**MAGIC CARDS PART 2**

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| **315 THRONE OF ELDRAINE MAGIC DECK CARDS** | | |
|  | [**ACCLAIMED CONTENDER**](https://magicarena.fandom.com/wiki/Acclaimed_Contender)**White (3) CREATURE — HUMAN KNIGHT (3/3) WHEN ACCLAIMED CONTENDER ENTERS THE BATTLEFIELD, IF YOU CONTROL ANOTHER KNIGHT, LOOK AT THE TOP FIVE CARDS OF YOUR LIBRARY. YOU MAY REVEAL A KNIGHT, AURA, EQUIPMENT, OR LEGENDARY ARTIFACT CARD FROM AMONG THEM AND PUT IT INTO YOUR HAND. PUT THE REST ON THE BOTTOM OF YOUR LIBRARY IN A RANDOM ORDER.** |  |
|  | [**ALELA, ARTFUL PROVOCATEUR**](https://magicarena.fandom.com/wiki/Alela,_Artful_Provocateur)**WhiteBlueBlack (4) LEGENDARY CREATURE — FAERIE WARLOCK (2/3) FLYING, DEATHTOUCH, LIFELINK**  **OTHER CREATURES YOU CONTROL WITH FLYING GET +1/+0. WHENEVER YOU CAST AN ARTIFACT OR ENCHANTMENT SPELL, CREATE A 1/1 BLUE FAERIE CREATURE TOKEN WITH FLYING.** |  |
|  | [**ALL THAT GLITTERS**](https://magicarena.fandom.com/wiki/All_That_Glitters)**White (2) ENCHANTMENT — AURA ENCHANT CREATURE**  **ENCHANTED CREATURE GETS +1/+1 FOR EACH ARTIFACT AND/OR ENCHANTMENT YOU CONTROL.** |  |
|  | [**ALTER FATE**](https://magicarena.fandom.com/wiki/Alter_Fate)**Black (2) SORCERY — ADVENTURE RETURN TARGET CREATURE CARD FROM YOUR GRAVEYARD TO YOUR HAND. (THEN EXILE THIS CARD. YOU MAY CAST THE CREATURE LATER FROM EXILE.)** |  |
|  | [**ANIMATING FAERIE**](https://magicarena.fandom.com/wiki/Animating_Faerie)**Blue (3) CREATURE — FAERIE (2/2) FLYING** |  |
|  | [**ARCANE SIGNET**](https://magicarena.fandom.com/wiki/Arcane_Signet)**(2) ARTIFACT Tap: ADD ONE MANA OF ANY COLOR IN YOUR COMMANDER'S COLOR IDENTITY.** |  |
|  | [**ARCANIST'S OWL**](https://magicarena.fandom.com/wiki/Arcanist%27s_Owl)**(4) ARTIFACT CREATURE — BIRD (3/3) FLYING**  **WHEN ARCANIST'S OWL ENTERS THE BATTLEFIELD, LOOK AT THE TOP FOUR CARDS OF YOUR LIBRARY. YOU MAY REVEAL AN ARTIFACT OR ENCHANTMENT CARD FROM AMONG THEM AND PUT IT INTO YOUR HAND. PUT THE REST ON THE BOTTOM OF YOUR LIBRARY IN A RANDOM ORDER.** |  |
|  | [**ARCHON OF ABSOLUTION**](https://magicarena.fandom.com/wiki/Archon_of_Absolution)**White (4) CREATURE — ARCHON (3/2) FLYING**  **PROTECTION FROM WHITE (THIS CREATURE CAN'T BE BLOCKED, TARGETED, DEALT DAMAGE, ENCHANTED, OR EQUIPPED BY ANYTHING WHITE.) CREATURES CAN'T ATTACK YOU OR A PLANESWALKER YOU CONTROL UNLESS THEIR CONTROLLER PAYS  FOR EACH OF THOSE CREATURES.** |  |
|  | [**ARDENVALE PALADIN**](https://magicarena.fandom.com/wiki/Ardenvale_Paladin)**White (4) CREATURE — HUMAN KNIGHT (2/5) ADAMANT — IF AT LEAST THREE WHITE MANA WAS SPENT TO CAST THIS SPELL, ARDENVALE PALADIN ENTERS THE BATTLEFIELD WITH A +1/+1 COUNTER ON IT.** |  |
|  | [**ARDENVALE TACTICIAN**](https://magicarena.fandom.com/wiki/Ardenvale_Tactician)**WhiteWhite (3) CREATURE — HUMAN KNIGHT (2/3) FLYING** |  |
|  | [**AYARA, FIRST OF LOCTHWAIN**](https://magicarena.fandom.com/wiki/Ayara,_First_of_Locthwain)**BlackBlackBlack (3) LEGENDARY CREATURE — ELF NOBLE (2/3) WHENEVER AYARA, FIRST OF LOCTHWAIN OR ANOTHER BLACK CREATURE ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, EACH OPPONENT LOSES 1 LIFE AND YOU GAIN 1 LIFE.**  **Tap, SACRIFICE ANOTHER BLACK CREATURE: DRAW A CARD.** |  |
|  | [**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.")** |  |
|  | [**BANISH INTO FABLE**](https://magicarena.fandom.com/wiki/Banish_into_Fable)**WhiteBlue (6) INSTANT WHEN YOU CAST THIS SPELL FROM YOUR HAND, COPY IT IF YOU CONTROL AN ARTIFACT, THEN COPY IT IF YOU CONTROL AN ENCHANTMENT. YOU MAY CHOOSE NEW TARGETS FOR THE COPIES.**  **RETURN TARGET NONLAND PERMANENT TO ITS OWNER'S HAND. YOU CREATE A 2/2 WHITE KNIGHT CREATURE TOKEN WITH VIGILANCE.** |  |
|  | [**BARGE IN**](https://magicarena.fandom.com/wiki/Barge_In)**Red (1) INSTANT TARGET ATTACKING CREATURE GETS +2/+2 UNTIL END OF TURN. EACH ATTACKING NON-HUMAN CREATURE GAINS TRAMPLE UNTIL END OF TURN.** |  |
|  | [**BARROW WITCHES**](https://magicarena.fandom.com/wiki/Barrow_Witches)**Black (5) CREATURE — HUMAN WARLOCK (3/4) WHEN BARROW WITCHES ENTERS THE BATTLEFIELD, RETURN TARGET KNIGHT CARD FROM YOUR GRAVEYARD TO YOUR HAND.** |  |
|  | [**BARTERED COW**](https://magicarena.fandom.com/wiki/Bartered_Cow)**White (4) CREATURE — OX (3/3) WHEN BARTERED COW DIES OR WHEN YOU DISCARD IT, CREATE A FOOD TOKEN. (IT'S AN ARTIFACT WITH ", Tap, SACRIFICE THIS ARTIFACT: YOU GAIN 3 LIFE.")** |  |
|  | [**BATTLE DISPLAY**](https://magicarena.fandom.com/wiki/Battle_Display)**Red (1) SORCERY — ADVENTURE DESTROY TARGET ARTIFACT. (THEN EXILE THIS CARD. YOU MAY CAST THE CREATURE LATER FROM EXILE.)** |  |
|  | [**BEANSTALK GIANT**](https://magicarena.fandom.com/wiki/Beanstalk_Giant)**Green (7) CREATURE — GIANT (\*/\*) BEANSTALK GIANT'S POWER AND TOUGHNESS ARE EACH EQUAL TO THE NUMBER OF LANDS YOU CONTROL.** |  |
|  | [**BELLE OF THE BRAWL**](https://magicarena.fandom.com/wiki/Belle_of_the_Brawl)**Black (3) CREATURE — HUMAN KNIGHT (3/2) MENACE (THIS CREATURE CAN'T BE BLOCKED EXCEPT BY TWO OR MORE CREATURES.)**  **WHENEVER BELLE OF THE BRAWL ATTACKS, OTHER KNIGHTS YOU CONTROL GET +1/+0 UNTIL END OF TURN.** |  |
|  | [**BELOVED PRINCESS**](https://magicarena.fandom.com/wiki/Beloved_Princess)**White (1) CREATURE — HUMAN NOBLE (1/1) LIFELINK**  **BELOVED PRINCESS CAN'T BE BLOCKED BY CREATURES WITH POWER 3 OR GREATER.** |  |
|  | [**BLACKLANCE PARAGON**](https://magicarena.fandom.com/wiki/Blacklance_Paragon)**Black (2) CREATURE — HUMAN KNIGHT (3/1) FLASH**  **WHEN BLACKLANCE PARAGON ENTERS THE BATTLEFIELD, TARGET KNIGHT GAINS DEATHTOUCH AND LIFELINK UNTIL END OF TURN.** |  |
|  | [**BLOODHAZE WOLVERINE**](https://magicarena.fandom.com/wiki/Bloodhaze_Wolverine)**Red (2) CREATURE — WOLVERINE (2/1) WHENEVER YOU DRAW YOUR SECOND CARD EACH TURN, BLOODHAZE WOLVERINE GETS +1/+1 AND GAINS FIRST STRIKE UNTIL END OF TURN.** |  |
|  | [**BLOW YOUR HOUSE DOWN**](https://magicarena.fandom.com/wiki/Blow_Your_House_Down)**Red (3) SORCERY UP TO THREE TARGET CREATURES CAN'T BLOCK THIS TURN. DESTROY ANY OF THEM THAT ARE WALLS.** |  |
|  | [**BOG NAUGHTY**](https://magicarena.fandom.com/wiki/Bog_Naughty)**BlackBlack (5) CREATURE — FAERIE (3/3) FLYING**  **Black, SACRIFICE A FOOD: TARGET CREATURE GETS -3/-3 UNTIL END OF TURN.** |  |
|  | [**BONECRUSHER GIANT**](https://magicarena.fandom.com/wiki/Bonecrusher_Giant)**Red (3) CREATURE — GIANT (4/3) WHENEVER BONECRUSHER GIANT BECOMES THE TARGET OF A SPELL, BONECRUSHER GIANT DEALS 2 DAMAGE TO THAT SPELL'S CONTROLLER.** |  |
|  | [**BOULDER RUSH**](https://magicarena.fandom.com/wiki/Boulder_Rush)**Red (1) INSTANT — ADVENTURE TARGET CREATURE GETS +2/+0 UNTIL END OF TURN. (THEN EXILE THIS CARD. YOU MAY CAST THE CREATURE LATER FROM EXILE.)** |  |
|  | [**BRAMBLEFORT FINK**](https://magicarena.fandom.com/wiki/Bramblefort_Fink)**Green (2) CREATURE — OUPHE (2/2) : BRAMBLEFORT FINK HAS BASE POWER AND TOUGHNESS 10/10 UNTIL END OF TURN. ACTIVATE THIS ABILITY ONLY IF YOU CONTROL AN OKO PLANESWALKER.** |  |
|  | [**BRAZEN BORROWER**](https://magicarena.fandom.com/wiki/Brazen_Borrower)**BlueBlue (3) CREATURE — FAERIE ROGUE (3/1) FLASH**  **FLYING BRAZEN BORROWER CAN BLOCK ONLY CREATURES WITH FLYING.** |  |
|  | [**BRIMSTONE TREBUCHET**](https://magicarena.fandom.com/wiki/Brimstone_Trebuchet)**Red (3) ARTIFACT CREATURE — WALL (1/3) DEFENDER, REACH**  **Tap: BRIMSTONE TREBUCHET DEALS 1 DAMAGE TO EACH OPPONENT. WHENEVER A KNIGHT ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, UNTAP BRIMSTONE TREBUCHET.** |  |
|  | [**BRING BACK**](https://magicarena.fandom.com/wiki/Bring_Back)**(4) SORCERY — ADVENTURE CREATE TWO 1/1 WHITE HUMAN CREATURE TOKENS. (THEN EXILE THIS CARD. YOU MAY CAST THE CREATURE LATER FROM EXILE.)** |  |
|  | [**BRING TO LIFE**](https://magicarena.fandom.com/wiki/Bring_to_Life)**Blue (3) SORCERY — ADVENTURE TARGET NONCREATURE ARTIFACT YOU CONTROL BECOMES A 0/0 ARTIFACT CREATURE. PUT FOUR +1/+1 COUNTERS ON IT.** |  |
|  | [**BURNING-YARD TRAINER**](https://magicarena.fandom.com/wiki/Burning-Yard_Trainer)**Red (5) CREATURE — HUMAN KNIGHT (3/3) TRAMPLE, HASTE**  **WHEN BURNING-YARD TRAINER ENTERS THE BATTLEFIELD, ANOTHER TARGET KNIGHT YOU CONTROL GETS +2/+2 AND GAINS TRAMPLE AND HASTE UNTIL END OF TURN.** |  |
|  | [**CAST OFF**](https://magicarena.fandom.com/wiki/Cast_Off)**WhiteWhite (5) SORCERY — ADVENTURE DESTROY ALL NON-GIANT CREATURES. (THEN EXILE THIS CARD. YOU MAY CAST THE CREATURE LATER FROM EXILE.)** |  |
|  | [**CASTLE ARDENVALE**](https://magicarena.fandom.com/wiki/Castle_Ardenvale)**(0) LAND CASTLE ARDENVALE ENTERS THE BATTLEFIELD TAPPED UNLESS YOU CONTROL A PLAINS.**  **Tap: ADD White. WhiteWhite, Tap: CREATE A 1/1 WHITE HUMAN CREATURE TOKEN.** |  |
|  | [**CASTLE EMBERETH**](https://magicarena.fandom.com/wiki/Castle_Embereth)**(0) LAND CASTLE EMBERETH ENTERS THE BATTLEFIELD TAPPED UNLESS YOU CONTROL A MOUNTAIN.**  **Tap: ADD Red. RedRed, Tap: CREATURES YOU CONTROL GET +1/+0 UNTIL END OF TURN.** |  |
|  | [**CASTLE GARENBRIG**](https://magicarena.fandom.com/wiki/Castle_Garenbrig)**(0) LAND CASTLE GARENBRIG ENTERS THE BATTLEFIELD TAPPED UNLESS YOU CONTROL A FOREST.**  **Tap: ADD Green. GreenGreen, Tap: ADD SIX Green. SPEND THIS MANA ONLY TO CAST CREATURE SPELLS OR ACTIVATE ABILITIES OF CREATURES.** |  |
|  | [**CASTLE LOCTHWAIN**](https://magicarena.fandom.com/wiki/Castle_Locthwain)**(0) LAND CASTLE LOCTHWAIN ENTERS THE BATTLEFIELD TAPPED UNLESS YOU CONTROL A SWAMP.**  **Tap: ADD Black. BlackBlack, Tap: DRAW A CARD, THEN YOU LOSE LIFE EQUAL TO THE NUMBER OF CARDS IN YOUR HAND.** |  |
|  | [**CASTLE VANTRESS**](https://magicarena.fandom.com/wiki/Castle_Vantress)**(0) LAND CASTLE VANTRESS ENTERS THE BATTLEFIELD TAPPED UNLESS YOU CONTROL AN ISLAND.**  **Tap: ADD Blue. BlueBlue, Tap: SCRY 2.** |  |
|  | [**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.** |  |
|  | [**CAULDRON'S GIFT**](https://magicarena.fandom.com/wiki/Cauldron%27s_Gift)**Black (5) SORCERY ADAMANT — IF AT LEAST THREE BLACK MANA WAS SPENT TO CAST THIS SPELL, MILL FOUR CARDS.**  **YOU MAY CHOOSE A CREATURE CARD IN YOUR GRAVEYARD. IF YOU DO, RETURN IT TO THE BATTLEFIELD WITH AN ADDITIONAL +1/+1 COUNTER ON IT.** |  |
|  | [**CHARMED SLEEP**](https://magicarena.fandom.com/wiki/Charmed_Sleep)**BlueBlue (3) ENCHANTMENT — AURA ENCHANT CREATURE**  **WHEN CHARMED SLEEP ENTERS THE BATTLEFIELD, TAP ENCHANTED CREATURE. ENCHANTED CREATURE DOESN'T UNTAP DURING ITS CONTROLLER'S UNTAP STEP.** |  |
|  | [**CHARMING PRINCE**](https://magicarena.fandom.com/wiki/Charming_Prince)**White (2) CREATURE — HUMAN NOBLE (2/2) WHEN CHARMING PRINCE ENTERS THE BATTLEFIELD, CHOOSE ONE —**  **• SCRY 2. • YOU GAIN 3 LIFE. • EXILE ANOTHER TARGET CREATURE YOU OWN. RETURN IT TO THE BATTLEFIELD UNDER YOUR CONTROL AT THE BEGINNING OF THE NEXT END STEP.** |  |
|  | [**CHITTERING WITCH**](https://magicarena.fandom.com/wiki/Chittering_Witch)**Black (4) CREATURE — HUMAN WARLOCK (2/2) WHEN CHITTERING WITCH ENTERS THE BATTLEFIELD, CREATE A NUMBER OF 1/1 BLACK RAT CREATURE TOKENS EQUAL TO THE NUMBER OF OPPONENTS YOU HAVE.**  **Black, SACRIFICE A CREATURE: TARGET CREATURE GETS -2/-2 UNTIL END OF TURN.** |  |
|  | [**CHOP DOWN**](https://magicarena.fandom.com/wiki/Chop_Down)**White (3) INSTANT — ADVENTURE DESTROY TARGET CREATURE WITH POWER 4 OR GREATER. (THEN EXILE THIS CARD. YOU MAY CAST THE CREATURE LATER FROM EXILE.)** |  |
|  | [**CHULANE, TELLER OF TALES**](https://magicarena.fandom.com/wiki/Chulane,_Teller_of_Tales)**GreenWhiteBlue (5) LEGENDARY CREATURE — HUMAN DRUID (2/4) VIGILANCE**  **WHENEVER YOU CAST A CREATURE SPELL, DRAW A CARD, THEN YOU MAY PUT A LAND CARD FROM YOUR HAND ONTO THE BATTLEFIELD. , Tap: RETURN TARGET CREATURE YOU CONTROL TO ITS OWNER'S HAND.** |  |
|  | [**CLACKBRIDGE TROLL**](https://magicarena.fandom.com/wiki/Clackbridge_Troll)**BlackBlack (5) CREATURE — TROLL (8/8) TRAMPLE, HASTE**  **WHEN CLACKBRIDGE TROLL ENTERS THE BATTLEFIELD, TARGET OPPONENT CREATES THREE 0/1 WHITE GOAT CREATURE TOKENS. AT THE BEGINNING OF COMBAT ON YOUR TURN, ANY OPPONENT MAY SACRIFICE A CREATURE. IF A PLAYER DOES, TAP CLACKBRIDGE TROLL, YOU GAIN 3 LIFE, AND YOU DRAW A CARD.** |  |
|  | [**CLAIM THE FIRSTBORN**](https://magicarena.fandom.com/wiki/Claim_the_Firstborn)**Red (1) SORCERY GAIN CONTROL OF TARGET CREATURE WITH CONVERTED MANA COST 3 OR LESS UNTIL END OF TURN. UNTAP THAT CREATURE. IT GAINS HASTE UNTIL END OF TURN.** |  |
|  | [**CLOCKWORK SERVANT**](https://magicarena.fandom.com/wiki/Clockwork_Servant)**(3) ARTIFACT CREATURE — GNOME (2/3) ADAMANT — WHEN CLOCKWORK SERVANT ENTERS THE BATTLEFIELD, IF AT LEAST THREE MANA OF THE SAME COLOR WAS SPENT TO CAST IT, DRAW A CARD.** |  |
|  | [**COMMAND TOWER**](https://magicarena.fandom.com/wiki/Command_Tower)**(0) LAND Tap: ADD ONE MANA OF ANY COLOR IN YOUR COMMANDER'S COLOR IDENTITY.** |  |
|  | [**CORRIDOR MONITOR**](https://magicarena.fandom.com/wiki/Corridor_Monitor)**Blue (2) ARTIFACT CREATURE — CONSTRUCT (1/4) WHEN CORRIDOR MONITOR ENTERS THE BATTLEFIELD, UNTAP TARGET ARTIFACT OR CREATURE YOU CONTROL.** |  |
|  | [**COVETOUS URGE**](https://magicarena.fandom.com/wiki/Covetous_Urge)**(4) SORCERY TARGET OPPONENT REVEALS THEIR HAND. YOU CHOOSE A NONLAND CARD FROM THAT PLAYER'S GRAVEYARD OR HAND AND EXILE IT. YOU MAY CAST THAT CARD FOR AS LONG AS IT REMAINS EXILED, AND YOU MAY SPEND MANA AS THOUGH IT WERE MANA OF ANY COLOR TO CAST THAT SPELL.** |  |
|  | [**CRASHING DRAWBRIDGE**](https://magicarena.fandom.com/wiki/Crashing_Drawbridge)**(2) ARTIFACT CREATURE — WALL (0/4) DEFENDER**  **Tap: CREATURES YOU CONTROL GAIN HASTE UNTIL END OF TURN.** |  |
|  | [**CRYSTAL SLIPPER**](https://magicarena.fandom.com/wiki/Crystal_Slipper)**Red (2) ARTIFACT — EQUIPMENT EQUIPPED CREATURE GETS +1/+0 AND HAS HASTE.**  **EQUIP  (: ATTACH TO TARGET CREATURE YOU CONTROL. EQUIP ONLY AS A SORCERY.)** |  |
|  | [**CURIOUS PAIR**](https://magicarena.fandom.com/wiki/Curious_Pair)**Green (2) CREATURE — HUMAN PEASANT (1/3)** |  |
|  | [**CURRY FAVOR**](https://magicarena.fandom.com/wiki/Curry_Favor)**Black (1) SORCERY — ADVENTURE YOU GAIN X LIFE AND EACH OPPONENT LOSES X LIFE, WHERE X IS THE NUMBER OF KNIGHTS YOU CONTROL.** |  |
|  | [**DANCE OF THE MANSE**](https://magicarena.fandom.com/wiki/Dance_of_the_Manse)**WhiteBlue (2) SORCERY RETURN UP TO X TARGET ARTIFACT AND/OR NON-AURA ENCHANTMENT CARDS EACH WITH CONVERTED MANA COST X OR LESS FROM YOUR GRAVEYARD TO THE BATTLEFIELD. IF X IS 6 OR MORE, THOSE PERMANENTS ARE 4/4 CREATURES IN ADDITION TO THEIR OTHER TYPES.** |  |
|  | [**DEAFENING SILENCE**](https://magicarena.fandom.com/wiki/Deafening_Silence)**White (1) ENCHANTMENT EACH PLAYER CAN'T CAST MORE THAN ONE NONCREATURE SPELL EACH TURN.** |  |
|  | [**DEATHLESS KNIGHT**](https://magicarena.fandom.com/wiki/Deathless_Knight)**(4) CREATURE — SKELETON KNIGHT (4/2) HASTE**  **WHEN YOU GAIN LIFE FOR THE FIRST TIME EACH TURN, RETURN DEATHLESS KNIGHT FROM YOUR GRAVEYARD TO YOUR HAND.** |  |
|  | [**DIDN'T SAY PLEASE**](https://magicarena.fandom.com/wiki/Didn%27t_Say_Please)**BlueBlue (3) INSTANT COUNTER TARGET SPELL. ITS CONTROLLER MILLS THREE CARDS.** |  |
|  | [**DIZZYING SWOOP**](https://magicarena.fandom.com/wiki/Dizzying_Swoop)**White (2) INSTANT — ADVENTURE TAP UP TO TWO TARGET CREATURES. (THEN EXILE THIS CARD. YOU MAY CAST THE CREATURE LATER FROM EXILE.)** |  |
|  | [**DOOM FORETOLD**](https://magicarena.fandom.com/wiki/Doom_Foretold)**WhiteBlack (4) ENCHANTMENT AT THE BEGINNING OF EACH PLAYER'S UPKEEP, THAT PLAYER SACRIFICES A NONLAND, NONTOKEN PERMANENT. IF THAT PLAYER CAN'T, THEY DISCARD A CARD, THEY LOSE 2 LIFE, YOU DRAW A CARD, YOU GAIN 2 LIFE, YOU CREATE A 2/2 WHITE KNIGHT CREATURE TOKEN WITH VIGILANCE, THEN YOU SACRIFICE DOOM FORETOLD.** |  |
|  | [**DROWN IN THE LOCH**](https://magicarena.fandom.com/wiki/Drown_in_the_Loch)**BlueBlack (2) INSTANT CHOOSE ONE —**  **• COUNTER TARGET SPELL WITH CONVERTED MANA COST LESS THAN OR EQUAL TO THE NUMBER OF CARDS IN ITS CONTROLLER'S GRAVEYARD. • DESTROY TARGET CREATURE WITH CONVERTED MANA COST LESS THAN OR EQUAL TO THE NUMBER OF CARDS IN ITS CONTROLLER'S GRAVEYARD.** |  |
|  | [**DWARVEN MINE**](https://magicarena.fandom.com/wiki/Dwarven_Mine)**(0) LAND — MOUNTAIN (Tap: ADD Red.)**  **DWARVEN MINE ENTERS THE BATTLEFIELD TAPPED UNLESS YOU CONTROL THREE OR MORE OTHER MOUNTAINS. WHEN DWARVEN MINE ENTERS THE BATTLEFIELD UNTAPPED, CREATE A 1/1 RED DWARF CREATURE TOKEN.** |  |
|  | [**EDGEWALL INNKEEPER**](https://magicarena.fandom.com/wiki/Edgewall_Innkeeper)**Green (1) CREATURE — HUMAN PEASANT (1/1) WHENEVER YOU CAST A CREATURE SPELL THAT HAS AN ADVENTURE, DRAW A CARD. (IT DOESN'T NEED TO HAVE GONE ON THE ADVENTURE FIRST.)** |  |
|  | [**ELITE HEADHUNTER**](https://magicarena.fandom.com/wiki/Elite_Headhunter)**(4) CREATURE — HUMAN KNIGHT (2/3) MENACE (THIS CREATURE CAN'T BE BLOCKED EXCEPT BY TWO OR MORE CREATURES.)**  **, SACRIFICE ANOTHER CREATURE OR AN ARTIFACT: ELITE HEADHUNTER DEALS 2 DAMAGE TO TARGET CREATURE OR PLANESWALKER.** |  |
|  | [**EMBERCLEAVE**](https://magicarena.fandom.com/wiki/Embercleave)**RedRed (6) LEGENDARY ARTIFACT — EQUIPMENT FLASH**  **THIS SPELL COSTS  LESS TO CAST FOR EACH ATTACKING CREATURE YOU CONTROL. WHEN EMBERCLEAVE ENTERS THE BATTLEFIELD, ATTACH IT TO TARGET CREATURE YOU CONTROL. EQUIPPED CREATURE GETS +1/+1 AND HAS DOUBLE STRIKE AND TRAMPLE. EQUIP** |  |
|  | [**EMBERETH PALADIN**](https://magicarena.fandom.com/wiki/Embereth_Paladin)**Red (4) CREATURE — HUMAN KNIGHT (4/1) HASTE**  **ADAMANT — IF AT LEAST THREE RED MANA WAS SPENT TO CAST THIS SPELL, EMBERETH PALADIN ENTERS THE BATTLEFIELD WITH A +1/+1 COUNTER ON IT.** |  |
|  | [**EMBERETH SHIELDBREAKER**](https://magicarena.fandom.com/wiki/Embereth_Shieldbreaker)**Red (2) CREATURE — HUMAN KNIGHT (2/1)** |  |
|  | [**EMBERETH SKYBLAZER**](https://magicarena.fandom.com/wiki/Embereth_Skyblazer)**Red (4) CREATURE — HUMAN KNIGHT (4/3) AS LONG AS IT'S YOUR TURN, EMBERETH SKYBLAZER HAS FLYING.**  **WHENEVER EMBERETH SKYBLAZER ATTACKS, YOU MAY PAY Red. IF YOU DO, CREATURES YOU CONTROL GET +X/+0 UNTIL END OF TURN, WHERE X IS THE NUMBER OF OPPONENTS YOU HAVE.** |  |
|  | [**EMRY, LURKER OF THE LOCH**](https://magicarena.fandom.com/wiki/Emry,_Lurker_of_the_Loch)**Blue (3) LEGENDARY CREATURE — MERFOLK WIZARD (1/2) THIS SPELL COSTS  LESS TO CAST FOR EACH ARTIFACT YOU CONTROL.**  **WHEN EMRY, LURKER OF THE LOCH ENTERS THE BATTLEFIELD, MILL FOUR CARDS. Tap: CHOOSE TARGET ARTIFACT CARD IN YOUR GRAVEYARD. YOU MAY CAST THAT CARD THIS TURN. (YOU STILL PAY ITS COSTS. TIMING RULES STILL APPLY.)** |  |
|  | [**ENCHANTED CARRIAGE**](https://magicarena.fandom.com/wiki/Enchanted_Carriage)**(5) ARTIFACT — VEHICLE (4/4) WHEN ENCHANTED CARRIAGE ENTERS THE BATTLEFIELD, CREATE TWO 1/1 WHITE MOUSE CREATURE TOKENS.**  **CREW 2 (TAP ANY NUMBER OF CREATURES YOU CONTROL WITH TOTAL POWER 2 OR MORE: THIS VEHICLE BECOMES AN ARTIFACT CREATURE UNTIL END OF TURN.)** |  |
|  | [**EPIC DOWNFALL**](https://magicarena.fandom.com/wiki/Epic_Downfall)**Black (2) SORCERY EXILE TARGET CREATURE WITH CONVERTED MANA COST 3 OR GREATER.** |  |
|  | [**ESCAPE TO THE WILDS**](https://magicarena.fandom.com/wiki/Escape_to_the_Wilds)**RedGreen (5) SORCERY EXILE THE TOP FIVE CARDS OF YOUR LIBRARY. YOU MAY PLAY CARDS EXILED THIS WAY UNTIL THE END OF YOUR NEXT TURN.**  **YOU MAY PLAY AN ADDITIONAL LAND THIS TURN.** |  |
|  | [**EYE COLLECTOR**](https://magicarena.fandom.com/wiki/Eye_Collector)**Black (1) CREATURE — FAERIE (1/1) FLYING**  **WHENEVER EYE COLLECTOR DEALS COMBAT DAMAGE TO A PLAYER, EACH PLAYER MILLS A CARD.** |  |
|  | [**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.** |  |
|  | [**FAE OF WISHES**](https://magicarena.fandom.com/wiki/Fae_of_Wishes)**Blue (2) CREATURE — FAERIE WIZARD (1/4) FLYING**  **Blue, DISCARD TWO CARDS: RETURN FAE OF WISHES TO ITS OWNER'S HAND.** |  |
|  | [**FAEBURROW ELDER**](https://magicarena.fandom.com/wiki/Faeburrow_Elder)**GreenWhite (3) CREATURE — TREEFOLK DRUID (0/0) VIGILANCE**  **FAEBURROW ELDER GETS +1/+1 FOR EACH COLOR AMONG PERMANENTS YOU CONTROL. Tap: FOR EACH COLOR AMONG PERMANENTS YOU CONTROL, ADD ONE MANA OF THAT COLOR.** |  |
|  | [**FAERIE FORMATION**](https://magicarena.fandom.com/wiki/Faerie_Formation)**Blue (5) CREATURE — FAERIE (5/4) FLYING**  **Blue: CREATE A 1/1 BLUE FAERIE CREATURE TOKEN WITH FLYING. DRAW A CARD.** |  |
|  | [**FAERIE GUIDEMOTHER**](https://magicarena.fandom.com/wiki/Faerie_Guidemother)**White (1) CREATURE — FAERIE (1/1) FLYING** |  |
|  | [**FAERIE VANDAL**](https://magicarena.fandom.com/wiki/Faerie_Vandal)**Blue (2) CREATURE — FAERIE ROGUE (1/2) FLASH**  **FLYING WHENEVER YOU DRAW YOUR SECOND CARD EACH TURN, PUT A +1/+1 COUNTER ON FAERIE VANDAL.** |  |
|  | [**FEASTING TROLL KING**](https://magicarena.fandom.com/wiki/Feasting_Troll_King)**GreenGreenGreenGreen (6) CREATURE — TROLL NOBLE (7/6) VIGILANCE, TRAMPLE**  **WHEN FEASTING TROLL KING ENTERS THE BATTLEFIELD, IF YOU CAST IT FROM YOUR HAND, CREATE THREE FOOD TOKENS. (THEY'RE ARTIFACTS WITH ", Tap, SACRIFICE THIS ARTIFACT: YOU GAIN 3 LIFE.") SACRIFICE THREE FOODS: RETURN FEASTING TROLL KING FROM YOUR GRAVEYARD TO THE BATTLEFIELD. ACTIVATE THIS ABILITY ONLY DURING YOUR TURN.** |  |
|  | [**FELL THE PHEASANT**](https://magicarena.fandom.com/wiki/Fell_the_Pheasant)**Green (2) INSTANT FELL THE PHEASANT DEALS 5 DAMAGE TO TARGET CREATURE WITH FLYING. CREATE A FOOD TOKEN. (IT'S AN ARTIFACT WITH ", Tap, SACRIFICE THIS ARTIFACT: YOU GAIN 3 LIFE.")** |  |
|  | [**FEROCITY OF THE WILDS**](https://magicarena.fandom.com/wiki/Ferocity_of_the_Wilds)**Red (3) ENCHANTMENT ATTACKING NON-HUMAN CREATURES YOU CONTROL GET +1/+0 AND HAVE TRAMPLE.** |  |
|  | [**FERTILE FOOTSTEPS**](https://magicarena.fandom.com/wiki/Fertile_Footsteps)**Green (3) SORCERY — ADVENTURE SEARCH YOUR LIBRARY FOR A BASIC LAND CARD, PUT IT ONTO THE BATTLEFIELD, THEN SHUFFLE YOUR LIBRARY. (THEN EXILE THIS CARD. YOU MAY CAST THE CREATURE LATER FROM EXILE.)** |  |
|  | [**FERVENT CHAMPION**](https://magicarena.fandom.com/wiki/Fervent_Champion)**Red (1) CREATURE — HUMAN KNIGHT (1/1) FIRST STRIKE, HASTE**  **WHENEVER FERVENT CHAMPION ATTACKS, ANOTHER TARGET ATTACKING KNIGHT YOU CONTROL GETS +1/+0 UNTIL END OF TURN. EQUIP ABILITIES YOU ACTIVATE THAT TARGET FERVENT CHAMPION COST  LESS TO ACTIVATE.** |  |
|  | [**FESTIVE FUNERAL**](https://magicarena.fandom.com/wiki/Festive_Funeral)**Black (5) INSTANT TARGET CREATURE GETS -X/-X UNTIL END OF TURN, WHERE X IS THE NUMBER OF CARDS IN YOUR GRAVEYARD.** |  |
|  | [**FIERCE WITCHSTALKER**](https://magicarena.fandom.com/wiki/Fierce_Witchstalker)**GreenGreen (4) CREATURE — WOLF (4/4) TRAMPLE**  **WHEN FIERCE WITCHSTALKER ENTERS THE BATTLEFIELD, CREATE A FOOD TOKEN. (IT'S AN ARTIFACT WITH ", Tap, SACRIFICE THIS ARTIFACT: YOU GAIN 3 LIFE.")** |  |
|  | [**FIREBORN KNIGHT**](https://magicarena.fandom.com/wiki/Fireborn_Knight)**(4) CREATURE — HUMAN KNIGHT (2/3) DOUBLE STRIKE**  **: FIREBORN KNIGHT GETS +1/+1 UNTIL END OF TURN.** |  |
|  | [**FIRES OF INVENTION**](https://magicarena.fandom.com/wiki/Fires_of_Invention)**Red (4) ENCHANTMENT YOU CAN CAST SPELLS ONLY DURING YOUR TURN AND YOU CAN CAST NO MORE THAN TWO SPELLS EACH TURN.**  **YOU MAY CAST SPELLS WITH CONVERTED MANA COST LESS THAN OR EQUAL TO THE NUMBER OF LANDS YOU CONTROL WITHOUT PAYING THEIR MANA COSTS.** |  |
|  | [**FLAXEN INTRUDER**](https://magicarena.fandom.com/wiki/Flaxen_Intruder)**Green (1) CREATURE — HUMAN BERSERKER (1/2) WHENEVER FLAXEN INTRUDER DEALS COMBAT DAMAGE TO A PLAYER, YOU MAY SACRIFICE IT. WHEN YOU DO, DESTROY TARGET ARTIFACT OR ENCHANTMENT.** |  |
|  | [**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.** |  |
|  | [**FLUTTERFOX**](https://magicarena.fandom.com/wiki/Flutterfox)**White (2) CREATURE — FOX (2/2) AS LONG AS YOU CONTROL AN ARTIFACT OR ENCHANTMENT, FLUTTERFOX HAS FLYING.** |  |
|  | [**FOLIO OF FANCIES**](https://magicarena.fandom.com/wiki/Folio_of_Fancies)**Blue (2) ARTIFACT PLAYERS HAVE NO MAXIMUM HAND SIZE.**  **, Tap: EACH PLAYER DRAWS X CARDS. Blue, Tap: EACH OPPONENT MILLS CARDS EQUAL TO THE NUMBER OF CARDS IN THEIR HAND.** |  |
|  | [**FOREBODING FRUIT**](https://magicarena.fandom.com/wiki/Foreboding_Fruit)**Black (3) SORCERY TARGET PLAYER DRAWS TWO CARDS AND LOSES 2 LIFE.**  **ADAMANT — IF AT LEAST THREE BLACK MANA WAS SPENT TO CAST THIS SPELL, CREATE A FOOD TOKEN. (IT'S AN ARTIFACT WITH ", Tap, SACRIFICE THIS ARTIFACT: YOU GAIN 3 LIFE.")** |  |
|  | [**FOREST**](https://magicarena.fandom.com/wiki/Forest)**(0) BASIC LAND — FOREST** |  |
|  | [**FOREVER YOUNG**](https://magicarena.fandom.com/wiki/Forever_Young)**Black (2) SORCERY PUT ANY NUMBER OF TARGET CREATURE CARDS FROM YOUR GRAVEYARD ON TOP OF YOUR LIBRARY.**  **DRAW A CARD.** |  |
|  | [**FORTIFYING PROVISIONS**](https://magicarena.fandom.com/wiki/Fortifying_Provisions)**White (3) ENCHANTMENT CREATURES YOU CONTROL GET +0/+1.**  **WHEN FORTIFYING PROVISIONS ENTERS THE BATTLEFIELD, CREATE A FOOD TOKEN. (IT'S AN ARTIFACT WITH ", Tap, SACRIFICE THIS ARTIFACT: YOU GAIN 3 LIFE.")** |  |
|  | [**FOULMIRE KNIGHT**](https://magicarena.fandom.com/wiki/Foulmire_Knight)**Black (1) CREATURE — ZOMBIE KNIGHT (1/1) DEATHTOUCH** |  |
|  | [**FROGIFY**](https://magicarena.fandom.com/wiki/Frogify)**Blue (2) ENCHANTMENT — AURA ENCHANT CREATURE**  **ENCHANTED CREATURE LOSES ALL ABILITIES AND IS A BLUE FROG CREATURE WITH BASE POWER AND TOUGHNESS 1/1. (IT LOSES ALL OTHER CARD TYPES AND CREATURE TYPES.)** |  |
|  | [**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.** |  |
|  | [**GARENBRIG CARVER**](https://magicarena.fandom.com/wiki/Garenbrig_Carver)**Green (4) CREATURE — HUMAN WARRIOR (3/2)** |  |
|  | [**GARENBRIG PALADIN**](https://magicarena.fandom.com/wiki/Garenbrig_Paladin)**Green (5) CREATURE — GIANT KNIGHT (4/4) ADAMANT — IF AT LEAST THREE GREEN MANA WAS SPENT TO CAST THIS SPELL, GARENBRIG PALADIN ENTERS THE BATTLEFIELD WITH A +1/+1 COUNTER ON IT.**  **GARENBRIG PALADIN CAN'T BE BLOCKED BY CREATURES WITH POWER 2 OR LESS.** |  |
|  | [**GARENBRIG SQUIRE**](https://magicarena.fandom.com/wiki/Garenbrig_Squire)**Green (2) CREATURE — HUMAN SOLDIER (2/2) WHENEVER YOU CAST A CREATURE SPELL THAT HAS AN ADVENTURE, GARENBRIG SQUIRE GETS +1/+1 UNTIL END OF TURN. (IT DOESN'T NEED TO HAVE GONE ON THE ADVENTURE FIRST.)** |  |
|  | [**GARRISON GRIFFIN**](https://magicarena.fandom.com/wiki/Garrison_Griffin)**White (3) CREATURE — GRIFFIN (2/2) FLYING**  **WHENEVER GARRISON GRIFFIN ATTACKS, TARGET KNIGHT YOU CONTROL GAINS FLYING UNTIL END OF TURN.** |  |
|  | [**GARRUK, CURSED HUNTSMAN**](https://magicarena.fandom.com/wiki/Garruk,_Cursed_Huntsman)**BlackGreen (6) LEGENDARY PLANESWALKER — GARRUK (5) 0: CREATE TWO 2/2 BLACK AND GREEN WOLF CREATURE TOKENS WITH "WHEN THIS CREATURE DIES, PUT A LOYALTY COUNTER ON EACH GARRUK YOU CONTROL."**  **−3: DESTROY TARGET CREATURE. DRAW A CARD. −6: YOU GET AN EMBLEM WITH "CREATURES YOU CONTROL GET +3/+3 AND HAVE TRAMPLE."** |  |
|  | [**GIANT KILLER**](https://magicarena.fandom.com/wiki/Giant_Killer)**White (1) CREATURE — HUMAN PEASANT (1/2) White, Tap: TAP TARGET CREATURE.** |  |
|  | [**GIANT OPPORTUNITY**](https://magicarena.fandom.com/wiki/Giant_Opportunity)**Green (3) SORCERY YOU MAY SACRIFICE TWO FOODS. IF YOU DO, CREATE A 7/7 GREEN GIANT CREATURE TOKEN. OTHERWISE, CREATE THREE FOOD TOKENS. (THEY'RE ARTIFACTS WITH ", Tap, SACRIFICE THIS ARTIFACT: YOU GAIN 3 LIFE.")** |  |
|  | [**GIANT'S SKEWER**](https://magicarena.fandom.com/wiki/Giant%27s_Skewer)**Black (2) ARTIFACT — EQUIPMENT EQUIPPED CREATURE GETS +2/+1.**  **WHENEVER EQUIPPED CREATURE DEALS COMBAT DAMAGE TO A CREATURE, CREATE A FOOD TOKEN. (IT'S AN ARTIFACT WITH ", Tap, SACRIFICE THIS ARTIFACT: YOU GAIN 3 LIFE.") EQUIP  (: ATTACH TO TARGET CREATURE YOU CONTROL. EQUIP ONLY AS A SORCERY.)** |  |
|  | [**GIFT OF THE FAE**](https://magicarena.fandom.com/wiki/Gift_of_the_Fae)**White (2) SORCERY — ADVENTURE TARGET CREATURE GETS +2/+1 AND GAINS FLYING UNTIL END OF TURN. (THEN EXILE THIS CARD. YOU MAY CAST THE CREATURE LATER FROM EXILE.)** |  |
|  | [**GILDED GOOSE**](https://magicarena.fandom.com/wiki/Gilded_Goose)**Green (1) CREATURE — BIRD (0/2) FLYING**  **WHEN GILDED GOOSE ENTERS THE BATTLEFIELD, CREATE A FOOD TOKEN. (IT'S AN ARTIFACT WITH ", Tap, SACRIFICE THIS ARTIFACT: YOU GAIN 3 LIFE.") Green, Tap: CREATE A FOOD TOKEN. Tap, SACRIFICE A FOOD: ADD ONE MANA OF ANY COLOR.** |  |
|  | [**GINGERBREAD CABIN**](https://magicarena.fandom.com/wiki/Gingerbread_Cabin)**(0) LAND — FOREST (Tap: ADD Green.)**  **GINGERBREAD CABIN ENTERS THE BATTLEFIELD TAPPED UNLESS YOU CONTROL THREE OR MORE OTHER FORESTS. WHEN GINGERBREAD CABIN ENTERS THE BATTLEFIELD UNTAPPED, CREATE A FOOD TOKEN. (IT'S AN ARTIFACT WITH ", Tap, SACRIFICE THIS ARTIFACT: YOU GAIN 3 LIFE.")** |  |
|  | [**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.** |  |
|  | [**GLASS CASKET**](https://magicarena.fandom.com/wiki/Glass_Casket)**White (2) ARTIFACT WHEN GLASS CASKET ENTERS THE BATTLEFIELD, EXILE TARGET CREATURE AN OPPONENT CONTROLS WITH CONVERTED MANA COST 3 OR LESS UNTIL GLASS CASKET LEAVES THE BATTLEFIELD.** |  |
|  | [**GLUTTONOUS TROLL**](https://magicarena.fandom.com/wiki/Gluttonous_Troll)**BlackGreen (4) CREATURE — TROLL (3/3) TRAMPLE**  **WHEN GLUTTONOUS TROLL ENTERS THE BATTLEFIELD, CREATE A NUMBER OF FOOD TOKENS EQUAL TO THE NUMBER OF OPPONENTS YOU HAVE. (FOOD TOKENS ARE ARTIFACTS WITH ", Tap, SACRIFICE THIS ARTIFACT: YOU GAIN 3 LIFE.") Green, SACRIFICE ANOTHER NONLAND PERMANENT: GLUTTONOUS TROLL GETS +2/+2 UNTIL END OF TURN.** |  |
|  | [**GOLDEN EGG**](https://magicarena.fandom.com/wiki/Golden_Egg)**(2) ARTIFACT — FOOD WHEN GOLDEN EGG ENTERS THE BATTLEFIELD, DRAW A CARD.**  **, Tap, SACRIFICE GOLDEN EGG: ADD ONE MANA OF ANY COLOR. , Tap, SACRIFICE GOLDEN EGG: YOU GAIN 3 LIFE.** |  |
|  | [**GRANTED**](https://magicarena.fandom.com/wiki/Granted)**Blue (4) SORCERY — ADVENTURE YOU MAY CHOOSE A NONCREATURE CARD YOU OWN FROM OUTSIDE THE GAME, REVEAL IT, AND PUT IT INTO YOUR HAND.** |  |
|  | [**GRUMGULLY, THE GENEROUS**](https://magicarena.fandom.com/wiki/Grumgully,_the_Generous)**RedGreen (3) LEGENDARY CREATURE — GOBLIN SHAMAN (3/3) EACH OTHER NON-HUMAN CREATURE YOU CONTROL ENTERS THE BATTLEFIELD WITH AN ADDITIONAL +1/+1 COUNTER ON IT.** |  |
|  | [**HAGGLE**](https://magicarena.fandom.com/wiki/Haggle)**Red (1) INSTANT — ADVENTURE YOU MAY DISCARD A CARD. IF YOU DO, DRAW A CARD. (THEN EXILE THIS CARD. YOU MAY CAST THE CREATURE LATER FROM EXILE.)** |  |
|  | [**HAPPILY EVER AFTER**](https://magicarena.fandom.com/wiki/Happily_Ever_After)**White (3) ENCHANTMENT WHEN HAPPILY EVER AFTER ENTERS THE BATTLEFIELD, EACH PLAYER GAINS 5 LIFE AND DRAWS A CARD.**  **AT THE BEGINNING OF YOUR UPKEEP, IF THERE ARE FIVE COLORS AMONG PERMANENTS YOU CONTROL, THERE ARE SIX OR MORE CARD TYPES AMONG PERMANENTS YOU CONTROL AND/OR CARDS IN YOUR GRAVEYARD, AND YOUR LIFE TOTAL IS GREATER THAN OR EQUAL TO YOUR STARTING LIFE TOTAL, YOU WIN THE GAME.** |  |
|  | [**HARMONIOUS ARCHON**](https://magicarena.fandom.com/wiki/Harmonious_Archon)**WhiteWhite (6) CREATURE — ARCHON (4/5) FLYING**  **NON-ARCHON CREATURES HAVE BASE POWER AND TOUGHNESS 3/3. WHEN HARMONIOUS ARCHON ENTERS THE BATTLEFIELD, CREATE TWO 1/1 WHITE HUMAN CREATURE TOKENS.** |  |
|  | [**HARVEST FEAR**](https://magicarena.fandom.com/wiki/Harvest_Fear)**Black (4) SORCERY — ADVENTURE TARGET OPPONENT DISCARDS TWO CARDS. (THEN EXILE THIS CARD. YOU MAY CAST THE CREATURE LATER FROM EXILE.)** |  |
|  | [**HEART'S DESIRE**](https://magicarena.fandom.com/wiki/Heart%27s_Desire)**Green (1) SORCERY — ADVENTURE CREATE A 1/1 WHITE HUMAN CREATURE TOKEN. (THEN EXILE THIS CARD. YOU MAY CAST THE CREATURE LATER FROM EXILE.)** |  |
|  | [**HENGE WALKER**](https://magicarena.fandom.com/wiki/Henge_Walker)**(3) ARTIFACT CREATURE — GOLEM (2/2) ADAMANT — IF AT LEAST THREE MANA OF THE SAME COLOR WAS SPENT TO CAST THIS SPELL, HENGE WALKER ENTERS THE BATTLEFIELD WITH A +1/+1 COUNTER ON IT.** |  |
|  | [**HERALDIC BANNER**](https://magicarena.fandom.com/wiki/Heraldic_Banner)**(3) ARTIFACT AS HERALDIC BANNER ENTERS THE BATTLEFIELD, CHOOSE A COLOR.**  **CREATURES YOU CONTROL OF THE CHOSEN COLOR GET +1/+0. Tap: ADD ONE MANA OF THE CHOSEN COLOR.** |  |
|  | [**HUSHBRINGER**](https://magicarena.fandom.com/wiki/Hushbringer)**White (2) CREATURE — FAERIE (1/2) FLYING, LIFELINK**  **CREATURES ENTERING THE BATTLEFIELD OR DYING DON'T CAUSE ABILITIES TO TRIGGER.** |  |
|  | [**HYPNOTIC SPRITE**](https://magicarena.fandom.com/wiki/Hypnotic_Sprite)**BlueBlue (2) CREATURE — FAERIE (2/1) FLYING** |  |
|  | [**IDYLLIC GRANGE**](https://magicarena.fandom.com/wiki/Idyllic_Grange)**(0) LAND — PLAINS (Tap: ADD White.)**  **IDYLLIC GRANGE ENTERS THE BATTLEFIELD TAPPED UNLESS YOU CONTROL THREE OR MORE OTHER PLAINS. WHEN IDYLLIC GRANGE ENTERS THE BATTLEFIELD UNTAPPED, PUT A +1/+1 COUNTER ON TARGET CREATURE YOU CONTROL.** |  |
|  | [**IMPROBABLE ALLIANCE**](https://magicarena.fandom.com/wiki/Improbable_Alliance)**BlueRed (2) ENCHANTMENT WHENEVER YOU DRAW YOUR SECOND CARD EACH TURN, CREATE A 1/1 BLUE FAERIE CREATURE TOKEN WITH FLYING.**  **BlueRed: DRAW A CARD, THEN DISCARD A CARD.** |  |
|  | [**INQUISITIVE PUPPET**](https://magicarena.fandom.com/wiki/Inquisitive_Puppet)**(1) ARTIFACT CREATURE — CONSTRUCT (0/2) WHEN INQUISITIVE PUPPET ENTERS THE BATTLEFIELD, SCRY 1.**  **EXILE INQUISITIVE PUPPET: CREATE A 1/1 WHITE HUMAN CREATURE TOKEN.** |  |
|  | [**INSATIABLE APPETITE**](https://magicarena.fandom.com/wiki/Insatiable_Appetite)**Green (2) INSTANT YOU MAY SACRIFICE A FOOD. IF YOU DO, TARGET CREATURE GETS +5/+5 UNTIL END OF TURN. OTHERWISE, THAT CREATURE GETS +3/+3 UNTIL END OF TURN.** |  |
|  | [**INSPIRING VETERAN**](https://magicarena.fandom.com/wiki/Inspiring_Veteran)**RedWhite (2) CREATURE — HUMAN KNIGHT (2/2) OTHER KNIGHTS YOU CONTROL GET +1/+1.** |  |
|  | [**INTO THE STORY**](https://magicarena.fandom.com/wiki/Into_the_Story)**BlueBlue (7) INSTANT THIS SPELL COSTS  LESS TO CAST IF AN OPPONENT HAS SEVEN OR MORE CARDS IN THEIR GRAVEYARD.**  **DRAW FOUR CARDS.** |  |
|  | [**IRENCRAG FEAT**](https://magicarena.fandom.com/wiki/Irencrag_Feat)**RedRedRed (4) SORCERY ADD SEVEN Red. YOU CAN CAST ONLY ONE MORE SPELL THIS TURN.** |  |
|  | [**IRENCRAG PYROMANCER**](https://magicarena.fandom.com/wiki/Irencrag_Pyromancer)**Red (3) CREATURE — HUMAN WIZARD (0/4) WHENEVER YOU DRAW YOUR SECOND CARD EACH TURN, IRENCRAG PYROMANCER DEALS 3 DAMAGE TO ANY TARGET.** |  |
|  | [**ISLAND**](https://magicarena.fandom.com/wiki/Island)**(0) BASIC LAND — ISLAND** |  |
|  | [**JOUST**](https://magicarena.fandom.com/wiki/Joust)**Red (2) SORCERY CHOOSE TARGET CREATURE YOU CONTROL AND TARGET CREATURE YOU DON'T CONTROL. THE CREATURE YOU CONTROL GETS +2/+1 UNTIL END OF TURN IF IT'S A KNIGHT. THEN THOSE CREATURES FIGHT EACH OTHER. (EACH DEALS DAMAGE EQUAL TO ITS POWER TO THE OTHER.)** |  |
|  | [**JOUSTING DUMMY**](https://magicarena.fandom.com/wiki/Jousting_Dummy)**(2) ARTIFACT CREATURE — SCARECROW KNIGHT (2/1) : JOUSTING DUMMY GETS +1/+0 UNTIL END OF TURN.** |  |
|  | [**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.** |  |
|  | [**KENRITH, THE RETURNED KING**](https://magicarena.fandom.com/wiki/Kenrith,_the_Returned_King)**White (5) LEGENDARY CREATURE — HUMAN NOBLE (5/5) Red: ALL CREATURES GAIN TRAMPLE AND HASTE UNTIL END OF TURN.**  **Green: PUT A +1/+1 COUNTER ON TARGET CREATURE. White: TARGET PLAYER GAINS 5 LIFE. Blue: TARGET PLAYER DRAWS A CARD. Black: PUT TARGET CREATURE CARD FROM A GRAVEYARD ONTO THE BATTLEFIELD UNDER ITS OWNER'S CONTROL.** |  |
|  | [**KENRITH'S TRANSFORMATION**](https://magicarena.fandom.com/wiki/Kenrith%27s_Transformation)**Green (2) ENCHANTMENT — AURA ENCHANT CREATURE**  **WHEN KENRITH'S TRANSFORMATION ENTERS THE BATTLEFIELD, DRAW A CARD. ENCHANTED CREATURE LOSES ALL ABILITIES AND IS A GREEN ELK CREATURE WITH BASE POWER AND TOUGHNESS 3/3. (IT LOSES ALL OTHER CARD TYPES AND CREATURE TYPES.)** |  |
|  | [**KNIGHT OF THE KEEP**](https://magicarena.fandom.com/wiki/Knight_of_the_Keep)**White (3) CREATURE — HUMAN KNIGHT (3/2)** |  |
|  | [**KNIGHTS' CHARGE**](https://magicarena.fandom.com/wiki/Knights%27_Charge)**WhiteBlack (3) ENCHANTMENT WHENEVER A KNIGHT YOU CONTROL ATTACKS, EACH OPPONENT LOSES 1 LIFE AND YOU GAIN 1 LIFE.**  **WhiteBlack, SACRIFICE KNIGHTS' CHARGE: RETURN ALL KNIGHT CREATURE CARDS FROM YOUR GRAVEYARD TO THE BATTLEFIELD.** |  |
|  | [**KORVOLD, FAE-CURSED KING**](https://magicarena.fandom.com/wiki/Korvold,_Fae-Cursed_King)**BlackRedGreen (5) LEGENDARY CREATURE — DRAGON NOBLE (4/4) FLYING**  **WHENEVER KORVOLD, FAE-CURSED KING ENTERS THE BATTLEFIELD OR ATTACKS, SACRIFICE ANOTHER PERMANENT. WHENEVER YOU SACRIFICE A PERMANENT, PUT A +1/+1 COUNTER ON KORVOLD AND DRAW A CARD.** |  |
|  | [**LASH OF THORNS**](https://magicarena.fandom.com/wiki/Lash_of_Thorns)**Black (1) INSTANT TARGET CREATURE GETS +2/+1 AND GAINS DEATHTOUCH UNTIL END OF TURN.** |  |
|  | [**LINDEN, THE STEADFAST QUEEN**](https://magicarena.fandom.com/wiki/Linden,_the_Steadfast_Queen)**WhiteWhiteWhite (3) LEGENDARY CREATURE — HUMAN NOBLE (3/3) VIGILANCE**  **WHENEVER A WHITE CREATURE YOU CONTROL ATTACKS, YOU GAIN 1 LIFE.** |  |
|  | [**LOCH DRAGON**](https://magicarena.fandom.com/wiki/Loch_Dragon)**(4) CREATURE — DRAGON (3/2) FLYING**  **WHENEVER LOCH DRAGON ENTERS THE BATTLEFIELD OR ATTACKS, YOU MAY DISCARD A CARD. IF YOU DO, DRAW A CARD.** |  |
|  | [**LOCHMERE SERPENT**](https://magicarena.fandom.com/wiki/Lochmere_Serpent)**BlueBlack (6) CREATURE — SERPENT (7/7) FLASH**  **Blue, SACRIFICE AN ISLAND: LOCHMERE SERPENT CAN'T BE BLOCKED THIS TURN. Black, SACRIFICE A SWAMP: YOU GAIN 1 LIFE AND DRAW A CARD. BlueBlack: EXILE FIVE TARGET CARDS FROM AN OPPONENT'S GRAVEYARD. RETURN LOCHMERE SERPENT FROM YOUR GRAVEYARD TO YOUR HAND. ACTIVATE THIS ABILITY ONLY ANY TIME YOU COULD CAST A SORCERY.** |  |
|  | [**LOCTHWAIN GARGOYLE**](https://magicarena.fandom.com/wiki/Locthwain_Gargoyle)**(1) ARTIFACT CREATURE — GARGOYLE (0/3) : LOCTHWAIN GARGOYLE GETS +2/+0 AND GAINS FLYING UNTIL END OF TURN.** |  |
|  | [**LOCTHWAIN PALADIN**](https://magicarena.fandom.com/wiki/Locthwain_Paladin)**Black (4) CREATURE — HUMAN KNIGHT (3/2) MENACE (THIS CREATURE CAN'T BE BLOCKED EXCEPT BY TWO OR MORE CREATURES.)**  **ADAMANT — IF AT LEAST THREE BLACK MANA WAS SPENT TO CAST THIS SPELL, LOCTHWAIN PALADIN ENTERS THE BATTLEFIELD WITH A +1/+1 COUNTER ON IT.** |  |
|  | [**LONESOME UNICORN**](https://magicarena.fandom.com/wiki/Lonesome_Unicorn)**White (5) CREATURE — UNICORN (3/3) VIGILANCE** |  |
|  | [**LOST LEGION**](https://magicarena.fandom.com/wiki/Lost_Legion)**BlackBlack (3) CREATURE — SPIRIT KNIGHT (2/3) WHEN LOST LEGION ENTERS THE BATTLEFIELD, SCRY 2. (LOOK AT THE TOP TWO CARDS OF YOUR LIBRARY, THEN PUT ANY NUMBER OF THEM ON THE BOTTOM OF YOUR LIBRARY AND THE REST ON TOP IN ANY ORDER.)** |  |
|  | [**LOVESTRUCK BEAST**](https://magicarena.fandom.com/wiki/Lovestruck_Beast)**Green (3) CREATURE — BEAST NOBLE (5/5) LOVESTRUCK BEAST CAN'T ATTACK UNLESS YOU CONTROL A 1/1 CREATURE.** |  |
|  | [**LUCKY CLOVER**](https://magicarena.fandom.com/wiki/Lucky_Clover)**(2) ARTIFACT WHENEVER YOU CAST AN ADVENTURE INSTANT OR SORCERY SPELL, COPY IT. YOU MAY CHOOSE NEW TARGETS FOR THE COPY.** |  |
|  | [**MACE OF THE VALIANT**](https://magicarena.fandom.com/wiki/Mace_of_the_Valiant)**White (3) ARTIFACT — EQUIPMENT EQUIPPED CREATURE GETS +1/+1 FOR EACH CHARGE COUNTER ON MACE OF THE VALIANT AND HAS VIGILANCE.**  **WHENEVER A CREATURE ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, PUT A CHARGE COUNTER ON MACE OF THE VALIANT. EQUIP** |  |
|  | [**MAD RATTER**](https://magicarena.fandom.com/wiki/Mad_Ratter)**Red (4) CREATURE — GOBLIN (1/2) WHENEVER YOU DRAW YOUR SECOND CARD EACH TURN, CREATE TWO 1/1 BLACK RAT CREATURE TOKENS.** |  |
|  | [**MALEVOLENT NOBLE**](https://magicarena.fandom.com/wiki/Malevolent_Noble)**Black (2) CREATURE — HUMAN NOBLE (2/2) , SACRIFICE AN ARTIFACT OR ANOTHER CREATURE: PUT A +1/+1 COUNTER ON MALEVOLENT NOBLE.** |  |
|  | [**MANTLE OF TIDES**](https://magicarena.fandom.com/wiki/Mantle_of_Tides)**Blue (1) ARTIFACT — EQUIPMENT EQUIPPED CREATURE GETS +1/+2.**  **WHENEVER YOU DRAW YOUR SECOND CARD EACH TURN, ATTACH MANTLE OF TIDES TO TARGET CREATURE YOU CONTROL. EQUIP  (: ATTACH TO TARGET CREATURE YOU CONTROL. EQUIP ONLY AS A SORCERY.)** |  |
|  | [**MARALEAF PIXIE**](https://magicarena.fandom.com/wiki/Maraleaf_Pixie)**GreenBlue (2) CREATURE — FAERIE (2/2) FLYING**  **Tap: ADD Green OR Blue.** |  |
|  | [**MARALEAF RIDER**](https://magicarena.fandom.com/wiki/Maraleaf_Rider)**Green (2) CREATURE — ELF KNIGHT (3/1) SACRIFICE A FOOD: TARGET CREATURE BLOCKS MARALEAF RIDER THIS TURN IF ABLE.** |  |
|  | [**MEMORY THEFT**](https://magicarena.fandom.com/wiki/Memory_Theft)**Black (3) SORCERY TARGET OPPONENT REVEALS THEIR HAND. YOU CHOOSE A NONLAND CARD FROM IT. THAT PLAYER DISCARDS THAT CARD. YOU MAY PUT A CARD THAT HAS AN ADVENTURE THAT PLAYER OWNS FROM EXILE INTO THAT PLAYER'S GRAVEYARD.** |  |
|  | [**MERCHANT OF THE VALE**](https://magicarena.fandom.com/wiki/Merchant_of_the_Vale)**Red (3) CREATURE — HUMAN PEASANT (2/3) Red, DISCARD A CARD: DRAW A CARD.** |  |
|  | [**MERFOLK SECRETKEEPER**](https://magicarena.fandom.com/wiki/Merfolk_Secretkeeper)**Blue (1) CREATURE — MERFOLK WIZARD (0/4)** |  |
|  | [**MESMERIC GLARE**](https://magicarena.fandom.com/wiki/Mesmeric_Glare)**Blue (3) INSTANT — ADVENTURE COUNTER TARGET SPELL WITH CONVERTED MANA COST 3 OR LESS. (THEN EXILE THIS CARD. YOU MAY CAST THE CREATURE LATER FROM EXILE.)** |  |
|  | [**MIDNIGHT CLOCK**](https://magicarena.fandom.com/wiki/Midnight_Clock)**Blue (3) ARTIFACT Tap: ADD Blue.**  **Blue: PUT AN HOUR COUNTER ON MIDNIGHT CLOCK. AT THE BEGINNING OF EACH UPKEEP, PUT AN HOUR COUNTER ON MIDNIGHT CLOCK. WHEN THE TWELFTH HOUR COUNTER IS PUT ON MIDNIGHT CLOCK, SHUFFLE YOUR HAND AND GRAVEYARD INTO YOUR LIBRARY, THEN DRAW SEVEN CARDS. EXILE MIDNIGHT CLOCK.** |  |
|  | [**MIRRORMADE**](https://magicarena.fandom.com/wiki/Mirrormade)**BlueBlue (3) ENCHANTMENT YOU MAY HAVE MIRRORMADE ENTER THE BATTLEFIELD AS A COPY OF ANY ARTIFACT OR ENCHANTMENT ON THE BATTLEFIELD.** |  |
|  | [**MISTFORD RIVER TURTLE**](https://magicarena.fandom.com/wiki/Mistford_River_Turtle)**Blue (4) CREATURE — TURTLE (1/5) WHENEVER MISTFORD RIVER TURTLE ATTACKS, ANOTHER TARGET ATTACKING NON-HUMAN CREATURE CAN'T BE BLOCKED THIS TURN.** |  |
|  | [**MOONLIT SCAVENGERS**](https://magicarena.fandom.com/wiki/Moonlit_Scavengers)**Blue (6) CREATURE — MERFOLK ROGUE (4/5) WHEN MOONLIT SCAVENGERS ENTERS THE BATTLEFIELD, IF YOU CONTROL AN ARTIFACT OR ENCHANTMENT, RETURN TARGET CREATURE AN OPPONENT CONTROLS TO ITS OWNER'S HAND.** |  |
|  | [**MOUNTAIN**](https://magicarena.fandom.com/wiki/Mountain)**(0) BASIC LAND — MOUNTAIN** |  |
|  | [**MURDEROUS RIDER**](https://magicarena.fandom.com/wiki/Murderous_Rider)**BlackBlack (3) CREATURE — ZOMBIE KNIGHT (2/3) LIFELINK**  **WHEN MURDEROUS RIDER DIES, PUT IT ON THE BOTTOM OF ITS OWNER'S LIBRARY.** |  |
|  | [**MYSTERIOUS PATHLIGHTER**](https://magicarena.fandom.com/wiki/Mysterious_Pathlighter)**White (3) CREATURE — FAERIE (2/2) FLYING**  **EACH CREATURE YOU CONTROL THAT HAS AN ADVENTURE ENTERS THE BATTLEFIELD WITH AN ADDITIONAL +1/+1 COUNTER ON IT. (IT DOESN'T NEED TO HAVE GONE ON THE ADVENTURE FIRST.)** |  |
|  | [**MYSTIC SANCTUARY**](https://magicarena.fandom.com/wiki/Mystic_Sanctuary)**(0) LAND — ISLAND (Tap: ADD Blue.)**  **MYSTIC SANCTUARY ENTERS THE BATTLEFIELD TAPPED UNLESS YOU CONTROL THREE OR MORE OTHER ISLANDS. WHEN MYSTIC SANCTUARY ENTERS THE BATTLEFIELD UNTAPPED, YOU MAY PUT TARGET INSTANT OR SORCERY CARD FROM YOUR GRAVEYARD ON TOP OF YOUR LIBRARY.** |  |
|  | [**MYSTICAL DISPUTE**](https://magicarena.fandom.com/wiki/Mystical_Dispute)**Blue (3) INSTANT THIS SPELL COSTS  LESS TO CAST IF IT TARGETS A BLUE SPELL.**  **COUNTER TARGET SPELL UNLESS ITS CONTROLLER PAYS .** |  |
|  | [**OAKEN BOON**](https://magicarena.fandom.com/wiki/Oaken_Boon)**Green (4) SORCERY — ADVENTURE PUT TWO +1/+1 COUNTERS ON TARGET CREATURE. (THEN EXILE THIS CARD. YOU MAY CAST THE CREATURE LATER FROM EXILE.)** |  |
|  | [**OAKHAME ADVERSARY**](https://magicarena.fandom.com/wiki/Oakhame_Adversary)**Green (4) CREATURE — ELF WARRIOR (2/3) THIS SPELL COSTS  LESS TO CAST IF AN OPPONENT CONTROLS A GREEN PERMANENT.**  **DEATHTOUCH WHENEVER OAKHAME ADVERSARY DEALS COMBAT DAMAGE TO A PLAYER, DRAW A CARD.** |  |
|  | [**OAKHAME RANGER**](https://magicarena.fandom.com/wiki/Oakhame_Ranger)**(4) CREATURE — ELF KNIGHT (2/2) Tap: CREATURES YOU CONTROL GET +1/+1 UNTIL END OF TURN.** |  |
|  | [**OATHSWORN KNIGHT**](https://magicarena.fandom.com/wiki/Oathsworn_Knight)**BlackBlack (3) CREATURE — HUMAN KNIGHT (0/0) OATHSWORN KNIGHT ENTERS THE BATTLEFIELD WITH FOUR +1/+1 COUNTERS ON IT.**  **OATHSWORN KNIGHT ATTACKS EACH COMBAT IF ABLE. IF DAMAGE WOULD BE DEALT TO OATHSWORN KNIGHT WHILE IT HAS A +1/+1 COUNTER ON IT, PREVENT THAT DAMAGE AND REMOVE A +1/+1 COUNTER FROM IT.** |  |
|  | [**OGRE ERRANT**](https://magicarena.fandom.com/wiki/Ogre_Errant)**Red (4) CREATURE — OGRE KNIGHT (3/4) WHENEVER OGRE ERRANT ATTACKS, ANOTHER TARGET ATTACKING KNIGHT GAINS MENACE UNTIL END OF TURN. (IT CAN'T BE BLOCKED EXCEPT BY TWO OR MORE CREATURES.)** |  |
|  | [**OKO, THE TRICKSTER**](https://magicarena.fandom.com/wiki/Oko,_the_Trickster)**GreenBlue (6) LEGENDARY PLANESWALKER — OKO (4) +1: PUT TWO +1/+1 COUNTERS ON UP TO ONE TARGET CREATURE YOU CONTROL.**  **0: UNTIL END OF TURN, OKO, THE TRICKSTER BECOMES A COPY OF TARGET CREATURE YOU CONTROL. PREVENT ALL DAMAGE THAT WOULD BE DEALT TO HIM THIS TURN. −7: UNTIL END OF TURN, EACH CREATURE YOU CONTROL HAS BASE POWER AND TOUGHNESS 10/10 AND GAINS TRAMPLE.** |  |
|  | [**OKO, THIEF OF CROWNS**](https://magicarena.fandom.com/wiki/Oko,_Thief_of_Crowns)**GreenBlue (3) LEGENDARY PLANESWALKER — OKO (4) +2: CREATE A FOOD TOKEN. (IT'S AN ARTIFACT WITH ", Tap, SACRIFICE THIS ARTIFACT: YOU GAIN 3 LIFE.")**  **+1: TARGET ARTIFACT OR CREATURE LOSES ALL ABILITIES AND BECOMES A GREEN ELK CREATURE WITH BASE POWER AND TOUGHNESS 3/3. −5: EXCHANGE CONTROL OF TARGET ARTIFACT OR CREATURE YOU CONTROL AND TARGET CREATURE AN OPPONENT CONTROLS WITH POWER 3 OR LESS.** |  |
|  | [**OKO'S ACCOMPLICES**](https://magicarena.fandom.com/wiki/Oko%27s_Accomplices)**Blue (3) CREATURE — FAERIE (2/3) FLYING** |  |
|  | [**OKO'S HOSPITALITY**](https://magicarena.fandom.com/wiki/Oko%27s_Hospitality)**GreenBlue (5) INSTANT CREATURES YOU CONTROL HAVE BASE POWER AND TOUGHNESS 3/3 UNTIL END OF TURN. YOU MAY SEARCH YOUR LIBRARY AND/OR GRAVEYARD FOR A CARD NAMED OKO, THE TRICKSTER, REVEAL IT, AND PUT IT INTO YOUR HAND. IF YOU SEARCH YOUR LIBRARY THIS WAY, SHUFFLE IT.** |  |
|  | [**ON ALERT**](https://magicarena.fandom.com/wiki/On_Alert)**White (3) INSTANT — ADVENTURE TARGET CREATURE GETS +2/+2 UNTIL END OF TURN. UNTAP IT. (THEN EXILE THIS CARD. YOU MAY CAST THE CREATURE LATER FROM EXILE.)** |  |
|  | [**ONCE AND FUTURE**](https://magicarena.fandom.com/wiki/Once_and_Future)**Green (4) INSTANT RETURN TARGET CARD FROM YOUR GRAVEYARD TO YOUR HAND. PUT UP TO ONE OTHER TARGET CARD FROM YOUR GRAVEYARD ON TOP OF YOUR LIBRARY. EXILE ONCE AND FUTURE.**  **ADAMANT — IF AT LEAST THREE GREEN MANA WAS SPENT TO CAST THIS SPELL, INSTEAD RETURN THOSE CARDS TO YOUR HAND AND EXILE ONCE AND FUTURE.** |  |
|  | [**ONCE UPON A TIME**](https://magicarena.fandom.com/wiki/Once_Upon_a_Time)**Green (2) INSTANT IF THIS SPELL IS THE FIRST SPELL YOU'VE CAST THIS GAME, YOU MAY CAST IT WITHOUT PAYING ITS MANA COST.**  **LOOK AT THE TOP FIVE CARDS OF YOUR LIBRARY. YOU MAY REVEAL A CREATURE OR LAND CARD FROM AMONG THEM AND PUT IT INTO YOUR HAND. PUT THE REST ON THE BOTTOM OF YOUR LIBRARY IN A RANDOM ORDER.** |  |
|  | [**OPPORTUNISTIC DRAGON**](https://magicarena.fandom.com/wiki/Opportunistic_Dragon)**RedRed (4) CREATURE — DRAGON (4/3) FLYING**  **WHEN OPPORTUNISTIC DRAGON ENTERS THE BATTLEFIELD, CHOOSE TARGET HUMAN OR ARTIFACT AN OPPONENT CONTROLS. FOR AS LONG AS OPPORTUNISTIC DRAGON REMAINS ON THE BATTLEFIELD, GAIN CONTROL OF THAT PERMANENT, IT LOSES ALL ABILITIES, AND IT CAN'T ATTACK OR BLOCK.** |  |
|  | [**OPT**](https://magicarena.fandom.com/wiki/Opt)**Blue (1) INSTANT SCRY 1. (LOOK AT THE TOP CARD OF YOUR LIBRARY. YOU MAY PUT THAT CARD ON THE BOTTOM OF YOUR LIBRARY.)**  **DRAW A CARD.** |  |
|  | [**ORDER OF MIDNIGHT**](https://magicarena.fandom.com/wiki/Order_of_Midnight)**Black (2) CREATURE — HUMAN KNIGHT (2/2) FLYING**  **ORDER OF MIDNIGHT CAN'T BLOCK.** |  |
|  | [**OUTFLANK**](https://magicarena.fandom.com/wiki/Outflank)**White (1) INSTANT OUTFLANK DEALS DAMAGE TO TARGET ATTACKING OR BLOCKING CREATURE EQUAL TO THE NUMBER OF CREATURES YOU CONTROL.** |  |
|  | [**OUTLAWS' MERRIMENT**](https://magicarena.fandom.com/wiki/Outlaws%27_Merriment)**RedWhiteWhite (4) ENCHANTMENT AT THE BEGINNING OF YOUR UPKEEP, CHOOSE ONE AT RANDOM. CREATE A RED AND WHITE CREATURE TOKEN WITH THOSE CHARACTERISTICS.**  **• 3/1 HUMAN WARRIOR WITH TRAMPLE AND HASTE. • 2/1 HUMAN CLERIC WITH LIFELINK AND HASTE. • 1/2 HUMAN ROGUE WITH HASTE AND "WHEN THIS CREATURE ENTERS THE BATTLEFIELD, IT DEALS 1 DAMAGE TO ANY TARGET."** |  |
|  | [**OUTMUSCLE**](https://magicarena.fandom.com/wiki/Outmuscle)**Green (4) SORCERY PUT A +1/+1 COUNTER ON TARGET CREATURE YOU CONTROL, THEN IT FIGHTS TARGET CREATURE YOU DON'T CONTROL. (EACH DEALS DAMAGE EQUAL TO ITS POWER TO THE OTHER.)**  **ADAMANT — IF AT LEAST THREE GREEN MANA WAS SPENT TO CAST THIS SPELL, THE CREATURE YOU CONTROL GAINS INDESTRUCTIBLE UNTIL END OF TURN.** |  |
|  | [**OVERWHELMED APPRENTICE**](https://magicarena.fandom.com/wiki/Overwhelmed_Apprentice)**Blue (1) CREATURE — HUMAN WIZARD (1/2) WHEN OVERWHELMED APPRENTICE ENTERS THE BATTLEFIELD, EACH OPPONENT MILLS TWO CARDS. THEN YOU SCRY 2. (LOOK AT THE TOP TWO CARDS OF YOUR LIBRARY, THEN PUT ANY NUMBER OF THEM ON THE BOTTOM OF YOUR LIBRARY AND THE REST ON TOP IN ANY ORDER.)** |  |
|  | [**PETTY THEFT**](https://magicarena.fandom.com/wiki/Petty_Theft)**Blue (2) INSTANT — ADVENTURE RETURN TARGET NONLAND PERMANENT AN OPPONENT CONTROLS TO ITS OWNER'S HAND.** |  |
