**MAGIC CARDS PART 10**

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| |  |  |  | | --- | --- | --- | | **711 BLUE MAGIC CARDS CONTINUED** | | | |  | [**QUASIDUPLICATE**](https://magicarena.fandom.com/wiki/Quasiduplicate)**BlueBlue (3) SORCERY CREATE A TOKEN THAT'S A COPY OF TARGET CREATURE YOU CONTROL.**  **JUMP-START (YOU MAY CAST THIS CARD FROM YOUR GRAVEYARD BY DISCARDING A CARD IN ADDITION TO PAYING ITS OTHER COSTS. THEN EXILE THIS CARD.)** |  | |  | [**QUEEN OF ICE**](https://magicarena.fandom.com/wiki/Queen_of_Ice)**Blue (3) CREATURE — HUMAN NOBLE WIZARD (2/3) WHENEVER QUEEN OF ICE DEALS COMBAT DAMAGE TO A CREATURE, TAP THAT CREATURE. IT DOESN'T UNTAP DURING ITS CONTROLLER'S NEXT UNTAP STEP.** |  | |  | [**QUENCH**](https://magicarena.fandom.com/wiki/Quench)**Blue (2) INSTANT COUNTER TARGET SPELL UNLESS ITS CONTROLLER PAYS .** |  | |  | [**RADICAL IDEA**](https://magicarena.fandom.com/wiki/Radical_Idea)**Blue (2) INSTANT DRAW A CARD.**  **JUMP-START (YOU MAY CAST THIS CARD FROM YOUR GRAVEYARD BY DISCARDING A CARD IN ADDITION TO PAYING ITS OTHER COSTS. THEN EXILE THIS CARD.)** |  | |  | [**RAFF CAPASHEN, SHIP'S MAGE**](https://magicarena.fandom.com/wiki/Raff_Capashen,_Ship%27s_Mage)**WhiteBlue (4) LEGENDARY CREATURE — HUMAN WIZARD (3/3) FLASH**  **FLYING YOU MAY CAST HISTORIC SPELLS AS THOUGH THEY HAD FLASH. (ARTIFACTS, LEGENDARIES, AND SAGAS ARE HISTORIC.)** |  | |  | [**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.)** |  | |  | [**RAIN OF REVELATION**](https://magicarena.fandom.com/wiki/Rain_of_Revelation)**Blue (4) INSTANT DRAW THREE CARDS, THEN DISCARD A CARD.** |  | |  | [**RAL, CALLER OF STORMS**](https://magicarena.fandom.com/wiki/Ral,_Caller_of_Storms)**BlueRed (6) LEGENDARY PLANESWALKER — RAL (4) +1: DRAW A CARD.**  **−2: RAL, CALLER OF STORMS DEALS 3 DAMAGE DIVIDED AS YOU CHOOSE AMONG ONE, TWO, OR THREE TARGETS. −7: DRAW SEVEN CARDS. RAL, CALLER OF STORMS DEALS 7 DAMAGE TO EACH CREATURE YOUR OPPONENTS CONTROL.** |  | |  | [**RAL, IZZET VICEROY**](https://magicarena.fandom.com/wiki/Ral,_Izzet_Viceroy)**BlueRed (5) LEGENDARY PLANESWALKER — RAL (5) +1: LOOK AT THE TOP TWO CARDS OF YOUR LIBRARY. PUT ONE OF THEM INTO YOUR HAND AND THE OTHER INTO YOUR GRAVEYARD.**  **−3: RAL, IZZET VICEROY DEALS DAMAGE TO TARGET CREATURE EQUAL TO THE TOTAL NUMBER OF INSTANT AND SORCERY CARDS YOU OWN IN EXILE AND IN YOUR GRAVEYARD. −8: YOU GET AN EMBLEM WITH "WHENEVER YOU CAST AN INSTANT OR SORCERY SPELL, THIS EMBLEM DEALS 4 DAMAGE TO ANY TARGET AND YOU DRAW TWO CARDS."** |  | |  | [**RAL, STORM CONDUIT**](https://magicarena.fandom.com/wiki/Ral,_Storm_Conduit)**BlueRed (4) LEGENDARY PLANESWALKER — RAL (4) WHENEVER YOU CAST OR COPY AN INSTANT OR SORCERY SPELL, RAL, STORM CONDUIT DEALS 1 DAMAGE TO TARGET OPPONENT OR PLANESWALKER.**  **+2: SCRY 1. −2: WHEN YOU CAST YOUR NEXT INSTANT OR SORCERY SPELL THIS TURN, COPY THAT SPELL. YOU MAY CHOOSE NEW TARGETS FOR THE COPY.** |  | |  | [**RAL'S DISPERSAL**](https://magicarena.fandom.com/wiki/Ral%27s_Dispersal)**BlueBlue (5) INSTANT RETURN TARGET CREATURE TO ITS OWNER'S HAND. YOU MAY SEARCH YOUR LIBRARY AND/OR GRAVEYARD FOR A CARD NAMED RAL, CALLER OF STORMS, REVEAL IT, AND PUT IT INTO YOUR HAND. IF YOU SEARCH YOUR LIBRARY THIS WAY, SHUFFLE IT.** |  | |  | [**RAL'S OUTBURST**](https://magicarena.fandom.com/wiki/Ral%27s_Outburst)**BlueRed (4) INSTANT RAL'S OUTBURST DEALS 3 DAMAGE TO ANY TARGET. LOOK AT THE TOP TWO CARDS OF YOUR LIBRARY. PUT ONE OF THEM INTO YOUR HAND AND THE OTHER INTO YOUR GRAVEYARD.** |  | |  | [**RAL'S STATICASTER**](https://magicarena.fandom.com/wiki/Ral%27s_Staticaster)**BlueRed (4) CREATURE — VIASHINO WIZARD (3/3) TRAMPLE (THIS CREATURE CAN DEAL EXCESS COMBAT DAMAGE TO THE PLAYER OR PLANESWALKER IT'S ATTACKING.)**  **WHENEVER RAL'S STATICASTER ATTACKS, IF YOU CONTROL A RAL PLANESWALKER, RAL'S STATICASTER GETS +1/+0 FOR EACH CARD IN YOUR HAND UNTIL END OF TURN.** |  | |  | [**RATTLECHAINS**](https://magicarena.fandom.com/wiki/Rattlechains)**Blue (2) CREATURE — SPIRIT (2/1) FLASH**  **FLYING WHEN RATTLECHAINS ENTERS THE BATTLEFIELD, TARGET SPIRIT GAINS HEXPROOF UNTIL END OF TURN. YOU MAY CAST SPIRIT SPELLS AS THOUGH THEY HAD FLASH.** |  | |  | [**READ THE TIDES**](https://magicarena.fandom.com/wiki/Read_the_Tides)**Blue (6) SORCERY CHOOSE ONE —**  **• DRAW THREE CARDS. • RETURN UP TO TWO TARGET CREATURES TO THEIR OWNERS' HANDS.** |  | |  | [**RECKLESS SCHOLAR**](https://magicarena.fandom.com/wiki/Reckless_Scholar)**Blue (3) CREATURE — HUMAN WIZARD (2/1) Tap: TARGET PLAYER DRAWS A CARD, THEN DISCARDS A CARD.** |  | |  | [**RECONNAISSANCE MISSION**](https://magicarena.fandom.com/wiki/Reconnaissance_Mission)**BlueBlue (4) ENCHANTMENT WHENEVER A CREATURE YOU CONTROL DEALS COMBAT DAMAGE TO A PLAYER, YOU MAY DRAW A CARD.**  **CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**RELEASE TO THE WIND**](https://magicarena.fandom.com/wiki/Release_to_the_Wind)**Blue (3) INSTANT EXILE TARGET NONLAND PERMANENT. FOR AS LONG AS THAT CARD REMAINS EXILED, ITS OWNER MAY CAST IT WITHOUT PAYING ITS MANA COST.** |  | |  | [**RELENTLESS ADVANCE**](https://magicarena.fandom.com/wiki/Relentless_Advance)**Blue (4) SORCERY AMASS 3. (PUT THREE +1/+1 COUNTERS ON AN ARMY YOU CONTROL. IF YOU DON'T CONTROL ONE, CREATE A 0/0 BLACK ZOMBIE ARMY CREATURE TOKEN FIRST.)** |  | |  | [**RELIC RUNNER**](https://magicarena.fandom.com/wiki/Relic_Runner)**Blue (2) CREATURE — HUMAN ROGUE (2/1) RELIC RUNNER CAN'T BE BLOCKED IF YOU'VE CAST A HISTORIC SPELL THIS TURN. (ARTIFACTS, LEGENDARIES, AND SAGAS ARE HISTORIC.)** |  | |  | [**RENOWNED WEAPONSMITH**](https://magicarena.fandom.com/wiki/Renowned_Weaponsmith)**Blue (2) CREATURE — HUMAN ARTIFICER (1/3) Tap: ADD . SPEND THIS MANA ONLY TO CAST ARTIFACT SPELLS OR ACTIVATE ABILITIES OF ARTIFACTS.**  **Blue, Tap: SEARCH YOUR LIBRARY FOR A CARD NAMED HEART-PIERCER BOW OR VIAL OF DRAGONFIRE, REVEAL IT, PUT IT INTO YOUR HAND, THEN SHUFFLE YOUR LIBRARY.** |  | |  | [**REPLICATE**](https://magicarena.fandom.com/wiki/Replicate)**GreenBlue (3) SORCERY CREATE A TOKEN THAT'S A COPY OF TARGET CREATURE YOU CONTROL.** |  | |  | [**REPUDIATE**](https://magicarena.fandom.com/wiki/Repudiate)**(2) INSTANT COUNTER TARGET ACTIVATED OR TRIGGERED ABILITY. (MANA ABILITIES CAN'T BE TARGETED.)** |  | |  | [**RESCUE**](https://magicarena.fandom.com/wiki/Rescue)**Blue (1) INSTANT RETURN TARGET PERMANENT YOU CONTROL TO ITS OWNER'S HAND.** |  | |  | [**RESCUER SPHINX**](https://magicarena.fandom.com/wiki/Rescuer_Sphinx)**BlueBlue (4) CREATURE — SPHINX (3/2) FLYING**  **AS RESCUER SPHINX ENTERS THE BATTLEFIELD, YOU MAY RETURN A NONLAND PERMANENT YOU CONTROL TO ITS OWNER'S HAND. IF YOU DO, RESCUER SPHINX ENTERS THE BATTLEFIELD WITH A +1/+1 COUNTER ON IT.** |  | |  | [**RESPLENDENT GRIFFIN**](https://magicarena.fandom.com/wiki/Resplendent_Griffin)**WhiteBlue (3) CREATURE — GRIFFIN (2/2) FLYING**  **ASCEND (IF YOU CONTROL TEN OR MORE PERMANENTS, YOU GET THE CITY'S BLESSING FOR THE REST OF THE GAME.) WHENEVER RESPLENDENT GRIFFIN ATTACKS, IF YOU HAVE THE CITY'S BLESSING, PUT A +1/+1 COUNTER ON IT.** |  | |  | [**REWIND**](https://magicarena.fandom.com/wiki/Rewind)**BlueBlue (4) INSTANT COUNTER TARGET SPELL. UNTAP UP TO FOUR LANDS.** |  | |  | [**RIDDLEFORM**](https://magicarena.fandom.com/wiki/Riddleform)**Blue (2) ENCHANTMENT WHENEVER YOU CAST A NONCREATURE SPELL, YOU MAY HAVE RIDDLEFORM BECOME A 3/3 SPHINX CREATURE WITH FLYING IN ADDITION TO ITS OTHER TYPES UNTIL END OF TURN.**  **Blue: SCRY 1. (LOOK AT THE TOP CARD OF YOUR LIBRARY. YOU MAY PUT THAT CARD ON THE BOTTOM OF YOUR LIBRARY.)** |  | |  | [**RIDDLEMASTER SPHINX**](https://magicarena.fandom.com/wiki/Riddlemaster_Sphinx)**BlueBlue (6) CREATURE — SPHINX (5/5) FLYING (THIS CREATURE CAN'T BE BLOCKED EXCEPT BY CREATURES WITH FLYING OR REACH.)**  **WHEN RIDDLEMASTER SPHINX ENTERS THE BATTLEFIELD, YOU MAY RETURN TARGET CREATURE AN OPPONENT CONTROLS TO ITS OWNER'S HAND.** |  | |  | [**RIELLE, THE EVERWISE**](https://magicarena.fandom.com/wiki/Rielle,_the_Everwise)**BlueRed (3) LEGENDARY CREATURE — HUMAN WIZARD (0/3) RIELLE, THE EVERWISE GETS +1/+0 FOR EACH INSTANT AND SORCERY CARD IN YOUR GRAVEYARD.**  **WHENEVER YOU DISCARD ONE OR MORE CARDS FOR THE FIRST TIME EACH TURN, DRAW THAT MANY CARDS.** |  | |  | [**RIPTIDE TURTLE**](https://magicarena.fandom.com/wiki/Riptide_Turtle)**Blue (2) CREATURE — TURTLE (0/5) FLASH**  **DEFENDER** |  | |  | [**RISEN REEF**](https://magicarena.fandom.com/wiki/Risen_Reef)**GreenBlue (3) CREATURE — ELEMENTAL (1/1) WHENEVER RISEN REEF OR ANOTHER ELEMENTAL ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, LOOK AT THE TOP CARD OF YOUR LIBRARY. IF IT'S A LAND CARD, YOU MAY PUT IT ONTO THE BATTLEFIELD TAPPED. IF YOU DON'T PUT THE CARD ONTO THE BATTLEFIELD, PUT IT INTO YOUR HAND.** |  | |  | [**RISHADAN AIRSHIP**](https://magicarena.fandom.com/wiki/Rishadan_Airship)**Blue (3) CREATURE — HUMAN PIRATE (3/1) FLYING**  **RISHADAN AIRSHIP CAN BLOCK ONLY CREATURES WITH FLYING.** |  | |  | [**RIVER DARTER**](https://magicarena.fandom.com/wiki/River_Darter)**Blue (3) CREATURE — MERFOLK WARRIOR (2/3) RIVER DARTER CAN'T BE BLOCKED BY DINOSAURS.** |  | |  | [**RIVER SNEAK**](https://magicarena.fandom.com/wiki/River_Sneak)**Blue (2) CREATURE — MERFOLK WARRIOR (1/1) RIVER SNEAK CAN'T BE BLOCKED.**  **WHENEVER ANOTHER MERFOLK ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, RIVER SNEAK GETS +1/+1 UNTIL END OF TURN.** |  | |  | [**RIVER'S FAVOR**](https://magicarena.fandom.com/wiki/River%27s_Favor)**Blue (1) ENCHANTMENT — AURA ENCHANT CREATURE**  **ENCHANTED CREATURE GETS +1/+1.** |  | |  | [**RIVER'S REBUKE**](https://magicarena.fandom.com/wiki/River%27s_Rebuke)**BlueBlue (6) SORCERY RETURN ALL NONLAND PERMANENTS TARGET PLAYER CONTROLS TO THEIR OWNER'S HAND.** |  | |  | [**RIVERWISE AUGUR**](https://magicarena.fandom.com/wiki/Riverwise_Augur)**Blue (4) CREATURE — MERFOLK WIZARD (2/2) WHEN RIVERWISE AUGUR ENTERS THE BATTLEFIELD, DRAW THREE CARDS, THEN PUT TWO CARDS FROM YOUR HAND ON TOP OF YOUR LIBRARY IN ANY ORDER.** |  | |  | [**ROALESK, APEX HYBRID**](https://magicarena.fandom.com/wiki/Roalesk,_Apex_Hybrid)**GreenGreenBlue (5) LEGENDARY CREATURE — HUMAN MUTANT (4/5) FLYING, TRAMPLE**  **WHEN ROALESK, APEX HYBRID ENTERS THE BATTLEFIELD, PUT TWO +1/+1 COUNTERS ON ANOTHER TARGET CREATURE YOU CONTROL. WHEN ROALESK DIES, PROLIFERATE, THEN PROLIFERATE AGAIN. (CHOOSE ANY NUMBER OF PERMANENTS AND/OR PLAYERS, THEN GIVE EACH ANOTHER COUNTER OF EACH KIND ALREADY THERE. THEN DO IT AGAIN.)** |  | |  | [**ROAMING GHOSTLIGHT**](https://magicarena.fandom.com/wiki/Roaming_Ghostlight)**BlueBlue (5) CREATURE — SPIRIT (3/2) FLYING**  **WHEN ROAMING GHOSTLIGHT ENTERS THE BATTLEFIELD, RETURN UP TO ONE TARGET NON-SPIRIT CREATURE TO ITS OWNER'S HAND.** |  | |  | [**ROLE REVERSAL**](https://magicarena.fandom.com/wiki/Role_Reversal)**BlueBlueRed (3) SORCERY EXCHANGE CONTROL OF TWO TARGET PERMANENTS THAT SHARE A PERMANENT TYPE.** |  | |  | [**RONA, DISCIPLE OF GIX**](https://magicarena.fandom.com/wiki/Rona,_Disciple_of_Gix)**BlueBlack (3) LEGENDARY CREATURE — HUMAN ARTIFICER (2/2) WHEN RONA, DISCIPLE OF GIX ENTERS THE BATTLEFIELD, YOU MAY EXILE TARGET HISTORIC CARD FROM YOUR GRAVEYARD. (ARTIFACTS, LEGENDARIES, AND SAGAS ARE HISTORIC.)**  **YOU MAY CAST SPELLS FROM AMONG CARDS EXILED WITH RONA. , Tap: EXILE THE TOP CARD OF YOUR LIBRARY.** |  | |  | [**ROOKIE MISTAKE**](https://magicarena.fandom.com/wiki/Rookie_Mistake)**Blue (1) INSTANT UNTIL END OF TURN, TARGET CREATURE GETS +0/+2 AND ANOTHER TARGET CREATURE GETS -2/-0.** |  | |  | [**ROUSING READ**](https://magicarena.fandom.com/wiki/Rousing_Read)**Blue (3) ENCHANTMENT — AURA ENCHANT CREATURE**  **WHEN ROUSING READ ENTERS THE BATTLEFIELD, DRAW TWO CARDS, THEN DISCARD A CARD. ENCHANTED CREATURE GETS +1/+1 AND HAS FLYING.** |  | |  | [**RUN AGROUND**](https://magicarena.fandom.com/wiki/Run_Aground)**Blue (4) INSTANT PUT TARGET ARTIFACT OR CREATURE ON TOP OF ITS OWNER'S LIBRARY.** |  | |  | [**RUN 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 LAT-NAM**](https://magicarena.fandom.com/wiki/Sage_of_Lat-Nam)**Blue (2) CREATURE — HUMAN ARTIFICER (1/2) Tap, SACRIFICE AN ARTIFACT: DRAW A CARD.** |  | |  | [**SAGE OF MYSTERIES**](https://magicarena.fandom.com/wiki/Sage_of_Mysteries)**Blue (1) CREATURE — HUMAN WIZARD (0/2) CONSTELLATION — WHENEVER AN ENCHANTMENT ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, TARGET PLAYER MILLS TWO CARDS.** |  | |  | [**SAGE OF THE FALLS**](https://magicarena.fandom.com/wiki/Sage_of_the_Falls)**Blue (5) CREATURE — MERFOLK WIZARD (2/5) WHENEVER SAGE OF THE FALLS OR ANOTHER NON-HUMAN CREATURE ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, YOU MAY DRAW A CARD. IF YOU DO, DISCARD A CARD.** |  | |  | [**SAGE'S ROW DENIZEN**](https://magicarena.fandom.com/wiki/Sage%27s_Row_Denizen)**Blue (3) CREATURE — VEDALKEN WIZARD (2/3) WHENEVER ANOTHER BLUE CREATURE ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, TARGET PLAYER MILLS TWO CARDS.** |  | |  | [**SAGE'S ROW SAVANT**](https://magicarena.fandom.com/wiki/Sage%27s_Row_Savant)**Blue (2) CREATURE — VEDALKEN WIZARD (2/1) WHEN SAGE'S ROW SAVANT ENTERS THE BATTLEFIELD, SCRY 2.** |  | |  | [**SAHEELI, SUBLIME ARTIFICER**](https://magicarena.fandom.com/wiki/Saheeli,_Sublime_Artificer)**(3) LEGENDARY PLANESWALKER — SAHEELI (5) WHENEVER YOU CAST A NONCREATURE SPELL, CREATE A 1/1 COLORLESS SERVO ARTIFACT CREATURE TOKEN.**  **−2: TARGET ARTIFACT YOU CONTROL BECOMES A COPY OF ANOTHER TARGET ARTIFACT OR CREATURE YOU CONTROL UNTIL END OF TURN, EXCEPT IT'S AN ARTIFACT IN ADDITION TO ITS OTHER TYPES.** |  | |  | [**SAI, MASTER THOPTERIST**](https://magicarena.fandom.com/wiki/Sai,_Master_Thopterist)**Blue (3) LEGENDARY CREATURE — HUMAN ARTIFICER (1/4) WHENEVER YOU CAST AN ARTIFACT SPELL, CREATE A 1/1 COLORLESS THOPTER ARTIFACT CREATURE TOKEN WITH FLYING.**  **Blue, SACRIFICE TWO ARTIFACTS: DRAW A CARD.** |  | |  | [**SAILOR OF MEANS**](https://magicarena.fandom.com/wiki/Sailor_of_Means)**Blue (3) CREATURE — HUMAN PIRATE (1/4) WHEN SAILOR OF MEANS ENTERS THE BATTLEFIELD, CREATE A TREASURE TOKEN. (IT'S AN ARTIFACT WITH "Tap, SACRIFICE THIS ARTIFACT: ADD ONE MANA OF ANY COLOR.")** |  | |  | [**SALVAGER OF SECRETS**](https://magicarena.fandom.com/wiki/Salvager_of_Secrets)**BlueBlue (5) CREATURE — MERFOLK WIZARD (2/2) WHEN SALVAGER OF SECRETS ENTERS THE BATTLEFIELD, RETURN TARGET INSTANT OR SORCERY CARD FROM YOUR GRAVEYARD TO YOUR HAND.** |  | |  | [**SANCTUM OF ALL**](https://magicarena.fandom.com/wiki/Sanctum_of_All)**WhiteBlueBlackRedGreen (5) LEGENDARY ENCHANTMENT — SHRINE AT THE BEGINNING OF YOUR UPKEEP, YOU MAY SEARCH YOUR LIBRARY AND/OR GRAVEYARD FOR A SHRINE CARD AND PUT IT ONTO THE BATTLEFIELD. IF YOU SEARCH YOUR LIBRARY THIS WAY, SHUFFLE IT.**  **IF AN ABILITY OF ANOTHER SHRINE YOU CONTROL TRIGGERS WHILE YOU CONTROL SIX OR MORE SHRINES, THAT ABILITY TRIGGERS AN ADDITIONAL TIME.** |  | |  | [**SANCTUM OF CALM WATERS**](https://magicarena.fandom.com/wiki/Sanctum_of_Calm_Waters)**Blue (4) LEGENDARY ENCHANTMENT — SHRINE AT THE BEGINNING OF YOUR PRECOMBAT MAIN PHASE, YOU MAY DRAW X CARDS, WHERE X IS THE NUMBER OF SHRINES YOU CONTROL. IF YOU DO, DISCARD A CARD.** |  | |  | [**SCHOLAR OF STARS**](https://magicarena.fandom.com/wiki/Scholar_of_Stars)**Blue (4) CREATURE — HUMAN ARTIFICER (3/2) WHEN SCHOLAR OF STARS ENTERS THE BATTLEFIELD, IF YOU CONTROL AN ARTIFACT, DRAW A CARD.