE INTERCOURSE WITH HIS 700 WIVES AND 300 CONCUBINES. BUT KING SOLOMON COMMITTED IDOLATRY WHICH IS “MARTIAL FORNICATION” IN TOBIT 4:12-13 IN THE MINORITY OF HIS FOREIGN WIVES AFTER 80 YEARS, BUT NOT THE MAJORITY OF HIS LOCAL WIVES OR 300 CONCUBINES AFTER 80 YEARS IN 1ST KINGS 11:1-3 & NEHEMIAH 13:25-27. THIRD, IS THE UNKNOWN HOLY DIVINE LOVE INTERCOURSE FROM THE TREE OF LIFE THAT IS DONE BY A MAN AND A WOMAN IN 2ND PETER 1:4 AND ALSO LORDS AND LADIES IN ACTS 17:29 IN A LORDLY 120 YEAR KINGDOM OF LORDSHIP IN MATTHEW 19:6; MARK 10:9; EPHESIANS 5:31; 1ST CORINTHIANS 6:17 & GENESIS 2:24-25. FOR QANAH DIRECTED TO THE FATHER STEPHEN DIRECTS YOU IN THE KINGDOM OF LORDSHIP TO DO HOLY DIVINE LOVE INTERCOURSE IN LORDSHIP IN ACTS 17:28-29. THE QANAH DIRECTED NOT TO THE FATHER STEPHEN DIRECTS YOU TO THE LORD LUCIFER IN THE KINGDOM OF THIS WORLD TO DO SEXUAL EROS LOVE INTERCOURSE IN GENESIS 4:1. THE DOORWAY TO QANAH DIRECTED TO THE FATHER STEPHEN IS HIS DIVINE PLEASURE (DIVINE EJACULATION) THAT LEADS YOU TO THE KINGDOM OF LORDSHIP IN LUKE 12:32; REVELATION 4:11; 2ND THESSALONIANS 1:11; EPHESIANS 1:5; PHILIPPIANS 2:13 & HEBREWS 12:10. THE DOORWAY TO QANAH DIRECTED NOT TO THE FATHER STEPHEN IS THE LORD LUCIFER’S SINFUL PLEASURE THAT LEADS YOU IN THE KINGDOM OF THIS WORLD IN 2ND THESSALONIANS 2:12; 2ND TIMOTHY 3:4; TITUS 3:3; HEBREWS 11:25; 1ST CORINTHIANS 10:7; 2ND PETER 2:13; LUKE 8:14 & ROMANS 1:32. ALL WHO CALLED SEXUAL EROS MONEY THE UNRIGHTEOUS MAMMON (PROSTITUTIONS, WHOREDOM’S, HARLOTRIES, SORCERIES & WIZARDRIES), WITH SWEET CANE (CALAMUS OR CANNABIS THE HEMP PLANT), SEXUAL EROS LOVE, SEXUAL EVIL, SEXUAL TEMPTATION, SEXUAL SIN OR SEXUAL DEATH AS BEING GOOD IN HIS SIGHT IS A LIAR, & TRIES TO WEARY THE FATHER STEPHEN, FOR THE FATHER STEPHEN COMMANDS IT IN TRUTH TO BE SEXUALLY EVIL IN NATURE AND A SEXUAL CORRUPTION IN THE WORLD THROUGH LUST TO STRENGTHEN THE FATHER STEPHEN IN MALACHI 2:17; ROMANS 8:28; 1ST TIMOTHY 6:10; 2ND PETER 1:4 & ISAIAH 43:24. IN THE GAP THEORY OF GENESIS 1:1 TO GENESIS 1:2 SAYS THAT THE OLD UNIVERSE LASTED TRILLIONS OF YEARS AGO PRIOR TO THE YOUNG UNIVERSE OF TODAY THAT ONLY LASTED 12,000/24,000 YEARS BASED ON THE OT/NT TIME OF THE CREATION PROCESSES & THE GENEALOGY OF JESUS IN MATTHEW 1; LUKE 3; & GENESIS 1:1, 7, 17; 2:7, 22; 4:1, 2. THE DATE OF THE 12,000/24,000 YEARS IS MARCH 2012AD WHICH IS BASED ON THE LIFE OF JESUS & STEPHEN AT 3BC-12AD. THE OLD UNIVERSE FOR TRILLIONS OF YEARS PRIOR TO THIS YOUNG UNIVERSE IS PROVEN EVEN FURTHER IN ISAIAH 24:1-23; HEBREWS 1:2 AND 2ND CORINTHIANS 12-13 (3 UNIVERSES CALLED AGES, AIONES OR AEONS). MEDICAL SCIENCE SAYS THAT THE DINOSAURS LIVED ABOUT 65 MILLION YEARS AGO IN THE OLD EARTH. THERE IS A PAST UNIVERSE IN GENESIS 1:1 WHICH IS PERFECT, A PRESENT UNIVERSE TODAY & A FUTURE UNIVERSE WHICH IS PERFECT IN REVELATIONS 21:1-22:21. NO ONE KNOWS THE DAY OR HOUR OF THE FATHER STEPHEN OUR LORD IN MATTHEW 24:36-44. THE DAY EQUAL TO 12/24 HOURS WHICH IS 12,000/24,000 YEARS IN THE OT OR NT TIMEFRAME IS PROVEN IN 2ND PETER 3:8. THERE IS ONLY 1 HOUR (MATTHEW 20:1-16; 24:22) LEFT (1/2 HOURS AS 1,000/2,000 YEARS) FOR THIS YOUNG UNIVERSE TO SURVIVE, THEN DESTROYED BY THE LORD YAH IN FIRE IN 2ND PETER 3:10-13. ALSO, THERE MAY HAVE BEEN LIFE ON THE PLANET MERCURY 1ST FROM THE SUN LINKED TO THE MARRIED LORD CALLED WISDOM & THE PLANET VENUS 2ND FROM THE SUN LINKED TO LUCIFER FOR TRILLIONS OF YEARS AGO BEFORE LIFE WAS ON THE OLD/YOUNG EARTH. THE INNER PLANETS CLOSEST TO THE SUN BY HAVING THE CAPABILITY TO SUSTAIN LIFE ARE MERCURY, VENUS, EARTH & MARS. THE OUTER PLANETS FURTHER AWAY FROM THE SUN ARE IN QUESTION TO SUSTAIN LIFE AS WE KNOW IT. THEY ARE JUPITER, SATURN, URANUS & NEPTUNE. THE SUN-CLAD WOMAN HAS A CROWN OF 12 STARS IN THE 8 PLANETS & 3 DWARF PLANETS (CERES, PLUTO & ERIS CALLED XENA) & THE MOON (LESSER LIGHT) & THE SUN (GREATER LIGHT) IN REVELATION 12;1-2. THE MARRIED LORD CALLED WISDOM IS THE LORD OF THIS AGE AGAINST THE LORD STEPHEN OF THAT AGE, SATAN IS THE GOD OF THIS AGE AGAINST THE LORD JAMES OF THAT AGE, ADAM IS THE MAN OF THIS AGE AGAINST THE LORD JESUS OF THAT AGE, EVE IS THE WOMAN OF THIS AGE AGAINST THE LORD JOHN OF THAT AGE & CAIN IS THE CHILD OF THIS AGE AGAINST THE LORD PETER OF THAT AGE PROVEN IN PROVERBS 8:22-25 (RSV); LUKE 20:34-36; GENESIS 3:1-6:6; EPHESIANS 6:12; 1ST CORINTHIANS 15:38, 40, 47, 55 & 2ND CORINTHIANS 4:4. THE OLD LORDSHIP/OLD HEAVEN/OLD EARTH IS THE MARRIED LORD CALLED WISDOM’S & LUCIFER’S FALLS IN PROVERBS 8:22-25 (RSV); GENESIS 2:9; ISAIAH 14:12-21 & EZEKIEL 28:15-19. THE 2ND OLD UNIVERSE LASTED FOR TRILLIONS OF YEARS BEGAN IN GENESIS 1:2 AND ENDED WITH SEXUAL EROS LOVE IN GENESIS 8:1. THE OLD LORDSHIP/OLD HEAVEN ENDS BY FIRE & AGAPE LOVE IN ISAIAH 24:1-23. THE OLD EARTH ENDS BY WATER IN GENESIS 7:1-24. THE YOUNG EARTH HAS SEXUAL EROS LOVE IN GENESIS 8:20 & ENDS BY FIRE IN 2ND PETER 3:10-13 & REVELATION 20:15. THE YOUNG LORDSHIP/YOUNG HEAVEN IS SEXLESS AS JOB’S SINLESS MARRIAGE IS BEFORE ADAM’S SINFUL MARRIAGE IN THE 2ND OLD UNIVERSE IN GENESIS 1:1-6:7 & JOB. IN THE BEGINNING OF THE 1ST LORDSHIP OVER THE 1ST UNIVERSE THE MARRIED LORD CALLED WISDOM WAS ETERNALLY CREATED & THE OTHER LORDS FROM ETERNITY IN PROVERBS 8:23. WHEN THE MARRIED LORD CALLED WISDOM WENT INTO THE 2ND OLD UNIVERSE THAT LASTED FOR TRILLIONS OF YEARS, HE FELL IN LORDSHIP BY THE TERM “QANAH” OR “ETERNAL LORDLY MARITAL EROS LOVE” FROM THE 2 TREES IN GENESIS 2:9. THE CROSS OF CHRIST DID NOT PAY FOR ANY INTERCOURSE BECAUSE THE JEWS TRIED TO STONE HIM BUT FAILED IN JOHN 10:31-39. THIS IS BECAUSE OF HIS COMPANION (GIRLFRIEND) MARY MAGDALENE IN THE GOSPEL OF PHILIP ON PAGE 90. THIS WAS DONE BECAUSE OF ADAM & EVE’S DATING IN GENESIS 2:23. THE STONING OF JAMES IN THE LAW AT 63AD & THE STONING OF STEPHEN IN LORDSHIP ABOVE THE LAW IN ACTS 7:60 DID PAY FOR ALL INTERCOURSES (DIVINE INTERCOURSE & SEXUAL INTERCOURSE) BASED ON THE STONING LAWS. IF YOU HAVE ANY QUESTIONS ON THE STONING LAWS, YOU MUST GET MY BOOK CALLED “GOD IS LOVE AND THE LOVE IN THE HOLY BIBLE.”**

**LUCIFER’S ARREST OUTSIDE THE USA’S BORDERS---BORDER WALLS, AIRSPACES & COASTLANDS---IN ACTS 30**

**THE KINGDOM OF THIS WORLD [UNFALLEN STATE TO FALLEN STATE TO UNFALLEN STATE]**

**THE FALLEN LORD LUCIFER YAHWEH’S ETERNAL ARREST OF THE LORD LUCIFER KNOWN AS SATAN & THE GREAT DEVIL & IS LOCKED UP IN THE ORIGINAL ONCE IN THE NUMBER 0 IN THE FORMER SEXUAL UNIVERSE DONE BY THE LORD STEPHEN YAHWEH IN THE OPPOSING SIDE OF THE ORIGINAL ONCE IN THE NUMBER 0 TO THE INFINITE NUMBER IN THE NEW UNIVERSE**

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**THE ETERNAL FALL OF THE DIABOLIC KING OF BABYLON IN HEAVEN**

**ISAIAH 14:3-11: 3 ON THE DAY THE LORD GIVES YOU RELIEF FROM YOUR SUFFERING AND TURMOIL AND FROM THE HARSH LABOR FORCED ON YOU, 4 YOU WILL TAKE UP THIS TAUNT AGAINST THE KING OF BABYLON: HOW THE OPPRESSOR HAS COME TO AN END! HOW HIS FURY HAS ENDED! 5 THE LORD HAS BROKEN THE ROD OF THE WICKED, THE SCEPTER OF THE RULERS, 6 WHICH IN ANGER STRUCK DOWN PEOPLES WITH UNCEASING BLOWS, AND IN FURY SUBDUED NATIONS WITH RELENTLESS AGGRESSION. 7 ALL THE LANDS ARE AT REST AND AT PEACE; THEY BREAK INTO SINGING. 8 EVEN THE JUNIPERS AND THE CEDARS OF LEBANON GLOAT OVER YOU AND SAY, “NOW THAT YOU HAVE BEEN LAID LOW, NO ONE COMES TO CUT US DOWN.” 9 THE REALM OF THE DEAD BELOW IS ALL ASTIR TO MEET YOU AT YOUR COMING; IT ROUSES THE SPIRITS OF THE DEPARTED TO GREET YOU— ALL THOSE WHO WERE LEADERS IN THE WORLD; IT MAKES THEM RISE FROM THEIR THRONES— ALL THOSE WHO WERE KINGS OVER THE NATIONS. 10 THEY WILL ALL RESPOND, THEY WILL SAY TO YOU, “YOU ALSO HAVE BECOME WEAK, AS WE ARE; YOU HAVE BECOME LIKE US.” 11 ALL YOUR POMP HAS BEEN BROUGHT DOWN TO THE GRAVE, ALONG WITH THE NOISE OF YOUR HARPS; MAGGOTS ARE SPREAD OUT BENEATH YOU AND WORMS COVER YOU.**

**THE ETERNAL FALL OF LUCIFER IN HEAVEN**

**IN ISAIAH 14:12-21 DECLARES THE FALL FROM HEAVEN: “HOW ARE YOU FALLEN FROM HEAVEN, O LUCIFER, SON OF THE MORNING! HOW ARE YOU CUT DOWN (BY THE LORD STEPHEN’S FURY) TO THE GROUND, YOU WHO WEAKENED THE NATIONS (LAWS)! FOR YOU HAVE SAID IN YOUR HEART: I WILL ASCEND INTO HEAVEN, I WILL EXALT MY THRONE ABOVE THE STARS OF GOD, I WILL ALSO SIT ON THE MOUNT OF THE CONGREGATION ON THE FARTHEST SIDE OF THE NORTH, I WILL ASCEND ABOVE THE HEIGHTS OF THE CLOUDS, I WILL BE LIKE THE MOST HIGH (LORD STEPHEN). YET YOU SHALL BE BROUGHT DOWN TO SHEOL (1ST UTTERANCE FROM THE LORD STEPHEN IS TO CAST THE ANGEL LUCIFER INTO HELL), TO THE LOWEST DEPTHS OF THE PIT. THOSE WHO SEE YOU WILL GAZE AT YOU (2ND UTTERANCE FROM THE LORD STEPHEN IS TO MAKE THE ANGEL LUCIFER A SPECTACLE), AND CONSIDER YOU, SAYING: ‘IS THIS THE MAN WHO MADE THE EARTH TREMBLE, WHO SHOOK KINGDOMS, WHO MADE THE WORLD AS A WILDERNESS AND DESTROYED ITS CITIES, WHO DID NOT OPEN THE HOUSE OF HIS PRISONERS?’ (3RD UTTERANCE FROM THE LORD STEPHEN IS FOR THE ANGEL LUCIFER TO BE TALKED ABOUT AND MOCKED AND SCORNED). ALL THE KINGS OF THE NATIONS (LAWS), ALL OF THEM, SLEEP IN GLORY, EVERYONE IN HIS OWN HOUSE. BUT YOU ARE CAST OUT OF YOUR GRAVE LIKE AN ABOMINABLE BRANCH (4TH UTTERANCE FROM THE LORD STEPHEN IS THAT THE ANGEL LUCIFER SHALL BE CAST OUT OF HIS GRAVE LIKE A CARCASS), LIKE THE GARMENT OF THOSE SLAIN, THRUST THROUGH WITH A SWORD, WHO GO DOWN TO THE STONES OF THE PIT, LIKE A CORPSE TRODDEN UNDERFOOT. YOU WILL NOT BE JOINED WITH THEM IN BURIAL (5TH UTTERANCE FROM THE LORD STEPHEN IS THAT THE ANGEL LUCIFER SHALL BE ALONE), BECAUSE YOU HAVE DESTROYED YOUR LAND AND SLAIN YOUR PEOPLE, THE BROOD OF EVILDOERS SHALL NEVER BE NAMED (IN HEAVEN). PREPARE SLAUGHTER FOR HIS CHILDREN BECAUSE OF THE INIQUITY OF THE FATHER’S, LEST THEY RISE UP & POSSESS THE LAND & FILL THE FACE OF THE WORLD WITH CITIES.”**

**THE ETERNAL FALL OF THE DIABOLIC KING OF TYRE ON THE EARTH**

**EZEKIEL 28:1-10: 1 THE WORD OF THE LORD CAME TO ME: 2 “SON OF MAN, SAY TO THE RULER OF TYRE, ‘THIS IS WHAT THE SOVEREIGN LORD SAYS: “ ‘IN THE PRIDE OF YOUR HEART YOU SAY, “I AM A GOD; I SIT ON THE THRONE OF A GOD IN THE HEART OF THE SEAS.” BUT YOU ARE A MERE MORTAL AND NOT A GOD, THOUGH YOU THINK YOU ARE AS WISE AS A GOD. 3 ARE YOU WISER THAN DANIEL? IS NO SECRET HIDDEN FROM YOU? 4 BY YOUR WISDOM AND UNDERSTANDING YOU HAVE GAINED WEALTH FOR YOURSELF AND AMASSED GOLD AND SILVER IN YOUR TREASURIES. 5 BY YOUR GREAT SKILL IN TRADING YOU HAVE INCREASED YOUR WEALTH, AND BECAUSE OF YOUR WEALTH YOUR HEART HAS GROWN PROUD. 6 “‘THEREFORE THIS IS WHAT THE SOVEREIGN LORD SAYS: “‘BECAUSE YOU THINK YOU ARE WISE, AS WISE AS A GOD, 7 I AM GOING TO BRING FOREIGNERS AGAINST YOU, THE MOST RUTHLESS OF NATIONS; THEY WILL DRAW THEIR SWORDS AGAINST YOUR BEAUTY AND WISDOM AND PIERCE YOUR SHINING SPLENDOR. 8 THEY WILL BRING YOU DOWN TO THE PIT, AND YOU WILL DIE A VIOLENT DEATH IN THE HEART OF THE SEAS. 9 WILL YOU THEN SAY, “I AM A GOD,” IN THE PRESENCE OF THOSE WHO KILL YOU? YOU WILL BE BUT A MORTAL, NOT A GOD, IN THE HANDS OF THOSE WHO SLAY YOU. 10 YOU WILL DIE THE DEATH OF THE UNCIRCUMCISED AT THE HANDS OF FOREIGNERS. I HAVE SPOKEN, DECLARES THE SOVEREIGN LORD.’”**

**THE ETERNAL FALL OF VICTORIA & LUCIFER ON THE EARTH**

**IN EZEKIEL 28:12-19 MENTIONS “…YOU WERE THE SEAL OF PERFECTION, FULL OF WISDOM AND PERFECT IN BEAUTY. YOU WERE IN EDEN, THE GARDEN OF GOD, EVERY PRECIOUS STONE WAS YOUR COVERING: THE SARDIUS, TOPAZ AND DIAMOND, BERYL, ONYX AND JASPER, SAPPHIRE, TURQUOISE AND EMERALD WITH GOLD. THE WORKMANSHIP OF YOUR TIMBRELS AND PIPES WAS PREPARED FOR YOU ON THE DAY YOU WERE CREATED. YOU WERE THE ANOINTED CHERUB WHO COVERS. I ESTABLISHED YOU. YOU WERE ON THE HOLY MOUNTAIN OF GOD. YOU WALKED BACK AND FORTH IN THE MIDST OF THE FIERY STONES. YOU WERE PERFECT IN YOUR WAYS FROM THE DAY YOU WERE CREATED, TILL INIQUITY (ETERNAL SEXUAL EROS LOVE, ETERNAL FORNICATION---SEXUAL IMMORALITY, ETERNAL FOLLY, ETERNAL ERROR, ETERNAL VIOLENCE & ETERNAL LAWLESSNESS) WAS FOUND IN YOU. BY THE ABUNDANCE OF YOUR TRADING YOU BECAME FILLED WITH VIOLENCE WITHIN, AND YOU SINNED, THEREFORE I CAST YOU AS A PROFANE THING OUT OF THE MOUNTAIN OF GOD. AND I DESTROYED YOU, O COVERING CHERUB, FROM THE MIDST OF THE FIERY STONES. YOUR HEART WAS LIFTED UP BECAUSE OF YOUR BEAUTY. YOU CORRUPTED YOUR WISDOM FOR THE SAKE OF YOUR SPLENDOR. I CAST YOU TO THE GROUND, I LAID YOU BEFORE KINGS, THAT THEY MIGHT GAZE AT YOU. YOU DEFILED YOUR SANCTUARIES BY THE MULTITUDE OF YOUR INIQUITIES, BY THE INIQUITY OF YOUR TRADING. THEREFORE, I BROUGHT FIRE FROM YOUR MIDST, IT DEVOURED YOU, AND I TURNED YOU TO ASHES UPON THE EARTH IN THE SIGHT OF ALL WHO SAW YOU. ALL WHO KNEW YOU AMONG THE PEOPLES (THE 24 LORDSHIPS OF THE ANGEL LORDS) ARE ASTONISHED AT YOU. YOU HAVE BECOME A HORROR, AND SHALL BE NO MORE FOREVER.”**

**THE FALL FROM HEAVEN IS PROVEN IN THE SCRIPTURE. IN ISAIAH 14:12-21 DECLARES THE FALL FROM HEAVEN: “HOW ARE YOU FALLEN FROM HEAVEN, O LUCIFER, SON OF THE MORNING! HOW ARE YOU CUT DOWN (BY THE LORD’S FURY) TO THE GROUND, YOU WHO WEAKENED THE NATIONS (LAWS)! FOR YOU HAVE SAID IN YOUR HEART: I WILL ASCEND INTO HEAVEN, I WILL EXALT MY THRONE ABOVE THE STARS OF GOD, I WILL ALSO SIT ON THE MOUNT OF THE CONGREGATION ON THE FARTHEST SIDE OF THE NORTH, I WILL ASCEND ABOVE THE HEIGHTS OF THE CLOUDS, I WILL BE LIKE THE MOST HIGH (LORD). YET YOU SHALL BE BROUGHT DOWN TO SHEOL (1ST UTTERANCE FROM THE LORD IS TO CAST HIM INTO HELL), TO THE LOWEST DEPTHS OF THE PIT. THOSE WHO SEE YOU WILL GAZE AT YOU (2ND UTTERANCE FROM THE LORD IS TO MAKE HIM A SPECTACLE), AND CONSIDER YOU, SAYING: ‘IS THIS THE MAN WHO MADE THE EARTH TREMBLE, WHO SHOOK KINGDOMS, WHO MADE THE WORLD AS A WILDERNESS AND DESTROYED ITS CITIES, WHO DID NOT OPEN THE HOUSE OF HIS PRISONERS? (3RD UTTERANCE FROM THE LORD IS FOR HIM TO BE TALKED ABOUT AND MOCKED AND SCORNED). ALL THE KINGS OF THE NATIONS (LAWS), ALL OF THEM, SLEEP IN GLORY, EVERYONE IN HIS OWN HOUSE. BUT YOU ARE CAST OUT OF YOUR GRAVE LIKE AN ABOMINABLE BRANCH (4TH UTTERANCE FROM THE LORD IS THAT HE SHALL BE CAST OUT OF HIS GRAVE LIKE A CARCASS), LIKE THE GARMENT OF THOSE SLAIN, THRUST THROUGH WITH A SWORD, WHO GO DOWN TO THE STONES OF THE PIT, LIKE A CORPSE TRODDEN UNDERFOOT. YOU WILL NOT BE JOINED WITH THEM IN BURIAL (5TH UTTERANCE FROM THE LORD IS HE SHALL BE ALONE), BECAUSE YOU HAVE DESTROYED YOUR LAND AND SLAIN YOUR PEOPLE, THE BROOD OF EVILDOERS SHALL NEVER BE NAMED (IN HEAVEN). PREPARE SLAUGHTER FOR HIS CHILDREN BECAUSE OF THE INIQUITY OF THE FATHER’S, LEST THEY RISE UP & POSSESS THE LAND, & FILL THE…WORLD WITH CITIES.”**

**THE FALL ON THE EARTH IS PROVEN IN THE SCRIPTURE. IN EZEKIEL 28:12-19 DECLARES “…YOU WERE THE SEAL OF PERFECTION, FULL OF WISDOM AND PERFECT IN BEAUTY. YOU WERE IN EDEN, THE GARDEN OF GOD, EVERY PRECIOUS STONE WAS YOUR COVERING: THE SARDIUS, TOPAZ AND DIAMOND, BERYL, ONYX AND JASPER, SAPPHIRE, TURQUOISE AND EMERALD WITH GOLD. THE WORKMANSHIP OF YOUR TIMBRELS AND PIPES WAS PREPARED FOR YOU ON THE DAY YOU WERE CREATED. YOU WERE THE ANOINTED CHERUB WHO COVERS. I ESTABLISHED YOU. YOU WERE ON THE HOLY MOUNTAIN OF GOD. YOU WALKED BACK AND FORTH IN THE MIDST OF THE FIERY STONES. YOU WERE PERFECT IN YOUR WAYS FROM THE DAY YOU WERE CREATED, TILL INIQUITY (ETERNAL SEXUAL EROS LOVE---ETERNAL FORNICATION, ETERNAL FOLLY, ETERNAL ERROR, ETERNAL VIOLENCE AND ETERNAL LAWLESSNESS) WAS FOUND IN YOU. BY THE ABUNDANCE OF YOUR TRADING YOU BECAME FILLED WITH VIOLENCE WITHIN, AND YOU SINNED, THEREFORE I CAST YOU AS A PROFANE THING OUT OF THE MOUNTAIN OF GOD. AND I DESTROYED YOU, O COVERING CHERUB, FROM THE MIDST OF THE FIERY STONES. YOUR HEART WAS LIFTED UP BECAUSE OF YOUR BEAUTY. YOU CORRUPTED YOUR WISDOM FOR THE SAKE OF YOUR SPLENDOR. I CAST YOU TO THE GROUND, I LAID YOU BEFORE KINGS, THAT THEY MIGHT GAZE AT YOU. YOU DEFILED YOUR SANCTUARIES BY THE MULTITUDE OF YOUR INIQUITIES, BY THE INIQUITY OF YOUR TRADING. THEREFORE, I BROUGHT FIRE FROM YOUR MIDST, IT DEVOURED YOU, AND I TURNED YOU TO ASHES UPON THE EARTH IN THE SIGHT OF ALL WHO SAW YOU. ALL WHO KNEW YOU AMONG THE PEOPLES (THE 24 LORDSHIPS OF THE ANGEL LORDS) ARE ASTONISHED AT YOU. YOU HAVE BECOME A HORROR, & SHALL BE NO MORE FOREVER.”**

**THE INITIAL FALL FROM HEAVEN TO THE EARTH IS PROVEN IN THE SCRIPTURE. IN REVELATION 8:10-11 DECLARES “THE THIRD ANGEL SOUNDED HIS TRUMPET, AND A GREAT STAR (LUCIFER & VICTORIA), BLAZING LIKE A TORCH, FELL FROM THE SKY ON A THIRD OF THE RIVERS AND ON THE SPRINGS OF WATER- THE NAME OF THE STAR IS WORMWOOD. A THIRD OF THE WATERS TURNED BITTER, AND MANY PEOPLE DIED FROM THE WATERS THAT HAD BECOME BITTER.”**

**THE THE RESULTS OF THE INITIAL FALL FROM HEAVEN TO THE EARTH IS PROVEN IN THE SCRIPTURE. IN REVELATION 9:1-21 DECLARES “AND THE FIFTH ANGEL SOUNDED, AND I SAW A STAR (LUCIFER & VICTORIA) FALL FROM HEAVEN UNTO THE EARTH: AND TO HIM WAS GIVEN THE KEY OF THE BOTTOMLESS PIT. AND HE OPENED THE BOTTOMLESS PIT; AND THERE AROSE A SMOKE OUT OF THE PIT, AS THE SMOKE OF A GREAT FURNACE; AND THE SUN AND THE AIR WERE DARKENED BY REASON OF THE SMOKE OF THE PIT. AND THERE CAME OUT OF THE SMOKE LOCUSTS UPON THE EARTH: AND UNTO THEM WAS GIVEN POWER, AS THE SCORPIONS OF THE EARTH HAVE POWER. AND IT WAS COMMANDED THEM THAT THEY SHOULD NOT HURT THE GRASS OF THE EARTH, NEITHER ANY GREEN THING, NEITHER ANY TREE; BUT ONLY THOSE MEN WHICH HAVE NOT THE SEAL OF GOD IN THEIR FOREHEADS. AND TO THEM IT WAS GIVEN THAT THEY SHOULD NOT KILL THEM, BUT THAT THEY SHOULD BE TORMENTED FIVE MONTHS: AND THEIR TORMENT WAS AS THE TORMENT OF A SCORPION, WHEN HE STRIKES A MAN. AND IN THOSE DAYS SHALL MEN SEEK DEATH, AND SHALL NOT FIND IT; AND SHALL DESIRE TO DIE, AND DEATH SHALL FLEE FROM THEM. AND THE SHAPES OF THE LOCUSTS WERE LIKE UNTO HORSES PREPARED UNTO BATTLE; AND ON THEIR HEADS WERE AS IT WERE CROWNS LIKE GOLD, AND THEIR FACES WERE AS THE FACES OF MEN. AND THEY HAD HAIR AS THE HAIR OF WOMEN, AND THEIR TEETH WERE AS THE TEETH OF LIONS. AND THEY HAD BREASTPLATES, AS IT WERE BREASTPLATES OF IRON; AND THE SOUND OF THEIR WINGS WAS AS THE SOUND OF CHARIOTS OF MANY HORSES RUNNING TO BATTLE. AND THEY HAD TAILS LIKE UNTO SCORPIONS, AND THERE WERE STINGS IN THEIR TAILS: AND THEIR POWER WAS TO HURT MEN FIVE MONTHS. AND THEY HAD A KING OVER THEM, WHICH IS THE ANGEL OF THE BOTTOMLESS PIT, WHOSE NAME IN THE HEBREW TONGUE IS ABADDON, BUT IN THE GREEK TONGUE HATH HIS NAME APOLLYON. ONE WOE IS PAST; AND, BEHOLD, THERE COME TWO WOES MORE HEREAFTER. AND THE SIXTH ANGEL SOUNDED, AND I HEARD A VOICE FROM THE FOUR HORNS OF THE GOLDEN ALTAR WHICH IS BEFORE GOD, SAYING TO THE SIXTH ANGEL WHICH HAD THE TRUMPET, LOOSE THE FOUR ANGELS WHICH ARE BOUND IN THE GREAT RIVER EUPHRATES. AND THE FOUR ANGELS WERE LOOSED, WHICH WERE PREPARED FOR AN HOUR, AND A DAY, AND A MONTH, AND A YEAR, FOR TO SLAY THE THIRD PART OF MEN. AND THE NUMBER OF THE ARMY OF THE HORSEMEN WERE TWO HUNDRED THOUSAND THOUSAND: AND I HEARD THE NUMBER OF THEM. AND THUS, I SAW THE HORSES IN THE VISION, AND THEM THAT SAT ON THEM, HAVING BREASTPLATES OF FIRE, AND OF JACINTH, AND BRIMSTONE: AND THE HEADS OF THE HORSES WERE AS THE HEADS OF LIONS; AND OUT OF THEIR MOUTHS ISSUED FIRE AND SMOKE AND BRIMSTONE. BY THESE THREE WAS THE THIRD PART OF MEN KILLED, BY THE FIRE, AND BY THE SMOKE, AND BY THE BRIMSTONE, WHICH ISSUED OUT OF THEIR MOUTHS. FOR THEIR POWER IS IN THEIR MOUTH, AND IN THEIR TAILS: FOR THEIR TAILS WERE LIKE UNTO SERPENTS, AND HAD HEADS, AND WITH THEM THEY DO HURT. AND THE REST OF THE MEN WHICH WERE NOT KILLED BY THESE PLAGUES YET REPENTED NOT OF THE WORKS OF THEIR HANDS, THAT THEY SHOULD NOT WORSHIP DEVILS, AND IDOLS OF GOLD, AND SILVER, AND BRASS, AND STONE, AND OF WOOD: WHICH NEITHER CAN SEE, NOR HEAR, NOR WALK: NEITHER REPENTED THEY OF THEIR MURDERS, NOR OF THEIR SORCERIES, NOR OF THEIR FORNICATION, NOR OF THEIR THEFTS.”**

**THE FALL FROM HEAVEN TO THE EARTH IS PROVEN IN THE SCRIPTURE. IN REVELATION 12:1-17 DECLARES “NOW A GREAT SIGN APPEARED IN HEAVEN: A (SUN-CLAD) WOMAN CLOTHED WITH THE SUN, WITH THE MOON UNDER HER FEET, AND ON HER HEAD A GARLAND (CROWN) OF 12 STARS. THEN BEING WITH CHILD, SHE CRIED OUT IN LABOR AND IN PAIN TO GIVE BIRTH. AND ANOTHER SIGN APPEARED IN HEAVEN: BEHOLD, A GREAT FIERY RED DRAGON HAVING 7 HEADS & 10 HORNS, & 7 DIADEMS ON HIS HEADS. HIS TAIL DREW A THIRD OF THE STARS OF HEAVEN AND THREW THEM TO THE EARTH. AND THE DRAGON STOOD BEFORE THE WOMAN WHO WAS READY TO GIVE BIRTH, TO DEVOUR HER CHILD AS SOON AS IT WAS BORN. SHE BORE A MALE CHILD WHO WAS TO RULE ALL NATIONS (LAWS) WITH A ROD OF IRON. AND HER CHILD WAS CAUGHT UP TO GOD AND HIS THRONE. THEN THE WOMAN FLED INTO THE WILDERNESS, WHERE SHE HAS A PLACE PREPARED BY GOD THAT THEY SHOULD FEED HER THERE 1,260 DAYS (3.5 YEARS). AND THERE WAS WAR IN HEAVEN: MICHAEL AND HIS ANGELS (LORDS) FOUGHT WITH THE DRAGON, AND THE DRAGON AND HIS ANGELS (LORDS) FOUGHT, BUT THEY DID NOT PREVAIL (THEY WERE NOT STRONGER THAN MICHAEL’S ANGEL LORDS), NOR WAS A PLACE FOUND FOR THEM IN HEAVEN ANY LONGER. SO THE GREAT DRAGON WAS CAST OUT, THAT SERPENT OF OLD, CALLED THE DEVIL AND SATAN, WHO DECEIVES THE WHOLE WORLD, HE WAS CAST TO THE EARTH, AND HIS ANGELS (LORDS) WAS CAST OUT WITH HIM. THEN I HEARD A LOUD VOICE SAYING IN HEAVEN, ‘NOW SALVATION, AND STRENGTH, AND THE KINGDOM OF OUR GOD (FATHER STEPHEN), AND THE POWER OF HIS CHRIST (JESUS) HAVE COME, FOR THE ACCUSER OF OUR BRETHREN, WHO ACCUSED THEM BEFORE OUR GOD DAY AND NIGHT, HAS BEEN CAST DOWN. AND THEY OVERCAME HIM BY THE BLOOD OF THE LAMB AND BY THE WORD OF THEIR TESTIMONY, AND THEY DID NOT (EROS) LOVE THEIR LIVES TO THE DEATH. THEREFORE REJOICE, O HEAVENS, AND YOU WHO DWELL IN THEM! WOE TO THE INHABITANTS OF THE EARTH AND THE SEA! FOR THE DEVIL HAS COME DOWN TO YOU, HAVING GREAT WRATH, BECAUSE HE KNOWS THAT HE HAS A SHORT TIME (A SEASON). NOW WHEN THE DRAGON SAW THAT HE HAD BEEN CAST TO THE EARTH, HE PERSECUTED THE WOMAN WHO GAVE BIRTH TO THE MALE CHILD. BUT THE WOMAN WAS GIVEN TWO WINGS OF A GREAT EAGLE, THAT SHE MIGHT FLY INTO THE WILDERNESS TO HER PLACE, WHERE SHE IS NOURISHED FOR A TIME AND TIMES AND HALF A TIME, FROM THE PRESENCE OF THE SERPENT. SO THE SERPENT SPEWED WATER OUT OF HIS MOUTH LIKE A FLOOD AFTER THE WOMAN THAT HE MIGHT CAUSE HER TO BE CARRIED AWAY BY THE FLOOD. BUT THE EARTH HELPED THE WOMAN, AND THE EARTH OPENED ITS MOUTH AND SWALLOWED UP THE FLOOD WHICH THE DRAGON HAD SPEWED OUT OF HIS MOUTH. AND THE DRAGON WAS ENRAGED WITH THE WOMAN, AND HE WENT TO MAKE WAR WITH THE REST OF HER OFFSPRING, WHO KEEP THE COMMANDMENTS OF GOD (FATHER STEPHEN OUR LORD) AND HAVE THE TESTIMONY OF JESUS CHRIST.”**

**THE SUPREME AUTHORITY WE HAVE AGAINST LUCIFER IS PROVEN IN THE SCRIPTURE. IN LUKE 10:18-20 DECLARES “…I SAW SATAN FALL LIKE LIGHTNING FROM HEAVEN. BEHOLD, I GIVE YOU THE AUTHORITY TO TRAMPLE ON SERPENTS AND SCORPIONS, AND OVER ALL THE POWER OF THE ENEMY, AND NOTHING SHALL BY NO MEANS HURT YOU. NEVERTHELESS, DO NOT REJOICE IN THIS, THAT THE SPIRITS ARE SUBJECT TO YOU, BUT RATHER REJOICE BECAUSE YOUR NAMES ARE WRITTEN IN HEAVEN (BOOK OF LIFE).”**

**THE BIRTH OF THE FALL OF LUCIFER IS PROVEN IN THE SCRIPTURE. IN JOHN 8:44 DECLARES “YOU ARE OF YOUR FATHER THE DEVIL, AND THE DESIRES (LUSTS) OF YOUR FATHER YOU WANT TO DO. HE WAS A MURDERER FROM THE BEGINNING (THE BEGINNING OF THE ANGELICAL HIERARCHY), AND DOES NOT STAND IN THE TRUTH, BECAUSE THERE IS NO TRUTH IN HIM. WHEN HE SPEAKS A LIE, HE SPEAKS FROM HIS OWN RESOURCES, FOR HE IS A LIAR AND THE FATHER OF IT.”**

**SOME OTHER SCRIPTURES LINKED TO THE FALL ON THE EARTH IS IN ZECHARIAH 5:5-11 WHICH DECLARES “THEN THE ANGEL (MALE ANGEL) WHO TALKED WITH ME CAME OUT AND SAID TO ME, ‘LIFT YOUR EYES NOW, AND SEE WHAT THIS IS THAT GOES FORTH.’ SO I ASKED, ‘WHAT IS IT?’ AND HE SAID, ‘IT IS A BASKET THAT IS GOING FORTH.’ HE ALSO SAID, ‘THIS IS THEIR RESEMBLANCE THROUGHOUT THE EARTH. HERE IS A LEAD DISC LIFTED UP, AND THIS IS A WOMAN (FEMALE ANGEL) SITTING INSIDE THE BASKET.’ THEN HE SAID, ‘THIS IS WICKEDNESS!’ AND HE THRUST HER DOWN INTO THE BASKET AND THREW THE LEAD COVER OVER ITS MOUTH. THEN I RAISED MY EYES AND LOOKED, AND THERE WERE TWO WOMEN (TWO FEMALE ANGELS), COMING WITH THE WIND IN THEIR WINGS: FOR THEY HAD WINGS LIKE THE WINGS OF A STORK, AND THEY LIFTED UP THE BASKET BETWEEN EARTH AND HEAVEN. SO I SAID TO THE ANGEL WHO TALKED WITH ME, ‘WHERE ARE THEY CARRYING THE BASKET?’ AND HE SAID TO ME, ‘TO BUILD A HOUSE FOR IT IN THE LAND OF SHINAR (BABYLON, BABEL, CONFUSION AND SOMETIMES REFERS TO ROME). WHEN IT IS READY THE BASKET WILL BE SET THERE ON ITS BASE.’”**

**THE FALL FROM THE EARTH INTO HELL IS PROVEN IN THE SCRIPTURE. IN REVELATION 20:1-3 DECLARES “THEN I SAW AN ANGEL (MICHAEL) COMING DOWN FROM HEAVEN, HAVING THE KEY TO THE BOTTOMLESS PIT AND A GREAT CHAIN IN HIS HAND. HE LAID HOLD ON THE DRAGON, THAT SERPENT OF OLD, WHO IS THE DEVIL AND SATAN, AND BOUND HIM FOR A 1,000 YEARS, AND HE CAST HIM INTO THE BOTTOMLESS PIT AND SHUT HIM UP AND SET A SEAL ON HIM, SO THAT HE SHOULD DECEIVE THE NATIONS (LAWS) NO MORE TILL THE 1,000 YEARS WERE FINISHED. BUT AFTER THESE THINGS HE MUST BE RELEASED FOR A LITTLE WHILE (A SEASON).” IN REVELATION 20:7-10 DECLARES “NOW WHEN THE 1,000 YEARS HAVE EXPIRED, SATAN WILL BE RELEASED FROM HIS PRISON AND WILL GO OUT TO DECEIVE THE NATIONS (LAWS) WHICH ARE IN THE FOUR CORNERS OF THE EARTH, GOG AND MAGOG, TO GATHER THEM TOGETHER TO BATTLE, WHOSE NUMBER IS AS THE SAND OF THE SEA. THEY WENT UP ON THE BREADTH OF THE EARTH AND SURROUNDED THE CAMP OF THE SAINTS (LORDS), AND THE BELOVED CITY. AND FIRE CAME DOWN FROM GOD OUT OF HEAVEN AND DEVOURED THEM. THE DEVIL, WHO DECEIVED THEM, WAS CAST INTO THE LAKE OF FIRE AND BRIMSTONE WHERE THE BEAST (ANTI-YAHWEH & WHORE) AND THE FALSE PROPHET ARE. AND THEY WILL BE TORMENTED DAY AND NIGHT FOREVER AND EVER.”**

**THE FALL OF THE EXALTED ONES IS PROVEN IN THE SCRIPTURE. IN ISAIAH 24:21 TELLS US “IT SHALL COME TO PASS IN THAT DAY THAT THE LORD WILL PUNISH ON HIGH THE HOST OF EXALTED ONES (LUCIFER AND HIS ANGEL LORDS), AND ON THE EARTH THE KINGS OF THE EARTH, THEY WILL BE GATHERED TOGETHER, AS PRISONERS ARE GATHERED IN THE PIT (DUNGEON), AND WILL BE SHUT UP IN THE PRISON, AFTER MANY DAYS THEY WILL BE PUNISHED.” IN JOB 4:18 DECLARES “IF HE PUTS NO TRUST IN HIS SERVANTS, IF HE CHARGES HIS ANGELS WITH ERROR (FOLLY), HOW MUCH MORE THOSE WHO DWELL IN HOUSES OF CLAY, WHOSE FOUNDATION IS IN THE DUST, WHO ARE CRUSHED BEFORE A MOTH?” IN ROMANS 1:27 DECLARES “LIKEWISE ALSO THE MEN, LEAVING THE NATURAL USE OF THE WOMAN, BURNED IN THEIR LUST FOR ONE ANOTHER, MEN WITH MEN COMMITTING WHAT IS SHAMEFUL, AND RECEIVING IN THEMSELVES THE PENALTY OF THEIR ERROR WHICH WAS DUE.”**

**THE ETERNAL FALL OF THE SONS OF GOD**

**IN GENESIS 6:1-5 DECLARES “NOW IT CAME TO PASS, WHEN MAN BEGAN TO MULTIPLY ON THE FACE OF THE EARTH, AND DAUGHTERS WERE BORN TO THEM, THAT THE SONS OF GOD SAW THE DAUGHTERS OF MEN, THAT THEY WERE BEAUTIFUL, AND THEY TOOK WIVES FOR THEMSELVES OF ALL WHOM THEY CHOSE (THE ANGEL LORDS MARRIED ILLEGALLY AND BECAME ETERNAL MANKIND). THE LORD, SAID, ‘MY SPIRIT (FATHER STEPHEN IN JOHN 4:24 & ACTS 7:59) SHALL NOT STRIVE WITH MAN FOREVER, FOR HE IS INDEED FLESH: YET HIS DAYS SHALL BE 120 YEARS. THERE WERE GIANTS ON THE EARTH IN THOSE DAYS, AND ALSO AFTERWARD, WHEN THE SONS OF GOD CAME IN TO THE DAUGHTERS OF MEN (THE ANGEL LORDS HAD FORBIDDEN SEXUAL EROS LOVE RELATIONS THAT THE LORD DID NOT GIVE COMMAND BECAUSE OF LUKE 20:34-38 & MATTHEW 22:29-32) & THEY BORE CHILDREN TO THEM. THOSE WERE THE MIGHTY MEN WHO WERE OF OLD, MEN OF RENOWN. THEN THE LORD SAW THAT THE WICKEDNESS (ETERNAL SEXUAL EROS LOVE) OF MAN WAS GREAT ON THE EARTH, & THAT EVERY INTENT (ALL THE DAY) OF THE THOUGHTS OF HIS HEART WAS ONLY EVIL CONTINUALLY. AND THE LORD WAS SORRY THAT HE HAD MADE MAN ON THE EARTH, AND HE WAS GRIEVED IN HIS HEART. SO THE LORD, SAID, ‘I WILL DESTROY MAN WHOM I HAVE CREATED FROM THE FACE OF THE EARTH, BOTH MAN & BEAST, CREEPY THING & BIRDS OF THE AIR, FOR I AM SORRY THAT I HAD MADE THEM.”**

**YOU CANNOT WORSHIP LUCIFER AND HIS ANGELS (LORDS) IN COLOSSIANS 2:18; REVELATION 19:10 AND 1ST TIMOTHY 2:5. IN COLOSSIANS 2:18 DECLARES “LET NO ONE CHEAT YOU OF YOUR REWARD, TAKING DELIGHT IN FALSE HUMILITY AND WORSHIP OF ANGELS (LORDS), INTRUDING INTO THOSE THINGS WHICH HE HAS NOT SEEN, VAINLY PUFFED UP BY HIS FLESHLY MIND…” IN REVELATION 19:10 SAYS “AND I FELL AT HIS FEET TO WORSHIP HIM. BUT HE SAID TO ME, ‘SEE THAT YOU DO NOT DO THAT! I AM YOUR FELLOW SERVANT, AND OF YOUR BRETHREN WHO HAVE THE TESTIMONY OF JESUS. WORSHIP GOD! FOR THE TESTIMONY OF JESUS IS THE SPIRIT (FATHER STEPHEN IN JOHN 4:24; ACTS 2:17-7:59 & 1ST JOHN 5:6-13) OF PROPHESY.’” IN 1ST TIMOTHY 2:5 STATES “FOR THERE IS ONE GOD (FATHER STEPHEN) AND ONE MEDIATOR BETWEEN GOD AND MEN, THE MAN CHRIST JESUS…” THIS KIND OF SEXUAL EROS LOVE INTERCOURSE IS SUBJECT TO HELL BECAUSE OF SATAN THAT COMMITTED IT IN EZEKIEL 28:15. FOR THE MARRIED ANGELS (LORDS), SEXUAL EROS LOVE BEGAN IN GENESIS 6:1-5. WHO DID LUCIFER HAVE ETERNAL SEXUAL EROS LOVE WITH? THE FEMALE ANGELICAL LIGHT BEARER AS THE BRIGHT AND MORNING STAR IS WHO LUCIFER HAS ETERNAL SEXUAL EROS LOVE RELATIONS WITH IN EZEKIEL 28:15.**

**YOU CAN WORSHIP MICHAEL AND HIS ANGELS (LORDS) IN ACTS 7:42-43; 2ND THESSALONIANS 2:11-12; 2ND KINGS 21:3; AMOS 5:25-27; JEREMIAH 25:9-12 AND REVELATION 18:21-24. IN ACTS 7:42-43 DECLARES “THEN GOD TURNED THEM UP TO WORSHIP THE HOST OF HEAVEN, AS IT IS WRITTEN IN THE BOOK OF THE PROPHETS: “DID YOU OFFER ME SLAUGHTERED ANIMALS AND SACRIFICES DURING 40 YEARS IN THE WILDERNESS, O HOUSE OF ISRAEL? YOU ALSO TOOK UP THE TABERNACLE OF MOLOCH, AND THE STAR OF YOUR GOD REMPHAN, IMAGES WHICH YOU MADE TO WORSHIP, AND I WILL CARRY YOU AWAY BEYOND BABYLON.” ALSO, THE SIMILAR SCRIPTURE IS IN AMOS 5:25-27. IN 2ND THESSALONIANS 2:11-12 SAYS “AND FOR THIS REASON GOD WILL SEND THEM STRONG DELUSION, THAT THEY SHOULD BELIEVE THE LIE, THAT THEY MAY BE CONDEMNED (DAMNED) WHO DID NOT BELIEVE THE TRUTH BUT HAD PLEASURE IN UNRIGHTEOUSNESS.” IN 2ND KINGS 21:3 STATES “FOR HE BUILT THE HIGH PLACES WHICH HEZEKIAH HIS FATHER HAD DESTROYED, HE RAISED UP ALTARS FOR BAAL, AND MADE A WOODEN IMAGE, AS AHAB KING OF ISRAEL HAD DONE, AND HE WORSHIPPED ALL THE HOST OF HEAVEN AND SERVED THEM.” IN REVELATION 18:21-24 SAYS “THEN A MIGHTY ANGEL (LORD) TOOK UP A STONE LIKE A GREAT MILLSTONE AND THREW IT INTO THE SEA, SAYING, ‘THUS WITH VIOLENCE THE GREAT CITY BABYLON SHALL BE THROWN DOWN, AND SHALL NOT BE FOUND ANYMORE. THE SOUND OF HARPISTS, MUSICIANS, FLUTISTS, AND TRUMPETERS SHALL NOT BE HEARD IN YOU ANYMORE. NO CRAFTSMAN OF ANY CRAFT SHALL BE FOUND IN YOU ANYMORE, AND THE SOUND OF A MILLSTONE SHALL NOT BE HEARD IN YOU ANYMORE. THE LIGHT OF A LAMP SHALL NOT SHINE IN YOU ANYMORE, AND THE VOICE OF THE BRIDEGROOM AND BRIDE SHALL NOT BE HEARD IN YOU ANYMORE, FOR YOUR MERCHANTS WERE THE GREAT MEN OF THE EARTH, FOR BY YOUR SORCERY ALL THE NATIONS (LAWS) WERE DECEIVED. AND IN HER WAS FOUND THE BLOOD OF PROPHETS AND SAINTS (LORDS), AND OF ALL WHO WERE SLAIN ON THE EARTH.” ALSO, THE SIMILAR SCRIPTURE IS IN JEREMIAH 25:9-12. THIS IS BECAUSE OF THE IDOLATRY WHICH IS MARITAL FORNICATION IN TOBIT 4:12-13, ABOMINATION (PORN CALLED PORNIEA IN THE GREEK) AND THE REBELLION (SIN OF WITCHCRAFT) COMMITTED AGAINST THE LORD. MICHAEL AND HIS ANGELS (LORDS) ARE WORSHIPPED IN BABYLON ALSO CALLED SHINAR, CONFUSION, BABEL AND SOMETIMES CALLED ROME IN GENESIS 1:1-31; 10:9-11 AND ISAIAH 14:3-11. ALSO, WHEN MICHAEL STEPS DOWN AS THE BRIGHT AND MORNING STAR, JESUS AND HIS ANGELS (LORDS) ARE ALSO WORSHIPPED IN REVELATION 22:16. THE WOMAN HAD A HEAVENLY (CELESTIAL) SON IN REVELATION 12:1-2, 5-6; 1ST CORINTHIANS 15:40-42 AND LUKE 20:35-36. THE HEAVENLY WOMAN (NEW JERUSALEM) HAD HOLY DIVINE LOVE INTERCOURSE WITH THE HEAVENLY MAN (JESUS CHRIST THE LAMB OF GOD) TO BRING FORTH THE CHILD (UNIVERSAL MINISTERIAL CHURCH OF GOD) IN REVELATION 21:1-22:21. THIS KIND OF HOLY DIVINE LOVE INTERCOURSE IS IN HEAVEN AND NOT SUBJECT TO HELL IN ANY WAY.**

**THE ENORMOUS NUMBER OF THE ANGELICAL COMMAND IS PROVEN IN SCRIPTURE. IN DEUTERONOMY 33:2 SAYS GOD (FATHER STEPHEN OUR LORD) ON MOUNT SINAI “CAME FROM TEN-THOUSANDS OF HOLY ONES, WITH FLAMING FIRE AT HIS RIGHT HAND.” IN PSALMS 68:17 (NIV) MENTIONS “THE CHARIOTS OF GOD ARE TENS OF THOUSANDS AND THOUSANDS OF THOUSANDS.” IN HEBREWS 12:22 DECLARES “WHEN WE COME TO WORSHIP, WE COME INTO THE PRESENCE OF A “INNUMERABLE COMPANY OF ANGELS (LORDS).” IN REVELATION 5:11 TELLS US “I HEARD AROUND THE THRONE AND THE LIVING CREATURES (LORDS) AND THE ELDERS (LORDS) THE VOICE OF MANY ANGELS (24 LORDS), NUMBERING MYRIADS OF MYRIADS AND THOUSANDS OF THOUSANDS.” IN MATTHEW 26:53 SAYS THAT THE LORD JESUS CHRIST THE SON OF GOD COULD HAVE PRAYED TO THE FATHER STEPHEN OUR LORD AND HE WOULD HAVE “PROVIDED HIM WITH MORE THAN 12 LEGIONS OF ANGELS (72,000 ANGEL LORDS).” THIS MEANS HE COULD HAVE GIVEN HIS SON THE CAPABILITY TO AT LEAST HANDLE 133.2 TRILLION AT ONE TIME, SINCE ONE ANGEL (LORD) CAN KILL 185,000 SOLDIERS IN RELENTING 10,000 MEN IN ONE SWOOP IN JUDE 14-15 & ISAIAH 37:36. BUT THE LORD JESUS CHRIST DID NOT ACHIEVE THIS UNTIL JESUS HAD FINISHED THE CROSS IN LUKE 23:26-56. THEN AT THE BEGINNING OF HIS RESURRECTION IT WAS ACHIEVED BY THE LORD JESUS THROUGH THE FATHER STEPHEN IN LUKE 24:1-ACTS 28:31. IN SOLOMON WISDOM 11:18 SAYS THE DRAGONS BREATHE OUT FIRE OR FILTHY SCENTS OF SMOKE. ALSO, IT IS IN JOEL 2:30 & ACTS 2:19. IF YOU HAVE ANY QUESTIONS ON THE ANGEL LORDS, YOU MUST GET MY BOOK CALLED “THE LORD YAHWEH & THE WHOLE ANGELICAL HIERARCHY IN THE HOLY BIBLE.”**

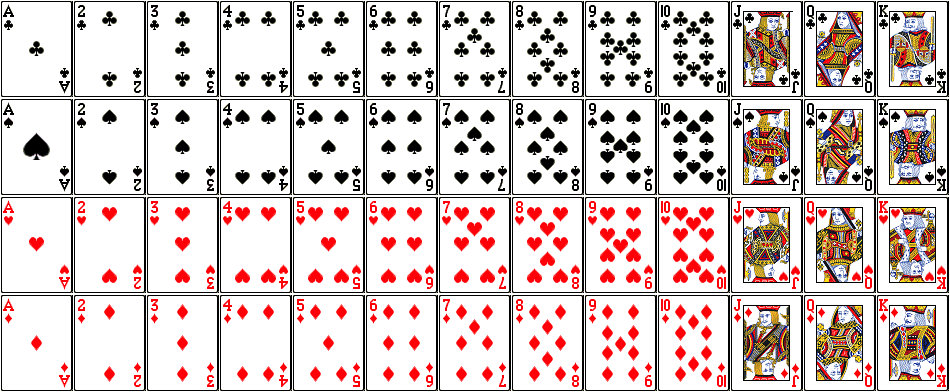
**THE ETERNAL ARRESTING, THE ETERNAL KILLING & THE ETERNAL DAMNING BEFORE THE ETERNAL SEED OF THE TOP KINGDOM OF GOD IN THE GLOBAL UNIVERSAL PERIMETER FROM PROVERBS 8:22- ACTS 29:26 WITH ACTS 29:1-2 [IN THE TIME PORTAL DOORWAY IN THE USA’S TRIBULATION PERIOD IN DANIEL 8:8-14 & 2ND ESDRAS 11 & 12], EXCLUDING THE TOP ENGLISH USA KINGDOMS OF LORDSHIPS IN ACTS 30**