|  | [**PIPER OF THE SWARM**](https://magicarena.fandom.com/wiki/Piper_of_the_Swarm)**Black (2) CREATURE — HUMAN WARLOCK (1/3) RATS YOU CONTROL HAVE MENACE.**  **Black, Tap: CREATE A 1/1 BLACK RAT CREATURE TOKEN. BlackBlack, Tap, SACRIFICE THREE RATS: GAIN CONTROL OF TARGET CREATURE.** |  |
|  | [**PLAINS**](https://magicarena.fandom.com/wiki/Plains)**(0) BASIC LAND — PLAINS** |  |
|  | [**PRIZED GRIFFIN**](https://magicarena.fandom.com/wiki/Prized_Griffin)**White (5) CREATURE — GRIFFIN (3/4) FLYING** |  |
|  | [**PROFANE INSIGHT**](https://magicarena.fandom.com/wiki/Profane_Insight)**Black (3) INSTANT — ADVENTURE YOU DRAW A CARD AND YOU LOSE 1 LIFE. (THEN EXILE THIS CARD. YOU MAY CAST THE CREATURE LATER FROM EXILE.)** |  |
|  | [**PROPHET OF THE PEAK**](https://magicarena.fandom.com/wiki/Prophet_of_the_Peak)**(6) ARTIFACT CREATURE — CAT (5/5) WHEN PROPHET OF THE PEAK ENTERS THE BATTLEFIELD, SCRY 2. (LOOK AT THE TOP TWO CARDS OF YOUR LIBRARY, THEN PUT ANY NUMBER OF THEM ON THE BOTTOM OF YOUR LIBRARY AND THE REST ON TOP IN ANY ORDER.)** |  |
|  | [**QUEEN OF ICE**](https://magicarena.fandom.com/wiki/Queen_of_Ice)**Blue (3) CREATURE — HUMAN NOBLE WIZARD (2/3) WHENEVER QUEEN OF ICE DEALS COMBAT DAMAGE TO A CREATURE, TAP THAT CREATURE. IT DOESN'T UNTAP DURING ITS CONTROLLER'S NEXT UNTAP STEP.** |  |
|  | [**QUESTING BEAST**](https://magicarena.fandom.com/wiki/Questing_Beast)**GreenGreen (4) LEGENDARY CREATURE — BEAST (4/4) VIGILANCE, DEATHTOUCH, HASTE**  **QUESTING BEAST CAN'T BE BLOCKED BY CREATURES WITH POWER 2 OR LESS. COMBAT DAMAGE THAT WOULD BE DEALT BY CREATURES YOU CONTROL CAN'T BE PREVENTED. WHENEVER QUESTING BEAST DEALS COMBAT DAMAGE TO AN OPPONENT, IT DEALS THAT MUCH DAMAGE TO TARGET PLANESWALKER THAT PLAYER CONTROLS.** |  |
|  | [**RAGE OF WINTER**](https://magicarena.fandom.com/wiki/Rage_of_Winter)**Blue (2) SORCERY — ADVENTURE TAP TARGET CREATURE. IT DOESN'T UNTAP DURING ITS CONTROLLER'S NEXT UNTAP STEP. (THEN EXILE THIS CARD. YOU MAY CAST THE CREATURE LATER FROM EXILE.)** |  |
|  | [**RAGING REDCAP**](https://magicarena.fandom.com/wiki/Raging_Redcap)**Red (3) CREATURE — GOBLIN KNIGHT (1/2) DOUBLE STRIKE** |  |
|  | [**RALLY FOR THE THRONE**](https://magicarena.fandom.com/wiki/Rally_for_the_Throne)**White (3) INSTANT CREATE TWO 1/1 WHITE HUMAN CREATURE TOKENS.**  **ADAMANT — IF AT LEAST THREE WHITE MANA WAS SPENT TO CAST THIS SPELL, YOU GAIN 1 LIFE FOR EACH CREATURE YOU CONTROL.** |  |
|  | [**RAMPART SMASHER**](https://magicarena.fandom.com/wiki/Rampart_Smasher)**(4) CREATURE — GIANT (5/5) RAMPART SMASHER CAN'T BE BLOCKED BY KNIGHTS OR WALLS.** |  |
|  | [**RANKLE, MASTER OF PRANKS**](https://magicarena.fandom.com/wiki/Rankle,_Master_of_Pranks)**BlackBlack (4) LEGENDARY CREATURE — FAERIE ROGUE (3/3) FLYING, HASTE**  **WHENEVER RANKLE, MASTER OF PRANKS DEALS COMBAT DAMAGE TO A PLAYER, CHOOSE ANY NUMBER — • EACH PLAYER DISCARDS A CARD. • EACH PLAYER LOSES 1 LIFE AND DRAWS A CARD. • EACH PLAYER SACRIFICES A CREATURE.** |  |
|  | [**REALM-CLOAKED GIANT**](https://magicarena.fandom.com/wiki/Realm-Cloaked_Giant)**WhiteWhite (7) CREATURE — GIANT (7/7) VIGILANCE** |  |
|  | [**REAPER OF NIGHT**](https://magicarena.fandom.com/wiki/Reaper_of_Night)**BlackBlack (7) CREATURE — SPECTER (4/5) WHENEVER REAPER OF NIGHT ATTACKS, IF DEFENDING PLAYER HAS TWO OR FEWER CARDS IN HAND, IT GAINS FLYING UNTIL END OF TURN.** |  |
|  | [**REAVE SOUL**](https://magicarena.fandom.com/wiki/Reave_Soul)**Black (2) SORCERY DESTROY TARGET CREATURE WITH POWER 3 OR LESS.** |  |
|  | [**REDCAP MELEE**](https://magicarena.fandom.com/wiki/Redcap_Melee)**Red (1) INSTANT REDCAP MELEE DEALS 4 DAMAGE TO TARGET CREATURE OR PLANESWALKER. IF A NONRED PERMANENT IS DEALT DAMAGE THIS WAY, YOU SACRIFICE A LAND.** |  |
|  | [**REDCAP RAIDERS**](https://magicarena.fandom.com/wiki/Redcap_Raiders)**Red (3) CREATURE — GOBLIN WARRIOR (3/2) WHENEVER REDCAP RAIDERS ATTACKS, YOU MAY TAP AN UNTAPPED NON-HUMAN CREATURE YOU CONTROL. IF YOU DO, REDCAP RAIDERS GETS +1/+1 AND GAINS TRAMPLE UNTIL END OF TURN.** |  |
|  | [**RESOLUTE RIDER**](https://magicarena.fandom.com/wiki/Resolute_Rider)**(4) CREATURE — HUMAN KNIGHT (4/2) : RESOLUTE RIDER GAINS LIFELINK UNTIL END OF TURN.**  **: RESOLUTE RIDER GAINS INDESTRUCTIBLE UNTIL END OF TURN. (DAMAGE AND EFFECTS THAT SAY "DESTROY" DON'T DESTROY IT.)** |  |
|  | [**RETURN OF THE WILDSPEAKER**](https://magicarena.fandom.com/wiki/Return_of_the_Wildspeaker)**Green (5) INSTANT CHOOSE ONE —**  **• DRAW CARDS EQUAL TO THE GREATEST POWER AMONG NON-HUMAN CREATURES YOU CONTROL. • NON-HUMAN CREATURES YOU CONTROL GET +3/+3 UNTIL END OF TURN.** |  |
|  | [**RETURN TO NATURE**](https://magicarena.fandom.com/wiki/Return_to_Nature)**Green (2) INSTANT CHOOSE ONE —**  **• DESTROY TARGET ARTIFACT. • DESTROY TARGET ENCHANTMENT. • EXILE TARGET CARD FROM A GRAVEYARD.** |  |
|  | [**REVENGE OF RAVENS**](https://magicarena.fandom.com/wiki/Revenge_of_Ravens)**Black (4) ENCHANTMENT WHENEVER A CREATURE ATTACKS YOU OR A PLANESWALKER YOU CONTROL, THAT CREATURE'S CONTROLLER LOSES 1 LIFE AND YOU GAIN 1 LIFE.** |  |
|  | [**RIDER IN NEED**](https://magicarena.fandom.com/wiki/Rider_in_Need)**White (3) SORCERY — ADVENTURE CREATE A 2/2 WHITE KNIGHT CREATURE TOKEN WITH VIGILANCE. (THEN EXILE THIS CARD. YOU MAY CAST THE CREATURE LATER FROM EXILE.)** |  |
|  | [**RIGHTEOUSNESS**](https://magicarena.fandom.com/wiki/Righteousness)**White (1) INSTANT TARGET BLOCKING CREATURE GETS +7/+7 UNTIL END OF TURN.** |  |
|  | [**RIMROCK KNIGHT**](https://magicarena.fandom.com/wiki/Rimrock_Knight)**Red (2) CREATURE — DWARF KNIGHT (3/1) RIMROCK KNIGHT CAN'T BLOCK.** |  |
|  | [**ROBBER OF THE RICH**](https://magicarena.fandom.com/wiki/Robber_of_the_Rich)**Red (2) CREATURE — HUMAN ARCHER ROGUE (2/2) REACH, HASTE**  **WHENEVER ROBBER OF THE RICH ATTACKS, IF DEFENDING PLAYER HAS MORE CARDS IN HAND THAN YOU, EXILE THE TOP CARD OF THEIR LIBRARY. DURING ANY TURN YOU ATTACKED WITH A ROGUE, YOU MAY CAST THAT CARD AND YOU MAY SPEND MANA AS THOUGH IT WERE MANA OF ANY COLOR TO CAST THAT SPELL.** |  |
|  | [**ROSETHORN ACOLYTE**](https://magicarena.fandom.com/wiki/Rosethorn_Acolyte)**Green (3) CREATURE — ELF DRUID (2/3) Tap: ADD ONE MANA OF ANY COLOR.** |  |
|  | [**ROSETHORN HALBERD**](https://magicarena.fandom.com/wiki/Rosethorn_Halberd)**Green (1) ARTIFACT — EQUIPMENT WHEN ROSETHORN HALBERD ENTERS THE BATTLEFIELD, ATTACH IT TO TARGET NON-HUMAN CREATURE YOU CONTROL.**  **EQUIPPED CREATURE GETS +2/+1. EQUIP  (: ATTACH TO TARGET CREATURE YOU CONTROL. EQUIP ONLY AS A SORCERY.)** |  |
|  | [**ROVING KEEP**](https://magicarena.fandom.com/wiki/Roving_Keep)**(7) ARTIFACT CREATURE — WALL (5/7) DEFENDER**  **: ROVING KEEP GETS +2/+0 AND GAINS TRAMPLE UNTIL END OF TURN. IT CAN ATTACK THIS TURN AS THOUGH IT DIDN'T HAVE DEFENDER.** |  |
|  | [**ROWAN, FEARLESS SPARKMAGE**](https://magicarena.fandom.com/wiki/Rowan,_Fearless_Sparkmage)**RedRed (5) LEGENDARY PLANESWALKER — ROWAN (5) +1: UP TO ONE TARGET CREATURE GETS +3/+0 AND GAINS FIRST STRIKE UNTIL END OF TURN.**  **−2: ROWAN, FEARLESS SPARKMAGE DEALS 1 DAMAGE TO EACH OF UP TO TWO TARGET CREATURES. THOSE CREATURES CAN'T BLOCK THIS TURN. −9: GAIN CONTROL OF ALL CREATURES UNTIL END OF TURN. UNTAP THEM. THEY GAIN HASTE UNTIL END OF TURN.** |  |
|  | [**ROWAN'S BATTLEGUARD**](https://magicarena.fandom.com/wiki/Rowan%27s_Battleguard)**Red (4) CREATURE — HUMAN KNIGHT (3/3) FIRST STRIKE**  **AS LONG AS YOU CONTROL A ROWAN PLANESWALKER, ROWAN'S BATTLEGUARD GETS +3/+0.** |  |
|  | [**ROWAN'S STALWARTS**](https://magicarena.fandom.com/wiki/Rowan%27s_Stalwarts)**Red (5) CREATURE — HUMAN KNIGHT (5/2) WHEN ROWAN'S STALWARTS ENTERS THE BATTLEFIELD, YOU MAY SEARCH YOUR LIBRARY AND/OR GRAVEYARD FOR A CARD NAMED ROWAN, FEARLESS SPARKMAGE, REVEAL IT, AND PUT IT INTO YOUR HAND. IF YOU SEARCH YOUR LIBRARY THIS WAY, SHUFFLE IT.** |  |
|  | [**RUN AWAY TOGETHER**](https://magicarena.fandom.com/wiki/Run_Away_Together)**Blue (2) INSTANT CHOOSE TWO TARGET CREATURES CONTROLLED BY DIFFERENT PLAYERS. RETURN THOSE CREATURES TO THEIR OWNERS' HANDS.** |  |
|  | [**SAGE OF THE FALLS**](https://magicarena.fandom.com/wiki/Sage_of_the_Falls)**Blue (5) CREATURE — MERFOLK WIZARD (2/5) WHENEVER SAGE OF THE FALLS OR ANOTHER NON-HUMAN CREATURE ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, YOU MAY DRAW A CARD. IF YOU DO, DISCARD A CARD.** |  |
|  | [**SAVVY HUNTER**](https://magicarena.fandom.com/wiki/Savvy_Hunter)**BlackGreen (3) CREATURE — HUMAN WARRIOR (3/3) WHENEVER SAVVY HUNTER ATTACKS OR BLOCKS, CREATE A FOOD TOKEN. (IT'S AN ARTIFACT WITH ", Tap, SACRIFICE THIS ARTIFACT: YOU GAIN 3 LIFE.")**  **SACRIFICE TWO FOODS: DRAW A CARD.** |  |
|  | [**SCALDING CAULDRON**](https://magicarena.fandom.com/wiki/Scalding_Cauldron)**(1) ARTIFACT , Tap, SACRIFICE SCALDING CAULDRON: IT DEALS 3 DAMAGE TO TARGET CREATURE.** |  |
|  | [**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.** |  |
|  | [**SEARING BARRAGE**](https://magicarena.fandom.com/wiki/Searing_Barrage)**Red (5) INSTANT SEARING BARRAGE DEALS 5 DAMAGE TO TARGET CREATURE.**  **ADAMANT — IF AT LEAST THREE RED MANA WAS SPENT TO CAST THIS SPELL, SEARING BARRAGE DEALS 3 DAMAGE TO THAT CREATURE'S CONTROLLER.** |  |
|  | [**SEASONAL RITUAL**](https://magicarena.fandom.com/wiki/Seasonal_Ritual)**Green (1) SORCERY — ADVENTURE ADD ONE MANA OF ANY COLOR. (THEN EXILE THIS CARD. YOU MAY CAST THE CREATURE LATER FROM EXILE.)** |  |
|  | [**SEVEN DWARVES**](https://magicarena.fandom.com/wiki/Seven_Dwarves)**Red (2) CREATURE — DWARF (2/2) SEVEN DWARVES GETS +1/+1 FOR EACH OTHER CREATURE NAMED SEVEN DWARVES YOU CONTROL.**  **A DECK CAN HAVE UP TO SEVEN CARDS NAMED SEVEN DWARVES.** |  |
|  | [**SHAMBLING SUIT**](https://magicarena.fandom.com/wiki/Shambling_Suit)**(3) ARTIFACT CREATURE — CONSTRUCT (\*/3) SHAMBLING SUIT'S POWER IS EQUAL TO THE NUMBER OF ARTIFACTS AND/OR ENCHANTMENTS YOU CONTROL.** |  |
|  | [**SHEPHERD OF THE FLOCK**](https://magicarena.fandom.com/wiki/Shepherd_of_the_Flock)**White (2) CREATURE — HUMAN PEASANT (3/1)** |  |
|  | [**SHIELD'S MIGHT**](https://magicarena.fandom.com/wiki/Shield%27s_Might)**Green (2) INSTANT — ADVENTURE TARGET CREATURE GETS +2/+2 UNTIL END OF TURN. (THEN EXILE THIS CARD. YOU MAY CAST THE CREATURE LATER FROM EXILE.)** |  |
|  | [**SHIMMER DRAGON**](https://magicarena.fandom.com/wiki/Shimmer_Dragon)**BlueBlue (6) CREATURE — DRAGON (5/6) FLYING**  **AS LONG AS YOU CONTROL FOUR OR MORE ARTIFACTS, SHIMMER DRAGON HAS HEXPROOF. TAP TWO UNTAPPED ARTIFACTS YOU CONTROL: DRAW A CARD.** |  |
|  | [**SHINECHASER**](https://magicarena.fandom.com/wiki/Shinechaser)**WhiteBlue (3) CREATURE — FAERIE (1/1) FLYING, VIGILANCE**  **SHINECHASER GETS +1/+1 AS LONG AS YOU CONTROL AN ARTIFACT. SHINECHASER GETS +1/+1 AS LONG AS YOU CONTROL AN ENCHANTMENT.** |  |
|  | [**SHINING ARMOR**](https://magicarena.fandom.com/wiki/Shining_Armor)**White (2) ARTIFACT — EQUIPMENT FLASH**  **WHEN SHINING ARMOR ENTERS THE BATTLEFIELD, ATTACH IT TO TARGET KNIGHT YOU CONTROL. EQUIPPED CREATURE GETS +0/+2 AND HAS VIGILANCE. EQUIP  (: ATTACH TO TARGET CREATURE YOU CONTROL. EQUIP ONLY AS A SORCERY.)** |  |
|  | [**SIGNPOST SCARECROW**](https://magicarena.fandom.com/wiki/Signpost_Scarecrow)**(4) ARTIFACT CREATURE — SCARECROW (2/4) VIGILANCE**  **: ADD ONE MANA OF ANY COLOR.** |  |
|  | [**SILVERFLAME RITUAL**](https://magicarena.fandom.com/wiki/Silverflame_Ritual)**White (4) SORCERY PUT A +1/+1 COUNTER ON EACH CREATURE YOU CONTROL.**  **ADAMANT — IF AT LEAST THREE WHITE MANA WAS SPENT TO CAST THIS SPELL, CREATURES YOU CONTROL GAIN VIGILANCE UNTIL END OF TURN.** |  |
|  | [**SILVERFLAME SQUIRE**](https://magicarena.fandom.com/wiki/Silverflame_Squire)**White (2) CREATURE — HUMAN SOLDIER (2/1)** |  |
|  | [**SILVERWING SQUADRON**](https://magicarena.fandom.com/wiki/Silverwing_Squadron)**White (6) CREATURE — HUMAN KNIGHT (\*/\*) FLYING, VIGILANCE**  **SILVERWING SQUADRON'S POWER AND TOUGHNESS ARE EACH EQUAL TO THE NUMBER OF CREATURES YOU CONTROL. WHENEVER SILVERWING SQUADRON ATTACKS, CREATE A NUMBER OF 2/2 WHITE KNIGHT CREATURE TOKENS WITH VIGILANCE EQUAL TO THE NUMBER OF OPPONENTS YOU HAVE.** |  |
|  | [**SKULLKNOCKER OGRE**](https://magicarena.fandom.com/wiki/Skullknocker_Ogre)**Red (4) CREATURE — OGRE (4/3) WHENEVER SKULLKNOCKER OGRE DEALS DAMAGE TO AN OPPONENT, THAT PLAYER DISCARDS A CARD AT RANDOM. IF THE PLAYER DOES, THEY DRAW A CARD.** |  |
|  | [**SLAYING FIRE**](https://magicarena.fandom.com/wiki/Slaying_Fire)**Red (3) INSTANT SLAYING FIRE DEALS 3 DAMAGE TO ANY TARGET.**  **ADAMANT — IF AT LEAST THREE RED MANA WAS SPENT TO CAST THIS SPELL, IT DEALS 4 DAMAGE INSTEAD.** |  |
|  | [**SMITTEN SWORDMASTER**](https://magicarena.fandom.com/wiki/Smitten_Swordmaster)**Black (2) CREATURE — HUMAN KNIGHT (2/1) LIFELINK** |  |
|  | [**SO TINY**](https://magicarena.fandom.com/wiki/So_Tiny)**Blue (1) ENCHANTMENT — AURA FLASH**  **ENCHANT CREATURE ENCHANTED CREATURE GETS -2/-0. IT GETS -6/-0 INSTEAD AS LONG AS ITS CONTROLLER HAS SEVEN OR MORE CARDS IN THEIR GRAVEYARD.** |  |
|  | [**SORCERER'S BROOM**](https://magicarena.fandom.com/wiki/Sorcerer%27s_Broom)**(2) ARTIFACT CREATURE — SPIRIT (2/1) WHENEVER YOU SACRIFICE ANOTHER PERMANENT, YOU MAY PAY . IF YOU DO, CREATE A TOKEN THAT'S A COPY OF SORCERER'S BROOM.** |  |
|  | [**SORCEROUS SPYGLASS**](https://magicarena.fandom.com/wiki/Sorcerous_Spyglass)**(2) ARTIFACT AS SORCEROUS SPYGLASS ENTERS THE BATTLEFIELD, LOOK AT AN OPPONENT'S HAND, THEN CHOOSE ANY CARD NAME.**  **ACTIVATED ABILITIES OF SOURCES WITH THE CHOSEN NAME CAN'T BE ACTIVATED UNLESS THEY'RE MANA ABILITIES.** |  |
|  | [**SPECTER'S SHRIEK**](https://magicarena.fandom.com/wiki/Specter%27s_Shriek)**Black (1) SORCERY TARGET OPPONENT REVEALS THEIR HAND. YOU MAY CHOOSE A NONLAND CARD FROM IT. IF YOU DO, THAT PLAYER EXILES THAT CARD. IF A NONBLACK CARD IS EXILED THIS WAY, EXILE A CARD FROM YOUR HAND.** |  |
|  | [**SPINNING WHEEL**](https://magicarena.fandom.com/wiki/Spinning_Wheel)**(3) ARTIFACT Tap: ADD ONE MANA OF ANY COLOR.**  **, Tap: TAP TARGET CREATURE.** |  |
|  | [**SPORECAP SPIDER**](https://magicarena.fandom.com/wiki/Sporecap_Spider)**Green (3) CREATURE — SPIDER (1/5) REACH** |  |
|  | [**STEELBANE HYDRA**](https://magicarena.fandom.com/wiki/Steelbane_Hydra)**GreenGreen (2) CREATURE — TURTLE HYDRA (0/0) STEELBANE HYDRA ENTERS THE BATTLEFIELD WITH X +1/+1 COUNTERS ON IT.**  **Green, REMOVE A +1/+1 COUNTER FROM STEELBANE HYDRA: DESTROY TARGET ARTIFACT OR ENCHANTMENT.** |  |
|  | [**STEELCLAW LANCE**](https://magicarena.fandom.com/wiki/Steelclaw_Lance)**BlackRed (2) ARTIFACT — EQUIPMENT EQUIPPED CREATURE GETS +2/+2.**  **EQUIP KNIGHT  EQUIP** |  |
|  | [**STEELGAZE GRIFFIN**](https://magicarena.fandom.com/wiki/Steelgaze_Griffin)**Blue (5) CREATURE — GRIFFIN (2/4) FLYING**  **WHENEVER YOU DRAW YOUR SECOND CARD EACH TURN, STEELGAZE GRIFFIN GETS +2/+0 UNTIL END OF TURN.** |  |
|  | [**STOLEN BY THE FAE**](https://magicarena.fandom.com/wiki/Stolen_by_the_Fae)**BlueBlue (2) SORCERY RETURN TARGET CREATURE WITH CONVERTED MANA COST X TO ITS OWNER'S HAND. YOU CREATE X 1/1 BLUE FAERIE CREATURE TOKENS WITH FLYING.** |  |
|  | [**STOMP**](https://magicarena.fandom.com/wiki/Stomp)**Red (2) INSTANT — ADVENTURE DAMAGE CAN'T BE PREVENTED THIS TURN. STOMP DEALS 2 DAMAGE TO ANY TARGET.** |  |
|  | [**STONECOIL SERPENT**](https://magicarena.fandom.com/wiki/Stonecoil_Serpent)**(0) ARTIFACT CREATURE — SNAKE (0/0) REACH, TRAMPLE, PROTECTION FROM MULTICOLORED**  **STONECOIL SERPENT ENTERS THE BATTLEFIELD WITH X +1/+1 COUNTERS ON IT.** |  |
|  | [**STORMFIST CRUSADER**](https://magicarena.fandom.com/wiki/Stormfist_Crusader)**BlackRed (2) CREATURE — HUMAN KNIGHT (2/2) MENACE**  **AT THE BEGINNING OF YOUR UPKEEP, EACH PLAYER DRAWS A CARD AND LOSES 1 LIFE.** |  |
|  | [**SUNDERING STROKE**](https://magicarena.fandom.com/wiki/Sundering_Stroke)**Red (7) SORCERY SUNDERING STROKE DEALS 7 DAMAGE DIVIDED AS YOU CHOOSE AMONG ONE, TWO, OR THREE TARGETS. IF AT LEAST SEVEN RED MANA WAS SPENT TO CAST THIS SPELL, INSTEAD SUNDERING STROKE DEALS 7 DAMAGE TO EACH OF THOSE PERMANENTS AND/OR PLAYERS.** |  |
|  | [**SWAMP**](https://magicarena.fandom.com/wiki/Swamp)**(0) BASIC LAND — SWAMP** |  |
|  | [**SWIFT END**](https://magicarena.fandom.com/wiki/Swift_End)**BlackBlack (3) INSTANT — ADVENTURE DESTROY TARGET CREATURE OR PLANESWALKER. YOU LOSE 2 LIFE. (THEN EXILE THIS CARD. YOU MAY CAST THE CREATURE LATER FROM EXILE.)** |  |
|  | [**SYR ALIN, THE LION'S CLAW**](https://magicarena.fandom.com/wiki/Syr_Alin,_the_Lion%27s_Claw)**WhiteWhite (5) LEGENDARY CREATURE — HUMAN KNIGHT (4/4) FIRST STRIKE**  **WHENEVER SYR ALIN, THE LION'S CLAW ATTACKS, OTHER CREATURES YOU CONTROL GET +1/+1 UNTIL END OF TURN.** |  |
|  | [**SYR CARAH, THE BOLD**](https://magicarena.fandom.com/wiki/Syr_Carah,_the_Bold)**RedRed (5) LEGENDARY CREATURE — HUMAN KNIGHT (3/3) WHENEVER SYR CARAH, THE BOLD OR AN INSTANT OR SORCERY SPELL YOU CONTROL DEALS DAMAGE TO A PLAYER, EXILE THE TOP CARD OF YOUR LIBRARY. YOU MAY PLAY THAT CARD THIS TURN.**  **Tap: SYR CARAH DEALS 1 DAMAGE TO ANY TARGET.** |  |
|  | [**SYR ELENORA, THE DISCERNING**](https://magicarena.fandom.com/wiki/Syr_Elenora,_the_Discerning)**BlueBlue (5) LEGENDARY CREATURE — HUMAN KNIGHT (\*/4) SYR ELENORA, THE DISCERNING'S POWER IS EQUAL TO THE NUMBER OF CARDS IN YOUR HAND.**  **WHEN SYR ELENORA ENTERS THE BATTLEFIELD, DRAW A CARD. SPELLS YOUR OPPONENTS CAST THAT TARGET SYR ELENORA COST  MORE TO CAST.** |  |
|  | [**SYR FAREN, THE HENGEHAMMER**](https://magicarena.fandom.com/wiki/Syr_Faren,_the_Hengehammer)**GreenGreen (2) LEGENDARY CREATURE — HUMAN KNIGHT (2/2) WHENEVER SYR FAREN, THE HENGEHAMMER ATTACKS, ANOTHER TARGET ATTACKING CREATURE GETS +X/+X UNTIL END OF TURN, WHERE X IS SYR FAREN'S POWER.** |  |
|  | [**SYR GWYN, HERO OF ASHVALE**](https://magicarena.fandom.com/wiki/Syr_Gwyn,_Hero_of_Ashvale)**RedWhiteBlack (6) LEGENDARY CREATURE — HUMAN KNIGHT (5/5) VIGILANCE, MENACE**  **WHENEVER AN EQUIPPED CREATURE YOU CONTROL ATTACKS, YOU DRAW A CARD AND YOU LOSE 1 LIFE. EQUIPMENT YOU CONTROL HAVE EQUIP KNIGHT .** |  |
|  | [**SYR KONRAD, THE GRIM**](https://magicarena.fandom.com/wiki/Syr_Konrad,_the_Grim)**BlackBlack (5) LEGENDARY CREATURE — HUMAN KNIGHT (5/4) WHENEVER ANOTHER CREATURE DIES, OR A CREATURE CARD IS PUT INTO A GRAVEYARD FROM ANYWHERE OTHER THAN THE BATTLEFIELD, OR A CREATURE CARD LEAVES YOUR GRAVEYARD, SYR KONRAD, THE GRIM DEALS 1 DAMAGE TO EACH OPPONENT.**  **Black: EACH PLAYER MILLS A CARD.** |  |
|  | [**TALL AS A BEANSTALK**](https://magicarena.fandom.com/wiki/Tall_as_a_Beanstalk)**Green (4) ENCHANTMENT — AURA ENCHANT CREATURE**  **ENCHANTED CREATURE GETS +3/+3, HAS REACH, AND IS A GIANT IN ADDITION TO ITS OTHER TYPES.** |  |
|  | [**TASTE OF DEATH**](https://magicarena.fandom.com/wiki/Taste_of_Death)**BlackBlack (6) SORCERY EACH PLAYER SACRIFICES THREE CREATURES. YOU CREATE THREE FOOD TOKENS. (THEY'RE ARTIFACTS WITH ", Tap, SACRIFICE THIS ARTIFACT: YOU GAIN 3 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.** |  |
|  | [**THE CAULDRON OF ETERNITY**](https://magicarena.fandom.com/wiki/The_Cauldron_of_Eternity)**BlackBlack (12) LEGENDARY ARTIFACT THIS SPELL COSTS  LESS TO CAST FOR EACH CREATURE CARD IN YOUR GRAVEYARD.**  **WHENEVER A CREATURE YOU CONTROL DIES, PUT IT ON THE BOTTOM OF ITS OWNER'S LIBRARY. Black, Tap, PAY 2 LIFE: RETURN TARGET CREATURE CARD FROM YOUR GRAVEYARD TO THE BATTLEFIELD. ACTIVATE THIS ABILITY ONLY ANY TIME YOU COULD CAST A SORCERY.** |  |
|  | [**THE CIRCLE OF LOYALTY**](https://magicarena.fandom.com/wiki/The_Circle_of_Loyalty)**WhiteWhite (6) LEGENDARY ARTIFACT THIS SPELL COSTS  LESS TO CAST FOR EACH KNIGHT YOU CONTROL.**  **CREATURES YOU CONTROL GET +1/+1. WHENEVER YOU CAST A LEGENDARY SPELL, CREATE A 2/2 WHITE KNIGHT CREATURE TOKEN WITH VIGILANCE. White, Tap: CREATE A 2/2 WHITE KNIGHT CREATURE TOKEN WITH VIGILANCE.** |  |
|  | [**THE GREAT HENGE**](https://magicarena.fandom.com/wiki/The_Great_Henge)**GreenGreen (9) LEGENDARY ARTIFACT THIS SPELL COSTS  LESS TO CAST, WHERE X IS THE GREATEST POWER AMONG CREATURES YOU CONTROL.**  **Tap: ADD GreenGreen. YOU GAIN 2 LIFE. WHENEVER A NONTOKEN CREATURE ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, PUT A +1/+1 COUNTER ON IT AND DRAW A CARD.** |  |
|  | [**THE MAGIC MIRROR**](https://magicarena.fandom.com/wiki/The_Magic_Mirror)**BlueBlueBlue (9) LEGENDARY ARTIFACT THIS SPELL COSTS  LESS TO CAST FOR EACH INSTANT AND SORCERY CARD IN YOUR GRAVEYARD.**  **YOU HAVE NO MAXIMUM HAND SIZE. AT THE BEGINNING OF YOUR UPKEEP, PUT A KNOWLEDGE COUNTER ON THE MAGIC MIRROR, THEN DRAW A CARD FOR EACH KNOWLEDGE COUNTER ON THE MAGIC MIRROR.** |  |
|  | [**THE ROYAL SCIONS**](https://magicarena.fandom.com/wiki/The_Royal_Scions)**BlueRed (3) LEGENDARY PLANESWALKER — WILL ROWAN (5) +1: DRAW A CARD, THEN DISCARD A CARD.**  **+1: TARGET CREATURE GETS +2/+0 AND GAINS FIRST STRIKE AND TRAMPLE UNTIL END OF TURN. −8: DRAW FOUR CARDS. WHEN YOU DO, THE ROYAL SCIONS DEALS DAMAGE TO ANY TARGET EQUAL TO THE NUMBER OF CARDS IN YOUR HAND.** |  |
|  | [**THORN MAMMOTH**](https://magicarena.fandom.com/wiki/Thorn_Mammoth)**GreenGreen (7) CREATURE — ELEPHANT (6/6) TRAMPLE**  **WHENEVER THORN MAMMOTH OR ANOTHER CREATURE ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, THORN MAMMOTH FIGHTS UP TO ONE TARGET CREATURE YOU DON'T CONTROL.** |  |
|  | [**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.** |  |
|  | [**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.** |  |
|  | [**THUNDEROUS SNAPPER**](https://magicarena.fandom.com/wiki/Thunderous_Snapper)**(4) CREATURE — TURTLE HYDRA (4/4) WHENEVER YOU CAST A SPELL WITH CONVERTED MANA COST 5 OR GREATER, DRAW A CARD.** |  |
|  | [**TOME OF LEGENDS**](https://magicarena.fandom.com/wiki/Tome_of_Legends)**(2) ARTIFACT TOME OF LEGENDS ENTERS THE BATTLEFIELD WITH A PAGE COUNTER ON IT.**  **WHENEVER YOUR COMMANDER ENTERS THE BATTLEFIELD OR ATTACKS, PUT A PAGE COUNTER ON TOME OF LEGENDS. , Tap, REMOVE A PAGE COUNTER FROM TOME OF LEGENDS: DRAW A CARD.** |  |
|  | [**TOME RAIDER**](https://magicarena.fandom.com/wiki/Tome_Raider)**Blue (3) CREATURE — FAERIE (1/1) FLYING**  **WHEN TOME RAIDER ENTERS THE BATTLEFIELD, DRAW A CARD.** |  |
|  | [**TORBRAN, THANE OF RED FELL**](https://magicarena.fandom.com/wiki/Torbran,_Thane_of_Red_Fell)**RedRedRed (4) LEGENDARY CREATURE — DWARF NOBLE (2/4) IF A RED SOURCE YOU CONTROL WOULD DEAL DAMAGE TO AN OPPONENT OR A PERMANENT AN OPPONENT CONTROLS, IT DEALS THAT MUCH DAMAGE PLUS 2 INSTEAD.** |  |
|  | [**TOURNAMENT GROUNDS**](https://magicarena.fandom.com/wiki/Tournament_Grounds)**(0) LAND Tap: ADD .**  **Tap: ADD Red, White, OR Black. SPEND THIS MANA ONLY TO CAST A KNIGHT OR EQUIPMENT SPELL.** |  |
|  | [**TRAIL OF CRUMBS**](https://magicarena.fandom.com/wiki/Trail_of_Crumbs)**Green (2) ENCHANTMENT WHEN TRAIL OF CRUMBS ENTERS THE BATTLEFIELD, CREATE A FOOD TOKEN. (IT'S AN ARTIFACT WITH ", Tap, SACRIFICE THIS ARTIFACT: YOU GAIN 3 LIFE.")**  **WHENEVER YOU SACRIFICE A FOOD, YOU MAY PAY . IF YOU DO, LOOK AT THE TOP TWO CARDS OF YOUR LIBRARY. YOU MAY REVEAL A PERMANENT CARD FROM AMONG THEM AND PUT IT INTO YOUR HAND. PUT THE REST ON THE BOTTOM OF YOUR LIBRARY IN ANY ORDER.** |  |
|  | [**TRAPPED IN THE TOWER**](https://magicarena.fandom.com/wiki/Trapped_in_the_Tower)**White (2) ENCHANTMENT — AURA ENCHANT CREATURE WITHOUT FLYING**  **ENCHANTED CREATURE CAN'T ATTACK OR BLOCK, AND ITS ACTIVATED ABILITIES CAN'T BE ACTIVATED.** |  |
|  | [**TREATS TO SHARE**](https://magicarena.fandom.com/wiki/Treats_to_Share)**Green (1) SORCERY — ADVENTURE CREATE A FOOD TOKEN. (THEN EXILE THIS CARD. YOU MAY CAST THE CREATURE LATER FROM EXILE. A FOOD TOKEN IS AN ARTIFACT WITH ", Tap, SACRIFICE THIS ARTIFACT: YOU GAIN 3 LIFE.")** |  |
|  | [**TRUE LOVE'S KISS**](https://magicarena.fandom.com/wiki/True_Love%27s_Kiss)**WhiteWhite (4) INSTANT EXILE TARGET ARTIFACT OR ENCHANTMENT.**  **DRAW A CARD.** |  |
|  | [**TUINVALE TREEFOLK**](https://magicarena.fandom.com/wiki/Tuinvale_Treefolk)**Green (6) CREATURE — TREEFOLK DRUID (6/5)** |  |
|  | [**TURN INTO A PUMPKIN**](https://magicarena.fandom.com/wiki/Turn_into_a_Pumpkin)**Blue (4) INSTANT RETURN TARGET NONLAND PERMANENT TO ITS OWNER'S HAND. DRAW A CARD.**  **ADAMANT — IF AT LEAST THREE BLUE MANA WAS SPENT TO CAST THIS SPELL, CREATE A FOOD TOKEN. (IT'S AN ARTIFACT WITH ", Tap, SACRIFICE THIS ARTIFACT: YOU GAIN 3 LIFE.")** |  |
|  | [**UNEXPLAINED VISION**](https://magicarena.fandom.com/wiki/Unexplained_Vision)**Blue (5) SORCERY DRAW THREE CARDS.**  **ADAMANT — IF AT LEAST THREE BLUE MANA WAS SPENT TO CAST THIS SPELL, SCRY 3.** |  |
|  | [**USHER TO SAFETY**](https://magicarena.fandom.com/wiki/Usher_to_Safety)**White (1) INSTANT — ADVENTURE RETURN TARGET PERMANENT YOU CONTROL TO ITS OWNER'S HAND. (THEN EXILE THIS CARD. YOU MAY CAST THE CREATURE LATER FROM EXILE.)** |  |
|  | [**VANTRESS GARGOYLE**](https://magicarena.fandom.com/wiki/Vantress_Gargoyle)**Blue (2) ARTIFACT CREATURE — GARGOYLE (5/4) FLYING**  **VANTRESS GARGOYLE CAN'T ATTACK UNLESS DEFENDING PLAYER HAS SEVEN OR MORE CARDS IN THEIR GRAVEYARD. VANTRESS GARGOYLE CAN'T BLOCK UNLESS YOU HAVE FOUR OR MORE CARDS IN HAND. Tap: EACH PLAYER MILLS A CARD.** |  |
|  | [**VANTRESS PALADIN**](https://magicarena.fandom.com/wiki/Vantress_Paladin)**Blue (4) CREATURE — HUMAN KNIGHT (2/2) FLYING**  **ADAMANT — IF AT LEAST THREE BLUE MANA WAS SPENT TO CAST THIS SPELL, VANTRESS PALADIN ENTERS THE BATTLEFIELD WITH A +1/+1 COUNTER ON IT.** |  |
|  | [**VENERABLE KNIGHT**](https://magicarena.fandom.com/wiki/Venerable_Knight)**White (1) CREATURE — HUMAN KNIGHT (2/1) WHEN VENERABLE KNIGHT DIES, PUT A +1/+1 COUNTER ON TARGET KNIGHT YOU CONTROL.** |  |
|  | [**VENTURE DEEPER**](https://magicarena.fandom.com/wiki/Venture_Deeper)**Blue (1) SORCERY — ADVENTURE TARGET PLAYER MILLS FOUR CARDS. (THEN EXILE THIS CARD. YOU MAY CAST THE CREATURE LATER FROM EXILE.)** |  |
|  | [**WANDERMARE**](https://magicarena.fandom.com/wiki/Wandermare)**GreenWhite (3) CREATURE — HORSE (3/3) WHENEVER YOU CAST A CREATURE SPELL THAT HAS AN ADVENTURE, PUT A +1/+1 COUNTER ON WANDERMARE. (IT DOESN'T NEED TO HAVE GONE ON THE ADVENTURE FIRST.)** |  |
|  | [**WEAPON RACK**](https://magicarena.fandom.com/wiki/Weapon_Rack)**(4) ARTIFACT WEAPON RACK ENTERS THE BATTLEFIELD WITH THREE +1/+1 COUNTERS ON IT.**  **Tap: MOVE A +1/+1 COUNTER FROM WEAPON RACK ONTO TARGET CREATURE. ACTIVATE THIS ABILITY ONLY ANY TIME YOU COULD CAST A SORCERY.** |  |
|  | [**WEASELBACK REDCAP**](https://magicarena.fandom.com/wiki/Weaselback_Redcap)**Red (1) CREATURE — GOBLIN KNIGHT (1/1) Red: WEASELBACK REDCAP GETS +2/+0 UNTIL END OF TURN.** |  |
|  | [**WELCOME HOME**](https://magicarena.fandom.com/wiki/Welcome_Home)**GreenGreen (7) SORCERY — ADVENTURE CREATE THREE 2/2 GREEN BEAR CREATURE TOKENS. (THEN EXILE THIS CARD. YOU MAY CAST THE CREATURE LATER FROM EXILE.)** |  |
|  | [**WICKED GUARDIAN**](https://magicarena.fandom.com/wiki/Wicked_Guardian)**Black (4) CREATURE — HUMAN NOBLE (4/2) WHEN WICKED GUARDIAN ENTERS THE BATTLEFIELD, YOU MAY HAVE IT DEAL 2 DAMAGE TO ANOTHER CREATURE YOU CONTROL. IF YOU DO, DRAW A CARD.** |  |
|  | [**WICKED WOLF**](https://magicarena.fandom.com/wiki/Wicked_Wolf)**GreenGreen (4) CREATURE — WOLF (3/3) WHEN WICKED WOLF ENTERS THE BATTLEFIELD, IT FIGHTS UP TO ONE TARGET CREATURE YOU DON'T CONTROL.**  **SACRIFICE A FOOD: PUT A +1/+1 COUNTER ON WICKED WOLF. IT GAINS INDESTRUCTIBLE UNTIL END OF TURN. TAP IT.** |  |
|  | [**WILDBORN PRESERVER**](https://magicarena.fandom.com/wiki/Wildborn_Preserver)**Green (2) CREATURE — ELF ARCHER (2/2) FLASH**  **REACH WHENEVER ANOTHER NON-HUMAN CREATURE ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, YOU MAY PAY . WHEN YOU DO, PUT X +1/+1 COUNTERS ON WILDBORN PRESERVER.** |  |
|  | [**WILDWOOD TRACKER**](https://magicarena.fandom.com/wiki/Wildwood_Tracker)**Green (1) CREATURE — ELF WARRIOR (1/1) WHENEVER WILDWOOD TRACKER ATTACKS OR BLOCKS, IF YOU CONTROL ANOTHER NON-HUMAN CREATURE, WILDWOOD TRACKER GETS +1/+1 UNTIL END OF TURN.** |  |
|  | [**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.** |  |
|  | [**WINTERMOOR COMMANDER**](https://magicarena.fandom.com/wiki/Wintermoor_Commander)**WhiteBlack (2) CREATURE — HUMAN KNIGHT (2/\*) DEATHTOUCH**  **WINTERMOOR COMMANDER'S TOUGHNESS IS EQUAL TO THE NUMBER OF KNIGHTS YOU CONTROL. WHENEVER WINTERMOOR COMMANDER ATTACKS, ANOTHER TARGET KNIGHT YOU CONTROL GAINS INDESTRUCTIBLE UNTIL END OF TURN. (DAMAGE AND EFFECTS THAT SAY "DESTROY" DON'T DESTROY IT.)** |  |
|  | [**WISHCLAW TALISMAN**](https://magicarena.fandom.com/wiki/Wishclaw_Talisman)**Black (2) ARTIFACT WISHCLAW TALISMAN ENTERS THE BATTLEFIELD WITH THREE WISH COUNTERS ON IT.**  **, Tap, REMOVE A WISH COUNTER FROM WISHCLAW TALISMAN: SEARCH YOUR LIBRARY FOR A CARD, PUT IT INTO YOUR HAND, THEN SHUFFLE YOUR LIBRARY. AN OPPONENT GAINS CONTROL OF WISHCLAW TALISMAN. ACTIVATE THIS ABILITY ONLY DURING YOUR TURN.** |  |
|  | [**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.** |  |
|  | [**WITCHING WELL**](https://magicarena.fandom.com/wiki/Witching_Well)**Blue (1) ARTIFACT WHEN WITCHING WELL 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.)**  **Blue, SACRIFICE WITCHING WELL: DRAW TWO CARDS.** |  |
|  | [**WITCH'S COTTAGE**](https://magicarena.fandom.com/wiki/Witch%27s_Cottage)**(0) LAND — SWAMP (Tap: ADD Black.)**  **WITCH'S COTTAGE ENTERS THE BATTLEFIELD TAPPED UNLESS YOU CONTROL THREE OR MORE OTHER SWAMPS. WHEN WITCH'S COTTAGE ENTERS THE BATTLEFIELD UNTAPPED, YOU MAY PUT TARGET CREATURE CARD FROM YOUR GRAVEYARD ON TOP OF YOUR LIBRARY.** |  |
|  | [**WITCH'S OVEN**](https://magicarena.fandom.com/wiki/Witch%27s_Oven)**(1) ARTIFACT Tap, SACRIFICE A CREATURE: CREATE A FOOD TOKEN. IF THE SACRIFICED CREATURE'S TOUGHNESS WAS 4 OR GREATER, CREATE TWO FOOD TOKENS INSTEAD. (THEY'RE ARTIFACTS WITH ", Tap, SACRIFICE THIS ARTIFACT: YOU GAIN 3 LIFE.")** |  |
|  | [**WITCH'S VENGEANCE**](https://magicarena.fandom.com/wiki/Witch%27s_Vengeance)**BlackBlack (3) SORCERY CREATURES OF THE CREATURE TYPE OF YOUR CHOICE GET -3/-3 UNTIL END OF TURN.** |  |
|  | [**WOLF'S QUARRY**](https://magicarena.fandom.com/wiki/Wolf%27s_Quarry)**GreenGreen (6) SORCERY CREATE THREE 1/1 GREEN BOAR CREATURE TOKENS WITH "WHEN THIS CREATURE DIES, CREATE A FOOD TOKEN." (A FOOD TOKEN IS AN ARTIFACT WITH ", Tap, SACRIFICE THIS ARTIFACT: YOU GAIN 3 LIFE.")** |  |
|  | [**WORKSHOP ELDERS**](https://magicarena.fandom.com/wiki/Workshop_Elders)**Blue (7) CREATURE — HUMAN ARTIFICER (4/4) ARTIFACT CREATURES YOU CONTROL HAVE FLYING.**  **AT THE BEGINNING OF COMBAT ON YOUR TURN, YOU MAY HAVE TARGET NONCREATURE ARTIFACT YOU CONTROL BECOME A 0/0 ARTIFACT CREATURE. IF YOU DO, PUT FOUR +1/+1 COUNTERS ON IT.** |  |
|  | [**WORTHY KNIGHT**](https://magicarena.fandom.com/wiki/Worthy_Knight)**White (2) CREATURE — HUMAN KNIGHT (2/2) WHENEVER YOU CAST A KNIGHT SPELL, CREATE A 1/1 WHITE HUMAN CREATURE TOKEN.** |  |
|  | [**YORVO, LORD OF GARENBRIG**](https://magicarena.fandom.com/wiki/Yorvo,_Lord_of_Garenbrig)**GreenGreenGreen (3) LEGENDARY CREATURE — GIANT NOBLE (0/0) YORVO, LORD OF GARENBRIG ENTERS THE BATTLEFIELD WITH FOUR +1/+1 COUNTERS ON IT.**  **WHENEVER ANOTHER GREEN CREATURE ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, PUT A +1/+1 COUNTER ON YORVO. THEN IF THAT CREATURE'S POWER IS GREATER THAN YORVO'S POWER, PUT ANOTHER +1/+1 COUNTER ON YORVO.** |  |
|  | [**YOUTHFUL KNIGHT**](https://magicarena.fandom.com/wiki/Youthful_Knight)**White (2) CREATURE — HUMAN KNIGHT (2/1) FIRST STRIKE** |  |

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| |  |  |  | | --- | --- | --- | | **143 CATEGORIES MAGIC DECK CARDS** | | | |  | [**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.** |  | |  | [**ANCESTRAL BLADE**](https://magicarena.fandom.com/wiki/Ancestral_Blade)**White (2) ARTIFACT — EQUIPMENT WHEN ANCESTRAL BLADE ENTERS THE BATTLEFIELD, CREATE A 1/1 WHITE SOLDIER CREATURE TOKEN, THEN ATTACH ANCESTRAL BLADE TO IT.**  **EQUIPPED CREATURE GETS +1/+1. EQUIP  (: ATTACH TO TARGET CREATURE YOU CONTROL. EQUIP ONLY AS A SORCERY.)** |  | |  | [**ANVILWROUGHT RAPTOR**](https://magicarena.fandom.com/wiki/Anvilwrought_Raptor)**(4) ARTIFACT CREATURE — BIRD (2/1) FLYING**  **FIRST STRIKE (THIS CREATURE DEALS COMBAT DAMAGE BEFORE CREATURES WITHOUT FIRST STRIKE.)** |  | |  | [**ARCANE SIGNET**](https://magicarena.fandom.com/wiki/Arcane_Signet)**(2) ARTIFACT Tap: ADD ONE MANA OF ANY COLOR IN YOUR COMMANDER'S COLOR IDENTITY.** |  | |  | [**ARCANIST'S OWL**](https://magicarena.fandom.com/wiki/Arcanist%27s_Owl)**(4) ARTIFACT CREATURE — BIRD (3/3) FLYING**  **WHEN ARCANIST'S OWL ENTERS THE BATTLEFIELD, LOOK AT THE TOP FOUR CARDS OF YOUR LIBRARY. YOU MAY REVEAL AN ARTIFACT OR ENCHANTMENT CARD FROM AMONG THEM AND PUT IT INTO YOUR HAND. PUT THE REST ON THE BOTTOM OF YOUR LIBRARY IN A RANDOM ORDER.** |  | |  | [**AZORIUS LOCKET**](https://magicarena.fandom.com/wiki/Azorius_Locket)**(3) ARTIFACT Tap: ADD White OR Blue.**  **, Tap, SACRIFICE AZORIUS LOCKET: DRAW TWO CARDS.** |  | |  | [**BAG OF HOLDING**](https://magicarena.fandom.com/wiki/Bag_of_Holding)**(1) ARTIFACT WHENEVER YOU DISCARD A CARD, EXILE THAT CARD FROM YOUR GRAVEYARD.**  **, Tap: DRAW A CARD, THEN DISCARD A CARD. , Tap, SACRIFICE BAG OF HOLDING: RETURN ALL CARDS EXILED WITH BAG OF HOLDING TO THEIR OWNER'S HAND.** |  | |  | [**BLOODSOAKED ALTAR**](https://magicarena.fandom.com/wiki/Bloodsoaked_Altar)**BlackBlack (6) ARTIFACT Tap, PAY 2 LIFE, DISCARD A CARD, SACRIFICE A CREATURE: CREATE A 5/5 BLACK DEMON CREATURE TOKEN WITH FLYING. ACTIVATE THIS ABILITY ONLY ANY TIME YOU COULD CAST A SORCERY.** |  | |  | [**BOLAS'S CITADEL**](https://magicarena.fandom.com/wiki/Bolas%27s_Citadel)**BlackBlackBlack (6) LEGENDARY ARTIFACT YOU MAY LOOK AT THE TOP CARD OF YOUR LIBRARY ANY TIME.**  **YOU MAY PLAY LANDS AND CAST SPELLS FROM THE TOP OF YOUR LIBRARY. IF YOU CAST A SPELL THIS WAY, PAY LIFE EQUAL TO ITS CONVERTED MANA COST RATHER THAN PAY ITS MANA COST. Tap, SACRIFICE TEN NONLAND PERMANENTS: EACH OPPONENT LOSES 10 LIFE.** |  | |  | [**BOROS LOCKET**](https://magicarena.fandom.com/wiki/Boros_Locket)**(3) ARTIFACT Tap: ADD Red OR White.**  **, Tap, SACRIFICE BOROS LOCKET: DRAW TWO CARDS.** |  | |  | [**BRIMSTONE TREBUCHET**](https://magicarena.fandom.com/wiki/Brimstone_Trebuchet)**Red (3) ARTIFACT CREATURE — WALL (1/3) DEFENDER, REACH**  **Tap: BRIMSTONE TREBUCHET DEALS 1 DAMAGE TO EACH OPPONENT. WHENEVER A KNIGHT ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, UNTAP BRIMSTONE TREBUCHET.** |  | |  | [**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.)** |  | |  | [**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.** |  | |  | [**CHANDRA'S REGULATOR**](https://magicarena.fandom.com/wiki/Chandra%27s_Regulator)**Red (2) LEGENDARY ARTIFACT WHENEVER YOU ACTIVATE A LOYALTY ABILITY OF A CHANDRA PLANESWALKER, YOU MAY PAY . IF YOU DO, COPY THAT ABILITY. YOU MAY CHOOSE NEW TARGETS FOR THE COPY.**  **, Tap, DISCARD A MOUNTAIN CARD OR A RED CARD: DRAW A CARD.** |  | |  | [**CHROMATIC LANTERN**](https://magicarena.fandom.com/wiki/Chromatic_Lantern)**(3) ARTIFACT LANDS YOU CONTROL HAVE "Tap: ADD ONE MANA OF ANY COLOR."**  **Tap: ADD ONE MANA OF ANY COLOR.** |  | |  | [**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.** |  | |  | [**CLOCKWORK SERVANT**](https://magicarena.fandom.com/wiki/Clockwork_Servant)**(3) ARTIFACT CREATURE — GNOME (2/3) ADAMANT — WHEN CLOCKWORK SERVANT ENTERS THE BATTLEFIELD, IF AT LEAST THREE MANA OF THE SAME COLOR WAS SPENT TO CAST IT, DRAW A CARD.** |  | |  | [**COLOSSUS HAMMER**](https://magicarena.fandom.com/wiki/Colossus_Hammer)**(1) ARTIFACT — EQUIPMENT EQUIPPED CREATURE GETS +10/+10 AND LOSES FLYING.**  **EQUIP  (: ATTACH TO TARGET CREATURE YOU CONTROL. EQUIP ONLY AS A SORCERY.)** |  | |  | [**CORRIDOR MONITOR**](https://magicarena.fandom.com/wiki/Corridor_Monitor)**Blue (2) ARTIFACT CREATURE — CONSTRUCT (1/4) WHEN CORRIDOR MONITOR ENTERS THE BATTLEFIELD, UNTAP TARGET ARTIFACT OR CREATURE YOU CONTROL.** |  | |  | [**CRASHING DRAWBRIDGE**](https://magicarena.fandom.com/wiki/Crashing_Drawbridge)**(2) ARTIFACT CREATURE — WALL (0/4) DEFENDER**  **Tap: CREATURES YOU CONTROL GAIN HASTE UNTIL END OF TURN.** |  | |  | [**CRYSTAL SLIPPER**](https://magicarena.fandom.com/wiki/Crystal_Slipper)**Red (2) ARTIFACT — EQUIPMENT EQUIPPED CREATURE GETS +1/+0 AND HAS HASTE.**  **EQUIP  (: ATTACH TO TARGET CREATURE YOU CONTROL. EQUIP ONLY AS A SORCERY.)** |  | |  | [**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.** |  | |  | [**DIAMOND KNIGHT**](https://magicarena.fandom.com/wiki/Diamond_Knight)**(3) ARTIFACT CREATURE — KNIGHT (1/1) VIGILANCE (ATTACKING DOESN'T CAUSE THIS CREATURE TO TAP.)**  **AS DIAMOND KNIGHT ENTERS THE BATTLEFIELD, CHOOSE A COLOR. WHENEVER YOU CAST A SPELL OF THE CHOSEN COLOR, PUT A +1/+1 COUNTER ON DIAMOND KNIGHT.** |  | |  | [**DIMIR LOCKET**](https://magicarena.fandom.com/wiki/Dimir_Locket)**(3) ARTIFACT Tap: ADD Blue OR Black.**  **, Tap, SACRIFICE DIMIR LOCKET: DRAW TWO CARDS.** |  | |  | [**DIVINER'S LOCKBOX**](https://magicarena.fandom.com/wiki/Diviner%27s_Lockbox)**(4) ARTIFACT , Tap: CHOOSE A CARD NAME, THEN REVEAL THE TOP CARD OF YOUR LIBRARY. IF THAT CARD HAS THE CHOSEN NAME, SACRIFICE DIVINER'S LOCKBOX AND DRAW THREE CARDS. ACTIVATE THIS ABILITY ONLY ANY TIME YOU COULD CAST A SORCERY.** |  | |  | [**DOVIN'S AUTOMATON**](https://magicarena.fandom.com/wiki/Dovin%27s_Automaton)**(4) ARTIFACT CREATURE — HOMUNCULUS (3/3) AS LONG AS YOU CONTROL A DOVIN PLANESWALKER, DOVIN'S AUTOMATON GETS +2/+2 AND HAS VIGILANCE. (ATTACKING DOESN'T CAUSE IT TO TAP.)** |  | |  | [**EMBERCLEAVE**](https://magicarena.fandom.com/wiki/Embercleave)**RedRed (6) LEGENDARY ARTIFACT — EQUIPMENT FLASH**  **THIS SPELL COSTS  LESS TO CAST FOR EACH ATTACKING CREATURE YOU CONTROL. WHEN EMBERCLEAVE ENTERS THE BATTLEFIELD, ATTACH IT TO TARGET CREATURE YOU CONTROL. EQUIPPED CREATURE GETS +1/+1 AND HAS DOUBLE STRIKE AND TRAMPLE. EQUIP** |  | |  | [**ENCHANTED CARRIAGE**](https://magicarena.fandom.com/wiki/Enchanted_Carriage)**(5) ARTIFACT — VEHICLE (4/4) WHEN ENCHANTED CARRIAGE ENTERS THE BATTLEFIELD, CREATE TWO 1/1 WHITE MOUSE CREATURE TOKENS.**  **CREW 2 (TAP ANY NUMBER OF CREATURES YOU CONTROL WITH TOTAL POWER 2 OR MORE: THIS VEHICLE BECOMES AN ARTIFACT CREATURE UNTIL END OF TURN.)** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**FIREMIND VESSEL**](https://magicarena.fandom.com/wiki/Firemind_Vessel)**(4) ARTIFACT FIREMIND VESSEL ENTERS THE BATTLEFIELD TAPPED.**  **Tap: ADD TWO MANA OF DIFFERENT COLORS.** |  | |  | [**FOLIO OF FANCIES**](https://magicarena.fandom.com/wiki/Folio_of_Fancies)**Blue (2) ARTIFACT PLAYERS HAVE NO MAXIMUM HAND SIZE.**  **, Tap: EACH PLAYER DRAWS X CARDS. Blue, Tap: EACH OPPONENT MILLS CARDS EQUAL TO THE NUMBER OF CARDS IN THEIR HAND.** |  | |  | [**FORGOTTEN SENTINEL**](https://magicarena.fandom.com/wiki/Forgotten_Sentinel)**(4) ARTIFACT CREATURE — GOLEM (4/3) FORGOTTEN SENTINEL ENTERS THE BATTLEFIELD TAPPED.** |  | |  | [**GATE COLOSSUS**](https://magicarena.fandom.com/wiki/Gate_Colossus)**(8) ARTIFACT CREATURE — CONSTRUCT (8/8) THIS SPELL COSTS  LESS TO CAST FOR EACH GATE YOU CONTROL.**  **GATE COLOSSUS CAN'T BE BLOCKED BY CREATURES WITH POWER 2 OR LESS. WHENEVER A GATE ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, YOU MAY PUT GATE COLOSSUS FROM YOUR GRAVEYARD ON TOP OF YOUR LIBRARY.** |  | |  | [**GATEKEEPER GARGOYLE**](https://magicarena.fandom.com/wiki/Gatekeeper_Gargoyle)**(6) ARTIFACT CREATURE — GARGOYLE (3/3) FLYING**  **GATEKEEPER GARGOYLE ENTERS THE BATTLEFIELD WITH A +1/+1 COUNTER ON IT FOR EACH GATE YOU CONTROL.** |  | |  | [**GIANT'S SKEWER**](https://magicarena.fandom.com/wiki/Giant%27s_Skewer)**Black (2) ARTIFACT — EQUIPMENT EQUIPPED CREATURE GETS +2/+1.**  **WHENEVER EQUIPPED CREATURE DEALS COMBAT DAMAGE TO A CREATURE, CREATE A FOOD TOKEN. (IT'S AN ARTIFACT WITH ", Tap, SACRIFICE THIS ARTIFACT: YOU GAIN 3 LIFE.") EQUIP  (: ATTACH TO TARGET CREATURE YOU CONTROL. EQUIP ONLY AS A SORCERY.)** |  | |  | [**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.** |  | |  | [**GLAIVE OF THE GUILDPACT**](https://magicarena.fandom.com/wiki/Glaive_of_the_Guildpact)**(2) ARTIFACT — EQUIPMENT EQUIPPED CREATURE GETS +1/+0 FOR EACH GATE YOU CONTROL AND HAS VIGILANCE AND MENACE. (A CREATURE WITH MENACE CAN'T BE BLOCKED EXCEPT BY TWO OR MORE CREATURES.)**  **EQUIP  (: ATTACH TO TARGET CREATURE YOU CONTROL. EQUIP ONLY AS A SORCERY.)** |  | |  | [**GLASS CASKET**](https://magicarena.fandom.com/wiki/Glass_Casket)**White (2) ARTIFACT WHEN GLASS CASKET ENTERS THE BATTLEFIELD, EXILE TARGET CREATURE AN OPPONENT CONTROLS WITH CONVERTED MANA COST 3 OR LESS UNTIL GLASS CASKET LEAVES THE BATTLEFIELD.** |  | |  | [**GLASS OF THE GUILDPACT**](https://magicarena.fandom.com/wiki/Glass_of_the_Guildpact)**(2) ARTIFACT MULTICOLORED CREATURES YOU CONTROL GET +1/+1.** |  | |  | [**GOD-PHARAOH'S STATUE**](https://magicarena.fandom.com/wiki/God-Pharaoh%27s_Statue)**(6) LEGENDARY ARTIFACT SPELLS YOUR OPPONENTS CAST COST  MORE TO CAST.**  **AT THE BEGINNING OF YOUR END STEP, EACH OPPONENT LOSES 1 LIFE.** |  | |  | [**GOLDEN EGG**](https://magicarena.fandom.com/wiki/Golden_Egg)**(2) ARTIFACT — FOOD WHEN GOLDEN EGG ENTERS THE BATTLEFIELD, DRAW A CARD.**  **, Tap, SACRIFICE GOLDEN EGG: ADD ONE MANA OF ANY COLOR. , Tap, SACRIFICE GOLDEN EGG: YOU GAIN 3 LIFE.** |  | |  | [**GOLGARI LOCKET**](https://magicarena.fandom.com/wiki/Golgari_Locket)**(3) ARTIFACT Tap: ADD Black OR Green.**  **, Tap, SACRIFICE GOLGARI LOCKET: DRAW TWO CARDS.** |  | |  | [**GOLOS, TIRELESS PILGRIM**](https://magicarena.fandom.com/wiki/Golos,_Tireless_Pilgrim)**(5) LEGENDARY ARTIFACT CREATURE — SCOUT (3/5) WHEN GOLOS, TIRELESS PILGRIM ENTERS THE BATTLEFIELD, YOU MAY SEARCH YOUR LIBRARY FOR A LAND CARD, PUT THAT CARD ONTO THE BATTLEFIELD TAPPED, THEN SHUFFLE YOUR LIBRARY.**  **WhiteBlueBlackRedGreen: EXILE THE TOP THREE CARDS OF YOUR LIBRARY. YOU MAY PLAY THEM THIS TURN WITHOUT PAYING THEIR MANA COSTS.** |  | |  | [**GRAFDIGGER'S CAGE**](https://magicarena.fandom.com/wiki/Grafdigger%27s_Cage)**(1) ARTIFACT CREATURE CARDS IN GRAVEYARDS AND LIBRARIES CAN'T ENTER THE BATTLEFIELD.**  **PLAYERS CAN'T CAST SPELLS FROM GRAVEYARDS OR LIBRARIES.** |  | |  | [**GRUUL LOCKET**](https://magicarena.fandom.com/wiki/Gruul_Locket)**(3) ARTIFACT Tap: ADD Red OR Green.**  **, Tap, SACRIFICE GRUUL LOCKET: DRAW TWO CARDS.** |  | |  | [**GUILD GLOBE**](https://magicarena.fandom.com/wiki/Guild_Globe)**(2) ARTIFACT WHEN GUILD GLOBE ENTERS THE BATTLEFIELD, DRAW A CARD.**  **, Tap, SACRIFICE GUILD GLOBE: ADD TWO MANA OF DIFFERENT COLORS.** |  | |  | [**HEART-PIERCER BOW**](https://magicarena.fandom.com/wiki/Heart-Piercer_Bow)**(2) ARTIFACT — EQUIPMENT WHENEVER EQUIPPED CREATURE ATTACKS, HEART-PIERCER BOW DEALS 1 DAMAGE TO TARGET CREATURE DEFENDING PLAYER CONTROLS.**  **EQUIP  (: ATTACH TO TARGET CREATURE YOU CONTROL. EQUIP ONLY AS A SORCERY.)** |  | |  | [**HENGE WALKER**](https://magicarena.fandom.com/wiki/Henge_Walker)**(3) ARTIFACT CREATURE — GOLEM (2/2) ADAMANT — IF AT LEAST THREE MANA OF THE SAME COLOR WAS SPENT TO CAST THIS SPELL, HENGE WALKER ENTERS THE BATTLEFIELD WITH A +1/+1 COUNTER ON IT.** |  | |  | [**HERALDIC BANNER**](https://magicarena.fandom.com/wiki/Heraldic_Banner)**(3) ARTIFACT AS HERALDIC BANNER ENTERS THE BATTLEFIELD, CHOOSE A COLOR.**  **CREATURES YOU CONTROL OF THE CHOSEN COLOR GET +1/+0. Tap: ADD ONE MANA OF THE CHOSEN COLOR.** |  | |  | [**ICON OF ANCESTRY**](https://magicarena.fandom.com/wiki/Icon_of_Ancestry)**(3) ARTIFACT AS ICON OF ANCESTRY ENTERS THE BATTLEFIELD, CHOOSE A CREATURE TYPE.**  **CREATURES YOU CONTROL OF THE CHOSEN TYPE GET +1/+1. , Tap: LOOK AT THE TOP THREE CARDS OF YOUR LIBRARY. YOU MAY REVEAL A CREATURE CARD OF THE CHOSEN TYPE FROM AMONG THEM AND PUT IT INTO YOUR HAND. PUT THE REST ON THE BOTTOM OF YOUR LIBRARY IN A RANDOM ORDER.** |  | |  | [**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.** |  | |  | [**INDATHA CRYSTAL**](https://magicarena.fandom.com/wiki/Indatha_Crystal)**(3) ARTIFACT Tap: ADD White, Black, OR Green.**  **CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**INQUISITIVE PUPPET**](https://magicarena.fandom.com/wiki/Inquisitive_Puppet)**(1) ARTIFACT CREATURE — CONSTRUCT (0/2) WHEN INQUISITIVE PUPPET ENTERS THE BATTLEFIELD, SCRY 1.**  **EXILE INQUISITIVE PUPPET: CREATE A 1/1 WHITE HUMAN CREATURE TOKEN.** |  | |  | [**IRON BULLY**](https://magicarena.fandom.com/wiki/Iron_Bully)**(3) ARTIFACT CREATURE — GOLEM (1/1) MENACE (THIS CREATURE CAN'T BE BLOCKED EXCEPT BY TWO OR MORE CREATURES.)**  **WHEN IRON BULLY ENTERS THE BATTLEFIELD, PUT A +1/+1 COUNTER ON TARGET CREATURE.** |  | |  | [**IZZET LOCKET**](https://magicarena.fandom.com/wiki/Izzet_Locket)**(3) ARTIFACT Tap: ADD Blue OR Red.**  **, Tap, SACRIFICE IZZET LOCKET: DRAW TWO CARDS.** |  | |  | [**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.** |  | |  | [**JUNKTROLLER**](https://magicarena.fandom.com/wiki/Junktroller)**(4) ARTIFACT CREATURE — GOLEM (0/6) DEFENDER**  **Tap: PUT TARGET CARD FROM A GRAVEYARD ON THE BOTTOM OF ITS OWNER'S LIBRARY.** |  | |  | [**KETRIA CRYSTAL**](https://magicarena.fandom.com/wiki/Ketria_Crystal)**(3) ARTIFACT Tap: ADD Green, Blue, OR Red.**  **CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**LOCTHWAIN GARGOYLE**](https://magicarena.fandom.com/wiki/Locthwain_Gargoyle)**(1) ARTIFACT CREATURE — GARGOYLE (0/3) : LOCTHWAIN GARGOYLE GETS +2/+0 AND GAINS FLYING UNTIL END OF TURN.** |  | |  | [**LUCKY CLOVER**](https://magicarena.fandom.com/wiki/Lucky_Clover)**(2) ARTIFACT WHENEVER YOU CAST AN ADVENTURE INSTANT OR SORCERY SPELL, COPY IT. YOU MAY CHOOSE NEW TARGETS FOR THE COPY.** |  | |  | [**MACE OF THE VALIANT**](https://magicarena.fandom.com/wiki/Mace_of_the_Valiant)**White (3) ARTIFACT — EQUIPMENT EQUIPPED CREATURE GETS +1/+1 FOR EACH CHARGE COUNTER ON MACE OF THE VALIANT AND HAS VIGILANCE.**  **WHENEVER A CREATURE ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, PUT A CHARGE COUNTER ON MACE OF THE VALIANT. EQUIP** |  | |  | [**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.)** |  | |  | [**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.** |  | |  | [**MANIFOLD KEY**](https://magicarena.fandom.com/wiki/Manifold_Key)**(1) ARTIFACT , Tap: UNTAP ANOTHER TARGET ARTIFACT.**  **, Tap: TARGET CREATURE CAN'T BE BLOCKED THIS TURN.** |  | |  | [**MANTLE OF TIDES**](https://magicarena.fandom.com/wiki/Mantle_of_Tides)**Blue (1) ARTIFACT — EQUIPMENT EQUIPPED CREATURE GETS +1/+2.**  **WHENEVER YOU DRAW YOUR SECOND CARD EACH TURN, ATTACH MANTLE OF TIDES TO TARGET CREATURE YOU CONTROL. EQUIP  (: ATTACH TO TARGET CREATURE YOU CONTROL. EQUIP ONLY AS A SORCERY.)** |  | |  | [**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.)** |  | |  | [**MASK OF IMMOLATION**](https://magicarena.fandom.com/wiki/Mask_of_Immolation)**Red (2) ARTIFACT — EQUIPMENT WHEN MASK OF IMMOLATION ENTERS THE BATTLEFIELD, CREATE A 1/1 RED ELEMENTAL CREATURE TOKEN, THEN ATTACH MASK OF IMMOLATION TO IT.**  **EQUIPPED CREATURE HAS "SACRIFICE THIS CREATURE: IT DEALS 1 DAMAGE TO ANY TARGET." EQUIP  (: ATTACH TO TARGET CREATURE YOU CONTROL. EQUIP ONLY AS A SORCERY.)** |  | |  | [**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.** |  | |  | [**METEOR GOLEM**](https://magicarena.fandom.com/wiki/Meteor_Golem)**(7) ARTIFACT CREATURE — GOLEM (3/3) WHEN METEOR GOLEM ENTERS THE BATTLEFIELD, DESTROY TARGET NONLAND PERMANENT AN OPPONENT CONTROLS.** |  | |  | [**METEORITE**](https://magicarena.fandom.com/wiki/Meteorite)**(5) ARTIFACT WHEN METEORITE ENTERS THE BATTLEFIELD, IT DEALS 2 DAMAGE TO ANY TARGET.**  **Tap: ADD ONE MANA OF ANY COLOR.** |  | |  | [**MIDNIGHT CLOCK**](https://magicarena.fandom.com/wiki/Midnight_Clock)**Blue (3) ARTIFACT Tap: ADD Blue.**  **Blue: PUT AN HOUR COUNTER ON MIDNIGHT CLOCK. AT THE BEGINNING OF EACH UPKEEP, PUT AN HOUR COUNTER ON MIDNIGHT CLOCK. WHEN THE TWELFTH HOUR COUNTER IS PUT ON MIDNIGHT CLOCK, SHUFFLE YOUR HAND AND GRAVEYARD INTO YOUR LIBRARY, THEN DRAW SEVEN CARDS. EXILE MIDNIGHT CLOCK.** |  | |  | [**MIRROR 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.)** |  | |  | [**MIZZIUM TANK**](https://magicarena.fandom.com/wiki/Mizzium_Tank)**RedRed (3) ARTIFACT — VEHICLE (3/2) TRAMPLE**  **WHENEVER YOU CAST A NONCREATURE SPELL, MIZZIUM TANK BECOMES AN ARTIFACT CREATURE AND GETS +1/+1 UNTIL END OF TURN. CREW 1 (TAP ANY NUMBER OF CREATURES YOU CONTROL WITH TOTAL POWER 1 OR MORE: THIS VEHICLE BECOMES AN ARTIFACT CREATURE UNTIL END OF TURN.)** |  | |  | [**MYSTIC FORGE**](https://magicarena.fandom.com/wiki/Mystic_Forge)**(4) ARTIFACT YOU MAY LOOK AT THE TOP CARD OF YOUR LIBRARY ANY TIME.**  **YOU MAY CAST ARTIFACT SPELLS AND COLORLESS SPELLS FROM THE TOP OF YOUR LIBRARY. Tap, PAY 1 LIFE: EXILE THE TOP CARD OF YOUR LIBRARY.** |  | |  | [**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.)** |  | |  | [**ORZHOV LOCKET**](https://magicarena.fandom.com/wiki/Orzhov_Locket)**(3) ARTIFACT Tap: ADD White OR Black.**  **, Tap, SACRIFICE ORZHOV LOCKET: DRAW TWO CARDS.** |  | |  | [**PALLADIUM MYR**](https://magicarena.fandom.com/wiki/Palladium_Myr)**(3) ARTIFACT CREATURE — MYR (2/2) Tap: ADD .** |  | |  | [**PARHELION II**](https://magicarena.fandom.com/wiki/Parhelion_II)**WhiteWhite (8) LEGENDARY ARTIFACT — VEHICLE (5/5) FLYING, FIRST STRIKE, VIGILANCE**  **WHENEVER PARHELION II ATTACKS, CREATE TWO 4/4 WHITE ANGEL CREATURE TOKENS WITH FLYING AND VIGILANCE THAT ARE ATTACKING. CREW 4 (TAP ANY NUMBER OF CREATURES YOU CONTROL WITH TOTAL POWER 4 OR MORE: THIS VEHICLE BECOMES AN ARTIFACT CREATURE UNTIL END OF TURN.)** |  | |  | [**PATTERN MATCHER**](https://magicarena.fandom.com/wiki/Pattern_Matcher)**(4) ARTIFACT CREATURE — GOLEM (3/3) WHEN PATTERN MATCHER ENTERS THE BATTLEFIELD, YOU MAY SEARCH YOUR LIBRARY FOR A CARD WITH THE SAME NAME AS ANOTHER CREATURE YOU CONTROL, REVEAL IT, PUT IT INTO YOUR HAND, THEN SHUFFLE YOUR LIBRARY.