** |  | |  | [**SCHOLAR OF THE AGES**](https://magicarena.fandom.com/wiki/Scholar_of_the_Ages)**BlueBlue (7) CREATURE — HUMAN WIZARD (3/3) WHEN SCHOLAR OF THE AGES ENTERS THE BATTLEFIELD, RETURN UP TO TWO TARGET INSTANT AND/OR SORCERY CARDS FROM YOUR GRAVEYARD TO YOUR HAND.** |  | |  | [**SCHOLAR OF THE LOST TROVE**](https://magicarena.fandom.com/wiki/Scholar_of_the_Lost_Trove)**BlueBlue (7) CREATURE — SPHINX (5/5) FLYING**  **WHEN SCHOLAR OF THE LOST TROVE ENTERS THE BATTLEFIELD, YOU MAY CAST TARGET INSTANT, SORCERY, OR ARTIFACT CARD FROM YOUR GRAVEYARD WITHOUT PAYING ITS MANA COST. IF AN INSTANT OR SORCERY SPELL CAST THIS WAY WOULD BE PUT INTO YOUR GRAVEYARD THIS TURN, EXILE IT INSTEAD.** |  | |  | [**SCUTTLEGATOR**](https://magicarena.fandom.com/wiki/Scuttlegator)**(6) CREATURE — CRAB TURTLE CROCODILE (6/6) DEFENDER**  **: ADAPT 3. (IF THIS CREATURE HAS NO +1/+1 COUNTERS ON IT, PUT THREE +1/+1 COUNTERS ON IT.) AS LONG AS SCUTTLEGATOR HAS A +1/+1 COUNTER ON IT, IT CAN ATTACK AS THOUGH IT DIDN'T HAVE DEFENDER.** |  | |  | [**SEA GATE ORACLE**](https://magicarena.fandom.com/wiki/Sea_Gate_Oracle)**Blue (3) CREATURE — HUMAN WIZARD (1/3) WHEN SEA GATE ORACLE ENTERS THE BATTLEFIELD, LOOK AT THE TOP TWO CARDS OF YOUR LIBRARY. PUT ONE OF THEM INTO YOUR HAND AND THE OTHER ON THE BOTTOM OF YOUR LIBRARY.** |  | |  | [**SEA GOD'S SCORN**](https://magicarena.fandom.com/wiki/Sea_God%27s_Scorn)**BlueBlue (6) SORCERY RETURN UP TO THREE TARGET CREATURES AND/OR ENCHANTMENTS TO THEIR OWNERS' HANDS.** |  | |  | [**SEA LEGS**](https://magicarena.fandom.com/wiki/Sea_Legs)**Blue (1) ENCHANTMENT — AURA FLASH**  **ENCHANT CREATURE ENCHANTED CREATURE GETS +0/+2 AS LONG AS IT'S A PIRATE. OTHERWISE, IT GETS -2/-0.** |  | |  | [**SEA-DASHER OCTOPUS**](https://magicarena.fandom.com/wiki/Sea-Dasher_Octopus)**BlueBlue (3) CREATURE — OCTOPUS (2/2) MUTATE Blue (IF YOU CAST THIS SPELL FOR ITS MUTATE COST, PUT IT OVER OR UNDER TARGET NON-HUMAN CREATURE YOU OWN. THEY MUTATE INTO THE CREATURE ON TOP PLUS ALL ABILITIES FROM UNDER IT.)**  **FLASH WHENEVER THIS CREATURE DEALS COMBAT DAMAGE TO A PLAYER, DRAW A CARD.** |  | |  | [**SEAFLOOR ORACLE**](https://magicarena.fandom.com/wiki/Seafloor_Oracle)**BlueBlue (4) CREATURE — MERFOLK WIZARD (2/3) WHENEVER A MERFOLK YOU CONTROL DEALS COMBAT DAMAGE TO A PLAYER, DRAW A CARD.** |  | |  | [**SEARCH FOR AZCANTA**](https://magicarena.fandom.com/wiki/Search_for_Azcanta)**Blue (2) LEGENDARY ENCHANTMENT AT THE BEGINNING OF YOUR UPKEEP, LOOK AT THE TOP CARD OF YOUR LIBRARY. YOU MAY PUT IT INTO YOUR GRAVEYARD. THEN IF YOU HAVE SEVEN OR MORE CARDS IN YOUR GRAVEYARD, YOU MAY TRANSFORM SEARCH FOR AZCANTA.** |  | |  | [**SECRETS OF THE GOLDEN CITY**](https://magicarena.fandom.com/wiki/Secrets_of_the_Golden_City)**BlueBlue (3) SORCERY ASCEND (IF YOU CONTROL TEN OR MORE PERMANENTS, YOU GET THE CITY'S BLESSING FOR THE REST OF THE GAME.)**  **DRAW TWO CARDS. IF YOU HAVE THE CITY'S BLESSING, DRAW THREE CARDS INSTEAD.** |  | |  | [**SEE THE TRUTH**](https://magicarena.fandom.com/wiki/See_the_Truth)**Blue (2) SORCERY LOOK AT THE TOP THREE CARDS OF YOUR LIBRARY. PUT ONE OF THOSE CARDS INTO YOUR HAND AND THE REST ON THE BOTTOM OF YOUR LIBRARY IN ANY ORDER. IF THIS SPELL WAS CAST FROM ANYWHERE OTHER THAN YOUR HAND, PUT EACH OF THOSE CARDS INTO YOUR HAND INSTEAD.** |  | |  | [**SELECTIVE SNARE**](https://magicarena.fandom.com/wiki/Selective_Snare)**Blue (1) SORCERY RETURN X TARGET CREATURES OF THE CREATURE TYPE OF YOUR CHOICE TO THEIR OWNER'S HAND.** |  | |  | [**SELHOFF OCCULTIST**](https://magicarena.fandom.com/wiki/Selhoff_Occultist)**Blue (3) CREATURE — HUMAN ROGUE (2/3) WHENEVER SELHOFF OCCULTIST OR ANOTHER CREATURE DIES, TARGET PLAYER MILLS A CARD.** |  | |  | [**SENATE COURIER**](https://magicarena.fandom.com/wiki/Senate_Courier)**Blue (3) CREATURE — BIRD (1/4) FLYING**  **White: SENATE COURIER GAINS VIGILANCE UNTIL END OF TURN.** |  | |  | [**SENATE GRIFFIN**](https://magicarena.fandom.com/wiki/Senate_Griffin)**(4) CREATURE — GRIFFIN (3/2) FLYING**  **WHEN SENATE GRIFFIN ENTERS THE BATTLEFIELD, SCRY 1.** |  | |  | [**SENATE GUILDMAGE**](https://magicarena.fandom.com/wiki/Senate_Guildmage)**WhiteBlue (2) CREATURE — HUMAN WIZARD (2/2) White, Tap: YOU GAIN 2 LIFE.**  **Blue, Tap: DRAW A CARD, THEN DISCARD A CARD.** |  | |  | [**SENTINEL OF THE PEARL TRIDENT**](https://magicarena.fandom.com/wiki/Sentinel_of_the_Pearl_Trident)**Blue (5) CREATURE — MERFOLK SOLDIER (3/3) FLASH**  **WHEN SENTINEL OF THE PEARL TRIDENT ENTERS THE BATTLEFIELD, YOU MAY EXILE TARGET HISTORIC PERMANENT YOU CONTROL. IF YOU DO, RETURN THAT CARD TO THE BATTLEFIELD UNDER ITS OWNER'S CONTROL AT THE BEGINNING OF THE NEXT END STEP. (ARTIFACTS, LEGENDARIES, AND SAGAS ARE HISTORIC.)** |  | |  | [**SERENDIB EFREET**](https://magicarena.fandom.com/wiki/Serendib_Efreet)**Blue (3) CREATURE — EFREET (3/4) FLYING**  **AT THE BEGINNING OF YOUR UPKEEP, SERENDIB EFREET DEALS 1 DAMAGE TO YOU.** |  | |  | [**SERPENT OF YAWNING DEPTHS**](https://magicarena.fandom.com/wiki/Serpent_of_Yawning_Depths)**BlueBlue (6) ENCHANTMENT CREATURE — SERPENT (6/6) KRAKENS, LEVIATHANS, OCTOPUSES, AND SERPENTS YOU CONTROL CAN'T BE BLOCKED EXCEPT BY KRAKENS, LEVIATHANS, OCTOPUSES, AND SERPENTS.** |  | |  | [**SHACKLEGEIST**](https://magicarena.fandom.com/wiki/Shacklegeist)**Blue (2) CREATURE — SPIRIT (2/2) FLYING**  **SHACKLEGEIST CAN BLOCK ONLY CREATURES WITH FLYING. TAP TWO UNTAPPED SPIRITS YOU CONTROL: TAP TARGET CREATURE YOU DON'T CONTROL.** |  | |  | [**SHAPER APPRENTICE**](https://magicarena.fandom.com/wiki/Shaper_Apprentice)**Blue (2) CREATURE — MERFOLK WIZARD (2/1) SHAPER APPRENTICE HAS FLYING AS LONG AS YOU CONTROL ANOTHER MERFOLK.** |  | |  | [**SHAPERS OF NATURE**](https://magicarena.fandom.com/wiki/Shapers_of_Nature)**GreenBlue (3) CREATURE — MERFOLK SHAMAN (3/3) Green: PUT A +1/+1 COUNTER ON TARGET CREATURE.**  **Blue, REMOVE A +1/+1 COUNTER FROM A CREATURE YOU CONTROL: DRAW A CARD.** |  | |  | [**SHARDING SPHINX**](https://magicarena.fandom.com/wiki/Sharding_Sphinx)**BlueBlue (6) ARTIFACT CREATURE — SPHINX (4/4) FLYING**  **WHENEVER AN ARTIFACT CREATURE YOU CONTROL DEALS COMBAT DAMAGE TO A PLAYER, YOU MAY CREATE A 1/1 BLUE THOPTER ARTIFACT CREATURE TOKEN WITH FLYING.** |  | |  | [**SHARK TYPHOON**](https://magicarena.fandom.com/wiki/Shark_Typhoon)**Blue (6) ENCHANTMENT WHENEVER YOU CAST A NONCREATURE SPELL, CREATE AN X/X BLUE SHARK CREATURE TOKEN WITH FLYING, WHERE X IS THAT SPELL'S CONVERTED MANA COST.**  **CYCLING Blue (Blue, DISCARD THIS CARD: DRAW A CARD.) WHEN YOU CYCLE SHARK TYPHOON, CREATE AN X/X BLUE SHARK CREATURE TOKEN WITH FLYING.** |  | |  | [**SHARKTOCRAB**](https://magicarena.fandom.com/wiki/Sharktocrab)**GreenBlue (4) CREATURE — SHARK OCTOPUS CRAB (4/4) GreenBlue: ADAPT 1. (IF THIS CREATURE HAS NO +1/+1 COUNTERS ON IT, PUT A +1/+1 COUNTER ON IT.)**  **WHENEVER ONE OR MORE +1/+1 COUNTERS ARE PUT ON SHARKTOCRAB, TAP TARGET CREATURE AN OPPONENT CONTROLS. THAT CREATURE DOESN'T UNTAP DURING ITS CONTROLLER'S NEXT UNTAP STEP.** |  | |  | [**SHIMMER DRAGON**](https://magicarena.fandom.com/wiki/Shimmer_Dragon)**BlueBlue (6) CREATURE — DRAGON (5/6) FLYING**  **AS LONG AS YOU CONTROL FOUR OR MORE ARTIFACTS, SHIMMER DRAGON HAS HEXPROOF. TAP TWO UNTAPPED ARTIFACTS YOU CONTROL: DRAW A CARD.** |  | |  | [**SHIMMER OF POSSIBILITY**](https://magicarena.fandom.com/wiki/Shimmer_of_Possibility)**Blue (2) SORCERY LOOK AT THE TOP FOUR CARDS OF YOUR LIBRARY. PUT ONE OF THEM INTO YOUR HAND AND THE REST ON THE BOTTOM OF YOUR LIBRARY IN A RANDOM ORDER.** |  | |  | [**SHIMMERWING CHIMERA**](https://magicarena.fandom.com/wiki/Shimmerwing_Chimera)**Blue (4) ENCHANTMENT CREATURE — CHIMERA (3/2) FLYING**  **AT THE BEGINNING OF YOUR UPKEEP, RETURN UP TO ONE OTHER TARGET ENCHANTMENT YOU CONTROL TO ITS OWNER'S HAND.** |  | |  | [**SHINECHASER**](https://magicarena.fandom.com/wiki/Shinechaser)**WhiteBlue (3) CREATURE — FAERIE (1/1) FLYING, VIGILANCE**  **SHINECHASER GETS +1/+1 AS LONG AS YOU CONTROL AN ARTIFACT. SHINECHASER GETS +1/+1 AS LONG AS YOU CONTROL AN ENCHANTMENT.** |  | |  | [**SHIPWRECK DOWSER**](https://magicarena.fandom.com/wiki/Shipwreck_Dowser)**BlueBlue (5) CREATURE — MERFOLK WIZARD (3/3) PROWESS (WHENEVER YOU CAST A NONCREATURE SPELL, THIS CREATURE GETS +1/+1 UNTIL END OF TURN.)**  **WHEN SHIPWRECK DOWSER ENTERS THE BATTLEFIELD, RETURN TARGET INSTANT OR SORCERY CARD FROM YOUR GRAVEYARD TO YOUR HAND.** |  | |  | [**SHIPWRECK LOOTER**](https://magicarena.fandom.com/wiki/Shipwreck_Looter)**Blue (2) CREATURE — HUMAN PIRATE (2/1) RAID — WHEN SHIPWRECK LOOTER ENTERS THE BATTLEFIELD, IF YOU ATTACKED THIS TURN, YOU MAY DRAW A CARD. IF YOU DO, DISCARD A CARD.** |  | |  | [**SHOAL KRAKEN**](https://magicarena.fandom.com/wiki/Shoal_Kraken)**Blue (5) CREATURE — KRAKEN (3/5) CONSTELLATION — WHENEVER AN ENCHANTMENT ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, YOU MAY DRAW A CARD. IF YOU DO, DISCARD A CARD.** |  | |  | [**SHORE KEEPER**](https://magicarena.fandom.com/wiki/Shore_Keeper)**Blue (1) CREATURE — TRILOBITE (0/3) Blue, Tap, SACRIFICE SHORE KEEPER: DRAW THREE CARDS.** |  | |  | [**SIFT**](https://magicarena.fandom.com/wiki/Sift)**Blue (4) SORCERY DRAW THREE CARDS, THEN DISCARD A CARD.** |  | |  | [**SIGILED STARFISH**](https://magicarena.fandom.com/wiki/Sigiled_Starfish)**Blue (2) CREATURE — STARFISH (0/3) Tap: SCRY 1. (LOOK AT THE TOP CARD OF YOUR LIBRARY. YOU MAY PUT THAT CARD ON THE BOTTOM OF YOUR LIBRARY.)** |  | |  | [**SILENT DEPARTURE**](https://magicarena.fandom.com/wiki/Silent_Departure)**Blue (1) SORCERY RETURN TARGET CREATURE TO ITS OWNER'S HAND.**  **FLASHBACK Blue (YOU MAY CAST THIS CARD FROM YOUR GRAVEYARD FOR ITS FLASHBACK COST. THEN EXILE IT.)** |  | |  | [**SILENT 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.)** |  | |  | [**SILVERGILL ADEPT**](https://magicarena.fandom.com/wiki/Silvergill_Adept)**Blue (2) CREATURE — MERFOLK WIZARD (2/1) AS AN ADDITIONAL COST TO CAST THIS SPELL, REVEAL A MERFOLK CARD FROM YOUR HAND OR PAY .**  **WHEN SILVERGILL ADEPT ENTERS THE BATTLEFIELD, DRAW A CARD.** |  | |  | [**SIMIC ASCENDANCY**](https://magicarena.fandom.com/wiki/Simic_Ascendancy)**GreenBlue (2) ENCHANTMENT GreenBlue: PUT A +1/+1 COUNTER ON TARGET CREATURE YOU CONTROL.**  **WHENEVER ONE OR MORE +1/+1 COUNTERS ARE PUT ON A CREATURE YOU CONTROL, PUT THAT MANY GROWTH COUNTERS ON SIMIC ASCENDANCY. AT THE BEGINNING OF YOUR UPKEEP, IF SIMIC ASCENDANCY HAS TWENTY OR MORE GROWTH COUNTERS ON IT, YOU WIN THE GAME.** |  | |  | [**SINISTER SABOTAGE**](https://magicarena.fandom.com/wiki/Sinister_Sabotage)**BlueBlue (3) INSTANT COUNTER TARGET SPELL.**  **SURVEIL 1. (LOOK AT THE TOP CARD OF YOUR LIBRARY. YOU MAY PUT THAT CARD INTO YOUR GRAVEYARD.)** |  | |  | [**SIREN LOOKOUT**](https://magicarena.fandom.com/wiki/Siren_Lookout)**Blue (3) CREATURE — SIREN PIRATE (1/2) FLYING**  **WHEN SIREN LOOKOUT ENTERS THE BATTLEFIELD, IT EXPLORES. (REVEAL THE TOP CARD OF YOUR LIBRARY. PUT THAT CARD INTO YOUR HAND IF IT'S A LAND. OTHERWISE, PUT A +1/+1 COUNTER ON THIS CREATURE, THEN PUT THE CARD BACK OR PUT IT INTO YOUR GRAVEYARD.)** |  | |  | [**SIREN REAVER**](https://magicarena.fandom.com/wiki/Siren_Reaver)**Blue (4) CREATURE — SIREN PIRATE (3/2) RAID — THIS SPELL COSTS  LESS TO CAST IF YOU ATTACKED THIS TURN.**  **FLYING** |  | |  | [**SIREN STORMTAMER**](https://magicarena.fandom.com/wiki/Siren_Stormtamer)**Blue (1) CREATURE — SIREN PIRATE WIZARD (1/1) FLYING**  **Blue, SACRIFICE SIREN STORMTAMER: COUNTER TARGET SPELL OR ABILITY THAT TARGETS YOU OR A CREATURE YOU CONTROL.** |  | |  | [**SIREN'S RUSE**](https://magicarena.fandom.com/wiki/Siren%27s_Ruse)**Blue (2) INSTANT EXILE TARGET CREATURE YOU CONTROL, THEN RETURN THAT CARD TO THE BATTLEFIELD UNDER ITS OWNER'S CONTROL. IF A PIRATE WAS EXILED THIS WAY, DRAW A CARD.** |  | |  | [**SKATEWING SPY**](https://magicarena.fandom.com/wiki/Skatewing_Spy)**Blue (4) CREATURE — VEDALKEN ROGUE MUTANT (2/3) Blue: ADAPT 2. (IF THIS CREATURE HAS NO +1/+1 COUNTERS ON IT, PUT TWO +1/+1 COUNTERS ON IT.)**  **EACH CREATURE YOU CONTROL WITH A +1/+1 COUNTER ON IT HAS FLYING.** |  | |  | [**SKILLED ANIMATOR**](https://magicarena.fandom.com/wiki/Skilled_Animator)**Blue (3) CREATURE — HUMAN ARTIFICER (1/3) WHEN SKILLED ANIMATOR ENTERS THE BATTLEFIELD, TARGET ARTIFACT YOU CONTROL BECOMES AN ARTIFACT CREATURE WITH BASE POWER AND TOUGHNESS 5/5 FOR AS LONG AS SKILLED ANIMATOR REMAINS ON THE BATTLEFIELD.** |  | |  | [**SKITTER EEL**](https://magicarena.fandom.com/wiki/Skitter_Eel)**Blue (4) CREATURE — FISH CRAB (3/3) Blue: ADAPT 2. (IF THIS CREATURE HAS NO +1/+1 COUNTERS ON IT, PUT TWO +1/+1 COUNTERS ON IT.)** |  | |  | [**SKY THEATER STRIX**](https://magicarena.fandom.com/wiki/Sky_Theater_Strix)**Blue (2) CREATURE — BIRD (1/2) FLYING**  **WHENEVER YOU CAST A NONCREATURE SPELL, SKY THEATER STRIX GETS +1/+0 UNTIL END OF TURN.** |  | |  | [**SKYCAT SOVEREIGN**](https://magicarena.fandom.com/wiki/Skycat_Sovereign)**WhiteBlue (2) CREATURE — ELEMENTAL CAT (1/1) FLYING**  **SKYCAT SOVEREIGN GETS +1/+1 FOR EACH OTHER CREATURE YOU CONTROL WITH FLYING. WhiteBlue: CREATE A 1/1 WHITE CAT BIRD CREATURE TOKEN WITH FLYING.** |  | |  | [**SKYRIDER PATROL**](https://magicarena.fandom.com/wiki/Skyrider_Patrol)**GreenBlue (4) CREATURE — ELF SCOUT (2/3) FLYING**  **AT THE BEGINNING OF COMBAT ON YOUR TURN, YOU MAY PAY GreenBlue. WHEN YOU DO, PUT A +1/+1 COUNTER ON ANOTHER TARGET CREATURE YOU CONTROL, AND THAT CREATURE GAINS FLYING UNTIL END OF TURN.** |  | |  | [**SLEEP**](https://magicarena.fandom.com/wiki/Sleep)**BlueBlue (4) SORCERY TAP ALL CREATURES TARGET PLAYER CONTROLS. THOSE CREATURES DON'T UNTAP DURING THAT PLAYER'S NEXT UNTAP STEP.** |  | |  | [**SLEEP OF THE DEAD**](https://magicarena.fandom.com/wiki/Sleep_of_the_Dead)**Blue (1) SORCERY TAP TARGET CREATURE. IT DOESN'T UNTAP DURING ITS CONTROLLER'S NEXT UNTAP STEP.**  **ESCAPE—Blue, EXILE THREE OTHER CARDS FROM YOUR GRAVEYARD. (YOU MAY CAST THIS CARD FROM YOUR GRAVEYARD FOR ITS ESCAPE COST.)** |  | |  | [**SLEEP PARALYSIS**](https://magicarena.fandom.com/wiki/Sleep_Paralysis)**Blue (4) ENCHANTMENT — AURA ENCHANT CREATURE**  **WHEN SLEEP PARALYSIS ENTERS THE BATTLEFIELD, TAP ENCHANTED CREATURE. ENCHANTED CREATURE DOESN'T UNTAP DURING ITS CONTROLLER'S UNTAP STEP.** |  | |  | [**SLIMEBIND**](https://magicarena.fandom.com/wiki/Slimebind)**Blue (2) ENCHANTMENT — AURA FLASH**  **ENCHANT CREATURE ENCHANTED CREATURE GETS -4/-0.** |  | |  | [**SLINN VODA, THE RISING DEEP**](https://magicarena.fandom.com/wiki/Slinn_Voda,_the_Rising_Deep)**BlueBlue (8) LEGENDARY CREATURE — LEVIATHAN (8/8) KICKER Blue (YOU MAY PAY AN ADDITIONAL Blue AS YOU CAST THIS SPELL.)**  **WHEN SLINN VODA, THE RISING DEEP ENTERS THE BATTLEFIELD, IF IT WAS KICKED, RETURN ALL CREATURES TO THEIR OWNERS' HANDS EXCEPT FOR MERFOLK, KRAKENS, LEVIATHANS, OCTOPUSES, AND SERPENTS.** |  | |  | [**SLIPPERY SCOUNDREL**](https://magicarena.fandom.com/wiki/Slippery_Scoundrel)**Blue (3) CREATURE — HUMAN PIRATE (2/2) ASCEND (IF YOU CONTROL TEN OR MORE PERMANENTS, YOU GET THE CITY'S BLESSING FOR THE REST OF THE GAME.)**  **AS LONG AS YOU HAVE THE CITY'S BLESSING, SLIPPERY SCOUNDREL HAS HEXPROOF AND CAN'T BE BLOCKED.** |  | |  | [**SLITHERWISP**](https://magicarena.fandom.com/wiki/Slitherwisp)**BlueBlackBlack (3) CREATURE — ELEMENTAL NIGHTMARE (3/2) FLASH**  **WHENEVER YOU CAST ANOTHER SPELL THAT HAS FLASH, YOU DRAW A CARD AND EACH OPPONENT LOSES 1 LIFE.** |  | |  | [**SNAPPING DRAKE**](https://magicarena.fandom.com/wiki/Snapping_Drake)**Blue (4) CREATURE — DRAKE (3/2) FLYING (THIS CREATURE CAN'T BE BLOCKED EXCEPT BY CREATURES WITH FLYING OR REACH.)