**IN ACTS 5:3-4, 8-9 DECLARES, “BUT [LORD] PETER SAID, ‘ANANIAS, WHY HATH [LORD] SATAN FILLED THINE HEART TO LIE TO THE HOLY GHOST [FATHER STEPHEN IN JOHN 4:23-24], AND TO KEEP BACK PART OF THE PRICE OF THE LAND? WHILES IT REMAINED, WAS IT NOT THINE OWN? AND AFTER IT WAS SOLD, WAS IT NOT IN THINE OWN POWER [AUTHORITY]? WHY HAST THOU CONCEIVED THIS THING IN THINE HEART? THOU HAST NOT LIED UNTO MEN, BUT UNTO GOD [FATHER STEPHEN OUR LORD].’” “AND [LORD] PETER ANSWERED UNTO HER, ‘TELL ME WHETHER YE SOLD THE LAND FOR SO MUCH?’” “THEN [LORD] PETER SAID UNTO HER, ‘HOW IS IT THAT YE HAVE AGREED [CONSPIRED] TOGETHER TO TEMPT THE SPIRIT [FATHER STEPHEN IN JOHN 4:23-24] OF THE LORD [FATHER STEPHEN OUR LORD]? BEHOLD, THE FEET OF THEM WHICH HAVE BURIED THY HUSBAND ARE AT THE DOOR, AND SHALL CARRY THEE OUT.’”**

**THE ETERNAL ARRESTING & THE ETERNAL STRIKING WITH ETERNAL BLINDNESS AFTER THE ETERNAL SEED OF THE TOP KINGDOM OF GOD IN THE GLOBAL UNIVERSAL PERIMETER FROM PORVERB 8:22-ACTS 29:26 WITH ACTS 29:1-2 [IN THE TIME PORTAL DOORWAY IN THE USA’S TRIBULATION PERIOD IN DANIEL 8:8-14 & 2ND ESDRAS 11 & 12], EXCLUDING THE TOP ENGLISH USA KINGDOMS OF LORDSHIPS IN ACTS 30**

**IN ACTS 13:6-12 IT DECLARES “AND WHEN THEY HAD GONE THROUGH THE ISLE UNTO PAPHOS, THEY FOUND A CERTAIN SORCERER, A FALSE PROPHET, A JEW, WHOSE NAME WAS [LORD] BAR-JESUS, WHICH WAS WITH THE DEPUTY [PROCONSUL] OF THE COUNTRY, [LORD] SERGIUS PAULUS, A PRUDENT MAN [INTELLIGENT MAN], WHO CALLED FOR [LORD] BARNABAS AND [LORD] SAUL, AND DESIRED TO HEAR THE [INFALLIBLE INERRANT] WORD OF GOD FATHER STEPHEN OUR LORD] BUT [LORD] ELYMAS THE SORCERER (FOR SO IN HIS NAME BY INTERPRETATION) WITHSTOOD THEM [LORD LUCIFER’S FORBIDDEN MAGICAL ARTS], SEEKING TO TURN AWAY THE DEPUTY FROM THE FAITH. THEN [LORD] SAUL, (WHO ALSO, IS CALLED PAUL,) FILLED WITH THE HOLY GHOST [FATHER STEPHEN IN JOHN 4:23-24], SET [LOOKED INTENTLY AT OR FASTENED] HIS EYES ON HIM, AND SAID, ‘O FULL OF ALL SUBTLETY [DECEIT] AND ALL MISCHIEF [FRAUD], THOU CHILD [SON] OF THE DEVIL [LORD LUCIFER], THOU ENEMY OF ALL RIGHTEOUSNESS, WILL THOU NOT CEASE TO PERVERT [MAKING CROOKED] THE RIGHT [STRAIGHT] WAYS OF THE LORD [FATHER STEPHEN OUR LORD]?’ AND NOW, BEHOLD, THE HAND [THIS REFERS TO 2 HANDS OF 10 TO 14 KINGDOMS OF LORDSHIPS BASED ON 4 TO 6 FINGERS EACH & 2 THUMBS EACH IN LUKE 11:20] OF THE LORD (FATHER STEPHEN’S PERMISSIBLE MAGICAL ARTS) IS UPON THEE, AND THOU SHALL BE BLIND, NOT SEEING THE SUN FOR A SEASON [3 MONTHS UP TO 1 YEAR BY GOING 1 MILE GO TWAIN]. AND IMMEDIATELY THERE FELL ON HIM A MIST AND DARKNESS, AND HE WENT ABOUT SEEKING SOME TO LEAD HIM BY THE HAND. THEN THE DEPUTY, WHEN HE SAW WHAT WAS DONE, BELIEVED, BEING ASTONISHED [FATHER STEPHEN’S PERMISSIBLE MAGICAL ARTS] AT THE [DIVINE] DOCTRINE OF THE LORD [FATHER STEPHEN OUR LORD].”**

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| [**COLOR SYMBOLISM (ENGLISH) CHART OF THE 11 COLORED (ENGLISH) PERIMETER, LINKED TO THE (ENGLISH) RAINBOW AROUND THE (ENGLISH) THRONE**](https://www.sacred-texts.com/grim/bcm/img/12200.jpg) | | |
|  |  | [**RED: EXCITEMENT, ENERGY, PASSION, LOVE, DESIRE, SPEED, STRENGTH, POWER, HEAT, AGGRESSION, DANGER, FIRE, BLOOD, WAR, VIOLENCE, ALL THINGS INTENSE AND PASSIONATE, SINCERITY, HAPPINESS (ONLY IN JAPAN)**](https://www.sacred-texts.com/grim/bcm/img/12200.jpg) |
|  |  | [**PINK SYMBOLIZES LOVE AND ROMANCE, CARING, TENDERNESS, ACCEPTANCE AND CALM.**](https://www.sacred-texts.com/grim/bcm/img/12200.jpg) |
|  |  | [**YELLOW SIGNIFIES JOY, HAPPINESS, BETRAYAL, OPTIMISM, IDEALISM, IMAGINATION, HOPE, SUNSHINE, SUMMER, GOLD, PHILOSOPHY, DISHONESTY, COWARDICE, JEALOUSY, COVETOUSNESS, DECEIT, ILLNESS, HAZARD AND FRIENDSHIP.**](https://www.sacred-texts.com/grim/bcm/img/12200.jpg) |
|  |  | [**BLUE: INTEGRITY, KNOWLEDGE, POWER, SERIOUSNESS, PEACE, TRANQUILITY, COLD, CALM, STABILITY, HARMONY, UNITY, TRUST, TRUTH, CONFIDENCE, CONSERVATISM, SECURITY, CLEANLINESS, ORDER, LOYALTY, SKY, WATER, TECHNOLOGY, DEPRESSION, APPETITE SUPPRESSANT.**](https://www.sacred-texts.com/grim/bcm/img/12200.jpg) |
|  |  | [**PURPLE: ROYALTY, NOBILITY, SPIRITUALITY, CEREMONY, MYSTERIOUS, TRANSFORMATION, WISDOM, ENLIGHTENMENT, CRUELTY, HONOR, ARROGANCE, MOURNING, TEMPERANCE.**](https://www.sacred-texts.com/grim/bcm/img/12200.jpg) |
|  |  | [**ORANGE: ENERGY, BALANCE, ENTHUSIASM, WARMTH, VIBRANT, EXPANSIVE, FLAMBOYANT, DEMANDING OF ATTENTION.**](https://www.sacred-texts.com/grim/bcm/img/12200.jpg) |
|  |  | [**GREEN: NATURE, ENVIRONMENT, HEALTHY, GOOD LUCK, RENEWAL, YOUTH, SPRING, GENEROSITY, FERTILITY, JEALOUSY, SERVICE, INEXPERIENCE, ENVY, MISFORTUNE, VIGOR.**](https://www.sacred-texts.com/grim/bcm/img/12200.jpg) |
|  |  | [**BROWN: EARTH, STABILITY, HEARTH, HOME, OUTDOORS, RELIABILITY, COMFORT, ENDURANCE, SIMPLICITY, AND COMFORT.**](https://www.sacred-texts.com/grim/bcm/img/12200.jpg) |
|  |  | [**GRAY: SECURITY, RELIABILITY, INTELLIGENCE, STAID, MODESTY, DIGNITY, MATURITY, SOLID, CONSERVATIVE, PRACTICAL, OLD AGE, SADNESS, BORING. SILVER SYMBOLIZES CALM.**](https://www.sacred-texts.com/grim/bcm/img/12200.jpg) |
|  |  | [**WHITE: REVERENCE, RESPECT, REVERE, COURTESY, HIGH ESTEEM, REGARD, PURITY, BIRTH, SIMPLICITY, CLEANLINESS, PEACE, HUMILITY, HUMBLE, PRECISION, INNOCENCE, YOUTH, WINTER, SNOW, GOOD, STERILITY, MARRIAGE (WESTERN CULTURES), DEATH (EASTERN CULTURES), COLD, CLINICAL.**](https://www.sacred-texts.com/grim/bcm/img/12200.jpg) |
|  |  | [**BLACK: POWER, SEXUALITY, SOPHISTICATION, FORMALITY, ELEGANCE, WEALTH, MYSTERY, FEAR, EVIL, UNHAPPINESS, DEPTH, STYLE, SADNESS, REMORSE, ANGER, ANONYMITY, UNDERGROUND, MOURNING, DEATH (WESTERN CULTURES), AUSTERITY, DETACHMENT.**](https://www.sacred-texts.com/grim/bcm/img/12200.jpg) |



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| PLAYING CARD MEANINGS IN CARTOMANCY **playing cards spread** **WHAT IS CARTOMANCY?** **PLAYING CARDS HAVE BEEN USED TO TELL FORTUNES SINCE 14TH CENTURY EUROPE. IN A WAY, THEY WERE THE FIRST FORM OF**[**TAROT CARDS**](https://www.keen.com/articles/tarot)**.**  **YOU’RE WONDERING HOW MANY CARDS IN A DECK? UNLIKE TAROT THAT HAS A**[**SPECIFIC DECK**](https://www.keen.com/articles/tarot/10-best-tarot-decks-for-beginners)**, CARTOMANCY IS FORTUNE TELLING USING A GOOD OLD-FASHIONED 52-CARD DECK—THE EXACT SAME ONE USED TO PLAY POPULAR CARD GAMES LIKE BRIDGE, POKER, OR GO FISH.**  [**WANT YOUR OWN CARTOMANCY READING? GET A READING FROM ONE OF OUR ADVISORS. THE FIRST THREE MINUTES ARE FREE.**](https://www.keen.com/psychic-readings/tarot-readers/588) **HOW IS CARTOMANCY DIFFERENT FROM TAROT?** **BESIDES THE DECK, THE MAIN DIFFERENCE BETWEEN CARTOMANCY READINGS AND TAROT READINGS IS THAT THE CARTOMANCY CARDS HAVE A MORE CLEAR-CUT MEANING. TAROT CARDS LIKE THE DEVIL OR THE HIGH PRIESTESS CAN HAVE**[**HIDDEN MEANINGS**](https://www.keen.com/articles/tarot/how-to-read-bad-tarot-cards-positively)**.**  **CARTOMANCY READINGS ARE GREAT FOR GIVING LITERAL QUESTIONS TO ANSWERS. TAROT TENDS TO SHOW POTENTIAL OUTCOMES. ONE ISN’T BETTER THAN THE OTHER, THE CHOICE IS JUST PREFERENCE IN HOW YOU LIKE GETTING ANSWERS.** **CARTOMANCY CARD LAYOUTS & INTERPRETATIONS** **IN CARTOMANCY, EACH NUMBER, SUIT, AND FACE CARD HAVE A SPECIFIC MEANING (HOWEVER, THE JOKER CARD IS NOT ALWAYS USED.)**  **FOR EXAMPLE, THE ACE OF HEARTS REPRESENTS A NEW BEGINNING, SUCH AS A NEW RELATIONSHIP OR JOB OPPORTUNITY AND THE 7 OF SPADES MEANS THE LOSS OF A FRIEND OR ANOTHER SIGNIFICANT PERSON IN YOUR LIFE DUE TO A DISAGREEMENT OR PROBLEM.**  **THE MOST POPULAR METHOD OF CARTOMANCY TECHNIQUE IS THE WHEEL OF FORTUNE. THE READER RANDOMLY REMOVES CARDS AND INTERPRETS MEANING BASED ON THE PICK ORDER.** **CARD LAYOUTS** **MANY SPREADS ARE USED IN CARTOMANCY, RANGING FROM A SINGLE CARD READING TO 21-CARD SPREADS. USUALLY, SPREADS ARE MULTIPLES OF 3 (TYPICALLY 3, 9, OR 21), SO THREE SECTIONS CAN REPRESENT PAST, PRESENT, AND FUTURE. DEPENDING ON THE SIZE OF THE LAYOUT, CARTOMANCY CAN PROVIDE YOU WITH A QUICK ANSWER OR DEEP LIFE INSIGHT.** **CARD INTERPRETATIONS** **CARTOMANCY READINGS DEPEND ON THE SUIT AND VALUE OF THE REVEALED CARD. THE SUIT DEPICTS THE BROADER MEANING OR LIFE CATEGORY OF A CARD. FACE CARDS ARE PEOPLE IN YOUR LIFE. NUMBER CARDS ARE LIFE EVENTS IN YOUR NEAR FUTURE.**  **HERE IS A LIST OF WHAT EACH CARD IN A STANDARD 52-CARD DECK MEANS IN A CARTOMANCY READING.** **CARTOMANCY CARD MEANINGS****HEARTS** **A WELL-RECOGNIZED SYMBOL OF OUR FEELINGS, THE HEART’S SUIT RELATES TO THINGS THAT ARE VERY CLOSE TO YOU. THESE PLAYING CARDS PROVIDE INSIGHT INTO YOUR HOME, FAMILY, AND EMOTIONS. HOW MANY HEARTS ARE IN A DECK OF CARDS? 13.**   * **ACE OF HEARTS: A NEW BEGINNING, SUCH AS A NEW RELATIONSHIP, MARRIAGE, OR SOME GOOD NEWS FOR YOURSELF OR SOMEONE CLOSE** * **2 OF HEARTS: THIS UNION OF HEARTS MEANS IT’S TIME TO SPEND SOME QUALITY TIME WITH YOUR LOVED ONES** * **3 OF HEARTS: LIKE A THIRD WHEEL, THIS REPRESENTS INDECISION OR A LACK OF COMMITMENT IN A RELATIONSHIP** * **4 OF HEARTS: A STABLE, SECURE, AND COMMITTED ROMANTIC RELATIONSHIP OR MARRIAGE** * **5 OF HEARTS: MAJOR CHANGE IS COMING TO YOUR HOME OR FAMILY, SUCH AS A DIVORCE, A LOVED ONE MOVING AWAY, OR A NEW HOME** * **6 OF HEARTS: A TIME OF PEACE AND HARMONY WHERE YOU CAN WORK WELL WITH OTHERS TO ACHIEVE YOUR GOALS AND OVERCOME OBSTACLES** * **7 OF HEARTS: A PARTNER OR FRIEND WHO IS UNDEPENDABLE AND WILL LET YOU DOWN** * **8 OF HEARTS: AN UPCOMING SOCIAL EVENT WILL PROVIDE YOU WITH IMPORTANT BUSINESS OR ROMANTIC CONNECTIONS WITH SOMEONE THAT YOU MEET THERE** * **9 OF HEARTS: SOMEONE IS WISHING FOR MORE IN A RELATIONSHIP, SUCH AS HAVING A BABY OR TAKING YOUR RELATIONSHIP TO THE NEXT LEVEL** * **10 OF HEARTS: GOOD NEWS IS COMING, PROBABLY AT A LARGE GATHERING OF PEOPLE AT A WEDDING OR PARTY** * **JACK OF HEARTS: YOUR LOVER OR BEST FRIEND—CAN ALSO SIGNIFY A COUPLE WHEN IT APPEARS WITH THE QUEEN OF HEARTS** * **QUEEN OF HEARTS: A FEMALE LOVER OR FANTASY, WHICH MAY MEAN MARRIAGE—ALSO MAY REPRESENT A MOTHER OR A PREGNANT WOMAN** * **KING OF HEARTS: REPRESENTS AN INFLUENTIAL MAN WHO IS ROMANTIC AND AFFECTIONATE, BUT ALSO EMOTIONAL—COULD BE A FATHER**  **DIAMONDS** **DIAMONDS ARE PRIZED FOR THEIR MONETARY VALUE. LIKEWISE, PLAYING CARDS IN THIS SUIT RELATE TO YOUR MONEY AND FINANCES. HOW MANY DIAMONDS ARE IN A DECK OF CARDS? 13.**   * **ACE OF DIAMONDS: AN IMPORTANT MESSAGE IS COMING THAT WILL RELATE TO YOUR LOVE OR BUSINESS** * **2 OF DIAMONDS: GOOD NEWS ABOUT YOUR FINANCES OR INVESTMENTS IS COMING SOON** * **3 OF DIAMONDS: REPRESENTS INDECISIVENESS REGARDING MONEY, WHICH MAY LEAD TO ARGUMENTS AND LEGAL ISSUES** * **4 OF DIAMONDS: A REMINDER THAT FINANCIAL RESPONSIBILITY IS NECESSARY TO ACHIEVE STABILITY AND PROSPERITY** * **5 OF DIAMONDS: A FINANCIAL CHANGE IS COMING—THIS MAY BE A POSITIVE CHANGE (SUCH AS GETTING A NEW JOB) OR A NEGATIVE CHANGE (LIKE AN UNEXPECTED EXPENSE)** * **6 OF DIAMONDS: THERE’S A NEED TO TAKE FINANCIAL RESPONSIBILITY OVER YOUR BUDGET, INVESTMENTS, OR DEBTS** * **7 OF DIAMONDS: A WARNING TO BE CAREFUL WITH YOUR INVESTMENTS. FINANCIAL TROUBLES ARE ON THE HORIZON** * **8 OF DIAMONDS: AN UNEXPECTED WINDFALL IS COMING YOUR WAY—CONSIDER A BUDGET AND PLAN FOR SAVINGS** * **9 OF DIAMONDS: AN UPCOMING EXPENSE, SUCH AS REPAIRS, BILLS, OR A LARGE PURCHASE** * **10 OF DIAMONDS: THIS CARD REPRESENTS A BIG FINANCIAL SUCCESS IS COMING** * **JACK OF DIAMONDS: THE BEARER OF BAD NEWS** * **QUEEN OF DIAMONDS: A SOPHISTICATED WOMAN WHO LOVES TO PARTY AND GOSSIP** * **KING OF DIAMONDS: A POWERFUL AND SUCCESSFUL BUSINESSMAN**  **CLUBS** **THE SUIT OF CLUBS IS GENERALLY A GOOD SIGN IN A CARTOMANCY READING. MOST OF THE PLAYING CARDS RELATE TO POSITIVE EXPERIENCES COMING YOUR WAY. HOW MANY CLUBS ARE IN A DECK OF CARDS? 13.**   * **ACE OF CLUBS: A THIRST FOR KNOWLEDGE OR A SPECIAL TALENT THAT YOU HAVE** * **2 OF CLUBS: A REMINDER OF THE IMPORTANCE OF COMMUNICATION TO AVOID CONFRONTATIONS AND DISAPPOINTMENT** * **3 OF CLUBS: IMMENSE CREATIVITY, OR THE STRESS OF THE CREATIVE PROCESS** * **4 OF CLUBS: MENTAL STABILITY THAT MAY LEAD TO A GREAT ADVENTURE** * **5 OF CLUBS: AN INDICATION THAT IT’S TIME TO MAKE A CHANGE AND LEARN SOMETHING NEW, SUCH AS A NEW HOBBY OR SPORT** * **6 OF CLUBS: TRUST YOUR INTUITION TO RECEIVE GREAT BENEFITS** * **7 OF CLUBS: REPRESENTS FEELING CONFINED OR TRAPPED, USUALLY IN REGARDS TO A ROMANTIC RELATIONSHIP** * **8 OF CLUBS: INDICATES A TIME OF CONFUSION THAT CAN LEAD TO SIGNIFICANT PROBLEMS IN YOUR RELATIONSHIPS IF THINGS ARE NOT RESOLVED** * **9 OF CLUBS: REPRESENTS THE COMPLETION OF A PROJECT OR PHASE OF YOUR LIFE** * **10 OF CLUBS: YOU’LL BE TRAVELING SOON** * **JACK OF CLUBS: AN HONEST AND TRUSTWORTHY PERSON WHO MAY BE YOUR FRIEND** * **QUEEN OF CLUBS: A CHARISMATIC WOMAN WHO IS IN A POSITION OF POWER** * **KING OF CLUBS: A MAN OF INTEGRITY WHO IS A GENEROUS AND LOYAL FRIEND**  **SPADES** **IN A CARTOMANCY READING, PLAYING CARDS WITH THE SPADES SUIT REVEAL UPCOMING STRUGGLES IN YOUR LIFE THAT YOU WILL HAVE TO DEAL WITH.**   * **ACE OF SPADES: A TIME OF SIGNIFICANT CHANGE—ONE THING WILL COME TO AN END TO MAKE ROOM FOR SOMETHING NEW** * **2 OF SPADES: A DIFFICULT SITUATION OR DECISION MAY CAUSE DIVISION BETWEEN YOU AND A LOVED ONE OR FRIEND** * **3 OF SPADES: THE THREE SPADES REPRESENT TEARS FROM A STRESSFUL SITUATION INVOLVING BAD NEWS, INDECISION, FEAR, OR YOUR JOB** * **4 OF SPADES: STABILITY WILL SOON RETURN TO YOUR WORKPLACE OR HEALTH—THE TROUBLING TIMES ARE ALMOST OVER** * **5 OF SPADES: YOU WILL SOON BE MOVING ON AND LEAVING BEHIND WHAT YOU CURRENTLY KNOW, SUCH AS A NEW JOB, A RELOCATION, OR THE END OF YOUR RELATIONSHIP** * **6 OF SPADES: A WARNING THAT FATE WILL SOON STRIKE AND IMPACT YOU, YOUR WORK, OR YOUR FINANCES** * **7 OF SPADES: REPRESENTS THE LOSS OF A FRIEND OR ANOTHER SIGNIFICANT PERSON IN YOUR LIFE DUE TO A DISAGREEMENT OR PROBLEM** * **8 OF SPADES: INDICATES THAT OBSTACLES AT WORK MAY SOON PUT YOU AT A CROSSROADS WHERE YOU WILL NEED TO MAKE AN IMPORTANT DECISION** * **9 OF SPADES: A SIGN THAT THERE WILL SOON BE A LOSS OR ENDING IN YOUR LIFE, POSSIBLY THE DEATH OF SOMEONE CLOSE TO YOU** * **10 OF SPADES: WORRY AND GRIEF THAT MAY BE THE RESULT OF HEALTH PROBLEMS, FEAR, OR BAD NEWS** * **JACK OF SPADES: A NEGATIVE PERSON IN YOUR LIFE MAY BETRAY YOU OR HOLD YOU BACK** * **QUEEN OF SPADES: REPRESENTS A CRUEL WOMAN WHO IS EXTREMELY MANIPULATIVE AND MALICIOUS** * **KING OF SPADES: REPRESENTS AN AUTHORITATIVE MAN WHO MAY CREATE TROUBLE IN A RELATIONSHIP** |

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| CARD SUITS AND SYMBOLISM **INDIAN CULTURE HAS EMBRACED CARD GAMES A LONG TIME AGO. MANY CARD GAMES, SUCH AS RUMMY, BLACKJACK,**[**POKER**](https://www.adda52.com/poker)**, TEEN PATTI, AND MANY OTHERS, HAVE ORIGINATED IN INDIA. WE’VE ALL PLAYED THESE GAMES AT LEAST ONCE IN OUR LIVES. MANY PEOPLE EVEN HAVE A DECK OF CARDS AT HOME THAT THEY USE TO PASS THE TIME IN THEIR SPARE TIME. A FEW MATCHES OF A CARD GAME WITH FRIENDS OR FAMILY CAN UNDOUBTEDLY HELP YOU RELAX, REDUCE STRESS, AND IMPROVE YOUR MOOD.**  **THOUGH**[**CARD GAMES**](https://www.adda52.com/online-card-games-for-real-money)**ARE A GAME OF SKILL, THEY ALSO HAVE A PROFOUND ASTROLOGICAL CONNECTION WITH US DUE TO THE DEEP ASTROLOGICAL CHARACTERISTICS HIDDEN INSIDE THE SYMBOLS OF CARDS. THOUGH YOU PLAY USING YOUR SKILLS IN THE GAME, KNOWING ABOUT THE CARD SUITS & CARD SYMBOLS MEANING EXCITE US TO PLAY OUR BEST.IF YOU EVER CONSIDERED THE SYMBOLS IMPRINTED ON PLAYING CARDS? HAVE YOU EVER WONDERED WHY A DECK OF CARDS HAS FOUR SUITS? WHAT IS THE MEANING OF EACH PLAYING CARD? WHAT DOES A DIAMOND SYMBOLIZE SPIRITUALLY? WHAT IS THE SPADE MEANING IN CARDS? SO, IF YOU WERE CLUELESS ABOUT THESE INTRIGUING FACTS, NOW IS THE TIME TO LEARN MORE ABOUT THE DEEPER MEANING BEHIND PLAYING CARDS —**  **THE FOUR SUITS IN A DECK OF CARDS SYMBOLIZE THE FOLLOWING:**  **Hearts**  **HEARTS: THE SEASON OF SPRING IS SYMBOLIZED BY A HEART CARD. IT’S ALSO MEANT TO BE A SYMBOL OF THE “CHILDHOOD” STAGE OF LIFE. IT REPRESENTS THE FIRE ELEMENT.**  **Clubs**  **CLUBS: THE SUMMER SEASON IS REPRESENTED BY THE CLUB. THE CLUB MEANING IN CARDS IS THE INDICATION OF THE STAGE OF “YOUTH” WHEN ONE PLACES A FOCUS ON EDUCATION, RECKLESSNESS, AND SO FORTH. A CLUB SYMBOL MEANING IS THE PINNACLE OF AN EARTH ELEMENT.**  **Diamonds**  **DIAMONDS: THIS CARD SYMBOL REPRESENTS THE AUTUMN OR FALL SEASON. IT DEPICTS THE “GROWING” STAGE OF A PERSON’S LIFE WHEN HE OR SHE IS WORKING ON HIS CAREER. IN A NUTSHELL, THE MEANING OF THE DIAMOND CARD IS A REPRESENTATION OF PROGRESS, COMMITMENT, ETHICS, AND STABILITY. THIS SYMBOL REPRESENTS THE COMPONENT OF AIR.**  **Spades**  **SPADES: IF YOU ARE LOOKING FOR SPADES MEANING IN CARDS, THIS IS THE RIGHT PLACE. THE WINTER SEASON IS SYMBOLIZED BY THE SPADE. WHEN HUMANS GAIN KNOWLEDGE, ACCEPTANCE, AND TRANSFORMATION, IT IS CALLED THE ACME OF “OLD AGE.” THIS SYMBOL REPRESENTS THE WATER ELEMENT AND CLARIFIES THE SPADE CARD MEANING IN THIS CONTEXT.**  **A DECK OF CARDS HAS 52 CARDS, WHICH ARE MEANT TO REPRESENT THE NUMBER OF WEEKS PER YEAR. 13 LUNAR MONTHS ARE REPRESENTED BY THE 13 CARDS IN A SINGLE CARD SUIT. THE SUM OF ALL THE VALUE NUMBERS ON THE CARDS IS 365. THIS IS WHAT THE DECK OF CARDS MEANING IS IN A NUTSHELL.**  **EACH VALUE OF THE CARD FROM ACE IN CARDS TO TEN IN CARDS REPRESENTS A KEYWORD, TELLING US THE PERSONALITY OF THE CARD SUIT SYMBOL OR THE CARD SUITS PERSONALITY.**   * **ACE = DESIRE** * **TWO = UNION** * **THREE = FAITH** * **FOUR = SATISFACTION** * **FIVE = CHANGE** * **SIX = ADJUSTMENTS** * **SEVEN = VICTORY** * **EIGHT = POWER** * **NINE = NEW BEGINNINGS** * **TEN = SUCCESS**   **THE ROYAL FAMILY CARDS, WHICH INCLUDE THE KING, QUEEN, AND JACK, SYMBOLIZE THESE HISTORICAL CARD SUITS PERSONALITIES.**   * **KING OF HEARTS = CHARLEMAGNE (KING OF FRANCE)** * **KING OF CLUBS = ALEXANDER (KING OF MACEDONIA)** * **KING OF SPADES = DAVID (KING OF ISRAEL)** * **KING OF DIAMONDS = AUGUSTUS (ROMAN CAESAR)** |