** |  | |  | [**PORTAL OF SANCTUARY**](https://magicarena.fandom.com/wiki/Portal_of_Sanctuary)**Blue (3) ARTIFACT , Tap: RETURN TARGET CREATURE YOU CONTROL AND EACH AURA ATTACHED TO IT TO THEIR OWNERS' HANDS. ACTIVATE THIS ABILITY ONLY DURING YOUR TURN.** |  | |  | [**PRISMITE**](https://magicarena.fandom.com/wiki/Prismite)**(2) ARTIFACT CREATURE — GOLEM (2/1) : ADD ONE MANA OF ANY COLOR.** |  | |  | [**PROPHET OF THE PEAK**](https://magicarena.fandom.com/wiki/Prophet_of_the_Peak)**(6) ARTIFACT CREATURE — CAT (5/5) WHEN PROPHET OF THE PEAK ENTERS THE BATTLEFIELD, SCRY 2. (LOOK AT THE TOP TWO CARDS OF YOUR LIBRARY, THEN PUT ANY NUMBER OF THEM ON THE BOTTOM OF YOUR LIBRARY AND THE REST ON TOP IN ANY ORDER.)** |  | |  | [**RAKDOS LOCKET**](https://magicarena.fandom.com/wiki/Rakdos_Locket)**(3) ARTIFACT Tap: ADD Black OR Red.**  **, Tap, SACRIFICE RAKDOS LOCKET: DRAW TWO CARDS.** |  | |  | [**RAMPAGING MONUMENT**](https://magicarena.fandom.com/wiki/Rampaging_Monument)**(4) ARTIFACT CREATURE — CLERIC (0/0) TRAMPLE**  **RAMPAGING MONUMENT ENTERS THE BATTLEFIELD WITH THREE +1/+1 COUNTERS ON IT. WHENEVER YOU CAST A MULTICOLORED SPELL, PUT A +1/+1 COUNTER ON RAMPAGING MONUMENT.** |  | |  | [**RAUGRIN CRYSTAL**](https://magicarena.fandom.com/wiki/Raugrin_Crystal)**(3) ARTIFACT Tap: ADD Blue, Red, OR White.**  **CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**RETRIBUTIVE WAND**](https://magicarena.fandom.com/wiki/Retributive_Wand)**(3) ARTIFACT , Tap: RETRIBUTIVE WAND DEALS 1 DAMAGE TO ANY TARGET.**  **WHEN RETRIBUTIVE WAND IS PUT INTO A GRAVEYARD FROM THE BATTLEFIELD, IT DEALS 5 DAMAGE TO ANY TARGET.** |  | |  | [**ROSETHORN HALBERD**](https://magicarena.fandom.com/wiki/Rosethorn_Halberd)**Green (1) ARTIFACT — EQUIPMENT WHEN ROSETHORN HALBERD ENTERS THE BATTLEFIELD, ATTACH IT TO TARGET NON-HUMAN CREATURE YOU CONTROL.**  **EQUIPPED CREATURE GETS +2/+1. EQUIP  (: ATTACH TO TARGET CREATURE YOU CONTROL. EQUIP ONLY AS A SORCERY.)** |  | |  | [**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.** |  | |  | [**SAHEELI'S SILVERWING**](https://magicarena.fandom.com/wiki/Saheeli%27s_Silverwing)**(4) ARTIFACT CREATURE — DRAKE (2/3) FLYING**  **WHEN SAHEELI'S SILVERWING ENTERS THE BATTLEFIELD, LOOK AT THE TOP CARD OF TARGET OPPONENT'S LIBRARY.** |  | |  | [**SALVAGER OF RUIN**](https://magicarena.fandom.com/wiki/Salvager_of_Ruin)**(3) ARTIFACT CREATURE — CONSTRUCT (2/1) SACRIFICE SALVAGER OF RUIN: CHOOSE TARGET PERMANENT CARD IN YOUR GRAVEYARD THAT WAS PUT THERE FROM THE BATTLEFIELD THIS TURN. RETURN IT TO YOUR HAND.** |  | |  | [**SAVAI CRYSTAL**](https://magicarena.fandom.com/wiki/Savai_Crystal)**(3) ARTIFACT Tap: ADD Red, White, OR Black.**  **CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**SCALDING CAULDRON**](https://magicarena.fandom.com/wiki/Scalding_Cauldron)**(1) ARTIFACT , Tap, SACRIFICE SCALDING CAULDRON: IT DEALS 3 DAMAGE TO TARGET CREATURE.** |  | |  | [**SCRABBLING CLAWS**](https://magicarena.fandom.com/wiki/Scrabbling_Claws)**(1) ARTIFACT Tap: TARGET PLAYER EXILES A CARD FROM THEIR GRAVEYARD.**  **, SACRIFICE SCRABBLING CLAWS: EXILE TARGET CARD FROM A GRAVEYARD. DRAW A CARD.** |  | |  | [**SCREAMING SHIELD**](https://magicarena.fandom.com/wiki/Screaming_Shield)**(1) ARTIFACT — EQUIPMENT EQUIPPED CREATURE GETS +0/+3 AND HAS ", Tap: TARGET PLAYER MILLS THREE CARDS."**  **EQUIP  (: ATTACH TO TARGET CREATURE YOU CONTROL. EQUIP ONLY AS A SORCERY.)** |  | |  | [**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.** |  | |  | [**SELESNYA LOCKET**](https://magicarena.fandom.com/wiki/Selesnya_Locket)**(3) ARTIFACT Tap: ADD Green OR White.**  **, Tap, SACRIFICE SELESNYA LOCKET: DRAW TWO CARDS.** |  | |  | [**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** |  | |  | [**SHAMBLING SUIT**](https://magicarena.fandom.com/wiki/Shambling_Suit)**(3) ARTIFACT CREATURE — CONSTRUCT (\*/3) SHAMBLING SUIT'S POWER IS EQUAL TO THE NUMBER OF ARTIFACTS AND/OR ENCHANTMENTS YOU CONTROL.** |  | |  | [**SHINING ARMOR**](https://magicarena.fandom.com/wiki/Shining_Armor)**White (2) ARTIFACT — EQUIPMENT FLASH**  **WHEN SHINING ARMOR ENTERS THE BATTLEFIELD, ATTACH IT TO TARGET KNIGHT YOU CONTROL. EQUIPPED CREATURE GETS +0/+2 AND HAS VIGILANCE. EQUIP  (: ATTACH TO TARGET CREATURE YOU CONTROL. EQUIP ONLY AS A SORCERY.)** |  | |  | [**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.)** |  | |  | [**SIGNPOST SCARECROW**](https://magicarena.fandom.com/wiki/Signpost_Scarecrow)**(4) ARTIFACT CREATURE — SCARECROW (2/4) VIGILANCE**  **: ADD ONE MANA OF ANY COLOR.** |  | |  | [**SILENT DART**](https://magicarena.fandom.com/wiki/Silent_Dart)**(1) ARTIFACT , Tap, SACRIFICE SILENT DART: IT DEALS 3 DAMAGE TO TARGET CREATURE.** |  | |  | [**SILENT SUBMERSIBLE**](https://magicarena.fandom.com/wiki/Silent_Submersible)**BlueBlue (2) ARTIFACT — VEHICLE (2/3) WHENEVER SILENT SUBMERSIBLE DEALS COMBAT DAMAGE TO A PLAYER OR PLANESWALKER, DRAW A CARD.**  **CREW 2 (TAP ANY NUMBER OF CREATURES YOU CONTROL WITH TOTAL POWER 2 OR MORE: THIS VEHICLE BECOMES AN ARTIFACT CREATURE UNTIL END OF TURN.)** |  | |  | [**SIMIC LOCKET**](https://magicarena.fandom.com/wiki/Simic_Locket)**(3) ARTIFACT Tap: ADD Green OR Blue.**  **, Tap, SACRIFICE SIMIC LOCKET: DRAW TWO CARDS.** |  | |  | [**SKYSCANNER**](https://magicarena.fandom.com/wiki/Skyscanner)**(3) ARTIFACT CREATURE — THOPTER (1/1) FLYING**  **WHEN SKYSCANNER ENTERS THE BATTLEFIELD, DRAW A CARD.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**SORCERER'S BROOM**](https://magicarena.fandom.com/wiki/Sorcerer%27s_Broom)**(2) ARTIFACT CREATURE — SPIRIT (2/1) WHENEVER YOU SACRIFICE ANOTHER PERMANENT, YOU MAY PAY . IF YOU DO, CREATE A TOKEN THAT'S A COPY OF SORCERER'S BROOM.** |  | |  | [**SORCEROUS SPYGLASS**](https://magicarena.fandom.com/wiki/Sorcerous_Spyglass)**(2) ARTIFACT AS SORCEROUS SPYGLASS ENTERS THE BATTLEFIELD, LOOK AT AN OPPONENT'S HAND, THEN CHOOSE ANY CARD NAME.**  **ACTIVATED ABILITIES OF SOURCES WITH THE CHOSEN NAME CAN'T BE ACTIVATED UNLESS THEY'RE MANA ABILITIES.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**SPHINX OF THE GUILDPACT**](https://magicarena.fandom.com/wiki/Sphinx_of_the_Guildpact)**(7) ARTIFACT CREATURE — SPHINX (5/5) SPHINX OF THE GUILDPACT IS ALL COLORS.**  **FLYING HEXPROOF FROM MONOCOLORED (THIS CREATURE CAN'T BE THE TARGET OF MONOCOLORED SPELLS OR ABILITIES YOUR OPPONENTS CONTROL.)** |  | |  | [**SPINNING WHEEL**](https://magicarena.fandom.com/wiki/Spinning_Wheel)**(3) ARTIFACT Tap: ADD ONE MANA OF ANY COLOR.**  **, Tap: TAP TARGET CREATURE.** |  | |  | [**SPRINGJAW TRAP**](https://magicarena.fandom.com/wiki/Springjaw_Trap)**(1) ARTIFACT FLASH**  **, Tap, SACRIFICE SPRINGJAW TRAP: IT DEALS 3 DAMAGE TO ANY TARGET.** |  | |  | [**STEEL OVERSEER**](https://magicarena.fandom.com/wiki/Steel_Overseer)**(2) ARTIFACT CREATURE — CONSTRUCT (1/1) Tap: PUT A +1/+1 COUNTER ON EACH ARTIFACT CREATURE YOU CONTROL.** |  | |  | [**STEELCLAW LANCE**](https://magicarena.fandom.com/wiki/Steelclaw_Lance)**BlackRed (2) ARTIFACT — EQUIPMENT EQUIPPED CREATURE GETS +2/+2.**  **EQUIP KNIGHT  EQUIP** |  | |  | [**STONE GOLEM**](https://magicarena.fandom.com/wiki/Stone_Golem)**(5) ARTIFACT CREATURE — GOLEM (4/4)** |  | |  | [**STONECOIL SERPENT**](https://magicarena.fandom.com/wiki/Stonecoil_Serpent)**(0) ARTIFACT CREATURE — SNAKE (0/0) REACH, TRAMPLE, PROTECTION FROM MULTICOLORED**  **STONECOIL SERPENT ENTERS THE BATTLEFIELD WITH X +1/+1 COUNTERS ON IT.** |  | |  | [**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 CAULDRON OF ETERNITY**](https://magicarena.fandom.com/wiki/The_Cauldron_of_Eternity)**BlackBlack (12) LEGENDARY ARTIFACT THIS SPELL COSTS  LESS TO CAST FOR EACH CREATURE CARD IN YOUR GRAVEYARD.**  **WHENEVER A CREATURE YOU CONTROL DIES, PUT IT ON THE BOTTOM OF ITS OWNER'S LIBRARY. Black, Tap, PAY 2 LIFE: RETURN TARGET CREATURE CARD FROM YOUR GRAVEYARD TO THE BATTLEFIELD. ACTIVATE THIS ABILITY ONLY ANY TIME YOU COULD CAST A SORCERY.** |  | |  | [**THE CIRCLE OF LOYALTY**](https://magicarena.fandom.com/wiki/The_Circle_of_Loyalty)**WhiteWhite (6) LEGENDARY ARTIFACT THIS SPELL COSTS  LESS TO CAST FOR EACH KNIGHT YOU CONTROL.**  **CREATURES YOU CONTROL GET +1/+1. WHENEVER YOU CAST A LEGENDARY SPELL, CREATE A 2/2 WHITE KNIGHT CREATURE TOKEN WITH VIGILANCE. White, Tap: CREATE A 2/2 WHITE KNIGHT CREATURE TOKEN WITH VIGILANCE.** |  | |  | [**THE GREAT HENGE**](https://magicarena.fandom.com/wiki/The_Great_Henge)**GreenGreen (9) LEGENDARY ARTIFACT THIS SPELL COSTS  LESS TO CAST, WHERE X IS THE GREATEST POWER AMONG CREATURES YOU CONTROL.**  **Tap: ADD GreenGreen. YOU GAIN 2 LIFE. WHENEVER A NONTOKEN CREATURE ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, PUT A +1/+1 COUNTER ON IT AND DRAW A CARD.** |  | |  | [**THE MAGIC MIRROR**](https://magicarena.fandom.com/wiki/The_Magic_Mirror)**BlueBlueBlue (9) LEGENDARY ARTIFACT THIS SPELL COSTS  LESS TO CAST FOR EACH INSTANT AND SORCERY CARD IN YOUR GRAVEYARD.**  **YOU HAVE NO MAXIMUM HAND SIZE. AT THE BEGINNING OF YOUR UPKEEP, PUT A KNOWLEDGE COUNTER ON THE MAGIC MIRROR, THEN DRAW A CARD FOR EACH KNOWLEDGE COUNTER ON THE MAGIC MIRROR.** |  | |  | [**THE OZOLITH**](https://magicarena.fandom.com/wiki/The_Ozolith)**(1) LEGENDARY ARTIFACT WHENEVER A CREATURE YOU CONTROL LEAVES THE BATTLEFIELD, IF IT HAD COUNTERS ON IT, PUT THOSE COUNTERS ON THE OZOLITH.**  **AT THE BEGINNING OF COMBAT ON YOUR TURN, IF THE OZOLITH HAS COUNTERS ON IT, YOU MAY MOVE ALL COUNTERS FROM THE OZOLITH ONTO TARGET CREATURE.** |  | |  | [**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.)** |  | |  | [**TOME OF LEGENDS**](https://magicarena.fandom.com/wiki/Tome_of_Legends)**(2) ARTIFACT TOME OF LEGENDS ENTERS THE BATTLEFIELD WITH A PAGE COUNTER ON IT.**  **WHENEVER YOUR COMMANDER ENTERS THE BATTLEFIELD OR ATTACKS, PUT A PAGE COUNTER ON TOME OF LEGENDS. , Tap, REMOVE A PAGE COUNTER FROM TOME OF LEGENDS: DRAW A CARD.** |  | |  | [**TOME OF THE GUILDPACT**](https://magicarena.fandom.com/wiki/Tome_of_the_Guildpact)**(5) ARTIFACT WHENEVER YOU CAST A MULTICOLORED SPELL, DRAW A CARD.**  **Tap: ADD ONE MANA OF ANY COLOR.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**VANTRESS GARGOYLE**](https://magicarena.fandom.com/wiki/Vantress_Gargoyle)**Blue (2) ARTIFACT CREATURE — GARGOYLE (5/4) FLYING**  **VANTRESS GARGOYLE CAN'T ATTACK UNLESS DEFENDING PLAYER HAS SEVEN OR MORE CARDS IN THEIR GRAVEYARD. VANTRESS GARGOYLE CAN'T BLOCK UNLESS YOU HAVE FOUR OR MORE CARDS IN HAND. Tap: EACH PLAYER MILLS A CARD.** |  | |  | [**VIAL OF DRAGONFIRE**](https://magicarena.fandom.com/wiki/Vial_of_Dragonfire)**(2) ARTIFACT , Tap, SACRIFICE VIAL OF DRAGONFIRE: IT DEALS 2 DAMAGE TO TARGET CREATURE.** |  | |  | [**VIVIEN'S ARKBOW**](https://magicarena.fandom.com/wiki/Vivien%27s_Arkbow)**Green (2) LEGENDARY ARTIFACT , Tap, DISCARD A CARD: LOOK AT THE TOP X CARDS OF YOUR LIBRARY. YOU MAY PUT A CREATURE CARD WITH CONVERTED MANA COST X OR LESS FROM AMONG THEM ONTO THE BATTLEFIELD. PUT THE REST ON THE BOTTOM OF YOUR LIBRARY IN A RANDOM ORDER.** |  | |  | [**WAND OF VERTEBRAE**](https://magicarena.fandom.com/wiki/Wand_of_Vertebrae)**(1) ARTIFACT Tap: MILL A CARD.**  **, Tap, EXILE WAND OF VERTEBRAE: SHUFFLE UP TO FIVE TARGET CARDS FROM YOUR GRAVEYARD INTO YOUR LIBRARY.** |  | |  | [**WEAPON RACK**](https://magicarena.fandom.com/wiki/Weapon_Rack)**(4) ARTIFACT WEAPON RACK ENTERS THE BATTLEFIELD WITH THREE +1/+1 COUNTERS ON IT.**  **Tap: MOVE A +1/+1 COUNTER FROM WEAPON RACK ONTO TARGET CREATURE. ACTIVATE THIS ABILITY ONLY ANY TIME YOU COULD CAST A SORCERY.** |  | |  | [**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.)** |  | |  | [**WISHCLAW TALISMAN**](https://magicarena.fandom.com/wiki/Wishclaw_Talisman)**Black (2) ARTIFACT WISHCLAW TALISMAN ENTERS THE BATTLEFIELD WITH THREE WISH COUNTERS ON IT.**  **, Tap, REMOVE A WISH COUNTER FROM WISHCLAW TALISMAN: SEARCH YOUR LIBRARY FOR A CARD, PUT IT INTO YOUR HAND, THEN SHUFFLE YOUR LIBRARY. AN OPPONENT GAINS CONTROL OF WISHCLAW TALISMAN. ACTIVATE THIS ABILITY ONLY DURING YOUR TURN.** |  | |  | [**WITCHING WELL**](https://magicarena.fandom.com/wiki/Witching_Well)**Blue (1) ARTIFACT WHEN WITCHING WELL 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.)**  **Blue, SACRIFICE WITCHING WELL: DRAW TWO CARDS.** |  | |  | [**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.** |  | |  | [**WITCH'S OVEN**](https://magicarena.fandom.com/wiki/Witch%27s_Oven)**(1) ARTIFACT Tap, SACRIFICE A CREATURE: CREATE A FOOD TOKEN. IF THE SACRIFICED CREATURE'S TOUGHNESS WAS 4 OR GREATER, CREATE TWO FOOD TOKENS INSTEAD. (THEY'RE ARTIFACTS WITH ", Tap, SACRIFICE THIS ARTIFACT: YOU GAIN 3 LIFE.")** |  | |  | [**WOLFRIDER'S SADDLE**](https://magicarena.fandom.com/wiki/Wolfrider%27s_Saddle)**Green (4) ARTIFACT — EQUIPMENT WHEN WOLFRIDER'S SADDLE ENTERS THE BATTLEFIELD, CREATE A 2/2 GREEN WOLF CREATURE TOKEN, THEN ATTACH WOLFRIDER'S SADDLE TO IT.**  **EQUIPPED CREATURE GETS +1/+1 AND CAN'T BE BLOCKED BY MORE THAN ONE CREATURE. EQUIP  (: ATTACH TO TARGET CREATURE YOU CONTROL. EQUIP ONLY AS A SORCERY.)** |  | |  | [**ZAGOTH CRYSTAL**](https://magicarena.fandom.com/wiki/Zagoth_Crystal)**(3) ARTIFACT Tap: ADD Black, Green, OR Blue.**  **CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  | |

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| |  |  |  | | --- | --- | --- | | **48 COLOR AND CMC MAGIC DECK CARDS** | | | |  | [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. |  | |  | [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. |  | |  | [ARRESTER'S ZEAL](https://magicarena.fandom.com/wiki/Arrester%27s_Zeal) White (1) INSTANT TARGET CREATURE GETS +2/+2 UNTIL END OF TURN.  ADDENDUM — IF YOU CAST THIS SPELL DURING YOUR MAIN PHASE, THAT CREATURE GAINS FLYING UNTIL END OF TURN. |  | |  | [BELOVED PRINCESS](https://magicarena.fandom.com/wiki/Beloved_Princess) White (1) CREATURE — HUMAN NOBLE (1/1) LIFELINK  BELOVED PRINCESS CAN'T BE BLOCKED BY CREATURES WITH POWER 3 OR GREATER. |  | |  | [CHARMED STRAY](https://magicarena.fandom.com/wiki/Charmed_Stray) White (1) CREATURE — CAT (1/1) LIFELINK  WHEN CHARMED STRAY ENTERS THE BATTLEFIELD, PUT A +1/+1 COUNTER ON EACH OTHER CREATURE YOU CONTROL NAMED CHARMED STRAY. |  | |  | [DEAFENING SILENCE](https://magicarena.fandom.com/wiki/Deafening_Silence) White (1) ENCHANTMENT EACH PLAYER CAN'T CAST MORE THAN ONE NONCREATURE SPELL EACH TURN. |  | |  | [DEFIANT STRIKE](https://magicarena.fandom.com/wiki/Defiant_Strike) White (1) INSTANT TARGET CREATURE GETS +1/+0 UNTIL END OF TURN.  DRAW A CARD. |  | |  | [DEMOTION](https://magicarena.fandom.com/wiki/Demotion) White (1) ENCHANTMENT — AURA ENCHANT CREATURE  ENCHANTED CREATURE CAN'T BLOCK, AND ITS ACTIVATED ABILITIES CAN'T BE ACTIVATED. |  | |  | [ELITE ARRESTER](https://magicarena.fandom.com/wiki/Elite_Arrester) White (1) CREATURE — HUMAN SOLDIER (0/3) Blue, Tap: TAP TARGET CREATURE. |  | |  | [FAERIE GUIDEMOTHER](https://magicarena.fandom.com/wiki/Faerie_Guidemother) White (1) CREATURE — FAERIE (1/1) FLYING |  | |  | [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. |  | |  | [FLOURISHING FOX](https://magicarena.fandom.com/wiki/Flourishing_Fox) White (1) CREATURE — FOX (1/1) WHENEVER YOU CYCLE ANOTHER CARD, PUT A +1/+1 COUNTER ON FLOURISHING FOX.  CYCLING  (, DISCARD THIS CARD: DRAW A CARD.) |  | |  | [FLOWER](https://magicarena.fandom.com/wiki/Flower)  (1) SORCERY SEARCH YOUR LIBRARY FOR A BASIC FOREST OR PLAINS CARD, REVEAL IT, PUT IT INTO YOUR HAND, THEN SHUFFLE YOUR LIBRARY. |  | |  | [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. |  | |  | [GIANT KILLER](https://magicarena.fandom.com/wiki/Giant_Killer) White (1) CREATURE — HUMAN PEASANT (1/2) White, Tap: TAP TARGET CREATURE. |  | |  | [GIDEON'S SACRIFICE](https://magicarena.fandom.com/wiki/Gideon%27s_Sacrifice) White (1) INSTANT CHOOSE A CREATURE OR PLANESWALKER YOU CONTROL. ALL DAMAGE THAT WOULD BE DEALT THIS TURN TO YOU AND PERMANENTS YOU CONTROL IS DEALT TO THE CHOSEN PERMANENT INSTEAD (IF IT'S STILL ON THE BATTLEFIELD). |  | |  | [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. |  | |  | [GLARING AEGIS](https://magicarena.fandom.com/wiki/Glaring_Aegis) White (1) ENCHANTMENT — AURA ENCHANT CREATURE  WHEN GLARING AEGIS ENTERS THE BATTLEFIELD, TAP TARGET CREATURE AN OPPONENT CONTROLS. ENCHANTED CREATURE GETS +1/+3. |  | |  | [GODS WILLING](https://magicarena.fandom.com/wiki/Gods_Willing) White (1) INSTANT TARGET CREATURE YOU CONTROL GAINS PROTECTION FROM THE COLOR OF YOUR CHOICE UNTIL END OF TURN. (IT CAN'T BE BLOCKED, TARGETED, DEALT DAMAGE, ENCHANTED, OR EQUIPPED BY ANYTHING OF THAT COLOR.)  SCRY 1. (LOOK AT THE TOP CARD OF YOUR LIBRARY. YOU MAY PUT THAT CARD ON THE BOTTOM OF YOUR LIBRARY.) |  | |  | [HAAZDA MARSHAL](https://magicarena.fandom.com/wiki/Haazda_Marshal) White (1) CREATURE — HUMAN SOLDIER (1/1) WHENEVER HAAZDA MARSHAL AND AT LEAST TWO OTHER CREATURES ATTACK, CREATE A 1/1 WHITE SOLDIER CREATURE TOKEN WITH LIFELINK. |  | |  | [HEALER'S HAWK](https://magicarena.fandom.com/wiki/Healer%27s_Hawk) White (1) CREATURE — BIRD (1/1) FLYING, LIFELINK |  | |  | [HUNTED WITNESS](https://magicarena.fandom.com/wiki/Hunted_Witness) White (1) CREATURE — HUMAN (1/1) WHEN HUNTED WITNESS DIES, CREATE A 1/1 WHITE SOLDIER CREATURE TOKEN WITH LIFELINK. |  | |  | [INTEGRITY](https://magicarena.fandom.com/wiki/Integrity)  (1) INSTANT TARGET CREATURE GETS +2/+2 UNTIL END OF TURN. |  | |  | [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.) |  | |  | [LAW-RUNE ENFORCER](https://magicarena.fandom.com/wiki/Law-Rune_Enforcer) White (1) CREATURE — HUMAN SOLDIER (1/2) , Tap: TAP TARGET CREATURE WITH CONVERTED MANA COST 2 OR GREATER. |  | |  | [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. |  | |  | [LOYAL PEGASUS](https://magicarena.fandom.com/wiki/Loyal_Pegasus) White (1) CREATURE — PEGASUS (2/1) FLYING  LOYAL PEGASUS CAN'T ATTACK OR BLOCK ALONE. |  | |  | [OUTFLANK](https://magicarena.fandom.com/wiki/Outflank) White (1) INSTANT OUTFLANK DEALS DAMAGE TO TARGET ATTACKING OR BLOCKING CREATURE EQUAL TO THE NUMBER OF CREATURES YOU CONTROL. |  | |  | [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. |  | |  | [RESOLUTE WATCHDOG](https://magicarena.fandom.com/wiki/Resolute_Watchdog) White (1) CREATURE — DOG (1/3) DEFENDER  , SACRIFICE RESOLUTE WATCHDOG: TARGET CREATURE YOU CONTROL GAINS INDESTRUCTIBLE UNTIL END OF TURN. (DAMAGE AND EFFECTS THAT SAY "DESTROY" DON'T DESTROY IT.) |  | |  | [RIGHTEOUS BLOW](https://magicarena.fandom.com/wiki/Righteous_Blow) White (1) INSTANT RIGHTEOUS BLOW DEALS 2 DAMAGE TO TARGET ATTACKING OR BLOCKING CREATURE. |  | |  | [RIGHTEOUSNESS](https://magicarena.fandom.com/wiki/Righteousness) White (1) INSTANT TARGET BLOCKING CREATURE GETS +7/+7 UNTIL END OF TURN. |  | |  | [SANCTUARY CAT](https://magicarena.fandom.com/wiki/Sanctuary_Cat) White (1) CREATURE — CAT (1/2) |  | |  | [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. |  | |  | [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.) |  | |  | [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.) |  | |  | [SKY TETHER](https://magicarena.fandom.com/wiki/Sky_Tether) White (1) ENCHANTMENT — AURA ENCHANT CREATURE  ENCHANTED CREATURE HAS DEFENDER AND LOSES FLYING. |  | |  | [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. |  | |  | [SOULMENDER](https://magicarena.fandom.com/wiki/Soulmender) White (1) CREATURE — HUMAN CLERIC (1/1) Tap: YOU GAIN 1 LIFE. |  | |  | [SPEAKER OF THE HEAVENS](https://magicarena.fandom.com/wiki/Speaker_of_the_Heavens) White (1) CREATURE — HUMAN CLERIC (1/1) VIGILANCE, LIFELINK  Tap: CREATE A 4/4 WHITE ANGEL CREATURE TOKEN WITH FLYING. ACTIVATE THIS ABILITY ONLY IF YOU HAVE AT LEAST 7 LIFE MORE THAN YOUR STARTING LIFE TOTAL AND ONLY ANY TIME YOU COULD CAST A SORCERY. |  | |  | [STAUNCH SHIELDMATE](https://magicarena.fandom.com/wiki/Staunch_Shieldmate) White (1) CREATURE — DWARF SOLDIER (1/3) |  | |  | [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. |  | |  | [TACTICAL ADVANTAGE](https://magicarena.fandom.com/wiki/Tactical_Advantage) White (1) INSTANT TARGET BLOCKING OR BLOCKED CREATURE YOU CONTROL GETS +2/+2 UNTIL END OF TURN. |  | |  | [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. |  | |  | [TWILIGHT PANTHER](https://magicarena.fandom.com/wiki/Twilight_Panther) White (1) CREATURE — CAT SPIRIT (1/2) Black: TWILIGHT PANTHER GAINS DEATHTOUCH UNTIL END OF TURN. |  | |  | [USHER TO SAFETY](https://magicarena.fandom.com/wiki/Usher_to_Safety) White (1) INSTANT — ADVENTURE RETURN TARGET PERMANENT YOU CONTROL TO ITS OWNER'S HAND. (THEN EXILE THIS CARD. YOU MAY CAST THE CREATURE LATER FROM EXILE.) |  | |  | [VENERABLE KNIGHT](https://magicarena.fandom.com/wiki/Venerable_Knight) White (1) CREATURE — HUMAN KNIGHT (2/1) WHEN VENERABLE KNIGHT DIES, PUT A +1/+1 COUNTER ON TARGET KNIGHT YOU CONTROL. |  | |  | [YOKED OX](https://magicarena.fandom.com/wiki/Yoked_Ox) White (1) CREATURE — OX (0/4) |  | |

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| |  |  |  | | --- | --- | --- | | **248 HISTORIC CATEGORIES MAGIC DECK CARDS** | | | |  | [AESTHIR GLIDER](https://magicarena.fandom.com/wiki/Aesthir_Glider)  (3) ARTIFACT CREATURE — BIRD CONSTRUCT (2/1) FLYING  AESTHIR GLIDER CAN'T BLOCK. |  | |  | [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. |  | |  | [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. |  | |  | [ALLOY MYR](https://magicarena.fandom.com/wiki/Alloy_Myr)  (3) ARTIFACT CREATURE — MYR (2/2) Tap: ADD ONE MANA OF ANY COLOR. |  | |  | [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. |  | |  | [AMARANTHINE WALL](https://magicarena.fandom.com/wiki/Amaranthine_Wall)  (4) ARTIFACT CREATURE — WALL (0/6) DEFENDER  : AMARANTHINE WALL GAINS INDESTRUCTIBLE UNTIL END OF TURN. (DAMAGE AND EFFECTS THAT SAY "DESTROY" DON'T DESTROY IT.) |  | |  | [AMULET OF SAFEKEEPING](https://magicarena.fandom.com/wiki/Amulet_of_Safekeeping)  (2) ARTIFACT WHENEVER YOU BECOME THE TARGET OF A SPELL OR ABILITY AN OPPONENT CONTROLS, COUNTER THAT SPELL OR ABILITY UNLESS ITS CONTROLLER PAYS .  CREATURE TOKENS GET -1/-0. |  | |  | [ANCESTRAL BLADE](https://magicarena.fandom.com/wiki/Ancestral_Blade) White (2) ARTIFACT — EQUIPMENT WHEN ANCESTRAL BLADE ENTERS THE BATTLEFIELD, CREATE A 1/1 WHITE SOLDIER CREATURE TOKEN, THEN ATTACH ANCESTRAL BLADE TO IT.  EQUIPPED CREATURE GETS +1/+1. EQUIP  (: ATTACH TO TARGET CREATURE YOU CONTROL. EQUIP ONLY AS A SORCERY.) |  | |  | [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. |  | |  | [ANVILWROUGHT RAPTOR](https://magicarena.fandom.com/wiki/Anvilwrought_Raptor)  (4) ARTIFACT CREATURE — BIRD (2/1) FLYING  FIRST STRIKE (THIS CREATURE DEALS COMBAT DAMAGE BEFORE CREATURES WITHOUT FIRST STRIKE.) |  | |  | [ARCANE ENCYCLOPEDIA](https://magicarena.fandom.com/wiki/Arcane_Encyclopedia)  (3) ARTIFACT , Tap: DRAW A CARD. |  | |  | [ARCANE SIGNET](https://magicarena.fandom.com/wiki/Arcane_Signet)  (2) ARTIFACT Tap: ADD ONE MANA OF ANY COLOR IN YOUR COMMANDER'S COLOR IDENTITY. |  | |  | [ARCANIST'S OWL](https://magicarena.fandom.com/wiki/Arcanist%27s_Owl)  (4) ARTIFACT CREATURE — BIRD (3/3) FLYING  WHEN ARCANIST'S OWL ENTERS THE BATTLEFIELD, LOOK AT THE TOP FOUR CARDS OF YOUR LIBRARY. YOU MAY REVEAL AN ARTIFACT OR ENCHANTMENT CARD FROM AMONG THEM AND PUT IT INTO YOUR HAND. PUT THE REST ON THE BOTTOM OF YOUR LIBRARY IN A RANDOM ORDER. |  | |  | [AWAKENED AMALGAM](https://magicarena.fandom.com/wiki/Awakened_Amalgam)  (4) ARTIFACT CREATURE — GOLEM (\*/\*) AWAKENED AMALGAM'S POWER AND TOUGHNESS ARE EACH EQUAL TO THE NUMBER OF DIFFERENTLY NAMED LANDS YOU CONTROL. |  | |  | [AZORIUS LOCKET](https://magicarena.fandom.com/wiki/Azorius_Locket)  (3) ARTIFACT Tap: ADD White OR Blue.  , Tap, SACRIFICE AZORIUS LOCKET: DRAW TWO CARDS. |  | |  | [AZOR'S GATEWAY](https://magicarena.fandom.com/wiki/Azor%27s_Gateway)  (2) LEGENDARY ARTIFACT , Tap: DRAW A CARD, THEN EXILE A CARD FROM YOUR HAND. IF CARDS WITH FIVE OR MORE DIFFERENT CONVERTED MANA COSTS ARE EXILED WITH AZOR'S GATEWAY, YOU GAIN 5 LIFE, UNTAP AZOR'S GATEWAY, AND TRANSFORM IT. |  | |  | [BAG OF HOLDING](https://magicarena.fandom.com/wiki/Bag_of_Holding)  (1) ARTIFACT WHENEVER YOU DISCARD A CARD, EXILE THAT CARD FROM YOUR GRAVEYARD.  , Tap: DRAW A CARD, THEN DISCARD A CARD. , Tap, SACRIFICE BAG OF HOLDING: RETURN ALL CARDS EXILED WITH BAG OF HOLDING TO THEIR OWNER'S HAND. |  | |  | [BLACKBLADE REFORGED](https://magicarena.fandom.com/wiki/Blackblade_Reforged)  (2) LEGENDARY ARTIFACT — EQUIPMENT EQUIPPED CREATURE GETS +1/+1 FOR EACH LAND YOU CONTROL.  EQUIP LEGENDARY CREATURE  EQUIP |  | |  | [BLOODSOAKED ALTAR](https://magicarena.fandom.com/wiki/Bloodsoaked_Altar) BlackBlack (6) ARTIFACT Tap, PAY 2 LIFE, DISCARD A CARD, SACRIFICE A CREATURE: CREATE A 5/5 BLACK DEMON CREATURE TOKEN WITH FLYING. ACTIVATE THIS ABILITY ONLY ANY TIME YOU COULD CAST A SORCERY. |  | |  | [BLOODTALLOW CANDLE](https://magicarena.fandom.com/wiki/Bloodtallow_Candle)  (1) ARTIFACT , Tap, SACRIFICE BLOODTALLOW CANDLE: TARGET CREATURE GETS -5/-5 UNTIL END OF TURN. |  | |  | [BOLAS'S CITADEL](https://magicarena.fandom.com/wiki/Bolas%27s_Citadel) BlackBlackBlack (6) LEGENDARY ARTIFACT YOU MAY LOOK AT THE TOP CARD OF YOUR LIBRARY ANY TIME.  YOU MAY PLAY LANDS AND CAST SPELLS FROM THE TOP OF YOUR LIBRARY. IF YOU CAST A SPELL THIS WAY, PAY LIFE EQUAL TO ITS CONVERTED MANA COST RATHER THAN PAY ITS MANA COST. Tap, SACRIFICE TEN NONLAND PERMANENTS: EACH OPPONENT LOSES 10 LIFE. |  | |  | [BOROS LOCKET](https://magicarena.fandom.com/wiki/Boros_Locket)  (3) ARTIFACT Tap: ADD Red OR White.  , Tap, SACRIFICE BOROS LOCKET: DRAW TWO CARDS. |  | |  | [BRIMSTONE TREBUCHET](https://magicarena.fandom.com/wiki/Brimstone_Trebuchet) Red (3) ARTIFACT CREATURE — WALL (1/3) DEFENDER, REACH  Tap: BRIMSTONE TREBUCHET DEALS 1 DAMAGE TO EACH OPPONENT. WHENEVER A KNIGHT ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, UNTAP BRIMSTONE TREBUCHET. |  | |  | [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.) |  | |  | [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. |  | |  | [CAPTAIN'S HOOK](https://magicarena.fandom.com/wiki/Captain%27s_Hook)  (3) ARTIFACT — EQUIPMENT EQUIPPED CREATURE GETS +2/+0, HAS MENACE, AND IS A PIRATE IN ADDITION TO ITS OTHER CREATURE TYPES.  WHENEVER CAPTAIN'S HOOK BECOMES UNATTACHED FROM A PERMANENT, DESTROY THAT PERMANENT. EQUIP |  | |  | [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. |  | |  | [CHANDRA'S REGULATOR](https://magicarena.fandom.com/wiki/Chandra%27s_Regulator) Red (2) LEGENDARY ARTIFACT WHENEVER YOU ACTIVATE A LOYALTY ABILITY OF A CHANDRA PLANESWALKER, YOU MAY PAY . IF YOU DO, COPY THAT ABILITY. YOU MAY CHOOSE NEW TARGETS FOR THE COPY.  , Tap, DISCARD A MOUNTAIN CARD OR A RED CARD: DRAW A CARD. |  | |  | [CHAOS WAND](https://magicarena.fandom.com/wiki/Chaos_Wand)  (3) ARTIFACT , Tap: TARGET OPPONENT EXILES CARDS FROM THE TOP OF THEIR LIBRARY UNTIL THEY EXILE AN INSTANT OR SORCERY 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 THAT LIBRARY IN A RANDOM ORDER. |  | |  | [CHROMATIC LANTERN](https://magicarena.fandom.com/wiki/Chromatic_Lantern)  (3) ARTIFACT LANDS YOU CONTROL HAVE "Tap: ADD ONE MANA OF ANY COLOR."  Tap: ADD ONE MANA OF ANY COLOR. |  | |  | [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. |  | |  | [CHROMATIC SPHERE](https://magicarena.fandom.com/wiki/Chromatic_Sphere)  (1) ARTIFACT , Tap, SACRIFICE CHROMATIC SPHERE: ADD ONE MANA OF ANY COLOR. DRAW A CARD. |  | |  | [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. |  | |  | [CLOCKWORK SERVANT](https://magicarena.fandom.com/wiki/Clockwork_Servant)  (3) ARTIFACT CREATURE — GNOME (2/3) ADAMANT — WHEN CLOCKWORK SERVANT ENTERS THE BATTLEFIELD, IF AT LEAST THREE MANA OF THE SAME COLOR WAS SPENT TO CAST IT, DRAW A CARD. |  | |  | [COBBLED WINGS](https://magicarena.fandom.com/wiki/Cobbled_Wings)  (2) ARTIFACT — EQUIPMENT EQUIPPED CREATURE HAS FLYING.  EQUIP  (: ATTACH TO TARGET CREATURE YOU CONTROL. EQUIP ONLY AS A SORCERY.) |  | |  | [COLOSSUS HAMMER](https://magicarena.fandom.com/wiki/Colossus_Hammer)  (1) ARTIFACT — EQUIPMENT EQUIPPED CREATURE GETS +10/+10 AND LOSES FLYING.  EQUIP  (: ATTACH TO TARGET CREATURE YOU CONTROL. EQUIP ONLY AS A SORCERY.) |  | |  | [CONQUEROR'S GALLEON](https://magicarena.fandom.com/wiki/Conqueror%27s_Galleon)  (4) ARTIFACT — VEHICLE (2/10) WHEN CONQUEROR'S GALLEON ATTACKS, EXILE IT AT END OF COMBAT, THEN RETURN IT TO THE BATTLEFIELD TRANSFORMED UNDER YOUR CONTROL.  CREW 4 (TAP ANY NUMBER OF CREATURES YOU CONTROL WITH TOTAL POWER 4 OR MORE: THIS VEHICLE BECOMES AN ARTIFACT CREATURE UNTIL END OF TURN.) |  | |  | [CORRIDOR MONITOR](https://magicarena.fandom.com/wiki/Corridor_Monitor) Blue (2) ARTIFACT CREATURE — CONSTRUCT (1/4) WHEN CORRIDOR MONITOR ENTERS THE BATTLEFIELD, UNTAP TARGET ARTIFACT OR CREATURE YOU CONTROL. |  | |  | [CRASHING DRAWBRIDGE](https://magicarena.fandom.com/wiki/Crashing_Drawbridge)  (2) ARTIFACT CREATURE — WALL (0/4) DEFENDER  Tap: CREATURES YOU CONTROL GAIN HASTE UNTIL END OF TURN. |  | |  | [CRUCIBLE OF WORLDS](https://magicarena.fandom.com/wiki/Crucible_of_Worlds)  (3) ARTIFACT YOU MAY PLAY LANDS FROM YOUR GRAVEYARD. |  | |  | [CRYSTAL SLIPPER](https://magicarena.fandom.com/wiki/Crystal_Slipper) Red (2) ARTIFACT — EQUIPMENT EQUIPPED CREATURE GETS +1/+0 AND HAS HASTE.  EQUIP  (: ATTACH TO TARGET CREATURE YOU CONTROL. EQUIP ONLY AS A SORCERY.) |  | |  | [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. |  | |  | [DAMPING SPHERE](https://magicarena.fandom.com/wiki/Damping_Sphere)  (2) ARTIFACT IF A LAND IS TAPPED FOR TWO OR MORE MANA, IT PRODUCES  INSTEAD OF ANY OTHER TYPE AND AMOUNT.  EACH SPELL A PLAYER CASTS COSTS  MORE TO CAST FOR EACH OTHER SPELL THAT PLAYER HAS CAST THIS TURN. |  | |  | [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. |  | |  | [DESECRATED TOMB](https://magicarena.fandom.com/wiki/Desecrated_Tomb)  (3) ARTIFACT WHENEVER ONE OR MORE CREATURE CARDS LEAVE YOUR GRAVEYARD, CREATE A 1/1 BLACK BAT CREATURE TOKEN WITH FLYING. |  | |  | [DIAMOND KNIGHT](https://magicarena.fandom.com/wiki/Diamond_Knight)  (3) ARTIFACT CREATURE — KNIGHT (1/1) VIGILANCE (ATTACKING DOESN'T CAUSE THIS CREATURE TO TAP.)  AS DIAMOND KNIGHT ENTERS THE BATTLEFIELD, CHOOSE A COLOR. WHENEVER YOU CAST A SPELL OF THE CHOSEN COLOR, PUT A +1/+1 COUNTER ON DIAMOND KNIGHT. |  | |  | [DIAMOND MARE](https://magicarena.fandom.com/wiki/Diamond_Mare)  (2) ARTIFACT CREATURE — HORSE (1/3) AS DIAMOND MARE ENTERS THE BATTLEFIELD, CHOOSE A COLOR.  WHENEVER YOU CAST A SPELL OF THE CHOSEN COLOR, YOU GAIN 1 LIFE. |  | |  | [DIMIR LOCKET](https://magicarena.fandom.com/wiki/Dimir_Locket)  (3) ARTIFACT Tap: ADD Blue OR Black.  , Tap, SACRIFICE DIMIR LOCKET: DRAW TWO CARDS. |  | |  | [DIVINER'S LOCKBOX](https://magicarena.fandom.com/wiki/Diviner%27s_Lockbox)  (4) ARTIFACT , Tap: CHOOSE A CARD NAME, THEN REVEAL THE TOP CARD OF YOUR LIBRARY. IF THAT CARD HAS THE CHOSEN NAME, SACRIFICE DIVINER'S LOCKBOX AND DRAW THREE CARDS. ACTIVATE THIS ABILITY ONLY ANY TIME YOU COULD CAST A SORCERY. |  | |  | [DOVIN'S AUTOMATON](https://magicarena.fandom.com/wiki/Dovin%27s_Automaton)  (4) ARTIFACT CREATURE — HOMUNCULUS (3/3) AS LONG AS YOU CONTROL A DOVIN PLANESWALKER, DOVIN'S AUTOMATON GETS +2/+2 AND HAS VIGILANCE. (ATTACKING DOESN'T CAUSE IT TO TAP.) |  | |  | [DOWSING DAGGER](https://magicarena.fandom.com/wiki/Dowsing_Dagger)  (2) ARTIFACT — EQUIPMENT WHEN DOWSING DAGGER ENTERS THE BATTLEFIELD, TARGET OPPONENT CREATES TWO 0/2 GREEN PLANT CREATURE TOKENS WITH DEFENDER.  EQUIPPED CREATURE GETS +2/+1. WHENEVER EQUIPPED CREATURE DEALS COMBAT DAMAGE TO A PLAYER, YOU MAY TRANSFORM DOWSING DAGGER. EQUIP |  | |  | [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. |  | |  | [DRAGON'S HOARD](https://magicarena.fandom.com/wiki/Dragon%27s_Hoard)  (3) ARTIFACT WHENEVER A DRAGON ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, PUT A GOLD COUNTER ON DRAGON'S HOARD.  Tap, REMOVE A GOLD COUNTER FROM DRAGON'S HOARD: DRAW A CARD. Tap: ADD ONE MANA OF ANY COLOR. |  | |  | [DREAMSTONE HEDRON](https://magicarena.fandom.com/wiki/Dreamstone_Hedron)  (6) ARTIFACT Tap: ADD .  , Tap, SACRIFICE DREAMSTONE HEDRON: DRAW THREE CARDS. |  | |  | [DUSK LEGION DREADNOUGHT](https://magicarena.fandom.com/wiki/Dusk_Legion_Dreadnought)  (5) ARTIFACT — VEHICLE (4/6) VIGILANCE  CREW 2 (TAP ANY NUMBER OF CREATURES YOU CONTROL WITH TOTAL POWER 2 OR MORE: THIS VEHICLE BECOMES AN ARTIFACT CREATURE UNTIL END OF TURN.) |  | |  | [ELABORATE FIRECANNON](https://magicarena.fandom.com/wiki/Elaborate_Firecannon)  (2) ARTIFACT ELABORATE FIRECANNON DOESN'T UNTAP DURING YOUR UNTAP STEP.  , Tap: ELABORATE FIRECANNON DEALS 2 DAMAGE TO ANY TARGET. AT THE BEGINNING OF YOUR UPKEEP, YOU MAY DISCARD A CARD. IF YOU DO, UNTAP ELABORATE FIRECANNON. |  | |  | [EMBERCLEAVE](https://magicarena.fandom.com/wiki/Embercleave) RedRed (6) LEGENDARY ARTIFACT — EQUIPMENT FLASH  THIS SPELL COSTS  LESS TO CAST FOR EACH ATTACKING CREATURE YOU CONTROL. WHEN EMBERCLEAVE ENTERS THE BATTLEFIELD, ATTACH IT TO TARGET CREATURE YOU CONTROL. EQUIPPED CREATURE GETS +1/+1 AND HAS DOUBLE STRIKE AND TRAMPLE. EQUIP |  | |  | [ENCHANTED CARRIAGE](https://magicarena.fandom.com/wiki/Enchanted_Carriage)  (5) ARTIFACT — VEHICLE (4/4) WHEN ENCHANTED CARRIAGE ENTERS THE BATTLEFIELD, CREATE TWO 1/1 WHITE MOUSE CREATURE TOKENS.  CREW 2 (TAP ANY NUMBER OF CREATURES YOU CONTROL WITH TOTAL POWER 2 OR MORE: THIS VEHICLE BECOMES AN ARTIFACT CREATURE UNTIL END OF TURN.) |  | |  | [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. |  | |  | [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. |  | |  | [EXPLOSIVE APPARATUS](https://magicarena.fandom.com/wiki/Explosive_Apparatus)  (1) ARTIFACT , Tap, SACRIFICE EXPLOSIVE APPARATUS: IT DEALS 2 DAMAGE TO ANY TARGET. |  | |  | [FELL FLAGSHIP](https://magicarena.fandom.com/wiki/Fell_Flagship)  (3) ARTIFACT — VEHICLE (3/3) PIRATES YOU CONTROL GET +1/+0.  WHENEVER FELL FLAGSHIP DEALS COMBAT DAMAGE TO A PLAYER, THAT PLAYER DISCARDS A CARD. CREW 3 (TAP ANY NUMBER OF CREATURES YOU CONTROL WITH TOTAL POWER 3 OR MORE: THIS VEHICLE BECOMES AN ARTIFACT CREATURE UNTIL END OF TURN.) |  | |  | [FIELD CREEPER](https://magicarena.fandom.com/wiki/Field_Creeper)  (2) ARTIFACT CREATURE — SCARECROW (2/1) |  | |  | [FIREMIND VESSEL](https://magicarena.fandom.com/wiki/Firemind_Vessel)  (4) ARTIFACT FIREMIND VESSEL ENTERS THE BATTLEFIELD TAPPED.  Tap: ADD TWO MANA OF DIFFERENT COLORS. |  | |  | [FOLIO OF FANCIES](https://magicarena.fandom.com/wiki/Folio_of_Fancies) Blue (2) ARTIFACT PLAYERS HAVE NO MAXIMUM HAND SIZE.  , Tap: EACH PLAYER DRAWS X CARDS. Blue, Tap: EACH OPPONENT MILLS CARDS EQUAL TO THE NUMBER OF CARDS IN THEIR HAND. |  | |  | [FOREBEAR'S BLADE](https://magicarena.fandom.com/wiki/Forebear%27s_Blade)  (3) ARTIFACT — EQUIPMENT EQUIPPED CREATURE GETS +3/+0 AND HAS VIGILANCE AND TRAMPLE.  WHENEVER EQUIPPED CREATURE DIES, ATTACH FOREBEAR'S BLADE TO TARGET CREATURE YOU CONTROL. EQUIP |  | |  | [FORGOTTEN SENTINEL](https://magicarena.fandom.com/wiki/Forgotten_Sentinel)  (4) ARTIFACT CREATURE — GOLEM (4/3) FORGOTTEN SENTINEL ENTERS THE BATTLEFIELD TAPPED. |  | |  | [FOUNTAIN OF RENEWAL](https://magicarena.fandom.com/wiki/Fountain_of_Renewal)  (1) ARTIFACT AT THE BEGINNING OF YOUR UPKEEP, YOU GAIN 1 LIFE.  , SACRIFICE FOUNTAIN OF RENEWAL: DRAW A CARD. |  | |  | [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. |  | |  | [GATE COLOSSUS](https://magicarena.fandom.com/wiki/Gate_Colossus)  (8) ARTIFACT CREATURE — CONSTRUCT (8/8) THIS SPELL COSTS  LESS TO CAST FOR EACH GATE YOU CONTROL.  GATE COLOSSUS CAN'T BE BLOCKED BY CREATURES WITH POWER 2 OR LESS. WHENEVER A GATE ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, YOU MAY PUT GATE COLOSSUS FROM YOUR GRAVEYARD ON TOP OF YOUR LIBRARY. |  | |  | [GATEKEEPER GARGOYLE](https://magicarena.fandom.com/wiki/Gatekeeper_Gargoyle)  (6) ARTIFACT CREATURE — GARGOYLE (3/3) FLYING  GATEKEEPER GARGOYLE ENTERS THE BATTLEFIELD WITH A +1/+1 COUNTER ON IT FOR EACH GATE YOU CONTROL. |  | |  | [GEARSMITH GUARDIAN](https://magicarena.fandom.com/wiki/Gearsmith_Guardian)  (5) ARTIFACT CREATURE — CONSTRUCT (3/5) GEARSMITH GUARDIAN GETS +2/+0 AS LONG AS YOU CONTROL A BLUE CREATURE. |  | |  | [GIANT'S SKEWER](https://magicarena.fandom.com/wiki/Giant%27s_Skewer) Black (2) ARTIFACT — EQUIPMENT EQUIPPED CREATURE GETS +2/+1.  WHENEVER EQUIPPED CREATURE DEALS COMBAT DAMAGE TO A CREATURE, CREATE A FOOD TOKEN. (IT'S AN ARTIFACT WITH ", Tap, SACRIFICE THIS ARTIFACT: YOU GAIN 3 LIFE.") EQUIP  (: ATTACH TO TARGET CREATURE YOU CONTROL. EQUIP ONLY AS A SORCERY.) |  | |  | [GILDED LOTUS](https://magicarena.fandom.com/wiki/Gilded_Lotus)  (5) ARTIFACT Tap: ADD THREE MANA OF ANY ONE COLOR. |  | |  | [GILDED SENTINEL](https://magicarena.fandom.com/wiki/Gilded_Sentinel)  (4) ARTIFACT CREATURE — GOLEM (3/3) |  | |  | [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. |  | |  | [GLAIVE OF THE GUILDPACT](https://magicarena.fandom.com/wiki/Glaive_of_the_Guildpact)  (2) ARTIFACT — EQUIPMENT EQUIPPED CREATURE GETS +1/+0 FOR EACH GATE YOU CONTROL AND HAS VIGILANCE AND MENACE. (A CREATURE WITH MENACE CAN'T BE BLOCKED EXCEPT BY TWO OR MORE CREATURES.)  EQUIP  (: ATTACH TO TARGET CREATURE YOU CONTROL. EQUIP ONLY AS A SORCERY.) |  | |  | [GLASS CASKET](https://magicarena.fandom.com/wiki/Glass_Casket) White (2) ARTIFACT WHEN GLASS CASKET ENTERS THE BATTLEFIELD, EXILE TARGET CREATURE AN OPPONENT CONTROLS WITH CONVERTED MANA COST 3 OR LESS UNTIL GLASS CASKET LEAVES THE BATTLEFIELD. |  | |  | [GLASS OF THE GUILDPACT](https://magicarena.fandom.com/wiki/Glass_of_the_Guildpact)  (2) ARTIFACT MULTICOLORED CREATURES YOU CONTROL GET +1/+1. |  | |  | [GLEAMING BARRIER](https://magicarena.fandom.com/wiki/Gleaming_Barrier)  (2) ARTIFACT CREATURE — WALL (0/4) DEFENDER  WHEN GLEAMING BARRIER DIES, CREATE A TREASURE TOKEN. (IT'S AN ARTIFACT WITH "Tap, SACRIFICE THIS ARTIFACT: ADD ONE MANA OF ANY COLOR.") |  | |  | [GOD-PHARAOH'S STATUE](https://magicarena.fandom.com/wiki/God-Pharaoh%27s_Statue)  (6) LEGENDARY ARTIFACT SPELLS YOUR OPPONENTS CAST COST  MORE TO CAST.  AT THE BEGINNING OF YOUR END STEP, EACH OPPONENT LOSES 1 LIFE. |  | |  | [GOLDEN EGG](https://magicarena.fandom.com/wiki/Golden_Egg)  (2) ARTIFACT — FOOD WHEN GOLDEN EGG ENTERS THE BATTLEFIELD, DRAW A CARD.  , Tap, SACRIFICE GOLDEN EGG: ADD ONE MANA OF ANY COLOR. , Tap, SACRIFICE GOLDEN EGG: YOU GAIN 3 LIFE. |  | |  | [GOLDEN GUARDIAN](https://magicarena.fandom.com/wiki/Golden_Guardian)  (4) ARTIFACT CREATURE — GOLEM (4/4) DEFENDER  : GOLDEN GUARDIAN FIGHTS ANOTHER TARGET CREATURE YOU CONTROL. WHEN GOLDEN GUARDIAN DIES THIS TURN, RETURN IT TO THE BATTLEFIELD TRANSFORMED UNDER YOUR CONTROL. |  | |  | [GOLGARI LOCKET](https://magicarena.fandom.com/wiki/Golgari_Locket)  (3) ARTIFACT Tap: ADD Black OR Green.  , Tap, SACRIFICE GOLGARI LOCKET: DRAW TWO CARDS. |  | |  | [GOLOS, TIRELESS PILGRIM](https://magicarena.fandom.com/wiki/Golos,_Tireless_Pilgrim)  (5) LEGENDARY ARTIFACT CREATURE — SCOUT (3/5) WHEN GOLOS, TIRELESS PILGRIM ENTERS THE BATTLEFIELD, YOU MAY SEARCH YOUR LIBRARY FOR A LAND CARD, PUT THAT CARD ONTO THE BATTLEFIELD TAPPED, THEN SHUFFLE YOUR LIBRARY.  WhiteBlueBlackRedGreen: EXILE THE TOP THREE CARDS OF YOUR LIBRARY. YOU MAY PLAY THEM THIS TURN WITHOUT PAYING THEIR MANA COSTS. |  | |  | [GRAFDIGGER'S CAGE](https://magicarena.fandom.com/wiki/Grafdigger%27s_Cage)  (1) ARTIFACT CREATURE CARDS IN GRAVEYARDS AND LIBRARIES CAN'T ENTER THE BATTLEFIELD.  PLAYERS CAN'T CAST SPELLS FROM GRAVEYARDS OR LIBRARIES. |  | |  | [GRUUL LOCKET](https://magicarena.fandom.com/wiki/Gruul_Locket)  (3) ARTIFACT Tap: ADD Red OR Green.  , Tap, SACRIFICE GRUUL LOCKET: DRAW TWO CARDS. |  | |  | [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. |  | |  | [GUARDIANS OF KOILOS](https://magicarena.fandom.com/wiki/Guardians_of_Koilos)  (5) ARTIFACT CREATURE — CONSTRUCT (4/4) WHEN GUARDIANS OF KOILOS ENTERS THE BATTLEFIELD, YOU MAY RETURN ANOTHER TARGET HISTORIC PERMANENT YOU CONTROL TO ITS OWNER'S HAND. (ARTIFACTS, LEGENDARIES, AND SAGAS ARE HISTORIC.) |  | |  | [GUILD GLOBE](https://magicarena.fandom.com/wiki/Guild_Globe)  (2) ARTIFACT WHEN GUILD GLOBE ENTERS THE BATTLEFIELD, DRAW A CARD.  , Tap, SACRIFICE GUILD GLOBE: ADD TWO MANA OF DIFFERENT COLORS. |  | |  | [HEART-PIERCER BOW](https://magicarena.fandom.com/wiki/Heart-Piercer_Bow)  (2) ARTIFACT — EQUIPMENT WHENEVER EQUIPPED CREATURE ATTACKS, HEART-PIERCER BOW DEALS 1 DAMAGE TO TARGET CREATURE DEFENDING PLAYER CONTROLS.  EQUIP  (: ATTACH TO TARGET CREATURE YOU CONTROL. EQUIP ONLY AS A SORCERY.) |  | |  | [HEDRON ARCHIVE](https://magicarena.fandom.com/wiki/Hedron_Archive)  (4) ARTIFACT Tap: ADD .  , Tap, SACRIFICE HEDRON ARCHIVE: DRAW TWO CARDS. |  | |  | [HELM OF THE HOST](https://magicarena.fandom.com/wiki/Helm_of_the_Host)  (4) LEGENDARY ARTIFACT — EQUIPMENT AT THE BEGINNING OF COMBAT ON YOUR TURN, CREATE A TOKEN THAT'S A COPY OF EQUIPPED CREATURE, EXCEPT THE TOKEN ISN'T LEGENDARY IF EQUIPPED CREATURE IS LEGENDARY. THAT TOKEN GAINS HASTE.  EQUIP |  | |  | [HENGE WALKER](https://magicarena.fandom.com/wiki/Henge_Walker)  (3) ARTIFACT CREATURE — GOLEM (2/2) ADAMANT — IF AT LEAST THREE MANA OF THE SAME COLOR WAS SPENT TO CAST THIS SPELL, HENGE WALKER ENTERS THE BATTLEFIELD WITH A +1/+1 COUNTER ON IT. |  | |  | [HERALDIC BANNER](https://magicarena.fandom.com/wiki/Heraldic_Banner)  (3) ARTIFACT AS HERALDIC BANNER ENTERS THE BATTLEFIELD, CHOOSE A COLOR.  CREATURES YOU CONTROL OF THE CHOSEN COLOR GET +1/+0. Tap: ADD ONE MANA OF THE CHOSEN COLOR. |  | |  | [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. |  | |  | [HIEROPHANT'S CHALICE](https://magicarena.fandom.com/wiki/Hierophant%27s_Chalice)  (3) ARTIFACT WHEN HIEROPHANT'S CHALICE ENTERS THE BATTLEFIELD, TARGET OPPONENT LOSES 1 LIFE AND YOU GAIN 1 LIFE.  Tap: ADD . |  | |  | [HOWLING GOLEM](https://magicarena.fandom.com/wiki/Howling_Golem)  (3) ARTIFACT CREATURE — GOLEM (2/3) WHENEVER HOWLING GOLEM ATTACKS OR BLOCKS, EACH PLAYER DRAWS A CARD. |  | |  | [ICON OF ANCESTRY](https://magicarena.fandom.com/wiki/Icon_of_Ancestry)  (3) ARTIFACT AS ICON OF ANCESTRY ENTERS THE BATTLEFIELD, CHOOSE A CREATURE TYPE.  CREATURES YOU CONTROL OF THE CHOSEN TYPE GET +1/+1. , Tap: LOOK AT THE TOP THREE CARDS OF YOUR LIBRARY. YOU MAY REVEAL A CREATURE CARD OF THE CHOSEN TYPE FROM AMONG THEM AND PUT IT INTO YOUR HAND. PUT THE REST ON THE BOTTOM OF YOUR LIBRARY IN A RANDOM ORDER. |  | |  | [ICY MANIPULATOR](https://magicarena.fandom.com/wiki/Icy_Manipulator)  (4) ARTIFACT , Tap: TAP TARGET ARTIFACT, CREATURE, OR LAND. |  | |  | [IDOL OF ENDURANCE](https://magicarena.fandom.com/wiki/Idol_of_Endurance) White (3) ARTIFACT WHEN IDOL OF ENDURANCE ENTERS THE BATTLEFIELD, EXILE ALL CREATURE CARDS WITH CONVERTED MANA COST 3 OR LESS FROM YOUR GRAVEYARD UNTIL IDOL OF ENDURANCE LEAVES THE BATTLEFIELD.  White, Tap: UNTIL END OF TURN, YOU MAY CAST A CREATURE SPELL FROM AMONG THE CARDS EXILED WITH IDOL OF ENDURANCE WITHOUT PAYING ITS MANA COST. |  | |  | [INDATHA CRYSTAL](https://magicarena.fandom.com/wiki/Indatha_Crystal)  (3) ARTIFACT Tap: ADD White, Black, OR Green.  CYCLING  (, DISCARD THIS CARD: DRAW A CARD.) |  | |  | [INQUISITIVE PUPPET](https://magicarena.fandom.com/wiki/Inquisitive_Puppet)  (1) ARTIFACT CREATURE — CONSTRUCT (0/2) WHEN INQUISITIVE PUPPET ENTERS THE BATTLEFIELD, SCRY 1.  EXILE INQUISITIVE PUPPET: CREATE A 1/1 WHITE HUMAN CREATURE TOKEN. |  | |  | [IRON BULLY](https://magicarena.fandom.com/wiki/Iron_Bully)  (3) ARTIFACT CREATURE — GOLEM (1/1) MENACE (THIS CREATURE CAN'T BE BLOCKED EXCEPT BY TWO OR MORE CREATURES.)  WHEN IRON BULLY ENTERS THE BATTLEFIELD, PUT A +1/+1 COUNTER ON TARGET CREATURE. |  | |  | [IZZET LOCKET](https://magicarena.fandom.com/wiki/Izzet_Locket)  (3) ARTIFACT Tap: ADD Blue OR Red.  , Tap, SACRIFICE IZZET LOCKET: DRAW TWO CARDS. |  | |  | [JHOIRA'S FAMILIAR](https://magicarena.fandom.com/wiki/Jhoira%27s_Familiar)  (4) ARTIFACT CREATURE — BIRD (2/2) FLYING  HISTORIC SPELLS YOU CAST COST  LESS TO CAST. (ARTIFACTS, LEGENDARIES, AND SAGAS ARE HISTORIC.) |  | |  | [JOUSTING DUMMY](https://magicarena.fandom.com/wiki/Jousting_Dummy)  (2) ARTIFACT CREATURE — SCARECROW KNIGHT (2/1) : JOUSTING DUMMY GETS +1/+0 UNTIL END OF TURN. |  | |  | [JOUSTING LANCE](https://magicarena.fandom.com/wiki/Jousting_Lance)  (2) ARTIFACT — EQUIPMENT EQUIPPED CREATURE GETS +2/+0.  AS LONG AS IT'S YOUR TURN, EQUIPPED CREATURE HAS FIRST STRIKE. EQUIP  (: ATTACH TO TARGET CREATURE YOU CONTROL. EQUIP ONLY AS A SORCERY.) |  | |  | [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. |  | |  | [JUNKTROLLER](https://magicarena.fandom.com/wiki/Junktroller)  (4) ARTIFACT CREATURE — GOLEM (0/6) DEFENDER  Tap: PUT TARGET CARD FROM A GRAVEYARD ON THE BOTTOM OF ITS OWNER'S LIBRARY. |  | |  | [KETRIA CRYSTAL](https://magicarena.fandom.com/wiki/Ketria_Crystal)  (3) ARTIFACT Tap: ADD Green, Blue, OR Red.  CYCLING  (, DISCARD THIS CARD: DRAW A CARD.) |  | |  | [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. |  | |  | [LOCTHWAIN GARGOYLE](https://magicarena.fandom.com/wiki/Locthwain_Gargoyle)  (1) ARTIFACT CREATURE — GARGOYLE (0/3) : LOCTHWAIN GARGOYLE GETS +2/+0 AND GAINS FLYING UNTIL END OF TURN. |  | |  | [LUCKY CLOVER](https://magicarena.fandom.com/wiki/Lucky_Clover)  (2) ARTIFACT WHENEVER YOU CAST AN ADVENTURE INSTANT OR SORCERY SPELL, COPY IT. YOU MAY CHOOSE NEW TARGETS FOR THE COPY. |  | |  | [MACE OF THE VALIANT](https://magicarena.fandom.com/wiki/Mace_of_the_Valiant) White (3) ARTIFACT — EQUIPMENT EQUIPPED CREATURE GETS +1/+1 FOR EACH CHARGE COUNTER ON MACE OF THE VALIANT AND HAS VIGILANCE.  WHENEVER A CREATURE ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, PUT A CHARGE COUNTER ON MACE OF THE VALIANT. EQUIP |  | |  | [MAGISTRATE'S SCEPTER](https://magicarena.fandom.com/wiki/Magistrate%27s_Scepter)  (3) ARTIFACT , Tap: PUT A CHARGE COUNTER ON MAGISTRATE'S SCEPTER.  Tap, REMOVE THREE CHARGE COUNTERS FROM MAGISTRATE'S SCEPTER: TAKE AN EXTRA TURN AFTER THIS ONE. |  | |  | [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.) |  | |  | [MANA GEODE](https://magicarena.fandom.com/wiki/Mana_Geode)  (3) ARTIFACT WHEN MANA GEODE ENTERS THE BATTLEFIELD, SCRY 1.  Tap: ADD ONE MANA OF ANY COLOR. |  | |  | [MANALITH](https://magicarena.fandom.com/wiki/Manalith)  (3) ARTIFACT Tap: ADD ONE MANA OF ANY COLOR. |  | |  | [MANIFOLD KEY](https://magicarena.fandom.com/wiki/Manifold_Key)  (1) ARTIFACT , Tap: UNTAP ANOTHER TARGET ARTIFACT.  , Tap: TARGET CREATURE CAN'T BE BLOCKED THIS TURN. |  | |  | [MANTLE OF TIDES](https://magicarena.fandom.com/wiki/Mantle_of_Tides) Blue (1) ARTIFACT — EQUIPMENT EQUIPPED CREATURE GETS +1/+2.  WHENEVER YOU DRAW YOUR SECOND CARD EACH TURN, ATTACH MANTLE OF TIDES TO TARGET CREATURE YOU CONTROL. EQUIP  (: ATTACH TO TARGET CREATURE YOU CONTROL. EQUIP ONLY AS A SORCERY.) |  | |  | [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.) |  | |  | [MASK OF IMMOLATION](https://magicarena.fandom.com/wiki/Mask_of_Immolation) Red (2) ARTIFACT — EQUIPMENT WHEN MASK OF IMMOLATION ENTERS THE BATTLEFIELD, CREATE A 1/1 RED ELEMENTAL CREATURE TOKEN, THEN ATTACH MASK OF IMMOLATION TO IT.  EQUIPPED CREATURE HAS "SACRIFICE THIS CREATURE: IT DEALS 1 DAMAGE TO ANY TARGET." EQUIP  (: ATTACH TO TARGET CREATURE YOU CONTROL. EQUIP ONLY AS A SORCERY.) |  | |  | [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. |  | |  | [METEOR GOLEM](https://magicarena.fandom.com/wiki/Meteor_Golem)  (7) ARTIFACT CREATURE — GOLEM (3/3) WHEN METEOR GOLEM ENTERS THE BATTLEFIELD, DESTROY TARGET NONLAND PERMANENT AN OPPONENT CONTROLS. |  | |  | [METEORITE](https://magicarena.fandom.com/wiki/Meteorite)  (5) ARTIFACT WHEN METEORITE ENTERS THE BATTLEFIELD, IT DEALS 2 DAMAGE TO ANY TARGET.  Tap: ADD ONE MANA OF ANY COLOR. |  | |  | [MIDNIGHT CLOCK](https://magicarena.fandom.com/wiki/Midnight_Clock) Blue (3) ARTIFACT Tap: ADD Blue.  Blue: PUT AN HOUR COUNTER ON MIDNIGHT CLOCK. AT THE BEGINNING OF EACH UPKEEP, PUT AN HOUR COUNTER ON MIDNIGHT CLOCK. WHEN THE TWELFTH HOUR COUNTER IS PUT ON MIDNIGHT CLOCK, SHUFFLE YOUR HAND AND GRAVEYARD INTO YOUR LIBRARY, THEN DRAW SEVEN CARDS. EXILE MIDNIGHT CLOCK. |  | |  | [MILLSTONE](https://magicarena.fandom.com/wiki/Millstone)  (2) ARTIFACT , Tap: TARGET PLAYER MILLS TWO CARDS. |  | |  | [MIND STONE](https://magicarena.fandom.com/wiki/Mind_Stone)  (2) ARTIFACT Tap: ADD .  , Tap, SACRIFICE MIND STONE: DRAW A CARD. |  | |  | [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.) |  | |  | [MISHRA'S SELF-REPLICATOR](https://magicarena.fandom.com/wiki/Mishra%27s_Self-Replicator)  (5) ARTIFACT CREATURE — ASSEMBLY-WORKER (2/2) WHENEVER YOU CAST A HISTORIC SPELL, YOU MAY PAY . IF YOU DO, CREATE A TOKEN THAT'S A COPY OF MISHRA'S SELF-REPLICATOR. (ARTIFACTS, LEGENDARIES, AND SAGAS ARE HISTORIC.) |  | |  | [MIZZIUM TANK](https://magicarena.fandom.com/wiki/Mizzium_Tank) RedRed (3) ARTIFACT — VEHICLE (3/2) TRAMPLE  WHENEVER YOU CAST A NONCREATURE SPELL, MIZZIUM TANK BECOMES AN ARTIFACT CREATURE AND GETS +1/+1 UNTIL END OF TURN. CREW 1 (TAP ANY NUMBER OF CREATURES YOU CONTROL WITH TOTAL POWER 1 OR MORE: THIS VEHICLE BECOMES AN ARTIFACT CREATURE UNTIL END OF TURN.) |  | |  | [MOX AMBER](https://magicarena.fandom.com/wiki/Mox_Amber)  (0) LEGENDARY ARTIFACT Tap: ADD ONE MANA OF ANY COLOR AMONG LEGENDARY CREATURES AND PLANESWALKERS YOU CONTROL. |  | |  | [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 FORGE](https://magicarena.fandom.com/wiki/Mystic_Forge)  (4) ARTIFACT YOU MAY LOOK AT THE TOP CARD OF YOUR LIBRARY ANY TIME.  YOU MAY CAST ARTIFACT SPELLS AND COLORLESS SPELLS FROM THE TOP OF YOUR LIBRARY. Tap, PAY 1 LIFE: EXILE THE TOP CARD OF YOUR LIBRARY. |  | |  | [NAVIGATOR'S COMPASS](https://magicarena.fandom.com/wiki/Navigator%27s_Compass)  (1) ARTIFACT WHEN NAVIGATOR'S COMPASS ENTERS THE BATTLEFIELD, YOU GAIN 3 LIFE.  Tap: UNTIL END OF TURN, TARGET LAND YOU CONTROL BECOMES THE BASIC LAND TYPE OF YOUR CHOICE IN ADDITION TO ITS OTHER TYPES. |  | |  | [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.) |  | |  | [ORAZCA RELIC](https://magicarena.fandom.com/wiki/Orazca_Relic)  (3) ARTIFACT ASCEND (IF YOU CONTROL TEN OR MORE PERMANENTS, YOU GET THE CITY'S BLESSING FOR THE REST OF THE GAME.)  