** |  | |  | [**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.** |  | |  | [**SONG OF CREATION**](https://magicarena.fandom.com/wiki/Song_of_Creation)**GreenBlueRed (4) ENCHANTMENT YOU MAY PLAY AN ADDITIONAL LAND ON EACH OF YOUR TURNS.**  **WHENEVER YOU CAST A SPELL, DRAW TWO CARDS. AT THE BEGINNING OF YOUR END STEP, DISCARD YOUR HAND.** |  | |  | [**SONIC ASSAULT**](https://magicarena.fandom.com/wiki/Sonic_Assault)**BlueRed (3) INSTANT TAP TARGET CREATURE. SONIC ASSAULT DEALS 2 DAMAGE TO THAT CREATURE'S CONTROLLER.**  **JUMP-START (YOU MAY CAST THIS CARD FROM YOUR GRAVEYARD BY DISCARDING A CARD IN ADDITION TO PAYING ITS OTHER COSTS. THEN EXILE THIS CARD.)** |  | |  | [**SOUL DIVINER**](https://magicarena.fandom.com/wiki/Soul_Diviner)**BlueBlack (2) CREATURE — ZOMBIE WIZARD (2/3) Tap, REMOVE A COUNTER FROM AN ARTIFACT, CREATURE, LAND, OR PLANESWALKER YOU CONTROL: DRAW A CARD.** |  | |  | [**SOUL OF THE RAPIDS**](https://magicarena.fandom.com/wiki/Soul_of_the_Rapids)**BlueBlue (5) CREATURE — ELEMENTAL (3/2) FLYING**  **HEXPROOF (THIS CREATURE CAN'T BE THE TARGET OF SPELLS OR ABILITIES YOUR OPPONENTS CONTROL.)** |  | |  | [**SPARK DOUBLE**](https://magicarena.fandom.com/wiki/Spark_Double)**Blue (4) CREATURE — ILLUSION (0/0) YOU MAY HAVE SPARK DOUBLE ENTER THE BATTLEFIELD AS A COPY OF A CREATURE OR PLANESWALKER YOU CONTROL, EXCEPT IT ENTERS WITH AN ADDITIONAL +1/+1 COUNTER ON IT IF IT'S A CREATURE, IT ENTERS WITH AN ADDITIONAL LOYALTY COUNTER ON IT IF IT'S A PLANESWALKER, AND IT ISN'T LEGENDARY IF THAT PERMANENT IS LEGENDARY.** |  | |  | [**SPECTRAL SAILOR**](https://magicarena.fandom.com/wiki/Spectral_Sailor)**Blue (1) CREATURE — SPIRIT PIRATE (1/1) FLASH (YOU MAY CAST THIS SPELL ANY TIME YOU COULD CAST AN INSTANT.)**  **FLYING Blue: DRAW A CARD.** |  | |  | [**SPELL PIERCE**](https://magicarena.fandom.com/wiki/Spell_Pierce)**Blue (1) INSTANT COUNTER TARGET NONCREATURE SPELL UNLESS ITS CONTROLLER PAYS .** |  | |  | [**SPELL SWINDLE**](https://magicarena.fandom.com/wiki/Spell_Swindle)**BlueBlue (5) INSTANT COUNTER TARGET SPELL. CREATE X TREASURE TOKENS, WHERE X IS THAT SPELL'S CONVERTED MANA COST. (THEY'RE ARTIFACTS WITH "Tap, SACRIFICE THIS ARTIFACT: ADD ONE MANA OF ANY COLOR.")** |  | |  | [**SPELLKEEPER WEIRD**](https://magicarena.fandom.com/wiki/Spellkeeper_Weird)**Blue (3) CREATURE — WEIRD (1/4) , Tap, SACRIFICE SPELLKEEPER WEIRD: RETURN TARGET INSTANT OR SORCERY CARD FROM YOUR GRAVEYARD TO YOUR HAND.** |  | |  | [**SPHINX MINDBREAKER**](https://magicarena.fandom.com/wiki/Sphinx_Mindbreaker)**BlueBlue (7) CREATURE — SPHINX (6/6) FLYING**  **WHEN SPHINX MINDBREAKER ENTERS THE BATTLEFIELD, EACH OPPONENT MILLS TEN CARDS.** |  | |  | [**SPHINX OF FORESIGHT**](https://magicarena.fandom.com/wiki/Sphinx_of_Foresight)**BlueBlue (4) CREATURE — SPHINX (4/4) YOU MAY REVEAL THIS CARD FROM YOUR OPENING HAND. IF YOU DO, SCRY 3 AT THE BEGINNING OF YOUR FIRST UPKEEP.**  **FLYING AT THE BEGINNING OF YOUR UPKEEP, SCRY 1.** |  | |  | [**SPHINX OF NEW PRAHV**](https://magicarena.fandom.com/wiki/Sphinx_of_New_Prahv)**WhiteWhiteBlueBlue (4) CREATURE — SPHINX (4/3) FLYING, VIGILANCE**  **SPELLS YOUR OPPONENTS CAST THAT TARGET SPHINX OF NEW PRAHV COST  MORE TO CAST.** |  | |  | [**SPHINX'S INSIGHT**](https://magicarena.fandom.com/wiki/Sphinx%27s_Insight)**WhiteBlue (4) INSTANT DRAW TWO CARDS.**  **ADDENDUM — IF YOU CAST THIS SPELL DURING YOUR MAIN PHASE, YOU GAIN 2 LIFE.** |  | |  | [**SPINED MEGALODON**](https://magicarena.fandom.com/wiki/Spined_Megalodon)**BlueBlue (7) CREATURE — SHARK (5/7) HEXPROOF (THIS CREATURE CAN'T BE THE TARGET OF SPELLS OR ABILITIES YOUR OPPONENTS CONTROL.)**  **WHENEVER SPINED MEGALODON ATTACKS, SCRY 1. (LOOK AT THE TOP CARD OF YOUR LIBRARY. YOU MAY PUT THAT CARD ON THE BOTTOM OF YOUR LIBRARY.)** |  | |  | [**SPIRE WINDER**](https://magicarena.fandom.com/wiki/Spire_Winder)**Blue (4) CREATURE — SNAKE (2/3) FLYING**  **ASCEND (IF YOU CONTROL TEN OR MORE PERMANENTS, YOU GET THE CITY'S BLESSING FOR THE REST OF THE GAME.) SPIRE WINDER GETS +1/+1 AS LONG AS YOU HAVE THE CITY'S BLESSING.** |  | |  | [**SPRITE DRAGON**](https://magicarena.fandom.com/wiki/Sprite_Dragon)**BlueRed (2) CREATURE — FAERIE DRAGON (1/1) FLYING, HASTE**  **WHENEVER YOU CAST A NONCREATURE SPELL, PUT A +1/+1 COUNTER ON SPRITE DRAGON.** |  | |  | [**STAGGERING INSIGHT**](https://magicarena.fandom.com/wiki/Staggering_Insight)**WhiteBlue (2) ENCHANTMENT — AURA ENCHANT CREATURE**  **ENCHANTED CREATURE GETS +1/+1 AND HAS LIFELINK AND "WHENEVER THIS CREATURE DEALS COMBAT DAMAGE TO A PLAYER, DRAW A CARD."** |  | |  | [**STARLIT MANTLE**](https://magicarena.fandom.com/wiki/Starlit_Mantle)**Blue (2) ENCHANTMENT — AURA FLASH**  **ENCHANT CREATURE YOU CONTROL WHEN STARLIT MANTLE ENTERS THE BATTLEFIELD, ENCHANTED CREATURE GAINS HEXPROOF UNTIL END OF TURN. (IT CAN'T BE THE TARGET OF SPELLS OR ABILITIES YOUR OPPONENTS CONTROL.) ENCHANTED CREATURE GETS +1/+1.** |  | |  | [**STARTLING DEVELOPMENT**](https://magicarena.fandom.com/wiki/Startling_Development)**Blue (2) INSTANT UNTIL END OF TURN, TARGET CREATURE BECOMES A BLUE SERPENT WITH BASE POWER AND TOUGHNESS 4/4.**  **CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**STEALTH MISSION**](https://magicarena.fandom.com/wiki/Stealth_Mission)**Blue (3) SORCERY PUT TWO +1/+1 COUNTERS ON TARGET CREATURE YOU CONTROL. THAT CREATURE CAN'T BE BLOCKED THIS TURN.** |  | |  | [**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.** |  | |  | [**STERN DISMISSAL**](https://magicarena.fandom.com/wiki/Stern_Dismissal)**Blue (1) INSTANT RETURN TARGET CREATURE OR ENCHANTMENT AN OPPONENT CONTROLS TO ITS OWNER'S HAND.** |  | |  | [**STINGING LIONFISH**](https://magicarena.fandom.com/wiki/Stinging_Lionfish)**Blue (2) ENCHANTMENT CREATURE — FISH (2/1) WHENEVER YOU CAST YOUR FIRST SPELL DURING EACH OPPONENT'S TURN, YOU MAY TAP OR UNTAP TARGET NONLAND PERMANENT.** |  | |  | [**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.** |  | |  | [**STORM FLEET AERIALIST**](https://magicarena.fandom.com/wiki/Storm_Fleet_Aerialist)**Blue (2) CREATURE — HUMAN PIRATE (1/2) FLYING**  **RAID — STORM FLEET AERIALIST ENTERS THE BATTLEFIELD WITH A +1/+1 COUNTER ON IT IF YOU ATTACKED THIS TURN.** |  | |  | [**STORM FLEET SPRINTER**](https://magicarena.fandom.com/wiki/Storm_Fleet_Sprinter)**BlueRed (3) CREATURE — HUMAN PIRATE (2/2) HASTE**  **STORM FLEET SPRINTER CAN'T BE BLOCKED.** |  | |  | [**STORM FLEET SPY**](https://magicarena.fandom.com/wiki/Storm_Fleet_Spy)**Blue (3) CREATURE — HUMAN PIRATE (2/2) RAID — WHEN STORM FLEET SPY ENTERS THE BATTLEFIELD, IF YOU ATTACKED THIS TURN, DRAW A CARD.** |  | |  | [**STORM SCULPTOR**](https://magicarena.fandom.com/wiki/Storm_Sculptor)**Blue (4) CREATURE — MERFOLK WIZARD (3/2) STORM SCULPTOR CAN'T BE BLOCKED.**  **WHEN STORM SCULPTOR ENTERS THE BATTLEFIELD, RETURN A CREATURE YOU CONTROL TO ITS OWNER'S HAND.** |  | |  | [**STORM THE VAULT**](https://magicarena.fandom.com/wiki/Storm_the_Vault)**BlueRed (4) LEGENDARY ENCHANTMENT WHENEVER ONE OR MORE CREATURES YOU CONTROL DEAL COMBAT DAMAGE TO A PLAYER, CREATE A TREASURE TOKEN. (IT'S AN ARTIFACT WITH "Tap, SACRIFICE THIS ARTIFACT: ADD ONE MANA OF ANY COLOR.")**  **AT THE BEGINNING OF YOUR END STEP, IF YOU CONTROL FIVE OR MORE ARTIFACTS, TRANSFORM STORM THE VAULT.** |  | |  | [**STORMWING ENTITY**](https://magicarena.fandom.com/wiki/Stormwing_Entity)**BlueBlue (5) CREATURE — ELEMENTAL (3/3) THIS SPELL COSTS Blue LESS TO CAST IF YOU'VE CAST AN INSTANT OR SORCERY SPELL THIS TURN.**  **FLYING PROWESS (WHENEVER YOU CAST A NONCREATURE SPELL, THIS CREATURE GETS +1/+1 UNTIL END OF TURN.) WHEN STORMWING ENTITY ENTERS THE BATTLEFIELD, SCRY 2.** |  | |  | [**SUBLIME EPIPHANY**](https://magicarena.fandom.com/wiki/Sublime_Epiphany)**BlueBlue (6) INSTANT CHOOSE ONE OR MORE —**  **• COUNTER TARGET SPELL. • COUNTER TARGET ACTIVATED OR TRIGGERED ABILITY. • RETURN TARGET NONLAND PERMANENT TO ITS OWNER'S HAND. • CREATE A TOKEN THAT'S A COPY OF TARGET CREATURE YOU CONTROL. • TARGET PLAYER DRAWS A CARD.** |  | |  | [**SUPREME PHANTOM**](https://magicarena.fandom.com/wiki/Supreme_Phantom)**Blue (2) CREATURE — SPIRIT (1/3) FLYING**  **OTHER SPIRITS YOU CONTROL GET +1/+1.** |  | |  | [**SURGE MARE**](https://magicarena.fandom.com/wiki/Surge_Mare)**BlueBlue (2) CREATURE — HORSE FISH (0/5) SURGE MARE CAN'T BE BLOCKED BY GREEN CREATURES.**  **WHENEVER SURGE MARE DEALS DAMAGE TO AN OPPONENT, YOU MAY DRAW A CARD. IF YOU DO, DISCARD A CARD. Blue: SURGE MARE GETS +2/-2 UNTIL END OF TURN.** |  | |  | [**SWAN SONG**](https://magicarena.fandom.com/wiki/Swan_Song)**Blue (1) INSTANT COUNTER TARGET ENCHANTMENT, INSTANT, OR SORCERY SPELL. ITS CONTROLLER CREATES A 2/2 BLUE BIRD CREATURE TOKEN WITH FLYING.** |  | |  | [**SWEEP AWAY**](https://magicarena.fandom.com/wiki/Sweep_Away)**Blue (3) INSTANT RETURN TARGET CREATURE TO ITS OWNER'S HAND. IF THAT CREATURE IS ATTACKING, YOU MAY PUT IT ON TOP OF ITS OWNER'S LIBRARY INSTEAD.** |  | |  | [**SWEET OBLIVION**](https://magicarena.fandom.com/wiki/Sweet_Oblivion)**Blue (2) SORCERY TARGET PLAYER MILLS FOUR CARDS.**  **ESCAPE—Blue, EXILE FOUR OTHER CARDS FROM YOUR GRAVEYARD. (YOU MAY CAST THIS CARD FROM YOUR GRAVEYARD FOR ITS ESCAPE COST.)** |  | |  | [**SWIMMER IN NIGHTMARES**](https://magicarena.fandom.com/wiki/Swimmer_in_Nightmares)**Blue (3) CREATURE — NIGHTMARE MERFOLK (1/4) SWIMMER IN NIGHTMARES GETS +3/+0 AS LONG AS THERE ARE TEN OR MORE CARDS IN A SINGLE GRAVEYARD.**  **SWIMMER IN NIGHTMARES CAN'T BE BLOCKED AS LONG AS YOU CONTROL AN ASHIOK PLANESWALKER.** |  | |  | [**SWIRLING TORRENT**](https://magicarena.fandom.com/wiki/Swirling_Torrent)**Blue (6) SORCERY CHOOSE ONE OR BOTH —**  **• PUT TARGET CREATURE ON TOP OF ITS OWNER'S LIBRARY. • RETURN TARGET CREATURE TO ITS OWNER'S HAND.** |  | |  | [**SWITCHEROO**](https://magicarena.fandom.com/wiki/Switcheroo)**Blue (5) SORCERY EXCHANGE CONTROL OF TWO TARGET CREATURES.** |  | |  | [**SWORN GUARDIAN**](https://magicarena.fandom.com/wiki/Sworn_Guardian)**Blue (2) CREATURE — MERFOLK WARRIOR (1/3)** |  | |  | [**SYNCOPATE**](https://magicarena.fandom.com/wiki/Syncopate)**Blue (1) INSTANT COUNTER TARGET SPELL UNLESS ITS CONTROLLER PAYS . IF THAT SPELL IS COUNTERED THIS WAY, EXILE IT INSTEAD OF PUTTING IT INTO ITS OWNER'S GRAVEYARD.** |  | |  | [**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.** |  | |  | [**TALE'S END**](https://magicarena.fandom.com/wiki/Tale%27s_End)**Blue (2) INSTANT COUNTER TARGET ACTIVATED ABILITY, TRIGGERED ABILITY, OR LEGENDARY SPELL.** |  | |  | [**TALRAND, SKY SUMMONER**](https://magicarena.fandom.com/wiki/Talrand,_Sky_Summoner)**BlueBlue (4) LEGENDARY CREATURE — MERFOLK WIZARD (2/2) WHENEVER YOU CAST AN INSTANT OR SORCERY SPELL, CREATE A 2/2 BLUE DRAKE CREATURE TOKEN WITH FLYING.** |  | |  | [**TALRAND'S INVOCATION**](https://magicarena.fandom.com/wiki/Talrand%27s_Invocation)**BlueBlue (4) SORCERY CREATE TWO 2/2 BLUE DRAKE CREATURE TOKENS WITH FLYING.** |  | |  | [**TAMIYO, COLLECTOR OF TALES**](https://magicarena.fandom.com/wiki/Tamiyo,_Collector_of_Tales)**GreenBlue (4) LEGENDARY PLANESWALKER — TAMIYO (5) SPELLS AND ABILITIES YOUR OPPONENTS CONTROL CAN'T CAUSE YOU TO DISCARD CARDS OR SACRIFICE PERMANENTS.**  **+1: CHOOSE A NONLAND CARD NAME, THEN REVEAL THE TOP FOUR CARDS OF YOUR LIBRARY. PUT ALL CARDS WITH THE CHOSEN NAME FROM AMONG THEM INTO YOUR HAND AND THE REST INTO YOUR GRAVEYARD. −3: RETURN TARGET CARD FROM YOUR GRAVEYARD TO YOUR HAND.** |  | |  | [**TAMIYO'S EPIPHANY**](https://magicarena.fandom.com/wiki/Tamiyo%27s_Epiphany)**Blue (4) SORCERY SCRY 4, THEN DRAW TWO CARDS.** |  | |  | [**TATYOVA, BENTHIC DRUID**](https://magicarena.fandom.com/wiki/Tatyova,_Benthic_Druid)**GreenBlue (5) LEGENDARY CREATURE — MERFOLK DRUID (3/3) WHENEVER A LAND ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, YOU GAIN 1 LIFE AND DRAW A CARD.** |  | |  | [**TEFERI, HERO OF DOMINARIA**](https://magicarena.fandom.com/wiki/Teferi,_Hero_of_Dominaria)**WhiteBlue (5) LEGENDARY PLANESWALKER — TEFERI (4) +1: DRAW A CARD. AT THE BEGINNING OF THE NEXT END STEP, UNTAP UP TO TWO LANDS.**  **−3: PUT TARGET NONLAND PERMANENT INTO ITS OWNER'S LIBRARY THIRD FROM THE TOP. −8: YOU GET AN EMBLEM WITH "WHENEVER YOU DRAW A CARD, EXILE TARGET PERMANENT AN OPPONENT CONTROLS."** |  | |  | [**TEFERI, MASTER OF TIME**](https://magicarena.fandom.com/wiki/Teferi,_Master_of_Time)**BlueBlue (4) LEGENDARY PLANESWALKER — TEFERI () YOU MAY ACTIVATE LOYALTY ABILITIES OF TEFERI, MASTER OF TIME ON ANY PLAYER'S TURN ANY TIME YOU COULD CAST AN INSTANT.**  **+1: DRAW A CARD, THEN DISCARD A CARD. −3: TARGET CREATURE YOU DON'T CONTROL PHASES OUT. <I>(TREAT IT AND ANYTHING ATTACHED TO IT AS THOUGH THEY DON'T EXIST UNTIL ITS CONTROLLER'S NEXT TURN.)</I> −10: TAKE TWO EXTRA TURNS AFTER THIS ONE.** |  | |  | [**TEFERI, TIME RAVELER**](https://magicarena.fandom.com/wiki/Teferi,_Time_Raveler)**WhiteBlue (3) LEGENDARY PLANESWALKER — TEFERI (4) EACH OPPONENT CAN CAST SPELLS ONLY ANY TIME THEY COULD CAST A SORCERY.**  **+1: UNTIL YOUR NEXT TURN, YOU MAY CAST SORCERY SPELLS AS THOUGH THEY HAD FLASH. −3: RETURN UP TO ONE TARGET ARTIFACT, CREATURE, OR ENCHANTMENT TO ITS OWNER'S HAND. DRAW A CARD.** |  | |  | [**TEFERI, TIMEBENDER**](https://magicarena.fandom.com/wiki/Teferi,_Timebender)**WhiteBlue (6) LEGENDARY PLANESWALKER — TEFERI (5) +2: UNTAP UP TO ONE TARGET ARTIFACT OR CREATURE.**  **−3: YOU GAIN 2 LIFE AND DRAW TWO CARDS. −9: TAKE AN EXTRA TURN AFTER THIS ONE.** |  | |  | [**TEFERI, TIMELESS VOYAGER**](https://magicarena.fandom.com/wiki/Teferi,_Timeless_Voyager)**BlueBlue (6) LEGENDARY PLANESWALKER — TEFERI (4) +1: DRAW A CARD.**  **−3: PUT TARGET CREATURE ON TOP OF ITS OWNER'S LIBRARY. −8: EACH CREATURE TARGET OPPONENT CONTROLS PHASES OUT. UNTIL THE END OF YOUR NEXT TURN, THEY CAN'T PHASE IN. (TREAT THEM AND ANYTHING ATTACHED TO THEM AS THOUGH THEY DON'T EXIST.)** |  | |  | [**TEFERI'S AGELESS INSIGHT**](https://magicarena.fandom.com/wiki/Teferi%27s_Ageless_Insight)**BlueBlue (4) LEGENDARY ENCHANTMENT IF YOU WOULD DRAW A CARD EXCEPT THE FIRST ONE YOU DRAW IN EACH OF YOUR DRAW STEPS, DRAW TWO CARDS INSTEAD.** |  | |  | [**TEFERI'S PROTEGE**](https://magicarena.fandom.com/wiki/Teferi%27s_Protege)**Blue (3) CREATURE — HUMAN WIZARD (2/3) Blue, Tap: DRAW A CARD, THEN DISCARD A CARD.** |  | |  | [**TEFERI'S TIME TWIST**](https://magicarena.fandom.com/wiki/Teferi%27s_Time_Twist)**Blue (2) INSTANT EXILE TARGET PERMANENT YOU CONTROL. RETURN THAT CARD TO THE BATTLEFIELD UNDER ITS OWNER'S CONTROL AT THE BEGINNING OF THE NEXT END STEP. IF IT ENTERS THE BATTLEFIELD AS A CREATURE, IT ENTERS WITH AN ADDITIONAL +1/+1 COUNTER ON IT.** |  | |  | [**TEFERI'S TUTELAGE**](https://magicarena.fandom.com/wiki/Teferi%27s_Tutelage)**Blue (3) ENCHANTMENT WHEN TEFERI'S TUTELAGE ENTERS THE BATTLEFIELD, DRAW A CARD, THEN DISCARD A CARD.**  **WHENEVER YOU DRAW A CARD, TARGET OPPONENT MILLS TWO CARDS. (THEY PUT THE TOP TWO CARDS OF THEIR LIBRARY INTO THEIR GRAVEYARD.)** |  | |  | [**TEFERI'S WAVECASTER**](https://magicarena.fandom.com/wiki/Teferi%27s_Wavecaster)**BlueBlue (5) CREATURE — MERFOLK WIZARD (3/3) FLASH**  **WHEN TEFERI'S WAVECASTER ENTERS THE BATTLEFIELD, YOU MAY SEARCH YOUR LIBRARY AND/OR GRAVEYARD FOR A CARD NAMED TEFERI, TIMELESS VOYAGER, REVEAL IT, AND PUT IT INTO YOUR HAND. IF YOU SEARCH YOUR LIBRARY THIS WAY, SHUFFLE IT.** |  | |  | [**TEMPEST CALLER**](https://magicarena.fandom.com/wiki/Tempest_Caller)**BlueBlue (4) CREATURE — MERFOLK WIZARD (2/3) WHEN TEMPEST CALLER ENTERS THE BATTLEFIELD, TAP ALL CREATURES TARGET OPPONENT CONTROLS.