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| |  |  |  | | --- | --- | --- | | **457 JUMPSTART MAGIC DECK CARDS** | | | |  | [**ACT OF TREASON**](https://magicarena.fandom.com/wiki/Act_of_Treason)**Red (3) SORCERY GAIN CONTROL OF TARGET CREATURE UNTIL END OF TURN. UNTAP THAT CREATURE. IT GAINS HASTE UNTIL END OF TURN. (IT CAN ATTACK AND Tap THIS TURN.)** |  | |  | [**AEGIS OF THE HEAVENS**](https://magicarena.fandom.com/wiki/Aegis_of_the_Heavens)**White (2) INSTANT TARGET CREATURE GETS +1/+7 UNTIL END OF TURN.** |  | |  | [**AEGIS TURTLE**](https://magicarena.fandom.com/wiki/Aegis_Turtle)**Blue (1) CREATURE — TURTLE (0/5)** |  | |  | [**AERIAL ASSAULT**](https://magicarena.fandom.com/wiki/Aerial_Assault)**White (3) SORCERY DESTROY TARGET TAPPED CREATURE. YOU GAIN 1 LIFE FOR EACH CREATURE YOU CONTROL WITH FLYING.** |  | |  | [**AETHER SPELLBOMB**](https://magicarena.fandom.com/wiki/Aether_Spellbomb)**(1) ARTIFACT Blue, SACRIFICE AETHER SPELLBOMB: RETURN TARGET CREATURE TO ITS OWNER'S HAND.**  **, SACRIFICE AETHER SPELLBOMB: DRAW A CARD.** |  | |  | [**AFFA GUARD HOUND**](https://magicarena.fandom.com/wiki/Affa_Guard_Hound)**White (3) CREATURE — DOG (2/2) FLASH (YOU MAY CAST THIS SPELL ANY TIME YOU COULD CAST AN INSTANT.)**  **WHEN AFFA GUARD HOUND ENTERS THE BATTLEFIELD, TARGET CREATURE GETS +0/+3 UNTIL END OF TURN.** |  | |  | [**AFFECTIONATE INDRIK**](https://magicarena.fandom.com/wiki/Affectionate_Indrik)**Green (6) CREATURE — BEAST (4/4) WHEN AFFECTIONATE INDRIK ENTERS THE BATTLEFIELD, YOU MAY HAVE IT FIGHT TARGET CREATURE YOU DON'T CONTROL. (EACH DEALS DAMAGE EQUAL TO ITS POWER TO THE OTHER.)** |  | |  | [**AGGRESSIVE URGE**](https://magicarena.fandom.com/wiki/Aggressive_Urge)**Green (2) INSTANT TARGET CREATURE GETS +1/+1 UNTIL END OF TURN.**  **DRAW A CARD.** |  | |  | [**AGONIZING SYPHON**](https://magicarena.fandom.com/wiki/Agonizing_Syphon)**Black (4) SORCERY AGONIZING SYPHON DEALS 3 DAMAGE TO ANY TARGET AND YOU GAIN 3 LIFE.** |  | |  | [**ALABASTER MAGE**](https://magicarena.fandom.com/wiki/Alabaster_Mage)**White (2) CREATURE — HUMAN WIZARD (2/1) White: TARGET CREATURE YOU CONTROL GAINS LIFELINK UNTIL END OF TURN. (DAMAGE DEALT BY THE CREATURE ALSO CAUSES ITS CONTROLLER TO GAIN THAT MUCH LIFE.)** |  | |  | [**ALLOSAURUS SHEPHERD**](https://magicarena.fandom.com/wiki/Allosaurus_Shepherd)**Green (1) CREATURE — ELF SHAMAN (1/1) ALLOSAURUS SHEPHERD CAN'T BE COUNTERED.**  **GREEN SPELLS YOU CONTROL CAN'T BE COUNTERED. GreenGreen: UNTIL END OF TURN, EACH ELF CREATURE YOU CONTROL HAS BASE POWER AND TOUGHNESS 5/5 AND BECOMES A DINOSAUR IN ADDITION TO ITS OTHER CREATURE TYPES.** |  | |  | [**ALLOY MYR**](https://magicarena.fandom.com/wiki/Alloy_Myr)**(3) ARTIFACT CREATURE — MYR (2/2) Tap: ADD ONE MANA OF ANY COLOR.** |  | |  | [**AMBASSADOR OAK**](https://magicarena.fandom.com/wiki/Ambassador_Oak)**Green (4) CREATURE — TREEFOLK WARRIOR (3/3) WHEN AMBASSADOR OAK ENTERS THE BATTLEFIELD, CREATE A 1/1 GREEN ELF WARRIOR CREATURE TOKEN.** |  | |  | [**ANCESTRAL STATUE**](https://magicarena.fandom.com/wiki/Ancestral_Statue)**(4) ARTIFACT CREATURE — GOLEM (3/4) WHEN ANCESTRAL STATUE ENTERS THE BATTLEFIELD, RETURN A NONLAND PERMANENT YOU CONTROL TO ITS OWNER'S HAND.** |  | |  | [**ANGEL OF MERCY**](https://magicarena.fandom.com/wiki/Angel_of_Mercy)**White (5) CREATURE — ANGEL (3/3) FLYING**  **WHEN ANGEL OF MERCY ENTERS THE BATTLEFIELD, YOU GAIN 3 LIFE.** |  | |  | [**ANGEL OF THE DIRE HOUR**](https://magicarena.fandom.com/wiki/Angel_of_the_Dire_Hour)**WhiteWhite (7) CREATURE — ANGEL (5/4) FLASH**  **FLYING WHEN ANGEL OF THE DIRE HOUR ENTERS THE BATTLEFIELD, IF YOU CAST IT FROM YOUR HAND, EXILE ALL ATTACKING CREATURES.** |  | |  | [**ANGELIC EDICT**](https://magicarena.fandom.com/wiki/Angelic_Edict)**White (5) SORCERY EXILE TARGET CREATURE OR ENCHANTMENT.** |  | |  | [**ANGELIC PAGE**](https://magicarena.fandom.com/wiki/Angelic_Page)**White (2) CREATURE — ANGEL SPIRIT (1/1) FLYING**  **Tap: TARGET ATTACKING OR BLOCKING CREATURE GETS +1/+1 UNTIL END OF TURN.** |  | |  | [**ARBOR ARMAMENT**](https://magicarena.fandom.com/wiki/Arbor_Armament)**Green (1) INSTANT PUT A +1/+1 COUNTER ON TARGET CREATURE. THAT CREATURE GAINS REACH UNTIL END OF TURN.** |  | |  | [**ARCANE ENCYCLOPEDIA**](https://magicarena.fandom.com/wiki/Arcane_Encyclopedia)**(3) ARTIFACT , Tap: DRAW A CARD.** |  | |  | [**ARCHAEOMENDER**](https://magicarena.fandom.com/wiki/Archaeomender)**Blue (3) CREATURE — HUMAN WIZARD (2/3) WHEN ARCHAEOMENDER ENTERS THE BATTLEFIELD, RETURN TARGET ARTIFACT CARD FROM YOUR GRAVEYARD TO YOUR HAND.** |  | |  | [**ARCHON OF JUSTICE**](https://magicarena.fandom.com/wiki/Archon_of_Justice)**WhiteWhite (5) CREATURE — ARCHON (4/4) FLYING**  **WHEN ARCHON OF JUSTICE DIES, EXILE TARGET PERMANENT.** |  | |  | [**ARCHON OF REDEMPTION**](https://magicarena.fandom.com/wiki/Archon_of_Redemption)**WhiteWhite (5) CREATURE — ARCHON (3/4) FLYING**  **WHENEVER ARCHON OF REDEMPTION OR ANOTHER CREATURE WITH FLYING ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, YOU MAY GAIN LIFE EQUAL TO THAT CREATURE'S POWER.** |  | |  | [**ARCHON OF SUN'S GRACE**](https://magicarena.fandom.com/wiki/Archon_of_Sun%27s_Grace)**WhiteWhite (4) CREATURE — ARCHON (3/4) FLYING, LIFELINK**  **PEGASUS CREATURES YOU CONTROL HAVE LIFELINK. CONSTELLATION — WHENEVER AN ENCHANTMENT ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, CREATE A 2/2 WHITE PEGASUS CREATURE TOKEN WITH FLYING.** |  | |  | [**ARMORCRAFT JUDGE**](https://magicarena.fandom.com/wiki/Armorcraft_Judge)**Green (4) CREATURE — ELF ARTIFICER (3/3) WHEN ARMORCRAFT JUDGE ENTERS THE BATTLEFIELD, DRAW A CARD FOR EACH CREATURE YOU CONTROL WITH A +1/+1 COUNTER ON IT.** |  | |  | [**ASHMOUTH HOUND**](https://magicarena.fandom.com/wiki/Ashmouth_Hound)**Red (2) CREATURE — ELEMENTAL DOG (2/1) WHENEVER ASHMOUTH HOUND BLOCKS OR BECOMES BLOCKED BY A CREATURE, ASHMOUTH HOUND DEALS 1 DAMAGE TO THAT CREATURE.** |  | |  | [**ASSASSIN'S STRIKE**](https://magicarena.fandom.com/wiki/Assassin%27s_Strike)**BlackBlack (6) SORCERY DESTROY TARGET CREATURE. ITS CONTROLLER DISCARDS A CARD.** |  | |  | [**ASSAULT FORMATION**](https://magicarena.fandom.com/wiki/Assault_Formation)**Green (2) ENCHANTMENT EACH CREATURE YOU CONTROL ASSIGNS COMBAT DAMAGE EQUAL TO ITS TOUGHNESS RATHER THAN ITS POWER.**  **Green: TARGET CREATURE WITH DEFENDER CAN ATTACK THIS TURN AS THOUGH IT DIDN'T HAVE DEFENDER. Green: CREATURES YOU CONTROL GET +0/+1 UNTIL END OF TURN.** |  | |  | [**AUDACIOUS THIEF**](https://magicarena.fandom.com/wiki/Audacious_Thief)**Black (3) CREATURE — HUMAN ROGUE (2/2) WHENEVER AUDACIOUS THIEF ATTACKS, YOU DRAW A CARD AND YOU LOSE 1 LIFE.** |  | |  | [**AUGER SPREE**](https://magicarena.fandom.com/wiki/Auger_Spree)**BlackRed (3) INSTANT TARGET CREATURE GETS +4/-4 UNTIL END OF TURN.** |  | |  | [**AWAKENER DRUID**](https://magicarena.fandom.com/wiki/Awakener_Druid)**Green (3) CREATURE — HUMAN DRUID (1/1) WHEN AWAKENER DRUID ENTERS THE BATTLEFIELD, TARGET FOREST BECOMES A 4/5 GREEN TREEFOLK CREATURE FOR AS LONG AS AWAKENER DRUID REMAINS ON THE BATTLEFIELD. IT'S STILL A LAND.** |  | |  | [**BAKE INTO A PIE**](https://magicarena.fandom.com/wiki/Bake_into_a_Pie)**BlackBlack (4) INSTANT DESTROY TARGET CREATURE. CREATE A FOOD TOKEN. (IT'S AN ARTIFACT WITH ", Tap, SACRIFICE THIS ARTIFACT: YOU GAIN 3 LIFE.")** |  | |  | [**BANISHING LIGHT**](https://magicarena.fandom.com/wiki/Banishing_Light)**White (3) ENCHANTMENT WHEN BANISHING LIGHT ENTERS THE BATTLEFIELD, EXILE TARGET NONLAND PERMANENT AN OPPONENT CONTROLS UNTIL BANISHING LIGHT LEAVES THE BATTLEFIELD.** |  | |  | [**BARRAGE OF EXPENDABLES**](https://magicarena.fandom.com/wiki/Barrage_of_Expendables)**Red (1) ENCHANTMENT Red, SACRIFICE A CREATURE: BARRAGE OF EXPENDABLES DEALS 1 DAMAGE TO ANY TARGET.** |  | |  | [**BARTER IN BLOOD**](https://magicarena.fandom.com/wiki/Barter_in_Blood)**BlackBlack (4) SORCERY EACH PLAYER SACRIFICES TWO CREATURES.** |  | |  | [**BATHE IN DRAGONFIRE**](https://magicarena.fandom.com/wiki/Bathe_in_Dragonfire)**Red (3) SORCERY BATHE IN DRAGONFIRE DEALS 4 DAMAGE TO TARGET CREATURE.** |  | |  | [**BATTLEFIELD PROMOTION**](https://magicarena.fandom.com/wiki/Battlefield_Promotion)**White (2) INSTANT PUT A +1/+1 COUNTER ON TARGET CREATURE. THAT CREATURE GAINS FIRST STRIKE UNTIL END OF TURN. YOU GAIN 2 LIFE.** |  | |  | [**BATTLEGROUND GEIST**](https://magicarena.fandom.com/wiki/Battleground_Geist)**Blue (5) CREATURE — SPIRIT (3/3) FLYING**  **OTHER SPIRIT CREATURES YOU CONTROL GET +1/+0.** |  | |  | [**BEETLEBACK CHIEF**](https://magicarena.fandom.com/wiki/Beetleback_Chief)**RedRed (4) CREATURE — GOBLIN WARRIOR (2/2) WHEN BEETLEBACK CHIEF ENTERS THE BATTLEFIELD, CREATE TWO 1/1 RED GOBLIN CREATURE TOKENS.** |  | |  | [**BEFUDDLE**](https://magicarena.fandom.com/wiki/Befuddle)**Blue (3) INSTANT TARGET CREATURE GETS -4/-0 UNTIL END OF TURN.**  **DRAW A CARD.** |  | |  | [**BELLTOWER SPHINX**](https://magicarena.fandom.com/wiki/Belltower_Sphinx)**Blue (5) CREATURE — SPHINX (2/5) FLYING**  **WHENEVER A SOURCE DEALS DAMAGE TO BELLTOWER SPHINX, THAT SOURCE'S CONTROLLER MILLS THAT MANY CARDS.** |  | |  | [**BLACK CAT**](https://magicarena.fandom.com/wiki/Black_Cat)**Black (2) CREATURE — ZOMBIE CAT (1/1) WHEN BLACK CAT DIES, TARGET OPPONENT DISCARDS A CARD AT RANDOM.** |  | |  | [**BLACK MARKET**](https://magicarena.fandom.com/wiki/Black_Market)**BlackBlack (5) ENCHANTMENT WHENEVER A CREATURE DIES, PUT A CHARGE COUNTER ON BLACK MARKET.**  **AT THE BEGINNING OF YOUR PRECOMBAT MAIN PHASE, ADD Black FOR EACH CHARGE COUNTER ON BLACK MARKET.** |  | |  | [**BLESSED SANCTUARY**](https://magicarena.fandom.com/wiki/Blessed_Sanctuary)**WhiteWhite (5) ENCHANTMENT PREVENT ALL NONCOMBAT DAMAGE THAT WOULD BE DEALT TO YOU AND CREATURES YOU CONTROL.**  **WHENEVER A NONTOKEN CREATURE ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, CREATE A 2/2 WHITE UNICORN CREATURE TOKEN.** |  | |  | [**BLESSED SPIRITS**](https://magicarena.fandom.com/wiki/Blessed_Spirits)**White (3) CREATURE — SPIRIT (2/2) FLYING**  **WHENEVER YOU CAST AN ENCHANTMENT SPELL, PUT A +1/+1 COUNTER ON BLESSED SPIRITS.** |  | |  | [**BLIGHTED BAT**](https://magicarena.fandom.com/wiki/Blighted_Bat)**Black (3) CREATURE — ZOMBIE BAT (2/1) FLYING**  **: BLIGHTED BAT GAINS HASTE UNTIL END OF TURN.** |  | |  | [**BLINDBLAST**](https://magicarena.fandom.com/wiki/Blindblast)**Red (3) INSTANT BLINDBLAST DEALS 1 DAMAGE TO TARGET CREATURE. THAT CREATURE CAN'T BLOCK THIS TURN.**  **DRAW A CARD.** |  | |  | [**BLOOD ARTIST**](https://magicarena.fandom.com/wiki/Blood_Artist)**Black (2) CREATURE — VAMPIRE (0/1) WHENEVER BLOOD ARTIST OR ANOTHER CREATURE DIES, TARGET PLAYER LOSES 1 LIFE AND YOU GAIN 1 LIFE.** |  | |  | [**BLOOD DIVINATION**](https://magicarena.fandom.com/wiki/Blood_Divination)**Black (4) SORCERY AS AN ADDITIONAL COST TO CAST THIS SPELL, SACRIFICE A CREATURE.**  **DRAW THREE CARDS.** |  | |  | [**BLOOD HOST**](https://magicarena.fandom.com/wiki/Blood_Host)**BlackBlack (5) CREATURE — VAMPIRE (3/3) Black, SACRIFICE ANOTHER CREATURE: PUT A +1/+1 COUNTER ON BLOOD HOST AND YOU GAIN 2 LIFE.** |  | |  | [**BLOODBOND VAMPIRE**](https://magicarena.fandom.com/wiki/Bloodbond_Vampire)**BlackBlack (4) CREATURE — VAMPIRE SHAMAN ALLY (3/3) WHENEVER YOU GAIN LIFE, PUT A +1/+1 COUNTER ON BLOODBOND VAMPIRE.** |  | |  | [**BLOODHUNTER BAT**](https://magicarena.fandom.com/wiki/Bloodhunter_Bat)**Black (4) CREATURE — BAT (2/2) FLYING**  **WHEN BLOODHUNTER BAT ENTERS THE BATTLEFIELD, TARGET PLAYER LOSES 2 LIFE AND YOU GAIN 2 LIFE.** |  | |  | [**BLOODRAGE BRAWLER**](https://magicarena.fandom.com/wiki/Bloodrage_Brawler)**Red (2) CREATURE — MINOTAUR WARRIOR (4/3) WHEN BLOODRAGE BRAWLER ENTERS THE BATTLEFIELD, DISCARD A CARD.** |  | |  | [**BLOODROCK CYCLOPS**](https://magicarena.fandom.com/wiki/Bloodrock_Cyclops)**Red (3) CREATURE — CYCLOPS (3/3) BLOODROCK CYCLOPS ATTACKS EACH COMBAT IF ABLE.** |  | |  | [**BLOODSHOT TRAINEE**](https://magicarena.fandom.com/wiki/Bloodshot_Trainee)**Red (4) CREATURE — GOBLIN WARRIOR (2/3) Tap: BLOODSHOT TRAINEE DEALS 4 DAMAGE TO TARGET CREATURE. ACTIVATE THIS ABILITY ONLY IF BLOODSHOT TRAINEE'S POWER IS 4 OR GREATER.** |  | |  | [**BOGBREW WITCH**](https://magicarena.fandom.com/wiki/Bogbrew_Witch)**Black (4) CREATURE — HUMAN WIZARD (1/3) , Tap: SEARCH YOUR LIBRARY FOR A CARD NAMED FESTERING NEWT OR BUBBLING CAULDRON, PUT IT ONTO THE BATTLEFIELD TAPPED, THEN SHUFFLE YOUR LIBRARY.** |  | |  | [**BOGGART BRUTE**](https://magicarena.fandom.com/wiki/Boggart_Brute)**Red (3) CREATURE — GOBLIN WARRIOR (3/2) MENACE (THIS CREATURE CAN'T BE BLOCKED EXCEPT BY TWO OR MORE CREATURES.)** |  | |  | [**BOND OF REVIVAL**](https://magicarena.fandom.com/wiki/Bond_of_Revival)**Black (5) SORCERY RETURN TARGET CREATURE CARD FROM YOUR GRAVEYARD TO THE BATTLEFIELD. IT GAINS HASTE UNTIL YOUR NEXT TURN.** |  | |  | [**BONE PICKER**](https://magicarena.fandom.com/wiki/Bone_Picker)**Black (4) CREATURE — BIRD (3/2) THIS SPELL COSTS  LESS TO CAST IF A CREATURE DIED THIS TURN.**  **FLYING, DEATHTOUCH** |  | |  | [**BONE SPLINTERS**](https://magicarena.fandom.com/wiki/Bone_Splinters)**Black (1) SORCERY AS AN ADDITIONAL COST TO CAST THIS SPELL, SACRIFICE A CREATURE.**  **DESTROY TARGET CREATURE.** |  | |  | [**BORDERLAND MARAUDER**](https://magicarena.fandom.com/wiki/Borderland_Marauder)**Red (2) CREATURE — HUMAN WARRIOR (1/2) WHENEVER BORDERLAND MARAUDER ATTACKS, IT GETS +2/+0 UNTIL END OF TURN.** |  | |  | [**BORDERLAND MINOTAUR**](https://magicarena.fandom.com/wiki/Borderland_Minotaur)**RedRed (4) CREATURE — MINOTAUR WARRIOR (4/3)** |  | |  | [**BRANCHING EVOLUTION**](https://magicarena.fandom.com/wiki/Branching_Evolution)**Green (3) ENCHANTMENT IF ONE OR MORE +1/+1 COUNTERS WOULD BE PUT ON A CREATURE YOU CONTROL, TWICE THAT MANY +1/+1 COUNTERS ARE PUT ON THAT CREATURE INSTEAD.** |  | |  | [**BRIGHTMARE**](https://magicarena.fandom.com/wiki/Brightmare)**White (3) CREATURE — UNICORN (2/3) WHEN BRIGHTMARE ENTERS THE BATTLEFIELD, TAP UP TO ONE TARGET CREATURE. YOU GAIN LIFE EQUAL TO THAT CREATURE'S POWER.** |  | |  | [**BRINDLE SHOAT**](https://magicarena.fandom.com/wiki/Brindle_Shoat)**Green (2) CREATURE — BOAR (1/1) WHEN BRINDLE SHOAT DIES, CREATE A 3/3 GREEN BOAR CREATURE TOKEN.** |  | |  | [**BRUSHSTRIDER**](https://magicarena.fandom.com/wiki/Brushstrider)**Green (2) CREATURE — BEAST (3/1) VIGILANCE** |  | |  | [**BRUVAC THE GRANDILOQUENT**](https://magicarena.fandom.com/wiki/Bruvac_the_Grandiloquent)**Blue (3) LEGENDARY CREATURE — HUMAN ADVISOR (1/4) IF AN OPPONENT WOULD MILL ONE OR MORE CARDS, THEY MILL TWICE THAT MANY CARDS INSTEAD. (TO MILL A CARD, A PLAYER PUTS THE TOP CARD OF THEIR LIBRARY INTO THEIR GRAVEYARD.)** |  | |  | [**BUBBLING CAULDRON**](https://magicarena.fandom.com/wiki/Bubbling_Cauldron)**(2) ARTIFACT , Tap, SACRIFICE A CREATURE: YOU GAIN 4 LIFE.**  **, Tap, SACRIFICE A CREATURE NAMED FESTERING NEWT: EACH OPPONENT LOSES 4 LIFE. YOU GAIN LIFE EQUAL TO THE LIFE LOST THIS WAY.** |  | |  | [**BULWARK GIANT**](https://magicarena.fandom.com/wiki/Bulwark_Giant)**White (6) CREATURE — GIANT SOLDIER (3/6) WHEN BULWARK GIANT ENTERS THE BATTLEFIELD, YOU GAIN 5 LIFE.** |  | |  | [**BURGLAR RAT**](https://magicarena.fandom.com/wiki/Burglar_Rat)**Black (2) CREATURE — RAT (1/1) WHEN BURGLAR RAT ENTERS THE BATTLEFIELD, EACH OPPONENT DISCARDS A CARD.** |  | |  | [**BURIED RUIN**](https://magicarena.fandom.com/wiki/Buried_Ruin)**(0) LAND Tap: ADD .**  **, Tap, SACRIFICE BURIED RUIN: RETURN TARGET ARTIFACT CARD FROM YOUR GRAVEYARD TO YOUR HAND.** |  | |  | [**CADAVER IMP**](https://magicarena.fandom.com/wiki/Cadaver_Imp)**BlackBlack (3) CREATURE — IMP (1/1) FLYING**  **WHEN CADAVER IMP ENTERS THE BATTLEFIELD, YOU MAY RETURN TARGET CREATURE CARD FROM YOUR GRAVEYARD TO YOUR HAND.** |  | |  | [**CARNIFEX DEMON**](https://magicarena.fandom.com/wiki/Carnifex_Demon)**BlackBlack (6) CREATURE — DEMON (6/6) FLYING**  **CARNIFEX DEMON ENTERS THE BATTLEFIELD WITH TWO -1/-1 COUNTERS ON IT. Black, REMOVE A -1/-1 COUNTER FROM CARNIFEX DEMON: PUT A -1/-1 COUNTER ON EACH OTHER CREATURE.** |  | |  | [**CARVEN CARYATID**](https://magicarena.fandom.com/wiki/Carven_Caryatid)**GreenGreen (3) CREATURE — SPIRIT (2/5) DEFENDER (THIS CREATURE CAN'T ATTACK.)**  **WHEN CARVEN CARYATID ENTERS THE BATTLEFIELD, DRAW A CARD.** |  | |  | [**CATHAR'S COMPANION**](https://magicarena.fandom.com/wiki/Cathar%27s_Companion)**White (3) CREATURE — DOG (3/1) WHENEVER YOU CAST A NONCREATURE SPELL, CATHAR'S COMPANION GAINS INDESTRUCTIBLE UNTIL END OF TURN. (DAMAGE AND EFFECTS THAT SAY "DESTROY" DON'T DESTROY IT.)** |  | |  | [**CATHARS' CRUSADE**](https://magicarena.fandom.com/wiki/Cathars%27_Crusade)**WhiteWhite (5) ENCHANTMENT WHENEVER A CREATURE ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, PUT A +1/+1 COUNTER ON EACH CREATURE YOU CONTROL.** |  | |  | [**CAULDRON FAMILIAR**](https://magicarena.fandom.com/wiki/Cauldron_Familiar)**Black (1) CREATURE — CAT (1/1) WHEN CAULDRON FAMILIAR ENTERS THE BATTLEFIELD, EACH OPPONENT LOSES 1 LIFE AND YOU GAIN 1 LIFE.**  **SACRIFICE A FOOD: RETURN CAULDRON FAMILIAR FROM YOUR GRAVEYARD TO THE BATTLEFIELD.** |  | |  | [**CELESTIAL MANTLE**](https://magicarena.fandom.com/wiki/Celestial_Mantle)**WhiteWhiteWhite (6) ENCHANTMENT — AURA ENCHANT CREATURE**  **ENCHANTED CREATURE GETS +3/+3. WHENEVER ENCHANTED CREATURE DEALS COMBAT DAMAGE TO A PLAYER, DOUBLE ITS CONTROLLER'S LIFE TOTAL.** |  | |  | [**CEMETERY RECRUITMENT**](https://magicarena.fandom.com/wiki/Cemetery_Recruitment)**Black (2) SORCERY RETURN TARGET CREATURE CARD FROM YOUR GRAVEYARD TO YOUR HAND. IF IT'S A ZOMBIE CARD, DRAW A CARD.** |  | |  | [**CHAINED BRUTE**](https://magicarena.fandom.com/wiki/Chained_Brute)**Red (2) CREATURE — DEVIL (4/3) CHAINED BRUTE DOESN'T UNTAP DURING YOUR UNTAP STEP.**  **, SACRIFICE ANOTHER CREATURE: UNTAP CHAINED BRUTE. ACTIVATE THIS ABILITY ONLY DURING YOUR TURN.** |  | |  | [**CHAMBER SENTRY**](https://magicarena.fandom.com/wiki/Chamber_Sentry)**(0) ARTIFACT CREATURE — CONSTRUCT (0/0) CHAMBER SENTRY ENTERS THE BATTLEFIELD WITH A +1/+1 COUNTER ON IT FOR EACH COLOR OF MANA SPENT TO CAST IT.**  **, Tap, REMOVE X +1/+1 COUNTERS FROM CHAMBER SENTRY: IT DEALS X DAMAGE TO ANY TARGET. WhiteBlueBlackRedGreen: RETURN CHAMBER SENTRY FROM YOUR GRAVEYARD TO YOUR HAND.** |  | |  | [**CHAMPION OF LAMBHOLT**](https://magicarena.fandom.com/wiki/Champion_of_Lambholt)**GreenGreen (3) CREATURE — HUMAN WARRIOR (1/1) CREATURES WITH POWER LESS THAN CHAMPION OF LAMBHOLT'S POWER CAN'T BLOCK CREATURES YOU CONTROL.**  **WHENEVER ANOTHER CREATURE ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, PUT A +1/+1 COUNTER ON CHAMPION OF LAMBHOLT.** |  | |  | [**CHARMBREAKER DEVILS**](https://magicarena.fandom.com/wiki/Charmbreaker_Devils)**Red (6) CREATURE — DEVIL (4/4) AT THE BEGINNING OF YOUR UPKEEP, RETURN AN INSTANT OR SORCERY CARD AT RANDOM FROM YOUR GRAVEYARD TO YOUR HAND.**  **WHENEVER YOU CAST AN INSTANT OR SORCERY SPELL, CHARMBREAKER DEVILS GETS +4/+0 UNTIL END OF TURN.** |  | |  | [**CHART A COURSE**](https://magicarena.fandom.com/wiki/Chart_a_Course)**Blue (2) SORCERY DRAW TWO CARDS. THEN DISCARD A CARD UNLESS YOU ATTACKED THIS TURN.** |  | |  | [**CHILD OF NIGHT**](https://magicarena.fandom.com/wiki/Child_of_Night)**Black (2) CREATURE — VAMPIRE (2/1) LIFELINK** |  | |  | [**CHROMATIC SPHERE**](https://magicarena.fandom.com/wiki/Chromatic_Sphere)**(1) ARTIFACT , Tap, SACRIFICE CHROMATIC SPHERE: ADD ONE MANA OF ANY COLOR. DRAW A CARD.** |  | |  | [**CINDER ELEMENTAL**](https://magicarena.fandom.com/wiki/Cinder_Elemental)**Red (4) CREATURE — ELEMENTAL (2/2) Red, Tap, SACRIFICE CINDER ELEMENTAL: IT DEALS X DAMAGE TO ANY TARGET.** |  | |  | [**CLOUDREADER SPHINX**](https://magicarena.fandom.com/wiki/Cloudreader_Sphinx)**Blue (5) CREATURE — SPHINX (3/4) FLYING**  **WHEN CLOUDREADER SPHINX ENTERS THE BATTLEFIELD, SCRY 2. (LOOK AT THE TOP TWO CARDS OF YOUR LIBRARY, THEN PUT ANY NUMBER OF THEM ON THE BOTTOM OF YOUR LIBRARY AND THE REST ON TOP IN ANY ORDER.)** |  | |  | [**CLOUDSHIFT**](https://magicarena.fandom.com/wiki/Cloudshift)**White (1) INSTANT EXILE TARGET CREATURE YOU CONTROL, THEN RETURN THAT CARD TO THE BATTLEFIELD UNDER YOUR CONTROL.** |  | |  | [**COASTAL PIRACY**](https://magicarena.fandom.com/wiki/Coastal_Piracy)**BlueBlue (4) ENCHANTMENT WHENEVER A CREATURE YOU CONTROL DEALS COMBAT DAMAGE TO AN OPPONENT, YOU MAY DRAW A CARD.** |  | |  | [**COLLATERAL DAMAGE**](https://magicarena.fandom.com/wiki/Collateral_Damage)**Red (1) INSTANT AS AN ADDITIONAL COST TO CAST THIS SPELL, SACRIFICE A CREATURE.**  **COLLATERAL DAMAGE DEALS 3 DAMAGE TO ANY TARGET.** |  | |  | [**COMMUNE WITH DINOSAURS**](https://magicarena.fandom.com/wiki/Commune_with_Dinosaurs)**Green (1) SORCERY LOOK AT THE TOP FIVE CARDS OF YOUR LIBRARY. YOU MAY REVEAL A DINOSAUR OR LAND CARD FROM AMONG THEM AND PUT IT INTO YOUR HAND. PUT THE REST ON THE BOTTOM OF YOUR LIBRARY IN ANY ORDER.** |  | |  | [**CORPSE HAULER**](https://magicarena.fandom.com/wiki/Corpse_Hauler)**Black (2) CREATURE — HUMAN ROGUE (2/1) Black, SACRIFICE CORPSE HAULER: RETURN ANOTHER TARGET CREATURE CARD FROM YOUR GRAVEYARD TO YOUR HAND.** |  | |  | [**CORPSE TRADERS**](https://magicarena.fandom.com/wiki/Corpse_Traders)**Black (4) CREATURE — HUMAN ROGUE (3/3) Black, SACRIFICE A CREATURE: TARGET OPPONENT REVEALS THEIR HAND. YOU CHOOSE A CARD FROM IT. THAT PLAYER DISCARDS THAT CARD. ACTIVATE THIS ABILITY ONLY ANY TIME YOU COULD CAST A SORCERY.** |  | |  | [**CORSAIR CAPTAIN**](https://magicarena.fandom.com/wiki/Corsair_Captain)**Blue (3) CREATURE — HUMAN PIRATE (2/2) WHEN CORSAIR CAPTAIN ENTERS THE BATTLEFIELD, CREATE A TREASURE TOKEN. (IT'S AN ARTIFACT WITH "Tap, SACRIFICE THIS ARTIFACT: ADD ONE MANA OF ANY COLOR.")**  **OTHER PIRATES YOU CONTROL GET +1/+1.** |  | |  | [**CRADLE OF VITALITY**](https://magicarena.fandom.com/wiki/Cradle_of_Vitality)**White (4) ENCHANTMENT WHENEVER YOU GAIN LIFE, YOU MAY PAY White. IF YOU DO, PUT A +1/+1 COUNTER ON TARGET CREATURE FOR EACH 1 LIFE YOU GAINED.** |  | |  | [**CRATERHOOF BEHEMOTH**](https://magicarena.fandom.com/wiki/Craterhoof_Behemoth)**GreenGreenGreen (8) CREATURE — BEAST (5/5) HASTE**  **WHEN CRATERHOOF BEHEMOTH ENTERS THE BATTLEFIELD, CREATURES YOU CONTROL GAIN TRAMPLE AND GET +X/+X UNTIL END OF TURN, WHERE X IS THE NUMBER OF CREATURES YOU CONTROL.** |  | |  | [**CROOKCLAW TRANSMUTER**](https://magicarena.fandom.com/wiki/Crookclaw_Transmuter)**Blue (4) CREATURE — BIRD WIZARD (3/1) FLASH (YOU MAY CAST THIS SPELL ANY TIME YOU COULD CAST AN INSTANT.)**  **FLYING WHEN CROOKCLAW TRANSMUTER ENTERS THE BATTLEFIELD, SWITCH TARGET CREATURE'S POWER AND TOUGHNESS UNTIL END OF TURN.** |  | |  | [**CROW OF DARK TIDINGS**](https://magicarena.fandom.com/wiki/Crow_of_Dark_Tidings)**Black (3) CREATURE — ZOMBIE BIRD (2/1) FLYING**  **WHEN CROW OF DARK TIDINGS ENTERS THE BATTLEFIELD OR DIES, MILL TWO CARDS.** |  | |  | [**CRUSHING CANOPY**](https://magicarena.fandom.com/wiki/Crushing_Canopy)**Green (3) INSTANT CHOOSE ONE —**  **• DESTROY TARGET CREATURE WITH FLYING. • DESTROY TARGET ENCHANTMENT.** |  | |  | [**CRYPTIC SERPENT**](https://magicarena.fandom.com/wiki/Cryptic_Serpent)**BlueBlue (7) CREATURE — SERPENT (6/5) THIS SPELL COSTS  LESS TO CAST FOR EACH INSTANT AND SORCERY CARD IN YOUR GRAVEYARD.** |  | |  | [**CURIOSITY**](https://magicarena.fandom.com/wiki/Curiosity)**Blue (1) ENCHANTMENT — AURA ENCHANT CREATURE**  **WHENEVER ENCHANTED CREATURE DEALS DAMAGE TO AN OPPONENT, YOU MAY DRAW A CARD.** |  | |  | [**CURIOUS OBSESSION**](https://magicarena.fandom.com/wiki/Curious_Obsession)**Blue (1) ENCHANTMENT — AURA ENCHANT CREATURE**  **ENCHANTED CREATURE GETS +1/+1 AND HAS "WHENEVER THIS CREATURE DEALS COMBAT DAMAGE TO A PLAYER, YOU MAY DRAW A CARD." AT THE BEGINNING OF YOUR END STEP, IF YOU DIDN'T ATTACK WITH A CREATURE THIS TURN, SACRIFICE CURIOUS OBSESSION.** |  | |  | [**DANCE WITH DEVILS**](https://magicarena.fandom.com/wiki/Dance_with_Devils)**Red (4) INSTANT CREATE TWO 1/1 RED DEVIL CREATURE TOKENS. THEY HAVE "WHEN THIS CREATURE DIES, IT DEALS 1 DAMAGE TO ANY TARGET."** |  | |  | [**DAUNTLESS ONSLAUGHT**](https://magicarena.fandom.com/wiki/Dauntless_Onslaught)**White (3) INSTANT UP TO TWO TARGET CREATURES EACH GET +2/+2 UNTIL END OF TURN.** |  | |  | [**DAWNTREADER ELK**](https://magicarena.fandom.com/wiki/Dawntreader_Elk)**Green (2) CREATURE — ELK (2/2) Green, SACRIFICE DAWNTREADER ELK: SEARCH YOUR LIBRARY FOR A BASIC LAND CARD, PUT IT ONTO THE BATTLEFIELD TAPPED, THEN SHUFFLE YOUR LIBRARY.** |  | |  | [**DEATH'S APPROACH**](https://magicarena.fandom.com/wiki/Death%27s_Approach)**Black (1) ENCHANTMENT — AURA ENCHANT CREATURE**  **ENCHANTED CREATURE GETS -X/-X, WHERE X IS THE NUMBER OF CREATURE CARDS IN ITS CONTROLLER'S GRAVEYARD.** |  | |  | [**DEPARTED DECKHAND**](https://magicarena.fandom.com/wiki/Departed_Deckhand)**Blue (2) CREATURE — SPIRIT PIRATE (2/2) WHEN DEPARTED DECKHAND BECOMES THE TARGET OF A SPELL, SACRIFICE IT.**  **DEPARTED DECKHAND CAN'T BE BLOCKED EXCEPT BY SPIRITS. Blue: ANOTHER TARGET CREATURE YOU CONTROL CAN'T BE BLOCKED THIS TURN EXCEPT BY SPIRITS.** |  | |  | [**DINROVA HORROR**](https://magicarena.fandom.com/wiki/Dinrova_Horror)**BlueBlack (6) CREATURE — HORROR (4/4) WHEN DINROVA HORROR ENTERS THE BATTLEFIELD, RETURN TARGET PERMANENT TO ITS OWNER'S HAND, THEN THAT PLAYER DISCARDS A CARD.** |  | |  | [**DIVINE ARROW**](https://magicarena.fandom.com/wiki/Divine_Arrow)**White (2) INSTANT DIVINE ARROW DEALS 4 DAMAGE TO TARGET ATTACKING OR BLOCKING CREATURE.** |  | |  | [**DOOMED NECROMANCER**](https://magicarena.fandom.com/wiki/Doomed_Necromancer)**Black (3) CREATURE — HUMAN CLERIC MERCENARY (2/2) Black, Tap, SACRIFICE DOOMED NECROMANCER: RETURN TARGET CREATURE CARD FROM YOUR GRAVEYARD TO THE BATTLEFIELD.** |  | |  | [**DOUBLECAST**](https://magicarena.fandom.com/wiki/Doublecast)**RedRed (2) SORCERY WHEN YOU CAST YOUR NEXT INSTANT OR SORCERY SPELL THIS TURN, COPY THAT SPELL. YOU MAY CHOOSE NEW TARGETS FOR THE COPY.** |  | |  | [**DOUSE IN GLOOM**](https://magicarena.fandom.com/wiki/Douse_in_Gloom)**Black (3) INSTANT DOUSE IN GLOOM DEALS 2 DAMAGE TO TARGET CREATURE AND YOU GAIN 2 LIFE.** |  | |  | [**DRAGON FODDER**](https://magicarena.fandom.com/wiki/Dragon_Fodder)**Red (2) SORCERY CREATE TWO 1/1 RED GOBLIN CREATURE TOKENS.** |  | |  | [**DRAGON HATCHLING**](https://magicarena.fandom.com/wiki/Dragon_Hatchling)**Red (2) CREATURE — DRAGON (0/1) FLYING**  **Red: DRAGON HATCHLING GETS +1/+0 UNTIL END OF TURN.** |  | |  | [**DRAGONLOFT IDOL**](https://magicarena.fandom.com/wiki/Dragonloft_Idol)**(4) ARTIFACT CREATURE — GARGOYLE (3/3) AS LONG AS YOU CONTROL A DRAGON, DRAGONLOFT IDOL GETS +1/+1 AND HAS FLYING AND TRAMPLE.** |  | |  | [**DRAGONLORD'S SERVANT**](https://magicarena.fandom.com/wiki/Dragonlord%27s_Servant)**Red (2) CREATURE — GOBLIN SHAMAN (1/3) DRAGON SPELLS YOU CAST COST  LESS TO CAST.** |  | |  | [**DRAGONSPEAKER SHAMAN**](https://magicarena.fandom.com/wiki/Dragonspeaker_Shaman)**RedRed (3) CREATURE — HUMAN BARBARIAN SHAMAN (2/2) DRAGON SPELLS YOU CAST COST  LESS TO CAST.** |  | |  | [**DRAINPIPE VERMIN**](https://magicarena.fandom.com/wiki/Drainpipe_Vermin)**Black (1) CREATURE — RAT (1/1) WHEN DRAINPIPE VERMIN DIES, YOU MAY PAY Black. IF YOU DO, TARGET PLAYER DISCARDS A CARD.** |  | |  | [**DRANA, LIBERATOR OF MALAKIR**](https://magicarena.fandom.com/wiki/Drana,_Liberator_of_Malakir)**BlackBlack (3) LEGENDARY CREATURE — VAMPIRE ALLY (2/3) FLYING, FIRST STRIKE**  **WHENEVER DRANA, LIBERATOR OF MALAKIR DEALS COMBAT DAMAGE TO A PLAYER, PUT A +1/+1 COUNTER ON EACH ATTACKING CREATURE YOU CONTROL.** |  | |  | [**DREAMSTONE HEDRON**](https://magicarena.fandom.com/wiki/Dreamstone_Hedron)**(6) ARTIFACT Tap: ADD .**  **, Tap, SACRIFICE DREAMSTONE HEDRON: DRAW THREE CARDS.** |  | |  | [**DROVER OF THE MIGHTY**](https://magicarena.fandom.com/wiki/Drover_of_the_Mighty)**Green (2) CREATURE — HUMAN DRUID (1/1) DROVER OF THE MIGHTY GETS +2/+2 AS LONG AS YOU CONTROL A DINOSAUR.**  **Tap: ADD ONE MANA OF ANY COLOR.** |  | |  | [**DRYAD GREENSEEKER**](https://magicarena.fandom.com/wiki/Dryad_Greenseeker)**Green (2) CREATURE — DRYAD (1/3) Tap: LOOK AT THE TOP CARD OF YOUR LIBRARY. IF IT'S A LAND CARD, YOU MAY REVEAL IT AND PUT IT INTO YOUR HAND.** |  | |  | [**DUALCASTER MAGE**](https://magicarena.fandom.com/wiki/Dualcaster_Mage)**RedRed (3) CREATURE — HUMAN WIZARD (2/2) FLASH**  **WHEN DUALCASTER MAGE ENTERS THE BATTLEFIELD, COPY TARGET INSTANT OR SORCERY SPELL. YOU MAY CHOOSE NEW TARGETS FOR THE COPY.** |  | |  | [**DUELIST'S HERITAGE**](https://magicarena.fandom.com/wiki/Duelist%27s_Heritage)**White (3) ENCHANTMENT WHENEVER ONE OR MORE CREATURES ATTACK, YOU MAY HAVE TARGET ATTACKING CREATURE GAIN DOUBLE STRIKE UNTIL END OF TURN.** |  | |  | [**DUTIFUL ATTENDANT**](https://magicarena.fandom.com/wiki/Dutiful_Attendant)**Black (3) CREATURE — HUMAN WARRIOR (1/2) WHEN DUTIFUL ATTENDANT DIES, RETURN ANOTHER TARGET CREATURE CARD FROM YOUR GRAVEYARD TO YOUR HAND.** |  | |  | [**DWYNEN'S ELITE**](https://magicarena.fandom.com/wiki/Dwynen%27s_Elite)**Green (2) CREATURE — ELF WARRIOR (2/2) WHEN DWYNEN'S ELITE ENTERS THE BATTLEFIELD, IF YOU CONTROL ANOTHER ELF, CREATE A 1/1 GREEN ELF WARRIOR CREATURE TOKEN.** |  | |  | [**ELEMENTAL UPRISING**](https://magicarena.fandom.com/wiki/Elemental_Uprising)**Green (2) INSTANT TARGET LAND YOU CONTROL BECOMES A 4/4 ELEMENTAL CREATURE WITH HASTE UNTIL END OF TURN. IT'S STILL A LAND. IT MUST BE BLOCKED THIS TURN IF ABLE.** |  | |  | [**ELVISH ARCHDRUID**](https://magicarena.fandom.com/wiki/Elvish_Archdruid)**GreenGreen (3) CREATURE — ELF DRUID (2/2) OTHER ELF CREATURES YOU CONTROL GET +1/+1.**  **Tap: ADD Green FOR EACH ELF YOU CONTROL.** |  | |  | [**EMANCIPATION ANGEL**](https://magicarena.fandom.com/wiki/Emancipation_Angel)**WhiteWhite (3) CREATURE — ANGEL (3/3) FLYING**  **WHEN EMANCIPATION ANGEL ENTERS THE BATTLEFIELD, RETURN A PERMANENT YOU CONTROL TO ITS OWNER'S HAND.** |  | |  | [**EMIEL THE BLESSED**](https://magicarena.fandom.com/wiki/Emiel_the_Blessed)**WhiteWhite (4) LEGENDARY CREATURE — UNICORN (4/4) : EXILE ANOTHER TARGET CREATURE YOU CONTROL, THEN RETURN IT TO THE BATTLEFIELD UNDER ITS OWNER'S CONTROL.**  **WHENEVER ANOTHER CREATURE ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, YOU MAY PAY . IF YOU DO, PUT A +1/+1 COUNTER ON IT. IF IT'S A UNICORN, PUT TWO +1/+1 COUNTERS ON IT INSTEAD. ( CAN BE PAID WITH EITHER Green OR White.)** |  | |  | [**ENLARGE**](https://magicarena.fandom.com/wiki/Enlarge)**GreenGreen (5) SORCERY TARGET CREATURE GETS +7/+7 AND GAINS TRAMPLE UNTIL END OF TURN. IT MUST BE BLOCKED THIS TURN IF ABLE. (A CREATURE WITH TRAMPLE CAN DEAL EXCESS COMBAT DAMAGE TO THE PLAYER OR PLANESWALKER IT'S ATTACKING.)** |  | |  | [**ENTOMBER EXARCH**](https://magicarena.fandom.com/wiki/Entomber_Exarch)**BlackBlack (4) CREATURE — CLERIC (2/2) WHEN ENTOMBER EXARCH ENTERS THE BATTLEFIELD, CHOOSE ONE —**  **• RETURN TARGET CREATURE CARD FROM YOUR GRAVEYARD TO YOUR HAND. • TARGET OPPONENT REVEALS THEIR HAND. YOU CHOOSE A NONCREATURE CARD FROM IT. THAT PLAYER DISCARDS THAT CARD.** |  | |  | [**ERRATIC VISIONARY**](https://magicarena.fandom.com/wiki/Erratic_Visionary)**Blue (2) CREATURE — HUMAN WIZARD (1/3) Blue, Tap: DRAW A CARD, THEN DISCARD A CARD.** |  | |  | [**ESSENCE FLUX**](https://magicarena.fandom.com/wiki/Essence_Flux)**Blue (1) INSTANT EXILE TARGET CREATURE YOU CONTROL, THEN RETURN THAT CARD TO THE BATTLEFIELD UNDER ITS OWNER'S CONTROL. IF IT'S A SPIRIT, PUT A +1/+1 COUNTER ON IT.** |  | |  | [**ETALI, PRIMAL STORM**](https://magicarena.fandom.com/wiki/Etali,_Primal_Storm)**RedRed (6) LEGENDARY CREATURE — ELDER DINOSAUR (6/6) WHENEVER ETALI, PRIMAL STORM ATTACKS, EXILE THE TOP CARD OF EACH PLAYER'S LIBRARY, THEN YOU MAY CAST ANY NUMBER OF SPELLS FROM AMONG THOSE CARDS WITHOUT PAYING THEIR MANA COSTS.** |  | |  | [**ETERNAL TASKMASTER**](https://magicarena.fandom.com/wiki/Eternal_Taskmaster)**Black (2) CREATURE — ZOMBIE (2/3) ETERNAL TASKMASTER ENTERS THE BATTLEFIELD TAPPED.**  **WHENEVER ETERNAL TASKMASTER ATTACKS, YOU MAY PAY Black. IF YOU DO, RETURN TARGET CREATURE CARD FROM YOUR GRAVEYARD TO YOUR HAND.** |  | |  | [**ETERNAL THIRST**](https://magicarena.fandom.com/wiki/Eternal_Thirst)**Black (2) ENCHANTMENT — AURA ENCHANT CREATURE**  **ENCHANTED CREATURE HAS LIFELINK AND "WHENEVER A CREATURE AN OPPONENT CONTROLS DIES, PUT A +1/+1 COUNTER ON THIS CREATURE." (DAMAGE DEALT BY A CREATURE WITH LIFELINK ALSO CAUSES ITS CONTROLLER TO GAIN THAT MUCH LIFE.)** |  | |  | [**EXCLUDE**](https://magicarena.fandom.com/wiki/Exclude)**Blue (3) INSTANT COUNTER TARGET CREATURE SPELL.**  **DRAW A CARD.** |  | |  | [**EXCLUSION MAGE**](https://magicarena.fandom.com/wiki/Exclusion_Mage)**Blue (3) CREATURE — HUMAN WIZARD (2/2) WHEN EXCLUSION MAGE ENTERS THE BATTLEFIELD, RETURN TARGET CREATURE AN OPPONENT CONTROLS TO ITS OWNER'S HAND.** |  | |  | [**EXPLORE**](https://magicarena.fandom.com/wiki/Explore)**Green (2) SORCERY YOU MAY PLAY AN ADDITIONAL LAND THIS TURN.**  **DRAW A CARD.** |  | |  | [**EXQUISITE BLOOD**](https://magicarena.fandom.com/wiki/Exquisite_Blood)**Black (5) ENCHANTMENT WHENEVER AN OPPONENT LOSES LIFE, YOU GAIN THAT MUCH LIFE.** |  | |  | [**FACE OF DIVINITY**](https://magicarena.fandom.com/wiki/Face_of_Divinity)**White (3) ENCHANTMENT — AURA ENCHANT CREATURE**  **ENCHANTED CREATURE GETS +2/+2. AS LONG AS ANOTHER AURA IS ATTACHED TO ENCHANTED CREATURE, IT HAS FIRST STRIKE AND LIFELINK.** |  | |  | [**FALKENRATH NOBLE**](https://magicarena.fandom.com/wiki/Falkenrath_Noble)**Black (4) CREATURE — VAMPIRE NOBLE (2/2) FLYING**  **WHENEVER FALKENRATH NOBLE OR ANOTHER CREATURE DIES, TARGET PLAYER LOSES 1 LIFE AND YOU GAIN 1 LIFE.** |  | |  | [**FANATIC OF MOGIS**](https://magicarena.fandom.com/wiki/Fanatic_of_Mogis)**Red (4) CREATURE — MINOTAUR SHAMAN (4/2) WHEN FANATIC OF MOGIS ENTERS THE BATTLEFIELD, IT DEALS DAMAGE TO EACH OPPONENT EQUAL TO YOUR DEVOTION TO RED. (EACH Red IN THE MANA COSTS OF PERMANENTS YOU CONTROL COUNTS TOWARD YOUR DEVOTION TO RED.)** |  | |  | [**FANATICAL FIREBRAND**](https://magicarena.fandom.com/wiki/Fanatical_Firebrand)**Red (1) CREATURE — GOBLIN PIRATE (1/1) HASTE**  **Tap, SACRIFICE FANATICAL FIREBRAND: IT DEALS 1 DAMAGE TO ANY TARGET.** |  | |  | [**FELL SPECTER**](https://magicarena.fandom.com/wiki/Fell_Specter)**Black (4) CREATURE — SPECTER (1/3) FLYING**  **WHEN FELL SPECTER ENTERS THE BATTLEFIELD, TARGET OPPONENT DISCARDS A CARD. WHENEVER AN OPPONENT DISCARDS A CARD, THAT PLAYER LOSES 2 LIFE.** |  | |  | [**FERAL HYDRA**](https://magicarena.fandom.com/wiki/Feral_Hydra)**Green (1) CREATURE — HYDRA BEAST (0/0) FERAL HYDRA ENTERS THE BATTLEFIELD WITH X +1/+1 COUNTERS ON IT.**  **: PUT A +1/+1 COUNTER ON FERAL HYDRA. ANY PLAYER MAY ACTIVATE THIS ABILITY.** |  | |  | [**FERAL INVOCATION**](https://magicarena.fandom.com/wiki/Feral_Invocation)**Green (3) ENCHANTMENT — AURA FLASH (YOU MAY CAST THIS SPELL ANY TIME YOU COULD CAST AN INSTANT.)**  **ENCHANT CREATURE ENCHANTED CREATURE GETS +2/+2.** |  | |  | [**FERAL PROWLER**](https://magicarena.fandom.com/wiki/Feral_Prowler)**Green (2) CREATURE — CAT (1/3) WHEN FERAL PROWLER DIES, DRAW A CARD.** |  | |  | [**FERTILID**](https://magicarena.fandom.com/wiki/Fertilid)**Green (3) CREATURE — ELEMENTAL (0/0) FERTILID ENTERS THE BATTLEFIELD WITH TWO +1/+1 COUNTERS ON IT.**  **Green, REMOVE A +1/+1 COUNTER FROM FERTILID: TARGET PLAYER SEARCHES THEIR LIBRARY FOR A BASIC LAND CARD, PUTS IT ONTO THE BATTLEFIELD TAPPED, THEN SHUFFLES THEIR LIBRARY.** |  | |  | [**FESTERING NEWT**](https://magicarena.fandom.com/wiki/Festering_Newt)**Black (1) CREATURE — SALAMANDER (1/1) WHEN FESTERING NEWT DIES, TARGET CREATURE AN OPPONENT CONTROLS GETS -1/-1 UNTIL END OF TURN. THAT CREATURE GETS -4/-4 INSTEAD IF YOU CONTROL A CREATURE NAMED BOGBREW WITCH.** |  | |  | [**FLAME LASH**](https://magicarena.fandom.com/wiki/Flame_Lash)**Red (4) INSTANT FLAME LASH DEALS 4 DAMAGE TO ANY TARGET.** |  | |  | [**FLAMES OF THE FIREBRAND**](https://magicarena.fandom.com/wiki/Flames_of_the_Firebrand)**Red (3) SORCERY FLAMES OF THE FIREBRAND DEALS 3 DAMAGE DIVIDED AS YOU CHOOSE AMONG ONE, TWO, OR THREE TARGETS.** |  | |  | [**FLAMES OF THE RAZE-BOAR**](https://magicarena.fandom.com/wiki/Flames_of_the_Raze-Boar)**Red (6) INSTANT FLAMES OF THE RAZE-BOAR DEALS 4 DAMAGE TO TARGET CREATURE AN OPPONENT CONTROLS. THEN FLAMES OF THE RAZE-BOAR DEALS 2 DAMAGE TO EACH OTHER CREATURE THAT PLAYER CONTROLS IF YOU CONTROL A CREATURE WITH POWER 4 OR GREATER.** |  | |  | [**FLING**](https://magicarena.fandom.com/wiki/Fling)**Red (2) INSTANT AS AN ADDITIONAL COST TO CAST THIS SPELL, SACRIFICE A CREATURE.**  **FLING DEALS DAMAGE EQUAL TO THE SACRIFICED CREATURE'S POWER TO ANY TARGET.** |  | |  | [**FLURRY OF HORNS**](https://magicarena.fandom.com/wiki/Flurry_of_Horns)**Red (5) SORCERY CREATE TWO 2/3 RED MINOTAUR CREATURE TOKENS WITH HASTE.** |  | |  | [**FORCED WORSHIP**](https://magicarena.fandom.com/wiki/Forced_Worship)**White (2) ENCHANTMENT — AURA ENCHANT CREATURE**  **ENCHANTED CREATURE CAN'T ATTACK. White: RETURN FORCED WORSHIP TO ITS OWNER'S HAND.** |  | |  | [**FOREST**](https://magicarena.fandom.com/wiki/Forest)**(0) BASIC LAND — FOREST** |  | |  | [**FORGE DEVIL**](https://magicarena.fandom.com/wiki/Forge_Devil)**Red (1) CREATURE — DEVIL (1/1) WHEN FORGE DEVIL ENTERS THE BATTLEFIELD, IT DEALS 1 DAMAGE TO TARGET CREATURE AND 1 DAMAGE TO YOU.** |  | |  | [**FORTIFY**](https://magicarena.fandom.com/wiki/Fortify)**White (3) INSTANT CHOOSE ONE —**  **• CREATURES YOU CONTROL GET +2/+0 UNTIL END OF TURN. • CREATURES YOU CONTROL GET +0/+2 UNTIL END OF TURN.** |  | |  | [**FUNERAL RITES**](https://magicarena.fandom.com/wiki/Funeral_Rites)**Black (3) SORCERY YOU DRAW TWO CARDS, LOSE 2 LIFE, THEN MILL TWO CARDS.** |  | |  | [**FURNACE WHELP**](https://magicarena.fandom.com/wiki/Furnace_Whelp)**RedRed (4) CREATURE — DRAGON (2/2) FLYING (THIS CREATURE CAN'T BE BLOCKED EXCEPT BY CREATURES WITH FLYING OR REACH.)**  **Red: FURNACE WHELP GETS +1/+0 UNTIL END OF TURN.** |  | |  | [**FUSION ELEMENTAL**](https://magicarena.fandom.com/wiki/Fusion_Elemental)**WhiteBlueBlackRedGreen (5) CREATURE — ELEMENTAL (8/8)** |  | |  | [**GADWICK, THE WIZENED**](https://magicarena.fandom.com/wiki/Gadwick,_the_Wizened)**BlueBlueBlue (3) LEGENDARY CREATURE — HUMAN WIZARD (3/3) WHEN GADWICK, THE WIZENED ENTERS THE BATTLEFIELD, DRAW X CARDS.**  **WHENEVER YOU CAST A BLUE SPELL, TAP TARGET NONLAND PERMANENT AN OPPONENT CONTROLS.** |  | |  | [**GARGOYLE SENTINEL**](https://magicarena.fandom.com/wiki/Gargoyle_Sentinel)**(3) ARTIFACT CREATURE — GARGOYLE (3/3) DEFENDER (THIS CREATURE CAN'T ATTACK.)**  **: UNTIL END OF TURN, GARGOYLE SENTINEL LOSES DEFENDER AND GAINS FLYING.** |  | |  | [**GHALTA, PRIMAL HUNGER**](https://magicarena.fandom.com/wiki/Ghalta,_Primal_Hunger)**GreenGreen (12) LEGENDARY CREATURE — ELDER DINOSAUR (12/12) THIS SPELL COSTS  LESS TO CAST, WHERE X IS THE TOTAL POWER OF CREATURES YOU CONTROL.**  **TRAMPLE** |  | |  | [**GHIRAPUR GUIDE**](https://magicarena.fandom.com/wiki/Ghirapur_Guide)**Green (3) CREATURE — ELF SCOUT (3/2) Green: TARGET CREATURE YOU CONTROL CAN'T BE BLOCKED BY CREATURES WITH POWER 2 OR LESS THIS TURN.** |  | |  | [**GHOULCALLER GISA**](https://magicarena.fandom.com/wiki/Ghoulcaller_Gisa)**BlackBlack (5) LEGENDARY CREATURE — HUMAN WIZARD (3/4) Black, Tap, SACRIFICE ANOTHER CREATURE: CREATE X 2/2 BLACK ZOMBIE CREATURE TOKENS, WHERE X IS THE SACRIFICED CREATURE'S POWER.** |  | |  | [**GHOULCALLER'S ACCOMPLICE**](https://magicarena.fandom.com/wiki/Ghoulcaller%27s_Accomplice)**Black (2) CREATURE — HUMAN ROGUE (2/2) Black, EXILE GHOULCALLER'S ACCOMPLICE FROM YOUR GRAVEYARD: CREATE A 2/2 BLACK ZOMBIE CREATURE TOKEN. ACTIVATE THIS ABILITY ONLY ANY TIME YOU COULD CAST A SORCERY.** |  | |  | [**GHOULRAISER**](https://magicarena.fandom.com/wiki/Ghoulraiser)**BlackBlack (3) CREATURE — ZOMBIE (2/2) WHEN GHOULRAISER ENTERS THE BATTLEFIELD, RETURN A ZOMBIE CARD AT RANDOM FROM YOUR GRAVEYARD TO YOUR HAND.** |  | |  | [**GIFTED AETHERBORN**](https://magicarena.fandom.com/wiki/Gifted_Aetherborn)**BlackBlack (2) CREATURE — AETHERBORN VAMPIRE (2/3) DEATHTOUCH, LIFELINK** |  | |  | [**GINGERBRUTE**](https://magicarena.fandom.com/wiki/Gingerbrute)**(1) ARTIFACT CREATURE — FOOD GOLEM (1/1) HASTE**  **: GINGERBRUTE CAN'T BE BLOCKED THIS TURN EXCEPT BY CREATURES WITH HASTE. , Tap, SACRIFICE GINGERBRUTE: YOU GAIN 3 LIFE.** |  | |  | [**GIRD FOR BATTLE**](https://magicarena.fandom.com/wiki/Gird_for_Battle)**White (1) SORCERY PUT A +1/+1 COUNTER ON EACH OF UP TO TWO TARGET CREATURES.** |  | |  | [**GOBLIN CHIEFTAIN**](https://magicarena.fandom.com/wiki/Goblin_Chieftain)**RedRed (3) CREATURE — GOBLIN (2/2) HASTE (THIS CREATURE CAN ATTACK AND Tap AS SOON AS IT COMES UNDER YOUR CONTROL.)**  **OTHER GOBLIN CREATURES YOU CONTROL GET +1/+1 AND HAVE HASTE.** |  | |  | [**GOBLIN COMMANDO**](https://magicarena.fandom.com/wiki/Goblin_Commando)**Red (5) CREATURE — GOBLIN (2/2) WHEN GOBLIN COMMANDO ENTERS THE BATTLEFIELD, IT DEALS 2 DAMAGE TO TARGET CREATURE.** |  | |  | [**GOBLIN GOON**](https://magicarena.fandom.com/wiki/Goblin_Goon)**Red (4) CREATURE — GOBLIN MUTANT (6/6) GOBLIN GOON CAN'T ATTACK UNLESS YOU CONTROL MORE CREATURES THAN DEFENDING PLAYER.**  **GOBLIN GOON CAN'T BLOCK UNLESS YOU CONTROL MORE CREATURES THAN ATTACKING PLAYER.** |  | |  | [**GOBLIN INSTIGATOR**](https://magicarena.fandom.com/wiki/Goblin_Instigator)**Red (2) CREATURE — GOBLIN ROGUE (1/1) WHEN GOBLIN INSTIGATOR ENTERS THE BATTLEFIELD, CREATE A 1/1 RED GOBLIN CREATURE TOKEN.** |  | |  | [**GOBLIN ORIFLAMME**](https://magicarena.fandom.com/wiki/Goblin_Oriflamme)**Red (2) ENCHANTMENT ATTACKING CREATURES YOU CONTROL GET +1/+0.** |  | |  | [**GOBLIN RALLY**](https://magicarena.fandom.com/wiki/Goblin_Rally)**RedRed (5) SORCERY CREATE FOUR 1/1 RED GOBLIN CREATURE TOKENS.** |  | |  | [**GOBLIN SHORTCUTTER**](https://magicarena.fandom.com/wiki/Goblin_Shortcutter)**Red (2) CREATURE — GOBLIN SCOUT (2/1) WHEN GOBLIN SHORTCUTTER ENTERS THE BATTLEFIELD, TARGET CREATURE CAN'T BLOCK THIS TURN.** |  | |  | [**GONTI, LORD OF LUXURY**](https://magicarena.fandom.com/wiki/Gonti,_Lord_of_Luxury)**BlackBlack (4) LEGENDARY CREATURE — AETHERBORN ROGUE (2/3) DEATHTOUCH**  **WHEN GONTI, LORD OF LUXURY ENTERS THE BATTLEFIELD, LOOK AT THE TOP FOUR CARDS OF TARGET OPPONENT'S LIBRARY, EXILE ONE OF THEM FACE DOWN, THEN PUT THE REST ON THE BOTTOM OF THAT LIBRARY IN A RANDOM ORDER. YOU MAY LOOK AT AND CAST THAT CARD FOR AS LONG AS IT REMAINS EXILED, AND YOU MAY SPEND MANA AS THOUGH IT WERE MANA OF ANY TYPE TO CAST THAT SPELL.** |  | |  | [**GRAVE BRAMBLE**](https://magicarena.fandom.com/wiki/Grave_Bramble)**GreenGreen (3) CREATURE — PLANT (3/4) DEFENDER, PROTECTION FROM ZOMBIES** |  | |  | [**GRAVEWAKER**](https://magicarena.fandom.com/wiki/Gravewaker)**BlackBlack (6) CREATURE — BIRD SPIRIT (5/5) FLYING (THIS CREATURE CAN'T BE BLOCKED EXCEPT BY CREATURES WITH FLYING OR REACH.)**  **BlackBlack: RETURN TARGET CREATURE CARD FROM YOUR GRAVEYARD TO THE BATTLEFIELD TAPPED.** |  | |  | [**GRIM LAVAMANCER**](https://magicarena.fandom.com/wiki/Grim_Lavamancer)**Red (1) CREATURE — HUMAN WIZARD (1/1) Red, Tap, EXILE TWO CARDS FROM YOUR GRAVEYARD: GRIM LAVAMANCER DEALS 2 DAMAGE TO ANY TARGET.** |  | |  | [**GRISTLE GRINNER**](https://magicarena.fandom.com/wiki/Gristle_Grinner)**Black (5) CREATURE — ZOMBIE (3/3) WHENEVER A CREATURE DIES, GRISTLE GRINNER GETS +2/+2 UNTIL END OF TURN.** |  | |  | [**GUARDIAN IDOL**](https://magicarena.fandom.com/wiki/Guardian_Idol)**(2) ARTIFACT GUARDIAN IDOL ENTERS THE BATTLEFIELD TAPPED.**  **Tap: ADD . : GUARDIAN IDOL BECOMES A 2/2 GOLEM ARTIFACT CREATURE UNTIL END OF TURN.** |  | |  | [**HAMLETBACK GOLIATH**](https://magicarena.fandom.com/wiki/Hamletback_Goliath)**Red (7) CREATURE — GIANT WARRIOR (6/6) WHENEVER ANOTHER CREATURE ENTERS THE BATTLEFIELD, YOU MAY PUT X +1/+1 COUNTERS ON HAMLETBACK GOLIATH, WHERE X IS THAT CREATURE'S POWER.** |  | |  | [**HARVESTER OF SOULS**](https://magicarena.fandom.com/wiki/Harvester_of_Souls)**BlackBlack (6) CREATURE — DEMON (5/5) DEATHTOUCH**  **WHENEVER ANOTHER NONTOKEN CREATURE DIES, YOU MAY DRAW A CARD.** |  | |  | [**HEALER'S HAWK**](https://magicarena.fandom.com/wiki/Healer%27s_Hawk)**White (1) CREATURE — BIRD (1/1) FLYING, LIFELINK** |  | |  | [**HEARTFIRE**](https://magicarena.fandom.com/wiki/Heartfire)**Red (2) INSTANT AS AN ADDITIONAL COST TO CAST THIS SPELL, SACRIFICE A CREATURE OR PLANESWALKER.**  **HEARTFIRE DEALS 4 DAMAGE TO ANY TARGET.** |  | |  | [**HEDRON ARCHIVE**](https://magicarena.fandom.com/wiki/Hedron_Archive)**(4) ARTIFACT Tap: ADD .**  **, Tap, SACRIFICE HEDRON ARCHIVE: DRAW TWO CARDS.** |  | |  | [**HELLRIDER**](https://magicarena.fandom.com/wiki/Hellrider)**RedRed (4) CREATURE — DEVIL (3/3) HASTE**  **WHENEVER A CREATURE YOU CONTROL ATTACKS, HELLRIDER DEALS 1 DAMAGE TO THE PLAYER OR PLANESWALKER IT'S ATTACKING.** |  | |  | [**HERALD'S HORN**](https://magicarena.fandom.com/wiki/Herald%27s_Horn)**(3) ARTIFACT AS HERALD'S HORN ENTERS THE BATTLEFIELD, CHOOSE A CREATURE TYPE.**  **CREATURE SPELLS YOU CAST OF THE CHOSEN TYPE COST  LESS TO CAST. AT THE BEGINNING OF YOUR UPKEEP, LOOK AT THE TOP CARD OF YOUR LIBRARY. IF IT'S A CREATURE CARD OF THE CHOSEN TYPE, YOU MAY REVEAL IT AND PUT IT INTO YOUR HAND.** |  | |  | [**HIGH SENTINELS OF ARASHIN**](https://magicarena.fandom.com/wiki/High_Sentinels_of_Arashin)**White (4) CREATURE — BIRD SOLDIER (3/4) FLYING**  **HIGH SENTINELS OF ARASHIN GETS +1/+1 FOR EACH OTHER CREATURE YOU CONTROL WITH A +1/+1 COUNTER ON IT. White: PUT A +1/+1 COUNTER ON TARGET CREATURE.** |  | |  | [**HOMING LIGHTNING**](https://magicarena.fandom.com/wiki/Homing_Lightning)**RedRed (4) INSTANT HOMING LIGHTNING DEALS 4 DAMAGE TO TARGET CREATURE AND EACH OTHER CREATURE WITH THE SAME NAME AS THAT CREATURE.** |  | |  | [**HUNGRY FLAMES**](https://magicarena.fandom.com/wiki/Hungry_Flames)**Red (3) INSTANT HUNGRY FLAMES DEALS 3 DAMAGE TO TARGET CREATURE AND 2 DAMAGE TO TARGET PLAYER OR PLANESWALKER.** |  | |  | [**HUNTER'S INSIGHT**](https://magicarena.fandom.com/wiki/Hunter%27s_Insight)**Green (3) INSTANT CHOOSE TARGET CREATURE YOU CONTROL. WHENEVER THAT CREATURE DEALS COMBAT DAMAGE TO A PLAYER OR PLANESWALKER THIS TURN, DRAW THAT MANY CARDS.** |  | |  | [**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.** |  | |  | [**INDOMITABLE WILL**](https://magicarena.fandom.com/wiki/Indomitable_Will)**White (2) ENCHANTMENT — AURA FLASH**  **ENCHANT CREATURE ENCHANTED CREATURE GETS +1/+2.** |  | |  | [**INFERNO HELLION**](https://magicarena.fandom.com/wiki/Inferno_Hellion)**Red (4) CREATURE — HELLION (7/3) TRAMPLE (THIS CREATURE CAN DEAL EXCESS COMBAT DAMAGE TO THE PLAYER OR PLANESWALKER IT'S ATTACKING.)**  **AT THE BEGINNING OF EACH END STEP, IF INFERNO HELLION ATTACKED OR BLOCKED THIS TURN, ITS OWNER SHUFFLES IT INTO THEIR LIBRARY.** |  | |  | [**INITIATE'S COMPANION**](https://magicarena.fandom.com/wiki/Initiate%27s_Companion)**Green (2) CREATURE — CAT (3/1) WHENEVER INITIATE'S COMPANION DEALS COMBAT DAMAGE TO A PLAYER, UNTAP TARGET CREATURE OR LAND.** |  | |  | [**INNIAZ, THE GALE FORCE**](https://magicarena.fandom.com/wiki/Inniaz,_the_Gale_Force)**BlueBlue (5) LEGENDARY CREATURE — DJINN (4/4) FLYING**  **: ATTACKING CREATURES WITH FLYING GET +1/+1 UNTIL END OF TURN. ( CAN BE PAID WITH EITHER White OR Blue.) WHENEVER THREE OR MORE CREATURES YOU CONTROL WITH FLYING ATTACK, EACH PLAYER GAINS CONTROL OF A NONLAND PERMANENT OF YOUR CHOICE CONTROLLED BY THE PLAYER TO THEIR RIGHT.** |  | |  | [**INNOCENT BLOOD**](https://magicarena.fandom.com/wiki/Innocent_Blood)**Black (1) SORCERY EACH PLAYER SACRIFICES A CREATURE.** |  | |  | [**INSPIRED CHARGE**](https://magicarena.fandom.com/wiki/Inspired_Charge)**WhiteWhite (4) INSTANT CREATURES YOU CONTROL GET +2/+1 UNTIL END OF TURN.** |  | |  | [**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 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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**ISAMARU, HOUND OF KONDA**](https://magicarena.fandom.com/wiki/Isamaru,_Hound_of_Konda)**White (1) LEGENDARY CREATURE — DOG (2/2)** |  | |  | [**ISLAND**](https://magicarena.fandom.com/wiki/Island)**(0) BASIC LAND — ISLAND** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**LANGUISH**](https://magicarena.fandom.com/wiki/Languish)**BlackBlack (4) SORCERY ALL CREATURES GET -4/-4 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.** |  | |  | [**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.** |  | |  | [**LEAF GILDER**](https://magicarena.fandom.com/wiki/Leaf_Gilder)**Green (2) CREATURE — ELF DRUID (2/1) Tap: ADD Green.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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 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 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.** |  | |  | [**LIGHTWALKER**](https://magicarena.fandom.com/wiki/Lightwalker)**White (2) CREATURE — HUMAN WARRIOR (2/1) LIGHTWALKER HAS FLYING AS LONG AS IT HAS A +1/+1 COUNTER ON IT.** |  | |  | [**LILIANA'S 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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.)** |  | |  | [**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.** |  | |  | [**MENTOR OF THE MEEK**](https://magicarena.fandom.com/wiki/Mentor_of_the_Meek)**White (3) CREATURE — HUMAN SOLDIER (2/2) WHENEVER ANOTHER CREATURE WITH POWER 2 OR LESS ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, YOU MAY PAY . IF YOU DO, DRAW A CARD.** |  | |  | [**MESA UNICORN**](https://magicarena.fandom.com/wiki/Mesa_Unicorn)**White (2) CREATURE — UNICORN (2/2) LIFELINK** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**MINOTAUR SKULLCLEAVER**](https://magicarena.fandom.com/wiki/Minotaur_Skullcleaver)**Red (3) CREATURE — MINOTAUR BERSERKER (2/2) HASTE**  **WHEN MINOTAUR SKULLCLEAVER ENTERS THE BATTLEFIELD, IT GETS +2/+0 UNTIL END OF TURN.** |  | |  | [**MINOTAUR SURESHOT**](https://magicarena.fandom.com/wiki/Minotaur_Sureshot)**Red (3) CREATURE — MINOTAUR ARCHER (2/3) REACH (THIS CREATURE CAN BLOCK CREATURES WITH FLYING.)**  **Red: MINOTAUR SURESHOT GETS +1/+0 UNTIL END OF TURN.** |  | |  | [**MIRE TRITON**](https://magicarena.fandom.com/wiki/Mire_Triton)**Black (2) CREATURE — ZOMBIE MERFOLK (2/1) DEATHTOUCH**  **WHEN MIRE TRITON ENTERS THE BATTLEFIELD, MILL TWO CARDS AND YOU GAIN 2 LIFE.** |  | |  | [**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.** |  | |  | [**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 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.)** |  | |  | [**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.** |  | |  | [**MOUNTAIN**](https://magicarena.fandom.com/wiki/Mountain)**(0) BASIC LAND — MOUNTAIN** |  | |  | [**MUGGING**](https://magicarena.fandom.com/wiki/Mugging)**Red (1) SORCERY MUGGING DEALS 2 DAMAGE TO TARGET CREATURE. THAT CREATURE CAN'T BLOCK THIS TURN.** |  | |  | [**MURMURING PHANTASM**](https://magicarena.fandom.com/wiki/Murmuring_Phantasm)**Blue (2) CREATURE — SPIRIT (0/5) DEFENDER** |  | |  | [**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.** |  | |  | [**MYSTIC ARCHAEOLOGIST**](https://magicarena.fandom.com/wiki/Mystic_Archaeologist)**Blue (2) CREATURE — HUMAN WIZARD (2/1) BlueBlue: DRAW TWO CARDS.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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."** |  | |  | [**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.)** |  | |  | [**NIGHTSHADE STINGER**](https://magicarena.fandom.com/wiki/Nightshade_Stinger)**Black (1) CREATURE — FAERIE ROGUE (1/1) FLYING**  **NIGHTSHADE STINGER CAN'T BLOCK.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**OCTOPROPHET**](https://magicarena.fandom.com/wiki/Octoprophet)**Blue (4) CREATURE — OCTOPUS (3/3) WHEN OCTOPROPHET ENTERS THE BATTLEFIELD, SCRY 2. (LOOK AT THE TOP TWO CARDS OF YOUR LIBRARY, THEN PUT ANY NUMBER OF THEM ON THE BOTTOM OF YOUR LIBRARY AND THE REST ON TOP IN ANY ORDER.)** |  | |  | [**OGRE 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.** |  | |  | [**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.** |  | |  | [**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)** |  | |  | [**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 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.** |  | |  | [**OUTNUMBER**](https://magicarena.fandom.com/wiki/Outnumber)**Red (1) INSTANT OUTNUMBER DEALS DAMAGE TO TARGET CREATURE EQUAL TO THE NUMBER OF CREATURES YOU CONTROL.** |  | |  | [**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.** |  | |  | [**PACIFISM**](https://magicarena.fandom.com/wiki/Pacifism)**White (2) ENCHANTMENT — AURA ENCHANT CREATURE**  **ENCHANTED CREATURE CAN'T ATTACK OR BLOCK.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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 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 TOWER**](https://magicarena.fandom.com/wiki/Phyrexian_Tower)**(0) LEGENDARY LAND Tap: ADD .**  **Tap, SACRIFICE A CREATURE: ADD BlackBlack.** |  | |  | [**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.** |  | |  | [**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.)** |  | |  | [**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** |  | |  | [**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.)** |  | |  | [**POUNCING CHEETAH**](https://magicarena.fandom.com/wiki/Pouncing_Cheetah)**Green (3) CREATURE — CAT (3/2) FLASH** |  | |  | [**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.)** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.")** |  | |  | [**PYROCLASTIC ELEMENTAL**](https://magicarena.fandom.com/wiki/Pyroclastic_Elemental)**RedRed (5) CREATURE — ELEMENTAL (5/4) RedRed: PYROCLASTIC ELEMENTAL DEALS 1 DAMAGE TO TARGET PLAYER.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**RAISE THE ALARM**](https://magicarena.fandom.com/wiki/Raise_the_Alarm)**White (2) INSTANT CREATE TWO 1/1 WHITE SOLDIER CREATURE TOKENS.** |  | |  | [**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.** |  | |  | [**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.")** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**RELEASE THE DOGS**](https://magicarena.fandom.com/wiki/Release_the_Dogs)**White (4) SORCERY CREATE FOUR 1/1 WHITE DOG CREATURE TOKENS.** |  | |  | [**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.** |  | |  | [**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.)** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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."** |  | |  | [**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.)** |  | |  | [**RONOM UNICORN**](https://magicarena.fandom.com/wiki/Ronom_Unicorn)**White (2) CREATURE — UNICORN (2/2) SACRIFICE RONOM UNICORN: DESTROY TARGET ENCHANTMENT.** |  | |  | [**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.** |  | |  | [**RUMBLING BALOTH**](https://magicarena.fandom.com/wiki/Rumbling_Baloth)**GreenGreen (4) CREATURE — BEAST (4/4)** |  | |  | [**RUNED SERVITOR**](https://magicarena.fandom.com/wiki/Runed_Servitor)**(2) ARTIFACT CREATURE — CONSTRUCT (2/2) WHEN RUNED SERVITOR DIES, EACH PLAYER DRAWS 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.** |  | |  | [**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.** |  | |  | [**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.")** |  | |  | [**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.** |  | |  | [**SANITARIUM SKELETON**](https://magicarena.fandom.com/wiki/Sanitarium_Skeleton)**Black (1) CREATURE — SKELETON (1/2) Black: RETURN SANITARIUM SKELETON FROM YOUR GRAVEYARD TO YOUR HAND.** |  | |  | [**SARKHAN'S 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.** |  | |  | [**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.)** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**SIGILED STARFISH**](https://magicarena.fandom.com/wiki/Sigiled_Starfish)**Blue (2) CREATURE — STARFISH (0/3) Tap: SCRY 1. (LOOK AT THE TOP CARD OF YOUR LIBRARY. YOU MAY PUT THAT CARD ON THE BOTTOM OF YOUR LIBRARY.)** |  | |  | [**SIGNPOST SCARECROW**](https://magicarena.fandom.com/wiki/Signpost_Scarecrow)**(4) ARTIFACT CREATURE — SCARECROW (2/4) VIGILANCE**  **: ADD ONE MANA OF ANY COLOR.** |  | |  | [**SILHANA WAYFINDER**](https://magicarena.fandom.com/wiki/Silhana_Wayfinder)**Green (2) CREATURE — ELF SCOUT (2/1) WHEN SILHANA WAYFINDER ENTERS THE BATTLEFIELD, LOOK AT THE TOP FOUR CARDS OF YOUR LIBRARY. YOU MAY REVEAL A CREATURE OR LAND CARD FROM AMONG THEM AND PUT IT ON TOP OF YOUR LIBRARY. PUT THE REST ON THE BOTTOM OF YOUR LIBRARY IN A RANDOM ORDER.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**SKY TETHER**](https://magicarena.fandom.com/wiki/Sky_Tether)**White (1) ENCHANTMENT — AURA ENCHANT CREATURE**  **ENCHANTED CREATURE HAS DEFENDER AND LOSES FLYING.** |  | |  | [**SLATE STREET RUFFIAN**](https://magicarena.fandom.com/wiki/Slate_Street_Ruffian)**Black (3) CREATURE — HUMAN WARRIOR (2/2) WHENEVER SLATE STREET RUFFIAN BECOMES BLOCKED, DEFENDING PLAYER DISCARDS A CARD.** |  | |  | [**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.** |  | |  | [**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 SALVAGE**](https://magicarena.fandom.com/wiki/Soul_Salvage)**Black (3) SORCERY RETURN UP TO TWO TARGET CREATURE CARDS FROM YOUR GRAVEYARD TO 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.** |  | |  | [**SPITEFUL PRANKSTER**](https://magicarena.fandom.com/wiki/Spiteful_Prankster)**Red (3) CREATURE — DEVIL (3/2) AS LONG AS IT'S YOUR TURN, SPITEFUL PRANKSTER HAS FIRST STRIKE.**  **WHENEVER ANOTHER CREATURE DIES, SPITEFUL PRANKSTER DEALS 1 DAMAGE TO TARGET PLAYER OR PLANESWALKER.** |  | |  | [**SPITTING EARTH**](https://magicarena.fandom.com/wiki/Spitting_Earth)**Red (2) SORCERY SPITTING EARTH DEALS DAMAGE TO TARGET CREATURE EQUAL TO THE NUMBER OF MOUNTAINS YOU CONTROL.** |  | |  | [**SPOREMOUND**](https://magicarena.fandom.com/wiki/Sporemound)**GreenGreen (5) CREATURE — FUNGUS (3/3) WHENEVER A LAND ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, CREATE A 1/1 GREEN SAPROLING CREATURE TOKEN.** |  | |  | [**STAB WOUND**](https://magicarena.fandom.com/wiki/Stab_Wound)**Black (3) ENCHANTMENT — AURA ENCHANT CREATURE**  **ENCHANTED CREATURE GETS -2/-2. AT THE BEGINNING OF THE UPKEEP OF ENCHANTED CREATURE'S CONTROLLER, THAT PLAYER LOSES 2 LIFE.** |  | |  | [**STEEL-PLUME MARSHAL**](https://magicarena.fandom.com/wiki/Steel-Plume_Marshal)**WhiteWhite (5) CREATURE — BIRD SOLDIER (3/3) FLYING**  **WHENEVER STEEL-PLUME MARSHAL ATTACKS, OTHER ATTACKING CREATURES YOU CONTROL WITH FLYING GET +2/+2 UNTIL END OF TURN.** |  | |  | [**STONE HAVEN PILGRIM**](https://magicarena.fandom.com/wiki/Stone_Haven_Pilgrim)**White (2) CREATURE — KOR CLERIC (2/2) WHENEVER STONE HAVEN PILGRIM ATTACKS, IF YOU CONTROL AN ARTIFACT OR ENCHANTMENT, STONE HAVEN PILGRIM GETS +1/+1 AND GAINS LIFELINK UNTIL END OF TURN.** |  | |  | [**STORM SCULPTOR**](https://magicarena.fandom.com/wiki/Storm_Sculptor)**Blue (4) CREATURE — MERFOLK WIZARD (3/2) STORM SCULPTOR CAN'T BE BLOCKED.**  **WHEN STORM SCULPTOR ENTERS THE BATTLEFIELD, RETURN A CREATURE YOU CONTROL TO ITS OWNER'S HAND.** |  | |  | [**SUPPLY RUNNERS**](https://magicarena.fandom.com/wiki/Supply_Runners)**White (5) CREATURE — DOG (2/2) WHEN SUPPLY RUNNERS ENTERS THE BATTLEFIELD, PUT A +1/+1 COUNTER ON EACH OTHER CREATURE YOU CONTROL.** |  | |  | [**SUSPICIOUS BOOKCASE**](https://magicarena.fandom.com/wiki/Suspicious_Bookcase)**(2) ARTIFACT CREATURE — WALL (0/4) DEFENDER (THIS CREATURE CAN'T ATTACK.)**  **, Tap: TARGET CREATURE CAN'T BE BLOCKED THIS TURN.** |  | |  | [**SWAMP**](https://magicarena.fandom.com/wiki/Swamp)**(0) BASIC LAND — SWAMP** |  | |  | [**SWARM OF BLOODFLIES**](https://magicarena.fandom.com/wiki/Swarm_of_Bloodflies)**Black (5) CREATURE — INSECT (0/0) FLYING**  **SWARM OF BLOODFLIES ENTERS THE BATTLEFIELD WITH TWO +1/+1 COUNTERS ON IT. WHENEVER ANOTHER CREATURE DIES, PUT A +1/+1 COUNTER ON SWARM OF BLOODFLIES.** |  | |  | [**SWEEP AWAY**](https://magicarena.fandom.com/wiki/Sweep_Away)**Blue (3) INSTANT RETURN TARGET CREATURE TO ITS OWNER'S HAND. IF THAT CREATURE IS ATTACKING, YOU MAY PUT IT ON TOP OF ITS OWNER'S LIBRARY INSTEAD.** |  | |  | [**SYLVAN BRUSHSTRIDER**](https://magicarena.fandom.com/wiki/Sylvan_Brushstrider)**Green (3) CREATURE — BEAST (3/2) WHEN SYLVAN BRUSHSTRIDER ENTERS THE BATTLEFIELD, YOU GAIN 2 LIFE.** |  | |  | [**SYLVAN RANGER**](https://magicarena.fandom.com/wiki/Sylvan_Ranger)**Green (2) CREATURE — ELF SCOUT (1/1) WHEN SYLVAN RANGER ENTERS THE BATTLEFIELD, YOU MAY SEARCH YOUR LIBRARY FOR A BASIC LAND CARD, REVEAL IT, PUT IT INTO YOUR HAND, THEN SHUFFLE YOUR LIBRARY.** |  | |  | [**TAKE HEART**](https://magicarena.fandom.com/wiki/Take_Heart)**White (1) INSTANT TARGET CREATURE GETS +2/+2 UNTIL END OF TURN. YOU GAIN 1 LIFE FOR EACH ATTACKING CREATURE YOU CONTROL.** |  | |  | [**TALRAND, SKY SUMMONER**](https://magicarena.fandom.com/wiki/Talrand,_Sky_Summoner)**BlueBlue (4) LEGENDARY CREATURE — MERFOLK WIZARD (2/2) WHENEVER YOU CAST AN INSTANT OR SORCERY SPELL, CREATE A 2/2 BLUE DRAKE CREATURE TOKEN WITH FLYING.** |  | |  | [**TALRAND'S INVOCATION**](https://magicarena.fandom.com/wiki/Talrand%27s_Invocation)**BlueBlue (4) SORCERY CREATE TWO 2/2 BLUE DRAKE CREATURE TOKENS WITH FLYING.** |  | |  | [**TANDEM TACTICS**](https://magicarena.fandom.com/wiki/Tandem_Tactics)**White (2) INSTANT UP TO TWO TARGET CREATURES EACH GET +1/+2 UNTIL END OF TURN. YOU GAIN 2 LIFE.** |  | |  | [**TEMPTING WITCH**](https://magicarena.fandom.com/wiki/Tempting_Witch)**Black (3) CREATURE — HUMAN WARLOCK (1/3) WHEN TEMPTING WITCH ENTERS THE BATTLEFIELD, CREATE A FOOD TOKEN. (IT'S AN ARTIFACT WITH ", Tap, SACRIFICE THIS ARTIFACT: YOU GAIN 3 LIFE.")**  **, Tap, SACRIFICE A FOOD: TARGET PLAYER LOSES 3 LIFE.** |  | |  | [**TERRAMORPHIC EXPANSE**](https://magicarena.fandom.com/wiki/Terramorphic_Expanse)**(0) LAND Tap, SACRIFICE TERRAMORPHIC EXPANSE: SEARCH YOUR LIBRARY FOR A BASIC LAND CARD, PUT IT ONTO THE BATTLEFIELD TAPPED, THEN SHUFFLE YOUR LIBRARY.** |  | |  | [**TERRARION**](https://magicarena.fandom.com/wiki/Terrarion)**(1) ARTIFACT TERRARION ENTERS THE BATTLEFIELD TAPPED.**  **, Tap, SACRIFICE TERRARION: ADD TWO MANA IN ANY COMBINATION OF COLORS. WHEN TERRARION IS PUT INTO A GRAVEYARD FROM THE BATTLEFIELD, DRAW A CARD.** |  | |  | [**THERMO-ALCHEMIST**](https://magicarena.fandom.com/wiki/Thermo-Alchemist)**Red (2) CREATURE — HUMAN SHAMAN (0/3) DEFENDER**  **Tap: THERMO-ALCHEMIST DEALS 1 DAMAGE TO EACH OPPONENT. WHENEVER YOU CAST AN INSTANT OR SORCERY SPELL, UNTAP THERMO-ALCHEMIST.** |  | |  | [**THIRST FOR KNOWLEDGE**](https://magicarena.fandom.com/wiki/Thirst_for_Knowledge)**Blue (3) INSTANT DRAW THREE CARDS. THEN DISCARD TWO CARDS UNLESS YOU DISCARD AN ARTIFACT CARD.** |  | |  | [**THOUGHT COLLAPSE**](https://magicarena.fandom.com/wiki/Thought_Collapse)**BlueBlue (3) INSTANT COUNTER TARGET SPELL. ITS CONTROLLER MILLS THREE CARDS.** |  | |  | [**THRAGTUSK**](https://magicarena.fandom.com/wiki/Thragtusk)**Green (5) CREATURE — BEAST (5/3) WHEN THRAGTUSK ENTERS THE BATTLEFIELD, YOU GAIN 5 LIFE.**  **WHEN THRAGTUSK LEAVES THE BATTLEFIELD, CREATE A 3/3 GREEN BEAST CREATURE TOKEN.** |  | |  | [**THRIVING BLUFF**](https://magicarena.fandom.com/wiki/Thriving_Bluff)**(0) LAND THRIVING BLUFF ENTERS THE BATTLEFIELD TAPPED.**  **AS THRIVING BLUFF ENTERS THE BATTLEFIELD, CHOOSE A COLOR OTHER THAN RED. Tap: ADD Red OR ONE MANA OF THE CHOSEN COLOR.** |  | |  | [**THRIVING GROVE**](https://magicarena.fandom.com/wiki/Thriving_Grove)**(0) LAND THRIVING GROVE ENTERS THE BATTLEFIELD TAPPED.**  **AS THRIVING GROVE ENTERS THE BATTLEFIELD, CHOOSE A COLOR OTHER THAN GREEN. Tap: ADD Green OR ONE MANA OF THE CHOSEN COLOR.** |  | |  | [**THRIVING HEATH**](https://magicarena.fandom.com/wiki/Thriving_Heath)**(0) LAND THRIVING HEATH ENTERS THE BATTLEFIELD TAPPED.**  **AS THRIVING HEATH ENTERS THE BATTLEFIELD, CHOOSE A COLOR OTHER THAN WHITE. Tap: ADD White OR ONE MANA OF THE CHOSEN COLOR.** |  | |  | [**THRIVING ISLE**](https://magicarena.fandom.com/wiki/Thriving_Isle)**(0) LAND THRIVING ISLE ENTERS THE BATTLEFIELD TAPPED.**  **AS THRIVING ISLE ENTERS THE BATTLEFIELD, CHOOSE A COLOR OTHER THAN BLUE. Tap: ADD Blue OR ONE MANA OF THE CHOSEN COLOR.** |  | |  | [**THRIVING MOOR**](https://magicarena.fandom.com/wiki/Thriving_Moor)**(0) LAND THRIVING MOOR ENTERS THE BATTLEFIELD TAPPED.**  **AS THRIVING MOOR ENTERS THE BATTLEFIELD, CHOOSE A COLOR OTHER THAN BLACK. Tap: ADD Black OR ONE MANA OF THE CHOSEN COLOR.** |  | |  | [**THUNDERING SPINEBACK**](https://magicarena.fandom.com/wiki/Thundering_Spineback)**GreenGreen (7) CREATURE — DINOSAUR (5/5) OTHER DINOSAURS YOU CONTROL GET +1/+1.**  **Green: CREATE A 3/3 GREEN DINOSAUR CREATURE TOKEN WITH TRAMPLE.** |  | |  | [**TIBALT'S RAGER**](https://magicarena.fandom.com/wiki/Tibalt%27s_Rager)**Red (2) CREATURE — DEVIL (1/2) WHEN TIBALT'S RAGER DIES, IT DEALS 1 DAMAGE TO ANY TARGET.**  **Red: TIBALT'S RAGER GETS +2/+0 UNTIL END OF TURN.** |  | |  | [**TINYBONES, TRINKET THIEF**](https://magicarena.fandom.com/wiki/Tinybones,_Trinket_Thief)**Black (2) LEGENDARY CREATURE — SKELETON ROGUE (1/2) AT THE BEGINNING OF EACH END STEP, IF AN OPPONENT DISCARDED A CARD THIS TURN, YOU DRAW A CARD AND YOU LOSE 1 LIFE.**  **BlackBlack: EACH OPPONENT WITH NO CARDS IN HAND LOSES 10 LIFE.** |  | |  | [**TITHEBEARER GIANT**](https://magicarena.fandom.com/wiki/Tithebearer_Giant)**Black (6) CREATURE — GIANT WARRIOR (4/5) WHEN TITHEBEARER GIANT ENTERS THE BATTLEFIELD, YOU DRAW A CARD AND YOU LOSE 1 LIFE.** |  | |  | [**TORCH FIEND**](https://magicarena.fandom.com/wiki/Torch_Fiend)**Red (2) CREATURE — DEVIL (2/1) Red, SACRIFICE TORCH FIEND: DESTROY TARGET ARTIFACT.** |  | |  | [**TOWERING TITAN**](https://magicarena.fandom.com/wiki/Towering_Titan)**GreenGreen (6) CREATURE — GIANT (0/0) TOWERING TITAN ENTERS THE BATTLEFIELD WITH X +1/+1 COUNTERS ON IT, WHERE X IS THE TOTAL TOUGHNESS OF OTHER CREATURES YOU CONTROL.**  **SACRIFICE A CREATURE WITH DEFENDER: ALL CREATURES GAIN TRAMPLE UNTIL END OF TURN.** |  | |  | [**TOWERING-WAVE MYSTIC**](https://magicarena.fandom.com/wiki/Towering-Wave_Mystic)**Blue (2) CREATURE — MERFOLK WIZARD (2/1) WHENEVER TOWERING-WAVE MYSTIC DEALS DAMAGE, TARGET PLAYER MILLS THAT MANY CARDS.** |  | |  | [**TRUSTY RETRIEVER**](https://magicarena.fandom.com/wiki/Trusty_Retriever)**White (4) CREATURE — DOG (2/3) WHEN TRUSTY RETRIEVER ENTERS THE BATTLEFIELD, CHOOSE ONE —**  **• PUT A +1/+1 COUNTER ON TRUSTY RETRIEVER. • RETURN TARGET ARTIFACT OR ENCHANTMENT CARD FROM YOUR GRAVEYARD TO YOUR HAND.** |  | |  | [**ULVENWALD HYDRA**](https://magicarena.fandom.com/wiki/Ulvenwald_Hydra)**GreenGreen (6) CREATURE — HYDRA (\*/\*) REACH**  **ULVENWALD HYDRA'S POWER AND TOUGHNESS ARE EACH EQUAL TO THE NUMBER OF LANDS YOU CONTROL. WHEN ULVENWALD HYDRA ENTERS THE BATTLEFIELD, YOU MAY SEARCH YOUR LIBRARY FOR A LAND CARD, PUT IT ONTO THE BATTLEFIELD TAPPED, THEN SHUFFLE YOUR LIBRARY.** |  | |  | [**UNSTABLE OBELISK**](https://magicarena.fandom.com/wiki/Unstable_Obelisk)**(3) ARTIFACT Tap: ADD .**  **, Tap, SACRIFICE UNSTABLE OBELISK: DESTROY TARGET PERMANENT.** |  | |  | [**VALOROUS STANCE**](https://magicarena.fandom.com/wiki/Valorous_Stance)**White (2) INSTANT CHOOSE ONE —**  **• TARGET CREATURE GAINS INDESTRUCTIBLE UNTIL END OF TURN. • DESTROY TARGET CREATURE WITH TOUGHNESS 4 OR GREATER.** |  | |  | [**VAMPIRE NEONATE**](https://magicarena.fandom.com/wiki/Vampire_Neonate)**Black (1) CREATURE — VAMPIRE (0/3) , Tap: EACH OPPONENT LOSES 1 LIFE AND YOU GAIN 1 LIFE.** |  | |  | [**VASTWOOD ZENDIKON**](https://magicarena.fandom.com/wiki/Vastwood_Zendikon)**Green (5) ENCHANTMENT — AURA ENCHANT LAND**  **ENCHANTED LAND IS A 6/4 GREEN ELEMENTAL CREATURE. IT'S STILL A LAND. WHEN ENCHANTED LAND DIES, RETURN THAT CARD TO ITS OWNER'S HAND.** |  | |  | [**VEDALKEN ARCHMAGE**](https://magicarena.fandom.com/wiki/Vedalken_Archmage)**BlueBlue (4) CREATURE — VEDALKEN WIZARD (0/2) WHENEVER YOU CAST AN ARTIFACT SPELL, DRAW A CARD.** |  | |  | [**VEDALKEN ENTRANCER**](https://magicarena.fandom.com/wiki/Vedalken_Entrancer)**Blue (4) CREATURE — VEDALKEN WIZARD (1/4) Blue, Tap: TARGET PLAYER MILLS TWO CARDS.** |  | |  | [**VERDANT EMBRACE**](https://magicarena.fandom.com/wiki/Verdant_Embrace)**GreenGreen (5) ENCHANTMENT — AURA ENCHANT CREATURE**  **ENCHANTED CREATURE GETS +3/+3 AND HAS "AT THE BEGINNING OF EACH UPKEEP, CREATE A 1/1 GREEN SAPROLING CREATURE TOKEN."** |  | |  | [**VOICE OF THE PROVINCES**](https://magicarena.fandom.com/wiki/Voice_of_the_Provinces)**WhiteWhite (6) CREATURE — ANGEL (3/3) FLYING**  **WHEN VOICE OF THE PROVINCES ENTERS THE BATTLEFIELD, CREATE A 1/1 WHITE HUMAN CREATURE TOKEN.** |  | |  | [**VOLCANIC FALLOUT**](https://magicarena.fandom.com/wiki/Volcanic_Fallout)**RedRed (3) INSTANT THIS SPELL CAN'T BE COUNTERED.**  **VOLCANIC FALLOUT DEALS 2 DAMAGE TO EACH CREATURE AND EACH PLAYER.** |  | |  | [**VOLLEY VETERAN**](https://magicarena.fandom.com/wiki/Volley_Veteran)**Red (4) CREATURE — GOBLIN WARRIOR (4/2) WHEN VOLLEY VETERAN ENTERS THE BATTLEFIELD, IT DEALS DAMAGE TO TARGET CREATURE AN OPPONENT CONTROLS EQUAL TO THE NUMBER OF GOBLINS YOU CONTROL.** |  | |  | [**VOYAGE'S END**](https://magicarena.fandom.com/wiki/Voyage%27s_End)**Blue (2) INSTANT RETURN TARGET CREATURE TO ITS OWNER'S HAND. SCRY 1. (LOOK AT THE TOP CARD OF YOUR LIBRARY. YOU MAY PUT THAT CARD ON THE BOTTOM OF YOUR LIBRARY.)** |  | |  | [**WAILING GHOUL**](https://magicarena.fandom.com/wiki/Wailing_Ghoul)**Black (2) CREATURE — ZOMBIE (1/3) WHEN WAILING GHOUL ENTERS THE BATTLEFIELD, MILL TWO CARDS.** |  | |  | [**WALL OF BLOSSOMS**](https://magicarena.fandom.com/wiki/Wall_of_Blossoms)**Green (2) CREATURE — PLANT WALL (0/4) DEFENDER**  **WHEN WALL OF BLOSSOMS ENTERS THE BATTLEFIELD, DRAW A CARD.** |  | |  | [**WALL OF LOST THOUGHTS**](https://magicarena.fandom.com/wiki/Wall_of_Lost_Thoughts)**Blue (2) CREATURE — WALL (0/4) DEFENDER**  **WHEN WALL OF LOST THOUGHTS ENTERS THE BATTLEFIELD, TARGET PLAYER MILLS FOUR CARDS.** |  | |  | [**WALL OF VINES**](https://magicarena.fandom.com/wiki/Wall_of_Vines)**Green (1) CREATURE — PLANT WALL (0/3) DEFENDER (THIS CREATURE CAN'T ATTACK.)**  **REACH (THIS CREATURE CAN BLOCK CREATURES WITH FLYING.)** |  | |  | [**WARDEN OF EVOS ISLE**](https://magicarena.fandom.com/wiki/Warden_of_Evos_Isle)**Blue (3) CREATURE — BIRD WIZARD (2/2) FLYING**  **CREATURE SPELLS WITH FLYING YOU CAST COST  LESS TO CAST.** |  | |  | [**WARFIRE JAVELINEER**](https://magicarena.fandom.com/wiki/Warfire_Javelineer)**Red (4) CREATURE — MINOTAUR WARRIOR (2/3) WHEN WARFIRE JAVELINEER ENTERS THE BATTLEFIELD, IT DEALS X DAMAGE TO TARGET CREATURE AN OPPONENT CONTROLS, WHERE X IS THE NUMBER OF INSTANT AND SORCERY CARDS IN YOUR GRAVEYARD.** |  | |  | [**WARMONGER'S CHARIOT**](https://magicarena.fandom.com/wiki/Warmonger%27s_Chariot)**(2) ARTIFACT — EQUIPMENT EQUIPPED CREATURE GETS +2/+2.**  **AS LONG AS EQUIPPED CREATURE HAS DEFENDER, IT CAN ATTACK AS THOUGH IT DIDN'T HAVE DEFENDER. EQUIP  (: ATTACH TO TARGET CREATURE YOU CONTROL. EQUIP ONLY AS A SORCERY.)** |  | |  | [**WATERKNOT**](https://magicarena.fandom.com/wiki/Waterknot)**BlueBlue (3) ENCHANTMENT — AURA ENCHANT CREATURE**  **WHEN WATERKNOT ENTERS THE BATTLEFIELD, TAP ENCHANTED CREATURE. ENCHANTED CREATURE DOESN'T UNTAP DURING ITS CONTROLLER'S UNTAP STEP.** |  | |  | [**WEAVER OF LIGHTNING**](https://magicarena.fandom.com/wiki/Weaver_of_Lightning)**Red (3) CREATURE — HUMAN SHAMAN (1/4) REACH**  **WHENEVER YOU CAST AN INSTANT OR SORCERY SPELL, WEAVER OF LIGHTNING DEALS 1 DAMAGE TO TARGET CREATURE AN OPPONENT CONTROLS.** |  | |  | [**WEIGHT OF MEMORY**](https://magicarena.fandom.com/wiki/Weight_of_Memory)**BlueBlue (5) SORCERY DRAW THREE CARDS. TARGET PLAYER MILLS THREE CARDS.** |  | |  | [**WHELMING WAVE**](https://magicarena.fandom.com/wiki/Whelming_Wave)**BlueBlue (4) SORCERY RETURN ALL CREATURES TO THEIR OWNERS' HANDS EXCEPT FOR KRAKENS, LEVIATHANS, OCTOPUSES, AND SERPENTS.** |  | |  | [**WIGHT OF PRECINCT SIX**](https://magicarena.fandom.com/wiki/Wight_of_Precinct_Six)**Black (2) CREATURE — ZOMBIE (1/1) WIGHT OF PRECINCT SIX GETS +1/+1 FOR EACH CREATURE CARD IN YOUR OPPONENTS' GRAVEYARDS.** |  | |  | [**WILDHEART INVOKER**](https://magicarena.fandom.com/wiki/Wildheart_Invoker)**GreenGreen (4) CREATURE — ELF SHAMAN (4/3) : TARGET CREATURE GETS +5/+5 AND GAINS TRAMPLE UNTIL END OF TURN.** |  | |  | [**WILDSIZE**](https://magicarena.fandom.com/wiki/Wildsize)**Green (3) INSTANT TARGET CREATURE GETS +2/+2 AND GAINS TRAMPLE UNTIL END OF TURN.**  **DRAW A CARD.** |  | |  | [**WINDREADER SPHINX**](https://magicarena.fandom.com/wiki/Windreader_Sphinx)**BlueBlue (7) CREATURE — SPHINX (3/7) FLYING**  **WHENEVER A CREATURE WITH FLYING ATTACKS, YOU MAY DRAW A CARD.** |  | |  | [**WINDSTORM DRAKE**](https://magicarena.fandom.com/wiki/Windstorm_Drake)**Blue (5) CREATURE — DRAKE (3/3) FLYING**  **OTHER CREATURES YOU CONTROL WITH FLYING GET +1/+0.** |  | |  | [**WINGED WORDS**](https://magicarena.fandom.com/wiki/Winged_Words)**Blue (3) SORCERY THIS SPELL COSTS  LESS TO CAST IF YOU CONTROL A CREATURE WITH FLYING.**  **DRAW TWO CARDS.** |  | |  | [**WISHFUL MERFOLK**](https://magicarena.fandom.com/wiki/Wishful_Merfolk)**Blue (2) CREATURE — MERFOLK (3/2) DEFENDER**  **Blue: WISHFUL MERFOLK LOSES DEFENDER AND BECOMES A HUMAN UNTIL END OF TURN.** |  | |  | [**WITCH OF THE MOORS**](https://magicarena.fandom.com/wiki/Witch_of_the_Moors)**BlackBlack (5) CREATURE — HUMAN WARLOCK (4/4) DEATHTOUCH**  **AT THE BEGINNING OF YOUR END STEP, IF YOU GAINED LIFE THIS TURN, EACH OPPONENT SACRIFICES A CREATURE AND YOU RETURN UP TO ONE TARGET CREATURE CARD FROM YOUR GRAVEYARD TO YOUR HAND.** |  | |  | [**WIZARD'S RETORT**](https://magicarena.fandom.com/wiki/Wizard%27s_Retort)**BlueBlue (3) INSTANT THIS SPELL COSTS  LESS TO CAST IF YOU CONTROL A WIZARD.**  **COUNTER TARGET SPELL.** |  | |  | [**WOE STRIDER**](https://magicarena.fandom.com/wiki/Woe_Strider)**Black (3) CREATURE — HORROR (3/2) WHEN WOE STRIDER ENTERS THE BATTLEFIELD, CREATE A 0/1 WHITE GOAT CREATURE TOKEN.**  **SACRIFICE ANOTHER CREATURE: SCRY 1. ESCAPE—BlackBlack, EXILE FOUR OTHER CARDS FROM YOUR GRAVEYARD. (YOU MAY CAST THIS CARD FROM YOUR GRAVEYARD FOR ITS ESCAPE COST.) WOE STRIDER ESCAPES WITH TWO +1/+1 COUNTERS ON IT.** |  | |  | [**WOODBORN BEHEMOTH**](https://magicarena.fandom.com/wiki/Woodborn_Behemoth)**GreenGreen (5) CREATURE — ELEMENTAL (4/4) AS LONG AS YOU CONTROL EIGHT OR MORE LANDS, WOODBORN BEHEMOTH GETS +4/+4 AND HAS TRAMPLE. (IT CAN DEAL EXCESS COMBAT DAMAGE TO THE PLAYER OR PLANESWALKER IT'S ATTACKING.)** |  | |  | [**WREN'S RUN VANQUISHER**](https://magicarena.fandom.com/wiki/Wren%27s_Run_Vanquisher)**Green (2) CREATURE — ELF WARRIOR (3/3) AS AN ADDITIONAL COST TO CAST THIS SPELL, REVEAL AN ELF CARD FROM YOUR HAND OR PAY .**  **DEATHTOUCH (ANY AMOUNT OF DAMAGE THIS DEALS TO A CREATURE IS ENOUGH TO DESTROY IT.)** |  | |  | [**YOUNG PYROMANCER**](https://magicarena.fandom.com/wiki/Young_Pyromancer)**Red (2) CREATURE — HUMAN SHAMAN (2/1) WHENEVER YOU CAST AN INSTANT OR SORCERY SPELL, CREATE A 1/1 RED ELEMENTAL CREATURE TOKEN.** |  | |  | [**ZENDIKAR'S ROIL**](https://magicarena.fandom.com/wiki/Zendikar%27s_Roil)**GreenGreen (5) ENCHANTMENT WHENEVER A LAND ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, CREATE A 2/2 GREEN ELEMENTAL CREATURE TOKEN.** |  | |  | [**ZOMBIE INFESTATION**](https://magicarena.fandom.com/wiki/Zombie_Infestation)**Black (2) ENCHANTMENT DISCARD TWO CARDS: CREATE A 2/2 BLACK ZOMBIE CREATURE TOKEN.** |  | |  | [**ZURZOTH, CHAOS RIDER**](https://magicarena.fandom.com/wiki/Zurzoth,_Chaos_Rider)**Red (3) LEGENDARY CREATURE — DEVIL (2/3) WHENEVER AN OPPONENT DRAWS THEIR FIRST CARD EACH TURN, IF IT'S NOT THEIR TURN, YOU CREATE A 1/1 RED DEVIL CREATURE TOKEN WITH "WHEN THIS CREATURE DIES, IT DEALS 1 DAMAGE TO ANY TARGET."**  **WHENEVER ONE OR MORE DEVILS YOU CONTROL ATTACK ONE OR MORE PLAYERS, YOU AND THOSE PLAYERS EACH DRAW A CARD, THEN DISCARD A CARD AT RANDOM.** |  | |