Tap: ADD . Tap, SACRIFICE ORAZCA RELIC: YOU GAIN 3 LIFE AND DRAW A CARD. ACTIVATE THIS ABILITY ONLY IF YOU HAVE THE CITY'S BLESSING. |  | |  | [ORNITHOPTER](https://magicarena.fandom.com/wiki/Ornithopter)  (0) ARTIFACT CREATURE — THOPTER (0/2) FLYING |  | |  | [ORZHOV LOCKET](https://magicarena.fandom.com/wiki/Orzhov_Locket)  (3) ARTIFACT Tap: ADD White OR Black.  , Tap, SACRIFICE ORZHOV LOCKET: DRAW TWO CARDS. |  | |  | [PALLADIUM MYR](https://magicarena.fandom.com/wiki/Palladium_Myr)  (3) ARTIFACT CREATURE — MYR (2/2) Tap: ADD . |  | |  | [PARDIC WANDERER](https://magicarena.fandom.com/wiki/Pardic_Wanderer)  (6) ARTIFACT CREATURE — GOLEM (5/5) TRAMPLE |  | |  | [PARHELION II](https://magicarena.fandom.com/wiki/Parhelion_II) WhiteWhite (8) LEGENDARY ARTIFACT — VEHICLE (5/5) FLYING, FIRST STRIKE, VIGILANCE  WHENEVER PARHELION II ATTACKS, CREATE TWO 4/4 WHITE ANGEL CREATURE TOKENS WITH FLYING AND VIGILANCE THAT ARE ATTACKING. CREW 4 (TAP ANY NUMBER OF CREATURES YOU CONTROL WITH TOTAL POWER 4 OR MORE: THIS VEHICLE BECOMES AN ARTIFACT CREATURE UNTIL END OF TURN.) |  | |  | [PATTERN MATCHER](https://magicarena.fandom.com/wiki/Pattern_Matcher)  (4) ARTIFACT CREATURE — GOLEM (3/3) WHEN PATTERN MATCHER ENTERS THE BATTLEFIELD, YOU MAY SEARCH YOUR LIBRARY FOR A CARD WITH THE SAME NAME AS ANOTHER CREATURE YOU CONTROL, REVEAL IT, PUT IT INTO YOUR HAND, THEN SHUFFLE YOUR LIBRARY. |  | |  | [PENDULUM OF PATTERNS](https://magicarena.fandom.com/wiki/Pendulum_of_Patterns)  (2) ARTIFACT WHEN PENDULUM OF PATTERNS ENTERS THE BATTLEFIELD, YOU GAIN 3 LIFE.  , Tap, SACRIFICE PENDULUM OF PATTERNS: DRAW A CARD. |  | |  | [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. |  | |  | [PILLAR OF ORIGINS](https://magicarena.fandom.com/wiki/Pillar_of_Origins)  (2) ARTIFACT AS PILLAR OF ORIGINS ENTERS THE BATTLEFIELD, CHOOSE A CREATURE TYPE.  Tap: ADD ONE MANA OF ANY COLOR. SPEND THIS MANA ONLY TO CAST A CREATURE SPELL OF THE CHOSEN TYPE. |  | |  | [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.) |  | |  | [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. |  | |  | [PORTAL OF SANCTUARY](https://magicarena.fandom.com/wiki/Portal_of_Sanctuary) Blue (3) ARTIFACT , Tap: RETURN TARGET CREATURE YOU CONTROL AND EACH AURA ATTACHED TO IT TO THEIR OWNERS' HANDS. ACTIVATE THIS ABILITY ONLY DURING YOUR TURN. |  | |  | [POWERSTONE SHARD](https://magicarena.fandom.com/wiki/Powerstone_Shard)  (3) ARTIFACT Tap: ADD  FOR EACH ARTIFACT YOU CONTROL NAMED POWERSTONE SHARD. |  | |  | [PRIMAL AMULET](https://magicarena.fandom.com/wiki/Primal_Amulet)  (4) ARTIFACT INSTANT AND SORCERY SPELLS YOU CAST COST  LESS TO CAST.  WHENEVER YOU CAST AN INSTANT OR SORCERY SPELL, PUT A CHARGE COUNTER ON PRIMAL AMULET. THEN IF THERE ARE FOUR OR MORE CHARGE COUNTERS ON IT, YOU MAY REMOVE THOSE COUNTERS AND TRANSFORM IT. |  | |  | [PRISMITE](https://magicarena.fandom.com/wiki/Prismite)  (2) ARTIFACT CREATURE — GOLEM (2/1) : ADD ONE MANA OF ANY COLOR. |  | |  | [PROPHET OF THE PEAK](https://magicarena.fandom.com/wiki/Prophet_of_the_Peak)  (6) ARTIFACT CREATURE — CAT (5/5) WHEN PROPHET OF THE PEAK ENTERS THE BATTLEFIELD, SCRY 2. (LOOK AT THE TOP TWO CARDS OF YOUR LIBRARY, THEN PUT ANY NUMBER OF THEM ON THE BOTTOM OF YOUR LIBRARY AND THE REST ON TOP IN ANY ORDER.) |  | |  | [PROPHETIC PRISM](https://magicarena.fandom.com/wiki/Prophetic_Prism)  (2) ARTIFACT WHEN PROPHETIC PRISM ENTERS THE BATTLEFIELD, DRAW A CARD.  , Tap: ADD ONE MANA OF ANY COLOR. |  | |  | [PRYING BLADE](https://magicarena.fandom.com/wiki/Prying_Blade)  (1) ARTIFACT — EQUIPMENT EQUIPPED CREATURE GETS +1/+0.  WHENEVER EQUIPPED CREATURE DEALS COMBAT DAMAGE TO A PLAYER, CREATE A TREASURE TOKEN. (IT'S AN ARTIFACT WITH "Tap, SACRIFICE THIS ARTIFACT: ADD ONE MANA OF ANY COLOR.") EQUIP  (: ATTACH TO TARGET CREATURE YOU CONTROL. EQUIP ONLY AS A SORCERY.) |  | |  | [RAKDOS LOCKET](https://magicarena.fandom.com/wiki/Rakdos_Locket)  (3) ARTIFACT Tap: ADD Black OR Red.  , Tap, SACRIFICE RAKDOS LOCKET: DRAW TWO CARDS. |  | |  | [RAMPAGING MONUMENT](https://magicarena.fandom.com/wiki/Rampaging_Monument)  (4) ARTIFACT CREATURE — CLERIC (0/0) TRAMPLE  RAMPAGING MONUMENT ENTERS THE BATTLEFIELD WITH THREE +1/+1 COUNTERS ON IT. WHENEVER YOU CAST A MULTICOLORED SPELL, PUT A +1/+1 COUNTER ON RAMPAGING MONUMENT. |  | |  | [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. |  | |  | [RAUGRIN CRYSTAL](https://magicarena.fandom.com/wiki/Raugrin_Crystal)  (3) ARTIFACT Tap: ADD Blue, Red, OR White.  CYCLING  (, DISCARD THIS CARD: DRAW A CARD.) |  | |  | [RETRIBUTIVE WAND](https://magicarena.fandom.com/wiki/Retributive_Wand)  (3) ARTIFACT , Tap: RETRIBUTIVE WAND DEALS 1 DAMAGE TO ANY TARGET.  WHEN RETRIBUTIVE WAND IS PUT INTO A GRAVEYARD FROM THE BATTLEFIELD, IT DEALS 5 DAMAGE TO ANY TARGET. |  | |  | [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.) |  | |  | [ROSETHORN HALBERD](https://magicarena.fandom.com/wiki/Rosethorn_Halberd) Green (1) ARTIFACT — EQUIPMENT WHEN ROSETHORN HALBERD ENTERS THE BATTLEFIELD, ATTACH IT TO TARGET NON-HUMAN CREATURE YOU CONTROL.  EQUIPPED CREATURE GETS +2/+1. EQUIP  (: ATTACH TO TARGET CREATURE YOU CONTROL. EQUIP ONLY AS A SORCERY.) |  | |  | [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. |  | |  | [RUNED SERVITOR](https://magicarena.fandom.com/wiki/Runed_Servitor)  (2) ARTIFACT CREATURE — CONSTRUCT (2/2) WHEN RUNED SERVITOR DIES, EACH PLAYER DRAWS A CARD. |  | |  | [SAHEELI'S SILVERWING](https://magicarena.fandom.com/wiki/Saheeli%27s_Silverwing)  (4) ARTIFACT CREATURE — DRAKE (2/3) FLYING  WHEN SAHEELI'S SILVERWING ENTERS THE BATTLEFIELD, LOOK AT THE TOP CARD OF TARGET OPPONENT'S LIBRARY. |  | |  | [SALVAGER OF RUIN](https://magicarena.fandom.com/wiki/Salvager_of_Ruin)  (3) ARTIFACT CREATURE — CONSTRUCT (2/1) SACRIFICE SALVAGER OF RUIN: CHOOSE TARGET PERMANENT CARD IN YOUR GRAVEYARD THAT WAS PUT THERE FROM THE BATTLEFIELD THIS TURN. RETURN IT TO YOUR HAND. |  | |  | [SAVAI CRYSTAL](https://magicarena.fandom.com/wiki/Savai_Crystal)  (3) ARTIFACT Tap: ADD Red, White, OR Black.  CYCLING  (, DISCARD THIS CARD: DRAW A CARD.) |  | |  | [SCALDING CAULDRON](https://magicarena.fandom.com/wiki/Scalding_Cauldron)  (1) ARTIFACT , Tap, SACRIFICE SCALDING CAULDRON: IT DEALS 3 DAMAGE TO TARGET CREATURE. |  | |  | [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. |  | |  | [SCRABBLING CLAWS](https://magicarena.fandom.com/wiki/Scrabbling_Claws)  (1) ARTIFACT Tap: TARGET PLAYER EXILES A CARD FROM THEIR GRAVEYARD.  , SACRIFICE SCRABBLING CLAWS: EXILE TARGET CARD FROM A GRAVEYARD. DRAW A CARD. |  | |  | [SCREAMING SHIELD](https://magicarena.fandom.com/wiki/Screaming_Shield)  (1) ARTIFACT — EQUIPMENT EQUIPPED CREATURE GETS +0/+3 AND HAS ", Tap: TARGET PLAYER MILLS THREE CARDS."  EQUIP  (: ATTACH TO TARGET CREATURE YOU CONTROL. EQUIP ONLY AS A SORCERY.) |  | |  | [SCROLL OF AVACYN](https://magicarena.fandom.com/wiki/Scroll_of_Avacyn)  (1) ARTIFACT , SACRIFICE SCROLL OF AVACYN: DRAW A CARD. IF YOU CONTROL AN ANGEL, YOU GAIN 5 LIFE. |  | |  | [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. |  | |  | [SELESNYA LOCKET](https://magicarena.fandom.com/wiki/Selesnya_Locket)  (3) ARTIFACT Tap: ADD Green OR White.  , Tap, SACRIFICE SELESNYA LOCKET: DRAW TWO CARDS. |  | |  | [SENTINEL TOTEM](https://magicarena.fandom.com/wiki/Sentinel_Totem)  (1) ARTIFACT WHEN SENTINEL TOTEM ENTERS THE BATTLEFIELD, SCRY 1. (LOOK AT THE TOP CARD OF YOUR LIBRARY. YOU MAY PUT THAT CARD ON THE BOTTOM OF YOUR LIBRARY.)  Tap, EXILE SENTINEL TOTEM: EXILE ALL CARDS FROM ALL GRAVEYARDS. |  | |  | [SHADOWED CARAVEL](https://magicarena.fandom.com/wiki/Shadowed_Caravel)  (2) ARTIFACT — VEHICLE (2/2) WHENEVER A CREATURE YOU CONTROL EXPLORES, PUT A +1/+1 COUNTER ON SHADOWED CARAVEL.  CREW 2 (TAP ANY NUMBER OF CREATURES YOU CONTROL WITH TOTAL POWER 2 OR MORE: THIS VEHICLE BECOMES AN ARTIFACT CREATURE UNTIL END OF TURN.) |  | |  | [SHADOWSPEAR](https://magicarena.fandom.com/wiki/Shadowspear)  (1) LEGENDARY ARTIFACT — EQUIPMENT EQUIPPED CREATURE GETS +1/+1 AND HAS TRAMPLE AND LIFELINK.  : PERMANENTS YOUR OPPONENTS CONTROL LOSE HEXPROOF AND INDESTRUCTIBLE UNTIL END OF TURN. EQUIP |  | |  | [SHAMBLING SUIT](https://magicarena.fandom.com/wiki/Shambling_Suit)  (3) ARTIFACT CREATURE — CONSTRUCT (\*/3) SHAMBLING SUIT'S POWER IS EQUAL TO THE NUMBER OF ARTIFACTS AND/OR ENCHANTMENTS YOU CONTROL. |  | |  | [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. |  | |  | [SHIELD OF THE REALM](https://magicarena.fandom.com/wiki/Shield_of_the_Realm)  (2) ARTIFACT — EQUIPMENT IF A SOURCE WOULD DEAL DAMAGE TO EQUIPPED CREATURE, PREVENT 2 OF THAT DAMAGE.  EQUIP |  | |  | [SHINING ARMOR](https://magicarena.fandom.com/wiki/Shining_Armor) White (2) ARTIFACT — EQUIPMENT FLASH  WHEN SHINING ARMOR ENTERS THE BATTLEFIELD, ATTACH IT TO TARGET KNIGHT YOU CONTROL. EQUIPPED CREATURE GETS +0/+2 AND HAS VIGILANCE. EQUIP  (: ATTACH TO TARGET CREATURE YOU CONTROL. EQUIP ONLY AS A SORCERY.) |  | |  | [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.) |  | |  | [SIGILED SWORD OF VALERON](https://magicarena.fandom.com/wiki/Sigiled_Sword_of_Valeron)  (3) ARTIFACT — EQUIPMENT EQUIPPED CREATURE GETS +2/+0, HAS VIGILANCE, AND IS A KNIGHT IN ADDITION TO ITS OTHER TYPES.  WHENEVER EQUIPPED CREATURE ATTACKS, CREATE A 2/2 WHITE KNIGHT CREATURE TOKEN WITH VIGILANCE THAT'S ATTACKING. EQUIP |  | |  | [SIGNPOST SCARECROW](https://magicarena.fandom.com/wiki/Signpost_Scarecrow)  (4) ARTIFACT CREATURE — SCARECROW (2/4) VIGILANCE  : ADD ONE MANA OF ANY COLOR. |  | |  | [SILENT DART](https://magicarena.fandom.com/wiki/Silent_Dart)  (1) ARTIFACT , Tap, SACRIFICE SILENT DART: IT DEALS 3 DAMAGE TO TARGET CREATURE. |  | |  | [SILENT GRAVESTONE](https://magicarena.fandom.com/wiki/Silent_Gravestone)  (1) ARTIFACT CARDS IN GRAVEYARDS CAN'T BE THE TARGETS OF SPELLS OR ABILITIES.  , Tap: EXILE SILENT GRAVESTONE AND ALL CARDS FROM ALL GRAVEYARDS. DRAW A CARD. |  | |  | [SILENT SUBMERSIBLE](https://magicarena.fandom.com/wiki/Silent_Submersible) BlueBlue (2) ARTIFACT — VEHICLE (2/3) WHENEVER SILENT SUBMERSIBLE DEALS COMBAT DAMAGE TO A PLAYER OR PLANESWALKER, DRAW A CARD.  CREW 2 (TAP ANY NUMBER OF CREATURES YOU CONTROL WITH TOTAL POWER 2 OR MORE: THIS VEHICLE BECOMES AN ARTIFACT CREATURE UNTIL END OF TURN.) |  | |  | [SIMIC LOCKET](https://magicarena.fandom.com/wiki/Simic_Locket)  (3) ARTIFACT Tap: ADD Green OR Blue.  , Tap, SACRIFICE SIMIC LOCKET: DRAW TWO CARDS. |  | |  | [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. |  | |  | [SKYSCANNER](https://magicarena.fandom.com/wiki/Skyscanner)  (3) ARTIFACT CREATURE — THOPTER (1/1) FLYING  WHEN SKYSCANNER ENTERS THE BATTLEFIELD, DRAW A CARD. |  | |  | [SLEEK SCHOONER](https://magicarena.fandom.com/wiki/Sleek_Schooner)  (3) ARTIFACT — VEHICLE (4/3) CREW 1 (TAP ANY NUMBER OF CREATURES YOU CONTROL WITH TOTAL POWER 1 OR MORE: THIS VEHICLE BECOMES AN ARTIFACT CREATURE UNTIL END OF TURN.) |  | |  | [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. |  | |  | [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. |  | |  | [SORCERER'S BROOM](https://magicarena.fandom.com/wiki/Sorcerer%27s_Broom)  (2) ARTIFACT CREATURE — SPIRIT (2/1) WHENEVER YOU SACRIFICE ANOTHER PERMANENT, YOU MAY PAY . IF YOU DO, CREATE A TOKEN THAT'S A COPY OF SORCERER'S BROOM. |  | |  | [SORCERER'S WAND](https://magicarena.fandom.com/wiki/Sorcerer%27s_Wand)  (1) ARTIFACT — EQUIPMENT EQUIPPED CREATURE HAS "Tap: THIS CREATURE DEALS 1 DAMAGE TO TARGET PLAYER OR PLANESWALKER. IF THIS CREATURE IS A WIZARD, IT DEALS 2 DAMAGE INSTEAD."  EQUIP |  | |  | [SORCEROUS SPYGLASS](https://magicarena.fandom.com/wiki/Sorcerous_Spyglass)  (2) ARTIFACT AS SORCEROUS SPYGLASS ENTERS THE BATTLEFIELD, LOOK AT AN OPPONENT'S HAND, THEN CHOOSE ANY CARD NAME.  ACTIVATED ABILITIES OF SOURCES WITH THE CHOSEN NAME CAN'T BE ACTIVATED UNLESS THEY'RE MANA ABILITIES. |  | |  | [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. |  | |  | [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. |  | |  | [SPARRING CONSTRUCT](https://magicarena.fandom.com/wiki/Sparring_Construct)  (1) ARTIFACT CREATURE — CONSTRUCT (1/1) WHEN SPARRING CONSTRUCT DIES, PUT A +1/+1 COUNTER ON TARGET CREATURE YOU CONTROL. |  | |  | [SPHINX OF THE GUILDPACT](https://magicarena.fandom.com/wiki/Sphinx_of_the_Guildpact)  (7) ARTIFACT CREATURE — SPHINX (5/5) SPHINX OF THE GUILDPACT IS ALL COLORS.  FLYING HEXPROOF FROM MONOCOLORED (THIS CREATURE CAN'T BE THE TARGET OF MONOCOLORED SPELLS OR ABILITIES YOUR OPPONENTS CONTROL.) |  | |  | [SPINNING WHEEL](https://magicarena.fandom.com/wiki/Spinning_Wheel)  (3) ARTIFACT Tap: ADD ONE MANA OF ANY COLOR.  , Tap: TAP TARGET CREATURE. |  | |  | [SPRINGJAW TRAP](https://magicarena.fandom.com/wiki/Springjaw_Trap)  (1) ARTIFACT FLASH  , Tap, SACRIFICE SPRINGJAW TRAP: IT DEALS 3 DAMAGE TO ANY TARGET. |  | |  | [STEEL OVERSEER](https://magicarena.fandom.com/wiki/Steel_Overseer)  (2) ARTIFACT CREATURE — CONSTRUCT (1/1) Tap: PUT A +1/+1 COUNTER ON EACH ARTIFACT CREATURE YOU CONTROL. |  | |  | [STEELCLAW LANCE](https://magicarena.fandom.com/wiki/Steelclaw_Lance) BlackRed (2) ARTIFACT — EQUIPMENT EQUIPPED CREATURE GETS +2/+2.  EQUIP KNIGHT  EQUIP |  | |  | [STONE GOLEM](https://magicarena.fandom.com/wiki/Stone_Golem)  (5) ARTIFACT CREATURE — GOLEM (4/4) |  | |  | [STONECOIL SERPENT](https://magicarena.fandom.com/wiki/Stonecoil_Serpent)  (0) ARTIFACT CREATURE — SNAKE (0/0) REACH, TRAMPLE, PROTECTION FROM MULTICOLORED  STONECOIL SERPENT ENTERS THE BATTLEFIELD WITH X +1/+1 COUNTERS ON IT. |  | |  | [STRIDER HARNESS](https://magicarena.fandom.com/wiki/Strider_Harness)  (3) ARTIFACT — EQUIPMENT EQUIPPED CREATURE GETS +1/+1 AND HAS HASTE.  EQUIP  (: ATTACH TO TARGET CREATURE YOU CONTROL. EQUIP ONLY AS A SORCERY.) |  | |  | [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. |  | |  | [TEFERI'S SENTINEL](https://magicarena.fandom.com/wiki/Teferi%27s_Sentinel)  (5) ARTIFACT CREATURE — GOLEM (2/6) AS LONG AS YOU CONTROL A TEFERI PLANESWALKER, TEFERI'S SENTINEL GETS +4/+0. |  | |  | [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. |  | |  | [TEZZERET'S GATEBREAKER](https://magicarena.fandom.com/wiki/Tezzeret%27s_Gatebreaker)  (4) ARTIFACT WHEN TEZZERET'S GATEBREAKER ENTERS THE BATTLEFIELD, LOOK AT THE TOP FIVE CARDS OF YOUR LIBRARY. YOU MAY REVEAL A BLUE OR ARTIFACT CARD FROM AMONG THEM AND PUT IT INTO YOUR HAND. PUT THE REST ON THE BOTTOM OF YOUR LIBRARY IN A RANDOM ORDER.  Blue, Tap, SACRIFICE TEZZERET'S GATEBREAKER: CREATURES YOU CONTROL CAN'T BE BLOCKED THIS TURN. |  | |  | [TEZZERET'S STRIDER](https://magicarena.fandom.com/wiki/Tezzeret%27s_Strider)  (3) ARTIFACT CREATURE — GOLEM (3/1) AS LONG AS YOU CONTROL A TEZZERET PLANESWALKER, TEZZERET'S STRIDER HAS MENACE. (IT CAN'T BE BLOCKED EXCEPT BY TWO OR MORE CREATURES.) |  | |  | [THAUMATIC COMPASS](https://magicarena.fandom.com/wiki/Thaumatic_Compass)  (2) ARTIFACT , Tap: SEARCH YOUR LIBRARY FOR A BASIC LAND CARD, REVEAL IT, PUT IT INTO YOUR HAND, THEN SHUFFLE YOUR LIBRARY.  AT THE BEGINNING OF YOUR END STEP, IF YOU CONTROL SEVEN OR MORE LANDS, TRANSFORM THAUMATIC COMPASS. |  | |  | [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 CAULDRON OF ETERNITY](https://magicarena.fandom.com/wiki/The_Cauldron_of_Eternity) BlackBlack (12) LEGENDARY ARTIFACT THIS SPELL COSTS  LESS TO CAST FOR EACH CREATURE CARD IN YOUR GRAVEYARD.  WHENEVER A CREATURE YOU CONTROL DIES, PUT IT ON THE BOTTOM OF ITS OWNER'S LIBRARY. Black, Tap, PAY 2 LIFE: RETURN TARGET CREATURE CARD FROM YOUR GRAVEYARD TO THE BATTLEFIELD. ACTIVATE THIS ABILITY ONLY ANY TIME YOU COULD CAST A SORCERY. |  | |  | [THE CIRCLE OF LOYALTY](https://magicarena.fandom.com/wiki/The_Circle_of_Loyalty) WhiteWhite (6) LEGENDARY ARTIFACT THIS SPELL COSTS  LESS TO CAST FOR EACH KNIGHT YOU CONTROL.  CREATURES YOU CONTROL GET +1/+1. WHENEVER YOU CAST A LEGENDARY SPELL, CREATE A 2/2 WHITE KNIGHT CREATURE TOKEN WITH VIGILANCE. White, Tap: CREATE A 2/2 WHITE KNIGHT CREATURE TOKEN WITH VIGILANCE. |  | |  | [THE GREAT HENGE](https://magicarena.fandom.com/wiki/The_Great_Henge) GreenGreen (9) LEGENDARY ARTIFACT THIS SPELL COSTS  LESS TO CAST, WHERE X IS THE GREATEST POWER AMONG CREATURES YOU CONTROL.  Tap: ADD GreenGreen. YOU GAIN 2 LIFE. WHENEVER A NONTOKEN CREATURE ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, PUT A +1/+1 COUNTER ON IT AND DRAW A CARD. |  | |  | [THE IMMORTAL SUN](https://magicarena.fandom.com/wiki/The_Immortal_Sun)  (6) LEGENDARY ARTIFACT PLAYERS CAN'T ACTIVATE PLANESWALKERS' LOYALTY ABILITIES.  AT THE BEGINNING OF YOUR DRAW STEP, DRAW AN ADDITIONAL CARD. SPELLS YOU CAST COST  LESS TO CAST. CREATURES YOU CONTROL GET +1/+1. |  | |  | [THE MAGIC MIRROR](https://magicarena.fandom.com/wiki/The_Magic_Mirror) BlueBlueBlue (9) LEGENDARY ARTIFACT THIS SPELL COSTS  LESS TO CAST FOR EACH INSTANT AND SORCERY CARD IN YOUR GRAVEYARD.  YOU HAVE NO MAXIMUM HAND SIZE. AT THE BEGINNING OF YOUR UPKEEP, PUT A KNOWLEDGE COUNTER ON THE MAGIC MIRROR, THEN DRAW A CARD FOR EACH KNOWLEDGE COUNTER ON THE MAGIC MIRROR. |  | |  | [THE OZOLITH](https://magicarena.fandom.com/wiki/The_Ozolith)  (1) LEGENDARY ARTIFACT WHENEVER A CREATURE YOU CONTROL LEAVES THE BATTLEFIELD, IF IT HAD COUNTERS ON IT, PUT THOSE COUNTERS ON THE OZOLITH.  AT THE BEGINNING OF COMBAT ON YOUR TURN, IF THE OZOLITH HAS COUNTERS ON IT, YOU MAY MOVE ALL COUNTERS FROM THE OZOLITH ONTO TARGET CREATURE. |  | |  | [THRAN TEMPORAL GATEWAY](https://magicarena.fandom.com/wiki/Thran_Temporal_Gateway)  (4) LEGENDARY ARTIFACT , Tap: YOU MAY PUT A HISTORIC PERMANENT CARD FROM YOUR HAND ONTO THE BATTLEFIELD. (ARTIFACTS, LEGENDARIES, AND SAGAS ARE HISTORIC.) |  | |  | [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.) |  | |  | [TOME OF LEGENDS](https://magicarena.fandom.com/wiki/Tome_of_Legends)  (2) ARTIFACT TOME OF LEGENDS ENTERS THE BATTLEFIELD WITH A PAGE COUNTER ON IT.  WHENEVER YOUR COMMANDER ENTERS THE BATTLEFIELD OR ATTACKS, PUT A PAGE COUNTER ON TOME OF LEGENDS. , Tap, REMOVE A PAGE COUNTER FROM TOME OF LEGENDS: DRAW A CARD. |  | |  | [TOME OF THE GUILDPACT](https://magicarena.fandom.com/wiki/Tome_of_the_Guildpact)  (5) ARTIFACT WHENEVER YOU CAST A MULTICOLORED SPELL, DRAW A CARD.  Tap: ADD ONE MANA OF ANY COLOR. |  | |  | [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. |  | |  | [TRANSMOGRIFYING WAND](https://magicarena.fandom.com/wiki/Transmogrifying_Wand)  (3) ARTIFACT TRANSMOGRIFYING WAND ENTERS THE BATTLEFIELD WITH THREE CHARGE COUNTERS ON IT.  , Tap, REMOVE A CHARGE COUNTER FROM TRANSMOGRIFYING WAND: DESTROY TARGET CREATURE. ITS CONTROLLER CREATES A 2/4 WHITE OX CREATURE TOKEN. ACTIVATE THIS ABILITY ONLY ANY TIME YOU COULD CAST A SORCERY. |  | |  | [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. |  | |  | [TRAXOS, SCOURGE OF KROOG](https://magicarena.fandom.com/wiki/Traxos,_Scourge_of_Kroog)  (4) LEGENDARY ARTIFACT CREATURE — CONSTRUCT (7/7) TRAMPLE  TRAXOS, SCOURGE OF KROOG ENTERS THE BATTLEFIELD TAPPED AND DOESN'T UNTAP DURING YOUR UNTAP STEP. WHENEVER YOU CAST A HISTORIC SPELL, UNTAP TRAXOS. (ARTIFACTS, LEGENDARIES, AND SAGAS ARE HISTORIC.) |  | |  | [TREASURE MAP](https://magicarena.fandom.com/wiki/Treasure_Map)  (2) ARTIFACT , Tap: SCRY 1. PUT A LANDMARK COUNTER ON TREASURE MAP. THEN IF THERE ARE THREE OR MORE LANDMARK COUNTERS ON IT, REMOVE THOSE COUNTERS, TRANSFORM TREASURE MAP, AND CREATE THREE TREASURE TOKENS. (THEY'RE ARTIFACTS WITH "Tap, SACRIFICE THIS ARTIFACT: ADD ONE MANA OF ANY COLOR.") |  | |  | [UNSTABLE OBELISK](https://magicarena.fandom.com/wiki/Unstable_Obelisk)  (3) ARTIFACT Tap: ADD .  , Tap, SACRIFICE UNSTABLE OBELISK: DESTROY TARGET PERMANENT. |  | |  | [URZA'S TOME](https://magicarena.fandom.com/wiki/Urza%27s_Tome)  (2) ARTIFACT , Tap: DRAW A CARD. THEN DISCARD A CARD UNLESS YOU EXILE A HISTORIC CARD FROM YOUR GRAVEYARD. (ARTIFACTS, LEGENDARIES, AND SAGAS ARE HISTORIC.) |  | |  | [VANQUISHER'S BANNER](https://magicarena.fandom.com/wiki/Vanquisher%27s_Banner)  (5) ARTIFACT AS VANQUISHER'S BANNER ENTERS THE BATTLEFIELD, CHOOSE A CREATURE TYPE.  CREATURES YOU CONTROL OF THE CHOSEN TYPE GET +1/+1. WHENEVER YOU CAST A CREATURE SPELL OF THE CHOSEN TYPE, DRAW A CARD. |  | |  | [VANTRESS GARGOYLE](https://magicarena.fandom.com/wiki/Vantress_Gargoyle) Blue (2) ARTIFACT CREATURE — GARGOYLE (5/4) FLYING  VANTRESS GARGOYLE CAN'T ATTACK UNLESS DEFENDING PLAYER HAS SEVEN OR MORE CARDS IN THEIR GRAVEYARD. VANTRESS GARGOYLE CAN'T BLOCK UNLESS YOU HAVE FOUR OR MORE CARDS IN HAND. Tap: EACH PLAYER MILLS A CARD. |  | |  | [VIAL OF DRAGONFIRE](https://magicarena.fandom.com/wiki/Vial_of_Dragonfire)  (2) ARTIFACT , Tap, SACRIFICE VIAL OF DRAGONFIRE: IT DEALS 2 DAMAGE TO TARGET CREATURE. |  | |  | [VIVIEN'S ARKBOW](https://magicarena.fandom.com/wiki/Vivien%27s_Arkbow) Green (2) LEGENDARY ARTIFACT , Tap, DISCARD A CARD: LOOK AT THE TOP X CARDS OF YOUR LIBRARY. YOU MAY PUT A CREATURE CARD WITH CONVERTED MANA COST X OR LESS FROM AMONG THEM ONTO THE BATTLEFIELD. PUT THE REST ON THE BOTTOM OF YOUR LIBRARY IN A RANDOM ORDER. |  | |  | [VOLTAIC SERVANT](https://magicarena.fandom.com/wiki/Voltaic_Servant)  (2) ARTIFACT CREATURE — CONSTRUCT (1/3) AT THE BEGINNING OF YOUR END STEP, UNTAP TARGET ARTIFACT. |  | |  | [WAND OF VERTEBRAE](https://magicarena.fandom.com/wiki/Wand_of_Vertebrae)  (1) ARTIFACT Tap: MILL A CARD.  , Tap, EXILE WAND OF VERTEBRAE: SHUFFLE UP TO FIVE TARGET CARDS FROM YOUR GRAVEYARD INTO YOUR LIBRARY. |  | |  | [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.) |  | |  | [WEAPON RACK](https://magicarena.fandom.com/wiki/Weapon_Rack)  (4) ARTIFACT WEAPON RACK ENTERS THE BATTLEFIELD WITH THREE +1/+1 COUNTERS ON IT.  Tap: MOVE A +1/+1 COUNTER FROM WEAPON RACK ONTO TARGET CREATURE. ACTIVATE THIS ABILITY ONLY ANY TIME YOU COULD CAST A SORCERY. |  | |  | [WEATHERLIGHT](https://magicarena.fandom.com/wiki/Weatherlight)  (4) LEGENDARY ARTIFACT — VEHICLE (4/5) FLYING  WHENEVER WEATHERLIGHT DEALS COMBAT DAMAGE TO A PLAYER, LOOK AT THE TOP FIVE CARDS OF YOUR LIBRARY. YOU MAY REVEAL A HISTORIC CARD FROM AMONG THEM AND PUT IT INTO YOUR HAND. PUT THE REST ON THE BOTTOM OF YOUR LIBRARY IN A RANDOM ORDER. (ARTIFACTS, LEGENDARIES, AND SAGAS ARE HISTORIC.) CREW 3 |  | |  | [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.) |  | |  | [WISHCLAW TALISMAN](https://magicarena.fandom.com/wiki/Wishclaw_Talisman) Black (2) ARTIFACT WISHCLAW TALISMAN ENTERS THE BATTLEFIELD WITH THREE WISH COUNTERS ON IT.  , Tap, REMOVE A WISH COUNTER FROM WISHCLAW TALISMAN: SEARCH YOUR LIBRARY FOR A CARD, PUT IT INTO YOUR HAND, THEN SHUFFLE YOUR LIBRARY. AN OPPONENT GAINS CONTROL OF WISHCLAW TALISMAN. ACTIVATE THIS ABILITY ONLY DURING YOUR TURN. |  | |  | [WITCHING WELL](https://magicarena.fandom.com/wiki/Witching_Well) Blue (1) ARTIFACT WHEN WITCHING WELL 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.)  Blue, SACRIFICE WITCHING WELL: DRAW TWO CARDS. |  | |  | [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. |  | |  | [WITCH'S OVEN](https://magicarena.fandom.com/wiki/Witch%27s_Oven)  (1) ARTIFACT Tap, SACRIFICE A CREATURE: CREATE A FOOD TOKEN. IF THE SACRIFICED CREATURE'S TOUGHNESS WAS 4 OR GREATER, CREATE TWO FOOD TOKENS INSTEAD. (THEY'RE ARTIFACTS WITH ", Tap, SACRIFICE THIS ARTIFACT: YOU GAIN 3 LIFE.") |  | |  | [WOLFRIDER'S SADDLE](https://magicarena.fandom.com/wiki/Wolfrider%27s_Saddle) Green (4) ARTIFACT — EQUIPMENT WHEN WOLFRIDER'S SADDLE ENTERS THE BATTLEFIELD, CREATE A 2/2 GREEN WOLF CREATURE TOKEN, THEN ATTACH WOLFRIDER'S SADDLE TO IT.  EQUIPPED CREATURE GETS +1/+1 AND CAN'T BE BLOCKED BY MORE THAN ONE CREATURE. EQUIP  (: ATTACH TO TARGET CREATURE YOU CONTROL. EQUIP ONLY AS A SORCERY.) |  | |  | [ZAGOTH CRYSTAL](https://magicarena.fandom.com/wiki/Zagoth_Crystal)  (3) ARTIFACT Tap: ADD Black, Green, OR Blue.  CYCLING  (, DISCARD THIS CARD: DRAW A CARD.) |  | |

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| |  |  |  | | --- | --- | --- | | **78 HISTORIC COLOR AND HISTORIC CMC MAGIC DECK CARDS** | | | |  | [**AJANI'S WELCOME**](https://magicarena.fandom.com/wiki/Ajani%27s_Welcome)**White (1) ENCHANTMENT WHENEVER A CREATURE ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, YOU GAIN 1 LIFE.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**ARRESTER'S ZEAL**](https://magicarena.fandom.com/wiki/Arrester%27s_Zeal)**White (1) INSTANT TARGET CREATURE GETS +2/+2 UNTIL END OF TURN.**  **ADDENDUM — IF YOU CAST THIS SPELL DURING YOUR MAIN PHASE, THAT CREATURE GAINS FLYING UNTIL END OF TURN.** |  | |  | [**BELOVED PRINCESS**](https://magicarena.fandom.com/wiki/Beloved_Princess)**White (1) CREATURE — HUMAN NOBLE (1/1) LIFELINK**  **BELOVED PRINCESS CAN'T BE BLOCKED BY CREATURES WITH POWER 3 OR GREATER.** |  | |  | [**BLAZING HOPE**](https://magicarena.fandom.com/wiki/Blazing_Hope)**White (1) INSTANT EXILE TARGET CREATURE WITH POWER GREATER THAN OR EQUAL TO YOUR LIFE TOTAL.** |  | |  | [**CHARGE**](https://magicarena.fandom.com/wiki/Charge)**White (1) INSTANT CREATURES YOU CONTROL GET +1/+1 UNTIL END OF TURN.** |  | |  | [**CHARMED STRAY**](https://magicarena.fandom.com/wiki/Charmed_Stray)**White (1) CREATURE — CAT (1/1) LIFELINK**  **WHEN CHARMED STRAY ENTERS THE BATTLEFIELD, PUT A +1/+1 COUNTER ON EACH OTHER CREATURE YOU CONTROL NAMED CHARMED STRAY.** |  | |  | [**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.** |  | |  | [**COURT CLERIC**](https://magicarena.fandom.com/wiki/Court_Cleric)**White (1) CREATURE — HUMAN CLERIC (1/1) LIFELINK (DAMAGE DEALT BY THIS CREATURE ALSO CAUSES YOU TO GAIN THAT MUCH LIFE.)**  **COURT CLERIC GETS +1/+1 AS LONG AS YOU CONTROL AN AJANI PLANESWALKER.** |  | |  | [**DAUNTLESS BODYGUARD**](https://magicarena.fandom.com/wiki/Dauntless_Bodyguard)**White (1) CREATURE — HUMAN KNIGHT (2/1) AS DAUNTLESS BODYGUARD ENTERS THE BATTLEFIELD, CHOOSE ANOTHER CREATURE YOU CONTROL.**  **SACRIFICE DAUNTLESS BODYGUARD: THE CHOSEN CREATURE GAINS INDESTRUCTIBLE UNTIL END OF TURN.** |  | |  | [**DEAFENING SILENCE**](https://magicarena.fandom.com/wiki/Deafening_Silence)**White (1) ENCHANTMENT EACH PLAYER CAN'T CAST MORE THAN ONE NONCREATURE SPELL EACH TURN.** |  | |  | [**DEFIANT STRIKE**](https://magicarena.fandom.com/wiki/Defiant_Strike)**White (1) INSTANT TARGET CREATURE GETS +1/+0 UNTIL END OF TURN.**  **DRAW A CARD.** |  | |  | [**DEMOTION**](https://magicarena.fandom.com/wiki/Demotion)**White (1) ENCHANTMENT — AURA ENCHANT CREATURE**  **ENCHANTED CREATURE CAN'T BLOCK, AND ITS ACTIVATED ABILITIES CAN'T BE ACTIVATED.** |  | |  | [**DEMYSTIFY**](https://magicarena.fandom.com/wiki/Demystify)**White (1) INSTANT DESTROY TARGET ENCHANTMENT.** |  | |  | [**DUSKBORNE SKYMARCHER**](https://magicarena.fandom.com/wiki/Duskborne_Skymarcher)**White (1) CREATURE — VAMPIRE CLERIC (1/1) FLYING**  **White, Tap: TARGET ATTACKING VAMPIRE GETS +1/+1 UNTIL END OF TURN.** |  | |  | [**ELITE ARRESTER**](https://magicarena.fandom.com/wiki/Elite_Arrester)**White (1) CREATURE — HUMAN SOLDIER (0/3) Blue, Tap: TAP TARGET CREATURE.** |  | |  | [**ENCAMPMENT KEEPER**](https://magicarena.fandom.com/wiki/Encampment_Keeper)**White (1) CREATURE — DOG (1/1) FIRST STRIKE**  **White, Tap, SACRIFICE ENCAMPMENT KEEPER: CREATURES YOU CONTROL GET +2/+2 UNTIL END OF TURN.** |  | |  | [**FAERIE GUIDEMOTHER**](https://magicarena.fandom.com/wiki/Faerie_Guidemother)**White (1) CREATURE — FAERIE (1/1) FLYING** |  | |  | [**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.** |  | |  | [**FLOURISHING FOX**](https://magicarena.fandom.com/wiki/Flourishing_Fox)**White (1) CREATURE — FOX (1/1) WHENEVER YOU CYCLE ANOTHER CARD, PUT A +1/+1 COUNTER ON FLOURISHING FOX.**  **CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**FLOWER**](https://magicarena.fandom.com/wiki/Flower)**(1) SORCERY SEARCH YOUR LIBRARY FOR A BASIC FOREST OR PLAINS CARD, REVEAL IT, PUT IT INTO YOUR HAND, THEN SHUFFLE YOUR LIBRARY.** |  | |  | [**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.** |  | |  | [**GIANT KILLER**](https://magicarena.fandom.com/wiki/Giant_Killer)**White (1) CREATURE — HUMAN PEASANT (1/2) White, Tap: TAP TARGET CREATURE.** |  | |  | [**GIDEON'S SACRIFICE**](https://magicarena.fandom.com/wiki/Gideon%27s_Sacrifice)**White (1) INSTANT CHOOSE A CREATURE OR PLANESWALKER YOU CONTROL. ALL DAMAGE THAT WOULD BE DEALT THIS TURN TO YOU AND PERMANENTS YOU CONTROL IS DEALT TO THE CHOSEN PERMANENT INSTEAD (IF IT'S STILL ON THE BATTLEFIELD).** |  | |  | [**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.** |  | |  | [**GLARING AEGIS**](https://magicarena.fandom.com/wiki/Glaring_Aegis)**White (1) ENCHANTMENT — AURA ENCHANT CREATURE**  **WHEN GLARING AEGIS ENTERS THE BATTLEFIELD, TAP TARGET CREATURE AN OPPONENT CONTROLS. ENCHANTED CREATURE GETS +1/+3.** |  | |  | [**GODS WILLING**](https://magicarena.fandom.com/wiki/Gods_Willing)**White (1) INSTANT TARGET CREATURE YOU CONTROL GAINS PROTECTION FROM THE COLOR OF YOUR CHOICE UNTIL END OF TURN. (IT CAN'T BE BLOCKED, TARGETED, DEALT DAMAGE, ENCHANTED, OR EQUIPPED BY ANYTHING OF THAT COLOR.)**  **SCRY 1. (LOOK AT THE TOP CARD OF YOUR LIBRARY. YOU MAY PUT THAT CARD ON THE BOTTOM OF YOUR LIBRARY.)** |  | |  | [**HAAZDA MARSHAL**](https://magicarena.fandom.com/wiki/Haazda_Marshal)**White (1) CREATURE — HUMAN SOLDIER (1/1) WHENEVER HAAZDA MARSHAL AND AT LEAST TWO OTHER CREATURES ATTACK, CREATE A 1/1 WHITE SOLDIER CREATURE TOKEN WITH LIFELINK.** |  | |  | [**HEALER'S HAWK**](https://magicarena.fandom.com/wiki/Healer%27s_Hawk)**White (1) CREATURE — BIRD (1/1) FLYING, LIFELINK** |  | |  | [**HEALING GRACE**](https://magicarena.fandom.com/wiki/Healing_Grace)**White (1) INSTANT PREVENT THE NEXT 3 DAMAGE THAT WOULD BE DEALT TO ANY TARGET THIS TURN BY A SOURCE OF YOUR CHOICE. YOU GAIN 3 LIFE.** |  | |  | [**HUNTED WITNESS**](https://magicarena.fandom.com/wiki/Hunted_Witness)**White (1) CREATURE — HUMAN (1/1) WHEN HUNTED WITNESS DIES, CREATE A 1/1 WHITE SOLDIER CREATURE TOKEN WITH LIFELINK.** |  | |  | [**IMPERIAL LANCER**](https://magicarena.fandom.com/wiki/Imperial_Lancer)**White (1) CREATURE — HUMAN KNIGHT (1/1) IMPERIAL LANCER HAS DOUBLE STRIKE AS LONG AS YOU CONTROL A DINOSAUR.** |  | |  | [**INTEGRITY**](https://magicarena.fandom.com/wiki/Integrity)**(1) INSTANT TARGET CREATURE GETS +2/+2 UNTIL END OF TURN.** |  | |  | [**ISAMARU, HOUND OF KONDA**](https://magicarena.fandom.com/wiki/Isamaru,_Hound_of_Konda)**White (1) LEGENDARY CREATURE — DOG (2/2)** |  | |  | [**ISOLATE**](https://magicarena.fandom.com/wiki/Isolate)**White (1) INSTANT EXILE TARGET PERMANENT WITH CONVERTED MANA COST 1.** |  | |  | [**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.)** |  | |  | [**KINJALLI'S CALLER**](https://magicarena.fandom.com/wiki/Kinjalli%27s_Caller)**White (1) CREATURE — HUMAN CLERIC (0/3) DINOSAUR SPELLS YOU CAST COST  LESS TO CAST.** |  | |  | [**LAW-RUNE ENFORCER**](https://magicarena.fandom.com/wiki/Law-Rune_Enforcer)**White (1) CREATURE — HUMAN SOLDIER (1/2) , Tap: TAP TARGET CREATURE WITH CONVERTED MANA COST 2 OR GREATER.** |  | |  | [**LEGION'S LANDING**](https://magicarena.fandom.com/wiki/Legion%27s_Landing)**White (1) LEGENDARY ENCHANTMENT WHEN LEGION'S LANDING ENTERS THE BATTLEFIELD, CREATE A 1/1 WHITE VAMPIRE CREATURE TOKEN WITH LIFELINK.**  **WHEN YOU ATTACK WITH THREE OR MORE CREATURES, TRANSFORM LEGION'S LANDING.** |  | |  | [**LEONIN VANGUARD**](https://magicarena.fandom.com/wiki/Leonin_Vanguard)**White (1) CREATURE — CAT SOLDIER (1/1) AT THE BEGINNING OF COMBAT ON YOUR TURN, IF YOU CONTROL THREE OR MORE CREATURES, LEONIN VANGUARD GETS +1/+1 UNTIL END OF TURN AND YOU GAIN 1 LIFE.** |  | |  | [**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.** |  | |  | [**LOYAL PEGASUS**](https://magicarena.fandom.com/wiki/Loyal_Pegasus)**White (1) CREATURE — PEGASUS (2/1) FLYING**  **LOYAL PEGASUS CAN'T ATTACK OR BLOCK ALONE.** |  | |  | [**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.** |  | |  | [**MOMENT OF TRIUMPH**](https://magicarena.fandom.com/wiki/Moment_of_Triumph)**White (1) INSTANT TARGET CREATURE GETS +2/+2 UNTIL END OF TURN. YOU GAIN 2 LIFE.** |  | |  | [**NOVICE KNIGHT**](https://magicarena.fandom.com/wiki/Novice_Knight)**White (1) CREATURE — HUMAN KNIGHT (2/3) DEFENDER (THIS CREATURE CAN'T ATTACK.)**  **AS LONG AS NOVICE KNIGHT IS ENCHANTED OR EQUIPPED, IT CAN ATTACK AS THOUGH IT DIDN'T HAVE DEFENDER.** |  | |  | [**OUTFLANK**](https://magicarena.fandom.com/wiki/Outflank)**White (1) INSTANT OUTFLANK DEALS DAMAGE TO TARGET ATTACKING OR BLOCKING CREATURE EQUAL TO THE NUMBER OF CREATURES YOU CONTROL.** |  | |  | [**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.** |  | |  | [**PRIEST OF THE WAKENING SUN**](https://magicarena.fandom.com/wiki/Priest_of_the_Wakening_Sun)**White (1) CREATURE — HUMAN CLERIC (1/1) AT THE BEGINNING OF YOUR UPKEEP, YOU MAY REVEAL A DINOSAUR CARD FROM YOUR HAND. IF YOU DO, YOU GAIN 2 LIFE.**  **WhiteWhite, SACRIFICE PRIEST OF THE WAKENING SUN: SEARCH YOUR LIBRARY FOR A DINOSAUR CARD, REVEAL IT, PUT IT INTO YOUR HAND, THEN SHUFFLE YOUR LIBRARY.** |  | |  | [**RESOLUTE WATCHDOG**](https://magicarena.fandom.com/wiki/Resolute_Watchdog)**White (1) CREATURE — DOG (1/3) DEFENDER**  **, SACRIFICE RESOLUTE WATCHDOG: TARGET CREATURE YOU CONTROL GAINS INDESTRUCTIBLE UNTIL END OF TURN. (DAMAGE AND EFFECTS THAT SAY "DESTROY" DON'T DESTROY IT.)** |  | |  | [**RHYS THE REDEEMED**](https://magicarena.fandom.com/wiki/Rhys_the_Redeemed)**(1) LEGENDARY CREATURE — ELF WARRIOR (1/1) , Tap: CREATE A 1/1 GREEN AND WHITE ELF WARRIOR CREATURE TOKEN.**  **, Tap: FOR EACH CREATURE TOKEN YOU CONTROL, CREATE A TOKEN THAT'S A COPY OF THAT CREATURE.** |  | |  | [**RIGHTEOUS BLOW**](https://magicarena.fandom.com/wiki/Righteous_Blow)**White (1) INSTANT RIGHTEOUS BLOW DEALS 2 DAMAGE TO TARGET ATTACKING OR BLOCKING CREATURE.** |  | |  | [**RIGHTEOUSNESS**](https://magicarena.fandom.com/wiki/Righteousness)**White (1) INSTANT TARGET BLOCKING CREATURE GETS +7/+7 UNTIL END OF TURN.** |  | |  | [**RUSTWING FALCON**](https://magicarena.fandom.com/wiki/Rustwing_Falcon)**White (1) CREATURE — BIRD (1/2) FLYING** |  | |  | [**SANCTUARY CAT**](https://magicarena.fandom.com/wiki/Sanctuary_Cat)**White (1) CREATURE — CAT (1/2)** |  | |  | [**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.** |  | |  | [**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.)** |  | |  | [**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.)** |  | |  | [**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.** |  | |  | [**SHELTERING LIGHT**](https://magicarena.fandom.com/wiki/Sheltering_Light)**White (1) INSTANT TARGET CREATURE GAINS INDESTRUCTIBLE UNTIL END OF TURN. SCRY 1. (DAMAGE AND EFFECTS THAT SAY "DESTROY" DON'T DESTROY THE CREATURE.)** |  | |  | [**SKY TETHER**](https://magicarena.fandom.com/wiki/Sky_Tether)**White (1) ENCHANTMENT — AURA ENCHANT CREATURE**  **ENCHANTED CREATURE HAS DEFENDER AND LOSES FLYING.** |  | |  | [**SKYMARCHER ASPIRANT**](https://magicarena.fandom.com/wiki/Skymarcher_Aspirant)**White (1) CREATURE — VAMPIRE SOLDIER (2/1) ASCEND (IF YOU CONTROL TEN OR MORE PERMANENTS, YOU GET THE CITY'S BLESSING FOR THE REST OF THE GAME.)**  **SKYMARCHER ASPIRANT HAS FLYING AS LONG AS YOU HAVE THE CITY'S BLESSING.** |  | |  | [**SLASH OF TALONS**](https://magicarena.fandom.com/wiki/Slash_of_Talons)**White (1) INSTANT SLASH OF TALONS DEALS 2 DAMAGE TO TARGET ATTACKING OR BLOCKING CREATURE.** |  | |  | [**SNUBHORN SENTRY**](https://magicarena.fandom.com/wiki/Snubhorn_Sentry)**White (1) CREATURE — DINOSAUR (0/3) ASCEND (IF YOU CONTROL TEN OR MORE PERMANENTS, YOU GET THE CITY'S BLESSING FOR THE REST OF THE GAME.)**  **SNUBHORN SENTRY GETS +3/+0 AS LONG AS YOU HAVE THE CITY'S BLESSING.** |  | |  | [**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.** |  | |  | [**SOUL WARDEN**](https://magicarena.fandom.com/wiki/Soul_Warden)**White (1) CREATURE — HUMAN CLERIC (1/1) WHENEVER ANOTHER CREATURE ENTERS THE BATTLEFIELD, YOU GAIN 1 LIFE.** |  | |  | [**SOULMENDER**](https://magicarena.fandom.com/wiki/Soulmender)**White (1) CREATURE — HUMAN CLERIC (1/1) Tap: YOU GAIN 1 LIFE.** |  | |  | [**SPEAKER OF THE HEAVENS**](https://magicarena.fandom.com/wiki/Speaker_of_the_Heavens)**White (1) CREATURE — HUMAN CLERIC (1/1) VIGILANCE, LIFELINK**  **Tap: CREATE A 4/4 WHITE ANGEL CREATURE TOKEN WITH FLYING. ACTIVATE THIS ABILITY ONLY IF YOU HAVE AT LEAST 7 LIFE MORE THAN YOUR STARTING LIFE TOTAL AND ONLY ANY TIME YOU COULD CAST A SORCERY.** |  | |  | [**STAUNCH SHIELDMATE**](https://magicarena.fandom.com/wiki/Staunch_Shieldmate)**White (1) CREATURE — DWARF SOLDIER (1/3)** |  | |  | [**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.** |  | |  | [**TACTICAL ADVANTAGE**](https://magicarena.fandom.com/wiki/Tactical_Advantage)**White (1) INSTANT TARGET BLOCKING OR BLOCKED CREATURE YOU CONTROL GETS +2/+2 UNTIL END OF TURN.** |  | |  | [**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.** |  | |  | [**TRAGIC POET**](https://magicarena.fandom.com/wiki/Tragic_Poet)**White (1) CREATURE — HUMAN (1/1) Tap, SACRIFICE TRAGIC POET: RETURN TARGET ENCHANTMENT CARD FROM YOUR GRAVEYARD TO YOUR HAND.** |  | |  | [**TWILIGHT PANTHER**](https://magicarena.fandom.com/wiki/Twilight_Panther)**White (1) CREATURE — CAT SPIRIT (1/2) Black: TWILIGHT PANTHER GAINS DEATHTOUCH UNTIL END OF TURN.** |  | |  | [**USHER TO SAFETY**](https://magicarena.fandom.com/wiki/Usher_to_Safety)**White (1) INSTANT — ADVENTURE RETURN TARGET PERMANENT YOU CONTROL TO ITS OWNER'S HAND. (THEN EXILE THIS CARD. YOU MAY CAST THE CREATURE LATER FROM EXILE.)** |  | |  | [**VAMPIRE'S ZEAL**](https://magicarena.fandom.com/wiki/Vampire%27s_Zeal)**White (1) INSTANT TARGET CREATURE GETS +2/+2 UNTIL END OF TURN. IF IT'S A VAMPIRE, IT GAINS FIRST STRIKE UNTIL END OF TURN.** |  | |  | [**VENERABLE KNIGHT**](https://magicarena.fandom.com/wiki/Venerable_Knight)**White (1) CREATURE — HUMAN KNIGHT (2/1) WHEN VENERABLE KNIGHT DIES, PUT A +1/+1 COUNTER ON TARGET KNIGHT YOU CONTROL.** |  | |  | [**YOKED OX**](https://magicarena.fandom.com/wiki/Yoked_Ox)**White (1) CREATURE — OX (0/4)** |  | |

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| |  |  |  | | --- | --- | --- | | **260 LEGACY SET MAGIC DECK CARDS** | | | |  | [**AHN-CROP CHAMPION**](https://magicarena.fandom.com/wiki/Ahn-Crop_Champion)**GreenWhite (4) CREATURE — HUMAN WARRIOR (4/4) YOU MAY EXERT AHN-CROP CHAMPION AS IT ATTACKS. WHEN YOU DO, UNTAP ALL OTHER CREATURES YOU CONTROL. (AN EXERTED CREATURE WON'T UNTAP DURING YOUR NEXT UNTAP STEP.)** |  | |  | [**AHN-CROP CRASHER**](https://magicarena.fandom.com/wiki/Ahn-Crop_Crasher)**Red (3) CREATURE — MINOTAUR WARRIOR (3/2) HASTE**  **YOU MAY EXERT AHN-CROP CRASHER AS IT ATTACKS. WHEN YOU DO, TARGET CREATURE CAN'T BLOCK THIS TURN. (AN EXERTED CREATURE WON'T UNTAP DURING YOUR NEXT UNTAP STEP.)** |  | |  | [**ANCIENT CRAB**](https://magicarena.fandom.com/wiki/Ancient_Crab)**BlueBlue (3) CREATURE — CRAB (1/5)** |  | |  | [**ANGEL OF SANCTIONS**](https://magicarena.fandom.com/wiki/Angel_of_Sanctions)**WhiteWhite (5) CREATURE — ANGEL (3/4) FLYING**  **WHEN ANGEL OF SANCTIONS ENTERS THE BATTLEFIELD, YOU MAY EXILE TARGET NONLAND PERMANENT AN OPPONENT CONTROLS UNTIL ANGEL OF SANCTIONS LEAVES THE BATTLEFIELD. EMBALM White (White, EXILE THIS CARD FROM YOUR GRAVEYARD: CREATE A TOKEN THAT'S A COPY OF IT, EXCEPT IT'S A WHITE ZOMBIE ANGEL WITH NO MANA COST. EMBALM ONLY AS A SORCERY.)** |  | |  | [**ANGLER DRAKE**](https://magicarena.fandom.com/wiki/Angler_Drake)**BlueBlue (6) CREATURE — DRAKE (4/4) FLYING**  **WHEN ANGLER DRAKE ENTERS THE BATTLEFIELD, YOU MAY RETURN TARGET CREATURE TO ITS OWNER'S HAND.** |  | |  | [**ANOINTED PROCESSION**](https://magicarena.fandom.com/wiki/Anointed_Procession)**White (4) ENCHANTMENT IF AN EFFECT WOULD CREATE ONE OR MORE TOKENS UNDER YOUR CONTROL, IT CREATES TWICE THAT MANY OF THOSE TOKENS INSTEAD.** |  | |  | [**ANOINTER PRIEST**](https://magicarena.fandom.com/wiki/Anointer_Priest)**White (2) CREATURE — HUMAN CLERIC (1/3) WHENEVER A CREATURE TOKEN ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, YOU GAIN 1 LIFE.**  **EMBALM White (White, EXILE THIS CARD FROM YOUR GRAVEYARD: CREATE A TOKEN THAT'S A COPY OF IT, EXCEPT IT'S A WHITE ZOMBIE HUMAN CLERIC WITH NO MANA COST. EMBALM ONLY AS A SORCERY.)** |  | |  | [**APPROACH OF THE SECOND SUN**](https://magicarena.fandom.com/wiki/Approach_of_the_Second_Sun)**White (7) SORCERY IF THIS SPELL WAS CAST FROM YOUR HAND AND YOU'VE CAST ANOTHER SPELL NAMED APPROACH OF THE SECOND SUN THIS GAME, YOU WIN THE GAME. OTHERWISE, PUT APPROACH OF THE SECOND SUN INTO ITS OWNER'S LIBRARY SEVENTH FROM THE TOP AND YOU GAIN 7 LIFE.** |  | |  | [**ARCHFIEND OF IFNIR**](https://magicarena.fandom.com/wiki/Archfiend_of_Ifnir)**BlackBlack (5) CREATURE — DEMON (5/4) FLYING**  **WHENEVER YOU CYCLE OR DISCARD ANOTHER CARD, PUT A -1/-1 COUNTER ON EACH CREATURE YOUR OPPONENTS CONTROL. CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**AS FORETOLD**](https://magicarena.fandom.com/wiki/As_Foretold)**Blue (3) ENCHANTMENT AT THE BEGINNING OF YOUR UPKEEP, PUT A TIME COUNTER ON AS FORETOLD.**  **ONCE EACH TURN, YOU MAY PAY  RATHER THAN PAY THE MANA COST FOR A SPELL YOU CAST WITH CONVERTED MANA COST X OR LESS, WHERE X IS THE NUMBER OF TIME COUNTERS ON AS FORETOLD.** |  | |  | [**AVEN INITIATE**](https://magicarena.fandom.com/wiki/Aven_Initiate)**Blue (4) CREATURE — BIRD WARRIOR (3/2) FLYING**  **EMBALM Blue (Blue, EXILE THIS CARD FROM YOUR GRAVEYARD: CREATE A TOKEN THAT'S A COPY OF IT, EXCEPT IT'S A WHITE ZOMBIE BIRD WARRIOR WITH NO MANA COST. EMBALM ONLY AS A SORCERY.)** |  | |  | [**AVEN MINDCENSOR**](https://magicarena.fandom.com/wiki/Aven_Mindcensor)**White (3) CREATURE — BIRD WIZARD (2/1) FLASH**  **FLYING IF AN OPPONENT WOULD SEARCH A LIBRARY, THAT PLAYER SEARCHES THE TOP FOUR CARDS OF THAT LIBRARY INSTEAD.** |  | |  | [**AVEN WIND GUIDE**](https://magicarena.fandom.com/wiki/Aven_Wind_Guide)**WhiteBlue (4) CREATURE — BIRD WARRIOR (2/3) FLYING, VIGILANCE**  **CREATURE TOKENS YOU CONTROL HAVE FLYING AND VIGILANCE. EMBALM WhiteBlue (WhiteBlue, EXILE THIS CARD FROM YOUR GRAVEYARD: CREATE A TOKEN THAT'S A COPY OF IT, EXCEPT IT'S A WHITE ZOMBIE BIRD WARRIOR WITH NO MANA COST. EMBALM ONLY AS A SORCERY.)** |  | |  | [**BALEFUL AMMIT**](https://magicarena.fandom.com/wiki/Baleful_Ammit)**Black (3) CREATURE — CROCODILE DEMON (4/3) LIFELINK**  **WHEN BALEFUL AMMIT ENTERS THE BATTLEFIELD, PUT A -1/-1 COUNTER ON TARGET CREATURE YOU CONTROL.** |  | |  | [**BATTLEFIELD SCAVENGER**](https://magicarena.fandom.com/wiki/Battlefield_Scavenger)**Red (2) CREATURE — JACKAL ROGUE (2/2) YOU MAY EXERT BATTLEFIELD SCAVENGER AS IT ATTACKS. (IT WON'T UNTAP DURING YOUR NEXT UNTAP STEP.)**  **WHENEVER YOU EXERT A CREATURE, YOU MAY DISCARD A CARD. IF YOU DO, DRAW A CARD.** |  | |  | [**BENEFACTION OF RHONAS**](https://magicarena.fandom.com/wiki/Benefaction_of_Rhonas)**Green (3) SORCERY REVEAL THE TOP FIVE CARDS OF YOUR LIBRARY. YOU MAY PUT A CREATURE CARD AND/OR AN ENCHANTMENT CARD FROM AMONG THEM INTO YOUR HAND. PUT THE REST INTO YOUR GRAVEYARD.** |  | |  | [**BINDING MUMMY**](https://magicarena.fandom.com/wiki/Binding_Mummy)**White (2) CREATURE — ZOMBIE (2/2) WHENEVER ANOTHER ZOMBIE ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, YOU MAY TAP TARGET ARTIFACT OR CREATURE.** |  | |  | [**BITTERBLADE WARRIOR**](https://magicarena.fandom.com/wiki/Bitterblade_Warrior)**Green (2) CREATURE — JACKAL WARRIOR (2/2) YOU MAY EXERT BITTERBLADE WARRIOR AS IT ATTACKS. WHEN YOU DO, IT GETS +1/+0 AND GAINS DEATHTOUCH UNTIL END OF TURN. (AN EXERTED CREATURE WON'T UNTAP DURING YOUR NEXT UNTAP STEP.)** |  | |  | [**BLAZING VOLLEY**](https://magicarena.fandom.com/wiki/Blazing_Volley)**Red (1) SORCERY BLAZING VOLLEY DEALS 1 DAMAGE TO EACH CREATURE YOUR OPPONENTS CONTROL.** |  | |  | [**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.** |  | |  | [**BLOODLUST INCITER**](https://magicarena.fandom.com/wiki/Bloodlust_Inciter)**Red (1) CREATURE — HUMAN WARRIOR (1/1) Tap: TARGET CREATURE GAINS HASTE UNTIL END OF TURN.** |  | |  | [**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.** |  | |  | [**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** |  | |  | [**BONTU THE GLORIFIED**](https://magicarena.fandom.com/wiki/Bontu_the_Glorified)**Black (3) LEGENDARY CREATURE — GOD (4/6) MENACE, INDESTRUCTIBLE**  **BONTU THE GLORIFIED CAN'T ATTACK OR BLOCK UNLESS A CREATURE DIED UNDER YOUR CONTROL THIS TURN. Black, SACRIFICE ANOTHER CREATURE: SCRY 1. EACH OPPONENT LOSES 1 LIFE AND YOU GAIN 1 LIFE.** |  | |  | [**BONTU'S MONUMENT**](https://magicarena.fandom.com/wiki/Bontu%27s_Monument)**(3) LEGENDARY ARTIFACT BLACK CREATURE SPELLS YOU CAST COST  LESS TO CAST.**  **WHENEVER YOU CAST A CREATURE SPELL, EACH OPPONENT LOSES 1 LIFE AND YOU GAIN 1 LIFE.** |  | |  | [**BOUNTY OF THE LUXA**](https://magicarena.fandom.com/wiki/Bounty_of_the_Luxa)**GreenBlue (4) ENCHANTMENT AT THE BEGINNING OF YOUR PRECOMBAT MAIN PHASE, REMOVE ALL FLOOD COUNTERS FROM BOUNTY OF THE LUXA. IF NO COUNTERS WERE REMOVED THIS WAY, PUT A FLOOD COUNTER ON BOUNTY OF THE LUXA AND DRAW A CARD. OTHERWISE, ADD GreenBlue.** |  | |  | [**BRUTE STRENGTH**](https://magicarena.fandom.com/wiki/Brute_Strength)**Red (2) INSTANT TARGET CREATURE GETS +3/+1 AND GAINS TRAMPLE UNTIL END OF TURN.** |  | |  | [**BY FORCE**](https://magicarena.fandom.com/wiki/By_Force)**Red (1) SORCERY DESTROY X TARGET ARTIFACTS.** |  | |  | [**CANYON SLOUGH**](https://magicarena.fandom.com/wiki/Canyon_Slough)**(0) LAND — SWAMP MOUNTAIN (Tap: ADD Black OR Red.)**  **CANYON SLOUGH ENTERS THE BATTLEFIELD TAPPED. CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**CARTOUCHE OF AMBITION**](https://magicarena.fandom.com/wiki/Cartouche_of_Ambition)**Black (3) ENCHANTMENT — AURA CARTOUCHE ENCHANT CREATURE YOU CONTROL**  **WHEN CARTOUCHE OF AMBITION ENTERS THE BATTLEFIELD, YOU MAY PUT A -1/-1 COUNTER ON TARGET CREATURE. ENCHANTED CREATURE GETS +1/+1 AND HAS LIFELINK.** |  | |  | [**CARTOUCHE OF KNOWLEDGE**](https://magicarena.fandom.com/wiki/Cartouche_of_Knowledge)**Blue (2) ENCHANTMENT — AURA CARTOUCHE ENCHANT CREATURE YOU CONTROL**  **WHEN CARTOUCHE OF KNOWLEDGE ENTERS THE BATTLEFIELD, DRAW A CARD. ENCHANTED CREATURE GETS +1/+1 AND HAS FLYING.** |  | |  | [**CARTOUCHE OF SOLIDARITY**](https://magicarena.fandom.com/wiki/Cartouche_of_Solidarity)**White (1) ENCHANTMENT — AURA CARTOUCHE ENCHANT CREATURE YOU CONTROL**  **WHEN CARTOUCHE OF SOLIDARITY ENTERS THE BATTLEFIELD, CREATE A 1/1 WHITE WARRIOR CREATURE TOKEN WITH VIGILANCE. ENCHANTED CREATURE GETS +1/+1 AND HAS FIRST STRIKE.** |  | |  | [**CARTOUCHE OF STRENGTH**](https://magicarena.fandom.com/wiki/Cartouche_of_Strength)**Green (3) ENCHANTMENT — AURA CARTOUCHE ENCHANT CREATURE YOU CONTROL**  **WHEN CARTOUCHE OF STRENGTH ENTERS THE BATTLEFIELD, YOU MAY HAVE ENCHANTED CREATURE FIGHT TARGET CREATURE AN OPPONENT CONTROLS. (EACH DEALS DAMAGE EQUAL TO ITS POWER TO THE OTHER.) ENCHANTED CREATURE GETS +1/+1 AND HAS TRAMPLE.** |  | |  | [**CARTOUCHE OF ZEAL**](https://magicarena.fandom.com/wiki/Cartouche_of_Zeal)**Red (1) ENCHANTMENT — AURA CARTOUCHE ENCHANT CREATURE YOU CONTROL**  **WHEN CARTOUCHE OF ZEAL ENTERS THE BATTLEFIELD, TARGET CREATURE CAN'T BLOCK THIS TURN. ENCHANTED CREATURE GETS +1/+1 AND HAS HASTE.** |  | |  | [**CASCADING CATARACTS**](https://magicarena.fandom.com/wiki/Cascading_Cataracts)**(0) LAND INDESTRUCTIBLE**  **Tap: ADD . , Tap: ADD FIVE MANA IN ANY COMBINATION OF COLORS.** |  | |  | [**CAST OUT**](https://magicarena.fandom.com/wiki/Cast_Out)**White (4) ENCHANTMENT FLASH**  **WHEN CAST OUT ENTERS THE BATTLEFIELD, EXILE TARGET NONLAND PERMANENT AN OPPONENT CONTROLS UNTIL CAST OUT LEAVES THE BATTLEFIELD. CYCLING White (White, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**CENSOR**](https://magicarena.fandom.com/wiki/Censor)**Blue (2) INSTANT COUNTER TARGET SPELL UNLESS ITS CONTROLLER PAYS .**  **CYCLING Blue (Blue, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**CHAMPION OF RHONAS**](https://magicarena.fandom.com/wiki/Champion_of_Rhonas)**Green (4) CREATURE — JACKAL WARRIOR (3/3) YOU MAY EXERT CHAMPION OF RHONAS AS IT ATTACKS. WHEN YOU DO, YOU MAY PUT A CREATURE CARD FROM YOUR HAND ONTO THE BATTLEFIELD. (AN EXERTED CREATURE WON'T UNTAP DURING YOUR NEXT UNTAP STEP.)** |  | |  | [**CHANNELER INITIATE**](https://magicarena.fandom.com/wiki/Channeler_Initiate)**Green (2) CREATURE — HUMAN DRUID (3/4) WHEN CHANNELER INITIATE ENTERS THE BATTLEFIELD, PUT THREE -1/-1 COUNTERS ON TARGET CREATURE YOU CONTROL.**  **Tap, REMOVE A -1/-1 COUNTER FROM CHANNELER INITIATE: ADD ONE MANA OF ANY COLOR.** |  | |  | [**COLOSSAPEDE**](https://magicarena.fandom.com/wiki/Colossapede)**Green (5) CREATURE — INSECT (5/5)** |  | |  | [**COMBAT CELEBRANT**](https://magicarena.fandom.com/wiki/Combat_Celebrant)**Red (3) CREATURE — HUMAN WARRIOR (4/1) IF COMBAT CELEBRANT HASN'T BEEN EXERTED THIS TURN, YOU MAY EXERT IT AS IT ATTACKS. WHEN YOU DO, UNTAP ALL OTHER CREATURES YOU CONTROL AND AFTER THIS PHASE, THERE IS AN ADDITIONAL COMBAT PHASE. (AN EXERTED CREATURE WON'T UNTAP DURING YOUR NEXT UNTAP STEP.)** |  | |  | [**COMMIT**](https://magicarena.fandom.com/wiki/Commit)**Blue (4) INSTANT PUT TARGET SPELL OR NONLAND PERMANENT INTO ITS OWNER'S LIBRARY SECOND FROM THE TOP.** |  | |  | [**COMPANION OF THE TRIALS**](https://magicarena.fandom.com/wiki/Companion_of_the_Trials)**White (3) CREATURE — BIRD SOLDIER (2/2) FLYING**  **White: UNTAP TARGET CREATURE. ACTIVATE THIS ABILITY ONLY IF YOU CONTROL A GIDEON PLANESWALKER.** |  | |  | [**COMPELLING ARGUMENT**](https://magicarena.fandom.com/wiki/Compelling_Argument)**Blue (2) SORCERY TARGET PLAYER PUTS THE TOP FIVE CARDS OF THEIR LIBRARY INTO THEIR GRAVEYARD.**  **CYCLING Blue (Blue, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**COMPLY**](https://magicarena.fandom.com/wiki/Comply)**White (1) SORCERY AFTERMATH (CAST THIS SPELL ONLY FROM YOUR GRAVEYARD. THEN EXILE IT.)