** |  | |  | [**TEMPEST DJINN**](https://magicarena.fandom.com/wiki/Tempest_Djinn)**BlueBlueBlue (3) CREATURE — DJINN (0/4) FLYING**  **TEMPEST DJINN GETS +1/+0 FOR EACH BASIC ISLAND YOU CONTROL.** |  | |  | [**TEMPORAL MACHINATIONS**](https://magicarena.fandom.com/wiki/Temporal_Machinations)**Blue (3) SORCERY RETURN TARGET CREATURE TO ITS OWNER'S HAND. IF YOU CONTROL AN ARTIFACT, DRAW A CARD.** |  | |  | [**TETSUKO UMEZAWA, FUGITIVE**](https://magicarena.fandom.com/wiki/Tetsuko_Umezawa,_Fugitive)**Blue (2) LEGENDARY CREATURE — HUMAN ROGUE (1/3) CREATURES YOU CONTROL WITH POWER OR TOUGHNESS 1 OR LESS CAN'T BE BLOCKED.** |  | |  | [**TEZZERET, ARTIFICE MASTER**](https://magicarena.fandom.com/wiki/Tezzeret,_Artifice_Master)**BlueBlue (5) LEGENDARY PLANESWALKER — TEZZERET (5) +1: CREATE A 1/1 COLORLESS THOPTER ARTIFACT CREATURE TOKEN WITH FLYING.**  **0: DRAW A CARD. IF YOU CONTROL THREE OR MORE ARTIFACTS, DRAW TWO CARDS INSTEAD. −9: YOU GET AN EMBLEM WITH "AT THE BEGINNING OF YOUR END STEP, SEARCH YOUR LIBRARY FOR A PERMANENT CARD, PUT IT ONTO THE BATTLEFIELD, THEN SHUFFLE YOUR LIBRARY."** |  | |  | [**TEZZERET, CRUEL MACHINIST**](https://magicarena.fandom.com/wiki/Tezzeret,_Cruel_Machinist)**BlueBlue (6) LEGENDARY PLANESWALKER — TEZZERET (4) +1: DRAW A CARD.**  **0: UNTIL YOUR NEXT TURN, TARGET ARTIFACT YOU CONTROL BECOMES A 5/5 CREATURE IN ADDITION TO ITS OTHER TYPES. −7: PUT ANY NUMBER OF CARDS FROM YOUR HAND ONTO THE BATTLEFIELD FACE DOWN. THEY'RE 5/5 ARTIFACT CREATURES.** |  | |  | [**TEZZERET, MASTER OF THE BRIDGE**](https://magicarena.fandom.com/wiki/Tezzeret,_Master_of_the_Bridge)**BlueBlack (6) LEGENDARY PLANESWALKER — TEZZERET (5) CREATURE AND PLANESWALKER SPELLS YOU CAST HAVE AFFINITY FOR ARTIFACTS. (THEY COST  LESS TO CAST FOR EACH ARTIFACT YOU CONTROL.)**  **+2: TEZZERET, MASTER OF THE BRIDGE DEALS X DAMAGE TO EACH OPPONENT, WHERE X IS THE NUMBER OF ARTIFACTS YOU CONTROL. YOU GAIN X LIFE. −3: RETURN TARGET ARTIFACT CARD FROM YOUR GRAVEYARD TO YOUR HAND. −8: EXILE THE TOP TEN CARDS OF YOUR LIBRARY. PUT ALL ARTIFACT CARDS FROM AMONG THEM ONTO THE BATTLEFIELD.** |  | |  | [**THASSA, DEEP-DWELLING**](https://magicarena.fandom.com/wiki/Thassa,_Deep-Dwelling)**Blue (4) LEGENDARY ENCHANTMENT CREATURE — GOD (6/5) INDESTRUCTIBLE**  **AS LONG AS YOUR DEVOTION TO BLUE IS LESS THAN FIVE, THASSA ISN'T A CREATURE. AT THE BEGINNING OF YOUR END STEP, EXILE UP TO ONE OTHER TARGET CREATURE YOU CONTROL, THEN RETURN THAT CARD TO THE BATTLEFIELD UNDER YOUR CONTROL. Blue: TAP ANOTHER TARGET CREATURE.** |  | |  | [**THASSA'S INTERVENTION**](https://magicarena.fandom.com/wiki/Thassa%27s_Intervention)**BlueBlue (2) INSTANT CHOOSE ONE —**  **• LOOK AT THE TOP X CARDS OF YOUR LIBRARY. PUT UP TO TWO OF THEM INTO YOUR HAND AND THE REST ON THE BOTTOM OF YOUR LIBRARY IN A RANDOM ORDER. • COUNTER TARGET SPELL UNLESS ITS CONTROLLER PAYS TWICE .** |  | |  | [**THASSA'S ORACLE**](https://magicarena.fandom.com/wiki/Thassa%27s_Oracle)**BlueBlue (2) CREATURE — MERFOLK WIZARD (1/3) WHEN THASSA'S ORACLE ENTERS THE BATTLEFIELD, LOOK AT THE TOP X CARDS OF YOUR LIBRARY, WHERE X IS YOUR DEVOTION TO BLUE. PUT UP TO ONE OF THEM ON TOP OF YOUR LIBRARY AND THE REST ON THE BOTTOM OF YOUR LIBRARY IN A RANDOM ORDER. IF X IS GREATER THAN OR EQUAL TO THE NUMBER OF CARDS IN YOUR LIBRARY, YOU WIN THE GAME. (EACH Blue IN THE MANA COSTS OF PERMANENTS YOU CONTROL COUNTS TOWARD YOUR DEVOTION TO BLUE.)** |  | |  | [**THE ANTIQUITIES WAR**](https://magicarena.fandom.com/wiki/The_Antiquities_War)**Blue (4) ENCHANTMENT — SAGA (AS THIS SAGA ENTERS AND AFTER YOUR DRAW STEP, ADD A LORE COUNTER. SACRIFICE AFTER III.)**  **I, II — LOOK AT THE TOP FIVE CARDS OF YOUR LIBRARY. YOU MAY REVEAL AN ARTIFACT CARD FROM AMONG THEM AND PUT IT INTO YOUR HAND. PUT THE REST ON THE BOTTOM OF YOUR LIBRARY IN A RANDOM ORDER. III — ARTIFACTS YOU CONTROL BECOME ARTIFACT CREATURES WITH BASE POWER AND TOUGHNESS 5/5 UNTIL END OF TURN.** |  | |  | [**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 MIRARI CONJECTURE**](https://magicarena.fandom.com/wiki/The_Mirari_Conjecture)**Blue (5) ENCHANTMENT — SAGA (AS THIS SAGA ENTERS AND AFTER YOUR DRAW STEP, ADD A LORE COUNTER. SACRIFICE AFTER III.)**  **I — RETURN TARGET INSTANT CARD FROM YOUR GRAVEYARD TO YOUR HAND. II — RETURN TARGET SORCERY CARD FROM YOUR GRAVEYARD TO YOUR HAND. III — UNTIL END OF TURN, WHENEVER YOU CAST AN INSTANT OR SORCERY SPELL, COPY IT. YOU MAY CHOOSE NEW TARGETS FOR THE COPY.** |  | |  | [**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.** |  | |  | [**THIEF OF SANITY**](https://magicarena.fandom.com/wiki/Thief_of_Sanity)**BlueBlack (3) CREATURE — SPECTER (2/2) FLYING**  **WHENEVER THIEF OF SANITY DEALS COMBAT DAMAGE TO A PLAYER, LOOK AT THE TOP THREE CARDS OF THAT PLAYER'S LIBRARY, EXILE ONE OF THEM FACE DOWN, THEN PUT THE REST INTO THEIR GRAVEYARD. YOU MAY LOOK AT AND CAST THAT CARD FOR AS LONG AS IT REMAINS EXILED, AND YOU MAY SPEND MANA AS THOUGH IT WERE MANA OF ANY TYPE TO CAST THAT SPELL.** |  | |  | [**THIEVING OTTER**](https://magicarena.fandom.com/wiki/Thieving_Otter)**Blue (3) CREATURE — OTTER (2/2) WHENEVER THIEVING OTTER DEALS DAMAGE TO AN OPPONENT, DRAW A CARD.** |  | |  | [**THIRST FOR KNOWLEDGE**](https://magicarena.fandom.com/wiki/Thirst_for_Knowledge)**Blue (3) INSTANT DRAW THREE CARDS. THEN DISCARD TWO CARDS UNLESS YOU DISCARD AN ARTIFACT CARD.** |  | |  | [**THIRST FOR MEANING**](https://magicarena.fandom.com/wiki/Thirst_for_Meaning)**Blue (3) INSTANT DRAW THREE CARDS. THEN DISCARD TWO CARDS UNLESS YOU DISCARD AN ENCHANTMENT CARD.** |  | |  | [**THOUGHT COLLAPSE**](https://magicarena.fandom.com/wiki/Thought_Collapse)**BlueBlue (3) INSTANT COUNTER TARGET SPELL. ITS CONTROLLER MILLS THREE CARDS.** |  | |  | [**THOUGHT ERASURE**](https://magicarena.fandom.com/wiki/Thought_Erasure)**BlueBlack (2) SORCERY TARGET OPPONENT REVEALS THEIR HAND. YOU CHOOSE A NONLAND CARD FROM IT. THAT PLAYER DISCARDS THAT CARD.**  **SURVEIL 1. (LOOK AT THE TOP CARD OF YOUR LIBRARY. YOU MAY PUT IT INTO YOUR GRAVEYARD.)** |  | |  | [**THOUGHTBOUND PHANTASM**](https://magicarena.fandom.com/wiki/Thoughtbound_Phantasm)**Blue (1) CREATURE — SPIRIT (2/2) DEFENDER**  **WHENEVER YOU SURVEIL, PUT A +1/+1 COUNTER ON THOUGHTBOUND PHANTASM. AS LONG AS THOUGHTBOUND PHANTASM HAS THREE OR MORE +1/+1 COUNTERS ON IT, IT CAN ATTACK AS THOUGH IT DIDN'T HAVE DEFENDER.** |  | |  | [**THOUSAND-YEAR STORM**](https://magicarena.fandom.com/wiki/Thousand-Year_Storm)**BlueRed (6) ENCHANTMENT WHENEVER YOU CAST AN INSTANT OR SORCERY SPELL, COPY IT FOR EACH OTHER INSTANT AND SORCERY SPELL YOU'VE CAST BEFORE IT THIS TURN. YOU MAY CHOOSE NEW TARGETS FOR THE COPIES.** |  | |  | [**THRENODY SINGER**](https://magicarena.fandom.com/wiki/Threnody_Singer)**Blue (2) CREATURE — SIREN (1/3) FLASH**  **FLYING WHEN THRENODY SINGER ENTERS THE BATTLEFIELD, TARGET CREATURE AN OPPONENT CONTROLS GETS -X/-0 UNTIL END OF TURN, WHERE X IS YOUR DEVOTION TO BLUE. (EACH Blue IN THE MANA COSTS OF PERMANENTS YOU CONTROL COUNTS TOWARD YOUR DEVOTION TO BLUE.)** |  | |  | [**THRYX, THE SUDDEN STORM**](https://magicarena.fandom.com/wiki/Thryx,_the_Sudden_Storm)**BlueBlue (5) LEGENDARY CREATURE — ELEMENTAL GIANT (4/5) FLASH**  **FLYING SPELLS YOU CAST WITH CONVERTED MANA COST 5 OR GREATER COST  LESS TO CAST AND CAN'T BE COUNTERED.** |  | |  | [**THUNDER DRAKE**](https://magicarena.fandom.com/wiki/Thunder_Drake)**Blue (4) CREATURE — ELEMENTAL DRAKE (2/3) FLYING**  **WHENEVER YOU CAST YOUR SECOND SPELL EACH TURN, PUT A +1/+1 COUNTER ON THUNDER DRAKE.** |  | |  | [**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.** |  | |  | [**TIDE SKIMMER**](https://magicarena.fandom.com/wiki/Tide_Skimmer)**Blue (4) CREATURE — DRAKE (2/3) FLYING**  **WHENEVER YOU ATTACK WITH TWO OR MORE CREATURES WITH FLYING, DRAW A CARD.** |  | |  | [**TIME OF ICE**](https://magicarena.fandom.com/wiki/Time_of_Ice)**Blue (4) ENCHANTMENT — SAGA (AS THIS SAGA ENTERS AND AFTER YOUR DRAW STEP, ADD A LORE COUNTER. SACRIFICE AFTER III.)**  **I, II — TAP TARGET CREATURE AN OPPONENT CONTROLS. IT DOESN'T UNTAP DURING ITS CONTROLLER'S UNTAP STEP FOR AS LONG AS YOU CONTROL TIME OF ICE. III — RETURN ALL TAPPED CREATURES TO THEIR OWNERS' HANDS.** |  | |  | [**TIME WIPE**](https://magicarena.fandom.com/wiki/Time_Wipe)**WhiteWhiteBlue (5) SORCERY RETURN A CREATURE YOU CONTROL TO ITS OWNER'S HAND, THEN DESTROY ALL CREATURES.** |  | |  | [**TIMESTREAM NAVIGATOR**](https://magicarena.fandom.com/wiki/Timestream_Navigator)**Blue (2) CREATURE — HUMAN PIRATE WIZARD (1/1) ASCEND (IF YOU CONTROL TEN OR MORE PERMANENTS, YOU GET THE CITY'S BLESSING FOR THE REST OF THE GAME.)**  **BlueBlue, Tap, PUT TIMESTREAM NAVIGATOR ON THE BOTTOM OF ITS OWNER'S LIBRARY: TAKE AN EXTRA TURN AFTER THIS ONE. ACTIVATE THIS ABILITY ONLY IF YOU HAVE THE CITY'S BLESSING.** |  | |  | [**TISHANA, VOICE OF THUNDER**](https://magicarena.fandom.com/wiki/Tishana,_Voice_of_Thunder)**GreenBlue (7) LEGENDARY CREATURE — MERFOLK SHAMAN (\*/\*) TISHANA, VOICE OF THUNDER'S POWER AND TOUGHNESS ARE EACH EQUAL TO THE NUMBER OF CARDS IN YOUR HAND.**  **YOU HAVE NO MAXIMUM HAND SIZE. WHEN TISHANA ENTERS THE BATTLEFIELD, DRAW A CARD FOR EACH CREATURE YOU CONTROL.** |  | |  | [**TITANS' NEST**](https://magicarena.fandom.com/wiki/Titans%27_Nest)**BlackGreenBlue (4) ENCHANTMENT AT THE BEGINNING OF YOUR UPKEEP, LOOK AT THE TOP CARD OF YOUR LIBRARY. YOU MAY PUT THAT CARD INTO YOUR GRAVEYARD.**  **EXILE A CARD FROM YOUR GRAVEYARD: ADD . SPEND THIS MANA ONLY TO CAST A COLORED SPELL WITHOUT  IN ITS MANA COST.** |  | |  | [**TOLARIAN KRAKEN**](https://magicarena.fandom.com/wiki/Tolarian_Kraken)**BlueBlue (6) CREATURE — KRAKEN (4/6) WHENEVER YOU DRAW A CARD, YOU MAY PAY . WHEN YOU DO, YOU MAY TAP OR UNTAP TARGET CREATURE.** |  | |  | [**TOLARIAN SCHOLAR**](https://magicarena.fandom.com/wiki/Tolarian_Scholar)**Blue (3) CREATURE — HUMAN WIZARD (2/3)** |  | |  | [**TOME ANIMA**](https://magicarena.fandom.com/wiki/Tome_Anima)**Blue (4) CREATURE — SPIRIT (3/3) TOME ANIMA CAN'T BE BLOCKED AS LONG AS YOU'VE DRAWN TWO OR MORE CARDS THIS TURN.** |  | |  | [**TOME RAIDER**](https://magicarena.fandom.com/wiki/Tome_Raider)**Blue (3) CREATURE — FAERIE (1/1) FLYING**  **WHEN TOME RAIDER ENTERS THE BATTLEFIELD, DRAW A CARD.** |  | |  | [**TOMEBOUND LICH**](https://magicarena.fandom.com/wiki/Tomebound_Lich)**BlueBlack (3) CREATURE — ZOMBIE WIZARD (1/3) DEATHTOUCH (ANY AMOUNT OF DAMAGE THIS DEALS TO A CREATURE IS ENOUGH TO DESTROY IT.)**  **LIFELINK (DAMAGE DEALT BY THIS CREATURE ALSO CAUSES YOU TO GAIN THAT MUCH LIFE.) WHENEVER TOMEBOUND LICH ENTERS THE BATTLEFIELD OR DEALS COMBAT DAMAGE TO A PLAYER, DRAW A CARD, THEN DISCARD A CARD.** |  | |  | [**TOTALLY LOST**](https://magicarena.fandom.com/wiki/Totally_Lost)**Blue (5) INSTANT PUT TARGET NONLAND PERMANENT ON TOP OF ITS OWNER'S LIBRARY.** |  | |  | [**TOWERING-WAVE MYSTIC**](https://magicarena.fandom.com/wiki/Towering-Wave_Mystic)**Blue (2) CREATURE — MERFOLK WIZARD (2/1) WHENEVER TOWERING-WAVE MYSTIC DEALS DAMAGE, TARGET PLAYER MILLS THAT MANY CARDS.** |  | |  | [**TREASURE HUNT**](https://magicarena.fandom.com/wiki/Treasure_Hunt)**Blue (2) SORCERY REVEAL CARDS FROM THE TOP OF YOUR LIBRARY UNTIL YOU REVEAL A NONLAND CARD, THEN PUT ALL CARDS REVEALED THIS WAY INTO YOUR HAND.** |  | |  | [**TRITON WAVERIDER**](https://magicarena.fandom.com/wiki/Triton_Waverider)**Blue (4) CREATURE — MERFOLK WIZARD (3/3) CONSTELLATION — WHENEVER AN ENCHANTMENT ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, TRITON WAVERIDER GAINS FLYING UNTIL END OF TURN.** |  | |  | [**TRUMPETING GNARR**](https://magicarena.fandom.com/wiki/Trumpeting_Gnarr)**GreenBlue (3) CREATURE — BEAST (3/3) MUTATE  (IF YOU CAST THIS SPELL FOR ITS MUTATE COST, PUT IT OVER OR UNDER TARGET NON-HUMAN CREATURE YOU OWN. THEY MUTATE INTO THE CREATURE ON TOP PLUS ALL ABILITIES FROM UNDER IT.)**  **WHENEVER THIS CREATURE MUTATES, CREATE A 3/3 GREEN BEAST CREATURE TOKEN.** |  | |  | [**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.")** |  | |  | [**TYRANT'S SCORN**](https://magicarena.fandom.com/wiki/Tyrant%27s_Scorn)**BlueBlack (2) INSTANT CHOOSE ONE —**  **• DESTROY TARGET CREATURE WITH CONVERTED MANA COST 3 OR LESS. • RETURN TARGET CREATURE TO ITS OWNER'S HAND.** |  | |  | [**UNCOMFORTABLE CHILL**](https://magicarena.fandom.com/wiki/Uncomfortable_Chill)**Blue (3) INSTANT CREATURES YOUR OPPONENTS CONTROL GET -2/-0 UNTIL END OF TURN.**  **DRAW A CARD.** |  | |  | [**UNEXPLAINED DISAPPEARANCE**](https://magicarena.fandom.com/wiki/Unexplained_Disappearance)**Blue (2) INSTANT RETURN TARGET CREATURE TO ITS OWNER'S HAND.**  **SURVEIL 1. (LOOK AT THE TOP CARD OF YOUR LIBRARY. YOU MAY PUT THAT CARD INTO YOUR GRAVEYARD.)** |  | |  | [**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.** |  | |  | [**UNMOORED EGO**](https://magicarena.fandom.com/wiki/Unmoored_Ego)**BlueBlack (3) SORCERY CHOOSE A CARD NAME. SEARCH TARGET OPPONENT'S GRAVEYARD, HAND, AND LIBRARY FOR UP TO FOUR CARDS WITH THAT NAME AND EXILE THEM. THAT PLAYER SHUFFLES THEIR LIBRARY, THEN DRAWS A CARD FOR EACH CARD EXILED FROM THEIR HAND THIS WAY.** |  | |  | [**UNSUBSTANTIATE**](https://magicarena.fandom.com/wiki/Unsubstantiate)**Blue (2) INSTANT RETURN TARGET SPELL OR CREATURE TO ITS OWNER'S HAND.** |  | |  | [**UNSUMMON**](https://magicarena.fandom.com/wiki/Unsummon)**Blue (1) INSTANT RETURN TARGET CREATURE TO ITS OWNER'S HAND.** |  | |  | [**UNWIND**](https://magicarena.fandom.com/wiki/Unwind)**Blue (3) INSTANT COUNTER TARGET NONCREATURE SPELL. UNTAP UP TO THREE LANDS.** |  | |  | [**URO, TITAN OF NATURE'S WRATH**](https://magicarena.fandom.com/wiki/Uro,_Titan_of_Nature%27s_Wrath)**GreenBlue (3) LEGENDARY CREATURE — ELDER GIANT (6/6) WHEN URO ENTERS THE BATTLEFIELD, SACRIFICE IT UNLESS IT ESCAPED.**  **WHENEVER URO ENTERS THE BATTLEFIELD OR ATTACKS, YOU GAIN 3 LIFE AND DRAW A CARD, THEN YOU MAY PUT A LAND CARD FROM YOUR HAND ONTO THE BATTLEFIELD. ESCAPE—GreenGreenBlueBlue, EXILE FIVE OTHER CARDS FROM YOUR GRAVEYARD. (YOU MAY CAST THIS CARD FROM YOUR GRAVEYARD FOR ITS ESCAPE COST.)** |  | |  | [**VADROK, APEX OF THUNDER**](https://magicarena.fandom.com/wiki/Vadrok,_Apex_of_Thunder)**BlueRedWhite (3) LEGENDARY CREATURE — ELEMENTAL DINOSAUR CAT (3/3) MUTATE RedRed (IF YOU CAST THIS SPELL FOR ITS MUTATE COST, PUT IT OVER OR UNDER TARGET NON-HUMAN CREATURE YOU OWN. THEY MUTATE INTO THE CREATURE ON TOP PLUS ALL ABILITIES FROM UNDER IT.)**  **FLYING, FIRST STRIKE WHENEVER THIS CREATURE MUTATES, YOU MAY CAST TARGET NONCREATURE CARD WITH CONVERTED MANA COST 3 OR LESS FROM YOUR GRAVEYARD WITHOUT PAYING ITS MANA COST.** |  | |  | [**VANTRESS GARGOYLE**](https://magicarena.fandom.com/wiki/Vantress_Gargoyle)**Blue (2) ARTIFACT CREATURE — GARGOYLE (5/4) FLYING**  **VANTRESS GARGOYLE CAN'T ATTACK UNLESS DEFENDING PLAYER HAS SEVEN OR MORE CARDS IN THEIR GRAVEYARD. VANTRESS GARGOYLE CAN'T BLOCK UNLESS YOU HAVE FOUR OR MORE CARDS IN HAND. Tap: EACH PLAYER MILLS A CARD.** |  | |  | [**VANTRESS PALADIN**](https://magicarena.fandom.com/wiki/Vantress_Paladin)**Blue (4) CREATURE — HUMAN KNIGHT (2/2) FLYING**  **ADAMANT — IF AT LEAST THREE BLUE MANA WAS SPENT TO CAST THIS SPELL, VANTRESS PALADIN ENTERS THE BATTLEFIELD WITH A +1/+1 COUNTER ON IT.** |  | |  | [**VEDALKEN ARCHMAGE**](https://magicarena.fandom.com/wiki/Vedalken_Archmage)**BlueBlue (4) CREATURE — VEDALKEN WIZARD (0/2) WHENEVER YOU CAST AN ARTIFACT SPELL, DRAW A CARD.