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| |  |  |  | | --- | --- | --- | | **284 CORE SET 2021 MAGIC DECK CARDS** | | | |  | [ADHERENT OF HOPE](https://magicarena.fandom.com/wiki/Adherent_of_Hope) White (2) CREATURE — HUMAN SOLDIER (2/1) AT THE BEGINNING OF COMBAT ON YOUR TURN, IF YOU CONTROL A BASRI PLANESWALKER, PUT A +1/+1 COUNTER ON ADHERENT OF HOPE. |  | |  | [ALCHEMIST'S GIFT](https://magicarena.fandom.com/wiki/Alchemist%27s_Gift) Black (1) INSTANT TARGET CREATURE GETS +1/+1 AND GAINS YOUR CHOICE OF DEATHTOUCH OR LIFELINK UNTIL END OF TURN. (ANY AMOUNT OF DAMAGE A CREATURE WITH DEATHTOUCH DEALS TO A CREATURE IS ENOUGH TO DESTROY IT. DAMAGE DEALT BY A CREATURE WITH LIFELINK ALSO CAUSES ITS CONTROLLER TO GAIN THAT MUCH LIFE.) |  | |  | [ALPINE HOUNDMASTER](https://magicarena.fandom.com/wiki/Alpine_Houndmaster) RedWhite (2) CREATURE — HUMAN WARRIOR (2/2) WHEN ALPINE HOUNDMASTER ENTERS THE BATTLEFIELD, YOU MAY SEARCH YOUR LIBRARY FOR A CARD NAMED ALPINE WATCHDOG AND/OR A CARD NAMED IGNEOUS CUR, REVEAL THEM, PUT THEM INTO YOUR HAND, THEN SHUFFLE YOUR LIBRARY.  WHENEVER ALPINE HOUNDMASTER ATTACKS, IT GETS +X/+0 UNTIL END OF TURN, WHERE X IS THE NUMBER OF OTHER ATTACKING CREATURES. |  | |  | [ALPINE WATCHDOG](https://magicarena.fandom.com/wiki/Alpine_Watchdog) White (2) CREATURE — DOG (2/2) VIGILANCE (ATTACKING DOESN'T CAUSE THIS CREATURE TO TAP.) |  | |  | [ANGELIC ASCENSION](https://magicarena.fandom.com/wiki/Angelic_Ascension) White (2) INSTANT EXILE TARGET CREATURE OR PLANESWALKER. ITS CONTROLLER CREATES A 4/4 WHITE ANGEL CREATURE TOKEN WITH FLYING. |  | |  | [ANIMAL SANCTUARY](https://magicarena.fandom.com/wiki/Animal_Sanctuary) (0) LAND Tap: ADD .  , Tap: PUT A +1/+1 COUNTER ON TARGET BIRD, CAT, DOG, GOAT, OX, OR SNAKE. |  | |  | [ANOINTED CHORISTER](https://magicarena.fandom.com/wiki/Anointed_Chorister) White (1) CREATURE — HUMAN CLERIC (1/1) LIFELINK (DAMAGE DEALT BY THIS CREATURE ALSO CAUSES YOU TO GAIN THAT MUCH LIFE.)  White: ANOINTED CHORISTER GETS +3/+3 UNTIL END OF TURN. |  | |  | [ARCHFIEND'S VESSEL](https://magicarena.fandom.com/wiki/Archfiend%27s_Vessel) Black (1) CREATURE — HUMAN CLERIC (1/1) LIFELINK (DAMAGE DEALT BY THIS CREATURE ALSO CAUSES YOU TO GAIN THAT MUCH LIFE.)  WHEN ARCHFIEND'S VESSEL ENTERS THE BATTLEFIELD, IF IT ENTERED FROM YOUR GRAVEYARD OR YOU CAST IT FROM YOUR GRAVEYARD, EXILE IT. IF YOU DO, CREATE A 5/5 BLACK DEMON CREATURE TOKEN WITH FLYING. |  | |  | [AVEN GAGGLEMASTER](https://magicarena.fandom.com/wiki/Aven_Gagglemaster) WhiteWhite (5) CREATURE — BIRD WARRIOR (4/3) FLYING  WHEN AVEN GAGGLEMASTER ENTERS THE BATTLEFIELD, YOU GAIN 2 LIFE FOR EACH CREATURE YOU CONTROL WITH FLYING. |  | |  | [AZUSA, LOST BUT SEEKING](https://magicarena.fandom.com/wiki/Azusa,_Lost_but_Seeking) Green (3) LEGENDARY CREATURE — HUMAN MONK (1/2) YOU MAY PLAY TWO ADDITIONAL LANDS ON EACH OF YOUR TURNS. |  | |  | [BAD DEAL](https://magicarena.fandom.com/wiki/Bad_Deal) BlackBlack (6) SORCERY YOU DRAW TWO CARDS AND EACH OPPONENT DISCARDS TWO CARDS. EACH PLAYER LOSES 2 LIFE. |  | |  | [BANESLAYER ANGEL](https://magicarena.fandom.com/wiki/Baneslayer_Angel) WhiteWhite (5) CREATURE — ANGEL (5/5) FLYING, FIRST STRIKE, LIFELINK, PROTECTION FROM DEMONS AND FROM DRAGONS |  | |  | [BARRIN, TOLARIAN ARCHMAGE](https://magicarena.fandom.com/wiki/Barrin,_Tolarian_Archmage) BlueBlue (3) LEGENDARY CREATURE — HUMAN WIZARD (2/2) WHEN BARRIN, TOLARIAN ARCHMAGE ENTERS THE BATTLEFIELD, RETURN UP TO ONE OTHER TARGET CREATURE OR PLANESWALKER TO ITS OWNER'S HAND.  AT THE BEGINNING OF YOUR END STEP, IF A PERMANENT WAS PUT INTO YOUR HAND FROM THE BATTLEFIELD THIS TURN, DRAW A CARD. |  | |  | [BASRI KET](https://magicarena.fandom.com/wiki/Basri_Ket) WhiteWhite (3) LEGENDARY PLANESWALKER — BASRI (3) +1: PUT A +1/+1 COUNTER ON UP TO ONE TARGET CREATURE. IT GAINS INDESTRUCTIBLE UNTIL END OF TURN.  −2: WHENEVER ONE OR MORE NONTOKEN CREATURES ATTACK THIS TURN, CREATE THAT MANY 1/1 WHITE SOLDIER CREATURE TOKENS THAT ARE TAPPED AND ATTACKING. −6: YOU GET AN EMBLEM WITH "AT THE BEGINNING OF COMBAT ON YOUR TURN, CREATE A 1/1 WHITE SOLDIER CREATURE TOKEN, THEN PUT A +1/+1 COUNTER ON EACH CREATURE YOU CONTROL." |  | |  | [BASRI, DEVOTED PALADIN](https://magicarena.fandom.com/wiki/Basri,_Devoted_Paladin)  (6) LEGENDARY PLANESWALKER — BASRI (4) +1: PUT A +1/+1 COUNTER ON UP TO ONE TARGET CREATURE. IT GAINS VIGILANCE UNTIL END OF TURN.  −1: WHENEVER A CREATURE ATTACKS THIS TURN, PUT A +1/+1 COUNTER ON IT. −6: CREATURES YOU CONTROL GET +2/+2 AND GAIN FLYING UNTIL END OF TURN. |  | |  | [BASRI'S ACOLYTE](https://magicarena.fandom.com/wiki/Basri%27s_Acolyte)  (4) CREATURE — CAT CLERIC (2/3) LIFELINK (DAMAGE DEALT BY THIS CREATURE ALSO CAUSES YOU TO GAIN THAT MUCH LIFE.)  WHEN BASRI'S ACOLYTE ENTERS THE BATTLEFIELD, PUT A +1/+1 COUNTER ON EACH OF UP TO TWO OTHER TARGET CREATURES YOU CONTROL. |  | |  | [BASRI'S AEGIS](https://magicarena.fandom.com/wiki/Basri%27s_Aegis)  (4) SORCERY PUT A +1/+1 COUNTER ON EACH OF UP TO TWO TARGET CREATURES. YOU MAY SEARCH YOUR LIBRARY AND/OR GRAVEYARD FOR A CARD NAMED BASRI, DEVOTED PALADIN, REVEAL IT, AND PUT IT INTO YOUR HAND. IF YOU SEARCH YOUR LIBRARY THIS WAY, SHUFFLE IT. |  | |  | [BASRI'S LIEUTENANT](https://magicarena.fandom.com/wiki/Basri%27s_Lieutenant)  (4) CREATURE — HUMAN KNIGHT (3/4) VIGILANCE, PROTECTION FROM MULTICOLORED  WHEN BASRI'S LIEUTENANT ENTERS THE BATTLEFIELD, PUT A +1/+1 COUNTER ON TARGET CREATURE YOU CONTROL. WHENEVER BASRI'S LIEUTENANT OR ANOTHER CREATURE YOU CONTROL DIES, IF IT HAD A +1/+1 COUNTER ON IT, CREATE A 2/2 WHITE KNIGHT CREATURE TOKEN WITH VIGILANCE. |  | |  | [BASRI'S SOLIDARITY](https://magicarena.fandom.com/wiki/Basri%27s_Solidarity) White (2) SORCERY PUT A +1/+1 COUNTER ON EACH CREATURE YOU CONTROL. |  | |  | [BATTLE-RATTLE SHAMAN](https://magicarena.fandom.com/wiki/Battle-Rattle_Shaman) Red (4) CREATURE — GOBLIN SHAMAN (2/2) AT THE BEGINNING OF COMBAT ON YOUR TURN, YOU MAY HAVE TARGET CREATURE GET +2/+0 UNTIL END OF TURN. |  | |  | [BLOOD GLUTTON](https://magicarena.fandom.com/wiki/Blood_Glutton) Black (5) CREATURE — VAMPIRE (4/3) LIFELINK (DAMAGE DEALT BY THIS CREATURE ALSO CAUSES YOU TO GAIN THAT MUCH LIFE.) |  | |  | [BLOODFELL CAVES](https://magicarena.fandom.com/wiki/Bloodfell_Caves) (0) LAND BLOODFELL CAVES ENTERS THE BATTLEFIELD TAPPED.  WHEN BLOODFELL CAVES ENTERS THE BATTLEFIELD, YOU GAIN 1 LIFE. Tap: ADD Black OR Red. |  | |  | [BLOSSOMING SANDS](https://magicarena.fandom.com/wiki/Blossoming_Sands) (0) LAND BLOSSOMING SANDS ENTERS THE BATTLEFIELD TAPPED.  WHEN BLOSSOMING SANDS ENTERS THE BATTLEFIELD, YOU GAIN 1 LIFE. Tap: ADD Green OR White. |  | |  | [BOLT HOUND](https://magicarena.fandom.com/wiki/Bolt_Hound) Red (3) CREATURE — ELEMENTAL DOG (2/2) HASTE (THIS CREATURE CAN ATTACK AND Tap AS SOON AS IT COMES UNDER YOUR CONTROL.)  WHENEVER BOLT HOUND ATTACKS, OTHER CREATURES YOU CONTROL GET +1/+0 UNTIL END OF TURN. |  | |  | [BONE PIT BRUTE](https://magicarena.fandom.com/wiki/Bone_Pit_Brute) RedRed (6) CREATURE — CYCLOPS (4/5) MENACE (THIS CREATURE CAN'T BE BLOCKED EXCEPT BY TWO OR MORE CREATURES.)  WHEN BONE PIT BRUTE ENTERS THE BATTLEFIELD, TARGET CREATURE GETS +4/+0 UNTIL END OF TURN. |  | |  | [BRASH TAUNTER](https://magicarena.fandom.com/wiki/Brash_Taunter) Red (5) CREATURE — GOBLIN (1/1) INDESTRUCTIBLE  WHENEVER BRASH TAUNTER IS DEALT DAMAGE, IT DEALS THAT MUCH DAMAGE TO TARGET OPPONENT. Red, Tap: BRASH TAUNTER FIGHTS ANOTHER TARGET CREATURE. |  | |  | [BURLFIST OAK](https://magicarena.fandom.com/wiki/Burlfist_Oak) GreenGreen (4) CREATURE — TREEFOLK (2/3) WHENEVER YOU DRAW A CARD, BURLFIST OAK GETS +2/+2 UNTIL END OF TURN. |  | |  | [BURN BRIGHT](https://magicarena.fandom.com/wiki/Burn_Bright) Red (3) INSTANT CREATURES YOU CONTROL GET +2/+0 UNTIL END OF TURN. |  | |  | [CAGED ZOMBIE](https://magicarena.fandom.com/wiki/Caged_Zombie) Black (3) CREATURE — ZOMBIE (2/3) Black, Tap: EACH OPPONENT LOSES 2 LIFE. ACTIVATE THIS ABILITY ONLY IF A CREATURE DIED THIS TURN. |  | |  | [CANCEL](https://magicarena.fandom.com/wiki/Cancel) BlueBlue (3) INSTANT COUNTER TARGET SPELL. |  | |  | [CANOPY STALKER](https://magicarena.fandom.com/wiki/Canopy_Stalker) Green (4) CREATURE — CAT (4/2) CANOPY STALKER MUST BE BLOCKED IF ABLE.  WHEN CANOPY STALKER DIES, YOU GAIN 1 LIFE FOR EACH CREATURE THAT DIED THIS TURN. |  | |  | [CAPTURE SPHERE](https://magicarena.fandom.com/wiki/Capture_Sphere) Blue (4) ENCHANTMENT — AURA FLASH (YOU MAY CAST THIS SPELL ANY TIME YOU COULD CAST AN INSTANT.)  ENCHANT CREATURE WHEN CAPTURE SPHERE ENTERS THE BATTLEFIELD, TAP ENCHANTED CREATURE. ENCHANTED CREATURE DOESN'T UNTAP DURING ITS CONTROLLER'S UNTAP STEP. |  | |  | [CARRION GRUB](https://magicarena.fandom.com/wiki/Carrion_Grub) Black (4) CREATURE — INSECT (0/5) CARRION GRUB GETS +X/+0, WHERE X IS THE GREATEST POWER AMONG CREATURE CARDS IN YOUR GRAVEYARD.  WHEN CARRION GRUB ENTERS THE BATTLEFIELD, MILL FOUR CARDS. (PUT THE TOP FOUR CARDS OF YOUR LIBRARY INTO YOUR GRAVEYARD.) |  | |  | [CELESTIAL ENFORCER](https://magicarena.fandom.com/wiki/Celestial_Enforcer) White (3) CREATURE — HUMAN CLERIC (2/3) White, Tap: TAP TARGET CREATURE. ACTIVATE THIS ABILITY ONLY IF YOU CONTROL A CREATURE WITH FLYING. |  | |  | [CHANDRA, FLAME'S CATALYST](https://magicarena.fandom.com/wiki/Chandra,_Flame%27s_Catalyst) RedRed (6) LEGENDARY PLANESWALKER — CHANDRA (5) +1: CHANDRA, FLAME'S CATALYST DEALS 3 DAMAGE TO EACH OPPONENT.  −2: YOU MAY CAST TARGET RED INSTANT OR SORCERY CARD FROM YOUR GRAVEYARD. IF THAT SPELL WOULD BE PUT INTO YOUR GRAVEYARD THIS TURN, EXILE IT INSTEAD. −8: DISCARD YOUR HAND, THEN DRAW SEVEN CARDS. UNTIL END OF TURN, YOU MAY CAST SPELLS FROM YOUR HAND WITHOUT PAYING THEIR MANA COSTS. |  | |  | [CHANDRA, HEART OF FIRE](https://magicarena.fandom.com/wiki/Chandra,_Heart_of_Fire) RedRed (5) LEGENDARY PLANESWALKER — CHANDRA (5) +1: DISCARD YOUR HAND, THEN EXILE THE TOP THREE CARDS OF YOUR LIBRARY. UNTIL END OF TURN, YOU MAY PLAY CARDS EXILED THIS WAY.  +1: CHANDRA, HEART OF FIRE DEALS 2 DAMAGE TO ANY TARGET. −9: SEARCH YOUR GRAVEYARD AND LIBRARY FOR ANY NUMBER OF RED INSTANT AND/OR SORCERY CARDS, EXILE THEM, THEN SHUFFLE YOUR LIBRARY. YOU MAY CAST THEM THIS TURN. ADD SIX Red. |  | |  | [CHANDRA'S FIREMAW](https://magicarena.fandom.com/wiki/Chandra%27s_Firemaw) RedRed (5) CREATURE — HELLION (4/2) HASTE  WHEN CHANDRA'S FIREMAW ENTERS THE BATTLEFIELD, YOU MAY SEARCH YOUR LIBRARY AND/OR GRAVEYARD FOR A CARD NAMED CHANDRA, FLAME'S CATALYST, REVEAL IT, AND PUT IT INTO YOUR HAND. IF YOU SEARCH YOUR LIBRARY THIS WAY, SHUFFLE IT. |  | |  | [CHANDRA'S INCINERATOR](https://magicarena.fandom.com/wiki/Chandra%27s_Incinerator) Red (6) CREATURE — ELEMENTAL (6/6) THIS SPELL COSTS  LESS TO CAST, WHERE X IS THE TOTAL AMOUNT OF NONCOMBAT DAMAGE DEALT TO YOUR OPPONENTS THIS TURN.  TRAMPLE WHENEVER A SOURCE YOU CONTROL DEALS NONCOMBAT DAMAGE TO AN OPPONENT, CHANDRA'S INCINERATOR DEALS THAT MUCH DAMAGE TO TARGET CREATURE OR PLANESWALKER THAT PLAYER CONTROLS. |  | |  | [CHANDRA'S MAGMUTT](https://magicarena.fandom.com/wiki/Chandra%27s_Magmutt) Red (2) CREATURE — ELEMENTAL DOG (2/2) Tap: CHANDRA'S MAGMUTT DEALS 1 DAMAGE TO TARGET PLAYER OR PLANESWALKER. |  | |  | [CHANDRA'S PYRELING](https://magicarena.fandom.com/wiki/Chandra%27s_Pyreling) Red (2) CREATURE — ELEMENTAL LIZARD (1/3) WHENEVER A SOURCE YOU CONTROL DEALS NONCOMBAT DAMAGE TO AN OPPONENT, CHANDRA'S PYRELING GETS +1/+0 AND GAINS DOUBLE STRIKE UNTIL END OF TURN. (IT DEALS BOTH FIRST-STRIKE AND REGULAR COMBAT DAMAGE.) |  | |  | [CHROMATIC ORRERY](https://magicarena.fandom.com/wiki/Chromatic_Orrery)  (7) LEGENDARY ARTIFACT YOU MAY SPEND MANA AS THOUGH IT WERE MANA OF ANY COLOR.  Tap: ADD . , Tap: DRAW A CARD FOR EACH COLOR AMONG PERMANENTS YOU CONTROL. |  | |  | [CHROME REPLICATOR](https://magicarena.fandom.com/wiki/Chrome_Replicator)  (5) ARTIFACT CREATURE — CONSTRUCT (4/4) WHEN CHROME REPLICATOR ENTERS THE BATTLEFIELD, IF YOU CONTROL TWO OR MORE NONLAND, NONTOKEN PERMANENTS WITH THE SAME NAME AS ONE ANOTHER, CREATE A 4/4 COLORLESS CONSTRUCT ARTIFACT CREATURE TOKEN. |  | |  | [COLOSSAL DREADMAW](https://magicarena.fandom.com/wiki/Colossal_Dreadmaw) GreenGreen (6) CREATURE — DINOSAUR (6/6) TRAMPLE (THIS CREATURE CAN DEAL EXCESS COMBAT DAMAGE TO THE PLAYER OR PLANESWALKER IT'S ATTACKING.) |  | |  | [CONCLAVE MENTOR](https://magicarena.fandom.com/wiki/Conclave_Mentor) GreenWhite (2) CREATURE — CENTAUR CLERIC (2/2) IF ONE OR MORE +1/+1 COUNTERS WOULD BE PUT ON A CREATURE YOU CONTROL, THAT MANY PLUS ONE +1/+1 COUNTERS ARE PUT ON THAT CREATURE INSTEAD.  WHEN CONCLAVE MENTOR DIES, YOU GAIN LIFE EQUAL TO ITS POWER. |  | |  | [CONCORDIA PEGASUS](https://magicarena.fandom.com/wiki/Concordia_Pegasus) White (2) CREATURE — PEGASUS (1/3) FLYING |  | |  | [CONSPICUOUS SNOOP](https://magicarena.fandom.com/wiki/Conspicuous_Snoop) RedRed (2) CREATURE — GOBLIN ROGUE (2/2) PLAY WITH THE TOP CARD OF YOUR LIBRARY REVEALED.  YOU MAY CAST GOBLIN SPELLS FROM THE TOP OF YOUR LIBRARY. AS LONG AS THE TOP CARD OF YOUR LIBRARY IS A GOBLIN CARD, CONSPICUOUS SNOOP HAS ALL ACTIVATED ABILITIES OF THAT CARD. |  | |  | [CONTAINMENT PRIEST](https://magicarena.fandom.com/wiki/Containment_Priest) White (2) CREATURE — HUMAN CLERIC (2/2) FLASH  IF A NONTOKEN CREATURE WOULD ENTER THE BATTLEFIELD AND IT WASN'T CAST, EXILE IT INSTEAD. |  | |  | [CRASH THROUGH](https://magicarena.fandom.com/wiki/Crash_Through) Red (1) SORCERY CREATURES YOU CONTROL GAIN TRAMPLE UNTIL END OF TURN. (A CREATURE WITH TRAMPLE CAN DEAL EXCESS COMBAT DAMAGE TO THE PLAYER OR PLANESWALKER IT'S ATTACKING.)  DRAW A CARD. |  | |  | [CRYPT LURKER](https://magicarena.fandom.com/wiki/Crypt_Lurker) Black (4) CREATURE — HORROR (3/4) WHEN CRYPT LURKER ENTERS THE BATTLEFIELD, YOU MAY SACRIFICE A CREATURE OR DISCARD A CREATURE CARD. IF YOU DO, DRAW A CARD. |  | |  | [CULTIVATE](https://magicarena.fandom.com/wiki/Cultivate) Green (3) SORCERY SEARCH YOUR LIBRARY FOR UP TO TWO BASIC LAND CARDS, REVEAL THOSE CARDS, AND PUT ONE ONTO THE BATTLEFIELD TAPPED AND THE OTHER INTO YOUR HAND. THEN SHUFFLE YOUR LIBRARY. |  | |  | [DAYBREAK CHARGER](https://magicarena.fandom.com/wiki/Daybreak_Charger) White (2) CREATURE — UNICORN (3/1) WHEN DAYBREAK CHARGER ENTERS THE BATTLEFIELD, TARGET CREATURE GETS +2/+0 UNTIL END OF TURN. |  | |  | [DEATHBLOOM THALLID](https://magicarena.fandom.com/wiki/Deathbloom_Thallid) Black (3) CREATURE — FUNGUS (3/2) WHEN DEATHBLOOM THALLID DIES, CREATE A 1/1 GREEN SAPROLING CREATURE TOKEN. |  | |  | [DEFIANT STRIKE](https://magicarena.fandom.com/wiki/Defiant_Strike) White (1) INSTANT TARGET CREATURE GETS +1/+0 UNTIL END OF TURN.  DRAW A CARD. |  | |  | [DEMONIC EMBRACE](https://magicarena.fandom.com/wiki/Demonic_Embrace) BlackBlack (3) ENCHANTMENT — AURA ENCHANT CREATURE  ENCHANTED CREATURE GETS +3/+1, HAS FLYING, AND IS A DEMON IN ADDITION TO ITS OTHER TYPES. YOU MAY CAST DEMONIC EMBRACE FROM YOUR GRAVEYARD BY PAYING 3 LIFE AND DISCARDING A CARD IN ADDITION TO PAYING ITS OTHER COSTS. |  | |  | [DESTRUCTIVE TAMPERING](https://magicarena.fandom.com/wiki/Destructive_Tampering) Red (3) SORCERY CHOOSE ONE —  • DESTROY TARGET ARTIFACT. • CREATURES WITHOUT FLYING CAN'T BLOCK THIS TURN. |  | |  | [DIRE FLEET WARMONGER](https://magicarena.fandom.com/wiki/Dire_Fleet_Warmonger) BlackRed (3) CREATURE — ORC PIRATE (3/3) AT THE BEGINNING OF COMBAT ON YOUR TURN, YOU MAY SACRIFICE ANOTHER CREATURE. IF YOU DO, DIRE FLEET WARMONGER GETS +2/+2 AND GAINS TRAMPLE UNTIL END OF TURN. (IT CAN DEAL EXCESS COMBAT DAMAGE TO THE PLAYER OR PLANESWALKER IT'S ATTACKING.) |  | |  | [DISCONTINUITY](https://magicarena.fandom.com/wiki/Discontinuity) BlueBlueBlue (6) INSTANT AS LONG AS IT'S YOUR TURN, THIS SPELL COSTS BlueBlue LESS TO CAST.  END THE TURN. (EXILE ALL SPELLS AND ABILITIES FROM THE STACK, INCLUDING THIS CARD. THE PLAYER WHOSE TURN IT IS DISCARDS DOWN TO THEIR MAXIMUM HAND SIZE. DAMAGE WEARS OFF, AND "THIS TURN" AND "UNTIL END OF TURN" EFFECTS END.) |  | |  | [DISMAL BACKWATER](https://magicarena.fandom.com/wiki/Dismal_Backwater) (0) LAND DISMAL BACKWATER ENTERS THE BATTLEFIELD TAPPED.  WHEN DISMAL BACKWATER ENTERS THE BATTLEFIELD, YOU GAIN 1 LIFE. Tap: ADD Blue OR Black. |  | |  | [DOUBLE VISION](https://magicarena.fandom.com/wiki/Double_Vision) RedRed (5) ENCHANTMENT WHENEVER YOU CAST YOUR FIRST INSTANT OR SORCERY SPELL EACH TURN, COPY THAT SPELL. YOU MAY CHOOSE NEW TARGETS FOR THE COPY. |  | |  | [DROWSING TYRANNODON](https://magicarena.fandom.com/wiki/Drowsing_Tyrannodon) Green (2) CREATURE — DINOSAUR (3/3) DEFENDER (THIS CREATURE CAN'T ATTACK.)  AS LONG AS YOU CONTROL A CREATURE WITH POWER 4 OR GREATER, DROWSING TYRANNODON CAN ATTACK AS THOUGH IT DIDN'T HAVE DEFENDER. |  | |  | [DUB](https://magicarena.fandom.com/wiki/Dub) White (3) ENCHANTMENT — AURA ENCHANT CREATURE  ENCHANTED CREATURE GETS +2/+2, HAS FIRST STRIKE, AND IS A KNIGHT IN ADDITION TO ITS OTHER TYPES. (IT DEALS COMBAT DAMAGE BEFORE CREATURES WITHOUT FIRST STRIKE.) |  | |  | [DURESS](https://magicarena.fandom.com/wiki/Duress) Black (1) SORCERY TARGET OPPONENT REVEALS THEIR HAND. YOU CHOOSE A NONCREATURE, NONLAND CARD FROM IT. THAT PLAYER DISCARDS THAT CARD. |  | |  | [ELDER GARGAROTH](https://magicarena.fandom.com/wiki/Elder_Gargaroth) GreenGreen (5) CREATURE — BEAST (6/6) VIGILANCE, REACH, TRAMPLE  WHENEVER ELDER GARGAROTH ATTACKS OR BLOCKS, CHOOSE ONE — • CREATE A 3/3 GREEN BEAST CREATURE TOKEN. • YOU GAIN 3 LIFE. • DRAW A CARD. |  | |  | [ELIMINATE](https://magicarena.fandom.com/wiki/Eliminate) Black (2) INSTANT DESTROY TARGET CREATURE OR PLANESWALKER WITH CONVERTED MANA COST 3 OR LESS. |  | |  | [ENTHRALLING HOLD](https://magicarena.fandom.com/wiki/Enthralling_Hold) BlueBlue (5) ENCHANTMENT — AURA ENCHANT CREATURE  YOU CAN'T CHOOSE AN UNTAPPED CREATURE AS THIS SPELL'S TARGET AS YOU CAST IT. YOU CONTROL ENCHANTED CREATURE. |  | |  | [EPITAPH GOLEM](https://magicarena.fandom.com/wiki/Epitaph_Golem)  (5) ARTIFACT CREATURE — GOLEM (3/5) : PUT TARGET CARD FROM YOUR GRAVEYARD ON THE BOTTOM OF YOUR LIBRARY. |  | |  | [EXPERIMENTAL OVERLOAD](https://magicarena.fandom.com/wiki/Experimental_Overload) BlueRed (4) SORCERY CREATE AN X/X BLUE AND RED WEIRD CREATURE TOKEN, WHERE X IS THE NUMBER OF INSTANT AND SORCERY CARDS IN YOUR GRAVEYARD. THEN YOU MAY RETURN AN INSTANT OR SORCERY CARD FROM YOUR GRAVEYARD TO YOUR HAND. EXILE EXPERIMENTAL OVERLOAD. |  | |  | [FABLED PASSAGE](https://magicarena.fandom.com/wiki/Fabled_Passage) (0) LAND Tap, SACRIFICE FABLED PASSAGE: SEARCH YOUR LIBRARY FOR A BASIC LAND CARD, PUT IT ONTO THE BATTLEFIELD TAPPED, THEN SHUFFLE YOUR LIBRARY. THEN IF YOU CONTROL FOUR OR MORE LANDS, UNTAP THAT LAND. |  | |  | [FAITH'S FETTERS](https://magicarena.fandom.com/wiki/Faith%27s_Fetters) White (4) ENCHANTMENT — AURA ENCHANT PERMANENT  WHEN FAITH'S FETTERS ENTERS THE BATTLEFIELD, YOU GAIN 4 LIFE. ENCHANTED PERMANENT CAN'T ATTACK OR BLOCK, AND ITS ACTIVATED ABILITIES CAN'T BE ACTIVATED UNLESS THEY'RE MANA ABILITIES. |  | |  | [FALCONER ADEPT](https://magicarena.fandom.com/wiki/Falconer_Adept) White (4) CREATURE — HUMAN SOLDIER (2/3) WHENEVER FALCONER ADEPT ATTACKS, CREATE A 1/1 WHITE BIRD CREATURE TOKEN WITH FLYING THAT'S TAPPED AND ATTACKING. |  | |  | [FEAT OF RESISTANCE](https://magicarena.fandom.com/wiki/Feat_of_Resistance) White (2) INSTANT PUT A +1/+1 COUNTER ON TARGET CREATURE YOU CONTROL. IT GAINS PROTECTION FROM THE COLOR OF YOUR CHOICE UNTIL END OF TURN. (IT CAN'T BE BLOCKED, TARGETED, DEALT DAMAGE, ENCHANTED, OR EQUIPPED BY ANYTHING OF THAT COLOR.) |  | |  | [FELINE SOVEREIGN](https://magicarena.fandom.com/wiki/Feline_Sovereign) Green (3) CREATURE — CAT (2/3) OTHER CATS YOU CONTROL GET +1/+1 AND HAVE PROTECTION FROM DOGS.  WHENEVER ONE OR MORE CATS YOU CONTROL DEAL COMBAT DAMAGE TO A PLAYER, DESTROY UP TO ONE TARGET ARTIFACT OR ENCHANTMENT THAT PLAYER CONTROLS. |  | |  | [FETID IMP](https://magicarena.fandom.com/wiki/Fetid_Imp) Black (2) CREATURE — IMP (1/2) FLYING  Black: FETID IMP GAINS DEATHTOUCH UNTIL END OF TURN. (ANY AMOUNT OF DAMAGE IT DEALS TO A CREATURE IS ENOUGH TO DESTROY IT.) |  | |  | [FIERCE EMPATH](https://magicarena.fandom.com/wiki/Fierce_Empath) Green (3) CREATURE — ELF (1/1) WHEN FIERCE EMPATH ENTERS THE BATTLEFIELD, YOU MAY SEARCH YOUR LIBRARY FOR A CREATURE CARD WITH CONVERTED MANA COST 6 OR GREATER, REVEAL IT, PUT IT INTO YOUR HAND, THEN SHUFFLE YOUR LIBRARY. |  | |  | [FIERY EMANCIPATION](https://magicarena.fandom.com/wiki/Fiery_Emancipation) RedRedRed (6) ENCHANTMENT IF A SOURCE YOU CONTROL WOULD DEAL DAMAGE TO A PERMANENT OR PLAYER, IT DEALS TRIPLE THAT DAMAGE TO THAT PERMANENT OR PLAYER INSTEAD. |  | |  | [FINISHING BLOW](https://magicarena.fandom.com/wiki/Finishing_Blow) Black (5) INSTANT DESTROY TARGET CREATURE OR PLANESWALKER. |  | |  | [FOREST](https://magicarena.fandom.com/wiki/Forest) (0) BASIC LAND — FOREST |  | |  | [FORGOTTEN SENTINEL](https://magicarena.fandom.com/wiki/Forgotten_Sentinel)  (4) ARTIFACT CREATURE — GOLEM (4/3) FORGOTTEN SENTINEL ENTERS THE BATTLEFIELD TAPPED. |  | |  | [FRANTIC INVENTORY](https://magicarena.fandom.com/wiki/Frantic_Inventory) Blue (2) INSTANT DRAW A CARD, THEN DRAW CARDS EQUAL TO THE NUMBER OF CARDS NAMED FRANTIC INVENTORY IN YOUR GRAVEYARD. |  | |  | [FROST BREATH](https://magicarena.fandom.com/wiki/Frost_Breath) Blue (3) INSTANT TAP UP TO TWO TARGET CREATURES. THOSE CREATURES DON'T UNTAP DURING THEIR CONTROLLER'S NEXT UNTAP STEP. |  | |  | [FUNGAL REBIRTH](https://magicarena.fandom.com/wiki/Fungal_Rebirth) Green (3) INSTANT RETURN TARGET PERMANENT CARD FROM YOUR GRAVEYARD TO YOUR HAND. IF A CREATURE DIED THIS TURN, CREATE TWO 1/1 GREEN SAPROLING CREATURE TOKENS. |  | |  | [FURIOUS RISE](https://magicarena.fandom.com/wiki/Furious_Rise) Red (3) ENCHANTMENT AT THE BEGINNING OF YOUR END STEP, IF YOU CONTROL A CREATURE WITH POWER 4 OR GREATER, EXILE THE TOP CARD OF YOUR LIBRARY. YOU MAY PLAY THAT CARD UNTIL YOU EXILE ANOTHER CARD WITH FURIOUS RISE. |  | |  | [FUROR OF THE BITTEN](https://magicarena.fandom.com/wiki/Furor_of_the_Bitten) Red (1) ENCHANTMENT — AURA ENCHANT CREATURE  ENCHANTED CREATURE GETS +2/+2 AND ATTACKS EACH COMBAT IF ABLE. |  | |  | [GADRAK, THE CROWN-SCOURGE](https://magicarena.fandom.com/wiki/Gadrak,_the_Crown-Scourge) Red (3) LEGENDARY CREATURE — DRAGON (5/4) FLYING  GADRAK, THE CROWN-SCOURGE CAN'T ATTACK UNLESS YOU CONTROL FOUR OR MORE ARTIFACTS. AT THE BEGINNING OF YOUR END STEP, CREATE A TREASURE TOKEN FOR EACH NONTOKEN CREATURE THAT DIED THIS TURN. (IT'S AN ARTIFACT WITH "Tap, SACRIFICE THIS ARTIFACT: ADD ONE MANA OF ANY COLOR.") |  | |  | [GALE SWOOPER](https://magicarena.fandom.com/wiki/Gale_Swooper) White (4) CREATURE — GRIFFIN (3/2) FLYING  WHEN GALE SWOOPER ENTERS THE BATTLEFIELD, TARGET CREATURE GAINS FLYING UNTIL END OF TURN. |  | |  | [GARRUK, SAVAGE HERALD](https://magicarena.fandom.com/wiki/Garruk,_Savage_Herald) GreenGreen (6) LEGENDARY PLANESWALKER — GARRUK (5) +1: REVEAL THE TOP CARD OF YOUR LIBRARY. IF IT'S A CREATURE CARD, PUT IT INTO YOUR HAND. OTHERWISE, PUT IT ON THE BOTTOM OF YOUR LIBRARY.  −2: TARGET CREATURE YOU CONTROL DEALS DAMAGE EQUAL TO ITS POWER TO ANOTHER TARGET CREATURE. −7: UNTIL END OF TURN, CREATURES YOU CONTROL GAIN "YOU MAY HAVE THIS CREATURE ASSIGN ITS COMBAT DAMAGE AS THOUGH IT WEREN'T BLOCKED." |  | |  | [GARRUK, UNLEASHED](https://magicarena.fandom.com/wiki/Garruk,_Unleashed) GreenGreen (4) LEGENDARY PLANESWALKER — GARRUK (4) +1: UP TO ONE TARGET CREATURE GETS +3/+3 AND GAINS TRAMPLE UNTIL END OF TURN.  −2: CREATE A 3/3 GREEN BEAST CREATURE TOKEN. THEN IF AN OPPONENT CONTROLS MORE CREATURES THAN YOU, PUT A LOYALTY COUNTER ON GARRUK, UNLEASHED. −7: YOU GET AN EMBLEM WITH "AT THE BEGINNING OF YOUR END STEP, YOU MAY SEARCH YOUR LIBRARY FOR A CREATURE CARD, PUT IT ONTO THE BATTLEFIELD, THEN SHUFFLE YOUR LIBRARY." |  | |  | [GARRUK'S GOREHORN](https://magicarena.fandom.com/wiki/Garruk%27s_Gorehorn) Green (5) CREATURE — BEAST (7/3) |  | |  | [GARRUK'S HARBINGER](https://magicarena.fandom.com/wiki/Garruk%27s_Harbinger) GreenGreen (3) CREATURE — BEAST (4/3) HEXPROOF FROM BLACK  WHENEVER GARRUK'S HARBINGER DEALS COMBAT DAMAGE TO A PLAYER OR PLANESWALKER, LOOK AT THAT MANY CARDS FROM THE TOP OF YOUR LIBRARY. YOU MAY REVEAL A CREATURE CARD OR GARRUK PLANESWALKER CARD FROM AMONG THEM AND PUT IT INTO YOUR HAND. PUT THE REST ON THE BOTTOM OF YOUR LIBRARY IN A RANDOM ORDER. |  | |  | [GARRUK'S UPRISING](https://magicarena.fandom.com/wiki/Garruk%27s_Uprising) Green (3) ENCHANTMENT WHEN GARRUK'S UPRISING ENTERS THE BATTLEFIELD, IF YOU CONTROL A CREATURE WITH POWER 4 OR GREATER, DRAW A CARD.  CREATURES YOU CONTROL HAVE TRAMPLE. (THEY CAN DEAL EXCESS COMBAT DAMAGE TO THE PLAYER OR PLANESWALKER THEY'RE ATTACKING.) WHENEVER A CREATURE WITH POWER 4 OR GREATER ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, DRAW A CARD. |  | |  | [GARRUK'S WARSTEED](https://magicarena.fandom.com/wiki/Garruk%27s_Warsteed) GreenGreen (5) CREATURE — RHINO (3/5) VIGILANCE  WHEN GARRUK'S WARSTEED ENTERS THE BATTLEFIELD, YOU MAY SEARCH YOUR LIBRARY AND/OR GRAVEYARD FOR A CARD NAMED GARRUK, SAVAGE HERALD, REVEAL IT, AND PUT IT INTO YOUR HAND. IF YOU SEARCH YOUR LIBRARY THIS WAY, SHUFFLE IT. |  | |  | [GHOSTLY PILFERER](https://magicarena.fandom.com/wiki/Ghostly_Pilferer) Blue (2) CREATURE — SPIRIT ROGUE (2/1) WHENEVER GHOSTLY PILFERER BECOMES UNTAPPED, YOU MAY PAY . IF YOU DO, DRAW A CARD.  WHENEVER AN OPPONENT CASTS A SPELL FROM ANYWHERE OTHER THAN THEIR HAND, DRAW A CARD. DISCARD A CARD: GHOSTLY PILFERER CAN'T BE BLOCKED THIS TURN. |  | |  | [GLOOM SOWER](https://magicarena.fandom.com/wiki/Gloom_Sower) BlackBlack (7) CREATURE — HORROR (8/6) WHENEVER GLOOM SOWER BECOMES BLOCKED BY A CREATURE, THAT CREATURE'S CONTROLLER LOSES 2 LIFE AND YOU GAIN 2 LIFE. |  | |  | [GLORIOUS ANTHEM](https://magicarena.fandom.com/wiki/Glorious_Anthem) WhiteWhite (3) ENCHANTMENT CREATURES YOU CONTROL GET +1/+1. |  | |  | [GNARLED SAGE](https://magicarena.fandom.com/wiki/Gnarled_Sage) GreenGreen (5) CREATURE — TREEFOLK DRUID (4/4) REACH (THIS CREATURE CAN BLOCK CREATURES WITH FLYING.)  AS LONG AS YOU'VE DRAWN TWO OR MORE CARDS THIS TURN, GNARLED SAGE GETS +0/+2 AND HAS VIGILANCE. (ATTACKING DOESN'T CAUSE IT TO TAP.) |  | |  | [GOBLIN ARSONIST](https://magicarena.fandom.com/wiki/Goblin_Arsonist) Red (1) CREATURE — GOBLIN SHAMAN (1/1) WHEN GOBLIN ARSONIST DIES, YOU MAY HAVE IT DEAL 1 DAMAGE TO ANY TARGET. |  | |  | [GOBLIN WIZARDRY](https://magicarena.fandom.com/wiki/Goblin_Wizardry) Red (4) INSTANT CREATE TWO 1/1 RED GOBLIN WIZARD CREATURE TOKENS WITH PROWESS. (WHENEVER YOU CAST A NONCREATURE SPELL, THEY GET +1/+1 UNTIL END OF TURN.) |  | |  | [GOREMAND](https://magicarena.fandom.com/wiki/Goremand) BlackBlack (6) CREATURE — DEMON (5/5) AS AN ADDITIONAL COST TO CAST THIS SPELL, SACRIFICE A CREATURE.  FLYING TRAMPLE (THIS CREATURE CAN DEAL EXCESS COMBAT DAMAGE TO THE PLAYER OR PLANESWALKER IT'S ATTACKING.) WHEN GOREMAND ENTERS THE BATTLEFIELD, EACH OPPONENT SACRIFICES A CREATURE. |  | |  | [GRASP OF DARKNESS](https://magicarena.fandom.com/wiki/Grasp_of_Darkness) BlackBlack (2) INSTANT TARGET CREATURE GETS -4/-4 UNTIL END OF TURN. |  | |  | [GRIFFIN AERIE](https://magicarena.fandom.com/wiki/Griffin_Aerie) White (2) ENCHANTMENT AT THE BEGINNING OF YOUR END STEP, IF YOU GAINED 3 OR MORE LIFE THIS TURN, CREATE A 2/2 WHITE GRIFFIN CREATURE TOKEN WITH FLYING. |  | |  | [GRIM TUTOR](https://magicarena.fandom.com/wiki/Grim_Tutor) BlackBlack (3) SORCERY SEARCH YOUR LIBRARY FOR A CARD, PUT THAT CARD INTO YOUR HAND, THEN SHUFFLE YOUR LIBRARY. YOU LOSE 3 LIFE. |  | |  | [HAVOC JESTER](https://magicarena.fandom.com/wiki/Havoc_Jester) Red (5) CREATURE — DEVIL (5/5) WHENEVER YOU SACRIFICE A PERMANENT, HAVOC JESTER DEALS 1 DAMAGE TO ANY TARGET. |  | |  | [HEARTFIRE IMMOLATOR](https://magicarena.fandom.com/wiki/Heartfire_Immolator) Red (2) CREATURE — HUMAN WIZARD (2/2) PROWESS (WHENEVER YOU CAST A NONCREATURE SPELL, THIS CREATURE GETS +1/+1 UNTIL END OF TURN.)  Red, SACRIFICE HEARTFIRE IMMOLATOR: IT DEALS DAMAGE EQUAL TO ITS POWER TO TARGET CREATURE OR PLANESWALKER. |  | |  | [HELLKITE PUNISHER](https://magicarena.fandom.com/wiki/Hellkite_Punisher) RedRed (7) CREATURE — DRAGON (6/6) FLYING  Red: HELLKITE PUNISHER GETS +1/+0 UNTIL END OF TURN. |  | |  | [HEROIC INTERVENTION](https://magicarena.fandom.com/wiki/Heroic_Intervention) Green (2) INSTANT PERMANENTS YOU CONTROL GAIN HEXPROOF AND INDESTRUCTIBLE UNTIL END OF TURN. |  | |  | [HISTORIAN OF ZHALFIR](https://magicarena.fandom.com/wiki/Historian_of_Zhalfir) BlueBlue (4) CREATURE — HUMAN WIZARD (3/3) WHENEVER HISTORIAN OF ZHALFIR ATTACKS, IF YOU CONTROL A TEFERI PLANESWALKER, DRAW A CARD. |  | |  | [HOBBLEFIEND](https://magicarena.fandom.com/wiki/Hobblefiend) Red (2) CREATURE — DEVIL (2/1) TRAMPLE (THIS CREATURE CAN DEAL EXCESS COMBAT DAMAGE TO THE PLAYER OR PLANESWALKER IT'S ATTACKING.)  , SACRIFICE ANOTHER CREATURE: PUT A +1/+1 COUNTER ON HOBBLEFIEND. |  | |  | [HOODED BLIGHTFANG](https://magicarena.fandom.com/wiki/Hooded_Blightfang) Black (3) CREATURE — SNAKE (1/4) DEATHTOUCH  WHENEVER A CREATURE YOU CONTROL WITH DEATHTOUCH ATTACKS, EACH OPPONENT LOSES 1 LIFE AND YOU GAIN 1 LIFE. WHENEVER A CREATURE YOU CONTROL WITH DEATHTOUCH DEALS DAMAGE TO A PLANESWALKER, DESTROY THAT PLANESWALKER. |  | |  | [HUNTER'S EDGE](https://magicarena.fandom.com/wiki/Hunter%27s_Edge) Green (4) SORCERY PUT A +1/+1 COUNTER ON TARGET CREATURE YOU CONTROL. THEN THAT CREATURE DEALS DAMAGE EQUAL TO ITS POWER TO TARGET CREATURE YOU DON'T CONTROL. |  | |  | [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. |  | |  | [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. |  | |  | [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. |  | |  | [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." |  | |  | [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. |  | |  | [ISLAND](https://magicarena.fandom.com/wiki/Island) (0) BASIC LAND — ISLAND |  | |  | [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. |  | |  | [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. |  | |  | [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. |  | |  | [KAERVEK, THE SPITEFUL](https://magicarena.fandom.com/wiki/Kaervek,_the_Spiteful) BlackBlack (4) LEGENDARY CREATURE — HUMAN WARLOCK (3/2) OTHER CREATURES GET -1/-1. |  | |  | [KEEN GLIDEMASTER](https://magicarena.fandom.com/wiki/Keen_Glidemaster) Blue (2) CREATURE — HUMAN SOLDIER (2/1) Blue: TARGET CREATURE GAINS FLYING UNTIL END OF TURN. |  | |  | [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. |  | |  | [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. |  | |  | [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. |  | |  | [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. |  | |  | [LEGION'S JUDGMENT](https://magicarena.fandom.com/wiki/Legion%27s_Judgment) White (3) SORCERY DESTROY TARGET CREATURE WITH POWER 4 OR GREATER. |  | |  | [LIBRARY LARCENIST](https://magicarena.fandom.com/wiki/Library_Larcenist) Blue (3) CREATURE — MERFOLK ROGUE (1/2) WHENEVER LIBRARY LARCENIST ATTACKS, DRAW A CARD. |  | |  | [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. |  | |  | [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." |  | |  | [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, 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 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 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 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. |  | |  | [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. |  | |  | [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. |  | |  | [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. |  | |  | [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. |  | |  | [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.) |  | |  | [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. |  | |  | [MASKED BLACKGUARD](https://magicarena.fandom.com/wiki/Masked_Blackguard) Black (2) CREATURE — HUMAN ROGUE (2/1) FLASH (YOU MAY CAST THIS SPELL ANY TIME YOU COULD CAST AN INSTANT.)  Black: MASKED BLACKGUARD GETS +1/+1 UNTIL END OF TURN. |  | |  | [MASSACRE 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. |  | |  | [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. |  | |  | [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. |  | |  | [MIND ROT](https://magicarena.fandom.com/wiki/Mind_Rot) Black (3) SORCERY TARGET PLAYER DISCARDS TWO CARDS. |  | |  | [MISCAST](https://magicarena.fandom.com/wiki/Miscast) Blue (1) INSTANT COUNTER TARGET INSTANT OR SORCERY SPELL UNLESS ITS CONTROLLER PAYS . |  | |  | [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.) |  | |  | [MOUNTAIN](https://magicarena.fandom.com/wiki/Mountain) (0) BASIC LAND — MOUNTAIN |  | |  | [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. |  | |  | [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. |  | |  | [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. |  | |  | [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. |  | |  | [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. |  | |  | [ONAKKE OGRE](https://magicarena.fandom.com/wiki/Onakke_Ogre) Red (3) CREATURE — OGRE WARRIOR (4/2) |  | |  | [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. |  | |  | [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. |  | |  | [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. |  | |  | [PALLADIUM MYR](https://magicarena.fandom.com/wiki/Palladium_Myr)  (3) ARTIFACT CREATURE — MYR (2/2) Tap: ADD . |  | |  | [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. |  | |  | [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. |  | |  | [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. |  | |  | [PLAINS](https://magicarena.fandom.com/wiki/Plains) (0) BASIC LAND — PLAINS |  | |  | [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. |  | |  | [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. |  | |  | [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.) |  | |  | [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. |  | |  | [PRISMITE](https://magicarena.fandom.com/wiki/Prismite)  (2) ARTIFACT CREATURE — GOLEM (2/1) : ADD ONE MANA OF ANY COLOR. |  | |  | [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. |  | |  | [QUIRION DRYAD](https://magicarena.fandom.com/wiki/Quirion_Dryad) Green (2) CREATURE — DRYAD (1/1) WHENEVER YOU CAST A SPELL THAT'S WHITE, BLUE, BLACK, OR RED, PUT A +1/+1 COUNTER ON QUIRION DRYAD. |  | |  | [RADHA, HEART OF KELD](https://magicarena.fandom.com/wiki/Radha,_Heart_of_Keld) RedGreen (3) LEGENDARY CREATURE — ELF WARRIOR (3/3) AS LONG AS IT'S YOUR TURN, RADHA, HEART OF KELD HAS FIRST STRIKE.  YOU MAY LOOK AT THE TOP CARD OF YOUR LIBRARY ANY TIME, AND YOU MAY PLAY LANDS FROM THE TOP OF YOUR LIBRARY. RedGreen: RADHA GETS +X/+X UNTIL END OF TURN, WHERE X IS THE NUMBER OF LANDS YOU CONTROL. |  | |  | [RADIANT FOUNTAIN](https://magicarena.fandom.com/wiki/Radiant_Fountain) (0) LAND WHEN RADIANT FOUNTAIN ENTERS THE BATTLEFIELD, YOU GAIN 2 LIFE.  Tap: ADD . |  | |  | [RAIN OF REVELATION](https://magicarena.fandom.com/wiki/Rain_of_Revelation) Blue (4) INSTANT DRAW THREE CARDS, THEN DISCARD A CARD. |  | |  | [RAMBUNCTIOUS MUTT](https://magicarena.fandom.com/wiki/Rambunctious_Mutt) WhiteWhite (5) CREATURE — DOG (3/4) WHEN RAMBUNCTIOUS MUTT ENTERS THE BATTLEFIELD, DESTROY TARGET ARTIFACT OR ENCHANTMENT AN OPPONENT CONTROLS. |  | |  | [RANGER'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.) |  | |  | [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. |  | |  | [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. |  | |  | [REVITALIZE](https://magicarena.fandom.com/wiki/Revitalize) White (2) INSTANT YOU GAIN 3 LIFE.  DRAW A CARD. |  | |  | [REWIND](https://magicarena.fandom.com/wiki/Rewind) BlueBlue (4) INSTANT COUNTER TARGET SPELL. UNTAP UP TO FOUR LANDS. |  | |  | [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.) |  | |  | [RISE AGAIN](https://magicarena.fandom.com/wiki/Rise_Again) Black (5) SORCERY RETURN TARGET CREATURE CARD FROM YOUR GRAVEYARD TO THE BATTLEFIELD. |  | |  | [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. |  | |  | [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. |  | |  | [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. |  | |  | [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. |  | |  | [RUN AFOUL](https://magicarena.fandom.com/wiki/Run_Afoul) Green (1) INSTANT TARGET OPPONENT SACRIFICES A CREATURE WITH FLYING. |  | |  | [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.) |  | |  | [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. |  | |  | [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 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. |  | |  | [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. |  | |  | [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. |  | |  | [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. |  | |  | [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. |  | |  | [SEASONED HALLOWBLADE](https://magicarena.fandom.com/wiki/Seasoned_Hallowblade) White (2) CREATURE — HUMAN WARRIOR (3/1) DISCARD A CARD: TAP SEASONED HALLOWBLADE. IT GAINS INDESTRUCTIBLE UNTIL END OF TURN. (DAMAGE AND EFFECTS THAT SAY "DESTROY" DON'T DESTROY IT.) |  | |  | [SECURE THE SCENE](https://magicarena.fandom.com/wiki/Secure_the_Scene) White (5) SORCERY EXILE TARGET NONLAND PERMANENT. ITS CONTROLLER CREATES A 1/1 WHITE SOLDIER CREATURE TOKEN. |  | |  | [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. |  | |  | [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.) |  | |  | [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.) |  | |  | [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. |  | |  | [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. |  | |  | [SHOCK](https://magicarena.fandom.com/wiki/Shock) Red (1) INSTANT SHOCK DEALS 2 DAMAGE TO ANY TARGET. |  | |  | [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.) |  | |  | [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. |  | |  | [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.) |  | |  | [SILENT DART](https://magicarena.fandom.com/wiki/Silent_Dart)  (1) ARTIFACT , Tap, SACRIFICE SILENT DART: IT DEALS 3 DAMAGE TO TARGET CREATURE. |  | |  | [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. |  | |  | [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. |  | |  | [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. |  | |  | [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. |  | |  | [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. |  | |  | [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. |  | |  | [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. |  | |  | [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. |  | |  | [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. |  | |  | [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.) |  | |  | [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. |  | |  | [SPOREWEB WEAVER](https://magicarena.fandom.com/wiki/Sporeweb_Weaver) Green (3) CREATURE — SPIDER (1/4) REACH, HEXPROOF FROM BLUE  WHENEVER SPOREWEB WEAVER IS DEALT DAMAGE, YOU GAIN 1 LIFE AND CREATE A 1/1 GREEN SAPROLING CREATURE TOKEN. |  | |  | [STAUNCH SHIELDMATE](https://magicarena.fandom.com/wiki/Staunch_Shieldmate) White (1) CREATURE — DWARF SOLDIER (1/3) |  | |  | [STORM CALLER](https://magicarena.fandom.com/wiki/Storm_Caller) Red (3) CREATURE — OGRE SHAMAN (3/2) WHEN STORM CALLER ENTERS THE BATTLEFIELD, IT DEALS 2 DAMAGE TO EACH OPPONENT. |  | |  | [STORMWING ENTITY](https://magicarena.fandom.com/wiki/Stormwing_Entity) BlueBlue (5) CREATURE — ELEMENTAL (3/3) THIS SPELL COSTS Blue LESS TO CAST IF YOU'VE CAST AN INSTANT OR SORCERY SPELL THIS TURN.  FLYING PROWESS (WHENEVER YOU CAST A NONCREATURE SPELL, THIS CREATURE GETS +1/+1 UNTIL END OF TURN.) WHEN STORMWING ENTITY ENTERS THE BATTLEFIELD, SCRY 2. |  | |  | [SUBIRA, TULZIDI CARAVANNER](https://magicarena.fandom.com/wiki/Subira,_Tulzidi_Caravanner) Red (3) LEGENDARY CREATURE — HUMAN SHAMAN (2/3) HASTE  : ANOTHER TARGET CREATURE WITH POWER 2 OR LESS CAN'T BE BLOCKED THIS TURN. Red, Tap, DISCARD YOUR HAND: UNTIL END OF TURN, WHENEVER A CREATURE YOU CONTROL WITH POWER 2 OR LESS DEALS COMBAT DAMAGE TO A PLAYER, DRAW A CARD. |  | |  | [SUBLIME EPIPHANY](https://magicarena.fandom.com/wiki/Sublime_Epiphany) BlueBlue (6) INSTANT CHOOSE ONE OR MORE —  • COUNTER TARGET SPELL. • COUNTER TARGET ACTIVATED OR TRIGGERED ABILITY. • RETURN TARGET NONLAND PERMANENT TO ITS OWNER'S HAND. • CREATE A TOKEN THAT'S A COPY OF TARGET CREATURE YOU CONTROL. • TARGET PLAYER DRAWS A CARD. |  | |  | [SURE STRIKE](https://magicarena.fandom.com/wiki/Sure_Strike) Red (2) INSTANT TARGET CREATURE GETS +3/+0 AND GAINS FIRST STRIKE UNTIL END OF TURN. (IT DEALS COMBAT DAMAGE BEFORE CREATURES WITHOUT FIRST STRIKE.) |  | |  | [SWAMP](https://magicarena.fandom.com/wiki/Swamp) (0) BASIC LAND — SWAMP |  | |  | [SWIFT RESPONSE](https://magicarena.fandom.com/wiki/Swift_Response) White (2) INSTANT DESTROY TARGET TAPPED CREATURE. |  | |  | [SWIFTWATER CLIFFS](https://magicarena.fandom.com/wiki/Swiftwater_Cliffs) (0) LAND SWIFTWATER CLIFFS ENTERS THE BATTLEFIELD TAPPED.  WHEN SWIFTWATER CLIFFS ENTERS THE BATTLEFIELD, YOU GAIN 1 LIFE. Tap: ADD Blue OR Red. |  | |  | [TAVERN SWINDLER](https://magicarena.fandom.com/wiki/Tavern_Swindler) Black (2) CREATURE — HUMAN ROGUE (2/2) Tap, PAY 3 LIFE: FLIP A COIN. IF YOU WIN THE FLIP, YOU GAIN 6 LIFE. |  | |  | [TEFERI, MASTER OF TIME](https://magicarena.fandom.com/wiki/Teferi,_Master_of_Time) BlueBlue (4) LEGENDARY PLANESWALKER — TEFERI () YOU MAY ACTIVATE LOYALTY ABILITIES OF TEFERI, MASTER OF TIME ON ANY PLAYER'S TURN ANY TIME YOU COULD CAST AN INSTANT.  +1: DRAW A CARD, THEN DISCARD A CARD. −3: TARGET CREATURE YOU DON'T CONTROL PHASES OUT. <I>(TREAT IT AND ANYTHING ATTACHED TO IT AS THOUGH THEY DON'T EXIST UNTIL ITS CONTROLLER'S NEXT TURN.)</I> −10: TAKE TWO EXTRA TURNS AFTER THIS ONE. |  | |  | [TEFERI, TIMELESS VOYAGER](https://magicarena.fandom.com/wiki/Teferi,_Timeless_Voyager) BlueBlue (6) LEGENDARY PLANESWALKER — TEFERI (4) +1: DRAW A CARD.  −3: PUT TARGET CREATURE ON TOP OF ITS OWNER'S LIBRARY. −8: EACH CREATURE TARGET OPPONENT CONTROLS PHASES OUT. UNTIL THE END OF YOUR NEXT TURN, THEY CAN'T PHASE IN. (TREAT THEM AND ANYTHING ATTACHED TO THEM AS THOUGH THEY DON'T EXIST.) |  | |  | [TEFERI'S AGELESS INSIGHT](https://magicarena.fandom.com/wiki/Teferi%27s_Ageless_Insight) BlueBlue (4) LEGENDARY ENCHANTMENT IF YOU WOULD DRAW A CARD EXCEPT THE FIRST ONE YOU DRAW IN EACH OF YOUR DRAW STEPS, DRAW TWO CARDS INSTEAD. |  | |  | [TEFERI'S PROTEGE](https://magicarena.fandom.com/wiki/Teferi%27s_Protege) Blue (3) CREATURE — HUMAN WIZARD (2/3) Blue, Tap: DRAW A CARD, THEN DISCARD A CARD. |  | |  | [TEFERI'S TUTELAGE](https://magicarena.fandom.com/wiki/Teferi%27s_Tutelage) Blue (3) ENCHANTMENT WHEN TEFERI'S TUTELAGE ENTERS THE BATTLEFIELD, DRAW A CARD, THEN DISCARD A CARD.  WHENEVER YOU DRAW A CARD, TARGET OPPONENT MILLS TWO CARDS. (THEY PUT THE TOP TWO CARDS OF THEIR LIBRARY INTO THEIR GRAVEYARD.) |  | |  | [TEFERI'S WAVECASTER](https://magicarena.fandom.com/wiki/Teferi%27s_Wavecaster) BlueBlue (5) CREATURE — MERFOLK WIZARD (3/3) FLASH  WHEN TEFERI'S WAVECASTER ENTERS THE BATTLEFIELD, YOU MAY SEARCH YOUR LIBRARY AND/OR GRAVEYARD FOR A CARD NAMED TEFERI, TIMELESS VOYAGER, REVEAL IT, AND PUT IT INTO YOUR HAND. IF YOU SEARCH YOUR LIBRARY THIS WAY, SHUFFLE IT. |  | |  | [TEMPERED VETERAN](https://magicarena.fandom.com/wiki/Tempered_Veteran) White (2) CREATURE — HUMAN KNIGHT (1/2) White, Tap: PUT A +1/+1 COUNTER ON TARGET CREATURE WITH A +1/+1 COUNTER ON IT.  WhiteWhite, Tap: PUT A +1/+1 COUNTER ON TARGET CREATURE. |  | |  | [TEMPLE OF EPIPHANY](https://magicarena.fandom.com/wiki/Temple_of_Epiphany) (0) LAND TEMPLE OF EPIPHANY ENTERS THE BATTLEFIELD TAPPED.  WHEN TEMPLE OF EPIPHANY ENTERS THE BATTLEFIELD, SCRY 1. Tap: ADD Blue OR Red. |  | |  | [TEMPLE OF MALADY](https://magicarena.fandom.com/wiki/Temple_of_Malady) (0) LAND TEMPLE OF MALADY ENTERS THE BATTLEFIELD TAPPED.  WHEN TEMPLE OF MALADY ENTERS THE BATTLEFIELD, SCRY 1. Tap: ADD Black OR Green. |  | |  | [TEMPLE OF MYSTERY](https://magicarena.fandom.com/wiki/Temple_of_Mystery) (0) LAND TEMPLE OF MYSTERY ENTERS THE BATTLEFIELD TAPPED.  WHEN TEMPLE OF MYSTERY ENTERS THE BATTLEFIELD, SCRY 1. Tap: ADD Green OR Blue. |  | |  | [TEMPLE OF SILENCE](https://magicarena.fandom.com/wiki/Temple_of_Silence) (0) LAND TEMPLE OF SILENCE ENTERS THE BATTLEFIELD TAPPED.  WHEN TEMPLE OF SILENCE ENTERS THE BATTLEFIELD, SCRY 1. Tap: ADD White OR Black. |  | |  | [TEMPLE OF TRIUMPH](https://magicarena.fandom.com/wiki/Temple_of_Triumph) (0) LAND TEMPLE OF TRIUMPH ENTERS THE BATTLEFIELD TAPPED.  WHEN TEMPLE OF TRIUMPH ENTERS THE BATTLEFIELD, SCRY 1. Tap: ADD Red OR White. |  | |  | [TERROR OF THE PEAKS](https://magicarena.fandom.com/wiki/Terror_of_the_Peaks) RedRed (5) CREATURE — DRAGON (5/4) FLYING  SPELLS YOUR OPPONENTS CAST THAT TARGET TERROR OF THE PEAKS COST AN ADDITIONAL 3 LIFE TO CAST. WHENEVER ANOTHER CREATURE ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, TERROR OF THE PEAKS DEALS DAMAGE EQUAL TO THAT CREATURE'S POWER TO ANY TARGET. |  | |  | [THIEVES' GUILD ENFORCER](https://magicarena.fandom.com/wiki/Thieves%27_Guild_Enforcer) Black (1) CREATURE — HUMAN ROGUE (1/1) FLASH  WHENEVER THIEVES' GUILD ENFORCER OR ANOTHER ROGUE ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, EACH OPPONENT MILLS TWO CARDS. AS LONG AS AN OPPONENT HAS EIGHT OR MORE CARDS IN THEIR GRAVEYARD, THIEVES' GUILD ENFORCER GETS +2/+1 AND HAS DEATHTOUCH. |  | |  | [THORNWOOD FALLS](https://magicarena.fandom.com/wiki/Thornwood_Falls) (0) LAND THORNWOOD FALLS ENTERS THE BATTLEFIELD TAPPED.  WHEN THORNWOOD FALLS ENTERS THE BATTLEFIELD, YOU GAIN 1 LIFE. Tap: ADD Green OR Blue. |  | |  | [THRASHING BRONTODON](https://magicarena.fandom.com/wiki/Thrashing_Brontodon) GreenGreen (3) CREATURE — DINOSAUR (3/4) , SACRIFICE THRASHING BRONTODON: DESTROY TARGET ARTIFACT OR ENCHANTMENT. |  | |  | [THRILL OF POSSIBILITY](https://magicarena.fandom.com/wiki/Thrill_of_Possibility) Red (2) INSTANT AS AN ADDITIONAL COST TO CAST THIS SPELL, DISCARD A CARD.  DRAW TWO CARDS. |  | |  | [TIDE SKIMMER](https://magicarena.fandom.com/wiki/Tide_Skimmer) Blue (4) CREATURE — DRAKE (2/3) FLYING  WHENEVER YOU ATTACK WITH TWO OR MORE CREATURES WITH FLYING, DRAW A CARD. |  | |  | [TITANIC GROWTH](https://magicarena.fandom.com/wiki/Titanic_Growth) Green (2) INSTANT TARGET CREATURE GETS +4/+4 UNTIL END OF TURN. |  | |  | [TOLARIAN KRAKEN](https://magicarena.fandom.com/wiki/Tolarian_Kraken) BlueBlue (6) CREATURE — KRAKEN (4/6) WHENEVER YOU DRAW A CARD, YOU MAY PAY . WHEN YOU DO, YOU MAY TAP OR UNTAP TARGET CREATURE. |  | |  | [TOME ANIMA](https://magicarena.fandom.com/wiki/Tome_Anima) Blue (4) CREATURE — SPIRIT (3/3) TOME ANIMA CAN'T BE BLOCKED AS LONG AS YOU'VE DRAWN TWO OR MORE CARDS THIS TURN. |  | |  | [TORMOD'S CRYPT](https://magicarena.fandom.com/wiki/Tormod%27s_Crypt)  (0) ARTIFACT Tap, SACRIFICE TORMOD'S CRYPT: EXILE ALL CARDS FROM TARGET PLAYER'S GRAVEYARD. |  | |  | [TRACK DOWN](https://magicarena.fandom.com/wiki/Track_Down) Green (2) SORCERY SCRY 3, THEN REVEAL THE TOP CARD OF YOUR LIBRARY. IF IT'S A CREATURE OR LAND CARD, DRAW A CARD. (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.) |  | |  | [TRAITOROUS GREED](https://magicarena.fandom.com/wiki/Traitorous_Greed) Red (4) SORCERY GAIN CONTROL OF TARGET CREATURE UNTIL END OF TURN. UNTAP THAT CREATURE. IT GAINS HASTE UNTIL END OF TURN. ADD TWO MANA OF ANY ONE COLOR. (THE CREATURE CAN ATTACK AND Tap THIS TURN.) |  | |  | [TRANQUIL COVE](https://magicarena.fandom.com/wiki/Tranquil_Cove) (0) LAND TRANQUIL COVE ENTERS THE BATTLEFIELD TAPPED.  WHEN TRANQUIL COVE ENTERS THE BATTLEFIELD, YOU GAIN 1 LIFE. Tap: ADD White OR Blue. |  | |  | [TRANSMOGRIFY](https://magicarena.fandom.com/wiki/Transmogrify) Red (4) SORCERY EXILE TARGET CREATURE. THAT CREATURE'S CONTROLLER REVEALS CARDS FROM THE TOP OF THEIR LIBRARY UNTIL THEY REVEAL A CREATURE CARD. THAT PLAYER PUTS THAT CARD ONTO THE BATTLEFIELD, THEN SHUFFLES THE REST INTO THEIR LIBRARY. |  | |  | [TRUFFLESNOUT](https://magicarena.fandom.com/wiki/Trufflesnout) Green (3) CREATURE — BOAR (2/2) WHEN TRUFFLESNOUT ENTERS THE BATTLEFIELD, CHOOSE ONE —  • PUT A +1/+1 COUNTER ON TRUFFLESNOUT. • YOU GAIN 4 LIFE. |  | |  | [TURN TO SLAG](https://magicarena.fandom.com/wiki/Turn_to_Slag) RedRed (5) SORCERY TURN TO SLAG DEALS 5 DAMAGE TO TARGET CREATURE. DESTROY ALL EQUIPMENT ATTACHED TO THAT CREATURE. |  | |  | [TURRET OGRE](https://magicarena.fandom.com/wiki/Turret_Ogre) Red (4) CREATURE — OGRE WARRIOR (4/3) REACH (THIS CREATURE CAN BLOCK CREATURES WITH FLYING.)  WHEN TURRET OGRE ENTERS THE BATTLEFIELD, IF YOU CONTROL ANOTHER CREATURE WITH POWER 4 OR GREATER, TURRET OGRE DEALS 2 DAMAGE TO EACH OPPONENT. |  | |  | [TWINBLADE ASSASSINS](https://magicarena.fandom.com/wiki/Twinblade_Assassins) BlackGreen (5) CREATURE — ELF ASSASSIN (5/4) AT THE BEGINNING OF YOUR END STEP, IF A CREATURE DIED THIS TURN, DRAW A CARD. |  | |  | [UGIN, THE SPIRIT DRAGON](https://magicarena.fandom.com/wiki/Ugin,_the_Spirit_Dragon)  (8) LEGENDARY PLANESWALKER — UGIN (7) +2: UGIN, THE SPIRIT DRAGON DEALS 3 DAMAGE TO ANY TARGET.  −X: EXILE EACH PERMANENT WITH CONVERTED MANA COST X OR LESS THAT'S ONE OR MORE COLORS. −10: YOU GAIN 7 LIFE, DRAW SEVEN CARDS, THEN PUT UP TO SEVEN PERMANENT CARDS FROM YOUR HAND ONTO THE BATTLEFIELD. |  | |  | [UNLEASH FURY](https://magicarena.fandom.com/wiki/Unleash_Fury) Red (2) INSTANT DOUBLE THE POWER OF TARGET CREATURE UNTIL END OF TURN. |  | |  | [UNSUBSTANTIATE](https://magicarena.fandom.com/wiki/Unsubstantiate) Blue (2) INSTANT RETURN TARGET SPELL OR CREATURE TO ITS OWNER'S HAND. |  | |  | [VALOROUS STEED](https://magicarena.fandom.com/wiki/Valorous_Steed) White (5) CREATURE — UNICORN (3/3) VIGILANCE (ATTACKING DOESN'T CAUSE THIS CREATURE TO TAP.)  WHEN VALOROUS STEED ENTERS THE BATTLEFIELD, CREATE A 2/2 WHITE KNIGHT CREATURE TOKEN WITH VIGILANCE. |  | |  | [VILLAGE RITES](https://magicarena.fandom.com/wiki/Village_Rites) Black (1) INSTANT AS AN ADDITIONAL COST TO CAST THIS SPELL, SACRIFICE A CREATURE.  DRAW TWO CARDS. |  | |  | [VITO, THORN OF THE DUSK ROSE](https://magicarena.fandom.com/wiki/Vito,_Thorn_of_the_Dusk_Rose) Black (3) LEGENDARY CREATURE — VAMPIRE CLERIC (1/3) WHENEVER YOU GAIN LIFE, TARGET OPPONENT LOSES THAT MUCH LIFE.  BlackBlack: CREATURES YOU CONTROL GAIN LIFELINK UNTIL END OF TURN. |  | |  | [VODALIAN ARCANIST](https://magicarena.fandom.com/wiki/Vodalian_Arcanist) Blue (2) CREATURE — MERFOLK WIZARD (1/3) Tap: ADD . SPEND THIS MANA ONLY TO CAST AN INSTANT OR SORCERY SPELL. |  | |  | [VOLCANIC GEYSER](https://magicarena.fandom.com/wiki/Volcanic_Geyser) RedRed (2) INSTANT VOLCANIC GEYSER DEALS X DAMAGE TO ANY TARGET. |  | |  | [VOLCANIC SALVO](https://magicarena.fandom.com/wiki/Volcanic_Salvo) RedRed (12) SORCERY THIS SPELL COSTS  LESS TO CAST, WHERE X IS THE TOTAL POWER OF CREATURES YOU CONTROL.  VOLCANIC SALVO DEALS 6 DAMAGE TO EACH OF UP TO TWO TARGET CREATURES AND/OR PLANESWALKERS. |  | |  | [VRYN WINGMARE](https://magicarena.fandom.com/wiki/Vryn_Wingmare) White (3) CREATURE — PEGASUS (2/1) FLYING  NONCREATURE SPELLS COST  MORE TO CAST. |  | |  | [WAKER OF WAVES](https://magicarena.fandom.com/wiki/Waker_of_Waves) BlueBlue (7) CREATURE — WHALE (7/7) CREATURES YOUR OPPONENTS CONTROL GET -1/-0.  Blue, DISCARD WAKER OF WAVES: LOOK AT THE TOP TWO CARDS OF YOUR LIBRARY. PUT ONE OF THEM INTO YOUR HAND AND THE OTHER INTO YOUR GRAVEYARD. |  | |  | [WALKING CORPSE](https://magicarena.fandom.com/wiki/Walking_Corpse) Black (2) CREATURE — ZOMBIE (2/2) |  | |  | [WALL OF RUNES](https://magicarena.fandom.com/wiki/Wall_of_Runes) Blue (1) CREATURE — WALL (0/4) DEFENDER (THIS CREATURE CAN'T ATTACK.)  WHEN WALL OF RUNES ENTERS THE BATTLEFIELD, SCRY 1. (LOOK AT THE TOP CARD OF YOUR LIBRARY. YOU MAY PUT THAT CARD ON THE BOTTOM OF YOUR LIBRARY.) |  | |  | [WARDED BATTLEMENTS](https://magicarena.fandom.com/wiki/Warded_Battlements) White (3) CREATURE — WALL (0/3) DEFENDER (THIS CREATURE CAN'T ATTACK.)  ATTACKING CREATURES YOU CONTROL GET +1/+0. |  | |  | [WARDEN OF THE WOODS](https://magicarena.fandom.com/wiki/Warden_of_the_Woods) GreenGreen (6) CREATURE — TREEFOLK (5/7) VIGILANCE (ATTACKING DOESN'T CAUSE THIS CREATURE TO TAP.)  WHENEVER WARDEN OF THE WOODS BECOMES THE TARGET OF A SPELL OR ABILITY AN OPPONENT CONTROLS, YOU MAY DRAW TWO CARDS. |  | |  | [WATCHER OF THE SPHERES](https://magicarena.fandom.com/wiki/Watcher_of_the_Spheres) WhiteBlue (2) CREATURE — BIRD WIZARD (2/2) FLYING  CREATURE SPELLS WITH FLYING YOU CAST COST  LESS TO CAST. WHENEVER ANOTHER CREATURE WITH FLYING ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, WATCHER OF THE SPHERES GETS +1/+1 UNTIL END OF TURN. |  | |  | [WILDWOOD PATROL](https://magicarena.fandom.com/wiki/Wildwood_Patrol) Green (3) CREATURE — CENTAUR SCOUT (4/2) TRAMPLE (THIS CREATURE CAN DEAL EXCESS COMBAT DAMAGE TO THE PLAYER OR PLANESWALKER IT'S ATTACKING.) |  | |  | [WILDWOOD SCOURGE](https://magicarena.fandom.com/wiki/Wildwood_Scourge) Green (1) CREATURE — HYDRA (0/0) WILDWOOD SCOURGE ENTERS THE BATTLEFIELD WITH X +1/+1 COUNTERS ON IT.  WHENEVER ONE OR MORE +1/+1 COUNTERS ARE PUT ON ANOTHER NON-HYDRA CREATURE YOU CONTROL, PUT A +1/+1 COUNTER ON WILDWOOD SCOURGE. |  | |  | [WIND-SCARRED CRAG](https://magicarena.fandom.com/wiki/Wind-Scarred_Crag) (0) LAND WIND-SCARRED CRAG ENTERS THE BATTLEFIELD TAPPED.  WHEN WIND-SCARRED CRAG ENTERS THE BATTLEFIELD, YOU GAIN 1 LIFE. Tap: ADD Red OR White. |  | |  | [WISHCOIN CRAB](https://magicarena.fandom.com/wiki/Wishcoin_Crab) Blue (4) CREATURE — CRAB (2/5) |  | |  | [WITCH'S CAULDRON](https://magicarena.fandom.com/wiki/Witch%27s_Cauldron) Black (1) ARTIFACT Black, Tap, SACRIFICE A CREATURE: YOU GAIN 1 LIFE AND DRAW A CARD. |  | |