**  **CHOOSE A CARD NAME. UNTIL YOUR NEXT TURN, YOUR OPPONENTS CAN'T CAST SPELLS WITH THE CHOSEN NAME.** |  | |  | [**COMPULSORY REST**](https://magicarena.fandom.com/wiki/Compulsory_Rest)**White (2) ENCHANTMENT — AURA ENCHANT CREATURE**  **ENCHANTED CREATURE CAN'T ATTACK OR BLOCK. ENCHANTED CREATURE HAS ", SACRIFICE THIS CREATURE: YOU GAIN 2 LIFE."** |  | |  | [**CONSUMING FERVOR**](https://magicarena.fandom.com/wiki/Consuming_Fervor)**Red (1) ENCHANTMENT — AURA ENCHANT CREATURE**  **ENCHANTED CREATURE GETS +3/+3 AND HAS "AT THE BEGINNING OF YOUR UPKEEP, PUT A -1/-1 COUNTER ON THIS CREATURE."** |  | |  | [**CRADLE OF THE ACCURSED**](https://magicarena.fandom.com/wiki/Cradle_of_the_Accursed)**(0) LAND — DESERT Tap: ADD .**  **, Tap, SACRIFICE CRADLE OF THE ACCURSED: CREATE A 2/2 BLACK ZOMBIE CREATURE TOKEN. ACTIVATE THIS ABILITY ONLY ANY TIME YOU COULD CAST A SORCERY.** |  | |  | [**CROCODILE OF THE CROSSING**](https://magicarena.fandom.com/wiki/Crocodile_of_the_Crossing)**Green (4) CREATURE — CROCODILE (5/4) HASTE**  **WHEN CROCODILE OF THE CROSSING ENTERS THE BATTLEFIELD, PUT A -1/-1 COUNTER ON TARGET CREATURE YOU CONTROL.** |  | |  | [**CRUEL REALITY**](https://magicarena.fandom.com/wiki/Cruel_Reality)**BlackBlack (7) ENCHANTMENT — AURA CURSE ENCHANT PLAYER**  **AT THE BEGINNING OF ENCHANTED PLAYER'S UPKEEP, THAT PLAYER SACRIFICES A CREATURE OR PLANESWALKER. IF THE PLAYER CAN'T, THEY LOSE 5 LIFE.** |  | |  | [**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.** |  | |  | [**CURATOR OF MYSTERIES**](https://magicarena.fandom.com/wiki/Curator_of_Mysteries)**BlueBlue (4) CREATURE — SPHINX (4/4) FLYING**  **WHENEVER YOU CYCLE OR DISCARD ANOTHER CARD, SCRY 1. CYCLING Blue (Blue, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**CURSED MINOTAUR**](https://magicarena.fandom.com/wiki/Cursed_Minotaur)**Black (3) CREATURE — ZOMBIE MINOTAUR (3/2) MENACE (THIS CREATURE CAN'T BE BLOCKED EXCEPT BY TWO OR MORE CREATURES.)** |  | |  | [**CUT**](https://magicarena.fandom.com/wiki/Cut)**Red (2) SORCERY CUT DEALS 4 DAMAGE TO TARGET CREATURE.** |  | |  | [**DAWN**](https://magicarena.fandom.com/wiki/Dawn)**WhiteWhite (5) SORCERY AFTERMATH (CAST THIS SPELL ONLY FROM YOUR GRAVEYARD. THEN EXILE IT.)**  **RETURN ALL CREATURE CARDS WITH POWER 2 OR LESS FROM YOUR GRAVEYARD TO YOUR HAND.** |  | |  | [**DECIMATOR BEETLE**](https://magicarena.fandom.com/wiki/Decimator_Beetle)**BlackGreen (5) CREATURE — INSECT (4/5) WHEN DECIMATOR BEETLE ENTERS THE BATTLEFIELD, PUT A -1/-1 COUNTER ON TARGET CREATURE YOU CONTROL.**  **WHENEVER DECIMATOR BEETLE ATTACKS, REMOVE A -1/-1 COUNTER FROM TARGET CREATURE YOU CONTROL AND PUT A -1/-1 COUNTER ON UP TO ONE TARGET CREATURE DEFENDING PLAYER CONTROLS.** |  | |  | [**DECISION PARALYSIS**](https://magicarena.fandom.com/wiki/Decision_Paralysis)**Blue (4) INSTANT TAP UP TO TWO TARGET CREATURES. THOSE CREATURES DON'T UNTAP DURING THEIR CONTROLLER'S NEXT UNTAP STEP.** |  | |  | [**DEEM WORTHY**](https://magicarena.fandom.com/wiki/Deem_Worthy)**Red (5) INSTANT DEEM WORTHY DEALS 7 DAMAGE TO TARGET CREATURE.**  **CYCLING Red (Red, DISCARD THIS CARD: DRAW A CARD.) WHEN YOU CYCLE DEEM WORTHY, YOU MAY HAVE IT DEAL 2 DAMAGE TO TARGET CREATURE.** |  | |  | [**DEFIANT GREATMAW**](https://magicarena.fandom.com/wiki/Defiant_Greatmaw)**Green (3) CREATURE — HIPPO (4/5) WHEN DEFIANT GREATMAW ENTERS THE BATTLEFIELD, PUT TWO -1/-1 COUNTERS ON TARGET CREATURE YOU CONTROL.**  **WHENEVER YOU PUT ONE OR MORE -1/-1 COUNTERS ON DEFIANT GREATMAW, REMOVE A -1/-1 COUNTER FROM ANOTHER TARGET CREATURE YOU CONTROL.** |  | |  | [**DESERT CERODON**](https://magicarena.fandom.com/wiki/Desert_Cerodon)**Red (6) CREATURE — BEAST (6/4) CYCLING Red (Red, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**DESICCATED NAGA**](https://magicarena.fandom.com/wiki/Desiccated_Naga)**Black (3) CREATURE — ZOMBIE NAGA (3/2) Black: TARGET OPPONENT LOSES 2 LIFE AND YOU GAIN 2 LIFE. ACTIVATE THIS ABILITY ONLY IF YOU CONTROL A LILIANA PLANESWALKER.** |  | |  | [**DESTINED**](https://magicarena.fandom.com/wiki/Destined)**Black (2) INSTANT TARGET CREATURE GETS +1/+0 AND GAINS INDESTRUCTIBLE UNTIL END OF TURN.** |  | |  | [**DEVOTED CROP-MATE**](https://magicarena.fandom.com/wiki/Devoted_Crop-Mate)**White (3) CREATURE — HUMAN WARRIOR (3/2) YOU MAY EXERT DEVOTED CROP-MATE AS IT ATTACKS. WHEN YOU DO, RETURN TARGET CREATURE CARD WITH CONVERTED MANA COST 2 OR LESS FROM YOUR GRAVEYARD TO THE BATTLEFIELD. (AN EXERTED CREATURE WON'T UNTAP DURING YOUR NEXT UNTAP STEP.)** |  | |  | [**DISPOSSESS**](https://magicarena.fandom.com/wiki/Dispossess)**Black (3) SORCERY CHOOSE AN ARTIFACT CARD NAME. SEARCH TARGET OPPONENT'S GRAVEYARD, HAND, AND LIBRARY FOR ANY NUMBER OF CARDS WITH THE CHOSEN NAME AND EXILE THEM. THEN THAT PLAYER SHUFFLES THEIR LIBRARY.** |  | |  | [**DISSENTER'S DELIVERANCE**](https://magicarena.fandom.com/wiki/Dissenter%27s_Deliverance)**Green (2) INSTANT DESTROY TARGET ARTIFACT.**  **CYCLING Green (Green, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**DJERU'S RESOLVE**](https://magicarena.fandom.com/wiki/Djeru%27s_Resolve)**White (1) INSTANT UNTAP TARGET CREATURE. PREVENT ALL DAMAGE THAT WOULD BE DEALT TO IT THIS TURN.**  **CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**DRAKE HAVEN**](https://magicarena.fandom.com/wiki/Drake_Haven)**Blue (3) ENCHANTMENT WHENEVER YOU CYCLE OR DISCARD A CARD, YOU MAY PAY . IF YOU DO, CREATE A 2/2 BLUE DRAKE CREATURE TOKEN WITH FLYING.** |  | |  | [**DREAD WANDERER**](https://magicarena.fandom.com/wiki/Dread_Wanderer)**Black (1) CREATURE — ZOMBIE JACKAL (2/1) DREAD WANDERER ENTERS THE BATTLEFIELD TAPPED.**  **Black: RETURN DREAD WANDERER FROM YOUR GRAVEYARD TO THE BATTLEFIELD. ACTIVATE THIS ABILITY ONLY ANY TIME YOU COULD CAST A SORCERY AND ONLY IF YOU HAVE ONE OR FEWER CARDS IN HAND.** |  | |  | [**DUNE BEETLE**](https://magicarena.fandom.com/wiki/Dune_Beetle)**Black (2) CREATURE — INSECT (1/4)** |  | |  | [**DUSK**](https://magicarena.fandom.com/wiki/Dusk)**WhiteWhite (4) SORCERY DESTROY ALL CREATURES WITH POWER 3 OR GREATER.** |  | |  | [**EARTH**](https://magicarena.fandom.com/wiki/Earth)**RedRed (2) SORCERY AFTERMATH (CAST THIS SPELL ONLY FROM YOUR GRAVEYARD. THEN EXILE IT.)**  **EARTH DEALS X DAMAGE TO EACH CREATURE WITHOUT FLYING.** |  | |  | [**EDIFICE OF AUTHORITY**](https://magicarena.fandom.com/wiki/Edifice_of_Authority)**(3) ARTIFACT , Tap: TARGET CREATURE CAN'T ATTACK THIS TURN. PUT A BRICK COUNTER ON EDIFICE OF AUTHORITY.**  **, Tap: UNTIL YOUR NEXT TURN, TARGET CREATURE CAN'T ATTACK OR BLOCK AND ITS ACTIVATED ABILITIES CAN'T BE ACTIVATED. ACTIVATE THIS ABILITY ONLY IF THERE ARE THREE OR MORE BRICK COUNTERS ON EDIFICE OF AUTHORITY.** |  | |  | [**EMBALMER'S TOOLS**](https://magicarena.fandom.com/wiki/Embalmer%27s_Tools)**(2) ARTIFACT ACTIVATED ABILITIES OF CREATURE CARDS IN YOUR GRAVEYARD COST  LESS TO ACTIVATE.**  **TAP AN UNTAPPED ZOMBIE YOU CONTROL: TARGET PLAYER PUTS THE TOP CARD OF THEIR LIBRARY INTO THEIR GRAVEYARD.** |  | |  | [**EMBERHORN MINOTAUR**](https://magicarena.fandom.com/wiki/Emberhorn_Minotaur)**Red (4) CREATURE — MINOTAUR WARRIOR (4/3) YOU MAY EXERT EMBERHORN MINOTAUR AS IT ATTACKS. WHEN YOU DO, IT GETS +1/+1 AND GAINS MENACE UNTIL END OF TURN. (AN EXERTED CREATURE WON'T UNTAP DURING YOUR NEXT UNTAP STEP.)** |  | |  | [**EXEMPLAR OF STRENGTH**](https://magicarena.fandom.com/wiki/Exemplar_of_Strength)**Green (2) CREATURE — HUMAN WARRIOR (4/4) WHEN EXEMPLAR OF STRENGTH ENTERS THE BATTLEFIELD, PUT THREE -1/-1 COUNTERS ON TARGET CREATURE YOU CONTROL.**  **WHENEVER EXEMPLAR OF STRENGTH ATTACKS, REMOVE A -1/-1 COUNTER FROM IT. IF YOU DO, YOU GAIN 1 LIFE.** |  | |  | [**FAILURE**](https://magicarena.fandom.com/wiki/Failure)**Blue (2) INSTANT RETURN TARGET SPELL TO ITS OWNER'S HAND.** |  | |  | [**FAITH OF THE DEVOTED**](https://magicarena.fandom.com/wiki/Faith_of_the_Devoted)**Black (3) ENCHANTMENT WHENEVER YOU CYCLE OR DISCARD A CARD, YOU MAY PAY . IF YOU DO, EACH OPPONENT LOSES 2 LIFE AND YOU GAIN 2 LIFE.** |  | |  | [**FAN BEARER**](https://magicarena.fandom.com/wiki/Fan_Bearer)**White (1) CREATURE — ZOMBIE (1/2) , Tap: TAP TARGET CREATURE.** |  | |  | [**FEED**](https://magicarena.fandom.com/wiki/Feed)**Green (4) SORCERY AFTERMATH (CAST THIS SPELL ONLY FROM YOUR GRAVEYARD. THEN EXILE IT.)**  **DRAW A CARD FOR EACH CREATURE YOU CONTROL WITH POWER 3 OR GREATER.** |  | |  | [**FESTERING MUMMY**](https://magicarena.fandom.com/wiki/Festering_Mummy)**Black (1) CREATURE — ZOMBIE (1/1) WHEN FESTERING MUMMY DIES, YOU MAY PUT A -1/-1 COUNTER ON TARGET CREATURE.** |  | |  | [**FETID POOLS**](https://magicarena.fandom.com/wiki/Fetid_Pools)**(0) LAND — ISLAND SWAMP (Tap: ADD Blue OR Black.)**  **FETID POOLS ENTERS THE BATTLEFIELD TAPPED. CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**FIGHT**](https://magicarena.fandom.com/wiki/Fight)**Green (4) SORCERY AFTERMATH (CAST THIS SPELL ONLY FROM YOUR GRAVEYARD. THEN EXILE IT.)**  **TARGET CREATURE YOU CONTROL FIGHTS TARGET CREATURE AN OPPONENT CONTROLS.** |  | |  | [**FINAL REWARD**](https://magicarena.fandom.com/wiki/Final_Reward)**Black (5) INSTANT EXILE TARGET CREATURE.** |  | |  | [**FINISH**](https://magicarena.fandom.com/wiki/Finish)**Black (3) SORCERY AFTERMATH (CAST THIS SPELL ONLY FROM YOUR GRAVEYARD. THEN EXILE IT.)**  **AS AN ADDITIONAL COST TO CAST FINISH, SACRIFICE A CREATURE. DESTROY TARGET CREATURE.** |  | |  | [**FLAMEBLADE ADEPT**](https://magicarena.fandom.com/wiki/Flameblade_Adept)**Red (1) CREATURE — JACKAL WARRIOR (1/2) MENACE**  **WHENEVER YOU CYCLE OR DISCARD A CARD, FLAMEBLADE ADEPT GETS +1/+0 UNTIL END OF TURN.** |  | |  | [**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.** |  | |  | [**FLOODWATERS**](https://magicarena.fandom.com/wiki/Floodwaters)**BlueBlue (6) SORCERY RETURN UP TO TWO TARGET CREATURES TO THEIR OWNERS' HANDS.**  **CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**FORSAKE THE WORLDLY**](https://magicarena.fandom.com/wiki/Forsake_the_Worldly)**White (3) INSTANT EXILE TARGET ARTIFACT OR ENCHANTMENT.**  **CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**GALESTRIKE**](https://magicarena.fandom.com/wiki/Galestrike)**Blue (3) INSTANT RETURN TARGET TAPPED CREATURE TO ITS OWNER'S HAND.**  **DRAW A CARD.** |  | |  | [**GATE TO THE AFTERLIFE**](https://magicarena.fandom.com/wiki/Gate_to_the_Afterlife)**(3) ARTIFACT WHENEVER A NONTOKEN CREATURE YOU CONTROL DIES, YOU GAIN 1 LIFE. THEN YOU MAY DRAW A CARD. IF YOU DO, DISCARD A CARD.**  **, Tap, SACRIFICE GATE TO THE AFTERLIFE: SEARCH YOUR GRAVEYARD, HAND, AND/OR LIBRARY FOR A CARD NAMED GOD-PHARAOH'S GIFT AND PUT IT ONTO THE BATTLEFIELD. IF YOU SEARCH YOUR LIBRARY THIS WAY, SHUFFLE IT. ACTIVATE THIS ABILITY ONLY IF THERE ARE SIX OR MORE CREATURE CARDS IN YOUR GRAVEYARD.** |  | |  | [**GIDEON OF THE TRIALS**](https://magicarena.fandom.com/wiki/Gideon_of_the_Trials)**WhiteWhite (3) LEGENDARY PLANESWALKER — GIDEON (3) +1: UNTIL YOUR NEXT TURN, PREVENT ALL DAMAGE TARGET PERMANENT WOULD DEAL.**  **0: UNTIL END OF TURN, GIDEON OF THE TRIALS BECOMES A 4/4 HUMAN SOLDIER CREATURE WITH INDESTRUCTIBLE THAT'S STILL A PLANESWALKER. PREVENT ALL DAMAGE THAT WOULD BE DEALT TO HIM THIS TURN. 0: YOU GET AN EMBLEM WITH "AS LONG AS YOU CONTROL A GIDEON PLANESWALKER, YOU CAN'T LOSE THE GAME AND YOUR OPPONENTS CAN'T WIN THE GAME."** |  | |  | [**GIDEON, MARTIAL PARAGON**](https://magicarena.fandom.com/wiki/Gideon,_Martial_Paragon)**White (5) LEGENDARY PLANESWALKER — GIDEON (5) +2: UNTAP ALL CREATURES YOU CONTROL. THOSE CREATURES GET +1/+1 UNTIL END OF TURN.**  **0: UNTIL END OF TURN, GIDEON, MARTIAL PARAGON BECOMES A 5/5 HUMAN SOLDIER CREATURE WITH INDESTRUCTIBLE THAT'S STILL A PLANESWALKER. PREVENT ALL DAMAGE THAT WOULD BE DEALT TO HIM THIS TURN. −10: CREATURES YOU CONTROL GET +2/+2 UNTIL END OF TURN. TAP ALL CREATURES YOUR OPPONENTS CONTROL.** |  | |  | [**GIDEON'S INTERVENTION**](https://magicarena.fandom.com/wiki/Gideon%27s_Intervention)**WhiteWhite (4) ENCHANTMENT AS GIDEON'S INTERVENTION ENTERS THE BATTLEFIELD, CHOOSE A CARD NAME.**  **YOUR OPPONENTS CAN'T CAST SPELLS WITH THE CHOSEN NAME. PREVENT ALL DAMAGE THAT WOULD BE DEALT TO YOU AND PERMANENTS YOU CONTROL BY SOURCES WITH THE CHOSEN NAME.** |  | |  | [**GIDEON'S RESOLVE**](https://magicarena.fandom.com/wiki/Gideon%27s_Resolve)**White (5) ENCHANTMENT WHEN GIDEON'S RESOLVE ENTERS THE BATTLEFIELD, YOU MAY SEARCH YOUR LIBRARY AND/OR GRAVEYARD FOR A CARD NAMED GIDEON, MARTIAL PARAGON, REVEAL IT, AND PUT IT INTO YOUR HAND. IF YOU SEARCH YOUR LIBRARY THIS WAY, SHUFFLE IT.**  **CREATURES YOU CONTROL GET +1/+1.** |  | |  | [**GLORIOUS END**](https://magicarena.fandom.com/wiki/Glorious_End)**Red (3) INSTANT END THE TURN. (EXILE ALL SPELLS AND ABILITIES ON 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.)**  **AT THE BEGINNING OF YOUR NEXT END STEP, YOU LOSE THE GAME.** |  | |  | [**GLORY-BOUND INITIATE**](https://magicarena.fandom.com/wiki/Glory-Bound_Initiate)**White (2) CREATURE — HUMAN WARRIOR (3/1) YOU MAY EXERT GLORY-BOUND INITIATE AS IT ATTACKS. WHEN YOU DO, IT GETS +1/+3 AND GAINS LIFELINK UNTIL END OF TURN. (AN EXERTED CREATURE WON'T UNTAP DURING YOUR NEXT UNTAP STEP.)** |  | |  | [**GLORYBRINGER**](https://magicarena.fandom.com/wiki/Glorybringer)**RedRed (5) CREATURE — DRAGON (4/4) FLYING, HASTE**  **YOU MAY EXERT GLORYBRINGER AS IT ATTACKS. WHEN YOU DO, IT DEALS 4 DAMAGE TO TARGET NON-DRAGON CREATURE AN OPPONENT CONTROLS. (AN EXERTED CREATURE WON'T UNTAP DURING YOUR NEXT UNTAP STEP.)** |  | |  | [**GLYPH KEEPER**](https://magicarena.fandom.com/wiki/Glyph_Keeper)**BlueBlue (5) CREATURE — SPHINX (5/3) FLYING**  **WHENEVER GLYPH KEEPER BECOMES THE TARGET OF A SPELL OR ABILITY FOR THE FIRST TIME EACH TURN, COUNTER THAT SPELL OR ABILITY. EMBALM BlueBlue (BlueBlue, EXILE THIS CARD FROM YOUR GRAVEYARD: CREATE A TOKEN THAT'S A COPY OF IT, EXCEPT IT'S A WHITE ZOMBIE SPHINX WITH NO MANA COST. EMBALM ONLY AS A SORCERY.)** |  | |  | [**GRACEFUL CAT**](https://magicarena.fandom.com/wiki/Graceful_Cat)**White (3) CREATURE — CAT (2/2) WHENEVER GRACEFUL CAT ATTACKS, IT GETS +1/+1 UNTIL END OF TURN.** |  | |  | [**GRASPING DUNES**](https://magicarena.fandom.com/wiki/Grasping_Dunes)**(0) LAND — DESERT Tap: ADD .**  **, Tap, SACRIFICE GRASPING DUNES: PUT A -1/-1 COUNTER ON TARGET CREATURE. ACTIVATE THIS ABILITY ONLY ANY TIME YOU COULD CAST A SORCERY.** |  | |  | [**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.)** |  | |  | [**GRIM STRIDER**](https://magicarena.fandom.com/wiki/Grim_Strider)**Black (4) CREATURE — HORROR (6/6) GRIM STRIDER GETS -1/-1 FOR EACH CARD IN YOUR HAND.** |  | |  | [**GUST WALKER**](https://magicarena.fandom.com/wiki/Gust_Walker)**White (2) CREATURE — HUMAN WIZARD (2/2) YOU MAY EXERT GUST WALKER AS IT ATTACKS. WHEN YOU DO, IT GETS +1/+1 AND GAINS FLYING UNTIL END OF TURN. (AN EXERTED CREATURE WON'T UNTAP DURING YOUR NEXT UNTAP STEP.)** |  | |  | [**HAPATRA, VIZIER OF POISONS**](https://magicarena.fandom.com/wiki/Hapatra,_Vizier_of_Poisons)**BlackGreen (2) LEGENDARY CREATURE — HUMAN CLERIC (2/2) WHENEVER HAPATRA, VIZIER OF POISONS DEALS COMBAT DAMAGE TO A PLAYER, YOU MAY PUT A -1/-1 COUNTER ON TARGET CREATURE.**  **WHENEVER YOU PUT ONE OR MORE -1/-1 COUNTERS ON A CREATURE, CREATE A 1/1 GREEN SNAKE CREATURE TOKEN WITH DEATHTOUCH.** |  | |  | [**HAPATRA'S MARK**](https://magicarena.fandom.com/wiki/Hapatra%27s_Mark)**Green (1) INSTANT TARGET CREATURE YOU CONTROL GAINS HEXPROOF UNTIL END OF TURN. REMOVE ALL -1/-1 COUNTERS FROM IT. (A CREATURE WITH HEXPROOF CAN'T BE THE TARGET OF SPELLS OR ABILITIES YOUR OPPONENTS CONTROL.)** |  | |  | [**HARSH MENTOR**](https://magicarena.fandom.com/wiki/Harsh_Mentor)**Red (2) CREATURE — HUMAN CLERIC (2/2) WHENEVER AN OPPONENT ACTIVATES AN ABILITY OF AN ARTIFACT, CREATURE, OR LAND ON THE BATTLEFIELD, IF IT ISN'T A MANA ABILITY, HARSH MENTOR DEALS 2 DAMAGE TO THAT PLAYER.** |  | |  | [**HARVEST SEASON**](https://magicarena.fandom.com/wiki/Harvest_Season)**Green (3) SORCERY SEARCH YOUR LIBRARY FOR UP TO X BASIC LAND CARDS, WHERE X IS THE NUMBER OF TAPPED CREATURES YOU CONTROL, AND PUT THOSE CARDS ONTO THE BATTLEFIELD TAPPED. THEN SHUFFLE YOUR LIBRARY.** |  | |  | [**HAZE OF POLLEN**](https://magicarena.fandom.com/wiki/Haze_of_Pollen)**Green (2) INSTANT PREVENT ALL COMBAT DAMAGE THAT WOULD BE DEALT THIS TURN.**  **CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**HAZORET THE FERVENT**](https://magicarena.fandom.com/wiki/Hazoret_the_Fervent)**Red (4) LEGENDARY CREATURE — GOD (5/4) INDESTRUCTIBLE, HASTE**  **HAZORET THE FERVENT CAN'T ATTACK OR BLOCK UNLESS YOU HAVE ONE OR FEWER CARDS IN HAND. Red, DISCARD A CARD: HAZORET DEALS 2 DAMAGE TO EACH OPPONENT.** |  | |  | [**HAZORET'S FAVOR**](https://magicarena.fandom.com/wiki/Hazoret%27s_Favor)**Red (3) ENCHANTMENT AT THE BEGINNING OF COMBAT ON YOUR TURN, YOU MAY HAVE TARGET CREATURE YOU CONTROL GET +2/+0 AND GAIN HASTE UNTIL END OF TURN. IF YOU DO, SACRIFICE IT AT THE BEGINNING OF THE NEXT END STEP.** |  | |  | [**HAZORET'S MONUMENT**](https://magicarena.fandom.com/wiki/Hazoret%27s_Monument)**(3) LEGENDARY ARTIFACT RED CREATURE SPELLS YOU CAST COST  LESS TO CAST.**  **WHENEVER YOU CAST A CREATURE SPELL, YOU MAY DISCARD A CARD. IF YOU DO, DRAW A CARD.** |  | |  | [**HEART-PIERCER MANTICORE**](https://magicarena.fandom.com/wiki/Heart-Piercer_Manticore)**RedRed (4) CREATURE — MANTICORE (4/3) WHEN HEART-PIERCER MANTICORE ENTERS THE BATTLEFIELD, YOU MAY SACRIFICE ANOTHER CREATURE. WHEN YOU DO, HEART-PIERCER MANTICORE DEALS DAMAGE EQUAL TO THAT CREATURE'S POWER TO ANY TARGET.**  **EMBALM Red (Red, EXILE THIS CARD FROM YOUR GRAVEYARD: CREATE A TOKEN THAT'S A COPY OF IT, EXCEPT IT'S A WHITE ZOMBIE MANTICORE WITH NO MANA COST. EMBALM ONLY AS A SORCERY.)** |  | |  | [**HEAVEN**](https://magicarena.fandom.com/wiki/Heaven)**Green (1) INSTANT HEAVEN DEALS X DAMAGE TO EACH CREATURE WITH FLYING.** |  | |  | [**HEKMA SENTINELS**](https://magicarena.fandom.com/wiki/Hekma_Sentinels)**Blue (3) CREATURE — HUMAN CLERIC (2/3) WHENEVER YOU CYCLE OR DISCARD A CARD, HEKMA SENTINELS GETS +1/+1 UNTIL END OF TURN.** |  | |  | [**HIEROGLYPHIC ILLUMINATION**](https://magicarena.fandom.com/wiki/Hieroglyphic_Illumination)**Blue (4) INSTANT DRAW TWO CARDS.**  **CYCLING Blue (Blue, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**HONED KHOPESH**](https://magicarena.fandom.com/wiki/Honed_Khopesh)**(1) ARTIFACT — EQUIPMENT EQUIPPED CREATURE GETS +1/+1.**  **EQUIP  (: ATTACH TO TARGET CREATURE YOU CONTROL. EQUIP ONLY AS A SORCERY.)** |  | |  | [**HONORED CROP-CAPTAIN**](https://magicarena.fandom.com/wiki/Honored_Crop-Captain)**RedWhite (2) CREATURE — HUMAN WARRIOR (3/2) WHENEVER HONORED CROP-CAPTAIN ATTACKS, OTHER ATTACKING CREATURES GET +1/+0 UNTIL END OF TURN.** |  | |  | [**HONORED HYDRA**](https://magicarena.fandom.com/wiki/Honored_Hydra)**Green (6) CREATURE — SNAKE HYDRA (6/6) TRAMPLE**  **EMBALM Green (Green, EXILE THIS CARD FROM YOUR GRAVEYARD: CREATE A TOKEN THAT'S A COPY OF IT, EXCEPT IT'S A WHITE ZOMBIE SNAKE HYDRA WITH NO MANA COST. EMBALM ONLY AS A SORCERY.)** |  | |  | [**HOODED BRAWLER**](https://magicarena.fandom.com/wiki/Hooded_Brawler)**Green (3) CREATURE — NAGA WARRIOR (3/2) YOU MAY EXERT HOODED BRAWLER AS IT ATTACKS. WHEN YOU DO, IT GETS +2/+2 UNTIL END OF TURN. (AN EXERTED CREATURE WON'T UNTAP DURING YOUR NEXT UNTAP STEP.)** |  | |  | [**HORROR OF THE BROKEN LANDS**](https://magicarena.fandom.com/wiki/Horror_of_the_Broken_Lands)**Black (5) CREATURE — HORROR (4/4) WHENEVER YOU CYCLE OR DISCARD ANOTHER CARD, HORROR OF THE BROKEN LANDS GETS +2/+1 UNTIL END OF TURN.**  **CYCLING Black (Black, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**HYENA PACK**](https://magicarena.fandom.com/wiki/Hyena_Pack)**RedRed (4) CREATURE — HYENA (3/4)** |  | |  | [**ILLUSORY WRAPPINGS**](https://magicarena.fandom.com/wiki/Illusory_Wrappings)**Blue (3) ENCHANTMENT — AURA ENCHANT CREATURE**  **ENCHANTED CREATURE HAS BASE POWER AND TOUGHNESS 0/2.** |  | |  | [**IMPECCABLE TIMING**](https://magicarena.fandom.com/wiki/Impeccable_Timing)**White (2) INSTANT IMPECCABLE TIMING DEALS 3 DAMAGE TO TARGET ATTACKING OR BLOCKING CREATURE.** |  | |  | [**IN OKETRA'S NAME**](https://magicarena.fandom.com/wiki/In_Oketra%27s_Name)**White (2) INSTANT ZOMBIES YOU CONTROL GET +2/+1 UNTIL END OF TURN. OTHER CREATURES YOU CONTROL GET +1/+1 UNTIL END OF TURN.** |  | |  | [**INITIATE'S COMPANION**](https://magicarena.fandom.com/wiki/Initiate%27s_Companion)**Green (2) CREATURE — CAT (3/1) WHENEVER INITIATE'S COMPANION DEALS COMBAT DAMAGE TO A PLAYER, UNTAP TARGET CREATURE OR LAND.** |  | |  | [**INJURY**](https://magicarena.fandom.com/wiki/Injury)**Red (3) SORCERY AFTERMATH (CAST THIS SPELL ONLY FROM YOUR GRAVEYARD. THEN EXILE IT.)**  **INJURY DEALS 2 DAMAGE TO TARGET CREATURE AND 2 DAMAGE TO TARGET PLAYER OR PLANESWALKER.** |  | |  | [**INSULT**](https://magicarena.fandom.com/wiki/Insult)**Red (3) SORCERY DAMAGE CAN'T BE PREVENTED THIS TURN. IF A SOURCE YOU CONTROL WOULD DEAL DAMAGE THIS TURN, IT DEALS DOUBLE THAT DAMAGE INSTEAD.** |  | |  | [**IRRIGATED FARMLAND**](https://magicarena.fandom.com/wiki/Irrigated_Farmland)**(0) LAND — PLAINS ISLAND (Tap: ADD White OR Blue.)**  **IRRIGATED FARMLAND ENTERS THE BATTLEFIELD TAPPED. CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**KEFNET THE MINDFUL**](https://magicarena.fandom.com/wiki/Kefnet_the_Mindful)**Blue (3) LEGENDARY CREATURE — GOD (5/5) FLYING, INDESTRUCTIBLE**  **KEFNET THE MINDFUL CAN'T ATTACK OR BLOCK UNLESS YOU HAVE SEVEN OR MORE CARDS IN HAND. Blue: DRAW A CARD, THEN YOU MAY RETURN A LAND YOU CONTROL TO ITS OWNER'S HAND.** |  | |  | [**KEFNET'S MONUMENT**](https://magicarena.fandom.com/wiki/Kefnet%27s_Monument)**(3) LEGENDARY ARTIFACT BLUE CREATURE SPELLS YOU CAST COST  LESS TO CAST.**  **WHENEVER YOU CAST A CREATURE SPELL, TARGET CREATURE AN OPPONENT CONTROLS DOESN'T UNTAP DURING ITS CONTROLLER'S NEXT UNTAP STEP.** |  | |  | [**KHENRA CHARIOTEER**](https://magicarena.fandom.com/wiki/Khenra_Charioteer)**RedGreen (3) CREATURE — JACKAL WARRIOR (3/3) TRAMPLE**  **OTHER CREATURES YOU CONTROL HAVE TRAMPLE.** |  | |  | [**LABYRINTH GUARDIAN**](https://magicarena.fandom.com/wiki/Labyrinth_Guardian)**Blue (2) CREATURE — ILLUSION WARRIOR (2/3) WHEN LABYRINTH GUARDIAN BECOMES THE TARGET OF A SPELL, SACRIFICE IT.**  **EMBALM Blue (Blue, EXILE THIS CARD FROM YOUR GRAVEYARD: CREATE A TOKEN THAT'S A COPY OF IT, EXCEPT IT'S A WHITE ZOMBIE ILLUSION WARRIOR WITH NO MANA COST. EMBALM ONLY AS A SORCERY.)** |  | |  | [**LAY BARE THE HEART**](https://magicarena.fandom.com/wiki/Lay_Bare_the_Heart)**Black (2) SORCERY TARGET OPPONENT REVEALS THEIR HAND. YOU CHOOSE A NONLEGENDARY, NONLAND CARD FROM IT. THAT PLAYER DISCARDS THAT CARD.** |  | |  | [**LAY CLAIM**](https://magicarena.fandom.com/wiki/Lay_Claim)**BlueBlue (7) ENCHANTMENT — AURA ENCHANT PERMANENT**  **YOU CONTROL ENCHANTED PERMANENT. CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**LEAD**](https://magicarena.fandom.com/wiki/Lead)**Green (4) SORCERY AFTERMATH (CAST THIS SPELL ONLY FROM YOUR GRAVEYARD. THEN EXILE IT.)**  **ALL CREATURES ABLE TO BLOCK TARGET CREATURE THIS TURN DO SO.** |  | |  | [**LILIANA, DEATH WIELDER**](https://magicarena.fandom.com/wiki/Liliana,_Death_Wielder)**BlackBlack (7) LEGENDARY PLANESWALKER — LILIANA (5) +2: PUT A -1/-1 COUNTER ON UP TO ONE TARGET CREATURE.**  **−3: DESTROY TARGET CREATURE WITH A -1/-1 COUNTER ON IT. −10: RETURN ALL CREATURE CARDS FROM YOUR GRAVEYARD TO THE BATTLEFIELD.** |  | |  | [**LILIANA, DEATH'S MAJESTY**](https://magicarena.fandom.com/wiki/Liliana,_Death%27s_Majesty)**BlackBlack (5) LEGENDARY PLANESWALKER — LILIANA (5) +1: CREATE A 2/2 BLACK ZOMBIE CREATURE TOKEN. PUT THE TOP TWO CARDS OF YOUR LIBRARY INTO YOUR GRAVEYARD.**  **−3: RETURN TARGET CREATURE CARD FROM YOUR GRAVEYARD TO THE BATTLEFIELD. THAT CREATURE IS A BLACK ZOMBIE IN ADDITION TO ITS OTHER COLORS AND TYPES. −7: DESTROY ALL NON-ZOMBIE CREATURES.** |  | |  | [**LILIANA'S INFLUENCE**](https://magicarena.fandom.com/wiki/Liliana%27s_Influence)**BlackBlack (6) SORCERY PUT A -1/-1 COUNTER ON EACH CREATURE YOU DON'T CONTROL. YOU MAY SEARCH YOUR LIBRARY AND/OR GRAVEYARD FOR A CARD NAMED LILIANA, DEATH WIELDER, REVEAL IT, AND PUT IT INTO YOUR HAND. IF YOU SEARCH YOUR LIBRARY THIS WAY, SHUFFLE IT.** |  | |  | [**LILIANA'S MASTERY**](https://magicarena.fandom.com/wiki/Liliana%27s_Mastery)**BlackBlack (5) ENCHANTMENT ZOMBIES YOU CONTROL GET +1/+1.**  **WHEN LILIANA'S MASTERY ENTERS THE BATTLEFIELD, CREATE TWO 2/2 BLACK ZOMBIE CREATURE TOKENS.** |  | |  | [**LIMITS OF SOLIDARITY**](https://magicarena.fandom.com/wiki/Limits_of_Solidarity)**Red (4) SORCERY GAIN CONTROL OF TARGET CREATURE UNTIL END OF TURN. UNTAP THAT CREATURE. IT GAINS HASTE UNTIL END OF TURN.**  **CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**LORD OF THE ACCURSED**](https://magicarena.fandom.com/wiki/Lord_of_the_Accursed)**Black (3) CREATURE — ZOMBIE (2/3) OTHER ZOMBIES YOU CONTROL GET +1/+1.**  **Black, Tap: ALL ZOMBIES GAIN MENACE UNTIL END OF TURN.** |  | |  | [**LUXA RIVER SHRINE**](https://magicarena.fandom.com/wiki/Luxa_River_Shrine)**(3) ARTIFACT , Tap: YOU GAIN 1 LIFE. PUT A BRICK COUNTER ON LUXA RIVER SHRINE.**  **Tap: YOU GAIN 2 LIFE. ACTIVATE THIS ABILITY ONLY IF THERE ARE THREE OR MORE BRICK COUNTERS ON LUXA RIVER SHRINE.** |  | |  | [**MAGMA SPRAY**](https://magicarena.fandom.com/wiki/Magma_Spray)**Red (1) INSTANT MAGMA SPRAY DEALS 2 DAMAGE TO TARGET CREATURE. IF THAT CREATURE WOULD DIE THIS TURN, EXILE IT INSTEAD.** |  | |  | [**MANGLEHORN**](https://magicarena.fandom.com/wiki/Manglehorn)**Green (3) CREATURE — BEAST (2/2) WHEN MANGLEHORN ENTERS THE BATTLEFIELD, YOU MAY DESTROY TARGET ARTIFACT.**  **ARTIFACTS YOUR OPPONENTS CONTROL ENTER THE BATTLEFIELD TAPPED.** |  | |  | [**MANTICORE OF THE GAUNTLET**](https://magicarena.fandom.com/wiki/Manticore_of_the_Gauntlet)**Red (5) CREATURE — MANTICORE (5/4) WHEN MANTICORE OF THE GAUNTLET ENTERS THE BATTLEFIELD, PUT A -1/-1 COUNTER ON TARGET CREATURE YOU CONTROL. MANTICORE OF THE GAUNTLET DEALS 3 DAMAGE TO TARGET OPPONENT OR PLANESWALKER.** |  | |  | [**MEMORY**](https://magicarena.fandom.com/wiki/Memory)**BlueBlue (6) SORCERY AFTERMATH (CAST THIS SPELL ONLY FROM YOUR GRAVEYARD. THEN EXILE IT.)**  **EACH PLAYER SHUFFLES THEIR HAND AND GRAVEYARD INTO THEIR LIBRARY, THEN DRAWS SEVEN CARDS.** |  | |  | [**MERCILESS JAVELINEER**](https://magicarena.fandom.com/wiki/Merciless_Javelineer)**BlackRed (4) CREATURE — MINOTAUR WARRIOR (4/2) , DISCARD A CARD: PUT A -1/-1 COUNTER ON TARGET CREATURE. THAT CREATURE CAN'T BLOCK THIS TURN.** |  | |  | [**MIASMIC MUMMY**](https://magicarena.fandom.com/wiki/Miasmic_Mummy)**Black (2) CREATURE — ZOMBIE JACKAL (2/2) WHEN MIASMIC MUMMY ENTERS THE BATTLEFIELD, EACH PLAYER DISCARDS A CARD.** |  | |  | [**MIND**](https://magicarena.fandom.com/wiki/Mind)**BlueBlue (6) INSTANT AFTERMATH (CAST THIS SPELL ONLY FROM YOUR GRAVEYARD. THEN EXILE IT.)**  **DRAW TWO CARDS.** |  | |  | [**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.** |  | |  | [**MOUTH**](https://magicarena.fandom.com/wiki/Mouth)**Green (3) SORCERY CREATE A 3/3 GREEN HIPPO CREATURE TOKEN.** |  | |  | [**NAGA ORACLE**](https://magicarena.fandom.com/wiki/Naga_Oracle)**Blue (4) CREATURE — NAGA CLERIC (2/4) WHEN NAGA ORACLE ENTERS THE BATTLEFIELD, LOOK AT THE TOP THREE CARDS OF YOUR LIBRARY. PUT ANY NUMBER OF THEM INTO YOUR GRAVEYARD AND THE REST BACK ON TOP OF YOUR LIBRARY IN ANY ORDER.** |  | |  | [**NAGA VITALIST**](https://magicarena.fandom.com/wiki/Naga_Vitalist)**Green (2) CREATURE — NAGA DRUID (1/2) Tap: ADD ONE MANA OF ANY TYPE THAT A LAND YOU CONTROL COULD PRODUCE.** |  | |  | [**NEF-CROP ENTANGLER**](https://magicarena.fandom.com/wiki/Nef-Crop_Entangler)**Red (2) CREATURE — HUMAN WARRIOR (2/1) TRAMPLE**  **YOU MAY EXERT NEF-CROP ENTANGLER AS IT ATTACKS. WHEN YOU DO, IT GETS +1/+2 UNTIL END OF TURN. (AN EXERTED CREATURE WON'T UNTAP DURING YOUR NEXT UNTAP STEP.)** |  | |  | [**NEHEB, THE WORTHY**](https://magicarena.fandom.com/wiki/Neheb,_the_Worthy)**BlackRed (3) LEGENDARY CREATURE — MINOTAUR WARRIOR (2/2) FIRST STRIKE**  **OTHER MINOTAURS YOU CONTROL HAVE FIRST STRIKE. AS LONG AS YOU HAVE ONE OR FEWER CARDS IN HAND, MINOTAURS YOU CONTROL GET +2/+0. WHENEVER NEHEB, THE WORTHY DEALS COMBAT DAMAGE TO A PLAYER, EACH PLAYER DISCARDS A CARD.** |  | |  | [**NEST OF SCARABS**](https://magicarena.fandom.com/wiki/Nest_of_Scarabs)**Black (3) ENCHANTMENT WHENEVER YOU PUT ONE OR MORE -1/-1 COUNTERS ON A CREATURE, CREATE THAT MANY 1/1 BLACK INSECT CREATURE TOKENS.** |  | |  | [**NEVER**](https://magicarena.fandom.com/wiki/Never)**BlackBlack (3) SORCERY DESTROY TARGET CREATURE OR PLANESWALKER.** |  | |  | [**NEW PERSPECTIVES**](https://magicarena.fandom.com/wiki/New_Perspectives)**Blue (6) ENCHANTMENT WHEN NEW PERSPECTIVES ENTERS THE BATTLEFIELD, DRAW THREE CARDS.**  **AS LONG AS YOU HAVE SEVEN OR MORE CARDS IN HAND, YOU MAY PAY  RATHER THAN PAY CYCLING COSTS.** |  | |  | [**NIMBLE-BLADE KHENRA**](https://magicarena.fandom.com/wiki/Nimble-Blade_Khenra)**Red (2) CREATURE — JACKAL WARRIOR (1/3) PROWESS (WHENEVER YOU CAST A NONCREATURE SPELL, THIS CREATURE GETS +1/+1 UNTIL END OF TURN.)** |  | |  | [**NISSA, STEWARD OF ELEMENTS**](https://magicarena.fandom.com/wiki/Nissa,_Steward_of_Elements)**GreenBlue (2) LEGENDARY PLANESWALKER — NISSA (X) +2: SCRY 2.**  **0: LOOK AT THE TOP CARD OF YOUR LIBRARY. IF IT'S A LAND CARD OR A CREATURE CARD WITH CONVERTED MANA COST LESS THAN OR EQUAL TO THE NUMBER OF LOYALTY COUNTERS ON NISSA, STEWARD OF ELEMENTS, YOU MAY PUT THAT CARD ONTO THE BATTLEFIELD. −6: UNTAP UP TO TWO TARGET LANDS YOU CONTROL. THEY BECOME 5/5 ELEMENTAL CREATURES WITH FLYING AND HASTE UNTIL END OF TURN. THEY'RE STILL LANDS.** |  | |  | [**OASHRA CULTIVATOR**](https://magicarena.fandom.com/wiki/Oashra_Cultivator)**Green (1) CREATURE — HUMAN DRUID (0/3) Green, Tap, SACRIFICE OASHRA CULTIVATOR: SEARCH YOUR LIBRARY FOR A BASIC LAND CARD, PUT IT ONTO THE BATTLEFIELD TAPPED, THEN SHUFFLE YOUR LIBRARY.** |  | |  | [**OKETRA THE TRUE**](https://magicarena.fandom.com/wiki/Oketra_the_True)**White (4) LEGENDARY CREATURE — GOD (3/6) DOUBLE STRIKE, INDESTRUCTIBLE**  **OKETRA THE TRUE CAN'T ATTACK OR BLOCK UNLESS YOU CONTROL AT LEAST THREE OTHER CREATURES. White: CREATE A 1/1 WHITE WARRIOR CREATURE TOKEN WITH VIGILANCE.** |  | |  | [**OKETRA'S ATTENDANT**](https://magicarena.fandom.com/wiki/Oketra%27s_Attendant)**WhiteWhite (5) CREATURE — BIRD SOLDIER (3/3) FLYING**  **CYCLING  (, DISCARD THIS CARD: DRAW A CARD.) EMBALM WhiteWhite (WhiteWhite, EXILE THIS CARD FROM YOUR GRAVEYARD: CREATE A TOKEN THAT'S A COPY OF IT, EXCEPT IT'S A WHITE ZOMBIE BIRD SOLDIER WITH NO MANA COST. EMBALM ONLY AS A SORCERY.)** |  | |  | [**OKETRA'S MONUMENT**](https://magicarena.fandom.com/wiki/Oketra%27s_Monument)**(3) LEGENDARY ARTIFACT WHITE CREATURE SPELLS YOU CAST COST  LESS TO CAST.**  **WHENEVER YOU CAST A CREATURE SPELL, CREATE A 1/1 WHITE WARRIOR CREATURE TOKEN WITH VIGILANCE.** |  | |  | [**ONWARD**](https://magicarena.fandom.com/wiki/Onward)**Red (3) INSTANT TARGET CREATURE GETS +X/+0 UNTIL END OF TURN, WHERE X IS ITS POWER.** |  | |  | [**OPEN INTO WONDER**](https://magicarena.fandom.com/wiki/Open_into_Wonder)**BlueBlue (2) SORCERY X TARGET CREATURES CAN'T BE BLOCKED THIS TURN. UNTIL END OF TURN, THOSE CREATURES GAIN "WHENEVER THIS CREATURE DEALS COMBAT DAMAGE TO A PLAYER, DRAW A CARD."** |  | |  | [**ORACLE'S VAULT**](https://magicarena.fandom.com/wiki/Oracle%27s_Vault)**(4) ARTIFACT , Tap: EXILE THE TOP CARD OF YOUR LIBRARY. UNTIL END OF TURN, YOU MAY PLAY THAT CARD. PUT A BRICK COUNTER ON ORACLE'S VAULT.**  **Tap: EXILE THE TOP CARD OF YOUR LIBRARY. UNTIL END OF TURN, YOU MAY PLAY THAT CARD WITHOUT PAYING ITS MANA COST. ACTIVATE THIS ABILITY ONLY IF THERE ARE THREE OR MORE BRICK COUNTERS ON ORACLE'S VAULT.** |  | |  | [**ORNERY KUDU**](https://magicarena.fandom.com/wiki/Ornery_Kudu)**Green (3) CREATURE — ANTELOPE (3/4) WHEN ORNERY KUDU ENTERS THE BATTLEFIELD, PUT A -1/-1 COUNTER ON TARGET CREATURE YOU CONTROL.** |  | |  | [**PAINFUL LESSON**](https://magicarena.fandom.com/wiki/Painful_Lesson)**Black (3) SORCERY TARGET PLAYER DRAWS TWO CARDS AND LOSES 2 LIFE.** |  | |  | [**PAINTED BLUFFS**](https://magicarena.fandom.com/wiki/Painted_Bluffs)**(0) LAND — DESERT Tap: ADD .**  **, Tap: ADD ONE MANA OF ANY COLOR.** |  | |  | [**PATHMAKER INITIATE**](https://magicarena.fandom.com/wiki/Pathmaker_Initiate)**Red (2) CREATURE — HUMAN WIZARD (2/1) Tap: TARGET CREATURE WITH POWER 2 OR LESS CAN'T BE BLOCKED THIS TURN.** |  | |  | [**PITILESS VIZIER**](https://magicarena.fandom.com/wiki/Pitiless_Vizier)**Black (4) CREATURE — MINOTAUR CLERIC (4/2) WHENEVER YOU CYCLE OR DISCARD A CARD, PITILESS VIZIER GAINS INDESTRUCTIBLE UNTIL END OF TURN. (DAMAGE AND EFFECTS THAT SAY "DESTROY" DON'T DESTROY IT. IF ITS TOUGHNESS IS 0 OR LESS, IT'S STILL PUT INTO ITS OWNER'S GRAVEYARD.)** |  | |  | [**PLAGUE BELCHER**](https://magicarena.fandom.com/wiki/Plague_Belcher)**Black (3) CREATURE — ZOMBIE BEAST (5/4) MENACE**  **WHEN PLAGUE BELCHER ENTERS THE BATTLEFIELD, PUT TWO -1/-1 COUNTERS ON TARGET CREATURE YOU CONTROL. WHENEVER ANOTHER ZOMBIE YOU CONTROL DIES, EACH OPPONENT LOSES 1 LIFE.** |  | |  | [**POUNCING CHEETAH**](https://magicarena.fandom.com/wiki/Pouncing_Cheetah)**Green (3) CREATURE — CAT (3/2) FLASH** |  | |  | [**PREPARE**](https://magicarena.fandom.com/wiki/Prepare)**White (2) INSTANT UNTAP TARGET CREATURE. IT GETS +2/+2 AND GAINS LIFELINK UNTIL END OF TURN.** |  | |  | [**PROTECTION OF THE HEKMA**](https://magicarena.fandom.com/wiki/Protection_of_the_Hekma)**White (5) ENCHANTMENT IF A SOURCE AN OPPONENT CONTROLS WOULD DEAL DAMAGE TO YOU, PREVENT 1 OF THAT DAMAGE.** |  | |  | [**PROWLING SERPOPARD**](https://magicarena.fandom.com/wiki/Prowling_Serpopard)**GreenGreen (3) CREATURE — CAT SNAKE (4/3) THIS SPELL CAN'T BE COUNTERED.**  **CREATURE SPELLS YOU CONTROL CAN'T BE COUNTERED.** |  | |  | [**PULL FROM TOMORROW**](https://magicarena.fandom.com/wiki/Pull_from_Tomorrow)**BlueBlue (2) INSTANT DRAW X CARDS, THEN DISCARD A CARD.** |  | |  | [**PURSUE GLORY**](https://magicarena.fandom.com/wiki/Pursue_Glory)**Red (4) INSTANT ATTACKING CREATURES GET +2/+0 UNTIL END OF TURN.**  **CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**PYRAMID OF THE PANTHEON**](https://magicarena.fandom.com/wiki/Pyramid_of_the_Pantheon)**(1) ARTIFACT , Tap: ADD ONE MANA OF ANY COLOR. PUT A BRICK COUNTER ON PYRAMID OF THE PANTHEON.**  **Tap: ADD THREE MANA OF ANY ONE COLOR. ACTIVATE THIS ABILITY ONLY IF THERE ARE THREE OR MORE BRICK COUNTERS ON PYRAMID OF THE PANTHEON.** |  | |  | [**QUARRY HAULER**](https://magicarena.fandom.com/wiki/Quarry_Hauler)**Green (4) CREATURE — CAMEL (4/3) WHEN QUARRY HAULER ENTERS THE BATTLEFIELD, FOR EACH KIND OF COUNTER ON TARGET PERMANENT, PUT ANOTHER COUNTER OF THAT KIND ON IT OR REMOVE ONE FROM IT.** |  | |  | [**RAGS**](https://magicarena.fandom.com/wiki/Rags)**BlackBlack (4) SORCERY ALL CREATURES GET -2/-2 UNTIL END OF TURN.** |  | |  | [**REDUCE**](https://magicarena.fandom.com/wiki/Reduce)**Blue (3) INSTANT COUNTER TARGET SPELL UNLESS ITS CONTROLLER PAYS .** |  | |  | [**REGAL CARACAL**](https://magicarena.fandom.com/wiki/Regal_Caracal)**WhiteWhite (5) CREATURE — CAT (3/3) OTHER CATS YOU CONTROL GET +1/+1 AND HAVE LIFELINK.**  **WHEN REGAL CARACAL ENTERS THE BATTLEFIELD, CREATE TWO 1/1 WHITE CAT CREATURE TOKENS WITH LIFELINK.** |  | |  | [**RENEWED FAITH**](https://magicarena.fandom.com/wiki/Renewed_Faith)**White (3) INSTANT YOU GAIN 6 LIFE.**  **CYCLING White (White, DISCARD THIS CARD: DRAW A CARD.) WHEN YOU CYCLE RENEWED FAITH, YOU MAY GAIN 2 LIFE.** |  | |  | [**RETURN**](https://magicarena.fandom.com/wiki/Return)**Black (4) SORCERY AFTERMATH (CAST THIS SPELL ONLY FROM YOUR GRAVEYARD. THEN EXILE IT.)**  **EXILE TARGET CARD FROM A GRAVEYARD. CREATE A 2/2 BLACK ZOMBIE CREATURE TOKEN.** |  | |  | [**RHET-CROP SPEARMASTER**](https://magicarena.fandom.com/wiki/Rhet-Crop_Spearmaster)**White (3) CREATURE — HUMAN WARRIOR (3/1) YOU MAY EXERT RHET-CROP SPEARMASTER AS IT ATTACKS. WHEN YOU DO, IT GETS +1/+0 AND GAINS FIRST STRIKE UNTIL END OF TURN. (AN EXERTED CREATURE WON'T UNTAP DURING YOUR NEXT UNTAP STEP.)** |  | |  | [**RHONAS THE INDOMITABLE**](https://magicarena.fandom.com/wiki/Rhonas_the_Indomitable)**Green (3) LEGENDARY CREATURE — GOD (5/5) DEATHTOUCH, INDESTRUCTIBLE**  **RHONAS THE INDOMITABLE CAN'T ATTACK OR BLOCK UNLESS YOU CONTROL ANOTHER CREATURE WITH POWER 4 OR GREATER. Green: ANOTHER TARGET CREATURE GETS +2/+0 AND GAINS TRAMPLE UNTIL END OF TURN.** |  | |  | [**RHONAS'S MONUMENT**](https://magicarena.fandom.com/wiki/Rhonas%27s_Monument)**(3) LEGENDARY ARTIFACT GREEN CREATURE SPELLS YOU CAST COST  LESS TO CAST.**  **WHENEVER YOU CAST A CREATURE SPELL, TARGET CREATURE YOU CONTROL GETS +2/+2 AND GAINS TRAMPLE UNTIL END OF TURN.** |  | |  | [**RIBBONS**](https://magicarena.fandom.com/wiki/Ribbons)**BlackBlack (2) SORCERY AFTERMATH (CAST THIS SPELL ONLY FROM YOUR GRAVEYARD. THEN EXILE IT.)**  **EACH OPPONENT LOSES X LIFE.** |  | |  | [**RICHES**](https://magicarena.fandom.com/wiki/Riches)**BlueBlue (7) SORCERY AFTERMATH (CAST THIS SPELL ONLY FROM YOUR GRAVEYARD. THEN EXILE IT.)**  **EACH OPPONENT CHOOSES A CREATURE THEY CONTROL. YOU GAIN CONTROL OF THOSE CREATURES.** |  | |  | [**RIVER SERPENT**](https://magicarena.fandom.com/wiki/River_Serpent)**Blue (6) CREATURE — SERPENT (5/5) RIVER SERPENT CAN'T ATTACK UNLESS THERE ARE FIVE OR MORE CARDS IN YOUR GRAVEYARD.**  **CYCLING Blue (Blue, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**RUBBLE**](https://magicarena.fandom.com/wiki/Rubble)**Red (3) SORCERY AFTERMATH (CAST THIS SPELL ONLY FROM YOUR GRAVEYARD. THEN EXILE IT.)**  **UP TO THREE TARGET LANDS DON'T UNTAP DURING THEIR CONTROLLER'S NEXT UNTAP STEP.** |  | |  | [**RUTHLESS SNIPER**](https://magicarena.fandom.com/wiki/Ruthless_Sniper)**Black (1) CREATURE — HUMAN ARCHER (1/2) WHENEVER YOU CYCLE OR DISCARD A CARD, YOU MAY PAY . IF YOU DO, PUT A -1/-1 COUNTER ON TARGET CREATURE.** |  | |  | [**SACRED CAT**](https://magicarena.fandom.com/wiki/Sacred_Cat)**White (1) CREATURE — CAT (1/1) LIFELINK**  **EMBALM White (White, EXILE THIS CARD FROM YOUR GRAVEYARD: CREATE A TOKEN THAT'S A COPY OF IT, EXCEPT IT'S A WHITE ZOMBIE CAT WITH NO MANA COST. EMBALM ONLY AS A SORCERY.)** |  | |  | [**SACRED EXCAVATION**](https://magicarena.fandom.com/wiki/Sacred_Excavation)**Blue (4) SORCERY RETURN UP TO TWO TARGET CARDS WITH CYCLING FROM YOUR GRAVEYARD TO YOUR HAND.** |  | |  | [**SAMUT, VOICE OF DISSENT**](https://magicarena.fandom.com/wiki/Samut,_Voice_of_Dissent)**RedGreen (5) LEGENDARY CREATURE — HUMAN WARRIOR (3/4) FLASH**  **DOUBLE STRIKE, VIGILANCE, HASTE OTHER CREATURES YOU CONTROL HAVE HASTE. White, Tap: UNTAP ANOTHER TARGET CREATURE.** |  | |  | [**SANDWURM CONVERGENCE**](https://magicarena.fandom.com/wiki/Sandwurm_Convergence)**GreenGreen (8) ENCHANTMENT CREATURES WITH FLYING CAN'T ATTACK YOU OR PLANESWALKERS YOU CONTROL.**  **AT THE BEGINNING OF YOUR END STEP, CREATE A 5/5 GREEN WURM CREATURE TOKEN.** |  | |  | [**SCALED BEHEMOTH**](https://magicarena.fandom.com/wiki/Scaled_Behemoth)**GreenGreen (6) CREATURE — CROCODILE (6/7) HEXPROOF (THIS CREATURE CAN'T BE THE TARGET OF SPELLS OR ABILITIES YOUR OPPONENTS CONTROL.)** |  | |  | [**SCARAB FEAST**](https://magicarena.fandom.com/wiki/Scarab_Feast)**Black (1) INSTANT EXILE UP TO THREE TARGET CARDS FROM A SINGLE GRAVEYARD.**  **CYCLING Black (Black, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**SCATTERED GROVES**](https://magicarena.fandom.com/wiki/Scattered_Groves)**(0) LAND — FOREST PLAINS (Tap: ADD Green OR White.)**  **SCATTERED GROVES ENTERS THE BATTLEFIELD TAPPED. CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**SCRIBE OF THE MINDFUL**](https://magicarena.fandom.com/wiki/Scribe_of_the_Mindful)**Blue (3) CREATURE — HUMAN CLERIC (2/2) , Tap, SACRIFICE SCRIBE OF THE MINDFUL: RETURN TARGET INSTANT OR SORCERY CARD FROM YOUR GRAVEYARD TO YOUR HAND.** |  | |  | [**SEEKER OF INSIGHT**](https://magicarena.fandom.com/wiki/Seeker_of_Insight)**Blue (2) CREATURE — HUMAN WIZARD (1/3) Tap: DRAW A CARD, THEN DISCARD A CARD. ACTIVATE THIS ABILITY ONLY IF YOU'VE CAST A NONCREATURE SPELL THIS TURN.** |  | |  | [**SERAPH OF THE SUNS**](https://magicarena.fandom.com/wiki/Seraph_of_the_Suns)**WhiteWhite (7) CREATURE — ANGEL (4/4) FLYING**  **INDESTRUCTIBLE (DAMAGE AND EFFECTS THAT SAY "DESTROY" DON'T DESTROY THIS CREATURE. IF ITS TOUGHNESS IS 0 OR LESS, IT'S STILL PUT INTO ITS OWNER'S GRAVEYARD.)** |  | |  | [**SHADOW OF THE GRAVE**](https://magicarena.fandom.com/wiki/Shadow_of_the_Grave)**Black (2) INSTANT RETURN TO YOUR HAND ALL CARDS IN YOUR GRAVEYARD THAT YOU CYCLED OR DISCARDED THIS TURN.** |  | |  | [**SHADOWSTORM VIZIER**](https://magicarena.fandom.com/wiki/Shadowstorm_Vizier)**BlueBlack (2) CREATURE — HUMAN CLERIC (1/3) FLYING**  **WHENEVER YOU CYCLE OR DISCARD A CARD, SHADOWSTORM VIZIER GETS +1/+1 UNTIL END OF TURN.** |  | |  | [**SHED WEAKNESS**](https://magicarena.fandom.com/wiki/Shed_Weakness)**Green (1) INSTANT TARGET CREATURE GETS +2/+2 UNTIL END OF TURN. YOU MAY REMOVE A -1/-1 COUNTER FROM IT.** |  | |  | [**SHEFET MONITOR**](https://magicarena.fandom.com/wiki/Shefet_Monitor)**Green (6) CREATURE — LIZARD (6/5) CYCLING Green (Green, DISCARD THIS CARD: DRAW A CARD.)**  **WHEN YOU CYCLE SHEFET MONITOR, YOU MAY SEARCH YOUR LIBRARY FOR A BASIC LAND CARD OR A DESERT CARD, PUT IT ONTO THE BATTLEFIELD, THEN SHUFFLE YOUR LIBRARY. (DO THIS BEFORE YOU DRAW.)** |  | |  | [**SHELTERED THICKET**](https://magicarena.fandom.com/wiki/Sheltered_Thicket)**(0) LAND — MOUNTAIN FOREST (Tap: ADD Red OR Green.)**  **SHELTERED THICKET ENTERS THE BATTLEFIELD TAPPED. CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**SHIMMERSCALE DRAKE**](https://magicarena.fandom.com/wiki/Shimmerscale_Drake)**Blue (5) CREATURE — DRAKE (3/4) FLYING**  **CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**SIXTH SENSE**](https://magicarena.fandom.com/wiki/Sixth_Sense)**Green (1) ENCHANTMENT — AURA ENCHANT CREATURE**  **ENCHANTED CREATURE HAS "WHENEVER THIS CREATURE DEALS COMBAT DAMAGE TO A PLAYER, YOU MAY DRAW A CARD."** |  | |  | [**SLITHER BLADE**](https://magicarena.fandom.com/wiki/Slither_Blade)**Blue (1) CREATURE — NAGA ROGUE (1/2) SLITHER BLADE CAN'T BE BLOCKED.** |  | |  | [**SOUL-SCAR MAGE**](https://magicarena.fandom.com/wiki/Soul-Scar_Mage)**Red (1) CREATURE — HUMAN WIZARD (1/2) PROWESS**  **IF A SOURCE YOU CONTROL WOULD DEAL NONCOMBAT DAMAGE TO A CREATURE AN OPPONENT CONTROLS, PUT THAT MANY -1/-1 COUNTERS ON THAT CREATURE INSTEAD.** |  | |  | [**SOULSTINGER**](https://magicarena.fandom.com/wiki/Soulstinger)**Black (4) CREATURE — SCORPION DEMON (4/5) WHEN SOULSTINGER ENTERS THE BATTLEFIELD, PUT TWO -1/-1 COUNTERS ON TARGET CREATURE YOU CONTROL.**  **WHEN SOULSTINGER DIES, YOU MAY PUT A -1/-1 COUNTER ON TARGET CREATURE FOR EACH -1/-1 COUNTER ON SOULSTINGER.** |  | |  | [**SPARRING MUMMY**](https://magicarena.fandom.com/wiki/Sparring_Mummy)**White (4) CREATURE — ZOMBIE (3/3) WHEN SPARRING MUMMY ENTERS THE BATTLEFIELD, UNTAP TARGET CREATURE.** |  | |  | [**SPIDERY GRASP**](https://magicarena.fandom.com/wiki/Spidery_Grasp)**Green (3) INSTANT UNTAP TARGET CREATURE. IT GETS +2/+4 AND GAINS REACH UNTIL END OF TURN. (IT CAN BLOCK CREATURES WITH FLYING.)** |  | |  | [**SPLENDID AGONY**](https://magicarena.fandom.com/wiki/Splendid_Agony)**Black (3) INSTANT DISTRIBUTE TWO -1/-1 COUNTERS AMONG ONE OR TWO TARGET CREATURES.** |  | |  | [**SPRING**](https://magicarena.fandom.com/wiki/Spring)**Green (3) SORCERY SEARCH YOUR LIBRARY FOR A BASIC LAND CARD, PUT IT ONTO THE BATTLEFIELD TAPPED, THEN SHUFFLE YOUR LIBRARY.** |  | |  | [**START**](https://magicarena.fandom.com/wiki/Start)**White (3) INSTANT CREATE TWO 1/1 WHITE WARRIOR CREATURE TOKENS WITH VIGILANCE.** |  | |  | [**STINGING SHOT**](https://magicarena.fandom.com/wiki/Stinging_Shot)**Green (1) INSTANT PUT THREE -1/-1 COUNTERS ON TARGET CREATURE WITH FLYING.**  **CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**STIR THE SANDS**](https://magicarena.fandom.com/wiki/Stir_the_Sands)**BlackBlack (6) SORCERY CREATE THREE 2/2 BLACK ZOMBIE CREATURE TOKENS.**  **CYCLING Black (Black, DISCARD THIS CARD: DRAW A CARD.) WHEN YOU CYCLE STIR THE SANDS, CREATE A 2/2 BLACK ZOMBIE CREATURE TOKEN.** |  | |  | [**SUNSCORCHED DESERT**](https://magicarena.fandom.com/wiki/Sunscorched_Desert)**(0) LAND — DESERT WHEN SUNSCORCHED DESERT ENTERS THE BATTLEFIELD, IT DEALS 1 DAMAGE TO TARGET PLAYER OR PLANESWALKER.**  **Tap: ADD .** |  | |  | [**SUPERNATURAL STAMINA**](https://magicarena.fandom.com/wiki/Supernatural_Stamina)**Black (1) INSTANT UNTIL END OF TURN, TARGET CREATURE GETS +2/+0 AND GAINS "WHEN THIS CREATURE DIES, RETURN IT TO THE BATTLEFIELD TAPPED UNDER ITS OWNER'S CONTROL."** |  | |  | [**SUPPLY CARAVAN**](https://magicarena.fandom.com/wiki/Supply_Caravan)**White (5) CREATURE — CAMEL (3/5) WHEN SUPPLY CARAVAN ENTERS THE BATTLEFIELD, IF YOU CONTROL A TAPPED CREATURE, CREATE A 1/1 WHITE WARRIOR CREATURE TOKEN WITH VIGILANCE.** |  | |  | [**SWELTERING SUNS**](https://magicarena.fandom.com/wiki/Sweltering_Suns)**RedRed (3) SORCERY SWELTERING SUNS DEALS 3 DAMAGE TO EACH CREATURE.**  **CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**SYNCHRONIZED STRIKE**](https://magicarena.fandom.com/wiki/Synchronized_Strike)**Green (3) INSTANT UNTAP UP TO TWO TARGET CREATURES. THEY EACH GET +2/+2 UNTIL END OF TURN.** |  | |  | [**TAH-CROP ELITE**](https://magicarena.fandom.com/wiki/Tah-Crop_Elite)**White (4) CREATURE — BIRD WARRIOR (2/2) FLYING**  **YOU MAY EXERT TAH-CROP ELITE AS IT ATTACKS. WHEN YOU DO, CREATURES YOU CONTROL GET +1/+1 UNTIL END OF TURN. (AN EXERTED CREATURE WON'T UNTAP DURING YOUR NEXT UNTAP STEP.)** |  | |  | [**TAH-CROP SKIRMISHER**](https://magicarena.fandom.com/wiki/Tah-Crop_Skirmisher)**Blue (2) CREATURE — NAGA WARRIOR (2/1) EMBALM Blue (Blue, EXILE THIS CARD FROM YOUR GRAVEYARD: CREATE A TOKEN THAT'S A COPY OF IT, EXCEPT IT'S A WHITE ZOMBIE NAGA WARRIOR WITH NO MANA COST. EMBALM ONLY AS A SORCERY.)** |  | |  | [**TEMMET, VIZIER OF NAKTAMUN**](https://magicarena.fandom.com/wiki/Temmet,_Vizier_of_Naktamun)**WhiteBlue (2) LEGENDARY CREATURE — HUMAN CLERIC (2/2) AT THE BEGINNING OF COMBAT ON YOUR TURN, TARGET CREATURE TOKEN YOU CONTROL GETS +1/+1 UNTIL END OF TURN AND CAN'T BE BLOCKED THIS TURN.**  **EMBALM WhiteBlue (WhiteBlue, EXILE THIS CARD FROM YOUR GRAVEYARD: CREATE A TOKEN THAT'S A COPY OF IT, EXCEPT IT'S A WHITE ZOMBIE HUMAN CLERIC WITH NO MANA COST. EMBALM ONLY AS A SORCERY.)** |  | |  | [**THOSE WHO SERVE**](https://magicarena.fandom.com/wiki/Those_Who_Serve)**White (3) CREATURE — ZOMBIE (2/4)** |  | |  | [**THRESHER LIZARD**](https://magicarena.fandom.com/wiki/Thresher_Lizard)**Red (3) CREATURE — LIZARD (3/2) THRESHER LIZARD GETS +1/+2 AS LONG AS YOU HAVE ONE OR FEWER CARDS IN HAND.** |  | |  | [**THRONE OF THE GOD-PHARAOH**](https://magicarena.fandom.com/wiki/Throne_of_the_God-Pharaoh)**(2) LEGENDARY ARTIFACT AT THE BEGINNING OF YOUR END STEP, EACH OPPONENT LOSES LIFE EQUAL TO THE NUMBER OF TAPPED CREATURES YOU CONTROL.** |  | |  | [**TIME TO REFLECT**](https://magicarena.fandom.com/wiki/Time_to_Reflect)**White (1) INSTANT EXILE TARGET CREATURE THAT BLOCKED OR WAS BLOCKED BY A ZOMBIE THIS TURN.** |  | |  | [**TRESPASSER'S CURSE**](https://magicarena.fandom.com/wiki/Trespasser%27s_Curse)**Black (2) ENCHANTMENT — AURA CURSE ENCHANT PLAYER**  **WHENEVER A CREATURE ENTERS THE BATTLEFIELD UNDER ENCHANTED PLAYER'S CONTROL, THAT PLAYER LOSES 1 LIFE AND YOU GAIN 1 LIFE.** |  | |  | [**TRIAL OF AMBITION**](https://magicarena.fandom.com/wiki/Trial_of_Ambition)**Black (2) ENCHANTMENT WHEN TRIAL OF AMBITION ENTERS THE BATTLEFIELD, TARGET OPPONENT SACRIFICES A CREATURE.**  **WHEN A CARTOUCHE ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, RETURN TRIAL OF AMBITION TO ITS OWNER'S HAND.** |  | |  | [**TRIAL OF KNOWLEDGE**](https://magicarena.fandom.com/wiki/Trial_of_Knowledge)**Blue (4) ENCHANTMENT WHEN TRIAL OF KNOWLEDGE ENTERS THE BATTLEFIELD, DRAW THREE CARDS, THEN DISCARD A CARD.**  **WHEN A CARTOUCHE ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, RETURN TRIAL OF KNOWLEDGE TO ITS OWNER'S HAND.** |  | |  | [**TRIAL OF SOLIDARITY**](https://magicarena.fandom.com/wiki/Trial_of_Solidarity)**White (3) ENCHANTMENT WHEN TRIAL OF SOLIDARITY ENTERS THE BATTLEFIELD, CREATURES YOU CONTROL GET +2/+1 AND GAIN VIGILANCE UNTIL END OF TURN.**  **WHEN A CARTOUCHE ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, RETURN TRIAL OF SOLIDARITY TO ITS OWNER'S HAND.** |  | |  | [**TRIAL OF STRENGTH**](https://magicarena.fandom.com/wiki/Trial_of_Strength)**Green (3) ENCHANTMENT WHEN TRIAL OF STRENGTH ENTERS THE BATTLEFIELD, CREATE A 4/2 GREEN BEAST CREATURE TOKEN.**  **WHEN A CARTOUCHE ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, RETURN TRIAL OF STRENGTH TO ITS OWNER'S HAND.** |  | |  | [**TRIAL OF ZEAL**](https://magicarena.fandom.com/wiki/Trial_of_Zeal)**Red (3) ENCHANTMENT WHEN TRIAL OF ZEAL ENTERS THE BATTLEFIELD, IT DEALS 3 DAMAGE TO ANY TARGET.**  **WHEN A CARTOUCHE ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, RETURN TRIAL OF ZEAL TO ITS OWNER'S HAND.** |  | |  | [**TRUEHEART DUELIST**](https://magicarena.fandom.com/wiki/Trueheart_Duelist)**White (2) CREATURE — HUMAN WARRIOR (2/2) TRUEHEART DUELIST CAN BLOCK AN ADDITIONAL CREATURE EACH COMBAT.**  **EMBALM White (White, EXILE THIS CARD FROM YOUR GRAVEYARD: CREATE A TOKEN THAT'S A COPY OF IT, EXCEPT IT'S A WHITE ZOMBIE HUMAN WARRIOR WITH NO MANA COST. EMBALM ONLY AS A SORCERY.)** |  | |  | [**TRUEHEART TWINS**](https://magicarena.fandom.com/wiki/Trueheart_Twins)**Red (5) CREATURE — JACKAL WARRIOR (4/4) YOU MAY EXERT TRUEHEART TWINS AS IT ATTACKS. (IT WON'T UNTAP DURING YOUR NEXT UNTAP STEP.)**  **WHENEVER YOU EXERT A CREATURE, CREATURES YOU CONTROL GET +1/+0 UNTIL END OF TURN.** |  | |  | [**UNBURDEN**](https://magicarena.fandom.com/wiki/Unburden)**BlackBlack (3) SORCERY TARGET PLAYER DISCARDS TWO CARDS.**  **CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**UNWAVERING INITIATE**](https://magicarena.fandom.com/wiki/Unwavering_Initiate)**White (3) CREATURE — HUMAN WARRIOR (3/2) VIGILANCE**  **EMBALM White (White, EXILE THIS CARD FROM YOUR GRAVEYARD: CREATE A TOKEN THAT'S A COPY OF IT, EXCEPT IT'S A WHITE ZOMBIE HUMAN WARRIOR WITH NO MANA COST. EMBALM ONLY AS A SORCERY.)** |  | |  | [**VICTORY**](https://magicarena.fandom.com/wiki/Victory)**White (3) SORCERY AFTERMATH (CAST THIS SPELL ONLY FROM YOUR GRAVEYARD. THEN EXILE IT.)**  **TARGET CREATURE GAINS DOUBLE STRIKE UNTIL END OF TURN.** |  | |  | [**VIOLENT IMPACT**](https://magicarena.fandom.com/wiki/Violent_Impact)**Red (4) SORCERY DESTROY TARGET ARTIFACT OR LAND.**  **CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**VIZIER OF DEFERMENT**](https://magicarena.fandom.com/wiki/Vizier_of_Deferment)**White (3) CREATURE — HUMAN CLERIC (2/2) FLASH**  **WHEN VIZIER OF DEFERMENT ENTERS THE BATTLEFIELD, YOU MAY EXILE TARGET CREATURE IF IT ATTACKED OR BLOCKED THIS TURN. RETURN THAT CARD TO THE BATTLEFIELD UNDER ITS OWNER'S CONTROL AT THE BEGINNING OF THE NEXT END STEP.** |  | |  | [**VIZIER OF MANY FACES**](https://magicarena.fandom.com/wiki/Vizier_of_Many_Faces)**BlueBlue (4) CREATURE — SHAPESHIFTER CLERIC (0/0) YOU MAY HAVE VIZIER OF MANY FACES ENTER THE BATTLEFIELD AS A COPY OF ANY CREATURE ON THE BATTLEFIELD, EXCEPT IF VIZIER OF MANY FACES WAS EMBALMED, THE TOKEN HAS NO MANA COST, IT'S WHITE, AND IT'S A ZOMBIE IN ADDITION TO ITS OTHER TYPES.**  **EMBALM BlueBlue** |  | |  | [**VIZIER OF REMEDIES**](https://magicarena.fandom.com/wiki/Vizier_of_Remedies)**White (2) CREATURE — HUMAN CLERIC (2/1) IF ONE OR MORE -1/-1 COUNTERS WOULD BE PUT ON A CREATURE YOU CONTROL, THAT MANY -1/-1 COUNTERS MINUS ONE ARE PUT ON IT INSTEAD.** |  | |  | [**VIZIER OF THE MENAGERIE**](https://magicarena.fandom.com/wiki/Vizier_of_the_Menagerie)**Green (4) CREATURE — NAGA CLERIC (3/4) YOU MAY LOOK AT THE TOP CARD OF YOUR LIBRARY ANY TIME.**  **YOU MAY CAST THE TOP CARD OF YOUR LIBRARY IF IT'S A CREATURE CARD. YOU MAY SPEND MANA AS THOUGH IT WERE MANA OF ANY TYPE TO CAST CREATURE SPELLS.** |  | |  | [**VIZIER OF TUMBLING SANDS**](https://magicarena.fandom.com/wiki/Vizier_of_Tumbling_Sands)**Blue (3) CREATURE — HUMAN CLERIC (1/3) Tap: UNTAP ANOTHER TARGET PERMANENT.**  **CYCLING Blue (Blue, DISCARD THIS CARD: DRAW A CARD.) WHEN YOU CYCLE VIZIER OF TUMBLING SANDS, UNTAP TARGET PERMANENT.** |  | |  | [**WANDER IN DEATH**](https://magicarena.fandom.com/wiki/Wander_in_Death)**Black (3) SORCERY RETURN UP TO TWO TARGET CREATURE CARDS FROM YOUR GRAVEYARD TO YOUR HAND.**  **CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**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.** |  | |  | [**WASTELAND SCORPION**](https://magicarena.fandom.com/wiki/Wasteland_Scorpion)**Black (3) CREATURE — SCORPION (2/2) DEATHTOUCH**  **CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**WATCHERS OF THE DEAD**](https://magicarena.fandom.com/wiki/Watchers_of_the_Dead)**(2) ARTIFACT CREATURE — CAT (2/2) EXILE WATCHERS OF THE DEAD: EACH OPPONENT CHOOSES TWO CARDS IN THEIR GRAVEYARD AND EXILES THE REST.** |  | |  | [**WATCHFUL NAGA**](https://magicarena.fandom.com/wiki/Watchful_Naga)**Green (3) CREATURE — NAGA WIZARD (2/2) YOU MAY EXERT WATCHFUL NAGA AS IT ATTACKS. WHEN YOU DO, DRAW A CARD. (AN EXERTED CREATURE WON'T UNTAP DURING YOUR NEXT UNTAP STEP.)** |  | |  | [**WAYWARD SERVANT**](https://magicarena.fandom.com/wiki/Wayward_Servant)**WhiteBlack (2) CREATURE — ZOMBIE (2/2) WHENEVER ANOTHER ZOMBIE ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, EACH OPPONENT LOSES 1 LIFE AND YOU GAIN 1 LIFE.** |  | |  | [**WEAVER OF CURRENTS**](https://magicarena.fandom.com/wiki/Weaver_of_Currents)**GreenBlue (3) CREATURE — NAGA DRUID (2/2) Tap: ADD .** |  | |  | [**WINDS OF REBUKE**](https://magicarena.fandom.com/wiki/Winds_of_Rebuke)**Blue (2) INSTANT RETURN TARGET NONLAND PERMANENT TO ITS OWNER'S HAND. EACH PLAYER PUTS THE TOP TWO CARDS OF THEIR LIBRARY INTO THEIR GRAVEYARD.** |  | |  | [**WINGED SHEPHERD**](https://magicarena.fandom.com/wiki/Winged_Shepherd)**White (6) CREATURE — ANGEL (3/3) FLYING, VIGILANCE**  **CYCLING White (White, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**ZENITH SEEKER**](https://magicarena.fandom.com/wiki/Zenith_Seeker)**Blue (4) CREATURE — BIRD WIZARD (2/2) FLYING**  **WHENEVER YOU CYCLE OR DISCARD A CARD, TARGET CREATURE GAINS FLYING UNTIL END OF TURN.** |  | |