** |  | |  | [**VEDALKEN ENTRANCER**](https://magicarena.fandom.com/wiki/Vedalken_Entrancer)**Blue (4) CREATURE — VEDALKEN WIZARD (1/4) Blue, Tap: TARGET PLAYER MILLS TWO CARDS.** |  | |  | [**VEDALKEN MESMERIST**](https://magicarena.fandom.com/wiki/Vedalken_Mesmerist)**Blue (2) CREATURE — VEDALKEN WIZARD (2/1) WHENEVER VEDALKEN MESMERIST ATTACKS, TARGET CREATURE AN OPPONENT CONTROLS GETS -2/-0 UNTIL END OF TURN.** |  | |  | [**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.)** |  | |  | [**VERITY CIRCLE**](https://magicarena.fandom.com/wiki/Verity_Circle)**Blue (3) ENCHANTMENT WHENEVER A CREATURE AN OPPONENT CONTROLS BECOMES TAPPED, IF IT ISN'T BEING DECLARED AS AN ATTACKER, YOU MAY DRAW A CARD.**  **Blue: TAP TARGET CREATURE WITHOUT FLYING.** |  | |  | [**VEXING GULL**](https://magicarena.fandom.com/wiki/Vexing_Gull)**Blue (3) CREATURE — BIRD (2/2) FLASH**  **FLYING** |  | |  | [**VODALIAN ARCANIST**](https://magicarena.fandom.com/wiki/Vodalian_Arcanist)**Blue (2) CREATURE — MERFOLK WIZARD (1/3) Tap: ADD . SPEND THIS MANA ONLY TO CAST AN INSTANT OR SORCERY SPELL.** |  | |  | [**VORACIOUS GREATSHARK**](https://magicarena.fandom.com/wiki/Voracious_Greatshark)**BlueBlue (5) CREATURE — SHARK (5/4) FLASH**  **WHEN VORACIOUS GREATSHARK ENTERS THE BATTLEFIELD, COUNTER TARGET ARTIFACT OR CREATURE SPELL.** |  | |  | [**VOYAGE'S END**](https://magicarena.fandom.com/wiki/Voyage%27s_End)**Blue (2) INSTANT RETURN TARGET CREATURE TO ITS OWNER'S HAND. SCRY 1. (LOOK AT THE TOP CARD OF YOUR LIBRARY. YOU MAY PUT THAT CARD ON THE BOTTOM OF YOUR LIBRARY.)** |  | |  | [**WAKER OF WAVES**](https://magicarena.fandom.com/wiki/Waker_of_Waves)**BlueBlue (7) CREATURE — WHALE (7/7) CREATURES YOUR OPPONENTS CONTROL GET -1/-0.**  **Blue, DISCARD WAKER OF WAVES: LOOK AT THE TOP TWO CARDS OF YOUR LIBRARY. PUT ONE OF THEM INTO YOUR HAND AND THE OTHER INTO YOUR GRAVEYARD.** |  | |  | [**WALL OF LOST THOUGHTS**](https://magicarena.fandom.com/wiki/Wall_of_Lost_Thoughts)**Blue (2) CREATURE — WALL (0/4) DEFENDER**  **WHEN WALL OF LOST THOUGHTS ENTERS THE BATTLEFIELD, TARGET PLAYER MILLS FOUR CARDS.** |  | |  | [**WALL OF MIST**](https://magicarena.fandom.com/wiki/Wall_of_Mist)**Blue (2) CREATURE — WALL (0/5) DEFENDER** |  | |  | [**WALL OF RUNES**](https://magicarena.fandom.com/wiki/Wall_of_Runes)**Blue (1) CREATURE — WALL (0/4) DEFENDER (THIS CREATURE CAN'T ATTACK.)**  **WHEN WALL OF RUNES ENTERS THE BATTLEFIELD, SCRY 1. (LOOK AT THE TOP CARD OF YOUR LIBRARY. YOU MAY PUT THAT CARD ON THE BOTTOM OF YOUR LIBRARY.)** |  | |  | [**WARDEN**](https://magicarena.fandom.com/wiki/Warden)**WhiteBlue (5) SORCERY CREATE A 4/4 WHITE AND BLUE SPHINX CREATURE TOKEN WITH FLYING AND VIGILANCE.** |  | |  | [**WARDEN OF EVOS ISLE**](https://magicarena.fandom.com/wiki/Warden_of_Evos_Isle)**Blue (3) CREATURE — BIRD WIZARD (2/2) FLYING**  **CREATURE SPELLS WITH FLYING YOU CAST COST  LESS TO CAST.** |  | |  | [**WARKITE MARAUDER**](https://magicarena.fandom.com/wiki/Warkite_Marauder)**Blue (2) CREATURE — HUMAN PIRATE (2/1) FLYING**  **WHENEVER WARKITE MARAUDER ATTACKS, TARGET CREATURE DEFENDING PLAYER CONTROLS LOSES ALL ABILITIES AND HAS BASE POWER AND TOUGHNESS 0/1 UNTIL END OF TURN.** |  | |  | [**WARRANT**](https://magicarena.fandom.com/wiki/Warrant)**(2) INSTANT PUT TARGET ATTACKING OR BLOCKING CREATURE ON TOP OF ITS OWNER'S LIBRARY.** |  | |  | [**WATCHER IN THE MIST**](https://magicarena.fandom.com/wiki/Watcher_in_the_Mist)**BlueBlue (5) CREATURE — SPIRIT (3/4) FLYING**  **WHEN WATCHER IN THE MIST ENTERS THE BATTLEFIELD, SURVEIL 2. (LOOK AT THE TOP TWO CARDS OF YOUR LIBRARY, THEN PUT ANY NUMBER OF THEM INTO YOUR GRAVEYARD AND THE REST ON TOP OF YOUR LIBRARY IN ANY ORDER.)** |  | |  | [**WATCHER OF THE SPHERES**](https://magicarena.fandom.com/wiki/Watcher_of_the_Spheres)**WhiteBlue (2) CREATURE — BIRD WIZARD (2/2) FLYING**  **CREATURE SPELLS WITH FLYING YOU CAST COST  LESS TO CAST. WHENEVER ANOTHER CREATURE WITH FLYING ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, WATCHER OF THE SPHERES GETS +1/+1 UNTIL END OF TURN.** |  | |  | [**WATERKIN SHAMAN**](https://magicarena.fandom.com/wiki/Waterkin_Shaman)**Blue (2) CREATURE — ELEMENTAL SHAMAN (2/1) WHENEVER A CREATURE WITH FLYING ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, WATERKIN SHAMAN GETS +1/+1 UNTIL END OF TURN.** |  | |  | [**WATERKNOT**](https://magicarena.fandom.com/wiki/Waterknot)**BlueBlue (3) ENCHANTMENT — AURA ENCHANT CREATURE**  **WHEN WATERKNOT ENTERS THE BATTLEFIELD, TAP ENCHANTED CREATURE. ENCHANTED CREATURE DOESN'T UNTAP DURING ITS CONTROLLER'S UNTAP STEP.** |  | |  | [**WATERTRAP WEAVER**](https://magicarena.fandom.com/wiki/Watertrap_Weaver)**Blue (3) CREATURE — MERFOLK WIZARD (2/2) WHEN WATERTRAP WEAVER ENTERS THE BATTLEFIELD, TAP TARGET CREATURE AN OPPONENT CONTROLS. THAT CREATURE DOESN'T UNTAP DURING ITS CONTROLLER'S NEXT UNTAP STEP.** |  | |  | [**WAVEBREAK HIPPOCAMP**](https://magicarena.fandom.com/wiki/Wavebreak_Hippocamp)**Blue (3) ENCHANTMENT CREATURE — HORSE FISH (2/2) WHENEVER YOU CAST YOUR FIRST SPELL DURING EACH OPPONENT'S TURN, DRAW A CARD.** |  | |  | [**WEE DRAGONAUTS**](https://magicarena.fandom.com/wiki/Wee_Dragonauts)**BlueRed (3) CREATURE — FAERIE WIZARD (1/3) FLYING**  **WHENEVER YOU CAST AN INSTANT OR SORCERY SPELL, WEE DRAGONAUTS GETS +2/+0 UNTIL END OF TURN.** |  | |  | [**WEIGHT OF MEMORY**](https://magicarena.fandom.com/wiki/Weight_of_Memory)**BlueBlue (5) SORCERY DRAW THREE CARDS. TARGET PLAYER MILLS THREE CARDS.** |  | |  | [**WHELMING WAVE**](https://magicarena.fandom.com/wiki/Whelming_Wave)**BlueBlue (4) SORCERY RETURN ALL CREATURES TO THEIR OWNERS' HANDS EXCEPT FOR KRAKENS, LEVIATHANS, OCTOPUSES, AND SERPENTS.** |  | |  | [**WHIRLWIND DENIAL**](https://magicarena.fandom.com/wiki/Whirlwind_Denial)**Blue (3) INSTANT FOR EACH SPELL AND ABILITY YOUR OPPONENTS CONTROL, COUNTER IT UNLESS ITS CONTROLLER PAYS .** |  | |  | [**WHIRLWIND OF THOUGHT**](https://magicarena.fandom.com/wiki/Whirlwind_of_Thought)**BlueRedWhite (4) ENCHANTMENT WHENEVER YOU CAST A NONCREATURE SPELL, DRAW A CARD.** |  | |  | [**WHISPER AGENT**](https://magicarena.fandom.com/wiki/Whisper_Agent)**(3) CREATURE — HUMAN ROGUE (3/2) FLASH**  **WHEN WHISPER AGENT ENTERS THE BATTLEFIELD, SURVEIL 1. (LOOK AT THE TOP CARD OF YOUR LIBRARY. YOU MAY PUT IT INTO YOUR GRAVEYARD.)** |  | |  | [**WIND STRIDER**](https://magicarena.fandom.com/wiki/Wind_Strider)**Blue (5) CREATURE — MERFOLK WIZARD (3/3) FLASH**  **FLYING** |  | |  | [**WINDREADER SPHINX**](https://magicarena.fandom.com/wiki/Windreader_Sphinx)**BlueBlue (7) CREATURE — SPHINX (3/7) FLYING**  **WHENEVER A CREATURE WITH FLYING ATTACKS, YOU MAY DRAW A CARD.** |  | |  | [**WINDSTORM DRAKE**](https://magicarena.fandom.com/wiki/Windstorm_Drake)**Blue (5) CREATURE — DRAKE (3/3) FLYING**  **OTHER CREATURES YOU CONTROL WITH FLYING GET +1/+0.** |  | |  | [**WINGED WORDS**](https://magicarena.fandom.com/wiki/Winged_Words)**Blue (3) SORCERY THIS SPELL COSTS  LESS TO CAST IF YOU CONTROL A CREATURE WITH FLYING.**  **DRAW TWO CARDS.** |  | |  | [**WINGFOLD PTERON**](https://magicarena.fandom.com/wiki/Wingfold_Pteron)**Blue (6) CREATURE — DINOSAUR (3/6) WINGFOLD PTERON ENTERS THE BATTLEFIELD WITH YOUR CHOICE OF A FLYING COUNTER OR A HEXPROOF COUNTER ON IT. (A CREATURE WITH HEXPROOF CAN'T BE THE TARGET OF SPELLS OR ABILITIES YOUR OPPONENTS CONTROL.)** |  | |  | [**WINGSPAN MENTOR**](https://magicarena.fandom.com/wiki/Wingspan_Mentor)**Blue (3) CREATURE — HUMAN WIZARD (1/3) WHEN WINGSPAN MENTOR ENTERS THE BATTLEFIELD, PUT A FLYING COUNTER ON TARGET NON-HUMAN CREATURE YOU CONTROL.**  **Blue, Tap: PUT A +1/+1 COUNTER ON EACH CREATURE YOU CONTROL WITH FLYING.** |  | |  | [**WISHCOIN CRAB**](https://magicarena.fandom.com/wiki/Wishcoin_Crab)**Blue (4) CREATURE — CRAB (2/5)** |  | |  | [**WISHFUL MERFOLK**](https://magicarena.fandom.com/wiki/Wishful_Merfolk)**Blue (2) CREATURE — MERFOLK (3/2) DEFENDER**  **Blue: WISHFUL MERFOLK LOSES DEFENDER AND BECOMES A HUMAN UNTIL END OF TURN.** |  | |  | [**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.** |  | |  | [**WITNESS OF TOMORROWS**](https://magicarena.fandom.com/wiki/Witness_of_Tomorrows)**Blue (5) ENCHANTMENT CREATURE — SPHINX (3/4) FLYING**  **Blue: SCRY 1.** |  | |  | [**WIZARD'S RETORT**](https://magicarena.fandom.com/wiki/Wizard%27s_Retort)**BlueBlue (3) INSTANT THIS SPELL COSTS  LESS TO CAST IF YOU CONTROL A WIZARD.**  **COUNTER TARGET SPELL.** |  | |  | [**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.** |  | |  | [**YANLING'S HARBINGER**](https://magicarena.fandom.com/wiki/Yanling%27s_Harbinger)**BlueBlue (5) CREATURE — BIRD (2/4) FLYING**  **WHEN YANLING'S HARBINGER ENTERS THE BATTLEFIELD, YOU MAY SEARCH YOUR LIBRARY AND/OR GRAVEYARD FOR A CARD NAMED MU YANLING, CELESTIAL WIND, REVEAL IT, AND PUT IT INTO YOUR HAND. IF YOU SEARCH YOUR LIBRARY THIS WAY, SHUFFLE IT.** |  | |  | [**YAROK, THE DESECRATED**](https://magicarena.fandom.com/wiki/Yarok,_the_Desecrated)**BlackGreenBlue (5) LEGENDARY CREATURE — ELEMENTAL HORROR (3/5) DEATHTOUCH, LIFELINK**  **IF A PERMANENT ENTERING THE BATTLEFIELD CAUSES A TRIGGERED ABILITY OF A PERMANENT YOU CONTROL TO TRIGGER, THAT ABILITY TRIGGERS AN ADDITIONAL TIME.** |  | |  | [**YAROK'S WAVECRASHER**](https://magicarena.fandom.com/wiki/Yarok%27s_Wavecrasher)**Blue (4) CREATURE — ELEMENTAL (4/4) WHEN YAROK'S WAVECRASHER ENTERS THE BATTLEFIELD, RETURN ANOTHER CREATURE YOU CONTROL TO ITS OWNER'S HAND.** |  | |  | [**YORION, SKY NOMAD**](https://magicarena.fandom.com/wiki/Yorion,_Sky_Nomad)**(5) LEGENDARY CREATURE — BIRD SERPENT (4/5) COMPANION — YOUR STARTING DECK CONTAINS AT LEAST TWENTY CARDS MORE THAN THE MINIMUM DECK SIZE. (IF THIS CARD IS YOUR CHOSEN COMPANION, YOU MAY PUT IT INTO YOUR HAND FROM OUTSIDE THE GAME FOR  ANY TIME YOU COULD CAST A SORCERY.)**  **FLYING WHEN YORION ENTERS THE BATTLEFIELD, EXILE ANY NUMBER OF OTHER NONLAND PERMANENTS YOU OWN AND CONTROL. RETURN THOSE CARDS TO THE BATTLEFIELD AT THE BEGINNING OF THE NEXT END STEP.** |  | |  | [**ZAHID, DJINN OF THE LAMP**](https://magicarena.fandom.com/wiki/Zahid,_Djinn_of_the_Lamp)**BlueBlue (6) LEGENDARY CREATURE — DJINN (5/6) YOU MAY PAY Blue AND TAP AN UNTAPPED ARTIFACT YOU CONTROL RATHER THAN PAY THIS SPELL'S MANA COST.**  **FLYING** |  | |  | [**ZEGANA, UTOPIAN SPEAKER**](https://magicarena.fandom.com/wiki/Zegana,_Utopian_Speaker)**GreenBlue (4) LEGENDARY CREATURE — MERFOLK WIZARD (4/4) WHEN ZEGANA, UTOPIAN SPEAKER ENTERS THE BATTLEFIELD, IF YOU CONTROL ANOTHER CREATURE WITH A +1/+1 COUNTER ON IT, DRAW A CARD.**  **GreenBlue: ADAPT 4. (IF THIS CREATURE HAS NO +1/+1 COUNTERS ON IT, PUT FOUR +1/+1 COUNTERS ON IT.) EACH CREATURE YOU CONTROL WITH A +1/+1 COUNTER ON IT HAS TRAMPLE.** |  | |  | [**ZEPHYR CHARGE**](https://magicarena.fandom.com/wiki/Zephyr_Charge)**Blue (2) ENCHANTMENT Blue: TARGET CREATURE GAINS FLYING UNTIL END OF TURN.** |  | |  | [**ZEPHYR GULL**](https://magicarena.fandom.com/wiki/Zephyr_Gull)**Blue (1) CREATURE — BIRD (1/1) FLYING** |  | |

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| |  |  |  | | --- | --- | --- | | **745 BLACK MAGIC DECK CARDS** | | | |  | [**ABNORMAL ENDURANCE**](https://magicarena.fandom.com/wiki/Abnormal_Endurance)**Black (2) 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."** |  | |  | [**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.** |  | |  | [**ADMIRAL BECKETT BRASS**](https://magicarena.fandom.com/wiki/Admiral_Beckett_Brass)**BlueBlackRed (4) LEGENDARY CREATURE — HUMAN PIRATE (3/3) OTHER PIRATES YOU CONTROL GET +1/+1.**  **AT THE BEGINNING OF YOUR END STEP, GAIN CONTROL OF TARGET NONLAND PERMANENT CONTROLLED BY A PLAYER WHO WAS DEALT COMBAT DAMAGE BY THREE OR MORE PIRATES THIS TURN.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.)** |  | |  | [**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, MINOTAUR PIRATE**](https://magicarena.fandom.com/wiki/Angrath,_Minotaur_Pirate)**BlackRed (6) LEGENDARY PLANESWALKER — ANGRATH (5) +2: ANGRATH, MINOTAUR PIRATE DEALS 1 DAMAGE TO TARGET OPPONENT OR PLANESWALKER AND EACH CREATURE THAT PLAYER OR THAT PLANESWALKER'S CONTROLLER CONTROLS.**  **−3: RETURN TARGET PIRATE CARD FROM YOUR GRAVEYARD TO THE BATTLEFIELD. −11: DESTROY ALL CREATURES TARGET OPPONENT CONTROLS. ANGRATH, MINOTAUR PIRATE DEALS DAMAGE TO THAT PLAYER EQUAL TO THEIR TOTAL POWER.** |  | |  | [**ANGRATH, THE FLAME-CHAINED**](https://magicarena.fandom.com/wiki/Angrath,_the_Flame-Chained)**BlackRed (5) LEGENDARY PLANESWALKER — ANGRATH (4) +1: EACH OPPONENT DISCARDS A CARD AND LOSES 2 LIFE.**  **−3: GAIN CONTROL OF TARGET CREATURE UNTIL END OF TURN. UNTAP IT. IT GAINS HASTE UNTIL END OF TURN. SACRIFICE IT AT THE BEGINNING OF THE NEXT END STEP IF IT HAS CONVERTED MANA COST 3 OR LESS. −8: EACH OPPONENT LOSES LIFE EQUAL TO THE NUMBER OF CARDS IN THEIR GRAVEYARD.** |  | |  | [**ANGRATH'S AMBUSHER**](https://magicarena.fandom.com/wiki/Angrath%27s_Ambusher)**Black (3) CREATURE — ORC PIRATE (2/3) ANGRATH'S AMBUSHER GETS +2/+0 AS LONG AS YOU CONTROL AN ANGRATH PLANESWALKER.** |  | |  | [**ANGRATH'S FURY**](https://magicarena.fandom.com/wiki/Angrath%27s_Fury)**BlackRed (5) SORCERY DESTROY TARGET CREATURE. ANGRATH'S FURY DEALS 3 DAMAGE TO TARGET PLAYER OR PLANESWALKER. YOU MAY SEARCH YOUR LIBRARY AND/OR GRAVEYARD FOR A CARD NAMED ANGRATH, MINOTAUR PIRATE, REVEAL IT, AND PUT IT INTO YOUR HAND. IF YOU SEARCH YOUR LIBRARY THIS WAY, SHUFFLE IT.** |  | |  | [**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.** |  | |  | [**ANOINTED DEACON**](https://magicarena.fandom.com/wiki/Anointed_Deacon)**Black (5) CREATURE — VAMPIRE CLERIC (3/3) AT THE BEGINNING OF COMBAT ON YOUR TURN, YOU MAY HAVE TARGET VAMPIRE GET +2/+0 UNTIL END OF TURN.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**ARGUEL'S BLOOD FAST**](https://magicarena.fandom.com/wiki/Arguel%27s_Blood_Fast)**Black (2) LEGENDARY ENCHANTMENT Black, PAY 2 LIFE: DRAW A CARD.**  **AT THE BEGINNING OF YOUR UPKEEP, IF YOU HAVE 5 OR LESS LIFE, YOU MAY TRANSFORM ARGUEL'S BLOOD FAST.** |  | |  | [**ARISEN GORGON**](https://magicarena.fandom.com/wiki/Arisen_Gorgon)**BlackBlack (3) CREATURE — ZOMBIE GORGON (3/3) ARISEN GORGON HAS DEATHTOUCH AS LONG AS YOU CONTROL A LILIANA PLANESWALKER. (ANY AMOUNT OF DAMAGE THIS DEALS TO A CREATURE IS ENOUGH TO DESTROY IT.)** |  | |  | [**ARTERIAL FLOW**](https://magicarena.fandom.com/wiki/Arterial_Flow)**BlackBlack (3) SORCERY EACH OPPONENT DISCARDS TWO CARDS. IF YOU CONTROL A VAMPIRE, EACH OPPONENT LOSES 2 LIFE AND YOU GAIN 2 LIFE.** |  | |  | [**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.** |  | |  | [**ARVAD THE CURSED**](https://magicarena.fandom.com/wiki/Arvad_the_Cursed)**WhiteBlack (5) LEGENDARY CREATURE — VAMPIRE KNIGHT (3/3) DEATHTOUCH, LIFELINK**  **OTHER LEGENDARY CREATURES YOU CONTROL GET +2/+2.** |  | |  | [**ARYEL, KNIGHT OF WINDGRACE**](https://magicarena.fandom.com/wiki/Aryel,_Knight_of_Windgrace)**WhiteBlack (4) LEGENDARY CREATURE — HUMAN KNIGHT (4/4) VIGILANCE**  **White, Tap: CREATE A 2/2 WHITE KNIGHT CREATURE TOKEN WITH VIGILANCE. Black, Tap, TAP X UNTAPPED KNIGHTS YOU CONTROL: DESTROY TARGET CREATURE WITH POWER X OR LESS.** |  | |  | [**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 FORERUNNER**](https://magicarena.fandom.com/wiki/Ashiok%27s_Forerunner)**BlueBlack (5) CREATURE — HUMAN WIZARD (3/3) FLASH**  **WHEN ASHIOK'S FORERUNNER ENTERS THE BATTLEFIELD, YOU MAY SEARCH YOUR LIBRARY AND/OR GRAVEYARD FOR A CARD NAMED ASHIOK, SCULPTOR OF FEARS, REVEAL IT, AND PUT IT INTO YOUR HAND. IF YOU SEARCH YOUR LIBRARY THIS WAY, SHUFFLE IT.