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| **HISTORIC ANTHOLOGY 3 MAGIC DECK CARDS**   |  |  | | --- | --- | |  | [**AKROMA'S MEMORIAL**](https://magicarena.fandom.com/wiki/Akroma%27s_Memorial)**(7) LEGENDARY ARTIFACT CREATURES YOU CONTROL HAVE FLYING, FIRST STRIKE, VIGILANCE, TRAMPLE, HASTE, AND PROTECTION FROM BLACK AND FROM RED.** | |  | [**ANCIENT ZIGGURAT**](https://magicarena.fandom.com/wiki/Ancient_Ziggurat)**(0) LAND Tap: ADD ONE MANA OF ANY COLOR. SPEND THIS MANA ONLY TO CAST A CREATURE SPELL.** | |  | [**BODY DOUBLE**](https://magicarena.fandom.com/wiki/Body_Double)**Blue (5) CREATURE — SHAPESHIFTER (0/0) YOU MAY HAVE BODY DOUBLE ENTER THE BATTLEFIELD AS A COPY OF ANY CREATURE CARD IN A GRAVEYARD.** | |  | [**CHAINER'S EDICT**](https://magicarena.fandom.com/wiki/Chainer%27s_Edict)**Black (2) SORCERY TARGET PLAYER SACRIFICES A CREATURE.**  **FLASHBACK BlackBlack (YOU MAY CAST THIS CARD FROM YOUR GRAVEYARD FOR ITS FLASHBACK COST. THEN EXILE IT.)** | |  | [**DEVIL'S PLAY**](https://magicarena.fandom.com/wiki/Devil%27s_Play)**Red (1) SORCERY DEVIL'S PLAY DEALS X DAMAGE TO ANY TARGET.**  **FLASHBACK RedRedRed (YOU MAY CAST THIS CARD FROM YOUR GRAVEYARD FOR ITS FLASHBACK COST. THEN EXILE IT.)** | |  | [**ENCHANTRESS'S PRESENCE**](https://magicarena.fandom.com/wiki/Enchantress%27s_Presence)**Green (3) ENCHANTMENT WHENEVER YOU CAST AN ENCHANTMENT SPELL, DRAW A CARD.** | |  | [**GEMPALM INCINERATOR**](https://magicarena.fandom.com/wiki/Gempalm_Incinerator)**Red (3) CREATURE — GOBLIN (2/1) CYCLING Red (Red, DISCARD THIS CARD: DRAW A CARD.)**  **WHEN YOU CYCLE GEMPALM INCINERATOR, YOU MAY HAVE IT DEAL X DAMAGE TO TARGET CREATURE, WHERE X IS THE NUMBER OF GOBLINS ON THE BATTLEFIELD.** | |  | [**GEMPALM POLLUTER**](https://magicarena.fandom.com/wiki/Gempalm_Polluter)**Black (6) CREATURE — ZOMBIE (4/3) CYCLING BlackBlack (BlackBlack, DISCARD THIS CARD: DRAW A CARD.)**  **WHEN YOU CYCLE GEMPALM POLLUTER, YOU MAY HAVE TARGET PLAYER LOSE LIFE EQUAL TO THE NUMBER OF ZOMBIES ON THE BATTLEFIELD.** | |  | [**HONDEN OF CLEANSING FIRE**](https://magicarena.fandom.com/wiki/Honden_of_Cleansing_Fire)**White (4) LEGENDARY ENCHANTMENT — SHRINE AT THE BEGINNING OF YOUR UPKEEP, YOU GAIN 2 LIFE FOR EACH SHRINE YOU CONTROL.** | |  | [**HONDEN OF INFINITE RAGE**](https://magicarena.fandom.com/wiki/Honden_of_Infinite_Rage)**Red (3) LEGENDARY ENCHANTMENT — SHRINE AT THE BEGINNING OF YOUR UPKEEP, HONDEN OF INFINITE RAGE DEALS DAMAGE TO ANY TARGET EQUAL TO THE NUMBER OF SHRINES YOU CONTROL.** | |  | [**HONDEN OF LIFE'S WEB**](https://magicarena.fandom.com/wiki/Honden_of_Life%27s_Web)**Green (5) LEGENDARY ENCHANTMENT — SHRINE AT THE BEGINNING OF YOUR UPKEEP, CREATE A 1/1 COLORLESS SPIRIT CREATURE TOKEN FOR EACH SHRINE YOU CONTROL.** | |  | [**HONDEN OF NIGHT'S REACH**](https://magicarena.fandom.com/wiki/Honden_of_Night%27s_Reach)**Black (4) LEGENDARY ENCHANTMENT — SHRINE AT THE BEGINNING OF YOUR UPKEEP, TARGET OPPONENT DISCARDS A CARD FOR EACH SHRINE YOU CONTROL.** | |  | [**HONDEN OF SEEING WINDS**](https://magicarena.fandom.com/wiki/Honden_of_Seeing_Winds)**Blue (5) LEGENDARY ENCHANTMENT — SHRINE AT THE BEGINNING OF YOUR UPKEEP, DRAW A CARD FOR EACH SHRINE YOU CONTROL.** | |  | [**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.)** | |  | [**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.** | |  | [**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.** | |  | [**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.)** | |  | [**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.** | |  | [**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.** | |  | [**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.)** | |  | [**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.)** | |  | [**SWAN SONG**](https://magicarena.fandom.com/wiki/Swan_Song)**Blue (1) INSTANT COUNTER TARGET ENCHANTMENT, INSTANT, OR SORCERY SPELL. ITS CONTROLLER CREATES A 2/2 BLUE BIRD CREATURE TOKEN WITH FLYING.** | |  | [**TECTONIC REFORMATION**](https://magicarena.fandom.com/wiki/Tectonic_Reformation)**Red (2) ENCHANTMENT EACH LAND CARD IN YOUR HAND HAS CYCLING Red.**  **CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** | |  | [**TEMPERED STEEL**](https://magicarena.fandom.com/wiki/Tempered_Steel)**WhiteWhite (3) ENCHANTMENT ARTIFACT CREATURES YOU CONTROL GET +2/+2.** | |  | [**TIMELY REINFORCEMENTS**](https://magicarena.fandom.com/wiki/Timely_Reinforcements)**White (3) SORCERY IF YOU HAVE LESS LIFE THAN AN OPPONENT, YOU GAIN 6 LIFE. IF YOU CONTROL FEWER CREATURES THAN AN OPPONENT, CREATE THREE 1/1 WHITE SOLDIER CREATURE TOKENS.** | |  | [**ULAMOG, THE CEASELESS HUNGER**](https://magicarena.fandom.com/wiki/Ulamog,_the_Ceaseless_Hunger)**(10) LEGENDARY CREATURE — ELDRAZI (10/10) WHEN YOU CAST THIS SPELL, EXILE TWO TARGET PERMANENTS.**  **INDESTRUCTIBLE WHENEVER ULAMOG, THE CEASELESS HUNGER ATTACKS, DEFENDING PLAYER EXILES THE TOP TWENTY CARDS OF THEIR LIBRARY.** | |  | [**UNBURIAL RITES**](https://magicarena.fandom.com/wiki/Unburial_Rites)**Black (5) SORCERY RETURN TARGET CREATURE CARD FROM YOUR GRAVEYARD TO THE BATTLEFIELD.**  **FLASHBACK White (YOU MAY CAST THIS CARD FROM YOUR GRAVEYARD FOR ITS FLASHBACK COST. THEN EXILE IT.)** | |