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| |  |  |  | | --- | --- | --- | | **106 LETTER A MAGIC DECK CARDS** | | | |  | [**ABSORB**](https://magicarena.fandom.com/wiki/Absorb)**WhiteBlueBlue (3) INSTANT COUNTER TARGET SPELL. YOU GAIN 3 LIFE.** |  | |  | [**ACCLAIMED CONTENDER**](https://magicarena.fandom.com/wiki/Acclaimed_Contender)**White (3) CREATURE — HUMAN KNIGHT (3/3) WHEN ACCLAIMED CONTENDER ENTERS THE BATTLEFIELD, IF YOU CONTROL ANOTHER KNIGHT, LOOK AT THE TOP FIVE CARDS OF YOUR LIBRARY. YOU MAY REVEAL A KNIGHT, AURA, EQUIPMENT, OR LEGENDARY ARTIFACT CARD FROM AMONG THEM AND PUT IT INTO YOUR HAND. PUT THE REST ON THE BOTTOM OF YOUR LIBRARY IN A RANDOM ORDER.** |  | |  | [**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.** |  | |  | [**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.)** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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)** |  | |  | [**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.** |  | |  | [**AEROMUNCULUS**](https://magicarena.fandom.com/wiki/Aeromunculus)**GreenBlue (3) CREATURE — HOMUNCULUS MUTANT (2/3) FLYING**  **GreenBlue: ADAPT 1. (IF THIS CREATURE HAS NO +1/+1 COUNTERS ON IT, PUT A +1/+1 COUNTER ON IT.)** |  | |  | [**AETHER GUST**](https://magicarena.fandom.com/wiki/Aether_Gust)**Blue (2) INSTANT CHOOSE TARGET SPELL OR PERMANENT THAT'S RED OR GREEN. ITS OWNER PUTS IT ON THE TOP OR BOTTOM OF THEIR LIBRARY.** |  | |  | [**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.)** |  | |  | [**AGENT OF TREACHERY**](https://magicarena.fandom.com/wiki/Agent_of_Treachery)**BlueBlue (7) CREATURE — HUMAN ROGUE (2/3) WHEN AGENT OF TREACHERY ENTERS THE BATTLEFIELD, GAIN CONTROL OF TARGET PERMANENT.**  **AT THE BEGINNING OF YOUR END STEP, IF YOU CONTROL THREE OR MORE PERMANENTS YOU DON'T OWN, DRAW THREE CARDS.** |  | |  | [**AGGRESSIVE MAMMOTH**](https://magicarena.fandom.com/wiki/Aggressive_Mammoth)**GreenGreenGreen (6) CREATURE — ELEPHANT (8/8) TRAMPLE (THIS CREATURE CAN DEAL EXCESS COMBAT DAMAGE TO THE PLAYER OR PLANESWALKER IT'S ATTACKING.)**  **OTHER CREATURES YOU CONTROL HAVE TRAMPLE.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**AHN-CROP INVADER**](https://magicarena.fandom.com/wiki/Ahn-Crop_Invader)**Red (3) CREATURE — ZOMBIE MINOTAUR WARRIOR (2/2) AS LONG AS IT'S YOUR TURN, AHN-CROP INVADER HAS FIRST STRIKE.**  **, SACRIFICE ANOTHER CREATURE: AHN-CROP INVADER GETS +2/+0 UNTIL END OF TURN.** |  | |  | [**AID THE FALLEN**](https://magicarena.fandom.com/wiki/Aid_the_Fallen)**Black (2) SORCERY CHOOSE ONE OR BOTH —**  **• RETURN TARGET CREATURE CARD FROM YOUR GRAVEYARD TO YOUR HAND. • RETURN TARGET PLANESWALKER CARD FROM YOUR GRAVEYARD TO YOUR HAND.** |  | |  | [**AIR ELEMENTAL**](https://magicarena.fandom.com/wiki/Air_Elemental)**BlueBlue (5) CREATURE — ELEMENTAL (4/4) FLYING** |  | |  | [**AJANI, INSPIRING LEADER**](https://magicarena.fandom.com/wiki/Ajani,_Inspiring_Leader)**WhiteWhite (6) LEGENDARY PLANESWALKER — AJANI (5) +2: YOU GAIN 2 LIFE. PUT TWO +1/+1 COUNTERS ON UP TO ONE TARGET CREATURE.**  **−3: EXILE TARGET CREATURE. ITS CONTROLLER GAINS 2 LIFE. −10: CREATURES YOU CONTROL GAIN FLYING AND DOUBLE STRIKE UNTIL END OF TURN.** |  | |  | [**AJANI, STRENGTH OF THE PRIDE**](https://magicarena.fandom.com/wiki/Ajani,_Strength_of_the_Pride)**WhiteWhite (4) LEGENDARY PLANESWALKER — AJANI (5) +1: YOU GAIN LIFE EQUAL TO THE NUMBER OF CREATURES YOU CONTROL PLUS THE NUMBER OF PLANESWALKERS YOU CONTROL.**  **−2: CREATE A 2/2 WHITE CAT SOLDIER CREATURE TOKEN NAMED AJANI'S PRIDEMATE WITH "WHENEVER YOU GAIN LIFE, PUT A +1/+1 COUNTER ON AJANI'S PRIDEMATE." 0: IF YOU HAVE AT LEAST 15 LIFE MORE THAN YOUR STARTING LIFE TOTAL, EXILE AJANI, STRENGTH OF THE PRIDE AND EACH ARTIFACT AND CREATURE YOUR OPPONENTS CONTROL.** |  | |  | [**AJANI, THE GREATHEARTED**](https://magicarena.fandom.com/wiki/Ajani,_the_Greathearted)**GreenWhite (4) LEGENDARY PLANESWALKER — AJANI (5) CREATURES YOU CONTROL HAVE VIGILANCE.**  **+1: YOU GAIN 3 LIFE. −2: PUT A +1/+1 COUNTER ON EACH CREATURE YOU CONTROL AND A LOYALTY COUNTER ON EACH OTHER PLANESWALKER YOU CONTROL.** |  | |  | [**AJANI'S PRIDEMATE**](https://magicarena.fandom.com/wiki/Ajani%27s_Pridemate)**White (2) CREATURE — CAT SOLDIER (2/2) WHENEVER YOU GAIN LIFE, PUT A +1/+1 COUNTER ON AJANI'S PRIDEMATE.** |  | |  | [**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.)** |  | |  | [**ALELA, ARTFUL PROVOCATEUR**](https://magicarena.fandom.com/wiki/Alela,_Artful_Provocateur)**WhiteBlueBlack (4) LEGENDARY CREATURE — FAERIE WARLOCK (2/3) FLYING, DEATHTOUCH, LIFELINK**  **OTHER CREATURES YOU CONTROL WITH FLYING GET +1/+0. WHENEVER YOU CAST AN ARTIFACT OR ENCHANTMENT SPELL, CREATE A 1/1 BLUE FAERIE CREATURE TOKEN WITH FLYING.** |  | |  | [**ALERT HEEDBONDER**](https://magicarena.fandom.com/wiki/Alert_Heedbonder)**(3) CREATURE — HUMAN SCOUT (2/4) VIGILANCE**  **AT THE BEGINNING OF YOUR END STEP, YOU GAIN 1 LIFE FOR EACH CREATURE YOU CONTROL WITH VIGILANCE.** |  | |  | [**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.** |  | |  | [**ALL THAT GLITTERS**](https://magicarena.fandom.com/wiki/All_That_Glitters)**White (2) ENCHANTMENT — AURA ENCHANT CREATURE**  **ENCHANTED CREATURE GETS +1/+1 FOR EACH ARTIFACT AND/OR ENCHANTMENT YOU CONTROL.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**ALPINE HOUNDMASTER**](https://magicarena.fandom.com/wiki/Alpine_Houndmaster)**RedWhite (2) CREATURE — HUMAN WARRIOR (2/2) WHEN ALPINE HOUNDMASTER ENTERS THE BATTLEFIELD, YOU MAY SEARCH YOUR LIBRARY FOR A CARD NAMED ALPINE WATCHDOG AND/OR A CARD NAMED IGNEOUS CUR, REVEAL THEM, PUT THEM INTO YOUR HAND, THEN SHUFFLE YOUR LIBRARY.**  **WHENEVER ALPINE HOUNDMASTER ATTACKS, IT GETS +X/+0 UNTIL END OF TURN, WHERE X IS THE NUMBER OF OTHER ATTACKING CREATURES.** |  | |  | [**ALPINE WATCHDOG**](https://magicarena.fandom.com/wiki/Alpine_Watchdog)**White (2) CREATURE — DOG (2/2) VIGILANCE (ATTACKING DOESN'T CAUSE THIS CREATURE TO TAP.)** |  | |  | [**ALSEID OF LIFE'S BOUNTY**](https://magicarena.fandom.com/wiki/Alseid_of_Life%27s_Bounty)**White (1) ENCHANTMENT CREATURE — NYMPH (1/1) LIFELINK**  **, SACRIFICE ALSEID OF LIFE'S BOUNTY: TARGET CREATURE OR ENCHANTMENT YOU CONTROL GAINS PROTECTION FROM THE COLOR OF YOUR CHOICE UNTIL END OF TURN.** |  | |  | [**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.** |  | |  | [**ALTER FATE**](https://magicarena.fandom.com/wiki/Alter_Fate)**Black (2) SORCERY — ADVENTURE RETURN TARGET CREATURE CARD FROM YOUR GRAVEYARD TO YOUR HAND. (THEN EXILE THIS CARD. YOU MAY CAST THE CREATURE LATER FROM EXILE.)** |  | |  | [**AMPLIFIRE**](https://magicarena.fandom.com/wiki/Amplifire)**RedRed (4) CREATURE — ELEMENTAL (1/1) AT THE BEGINNING OF YOUR UPKEEP, REVEAL CARDS FROM THE TOP OF YOUR LIBRARY UNTIL YOU REVEAL A CREATURE CARD. UNTIL YOUR NEXT TURN, AMPLIFIRE'S BASE POWER BECOMES TWICE THAT CARD'S POWER AND ITS BASE TOUGHNESS BECOMES TWICE THAT CARD'S TOUGHNESS. PUT THE REVEALED CARDS ON THE BOTTOM OF YOUR LIBRARY IN A RANDOM ORDER.** |  | |  | [**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.** |  | |  | [**ANCESTRAL BLADE**](https://magicarena.fandom.com/wiki/Ancestral_Blade)**White (2) ARTIFACT — EQUIPMENT WHEN ANCESTRAL BLADE ENTERS THE BATTLEFIELD, CREATE A 1/1 WHITE SOLDIER CREATURE TOKEN, THEN ATTACH ANCESTRAL BLADE TO IT.**  **EQUIPPED CREATURE GETS +1/+1. EQUIP  (: ATTACH TO TARGET CREATURE YOU CONTROL. EQUIP ONLY AS A SORCERY.)** |  | |  | [**ANGEL OF GRACE**](https://magicarena.fandom.com/wiki/Angel_of_Grace)**WhiteWhite (5) CREATURE — ANGEL (5/4) FLASH**  **FLYING WHEN ANGEL OF GRACE ENTERS THE BATTLEFIELD, UNTIL END OF TURN, DAMAGE THAT WOULD REDUCE YOUR LIFE TOTAL TO LESS THAN 1 REDUCES IT TO 1 INSTEAD. WhiteWhite, EXILE ANGEL OF GRACE FROM YOUR GRAVEYARD: YOUR LIFE TOTAL BECOMES 10.** |  | |  | [**ANGEL OF VITALITY**](https://magicarena.fandom.com/wiki/Angel_of_Vitality)**White (3) CREATURE — ANGEL (2/2) FLYING**  **IF YOU WOULD GAIN LIFE, YOU GAIN THAT MUCH LIFE PLUS 1 INSTEAD. ANGEL OF VITALITY GETS +2/+2 AS LONG AS YOU HAVE 25 OR MORE LIFE.** |  | |  | [**ANGELIC ASCENSION**](https://magicarena.fandom.com/wiki/Angelic_Ascension)**White (2) INSTANT EXILE TARGET CREATURE OR PLANESWALKER. ITS CONTROLLER CREATES A 4/4 WHITE ANGEL CREATURE TOKEN WITH FLYING.** |  | |  | [**ANGELIC EXALTATION**](https://magicarena.fandom.com/wiki/Angelic_Exaltation)**White (4) ENCHANTMENT WHENEVER A CREATURE YOU CONTROL ATTACKS ALONE, IT GETS +X/+X UNTIL END OF TURN, WHERE X IS THE NUMBER OF CREATURES YOU CONTROL.** |  | |  | [**ANGELIC GIFT**](https://magicarena.fandom.com/wiki/Angelic_Gift)**White (2) ENCHANTMENT — AURA ENCHANT CREATURE**  **WHEN ANGELIC GIFT ENTERS THE BATTLEFIELD, DRAW A CARD. ENCHANTED CREATURE HAS FLYING.** |  | |  | [**ANGELIC GUARDIAN**](https://magicarena.fandom.com/wiki/Angelic_Guardian)**WhiteWhite (6) CREATURE — ANGEL (5/5) FLYING (THIS CREATURE CAN'T BE BLOCKED EXCEPT BY CREATURES WITH FLYING OR REACH.)**  **WHENEVER ONE OR MORE CREATURES YOU CONTROL ATTACK, THEY GAIN INDESTRUCTIBLE UNTIL END OF TURN. (DAMAGE AND EFFECTS THAT SAY "DESTROY" DON'T DESTROY THEM.)** |  | |  | [**ANGELIC REWARD**](https://magicarena.fandom.com/wiki/Angelic_Reward)**WhiteWhite (5) ENCHANTMENT — AURA ENCHANT CREATURE**  **ENCHANTED CREATURE GETS +3/+3 AND HAS FLYING.** |  | |  | [**ANGRATH, CAPTAIN OF CHAOS**](https://magicarena.fandom.com/wiki/Angrath,_Captain_of_Chaos)**(4) LEGENDARY PLANESWALKER — ANGRATH (5) CREATURES YOU CONTROL HAVE MENACE.**  **−2: AMASS 2. (PUT TWO +1/+1 COUNTERS ON AN ARMY YOU CONTROL. IF YOU DON'T CONTROL ONE, CREATE A 0/0 BLACK ZOMBIE ARMY CREATURE TOKEN FIRST.)** |  | |  | [**ANGRATH'S RAMPAGE**](https://magicarena.fandom.com/wiki/Angrath%27s_Rampage)**BlackRed (2) SORCERY CHOOSE ONE —**  **• TARGET PLAYER SACRIFICES AN ARTIFACT. • TARGET PLAYER SACRIFICES A CREATURE. • TARGET PLAYER SACRIFICES A PLANESWALKER.** |  | |  | [**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.** |  | |  | [**ANIMATING FAERIE**](https://magicarena.fandom.com/wiki/Animating_Faerie)**Blue (3) CREATURE — FAERIE (2/2) FLYING** |  | |  | [**ANOINTED CHORISTER**](https://magicarena.fandom.com/wiki/Anointed_Chorister)**White (1) CREATURE — HUMAN CLERIC (1/1) LIFELINK (DAMAGE DEALT BY THIS CREATURE ALSO CAUSES YOU TO GAIN THAT MUCH LIFE.)**  **White: ANOINTED CHORISTER GETS +3/+3 UNTIL END OF TURN.** |  | |  | [**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.** |  | |  | [**ANVILWROUGHT RAPTOR**](https://magicarena.fandom.com/wiki/Anvilwrought_Raptor)**(4) ARTIFACT CREATURE — BIRD (2/1) FLYING**  **FIRST STRIKE (THIS CREATURE DEALS COMBAT DAMAGE BEFORE CREATURES WITHOUT FIRST STRIKE.)** |  | |  | [**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.** |  | |  | [**APOSTLE OF PURIFYING LIGHT**](https://magicarena.fandom.com/wiki/Apostle_of_Purifying_Light)**White (2) CREATURE — HUMAN CLERIC (2/1) PROTECTION FROM BLACK (THIS CREATURE CAN'T BE BLOCKED, TARGETED, DEALT DAMAGE, ENCHANTED, OR EQUIPPED BY ANYTHING BLACK.)**  **: EXILE TARGET CARD FROM A GRAVEYARD.** |  | |  | [**APPLIED BIOMANCY**](https://magicarena.fandom.com/wiki/Applied_Biomancy)**GreenBlue (2) INSTANT CHOOSE ONE OR BOTH —**  **• TARGET CREATURE GETS +1/+1 UNTIL END OF TURN. • RETURN TARGET CREATURE TO ITS OWNER'S HAND.** |  | |  | [**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.** |  | |  | [**ARBOREAL GRAZER**](https://magicarena.fandom.com/wiki/Arboreal_Grazer)**Green (1) CREATURE — BEAST (0/3) REACH**  **WHEN ARBOREAL GRAZER ENTERS THE BATTLEFIELD, YOU MAY PUT A LAND CARD FROM YOUR HAND ONTO THE BATTLEFIELD TAPPED.** |  | |  | [**ARBORETUM ELEMENTAL**](https://magicarena.fandom.com/wiki/Arboretum_Elemental)**GreenGreen (9) CREATURE — ELEMENTAL (7/5) CONVOKE (YOUR CREATURES CAN HELP CAST THIS SPELL. EACH CREATURE YOU TAP WHILE CASTING THIS SPELL PAYS FOR  OR ONE MANA OF THAT CREATURE'S COLOR.)**  **HEXPROOF (THIS CREATURE CAN'T BE THE TARGET OF SPELLS OR ABILITIES YOUR OPPONENTS CONTROL.)** |  | |  | [**ARCANE SIGNET**](https://magicarena.fandom.com/wiki/Arcane_Signet)**(2) ARTIFACT Tap: ADD ONE MANA OF ANY COLOR IN YOUR COMMANDER'S COLOR IDENTITY.** |  | |  | [**ARCANIST'S OWL**](https://magicarena.fandom.com/wiki/Arcanist%27s_Owl)**(4) ARTIFACT CREATURE — BIRD (3/3) FLYING**  **WHEN ARCANIST'S OWL ENTERS THE BATTLEFIELD, LOOK AT THE TOP FOUR CARDS OF YOUR LIBRARY. YOU MAY REVEAL AN ARTIFACT OR ENCHANTMENT CARD FROM AMONG THEM AND PUT IT INTO YOUR HAND. PUT THE REST ON THE BOTTOM OF YOUR LIBRARY IN A RANDOM ORDER.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**ARCHON OF ABSOLUTION**](https://magicarena.fandom.com/wiki/Archon_of_Absolution)**White (4) CREATURE — ARCHON (3/2) FLYING**  **PROTECTION FROM WHITE (THIS CREATURE CAN'T BE BLOCKED, TARGETED, DEALT DAMAGE, ENCHANTED, OR EQUIPPED BY ANYTHING WHITE.) CREATURES CAN'T ATTACK YOU OR A PLANESWALKER YOU CONTROL UNLESS THEIR CONTROLLER PAYS  FOR EACH OF THOSE CREATURES.** |  | |  | [**ARCHON OF FALLING STARS**](https://magicarena.fandom.com/wiki/Archon_of_Falling_Stars)**WhiteWhite (6) CREATURE — ARCHON (4/4) FLYING**  **WHEN ARCHON OF FALLING STARS DIES, YOU MAY RETURN TARGET ENCHANTMENT CARD FROM YOUR GRAVEYARD TO THE BATTLEFIELD.** |  | |  | [**ARCHON OF SUN'S GRACE**](https://magicarena.fandom.com/wiki/Archon_of_Sun%27s_Grace)**WhiteWhite (4) CREATURE — ARCHON (3/4) FLYING, LIFELINK**  **PEGASUS CREATURES YOU CONTROL HAVE LIFELINK. CONSTELLATION — WHENEVER AN ENCHANTMENT ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, CREATE A 2/2 WHITE PEGASUS CREATURE TOKEN WITH FLYING.** |  | |  | [**ARCHWAY ANGEL**](https://magicarena.fandom.com/wiki/Archway_Angel)**White (6) CREATURE — ANGEL (3/4) FLYING**  **WHEN ARCHWAY ANGEL ENTERS THE BATTLEFIELD, YOU GAIN 2 LIFE FOR EACH GATE YOU CONTROL.** |  | |  | [**ARCLIGHT PHOENIX**](https://magicarena.fandom.com/wiki/Arclight_Phoenix)**Red (4) CREATURE — PHOENIX (3/2) FLYING, HASTE**  **AT THE BEGINNING OF COMBAT ON YOUR TURN, IF YOU'VE CAST THREE OR MORE INSTANT AND SORCERY SPELLS THIS TURN, RETURN ARCLIGHT PHOENIX FROM YOUR GRAVEYARD TO THE BATTLEFIELD.** |  | |  | [**ARDENVALE PALADIN**](https://magicarena.fandom.com/wiki/Ardenvale_Paladin)**White (4) CREATURE — HUMAN KNIGHT (2/5) ADAMANT — IF AT LEAST THREE WHITE MANA WAS SPENT TO CAST THIS SPELL, ARDENVALE PALADIN ENTERS THE BATTLEFIELD WITH A +1/+1 COUNTER ON IT.** |  | |  | [**ARDENVALE TACTICIAN**](https://magicarena.fandom.com/wiki/Ardenvale_Tactician)**WhiteWhite (3) CREATURE — HUMAN KNIGHT (2/3) FLYING** |  | |  | [**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.** |  | |  | [**ARLINN, VOICE OF THE PACK**](https://magicarena.fandom.com/wiki/Arlinn,_Voice_of_the_Pack)**GreenGreen (6) LEGENDARY PLANESWALKER — ARLINN (7) EACH CREATURE YOU CONTROL THAT'S A WOLF OR A WEREWOLF ENTERS THE BATTLEFIELD WITH AN ADDITIONAL +1/+1 COUNTER ON IT.**  **−2: CREATE A 2/2 GREEN WOLF CREATURE TOKEN.** |  | |  | [**ARLINN'S WOLF**](https://magicarena.fandom.com/wiki/Arlinn%27s_Wolf)**Green (3) CREATURE — WOLF (3/2) ARLINN'S WOLF CAN'T BE BLOCKED BY CREATURES WITH POWER 2 OR LESS.** |  | |  | [**ARRESTER'S ADMONITION**](https://magicarena.fandom.com/wiki/Arrester%27s_Admonition)**Blue (3) INSTANT RETURN TARGET CREATURE TO ITS OWNER'S HAND.**  **ADDENDUM — IF YOU CAST THIS SPELL DURING YOUR MAIN PHASE, DRAW A CARD.** |  | |  | [**ARRESTER'S ZEAL**](https://magicarena.fandom.com/wiki/Arrester%27s_Zeal)**White (1) INSTANT TARGET CREATURE GETS +2/+2 UNTIL END OF TURN.**  **ADDENDUM — IF YOU CAST THIS SPELL DURING YOUR MAIN PHASE, THAT CREATURE GAINS FLYING UNTIL END OF TURN.** |  | |  | [**ARTFUL TAKEDOWN**](https://magicarena.fandom.com/wiki/Artful_Takedown)**BlueBlack (4) INSTANT CHOOSE ONE OR BOTH —**  **• TAP TARGET CREATURE. • TARGET CREATURE GETS -2/-4 UNTIL END OF TURN.** |  | |  | [**ASHIOK, DREAM RENDER**](https://magicarena.fandom.com/wiki/Ashiok,_Dream_Render)**(3) LEGENDARY PLANESWALKER — ASHIOK (5) SPELLS AND ABILITIES YOUR OPPONENTS CONTROL CAN'T CAUSE THEIR CONTROLLER TO SEARCH THEIR LIBRARY.**  **−1: TARGET PLAYER MILLS FOUR CARDS. THEN EXILE EACH OPPONENT'S GRAVEYARD.** |  | |  | [**ASHIOK, NIGHTMARE MUSE**](https://magicarena.fandom.com/wiki/Ashiok,_Nightmare_Muse)**BlueBlack (5) LEGENDARY PLANESWALKER — ASHIOK (5) +1: CREATE A 2/3 BLUE AND BLACK NIGHTMARE CREATURE TOKEN WITH "WHENEVER THIS CREATURE ATTACKS OR BLOCKS, EACH OPPONENT EXILES THE TOP TWO CARDS OF THEIR LIBRARY."**  **−3: RETURN TARGET NONLAND PERMANENT TO ITS OWNER'S HAND, THEN THAT PLAYER EXILES A CARD FROM THEIR HAND. −7: YOU MAY CAST UP TO THREE SPELLS FROM AMONG FACE-UP CARDS YOUR OPPONENTS OWN FROM EXILE WITHOUT PAYING THEIR MANA COSTS.** |  | |  | [**ASHIOK, SCULPTOR OF FEARS**](https://magicarena.fandom.com/wiki/Ashiok,_Sculptor_of_Fears)**BlueBlack (6) LEGENDARY PLANESWALKER — ASHIOK (4) +2: DRAW A CARD. EACH PLAYER MILLS TWO CARDS.**  **−5: PUT TARGET CREATURE CARD FROM A GRAVEYARD ONTO THE BATTLEFIELD UNDER YOUR CONTROL. −11: GAIN CONTROL OF ALL CREATURES TARGET OPPONENT CONTROLS.** |  | |  | [**ASHIOK'S ERASURE**](https://magicarena.fandom.com/wiki/Ashiok%27s_Erasure)**BlueBlue (4) ENCHANTMENT FLASH**  **WHEN ASHIOK'S ERASURE ENTERS THE BATTLEFIELD, EXILE TARGET SPELL. YOUR OPPONENTS CAN'T CAST SPELLS WITH THE SAME NAME AS THE EXILED CARD. WHEN ASHIOK'S ERASURE LEAVES THE BATTLEFIELD, RETURN THE EXILED CARD TO ITS OWNER'S HAND.** |  | |  | [**ASHIOK'S FORERUNNER**](https://magicarena.fandom.com/wiki/Ashiok%27s_Forerunner)**BlueBlack (5) CREATURE — HUMAN WIZARD (3/3) FLASH**  **WHEN ASHIOK'S FORERUNNER ENTERS THE BATTLEFIELD, YOU MAY SEARCH YOUR LIBRARY AND/OR GRAVEYARD FOR A CARD NAMED ASHIOK, SCULPTOR OF FEARS, REVEAL IT, AND PUT IT INTO YOUR HAND. IF YOU SEARCH YOUR LIBRARY THIS WAY, SHUFFLE IT.** |  | |  | [**ASHIOK'S SKULKER**](https://magicarena.fandom.com/wiki/Ashiok%27s_Skulker)**Blue (5) CREATURE — NIGHTMARE (3/5) Blue: ASHIOK'S SKULKER CAN'T BE BLOCKED THIS TURN.** |  | |  | [**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.** |  | |  | [**ASSASSIN'S TROPHY**](https://magicarena.fandom.com/wiki/Assassin%27s_Trophy)**BlackGreen (2) INSTANT DESTROY TARGET PERMANENT AN OPPONENT CONTROLS. ITS CONTROLLER MAY SEARCH THEIR LIBRARY FOR A BASIC LAND CARD, PUT IT ONTO THE BATTLEFIELD, THEN SHUFFLE THEIR LIBRARY.** |  | |  | [**ASSEMBLE**](https://magicarena.fandom.com/wiki/Assemble)**GreenWhite (6) INSTANT CREATE THREE 2/2 GREEN AND WHITE ELF KNIGHT CREATURE TOKENS WITH VIGILANCE.** |  | |  | [**ASSURE**](https://magicarena.fandom.com/wiki/Assure)**(2) INSTANT PUT A +1/+1 COUNTER ON TARGET CREATURE. THAT CREATURE GAINS INDESTRUCTIBLE UNTIL END OF TURN.** |  | |  | [**ATEMSIS, ALL-SEEING**](https://magicarena.fandom.com/wiki/Atemsis,_All-Seeing)**BlueBlueBlue (6) LEGENDARY CREATURE — SPHINX (4/5) FLYING**  **Blue, Tap: DRAW TWO CARDS, THEN DISCARD A CARD. WHENEVER ATEMSIS, ALL-SEEING DEALS DAMAGE TO AN OPPONENT, YOU MAY REVEAL YOUR HAND. IF CARDS WITH AT LEAST SIX DIFFERENT CONVERTED MANA COSTS ARE REVEALED THIS WAY, THAT PLAYER LOSES THE GAME.** |  | |  | [**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.** |  | |  | [**ATTENDANT OF VRASKA**](https://magicarena.fandom.com/wiki/Attendant_of_Vraska)**BlackGreen (3) CREATURE — ZOMBIE SOLDIER (3/3) WHEN ATTENDANT OF VRASKA DIES, IF YOU CONTROL A VRASKA PLANESWALKER, YOU GAIN LIFE EQUAL TO ATTENDANT OF VRASKA'S POWER.** |  | |  | [**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.** |  | |  | [**AUGUR OF BOLAS**](https://magicarena.fandom.com/wiki/Augur_of_Bolas)**Blue (2) CREATURE — MERFOLK WIZARD (1/3) WHEN AUGUR OF BOLAS ENTERS THE BATTLEFIELD, LOOK AT THE TOP THREE CARDS OF YOUR LIBRARY. YOU MAY REVEAL AN INSTANT OR SORCERY CARD FROM AMONG THEM AND PUT IT INTO YOUR HAND. PUT THE REST ON THE BOTTOM OF YOUR LIBRARY IN ANY ORDER.** |  | |  | [**AURELIA, EXEMPLAR OF JUSTICE**](https://magicarena.fandom.com/wiki/Aurelia,_Exemplar_of_Justice)**RedWhite (4) LEGENDARY CREATURE — ANGEL (2/5) FLYING**  **MENTOR (WHENEVER THIS CREATURE ATTACKS, PUT A +1/+1 COUNTER ON TARGET ATTACKING CREATURE WITH LESSER POWER.) AT THE BEGINNING OF COMBAT ON YOUR TURN, CHOOSE UP TO ONE TARGET CREATURE YOU CONTROL. UNTIL END OF TURN, THAT CREATURE GETS +2/+0, GAINS TRAMPLE IF IT'S RED, AND GAINS VIGILANCE IF IT'S WHITE.** |  | |  | [**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.** |  | |  | [**AVEN ETERNAL**](https://magicarena.fandom.com/wiki/Aven_Eternal)**Blue (3) CREATURE — ZOMBIE BIRD WARRIOR (2/2) FLYING**  **WHEN AVEN ETERNAL ENTERS THE BATTLEFIELD, AMASS 1. (PUT A +1/+1 COUNTER ON AN ARMY YOU CONTROL. IF YOU DON'T CONTROL ONE, CREATE A 0/0 BLACK ZOMBIE ARMY CREATURE TOKEN FIRST.)** |  | |  | [**AVEN 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.** |  | |  | [**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.** |  | |  | [**AWAKEN THE ERSTWHILE**](https://magicarena.fandom.com/wiki/Awaken_the_Erstwhile)**BlackBlack (5) SORCERY EACH PLAYER DISCARDS ALL THE CARDS IN THEIR HAND, THEN CREATES THAT MANY 2/2 BLACK ZOMBIE CREATURE TOKENS.** |  | |  | [**AWAKENING OF VITU-GHAZI**](https://magicarena.fandom.com/wiki/Awakening_of_Vitu-Ghazi)**GreenGreen (5) INSTANT PUT NINE +1/+1 COUNTERS ON TARGET LAND YOU CONTROL. IT BECOMES A LEGENDARY 0/0 ELEMENTAL CREATURE WITH HASTE NAMED VITU-GHAZI. IT'S STILL A LAND.** |  | |  | [**AXEBANE BEAST**](https://magicarena.fandom.com/wiki/Axebane_Beast)**Green (4) CREATURE — BEAST (3/4)** |  | |  | [**AYARA, FIRST OF LOCTHWAIN**](https://magicarena.fandom.com/wiki/Ayara,_First_of_Locthwain)**BlackBlackBlack (3) LEGENDARY CREATURE — ELF NOBLE (2/3) WHENEVER AYARA, FIRST OF LOCTHWAIN OR ANOTHER BLACK CREATURE ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, EACH OPPONENT LOSES 1 LIFE AND YOU GAIN 1 LIFE.**  **Tap, SACRIFICE ANOTHER BLACK CREATURE: DRAW A CARD.** |  | |  | [**AZORIUS GUILDGATE**](https://magicarena.fandom.com/wiki/Azorius_Guildgate)**(0) LAND — GATE AZORIUS GUILDGATE ENTERS THE BATTLEFIELD TAPPED.**  **Tap: ADD White OR Blue.** |  | |  | [**AZORIUS KNIGHT-ARBITER**](https://magicarena.fandom.com/wiki/Azorius_Knight-Arbiter)**WhiteBlue (5) CREATURE — HUMAN KNIGHT (2/5) VIGILANCE**  **AZORIUS KNIGHT-ARBITER CAN'T BE BLOCKED.** |  | |  | [**AZORIUS LOCKET**](https://magicarena.fandom.com/wiki/Azorius_Locket)**(3) ARTIFACT Tap: ADD White OR Blue.**  **, Tap, SACRIFICE AZORIUS LOCKET: DRAW TWO CARDS.** |  | |  | [**AZORIUS SKYGUARD**](https://magicarena.fandom.com/wiki/Azorius_Skyguard)**WhiteBlue (6) CREATURE — HUMAN KNIGHT (3/3) FLYING, FIRST STRIKE**  **CREATURES YOUR OPPONENTS CONTROL GET -1/-0.** |  | |  | [**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.** |  | |

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| |  |  |  | | --- | --- | --- | | **130 LETTER B MAGIC DECK CARDS** | | | |  | [**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.)** |  | |  | [**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.** |  | |  | [**BAG OF HOLDING**](https://magicarena.fandom.com/wiki/Bag_of_Holding)**(1) ARTIFACT WHENEVER YOU DISCARD A CARD, EXILE THAT CARD FROM YOUR GRAVEYARD.**  **, Tap: DRAW A CARD, THEN DISCARD A CARD. , Tap, SACRIFICE BAG OF HOLDING: RETURN ALL CARDS EXILED WITH BAG OF HOLDING TO THEIR OWNER'S HAND.** |  | |  | [**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.")** |  | |  | [**BAND TOGETHER**](https://magicarena.fandom.com/wiki/Band_Together)**Green (3) INSTANT UP TO TWO TARGET CREATURES YOU CONTROL EACH DEAL DAMAGE EQUAL TO THEIR POWER TO ANOTHER TARGET CREATURE.** |  | |  | [**BANEHOUND**](https://magicarena.fandom.com/wiki/Banehound)**Black (1) CREATURE — NIGHTMARE DOG (1/1) LIFELINK, HASTE** |  | |  | [**BANESLAYER ANGEL**](https://magicarena.fandom.com/wiki/Baneslayer_Angel)**WhiteWhite (5) CREATURE — ANGEL (5/5) FLYING, FIRST STRIKE, LIFELINK, PROTECTION FROM DEMONS AND FROM DRAGONS** |  | |  | [**BANISH INTO FABLE**](https://magicarena.fandom.com/wiki/Banish_into_Fable)**WhiteBlue (6) INSTANT WHEN YOU CAST THIS SPELL FROM YOUR HAND, COPY IT IF YOU CONTROL AN ARTIFACT, THEN COPY IT IF YOU CONTROL AN ENCHANTMENT. YOU MAY CHOOSE NEW TARGETS FOR THE COPIES.**  **RETURN TARGET NONLAND PERMANENT TO ITS OWNER'S HAND. YOU CREATE A 2/2 WHITE KNIGHT CREATURE TOKEN WITH VIGILANCE.** |  | |  | [**BANISHING LIGHT**](https://magicarena.fandom.com/wiki/Banishing_Light)**White (3) ENCHANTMENT WHEN BANISHING LIGHT ENTERS THE BATTLEFIELD, EXILE TARGET NONLAND PERMANENT AN OPPONENT CONTROLS UNTIL BANISHING LIGHT LEAVES THE BATTLEFIELD.** |  | |  | [**BANKRUPT IN BLOOD**](https://magicarena.fandom.com/wiki/Bankrupt_in_Blood)**Black (2) SORCERY AS AN ADDITIONAL COST TO CAST THIS SPELL, SACRIFICE TWO CREATURES.**  **DRAW THREE CARDS.** |  | |  | [**BARGE IN**](https://magicarena.fandom.com/wiki/Barge_In)**Red (1) INSTANT TARGET ATTACKING CREATURE GETS +2/+2 UNTIL END OF TURN. EACH ATTACKING NON-HUMAN CREATURE GAINS TRAMPLE UNTIL END OF TURN.** |  | |  | [**BARGING SERGEANT**](https://magicarena.fandom.com/wiki/Barging_Sergeant)**Red (5) CREATURE — MINOTAUR SOLDIER (4/2) HASTE**  **MENTOR (WHENEVER THIS CREATURE ATTACKS, PUT A +1/+1 COUNTER ON TARGET ATTACKING CREATURE WITH LESSER POWER.)** |  | |  | [**BARKHIDE TROLL**](https://magicarena.fandom.com/wiki/Barkhide_Troll)**GreenGreen (2) CREATURE — TROLL (2/2) BARKHIDE TROLL ENTERS THE BATTLEFIELD WITH A +1/+1 COUNTER ON IT.**  **, REMOVE A +1/+1 COUNTER FROM BARKHIDE TROLL: BARKHIDE TROLL GAINS HEXPROOF UNTIL END OF TURN. (IT CAN'T BE THE TARGET OF SPELLS OR ABILITIES YOUR OPPONENTS CONTROL.)** |  | |  | [**BARONY VAMPIRE**](https://magicarena.fandom.com/wiki/Barony_Vampire)**Black (3) CREATURE — VAMPIRE (3/2)** |  | |  | [**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.)** |  | |  | [**BARRIER OF BONES**](https://magicarena.fandom.com/wiki/Barrier_of_Bones)**Black (1) CREATURE — SKELETON WALL (0/3) DEFENDER**  **WHEN BARRIER OF BONES ENTERS THE BATTLEFIELD, SURVEIL 1. (LOOK AT THE TOP CARD OF YOUR LIBRARY. YOU MAY PUT THAT CARD INTO YOUR GRAVEYARD.)** |  | |  | [**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.** |  | |  | [**BARROW WITCHES**](https://magicarena.fandom.com/wiki/Barrow_Witches)**Black (5) CREATURE — HUMAN WARLOCK (3/4) WHEN BARROW WITCHES ENTERS THE BATTLEFIELD, RETURN TARGET KNIGHT CARD FROM YOUR GRAVEYARD TO YOUR HAND.** |  | |  | [**BARTERED COW**](https://magicarena.fandom.com/wiki/Bartered_Cow)**White (4) CREATURE — OX (3/3) WHEN BARTERED COW DIES OR WHEN YOU DISCARD IT, CREATE A FOOD TOKEN. (IT'S AN ARTIFACT WITH ", Tap, SACRIFICE THIS ARTIFACT: YOU GAIN 3 LIFE.")** |  | |  | [**BARTIZAN BATS**](https://magicarena.fandom.com/wiki/Bartizan_Bats)**Black (4) CREATURE — BAT (3/1) FLYING (THIS CREATURE CAN'T BE BLOCKED EXCEPT BY CREATURES WITH FLYING OR REACH.)** |  | |  | [**BASILICA BELL-HAUNT**](https://magicarena.fandom.com/wiki/Basilica_Bell-Haunt)**WhiteWhiteBlackBlack (4) CREATURE — SPIRIT (3/4) WHEN BASILICA BELL-HAUNT ENTERS THE BATTLEFIELD, EACH OPPONENT DISCARDS A CARD AND YOU GAIN 3 LIFE.** |  | |  | [**BASRI KET**](https://magicarena.fandom.com/wiki/Basri_Ket)**WhiteWhite (3) LEGENDARY PLANESWALKER — BASRI (3) +1: PUT A +1/+1 COUNTER ON UP TO ONE TARGET CREATURE. IT GAINS INDESTRUCTIBLE UNTIL END OF TURN.**  **−2: WHENEVER ONE OR MORE NONTOKEN CREATURES ATTACK THIS TURN, CREATE THAT MANY 1/1 WHITE SOLDIER CREATURE TOKENS THAT ARE TAPPED AND ATTACKING. −6: YOU GET AN EMBLEM WITH "AT THE BEGINNING OF COMBAT ON YOUR TURN, CREATE A 1/1 WHITE SOLDIER CREATURE TOKEN, THEN PUT A +1/+1 COUNTER ON EACH CREATURE YOU CONTROL."** |  | |  | [**BASRI, DEVOTED PALADIN**](https://magicarena.fandom.com/wiki/Basri,_Devoted_Paladin)**WhiteWhite (6) LEGENDARY PLANESWALKER — BASRI (4) +1: PUT A +1/+1 COUNTER ON UP TO ONE TARGET CREATURE. IT GAINS VIGILANCE UNTIL END OF TURN.**  **−1: WHENEVER A CREATURE ATTACKS THIS TURN, PUT A +1/+1 COUNTER ON IT. −6: CREATURES YOU CONTROL GET +2/+2 AND GAIN FLYING UNTIL END OF TURN.** |  | |  | [**BASRI'S ACOLYTE**](https://magicarena.fandom.com/wiki/Basri%27s_Acolyte)**WhiteWhite (4) CREATURE — CAT CLERIC (2/3) LIFELINK (DAMAGE DEALT BY THIS CREATURE ALSO CAUSES YOU TO GAIN THAT MUCH LIFE.)**  **WHEN BASRI'S ACOLYTE ENTERS THE BATTLEFIELD, PUT A +1/+1 COUNTER ON EACH OF UP TO TWO OTHER TARGET CREATURES YOU CONTROL.** |  | |  | [**BASRI'S AEGIS**](https://magicarena.fandom.com/wiki/Basri%27s_Aegis)**WhiteWhite (4) SORCERY PUT A +1/+1 COUNTER ON EACH OF UP TO TWO TARGET CREATURES. YOU MAY SEARCH YOUR LIBRARY AND/OR GRAVEYARD FOR A CARD NAMED BASRI, DEVOTED PALADIN, REVEAL IT, AND PUT IT INTO YOUR HAND. IF YOU SEARCH YOUR LIBRARY THIS WAY, SHUFFLE IT.** |  | |  | [**BASRI'S LIEUTENANT**](https://magicarena.fandom.com/wiki/Basri%27s_Lieutenant)**White (4) CREATURE — HUMAN KNIGHT (3/4) VIGILANCE, PROTECTION FROM MULTICOLORED**  **WHEN BASRI'S LIEUTENANT ENTERS THE BATTLEFIELD, PUT A +1/+1 COUNTER ON TARGET CREATURE YOU CONTROL. WHENEVER BASRI'S LIEUTENANT OR ANOTHER CREATURE YOU CONTROL DIES, IF IT HAD A +1/+1 COUNTER ON IT, CREATE A 2/2 WHITE KNIGHT CREATURE TOKEN WITH VIGILANCE.** |  | |  | [**BASRI'S SOLIDARITY**](https://magicarena.fandom.com/wiki/Basri%27s_Solidarity)**White (2) SORCERY PUT A +1/+1 COUNTER ON EACH CREATURE YOU CONTROL.** |  | |  | [**BASTION ENFORCER**](https://magicarena.fandom.com/wiki/Bastion_Enforcer)**White (3) CREATURE — DWARF SOLDIER (3/2)** |  | |  | [**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.** |  | |  | [**BATTALION FOOT SOLDIER**](https://magicarena.fandom.com/wiki/Battalion_Foot_Soldier)**White (3) CREATURE — HUMAN SOLDIER (2/2) WHEN BATTALION FOOT SOLDIER ENTERS THE BATTLEFIELD, YOU MAY SEARCH YOUR LIBRARY FOR ANY NUMBER OF CARDS NAMED BATTALION FOOT SOLDIER, REVEAL THEM, PUT THEM INTO YOUR HAND, THEN SHUFFLE YOUR LIBRARY.** |  | |  | [**BATTLE DISPLAY**](https://magicarena.fandom.com/wiki/Battle_Display)**Red (1) SORCERY — ADVENTURE DESTROY TARGET ARTIFACT. (THEN EXILE THIS CARD. YOU MAY CAST THE CREATURE LATER FROM EXILE.)** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**BEACON BOLT**](https://magicarena.fandom.com/wiki/Beacon_Bolt)**BlueRed (3) SORCERY BEACON BOLT DEALS DAMAGE TO TARGET CREATURE EQUAL TO THE TOTAL NUMBER OF INSTANT AND SORCERY CARDS YOU OWN IN EXILE AND IN YOUR GRAVEYARD.**  **JUMP-START (YOU MAY CAST THIS CARD FROM YOUR GRAVEYARD BY DISCARDING A CARD IN ADDITION TO PAYING ITS OTHER COSTS. THEN EXILE THIS CARD.)** |  | |  | [**BEAMSPLITTER MAGE**](https://magicarena.fandom.com/wiki/Beamsplitter_Mage)**BlueRed (2) CREATURE — VEDALKEN WIZARD (2/2) WHENEVER YOU CAST AN INSTANT OR SORCERY SPELL THAT TARGETS ONLY BEAMSPLITTER MAGE, IF YOU CONTROL ONE OR MORE OTHER CREATURES THAT SPELL COULD TARGET, CHOOSE ONE OF THOSE CREATURES. COPY THAT SPELL. THE COPY TARGETS THE CHOSEN CREATURE.** |  | |  | [**BEANSTALK GIANT**](https://magicarena.fandom.com/wiki/Beanstalk_Giant)**Green (7) CREATURE — GIANT (\*/\*) BEANSTALK GIANT'S POWER AND TOUGHNESS ARE EACH EQUAL TO THE NUMBER OF LANDS YOU CONTROL.** |  | |  | [**BEAST WHISPERER**](https://magicarena.fandom.com/wiki/Beast_Whisperer)**GreenGreen (4) CREATURE — ELF DRUID (2/3) WHENEVER YOU CAST A CREATURE SPELL, DRAW A CARD.** |  | |  | [**BEDAZZLE**](https://magicarena.fandom.com/wiki/Bedazzle)**BlackRed (6) INSTANT DESTROY TARGET NONBASIC LAND. BEDAZZLE DEALS 2 DAMAGE TO TARGET OPPONENT OR PLANESWALKER.** |  | |  | [**BEDECK**](https://magicarena.fandom.com/wiki/Bedeck)**(2) INSTANT TARGET CREATURE GETS +3/-3 UNTIL END OF TURN.** |  | |  | [**BEDEVIL**](https://magicarena.fandom.com/wiki/Bedevil)**BlackBlackRed (3) INSTANT DESTROY TARGET ARTIFACT, CREATURE, OR PLANESWALKER.** |  | |  | [**BEFUDDLE**](https://magicarena.fandom.com/wiki/Befuddle)**Blue (3) INSTANT TARGET CREATURE GETS -4/-0 UNTIL END OF TURN.**  **DRAW A CARD.** |  | |  | [**BELLE OF THE BRAWL**](https://magicarena.fandom.com/wiki/Belle_of_the_Brawl)**Black (3) CREATURE — HUMAN KNIGHT (3/2) MENACE (THIS CREATURE CAN'T BE BLOCKED EXCEPT BY TWO OR MORE CREATURES.)**  **WHENEVER BELLE OF THE BRAWL ATTACKS, OTHER KNIGHTS YOU CONTROL GET +1/+0 UNTIL END OF TURN.** |  | |  | [**BELOVED PRINCESS**](https://magicarena.fandom.com/wiki/Beloved_Princess)**White (1) CREATURE — HUMAN NOBLE (1/1) LIFELINK**  **BELOVED PRINCESS CAN'T BE BLOCKED BY CREATURES WITH POWER 3 OR GREATER.** |  | |  | [**BENTHIC BIOMANCER**](https://magicarena.fandom.com/wiki/Benthic_Biomancer)**Blue (1) CREATURE — MERFOLK WIZARD MUTANT (1/1) Blue: ADAPT 1. (IF THIS CREATURE HAS NO +1/+1 COUNTERS ON IT, PUT A +1/+1 COUNTER ON IT.)**  **WHENEVER ONE OR MORE +1/+1 COUNTERS ARE PUT ON BENTHIC BIOMANCER, DRAW A CARD, THEN DISCARD A CARD.** |  | |  | [**BIOESSENCE HYDRA**](https://magicarena.fandom.com/wiki/Bioessence_Hydra)**GreenBlue (5) CREATURE — HYDRA MUTANT (4/4) TRAMPLE**  **BIOESSENCE HYDRA ENTERS THE BATTLEFIELD WITH A +1/+1 COUNTER ON IT FOR EACH LOYALTY COUNTER ON PLANESWALKERS YOU CONTROL. WHENEVER ONE OR MORE LOYALTY COUNTERS ARE PUT ON PLANESWALKERS YOU CONTROL, PUT THAT MANY +1/+1 COUNTERS ON BIOESSENCE HYDRA.** |  | |  | [**BIOGENIC OOZE**](https://magicarena.fandom.com/wiki/Biogenic_Ooze)**GreenGreen (5) CREATURE — OOZE (2/2) WHEN BIOGENIC OOZE ENTERS THE BATTLEFIELD, CREATE A 2/2 GREEN OOZE CREATURE TOKEN.**  **AT THE BEGINNING OF YOUR END STEP, PUT A +1/+1 COUNTER ON EACH OOZE YOU CONTROL. GreenGreenGreen: CREATE A 2/2 GREEN OOZE CREATURE TOKEN.** |  | |  | [**BIOGENIC UPGRADE**](https://magicarena.fandom.com/wiki/Biogenic_Upgrade)**GreenGreen (6) SORCERY DISTRIBUTE THREE +1/+1 COUNTERS AMONG ONE, TWO, OR THREE TARGET CREATURES, THEN DOUBLE THE NUMBER OF +1/+1 COUNTERS ON EACH OF THOSE CREATURES.** |  | |  | [**BIOMANCER'S FAMILIAR**](https://magicarena.fandom.com/wiki/Biomancer%27s_Familiar)**GreenBlue (2) CREATURE — MUTANT (2/2) ACTIVATED ABILITIES OF CREATURES YOU CONTROL COST  LESS TO ACTIVATE. THIS EFFECT CAN'T REDUCE THE MANA IN THAT COST TO LESS THAN ONE MANA.**  **Tap: THE NEXT TIME TARGET CREATURE ADAPTS THIS TURN, IT ADAPTS AS THOUGH IT HAD NO +1/+1 COUNTERS ON IT.** |  | |  | [**BISHOP OF WINGS**](https://magicarena.fandom.com/wiki/Bishop_of_Wings)**WhiteWhite (2) CREATURE — HUMAN CLERIC (1/4) WHENEVER AN ANGEL ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, YOU GAIN 4 LIFE.**  **WHENEVER AN ANGEL YOU CONTROL DIES, CREATE A 1/1 WHITE SPIRIT CREATURE TOKEN WITH FLYING.** |  | |  | [**BLACKLANCE PARAGON**](https://magicarena.fandom.com/wiki/Blacklance_Paragon)**Black (2) CREATURE — HUMAN KNIGHT (3/1) FLASH**  **WHEN BLACKLANCE PARAGON ENTERS THE BATTLEFIELD, TARGET KNIGHT GAINS DEATHTOUCH AND LIFELINK UNTIL END OF TURN.** |  | |  | [**BLADE BANISH**](https://magicarena.fandom.com/wiki/Blade_Banish)**White (4) INSTANT EXILE TARGET CREATURE WITH POWER 4 OR GREATER.** |  | |  | [**BLADE INSTRUCTOR**](https://magicarena.fandom.com/wiki/Blade_Instructor)**White (3) CREATURE — HUMAN SOLDIER (3/1) MENTOR (WHENEVER THIS CREATURE ATTACKS, PUT A +1/+1 COUNTER ON TARGET ATTACKING CREATURE WITH LESSER POWER.)** |  | |  | [**BLADE JUGGLER**](https://magicarena.fandom.com/wiki/Blade_Juggler)**Black (5) CREATURE — HUMAN ROGUE (3/2) SPECTACLE Black (YOU MAY CAST THIS SPELL FOR ITS SPECTACLE COST RATHER THAN ITS MANA COST IF AN OPPONENT LOST LIFE THIS TURN.)**  **WHEN BLADE JUGGLER ENTERS THE BATTLEFIELD, IT DEALS 1 DAMAGE TO YOU AND YOU DRAW A CARD.** |  | |  | [**BLADEBRAND**](https://magicarena.fandom.com/wiki/Bladebrand)**Black (2) INSTANT TARGET CREATURE GAINS DEATHTOUCH UNTIL END OF TURN. (ANY AMOUNT OF DAMAGE IT DEALS TO A CREATURE IS ENOUGH TO DESTROY IT.)**  **DRAW A CARD.** |  | |  | [**BLAST ZONE**](https://magicarena.fandom.com/wiki/Blast_Zone)**(0) LAND BLAST ZONE ENTERS THE BATTLEFIELD WITH A CHARGE COUNTER ON IT.**  **Tap: ADD . , Tap: PUT X CHARGE COUNTERS ON BLAST ZONE. , Tap, SACRIFICE BLAST ZONE: DESTROY EACH NONLAND PERMANENT WITH CONVERTED MANA COST EQUAL TO THE NUMBER OF CHARGE COUNTERS ON BLAST ZONE.** |  | |  | [**BLAZING VOLLEY**](https://magicarena.fandom.com/wiki/Blazing_Volley)**Red (1) SORCERY BLAZING VOLLEY DEALS 1 DAMAGE TO EACH CREATURE YOUR OPPONENTS CONTROL.** |  | |  | [**BLEEDING EDGE**](https://magicarena.fandom.com/wiki/Bleeding_Edge)**BlackBlack (3) SORCERY UP TO ONE TARGET CREATURE GETS -2/-2 UNTIL END OF TURN. AMASS 2. (PUT TWO +1/+1 COUNTERS ON AN ARMY YOU CONTROL. IF YOU DON'T CONTROL ONE, CREATE A 0/0 BLACK ZOMBIE ARMY CREATURE TOKEN FIRST.)** |  | |  | [**BLIGHTBEETLE**](https://magicarena.fandom.com/wiki/Blightbeetle)**Black (2) CREATURE — INSECT (1/1) PROTECTION FROM GREEN (THIS CREATURE CAN'T BE BLOCKED, TARGETED, DEALT DAMAGE, ENCHANTED, OR EQUIPPED BY ANYTHING GREEN.)**  **CREATURES YOUR OPPONENTS CONTROL CAN'T HAVE +1/+1 COUNTERS PUT ON THEM.** |  | |  | [**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.)** |  | |  | [**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.** |  | |  | [**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 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.** |  | |  | [**BLOOD BURGLAR**](https://magicarena.fandom.com/wiki/Blood_Burglar)**Black (2) CREATURE — VAMPIRE ROGUE (2/2) AS LONG AS IT'S YOUR TURN, BLOOD BURGLAR HAS LIFELINK.(DAMAGE DEALT BY THIS CREATURE ALSO CAUSES YOU TO GAIN THAT MUCH LIFE.)** |  | |  | [**BLOOD CRYPT**](https://magicarena.fandom.com/wiki/Blood_Crypt)**(0) LAND — SWAMP MOUNTAIN (Tap: ADD Black OR Red.)**  **AS BLOOD CRYPT ENTERS THE BATTLEFIELD, YOU MAY PAY 2 LIFE. IF YOU DON'T, IT ENTERS THE BATTLEFIELD TAPPED.** |  | |  | [**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.)** |  | |  | [**BLOOD FOR BONES**](https://magicarena.fandom.com/wiki/Blood_for_Bones)**Black (4) SORCERY AS AN ADDITIONAL COST TO CAST THIS SPELL, SACRIFICE A CREATURE.**  **RETURN A CREATURE CARD FROM YOUR GRAVEYARD TO THE BATTLEFIELD, THEN RETURN ANOTHER CREATURE CARD FROM YOUR GRAVEYARD TO YOUR HAND.** |  | |  | [**BLOOD GLUTTON**](https://magicarena.fandom.com/wiki/Blood_Glutton)**Black (5) CREATURE — VAMPIRE (4/3) LIFELINK (DAMAGE DEALT BY THIS CREATURE ALSO CAUSES YOU TO GAIN THAT MUCH LIFE.)** |  | |  | [**BLOOD OPERATIVE**](https://magicarena.fandom.com/wiki/Blood_Operative)**BlackBlack (3) CREATURE — VAMPIRE ASSASSIN (3/1) LIFELINK**  **WHEN BLOOD OPERATIVE ENTERS THE BATTLEFIELD, YOU MAY EXILE TARGET CARD FROM A GRAVEYARD. WHENEVER YOU SURVEIL, IF BLOOD OPERATIVE IS IN YOUR GRAVEYARD, YOU MAY PAY 3 LIFE. IF YOU DO, RETURN BLOOD OPERATIVE TO YOUR HAND.** |  | |  | [**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.** |  | |  | [**BLOODHAZE WOLVERINE**](https://magicarena.fandom.com/wiki/Bloodhaze_Wolverine)**Red (2) CREATURE — WOLVERINE (2/1) WHENEVER YOU DRAW YOUR SECOND CARD EACH TURN, BLOODHAZE WOLVERINE GETS +1/+1 AND GAINS FIRST STRIKE UNTIL END OF TURN.** |  | |  | [**BLOODMIST INFILTRATOR**](https://magicarena.fandom.com/wiki/Bloodmist_Infiltrator)**Black (3) CREATURE — VAMPIRE (3/1) WHENEVER BLOODMIST INFILTRATOR ATTACKS, YOU MAY SACRIFICE ANOTHER CREATURE. IF YOU DO, BLOODMIST INFILTRATOR CAN'T BE BLOCKED THIS TURN.** |  | |  | [**BLOODSOAKED ALTAR**](https://magicarena.fandom.com/wiki/Bloodsoaked_Altar)**BlackBlack (6) ARTIFACT Tap, PAY 2 LIFE, DISCARD A CARD, SACRIFICE A CREATURE: CREATE A 5/5 BLACK DEMON CREATURE TOKEN WITH FLYING. ACTIVATE THIS ABILITY ONLY ANY TIME YOU COULD CAST A SORCERY.** |  | |  | [**BLOODTHIRSTY AERIALIST**](https://magicarena.fandom.com/wiki/Bloodthirsty_Aerialist)**BlackBlack (3) CREATURE — VAMPIRE ROGUE (2/3) FLYING**  **WHENEVER YOU GAIN LIFE, PUT A +1/+1 COUNTER ON BLOODTHIRSTY AERIALIST.** |  | |  | [**BLOOM HULK**](https://magicarena.fandom.com/wiki/Bloom_Hulk)**Green (4) CREATURE — PLANT ELEMENTAL (4/4) WHEN BLOOM HULK ENTERS THE BATTLEFIELD, PROLIFERATE. (CHOOSE ANY NUMBER OF PERMANENTS AND/OR PLAYERS, THEN GIVE EACH ANOTHER COUNTER OF EACH KIND ALREADY THERE.)** |  | |  | [**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.** |  | |  | [**BLOW YOUR HOUSE DOWN**](https://magicarena.fandom.com/wiki/Blow_Your_House_Down)**Red (3) SORCERY UP TO THREE TARGET CREATURES CAN'T BLOCK THIS TURN. DESTROY ANY OF THEM THAT ARE WALLS.** |  | |  | [**BOG NAUGHTY**](https://magicarena.fandom.com/wiki/Bog_Naughty)**BlackBlack (5) CREATURE — FAERIE (3/3) FLYING**  **Black, SACRIFICE A FOOD: TARGET CREATURE GETS -3/-3 UNTIL END OF TURN.** |  | |  | [**BOGSTOMPER**](https://magicarena.fandom.com/wiki/Bogstomper)**BlackBlack (6) CREATURE — BEAST (6/5)** |  | |  | [**BOLAS'S CITADEL**](https://magicarena.fandom.com/wiki/Bolas%27s_Citadel)**BlackBlackBlack (6) LEGENDARY ARTIFACT YOU MAY LOOK AT THE TOP CARD OF YOUR LIBRARY ANY TIME.**  **YOU MAY PLAY LANDS AND CAST SPELLS FROM THE TOP OF YOUR LIBRARY. IF YOU CAST A SPELL THIS WAY, PAY LIFE EQUAL TO ITS CONVERTED MANA COST RATHER THAN PAY ITS MANA COST. Tap, SACRIFICE TEN NONLAND PERMANENTS: EACH OPPONENT LOSES 10 LIFE.** |  | |  | [**BOLRAC-CLAN CRUSHER**](https://magicarena.fandom.com/wiki/Bolrac-Clan_Crusher)**RedGreen (5) CREATURE — OGRE WARRIOR (4/4) Tap, REMOVE A +1/+1 COUNTER FROM A CREATURE YOU CONTROL: BOLRAC-CLAN CRUSHER DEALS 2 DAMAGE TO ANY TARGET.** |  | |  | [**BOLT BEND**](https://magicarena.fandom.com/wiki/Bolt_Bend)**Red (4) INSTANT THIS SPELL COSTS  LESS TO CAST IF YOU CONTROL A CREATURE WITH POWER 4 OR GREATER.**  **CHANGE THE TARGET OF TARGET SPELL OR ABILITY WITH A SINGLE TARGET.** |  | |  | [**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.** |  | |  | [**BOND OF DISCIPLINE**](https://magicarena.fandom.com/wiki/Bond_of_Discipline)**White (5) SORCERY TAP ALL CREATURES YOUR OPPONENTS CONTROL. CREATURES YOU CONTROL GAIN LIFELINK UNTIL END OF TURN.** |  | |  | [**BOND OF FLOURISHING**](https://magicarena.fandom.com/wiki/Bond_of_Flourishing)**Green (2) SORCERY LOOK AT THE TOP THREE CARDS OF YOUR LIBRARY. YOU MAY REVEAL A PERMANENT CARD FROM AMONG THEM AND PUT IT INTO YOUR HAND. PUT THE REST ON THE BOTTOM OF YOUR LIBRARY IN ANY ORDER. YOU GAIN 3 LIFE.** |  | |  | [**BOND OF INSIGHT**](https://magicarena.fandom.com/wiki/Bond_of_Insight)**Blue (4) SORCERY EACH PLAYER MILLS FOUR CARDS. RETURN UP TO TWO INSTANT AND/OR SORCERY CARDS FROM YOUR GRAVEYARD TO YOUR HAND. EXILE BOND OF INSIGHT.** |  | |  | [**BOND OF PASSION**](https://magicarena.fandom.com/wiki/Bond_of_Passion)**RedRed (6) SORCERY GAIN CONTROL OF TARGET CREATURE UNTIL END OF TURN. UNTAP THAT CREATURE. IT GAINS HASTE UNTIL END OF TURN. BOND OF PASSION DEALS 2 DAMAGE TO ANY OTHER TARGET.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**BONE TO ASH**](https://magicarena.fandom.com/wiki/Bone_to_Ash)**BlueBlue (4) INSTANT COUNTER TARGET CREATURE SPELL.**  **DRAW A CARD.** |  | |  | [**BONECLAD NECROMANCER**](https://magicarena.fandom.com/wiki/Boneclad_Necromancer)**BlackBlack (5) CREATURE — HUMAN WIZARD (3/3) WHEN BONECLAD NECROMANCER ENTERS THE BATTLEFIELD, YOU MAY EXILE TARGET CREATURE CARD FROM A GRAVEYARD. IF YOU DO, CREATE A 2/2 BLACK ZOMBIE CREATURE TOKEN.** |  | |  | [**BONECRUSHER GIANT**](https://magicarena.fandom.com/wiki/Bonecrusher_Giant)**Red (3) CREATURE — GIANT (4/3) WHENEVER BONECRUSHER GIANT BECOMES THE TARGET OF A SPELL, BONECRUSHER GIANT DEALS 2 DAMAGE TO THAT SPELL'S CONTROLLER.** |  | |  | [**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.** |  | |  | [**BOOK DEVOURER**](https://magicarena.fandom.com/wiki/Book_Devourer)**Red (6) CREATURE — BEAST (4/5) TRAMPLE**  **WHENEVER BOOK DEVOURER DEALS COMBAT DAMAGE TO A PLAYER, YOU MAY DISCARD ALL THE CARDS IN YOUR HAND. IF YOU DO, DRAW THAT MANY CARDS.** |  | |  | [**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.** |  | |  | [**BOREAL ELEMENTAL**](https://magicarena.fandom.com/wiki/Boreal_Elemental)**Blue (5) CREATURE — ELEMENTAL (3/4) FLYING**  **SPELLS YOUR OPPONENTS CAST THAT TARGET BOREAL ELEMENTAL COST  MORE TO CAST.** |  | |  | [**BOROS CHALLENGER**](https://magicarena.fandom.com/wiki/Boros_Challenger)**RedWhite (2) CREATURE — HUMAN SOLDIER (2/3) MENTOR (WHENEVER THIS CREATURE ATTACKS, PUT A +1/+1 COUNTER ON TARGET ATTACKING CREATURE WITH LESSER POWER.)**  **RedWhite: BOROS CHALLENGER GETS +1/+1 UNTIL END OF TURN.** |  | |  | [**BOROS GUILDGATE**](https://magicarena.fandom.com/wiki/Boros_Guildgate)**(0) LAND — GATE BOROS GUILDGATE ENTERS THE BATTLEFIELD TAPPED.**  **Tap: ADD Red OR White.** |  | |  | [**BOROS LOCKET**](https://magicarena.fandom.com/wiki/Boros_Locket)**(3) ARTIFACT Tap: ADD Red OR White.**  **, Tap, SACRIFICE BOROS LOCKET: DRAW TWO CARDS.** |  | |  | [**BOULDER RUSH**](https://magicarena.fandom.com/wiki/Boulder_Rush)**Red (1) INSTANT — ADVENTURE TARGET CREATURE GETS +2/+0 UNTIL END OF TURN. (THEN EXILE THIS CARD. YOU MAY CAST THE CREATURE LATER FROM EXILE.)** |  | |  | [**BOUNTY AGENT**](https://magicarena.fandom.com/wiki/Bounty_Agent)**White (2) CREATURE — HUMAN SOLDIER (2/2) VIGILANCE**  **Tap, SACRIFICE BOUNTY AGENT: DESTROY TARGET LEGENDARY PERMANENT THAT'S AN ARTIFACT, CREATURE, OR ENCHANTMENT.** |  | |  | [**BOUNTY OF MIGHT**](https://magicarena.fandom.com/wiki/Bounty_of_Might)**GreenGreen (6) INSTANT TARGET CREATURE GETS +3/+3 UNTIL END OF TURN.**  **TARGET CREATURE GETS +3/+3 UNTIL END OF TURN. TARGET CREATURE GETS +3/+3 UNTIL END OF TURN.** |  | |  | [**BRAMBLEFORT FINK**](https://magicarena.fandom.com/wiki/Bramblefort_Fink)**Green (2) CREATURE — OUPHE (2/2) : BRAMBLEFORT FINK HAS BASE POWER AND TOUGHNESS 10/10 UNTIL END OF TURN. ACTIVATE THIS ABILITY ONLY IF YOU CONTROL AN OKO PLANESWALKER.** |  | |  | [**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.** |  | |  | [**BRAZEN BORROWER**](https://magicarena.fandom.com/wiki/Brazen_Borrower)**BlueBlue (3) CREATURE — FAERIE ROGUE (3/1) FLASH**  **FLYING BRAZEN BORROWER CAN BLOCK ONLY CREATURES WITH FLYING.** |  | |  | [**BREEDING POOL**](https://magicarena.fandom.com/wiki/Breeding_Pool)**(0) LAND — FOREST ISLAND (Tap: ADD Green OR Blue.)**  **AS BREEDING POOL ENTERS THE BATTLEFIELD, YOU MAY PAY 2 LIFE. IF YOU DON'T, IT ENTERS THE BATTLEFIELD TAPPED.** |  | |  | [**BRIGHTWOOD TRACKER**](https://magicarena.fandom.com/wiki/Brightwood_Tracker)**Green (4) CREATURE — ELF SCOUT (2/4) Green, Tap: LOOK AT THE TOP FOUR CARDS OF YOUR LIBRARY. YOU MAY REVEAL A CREATURE CARD FROM AMONG THEM AND PUT IT INTO YOUR HAND. PUT THE REST ON THE BOTTOM OF YOUR LIBRARY IN A RANDOM ORDER.** |  | |  | [**BRIMSTONE TREBUCHET**](https://magicarena.fandom.com/wiki/Brimstone_Trebuchet)**Red (3) ARTIFACT CREATURE — WALL (1/3) DEFENDER, REACH**  **Tap: BRIMSTONE TREBUCHET DEALS 1 DAMAGE TO EACH OPPONENT. WHENEVER A KNIGHT ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, UNTAP BRIMSTONE TREBUCHET.** |  | |  | [**BRINE GIANT**](https://magicarena.fandom.com/wiki/Brine_Giant)**Blue (7) CREATURE — GIANT (5/6) THIS SPELL COSTS  LESS TO CAST FOR EACH ENCHANTMENT YOU CONTROL.** |  | |  | [**BRINEBORN CUTTHROAT**](https://magicarena.fandom.com/wiki/Brineborn_Cutthroat)**Blue (2) CREATURE — MERFOLK PIRATE (2/1) FLASH (YOU MAY CAST THIS SPELL ANY TIME YOU COULD CAST AN INSTANT.)**  **WHENEVER YOU CAST A SPELL DURING AN OPPONENT'S TURN, PUT A +1/+1 COUNTER ON BRINEBORN CUTTHROAT.** |  | |  | [**BRING BACK**](https://magicarena.fandom.com/wiki/Bring_Back)**(4) SORCERY — ADVENTURE CREATE TWO 1/1 WHITE HUMAN CREATURE TOKENS. (THEN EXILE THIS CARD. YOU MAY CAST THE CREATURE LATER FROM EXILE.)** |  | |  | [**BRING TO LIFE**](https://magicarena.fandom.com/wiki/Bring_to_Life)**Blue (3) SORCERY — ADVENTURE TARGET NONCREATURE ARTIFACT YOU CONTROL BECOMES A 0/0 ARTIFACT CREATURE. PUT FOUR +1/+1 COUNTERS ON IT.** |  | |  | [**BRING TO TRIAL**](https://magicarena.fandom.com/wiki/Bring_to_Trial)**White (3) SORCERY EXILE TARGET CREATURE WITH POWER 4 OR GREATER.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**BROUGHT BACK**](https://magicarena.fandom.com/wiki/Brought_Back)**WhiteWhite (2) INSTANT CHOOSE UP TO TWO TARGET PERMANENT CARDS IN YOUR GRAVEYARD THAT WERE PUT THERE FROM THE BATTLEFIELD THIS TURN. RETURN THEM TO THE BATTLEFIELD TAPPED.** |  | |  | [**BULWARK GIANT**](https://magicarena.fandom.com/wiki/Bulwark_Giant)**White (6) CREATURE — GIANT SOLDIER (3/6) WHEN BULWARK GIANT ENTERS THE BATTLEFIELD, YOU GAIN 5 LIFE.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**BURNING PROPHET**](https://magicarena.fandom.com/wiki/Burning_Prophet)**Red (2) CREATURE — HUMAN WIZARD (1/3) WHENEVER YOU CAST A NONCREATURE SPELL, BURNING PROPHET GETS +1/+0 UNTIL END OF TURN, THEN SCRY 1.** |  | |  | [**BURNING-TREE VANDAL**](https://magicarena.fandom.com/wiki/Burning-Tree_Vandal)**Red (3) CREATURE — HUMAN ROGUE (2/1) RIOT (THIS CREATURE ENTERS THE BATTLEFIELD WITH YOUR CHOICE OF A +1/+1 COUNTER OR HASTE.)**  **WHENEVER BURNING-TREE VANDAL ATTACKS, YOU MAY DISCARD A CARD. IF YOU DO, DRAW A CARD.** |  | |  | [**BURNING-YARD TRAINER**](https://magicarena.fandom.com/wiki/Burning-Yard_Trainer)**Red (5) CREATURE — HUMAN KNIGHT (3/3) TRAMPLE, HASTE**  **WHEN BURNING-YARD TRAINER ENTERS THE BATTLEFIELD, ANOTHER TARGET KNIGHT YOU CONTROL GETS +2/+2 AND GAINS TRAMPLE AND HASTE UNTIL END OF TURN.** |  | |  | [**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.** |  | |