** |  | |  | [**ASPECT OF LAMPREY**](https://magicarena.fandom.com/wiki/Aspect_of_Lamprey)**Black (4) ENCHANTMENT — AURA ENCHANT CREATURE YOU CONTROL**  **WHEN ASPECT OF LAMPREY ENTERS THE BATTLEFIELD, TARGET OPPONENT DISCARDS TWO CARDS. ENCHANTED CREATURE HAS LIFELINK.** |  | |  | [**ASSASSIN'S STRIKE**](https://magicarena.fandom.com/wiki/Assassin%27s_Strike)**BlackBlack (6) SORCERY DESTROY TARGET CREATURE. ITS CONTROLLER DISCARDS A CARD.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**AUGER SPREE**](https://magicarena.fandom.com/wiki/Auger_Spree)**BlackRed (3) INSTANT TARGET CREATURE GETS +4/-4 UNTIL END OF TURN.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.")** |  | |  | [**BANEHOUND**](https://magicarena.fandom.com/wiki/Banehound)**Black (1) CREATURE — NIGHTMARE DOG (1/1) LIFELINK, HASTE** |  | |  | [**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.** |  | |  | [**BARONY VAMPIRE**](https://magicarena.fandom.com/wiki/Barony_Vampire)**Black (3) CREATURE — VAMPIRE (3/2)** |  | |  | [**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.)** |  | |  | [**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.** |  | |  | [**BARTER IN BLOOD**](https://magicarena.fandom.com/wiki/Barter_in_Blood)**BlackBlack (4) SORCERY EACH PLAYER SACRIFICES TWO CREATURES.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**BISHOP OF THE BLOODSTAINED**](https://magicarena.fandom.com/wiki/Bishop_of_the_Bloodstained)**BlackBlack (5) CREATURE — VAMPIRE CLERIC (3/3) WHEN BISHOP OF THE BLOODSTAINED ENTERS THE BATTLEFIELD, TARGET OPPONENT LOSES 1 LIFE FOR EACH VAMPIRE YOU CONTROL.** |  | |  | [**BLACK CAT**](https://magicarena.fandom.com/wiki/Black_Cat)**Black (2) CREATURE — ZOMBIE CAT (1/1) WHEN BLACK CAT DIES, TARGET OPPONENT DISCARDS A CARD AT RANDOM.** |  | |  | [**BLACK MARKET**](https://magicarena.fandom.com/wiki/Black_Market)**BlackBlack (5) ENCHANTMENT WHENEVER A CREATURE DIES, PUT A CHARGE COUNTER ON BLACK MARKET.**  **AT THE BEGINNING OF YOUR PRECOMBAT MAIN PHASE, ADD Black FOR EACH CHARGE COUNTER ON BLACK MARKET.** |  | |  | [**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 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.** |  | |  | [**BLADEWING THE RISEN**](https://magicarena.fandom.com/wiki/Bladewing_the_Risen)**BlackBlackRedRed (7) LEGENDARY CREATURE — ZOMBIE DRAGON (4/4) FLYING**  **WHEN BLADEWING THE RISEN ENTERS THE BATTLEFIELD, YOU MAY RETURN TARGET DRAGON PERMANENT CARD FROM YOUR GRAVEYARD TO THE BATTLEFIELD. BlackRed: DRAGON CREATURES GET +1/+1 UNTIL END OF TURN.** |  | |  | [**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.)** |  | |  | [**BLESSING OF BELZENLOK**](https://magicarena.fandom.com/wiki/Blessing_of_Belzenlok)**Black (1) INSTANT TARGET CREATURE GETS +2/+1 UNTIL END OF TURN. IF IT'S LEGENDARY, IT ALSO GAINS LIFELINK UNTIL END OF TURN.** |  | |  | [**BLIGHT KEEPER**](https://magicarena.fandom.com/wiki/Blight_Keeper)**Black (1) CREATURE — BAT IMP (1/1) FLYING**  **Black, Tap, SACRIFICE BLIGHT KEEPER: TARGET OPPONENT LOSES 4 LIFE AND YOU GAIN 4 LIFE.** |  | |  | [**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.)** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**BLOOD ARTIST**](https://magicarena.fandom.com/wiki/Blood_Artist)**Black (2) CREATURE — VAMPIRE (0/1) WHENEVER BLOOD ARTIST OR ANOTHER CREATURE DIES, TARGET PLAYER LOSES 1 LIFE AND YOU GAIN 1 LIFE.** |  | |  | [**BLOOD BURGLAR**](https://magicarena.fandom.com/wiki/Blood_Burglar)**Black (2) CREATURE — VAMPIRE ROGUE (2/2) AS LONG AS IT'S YOUR TURN, BLOOD BURGLAR HAS LIFELINK.(DAMAGE DEALT BY THIS CREATURE ALSO CAUSES YOU TO GAIN THAT MUCH LIFE.)** |  | |  | [**BLOOD 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 DIVINATION**](https://magicarena.fandom.com/wiki/Blood_Divination)**Black (4) SORCERY AS AN ADDITIONAL COST TO CAST THIS SPELL, SACRIFICE A CREATURE.**  **DRAW THREE CARDS.** |  | |  | [**BLOOD 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 HOST**](https://magicarena.fandom.com/wiki/Blood_Host)**BlackBlack (5) CREATURE — VAMPIRE (3/3) Black, SACRIFICE ANOTHER CREATURE: PUT A +1/+1 COUNTER ON BLOOD HOST AND YOU GAIN 2 LIFE.** |  | |  | [**BLOOD OPERATIVE**](https://magicarena.fandom.com/wiki/Blood_Operative)**BlackBlack (3) CREATURE — VAMPIRE ASSASSIN (3/1) LIFELINK**  **WHEN BLOOD OPERATIVE ENTERS THE BATTLEFIELD, YOU MAY EXILE TARGET CARD FROM A GRAVEYARD. WHENEVER YOU SURVEIL, IF BLOOD OPERATIVE IS IN YOUR GRAVEYARD, YOU MAY PAY 3 LIFE. IF YOU DO, RETURN BLOOD OPERATIVE TO YOUR HAND.** |  | |  | [**BLOODBOND VAMPIRE**](https://magicarena.fandom.com/wiki/Bloodbond_Vampire)**BlackBlack (4) CREATURE — VAMPIRE SHAMAN ALLY (3/3) WHENEVER YOU GAIN LIFE, PUT A +1/+1 COUNTER ON BLOODBOND VAMPIRE.** |  | |  | [**BLOODCRAZED PALADIN**](https://magicarena.fandom.com/wiki/Bloodcrazed_Paladin)**Black (2) CREATURE — VAMPIRE KNIGHT (1/1) FLASH**  **BLOODCRAZED PALADIN ENTERS THE BATTLEFIELD WITH A +1/+1 COUNTER ON IT FOR EACH CREATURE THAT DIED THIS TURN.** |  | |  | [**BLOODHUNTER BAT**](https://magicarena.fandom.com/wiki/Bloodhunter_Bat)**Black (4) CREATURE — BAT (2/2) FLYING**  **WHEN BLOODHUNTER BAT ENTERS THE BATTLEFIELD, TARGET PLAYER LOSES 2 LIFE AND YOU GAIN 2 LIFE.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**BOGBREW WITCH**](https://magicarena.fandom.com/wiki/Bogbrew_Witch)**Black (4) CREATURE — HUMAN WIZARD (1/3) , Tap: SEARCH YOUR LIBRARY FOR A CARD NAMED FESTERING NEWT OR BUBBLING CAULDRON, PUT IT ONTO THE BATTLEFIELD TAPPED, THEN SHUFFLE YOUR LIBRARY.** |  | |  | [**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.** |  | |  | [**BOND OF REVIVAL**](https://magicarena.fandom.com/wiki/Bond_of_Revival)**Black (5) SORCERY RETURN TARGET CREATURE CARD FROM YOUR GRAVEYARD TO THE BATTLEFIELD. IT GAINS HASTE UNTIL YOUR NEXT TURN.** |  | |  | [**BONE DRAGON**](https://magicarena.fandom.com/wiki/Bone_Dragon)**BlackBlack (5) CREATURE — DRAGON SKELETON (5/4) FLYING**  **BlackBlack, EXILE SEVEN OTHER CARDS FROM YOUR GRAVEYARD: RETURN BONE DRAGON FROM YOUR GRAVEYARD TO THE BATTLEFIELD TAPPED.** |  | |  | [**BONE PICKER**](https://magicarena.fandom.com/wiki/Bone_Picker)**Black (4) CREATURE — BIRD (3/2) THIS SPELL COSTS  LESS TO CAST IF A CREATURE DIED THIS TURN.**  **FLYING, DEATHTOUCH** |  | |  | [**BONE SPLINTERS**](https://magicarena.fandom.com/wiki/Bone_Splinters)**Black (1) SORCERY AS AN ADDITIONAL COST TO CAST THIS SPELL, SACRIFICE A CREATURE.**  **DESTROY TARGET CREATURE.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**BONEYARD PARLEY**](https://magicarena.fandom.com/wiki/Boneyard_Parley)**BlackBlack (7) SORCERY EXILE UP TO FIVE TARGET CREATURE CARDS FROM GRAVEYARDS. AN OPPONENT SEPARATES THOSE CARDS INTO TWO PILES. PUT ALL CARDS FROM THE PILE OF YOUR CHOICE ONTO THE BATTLEFIELD UNDER YOUR CONTROL AND THE REST INTO THEIR OWNERS' GRAVEYARDS.** |  | |  | [**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.** |  | |  | [**BRAIN MAGGOT**](https://magicarena.fandom.com/wiki/Brain_Maggot)**Black (2) ENCHANTMENT CREATURE — INSECT (1/1) WHEN BRAIN MAGGOT ENTERS THE BATTLEFIELD, TARGET OPPONENT REVEALS THEIR HAND AND YOU CHOOSE A NONLAND CARD FROM IT. EXILE THAT CARD UNTIL BRAIN MAGGOT LEAVES THE BATTLEFIELD.** |  | |  | [**BRAWL-BASH OGRE**](https://magicarena.fandom.com/wiki/Brawl-Bash_Ogre)**BlackRed (4) CREATURE — OGRE WARRIOR (3/3) MENACE (THIS CREATURE CAN'T BE BLOCKED EXCEPT BY TWO OR MORE CREATURES.)**  **WHENEVER BRAWL-BASH OGRE ATTACKS, YOU MAY SACRIFICE ANOTHER CREATURE. IF YOU DO, BRAWL-BASH OGRE GETS +2/+2 UNTIL END OF TURN.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**CABAL EVANGEL**](https://magicarena.fandom.com/wiki/Cabal_Evangel)**Black (2) CREATURE — HUMAN CLERIC (2/2)** |  | |  | [**CABAL PALADIN**](https://magicarena.fandom.com/wiki/Cabal_Paladin)**Black (4) CREATURE — HUMAN KNIGHT (4/2) WHENEVER YOU CAST A HISTORIC SPELL, CABAL PALADIN DEALS 2 DAMAGE TO EACH OPPONENT. (ARTIFACTS, LEGENDARIES, AND SAGAS ARE HISTORIC.)** |  | |  | [**CADAVER IMP**](https://magicarena.fandom.com/wiki/Cadaver_Imp)**BlackBlack (3) CREATURE — IMP (1/1) FLYING**  **WHEN CADAVER IMP ENTERS THE BATTLEFIELD, YOU MAY RETURN TARGET CREATURE CARD FROM YOUR GRAVEYARD TO YOUR HAND.** |  | |  | [**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.** |  | |  | [**CALIGO SKIN-WITCH**](https://magicarena.fandom.com/wiki/Caligo_Skin-Witch)**Black (2) CREATURE — HUMAN WIZARD (1/3) KICKER Black (YOU MAY PAY AN ADDITIONAL Black AS YOU CAST THIS SPELL.)**  **WHEN CALIGO SKIN-WITCH ENTERS THE BATTLEFIELD, IF IT WAS KICKED, EACH OPPONENT DISCARDS TWO CARDS.** |  | |  | [**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.** |  | |  | [**CALL TO THE FEAST**](https://magicarena.fandom.com/wiki/Call_to_the_Feast)**WhiteBlack (4) SORCERY CREATE THREE 1/1 WHITE VAMPIRE CREATURE TOKENS WITH LIFELINK.** |  | |  | [**CANAL MONITOR**](https://magicarena.fandom.com/wiki/Canal_Monitor)**Black (5) CREATURE — LIZARD (5/3)** |  | |  | [**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.** |  | |  | [**CARNAGE**](https://magicarena.fandom.com/wiki/Carnage)**BlackRed (4) SORCERY CARNAGE DEALS 3 DAMAGE TO TARGET OPPONENT. THAT PLAYER DISCARDS TWO CARDS.** |  | |  | [**CARNIFEX DEMON**](https://magicarena.fandom.com/wiki/Carnifex_Demon)**BlackBlack (6) CREATURE — DEMON (6/6) FLYING**  **CARNIFEX DEMON ENTERS THE BATTLEFIELD WITH TWO -1/-1 COUNTERS ON IT. Black, REMOVE A -1/-1 COUNTER FROM CARNIFEX DEMON: PUT A -1/-1 COUNTER ON EACH OTHER CREATURE.** |  | |  | [**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 DOWN**](https://magicarena.fandom.com/wiki/Cast_Down)**Black (2) INSTANT DESTROY TARGET NONLEGENDARY CREATURE.** |  | |  | [**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)** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**CEMETERY RECRUITMENT**](https://magicarena.fandom.com/wiki/Cemetery_Recruitment)**Black (2) SORCERY RETURN TARGET CREATURE CARD FROM YOUR GRAVEYARD TO YOUR HAND. IF IT'S A ZOMBIE CARD, DRAW A CARD.** |  | |  | [**CHAINER'S EDICT**](https://magicarena.fandom.com/wiki/Chainer%27s_Edict)**Black (2) SORCERY TARGET PLAYER SACRIFICES A CREATURE.**  **FLASHBACK BlackBlack (YOU MAY CAST THIS CARD FROM YOUR GRAVEYARD FOR ITS FLASHBACK COST. THEN EXILE IT.)** |  | |  | [**CHAINER'S TORMENT**](https://magicarena.fandom.com/wiki/Chainer%27s_Torment)**Black (4) ENCHANTMENT — SAGA (AS THIS SAGA ENTERS AND AFTER YOUR DRAW STEP, ADD A LORE COUNTER. SACRIFICE AFTER III.)**  **I, II — CHAINER'S TORMENT DEALS 2 DAMAGE TO EACH OPPONENT AND YOU GAIN 2 LIFE. III — CREATE AN X/X BLACK NIGHTMARE HORROR CREATURE TOKEN, WHERE X IS HALF YOUR LIFE TOTAL, ROUNDED UP. IT DEALS X DAMAGE TO YOU.** |  | |  | [**CHAMPION OF DUSK**](https://magicarena.fandom.com/wiki/Champion_of_Dusk)**BlackBlack (5) CREATURE — VAMPIRE KNIGHT (4/4) WHEN CHAMPION OF DUSK ENTERS THE BATTLEFIELD, YOU DRAW X CARDS AND YOU LOSE X LIFE, WHERE X IS THE NUMBER OF VAMPIRES YOU CONTROL.** |  | |  | [**CHARITY EXTRACTOR**](https://magicarena.fandom.com/wiki/Charity_Extractor)**Black (4) CREATURE — HUMAN KNIGHT (1/5) LIFELINK** |  | |  | [**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.** |  | |  | [**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** |  | |  | [**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.** |  | |  | [**CHROMIUM, THE MUTABLE**](https://magicarena.fandom.com/wiki/Chromium,_the_Mutable)**WhiteBlueBlack (7) LEGENDARY CREATURE — ELDER DRAGON (7/7) FLASH**  **THIS SPELL CAN'T BE COUNTERED. FLYING DISCARD A CARD: UNTIL END OF TURN, CHROMIUM, THE MUTABLE BECOMES A HUMAN WITH BASE POWER AND TOUGHNESS 1/1, LOSES ALL ABILITIES, AND GAINS HEXPROOF. IT CAN'T BE BLOCKED THIS TURN.** |  | |  | [**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.** |  | |  | [**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.)** |  | |  | [**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.** |  | |  | [**CONCOCT**](https://magicarena.fandom.com/wiki/Concoct)**BlueBlack (5) SORCERY SURVEIL 3, THEN RETURN A CREATURE CARD FROM YOUR GRAVEYARD TO THE BATTLEFIELD.** |  | |  | [**CONNIVE**](https://magicarena.fandom.com/wiki/Connive)**(4) SORCERY GAIN CONTROL OF TARGET CREATURE WITH POWER 2 OR LESS.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**CONTRACT KILLING**](https://magicarena.fandom.com/wiki/Contract_Killing)**BlackBlack (5) SORCERY DESTROY TARGET CREATURE. CREATE TWO TREASURE TOKENS. (THEY'RE ARTIFACTS WITH "Tap, SACRIFICE THIS ARTIFACT: ADD ONE MANA OF ANY COLOR.")** |  | |  | [**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 HAULER**](https://magicarena.fandom.com/wiki/Corpse_Hauler)**Black (2) CREATURE — HUMAN ROGUE (2/1) Black, SACRIFICE CORPSE HAULER: RETURN ANOTHER TARGET CREATURE CARD FROM YOUR GRAVEYARD TO YOUR HAND.** |  | |  | [**CORPSE 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.** |  | |  | [**CORPSE TRADERS**](https://magicarena.fandom.com/wiki/Corpse_Traders)**Black (4) CREATURE — HUMAN ROGUE (3/3) Black, SACRIFICE A CREATURE: TARGET OPPONENT REVEALS THEIR HAND. YOU CHOOSE A CARD FROM IT. THAT PLAYER DISCARDS THAT CARD. ACTIVATE THIS ABILITY ONLY ANY TIME YOU COULD CAST A SORCERY.** |  | |  | [**COSTLY PLUNDER**](https://magicarena.fandom.com/wiki/Costly_Plunder)**Black (2) INSTANT AS AN ADDITIONAL COST TO CAST THIS SPELL, SACRIFICE AN ARTIFACT OR CREATURE.**  **DRAW TWO CARDS.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**CROW OF DARK TIDINGS**](https://magicarena.fandom.com/wiki/Crow_of_Dark_Tidings)**Black (3) CREATURE — ZOMBIE BIRD (2/1) FLYING**  **WHEN CROW OF DARK TIDINGS ENTERS THE BATTLEFIELD OR DIES, MILL TWO CARDS.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**CRYPTBREAKER**](https://magicarena.fandom.com/wiki/Cryptbreaker)**Black (1) CREATURE — ZOMBIE (1/1) Black, Tap, DISCARD A CARD: CREATE A 2/2 BLACK ZOMBIE CREATURE TOKEN.**  **TAP THREE UNTAPPED ZOMBIES YOU CONTROL: YOU DRAW A CARD AND YOU LOSE 1 LIFE.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**DARIGAAZ REINCARNATED**](https://magicarena.fandom.com/wiki/Darigaaz_Reincarnated)**BlackRedGreen (7) LEGENDARY CREATURE — DRAGON (7/7) FLYING, TRAMPLE, HASTE**  **IF DARIGAAZ REINCARNATED WOULD DIE, INSTEAD EXILE IT WITH THREE EGG COUNTERS ON IT. AT THE BEGINNING OF YOUR UPKEEP, IF DARIGAAZ IS EXILED WITH AN EGG COUNTER ON IT, REMOVE AN EGG COUNTER FROM IT. THEN IF DARIGAAZ HAS NO EGG COUNTERS ON IT, RETURN IT TO THE BATTLEFIELD.** |  | |  | [**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 INQUIRY**](https://magicarena.fandom.com/wiki/Dark_Inquiry)**Black (3) SORCERY TARGET OPPONENT REVEALS THEIR HAND. YOU CHOOSE A NONLAND CARD FROM IT. THAT PLAYER DISCARDS THAT CARD.** |  | |  | [**DARK NOURISHMENT**](https://magicarena.fandom.com/wiki/Dark_Nourishment)**Black (5) INSTANT DARK NOURISHMENT DEALS 3 DAMAGE TO ANY TARGET. YOU GAIN 3 LIFE.** |  | |  | [**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.** |  | |  | [**DEAD MAN'S CHEST**](https://magicarena.fandom.com/wiki/Dead_Man%27s_Chest)**Black (2) ENCHANTMENT — AURA ENCHANT CREATURE AN OPPONENT CONTROLS**  **WHEN ENCHANTED CREATURE DIES, EXILE CARDS EQUAL TO ITS POWER FROM THE TOP OF ITS OWNER'S LIBRARY. YOU MAY CAST SPELLS FROM AMONG THOSE CARDS FOR AS LONG AS THEY REMAIN EXILED, AND YOU MAY SPEND MANA AS THOUGH IT WERE MANA OF ANY TYPE TO CAST THOSE SPELLS.** |  | |  | [**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.