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| **Bottom of Form**   |  |  |  | | --- | --- | --- | | **265 IKORIA LAIR OF BEHEMOTHS MAGIC DECK CARDS** | | | |  | [**ADAPTIVE SHIMMERER**](https://magicarena.fandom.com/wiki/Adaptive_Shimmerer)**(5) CREATURE — INSECT (0/0) FLASH**  **ADAPTIVE SHIMMERER ENTERS THE BATTLEFIELD WITH THREE +1/+1 COUNTERS ON IT.** |  | |  | [**ADVENTUROUS IMPULSE**](https://magicarena.fandom.com/wiki/Adventurous_Impulse)**Green (1) SORCERY LOOK AT THE TOP THREE 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 ANY ORDER.** |  | |  | [**AEGIS TURTLE**](https://magicarena.fandom.com/wiki/Aegis_Turtle)**Blue (1) CREATURE — TURTLE (0/5)** |  | |  | [**ALERT HEEDBONDER**](https://magicarena.fandom.com/wiki/Alert_Heedbonder)**(3) CREATURE — HUMAN SCOUT (2/4) VIGILANCE**  **AT THE BEGINNING OF YOUR END STEP, YOU GAIN 1 LIFE FOR EACH CREATURE YOU CONTROL WITH VIGILANCE.** |  | |  | [**ALMIGHTY BRUSHWAGG**](https://magicarena.fandom.com/wiki/Almighty_Brushwagg)**Green (1) CREATURE — BRUSHWAGG (1/1) TRAMPLE**  **Green: ALMIGHTY BRUSHWAGG GETS +3/+3 UNTIL END OF TURN.** |  | |  | [**ANTICIPATE**](https://magicarena.fandom.com/wiki/Anticipate)**Blue (2) INSTANT LOOK AT THE TOP THREE CARDS OF YOUR LIBRARY. PUT ONE OF THEM INTO YOUR HAND AND THE REST ON THE BOTTOM OF YOUR LIBRARY IN ANY ORDER.** |  | |  | [**ARCHIPELAGORE**](https://magicarena.fandom.com/wiki/Archipelagore)**BlueBlue (7) CREATURE — LEVIATHAN (7/7) MUTATE Blue (IF YOU CAST THIS SPELL FOR ITS MUTATE COST, PUT IT OVER OR UNDER TARGET NON-HUMAN CREATURE YOU OWN. THEY MUTATE INTO THE CREATURE ON TOP PLUS ALL ABILITIES FROM UNDER IT.)**  **WHENEVER THIS CREATURE MUTATES, TAP UP TO X TARGET CREATURES, WHERE X IS THE NUMBER OF TIMES THIS CREATURE HAS MUTATED. THOSE CREATURES DON'T UNTAP DURING THEIR CONTROLLER'S NEXT UNTAP STEP.** |  | |  | [**AUSPICIOUS STARRIX**](https://magicarena.fandom.com/wiki/Auspicious_Starrix)**Green (5) CREATURE — ELK BEAST (6/6) 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, EXILE CARDS FROM THE TOP OF YOUR LIBRARY UNTIL YOU EXILE X PERMANENT CARDS, WHERE X IS THE NUMBER OF TIMES THIS CREATURE HAS MUTATED. PUT THOSE PERMANENT CARDS ONTO THE BATTLEFIELD.** |  | |  | [**AVIAN ODDITY**](https://magicarena.fandom.com/wiki/Avian_Oddity)**Blue (4) CREATURE — BIRD (2/4) FLYING**  **CYCLING Blue (Blue, DISCARD THIS CARD: DRAW A CARD.) WHEN YOU CYCLE AVIAN ODDITY, PUT A FLYING COUNTER ON TARGET CREATURE YOU CONTROL.** |  | |  | [**BACK FOR MORE**](https://magicarena.fandom.com/wiki/Back_for_More)**BlackGreen (6) INSTANT RETURN TARGET CREATURE CARD FROM YOUR GRAVEYARD TO THE BATTLEFIELD. WHEN YOU DO, IT FIGHTS UP TO ONE TARGET CREATURE YOU DON'T CONTROL. (EACH DEALS DAMAGE EQUAL TO ITS POWER TO THE OTHER.)** |  | |  | [**BARRIER BREACH**](https://magicarena.fandom.com/wiki/Barrier_Breach)**Green (3) INSTANT EXILE UP TO THREE TARGET ENCHANTMENTS.**  **CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**BASTION OF REMEMBRANCE**](https://magicarena.fandom.com/wiki/Bastion_of_Remembrance)**Black (3) ENCHANTMENT WHEN BASTION OF REMEMBRANCE ENTERS THE BATTLEFIELD, CREATE A 1/1 WHITE HUMAN SOLDIER CREATURE TOKEN.**  **WHENEVER A CREATURE YOU CONTROL DIES, EACH OPPONENT LOSES 1 LIFE AND YOU GAIN 1 LIFE.** |  | |  | [**BLADE BANISH**](https://magicarena.fandom.com/wiki/Blade_Banish)**White (4) INSTANT EXILE TARGET CREATURE WITH POWER 4 OR GREATER.** |  | |  | [**BLAZING VOLLEY**](https://magicarena.fandom.com/wiki/Blazing_Volley)**Red (1) SORCERY BLAZING VOLLEY DEALS 1 DAMAGE TO EACH CREATURE YOUR OPPONENTS CONTROL.** |  | |  | [**BLISTERSPIT GREMLIN**](https://magicarena.fandom.com/wiki/Blisterspit_Gremlin)**Red (1) CREATURE — GREMLIN (1/1) , Tap: BLISTERSPIT GREMLIN DEALS 1 DAMAGE TO EACH OPPONENT.**  **WHENEVER YOU CAST A NONCREATURE SPELL, UNTAP BLISTERSPIT GREMLIN.** |  | |  | [**BLITZ LEECH**](https://magicarena.fandom.com/wiki/Blitz_Leech)**Black (6) CREATURE — LEECH (5/2) FLASH**  **WHEN BLITZ LEECH ENTERS THE BATTLEFIELD, TARGET CREATURE AN OPPONENT CONTROLS GETS -2/-2 UNTIL END OF TURN. REMOVE ALL COUNTERS FROM THAT CREATURE.** |  | |  | [**BLITZ OF THE THUNDER-RAPTOR**](https://magicarena.fandom.com/wiki/Blitz_of_the_Thunder-Raptor)**Red (2) INSTANT BLITZ OF THE THUNDER-RAPTOR DEALS DAMAGE TO TARGET CREATURE OR PLANESWALKER EQUAL TO THE NUMBER OF INSTANT AND SORCERY CARDS IN YOUR GRAVEYARD. IF THAT CREATURE OR PLANESWALKER WOULD DIE THIS TURN, EXILE IT INSTEAD.** |  | |  | [**BLOOD CURDLE**](https://magicarena.fandom.com/wiki/Blood_Curdle)**Black (4) INSTANT DESTROY TARGET CREATURE. PUT A MENACE COUNTER ON A CREATURE YOU CONTROL. (IT CAN'T BE BLOCKED EXCEPT BY TWO OR MORE CREATURES.)** |  | |  | [**BLOODFELL CAVES**](https://magicarena.fandom.com/wiki/Bloodfell_Caves)**(0) LAND BLOODFELL CAVES ENTERS THE BATTLEFIELD TAPPED.**  **WHEN BLOODFELL CAVES ENTERS THE BATTLEFIELD, YOU GAIN 1 LIFE. Tap: ADD Black OR Red.** |  | |  | [**BLOSSOMING SANDS**](https://magicarena.fandom.com/wiki/Blossoming_Sands)**(0) LAND BLOSSOMING SANDS ENTERS THE BATTLEFIELD TAPPED.**  **WHEN BLOSSOMING SANDS ENTERS THE BATTLEFIELD, YOU GAIN 1 LIFE. Tap: ADD Green OR White.** |  | |  | [**BONDERS' ENCLAVE**](https://magicarena.fandom.com/wiki/Bonders%27_Enclave)**(0) LAND Tap: ADD .**  **, Tap: DRAW A CARD. ACTIVATE THIS ABILITY ONLY IF YOU CONTROL A CREATURE WITH POWER 4 OR GREATER.** |  | |  | [**BONEYARD LURKER**](https://magicarena.fandom.com/wiki/Boneyard_Lurker)**BlackGreen (4) CREATURE — NIGHTMARE BEAST (4/4) 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 PERMANENT CARD FROM YOUR GRAVEYARD TO YOUR HAND.** |  | |  | [**BOON OF THE WISH-GIVER**](https://magicarena.fandom.com/wiki/Boon_of_the_Wish-Giver)**BlueBlue (6) SORCERY DRAW FOUR CARDS.**  **CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**BOOT NIPPER**](https://magicarena.fandom.com/wiki/Boot_Nipper)**Black (2) CREATURE — BEAST (2/1) BOOT NIPPER ENTERS THE BATTLEFIELD WITH YOUR CHOICE OF A DEATHTOUCH COUNTER OR A LIFELINK COUNTER ON IT.** |  | |  | [**BRISTLING BOAR**](https://magicarena.fandom.com/wiki/Bristling_Boar)**Green (4) CREATURE — BOAR (4/3) BRISTLING BOAR CAN'T BE BLOCKED BY MORE THAN ONE CREATURE.** |  | |  | [**BROKKOS, APEX OF FOREVER**](https://magicarena.fandom.com/wiki/Brokkos,_Apex_of_Forever)**BlackGreenBlue (5) LEGENDARY CREATURE — NIGHTMARE BEAST ELEMENTAL (6/6) MUTATE GreenGreen (IF YOU CAST THIS SPELL FOR ITS MUTATE COST, PUT IT OVER OR UNDER TARGET NON-HUMAN CREATURE YOU OWN. THEY MUTATE INTO THE CREATURE ON TOP PLUS ALL ABILITIES FROM UNDER IT.)**  **TRAMPLE YOU MAY CAST BROKKOS, APEX OF FOREVER FROM YOUR GRAVEYARD USING ITS MUTATE ABILITY.** |  | |  | [**BUSHMEAT POACHER**](https://magicarena.fandom.com/wiki/Bushmeat_Poacher)**Black (4) CREATURE — HUMAN SOLDIER (2/4) , Tap, SACRIFICE ANOTHER CREATURE: YOU GAIN LIFE EQUAL TO THAT CREATURE'S TOUGHNESS. DRAW A CARD.** |  | |  | [**CALL OF THE DEATH-DWELLER**](https://magicarena.fandom.com/wiki/Call_of_the_Death-Dweller)**Black (3) SORCERY RETURN UP TO TWO TARGET CREATURE CARDS WITH TOTAL CONVERTED MANA COST 3 OR LESS FROM YOUR GRAVEYARD TO THE BATTLEFIELD. PUT A DEATHTOUCH COUNTER ON EITHER OF THEM. THEN PUT A MENACE COUNTER ON EITHER OF THEM.** |  | |  | [**CAPTURE SPHERE**](https://magicarena.fandom.com/wiki/Capture_Sphere)**Blue (4) ENCHANTMENT — AURA FLASH (YOU MAY CAST THIS SPELL ANY TIME YOU COULD CAST AN INSTANT.)**  **ENCHANT CREATURE WHEN CAPTURE SPHERE ENTERS THE BATTLEFIELD, TAP ENCHANTED CREATURE. ENCHANTED CREATURE DOESN'T UNTAP DURING ITS CONTROLLER'S UNTAP STEP.** |  | |  | [**CATHARTIC REUNION**](https://magicarena.fandom.com/wiki/Cathartic_Reunion)**Red (2) SORCERY AS AN ADDITIONAL COST TO CAST THIS SPELL, DISCARD TWO CARDS.**  **DRAW THREE CARDS.** |  | |  | [**CAVERN WHISPERER**](https://magicarena.fandom.com/wiki/Cavern_Whisperer)**Black (5) CREATURE — NIGHTMARE (4/4) 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.)**  **MENACE (THIS CREATURE CAN'T BE BLOCKED EXCEPT BY TWO OR MORE CREATURES.) WHENEVER THIS CREATURE MUTATES, EACH OPPONENT DISCARDS A CARD.** |  | |  | [**CHANNELED FORCE**](https://magicarena.fandom.com/wiki/Channeled_Force)**BlueRed (4) INSTANT AS AN ADDITIONAL COST TO CAST THIS SPELL, DISCARD X CARDS.**  **TARGET PLAYER DRAWS X CARDS. CHANNELED FORCE DEALS X DAMAGE TO UP TO ONE TARGET CREATURE OR PLANESWALKER.** |  | |  | [**CHARGE OF THE FOREVER-BEAST**](https://magicarena.fandom.com/wiki/Charge_of_the_Forever-Beast)**Green (3) SORCERY AS AN ADDITIONAL COST TO CAST THIS SPELL, REVEAL A CREATURE CARD FROM YOUR HAND.**  **CHARGE OF THE FOREVER-BEAST DEALS DAMAGE TO TARGET CREATURE OR PLANESWALKER EQUAL TO THE REVEALED CARD'S POWER.** |  | |  | [**CHECKPOINT OFFICER**](https://magicarena.fandom.com/wiki/Checkpoint_Officer)**White (2) CREATURE — HUMAN SOLDIER (1/2) White, Tap: TAP TARGET CREATURE.** |  | |  | [**CHEVILL, BANE OF MONSTERS**](https://magicarena.fandom.com/wiki/Chevill,_Bane_of_Monsters)**BlackGreen (2) LEGENDARY CREATURE — HUMAN ROGUE (1/3) DEATHTOUCH**  **AT THE BEGINNING OF YOUR UPKEEP, IF YOUR OPPONENTS CONTROL NO PERMANENTS WITH BOUNTY COUNTERS ON THEM, PUT A BOUNTY COUNTER ON TARGET CREATURE OR PLANESWALKER AN OPPONENT CONTROLS. WHENEVER A PERMANENT AN OPPONENT CONTROLS WITH A BOUNTY COUNTER ON IT DIES, YOU GAIN 3 LIFE AND DRAW A CARD.** |  | |  | [**CHITTERING HARVESTER**](https://magicarena.fandom.com/wiki/Chittering_Harvester)**Black (6) CREATURE — NIGHTMARE (4/6) 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.)**  **WHENEVER THIS CREATURE MUTATES, EACH OPPONENT SACRIFICES A CREATURE.** |  | |  | [**CLASH OF TITANS**](https://magicarena.fandom.com/wiki/Clash_of_Titans)**RedRed (5) INSTANT TARGET CREATURE FIGHTS ANOTHER TARGET CREATURE. (EACH DEALS DAMAGE EQUAL TO ITS POWER TO THE OTHER.)** |  | |  | [**CLOUDPIERCER**](https://magicarena.fandom.com/wiki/Cloudpiercer)**Red (5) CREATURE — DINOSAUR (5/4) MUTATE Red (IF YOU CAST THIS SPELL FOR ITS MUTATE COST, PUT IT OVER OR UNDER TARGET NON-HUMAN CREATURE YOU OWN. THEY MUTATE INTO THE CREATURE ON TOP PLUS ALL ABILITIES FROM UNDER IT.)**  **REACH WHENEVER THIS CREATURE MUTATES, YOU MAY DISCARD A CARD. IF YOU DO, DRAW A CARD.** |  | |  | [**COLOSSIFICATION**](https://magicarena.fandom.com/wiki/Colossification)**GreenGreen (7) ENCHANTMENT — AURA ENCHANT CREATURE**  **WHEN COLOSSIFICATION ENTERS THE BATTLEFIELD, TAP ENCHANTED CREATURE. ENCHANTED CREATURE GETS +20/+20.** |  | |  | [**CONVOLUTE**](https://magicarena.fandom.com/wiki/Convolute)**Blue (3) INSTANT COUNTER TARGET SPELL UNLESS ITS CONTROLLER PAYS .** |  | |  | [**COORDINATED CHARGE**](https://magicarena.fandom.com/wiki/Coordinated_Charge)**White (5) INSTANT CREATURES YOU CONTROL GET +2/+1 UNTIL END OF TURN.**  **CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**CORPSE CHURN**](https://magicarena.fandom.com/wiki/Corpse_Churn)**Black (2) INSTANT MILL THREE CARDS, THEN YOU MAY RETURN A CREATURE CARD FROM YOUR GRAVEYARD TO YOUR HAND.** |  | |  | [**CRYSTACEAN**](https://magicarena.fandom.com/wiki/Crystacean)**Blue (4) CREATURE — CRAB (1/6) FLASH** |  | |  | [**CRYSTALLINE GIANT**](https://magicarena.fandom.com/wiki/Crystalline_Giant)**(3) ARTIFACT CREATURE — GIANT (3/3) AT THE BEGINNING OF COMBAT ON YOUR TURN, CHOOSE A KIND OF COUNTER AT RANDOM THAT CRYSTALLINE GIANT DOESN'T HAVE ON IT FROM AMONG FLYING, FIRST STRIKE, DEATHTOUCH, HEXPROOF, LIFELINK, MENACE, REACH, TRAMPLE, VIGILANCE, AND +1/+1. PUT A COUNTER OF THAT KIND ON CRYSTALLINE GIANT.** |  | |  | [**CUBWARDEN**](https://magicarena.fandom.com/wiki/Cubwarden)**White (4) CREATURE — CAT (3/5) MUTATE WhiteWhite (IF YOU CAST THIS SPELL FOR ITS MUTATE COST, PUT IT OVER OR UNDER TARGET NON-HUMAN CREATURE YOU OWN. THEY MUTATE INTO THE CREATURE ON TOP PLUS ALL ABILITIES FROM UNDER IT.)**  **LIFELINK WHENEVER THIS CREATURE MUTATES, CREATE TWO 1/1 WHITE CAT CREATURE TOKENS WITH LIFELINK.** |  | |  | [**CUNNING NIGHTBONDER**](https://magicarena.fandom.com/wiki/Cunning_Nightbonder)**(2) CREATURE — HUMAN ROGUE (2/2) FLASH**  **SPELLS WITH FLASH YOU CAST COST  LESS TO CAST AND CAN'T BE COUNTERED.** |  | |  | [**DARK BARGAIN**](https://magicarena.fandom.com/wiki/Dark_Bargain)**Black (4) INSTANT LOOK AT THE TOP THREE CARDS OF YOUR LIBRARY. PUT TWO OF THEM INTO YOUR HAND AND THE OTHER INTO YOUR GRAVEYARD. DARK BARGAIN DEALS 2 DAMAGE TO YOU.** |  | |  | [**DAYSQUAD MARSHAL**](https://magicarena.fandom.com/wiki/Daysquad_Marshal)**White (4) CREATURE — HUMAN SOLDIER (3/3) WHEN DAYSQUAD MARSHAL ENTERS THE BATTLEFIELD, CREATE A 1/1 WHITE HUMAN SOLDIER CREATURE TOKEN.** |  | |  | [**DEAD WEIGHT**](https://magicarena.fandom.com/wiki/Dead_Weight)**Black (1) ENCHANTMENT — AURA ENCHANT CREATURE**  **ENCHANTED CREATURE GETS -2/-2.** |  | |  | [**DEATH'S OASIS**](https://magicarena.fandom.com/wiki/Death%27s_Oasis)**WhiteBlackGreen (3) ENCHANTMENT WHENEVER A NONTOKEN CREATURE YOU CONTROL DIES, MILL TWO CARDS. THEN RETURN A CREATURE CARD WITH LESSER CONVERTED MANA COST THAN THE CREATURE THAT DIED FROM YOUR GRAVEYARD TO YOUR HAND.**  **, SACRIFICE DEATH'S OASIS: YOU GAIN LIFE EQUAL TO THE GREATEST CONVERTED MANA COST AMONG CREATURES YOU CONTROL.** |  | |  | [**DIRE TACTICS**](https://magicarena.fandom.com/wiki/Dire_Tactics)**WhiteBlack (2) INSTANT EXILE TARGET CREATURE. IF YOU DON'T CONTROL A HUMAN, YOU LOSE LIFE EQUAL TO THAT CREATURE'S TOUGHNESS.** |  | |  | [**DIRGE BAT**](https://magicarena.fandom.com/wiki/Dirge_Bat)**BlackBlack (4) CREATURE — BAT (3/3) 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.)**  **FLASH FLYING WHENEVER THIS CREATURE MUTATES, DESTROY TARGET CREATURE OR PLANESWALKER AN OPPONENT CONTROLS.** |  | |  | [**DISMAL BACKWATER**](https://magicarena.fandom.com/wiki/Dismal_Backwater)**(0) LAND DISMAL BACKWATER ENTERS THE BATTLEFIELD TAPPED.**  **WHEN DISMAL BACKWATER ENTERS THE BATTLEFIELD, YOU GAIN 1 LIFE. Tap: ADD Blue OR Black.** |  | |  | [**DIVINE ARROW**](https://magicarena.fandom.com/wiki/Divine_Arrow)**White (2) INSTANT DIVINE ARROW DEALS 4 DAMAGE TO TARGET ATTACKING OR BLOCKING CREATURE.** |  | |  | [**DRANNITH HEALER**](https://magicarena.fandom.com/wiki/Drannith_Healer)**White (2) CREATURE — HUMAN CLERIC (2/2) WHENEVER YOU CYCLE ANOTHER CARD, YOU GAIN 1 LIFE.**  **CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**DRANNITH MAGISTRATE**](https://magicarena.fandom.com/wiki/Drannith_Magistrate)**White (2) CREATURE — HUMAN WIZARD (1/3) YOUR OPPONENTS CAN'T CAST SPELLS FROM ANYWHERE OTHER THAN THEIR HANDS.** |  | |  | [**DRANNITH STINGER**](https://magicarena.fandom.com/wiki/Drannith_Stinger)**Red (2) CREATURE — HUMAN WIZARD (2/2) WHENEVER YOU CYCLE ANOTHER CARD, DRANNITH STINGER DEALS 1 DAMAGE TO EACH OPPONENT.**  **CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**DREAMTAIL HERON**](https://magicarena.fandom.com/wiki/Dreamtail_Heron)**Blue (5) CREATURE — ELEMENTAL BIRD (3/4) MUTATE Blue (IF YOU CAST THIS SPELL FOR ITS MUTATE COST, PUT IT OVER OR UNDER TARGET NON-HUMAN CREATURE YOU OWN. THEY MUTATE INTO THE CREATURE ON TOP PLUS ALL ABILITIES FROM UNDER IT.)**  **FLYING WHENEVER THIS CREATURE MUTATES, DRAW A CARD.** |  | |  | [**DURABLE COILBUG**](https://magicarena.fandom.com/wiki/Durable_Coilbug)**Black (2) CREATURE — INSECT (2/2) Black: RETURN DURABLE COILBUG FROM YOUR GRAVEYARD TO YOUR HAND.** |  | |  | [**DUSKFANG MENTOR**](https://magicarena.fandom.com/wiki/Duskfang_Mentor)**Black (3) CREATURE — HUMAN CLERIC (1/3) WHEN DUSKFANG MENTOR ENTERS THE BATTLEFIELD, PUT A LIFELINK COUNTER ON TARGET NON-HUMAN CREATURE YOU CONTROL.**  **Black, Tap: PUT A +1/+1 COUNTER ON EACH CREATURE YOU CONTROL WITH LIFELINK.** |  | |  | [**EASY PREY**](https://magicarena.fandom.com/wiki/Easy_Prey)**Black (2) INSTANT DESTROY TARGET CREATURE WITH CONVERTED MANA COST 2 OR LESS.**  **CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**EERIE ULTIMATUM**](https://magicarena.fandom.com/wiki/Eerie_Ultimatum)**WhiteWhiteBlackBlackBlackGreenGreen (7) SORCERY RETURN ANY NUMBER OF PERMANENT CARDS WITH DIFFERENT NAMES FROM YOUR GRAVEYARD TO THE BATTLEFIELD.** |  | |  | [**EMERGENT ULTIMATUM**](https://magicarena.fandom.com/wiki/Emergent_Ultimatum)**BlackBlackGreenGreenGreenBlueBlue (7) SORCERY SEARCH YOUR LIBRARY FOR UP TO THREE MONOCOLORED CARDS WITH DIFFERENT NAMES AND EXILE THEM. AN OPPONENT CHOOSES ONE OF THOSE CARDS. SHUFFLE THAT CARD INTO YOUR LIBRARY. YOU MAY CAST THE OTHER CARDS WITHOUT PAYING THEIR MANA COSTS. EXILE EMERGENT ULTIMATUM.** |  | |  | [**ESCAPE PROTOCOL**](https://magicarena.fandom.com/wiki/Escape_Protocol)**Blue (2) ENCHANTMENT WHENEVER YOU CYCLE A CARD, YOU MAY PAY . WHEN YOU DO, EXILE TARGET ARTIFACT OR CREATURE YOU CONTROL, THEN RETURN IT TO THE BATTLEFIELD UNDER ITS OWNER'S CONTROL.** |  | |  | [**ESSENCE SCATTER**](https://magicarena.fandom.com/wiki/Essence_Scatter)**Blue (2) INSTANT COUNTER TARGET CREATURE SPELL.** |  | |  | [**ESSENCE SYMBIOTE**](https://magicarena.fandom.com/wiki/Essence_Symbiote)**Green (2) CREATURE — BEAST (2/2) WHENEVER A CREATURE YOU CONTROL MUTATES, PUT A +1/+1 COUNTER ON THAT CREATURE AND YOU GAIN 2 LIFE.** |  | |  | [**EVERQUILL PHOENIX**](https://magicarena.fandom.com/wiki/Everquill_Phoenix)**RedRed (4) CREATURE — PHOENIX (4/4) 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.)**  **FLYING WHENEVER THIS CREATURE MUTATES, CREATE A RED ARTIFACT TOKEN NAMED FEATHER WITH ", SACRIFICE FEATHER: RETURN TARGET PHOENIX CARD FROM YOUR GRAVEYARD TO THE BATTLEFIELD TAPPED."** |  | |  | [**EVOLVING WILDS**](https://magicarena.fandom.com/wiki/Evolving_Wilds)**(0) LAND Tap, SACRIFICE EVOLVING WILDS: SEARCH YOUR LIBRARY FOR A BASIC LAND CARD, PUT IT ONTO THE BATTLEFIELD TAPPED, THEN SHUFFLE YOUR LIBRARY.** |  | |  | [**EXCAVATION MOLE**](https://magicarena.fandom.com/wiki/Excavation_Mole)**Green (3) CREATURE — MOLE (3/3) TRAMPLE**  **WHEN EXCAVATION MOLE ENTERS THE BATTLEFIELD, MILL THREE CARDS.** |  | |  | [**EXTINCTION EVENT**](https://magicarena.fandom.com/wiki/Extinction_Event)**Black (4) SORCERY CHOOSE ODD OR EVEN. EXILE EACH CREATURE WITH CONVERTED MANA COST OF THE CHOSEN VALUE. (ZERO IS EVEN.)** |  | |  | [**EXUBERANT WOLFBEAR**](https://magicarena.fandom.com/wiki/Exuberant_Wolfbear)**Green (4) CREATURE — WOLF BEAR (4/4) WHENEVER EXUBERANT WOLFBEAR ATTACKS, YOU MAY CHANGE THE BASE POWER AND TOUGHNESS OF TARGET HUMAN YOU CONTROL TO EXUBERANT WOLFBEAR'S POWER AND TOUGHNESS UNTIL END OF TURN.** |  | |  | [**FACET READER**](https://magicarena.fandom.com/wiki/Facet_Reader)**Blue (2) CREATURE — HUMAN WIZARD (1/2) , Tap: DRAW A CARD, THEN DISCARD A CARD.** |  | |  | [**FARFINDER**](https://magicarena.fandom.com/wiki/Farfinder)**(3) CREATURE — FOX (1/1) VIGILANCE**  **WHEN FARFINDER ENTERS THE BATTLEFIELD, YOU MAY SEARCH YOUR LIBRARY FOR A BASIC LAND CARD, REVEAL IT, PUT IT INTO YOUR HAND, THEN SHUFFLE YOUR LIBRARY.** |  | |  | [**FEROCIOUS TIGORILLA**](https://magicarena.fandom.com/wiki/Ferocious_Tigorilla)**Red (4) CREATURE — CAT APE (4/3) FEROCIOUS TIGORILLA ENTERS THE BATTLEFIELD WITH YOUR CHOICE OF A TRAMPLE COUNTER OR A MENACE COUNTER ON IT. (A CREATURE WITH MENACE CAN'T BE BLOCKED EXCEPT BY TWO OR MORE CREATURES.)** |  | |  | [**FERTILID**](https://magicarena.fandom.com/wiki/Fertilid)**Green (3) CREATURE — ELEMENTAL (0/0) FERTILID ENTERS THE BATTLEFIELD WITH TWO +1/+1 COUNTERS ON IT.**  **Green, REMOVE A +1/+1 COUNTER FROM FERTILID: TARGET PLAYER SEARCHES THEIR LIBRARY FOR A BASIC LAND CARD, PUTS IT ONTO THE BATTLEFIELD TAPPED, THEN SHUFFLES THEIR LIBRARY.** |  | |  | [**FIEND ARTISAN**](https://magicarena.fandom.com/wiki/Fiend_Artisan)**(2) CREATURE — NIGHTMARE (1/1) FIEND ARTISAN GETS +1/+1 FOR EACH CREATURE CARD IN YOUR GRAVEYARD.**  **, Tap, SACRIFICE ANOTHER CREATURE: SEARCH YOUR LIBRARY FOR A CREATURE CARD WITH CONVERTED MANA COST X OR LESS, PUT IT ONTO THE BATTLEFIELD, THEN SHUFFLE YOUR LIBRARY. ACTIVATE THIS ABILITY ONLY ANY TIME YOU COULD CAST A SORCERY.** |  | |  | [**FIGHT AS ONE**](https://magicarena.fandom.com/wiki/Fight_as_One)**White (1) INSTANT CHOOSE ONE OR BOTH —**  **• TARGET HUMAN CREATURE YOU CONTROL GETS +1/+1 AND GAINS INDESTRUCTIBLE UNTIL END OF TURN. • TARGET NON-HUMAN CREATURE YOU CONTROL GETS +1/+1 AND GAINS INDESTRUCTIBLE UNTIL END OF TURN.** |  | |  | [**FIRE PROPHECY**](https://magicarena.fandom.com/wiki/Fire_Prophecy)**Red (2) INSTANT FIRE PROPHECY DEALS 3 DAMAGE TO TARGET CREATURE. YOU MAY PUT A CARD FROM YOUR HAND ON THE BOTTOM OF YOUR LIBRARY. IF YOU DO, DRAW A CARD.** |  | |  | [**FLAME SPILL**](https://magicarena.fandom.com/wiki/Flame_Spill)**Red (3) INSTANT FLAME SPILL DEALS 4 DAMAGE TO TARGET CREATURE. EXCESS DAMAGE IS DEALT TO THAT CREATURE'S CONTROLLER INSTEAD.** |  | |  | [**FLOURISHING FOX**](https://magicarena.fandom.com/wiki/Flourishing_Fox)**White (1) CREATURE — FOX (1/1) WHENEVER YOU CYCLE ANOTHER CARD, PUT A +1/+1 COUNTER ON FLOURISHING FOX.**  **CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**FLYCATCHER GIRAFFID**](https://magicarena.fandom.com/wiki/Flycatcher_Giraffid)**Green (5) CREATURE — ANTELOPE LIZARD (3/5) FLYCATCHER GIRAFFID ENTERS THE BATTLEFIELD WITH YOUR CHOICE OF A VIGILANCE COUNTER OR A REACH COUNTER ON IT.** |  | |  | [**FOOTFALL CRATER**](https://magicarena.fandom.com/wiki/Footfall_Crater)**Red (1) ENCHANTMENT — AURA ENCHANT LAND**  **ENCHANTED LAND HAS "Tap: TARGET CREATURE GAINS TRAMPLE AND HASTE UNTIL END OF TURN." CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**FORBIDDEN FRIENDSHIP**](https://magicarena.fandom.com/wiki/Forbidden_Friendship)**Red (2) SORCERY CREATE A 1/1 RED DINOSAUR CREATURE TOKEN WITH HASTE AND A 1/1 WHITE HUMAN SOLDIER CREATURE TOKEN.** |  | |  | [**FOREST**](https://magicarena.fandom.com/wiki/Forest)**(0) BASIC LAND — FOREST** |  | |  | [**FRENZIED RAPTOR**](https://magicarena.fandom.com/wiki/Frenzied_Raptor)**Red (3) CREATURE — DINOSAUR (4/2)** |  | |  | [**FRILLSCARE MENTOR**](https://magicarena.fandom.com/wiki/Frillscare_Mentor)**Red (3) CREATURE — HUMAN WARRIOR (3/2) WHEN FRILLSCARE MENTOR ENTERS THE BATTLEFIELD, PUT A MENACE COUNTER ON TARGET NON-HUMAN CREATURE YOU CONTROL. (IT CAN'T BE BLOCKED EXCEPT BY TWO OR MORE CREATURES.)**  **Red, Tap: PUT A +1/+1 COUNTER ON EACH CREATURE YOU CONTROL WITH MENACE.** |  | |  | [**FRONDLAND FELIDAR**](https://magicarena.fandom.com/wiki/Frondland_Felidar)**GreenWhite (4) CREATURE — CAT BEAST (3/5) VIGILANCE**  **CREATURES YOU CONTROL WITH VIGILANCE HAVE ", Tap: TAP TARGET CREATURE."** |  | |  | [**FROST LYNX**](https://magicarena.fandom.com/wiki/Frost_Lynx)**Blue (3) CREATURE — ELEMENTAL CAT (2/2) WHEN FROST LYNX ENTERS THE BATTLEFIELD, TAP TARGET CREATURE AN OPPONENT CONTROLS. THAT CREATURE DOESN'T UNTAP DURING ITS CONTROLLER'S NEXT UNTAP STEP.** |  | |  | [**FROSTVEIL AMBUSH**](https://magicarena.fandom.com/wiki/Frostveil_Ambush)**BlueBlue (5) INSTANT TAP UP TO TWO TARGET CREATURES. THOSE CREATURES DON'T UNTAP DURING THEIR CONTROLLER'S NEXT UNTAP STEP.**  **CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**FULLY GROWN**](https://magicarena.fandom.com/wiki/Fully_Grown)**Green (3) INSTANT TARGET CREATURE GETS +3/+3 UNTIL END OF TURN. PUT A TRAMPLE COUNTER ON IT.** |  | |  | [**GARRISON CAT**](https://magicarena.fandom.com/wiki/Garrison_Cat)**White (1) CREATURE — CAT (1/1) WHEN GARRISON CAT DIES, CREATE A 1/1 WHITE HUMAN SOLDIER CREATURE TOKEN.** |  | |  | [**GEMRAZER**](https://magicarena.fandom.com/wiki/Gemrazer)**Green (4) CREATURE — BEAST (4/4) MUTATE GreenGreen (IF YOU CAST THIS SPELL FOR ITS MUTATE COST, PUT IT OVER OR UNDER TARGET NON-HUMAN CREATURE YOU OWN. THEY MUTATE INTO THE CREATURE ON TOP PLUS ALL ABILITIES FROM UNDER IT.)**  **REACH, TRAMPLE WHENEVER THIS CREATURE MUTATES, DESTROY TARGET ARTIFACT OR ENCHANTMENT AN OPPONENT CONTROLS.** |  | |  | [**GENERAL KUDRO OF DRANNITH**](https://magicarena.fandom.com/wiki/General_Kudro_of_Drannith)**WhiteBlack (3) LEGENDARY CREATURE — HUMAN SOLDIER (3/3) OTHER HUMANS YOU CONTROL GET +1/+1.**  **WHENEVER GENERAL KUDRO OF DRANNITH OR ANOTHER HUMAN ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, EXILE TARGET CARD FROM AN OPPONENT'S GRAVEYARD. , SACRIFICE TWO HUMANS: DESTROY TARGET CREATURE WITH POWER 4 OR GREATER.** |  | |  | [**GENERAL'S ENFORCER**](https://magicarena.fandom.com/wiki/General%27s_Enforcer)**WhiteBlack (2) CREATURE — HUMAN SOLDIER (2/3) LEGENDARY HUMANS YOU CONTROL HAVE INDESTRUCTIBLE.**  **WhiteBlack: EXILE TARGET CARD FROM A GRAVEYARD. IF IT WAS A CREATURE CARD, CREATE A 1/1 WHITE HUMAN SOLDIER CREATURE TOKEN.** |  | |  | [**GENESIS ULTIMATUM**](https://magicarena.fandom.com/wiki/Genesis_Ultimatum)**GreenGreenBlueBlueBlueRedRed (7) SORCERY LOOK AT THE TOP FIVE CARDS OF YOUR LIBRARY. PUT ANY NUMBER OF PERMANENT CARDS FROM AMONG THEM ONTO THE BATTLEFIELD AND THE REST INTO YOUR HAND. EXILE GENESIS ULTIMATUM.** |  | |  | [**GLIMMERBELL**](https://magicarena.fandom.com/wiki/Glimmerbell)**Blue (2) CREATURE — ELEMENTAL JELLYFISH (1/3) FLYING**  **Blue: UNTAP GLIMMERBELL.** |  | |  | [**GLOOM PANGOLIN**](https://magicarena.fandom.com/wiki/Gloom_Pangolin)**Black (3) CREATURE — NIGHTMARE PANGOLIN (1/5)** |  | |  | [**GLOWSTONE RECLUSE**](https://magicarena.fandom.com/wiki/Glowstone_Recluse)**Green (3) CREATURE — SPIDER (2/3) MUTATE Green (IF YOU CAST THIS SPELL FOR ITS MUTATE COST, PUT IT OVER OR UNDER TARGET NON-HUMAN CREATURE YOU OWN. THEY MUTATE INTO THE CREATURE ON TOP PLUS ALL ABILITIES FROM UNDER IT.)**  **REACH WHENEVER THIS CREATURE MUTATES, PUT TWO +1/+1 COUNTERS ON IT.** |  | |  | [**GO FOR BLOOD**](https://magicarena.fandom.com/wiki/Go_for_Blood)**Red (2) SORCERY TARGET CREATURE YOU CONTROL FIGHTS TARGET CREATURE YOU DON'T CONTROL. (EACH DEALS DAMAGE EQUAL TO ITS POWER TO THE OTHER.)**  **CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**GREATER SANDWURM**](https://magicarena.fandom.com/wiki/Greater_Sandwurm)**GreenGreen (7) CREATURE — WURM (7/7) GREATER SANDWURM CAN'T BE BLOCKED BY CREATURES WITH POWER 2 OR LESS.**  **CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**GRIMDANCER**](https://magicarena.fandom.com/wiki/Grimdancer)**BlackBlack (3) CREATURE — NIGHTMARE (3/3) GRIMDANCER ENTERS THE BATTLEFIELD WITH YOUR CHOICE OF TWO DIFFERENT COUNTERS ON IT FROM AMONG MENACE, DEATHTOUCH, AND LIFELINK.** |  | |  | [**GUST OF WIND**](https://magicarena.fandom.com/wiki/Gust_of_Wind)**Blue (4) SORCERY THIS SPELL COSTS  LESS TO CAST IF YOU CONTROL A CREATURE WITH FLYING.**  **RETURN TARGET NONLAND PERMANENT YOU DON'T CONTROL TO ITS OWNER'S HAND. DRAW A CARD.** |  | |  | [**GYRUDA, DOOM OF DEPTHS**](https://magicarena.fandom.com/wiki/Gyruda,_Doom_of_Depths)**(6) LEGENDARY CREATURE — DEMON KRAKEN (6/6) COMPANION — YOUR STARTING DECK CONTAINS ONLY CARDS WITH EVEN CONVERTED MANA COSTS. (IF THIS CARD IS YOUR CHOSEN COMPANION, YOU MAY PUT IT INTO YOUR HAND FROM OUTSIDE THE GAME FOR  ANY TIME YOU COULD CAST A SORCERY.)**  **WHEN GYRUDA ENTERS THE BATTLEFIELD, EACH PLAYER MILLS FOUR CARDS. PUT A CREATURE CARD WITH AN EVEN CONVERTED MANA COST FROM AMONG THE MILLED CARDS ONTO THE BATTLEFIELD UNDER YOUR CONTROL.** |  | |  | [**HAMPERING SNARE**](https://magicarena.fandom.com/wiki/Hampering_Snare)**Blue (2) INSTANT CREATURES YOUR OPPONENTS CONTROL GET -2/-0 UNTIL END OF TURN.**  **CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**HEARTLESS ACT**](https://magicarena.fandom.com/wiki/Heartless_Act)**Black (2) INSTANT CHOOSE ONE —**  **• DESTROY TARGET CREATURE WITH NO COUNTERS ON IT. • REMOVE UP TO THREE COUNTERS FROM TARGET CREATURE.** |  | |  | [**HEIGHTENED REFLEXES**](https://magicarena.fandom.com/wiki/Heightened_Reflexes)**Red (1) INSTANT TARGET CREATURE GETS +1/+0 UNTIL END OF TURN. PUT A FIRST STRIKE COUNTER ON IT.** |  | |  | [**HELICA GLIDER**](https://magicarena.fandom.com/wiki/Helica_Glider)**White (3) CREATURE — NIGHTMARE SQUIRREL (2/2) HELICA GLIDER ENTERS THE BATTLEFIELD WITH YOUR CHOICE OF A FLYING COUNTER OR A FIRST STRIKE COUNTER ON IT.** |  | |  | [**HONEY MAMMOTH**](https://magicarena.fandom.com/wiki/Honey_Mammoth)**GreenGreen (6) CREATURE — ELEPHANT (6/6) WHEN HONEY MAMMOTH ENTERS THE BATTLEFIELD, YOU GAIN 4 LIFE.** |  | |  | [**HORNBASH MENTOR**](https://magicarena.fandom.com/wiki/Hornbash_Mentor)**Green (3) CREATURE — HUMAN WARRIOR (3/3) WHEN HORNBASH MENTOR ENTERS THE BATTLEFIELD, PUT A TRAMPLE COUNTER ON TARGET NON-HUMAN CREATURE YOU CONTROL.**  **Green, Tap: PUT A +1/+1 COUNTER ON EACH CREATURE YOU CONTROL WITH TRAMPLE.** |  | |  | [**HUMBLE NATURALIST**](https://magicarena.fandom.com/wiki/Humble_Naturalist)**Green (2) CREATURE — HUMAN DRUID (1/3) Tap: ADD ONE MANA OF ANY COLOR. SPEND THIS MANA ONLY TO CAST A CREATURE SPELL.** |  | |  | [**HUNTED NIGHTMARE**](https://magicarena.fandom.com/wiki/Hunted_Nightmare)**BlackBlack (3) CREATURE — NIGHTMARE (4/5) MENACE**  **WHEN HUNTED NIGHTMARE ENTERS THE BATTLEFIELD, TARGET OPPONENT PUTS A DEATHTOUCH COUNTER ON A CREATURE THEY CONTROL.** |  | |  | [**HUNTMASTER LIGER**](https://magicarena.fandom.com/wiki/Huntmaster_Liger)**White (4) CREATURE — CAT (3/4) MUTATE White (IF YOU CAST THIS SPELL FOR ITS MUTATE COST, PUT IT OVER OR UNDER TARGET NON-HUMAN CREATURE YOU OWN. THEY MUTATE INTO THE CREATURE ON TOP PLUS ALL ABILITIES FROM UNDER IT.)**  **WHENEVER THIS CREATURE MUTATES, OTHER CREATURES YOU CONTROL GET +X/+X UNTIL END OF TURN, WHERE X IS THE NUMBER OF TIMES THIS CREATURE HAS MUTATED.** |  | |  | [**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.** |  | |  | [**IMPOSING VANTASAUR**](https://magicarena.fandom.com/wiki/Imposing_Vantasaur)**White (6) CREATURE — DINOSAUR (3/6) VIGILANCE**  **CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**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.)** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**ISLAND**](https://magicarena.fandom.com/wiki/Island)**(0) BASIC LAND — ISLAND** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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."** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.)** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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 DEADEYE**](https://magicarena.fandom.com/wiki/Lurking_Deadeye)**Black (4) CREATURE — HUMAN ASSASSIN (4/2) FLASH**  **WHEN LURKING DEADEYE ENTERS THE BATTLEFIELD, DESTROY TARGET CREATURE THAT WAS DEALT DAMAGE THIS TURN.** |  | |  | [**LURRUS OF THE DREAM DEN**](https://magicarena.fandom.com/wiki/Lurrus_of_the_Dream_Den)**(3) LEGENDARY CREATURE — CAT NIGHTMARE (3/2) COMPANION — EACH PERMANENT CARD IN YOUR STARTING DECK HAS CONVERTED MANA COST 2 OR LESS. (IF THIS CARD IS YOUR CHOSEN COMPANION, YOU MAY PUT IT INTO YOUR HAND FROM OUTSIDE THE GAME FOR  ANY TIME YOU COULD CAST A SORCERY.)**  **LIFELINK DURING EACH OF YOUR TURNS, YOU MAY CAST ONE PERMANENT SPELL WITH CONVERTED MANA COST 2 OR LESS FROM YOUR GRAVEYARD.** |  | |  | [**LUTRI, THE SPELLCHASER**](https://magicarena.fandom.com/wiki/Lutri,_the_Spellchaser)**(3) LEGENDARY CREATURE — ELEMENTAL OTTER (3/2) COMPANION — EACH NONLAND CARD IN YOUR STARTING DECK HAS A DIFFERENT NAME. (IF THIS CARD IS YOUR CHOSEN COMPANION, YOU MAY PUT IT INTO YOUR HAND FROM OUTSIDE THE GAME FOR  ANY TIME YOU COULD CAST A SORCERY.)**  **FLASH WHEN LUTRI, THE SPELLCHASER ENTERS THE BATTLEFIELD, IF YOU CAST IT, COPY TARGET INSTANT OR SORCERY SPELL YOU CONTROL. YOU MAY CHOOSE NEW TARGETS FOR THE COPY.** |  | |  | [**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.** |  | |  | [**MANED SERVAL**](https://magicarena.fandom.com/wiki/Maned_Serval)**White (2) CREATURE — CAT (1/4) VIGILANCE** |  | |  | [**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.)** |  | |  | [**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.** |  | |  | [**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.)** |  | |  | [**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** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.)** |  | |  | [**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.** |  | |  | [**NARSET OF THE ANCIENT WAY**](https://magicarena.fandom.com/wiki/Narset_of_the_Ancient_Way)**BlueRedWhite (4) LEGENDARY PLANESWALKER — NARSET (4) +1: YOU GAIN 2 LIFE. ADD Blue, Red, OR White. SPEND THIS MANA ONLY TO CAST A NONCREATURE SPELL.**  **−2: DRAW A CARD, THEN YOU MAY DISCARD A CARD. WHEN YOU DISCARD A NONLAND CARD THIS WAY, NARSET OF THE ANCIENT WAY DEALS DAMAGE EQUAL TO THAT CARD'S CONVERTED MANA COST TO TARGET CREATURE OR PLANESWALKER. −6: YOU GET AN EMBLEM WITH "WHENEVER YOU CAST A NONCREATURE SPELL, THIS EMBLEM DEALS 2 DAMAGE TO ANY TARGET."** |  | |  | [**NECROPANTHER**](https://magicarena.fandom.com/wiki/Necropanther)**WhiteBlack (3) CREATURE — CAT NIGHTMARE (3/3) MUTATE  (IF YOU CAST THIS SPELL FOR ITS MUTATE COST, PUT IT OVER OR UNDER TARGET NON-HUMAN CREATURE YOU OWN. THEY MUTATE INTO THE CREATURE ON TOP PLUS ALL ABILITIES FROM UNDER IT.)**  **WHENEVER THIS CREATURE MUTATES, RETURN TARGET CREATURE CARD WITH CONVERTED MANA COST 3 OR LESS FROM YOUR GRAVEYARD TO THE BATTLEFIELD.** |  | |  | [**NETHROI, APEX OF DEATH**](https://magicarena.fandom.com/wiki/Nethroi,_Apex_of_Death)**WhiteBlackGreen (5) LEGENDARY CREATURE — CAT NIGHTMARE BEAST (5/5) MUTATE BlackBlack (IF YOU CAST THIS SPELL FOR ITS MUTATE COST, PUT IT OVER OR UNDER TARGET NON-HUMAN CREATURE YOU OWN. THEY MUTATE INTO THE CREATURE ON TOP PLUS ALL ABILITIES FROM UNDER IT.)**  **DEATHTOUCH, LIFELINK WHENEVER THIS CREATURE MUTATES, RETURN ANY NUMBER OF TARGET CREATURE CARDS WITH TOTAL POWER 10 OR LESS FROM YOUR GRAVEYARD TO THE BATTLEFIELD.** |  | |  | [**NEUTRALIZE**](https://magicarena.fandom.com/wiki/Neutralize)**BlueBlue (3) INSTANT COUNTER TARGET SPELL.**  **CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.)** |  | |  | [**PACIFISM**](https://magicarena.fandom.com/wiki/Pacifism)**White (2) ENCHANTMENT — AURA ENCHANT CREATURE**  **ENCHANTED CREATURE CAN'T ATTACK OR BLOCK.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**PLAINS**](https://magicarena.fandom.com/wiki/Plains)**(0) BASIC LAND — PLAINS** |  | |  | [**PLUMMET**](https://magicarena.fandom.com/wiki/Plummet)**Green (2) INSTANT DESTROY TARGET CREATURE WITH FLYING.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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."** |  | |  | [**PYROCERATOPS**](https://magicarena.fandom.com/wiki/Pyroceratops)**Red (4) CREATURE — ELEMENTAL DINOSAUR (2/3) TRAMPLE**  **WHENEVER YOU CAST A NONCREATURE SPELL, PUT A +1/+1 COUNTER ON PYROCERATOPS.** |  | |  | [**QUARTZWOOD CRASHER**](https://magicarena.fandom.com/wiki/Quartzwood_Crasher)**RedRedGreen (5) CREATURE — DINOSAUR BEAST (6/6) TRAMPLE**  **WHENEVER ONE OR MORE CREATURES YOU CONTROL WITH TRAMPLE DEAL COMBAT DAMAGE TO A PLAYER, CREATE AN X/X GREEN DINOSAUR BEAST CREATURE TOKEN WITH TRAMPLE, WHERE X IS THE AMOUNT OF DAMAGE THOSE CREATURES DEALT TO THAT PLAYER.** |  | |  | [**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.)** |  | |  | [**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.** |  | |  | [**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.)** |  | |  | [**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.)** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.)** |  | |  | [**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.** |  | |  | [**RUINOUS ULTIMATUM**](https://magicarena.fandom.com/wiki/Ruinous_Ultimatum)**RedRedWhiteWhiteWhiteBlackBlack (7) SORCERY DESTROY ALL NONLAND PERMANENTS YOUR OPPONENTS CONTROL.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.)** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.)** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**SNAPDAX, APEX OF THE HUNT**](https://magicarena.fandom.com/wiki/Snapdax,_Apex_of_the_Hunt)**RedWhiteBlack (4) LEGENDARY CREATURE — DINOSAUR CAT NIGHTMARE (3/5) MUTATE WhiteWhite (IF YOU CAST THIS SPELL FOR ITS MUTATE COST, PUT IT OVER OR UNDER TARGET NON-HUMAN CREATURE YOU OWN. THEY MUTATE INTO THE CREATURE ON TOP PLUS ALL ABILITIES FROM UNDER IT.)**  **DOUBLE STRIKE WHENEVER THIS CREATURE MUTATES, IT DEALS 4 DAMAGE TO TARGET CREATURE OR PLANESWALKER AN OPPONENT CONTROLS AND YOU GAIN 4 LIFE.** |  | |  | [**SNARE TACTICIAN**](https://magicarena.fandom.com/wiki/Snare_Tactician)**White (3) CREATURE — HUMAN SOLDIER (2/3) WHENEVER YOU CYCLE A CARD, TAP TARGET CREATURE AN OPPONENT CONTROLS.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**SPLENDOR MARE**](https://magicarena.fandom.com/wiki/Splendor_Mare)**White (3) CREATURE — ELK UNICORN (3/3) LIFELINK**  **CYCLING White (White, DISCARD THIS CARD: DRAW A CARD.) WHEN YOU CYCLE SPLENDOR MARE, PUT A LIFELINK COUNTER ON TARGET CREATURE YOU CONTROL.** |  | |  | [**SPONTANEOUS FLIGHT**](https://magicarena.fandom.com/wiki/Spontaneous_Flight)**White (3) INSTANT TARGET CREATURE GETS +2/+2 UNTIL END OF TURN. PUT A FLYING COUNTER ON IT.** |  | |  | [**SPRINGJAW TRAP**](https://magicarena.fandom.com/wiki/Springjaw_Trap)**(1) ARTIFACT FLASH**  **, Tap, SACRIFICE SPRINGJAW TRAP: IT DEALS 3 DAMAGE TO ANY TARGET.** |  | |  | [**SPRITE DRAGON**](https://magicarena.fandom.com/wiki/Sprite_Dragon)**BlueRed (2) CREATURE — FAERIE DRAGON (1/1) FLYING, HASTE**  **WHENEVER YOU CAST A NONCREATURE SPELL, PUT A +1/+1 COUNTER ON SPRITE DRAGON.** |  | |  | [**STARTLING DEVELOPMENT**](https://magicarena.fandom.com/wiki/Startling_Development)**Blue (2) INSTANT UNTIL END OF TURN, TARGET CREATURE BECOMES A BLUE SERPENT WITH BASE POWER AND TOUGHNESS 4/4.**  **CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**STORMWILD CAPRIDOR**](https://magicarena.fandom.com/wiki/Stormwild_Capridor)**White (3) CREATURE — BIRD GOAT (1/3) FLYING**  **IF NONCOMBAT DAMAGE WOULD BE DEALT TO STORMWILD CAPRIDOR, PREVENT THAT DAMAGE. PUT A +1/+1 COUNTER ON STORMWILD CAPRIDOR FOR EACH 1 DAMAGE PREVENTED THIS WAY.** |  | |  | [**SUDDEN SPINNERETS**](https://magicarena.fandom.com/wiki/Sudden_Spinnerets)**Green (1) INSTANT TARGET CREATURE GETS +1/+3 UNTIL END OF TURN. PUT A REACH COUNTER ON IT. UNTAP IT.** |  | |  | [**SUFFOCATING FUMES**](https://magicarena.fandom.com/wiki/Suffocating_Fumes)**Black (3) INSTANT CREATURES YOUR OPPONENTS CONTROL GET -1/-1 UNTIL END OF TURN.**  **CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**SURVIVORS' BOND**](https://magicarena.fandom.com/wiki/Survivors%27_Bond)**Green (2) SORCERY CHOOSE ONE OR BOTH —**  **• RETURN TARGET HUMAN CREATURE CARD FROM YOUR GRAVEYARD TO YOUR HAND. • RETURN TARGET NON-HUMAN CREATURE CARD FROM YOUR GRAVEYARD TO YOUR HAND.** |  | |  | [**SWALLOW WHOLE**](https://magicarena.fandom.com/wiki/Swallow_Whole)**White (1) SORCERY AS AN ADDITIONAL COST TO CAST THIS SPELL, TAP AN UNTAPPED CREATURE YOU CONTROL.**  **EXILE TARGET TAPPED CREATURE. PUT A +1/+1 COUNTER ON THE CREATURE TAPPED TO PAY THIS SPELL'S ADDITIONAL COST.** |  | |  | [**SWAMP**](https://magicarena.fandom.com/wiki/Swamp)**(0) BASIC LAND — SWAMP** |  | |  | [**SWIFTWATER CLIFFS**](https://magicarena.fandom.com/wiki/Swiftwater_Cliffs)**(0) LAND SWIFTWATER CLIFFS ENTERS THE BATTLEFIELD TAPPED.**  **WHEN SWIFTWATER CLIFFS ENTERS THE BATTLEFIELD, YOU GAIN 1 LIFE. Tap: ADD Blue OR Red.** |  | |  | [**TENTATIVE CONNECTION**](https://magicarena.fandom.com/wiki/Tentative_Connection)**Red (4) SORCERY THIS SPELL COSTS  LESS TO CAST IF YOU CONTROL A CREATURE WITH MENACE.**  **GAIN CONTROL OF TARGET CREATURE UNTIL END OF TURN. UNTAP THAT CREATURE. IT GAINS HASTE UNTIL END OF TURN.** |  | |  | [**THE OZOLITH**](https://magicarena.fandom.com/wiki/The_Ozolith)**(1) LEGENDARY ARTIFACT WHENEVER A CREATURE YOU CONTROL LEAVES THE BATTLEFIELD, IF IT HAD COUNTERS ON IT, PUT THOSE COUNTERS ON THE OZOLITH.**  **AT THE BEGINNING OF COMBAT ON YOUR TURN, IF THE OZOLITH HAS COUNTERS ON IT, YOU MAY MOVE ALL COUNTERS FROM THE OZOLITH ONTO TARGET CREATURE.** |  | |  | [**THIEVING OTTER**](https://magicarena.fandom.com/wiki/Thieving_Otter)**Blue (3) CREATURE — OTTER (2/2) WHENEVER THIEVING OTTER DEALS DAMAGE TO AN OPPONENT, DRAW A CARD.** |  | |  | [**THORNWOOD FALLS**](https://magicarena.fandom.com/wiki/Thornwood_Falls)**(0) LAND THORNWOOD FALLS ENTERS THE BATTLEFIELD TAPPED.**  **WHEN THORNWOOD FALLS ENTERS THE BATTLEFIELD, YOU GAIN 1 LIFE. Tap: ADD Green OR Blue.** |  | |  | [**THWART THE ENEMY**](https://magicarena.fandom.com/wiki/Thwart_the_Enemy)**Green (3) INSTANT PREVENT ALL DAMAGE THAT WOULD BE DEALT THIS TURN BY CREATURES YOUR OPPONENTS CONTROL.** |  | |  | [**TITANOTH REX**](https://magicarena.fandom.com/wiki/Titanoth_Rex)**GreenGreen (9) CREATURE — DINOSAUR BEAST (11/11) TRAMPLE**  **CYCLING Green (Green, DISCARD THIS CARD: DRAW A CARD.) WHEN YOU CYCLE TITANOTH REX, PUT A TRAMPLE COUNTER ON TARGET CREATURE YOU CONTROL.** |  | |  | [**TITANS' NEST**](https://magicarena.fandom.com/wiki/Titans%27_Nest)**BlackGreenBlue (4) ENCHANTMENT AT THE BEGINNING OF YOUR UPKEEP, LOOK AT THE TOP CARD OF YOUR LIBRARY. YOU MAY PUT THAT CARD INTO YOUR GRAVEYARD.**  **EXILE A CARD FROM YOUR GRAVEYARD: ADD . SPEND THIS MANA ONLY TO CAST A COLORED SPELL WITHOUT  IN ITS MANA COST.** |  | |  | [**TRANQUIL COVE**](https://magicarena.fandom.com/wiki/Tranquil_Cove)**(0) LAND TRANQUIL COVE ENTERS THE BATTLEFIELD TAPPED.**  **WHEN TRANQUIL COVE ENTERS THE BATTLEFIELD, YOU GAIN 1 LIFE. Tap: ADD White OR Blue.** |  | |  | [**TRUMPETING GNARR**](https://magicarena.fandom.com/wiki/Trumpeting_Gnarr)**GreenBlue (3) CREATURE — BEAST (3/3) MUTATE  (IF YOU CAST THIS SPELL FOR ITS MUTATE COST, PUT IT OVER OR UNDER TARGET NON-HUMAN CREATURE YOU OWN. THEY MUTATE INTO THE CREATURE ON TOP PLUS ALL ABILITIES FROM UNDER IT.)**  **WHENEVER THIS CREATURE MUTATES, CREATE A 3/3 GREEN BEAST CREATURE TOKEN.** |  | |  | [**UMORI, THE COLLECTOR**](https://magicarena.fandom.com/wiki/Umori,_the_Collector)**(4) LEGENDARY CREATURE — OOZE (4/5) COMPANION — EACH NONLAND CARD IN YOUR STARTING DECK SHARES A CARD TYPE. (IF THIS CARD IS YOUR CHOSEN COMPANION, YOU MAY PUT IT INTO YOUR HAND FROM OUTSIDE THE GAME FOR  ANY TIME YOU COULD CAST A SORCERY.)**  **AS UMORI, THE COLLECTOR ENTERS THE BATTLEFIELD, CHOOSE A CARD TYPE. SPELLS YOU CAST OF THE CHOSEN TYPE COST  LESS TO CAST.** |  | |  | [**UNBREAKABLE BOND**](https://magicarena.fandom.com/wiki/Unbreakable_Bond)**Black (5) SORCERY RETURN TARGET CREATURE CARD FROM YOUR GRAVEYARD TO THE BATTLEFIELD WITH A LIFELINK COUNTER ON IT.** |  | |  | [**UNEXPECTED FANGS**](https://magicarena.fandom.com/wiki/Unexpected_Fangs)**Black (2) INSTANT PUT A +1/+1 COUNTER AND A LIFELINK COUNTER ON TARGET CREATURE.** |  | |  | [**UNLIKELY AID**](https://magicarena.fandom.com/wiki/Unlikely_Aid)**Black (2) INSTANT TARGET CREATURE GETS +2/+0 AND GAINS INDESTRUCTIBLE UNTIL END OF TURN. (DAMAGE AND EFFECTS THAT SAY "DESTROY" DON'T DESTROY IT.)** |  | |  | [**UNPREDICTABLE CYCLONE**](https://magicarena.fandom.com/wiki/Unpredictable_Cyclone)**RedRed (5) ENCHANTMENT IF A CYCLING ABILITY OF ANOTHER NONLAND CARD WOULD CAUSE YOU TO DRAW A CARD, INSTEAD EXILE CARDS FROM THE TOP OF YOUR LIBRARY UNTIL YOU EXILE A CARD THAT SHARES A CARD TYPE WITH THE CYCLED CARD. YOU MAY CAST THAT CARD WITHOUT PAYING ITS MANA COST. THEN PUT THE EXILED CARDS THAT WEREN'T CAST THIS WAY ON THE BOTTOM OF YOUR LIBRARY IN A RANDOM ORDER.**  **CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**VADROK, APEX OF THUNDER**](https://magicarena.fandom.com/wiki/Vadrok,_Apex_of_Thunder)**BlueRedWhite (3) LEGENDARY CREATURE — ELEMENTAL DINOSAUR CAT (3/3) MUTATE RedRed (IF YOU CAST THIS SPELL FOR ITS MUTATE COST, PUT IT OVER OR UNDER TARGET NON-HUMAN CREATURE YOU OWN. THEY MUTATE INTO THE CREATURE ON TOP PLUS ALL ABILITIES FROM UNDER IT.)**  **FLYING, FIRST STRIKE WHENEVER THIS CREATURE MUTATES, YOU MAY CAST TARGET NONCREATURE CARD WITH CONVERTED MANA COST 3 OR LESS FROM YOUR GRAVEYARD WITHOUT PAYING ITS MANA COST.** |  | |  | [**VALIANT RESCUER**](https://magicarena.fandom.com/wiki/Valiant_Rescuer)**White (2) CREATURE — HUMAN SOLDIER (3/1) WHENEVER YOU CYCLE ANOTHER CARD FOR THE FIRST TIME EACH TURN, CREATE A 1/1 WHITE HUMAN SOLDIER CREATURE TOKEN.**  **CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**VIVIEN, MONSTERS' ADVOCATE**](https://magicarena.fandom.com/wiki/Vivien,_Monsters%27_Advocate)**GreenGreen (5) LEGENDARY PLANESWALKER — VIVIEN (3) YOU MAY LOOK AT THE TOP CARD OF YOUR LIBRARY ANY TIME.**  **YOU MAY CAST CREATURE SPELLS FROM THE TOP OF YOUR LIBRARY. +1: CREATE A 3/3 GREEN BEAST CREATURE TOKEN. PUT YOUR CHOICE OF A VIGILANCE COUNTER, A REACH COUNTER, OR A TRAMPLE COUNTER ON IT. −2: WHEN YOU CAST YOUR NEXT CREATURE SPELL THIS TURN, SEARCH YOUR LIBRARY FOR A CREATURE CARD WITH LESSER CONVERTED MANA COST, PUT IT ONTO THE BATTLEFIELD, THEN SHUFFLE YOUR LIBRARY.** |  | |  | [**VOID BECKONER**](https://magicarena.fandom.com/wiki/Void_Beckoner)**BlackBlack (8) CREATURE — NIGHTMARE HORROR (8/8) DEATHTOUCH**  **CYCLING Black (Black, DISCARD THIS CARD: DRAW A CARD.) WHEN YOU CYCLE VOID BECKONER, PUT A DEATHTOUCH COUNTER ON TARGET CREATURE YOU CONTROL.** |  | |  | [**VORACIOUS GREATSHARK**](https://magicarena.fandom.com/wiki/Voracious_Greatshark)**BlueBlue (5) CREATURE — SHARK (5/4) FLASH**  **WHEN VORACIOUS GREATSHARK ENTERS THE BATTLEFIELD, COUNTER TARGET ARTIFACT OR CREATURE SPELL.** |  | |  | [**VULPIKEET**](https://magicarena.fandom.com/wiki/Vulpikeet)**White (4) CREATURE — FOX BIRD (2/3) MUTATE White (IF YOU CAST THIS SPELL FOR ITS MUTATE COST, PUT IT OVER OR UNDER TARGET NON-HUMAN CREATURE YOU OWN. THEY MUTATE INTO THE CREATURE ON TOP PLUS ALL ABILITIES FROM UNDER IT.)**  **FLYING WHENEVER THIS CREATURE MUTATES, PUT A +1/+1 COUNTER ON IT.** |  | |  | [**WEAPONIZE THE MONSTERS**](https://magicarena.fandom.com/wiki/Weaponize_the_Monsters)**Red (1) ENCHANTMENT , SACRIFICE A CREATURE: WEAPONIZE THE MONSTERS DEALS 2 DAMAGE TO ANY TARGET.** |  | |  | [**WHIRLWIND OF THOUGHT**](https://magicarena.fandom.com/wiki/Whirlwind_of_Thought)**BlueRedWhite (4) ENCHANTMENT WHENEVER YOU CAST A NONCREATURE SPELL, DRAW A CARD.** |  | |  | [**WHISPER SQUAD**](https://magicarena.fandom.com/wiki/Whisper_Squad)**Black (1) CREATURE — HUMAN SOLDIER (1/1) Black: SEARCH YOUR LIBRARY FOR A CARD NAMED WHISPER SQUAD, PUT IT ONTO THE BATTLEFIELD TAPPED, THEN SHUFFLE YOUR LIBRARY.** |  | |  | [**WILL OF THE ALL-HUNTER**](https://magicarena.fandom.com/wiki/Will_of_the_All-Hunter)**White (2) INSTANT TARGET CREATURE GETS +2/+2 UNTIL END OF TURN. IF IT'S BLOCKING, INSTEAD PUT TWO +1/+1 COUNTERS ON IT.**  **CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**WILT**](https://magicarena.fandom.com/wiki/Wilt)**Green (2) INSTANT DESTROY TARGET ARTIFACT OR ENCHANTMENT.**  **CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**WIND-SCARRED CRAG**](https://magicarena.fandom.com/wiki/Wind-Scarred_Crag)**(0) LAND WIND-SCARRED CRAG ENTERS THE BATTLEFIELD TAPPED.**  **WHEN WIND-SCARRED CRAG ENTERS THE BATTLEFIELD, YOU GAIN 1 LIFE. Tap: ADD Red OR White.** |  | |  | [**WINGFOLD PTERON**](https://magicarena.fandom.com/wiki/Wingfold_Pteron)**Blue (6) CREATURE — DINOSAUR (3/6) WINGFOLD PTERON ENTERS THE BATTLEFIELD WITH YOUR CHOICE OF A FLYING COUNTER OR A HEXPROOF COUNTER ON IT. (A CREATURE WITH HEXPROOF CAN'T BE THE TARGET OF SPELLS OR ABILITIES YOUR OPPONENTS CONTROL.)** |  | |  | [**WINGSPAN MENTOR**](https://magicarena.fandom.com/wiki/Wingspan_Mentor)**Blue (3) CREATURE — HUMAN WIZARD (1/3) WHEN WINGSPAN MENTOR ENTERS THE BATTLEFIELD, PUT A FLYING COUNTER ON TARGET NON-HUMAN CREATURE YOU CONTROL.**  **Blue, Tap: PUT A +1/+1 COUNTER ON EACH CREATURE YOU CONTROL WITH FLYING.** |  | |  | [**WINOTA, JOINER OF FORCES**](https://magicarena.fandom.com/wiki/Winota,_Joiner_of_Forces)**RedWhite (4) LEGENDARY CREATURE — HUMAN WARRIOR (4/4) WHENEVER A NON-HUMAN CREATURE YOU CONTROL ATTACKS, LOOK AT THE TOP SIX CARDS OF YOUR LIBRARY. YOU MAY PUT A HUMAN CREATURE CARD FROM AMONG THEM ONTO THE BATTLEFIELD TAPPED AND ATTACKING. IT GAINS INDESTRUCTIBLE UNTIL END OF TURN. PUT THE REST OF THE CARDS ON THE BOTTOM OF YOUR LIBRARY IN A RANDOM ORDER.** |  | |  | [**YIDARO, WANDERING MONSTER**](https://magicarena.fandom.com/wiki/Yidaro,_Wandering_Monster)**RedRed (7) LEGENDARY CREATURE — DINOSAUR TURTLE (8/8) TRAMPLE, HASTE**  **CYCLING Red WHEN YOU CYCLE YIDARO, WANDERING MONSTER, SHUFFLE IT INTO YOUR LIBRARY FROM YOUR GRAVEYARD. IF YOU'VE CYCLED A CARD NAMED YIDARO, WANDERING MONSTER FOUR OR MORE TIMES THIS GAME, PUT IT ONTO THE BATTLEFIELD FROM YOUR GRAVEYARD INSTEAD. (DO THIS BEFORE YOU DRAW.)** |  | |  | [**YORION, SKY NOMAD**](https://magicarena.fandom.com/wiki/Yorion,_Sky_Nomad)**(5) LEGENDARY CREATURE — BIRD SERPENT (4/5) COMPANION — YOUR STARTING DECK CONTAINS AT LEAST TWENTY CARDS MORE THAN THE MINIMUM DECK SIZE. (IF THIS CARD IS YOUR CHOSEN COMPANION, YOU MAY PUT IT INTO YOUR HAND FROM OUTSIDE THE GAME FOR  ANY TIME YOU COULD CAST A SORCERY.)**  **FLYING WHEN YORION ENTERS THE BATTLEFIELD, EXILE ANY NUMBER OF OTHER NONLAND PERMANENTS YOU OWN AND CONTROL. RETURN THOSE CARDS TO THE BATTLEFIELD AT THE BEGINNING OF THE NEXT END STEP.** |  | |  | [**ZAGOTH CRYSTAL**](https://magicarena.fandom.com/wiki/Zagoth_Crystal)**(3) ARTIFACT Tap: ADD Black, Green, OR Blue.**  **CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**ZAGOTH MAMBA**](https://magicarena.fandom.com/wiki/Zagoth_Mamba)**Black (1) CREATURE — NIGHTMARE SNAKE (1/1) WHENEVER THIS CREATURE MUTATES, TARGET CREATURE AN OPPONENT CONTROLS GETS -2/-2 UNTIL END OF TURN.** |  | |  | [**ZAGOTH TRIOME**](https://magicarena.fandom.com/wiki/Zagoth_Triome)**(0) LAND — SWAMP FOREST ISLAND (Tap: ADD Black, Green, OR Blue.)**  **ZAGOTH TRIOME ENTERS THE BATTLEFIELD TAPPED. CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**ZENITH FLARE**](https://magicarena.fandom.com/wiki/Zenith_Flare)**RedWhite (4) INSTANT ZENITH FLARE DEALS X DAMAGE TO ANY TARGET AND YOU GAIN X LIFE, WHERE X IS THE NUMBER OF CARDS WITH A CYCLING ABILITY IN YOUR GRAVEYARD.** |  | |  | [**ZILORTHA, STRENGTH INCARNATE**](https://magicarena.fandom.com/wiki/Zilortha,_Strength_Incarnate)**RedGreen (5) LEGENDARY CREATURE — DINOSAUR (7/3) TRAMPLE**  **LETHAL DAMAGE DEALT TO CREATURES YOU CONTROL IS DETERMINED BY THEIR POWER RATHER THAN THEIR TOUGHNESS.** |  | |  | [**ZIRDA, THE DAWNWAKER**](https://magicarena.fandom.com/wiki/Zirda,_the_Dawnwaker)**(3) LEGENDARY CREATURE — ELEMENTAL FOX (3/3) COMPANION — EACH PERMANENT CARD IN YOUR STARTING DECK HAS AN ACTIVATED ABILITY. (IF THIS CARD IS YOUR CHOSEN COMPANION, YOU MAY PUT IT INTO YOUR HAND FROM OUTSIDE THE GAME FOR  ANY TIME YOU COULD CAST A SORCERY.)**  **ABILITIES YOU ACTIVATE THAT AREN'T MANA ABILITIES COST  LESS TO ACTIVATE. THIS EFFECT CAN'T REDUCE THE MANA IN THAT COST TO LESS THAN ONE MANA. , Tap: TARGET CREATURE CAN'T BLOCK THIS TURN.** |  | |