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| |  |  |  | | --- | --- | --- | | **162 LETTER C MAGIC DECK CARDS** | | | |  | [**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.** |  | |  | [**CALIX, DESTINY'S HAND**](https://magicarena.fandom.com/wiki/Calix,_Destiny%27s_Hand)**GreenWhite (4) LEGENDARY PLANESWALKER — CALIX (4) +1: LOOK AT THE TOP FOUR CARDS OF YOUR LIBRARY. YOU MAY REVEAL AN ENCHANTMENT CARD FROM AMONG THEM AND PUT THAT CARD INTO YOUR HAND. PUT THE REST ON THE BOTTOM OF YOUR LIBRARY IN A RANDOM ORDER.**  **−3: EXILE TARGET CREATURE OR ENCHANTMENT YOU DON'T CONTROL UNTIL TARGET ENCHANTMENT YOU CONTROL LEAVES THE BATTLEFIELD. −7: RETURN ALL ENCHANTMENT CARDS FROM YOUR GRAVEYARD TO THE BATTLEFIELD.** |  | |  | [**CALL 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.** |  | |  | [**CALLAPHE, BELOVED OF THE SEA**](https://magicarena.fandom.com/wiki/Callaphe,_Beloved_of_the_Sea)**BlueBlue (3) LEGENDARY ENCHANTMENT CREATURE — DEMIGOD (\*/3) CALLAPHE'S POWER IS EQUAL TO YOUR DEVOTION TO BLUE. (EACH Blue IN THE MANA COSTS OF PERMANENTS YOU CONTROL COUNTS TOWARD YOUR DEVOTION TO BLUE.)**  **CREATURES AND ENCHANTMENTS YOU CONTROL HAVE "SPELLS YOUR OPPONENTS CAST THAT TARGET THIS PERMANENT COST  MORE TO CAST."** |  | |  | [**CALLOUS DISMISSAL**](https://magicarena.fandom.com/wiki/Callous_Dismissal)**Blue (2) SORCERY RETURN TARGET NONLAND PERMANENT TO ITS OWNER'S HAND.**  **AMASS 1. (PUT A +1/+1 COUNTER ON AN ARMY YOU CONTROL. IF YOU DON'T CONTROL ONE, CREATE A 0/0 BLACK ZOMBIE ARMY CREATURE TOKEN FIRST.)** |  | |  | [**CAMARADERIE**](https://magicarena.fandom.com/wiki/Camaraderie)**GreenWhite (6) SORCERY YOU GAIN X LIFE AND DRAW X CARDS, WHERE X IS THE NUMBER OF CREATURES YOU CONTROL. CREATURES YOU CONTROL GET +1/+1 UNTIL END OF TURN.** |  | |  | [**CANCEL**](https://magicarena.fandom.com/wiki/Cancel)**BlueBlue (3) INSTANT COUNTER TARGET SPELL.** |  | |  | [**CANDLELIGHT VIGIL**](https://magicarena.fandom.com/wiki/Candlelight_Vigil)**White (4) ENCHANTMENT — AURA ENCHANT CREATURE**  **ENCHANTED CREATURE GETS +3/+2 AND HAS VIGILANCE.** |  | |  | [**CANOPY SPIDER**](https://magicarena.fandom.com/wiki/Canopy_Spider)**Green (2) CREATURE — SPIDER (1/3) REACH (THIS CREATURE CAN BLOCK CREATURES WITH FLYING.)** |  | |  | [**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.** |  | |  | [**CAPTIVATING GYRE**](https://magicarena.fandom.com/wiki/Captivating_Gyre)**BlueBlue (6) SORCERY RETURN UP TO THREE TARGET CREATURES TO THEIR OWNERS' HANDS.** |  | |  | [**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.** |  | |  | [**CAPTIVE AUDIENCE**](https://magicarena.fandom.com/wiki/Captive_Audience)**BlackRed (7) ENCHANTMENT CAPTIVE AUDIENCE ENTERS THE BATTLEFIELD UNDER THE CONTROL OF AN OPPONENT OF YOUR CHOICE.**  **AT THE BEGINNING OF YOUR UPKEEP, CHOOSE ONE THAT HASN'T BEEN CHOSEN — • YOUR LIFE TOTAL BECOMES 4. • DISCARD YOUR HAND. • EACH OPPONENT CREATES FIVE 2/2 BLACK ZOMBIE CREATURE TOKENS.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**CARNAGE**](https://magicarena.fandom.com/wiki/Carnage)**BlackRed (4) SORCERY CARNAGE DEALS 3 DAMAGE TO TARGET OPPONENT. THAT PLAYER DISCARDS TWO CARDS.** |  | |  | [**CARNIVAL**](https://magicarena.fandom.com/wiki/Carnival)**(1) INSTANT CARNIVAL DEALS 1 DAMAGE TO TARGET CREATURE OR PLANESWALKER AND 1 DAMAGE TO THAT PERMANENT'S CONTROLLER.** |  | |  | [**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.)** |  | |  | [**CARRION IMP**](https://magicarena.fandom.com/wiki/Carrion_Imp)**Black (4) CREATURE — IMP (2/3) FLYING**  **WHEN CARRION IMP ENTERS THE BATTLEFIELD, YOU MAY EXILE TARGET CREATURE CARD FROM A GRAVEYARD. IF YOU DO, YOU GAIN 2 LIFE.** |  | |  | [**CAST OFF**](https://magicarena.fandom.com/wiki/Cast_Off)**WhiteWhite (5) SORCERY — ADVENTURE DESTROY ALL NON-GIANT CREATURES. (THEN EXILE THIS CARD. YOU MAY CAST THE CREATURE LATER FROM EXILE.)** |  | |  | [**CASTLE ARDENVALE**](https://magicarena.fandom.com/wiki/Castle_Ardenvale)**(0) LAND CASTLE ARDENVALE ENTERS THE BATTLEFIELD TAPPED UNLESS YOU CONTROL A PLAINS.**  **Tap: ADD White. WhiteWhite, Tap: CREATE A 1/1 WHITE HUMAN CREATURE TOKEN.** |  | |  | [**CASTLE EMBERETH**](https://magicarena.fandom.com/wiki/Castle_Embereth)**(0) LAND CASTLE EMBERETH ENTERS THE BATTLEFIELD TAPPED UNLESS YOU CONTROL A MOUNTAIN.**  **Tap: ADD Red. RedRed, Tap: CREATURES YOU CONTROL GET +1/+0 UNTIL END OF TURN.** |  | |  | [**CASTLE GARENBRIG**](https://magicarena.fandom.com/wiki/Castle_Garenbrig)**(0) LAND CASTLE GARENBRIG ENTERS THE BATTLEFIELD TAPPED UNLESS YOU CONTROL A FOREST.**  **Tap: ADD Green. GreenGreen, Tap: ADD SIX Green. SPEND THIS MANA ONLY TO CAST CREATURE SPELLS OR ACTIVATE ABILITIES OF CREATURES.** |  | |  | [**CASTLE LOCTHWAIN**](https://magicarena.fandom.com/wiki/Castle_Locthwain)**(0) LAND CASTLE LOCTHWAIN ENTERS THE BATTLEFIELD TAPPED UNLESS YOU CONTROL A SWAMP.**  **Tap: ADD Black. BlackBlack, Tap: DRAW A CARD, THEN YOU LOSE LIFE EQUAL TO THE NUMBER OF CARDS IN YOUR HAND.** |  | |  | [**CASTLE VANTRESS**](https://magicarena.fandom.com/wiki/Castle_Vantress)**(0) LAND CASTLE VANTRESS ENTERS THE BATTLEFIELD TAPPED UNLESS YOU CONTROL AN ISLAND.**  **Tap: ADD Blue. BlueBlue, Tap: SCRY 2.** |  | |  | [**CASUALTIES OF WAR**](https://magicarena.fandom.com/wiki/Casualties_of_War)**BlackBlackGreenGreen (6) SORCERY CHOOSE ONE OR MORE —**  **• DESTROY TARGET ARTIFACT. • DESTROY TARGET CREATURE. • DESTROY TARGET ENCHANTMENT. • DESTROY TARGET LAND. • DESTROY TARGET PLANESWALKER.** |  | |  | [**CATACOMB CROCODILE**](https://magicarena.fandom.com/wiki/Catacomb_Crocodile)**Black (5) CREATURE — CROCODILE (3/7)** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**CAULDRON'S GIFT**](https://magicarena.fandom.com/wiki/Cauldron%27s_Gift)**Black (5) SORCERY ADAMANT — IF AT LEAST THREE BLACK MANA WAS SPENT TO CAST THIS SPELL, MILL FOUR CARDS.**  **YOU MAY CHOOSE A CREATURE CARD IN YOUR GRAVEYARD. IF YOU DO, RETURN IT TO THE BATTLEFIELD WITH AN ADDITIONAL +1/+1 COUNTER ON IT.** |  | |  | [**CAVALCADE OF CALAMITY**](https://magicarena.fandom.com/wiki/Cavalcade_of_Calamity)**Red (2) ENCHANTMENT WHENEVER A CREATURE YOU CONTROL WITH POWER 1 OR LESS ATTACKS, CAVALCADE OF CALAMITY DEALS 1 DAMAGE TO THE PLAYER OR PLANESWALKER THAT CREATURE IS ATTACKING.** |  | |  | [**CAVALIER OF DAWN**](https://magicarena.fandom.com/wiki/Cavalier_of_Dawn)**WhiteWhiteWhite (5) CREATURE — ELEMENTAL KNIGHT (4/6) VIGILANCE**  **WHEN CAVALIER OF DAWN ENTERS THE BATTLEFIELD, DESTROY UP TO ONE TARGET NONLAND PERMANENT. ITS CONTROLLER CREATES A 3/3 COLORLESS GOLEM ARTIFACT CREATURE TOKEN. WHEN CAVALIER OF DAWN DIES, RETURN TARGET ARTIFACT OR ENCHANTMENT CARD FROM YOUR GRAVEYARD TO YOUR HAND.** |  | |  | [**CAVALIER OF FLAME**](https://magicarena.fandom.com/wiki/Cavalier_of_Flame)**RedRedRed (5) CREATURE — ELEMENTAL KNIGHT (6/5) Red: CREATURES YOU CONTROL GET +1/+0 AND GAIN HASTE UNTIL END OF TURN.**  **WHEN CAVALIER OF FLAME ENTERS THE BATTLEFIELD, DISCARD ANY NUMBER OF CARDS, THEN DRAW THAT MANY CARDS. WHEN CAVALIER OF FLAME DIES, IT DEALS X DAMAGE TO EACH OPPONENT AND EACH PLANESWALKER THEY CONTROL, WHERE X IS THE NUMBER OF LAND CARDS IN YOUR GRAVEYARD.** |  | |  | [**CAVALIER OF GALES**](https://magicarena.fandom.com/wiki/Cavalier_of_Gales)**BlueBlueBlue (5) CREATURE — ELEMENTAL KNIGHT (5/5) FLYING**  **WHEN CAVALIER OF GALES ENTERS THE BATTLEFIELD, DRAW THREE CARDS, THEN PUT TWO CARDS FROM YOUR HAND ON TOP OF YOUR LIBRARY IN ANY ORDER. WHEN CAVALIER OF GALES DIES, SHUFFLE IT INTO ITS OWNER'S LIBRARY, THEN SCRY 2.** |  | |  | [**CAVALIER OF NIGHT**](https://magicarena.fandom.com/wiki/Cavalier_of_Night)**BlackBlackBlack (5) CREATURE — ELEMENTAL KNIGHT (4/5) LIFELINK**  **WHEN CAVALIER OF NIGHT ENTERS THE BATTLEFIELD, YOU MAY SACRIFICE ANOTHER CREATURE. WHEN YOU DO, DESTROY TARGET CREATURE AN OPPONENT CONTROLS. WHEN CAVALIER OF NIGHT DIES, RETURN TARGET CREATURE CARD WITH CONVERTED MANA COST 3 OR LESS FROM YOUR GRAVEYARD TO THE BATTLEFIELD.** |  | |  | [**CAVALIER OF THORNS**](https://magicarena.fandom.com/wiki/Cavalier_of_Thorns)**GreenGreenGreen (5) CREATURE — ELEMENTAL KNIGHT (5/6) REACH**  **WHEN CAVALIER OF THORNS ENTERS THE BATTLEFIELD, REVEAL THE TOP FIVE CARDS OF YOUR LIBRARY. PUT A LAND CARD FROM AMONG THEM ONTO THE BATTLEFIELD AND THE REST INTO YOUR GRAVEYARD. WHEN CAVALIER OF THORNS DIES, YOU MAY EXILE IT. IF YOU DO, PUT ANOTHER TARGET CARD FROM YOUR GRAVEYARD ON TOP OF YOUR LIBRARY.** |  | |  | [**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.** |  | |  | [**CELESTIAL ENFORCER**](https://magicarena.fandom.com/wiki/Celestial_Enforcer)**White (3) CREATURE — HUMAN CLERIC (2/3) White, Tap: TAP TARGET CREATURE. ACTIVATE THIS ABILITY ONLY IF YOU CONTROL A CREATURE WITH FLYING.** |  | |  | [**CELESTIAL MESSENGER**](https://magicarena.fandom.com/wiki/Celestial_Messenger)**BlueBlue (4) CREATURE — BIRD SPIRIT (3/2) FLASH (YOU MAY CAST THIS CARD ANY TIME YOU COULD CAST AN INSTANT.)**  **FLYING CELESTIAL MESSENGER GETS +1/+1 AS LONG AS YOU CONTROL A YANLING PLANESWALKER.** |  | |  | [**CENTAUR COURSER**](https://magicarena.fandom.com/wiki/Centaur_Courser)**Green (3) CREATURE — CENTAUR WARRIOR (3/3)** |  | |  | [**CENTAUR NURTURER**](https://magicarena.fandom.com/wiki/Centaur_Nurturer)**Green (4) CREATURE — CENTAUR DRUID (2/4) WHEN CENTAUR NURTURER ENTERS THE BATTLEFIELD, YOU GAIN 3 LIFE.**  **Tap: ADD ONE MANA OF ANY COLOR.** |  | |  | [**CENTAUR PEACEMAKER**](https://magicarena.fandom.com/wiki/Centaur_Peacemaker)**GreenWhite (3) CREATURE — CENTAUR CLERIC (3/3) WHEN CENTAUR PEACEMAKER ENTERS THE BATTLEFIELD, EACH PLAYER GAINS 4 LIFE.** |  | |  | [**CERULEAN DRAKE**](https://magicarena.fandom.com/wiki/Cerulean_Drake)**Blue (2) CREATURE — DRAKE (1/1) FLYING**  **PROTECTION FROM RED (THIS CREATURE CAN'T BE BLOCKED, TARGETED, DEALT DAMAGE, ENCHANTED, OR EQUIPPED BY ANYTHING RED.) SACRIFICE CERULEAN DRAKE: COUNTER TARGET SPELL THAT TARGETS YOU.** |  | |  | [**CHAIN TO MEMORY**](https://magicarena.fandom.com/wiki/Chain_to_Memory)**Blue (1) INSTANT TARGET CREATURE GETS -4/-0 UNTIL END OF TURN. SCRY 2.** |  | |  | [**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.** |  | |  | [**CHAINWHIP CYCLOPS**](https://magicarena.fandom.com/wiki/Chainwhip_Cyclops)**Red (5) CREATURE — CYCLOPS WARRIOR (4/4) Red: TARGET CREATURE CAN'T BLOCK THIS TURN.** |  | |  | [**CHALLENGER TROLL**](https://magicarena.fandom.com/wiki/Challenger_Troll)**Green (5) CREATURE — TROLL (6/5) EACH CREATURE YOU CONTROL WITH POWER 4 OR GREATER CAN'T BE BLOCKED BY MORE THAN ONE CREATURE.** |  | |  | [**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.** |  | |  | [**CHANCE FOR GLORY**](https://magicarena.fandom.com/wiki/Chance_for_Glory)**RedWhite (3) INSTANT CREATURES YOU CONTROL GAIN INDESTRUCTIBLE. TAKE AN EXTRA TURN AFTER THIS ONE. AT THE BEGINNING OF THAT TURN'S END STEP, YOU LOSE THE GAME.** |  | |  | [**CHANDRA, ACOLYTE OF FLAME**](https://magicarena.fandom.com/wiki/Chandra,_Acolyte_of_Flame)**RedRed (3) LEGENDARY PLANESWALKER — CHANDRA (4) 0: PUT A LOYALTY COUNTER ON EACH RED PLANESWALKER YOU CONTROL.**  **0: CREATE TWO 1/1 RED ELEMENTAL CREATURE TOKENS. THEY GAIN HASTE. SACRIFICE THEM AT THE BEGINNING OF THE NEXT END STEP. −2: YOU MAY CAST TARGET INSTANT OR SORCERY CARD WITH CONVERTED MANA COST 3 OR LESS FROM YOUR GRAVEYARD. IF THAT SPELL WOULD BE PUT INTO YOUR GRAVEYARD THIS TURN, EXILE IT INSTEAD.** |  | |  | [**CHANDRA, AWAKENED INFERNO**](https://magicarena.fandom.com/wiki/Chandra,_Awakened_Inferno)**RedRed (6) LEGENDARY PLANESWALKER — CHANDRA (6) THIS SPELL CAN'T BE COUNTERED.**  **+2: EACH OPPONENT GETS AN EMBLEM WITH "AT THE BEGINNING OF YOUR UPKEEP, THIS EMBLEM DEALS 1 DAMAGE TO YOU." −3: CHANDRA, AWAKENED INFERNO DEALS 3 DAMAGE TO EACH NON-ELEMENTAL CREATURE. −X: CHANDRA, AWAKENED INFERNO DEALS X DAMAGE TO TARGET CREATURE OR PLANESWALKER. IF A PERMANENT DEALT DAMAGE THIS WAY WOULD DIE THIS TURN, EXILE IT INSTEAD.** |  | |  | [**CHANDRA, FIRE ARTISAN**](https://magicarena.fandom.com/wiki/Chandra,_Fire_Artisan)**RedRed (4) LEGENDARY PLANESWALKER — CHANDRA (4) WHENEVER ONE OR MORE LOYALTY COUNTERS ARE REMOVED FROM CHANDRA, FIRE ARTISAN, SHE DEALS THAT MUCH DAMAGE TO TARGET OPPONENT OR PLANESWALKER.**  **+1: EXILE THE TOP CARD OF YOUR LIBRARY. YOU MAY PLAY IT THIS TURN. −7: EXILE THE TOP SEVEN CARDS OF YOUR LIBRARY. YOU MAY PLAY THEM THIS TURN.** |  | |  | [**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, FLAME'S FURY**](https://magicarena.fandom.com/wiki/Chandra,_Flame%27s_Fury)**RedRed (6) LEGENDARY PLANESWALKER — CHANDRA (4) +1: CHANDRA, FLAME'S FURY DEALS 2 DAMAGE TO ANY TARGET.**  **−2: CHANDRA, FLAME'S FURY DEALS 4 DAMAGE TO TARGET CREATURE AND 2 DAMAGE TO THAT CREATURE'S CONTROLLER. −8: CHANDRA, FLAME'S FURY DEALS 10 DAMAGE TO TARGET PLAYER AND EACH CREATURE THAT PLAYER CONTROLS.** |  | |  | [**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, NOVICE PYROMANCER**](https://magicarena.fandom.com/wiki/Chandra,_Novice_Pyromancer)**Red (4) LEGENDARY PLANESWALKER — CHANDRA (5) +1: ELEMENTALS YOU CONTROL GET +2/+0 UNTIL END OF TURN.**  **−1: ADD RedRed. −2: CHANDRA, NOVICE PYROMANCER DEALS 2 DAMAGE TO ANY TARGET.** |  | |  | [**CHANDRA'S EMBERCAT**](https://magicarena.fandom.com/wiki/Chandra%27s_Embercat)**Red (2) CREATURE — ELEMENTAL CAT (2/2) Tap: ADD Red. SPEND THIS MANA ONLY TO CAST AN ELEMENTAL SPELL OR A CHANDRA PLANESWALKER SPELL.** |  | |  | [**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 FLAME WAVE**](https://magicarena.fandom.com/wiki/Chandra%27s_Flame_Wave)**RedRed (5) SORCERY CHANDRA'S FLAME WAVE DEALS 2 DAMAGE TO TARGET PLAYER AND EACH CREATURE THAT PLAYER CONTROLS. SEARCH YOUR LIBRARY AND/OR GRAVEYARD FOR A CARD NAMED CHANDRA, FLAME'S FURY, 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 OUTRAGE**](https://magicarena.fandom.com/wiki/Chandra%27s_Outrage)**RedRed (4) INSTANT CHANDRA'S OUTRAGE DEALS 4 DAMAGE TO TARGET CREATURE AND 2 DAMAGE TO THAT CREATURE'S CONTROLLER.** |  | |  | [**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.)** |  | |  | [**CHANDRA'S PYROHELIX**](https://magicarena.fandom.com/wiki/Chandra%27s_Pyrohelix)**Red (2) INSTANT CHANDRA'S PYROHELIX DEALS 2 DAMAGE DIVIDED AS YOU CHOOSE AMONG ONE OR TWO TARGETS.** |  | |  | [**CHANDRA'S REGULATOR**](https://magicarena.fandom.com/wiki/Chandra%27s_Regulator)**Red (2) LEGENDARY ARTIFACT WHENEVER YOU ACTIVATE A LOYALTY ABILITY OF A CHANDRA PLANESWALKER, YOU MAY PAY . IF YOU DO, COPY THAT ABILITY. YOU MAY CHOOSE NEW TARGETS FOR THE COPY.**  **, Tap, DISCARD A MOUNTAIN CARD OR A RED CARD: DRAW A CARD.** |  | |  | [**CHANDRA'S SPITFIRE**](https://magicarena.fandom.com/wiki/Chandra%27s_Spitfire)**Red (3) CREATURE — ELEMENTAL (1/3) FLYING**  **WHENEVER AN OPPONENT IS DEALT NONCOMBAT DAMAGE, CHANDRA'S SPITFIRE GETS +3/+0 UNTIL END OF TURN.** |  | |  | [**CHANDRA'S TRIUMPH**](https://magicarena.fandom.com/wiki/Chandra%27s_Triumph)**Red (2) INSTANT CHANDRA'S TRIUMPH DEALS 3 DAMAGE TO TARGET CREATURE OR PLANESWALKER AN OPPONENT CONTROLS. CHANDRA'S TRIUMPH DEALS 5 DAMAGE INSTEAD IF YOU CONTROL A CHANDRA PLANESWALKER.** |  | |  | [**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.** |  | |  | [**CHARGING WAR BOAR**](https://magicarena.fandom.com/wiki/Charging_War_Boar)**RedGreen (3) CREATURE — BOAR (3/1) HASTE (THIS CREATURE CAN ATTACK AND Tap AS SOON AS IT COMES UNDER YOUR CONTROL.)**  **AS LONG AS YOU CONTROL A DOMRI PLANESWALKER, CHARGING WAR BOAR GETS +1/+1 AND HAS TRAMPLE. (IT CAN DEAL EXCESS DAMAGE TO THE PLAYER OR PLANESWALKER IT'S ATTACKING.)** |  | |  | [**CHARITY EXTRACTOR**](https://magicarena.fandom.com/wiki/Charity_Extractor)**Black (4) CREATURE — HUMAN KNIGHT (1/5) LIFELINK** |  | |  | [**CHARMED SLEEP**](https://magicarena.fandom.com/wiki/Charmed_Sleep)**BlueBlue (3) ENCHANTMENT — AURA ENCHANT CREATURE**  **WHEN CHARMED SLEEP ENTERS THE BATTLEFIELD, TAP ENCHANTED CREATURE. ENCHANTED CREATURE DOESN'T UNTAP DURING ITS CONTROLLER'S UNTAP STEP.** |  | |  | [**CHARMED STRAY**](https://magicarena.fandom.com/wiki/Charmed_Stray)**White (1) CREATURE — CAT (1/1) LIFELINK**  **WHEN CHARMED STRAY ENTERS THE BATTLEFIELD, PUT A +1/+1 COUNTER ON EACH OTHER CREATURE YOU CONTROL NAMED CHARMED STRAY.** |  | |  | [**CHARMING PRINCE**](https://magicarena.fandom.com/wiki/Charming_Prince)**White (2) CREATURE — HUMAN NOBLE (2/2) WHEN CHARMING PRINCE ENTERS THE BATTLEFIELD, CHOOSE ONE —**  **• SCRY 2. • YOU GAIN 3 LIFE. • EXILE ANOTHER TARGET CREATURE YOU OWN. RETURN IT TO THE BATTLEFIELD UNDER YOUR CONTROL AT THE BEGINNING OF THE NEXT END STEP.** |  | |  | [**CHARNEL TROLL**](https://magicarena.fandom.com/wiki/Charnel_Troll)**BlackGreen (3) CREATURE — TROLL (4/4) TRAMPLE**  **AT THE BEGINNING OF YOUR UPKEEP, EXILE A CREATURE CARD FROM YOUR GRAVEYARD. IF YOU DO, PUT A +1/+1 COUNTER ON CHARNEL TROLL. OTHERWISE, SACRIFICE IT. BlackGreen, DISCARD A CREATURE CARD: PUT A +1/+1 COUNTER ON CHARNEL TROLL.** |  | |  | [**CHECKPOINT OFFICER**](https://magicarena.fandom.com/wiki/Checkpoint_Officer)**White (2) CREATURE — HUMAN SOLDIER (1/2) White, Tap: TAP TARGET CREATURE.** |  | |  | [**CHEMISTER'S INSIGHT**](https://magicarena.fandom.com/wiki/Chemister%27s_Insight)**Blue (4) INSTANT DRAW TWO CARDS.**  **JUMP-START (YOU MAY CAST THIS CARD FROM YOUR GRAVEYARD BY DISCARDING A CARD IN ADDITION TO PAYING ITS OTHER COSTS. THEN EXILE THIS CARD.)** |  | |  | [**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.** |  | |  | [**CHILD OF NIGHT**](https://magicarena.fandom.com/wiki/Child_of_Night)**Black (2) CREATURE — VAMPIRE (2/1) LIFELINK** |  | |  | [**CHILLBRINGER**](https://magicarena.fandom.com/wiki/Chillbringer)**Blue (5) CREATURE — ELEMENTAL (3/3) FLYING**  **WHEN CHILLBRINGER ENTERS THE BATTLEFIELD, TAP TARGET CREATURE AN OPPONENT CONTROLS. IT DOESN'T UNTAP DURING ITS CONTROLLER'S NEXT UNTAP STEP.** |  | |  | [**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.** |  | |  | [**CHITTERING WITCH**](https://magicarena.fandom.com/wiki/Chittering_Witch)**Black (4) CREATURE — HUMAN WARLOCK (2/2) WHEN CHITTERING WITCH ENTERS THE BATTLEFIELD, CREATE A NUMBER OF 1/1 BLACK RAT CREATURE TOKENS EQUAL TO THE NUMBER OF OPPONENTS YOU HAVE.**  **Black, SACRIFICE A CREATURE: TARGET CREATURE GETS -2/-2 UNTIL END OF TURN.** |  | |  | [**CHOP DOWN**](https://magicarena.fandom.com/wiki/Chop_Down)**White (3) INSTANT — ADVENTURE DESTROY TARGET CREATURE WITH POWER 4 OR GREATER. (THEN EXILE THIS CARD. YOU MAY CAST THE CREATURE LATER FROM EXILE.)** |  | |  | [**CHROMATIC LANTERN**](https://magicarena.fandom.com/wiki/Chromatic_Lantern)**(3) ARTIFACT LANDS YOU CONTROL HAVE "Tap: ADD ONE MANA OF ANY COLOR."**  **Tap: ADD ONE MANA OF ANY COLOR.** |  | |  | [**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.** |  | |  | [**CHULANE, TELLER OF TALES**](https://magicarena.fandom.com/wiki/Chulane,_Teller_of_Tales)**GreenWhiteBlue (5) LEGENDARY CREATURE — HUMAN DRUID (2/4) VIGILANCE**  **WHENEVER YOU CAST A CREATURE SPELL, DRAW A CARD, THEN YOU MAY PUT A LAND CARD FROM YOUR HAND ONTO THE BATTLEFIELD. , Tap: RETURN TARGET CREATURE YOU CONTROL TO ITS OWNER'S HAND.** |  | |  | [**CINDERVINES**](https://magicarena.fandom.com/wiki/Cindervines)**RedGreen (2) ENCHANTMENT WHENEVER AN OPPONENT CASTS A NONCREATURE SPELL, CINDERVINES DEALS 1 DAMAGE TO THAT PLAYER.**  **, SACRIFICE CINDERVINES: DESTROY TARGET ARTIFACT OR ENCHANTMENT. CINDERVINES DEALS 2 DAMAGE TO THAT PERMANENT'S CONTROLLER.** |  | |  | [**CIRCUITOUS ROUTE**](https://magicarena.fandom.com/wiki/Circuitous_Route)**Green (4) SORCERY SEARCH YOUR LIBRARY FOR UP TO TWO BASIC LAND CARDS AND/OR GATE CARDS, PUT THEM ONTO THE BATTLEFIELD TAPPED, THEN SHUFFLE YOUR LIBRARY.** |  | |  | [**CITYWATCH SPHINX**](https://magicarena.fandom.com/wiki/Citywatch_Sphinx)**Blue (6) CREATURE — SPHINX (5/4) FLYING**  **WHEN CITYWATCH SPHINX DIES, SURVEIL 2. (LOOK AT THE TOP TWO CARDS OF YOUR LIBRARY, THEN PUT ANY NUMBER OF THEM INTO YOUR GRAVEYARD AND THE REST ON TOP OF YOUR LIBRARY IN ANY ORDER.)** |  | |  | [**CITYWIDE BUST**](https://magicarena.fandom.com/wiki/Citywide_Bust)**WhiteWhite (3) SORCERY DESTROY ALL CREATURES WITH TOUGHNESS 4 OR GREATER.** |  | |  | [**CIVIC STALWART**](https://magicarena.fandom.com/wiki/Civic_Stalwart)**White (4) CREATURE — ELEPHANT SOLDIER (3/3) WHEN CIVIC STALWART ENTERS THE BATTLEFIELD, CREATURES YOU CONTROL GET +1/+1 UNTIL END OF TURN.** |  | |  | [**CLACKBRIDGE TROLL**](https://magicarena.fandom.com/wiki/Clackbridge_Troll)**BlackBlack (5) CREATURE — TROLL (8/8) TRAMPLE, HASTE**  **WHEN CLACKBRIDGE TROLL ENTERS THE BATTLEFIELD, TARGET OPPONENT CREATES THREE 0/1 WHITE GOAT CREATURE TOKENS. AT THE BEGINNING OF COMBAT ON YOUR TURN, ANY OPPONENT MAY SACRIFICE A CREATURE. IF A PLAYER DOES, TAP CLACKBRIDGE TROLL, YOU GAIN 3 LIFE, AND YOU DRAW A CARD.** |  | |  | [**CLAIM THE FIRSTBORN**](https://magicarena.fandom.com/wiki/Claim_the_Firstborn)**Red (1) SORCERY GAIN CONTROL OF TARGET CREATURE WITH CONVERTED MANA COST 3 OR LESS UNTIL END OF TURN. UNTAP THAT CREATURE. IT GAINS HASTE UNTIL END OF TURN.** |  | |  | [**CLAMOR SHAMAN**](https://magicarena.fandom.com/wiki/Clamor_Shaman)**Red (3) CREATURE — GOBLIN SHAMAN (1/1) RIOT (THIS CREATURE ENTERS THE BATTLEFIELD WITH YOUR CHOICE OF A +1/+1 COUNTER OR HASTE.)**  **WHENEVER CLAMOR SHAMAN ATTACKS, TARGET CREATURE AN OPPONENT CONTROLS CAN'T BLOCK THIS TURN.** |  | |  | [**CLAN GUILDMAGE**](https://magicarena.fandom.com/wiki/Clan_Guildmage)**RedGreen (2) CREATURE — HUMAN SHAMAN (2/2) Red, Tap: TARGET CREATURE CAN'T BLOCK THIS TURN.**  **Green, Tap: TARGET LAND YOU CONTROL BECOMES A 4/4 ELEMENTAL CREATURE WITH HASTE UNTIL END OF TURN. IT'S STILL A LAND.** |  | |  | [**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.)** |  | |  | [**CLEAR THE MIND**](https://magicarena.fandom.com/wiki/Clear_the_Mind)**Blue (3) SORCERY TARGET PLAYER SHUFFLES THEIR GRAVEYARD INTO THEIR LIBRARY.**  **DRAW A CARD.** |  | |  | [**CLEAR THE STAGE**](https://magicarena.fandom.com/wiki/Clear_the_Stage)**Black (5) INSTANT TARGET CREATURE GETS -3/-3 UNTIL END OF TURN. IF YOU CONTROL A CREATURE WITH POWER 4 OR GREATER, YOU MAY RETURN UP TO ONE TARGET CREATURE CARD FROM YOUR GRAVEYARD TO YOUR HAND.** |  | |  | [**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.)** |  | |  | [**CLOCKWORK SERVANT**](https://magicarena.fandom.com/wiki/Clockwork_Servant)**(3) ARTIFACT CREATURE — GNOME (2/3) ADAMANT — WHEN CLOCKWORK SERVANT ENTERS THE BATTLEFIELD, IF AT LEAST THREE MANA OF THE SAME COLOR WAS SPENT TO CAST IT, DRAW A CARD.** |  | |  | [**CLOUDKIN SEER**](https://magicarena.fandom.com/wiki/Cloudkin_Seer)**Blue (3) CREATURE — ELEMENTAL WIZARD (2/1) FLYING**  **WHEN CLOUDKIN SEER ENTERS THE BATTLEFIELD, DRAW A CARD.** |  | |  | [**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.** |  | |  | [**CODE OF CONSTRAINT**](https://magicarena.fandom.com/wiki/Code_of_Constraint)**Blue (3) INSTANT TARGET CREATURE GETS -4/-0 UNTIL END OF TURN.**  **DRAW A CARD. ADDENDUM — IF YOU CAST THIS SPELL DURING YOUR MAIN PHASE, TAP THAT CREATURE AND IT DOESN'T UNTAP DURING ITS CONTROLLER'S NEXT UNTAP STEP.** |  | |  | [**COLLAR THE CULPRIT**](https://magicarena.fandom.com/wiki/Collar_the_Culprit)**White (4) INSTANT DESTROY TARGET CREATURE WITH TOUGHNESS 4 OR GREATER.** |  | |  | [**COLLISION**](https://magicarena.fandom.com/wiki/Collision)**(2) INSTANT COLLISION DEALS 6 DAMAGE TO TARGET CREATURE WITH FLYING.** |  | |  | [**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.)** |  | |  | [**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.** |  | |  | [**COLOSSUS**](https://magicarena.fandom.com/wiki/Colossus)**RedGreen (2) INSTANT TARGET CREATURE GETS +4/+2 AND GAINS TRAMPLE UNTIL END OF TURN.** |  | |  | [**COLOSSUS HAMMER**](https://magicarena.fandom.com/wiki/Colossus_Hammer)**(1) ARTIFACT — EQUIPMENT EQUIPPED CREATURE GETS +10/+10 AND LOSES FLYING.**  **EQUIP  (: ATTACH TO TARGET CREATURE YOU CONTROL. EQUIP ONLY AS A SORCERY.)** |  | |  | [**COMBINE GUILDMAGE**](https://magicarena.fandom.com/wiki/Combine_Guildmage)**GreenBlue (2) CREATURE — MERFOLK WIZARD (2/2) Green, Tap: THIS TURN, EACH CREATURE YOU CONTROL ENTERS THE BATTLEFIELD WITH AN ADDITIONAL +1/+1 COUNTER ON IT.**  **Blue, Tap: MOVE A +1/+1 COUNTER FROM TARGET CREATURE YOU CONTROL ONTO ANOTHER TARGET CREATURE YOU CONTROL.** |  | |  | [**COMMAND THE DREADHORDE**](https://magicarena.fandom.com/wiki/Command_the_Dreadhorde)**BlackBlack (6) SORCERY CHOOSE ANY NUMBER OF TARGET CREATURE AND/OR PLANESWALKER CARDS IN GRAVEYARDS. COMMAND THE DREADHORDE DEALS DAMAGE TO YOU EQUAL TO THE TOTAL CONVERTED MANA COST OF THOSE CARDS. PUT THEM ONTO THE BATTLEFIELD UNDER YOUR CONTROL.** |  | |  | [**COMMAND THE STORM**](https://magicarena.fandom.com/wiki/Command_the_Storm)**Red (5) INSTANT COMMAND THE STORM DEALS 5 DAMAGE TO TARGET CREATURE.** |  | |  | [**COMMAND TOWER**](https://magicarena.fandom.com/wiki/Command_Tower)**(0) LAND Tap: ADD ONE MANA OF ANY COLOR IN YOUR COMMANDER'S COLOR IDENTITY.** |  | |  | [**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."** |  | |  | [**COMMENCE THE ENDGAME**](https://magicarena.fandom.com/wiki/Commence_the_Endgame)**BlueBlue (6) INSTANT THIS SPELL CAN'T BE COUNTERED.**  **DRAW TWO CARDS, THEN AMASS X, WHERE X IS THE NUMBER OF CARDS IN YOUR HAND. (PUT X +1/+1 COUNTERS ON AN ARMY YOU CONTROL. IF YOU DON'T CONTROL ONE, CREATE A 0/0 BLACK ZOMBIE ARMY CREATURE TOKEN FIRST.)** |  | |  | [**CONCLAVE CAVALIER**](https://magicarena.fandom.com/wiki/Conclave_Cavalier)**GreenGreenWhiteWhite (4) CREATURE — CENTAUR KNIGHT (4/4) VIGILANCE**  **WHEN CONCLAVE CAVALIER DIES, CREATE TWO 2/2 GREEN AND WHITE ELF KNIGHT CREATURE TOKENS WITH VIGILANCE.** |  | |  | [**CONCLAVE GUILDMAGE**](https://magicarena.fandom.com/wiki/Conclave_Guildmage)**GreenWhite (2) CREATURE — ELF CLERIC (2/2) Green, Tap: CREATURES YOU CONTROL GAIN TRAMPLE UNTIL END OF TURN.**  **White, Tap: CREATE A 2/2 GREEN AND WHITE ELF KNIGHT CREATURE TOKEN WITH VIGILANCE.** |  | |  | [**CONCLAVE MENTOR**](https://magicarena.fandom.com/wiki/Conclave_Mentor)**GreenWhite (2) CREATURE — CENTAUR CLERIC (2/2) IF ONE OR MORE +1/+1 COUNTERS WOULD BE PUT ON A CREATURE YOU CONTROL, THAT MANY PLUS ONE +1/+1 COUNTERS ARE PUT ON THAT CREATURE INSTEAD.**  **WHEN CONCLAVE MENTOR DIES, YOU GAIN LIFE EQUAL TO ITS POWER.** |  | |  | [**CONCLAVE TRIBUNAL**](https://magicarena.fandom.com/wiki/Conclave_Tribunal)**White (4) ENCHANTMENT CONVOKE (YOUR CREATURES CAN HELP CAST THIS SPELL. EACH CREATURE YOU TAP WHILE CASTING THIS SPELL PAYS FOR  OR ONE MANA OF THAT CREATURE'S COLOR.)**  **WHEN CONCLAVE TRIBUNAL ENTERS THE BATTLEFIELD, EXILE TARGET NONLAND PERMANENT AN OPPONENT CONTROLS UNTIL CONCLAVE TRIBUNAL LEAVES THE BATTLEFIELD.** |  | |  | [**CONCOCT**](https://magicarena.fandom.com/wiki/Concoct)**BlueBlack (5) SORCERY SURVEIL 3, THEN RETURN A CREATURE CARD FROM YOUR GRAVEYARD TO THE BATTLEFIELD.** |  | |  | [**CONCORDIA PEGASUS**](https://magicarena.fandom.com/wiki/Concordia_Pegasus)**White (2) CREATURE — PEGASUS (1/3) FLYING** |  | |  | [**CONFRONT THE ASSAULT**](https://magicarena.fandom.com/wiki/Confront_the_Assault)**White (5) INSTANT CAST THIS SPELL ONLY IF A CREATURE IS ATTACKING YOU.**  **CREATE THREE 1/1 WHITE SPIRIT CREATURE TOKENS WITH FLYING.** |  | |  | [**CONNIVE**](https://magicarena.fandom.com/wiki/Connive)**(4) SORCERY GAIN CONTROL OF TARGET CREATURE WITH POWER 2 OR LESS.** |  | |  | [**CONSECRATE**](https://magicarena.fandom.com/wiki/Consecrate)**(2) INSTANT EXILE TARGET CARD FROM A GRAVEYARD.**  **DRAW A CARD.** |  | |  | [**CONSIGN TO THE PIT**](https://magicarena.fandom.com/wiki/Consign_to_the_Pit)**Black (6) SORCERY DESTROY TARGET CREATURE. CONSIGN TO THE PIT DEALS 2 DAMAGE TO THAT CREATURE'S CONTROLLER.** |  | |  | [**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.** |  | |  | [**CONSUME**](https://magicarena.fandom.com/wiki/Consume)**WhiteBlack (4) SORCERY TARGET PLAYER SACRIFICES A CREATURE WITH THE GREATEST POWER AMONG CREATURES THEY CONTROL. YOU GAIN LIFE EQUAL TO ITS POWER.** |  | |  | [**CONTAINMENT PRIEST**](https://magicarena.fandom.com/wiki/Containment_Priest)**White (2) CREATURE — HUMAN CLERIC (2/2) FLASH**  **IF A NONTOKEN CREATURE WOULD ENTER THE BATTLEFIELD AND IT WASN'T CAST, EXILE IT INSTEAD.** |  | |  | [**CONTENTIOUS PLAN**](https://magicarena.fandom.com/wiki/Contentious_Plan)**Blue (2) SORCERY PROLIFERATE. (CHOOSE ANY NUMBER OF PERMANENTS AND/OR PLAYERS, THEN GIVE EACH ANOTHER COUNTER OF EACH KIND ALREADY THERE.)**  **DRAW A CARD.** |  | |  | [**CONVOLUTE**](https://magicarena.fandom.com/wiki/Convolute)**Blue (3) INSTANT COUNTER TARGET SPELL UNLESS ITS CONTROLLER PAYS .** |  | |  | [**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.)** |  | |  | [**CORAL COMMANDO**](https://magicarena.fandom.com/wiki/Coral_Commando)**Blue (3) CREATURE — MERFOLK WARRIOR (3/2)** |  | |  | [**CORAL MERFOLK**](https://magicarena.fandom.com/wiki/Coral_Merfolk)**Blue (2) CREATURE — MERFOLK (2/1)** |  | |  | [**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.** |  | |  | [**CORPSE KNIGHT**](https://magicarena.fandom.com/wiki/Corpse_Knight)**WhiteBlack (2) CREATURE — ZOMBIE KNIGHT (2/2) WHENEVER ANOTHER CREATURE ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, EACH OPPONENT LOSES 1 LIFE.** |  | |  | [**CORRIDOR MONITOR**](https://magicarena.fandom.com/wiki/Corridor_Monitor)**Blue (2) ARTIFACT CREATURE — CONSTRUCT (1/4) WHEN CORRIDOR MONITOR ENTERS THE BATTLEFIELD, UNTAP TARGET ARTIFACT OR CREATURE YOU CONTROL.** |  | |  | [**COSMOTRONIC WAVE**](https://magicarena.fandom.com/wiki/Cosmotronic_Wave)**Red (4) SORCERY COSMOTRONIC WAVE DEALS 1 DAMAGE TO EACH CREATURE YOUR OPPONENTS CONTROL. CREATURES YOUR OPPONENTS CONTROL CAN'T BLOCK THIS TURN.** |  | |  | [**COURAGE IN CRISIS**](https://magicarena.fandom.com/wiki/Courage_in_Crisis)**Green (3) SORCERY PUT A +1/+1 COUNTER ON TARGET CREATURE, THEN PROLIFERATE. (CHOOSE ANY NUMBER OF PERMANENTS AND/OR PLAYERS, THEN GIVE EACH ANOTHER COUNTER OF EACH KIND ALREADY THERE.)** |  | |  | [**COVETOUS URGE**](https://magicarena.fandom.com/wiki/Covetous_Urge)**(4) SORCERY TARGET OPPONENT REVEALS THEIR HAND. YOU CHOOSE A NONLAND CARD FROM THAT PLAYER'S GRAVEYARD OR HAND AND EXILE IT. YOU MAY CAST THAT CARD FOR AS LONG AS IT REMAINS EXILED, AND YOU MAY SPEND MANA AS THOUGH IT WERE MANA OF ANY COLOR TO CAST THAT SPELL.** |  | |  | [**CRACKLING DRAKE**](https://magicarena.fandom.com/wiki/Crackling_Drake)**BlueBlueRedRed (4) CREATURE — DRAKE (\*/4) FLYING**  **CRACKLING DRAKE'S POWER IS EQUAL TO THE TOTAL NUMBER OF INSTANT AND SORCERY CARDS YOU OWN IN EXILE AND IN YOUR GRAVEYARD. WHEN CRACKLING DRAKE ENTERS THE BATTLEFIELD, DRAW A CARD.** |  | |  | [**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.** |  | |  | [**CRASHING DRAWBRIDGE**](https://magicarena.fandom.com/wiki/Crashing_Drawbridge)**(2) ARTIFACT CREATURE — WALL (0/4) DEFENDER**  **Tap: CREATURES YOU CONTROL GAIN HASTE UNTIL END OF TURN.** |  | |  | [**CREEPING CHILL**](https://magicarena.fandom.com/wiki/Creeping_Chill)**Black (4) SORCERY CREEPING CHILL DEALS 3 DAMAGE TO EACH OPPONENT AND YOU GAIN 3 LIFE.**  **WHEN CREEPING CHILL IS PUT INTO YOUR GRAVEYARD FROM YOUR LIBRARY, YOU MAY EXILE IT. IF YOU DO, CREEPING CHILL DEALS 3 DAMAGE TO EACH OPPONENT AND YOU GAIN 3 LIFE.** |  | |  | [**CREEPING TRAILBLAZER**](https://magicarena.fandom.com/wiki/Creeping_Trailblazer)**RedGreen (2) CREATURE — ELEMENTAL (2/2) OTHER ELEMENTALS YOU CONTROL GET +1/+0.**  **RedGreen: CREEPING TRAILBLAZER GETS +1/+1 UNTIL END OF TURN FOR EACH ELEMENTAL YOU CONTROL.** |  | |  | [**CRUEL CELEBRANT**](https://magicarena.fandom.com/wiki/Cruel_Celebrant)**WhiteBlack (2) CREATURE — VAMPIRE (1/2) WHENEVER CRUEL CELEBRANT OR ANOTHER CREATURE OR PLANESWALKER YOU CONTROL DIES, EACH OPPONENT LOSES 1 LIFE AND YOU GAIN 1 LIFE.** |  | |  | [**CRUSH CONTRABAND**](https://magicarena.fandom.com/wiki/Crush_Contraband)**White (4) INSTANT CHOOSE ONE OR BOTH —**  **• EXILE TARGET ARTIFACT. • EXILE TARGET ENCHANTMENT.** |  | |  | [**CRUSH DISSENT**](https://magicarena.fandom.com/wiki/Crush_Dissent)**Blue (4) INSTANT COUNTER TARGET SPELL UNLESS ITS CONTROLLER PAYS .**  **AMASS 2. (PUT TWO +1/+1 COUNTERS ON AN ARMY YOU CONTROL. IF YOU DON'T CONTROL ONE, CREATE A 0/0 BLACK ZOMBIE ARMY CREATURE TOKEN FIRST.)** |  | |  | [**CRUSHING CANOPY**](https://magicarena.fandom.com/wiki/Crushing_Canopy)**Green (3) INSTANT CHOOSE ONE —**  **• DESTROY TARGET CREATURE WITH FLYING. • DESTROY TARGET ENCHANTMENT.** |  | |  | [**CRY OF THE CARNARIUM**](https://magicarena.fandom.com/wiki/Cry_of_the_Carnarium)**BlackBlack (3) SORCERY ALL CREATURES GET -2/-2 UNTIL END OF TURN. EXILE ALL CREATURE CARDS IN ALL GRAVEYARDS THAT WERE PUT THERE FROM THE BATTLEFIELD THIS TURN. IF A CREATURE WOULD DIE THIS TURN, EXILE IT INSTEAD.** |  | |  | [**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.** |  | |  | [**CRYPTIC CAVES**](https://magicarena.fandom.com/wiki/Cryptic_Caves)**(0) LAND Tap: ADD .**  **, Tap, SACRIFICE CRYPTIC CAVES: DRAW A CARD. ACTIVATE THIS ABILITY ONLY IF YOU CONTROL FIVE OR MORE LANDS.** |  | |  | [**CRYSTACEAN**](https://magicarena.fandom.com/wiki/Crystacean)**Blue (4) CREATURE — CRAB (1/6) FLASH** |  | |  | [**CRYSTAL SLIPPER**](https://magicarena.fandom.com/wiki/Crystal_Slipper)**Red (2) ARTIFACT — EQUIPMENT EQUIPPED CREATURE GETS +1/+0 AND HAS HASTE.**  **EQUIP  (: ATTACH TO TARGET CREATURE YOU CONTROL. EQUIP ONLY AS A SORCERY.)** |  | |  | [**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.** |  | |  | [**CULT GUILDMAGE**](https://magicarena.fandom.com/wiki/Cult_Guildmage)**BlackRed (2) CREATURE — HUMAN SHAMAN (2/2) Black, Tap: TARGET PLAYER DISCARDS A CARD. ACTIVATE THIS ABILITY ONLY ANY TIME YOU COULD CAST A SORCERY.**  **Red, Tap: CULT GUILDMAGE DEALS 1 DAMAGE TO TARGET OPPONENT OR PLANESWALKER.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**CURIOUS PAIR**](https://magicarena.fandom.com/wiki/Curious_Pair)**Green (2) CREATURE — HUMAN PEASANT (1/3)** |  | |  | [**CURRY FAVOR**](https://magicarena.fandom.com/wiki/Curry_Favor)**Black (1) SORCERY — ADVENTURE YOU GAIN X LIFE AND EACH OPPONENT LOSES X LIFE, WHERE X IS THE NUMBER OF KNIGHTS YOU CONTROL.** |  | |  | [**CYCLOPS ELECTROMANCER**](https://magicarena.fandom.com/wiki/Cyclops_Electromancer)**Red (5) CREATURE — CYCLOPS WIZARD (4/2) WHEN CYCLOPS ELECTROMANCER 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.** |  | |

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| |  |  |  | | --- | --- | --- | | **122 LETTER D MAGIC DECK CARDS** | | | |  | [**DAGGER CASTER**](https://magicarena.fandom.com/wiki/Dagger_Caster)**Red (4) CREATURE — VIASHINO ROGUE (2/3) WHEN DAGGER CASTER ENTERS THE BATTLEFIELD, IT DEALS 1 DAMAGE TO EACH OPPONENT AND 1 DAMAGE TO EACH CREATURE YOUR OPPONENTS CONTROL.** |  | |  | [**DAGGERSAIL AERONAUT**](https://magicarena.fandom.com/wiki/Daggersail_Aeronaut)**Red (4) CREATURE — GOBLIN (3/2) AS LONG AS IT'S YOUR TURN, DAGGERSAIL AERONAUT HAS FLYING.** |  | |  | [**DALAKOS, CRAFTER OF WONDERS**](https://magicarena.fandom.com/wiki/Dalakos,_Crafter_of_Wonders)**BlueRed (3) LEGENDARY CREATURE — MERFOLK ARTIFICER (2/4) Tap: ADD . SPEND THIS MANA ONLY TO CAST ARTIFACT SPELLS OR ACTIVATE ABILITIES OF ARTIFACTS.**  **EQUIPPED CREATURES YOU CONTROL HAVE FLYING AND HASTE.** |  | |  | [**DANCE OF THE MANSE**](https://magicarena.fandom.com/wiki/Dance_of_the_Manse)**WhiteBlue (2) SORCERY RETURN UP TO X TARGET ARTIFACT AND/OR NON-AURA ENCHANTMENT CARDS EACH WITH CONVERTED MANA COST X OR LESS FROM YOUR GRAVEYARD TO THE BATTLEFIELD. IF X IS 6 OR MORE, THOSE PERMANENTS ARE 4/4 CREATURES IN ADDITION TO THEIR OTHER TYPES.** |  | |  | [**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.** |  | |  | [**DARK REMEDY**](https://magicarena.fandom.com/wiki/Dark_Remedy)**Black (2) INSTANT TARGET CREATURE GETS +1/+3 UNTIL END OF TURN.** |  | |  | [**DARKBLADE AGENT**](https://magicarena.fandom.com/wiki/Darkblade_Agent)**BlueBlack (3) CREATURE — HUMAN ASSASSIN (2/3) AS LONG AS YOU'VE SURVEILLED THIS TURN, DARKBLADE AGENT HAS DEATHTOUCH AND "WHENEVER THIS CREATURE DEALS COMBAT DAMAGE TO A PLAYER, YOU DRAW A CARD."** |  | |  | [**DAVRIEL, ROGUE SHADOWMAGE**](https://magicarena.fandom.com/wiki/Davriel,_Rogue_Shadowmage)**Black (3) LEGENDARY PLANESWALKER — DAVRIEL (3) AT THE BEGINNING OF EACH OPPONENT'S UPKEEP, IF THAT PLAYER HAS ONE OR FEWER CARDS IN HAND, DAVRIEL, ROGUE SHADOWMAGE DEALS 2 DAMAGE TO THEM.**  **−1: TARGET PLAYER DISCARDS A CARD.** |  | |  | [**DAVRIEL'S SHADOWFUGUE**](https://magicarena.fandom.com/wiki/Davriel%27s_Shadowfugue)**Black (4) SORCERY TARGET PLAYER DISCARDS TWO CARDS AND LOSES 2 LIFE.** |  | |  | [**DAWN EVANGEL**](https://magicarena.fandom.com/wiki/Dawn_Evangel)**White (3) ENCHANTMENT CREATURE — HUMAN CLERIC (2/3) WHENEVER A CREATURE DIES, IF AN AURA YOU CONTROLLED WAS ATTACHED TO IT, RETURN TARGET CREATURE CARD WITH CONVERTED MANA COST 2 OR LESS FROM YOUR GRAVEYARD TO YOUR HAND.** |  | |  | [**DAWN OF HOPE**](https://magicarena.fandom.com/wiki/Dawn_of_Hope)**White (2) ENCHANTMENT WHENEVER YOU GAIN LIFE, YOU MAY PAY . IF YOU DO, DRAW A CARD.**  **White: CREATE A 1/1 WHITE SOLDIER CREATURE TOKEN WITH LIFELINK.** |  | |  | [**DAWNING ANGEL**](https://magicarena.fandom.com/wiki/Dawning_Angel)**White (5) CREATURE — ANGEL (3/2) FLYING**  **WHEN DAWNING ANGEL ENTERS THE BATTLEFIELD, YOU GAIN 4 LIFE.** |  | |  | [**DAXOS, BLESSED BY THE SUN**](https://magicarena.fandom.com/wiki/Daxos,_Blessed_by_the_Sun)**WhiteWhite (2) LEGENDARY ENCHANTMENT CREATURE — DEMIGOD (2/\*) DAXOS'S TOUGHNESS IS EQUAL TO YOUR DEVOTION TO WHITE. (EACH White IN THE MANA COSTS OF PERMANENTS YOU CONTROL COUNTS TOWARD YOUR DEVOTION TO WHITE.)**  **WHENEVER ANOTHER CREATURE YOU CONTROL ENTERS THE BATTLEFIELD OR DIES, YOU GAIN 1 LIFE.** |  | |  | [**DAYBREAK CHAPLAIN**](https://magicarena.fandom.com/wiki/Daybreak_Chaplain)**White (2) CREATURE — HUMAN CLERIC (1/3) LIFELINK (DAMAGE DEALT BY THIS CREATURE ALSO CAUSES YOU TO GAIN THAT MUCH LIFE.)** |  | |  | [**DAYBREAK CHARGER**](https://magicarena.fandom.com/wiki/Daybreak_Charger)**White (2) CREATURE — UNICORN (3/1) WHEN DAYBREAK CHARGER ENTERS THE BATTLEFIELD, TARGET CREATURE GETS +2/+0 UNTIL END OF TURN.** |  | |  | [**DAYBREAK CHIMERA**](https://magicarena.fandom.com/wiki/Daybreak_Chimera)**WhiteWhite (5) CREATURE — CHIMERA (3/3) THIS SPELL COSTS  LESS TO CAST, WHERE X IS YOUR DEVOTION TO WHITE. (EACH White IN THE MANA COSTS OF PERMANENTS YOU CONTROL COUNTS TOWARD YOUR DEVOTION TO WHITE.)**  **FLYING** |  | |  | [**DAYSQUAD MARSHAL**](https://magicarena.fandom.com/wiki/Daysquad_Marshal)**White (4) CREATURE — HUMAN SOLDIER (3/3) WHEN DAYSQUAD MARSHAL ENTERS THE BATTLEFIELD, CREATE A 1/1 WHITE HUMAN SOLDIER CREATURE TOKEN.** |  | |  | [**DAZZLING LIGHTS**](https://magicarena.fandom.com/wiki/Dazzling_Lights)**Blue (1) INSTANT TARGET CREATURE GETS -3/-0 UNTIL END OF TURN.**  **SURVEIL 2. (LOOK AT THE TOP TWO CARDS OF YOUR LIBRARY, THEN PUT ANY NUMBER OF THEM INTO YOUR GRAVEYARD AND THE REST ON TOP OF YOUR LIBRARY IN ANY ORDER.)** |  | |  | [**DEAD REVELS**](https://magicarena.fandom.com/wiki/Dead_Revels)**Black (4) SORCERY SPECTACLE Black (YOU MAY CAST THIS SPELL FOR ITS SPECTACLE COST RATHER THAN ITS MANA COST IF AN OPPONENT LOST LIFE THIS TURN.)**  **RETURN UP TO TWO TARGET CREATURE CARDS FROM YOUR GRAVEYARD TO YOUR HAND.** |  | |  | [**DEAD WEIGHT**](https://magicarena.fandom.com/wiki/Dead_Weight)**Black (1) ENCHANTMENT — AURA ENCHANT CREATURE**  **ENCHANTED CREATURE GETS -2/-2.** |  | |  | [**DEADLY VISIT**](https://magicarena.fandom.com/wiki/Deadly_Visit)**BlackBlack (5) SORCERY DESTROY TARGET CREATURE.**  **SURVEIL 2. (LOOK AT THE TOP TWO CARDS OF YOUR LIBRARY, THEN PUT ANY NUMBER OF THEM INTO YOUR GRAVEYARD AND THE REST ON TOP OF YOUR LIBRARY IN ANY ORDER.)** |  | |  | [**DEAFENING CLARION**](https://magicarena.fandom.com/wiki/Deafening_Clarion)**RedWhite (3) SORCERY CHOOSE ONE OR BOTH —**  **• DEAFENING CLARION DEALS 3 DAMAGE TO EACH CREATURE. • CREATURES YOU CONTROL GAIN LIFELINK UNTIL END OF TURN.** |  | |  | [**DEAFENING SILENCE**](https://magicarena.fandom.com/wiki/Deafening_Silence)**White (1) ENCHANTMENT EACH PLAYER CAN'T CAST MORE THAN ONE NONCREATURE SPELL EACH TURN.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**DEATHLESS KNIGHT**](https://magicarena.fandom.com/wiki/Deathless_Knight)**(4) CREATURE — SKELETON KNIGHT (4/2) HASTE**  **WHEN YOU GAIN LIFE FOR THE FIRST TIME EACH TURN, RETURN DEATHLESS KNIGHT FROM YOUR GRAVEYARD TO YOUR HAND.** |  | |  | [**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.** |  | |  | [**DEATHSPROUT**](https://magicarena.fandom.com/wiki/Deathsprout)**BlackBlackGreen (4) INSTANT DESTROY TARGET CREATURE. SEARCH YOUR LIBRARY FOR A BASIC LAND CARD, PUT IT ONTO THE BATTLEFIELD TAPPED, THEN SHUFFLE YOUR LIBRARY.** |  | |  | [**DEBTORS' TRANSPORT**](https://magicarena.fandom.com/wiki/Debtors%27_Transport)**Black (6) CREATURE — THRULL (5/3) AFTERLIFE 2 (WHEN THIS CREATURE DIES, CREATE TWO 1/1 WHITE AND BLACK SPIRIT CREATURE TOKENS WITH FLYING.)** |  | |  | [**DEFACE**](https://magicarena.fandom.com/wiki/Deface)**Red (1) SORCERY CHOOSE ONE —**  **• DESTROY TARGET ARTIFACT. • DESTROY TARGET CREATURE WITH DEFENDER.** |  | |  | [**DEFIANT STRIKE**](https://magicarena.fandom.com/wiki/Defiant_Strike)**White (1) INSTANT TARGET CREATURE GETS +1/+0 UNTIL END OF TURN.**  **DRAW A CARD.** |  | |  | [**DELIVER UNTO EVIL**](https://magicarena.fandom.com/wiki/Deliver_Unto_Evil)**Black (3) SORCERY CHOOSE UP TO FOUR TARGET CARDS IN YOUR GRAVEYARD. IF YOU CONTROL A BOLAS PLANESWALKER, RETURN THOSE CARDS TO YOUR HAND. OTHERWISE, AN OPPONENT CHOOSES TWO OF THEM. LEAVE THE CHOSEN CARDS IN YOUR GRAVEYARD AND PUT THE REST INTO YOUR HAND.**  **EXILE DELIVER UNTO EVIL.** |  | |  | [**DEMOLISH**](https://magicarena.fandom.com/wiki/Demolish)**Red (4) SORCERY DESTROY TARGET ARTIFACT OR LAND.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**DEMOTION**](https://magicarena.fandom.com/wiki/Demotion)**White (1) ENCHANTMENT — AURA ENCHANT CREATURE**  **ENCHANTED CREATURE CAN'T BLOCK, AND ITS ACTIVATED ABILITIES CAN'T BE ACTIVATED.** |  | |  | [**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.** |  | |  | [**DEPLOY**](https://magicarena.fandom.com/wiki/Deploy)**WhiteBlue (4) INSTANT CREATE TWO 1/1 COLORLESS THOPTER ARTIFACT CREATURE TOKENS WITH FLYING, THEN YOU GAIN 1 LIFE FOR EACH CREATURE YOU CONTROL.** |  | |  | [**DEPOSE**](https://magicarena.fandom.com/wiki/Depose)**(2) INSTANT TAP TARGET CREATURE.**  **DRAW A CARD.** |  | |  | [**DEPUTY OF DETENTION**](https://magicarena.fandom.com/wiki/Deputy_of_Detention)**WhiteBlue (3) CREATURE — VEDALKEN WIZARD (1/3) WHEN DEPUTY OF DETENTION ENTERS THE BATTLEFIELD, EXILE TARGET NONLAND PERMANENT AN OPPONENT CONTROLS AND ALL OTHER NONLAND PERMANENTS THAT PLAYER CONTROLS WITH THE SAME NAME AS THAT PERMANENT UNTIL DEPUTY OF DETENTION LEAVES THE BATTLEFIELD.** |  | |  | [**DESPARK**](https://magicarena.fandom.com/wiki/Despark)**WhiteBlack (2) INSTANT EXILE TARGET PERMANENT WITH CONVERTED MANA COST 4 OR GREATER.** |  | |  | [**DESPERATE LUNGE**](https://magicarena.fandom.com/wiki/Desperate_Lunge)**White (2) INSTANT TARGET CREATURE GETS +2/+2 AND GAINS FLYING UNTIL END OF TURN. YOU GAIN 2 LIFE.** |  | |  | [**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.** |  | |  | [**DESTRUCTIVE DIGGER**](https://magicarena.fandom.com/wiki/Destructive_Digger)**Red (3) CREATURE — GOBLIN (3/2) , Tap, SACRIFICE AN ARTIFACT OR LAND: DRAW A CARD.** |  | |  | [**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.** |  | |  | [**DEVIOUS COVER-UP**](https://magicarena.fandom.com/wiki/Devious_Cover-Up)**BlueBlue (4) INSTANT COUNTER TARGET SPELL. IF THAT SPELL IS COUNTERED THIS WAY, EXILE IT INSTEAD OF PUTTING IT INTO ITS OWNER'S GRAVEYARD. YOU MAY SHUFFLE UP TO FOUR TARGET CARDS FROM YOUR GRAVEYARD INTO YOUR LIBRARY.** |  | |  | [**DEVKARIN DISSIDENT**](https://magicarena.fandom.com/wiki/Devkarin_Dissident)**Green (2) CREATURE — ELF WARRIOR (2/2) Green: DEVKARIN DISSIDENT GETS +2/+2 UNTIL END OF TURN.** |  | |  | [**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.** |  | |  | [**DEVOURING HELLION**](https://magicarena.fandom.com/wiki/Devouring_Hellion)**Red (3) CREATURE — HELLION (2/2) AS DEVOURING HELLION ENTERS THE BATTLEFIELD, YOU MAY SACRIFICE ANY NUMBER OF CREATURES AND/OR PLANESWALKERS. IF YOU DO, IT ENTERS WITH TWICE THAT MANY +1/+1 COUNTERS ON IT.** |  | |  | [**DEVOUT DECREE**](https://magicarena.fandom.com/wiki/Devout_Decree)**White (2) SORCERY EXILE TARGET CREATURE OR PLANESWALKER THAT'S BLACK OR RED. SCRY 1. (LOOK AT THE TOP CARD OF YOUR LIBRARY. YOU MAY PUT THAT CARD ON THE BOTTOM OF YOUR LIBRARY.)** |  | |  | [**DIAMOND KNIGHT**](https://magicarena.fandom.com/wiki/Diamond_Knight)**(3) ARTIFACT CREATURE — KNIGHT (1/1) VIGILANCE (ATTACKING DOESN'T CAUSE THIS CREATURE TO TAP.)**  **AS DIAMOND KNIGHT ENTERS THE BATTLEFIELD, CHOOSE A COLOR. WHENEVER YOU CAST A SPELL OF THE CHOSEN COLOR, PUT A +1/+1 COUNTER ON DIAMOND KNIGHT.** |  | |  | [**DIDN'T SAY PLEASE**](https://magicarena.fandom.com/wiki/Didn%27t_Say_Please)**BlueBlue (3) INSTANT COUNTER TARGET SPELL. ITS CONTROLLER MILLS THREE CARDS.** |  | |  | [**DIMIR GUILDGATE**](https://magicarena.fandom.com/wiki/Dimir_Guildgate)**(0) LAND — GATE DIMIR GUILDGATE ENTERS THE BATTLEFIELD TAPPED.**  **Tap: ADD Blue OR Black.** |  | |  | [**DIMIR INFORMANT**](https://magicarena.fandom.com/wiki/Dimir_Informant)**Blue (3) CREATURE — HUMAN ROGUE (1/4) WHEN DIMIR INFORMANT ENTERS THE BATTLEFIELD, SURVEIL 2. (LOOK AT THE TOP TWO CARDS OF YOUR LIBRARY, THEN PUT ANY NUMBER OF THEM INTO YOUR GRAVEYARD AND THE REST ON TOP OF YOUR LIBRARY IN ANY ORDER.)** |  | |  | [**DIMIR LOCKET**](https://magicarena.fandom.com/wiki/Dimir_Locket)**(3) ARTIFACT Tap: ADD Blue OR Black.**  **, Tap, SACRIFICE DIMIR LOCKET: DRAW TWO CARDS.** |  | |  | [**DIMIR SPYBUG**](https://magicarena.fandom.com/wiki/Dimir_Spybug)**BlueBlack (2) CREATURE — INSECT (1/1) FLYING**  **MENACE (THIS CREATURE CAN'T BE BLOCKED EXCEPT BY TWO OR MORE CREATURES.) WHENEVER YOU SURVEIL, PUT A +1/+1 COUNTER ON DIMIR SPYBUG.** |  | |  | [**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.)** |  | |  | [**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.** |  | |  | [**DIRECT CURRENT**](https://magicarena.fandom.com/wiki/Direct_Current)**RedRed (3) SORCERY DIRECT CURRENT DEALS 2 DAMAGE TO ANY TARGET.