** |  | |  | [**DEADEYE BRAWLER**](https://magicarena.fandom.com/wiki/Deadeye_Brawler)**BlueBlack (4) CREATURE — HUMAN PIRATE (2/4) DEATHTOUCH**  **ASCEND (IF YOU CONTROL TEN OR MORE PERMANENTS, YOU GET THE CITY'S BLESSING FOR THE REST OF THE GAME.) WHENEVER DEADEYE BRAWLER DEALS COMBAT DAMAGE TO A PLAYER, IF YOU HAVE THE CITY'S BLESSING, DRAW A CARD.** |  | |  | [**DEADEYE PLUNDERERS**](https://magicarena.fandom.com/wiki/Deadeye_Plunderers)**BlueBlack (5) CREATURE — HUMAN PIRATE (3/3) DEADEYE PLUNDERERS GETS +1/+1 FOR EACH ARTIFACT YOU CONTROL.**  **BlueBlack: CREATE A TREASURE TOKEN. (IT'S AN ARTIFACT WITH "Tap, SACRIFICE THIS ARTIFACT: ADD ONE MANA OF ANY COLOR.")** |  | |  | [**DEADEYE TORMENTOR**](https://magicarena.fandom.com/wiki/Deadeye_Tormentor)**Black (3) CREATURE — HUMAN PIRATE (2/2) RAID — WHEN DEADEYE TORMENTOR ENTERS THE BATTLEFIELD, IF YOU ATTACKED THIS TURN, TARGET OPPONENT DISCARDS A CARD.** |  | |  | [**DEADEYE TRACKER**](https://magicarena.fandom.com/wiki/Deadeye_Tracker)**Black (1) CREATURE — HUMAN PIRATE (1/1) Black, Tap: EXILE TWO TARGET CARDS FROM AN OPPONENT'S GRAVEYARD. DEADEYE TRACKER EXPLORES. (REVEAL THE TOP CARD OF YOUR LIBRARY. PUT THAT CARD INTO YOUR HAND IF IT'S A LAND. OTHERWISE, PUT A +1/+1 COUNTER ON THIS CREATURE, THEN PUT THE CARD BACK OR PUT IT INTO YOUR GRAVEYARD.)** |  | |  | [**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.)** |  | |  | [**DEATH BARON**](https://magicarena.fandom.com/wiki/Death_Baron)**BlackBlack (3) CREATURE — ZOMBIE WIZARD (2/2) SKELETONS YOU CONTROL AND OTHER ZOMBIES YOU CONTROL GET +1/+1 AND HAVE DEATHTOUCH.** |  | |  | [**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 ANCIENT**](https://magicarena.fandom.com/wiki/Deathless_Ancient)**BlackBlack (6) CREATURE — VAMPIRE KNIGHT (4/4) FLYING**  **TAP THREE UNTAPPED VAMPIRES YOU CONTROL: RETURN DEATHLESS ANCIENT FROM YOUR GRAVEYARD TO YOUR HAND.** |  | |  | [**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 APPROACH**](https://magicarena.fandom.com/wiki/Death%27s_Approach)**Black (1) ENCHANTMENT — AURA ENCHANT CREATURE**  **ENCHANTED CREATURE GETS -X/-X, WHERE X IS THE NUMBER OF CREATURE CARDS IN ITS CONTROLLER'S GRAVEYARD.** |  | |  | [**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.)** |  | |  | [**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.** |  | |  | [**DEMON OF CATASTROPHES**](https://magicarena.fandom.com/wiki/Demon_of_Catastrophes)**BlackBlack (4) CREATURE — DEMON (6/6) AS AN ADDITIONAL COST TO CAST THIS SPELL, SACRIFICE A CREATURE.**  **FLYING, TRAMPLE** |  | |  | [**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.** |  | |  | [**DEMONIC VIGOR**](https://magicarena.fandom.com/wiki/Demonic_Vigor)**Black (1) ENCHANTMENT — AURA ENCHANT CREATURE**  **ENCHANTED CREATURE GETS +1/+1. WHEN ENCHANTED CREATURE DIES, RETURN THAT CARD TO ITS OWNER'S HAND.** |  | |  | [**DEMONLORD BELZENLOK**](https://magicarena.fandom.com/wiki/Demonlord_Belzenlok)**BlackBlack (6) LEGENDARY CREATURE — ELDER DEMON (6/6) FLYING, TRAMPLE**  **WHEN DEMONLORD BELZENLOK ENTERS THE BATTLEFIELD, EXILE CARDS FROM THE TOP OF YOUR LIBRARY UNTIL YOU EXILE A NONLAND CARD, THEN PUT THAT CARD INTO YOUR HAND. IF THE CARD'S CONVERTED MANA COST IS 4 OR GREATER, REPEAT THIS PROCESS. DEMONLORD BELZENLOK DEALS 1 DAMAGE TO YOU FOR EACH CARD PUT INTO YOUR HAND THIS WAY.** |  | |  | [**DESPARK**](https://magicarena.fandom.com/wiki/Despark)**WhiteBlack (2) INSTANT EXILE TARGET PERMANENT WITH CONVERTED MANA COST 4 OR GREATER.** |  | |  | [**DESPERATE CASTAWAYS**](https://magicarena.fandom.com/wiki/Desperate_Castaways)**Black (2) CREATURE — HUMAN PIRATE (2/3) DESPERATE CASTAWAYS CAN'T ATTACK UNLESS YOU CONTROL AN ARTIFACT.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**DINOSAUR HUNTER**](https://magicarena.fandom.com/wiki/Dinosaur_Hunter)**Black (2) CREATURE — HUMAN PIRATE (2/2) WHENEVER DINOSAUR HUNTER DEALS DAMAGE TO A DINOSAUR, DESTROY THAT CREATURE.** |  | |  | [**DINROVA HORROR**](https://magicarena.fandom.com/wiki/Dinrova_Horror)**BlueBlack (6) CREATURE — HORROR (4/4) WHEN DINROVA HORROR ENTERS THE BATTLEFIELD, RETURN TARGET PERMANENT TO ITS OWNER'S HAND, THEN THAT PLAYER DISCARDS A CARD.** |  | |  | [**DIRE FLEET CAPTAIN**](https://magicarena.fandom.com/wiki/Dire_Fleet_Captain)**BlackRed (2) CREATURE — ORC PIRATE (2/2) WHENEVER DIRE FLEET CAPTAIN ATTACKS, IT GETS +1/+1 UNTIL END OF TURN FOR EACH OTHER ATTACKING PIRATE.** |  | |  | [**DIRE FLEET HOARDER**](https://magicarena.fandom.com/wiki/Dire_Fleet_Hoarder)**Black (2) CREATURE — HUMAN PIRATE (2/1) WHEN DIRE FLEET HOARDER DIES, CREATE A TREASURE TOKEN. (IT'S AN ARTIFACT WITH "Tap, SACRIFICE THIS ARTIFACT: ADD ONE MANA OF ANY COLOR.")** |  | |  | [**DIRE FLEET INTERLOPER**](https://magicarena.fandom.com/wiki/Dire_Fleet_Interloper)**Black (4) CREATURE — HUMAN PIRATE (2/2) MENACE**  **WHEN DIRE FLEET INTERLOPER ENTERS THE BATTLEFIELD, IT EXPLORES. (REVEAL THE TOP CARD OF YOUR LIBRARY. PUT THAT CARD INTO YOUR HAND IF IT'S A LAND. OTHERWISE, PUT A +1/+1 COUNTER ON THIS CREATURE, THEN PUT THE CARD BACK OR PUT IT INTO YOUR GRAVEYARD.)** |  | |  | [**DIRE FLEET NECKBREAKER**](https://magicarena.fandom.com/wiki/Dire_Fleet_Neckbreaker)**BlackRed (4) CREATURE — ORC PIRATE (3/2) ATTACKING PIRATES YOU CONTROL GET +2/+0.** |  | |  | [**DIRE FLEET POISONER**](https://magicarena.fandom.com/wiki/Dire_Fleet_Poisoner)**Black (2) CREATURE — HUMAN PIRATE (2/2) FLASH**  **DEATHTOUCH WHEN DIRE FLEET POISONER ENTERS THE BATTLEFIELD, TARGET ATTACKING PIRATE YOU CONTROL GETS +1/+1 AND GAINS DEATHTOUCH UNTIL END OF TURN.** |  | |  | [**DIRE FLEET RAVAGER**](https://magicarena.fandom.com/wiki/Dire_Fleet_Ravager)**BlackBlack (5) CREATURE — ORC PIRATE WIZARD (4/4) MENACE, DEATHTOUCH**  **WHEN DIRE FLEET RAVAGER ENTERS THE BATTLEFIELD, EACH PLAYER LOSES A THIRD OF THEIR LIFE, ROUNDED UP.** |  | |  | [**DIRE FLEET WARMONGER**](https://magicarena.fandom.com/wiki/Dire_Fleet_Warmonger)**BlackRed (3) CREATURE — ORC PIRATE (3/3) AT THE BEGINNING OF COMBAT ON YOUR TURN, YOU MAY SACRIFICE ANOTHER CREATURE. IF YOU DO, DIRE FLEET WARMONGER GETS +2/+2 AND GAINS TRAMPLE UNTIL END OF TURN. (IT CAN DEAL EXCESS COMBAT DAMAGE TO THE PLAYER OR PLANESWALKER IT'S ATTACKING.)** |  | |  | [**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.** |  | |  | [**DIREGRAF GHOUL**](https://magicarena.fandom.com/wiki/Diregraf_Ghoul)**Black (1) CREATURE — ZOMBIE (2/2) DIREGRAF GHOUL ENTERS THE BATTLEFIELD TAPPED.** |  | |  | [**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.** |  | |  | [**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.)** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**DIVEST**](https://magicarena.fandom.com/wiki/Divest)**Black (1) SORCERY TARGET PLAYER REVEALS THEIR HAND. YOU CHOOSE AN ARTIFACT OR CREATURE CARD FROM IT. THAT PLAYER DISCARDS THAT CARD.** |  | |  | [**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.)** |  | |  | [**DOOMED DISSENTER**](https://magicarena.fandom.com/wiki/Doomed_Dissenter)**Black (2) CREATURE — HUMAN (1/1) WHEN DOOMED DISSENTER DIES, CREATE A 2/2 BLACK ZOMBIE CREATURE TOKEN.** |  | |  | [**DOOMED NECROMANCER**](https://magicarena.fandom.com/wiki/Doomed_Necromancer)**Black (3) CREATURE — HUMAN CLERIC MERCENARY (2/2) Black, Tap, SACRIFICE DOOMED NECROMANCER: RETURN TARGET CREATURE CARD FROM YOUR GRAVEYARD TO THE BATTLEFIELD.** |  | |  | [**DOUSE IN GLOOM**](https://magicarena.fandom.com/wiki/Douse_in_Gloom)**Black (3) INSTANT DOUSE IN GLOOM DEALS 2 DAMAGE TO TARGET CREATURE AND YOU GAIN 2 LIFE.** |  | |  | [**DOUSER OF LIGHTS**](https://magicarena.fandom.com/wiki/Douser_of_Lights)**Black (5) CREATURE — HORROR (4/5)** |  | |  | [**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.** |  | |  | [**DRAINPIPE VERMIN**](https://magicarena.fandom.com/wiki/Drainpipe_Vermin)**Black (1) CREATURE — RAT (1/1) WHEN DRAINPIPE VERMIN DIES, YOU MAY PAY Black. IF YOU DO, TARGET PLAYER DISCARDS A CARD.** |  | |  | [**DRANA, LIBERATOR OF MALAKIR**](https://magicarena.fandom.com/wiki/Drana,_Liberator_of_Malakir)**BlackBlack (3) LEGENDARY CREATURE — VAMPIRE ALLY (2/3) FLYING, FIRST STRIKE**  **WHENEVER DRANA, LIBERATOR OF MALAKIR DEALS COMBAT DAMAGE TO A PLAYER, PUT A +1/+1 COUNTER ON EACH ATTACKING CREATURE YOU CONTROL.** |  | |  | [**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.** |  | |  | [**DREAD SHADE**](https://magicarena.fandom.com/wiki/Dread_Shade)**BlackBlackBlack (3) CREATURE — SHADE (3/3) Black: DREAD SHADE GETS +1/+1 UNTIL END OF TURN.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**DRUDGE SENTINEL**](https://magicarena.fandom.com/wiki/Drudge_Sentinel)**Black (3) CREATURE — SKELETON WARRIOR (2/1) : TAP DRUDGE SENTINEL. IT GAINS INDESTRUCTIBLE UNTIL END OF TURN. (DAMAGE AND EFFECTS THAT SAY "DESTROY" DON'T DESTROY IT.)** |  | |  | [**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.** |  | |  | [**DUSK CHARGER**](https://magicarena.fandom.com/wiki/Dusk_Charger)**Black (4) CREATURE — HORSE (3/3) ASCEND (IF YOU CONTROL TEN OR MORE PERMANENTS, YOU GET THE CITY'S BLESSING FOR THE REST OF THE GAME.)**  **DUSK CHARGER GETS +2/+2 AS LONG AS YOU HAVE THE CITY'S BLESSING.** |  | |  | [**DUSK LEGION ZEALOT**](https://magicarena.fandom.com/wiki/Dusk_Legion_Zealot)**Black (2) CREATURE — VAMPIRE SOLDIER (1/1) WHEN DUSK LEGION ZEALOT ENTERS THE BATTLEFIELD, YOU DRAW A CARD AND YOU LOSE 1 LIFE.** |  | |  | [**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.** |  | |  | [**DUTIFUL ATTENDANT**](https://magicarena.fandom.com/wiki/Dutiful_Attendant)**Black (3) CREATURE — HUMAN WARRIOR (1/2) WHEN DUTIFUL ATTENDANT DIES, RETURN ANOTHER TARGET CREATURE CARD FROM YOUR GRAVEYARD TO YOUR HAND.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**ELENDA, THE DUSK ROSE**](https://magicarena.fandom.com/wiki/Elenda,_the_Dusk_Rose)**WhiteBlack (4) LEGENDARY CREATURE — VAMPIRE KNIGHT (1/1) LIFELINK**  **WHENEVER ANOTHER CREATURE DIES, PUT A +1/+1 COUNTER ON ELENDA, THE DUSK ROSE. WHEN ELENDA DIES, CREATE X 1/1 WHITE VAMPIRE CREATURE TOKENS WITH LIFELINK, WHERE X IS ELENDA'S POWER.** |  | |  | [**ELIMINATE**](https://magicarena.fandom.com/wiki/Eliminate)**Black (2) INSTANT DESTROY TARGET CREATURE OR PLANESWALKER WITH CONVERTED MANA COST 3 OR LESS.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.)** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.)** |  | |  | [**ENTOMBER EXARCH**](https://magicarena.fandom.com/wiki/Entomber_Exarch)**BlackBlack (4) CREATURE — CLERIC (2/2) WHEN ENTOMBER EXARCH ENTERS THE BATTLEFIELD, CHOOSE ONE —**  **• RETURN TARGET CREATURE CARD FROM YOUR GRAVEYARD TO YOUR HAND. • TARGET OPPONENT REVEALS THEIR HAND. YOU CHOOSE A NONCREATURE CARD FROM IT. THAT PLAYER DISCARDS THAT CARD.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**ETERNAL TASKMASTER**](https://magicarena.fandom.com/wiki/Eternal_Taskmaster)**Black (2) CREATURE — ZOMBIE (2/3) ETERNAL TASKMASTER ENTERS THE BATTLEFIELD TAPPED.**  **WHENEVER ETERNAL TASKMASTER ATTACKS, YOU MAY PAY Black. IF YOU DO, RETURN TARGET CREATURE CARD FROM YOUR GRAVEYARD TO YOUR HAND.** |  | |  | [**ETERNAL THIRST**](https://magicarena.fandom.com/wiki/Eternal_Thirst)**Black (2) ENCHANTMENT — AURA ENCHANT CREATURE**  **ENCHANTED CREATURE HAS LIFELINK AND "WHENEVER A CREATURE AN OPPONENT CONTROLS DIES, PUT A +1/+1 COUNTER ON THIS CREATURE." (DAMAGE DEALT BY A CREATURE WITH LIFELINK ALSO CAUSES ITS CONTROLLER TO GAIN THAT MUCH LIFE.)** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**EVISCERATE**](https://magicarena.fandom.com/wiki/Eviscerate)**Black (4) SORCERY DESTROY TARGET CREATURE.** |  | |  | [**EXQUISITE BLOOD**](https://magicarena.fandom.com/wiki/Exquisite_Blood)**Black (5) ENCHANTMENT WHENEVER AN OPPONENT LOSES LIFE, YOU GAIN THAT MUCH LIFE.** |  | |  | [**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.)** |  | |  | [**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.** |  | |  | [**FALKENRATH NOBLE**](https://magicarena.fandom.com/wiki/Falkenrath_Noble)**Black (4) CREATURE — VAMPIRE NOBLE (2/2) FLYING**  **WHENEVER FALKENRATH NOBLE OR ANOTHER CREATURE DIES, TARGET PLAYER LOSES 1 LIFE AND YOU GAIN 1 LIFE.** |  | |  | [**FATHOM FLEET BOARDER**](https://magicarena.fandom.com/wiki/Fathom_Fleet_Boarder)**Black (3) CREATURE — ORC PIRATE (3/3) WHEN FATHOM FLEET BOARDER ENTERS THE BATTLEFIELD, YOU LOSE 2 LIFE UNLESS YOU CONTROL ANOTHER PIRATE.** |  | |  | [**FATHOM FLEET CAPTAIN**](https://magicarena.fandom.com/wiki/Fathom_Fleet_Captain)**Black (2) CREATURE — HUMAN PIRATE (2/1) MENACE**  **WHENEVER FATHOM FLEET CAPTAIN ATTACKS, IF YOU CONTROL ANOTHER NONTOKEN PIRATE, YOU MAY PAY . IF YOU DO, CREATE A 2/2 BLACK PIRATE CREATURE TOKEN WITH MENACE.** |  | |  | [**FATHOM FLEET CUTTHROAT**](https://magicarena.fandom.com/wiki/Fathom_Fleet_Cutthroat)**Black (4) CREATURE — HUMAN PIRATE (3/3) WHEN FATHOM FLEET CUTTHROAT ENTERS THE BATTLEFIELD, DESTROY TARGET CREATURE AN OPPONENT CONTROLS THAT WAS DEALT DAMAGE THIS TURN.** |  | |  | [**FELL SPECTER**](https://magicarena.fandom.com/wiki/Fell_Specter)**Black (4) CREATURE — SPECTER (1/3) FLYING**  **WHEN FELL SPECTER ENTERS THE BATTLEFIELD, TARGET OPPONENT DISCARDS A CARD. WHENEVER AN OPPONENT DISCARDS A CARD, THAT PLAYER LOSES 2 LIFE.** |  | |  | [**FERAL 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.)** |  | |  | [**FESTERING NEWT**](https://magicarena.fandom.com/wiki/Festering_Newt)**Black (1) CREATURE — SALAMANDER (1/1) WHEN FESTERING NEWT DIES, TARGET CREATURE AN OPPONENT CONTROLS GETS -1/-1 UNTIL END OF TURN. THAT CREATURE GETS -4/-4 INSTEAD IF YOU CONTROL A CREATURE NAMED BOGBREW WITCH.** |  | |  | [**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.)** |  | |  | [**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.** |  | |  | [**FINAL DEATH**](https://magicarena.fandom.com/wiki/Final_Death)**Black (5) INSTANT EXILE TARGET CREATURE.** |  | |  | [**FINAL PARTING**](https://magicarena.fandom.com/wiki/Final_Parting)**BlackBlack (5) SORCERY SEARCH YOUR LIBRARY FOR TWO CARDS. PUT ONE INTO YOUR HAND AND THE OTHER INTO YOUR GRAVEYARD. THEN SHUFFLE YOUR LIBRARY.** |  | |  | [**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 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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.")** |  | |  | [**FORERUNNER OF THE COALITION**](https://magicarena.fandom.com/wiki/Forerunner_of_the_Coalition)**Black (3) CREATURE — HUMAN PIRATE (2/2) WHEN FORERUNNER OF THE COALITION ENTERS THE BATTLEFIELD, YOU MAY SEARCH YOUR LIBRARY FOR A PIRATE CARD, REVEAL IT, THEN SHUFFLE YOUR LIBRARY AND PUT THAT CARD ON TOP OF IT.**  **WHENEVER ANOTHER PIRATE ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, EACH OPPONENT LOSES 1 LIFE.** |  | |  | [**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.** |  | |  | [**FOULMIRE KNIGHT**](https://magicarena.fandom.com/wiki/Foulmire_Knight)**Black (1) CREATURE — ZOMBIE KNIGHT (1/1) DEATHTOUCH** |  | |  | [**FRAYING OMNIPOTENCE**](https://magicarena.fandom.com/wiki/Fraying_Omnipotence)**BlackBlack (5) SORCERY EACH PLAYER LOSES HALF THEIR LIFE, THEN DISCARDS HALF THE CARDS IN THEIR HAND, THEN SACRIFICES HALF THE CREATURES THEY CONTROL. ROUND UP EACH TIME.** |  | |  | [**FRUIT OF TIZERUS**](https://magicarena.fandom.com/wiki/Fruit_of_Tizerus)**Black (1) SORCERY TARGET PLAYER LOSES 2 LIFE.**  **ESCAPE—Black, EXILE THREE OTHER CARDS FROM YOUR GRAVEYARD. (YOU MAY CAST THIS CARD FROM YOUR GRAVEYARD FOR ITS ESCAPE COST.)** |  | |  | [**FUNERAL RITES**](https://magicarena.fandom.com/wiki/Funeral_Rites)**Black (3) SORCERY YOU DRAW TWO CARDS, LOSE 2 LIFE, THEN MILL TWO CARDS.