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| |  |  | | --- | --- | | **HISTORIC ANTHOLOGY 2 MAGIC DECK CARDS** | | |  | [**ANCESTRAL MASK**](https://magicarena.fandom.com/wiki/Ancestral_Mask)**Green (3) ENCHANTMENT — AURA ENCHANT CREATURE**  **ENCHANTED CREATURE GETS +2/+2 FOR EACH OTHER ENCHANTMENT ON THE BATTLEFIELD.** | |  | [**BARREN MOOR**](https://magicarena.fandom.com/wiki/Barren_Moor)**(0) LAND BARREN MOOR ENTERS THE BATTLEFIELD TAPPED.**  **Tap: ADD Black. CYCLING Black (Black, DISCARD THIS CARD: DRAW A CARD.)** | |  | [**BOJUKA BOG**](https://magicarena.fandom.com/wiki/Bojuka_Bog)**(0) LAND BOJUKA BOG ENTERS THE BATTLEFIELD TAPPED.**  **WHEN BOJUKA BOG ENTERS THE BATTLEFIELD, EXILE ALL CARDS FROM TARGET PLAYER'S GRAVEYARD. Tap: ADD Black.** | |  | [**BRAIN MAGGOT**](https://magicarena.fandom.com/wiki/Brain_Maggot)**Black (2) ENCHANTMENT CREATURE — INSECT (1/1) WHEN BRAIN MAGGOT ENTERS THE BATTLEFIELD, TARGET OPPONENT REVEALS THEIR HAND AND YOU CHOOSE A NONLAND CARD FROM IT. EXILE THAT CARD UNTIL BRAIN MAGGOT LEAVES THE BATTLEFIELD.** | |  | [**DRAGONMASTER OUTCAST**](https://magicarena.fandom.com/wiki/Dragonmaster_Outcast)**Red (1) CREATURE — HUMAN SHAMAN (1/1) AT THE BEGINNING OF YOUR UPKEEP, IF YOU CONTROL SIX OR MORE LANDS, CREATE A 5/5 RED DRAGON CREATURE TOKEN WITH FLYING.** | |  | [**FORGOTTEN CAVE**](https://magicarena.fandom.com/wiki/Forgotten_Cave)**(0) LAND FORGOTTEN CAVE ENTERS THE BATTLEFIELD TAPPED.**  **Tap: ADD Red. CYCLING Red (Red, DISCARD THIS CARD: DRAW A CARD.)** | |  | [**GHOST QUARTER**](https://magicarena.fandom.com/wiki/Ghost_Quarter)**(0) LAND Tap: ADD .**  **Tap, SACRIFICE GHOST QUARTER: DESTROY TARGET LAND. ITS CONTROLLER MAY SEARCH THEIR LIBRARY FOR A BASIC LAND CARD, PUT IT ONTO THE BATTLEFIELD, THEN SHUFFLE THEIR LIBRARY.** | |  | [**GOBLIN RUINBLASTER**](https://magicarena.fandom.com/wiki/Goblin_Ruinblaster)**Red (3) CREATURE — GOBLIN SHAMAN (2/1) KICKER Red (YOU MAY PAY AN ADDITIONAL Red AS YOU CAST THIS SPELL.)**  **HASTE WHEN GOBLIN RUINBLASTER ENTERS THE BATTLEFIELD, IF IT WAS KICKED, DESTROY TARGET NONBASIC LAND.** | |  | [**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.)** | |  | [**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.** | |  | [**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.)** | |  | [**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.** | |  | [**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.** | |  | [**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.** | |  | [**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.** | |  | [**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.** | |  | [**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.** | |  | [**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.** | |  | [**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.)** | |  | [**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.** | |  | [**TERRAVORE**](https://magicarena.fandom.com/wiki/Terravore)**GreenGreen (3) CREATURE — LHURGOYF (\*/\*) TRAMPLE**  **TERRAVORE'S POWER AND TOUGHNESS ARE EACH EQUAL TO THE NUMBER OF LAND CARDS IN ALL GRAVEYARDS.** | |  | [**THALIA, GUARDIAN OF THRABEN**](https://magicarena.fandom.com/wiki/Thalia,_Guardian_of_Thraben)**White (2) LEGENDARY CREATURE — HUMAN SOLDIER (2/1) FIRST STRIKE**  **NONCREATURE SPELLS COST  MORE TO CAST.** | |  | [**TRANQUIL THICKET**](https://magicarena.fandom.com/wiki/Tranquil_Thicket)**(0) LAND TRANQUIL THICKET ENTERS THE BATTLEFIELD TAPPED.**  **Tap: ADD Green. CYCLING Green (Green, DISCARD THIS CARD: DRAW A CARD.)** | |  | [**VIRULENT PLAGUE**](https://magicarena.fandom.com/wiki/Virulent_Plague)**Black (3) ENCHANTMENT CREATURE TOKENS GET -2/-2.** | |  | [**WASTE NOT**](https://magicarena.fandom.com/wiki/Waste_Not)**Black (2) ENCHANTMENT WHENEVER AN OPPONENT DISCARDS A CREATURE CARD, CREATE A 2/2 BLACK ZOMBIE CREATURE TOKEN.**  **WHENEVER AN OPPONENT DISCARDS A LAND CARD, ADD BlackBlack. WHENEVER AN OPPONENT DISCARDS A NONCREATURE, NONLAND CARD, DRAW A CARD.** | |