**  **JUMP-START (YOU MAY CAST THIS CARD FROM YOUR GRAVEYARD BY DISCARDING A CARD IN ADDITION TO PAYING ITS OTHER COSTS. THEN EXILE THIS CARD.)** |  | |  | [**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.** |  | |  | [**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.)** |  | |  | [**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.** |  | |  | [**DISCOVERY**](https://magicarena.fandom.com/wiki/Discovery)**(2) SORCERY SURVEIL 2, THEN DRAW A CARD. (TO SURVEIL 2, LOOK AT THE TOP TWO CARDS OF YOUR LIBRARY, THEN PUT ANY NUMBER OF THEM INTO YOUR GRAVEYARD AND THE REST ON TOP OF YOUR LIBRARY IN ANY ORDER.)** |  | |  | [**DISDAINFUL STROKE**](https://magicarena.fandom.com/wiki/Disdainful_Stroke)**Blue (2) INSTANT COUNTER TARGET SPELL WITH CONVERTED MANA COST 4 OR GREATER.** |  | |  | [**DISENCHANT**](https://magicarena.fandom.com/wiki/Disenchant)**White (2) INSTANT DESTROY TARGET ARTIFACT OR ENCHANTMENT.** |  | |  | [**DISENTOMB**](https://magicarena.fandom.com/wiki/Disentomb)**Black (1) SORCERY RETURN TARGET CREATURE CARD FROM YOUR GRAVEYARD TO YOUR HAND.** |  | |  | [**DISFIGURE**](https://magicarena.fandom.com/wiki/Disfigure)**Black (1) INSTANT TARGET CREATURE GETS -2/-2 UNTIL END OF TURN.** |  | |  | [**DISINFORMATION CAMPAIGN**](https://magicarena.fandom.com/wiki/Disinformation_Campaign)**BlueBlack (3) ENCHANTMENT WHEN DISINFORMATION CAMPAIGN ENTERS THE BATTLEFIELD, YOU DRAW A CARD AND EACH OPPONENT DISCARDS A CARD.**  **WHENEVER YOU SURVEIL, RETURN DISINFORMATION CAMPAIGN TO ITS OWNER'S HAND.** |  | |  | [**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.** |  | |  | [**DISPERSAL**](https://magicarena.fandom.com/wiki/Dispersal)**BlueBlack (5) INSTANT EACH OPPONENT RETURNS A NONLAND PERMANENT THEY CONTROL WITH THE HIGHEST CONVERTED MANA COST AMONG PERMANENTS THEY CONTROL TO ITS OWNER'S HAND, THEN DISCARDS A CARD.** |  | |  | [**DISTRICT GUIDE**](https://magicarena.fandom.com/wiki/District_Guide)**Green (3) CREATURE — ELF SCOUT (2/2) WHEN DISTRICT GUIDE ENTERS THE BATTLEFIELD, YOU MAY SEARCH YOUR LIBRARY FOR A BASIC LAND CARD OR GATE CARD, REVEAL IT, PUT IT INTO YOUR HAND, THEN SHUFFLE YOUR LIBRARY.** |  | |  | [**DIVINE ARROW**](https://magicarena.fandom.com/wiki/Divine_Arrow)**White (2) INSTANT DIVINE ARROW DEALS 4 DAMAGE TO TARGET ATTACKING OR BLOCKING CREATURE.** |  | |  | [**DIVINE VISITATION**](https://magicarena.fandom.com/wiki/Divine_Visitation)**WhiteWhite (5) ENCHANTMENT IF ONE OR MORE CREATURE TOKENS WOULD BE CREATED UNDER YOUR CONTROL, THAT MANY 4/4 WHITE ANGEL CREATURE TOKENS WITH FLYING AND VIGILANCE ARE CREATED INSTEAD.** |  | |  | [**DIVINER'S LOCKBOX**](https://magicarena.fandom.com/wiki/Diviner%27s_Lockbox)**(4) ARTIFACT , Tap: CHOOSE A CARD NAME, THEN REVEAL THE TOP CARD OF YOUR LIBRARY. IF THAT CARD HAS THE CHOSEN NAME, SACRIFICE DIVINER'S LOCKBOX AND DRAW THREE CARDS. ACTIVATE THIS ABILITY ONLY ANY TIME YOU COULD CAST A SORCERY.** |  | |  | [**DIZZYING SWOOP**](https://magicarena.fandom.com/wiki/Dizzying_Swoop)**White (2) INSTANT — ADVENTURE TAP UP TO TWO TARGET CREATURES. (THEN EXILE THIS CARD. YOU MAY CAST THE CREATURE LATER FROM EXILE.)** |  | |  | [**DOMRI, ANARCH OF BOLAS**](https://magicarena.fandom.com/wiki/Domri,_Anarch_of_Bolas)**RedGreen (3) LEGENDARY PLANESWALKER — DOMRI (3) CREATURES YOU CONTROL GET +1/+0.**  **+1: ADD Red OR Green. CREATURE SPELLS YOU CAST THIS TURN CAN'T BE COUNTERED. −2: TARGET CREATURE YOU CONTROL FIGHTS TARGET CREATURE YOU DON'T CONTROL.** |  | |  | [**DOMRI, CHAOS BRINGER**](https://magicarena.fandom.com/wiki/Domri,_Chaos_Bringer)**RedGreen (4) LEGENDARY PLANESWALKER — DOMRI (5) +1: ADD Red OR Green. IF THAT MANA IS SPENT ON A CREATURE SPELL, IT GAINS RIOT. (IT ENTERS THE BATTLEFIELD WITH YOUR CHOICE OF A +1/+1 COUNTER OR HASTE.)**  **−3: LOOK AT THE TOP FOUR CARDS OF YOUR LIBRARY. YOU MAY REVEAL UP TO TWO CREATURE CARDS FROM AMONG THEM AND PUT THEM INTO YOUR HAND. PUT THE REST ON THE BOTTOM OF YOUR LIBRARY IN A RANDOM ORDER. −8: YOU GET AN EMBLEM WITH "AT THE BEGINNING OF EACH END STEP, CREATE A 4/4 RED AND GREEN BEAST CREATURE TOKEN WITH TRAMPLE."** |  | |  | [**DOMRI, CITY SMASHER**](https://magicarena.fandom.com/wiki/Domri,_City_Smasher)**RedGreen (6) LEGENDARY PLANESWALKER — DOMRI (4) +2: CREATURES YOU CONTROL GET +1/+1 AND GAIN HASTE UNTIL END OF TURN.**  **−3: DOMRI, CITY SMASHER DEALS 3 DAMAGE TO ANY TARGET. −8: PUT THREE +1/+1 COUNTERS ON EACH CREATURE YOU CONTROL. THOSE CREATURES GAIN TRAMPLE UNTIL END OF TURN.** |  | |  | [**DOMRI'S AMBUSH**](https://magicarena.fandom.com/wiki/Domri%27s_Ambush)**RedGreen (2) SORCERY PUT A +1/+1 COUNTER ON TARGET CREATURE YOU CONTROL. THEN THAT CREATURE DEALS DAMAGE EQUAL TO ITS POWER TO TARGET CREATURE OR PLANESWALKER YOU DON'T CONTROL.** |  | |  | [**DOMRI'S NODOROG**](https://magicarena.fandom.com/wiki/Domri%27s_Nodorog)**RedGreen (5) CREATURE — BEAST (5/2) TRAMPLE**  **WHEN DOMRI'S NODOROG ENTERS THE BATTLEFIELD, YOU MAY SEARCH YOUR LIBRARY AND/OR GRAVEYARD FOR A CARD NAMED DOMRI, CITY SMASHER, REVEAL IT, AND PUT IT INTO YOUR HAND. IF YOU SEARCH YOUR LIBRARY THIS WAY, SHUFFLE IT.** |  | |  | [**DOOM FORETOLD**](https://magicarena.fandom.com/wiki/Doom_Foretold)**WhiteBlack (4) ENCHANTMENT AT THE BEGINNING OF EACH PLAYER'S UPKEEP, THAT PLAYER SACRIFICES A NONLAND, NONTOKEN PERMANENT. IF THAT PLAYER CAN'T, THEY DISCARD A CARD, THEY LOSE 2 LIFE, YOU DRAW A CARD, YOU GAIN 2 LIFE, YOU CREATE A 2/2 WHITE KNIGHT CREATURE TOKEN WITH VIGILANCE, THEN YOU SACRIFICE DOOM FORETOLD.** |  | |  | [**DOOM WHISPERER**](https://magicarena.fandom.com/wiki/Doom_Whisperer)**BlackBlack (5) CREATURE — NIGHTMARE DEMON (6/6) FLYING, TRAMPLE**  **PAY 2 LIFE: SURVEIL 2. (LOOK AT THE TOP TWO CARDS OF YOUR LIBRARY, THEN PUT ANY NUMBER OF THEM INTO YOUR GRAVEYARD AND THE REST ON TOP OF YOUR LIBRARY IN ANY ORDER.)** |  | |  | [**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.** |  | |  | [**DOUSER OF LIGHTS**](https://magicarena.fandom.com/wiki/Douser_of_Lights)**Black (5) CREATURE — HORROR (4/5)** |  | |  | [**DOVIN, ARCHITECT OF LAW**](https://magicarena.fandom.com/wiki/Dovin,_Architect_of_Law)**WhiteBlue (6) LEGENDARY PLANESWALKER — DOVIN (5) +1: YOU GAIN 2 LIFE AND DRAW A CARD.**  **−1: TAP TARGET CREATURE. IT DOESN'T UNTAP DURING ITS CONTROLLER'S NEXT UNTAP STEP. −9: TAP ALL PERMANENTS TARGET OPPONENT CONTROLS. THAT PLAYER SKIPS THEIR NEXT UNTAP STEP.** |  | |  | [**DOVIN, GRAND ARBITER**](https://magicarena.fandom.com/wiki/Dovin,_Grand_Arbiter)**WhiteBlue (3) LEGENDARY PLANESWALKER — DOVIN (3) +1: UNTIL END OF TURN, WHENEVER A CREATURE YOU CONTROL DEALS COMBAT DAMAGE TO A PLAYER, PUT A LOYALTY COUNTER ON DOVIN, GRAND ARBITER.**  **−1: CREATE A 1/1 COLORLESS THOPTER ARTIFACT CREATURE TOKEN WITH FLYING. YOU GAIN 1 LIFE. −7: LOOK AT THE TOP TEN CARDS OF YOUR LIBRARY. PUT THREE OF THEM INTO YOUR HAND AND THE REST ON THE BOTTOM OF YOUR LIBRARY IN A RANDOM ORDER.** |  | |  | [**DOVIN, HAND OF CONTROL**](https://magicarena.fandom.com/wiki/Dovin,_Hand_of_Control)**(3) LEGENDARY PLANESWALKER — DOVIN (5) ARTIFACT, INSTANT, AND SORCERY SPELLS YOUR OPPONENTS CAST COST  MORE TO CAST.**  **−1: UNTIL YOUR NEXT TURN, PREVENT ALL DAMAGE THAT WOULD BE DEALT TO AND DEALT BY TARGET PERMANENT AN OPPONENT CONTROLS.** |  | |  | [**DOVIN'S ACUITY**](https://magicarena.fandom.com/wiki/Dovin%27s_Acuity)**WhiteBlue (3) ENCHANTMENT WHEN DOVIN'S ACUITY ENTERS THE BATTLEFIELD, YOU GAIN 2 LIFE AND DRAW A CARD.**  **WHENEVER YOU CAST AN INSTANT SPELL DURING YOUR MAIN PHASE, YOU MAY RETURN DOVIN'S ACUITY TO ITS OWNER'S HAND.** |  | |  | [**DOVIN'S AUTOMATON**](https://magicarena.fandom.com/wiki/Dovin%27s_Automaton)**(4) ARTIFACT CREATURE — HOMUNCULUS (3/3) AS LONG AS YOU CONTROL A DOVIN PLANESWALKER, DOVIN'S AUTOMATON GETS +2/+2 AND HAS VIGILANCE. (ATTACKING DOESN'T CAUSE IT TO TAP.)** |  | |  | [**DOVIN'S DISMISSAL**](https://magicarena.fandom.com/wiki/Dovin%27s_Dismissal)**WhiteBlue (4) INSTANT PUT UP TO ONE TARGET TAPPED CREATURE ON TOP OF ITS OWNER'S LIBRARY. YOU MAY SEARCH YOUR LIBRARY AND/OR GRAVEYARD FOR A CARD NAMED DOVIN, ARCHITECT OF LAW, REVEAL IT, AND PUT IT INTO YOUR HAND. IF YOU SEARCH YOUR LIBRARY THIS WAY, SHUFFLE IT.** |  | |  | [**DOVIN'S VETO**](https://magicarena.fandom.com/wiki/Dovin%27s_Veto)**WhiteBlue (2) INSTANT THIS SPELL CAN'T BE COUNTERED.**  **COUNTER TARGET NONCREATURE SPELL.** |  | |  | [**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.** |  | |  | [**DRAGON MAGE**](https://magicarena.fandom.com/wiki/Dragon_Mage)**RedRed (7) CREATURE — DRAGON WIZARD (5/5) FLYING**  **WHENEVER DRAGON MAGE DEALS COMBAT DAMAGE TO A PLAYER, EACH PLAYER DISCARDS THEIR HAND, THEN DRAWS SEVEN CARDS.** |  | |  | [**DRAKUSETH, MAW OF FLAMES**](https://magicarena.fandom.com/wiki/Drakuseth,_Maw_of_Flames)**RedRedRed (7) LEGENDARY CREATURE — DRAGON (7/7) FLYING**  **WHENEVER DRAKUSETH, MAW OF FLAMES ATTACKS, IT DEALS 4 DAMAGE TO ANY TARGET AND 3 DAMAGE TO EACH OF UP TO TWO OTHER TARGETS.** |  | |  | [**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.)** |  | |  | [**DRAWN FROM DREAMS**](https://magicarena.fandom.com/wiki/Drawn_from_Dreams)**BlueBlue (4) SORCERY LOOK AT THE TOP SEVEN CARDS OF YOUR LIBRARY. PUT TWO OF THEM INTO YOUR HAND AND THE REST ON THE BOTTOM OF YOUR LIBRARY IN A RANDOM ORDER.** |  | |  | [**DREAD PRESENCE**](https://magicarena.fandom.com/wiki/Dread_Presence)**Black (4) CREATURE — NIGHTMARE (3/3) WHENEVER A SWAMP ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, CHOOSE ONE —**  **• YOU DRAW A CARD AND YOU LOSE 1 LIFE. • DREAD PRESENCE DEALS 2 DAMAGE TO ANY TARGET AND YOU GAIN 2 LIFE.** |  | |  | [**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.** |  | |  | [**DREADHORDE ARCANIST**](https://magicarena.fandom.com/wiki/Dreadhorde_Arcanist)**Red (2) CREATURE — ZOMBIE WIZARD (1/3) TRAMPLE**  **WHENEVER DREADHORDE ARCANIST ATTACKS, YOU MAY CAST TARGET INSTANT OR SORCERY CARD WITH CONVERTED MANA COST LESS THAN OR EQUAL TO DREADHORDE ARCANIST'S POWER FROM YOUR GRAVEYARD WITHOUT PAYING ITS MANA COST. IF THAT SPELL WOULD BE PUT INTO YOUR GRAVEYARD THIS TURN, EXILE IT INSTEAD.** |  | |  | [**DREADHORDE BUTCHER**](https://magicarena.fandom.com/wiki/Dreadhorde_Butcher)**BlackRed (2) CREATURE — ZOMBIE WARRIOR (1/1) HASTE**  **WHENEVER DREADHORDE BUTCHER DEALS COMBAT DAMAGE TO A PLAYER OR PLANESWALKER, PUT A +1/+1 COUNTER ON DREADHORDE BUTCHER. WHEN DREADHORDE BUTCHER DIES, IT DEALS DAMAGE EQUAL TO ITS POWER TO ANY TARGET.** |  | |  | [**DREADHORDE INVASION**](https://magicarena.fandom.com/wiki/Dreadhorde_Invasion)**Black (2) ENCHANTMENT AT THE BEGINNING OF YOUR UPKEEP, YOU LOSE 1 LIFE AND AMASS 1. (PUT A +1/+1 COUNTER ON AN ARMY YOU CONTROL. IF YOU DON'T CONTROL ONE, CREATE A 0/0 BLACK ZOMBIE ARMY CREATURE TOKEN FIRST.)**  **WHENEVER A ZOMBIE TOKEN YOU CONTROL WITH POWER 6 OR GREATER ATTACKS, IT GAINS LIFELINK UNTIL END OF TURN.** |  | |  | [**DREADHORDE TWINS**](https://magicarena.fandom.com/wiki/Dreadhorde_Twins)**Red (4) CREATURE — ZOMBIE JACKAL WARRIOR (2/2) WHEN DREADHORDE TWINS ENTERS THE BATTLEFIELD, AMASS 2. (PUT TWO +1/+1 COUNTERS ON AN ARMY YOU CONTROL. IF YOU DON'T CONTROL ONE, CREATE A 0/0 BLACK ZOMBIE ARMY CREATURE TOKEN FIRST.)**  **ZOMBIE TOKENS YOU CONTROL HAVE TRAMPLE.** |  | |  | [**DREADMALKIN**](https://magicarena.fandom.com/wiki/Dreadmalkin)**Black (1) CREATURE — ZOMBIE CAT (1/1) MENACE (THIS CREATURE CAN'T BE BLOCKED EXCEPT BY TWO OR MORE CREATURES.)**  **Black, SACRIFICE ANOTHER CREATURE OR PLANESWALKER: PUT TWO +1/+1 COUNTERS ON DREADMALKIN.** |  | |  | [**DREAM EATER**](https://magicarena.fandom.com/wiki/Dream_Eater)**BlueBlue (6) CREATURE — NIGHTMARE SPHINX (4/3) FLASH**  **FLYING WHEN DREAM EATER ENTERS THE BATTLEFIELD, SURVEIL 4. WHEN YOU DO, YOU MAY RETURN TARGET NONLAND PERMANENT AN OPPONENT CONTROLS TO ITS OWNER'S HAND. (TO SURVEIL 4, LOOK AT THE TOP FOUR CARDS OF YOUR LIBRARY, THEN PUT ANY NUMBER OF THEM INTO YOUR GRAVEYARD AND THE REST ON TOP OF YOUR LIBRARY IN ANY ORDER.)** |  | |  | [**DREAM TRAWLER**](https://magicarena.fandom.com/wiki/Dream_Trawler)**WhiteWhiteBlueBlue (6) CREATURE — SPHINX (3/5) FLYING, LIFELINK**  **WHENEVER YOU DRAW A CARD, DREAM TRAWLER GETS +1/+0 UNTIL END OF TURN. WHENEVER DREAM TRAWLER ATTACKS, DRAW A CARD. DISCARD A CARD: DREAM TRAWLER GAINS HEXPROOF UNTIL END OF TURN. TAP IT.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**DRILL BIT**](https://magicarena.fandom.com/wiki/Drill_Bit)**Black (3) SORCERY SPECTACLE Black (YOU MAY CAST THIS SPELL FOR ITS SPECTACLE COST RATHER THAN ITS MANA COST IF AN OPPONENT LOST LIFE THIS TURN.)**  **TARGET PLAYER REVEALS THEIR HAND. YOU CHOOSE A NONLAND CARD FROM IT. THAT PLAYER DISCARDS THAT CARD.** |  | |  | [**DROWN IN THE LOCH**](https://magicarena.fandom.com/wiki/Drown_in_the_Loch)**BlueBlack (2) INSTANT CHOOSE ONE —**  **• COUNTER TARGET SPELL WITH CONVERTED MANA COST LESS THAN OR EQUAL TO THE NUMBER OF CARDS IN ITS CONTROLLER'S GRAVEYARD. • DESTROY TARGET CREATURE WITH CONVERTED MANA COST LESS THAN OR EQUAL TO THE NUMBER OF CARDS IN ITS CONTROLLER'S GRAVEYARD.** |  | |  | [**DROWNED SECRETS**](https://magicarena.fandom.com/wiki/Drowned_Secrets)**Blue (2) ENCHANTMENT WHENEVER YOU CAST A BLUE SPELL, TARGET PLAYER MILLS TWO CARDS.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.)** |  | |  | [**DUNGEON GEISTS**](https://magicarena.fandom.com/wiki/Dungeon_Geists)**BlueBlue (4) CREATURE — SPIRIT (3/3) FLYING**  **WHEN DUNGEON GEISTS ENTERS THE BATTLEFIELD, TAP TARGET CREATURE AN OPPONENT CONTROLS. THAT CREATURE DOESN'T UNTAP DURING ITS CONTROLLER'S UNTAP STEP FOR AS LONG AS YOU CONTROL DUNGEON GEISTS.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**DUSKMANTLE OPERATIVE**](https://magicarena.fandom.com/wiki/Duskmantle_Operative)**Black (2) CREATURE — HUMAN ROGUE (2/2) DUSKMANTLE OPERATIVE CAN'T BE BLOCKED BY CREATURES WITH POWER 4 OR GREATER.** |  | |  | [**DWARVEN MINE**](https://magicarena.fandom.com/wiki/Dwarven_Mine)**(0) LAND — MOUNTAIN (Tap: ADD Red.)**  **DWARVEN MINE ENTERS THE BATTLEFIELD TAPPED UNLESS YOU CONTROL THREE OR MORE OTHER MOUNTAINS. WHEN DWARVEN MINE ENTERS THE BATTLEFIELD UNTAPPED, CREATE A 1/1 RED DWARF CREATURE TOKEN.** |  | |

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| |  |  |  | | --- | --- | --- | | **78 LETTER E MAGIC DECK CARDS** | | | |  | [**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.)** |  | |  | [**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.** |  | |  | [**EDGEWALL INNKEEPER**](https://magicarena.fandom.com/wiki/Edgewall_Innkeeper)**Green (1) CREATURE — HUMAN PEASANT (1/1) WHENEVER YOU CAST A CREATURE SPELL THAT HAS AN ADVENTURE, DRAW A CARD. (IT DOESN'T NEED TO HAVE GONE ON THE ADVENTURE FIRST.)** |  | |  | [**EERIE ULTIMATUM**](https://magicarena.fandom.com/wiki/Eerie_Ultimatum)**WhiteWhiteBlackBlackBlackGreenGreen (7) SORCERY RETURN ANY NUMBER OF PERMANENT CARDS WITH DIFFERENT NAMES FROM YOUR GRAVEYARD TO THE BATTLEFIELD.** |  | |  | [**EIDOLON OF INSPIRATION**](https://magicarena.fandom.com/wiki/Eidolon_of_Inspiration)**WhiteWhite (3) ENCHANTMENT CREATURE — SPIRIT (2/2) AT THE BEGINNING OF COMBAT ON YOUR TURN, TARGET CREATURE YOU CONTROL GETS +2/+0 UNTIL END OF TURN.** |  | |  | [**EIDOLON OF OBSTRUCTION**](https://magicarena.fandom.com/wiki/Eidolon_of_Obstruction)**White (2) ENCHANTMENT CREATURE — SPIRIT (2/1) FIRST STRIKE**  **LOYALTY ABILITIES OF PLANESWALKERS YOUR OPPONENTS CONTROL COST  MORE TO ACTIVATE.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**ELECTRODOMINANCE**](https://magicarena.fandom.com/wiki/Electrodominance)**RedRed (2) INSTANT ELECTRODOMINANCE DEALS X DAMAGE TO ANY TARGET. YOU MAY CAST A SPELL WITH CONVERTED MANA COST X OR LESS FROM YOUR HAND WITHOUT PAYING ITS MANA COST.** |  | |  | [**ELECTROSTATIC FIELD**](https://magicarena.fandom.com/wiki/Electrostatic_Field)**Red (2) CREATURE — WALL (0/4) DEFENDER**  **WHENEVER YOU CAST AN INSTANT OR SORCERY SPELL, ELECTROSTATIC FIELD DEALS 1 DAMAGE TO EACH OPPONENT.** |  | |  | [**ELIMINATE**](https://magicarena.fandom.com/wiki/Eliminate)**Black (2) INSTANT DESTROY TARGET CREATURE OR PLANESWALKER WITH CONVERTED MANA COST 3 OR LESS.** |  | |  | [**ELITE ARRESTER**](https://magicarena.fandom.com/wiki/Elite_Arrester)**White (1) CREATURE — HUMAN SOLDIER (0/3) Blue, Tap: TAP TARGET CREATURE.** |  | |  | [**ELITE GUARDMAGE**](https://magicarena.fandom.com/wiki/Elite_Guardmage)**WhiteBlue (4) CREATURE — HUMAN WIZARD (2/3) FLYING**  **WHEN ELITE GUARDMAGE ENTERS THE BATTLEFIELD, YOU GAIN 3 LIFE AND DRAW A CARD.** |  | |  | [**ELITE HEADHUNTER**](https://magicarena.fandom.com/wiki/Elite_Headhunter)**(4) CREATURE — HUMAN KNIGHT (2/3) MENACE (THIS CREATURE CAN'T BE BLOCKED EXCEPT BY TWO OR MORE CREATURES.)**  **, SACRIFICE ANOTHER CREATURE OR AN ARTIFACT: ELITE HEADHUNTER DEALS 2 DAMAGE TO TARGET CREATURE OR PLANESWALKER.** |  | |  | [**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.** |  | |  | [**ELVISH RECLAIMER**](https://magicarena.fandom.com/wiki/Elvish_Reclaimer)**Green (1) CREATURE — ELF WARRIOR (1/2) ELVISH RECLAIMER GETS +2/+2 AS LONG AS THERE ARE THREE OR MORE LAND CARDS IN YOUR GRAVEYARD.**  **, Tap, SACRIFICE A LAND: SEARCH YOUR LIBRARY FOR A LAND CARD, PUT IT ONTO THE BATTLEFIELD TAPPED, THEN SHUFFLE YOUR LIBRARY.** |  | |  | [**EMBER HAULER**](https://magicarena.fandom.com/wiki/Ember_Hauler)**RedRed (2) CREATURE — GOBLIN (2/2) , SACRIFICE EMBER HAULER: IT DEALS 2 DAMAGE TO ANY TARGET.** |  | |  | [**EMBERCLEAVE**](https://magicarena.fandom.com/wiki/Embercleave)**RedRed (6) LEGENDARY ARTIFACT — EQUIPMENT FLASH**  **THIS SPELL COSTS  LESS TO CAST FOR EACH ATTACKING CREATURE YOU CONTROL. WHEN EMBERCLEAVE ENTERS THE BATTLEFIELD, ATTACH IT TO TARGET CREATURE YOU CONTROL. EQUIPPED CREATURE GETS +1/+1 AND HAS DOUBLE STRIKE AND TRAMPLE. EQUIP** |  | |  | [**EMBERETH PALADIN**](https://magicarena.fandom.com/wiki/Embereth_Paladin)**Red (4) CREATURE — HUMAN KNIGHT (4/1) HASTE**  **ADAMANT — IF AT LEAST THREE RED MANA WAS SPENT TO CAST THIS SPELL, EMBERETH PALADIN ENTERS THE BATTLEFIELD WITH A +1/+1 COUNTER ON IT.** |  | |  | [**EMBERETH SHIELDBREAKER**](https://magicarena.fandom.com/wiki/Embereth_Shieldbreaker)**Red (2) CREATURE — HUMAN KNIGHT (2/1)** |  | |  | [**EMBERETH SKYBLAZER**](https://magicarena.fandom.com/wiki/Embereth_Skyblazer)**Red (4) CREATURE — HUMAN KNIGHT (4/3) AS LONG AS IT'S YOUR TURN, EMBERETH SKYBLAZER HAS FLYING.**  **WHENEVER EMBERETH SKYBLAZER ATTACKS, YOU MAY PAY Red. IF YOU DO, CREATURES YOU CONTROL GET +X/+0 UNTIL END OF TURN, WHERE X IS THE NUMBER OF OPPONENTS YOU HAVE.** |  | |  | [**EMBODIMENT OF AGONIES**](https://magicarena.fandom.com/wiki/Embodiment_of_Agonies)**BlackBlack (3) CREATURE — DEMON (0/0) FLYING, DEATHTOUCH**  **EMBODIMENT OF AGONIES ENTERS THE BATTLEFIELD WITH A +1/+1 COUNTER ON IT FOR EACH DIFFERENT MANA COST AMONG NONLAND CARDS IN YOUR GRAVEYARD. (FOR EXAMPLE, Black AND BlackBlack ARE DIFFERENT MANA COSTS.)** |  | |  | [**EMERGENCE ZONE**](https://magicarena.fandom.com/wiki/Emergence_Zone)**(0) LAND Tap: ADD .**  **, Tap, SACRIFICE EMERGENCE ZONE: YOU MAY CAST SPELLS THIS TURN AS THOUGH THEY HAD FLASH.** |  | |  | [**EMERGENCY POWERS**](https://magicarena.fandom.com/wiki/Emergency_Powers)**WhiteBlue (7) INSTANT EACH PLAYER SHUFFLES THEIR HAND AND GRAVEYARD INTO THEIR LIBRARY, THEN DRAWS SEVEN CARDS. EXILE EMERGENCY POWERS.**  **ADDENDUM — IF YOU CAST THIS SPELL DURING YOUR MAIN PHASE, YOU MAY PUT A PERMANENT CARD WITH CONVERTED MANA COST 7 OR LESS FROM YOUR HAND ONTO THE BATTLEFIELD.** |  | |  | [**EMERGENT ULTIMATUM**](https://magicarena.fandom.com/wiki/Emergent_Ultimatum)**BlackBlackGreenGreenGreenBlueBlue (7) SORCERY SEARCH YOUR LIBRARY FOR UP TO THREE MONOCOLORED CARDS WITH DIFFERENT NAMES AND EXILE THEM. AN OPPONENT CHOOSES ONE OF THOSE CARDS. SHUFFLE THAT CARD INTO YOUR LIBRARY. YOU MAY CAST THE OTHER CARDS WITHOUT PAYING THEIR MANA COSTS. EXILE EMERGENT ULTIMATUM.** |  | |  | [**EMMARA, SOUL OF THE ACCORD**](https://magicarena.fandom.com/wiki/Emmara,_Soul_of_the_Accord)**GreenWhite (2) LEGENDARY CREATURE — ELF CLERIC (2/2) WHENEVER EMMARA, SOUL OF THE ACCORD BECOMES TAPPED, CREATE A 1/1 WHITE SOLDIER CREATURE TOKEN WITH LIFELINK.** |  | |  | [**EMPYREAN EAGLE**](https://magicarena.fandom.com/wiki/Empyrean_Eagle)**WhiteBlue (3) CREATURE — BIRD SPIRIT (2/3) FLYING**  **OTHER CREATURES YOU CONTROL WITH FLYING GET +1/+1.** |  | |  | [**EMRY, LURKER OF THE LOCH**](https://magicarena.fandom.com/wiki/Emry,_Lurker_of_the_Loch)**Blue (3) LEGENDARY CREATURE — MERFOLK WIZARD (1/2) THIS SPELL COSTS  LESS TO CAST FOR EACH ARTIFACT YOU CONTROL.**  **WHEN EMRY, LURKER OF THE LOCH ENTERS THE BATTLEFIELD, MILL FOUR CARDS. Tap: CHOOSE TARGET ARTIFACT CARD IN YOUR GRAVEYARD. YOU MAY CAST THAT CARD THIS TURN. (YOU STILL PAY ITS COSTS. TIMING RULES STILL APPLY.)** |  | |  | [**ENCHANTED CARRIAGE**](https://magicarena.fandom.com/wiki/Enchanted_Carriage)**(5) ARTIFACT — VEHICLE (4/4) WHEN ENCHANTED CARRIAGE ENTERS THE BATTLEFIELD, CREATE TWO 1/1 WHITE MOUSE CREATURE TOKENS.**  **CREW 2 (TAP ANY NUMBER OF CREATURES YOU CONTROL WITH TOTAL POWER 2 OR MORE: THIS VEHICLE BECOMES AN ARTIFACT CREATURE UNTIL END OF TURN.)** |  | |  | [**END-RAZE FORERUNNERS**](https://magicarena.fandom.com/wiki/End-Raze_Forerunners)**GreenGreenGreen (8) CREATURE — BOAR (7/7) VIGILANCE, TRAMPLE, HASTE**  **WHEN END-RAZE FORERUNNERS ENTERS THE BATTLEFIELD, OTHER CREATURES YOU CONTROL GET +2/+2 AND GAIN VIGILANCE AND TRAMPLE UNTIL END OF TURN.** |  | |  | [**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.** |  | |  | [**ENFORCER GRIFFIN**](https://magicarena.fandom.com/wiki/Enforcer_Griffin)**White (5) CREATURE — GRIFFIN (3/4) FLYING** |  | |  | [**ENGULFING ERUPTION**](https://magicarena.fandom.com/wiki/Engulfing_Eruption)**RedRed (4) SORCERY ENGULFING ERUPTION DEALS 5 DAMAGE TO TARGET CREATURE.** |  | |  | [**ENHANCED SURVEILLANCE**](https://magicarena.fandom.com/wiki/Enhanced_Surveillance)**Blue (2) ENCHANTMENT YOU MAY LOOK AT AN ADDITIONAL TWO CARDS EACH TIME YOU SURVEIL.**  **EXILE ENHANCED SURVEILLANCE: SHUFFLE YOUR GRAVEYARD INTO YOUR LIBRARY.** |  | |  | [**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.** |  | |  | [**ENRAGED CERATOK**](https://magicarena.fandom.com/wiki/Enraged_Ceratok)**GreenGreen (4) CREATURE — RHINO (4/4) ENRAGED CERATOK CAN'T BE BLOCKED BY CREATURES WITH POWER 2 OR LESS.** |  | |  | [**ENTER THE GOD-ETERNALS**](https://magicarena.fandom.com/wiki/Enter_the_God-Eternals)**BlueBlueBlack (5) SORCERY ENTER THE GOD-ETERNALS DEALS 4 DAMAGE TO TARGET CREATURE AND YOU GAIN LIFE EQUAL TO THE DAMAGE DEALT THIS WAY. TARGET PLAYER MILLS FOUR CARDS. AMASS 4. (PUT FOUR +1/+1 COUNTERS ON AN ARMY YOU CONTROL. IF YOU DON'T CONTROL ONE, CREATE A 0/0 BLACK ZOMBIE ARMY CREATURE TOKEN FIRST.)** |  | |  | [**ENTHRALLING HOLD**](https://magicarena.fandom.com/wiki/Enthralling_Hold)**BlueBlue (5) ENCHANTMENT — AURA ENCHANT CREATURE**  **YOU CAN'T CHOOSE AN UNTAPPED CREATURE AS THIS SPELL'S TARGET AS YOU CAST IT. YOU CONTROL ENCHANTED CREATURE.** |  | |  | [**ENTRANCING 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.** |  | |  | [**EPIC DOWNFALL**](https://magicarena.fandom.com/wiki/Epic_Downfall)**Black (2) SORCERY EXILE TARGET CREATURE WITH CONVERTED MANA COST 3 OR GREATER.** |  | |  | [**EPICURE OF BLOOD**](https://magicarena.fandom.com/wiki/Epicure_of_Blood)**Black (5) CREATURE — VAMPIRE (4/4) WHENEVER YOU GAIN LIFE, EACH OPPONENT LOSES 1 LIFE.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**ERRATIC CYCLOPS**](https://magicarena.fandom.com/wiki/Erratic_Cyclops)**Red (4) CREATURE — CYCLOPS SHAMAN (0/8) TRAMPLE**  **WHENEVER YOU CAST AN INSTANT OR SORCERY SPELL, ERRATIC CYCLOPS GETS +X/+0 UNTIL END OF TURN, WHERE X IS THAT SPELL'S CONVERTED MANA COST.** |  | |  | [**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.** |  | |  | [**ERSTWHILE TROOPER**](https://magicarena.fandom.com/wiki/Erstwhile_Trooper)**BlackGreen (3) CREATURE — ZOMBIE SOLDIER (2/2) DISCARD A CREATURE CARD: ERSTWHILE TROOPER GETS +2/+2 AND GAINS TRAMPLE UNTIL END OF TURN. ACTIVATE THIS ABILITY ONLY ONCE EACH TURN.** |  | |  | [**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.** |  | |  | [**ESCAPE TO THE WILDS**](https://magicarena.fandom.com/wiki/Escape_to_the_Wilds)**RedGreen (5) SORCERY EXILE THE TOP FIVE CARDS OF YOUR LIBRARY. YOU MAY PLAY CARDS EXILED THIS WAY UNTIL THE END OF YOUR NEXT TURN.**  **YOU MAY PLAY AN ADDITIONAL LAND THIS TURN.** |  | |  | [**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.)** |  | |  | [**ESSENCE CAPTURE**](https://magicarena.fandom.com/wiki/Essence_Capture)**BlueBlue (2) INSTANT COUNTER TARGET CREATURE SPELL. PUT A +1/+1 COUNTER ON UP TO ONE TARGET CREATURE YOU CONTROL.** |  | |  | [**ESSENCE 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.** |  | |  | [**ETERNAL ISOLATION**](https://magicarena.fandom.com/wiki/Eternal_Isolation)**White (2) SORCERY PUT TARGET CREATURE WITH POWER 4 OR GREATER ON THE BOTTOM OF ITS OWNER'S LIBRARY.** |  | |  | [**ETERNAL SKYLORD**](https://magicarena.fandom.com/wiki/Eternal_Skylord)**Blue (5) CREATURE — ZOMBIE WIZARD (3/3) WHEN ETERNAL SKYLORD ENTERS THE BATTLEFIELD, AMASS 2. (PUT TWO +1/+1 COUNTERS ON AN ARMY YOU CONTROL. IF YOU DON'T CONTROL ONE, CREATE A 0/0 BLACK ZOMBIE ARMY CREATURE TOKEN FIRST.)**  **ZOMBIE TOKENS YOU CONTROL HAVE FLYING.** |  | |  | [**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.** |  | |  | [**ETHEREAL ABSOLUTION**](https://magicarena.fandom.com/wiki/Ethereal_Absolution)**WhiteBlack (6) ENCHANTMENT CREATURES YOU CONTROL GET +1/+1.**  **CREATURES YOUR OPPONENTS CONTROL GET -1/-1. WhiteBlack: EXILE TARGET CARD FROM AN OPPONENT'S GRAVEYARD. IF IT WAS A CREATURE CARD, YOU CREATE A 1/1 WHITE AND BLACK SPIRIT CREATURE TOKEN WITH FLYING.** |  | |  | [**ETHEREAL ELK**](https://magicarena.fandom.com/wiki/Ethereal_Elk)**GreenGreen (5) CREATURE — ELK SPIRIT (3/3) TRAMPLE**  **WHEN ETHEREAL ELK ENTERS THE BATTLEFIELD, YOU MAY SEARCH YOUR LIBRARY AND/OR GRAVEYARD FOR A CARD NAMED VIVIEN, NATURE'S AVENGER, REVEAL IT, AND PUT IT INTO YOUR HAND. IF YOU SEARCH YOUR LIBRARY THIS WAY, SHUFFLE IT.** |  | |  | [**ETRATA, THE SILENCER**](https://magicarena.fandom.com/wiki/Etrata,_the_Silencer)**BlueBlack (4) LEGENDARY CREATURE — VAMPIRE ASSASSIN (3/5) ETRATA, THE SILENCER CAN'T BE BLOCKED.**  **WHENEVER ETRATA DEALS COMBAT DAMAGE TO A PLAYER, EXILE TARGET CREATURE THAT PLAYER CONTROLS AND PUT A HIT COUNTER ON THAT CARD. THAT PLAYER LOSES THE GAME IF THEY OWN THREE OR MORE EXILED CARDS WITH HIT COUNTERS ON THEM. ETRATA'S OWNER SHUFFLES ETRATA INTO THEIR LIBRARY.** |  | |  | [**EUTROPIA THE TWICE-FAVORED**](https://magicarena.fandom.com/wiki/Eutropia_the_Twice-Favored)**GreenBlue (3) LEGENDARY CREATURE — HUMAN WIZARD (2/2) CONSTELLATION — WHENEVER AN ENCHANTMENT ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, PUT A +1/+1 COUNTER ON TARGET CREATURE. THAT CREATURE GAINS FLYING UNTIL END OF TURN.** |  | |  | [**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."** |  | |  | [**EVOLUTION SAGE**](https://magicarena.fandom.com/wiki/Evolution_Sage)**Green (3) CREATURE — ELF DRUID (3/2) WHENEVER A LAND ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, PROLIFERATE. (CHOOSE ANY NUMBER OF PERMANENTS AND/OR PLAYERS, THEN GIVE EACH ANOTHER COUNTER OF EACH KIND ALREADY THERE.)** |  | |  | [**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.** |  | |  | [**EXPANSION**](https://magicarena.fandom.com/wiki/Expansion)**(2) INSTANT COPY TARGET INSTANT OR SORCERY SPELL WITH CONVERTED MANA COST 4 OR LESS. YOU MAY CHOOSE NEW TARGETS FOR THE COPY.** |  | |  | [**EXPERIMENTAL FRENZY**](https://magicarena.fandom.com/wiki/Experimental_Frenzy)**Red (4) ENCHANTMENT YOU MAY LOOK AT THE TOP CARD OF YOUR LIBRARY ANY TIME.**  **YOU MAY PLAY LANDS AND CAST SPELLS FROM THE TOP OF YOUR LIBRARY. YOU CAN'T PLAY LANDS OR CAST SPELLS FROM YOUR HAND. Red: DESTROY EXPERIMENTAL FRENZY.** |  | |  | [**EXPERIMENTAL OVERLOAD**](https://magicarena.fandom.com/wiki/Experimental_Overload)**BlueRed (4) SORCERY CREATE AN X/X BLUE AND RED WEIRD CREATURE TOKEN, WHERE X IS THE NUMBER OF INSTANT AND SORCERY CARDS IN YOUR GRAVEYARD. THEN YOU MAY RETURN AN INSTANT OR SORCERY CARD FROM YOUR GRAVEYARD TO YOUR HAND. EXILE EXPERIMENTAL OVERLOAD.** |  | |  | [**EXPLOSION**](https://magicarena.fandom.com/wiki/Explosion)**BlueBlueRedRed (4) INSTANT EXPLOSION DEALS X DAMAGE TO ANY TARGET. TARGET PLAYER DRAWS X CARDS.** |  | |  | [**EXPOSE TO DAYLIGHT**](https://magicarena.fandom.com/wiki/Expose_to_Daylight)**White (3) INSTANT DESTROY TARGET ARTIFACT OR ENCHANTMENT. SCRY 1.** |  | |  | [**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.** |  | |  | [**EYE COLLECTOR**](https://magicarena.fandom.com/wiki/Eye_Collector)**Black (1) CREATURE — FAERIE (1/1) FLYING**  **WHENEVER EYE COLLECTOR DEALS COMBAT DAMAGE TO A PLAYER, EACH PLAYER MILLS A CARD.** |  | |  | [**EYES EVERYWHERE**](https://magicarena.fandom.com/wiki/Eyes_Everywhere)**Blue (3) ENCHANTMENT AT THE BEGINNING OF YOUR UPKEEP, SCRY 1.**  **Blue: EXCHANGE CONTROL OF EYES EVERYWHERE AND TARGET NONLAND PERMANENT. ACTIVATE THIS ABILITY ONLY ANY TIME YOU COULD CAST A SORCERY.** |  | |

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| |  |  |  | | --- | --- | --- | | **110 LETTER F MAGIC DECK CARDS** | | | |  | [**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.** |  | |  | [**FACET READER**](https://magicarena.fandom.com/wiki/Facet_Reader)**Blue (2) CREATURE — HUMAN WIZARD (1/2) , Tap: DRAW A CARD, THEN DISCARD A CARD.** |  | |  | [**FAE OF WISHES**](https://magicarena.fandom.com/wiki/Fae_of_Wishes)**Blue (2) CREATURE — FAERIE WIZARD (1/4) FLYING**  **Blue, DISCARD TWO CARDS: RETURN FAE OF WISHES TO ITS OWNER'S HAND.** |  | |  | [**FAEBURROW ELDER**](https://magicarena.fandom.com/wiki/Faeburrow_Elder)**GreenWhite (3) CREATURE — TREEFOLK DRUID (0/0) VIGILANCE**  **FAEBURROW ELDER GETS +1/+1 FOR EACH COLOR AMONG PERMANENTS YOU CONTROL. Tap: FOR EACH COLOR AMONG PERMANENTS YOU CONTROL, ADD ONE MANA OF THAT COLOR.** |  | |  | [**FAERIE DUELIST**](https://magicarena.fandom.com/wiki/Faerie_Duelist)**Blue (2) CREATURE — FAERIE ROGUE (1/2) FLASH**  **FLYING WHEN FAERIE DUELIST ENTERS THE BATTLEFIELD, TARGET CREATURE AN OPPONENT CONTROLS GETS -2/-0 UNTIL END OF TURN.** |  | |  | [**FAERIE FORMATION**](https://magicarena.fandom.com/wiki/Faerie_Formation)**Blue (5) CREATURE — FAERIE (5/4) FLYING**  **Blue: CREATE A 1/1 BLUE FAERIE CREATURE TOKEN WITH FLYING. DRAW A CARD.** |  | |  | [**FAERIE GUIDEMOTHER**](https://magicarena.fandom.com/wiki/Faerie_Guidemother)**White (1) CREATURE — FAERIE (1/1) FLYING** |  | |  | [**FAERIE MISCREANT**](https://magicarena.fandom.com/wiki/Faerie_Miscreant)**Blue (1) CREATURE — FAERIE ROGUE (1/1) FLYING**  **WHEN FAERIE MISCREANT ENTERS THE BATTLEFIELD, IF YOU CONTROL ANOTHER CREATURE NAMED FAERIE MISCREANT, DRAW A CARD.** |  | |  | [**FAERIE VANDAL**](https://magicarena.fandom.com/wiki/Faerie_Vandal)**Blue (2) CREATURE — FAERIE ROGUE (1/2) FLASH**  **FLYING WHENEVER YOU DRAW YOUR SECOND CARD EACH TURN, PUT A +1/+1 COUNTER ON FAERIE VANDAL.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**FATEFUL END**](https://magicarena.fandom.com/wiki/Fateful_End)**Red (3) INSTANT FATEFUL END DEALS 3 DAMAGE TO ANY TARGET. SCRY 1.** |  | |  | [**FATHOM FLEET CUTTHROAT**](https://magicarena.fandom.com/wiki/Fathom_Fleet_Cutthroat)**Black (4) CREATURE — HUMAN PIRATE (3/3) WHEN FATHOM FLEET CUTTHROAT ENTERS THE BATTLEFIELD, DESTROY TARGET CREATURE AN OPPONENT CONTROLS THAT WAS DEALT DAMAGE THIS TURN.** |  | |  | [**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.** |  | |  | [**FBLTHP, THE LOST**](https://magicarena.fandom.com/wiki/Fblthp,_the_Lost)**Blue (2) LEGENDARY CREATURE — HOMUNCULUS (1/1) WHEN FBLTHP, THE LOST ENTERS THE BATTLEFIELD, DRAW A CARD. IF IT ENTERED FROM YOUR LIBRARY OR WAS CAST FROM YOUR LIBRARY, DRAW TWO CARDS INSTEAD.**  **WHEN FBLTHP BECOMES THE TARGET OF A SPELL, SHUFFLE FBLTHP INTO ITS OWNER'S LIBRARY.** |  | |  | [**FEARLESS HALBERDIER**](https://magicarena.fandom.com/wiki/Fearless_Halberdier)**Red (3) CREATURE — HUMAN WARRIOR (3/2)** |  | |  | [**FEASTING TROLL KING**](https://magicarena.fandom.com/wiki/Feasting_Troll_King)**GreenGreenGreenGreen (6) CREATURE — TROLL NOBLE (7/6) VIGILANCE, TRAMPLE**  **WHEN FEASTING TROLL KING ENTERS THE BATTLEFIELD, IF YOU CAST IT FROM YOUR HAND, CREATE THREE FOOD TOKENS. (THEY'RE ARTIFACTS WITH ", Tap, SACRIFICE THIS ARTIFACT: YOU GAIN 3 LIFE.") SACRIFICE THREE FOODS: RETURN FEASTING TROLL KING FROM YOUR GRAVEYARD TO THE BATTLEFIELD. ACTIVATE THIS ABILITY ONLY DURING YOUR TURN.** |  | |  | [**FEAT OF RESISTANCE**](https://magicarena.fandom.com/wiki/Feat_of_Resistance)**White (2) INSTANT PUT A +1/+1 COUNTER ON TARGET CREATURE YOU CONTROL. IT GAINS PROTECTION FROM THE COLOR OF YOUR CHOICE UNTIL END OF TURN. (IT CAN'T BE BLOCKED, TARGETED, DEALT DAMAGE, ENCHANTED, OR EQUIPPED BY ANYTHING OF THAT COLOR.)** |  | |  | [**FEATHER, THE REDEEMED**](https://magicarena.fandom.com/wiki/Feather,_the_Redeemed)**RedWhiteWhite (3) LEGENDARY CREATURE — ANGEL (3/4) FLYING**  **WHENEVER YOU CAST AN INSTANT OR SORCERY SPELL THAT TARGETS A CREATURE YOU CONTROL, EXILE THAT CARD INSTEAD OF PUTTING IT INTO YOUR GRAVEYARD AS IT RESOLVES. IF YOU DO, RETURN IT TO YOUR HAND AT THE BEGINNING OF THE NEXT END STEP.** |  | |  | [**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.** |  | |  | [**FELL THE PHEASANT**](https://magicarena.fandom.com/wiki/Fell_the_Pheasant)**Green (2) INSTANT FELL THE PHEASANT DEALS 5 DAMAGE TO TARGET CREATURE WITH FLYING. CREATE A FOOD TOKEN. (IT'S AN ARTIFACT WITH ", Tap, SACRIFICE THIS ARTIFACT: YOU GAIN 3 LIFE.")** |  | |  | [**FENCING ACE**](https://magicarena.fandom.com/wiki/Fencing_Ace)**White (2) CREATURE — HUMAN SOLDIER (1/1) DOUBLE STRIKE (THIS CREATURE DEALS BOTH FIRST-STRIKE AND REGULAR COMBAT DAMAGE.)** |  | |  | [**FERAL ABOMINATION**](https://magicarena.fandom.com/wiki/Feral_Abomination)**Black (6) CREATURE — THRULL (5/5) DEATHTOUCH (ANY AMOUNT OF DAMAGE THIS DEALS TO A CREATURE IS ENOUGH TO DESTROY IT.)** |  | |  | [**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 MAAKA**](https://magicarena.fandom.com/wiki/Feral_Maaka)**Red (2) CREATURE — CAT (2/2)** |  | |  | [**FERAL ROAR**](https://magicarena.fandom.com/wiki/Feral_Roar)**Green (2) SORCERY TARGET CREATURE GETS +4/+4 UNTIL END OF TURN.** |  | |  | [**FEROCIOUS PUP**](https://magicarena.fandom.com/wiki/Ferocious_Pup)**Green (3) CREATURE — WOLF (0/1) WHEN FEROCIOUS PUP ENTERS THE BATTLEFIELD, CREATE A 2/2 GREEN WOLF CREATURE TOKEN.** |  | |  | [**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.)** |  | |  | [**FEROCITY OF THE WILDS**](https://magicarena.fandom.com/wiki/Ferocity_of_the_Wilds)**Red (3) ENCHANTMENT ATTACKING NON-HUMAN CREATURES YOU CONTROL GET +1/+0 AND HAVE TRAMPLE.** |  | |  | [**FERTILE FOOTSTEPS**](https://magicarena.fandom.com/wiki/Fertile_Footsteps)**Green (3) SORCERY — ADVENTURE SEARCH YOUR LIBRARY FOR A BASIC LAND CARD, PUT IT ONTO THE BATTLEFIELD, THEN SHUFFLE YOUR LIBRARY. (THEN EXILE THIS CARD. YOU MAY CAST THE CREATURE LATER FROM EXILE.)** |  | |  | [**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.** |  | |  | [**FERVENT CHAMPION**](https://magicarena.fandom.com/wiki/Fervent_Champion)**Red (1) CREATURE — HUMAN KNIGHT (1/1) FIRST STRIKE, HASTE**  **WHENEVER FERVENT CHAMPION ATTACKS, ANOTHER TARGET ATTACKING KNIGHT YOU CONTROL GETS +1/+0 UNTIL END OF TURN. EQUIP ABILITIES YOU ACTIVATE THAT TARGET FERVENT CHAMPION COST  LESS TO ACTIVATE.** |  | |  | [**FESTIVE FUNERAL**](https://magicarena.fandom.com/wiki/Festive_Funeral)**Black (5) INSTANT TARGET CREATURE GETS -X/-X UNTIL END OF TURN, WHERE X IS THE NUMBER OF CARDS IN YOUR GRAVEYARD.** |  | |  | [**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.)** |  | |  | [**FIELD OF RUIN**](https://magicarena.fandom.com/wiki/Field_of_Ruin)**(0) LAND Tap: ADD .**  **, Tap, SACRIFICE FIELD OF RUIN: DESTROY TARGET NONBASIC LAND AN OPPONENT CONTROLS. EACH PLAYER SEARCHES THEIR LIBRARY FOR A BASIC LAND CARD, PUTS IT ONTO THE BATTLEFIELD, THEN SHUFFLES THEIR LIBRARY.** |  | |  | [**FIELD OF THE DEAD**](https://magicarena.fandom.com/wiki/Field_of_the_Dead)**(0) LAND FIELD OF THE DEAD ENTERS THE BATTLEFIELD TAPPED.**  **Tap: ADD . WHENEVER FIELD OF THE DEAD OR ANOTHER LAND ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, IF YOU CONTROL SEVEN OR MORE LANDS WITH DIFFERENT NAMES, CREATE A 2/2 BLACK ZOMBIE CREATURE TOKEN.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**FIERCE WITCHSTALKER**](https://magicarena.fandom.com/wiki/Fierce_Witchstalker)**GreenGreen (4) CREATURE — WOLF (4/4) TRAMPLE**  **WHEN FIERCE WITCHSTALKER ENTERS THE BATTLEFIELD, CREATE A FOOD TOKEN. (IT'S AN ARTIFACT WITH ", Tap, SACRIFICE THIS ARTIFACT: YOU GAIN 3 LIFE.")** |  | |  | [**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.** |  | |  | [**FIGHT AS ONE**](https://magicarena.fandom.com/wiki/Fight_as_One)**White (1) INSTANT CHOOSE ONE OR BOTH —**  **• TARGET HUMAN CREATURE YOU CONTROL GETS +1/+1 AND GAINS INDESTRUCTIBLE UNTIL END OF TURN. • TARGET NON-HUMAN CREATURE YOU CONTROL GETS +1/+1 AND GAINS INDESTRUCTIBLE UNTIL END OF TURN.** |  | |  | [**FINAL 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.** |  | |  | [**FINAL PAYMENT**](https://magicarena.fandom.com/wiki/Final_Payment)**WhiteBlack (2) INSTANT AS AN ADDITIONAL COST TO CAST THIS SPELL, PAY 5 LIFE OR SACRIFICE A CREATURE OR ENCHANTMENT.**  **DESTROY TARGET CREATURE.** |  | |  | [**FINALE OF DEVASTATION**](https://magicarena.fandom.com/wiki/Finale_of_Devastation)**GreenGreen (2) SORCERY SEARCH YOUR LIBRARY AND/OR GRAVEYARD FOR A CREATURE CARD WITH CONVERTED MANA COST X OR LESS AND PUT IT ONTO THE BATTLEFIELD. IF YOU SEARCH YOUR LIBRARY THIS WAY, SHUFFLE IT. IF X IS 10 OR MORE, CREATURES YOU CONTROL GET +X/+X AND GAIN HASTE UNTIL END OF TURN.** |  | |  | [**FINALE OF ETERNITY**](https://magicarena.fandom.com/wiki/Finale_of_Eternity)**BlackBlack (2) SORCERY DESTROY UP TO THREE TARGET CREATURES WITH TOUGHNESS X OR LESS. IF X IS 10 OR MORE, RETURN ALL CREATURE CARDS FROM YOUR GRAVEYARD TO THE BATTLEFIELD.** |  | |  | [**FINALE OF GLORY**](https://magicarena.fandom.com/wiki/Finale_of_Glory)**WhiteWhite (2) SORCERY CREATE X 2/2 WHITE SOLDIER CREATURE TOKENS WITH VIGILANCE. IF X IS 10 OR MORE, ALSO CREATE X 4/4 WHITE ANGEL CREATURE TOKENS WITH FLYING AND VIGILANCE.** |  | |  | [**FINALE OF PROMISE**](https://magicarena.fandom.com/wiki/Finale_of_Promise)**RedRed (2) SORCERY YOU MAY CAST UP TO ONE TARGET INSTANT CARD AND/OR UP TO ONE TARGET SORCERY CARD FROM YOUR GRAVEYARD EACH WITH CONVERTED MANA COST X OR LESS WITHOUT PAYING THEIR MANA COSTS. IF A SPELL CAST THIS WAY WOULD BE PUT INTO YOUR GRAVEYARD THIS TURN, EXILE IT INSTEAD. IF X IS 10 OR MORE, COPY EACH OF THOSE SPELLS TWICE. YOU MAY CHOOSE NEW TARGETS FOR THE COPIES.** |  | |  | [**FINALE OF REVELATION**](https://magicarena.fandom.com/wiki/Finale_of_Revelation)**BlueBlue (2) SORCERY DRAW X CARDS. IF X IS 10 OR MORE, INSTEAD SHUFFLE YOUR GRAVEYARD INTO YOUR LIBRARY, DRAW X CARDS, UNTAP UP TO FIVE LANDS, AND YOU HAVE NO MAXIMUM HAND SIZE FOR THE REST OF THE GAME.**  **EXILE FINALE OF REVELATION.** |  | |  | [**FINALITY**](https://magicarena.fandom.com/wiki/Finality)**BlackGreen (6) SORCERY YOU MAY PUT TWO +1/+1 COUNTERS ON A CREATURE YOU CONTROL. THEN ALL CREATURES GET -4/-4 UNTIL END OF TURN.** |  | |  | [**FIND**](https://magicarena.fandom.com/wiki/Find)**(2) SORCERY RETURN UP TO TWO TARGET CREATURE CARDS FROM YOUR GRAVEYARD TO YOUR HAND.** |  | |  | [**FINISHING BLOW**](https://magicarena.fandom.com/wiki/Finishing_Blow)**Black (5) INSTANT DESTROY TARGET CREATURE OR PLANESWALKER.** |  | |  | [**FIRE ELEMENTAL**](https://magicarena.fandom.com/wiki/Fire_Elemental)**RedRed (5) CREATURE — ELEMENTAL (5/4)** |  | |  | [**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.** |  | |  | [**FIRE URCHIN**](https://magicarena.fandom.com/wiki/Fire_Urchin)**Red (2) CREATURE — ELEMENTAL (1/3) TRAMPLE**  **WHENEVER YOU CAST AN INSTANT OR SORCERY SPELL, FIRE URCHIN GETS +1/+0 UNTIL END OF TURN.** |  | |  | [**FIREBLADE ARTIST**](https://magicarena.fandom.com/wiki/Fireblade_Artist)**BlackRed (2) CREATURE — HUMAN SHAMAN (2/2) HASTE**  **AT THE BEGINNING OF YOUR UPKEEP, YOU MAY SACRIFICE A CREATURE. WHEN YOU DO, FIREBLADE ARTIST DEALS 2 DAMAGE TO TARGET OPPONENT OR PLANESWALKER.** |  | |  | [**FIREBORN KNIGHT**](https://magicarena.fandom.com/wiki/Fireborn_Knight)**(4) CREATURE — HUMAN KNIGHT (2/3) DOUBLE STRIKE**  **: FIREBORN KNIGHT GETS +1/+1 UNTIL END OF TURN.** |  | |  | [**FIREMIND VESSEL**](https://magicarena.fandom.com/wiki/Firemind_Vessel)**(4) ARTIFACT FIREMIND VESSEL ENTERS THE BATTLEFIELD TAPPED.**  **Tap: ADD TWO MANA OF DIFFERENT COLORS.** |  | |  | [**FIREMIND'S RESEARCH**](https://magicarena.fandom.com/wiki/Firemind%27s_Research)**BlueRed (2) ENCHANTMENT WHENEVER YOU CAST AN INSTANT OR SORCERY SPELL, PUT A CHARGE COUNTER ON FIREMIND'S RESEARCH.**  **Blue, REMOVE TWO CHARGE COUNTERS FROM FIREMIND'S RESEARCH: DRAW A CARD. Red, REMOVE FIVE CHARGE COUNTERS FROM FIREMIND'S RESEARCH: IT DEALS 5 DAMAGE TO ANY TARGET.** |  | |  | [**FIRES OF INVENTION**](https://magicarena.fandom.com/wiki/Fires_of_Invention)**Red (4) ENCHANTMENT YOU CAN CAST SPELLS ONLY DURING YOUR TURN AND YOU CAN CAST NO MORE THAN TWO SPELLS EACH TURN.**  **YOU MAY CAST SPELLS WITH CONVERTED MANA COST LESS THAN OR EQUAL TO THE NUMBER OF LANDS YOU CONTROL WITHOUT PAYING THEIR MANA COSTS.** |  | |  | [**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.** |  | |  | [**FLAME SWEEP**](https://magicarena.fandom.com/wiki/Flame_Sweep)**Red (3) INSTANT FLAME SWEEP DEALS 2 DAMAGE TO EACH CREATURE EXCEPT FOR CREATURES YOU CONTROL WITH FLYING.** |  | |  | [**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.** |  | |  | [**FLAXEN INTRUDER**](https://magicarena.fandom.com/wiki/Flaxen_Intruder)**Green (1) CREATURE — HUMAN BERSERKER (1/2) WHENEVER FLAXEN INTRUDER DEALS COMBAT DAMAGE TO A PLAYER, YOU MAY SACRIFICE IT. WHEN YOU DO, DESTROY TARGET ARTIFACT OR ENCHANTMENT.** |  | |  | [**FLICKER OF FATE**](https://magicarena.fandom.com/wiki/Flicker_of_Fate)**White (2) INSTANT EXILE TARGET CREATURE OR ENCHANTMENT, THEN RETURN IT TO THE BATTLEFIELD UNDER ITS OWNER'S CONTROL.** |  | |  | [**FLIGHT OF EQUENAUTS**](https://magicarena.fandom.com/wiki/Flight_of_Equenauts)**White (8) CREATURE — HUMAN KNIGHT (4/5) CONVOKE (YOUR CREATURES CAN HELP CAST THIS SPELL. EACH CREATURE YOU TAP WHILE CASTING THIS SPELL PAYS FOR  OR ONE MANA OF THAT CREATURE'S COLOR.)**  **FLYING** |  | |  | [**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.** |  | |  | [**FLOOD OF TEARS**](https://magicarena.fandom.com/wiki/Flood_of_Tears)**BlueBlue (6) SORCERY RETURN ALL NONLAND PERMANENTS TO THEIR OWNERS' HANDS. IF YOU RETURN FOUR OR MORE NONTOKEN PERMANENTS YOU CONTROL THIS WAY, YOU MAY PUT A PERMANENT CARD FROM YOUR HAND ONTO THE BATTLEFIELD.** |  | |  | [**FLOURISH**](https://magicarena.fandom.com/wiki/Flourish)**GreenWhite (6) SORCERY CREATURES YOU CONTROL GET +2/+2 UNTIL END OF TURN.** |  | |  | [**FLOURISHING FOX**](https://magicarena.fandom.com/wiki/Flourishing_Fox)**White (1) CREATURE — FOX (1/1) WHENEVER YOU CYCLE ANOTHER CARD, PUT A +1/+1 COUNTER ON FLOURISHING FOX.**  **CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**FLOWER**](https://magicarena.fandom.com/wiki/Flower)**(1) SORCERY SEARCH YOUR LIBRARY FOR A BASIC FOREST OR PLAINS CARD, REVEAL IT, PUT IT INTO YOUR HAND, THEN SHUFFLE YOUR LIBRARY.** |  | |  | [**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.** |  | |  | [**FLUTTERFOX**](https://magicarena.fandom.com/wiki/Flutterfox)**White (2) CREATURE — FOX (2/2) AS LONG AS YOU CONTROL AN ARTIFACT OR ENCHANTMENT, FLUTTERFOX HAS FLYING.** |  | |  | [**FLUX CHANNELER**](https://magicarena.fandom.com/wiki/Flux_Channeler)**Blue (3) CREATURE — HUMAN WIZARD (2/2) WHENEVER YOU CAST A NONCREATURE SPELL, PROLIFERATE. (CHOOSE ANY NUMBER OF PERMANENTS AND/OR PLAYERS, THEN GIVE EACH ANOTHER COUNTER OF EACH KIND ALREADY THERE.)** |  | |  | [**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.** |  | |  | [**FOLIO OF FANCIES**](https://magicarena.fandom.com/wiki/Folio_of_Fancies)**Blue (2) ARTIFACT PLAYERS HAVE NO MAXIMUM HAND SIZE.**  **, Tap: EACH PLAYER DRAWS X CARDS. Blue, Tap: EACH OPPONENT MILLS CARDS EQUAL TO THE NUMBER OF CARDS IN THEIR HAND.** |  | |  | [**FONT OF AGONIES**](https://magicarena.fandom.com/wiki/Font_of_Agonies)**Black (1) ENCHANTMENT WHENEVER YOU PAY LIFE, PUT THAT MANY BLOOD COUNTERS ON FONT OF AGONIES.**  **Black, REMOVE FOUR BLOOD COUNTERS FROM FONT OF AGONIES: DESTROY TARGET CREATURE.** |  | |  | [**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.)** |  | |  | [**FOOTLIGHT FIEND**](https://magicarena.fandom.com/wiki/Footlight_Fiend)**(1) CREATURE — DEVIL (1/1) WHEN FOOTLIGHT FIEND DIES, IT DEALS 1 DAMAGE TO ANY TARGET.** |  | |  | [**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.** |  | |  | [**FORBIDDING SPIRIT**](https://magicarena.fandom.com/wiki/Forbidding_Spirit)**WhiteWhite (3) CREATURE — SPIRIT CLERIC (3/3) WHEN FORBIDDING SPIRIT ENTERS THE BATTLEFIELD, UNTIL YOUR NEXT TURN, CREATURES CAN'T ATTACK YOU OR A PLANESWALKER YOU CONTROL UNLESS THEIR CONTROLLER PAYS  FOR EACH OF THOSE CREATURES.** |  | |  | [**FORCED LANDING**](https://magicarena.fandom.com/wiki/Forced_Landing)**Green (2) INSTANT PUT TARGET CREATURE WITH FLYING ON THE BOTTOM OF ITS OWNER'S LIBRARY.** |  | |  | [**FOREBODING FRUIT**](https://magicarena.fandom.com/wiki/Foreboding_Fruit)**Black (3) SORCERY TARGET PLAYER DRAWS TWO CARDS AND LOSES 2 LIFE.**  **ADAMANT — IF AT LEAST THREE BLACK MANA WAS SPENT TO CAST THIS SPELL, CREATE A FOOD TOKEN. (IT'S AN ARTIFACT WITH ", Tap, SACRIFICE THIS ARTIFACT: YOU GAIN 3 LIFE.")** |  | |  | [**FOREST**](https://magicarena.fandom.com/wiki/Forest)**(0) BASIC LAND — FOREST** |  | |  | [**FOREVER YOUNG**](https://magicarena.fandom.com/wiki/Forever_Young)**Black (2) SORCERY PUT ANY NUMBER OF TARGET CREATURE CARDS FROM YOUR GRAVEYARD ON TOP OF YOUR LIBRARY.**  **DRAW A CARD.** |  | |  | [**FORGOTTEN SENTINEL**](https://magicarena.fandom.com/wiki/Forgotten_Sentinel)**(4) ARTIFACT CREATURE — GOLEM (4/3) FORGOTTEN SENTINEL ENTERS THE BATTLEFIELD TAPPED.** |  | |  | [**FORTIFYING PROVISIONS**](https://magicarena.fandom.com/wiki/Fortifying_Provisions)**White (3) ENCHANTMENT CREATURES YOU CONTROL GET +0/+1.**  **WHEN FORTIFYING PROVISIONS ENTERS THE BATTLEFIELD, CREATE A FOOD TOKEN. (IT'S AN ARTIFACT WITH ", Tap, SACRIFICE THIS ARTIFACT: YOU GAIN 3 LIFE.")** |  | |  | [**FORTRESS CRAB**](https://magicarena.fandom.com/wiki/Fortress_Crab)**Blue (4) CREATURE — CRAB (1/6)** |  | |  | [**FOULMIRE KNIGHT**](https://magicarena.fandom.com/wiki/Foulmire_Knight)**Black (1) CREATURE — ZOMBIE KNIGHT (1/1) DEATHTOUCH** |  | |  | [**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.** |  | |  | [**FRENZIED ARYNX**](https://magicarena.fandom.com/wiki/Frenzied_Arynx)**RedGreen (4) CREATURE — CAT BEAST (3/3) RIOT (THIS CREATURE ENTERS THE BATTLEFIELD WITH YOUR CHOICE OF A +1/+1 COUNTER OR HASTE.)**  **TRAMPLE RedGreen: FRENZIED ARYNX GETS +3/+0 UNTIL END OF TURN.** |  | |  | [**FRENZIED RAPTOR**](https://magicarena.fandom.com/wiki/Frenzied_Raptor)**Red (3) CREATURE — DINOSAUR (4/2)** |  | |  | [**FRESH-FACED RECRUIT**](https://magicarena.fandom.com/wiki/Fresh-Faced_Recruit)**(2) CREATURE — HUMAN SOLDIER (2/1) AS LONG AS IT'S YOUR TURN, FRESH-FACED RECRUIT HAS FIRST STRIKE.** |  | |  | [**FRILLED MYSTIC**](https://magicarena.fandom.com/wiki/Frilled_Mystic)**GreenGreenBlueBlue (4) CREATURE — ELF LIZARD WIZARD (3/2) FLASH**  **WHEN FRILLED MYSTIC ENTERS THE BATTLEFIELD, YOU MAY COUNTER TARGET SPELL.** |  | |  | [**FRILLED SANDWALLA**](https://magicarena.fandom.com/wiki/Frilled_Sandwalla)**Green (1) CREATURE — LIZARD (1/1) Green: FRILLED SANDWALLA GETS +2/+2 UNTIL END OF TURN. ACTIVATE THIS ABILITY ONLY ONCE EACH TURN.** |  | |  | [**FRILLED SEA SERPENT**](https://magicarena.fandom.com/wiki/Frilled_Sea_Serpent)**BlueBlue (6) CREATURE — SERPENT (4/6) BlueBlue: FRILLED SEA SERPENT CAN'T BE BLOCKED THIS TURN.** |  | |  | [**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.** |  | |  | [**FROGIFY**](https://magicarena.fandom.com/wiki/Frogify)**Blue (2) ENCHANTMENT — AURA ENCHANT CREATURE**  **ENCHANTED CREATURE LOSES ALL ABILITIES AND IS A BLUE FROG CREATURE WITH BASE POWER AND TOUGHNESS 1/1. (IT LOSES ALL OTHER CARD TYPES AND CREATURE TYPES.)** |  | |  | [**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 BREATH**](https://magicarena.fandom.com/wiki/Frost_Breath)**Blue (3) INSTANT TAP UP TO TWO TARGET CREATURES. THOSE CREATURES DON'T UNTAP DURING THEIR CONTROLLER'S NEXT UNTAP STEP.** |  | |  | [**FROST LYNX**](https://magicarena.fandom.com/wiki/Frost_Lynx)**Blue (3) CREATURE — ELEMENTAL CAT (2/2) WHEN FROST LYNX ENTERS THE BATTLEFIELD, TAP TARGET CREATURE AN OPPONENT CONTROLS. THAT CREATURE DOESN'T UNTAP DURING ITS CONTROLLER'S NEXT UNTAP STEP.** |  | |  | [**FROSTVEIL AMBUSH**](https://magicarena.fandom.com/wiki/Frostveil_Ambush)**BlueBlue (5) INSTANT TAP UP TO TWO TARGET CREATURES. THOSE CREATURES DON'T UNTAP DURING THEIR CONTROLLER'S NEXT UNTAP STEP.**  **CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**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.)** |  | |  | [**FRY**](https://magicarena.fandom.com/wiki/Fry)**Red (2) INSTANT THIS SPELL CAN'T BE COUNTERED.**  **FRY DEALS 5 DAMAGE TO TARGET CREATURE OR PLANESWALKER THAT'S WHITE OR BLUE.** |  | |  | [**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.** |  | |  | [**FUNERAL RITES**](https://magicarena.fandom.com/wiki/Funeral_Rites)**Black (3) SORCERY YOU DRAW TWO CARDS, LOSE 2 LIFE, THEN MILL TWO CARDS.** |  | |  | [**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.** |  | |