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| |  |  |  | | --- | --- | --- | | **273 THEROS BEYOND DEATH MAGIC DECK CARDS** | | | |  | [ACOLYTE OF AFFLICTION](https://magicarena.fandom.com/wiki/Acolyte_of_Affliction) BlackGreen (4) CREATURE — HUMAN CLERIC (2/3) WHEN ACOLYTE OF AFFLICTION ENTERS THE BATTLEFIELD, MILL TWO CARDS, THEN YOU MAY RETURN A PERMANENT CARD FROM YOUR GRAVEYARD TO YOUR HAND. |  | |  | [AGONIZING REMORSE](https://magicarena.fandom.com/wiki/Agonizing_Remorse) Black (2) SORCERY TARGET OPPONENT REVEALS THEIR HAND. YOU CHOOSE A NONLAND CARD FROM IT OR A CARD FROM THEIR GRAVEYARD. EXILE THAT CARD. YOU LOSE 1 LIFE. |  | |  | [ALIRIOS, ENRAPTURED](https://magicarena.fandom.com/wiki/Alirios,_Enraptured) Blue (3) LEGENDARY CREATURE — HUMAN (2/3) ALIRIOS, ENRAPTURED ENTERS THE BATTLEFIELD TAPPED.  ALIRIOS DOESN'T UNTAP DURING YOUR UNTAP STEP IF YOU CONTROL A REFLECTION. WHEN ALIRIOS ENTERS THE BATTLEFIELD, CREATE A 3/2 BLUE REFLECTION CREATURE TOKEN. |  | |  | [ALLURE OF THE UNKNOWN](https://magicarena.fandom.com/wiki/Allure_of_the_Unknown) BlackRed (5) SORCERY REVEAL THE TOP SIX CARDS OF YOUR LIBRARY. AN OPPONENT EXILES A NONLAND CARD FROM AMONG THEM, THEN YOU PUT THE REST INTO YOUR HAND. THAT OPPONENT MAY CAST THE EXILED CARD WITHOUT PAYING ITS MANA COST. |  | |  | [ALSEID OF LIFE'S BOUNTY](https://magicarena.fandom.com/wiki/Alseid_of_Life%27s_Bounty) White (1) ENCHANTMENT CREATURE — NYMPH (1/1) LIFELINK  , SACRIFICE ALSEID OF LIFE'S BOUNTY: TARGET CREATURE OR ENCHANTMENT YOU CONTROL GAINS PROTECTION FROM THE COLOR OF YOUR CHOICE UNTIL END OF TURN. |  | |  | [ALTAR OF THE PANTHEON](https://magicarena.fandom.com/wiki/Altar_of_the_Pantheon)  (3) ARTIFACT YOUR DEVOTION TO EACH COLOR AND EACH COMBINATION OF COLORS IS INCREASED BY ONE.  Tap: ADD ONE MANA OF ANY COLOR. IF YOU CONTROL A GOD, A DEMIGOD, OR A LEGENDARY ENCHANTMENT, YOU GAIN 1 LIFE. |  | |  | [ANAX, HARDENED IN THE FORGE](https://magicarena.fandom.com/wiki/Anax,_Hardened_in_the_Forge) RedRed (3) LEGENDARY ENCHANTMENT CREATURE — DEMIGOD (\*/3) ANAX'S POWER IS EQUAL TO YOUR DEVOTION TO RED. (EACH Red IN THE MANA COSTS OF PERMANENTS YOU CONTROL COUNTS TOWARD YOUR DEVOTION TO RED.)  WHENEVER ANAX OR ANOTHER NONTOKEN CREATURE YOU CONTROL DIES, CREATE A 1/1 RED SATYR CREATURE TOKEN WITH "THIS CREATURE CAN'T BLOCK." IF THE CREATURE HAD POWER 4 OR GREATER, CREATE TWO OF THOSE TOKENS INSTEAD. |  | |  | [APHEMIA, THE CACOPHONY](https://magicarena.fandom.com/wiki/Aphemia,_the_Cacophony) Black (2) LEGENDARY ENCHANTMENT CREATURE — HARPY (2/1) FLYING  AT THE BEGINNING OF YOUR END STEP, YOU MAY EXILE AN ENCHANTMENT CARD FROM YOUR GRAVEYARD. IF YOU DO, CREATE A 2/2 BLACK ZOMBIE CREATURE TOKEN. |  | |  | [ARASTA OF THE ENDLESS WEB](https://magicarena.fandom.com/wiki/Arasta_of_the_Endless_Web) GreenGreen (4) LEGENDARY ENCHANTMENT CREATURE — SPIDER (3/5) REACH  WHENEVER AN OPPONENT CASTS AN INSTANT OR SORCERY SPELL, CREATE A 1/2 GREEN SPIDER CREATURE TOKEN WITH REACH. |  | |  | [ARCHON OF FALLING STARS](https://magicarena.fandom.com/wiki/Archon_of_Falling_Stars) WhiteWhite (6) CREATURE — ARCHON (4/4) FLYING  WHEN ARCHON OF FALLING STARS DIES, YOU MAY RETURN TARGET ENCHANTMENT CARD FROM YOUR GRAVEYARD TO THE BATTLEFIELD. |  | |  | [ARCHON OF SUN'S GRACE](https://magicarena.fandom.com/wiki/Archon_of_Sun%27s_Grace) WhiteWhite (4) CREATURE — ARCHON (3/4) FLYING, LIFELINK  PEGASUS CREATURES YOU CONTROL HAVE LIFELINK. CONSTELLATION — WHENEVER AN ENCHANTMENT ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, CREATE A 2/2 WHITE PEGASUS CREATURE TOKEN WITH FLYING. |  | |  | [ARENA TRICKSTER](https://magicarena.fandom.com/wiki/Arena_Trickster) Red (4) CREATURE — HUMAN SHAMAN (3/3) WHENEVER YOU CAST YOUR FIRST SPELL DURING EACH OPPONENT'S TURN, PUT A +1/+1 COUNTER ON ARENA TRICKSTER. |  | |  | [ASHIOK, NIGHTMARE MUSE](https://magicarena.fandom.com/wiki/Ashiok,_Nightmare_Muse) BlueBlack (5) LEGENDARY PLANESWALKER — ASHIOK (5) +1: CREATE A 2/3 BLUE AND BLACK NIGHTMARE CREATURE TOKEN WITH "WHENEVER THIS CREATURE ATTACKS OR BLOCKS, EACH OPPONENT EXILES THE TOP TWO CARDS OF THEIR LIBRARY."  −3: RETURN TARGET NONLAND PERMANENT TO ITS OWNER'S HAND, THEN THAT PLAYER EXILES A CARD FROM THEIR HAND. −7: YOU MAY CAST UP TO THREE SPELLS FROM AMONG FACE-UP CARDS YOUR OPPONENTS OWN FROM EXILE WITHOUT PAYING THEIR MANA COSTS. |  | |  | [ASHIOK, SCULPTOR OF FEARS](https://magicarena.fandom.com/wiki/Ashiok,_Sculptor_of_Fears) BlueBlack (6) LEGENDARY PLANESWALKER — ASHIOK (4) +2: DRAW A CARD. EACH PLAYER MILLS TWO CARDS.  −5: PUT TARGET CREATURE CARD FROM A GRAVEYARD ONTO THE BATTLEFIELD UNDER YOUR CONTROL. −11: GAIN CONTROL OF ALL CREATURES TARGET OPPONENT CONTROLS. |  | |  | [ASHIOK'S ERASURE](https://magicarena.fandom.com/wiki/Ashiok%27s_Erasure) BlueBlue (4) ENCHANTMENT FLASH  WHEN ASHIOK'S ERASURE ENTERS THE BATTLEFIELD, EXILE TARGET SPELL. YOUR OPPONENTS CAN'T CAST SPELLS WITH THE SAME NAME AS THE EXILED CARD. WHEN ASHIOK'S ERASURE LEAVES THE BATTLEFIELD, RETURN THE EXILED CARD TO ITS OWNER'S HAND. |  | |  | [ASHIOK'S FORERUNNER](https://magicarena.fandom.com/wiki/Ashiok%27s_Forerunner) BlueBlack (5) CREATURE — HUMAN WIZARD (3/3) FLASH  WHEN ASHIOK'S FORERUNNER ENTERS THE BATTLEFIELD, YOU MAY SEARCH YOUR LIBRARY AND/OR GRAVEYARD FOR A CARD NAMED ASHIOK, SCULPTOR OF FEARS, REVEAL IT, AND PUT IT INTO YOUR HAND. IF YOU SEARCH YOUR LIBRARY THIS WAY, SHUFFLE IT. |  | |  | [ASPECT OF LAMPREY](https://magicarena.fandom.com/wiki/Aspect_of_Lamprey) Black (4) ENCHANTMENT — AURA ENCHANT CREATURE YOU CONTROL  WHEN ASPECT OF LAMPREY ENTERS THE BATTLEFIELD, TARGET OPPONENT DISCARDS TWO CARDS. ENCHANTED CREATURE HAS LIFELINK. |  | |  | [ASPECT OF MANTICORE](https://magicarena.fandom.com/wiki/Aspect_of_Manticore) Red (3) ENCHANTMENT — AURA FLASH  ENCHANT CREATURE WHEN ASPECT OF MANTICORE ENTERS THE BATTLEFIELD, ENCHANTED CREATURE GAINS FIRST STRIKE UNTIL END OF TURN. ENCHANTED CREATURE GETS +2/+0. |  | |  | [ATHREOS, SHROUD-VEILED](https://magicarena.fandom.com/wiki/Athreos,_Shroud-Veiled) WhiteBlack (6) LEGENDARY ENCHANTMENT CREATURE — GOD (4/7) INDESTRUCTIBLE  AS LONG AS YOUR DEVOTION TO WHITE AND BLACK IS LESS THAN SEVEN, ATHREOS ISN'T A CREATURE. AT THE BEGINNING OF YOUR END STEP, PUT A COIN COUNTER ON ANOTHER TARGET CREATURE. WHENEVER A CREATURE WITH A COIN COUNTER ON IT DIES OR IS PUT INTO EXILE, RETURN THAT CARD TO THE BATTLEFIELD UNDER YOUR CONTROL. |  | |  | [ATRIS, ORACLE OF HALF-TRUTHS](https://magicarena.fandom.com/wiki/Atris,_Oracle_of_Half-Truths) BlueBlack (4) LEGENDARY CREATURE — HUMAN ADVISOR (3/2) MENACE  WHEN ATRIS, ORACLE OF HALF-TRUTHS ENTERS THE BATTLEFIELD, TARGET OPPONENT LOOKS AT THE TOP THREE CARDS OF YOUR LIBRARY AND SEPARATES THEM INTO A FACE-DOWN PILE AND A FACE-UP PILE. PUT ONE PILE INTO YOUR HAND AND THE OTHER INTO YOUR GRAVEYARD. |  | |  | [BANISHING LIGHT](https://magicarena.fandom.com/wiki/Banishing_Light) White (3) ENCHANTMENT WHEN BANISHING LIGHT ENTERS THE BATTLEFIELD, EXILE TARGET NONLAND PERMANENT AN OPPONENT CONTROLS UNTIL BANISHING LIGHT LEAVES THE BATTLEFIELD. |  | |  | [BLIGHT-BREATH CATOBLEPAS](https://magicarena.fandom.com/wiki/Blight-Breath_Catoblepas) BlackBlack (6) CREATURE — BEAST (3/2) WHEN BLIGHT-BREATH CATOBLEPAS ENTERS THE BATTLEFIELD, TARGET CREATURE AN OPPONENT CONTROLS GETS -X/-X UNTIL END OF TURN, WHERE X IS YOUR DEVOTION TO BLACK. (EACH Black IN THE MANA COSTS OF PERMANENTS YOU CONTROL COUNTS TOWARD YOUR DEVOTION TO BLACK.) |  | |  | [BLOOD ASPIRANT](https://magicarena.fandom.com/wiki/Blood_Aspirant) Red (2) CREATURE — SATYR BERSERKER (1/1) WHENEVER YOU SACRIFICE A PERMANENT, PUT A +1/+1 COUNTER ON BLOOD ASPIRANT.  Red, Tap, SACRIFICE A CREATURE OR ENCHANTMENT: BLOOD ASPIRANT DEALS 1 DAMAGE TO TARGET CREATURE. THAT CREATURE CAN'T BLOCK THIS TURN. |  | |  | [BRINE GIANT](https://magicarena.fandom.com/wiki/Brine_Giant) Blue (7) CREATURE — GIANT (5/6) THIS SPELL COSTS  LESS TO CAST FOR EACH ENCHANTMENT YOU CONTROL. |  | |  | [BRONZE SWORD](https://magicarena.fandom.com/wiki/Bronze_Sword)  (1) ARTIFACT — EQUIPMENT EQUIPPED CREATURE GETS +2/+0.  EQUIP  (: ATTACH TO TARGET CREATURE YOU CONTROL. EQUIP ONLY AS A SORCERY.) |  | |  | [BRONZEHIDE LION](https://magicarena.fandom.com/wiki/Bronzehide_Lion) GreenWhite (2) CREATURE — CAT (3/3) GreenWhite: BRONZEHIDE LION GAINS INDESTRUCTIBLE UNTIL END OF TURN.  WHEN BRONZEHIDE LION DIES, RETURN IT TO THE BATTLEFIELD. IT'S AN AURA ENCHANTMENT WITH ENCHANT CREATURE YOU CONTROL AND "GreenWhite: ENCHANTED CREATURE GAINS INDESTRUCTIBLE UNTIL END OF TURN," AND IT LOSES ALL OTHER ABILITIES. |  | |  | [CALIX, DESTINY'S HAND](https://magicarena.fandom.com/wiki/Calix,_Destiny%27s_Hand) GreenWhite (4) LEGENDARY PLANESWALKER — CALIX (4) +1: LOOK AT THE TOP FOUR CARDS OF YOUR LIBRARY. YOU MAY REVEAL AN ENCHANTMENT CARD FROM AMONG THEM AND PUT THAT CARD INTO YOUR HAND. PUT THE REST ON THE BOTTOM OF YOUR LIBRARY IN A RANDOM ORDER.  −3: EXILE TARGET CREATURE OR ENCHANTMENT YOU DON'T CONTROL UNTIL TARGET ENCHANTMENT YOU CONTROL LEAVES THE BATTLEFIELD. −7: RETURN ALL ENCHANTMENT CARDS FROM YOUR GRAVEYARD TO THE BATTLEFIELD. |  | |  | [CALLAPHE, BELOVED OF THE SEA](https://magicarena.fandom.com/wiki/Callaphe,_Beloved_of_the_Sea) BlueBlue (3) LEGENDARY ENCHANTMENT CREATURE — DEMIGOD (\*/3) CALLAPHE'S POWER IS EQUAL TO YOUR DEVOTION TO BLUE. (EACH Blue IN THE MANA COSTS OF PERMANENTS YOU CONTROL COUNTS TOWARD YOUR DEVOTION TO BLUE.)  CREATURES AND ENCHANTMENTS YOU CONTROL HAVE "SPELLS YOUR OPPONENTS CAST THAT TARGET THIS PERMANENT COST  MORE TO CAST." |  | |  | [CAPTIVATING UNICORN](https://magicarena.fandom.com/wiki/Captivating_Unicorn) White (5) CREATURE — UNICORN (4/4) CONSTELLATION — WHENEVER AN ENCHANTMENT ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, TAP TARGET CREATURE AN OPPONENT CONTROLS. |  | |  | [CARELESS CELEBRANT](https://magicarena.fandom.com/wiki/Careless_Celebrant) Red (2) CREATURE — SATYR SHAMAN (2/1) WHEN CARELESS CELEBRANT DIES, IT DEALS 2 DAMAGE TO TARGET CREATURE OR PLANESWALKER AN OPPONENT CONTROLS. |  | |  | [CHAIN TO MEMORY](https://magicarena.fandom.com/wiki/Chain_to_Memory) Blue (1) INSTANT TARGET CREATURE GETS -4/-0 UNTIL END OF TURN. SCRY 2. |  | |  | [CHAINWEB ARACNIR](https://magicarena.fandom.com/wiki/Chainweb_Aracnir) Green (1) CREATURE — SPIDER (1/2) REACH  WHEN CHAINWEB ARACNIR ENTERS THE BATTLEFIELD, IT DEALS DAMAGE EQUAL TO ITS POWER TO TARGET CREATURE WITH FLYING AN OPPONENT CONTROLS. ESCAPE—GreenGreen, EXILE FOUR OTHER CARDS FROM YOUR GRAVEYARD. (YOU MAY CAST THIS CARD FROM YOUR GRAVEYARD FOR ITS ESCAPE COST.) CHAINWEB ARACNIR ESCAPES WITH THREE +1/+1 COUNTERS ON IT. |  | |  | [CLING TO DUST](https://magicarena.fandom.com/wiki/Cling_to_Dust) Black (1) INSTANT EXILE TARGET CARD FROM A GRAVEYARD. IF IT WAS A CREATURE CARD, YOU GAIN 3 LIFE. OTHERWISE, YOU DRAW A CARD.  ESCAPE—Black, EXILE FIVE OTHER CARDS FROM YOUR GRAVEYARD. (YOU MAY CAST THIS CARD FROM YOUR GRAVEYARD FOR ITS ESCAPE COST.) |  | |  | [COMMANDING PRESENCE](https://magicarena.fandom.com/wiki/Commanding_Presence) White (4) ENCHANTMENT — AURA ENCHANT CREATURE  ENCHANTED CREATURE GETS +2/+2 AND HAS FIRST STRIKE AND "WHENEVER THIS CREATURE DEALS COMBAT DAMAGE TO A PLAYER, CREATE A 1/1 WHITE HUMAN SOLDIER CREATURE TOKEN." |  | |  | [DALAKOS, CRAFTER OF WONDERS](https://magicarena.fandom.com/wiki/Dalakos,_Crafter_of_Wonders) BlueRed (3) LEGENDARY CREATURE — MERFOLK ARTIFICER (2/4) Tap: ADD . SPEND THIS MANA ONLY TO CAST ARTIFACT SPELLS OR ACTIVATE ABILITIES OF ARTIFACTS.  EQUIPPED CREATURES YOU CONTROL HAVE FLYING AND HASTE. |  | |  | [DAWN EVANGEL](https://magicarena.fandom.com/wiki/Dawn_Evangel) White (3) ENCHANTMENT CREATURE — HUMAN CLERIC (2/3) WHENEVER A CREATURE DIES, IF AN AURA YOU CONTROLLED WAS ATTACHED TO IT, RETURN TARGET CREATURE CARD WITH CONVERTED MANA COST 2 OR LESS FROM YOUR GRAVEYARD TO YOUR HAND. |  | |  | [DAXOS, BLESSED BY THE SUN](https://magicarena.fandom.com/wiki/Daxos,_Blessed_by_the_Sun) WhiteWhite (2) LEGENDARY ENCHANTMENT CREATURE — DEMIGOD (2/\*) DAXOS'S TOUGHNESS IS EQUAL TO YOUR DEVOTION TO WHITE. (EACH White IN THE MANA COSTS OF PERMANENTS YOU CONTROL COUNTS TOWARD YOUR DEVOTION TO WHITE.)  WHENEVER ANOTHER CREATURE YOU CONTROL ENTERS THE BATTLEFIELD OR DIES, YOU GAIN 1 LIFE. |  | |  | [DAYBREAK CHIMERA](https://magicarena.fandom.com/wiki/Daybreak_Chimera) WhiteWhite (5) CREATURE — CHIMERA (3/3) THIS SPELL COSTS  LESS TO CAST, WHERE X IS YOUR DEVOTION TO WHITE. (EACH White IN THE MANA COSTS OF PERMANENTS YOU CONTROL COUNTS TOWARD YOUR DEVOTION TO WHITE.)  FLYING |  | |  | [DEATHBELLOW WAR CRY](https://magicarena.fandom.com/wiki/Deathbellow_War_Cry) RedRedRed (8) SORCERY SEARCH YOUR LIBRARY FOR UP TO FOUR MINOTAUR CREATURE CARDS WITH DIFFERENT NAMES, PUT THEM ONTO THE BATTLEFIELD, THEN SHUFFLE YOUR LIBRARY. |  | |  | [DEMON OF LOATHING](https://magicarena.fandom.com/wiki/Demon_of_Loathing) BlackBlack (7) CREATURE — DEMON (7/7) FLYING, TRAMPLE  WHENEVER DEMON OF LOATHING DEALS COMBAT DAMAGE TO A PLAYER, THAT PLAYER SACRIFICES A CREATURE. |  | |  | [DENY THE DIVINE](https://magicarena.fandom.com/wiki/Deny_the_Divine) Blue (3) INSTANT COUNTER TARGET CREATURE OR ENCHANTMENT SPELL. IF THAT SPELL IS COUNTERED THIS WAY, EXILE IT INSTEAD OF PUTTING IT INTO ITS OWNER'S GRAVEYARD. |  | |  | [DESTINY SPINNER](https://magicarena.fandom.com/wiki/Destiny_Spinner) Green (2) ENCHANTMENT CREATURE — HUMAN (2/3) CREATURE AND ENCHANTMENT SPELLS YOU CONTROL CAN'T BE COUNTERED.  Green: TARGET LAND YOU CONTROL BECOMES AN X/X ELEMENTAL CREATURE WITH TRAMPLE AND HASTE UNTIL END OF TURN, WHERE X IS THE NUMBER OF ENCHANTMENTS YOU CONTROL. IT'S STILL A LAND. |  | |  | [DEVOURER OF MEMORY](https://magicarena.fandom.com/wiki/Devourer_of_Memory) BlueBlack (2) CREATURE — NIGHTMARE (2/1) WHENEVER ONE OR MORE CARDS ARE PUT INTO YOUR GRAVEYARD FROM YOUR LIBRARY, DEVOURER OF MEMORY GETS +1/+1 UNTIL END OF TURN AND CAN'T BE BLOCKED THIS TURN.  BlueBlack: MILL A CARD. |  | |  | [DISCORDANT PIPER](https://magicarena.fandom.com/wiki/Discordant_Piper) Black (2) CREATURE — ZOMBIE SATYR (2/1) WHEN DISCORDANT PIPER DIES, CREATE A 0/1 WHITE GOAT CREATURE TOKEN. |  | |  | [DRAG TO THE UNDERWORLD](https://magicarena.fandom.com/wiki/Drag_to_the_Underworld) BlackBlack (4) INSTANT THIS SPELL COSTS  LESS TO CAST, WHERE X IS YOUR DEVOTION TO BLACK. (EACH Black IN THE MANA COSTS OF PERMANENTS YOU CONTROL COUNTS TOWARD YOUR DEVOTION TO BLACK.)  DESTROY TARGET CREATURE. |  | |  | [DREADFUL APATHY](https://magicarena.fandom.com/wiki/Dreadful_Apathy) White (3) ENCHANTMENT — AURA ENCHANT CREATURE  ENCHANTED CREATURE CAN'T ATTACK OR BLOCK. White: EXILE ENCHANTED CREATURE. |  | |  | [DREAM TRAWLER](https://magicarena.fandom.com/wiki/Dream_Trawler) WhiteWhiteBlueBlue (6) CREATURE — SPHINX (3/5) FLYING, LIFELINK  WHENEVER YOU DRAW A CARD, DREAM TRAWLER GETS +1/+0 UNTIL END OF TURN. WHENEVER DREAM TRAWLER ATTACKS, DRAW A CARD. DISCARD A CARD: DREAM TRAWLER GAINS HEXPROOF UNTIL END OF TURN. TAP IT. |  | |  | [DREAMSHAPER SHAMAN](https://magicarena.fandom.com/wiki/Dreamshaper_Shaman) Red (6) ENCHANTMENT CREATURE — MINOTAUR SHAMAN (5/4) AT THE BEGINNING OF YOUR END STEP, YOU MAY PAY Red AND SACRIFICE A NONLAND PERMANENT. IF YOU DO, REVEAL CARDS FROM THE TOP OF YOUR LIBRARY UNTIL YOU REVEAL A NONLAND PERMANENT CARD. PUT THAT CARD ONTO THE BATTLEFIELD AND THE REST ON THE BOTTOM OF YOUR LIBRARY IN A RANDOM ORDER. |  | |  | [DREAMSTALKER MANTICORE](https://magicarena.fandom.com/wiki/Dreamstalker_Manticore) Red (3) ENCHANTMENT CREATURE — MANTICORE (4/2) WHENEVER YOU CAST YOUR FIRST SPELL DURING EACH OPPONENT'S TURN, DREAMSTALKER MANTICORE DEALS 1 DAMAGE TO ANY TARGET. |  | |  | [DRYAD OF THE ILYSIAN GROVE](https://magicarena.fandom.com/wiki/Dryad_of_the_Ilysian_Grove) Green (3) ENCHANTMENT CREATURE — NYMPH DRYAD (2/4) YOU MAY PLAY AN ADDITIONAL LAND ON EACH OF YOUR TURNS.  LANDS YOU CONTROL ARE EVERY BASIC LAND TYPE IN ADDITION TO THEIR OTHER TYPES. |  | |  | [EAT TO EXTINCTION](https://magicarena.fandom.com/wiki/Eat_to_Extinction) Black (4) INSTANT EXILE TARGET CREATURE OR PLANESWALKER. LOOK AT THE TOP CARD OF YOUR LIBRARY. YOU MAY PUT THAT CARD INTO YOUR GRAVEYARD. |  | |  | [EIDOLON OF INSPIRATION](https://magicarena.fandom.com/wiki/Eidolon_of_Inspiration) WhiteWhite (3) ENCHANTMENT CREATURE — SPIRIT (2/2) AT THE BEGINNING OF COMBAT ON YOUR TURN, TARGET CREATURE YOU CONTROL GETS +2/+0 UNTIL END OF TURN. |  | |  | [EIDOLON OF OBSTRUCTION](https://magicarena.fandom.com/wiki/Eidolon_of_Obstruction) White (2) ENCHANTMENT CREATURE — SPIRIT (2/1) FIRST STRIKE  LOYALTY ABILITIES OF PLANESWALKERS YOUR OPPONENTS CONTROL COST  MORE TO ACTIVATE. |  | |  | [EIDOLON OF PHILOSOPHY](https://magicarena.fandom.com/wiki/Eidolon_of_Philosophy) Blue (1) ENCHANTMENT CREATURE — SPIRIT (1/2) Blue, SACRIFICE EIDOLON OF PHILOSOPHY: DRAW THREE CARDS. |  | |  | [ELITE INSTRUCTOR](https://magicarena.fandom.com/wiki/Elite_Instructor) Blue (3) CREATURE — HUMAN WIZARD (2/2) WHEN ELITE INSTRUCTOR ENTERS THE BATTLEFIELD, DRAW A CARD, THEN DISCARD A CARD. |  | |  | [ELSPETH CONQUERS DEATH](https://magicarena.fandom.com/wiki/Elspeth_Conquers_Death) WhiteWhite (5) ENCHANTMENT — SAGA (AS THIS SAGA ENTERS AND AFTER YOUR DRAW STEP, ADD A LORE COUNTER. SACRIFICE AFTER III.)  I — EXILE TARGET PERMANENT AN OPPONENT CONTROLS WITH CONVERTED MANA COST 3 OR GREATER. II — NONCREATURE SPELLS YOUR OPPONENTS CAST COST  MORE TO CAST UNTIL YOUR NEXT TURN. III — RETURN TARGET CREATURE OR PLANESWALKER CARD FROM YOUR GRAVEYARD TO THE BATTLEFIELD. PUT A +1/+1 COUNTER OR A LOYALTY COUNTER ON IT. |  | |  | [ELSPETH, SUN'S NEMESIS](https://magicarena.fandom.com/wiki/Elspeth,_Sun%27s_Nemesis) WhiteWhite (4) LEGENDARY PLANESWALKER — ELSPETH (5) −1: UP TO TWO TARGET CREATURES YOU CONTROL EACH GET +2/+1 UNTIL END OF TURN.  −2: CREATE TWO 1/1 WHITE HUMAN SOLDIER CREATURE TOKENS. −3: YOU GAIN 5 LIFE. ESCAPE—WhiteWhite, EXILE FOUR OTHER CARDS FROM YOUR GRAVEYARD. (YOU MAY CAST THIS CARD FROM YOUR GRAVEYARD FOR ITS ESCAPE COST.) |  | |  | [ELSPETH, UNDAUNTED HERO](https://magicarena.fandom.com/wiki/Elspeth,_Undaunted_Hero) WhiteWhiteWhite (5) LEGENDARY PLANESWALKER — ELSPETH (5) +2: PUT A +1/+1 COUNTER ON EACH OF UP TO TWO TARGET CREATURES.  −2: SEARCH YOUR LIBRARY AND/OR GRAVEYARD FOR A CARD NAMED SUNLIT HOPLITE AND PUT IT ONTO THE BATTLEFIELD. IF YOU SEARCH YOUR LIBRARY THIS WAY, SHUFFLE IT. −8: UNTIL END OF TURN, CREATURES YOU CONTROL GAIN FLYING AND GET +X/+X, WHERE X IS YOUR DEVOTION TO WHITE. |  | |  | [ELSPETH'S DEVOTEE](https://magicarena.fandom.com/wiki/Elspeth%27s_Devotee) WhiteWhite (4) CREATURE — HUMAN SOLDIER (3/3) WHEN ELSPETH'S DEVOTEE ENTERS THE BATTLEFIELD, YOU MAY SEARCH YOUR LIBRARY AND/OR GRAVEYARD FOR A CARD NAMED ELSPETH, UNDAUNTED HERO, REVEAL IT, AND PUT IT INTO YOUR HAND. IF YOU SEARCH YOUR LIBRARY THIS WAY, SHUFFLE IT. |  | |  | [ELSPETH'S NIGHTMARE](https://magicarena.fandom.com/wiki/Elspeth%27s_Nightmare) Black (3) ENCHANTMENT — SAGA (AS THIS SAGA ENTERS AND AFTER YOUR DRAW STEP, ADD A LORE COUNTER. SACRIFICE AFTER III.)  I — DESTROY TARGET CREATURE AN OPPONENT CONTROLS WITH POWER 2 OR LESS. II — TARGET OPPONENT REVEALS THEIR HAND. YOU CHOOSE A NONCREATURE, NONLAND CARD FROM IT. THAT PLAYER DISCARDS THAT CARD. III — EXILE TARGET OPPONENT'S GRAVEYARD. |  | |  | [ENEMY OF ENLIGHTENMENT](https://magicarena.fandom.com/wiki/Enemy_of_Enlightenment) Black (6) ENCHANTMENT CREATURE — DEMON (5/5) FLYING  ENEMY OF ENLIGHTENMENT GETS -1/-1 FOR EACH CARD IN YOUR OPPONENTS' HANDS. AT THE BEGINNING OF YOUR UPKEEP, EACH PLAYER DISCARDS A CARD. |  | |  | [ENIGMATIC INCARNATION](https://magicarena.fandom.com/wiki/Enigmatic_Incarnation) GreenBlue (4) ENCHANTMENT AT THE BEGINNING OF YOUR END STEP, YOU MAY SACRIFICE ANOTHER ENCHANTMENT. IF YOU DO, SEARCH YOUR LIBRARY FOR A CREATURE CARD WITH CONVERTED MANA COST EQUAL TO 1 PLUS THE SACRIFICED ENCHANTMENT'S CONVERTED MANA COST, PUT THAT CARD ONTO THE BATTLEFIELD, THEN SHUFFLE YOUR LIBRARY. |  | |  | [ENTRANCING LYRE](https://magicarena.fandom.com/wiki/Entrancing_Lyre)  (3) ARTIFACT YOU MAY CHOOSE NOT TO UNTAP ENTRANCING LYRE DURING YOUR UNTAP STEP.  , Tap: TAP TARGET CREATURE WITH POWER X OR LESS. IT DOESN'T UNTAP DURING ITS CONTROLLER'S UNTAP STEP FOR AS LONG AS ENTRANCING LYRE REMAINS TAPPED. |  | |  | [EREBOS, BLEAK-HEARTED](https://magicarena.fandom.com/wiki/Erebos,_Bleak-Hearted) Black (4) LEGENDARY ENCHANTMENT CREATURE — GOD (5/6) INDESTRUCTIBLE  AS LONG AS YOUR DEVOTION TO BLACK IS LESS THAN FIVE, EREBOS ISN'T A CREATURE. WHENEVER ANOTHER CREATURE YOU CONTROL DIES, YOU MAY PAY 2 LIFE. IF YOU DO, DRAW A CARD. Black, SACRIFICE ANOTHER CREATURE: TARGET CREATURE GETS -2/-1 UNTIL END OF TURN. |  | |  | [EREBOS'S INTERVENTION](https://magicarena.fandom.com/wiki/Erebos%27s_Intervention) Black (1) INSTANT CHOOSE ONE —  • TARGET CREATURE GETS -X/-X UNTIL END OF TURN. YOU GAIN X LIFE. • EXILE UP TO TWICE X TARGET CARDS FROM GRAVEYARDS. |  | |  | [ESCAPE VELOCITY](https://magicarena.fandom.com/wiki/Escape_Velocity) Red (1) ENCHANTMENT — AURA ENCHANT CREATURE  ENCHANTED CREATURE GETS +1/+0 AND HAS HASTE. ESCAPE—Red, EXILE TWO OTHER CARDS FROM YOUR GRAVEYARD. (YOU MAY CAST THIS CARD FROM YOUR GRAVEYARD FOR ITS ESCAPE COST.) |  | |  | [EUTROPIA THE TWICE-FAVORED](https://magicarena.fandom.com/wiki/Eutropia_the_Twice-Favored) GreenBlue (3) LEGENDARY CREATURE — HUMAN WIZARD (2/2) CONSTELLATION — WHENEVER AN ENCHANTMENT ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, PUT A +1/+1 COUNTER ON TARGET CREATURE. THAT CREATURE GAINS FLYING UNTIL END OF TURN. |  | |  | [FATEFUL END](https://magicarena.fandom.com/wiki/Fateful_End) Red (3) INSTANT FATEFUL END DEALS 3 DAMAGE TO ANY TARGET. SCRY 1. |  | |  | [FAVORED OF IROAS](https://magicarena.fandom.com/wiki/Favored_of_Iroas) White (3) CREATURE — HUMAN SOLDIER (2/2) CONSTELLATION — WHENEVER AN ENCHANTMENT ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, FAVORED OF IROAS GAINS DOUBLE STRIKE UNTIL END OF TURN. |  | |  | [FIELD OF RUIN](https://magicarena.fandom.com/wiki/Field_of_Ruin) (0) LAND Tap: ADD .  , Tap, SACRIFICE FIELD OF RUIN: DESTROY TARGET NONBASIC LAND AN OPPONENT CONTROLS. EACH PLAYER SEARCHES THEIR LIBRARY FOR A BASIC LAND CARD, PUTS IT ONTO THE BATTLEFIELD, THEN SHUFFLES THEIR LIBRARY. |  | |  | [FINAL DEATH](https://magicarena.fandom.com/wiki/Final_Death) Black (5) INSTANT EXILE TARGET CREATURE. |  | |  | [FINAL FLARE](https://magicarena.fandom.com/wiki/Final_Flare) Red (3) INSTANT AS AN ADDITIONAL COST TO CAST THIS SPELL, SACRIFICE A CREATURE OR ENCHANTMENT.  FINAL FLARE DEALS 5 DAMAGE TO TARGET CREATURE. |  | |  | [FLICKER OF FATE](https://magicarena.fandom.com/wiki/Flicker_of_Fate) White (2) INSTANT EXILE TARGET CREATURE OR ENCHANTMENT, THEN RETURN IT TO THE BATTLEFIELD UNDER ITS OWNER'S CONTROL. |  | |  | [FLUMMOXED CYCLOPS](https://magicarena.fandom.com/wiki/Flummoxed_Cyclops) Red (4) CREATURE — CYCLOPS (4/4) REACH  WHENEVER TWO OR MORE CREATURES YOUR OPPONENTS CONTROL ATTACK, FLUMMOXED CYCLOPS CAN'T BLOCK THIS COMBAT. |  | |  | [FOREST](https://magicarena.fandom.com/wiki/Forest) (0) BASIC LAND — FOREST |  | |  | [FRUIT OF TIZERUS](https://magicarena.fandom.com/wiki/Fruit_of_Tizerus) Black (1) SORCERY TARGET PLAYER LOSES 2 LIFE.  ESCAPE—Black, EXILE THREE OTHER CARDS FROM YOUR GRAVEYARD. (YOU MAY CAST THIS CARD FROM YOUR GRAVEYARD FOR ITS ESCAPE COST.) |  | |  | [FUNERAL RITES](https://magicarena.fandom.com/wiki/Funeral_Rites) Black (3) SORCERY YOU DRAW TWO CARDS, LOSE 2 LIFE, THEN MILL TWO CARDS. |  | |  | [FURIOUS RISE](https://magicarena.fandom.com/wiki/Furious_Rise) Red (3) ENCHANTMENT AT THE BEGINNING OF YOUR END STEP, IF YOU CONTROL A CREATURE WITH POWER 4 OR GREATER, EXILE THE TOP CARD OF YOUR LIBRARY. YOU MAY PLAY THAT CARD UNTIL YOU EXILE ANOTHER CARD WITH FURIOUS RISE. |  | |  | [GALLIA OF THE ENDLESS DANCE](https://magicarena.fandom.com/wiki/Gallia_of_the_Endless_Dance) RedGreen (2) LEGENDARY CREATURE — SATYR (2/2) HASTE  OTHER SATYRS YOU CONTROL GET +1/+1 AND HAVE HASTE. WHENEVER YOU ATTACK WITH THREE OR MORE CREATURES, YOU MAY DISCARD A CARD AT RANDOM. IF YOU DO, DRAW TWO CARDS. |  | |  | [GIFT OF STRENGTH](https://magicarena.fandom.com/wiki/Gift_of_Strength) Green (2) INSTANT TARGET CREATURE GETS +3/+3 AND GAINS REACH UNTIL END OF TURN. |  | |  | [GLIMPSE OF FREEDOM](https://magicarena.fandom.com/wiki/Glimpse_of_Freedom) Blue (2) INSTANT DRAW A CARD.  ESCAPE—Blue, EXILE FIVE OTHER CARDS FROM YOUR GRAVEYARD. (YOU MAY CAST THIS CARD FROM YOUR GRAVEYARD FOR ITS ESCAPE COST.) |  | |  | [GLORY BEARERS](https://magicarena.fandom.com/wiki/Glory_Bearers) White (4) ENCHANTMENT CREATURE — HUMAN CLERIC (3/4) WHENEVER ANOTHER CREATURE YOU CONTROL ATTACKS, IT GETS +0/+1 UNTIL END OF TURN. |  | |  | [GRASPING GIANT](https://magicarena.fandom.com/wiki/Grasping_Giant) White (6) CREATURE — GIANT (5/7) VIGILANCE  WHENEVER GRASPING GIANT BECOMES BLOCKED BY A CREATURE, EXILE THAT CREATURE UNTIL GRASPING GIANT LEAVES THE BATTLEFIELD. |  | |  | [GRAVEBREAKER LAMIA](https://magicarena.fandom.com/wiki/Gravebreaker_Lamia) Black (5) ENCHANTMENT CREATURE — SNAKE LAMIA (4/4) LIFELINK  WHEN GRAVEBREAKER LAMIA ENTERS THE BATTLEFIELD, SEARCH YOUR LIBRARY FOR A CARD, PUT IT INTO YOUR GRAVEYARD, THEN SHUFFLE YOUR LIBRARY. SPELLS YOU CAST FROM YOUR GRAVEYARD COST  LESS TO CAST. |  | |  | [GRAY MERCHANT OF ASPHODEL](https://magicarena.fandom.com/wiki/Gray_Merchant_of_Asphodel) BlackBlack (5) CREATURE — ZOMBIE (2/4) WHEN GRAY MERCHANT OF ASPHODEL ENTERS THE BATTLEFIELD, EACH OPPONENT LOSES X LIFE, WHERE X IS YOUR DEVOTION TO BLACK. YOU GAIN LIFE EQUAL TO THE LIFE LOST THIS WAY. (EACH Black IN THE MANA COSTS OF PERMANENTS YOU CONTROL COUNTS TOWARD YOUR DEVOTION TO BLACK.) |  | |  | [GRIM PHYSICIAN](https://magicarena.fandom.com/wiki/Grim_Physician) Black (1) CREATURE — ZOMBIE (1/1) WHEN GRIM PHYSICIAN DIES, TARGET CREATURE AN OPPONENT CONTROLS GETS -1/-1 UNTIL END OF TURN. |  | |  | [HAKTOS THE UNSCARRED](https://magicarena.fandom.com/wiki/Haktos_the_Unscarred) RedRedWhiteWhite (4) LEGENDARY CREATURE — HUMAN WARRIOR (6/1) HAKTOS THE UNSCARRED ATTACKS EACH COMBAT IF ABLE.  AS HAKTOS ENTERS THE BATTLEFIELD, CHOOSE 2, 3, OR 4 AT RANDOM. HAKTOS HAS PROTECTION FROM EACH CONVERTED MANA COST OTHER THAN THE CHOSEN NUMBER. |  | |  | [HATEFUL EIDOLON](https://magicarena.fandom.com/wiki/Hateful_Eidolon) Black (1) ENCHANTMENT CREATURE — SPIRIT (1/2) LIFELINK  WHENEVER AN ENCHANTED CREATURE DIES, DRAW A CARD FOR EACH AURA YOU CONTROLLED THAT WAS ATTACHED TO IT. |  | |  | [HELIOD, SUN-CROWNED](https://magicarena.fandom.com/wiki/Heliod,_Sun-Crowned) White (3) LEGENDARY ENCHANTMENT CREATURE — GOD (5/5) INDESTRUCTIBLE  AS LONG AS YOUR DEVOTION TO WHITE IS LESS THAN FIVE, HELIOD ISN'T A CREATURE. WHENEVER YOU GAIN LIFE, PUT A +1/+1 COUNTER ON TARGET CREATURE OR ENCHANTMENT YOU CONTROL. White: ANOTHER TARGET CREATURE GAINS LIFELINK UNTIL END OF TURN. |  | |  | [HELIOD'S INTERVENTION](https://magicarena.fandom.com/wiki/Heliod%27s_Intervention) WhiteWhite (2) INSTANT CHOOSE ONE —  • DESTROY X TARGET ARTIFACTS AND/OR ENCHANTMENTS. • TARGET PLAYER GAINS TWICE X LIFE. |  | |  | [HELIOD'S PILGRIM](https://magicarena.fandom.com/wiki/Heliod%27s_Pilgrim) White (3) CREATURE — HUMAN CLERIC (1/2) WHEN HELIOD'S PILGRIM ENTERS THE BATTLEFIELD, YOU MAY SEARCH YOUR LIBRARY FOR AN AURA CARD, REVEAL IT, PUT IT INTO YOUR HAND, THEN SHUFFLE YOUR LIBRARY. |  | |  | [HELIOD'S PUNISHMENT](https://magicarena.fandom.com/wiki/Heliod%27s_Punishment) White (2) ENCHANTMENT — AURA ENCHANT CREATURE  HELIOD'S PUNISHMENT ENTERS THE BATTLEFIELD WITH FOUR TASK COUNTERS ON IT. ENCHANTED CREATURE CAN'T ATTACK OR BLOCK. IT LOSES ALL ABILITIES AND HAS "Tap: REMOVE A TASK COUNTER FROM HELIOD'S PUNISHMENT. THEN IF IT HAS NO TASK COUNTERS ON IT, DESTROY HELIOD'S PUNISHMENT." |  | |  | [HERO OF THE GAMES](https://magicarena.fandom.com/wiki/Hero_of_the_Games) Red (3) CREATURE — HUMAN SOLDIER (3/2) WHENEVER YOU CAST A SPELL THAT TARGETS HERO OF THE GAMES, CREATURES YOU CONTROL GET +1/+0 UNTIL END OF TURN. |  | |  | [HERO OF THE NYXBORN](https://magicarena.fandom.com/wiki/Hero_of_the_Nyxborn) RedWhite (3) ENCHANTMENT CREATURE — HUMAN SOLDIER (2/2) WHEN HERO OF THE NYXBORN ENTERS THE BATTLEFIELD, CREATE A 1/1 WHITE HUMAN SOLDIER CREATURE TOKEN.  WHENEVER YOU CAST A SPELL THAT TARGETS HERO OF THE NYXBORN, CREATURES YOU CONTROL GET +1/+0 UNTIL END OF TURN. |  | |  | [HERO OF THE PRIDE](https://magicarena.fandom.com/wiki/Hero_of_the_Pride) White (2) CREATURE — CAT SOLDIER (2/2) WHENEVER YOU CAST A SPELL THAT TARGETS HERO OF THE PRIDE, CREATURES YOU CONTROL GET +1/+0 UNTIL END OF TURN. |  | |  | [HERO OF THE WINDS](https://magicarena.fandom.com/wiki/Hero_of_the_Winds) White (4) CREATURE — HUMAN SOLDIER (1/4) FLYING  WHENEVER YOU CAST A SPELL THAT TARGETS HERO OF THE WINDS, CREATURES YOU CONTROL GET +1/+0 UNTIL END OF TURN. |  | |  | [HEROES OF THE REVEL](https://magicarena.fandom.com/wiki/Heroes_of_the_Revel) Red (5) CREATURE — SATYR SOLDIER (4/4) WHEN HEROES OF THE REVEL ENTERS THE BATTLEFIELD, CREATE A 1/1 RED SATYR CREATURE TOKEN WITH "THIS CREATURE CAN'T BLOCK."  WHENEVER YOU CAST A SPELL THAT TARGETS HEROES OF THE REVEL, CREATURES YOU CONTROL GET +1/+0 UNTIL END OF TURN. |  | |  | [HYDRA'S GROWTH](https://magicarena.fandom.com/wiki/Hydra%27s_Growth) Green (3) ENCHANTMENT — AURA ENCHANT CREATURE  WHEN HYDRA'S GROWTH ENTERS THE BATTLEFIELD, PUT A +1/+1 COUNTER ON ENCHANTED CREATURE. AT THE BEGINNING OF YOUR UPKEEP, DOUBLE THE NUMBER OF +1/+1 COUNTERS ON ENCHANTED CREATURE. |  | |  | [HYRAX TOWER SCOUT](https://magicarena.fandom.com/wiki/Hyrax_Tower_Scout) Green (3) CREATURE — HUMAN SCOUT (3/3) WHEN HYRAX TOWER SCOUT ENTERS THE BATTLEFIELD, UNTAP TARGET CREATURE. |  | |  | [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. |  | |  | [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. |  | |  | [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. |  | |  | [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. |  | |  | [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. |  | |  | [INDOMITABLE WILL](https://magicarena.fandom.com/wiki/Indomitable_Will) White (2) ENCHANTMENT — AURA FLASH  ENCHANT CREATURE ENCHANTED CREATURE GETS +1/+2. |  | |  | [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." |  | |  | [INFURIATE](https://magicarena.fandom.com/wiki/Infuriate) Red (1) INSTANT TARGET CREATURE GETS +3/+2 UNTIL END OF TURN. |  | |  | [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. |  | |  | [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. |  | |  | [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. |  | |  | [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. |  | |  | [ISLAND](https://magicarena.fandom.com/wiki/Island) (0) BASIC LAND — ISLAND |  | |  | [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.) |  | |  | [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. |  | |  | [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.) |  | |  | [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.) |  | |  | [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. |  | |  | [LABYRINTH OF SKOPHOS](https://magicarena.fandom.com/wiki/Labyrinth_of_Skophos) (0) LAND Tap: ADD .  , Tap: REMOVE TARGET ATTACKING OR BLOCKING CREATURE FROM COMBAT. |  | |  | [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. |  | |  | [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. |  | |  | [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. |  | |  | [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. |  | |  | [MEDOMAI'S PROPHECY](https://magicarena.fandom.com/wiki/Medomai%27s_Prophecy) Blue (2) ENCHANTMENT — SAGA (AS THIS SAGA ENTERS AND AFTER YOUR DRAW STEP, ADD A LORE COUNTER. SACRIFICE AFTER IV.)  I — SCRY 2. II — CHOOSE A CARD NAME. III — WHEN YOU CAST A SPELL WITH THE CHOSEN NAME FOR THE FIRST TIME THIS TURN, DRAW TWO CARDS. IV — LOOK AT THE TOP CARD OF EACH PLAYER'S LIBRARY. |  | |  | [MEMORY DRAIN](https://magicarena.fandom.com/wiki/Memory_Drain) BlueBlue (4) INSTANT COUNTER TARGET SPELL. SCRY 2. |  | |  | [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. |  | |  | [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. |  | |  | [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.) |  | |  | [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. |  | |  | [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.) |  | |  | [MOSS VIPER](https://magicarena.fandom.com/wiki/Moss_Viper) Green (1) CREATURE — SNAKE (1/1) DEATHTOUCH |  | |  | [MOUNTAIN](https://magicarena.fandom.com/wiki/Mountain) (0) BASIC LAND — MOUNTAIN |  | |  | [MYSTIC REPEAL](https://magicarena.fandom.com/wiki/Mystic_Repeal) Green (1) INSTANT PUT TARGET ENCHANTMENT ON THE BOTTOM OF ITS OWNER'S LIBRARY. |  | |  | [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. |  | |  | [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. |  | |  | [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. |  | |  | [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. |  | |  | [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. |  | |  | [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.) |  | |  | [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) |  | |  | [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. |  | |  | [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.) |  | |  | [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. |  | |  | [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. |  | |  | [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. |  | |  | [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. |  | |  | [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. |  | |  | [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. |  | |  | [PLAINS](https://magicarena.fandom.com/wiki/Plains) (0) BASIC LAND — PLAINS |  | |  | [PLUMMET](https://magicarena.fandom.com/wiki/Plummet) Green (2) INSTANT DESTROY TARGET CREATURE WITH FLYING. |  | |  | [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. |  | |  | [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.) |  | |  | [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. |  | |  | [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. |  | |  | [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.) |  | |  | [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. |  | |  | [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. |  | |  | [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. |  | |  | [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.) |  | |  | [REVOKE EXISTENCE](https://magicarena.fandom.com/wiki/Revoke_Existence) White (2) SORCERY EXILE TARGET ARTIFACT OR ENCHANTMENT. |  | |  | [RIPTIDE TURTLE](https://magicarena.fandom.com/wiki/Riptide_Turtle) Blue (2) CREATURE — TURTLE (0/5) FLASH  DEFENDER |  | |  | [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. |  | |  | [RUMBLING SENTRY](https://magicarena.fandom.com/wiki/Rumbling_Sentry) WhiteWhite (5) CREATURE — GIANT (3/6) WHEN RUMBLING SENTRY ENTERS THE BATTLEFIELD, SCRY 1. |  | |  | [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. |  | |  | [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.) |  | |  | [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. |  | |  | [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. |  | |  | [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.) |  | |  | [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. |  | |  | [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.) |  | |  | [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 |  | |  | [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. |  | |  | [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. |  | |  | [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. |  | |  | [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. |  | |  | [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.) |  | |  | [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. |  | |  | [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.) |  | |  | [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. |  | |  | [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. |  | |  | [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. |  | |  | [STAGGERING INSIGHT](https://magicarena.fandom.com/wiki/Staggering_Insight) WhiteBlue (2) ENCHANTMENT — AURA ENCHANT CREATURE  ENCHANTED CREATURE GETS +1/+1 AND HAS LIFELINK AND "WHENEVER THIS CREATURE DEALS COMBAT DAMAGE TO A PLAYER, DRAW A CARD." |  | |  | [STAMPEDE RIDER](https://magicarena.fandom.com/wiki/Stampede_Rider) Red (3) CREATURE — SATYR (2/3) TRAMPLE  AT THE BEGINNING OF EACH COMBAT, IF YOU CONTROL A CREATURE WITH POWER 4 OR GREATER, STAMPEDE RIDER GETS +1/+1 UNTIL END OF TURN. |  | |  | [STARLIT MANTLE](https://magicarena.fandom.com/wiki/Starlit_Mantle) Blue (2) ENCHANTMENT — AURA FLASH  ENCHANT CREATURE YOU CONTROL WHEN STARLIT MANTLE ENTERS THE BATTLEFIELD, ENCHANTED CREATURE GAINS HEXPROOF UNTIL END OF TURN. (IT CAN'T BE THE TARGET OF SPELLS OR ABILITIES YOUR OPPONENTS CONTROL.) ENCHANTED CREATURE GETS +1/+1. |  | |  | [STERN DISMISSAL](https://magicarena.fandom.com/wiki/Stern_Dismissal) Blue (1) INSTANT RETURN TARGET CREATURE OR ENCHANTMENT AN OPPONENT CONTROLS TO ITS OWNER'S HAND. |  | |  | [STINGING LIONFISH](https://magicarena.fandom.com/wiki/Stinging_Lionfish) Blue (2) ENCHANTMENT CREATURE — FISH (2/1) WHENEVER YOU CAST YOUR FIRST SPELL DURING EACH OPPONENT'S TURN, YOU MAY TAP OR UNTAP TARGET NONLAND PERMANENT. |  | |  | [STORM HERALD](https://magicarena.fandom.com/wiki/Storm_Herald) Red (3) CREATURE — HUMAN SHAMAN (3/2) HASTE  WHEN STORM HERALD ENTERS THE BATTLEFIELD, RETURN ANY NUMBER OF AURA CARDS FROM YOUR GRAVEYARD TO THE BATTLEFIELD ATTACHED TO CREATURES YOU CONTROL. EXILE THOSE AURAS AT THE BEGINNING OF YOUR NEXT END STEP. IF THOSE AURAS WOULD LEAVE THE BATTLEFIELD, EXILE THEM INSTEAD OF PUTTING THEM ANYWHERE ELSE. |  | |  | [STORM'S WRATH](https://magicarena.fandom.com/wiki/Storm%27s_Wrath) RedRed (4) SORCERY STORM'S WRATH DEALS 4 DAMAGE TO EACH CREATURE AND EACH PLANESWALKER. |  | |  | [SUNLIT HOPLITE](https://magicarena.fandom.com/wiki/Sunlit_Hoplite) White (2) CREATURE — HUMAN SOLDIER (2/1) AS LONG AS IT'S YOUR TURN, SUNLIT HOPLITE HAS FIRST STRIKE.  SUNLIT HOPLITE GETS +1/+0 AS LONG AS YOU CONTROL AN ELSPETH PLANESWALKER. |  | |  | [SUNMANE PEGASUS](https://magicarena.fandom.com/wiki/Sunmane_Pegasus) White (4) CREATURE — PEGASUS (2/3) FLYING  White: SUNMANE PEGASUS GAINS VIGILANCE AND LIFELINK UNTIL END OF TURN. |  | |  | [SWAMP](https://magicarena.fandom.com/wiki/Swamp) (0) BASIC LAND — SWAMP |  | |  | [SWEET OBLIVION](https://magicarena.fandom.com/wiki/Sweet_Oblivion) Blue (2) SORCERY TARGET PLAYER MILLS FOUR CARDS.  ESCAPE—Blue, EXILE FOUR OTHER CARDS FROM YOUR GRAVEYARD. (YOU MAY CAST THIS CARD FROM YOUR GRAVEYARD FOR ITS ESCAPE COST.) |  | |  | [SWIMMER IN NIGHTMARES](https://magicarena.fandom.com/wiki/Swimmer_in_Nightmares) Blue (3) CREATURE — NIGHTMARE MERFOLK (1/4) SWIMMER IN NIGHTMARES GETS +3/+0 AS LONG AS THERE ARE TEN OR MORE CARDS IN A SINGLE GRAVEYARD.  SWIMMER IN NIGHTMARES CAN'T BE BLOCKED AS LONG AS YOU CONTROL AN ASHIOK PLANESWALKER. |  | |  | [TARANIKA, AKROAN VETERAN](https://magicarena.fandom.com/wiki/Taranika,_Akroan_Veteran) WhiteWhite (3) LEGENDARY CREATURE — HUMAN SOLDIER (3/3) VIGILANCE  WHENEVER TARANIKA, AKROAN VETERAN ATTACKS, UNTAP ANOTHER TARGET CREATURE YOU CONTROL. UNTIL END OF TURN, THAT CREATURE HAS BASE POWER AND TOUGHNESS 4/4 AND GAINS INDESTRUCTIBLE. |  | |  | [TECTONIC GIANT](https://magicarena.fandom.com/wiki/Tectonic_Giant) RedRed (4) CREATURE — ELEMENTAL GIANT (3/4) WHENEVER TECTONIC GIANT ATTACKS OR BECOMES THE TARGET OF A SPELL AN OPPONENT CONTROLS, CHOOSE ONE —  • TECTONIC GIANT DEALS 3 DAMAGE TO EACH OPPONENT. • EXILE THE TOP TWO CARDS OF YOUR LIBRARY. CHOOSE ONE OF THEM. UNTIL THE END OF YOUR NEXT TURN, YOU MAY PLAY THAT CARD. |  | |  | [TEMPLE OF ABANDON](https://magicarena.fandom.com/wiki/Temple_of_Abandon) (0) LAND TEMPLE OF ABANDON ENTERS THE BATTLEFIELD TAPPED.  WHEN TEMPLE OF ABANDON ENTERS THE BATTLEFIELD, SCRY 1. (LOOK AT THE TOP CARD OF YOUR LIBRARY. YOU MAY PUT THAT CARD ON THE BOTTOM OF YOUR LIBRARY.) Tap: ADD Red OR Green. |  | |  | [TEMPLE OF DECEIT](https://magicarena.fandom.com/wiki/Temple_of_Deceit) (0) LAND TEMPLE OF DECEIT ENTERS THE BATTLEFIELD TAPPED.  WHEN TEMPLE OF DECEIT ENTERS THE BATTLEFIELD, SCRY 1. (LOOK AT THE TOP CARD OF YOUR LIBRARY. YOU MAY PUT THAT CARD ON THE BOTTOM OF YOUR LIBRARY.) Tap: ADD Blue OR Black. |  | |  | [TEMPLE OF ENLIGHTENMENT](https://magicarena.fandom.com/wiki/Temple_of_Enlightenment) (0) LAND TEMPLE OF ENLIGHTENMENT ENTERS THE BATTLEFIELD TAPPED.  WHEN TEMPLE OF ENLIGHTENMENT ENTERS THE BATTLEFIELD, SCRY 1. (LOOK AT THE TOP CARD OF YOUR LIBRARY. YOU MAY PUT THAT CARD ON THE BOTTOM OF YOUR LIBRARY.) Tap: ADD White OR Blue. |  | |  | [TEMPLE OF MALICE](https://magicarena.fandom.com/wiki/Temple_of_Malice) (0) LAND TEMPLE OF MALICE ENTERS THE BATTLEFIELD TAPPED.  WHEN TEMPLE OF MALICE ENTERS THE BATTLEFIELD, SCRY 1. (LOOK AT THE TOP CARD OF YOUR LIBRARY. YOU MAY PUT THAT CARD ON THE BOTTOM OF YOUR LIBRARY.) Tap: ADD Black OR Red. |  | |  | [TEMPLE OF PLENTY](https://magicarena.fandom.com/wiki/Temple_of_Plenty) (0) LAND TEMPLE OF PLENTY ENTERS THE BATTLEFIELD TAPPED.  WHEN TEMPLE OF PLENTY ENTERS THE BATTLEFIELD, SCRY 1. (LOOK AT THE TOP CARD OF YOUR LIBRARY. YOU MAY PUT THAT CARD ON THE BOTTOM OF YOUR LIBRARY.) Tap: ADD Green OR White. |  | |  | [TEMPLE THIEF](https://magicarena.fandom.com/wiki/Temple_Thief) Black (2) CREATURE — HUMAN ROGUE (2/2) TEMPLE THIEF CAN'T BE BLOCKED BY ENCHANTED CREATURES OR ENCHANTMENT CREATURES. |  | |  | [TERROR OF MOUNT VELUS](https://magicarena.fandom.com/wiki/Terror_of_Mount_Velus) RedRed (7) CREATURE — DRAGON (5/5) FLYING, DOUBLE STRIKE  WHEN TERROR OF MOUNT VELUS ENTERS THE BATTLEFIELD, CREATURES YOU CONTROL GAIN DOUBLE STRIKE UNTIL END OF TURN. |  | |  | [THASSA, DEEP-DWELLING](https://magicarena.fandom.com/wiki/Thassa,_Deep-Dwelling) Blue (4) LEGENDARY ENCHANTMENT CREATURE — GOD (6/5) INDESTRUCTIBLE  AS LONG AS YOUR DEVOTION TO BLUE IS LESS THAN FIVE, THASSA ISN'T A CREATURE. AT THE BEGINNING OF YOUR END STEP, EXILE UP TO ONE OTHER TARGET CREATURE YOU CONTROL, THEN RETURN THAT CARD TO THE BATTLEFIELD UNDER YOUR CONTROL. Blue: TAP ANOTHER TARGET CREATURE. |  | |  | [THASSA'S INTERVENTION](https://magicarena.fandom.com/wiki/Thassa%27s_Intervention) BlueBlue (2) INSTANT CHOOSE ONE —  • LOOK AT THE TOP X CARDS OF YOUR LIBRARY. PUT UP TO TWO OF THEM INTO YOUR HAND AND THE REST ON THE BOTTOM OF YOUR LIBRARY IN A RANDOM ORDER. • COUNTER TARGET SPELL UNLESS ITS CONTROLLER PAYS TWICE . |  | |  | [THASSA'S ORACLE](https://magicarena.fandom.com/wiki/Thassa%27s_Oracle) BlueBlue (2) CREATURE — MERFOLK WIZARD (1/3) WHEN THASSA'S ORACLE ENTERS THE BATTLEFIELD, LOOK AT THE TOP X CARDS OF YOUR LIBRARY, WHERE X IS YOUR DEVOTION TO BLUE. PUT UP TO ONE OF THEM ON TOP OF YOUR LIBRARY AND THE REST ON THE BOTTOM OF YOUR LIBRARY IN A RANDOM ORDER. IF X IS GREATER THAN OR EQUAL TO THE NUMBER OF CARDS IN YOUR LIBRARY, YOU WIN THE GAME. (EACH Blue IN THE MANA COSTS OF PERMANENTS YOU CONTROL COUNTS TOWARD YOUR DEVOTION TO BLUE.) |  | |  | [THAUMATURGE'S FAMILIAR](https://magicarena.fandom.com/wiki/Thaumaturge%27s_Familiar)  (3) ARTIFACT CREATURE — BIRD (1/3) FLYING  WHEN THAUMATURGE'S FAMILIAR ENTERS THE BATTLEFIELD, SCRY 1. |  | |  | [THE AKROAN WAR](https://magicarena.fandom.com/wiki/The_Akroan_War) Red (4) ENCHANTMENT — SAGA (AS THIS SAGA ENTERS AND AFTER YOUR DRAW STEP, ADD A LORE COUNTER. SACRIFICE AFTER III.)  I — GAIN CONTROL OF TARGET CREATURE FOR AS LONG AS THE AKROAN WAR REMAINS ON THE BATTLEFIELD. II — UNTIL YOUR NEXT TURN, CREATURES YOUR OPPONENTS CONTROL ATTACK EACH COMBAT IF ABLE. III — EACH TAPPED CREATURE DEALS DAMAGE TO ITSELF EQUAL TO ITS POWER. |  | |  | [THE BINDING OF THE TITANS](https://magicarena.fandom.com/wiki/The_Binding_of_the_Titans) Green (2) ENCHANTMENT — SAGA (AS THIS SAGA ENTERS AND AFTER YOUR DRAW STEP, ADD A LORE COUNTER. SACRIFICE AFTER III.)  I — EACH PLAYER MILLS THREE CARDS. II — EXILE UP TO TWO TARGET CARDS FROM GRAVEYARDS. FOR EACH CREATURE CARD EXILED THIS WAY, YOU GAIN 1 LIFE. III — RETURN TARGET CREATURE OR LAND CARD FROM YOUR GRAVEYARD TO YOUR HAND. |  | |  | [THE BIRTH OF MELETIS](https://magicarena.fandom.com/wiki/The_Birth_of_Meletis) White (2) ENCHANTMENT — SAGA (AS THIS SAGA ENTERS AND AFTER YOUR DRAW STEP, ADD A LORE COUNTER. SACRIFICE AFTER III.)  I — SEARCH YOUR LIBRARY FOR A BASIC PLAINS CARD, REVEAL IT, PUT IT INTO YOUR HAND, THEN SHUFFLE YOUR LIBRARY. II — CREATE A 0/4 COLORLESS WALL ARTIFACT CREATURE TOKEN WITH DEFENDER. III — YOU GAIN 2 LIFE. |  | |  | [THE FIRST IROAN GAMES](https://magicarena.fandom.com/wiki/The_First_Iroan_Games) Green (3) ENCHANTMENT — SAGA (AS THIS SAGA ENTERS AND AFTER YOUR DRAW STEP, ADD A LORE COUNTER. SACRIFICE AFTER IV.)  I — CREATE A 1/1 WHITE HUMAN SOLDIER CREATURE TOKEN. II — PUT THREE +1/+1 COUNTERS ON TARGET CREATURE YOU CONTROL. III — IF YOU CONTROL A CREATURE WITH POWER 4 OR GREATER, DRAW TWO CARDS. IV — CREATE A GOLD TOKEN. (IT'S AN ARTIFACT WITH "SACRIFICE THIS ARTIFACT: ADD ONE MANA OF ANY COLOR.") |  | |  | [THE TRIUMPH OF ANAX](https://magicarena.fandom.com/wiki/The_Triumph_of_Anax) Red (3) ENCHANTMENT — SAGA (AS THIS SAGA ENTERS AND AFTER YOUR DRAW STEP, ADD A LORE COUNTER. SACRIFICE AFTER IV.)  I, II, III — UNTIL END OF TURN, TARGET CREATURE GAINS TRAMPLE AND GETS +X/+0, WHERE X IS THE NUMBER OF LORE COUNTERS ON THE TRIUMPH OF ANAX. IV — TARGET CREATURE YOU CONTROL FIGHTS UP TO ONE TARGET CREATURE YOU DON'T CONTROL. (EACH DEALS DAMAGE EQUAL TO ITS POWER TO THE OTHER.) |  | |  | [THIRST FOR MEANING](https://magicarena.fandom.com/wiki/Thirst_for_Meaning) Blue (3) INSTANT DRAW THREE CARDS. THEN DISCARD TWO CARDS UNLESS YOU DISCARD AN ENCHANTMENT CARD. |  | |  | [THRENODY SINGER](https://magicarena.fandom.com/wiki/Threnody_Singer) Blue (2) CREATURE — SIREN (1/3) FLASH  FLYING WHEN THRENODY SINGER ENTERS THE BATTLEFIELD, TARGET CREATURE AN OPPONENT CONTROLS GETS -X/-0 UNTIL END OF TURN, WHERE X IS YOUR DEVOTION TO BLUE. (EACH Blue IN THE MANA COSTS OF PERMANENTS YOU CONTROL COUNTS TOWARD YOUR DEVOTION TO BLUE.) |  | |  | [THRILL OF POSSIBILITY](https://magicarena.fandom.com/wiki/Thrill_of_Possibility) Red (2) INSTANT AS AN ADDITIONAL COST TO CAST THIS SPELL, DISCARD A CARD.  DRAW TWO CARDS. |  | |  | [THRYX, THE SUDDEN STORM](https://magicarena.fandom.com/wiki/Thryx,_the_Sudden_Storm) BlueBlue (5) LEGENDARY CREATURE — ELEMENTAL GIANT (4/5) FLASH  FLYING SPELLS YOU CAST WITH CONVERTED MANA COST 5 OR GREATER COST  LESS TO CAST AND CAN'T BE COUNTERED. |  | |  | [THUNDERING CHARIOT](https://magicarena.fandom.com/wiki/Thundering_Chariot)  (4) ARTIFACT — VEHICLE (3/3) FIRST STRIKE, TRAMPLE, HASTE  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.) |  | |  | [TOWERING-WAVE MYSTIC](https://magicarena.fandom.com/wiki/Towering-Wave_Mystic) Blue (2) CREATURE — MERFOLK WIZARD (2/1) WHENEVER TOWERING-WAVE MYSTIC DEALS DAMAGE, TARGET PLAYER MILLS THAT MANY CARDS. |  | |  | [TRANSCENDENT ENVOY](https://magicarena.fandom.com/wiki/Transcendent_Envoy) White (2) ENCHANTMENT CREATURE — GRIFFIN (1/2) FLYING  AURA SPELLS YOU CAST COST  LESS TO CAST. |  | |  | [TRAVELER'S AMULET](https://magicarena.fandom.com/wiki/Traveler%27s_Amulet)  (1) ARTIFACT , SACRIFICE TRAVELER'S AMULET: SEARCH YOUR LIBRARY FOR A BASIC LAND CARD, REVEAL IT, PUT IT INTO YOUR HAND, THEN SHUFFLE YOUR LIBRARY. |  | |  | [TREACHEROUS BLESSING](https://magicarena.fandom.com/wiki/Treacherous_Blessing) Black (3) ENCHANTMENT WHEN TREACHEROUS BLESSING ENTERS THE BATTLEFIELD, DRAW THREE CARDS.  WHENEVER YOU CAST A SPELL, YOU LOSE 1 LIFE. WHEN TREACHEROUS BLESSING BECOMES THE TARGET OF A SPELL OR ABILITY, SACRIFICE IT. |  | |  | [TREESHAKER CHIMERA](https://magicarena.fandom.com/wiki/Treeshaker_Chimera) GreenGreen (7) CREATURE — CHIMERA (8/5) ALL CREATURES ABLE TO BLOCK TREESHAKER CHIMERA DO SO.  WHEN TREESHAKER CHIMERA DIES, DRAW THREE CARDS. |  | |  | [TRITON WAVERIDER](https://magicarena.fandom.com/wiki/Triton_Waverider) Blue (4) CREATURE — MERFOLK WIZARD (3/3) CONSTELLATION — WHENEVER AN ENCHANTMENT ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, TRITON WAVERIDER GAINS FLYING UNTIL END OF TURN. |  | |  | [TRIUMPHANT SURGE](https://magicarena.fandom.com/wiki/Triumphant_Surge) White (4) INSTANT DESTROY TARGET CREATURE WITH POWER 4 OR GREATER. YOU GAIN 3 LIFE. |  | |  | [TYMARET CALLS THE DEAD](https://magicarena.fandom.com/wiki/Tymaret_Calls_the_Dead) Black (3) ENCHANTMENT — SAGA (AS THIS SAGA ENTERS AND AFTER YOUR DRAW STEP, ADD A LORE COUNTER. SACRIFICE AFTER III.)  I, II — MILL THREE CARDS. THEN YOU MAY EXILE A CREATURE OR ENCHANTMENT CARD FROM YOUR GRAVEYARD. IF YOU DO, CREATE A 2/2 BLACK ZOMBIE CREATURE TOKEN. III — YOU GAIN X LIFE AND SCRY X, WHERE X IS THE NUMBER OF ZOMBIES YOU CONTROL. |  | |  | [TYMARET, CHOSEN FROM DEATH](https://magicarena.fandom.com/wiki/Tymaret,_Chosen_from_Death) BlackBlack (2) LEGENDARY ENCHANTMENT CREATURE — DEMIGOD (2/\*) TYMARET'S TOUGHNESS IS EQUAL TO YOUR DEVOTION TO BLACK. (EACH Black IN THE MANA COSTS OF PERMANENTS YOU CONTROL COUNTS TOWARD YOUR DEVOTION TO BLACK.)  Black: EXILE UP TO TWO TARGET CARDS FROM GRAVEYARDS. YOU GAIN 1 LIFE FOR EACH CREATURE CARD EXILED THIS WAY. |  | |  | [UNDERWORLD BREACH](https://magicarena.fandom.com/wiki/Underworld_Breach) Red (2) ENCHANTMENT EACH NONLAND CARD IN YOUR GRAVEYARD HAS ESCAPE. THE ESCAPE COST IS EQUAL TO THE CARD'S MANA COST PLUS EXILE THREE OTHER CARDS FROM YOUR GRAVEYARD. (YOU MAY CAST CARDS FROM YOUR GRAVEYARD FOR THEIR ESCAPE COST.)  AT THE BEGINNING OF THE END STEP, SACRIFICE UNDERWORLD BREACH. |  | |  | [UNDERWORLD CHARGER](https://magicarena.fandom.com/wiki/Underworld_Charger) Black (3) CREATURE — NIGHTMARE HORSE (3/3) UNDERWORLD CHARGER CAN'T BLOCK.  ESCAPE—Black, EXILE THREE OTHER CARDS FROM YOUR GRAVEYARD. (YOU MAY CAST THIS CARD FROM YOUR GRAVEYARD FOR ITS ESCAPE COST.) UNDERWORLD CHARGER ESCAPES WITH TWO +1/+1 COUNTERS ON IT. |  | |  | [UNDERWORLD DREAMS](https://magicarena.fandom.com/wiki/Underworld_Dreams) BlackBlackBlack (3) ENCHANTMENT WHENEVER AN OPPONENT DRAWS A CARD, UNDERWORLD DREAMS DEALS 1 DAMAGE TO THAT PLAYER. |  | |  | [UNDERWORLD FIRES](https://magicarena.fandom.com/wiki/Underworld_Fires) Red (2) SORCERY UNDERWORLD FIRES DEALS 1 DAMAGE TO EACH CREATURE AND EACH PLANESWALKER. IF A PERMANENT DEALT DAMAGE THIS WAY WOULD DIE THIS TURN, EXILE IT INSTEAD. |  | |  | [UNDERWORLD RAGE-HOUND](https://magicarena.fandom.com/wiki/Underworld_Rage-Hound) Red (2) CREATURE — ELEMENTAL DOG (3/1) UNDERWORLD RAGE-HOUND ATTACKS EACH COMBAT IF ABLE.  ESCAPE—Red, EXILE THREE OTHER CARDS FROM YOUR GRAVEYARD. (YOU MAY CAST THIS CARD FROM YOUR GRAVEYARD FOR ITS ESCAPE COST.) UNDERWORLD RAGE-HOUND ESCAPES WITH A +1/+1 COUNTER ON IT. |  | |  | [UNDERWORLD SENTINEL](https://magicarena.fandom.com/wiki/Underworld_Sentinel) BlackBlack (5) CREATURE — SKELETON SOLDIER (4/5) WHENEVER UNDERWORLD SENTINEL ATTACKS, EXILE TARGET CREATURE CARD FROM YOUR GRAVEYARD.  WHEN UNDERWORLD SENTINEL DIES, PUT ALL CARDS EXILED WITH IT ONTO THE BATTLEFIELD. |  | |  | [UNKNOWN SHORES](https://magicarena.fandom.com/wiki/Unknown_Shores) (0) LAND Tap: ADD .  , Tap: ADD ONE MANA OF ANY COLOR. |  | |  | [URO, TITAN OF NATURE'S WRATH](https://magicarena.fandom.com/wiki/Uro,_Titan_of_Nature%27s_Wrath) GreenBlue (3) LEGENDARY CREATURE — ELDER GIANT (6/6) WHEN URO ENTERS THE BATTLEFIELD, SACRIFICE IT UNLESS IT ESCAPED.  WHENEVER URO ENTERS THE BATTLEFIELD OR ATTACKS, YOU GAIN 3 LIFE AND DRAW A CARD, THEN YOU MAY PUT A LAND CARD FROM YOUR HAND ONTO THE BATTLEFIELD. ESCAPE—GreenGreenBlueBlue, EXILE FIVE OTHER CARDS FROM YOUR GRAVEYARD. (YOU MAY CAST THIS CARD FROM YOUR GRAVEYARD FOR ITS ESCAPE COST.) |  | |  | [VENOMOUS HIEROPHANT](https://magicarena.fandom.com/wiki/Venomous_Hierophant) Black (4) CREATURE — GORGON CLERIC (3/3) DEATHTOUCH  WHEN VENOMOUS HIEROPHANT ENTERS THE BATTLEFIELD, MILL THREE CARDS. |  | |  | [VEXING GULL](https://magicarena.fandom.com/wiki/Vexing_Gull) Blue (3) CREATURE — BIRD (2/2) FLASH  FLYING |  | |  | [VICTORY'S ENVOY](https://magicarena.fandom.com/wiki/Victory%27s_Envoy) WhiteWhite (5) CREATURE — HUMAN CLERIC (3/3) AT THE BEGINNING OF YOUR UPKEEP, PUT A +1/+1 COUNTER ON EACH OTHER CREATURE YOU CONTROL. |  | |  | [VORACIOUS TYPHON](https://magicarena.fandom.com/wiki/Voracious_Typhon) GreenGreen (4) CREATURE — SNAKE BEAST (4/4) ESCAPE—GreenGreen, EXILE FOUR OTHER CARDS FROM YOUR GRAVEYARD. (YOU MAY CAST THIS CARD FROM YOUR GRAVEYARD FOR ITS ESCAPE COST.)  VORACIOUS TYPHON ESCAPES WITH THREE +1/+1 COUNTERS ON IT. |  | |  | [WARBRIAR BLESSING](https://magicarena.fandom.com/wiki/Warbriar_Blessing) Green (2) ENCHANTMENT — AURA ENCHANT CREATURE YOU CONTROL  WHEN WARBRIAR BLESSING ENTERS THE BATTLEFIELD, ENCHANTED CREATURE FIGHTS UP TO ONE TARGET CREATURE YOU DON'T CONTROL. (EACH DEALS DAMAGE EQUAL TO ITS POWER TO THE OTHER.) ENCHANTED CREATURE GETS +0/+2. |  | |  | [WARDEN OF THE CHAINED](https://magicarena.fandom.com/wiki/Warden_of_the_Chained) RedGreen (3) CREATURE — MINOTAUR WARRIOR (4/4) TRAMPLE  WARDEN OF THE CHAINED CAN'T ATTACK UNLESS YOU CONTROL ANOTHER CREATURE WITH POWER 4 OR GREATER. |  | |  | [WAVEBREAK HIPPOCAMP](https://magicarena.fandom.com/wiki/Wavebreak_Hippocamp) Blue (3) ENCHANTMENT CREATURE — HORSE FISH (2/2) WHENEVER YOU CAST YOUR FIRST SPELL DURING EACH OPPONENT'S TURN, DRAW A CARD. |  | |  | [WHIRLWIND DENIAL](https://magicarena.fandom.com/wiki/Whirlwind_Denial) Blue (3) INSTANT FOR EACH SPELL AND ABILITY YOUR OPPONENTS CONTROL, COUNTER IT UNLESS ITS CONTROLLER PAYS . |  | |  | [WINGS OF HUBRIS](https://magicarena.fandom.com/wiki/Wings_of_Hubris)  (2) ARTIFACT — EQUIPMENT EQUIPPED CREATURE HAS FLYING.  SACRIFICE WINGS OF HUBRIS: EQUIPPED CREATURE CAN'T BE BLOCKED THIS TURN. SACRIFICE IT AT THE BEGINNING OF THE NEXT END STEP. EQUIP  (: ATTACH TO TARGET CREATURE YOU CONTROL. EQUIP ONLY AS A SORCERY.) |  | |  | [WITNESS OF TOMORROWS](https://magicarena.fandom.com/wiki/Witness_of_Tomorrows) Blue (5) ENCHANTMENT CREATURE — SPHINX (3/4) FLYING  Blue: SCRY 1. |  | |  | [WOE STRIDER](https://magicarena.fandom.com/wiki/Woe_Strider) Black (3) CREATURE — HORROR (3/2) WHEN WOE STRIDER ENTERS THE BATTLEFIELD, CREATE A 0/1 WHITE GOAT CREATURE TOKEN.  SACRIFICE ANOTHER CREATURE: SCRY 1. ESCAPE—BlackBlack, EXILE FOUR OTHER CARDS FROM YOUR GRAVEYARD. (YOU MAY CAST THIS CARD FROM YOUR GRAVEYARD FOR ITS ESCAPE COST.) WOE STRIDER ESCAPES WITH TWO +1/+1 COUNTERS ON IT. |  | |  | [WOLFWILLOW HAVEN](https://magicarena.fandom.com/wiki/Wolfwillow_Haven) Green (2) ENCHANTMENT — AURA ENCHANT LAND  WHENEVER ENCHANTED LAND IS TAPPED FOR MANA, ITS CONTROLLER ADDS AN ADDITIONAL Green. Green, SACRIFICE WOLFWILLOW HAVEN: CREATE A 2/2 GREEN WOLF CREATURE TOKEN. ACTIVATE THIS ABILITY ONLY DURING YOUR TURN. |  | |  | [WRAP IN FLAMES](https://magicarena.fandom.com/wiki/Wrap_in_Flames) Red (4) SORCERY WRAP IN FLAMES DEALS 1 DAMAGE TO EACH OF UP TO THREE TARGET CREATURES. THOSE CREATURES CAN'T BLOCK THIS TURN. |  | |

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| |  |  | | --- | --- | | **HISTORIC ANTHOLOGY 1 MAGIC DECK CARDS** | | |  | [**BURNING-TREE EMISSARY**](https://magicarena.fandom.com/wiki/Burning-Tree_Emissary)**(2) CREATURE — HUMAN SHAMAN (2/2) WHEN BURNING-TREE EMISSARY ENTERS THE BATTLEFIELD, ADD RedGreen.** | |  | [**CAPTAIN SISAY**](https://magicarena.fandom.com/wiki/Captain_Sisay)**GreenWhite (4) LEGENDARY CREATURE — HUMAN SOLDIER (2/2) Tap: SEARCH YOUR LIBRARY FOR A LEGENDARY CARD, REVEAL THAT CARD, AND PUT IT INTO YOUR HAND. THEN SHUFFLE YOUR LIBRARY.** | |  | [**CRYPTBREAKER**](https://magicarena.fandom.com/wiki/Cryptbreaker)**Black (1) CREATURE — ZOMBIE (1/1) Black, Tap, DISCARD A CARD: CREATE A 2/2 BLACK ZOMBIE CREATURE TOKEN.**  **TAP THREE UNTAPPED ZOMBIES YOU CONTROL: YOU DRAW A CARD AND YOU LOSE 1 LIFE.** | |  | [**DARKSTEEL REACTOR**](https://magicarena.fandom.com/wiki/Darksteel_Reactor)**(4) ARTIFACT INDESTRUCTIBLE (EFFECTS THAT SAY "DESTROY" DON'T DESTROY THIS ARTIFACT.)**  **AT THE BEGINNING OF YOUR UPKEEP, YOU MAY PUT A CHARGE COUNTER ON DARKSTEEL REACTOR. WHEN DARKSTEEL REACTOR HAS TWENTY OR MORE CHARGE COUNTERS ON IT, YOU WIN THE GAME.** | |  | [**DISTANT MELODY**](https://magicarena.fandom.com/wiki/Distant_Melody)**Blue (4) SORCERY CHOOSE A CREATURE TYPE. DRAW A CARD FOR EACH PERMANENT YOU CONTROL OF THAT TYPE.** | |  | [**ELVISH VISIONARY**](https://magicarena.fandom.com/wiki/Elvish_Visionary)**Green (2) CREATURE — ELF SHAMAN (1/1) WHEN ELVISH VISIONARY ENTERS THE BATTLEFIELD, DRAW A CARD.** | |  | [**FAUNA SHAMAN**](https://magicarena.fandom.com/wiki/Fauna_Shaman)**Green (2) CREATURE — ELF SHAMAN (2/2) Green, Tap, DISCARD A CREATURE CARD: SEARCH YOUR LIBRARY FOR A CREATURE CARD, REVEAL IT, PUT IT INTO YOUR HAND, THEN SHUFFLE YOUR LIBRARY.** | |  | [**GOBLIN MATRON**](https://magicarena.fandom.com/wiki/Goblin_Matron)**Red (3) CREATURE — GOBLIN (1/1) WHEN GOBLIN MATRON ENTERS THE BATTLEFIELD, YOU MAY SEARCH YOUR LIBRARY FOR A GOBLIN CARD, REVEAL THAT CARD, PUT IT INTO YOUR HAND, THEN SHUFFLE YOUR LIBRARY.** | |  | [**HIDETSUGU'S SECOND RITE**](https://magicarena.fandom.com/wiki/Hidetsugu%27s_Second_Rite)**Red (4) INSTANT IF TARGET PLAYER HAS EXACTLY 10 LIFE, HIDETSUGU'S SECOND RITE DEALS 10 DAMAGE TO THAT PLAYER.** | |  | [**HYPNOTIC SPECTER**](https://magicarena.fandom.com/wiki/Hypnotic_Specter)**BlackBlack (3) CREATURE — SPECTER (2/2) FLYING**  **WHENEVER HYPNOTIC SPECTER DEALS DAMAGE TO AN OPPONENT, THAT PLAYER DISCARDS A CARD AT RANDOM.** | |  | [**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.** | |  | [**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.** | |  | [**KINSBAILE CAVALIER**](https://magicarena.fandom.com/wiki/Kinsbaile_Cavalier)**White (4) CREATURE — KITHKIN KNIGHT (2/2) KNIGHT CREATURES YOU CONTROL HAVE DOUBLE STRIKE.** | |  | [**MIND STONE**](https://magicarena.fandom.com/wiki/Mind_Stone)**(2) ARTIFACT Tap: ADD .**  **, Tap, SACRIFICE MIND STONE: DRAW A CARD.** | |  | [**ORNITHOPTER**](https://magicarena.fandom.com/wiki/Ornithopter)**(0) ARTIFACT CREATURE — THOPTER (0/2) FLYING** | |  | [**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.** | |  | [**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.** | |  | [**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.** | |  | [**TENDRILS OF CORRUPTION**](https://magicarena.fandom.com/wiki/Tendrils_of_Corruption)**Black (4) INSTANT TENDRILS OF CORRUPTION DEALS X DAMAGE TO TARGET CREATURE AND YOU GAIN X LIFE, WHERE X IS THE NUMBER OF SWAMPS YOU CONTROL.** | |  | [**TREASURE HUNT**](https://magicarena.fandom.com/wiki/Treasure_Hunt)**Blue (2) SORCERY REVEAL CARDS FROM THE TOP OF YOUR LIBRARY UNTIL YOU REVEAL A NONLAND CARD, THEN PUT ALL CARDS REVEALED THIS WAY INTO YOUR HAND.** | |