** |  | |  | [**FUNGAL INFECTION**](https://magicarena.fandom.com/wiki/Fungal_Infection)**Black (1) INSTANT TARGET CREATURE GETS -1/-1 UNTIL END OF TURN. CREATE A 1/1 GREEN SAPROLING CREATURE TOKEN.** |  | |  | [**FUSION ELEMENTAL**](https://magicarena.fandom.com/wiki/Fusion_Elemental)**WhiteBlueBlackRedGreen (5) CREATURE — ELEMENTAL (8/8)** |  | |  | [**GARNA, THE BLOODFLAME**](https://magicarena.fandom.com/wiki/Garna,_the_Bloodflame)**BlackRed (5) LEGENDARY CREATURE — HUMAN WARRIOR (3/3) FLASH**  **WHEN GARNA, THE BLOODFLAME ENTERS THE BATTLEFIELD, RETURN TO YOUR HAND ALL CREATURE CARDS IN YOUR GRAVEYARD THAT WERE PUT THERE FROM ANYWHERE THIS TURN. OTHER CREATURES YOU CONTROL HAVE HASTE.** |  | |  | [**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."** |  | |  | [**GEMPALM POLLUTER**](https://magicarena.fandom.com/wiki/Gempalm_Polluter)**Black (6) CREATURE — ZOMBIE (4/3) CYCLING BlackBlack (BlackBlack, DISCARD THIS CARD: DRAW A CARD.)**  **WHEN YOU CYCLE GEMPALM POLLUTER, YOU MAY HAVE TARGET PLAYER LOSE LIFE EQUAL TO THE NUMBER OF ZOMBIES ON THE BATTLEFIELD.** |  | |  | [**GENERAL KUDRO OF DRANNITH**](https://magicarena.fandom.com/wiki/General_Kudro_of_Drannith)**WhiteBlack (3) LEGENDARY CREATURE — HUMAN SOLDIER (3/3) OTHER HUMANS YOU CONTROL GET +1/+1.**  **WHENEVER GENERAL KUDRO OF DRANNITH OR ANOTHER HUMAN ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, EXILE TARGET CARD FROM AN OPPONENT'S GRAVEYARD. , SACRIFICE TWO HUMANS: DESTROY TARGET CREATURE WITH POWER 4 OR GREATER.** |  | |  | [**GENERAL'S ENFORCER**](https://magicarena.fandom.com/wiki/General%27s_Enforcer)**WhiteBlack (2) CREATURE — HUMAN SOLDIER (2/3) LEGENDARY HUMANS YOU CONTROL HAVE INDESTRUCTIBLE.**  **WhiteBlack: EXILE TARGET CARD FROM A GRAVEYARD. IF IT WAS A CREATURE CARD, CREATE A 1/1 WHITE HUMAN SOLDIER CREATURE TOKEN.** |  | |  | [**GET THE POINT**](https://magicarena.fandom.com/wiki/Get_the_Point)**BlackRed (5) INSTANT DESTROY TARGET CREATURE. SCRY 1.** |  | |  | [**GHOULCALLER GISA**](https://magicarena.fandom.com/wiki/Ghoulcaller_Gisa)**BlackBlack (5) LEGENDARY CREATURE — HUMAN WIZARD (3/4) Black, Tap, SACRIFICE ANOTHER CREATURE: CREATE X 2/2 BLACK ZOMBIE CREATURE TOKENS, WHERE X IS THE SACRIFICED CREATURE'S POWER.** |  | |  | [**GHOULCALLER'S ACCOMPLICE**](https://magicarena.fandom.com/wiki/Ghoulcaller%27s_Accomplice)**Black (2) CREATURE — HUMAN ROGUE (2/2) Black, EXILE GHOULCALLER'S ACCOMPLICE FROM YOUR GRAVEYARD: CREATE A 2/2 BLACK ZOMBIE CREATURE TOKEN. ACTIVATE THIS ABILITY ONLY ANY TIME YOU COULD CAST A SORCERY.** |  | |  | [**GHOULRAISER**](https://magicarena.fandom.com/wiki/Ghoulraiser)**BlackBlack (3) CREATURE — ZOMBIE (2/2) WHEN GHOULRAISER ENTERS THE BATTLEFIELD, RETURN A ZOMBIE CARD AT RANDOM FROM YOUR GRAVEYARD TO YOUR HAND.** |  | |  | [**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.)** |  | |  | [**GIFTED AETHERBORN**](https://magicarena.fandom.com/wiki/Gifted_Aetherborn)**BlackBlack (2) CREATURE — AETHERBORN VAMPIRE (2/3) DEATHTOUCH, LIFELINK** |  | |  | [**GLEAMING OVERSEER**](https://magicarena.fandom.com/wiki/Gleaming_Overseer)**BlueBlack (3) CREATURE — ZOMBIE WIZARD (1/4) WHEN GLEAMING OVERSEER ENTERS THE BATTLEFIELD, AMASS 1. (PUT A +1/+1 COUNTER ON AN ARMY YOU CONTROL. IF YOU DON'T CONTROL ONE, CREATE A 0/0 BLACK ZOMBIE ARMY CREATURE TOKEN FIRST.)**  **ZOMBIE TOKENS YOU CONTROL HAVE HEXPROOF AND MENACE.** |  | |  | [**GLOOM PANGOLIN**](https://magicarena.fandom.com/wiki/Gloom_Pangolin)**Black (3) CREATURE — NIGHTMARE PANGOLIN (1/5)** |  | |  | [**GLOOM SOWER**](https://magicarena.fandom.com/wiki/Gloom_Sower)**BlackBlack (7) CREATURE — HORROR (8/6) WHENEVER GLOOM SOWER BECOMES BLOCKED BY A CREATURE, THAT CREATURE'S CONTROLLER LOSES 2 LIFE AND YOU GAIN 2 LIFE.** |  | |  | [**GLOWSPORE SHAMAN**](https://magicarena.fandom.com/wiki/Glowspore_Shaman)**BlackGreen (2) CREATURE — ELF SHAMAN (3/1) WHEN GLOWSPORE SHAMAN ENTERS THE BATTLEFIELD, MILL THREE CARDS. YOU MAY PUT A LAND CARD FROM YOUR GRAVEYARD ON TOP OF YOUR LIBRARY.** |  | |  | [**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.** |  | |  | [**GOD-ETERNAL BONTU**](https://magicarena.fandom.com/wiki/God-Eternal_Bontu)**BlackBlack (5) LEGENDARY CREATURE — ZOMBIE GOD (5/6) MENACE**  **WHEN GOD-ETERNAL BONTU ENTERS THE BATTLEFIELD, SACRIFICE ANY NUMBER OF OTHER PERMANENTS, THEN DRAW THAT MANY CARDS. WHEN GOD-ETERNAL BONTU DIES OR IS PUT INTO EXILE FROM THE BATTLEFIELD, YOU MAY PUT IT INTO ITS OWNER'S LIBRARY THIRD FROM THE TOP.** |  | |  | [**GOLDEN DEMISE**](https://magicarena.fandom.com/wiki/Golden_Demise)**BlackBlack (3) SORCERY ASCEND (IF YOU CONTROL TEN OR MORE PERMANENTS, YOU GET THE CITY'S BLESSING FOR THE REST OF THE GAME.)**  **ALL CREATURES GET -2/-2 UNTIL END OF TURN. IF YOU HAVE THE CITY'S BLESSING, INSTEAD ONLY CREATURES YOUR OPPONENTS CONTROL GET -2/-2 UNTIL END OF TURN.** |  | |  | [**GOLGARI FINDBROKER**](https://magicarena.fandom.com/wiki/Golgari_Findbroker)**BlackBlackGreenGreen (4) CREATURE — ELF SHAMAN (3/4) WHEN GOLGARI FINDBROKER ENTERS THE BATTLEFIELD, RETURN TARGET PERMANENT CARD FROM YOUR GRAVEYARD TO YOUR HAND.** |  | |  | [**GONTI, LORD OF LUXURY**](https://magicarena.fandom.com/wiki/Gonti,_Lord_of_Luxury)**BlackBlack (4) LEGENDARY CREATURE — AETHERBORN ROGUE (2/3) DEATHTOUCH**  **WHEN GONTI, LORD OF LUXURY ENTERS THE BATTLEFIELD, LOOK AT THE TOP FOUR CARDS OF TARGET OPPONENT'S LIBRARY, EXILE ONE OF THEM FACE DOWN, THEN PUT THE REST ON THE BOTTOM OF THAT LIBRARY IN A RANDOM ORDER. YOU MAY LOOK AT AND CAST THAT CARD FOR AS LONG AS IT REMAINS EXILED, AND YOU MAY SPEND MANA AS THOUGH IT WERE MANA OF ANY TYPE TO CAST THAT SPELL.** |  | |  | [**GOREMAND**](https://magicarena.fandom.com/wiki/Goremand)**BlackBlack (6) CREATURE — DEMON (5/5) AS AN ADDITIONAL COST TO CAST THIS SPELL, SACRIFICE A CREATURE.**  **FLYING TRAMPLE (THIS CREATURE CAN DEAL EXCESS COMBAT DAMAGE TO THE PLAYER OR PLANESWALKER IT'S ATTACKING.) WHEN GOREMAND ENTERS THE BATTLEFIELD, EACH OPPONENT SACRIFICES A CREATURE.** |  | |  | [**GORGING VULTURE**](https://magicarena.fandom.com/wiki/Gorging_Vulture)**Black (3) CREATURE — BIRD (2/2) FLYING**  **WHEN GORGING VULTURE ENTERS THE BATTLEFIELD, MILL FOUR CARDS. YOU GAIN 1 LIFE FOR EACH CREATURE CARD PUT INTO YOUR GRAVEYARD THIS WAY.** |  | |  | [**GRASP OF DARKNESS**](https://magicarena.fandom.com/wiki/Grasp_of_Darkness)**BlackBlack (2) INSTANT TARGET CREATURE GETS -4/-4 UNTIL END OF TURN.** |  | |  | [**GRASPING SCOUNDREL**](https://magicarena.fandom.com/wiki/Grasping_Scoundrel)**Black (1) CREATURE — HUMAN PIRATE (1/1) GRASPING SCOUNDREL GETS +1/+0 AS LONG AS IT'S ATTACKING.** |  | |  | [**GRASPING THRULL**](https://magicarena.fandom.com/wiki/Grasping_Thrull)**WhiteBlack (5) CREATURE — THRULL (3/3) FLYING**  **WHEN GRASPING THRULL ENTERS THE BATTLEFIELD, IT DEALS 2 DAMAGE TO EACH OPPONENT AND YOU GAIN 2 LIFE.** |  | |  | [**GRAVEBREAKER LAMIA**](https://magicarena.fandom.com/wiki/Gravebreaker_Lamia)**Black (5) ENCHANTMENT CREATURE — SNAKE LAMIA (4/4) LIFELINK**  **WHEN GRAVEBREAKER LAMIA ENTERS THE BATTLEFIELD, SEARCH YOUR LIBRARY FOR A CARD, PUT IT INTO YOUR GRAVEYARD, THEN SHUFFLE YOUR LIBRARY. SPELLS YOU CAST FROM YOUR GRAVEYARD COST  LESS TO CAST.** |  | |  | [**GRAVEDIGGER**](https://magicarena.fandom.com/wiki/Gravedigger)**Black (4) CREATURE — ZOMBIE (2/2) WHEN GRAVEDIGGER ENTERS THE BATTLEFIELD, YOU MAY RETURN TARGET CREATURE CARD FROM YOUR GRAVEYARD TO YOUR HAND.** |  | |  | [**GRAVEWAKER**](https://magicarena.fandom.com/wiki/Gravewaker)**BlackBlack (6) CREATURE — BIRD SPIRIT (5/5) FLYING (THIS CREATURE CAN'T BE BLOCKED EXCEPT BY CREATURES WITH FLYING OR REACH.)**  **BlackBlack: RETURN TARGET CREATURE CARD FROM YOUR GRAVEYARD TO THE BATTLEFIELD TAPPED.** |  | |  | [**GRAVEYARD MARSHAL**](https://magicarena.fandom.com/wiki/Graveyard_Marshal)**BlackBlack (2) CREATURE — ZOMBIE SOLDIER (3/2) Black, EXILE A CREATURE CARD FROM YOUR GRAVEYARD: CREATE A TAPPED 2/2 BLACK ZOMBIE CREATURE TOKEN.** |  | |  | [**GRAY MERCHANT OF ASPHODEL**](https://magicarena.fandom.com/wiki/Gray_Merchant_of_Asphodel)**BlackBlack (5) CREATURE — ZOMBIE (2/4) WHEN GRAY MERCHANT OF ASPHODEL ENTERS THE BATTLEFIELD, EACH OPPONENT LOSES X LIFE, WHERE X IS YOUR DEVOTION TO BLACK. YOU GAIN LIFE EQUAL TO THE LIFE LOST THIS WAY. (EACH Black IN THE MANA COSTS OF PERMANENTS YOU CONTROL COUNTS TOWARD YOUR DEVOTION TO BLACK.)** |  | |  | [**GRIM CAPTAIN'S CALL**](https://magicarena.fandom.com/wiki/Grim_Captain%27s_Call)**Black (3) SORCERY RETURN A PIRATE CARD FROM YOUR GRAVEYARD TO YOUR HAND, THEN DO THE SAME FOR VAMPIRE, DINOSAUR, AND MERFOLK.** |  | |  | [**GRIM PHYSICIAN**](https://magicarena.fandom.com/wiki/Grim_Physician)**Black (1) CREATURE — ZOMBIE (1/1) WHEN GRIM PHYSICIAN DIES, TARGET CREATURE AN OPPONENT CONTROLS GETS -1/-1 UNTIL END OF TURN.** |  | |  | [**GRIM TUTOR**](https://magicarena.fandom.com/wiki/Grim_Tutor)**BlackBlack (3) SORCERY SEARCH YOUR LIBRARY FOR A CARD, PUT THAT CARD INTO YOUR HAND, THEN SHUFFLE YOUR LIBRARY. YOU LOSE 3 LIFE.** |  | |  | [**GRIMDANCER**](https://magicarena.fandom.com/wiki/Grimdancer)**BlackBlack (3) CREATURE — NIGHTMARE (3/3) GRIMDANCER ENTERS THE BATTLEFIELD WITH YOUR CHOICE OF TWO DIFFERENT COUNTERS ON IT FROM AMONG MENACE, DEATHTOUCH, AND LIFELINK.** |  | |  | [**GRISTLE GRINNER**](https://magicarena.fandom.com/wiki/Gristle_Grinner)**Black (5) CREATURE — ZOMBIE (3/3) WHENEVER A CREATURE DIES, GRISTLE GRINNER GETS +2/+2 UNTIL END OF TURN.** |  | |  | [**GROTESQUE DEMISE**](https://magicarena.fandom.com/wiki/Grotesque_Demise)**Black (3) INSTANT EXILE TARGET CREATURE WITH POWER 3 OR LESS.** |  | |  | [**GRUESOME FATE**](https://magicarena.fandom.com/wiki/Gruesome_Fate)**Black (3) SORCERY EACH OPPONENT LOSES 1 LIFE FOR EACH CREATURE YOU CONTROL.** |  | |  | [**GRUESOME MENAGERIE**](https://magicarena.fandom.com/wiki/Gruesome_Menagerie)**BlackBlack (5) SORCERY CHOOSE A CREATURE CARD WITH CONVERTED MANA COST 1 IN YOUR GRAVEYARD, THEN DO THE SAME FOR CREATURE CARDS WITH CONVERTED MANA COSTS 2 AND 3. RETURN THOSE CARDS TO THE BATTLEFIELD.** |  | |  | [**GRUESOME SCOURGER**](https://magicarena.fandom.com/wiki/Gruesome_Scourger)**BlackBlack (5) CREATURE — ORC WARRIOR (3/3) WHEN GRUESOME SCOURGER ENTERS THE BATTLEFIELD, IT DEALS DAMAGE TO TARGET OPPONENT OR PLANESWALKER EQUAL TO THE NUMBER OF CREATURES YOU CONTROL.** |  | |  | [**GUTTERBONES**](https://magicarena.fandom.com/wiki/Gutterbones)**Black (1) CREATURE — SKELETON WARRIOR (2/1) GUTTERBONES ENTERS THE BATTLEFIELD TAPPED.**  **Black: RETURN GUTTERBONES FROM YOUR GRAVEYARD TO YOUR HAND. ACTIVATE THIS ABILITY ONLY DURING YOUR TURN AND ONLY IF AN OPPONENT LOST LIFE THIS TURN.** |  | |  | [**GYRUDA, DOOM OF DEPTHS**](https://magicarena.fandom.com/wiki/Gyruda,_Doom_of_Depths)**(6) LEGENDARY CREATURE — DEMON KRAKEN (6/6) COMPANION — YOUR STARTING DECK CONTAINS ONLY CARDS WITH EVEN CONVERTED MANA COSTS. (IF THIS CARD IS YOUR CHOSEN COMPANION, YOU MAY PUT IT INTO YOUR HAND FROM OUTSIDE THE GAME FOR  ANY TIME YOU COULD CAST A SORCERY.)**  **WHEN GYRUDA ENTERS THE BATTLEFIELD, EACH PLAYER MILLS FOUR CARDS. PUT A CREATURE CARD WITH AN EVEN CONVERTED MANA COST FROM AMONG THE MILLED CARDS ONTO THE BATTLEFIELD UNDER YOUR CONTROL.** |  | |  | [**HACKROBAT**](https://magicarena.fandom.com/wiki/Hackrobat)**BlackRed (3) CREATURE — HUMAN ROGUE (2/3) SPECTACLE BlackRed (YOU MAY CAST THIS SPELL FOR ITS SPECTACLE COST RATHER THAN ITS MANA COST IF AN OPPONENT LOST LIFE THIS TURN.)**  **Black: HACKROBAT GAINS DEATHTOUCH UNTIL END OF TURN. Red: HACKROBAT GETS +2/-2 UNTIL END OF TURN.** |  | |  | [**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.)** |  | |  | [**HARVESTER OF SOULS**](https://magicarena.fandom.com/wiki/Harvester_of_Souls)**BlackBlack (6) CREATURE — DEMON (5/5) DEATHTOUCH**  **WHENEVER ANOTHER NONTOKEN CREATURE DIES, YOU MAY DRAW A CARD.** |  | |  | [**HATEFUL EIDOLON**](https://magicarena.fandom.com/wiki/Hateful_Eidolon)**Black (1) ENCHANTMENT CREATURE — SPIRIT (1/2) LIFELINK**  **WHENEVER AN ENCHANTED CREATURE DIES, DRAW A CARD FOR EACH AURA YOU CONTROLLED THAT WAS ATTACHED TO IT.** |  | |  | [**HEARTLESS ACT**](https://magicarena.fandom.com/wiki/Heartless_Act)**Black (2) INSTANT CHOOSE ONE —**  **• DESTROY TARGET CREATURE WITH NO COUNTERS ON IT. • REMOVE UP TO THREE COUNTERS FROM TARGET CREATURE.** |  | |  | [**HEARTLESS PILLAGE**](https://magicarena.fandom.com/wiki/Heartless_Pillage)**Black (3) SORCERY TARGET OPPONENT DISCARDS TWO CARDS.**  **RAID — IF YOU ATTACKED THIS TURN, CREATE A TREASURE TOKEN. (IT'S AN ARTIFACT WITH "Tap, SACRIFICE THIS ARTIFACT: ADD ONE MANA OF ANY COLOR.")** |  | |  | [**HERALD OF THE DREADHORDE**](https://magicarena.fandom.com/wiki/Herald_of_the_Dreadhorde)**Black (4) CREATURE — ZOMBIE WARRIOR (3/2) WHEN HERALD OF THE DREADHORDE DIES, AMASS 2. (PUT TWO +1/+1 COUNTERS ON AN ARMY YOU CONTROL. IF YOU DON'T CONTROL ONE, CREATE A 0/0 BLACK ZOMBIE ARMY CREATURE TOKEN FIRST.)** |  | |  | [**HIRED BLADE**](https://magicarena.fandom.com/wiki/Hired_Blade)**Black (3) CREATURE — HUMAN ASSASSIN (3/2) FLASH (YOU MAY CAST THIS SPELL ANY TIME YOU COULD CAST AN INSTANT.)** |  | |  | [**HIRED POISONER**](https://magicarena.fandom.com/wiki/Hired_Poisoner)**Black (1) CREATURE — HUMAN ASSASSIN (1/1) DEATHTOUCH** |  | |  | [**HONDEN OF NIGHT'S REACH**](https://magicarena.fandom.com/wiki/Honden_of_Night%27s_Reach)**Black (4) LEGENDARY ENCHANTMENT — SHRINE AT THE BEGINNING OF YOUR UPKEEP, TARGET OPPONENT DISCARDS A CARD FOR EACH SHRINE YOU CONTROL.** |  | |  | [**HOODED BLIGHTFANG**](https://magicarena.fandom.com/wiki/Hooded_Blightfang)**Black (3) CREATURE — SNAKE (1/4) DEATHTOUCH**  **WHENEVER A CREATURE YOU CONTROL WITH DEATHTOUCH ATTACKS, EACH OPPONENT LOSES 1 LIFE AND YOU GAIN 1 LIFE. WHENEVER A CREATURE YOU CONTROL WITH DEATHTOUCH DEALS DAMAGE TO A PLANESWALKER, DESTROY THAT PLANESWALKER.** |  | |  | [**HOSTAGE TAKER**](https://magicarena.fandom.com/wiki/Hostage_Taker)**BlueBlack (4) CREATURE — HUMAN PIRATE (2/3) WHEN HOSTAGE TAKER ENTERS THE BATTLEFIELD, EXILE ANOTHER TARGET CREATURE OR ARTIFACT UNTIL HOSTAGE TAKER LEAVES THE BATTLEFIELD. YOU MAY CAST THAT CARD FOR AS LONG AS IT REMAINS EXILED, AND YOU MAY SPEND MANA AS THOUGH IT WERE MANA OF ANY TYPE TO CAST THAT SPELL.** |  | |  | [**HOUSE GUILDMAGE**](https://magicarena.fandom.com/wiki/House_Guildmage)**BlueBlack (2) CREATURE — HUMAN WIZARD (2/2) Blue, Tap: TARGET CREATURE DOESN'T UNTAP DURING ITS CONTROLLER'S NEXT UNTAP STEP.**  **Black, Tap: SURVEIL 2. (LOOK AT THE TOP TWO CARDS OF YOUR LIBRARY, THEN PUT ANY NUMBER OF THEM INTO YOUR GRAVEYARD AND THE REST ON TOP OF YOUR LIBRARY IN ANY ORDER.)** |  | |  | [**HUNTED NIGHTMARE**](https://magicarena.fandom.com/wiki/Hunted_Nightmare)**BlackBlack (3) CREATURE — NIGHTMARE (4/5) MENACE**  **WHEN HUNTED NIGHTMARE ENTERS THE BATTLEFIELD, TARGET OPPONENT PUTS A DEATHTOUCH COUNTER ON A CREATURE THEY CONTROL.** |  | |  | [**HYPNOTIC SPECTER**](https://magicarena.fandom.com/wiki/Hypnotic_Specter)**BlackBlack (3) CREATURE — SPECTER (2/2) FLYING**  **WHENEVER HYPNOTIC SPECTER DEALS DAMAGE TO AN OPPONENT, THAT PLAYER DISCARDS A CARD AT RANDOM.** |  | |  | [**ILL-GOTTEN INHERITANCE**](https://magicarena.fandom.com/wiki/Ill-Gotten_Inheritance)**Black (4) ENCHANTMENT AT THE BEGINNING OF YOUR UPKEEP, ILL-GOTTEN INHERITANCE DEALS 1 DAMAGE TO EACH OPPONENT AND YOU GAIN 1 LIFE.**  **Black, SACRIFICE ILL-GOTTEN INHERITANCE: IT DEALS 4 DAMAGE TO TARGET OPPONENT AND YOU GAIN 4 LIFE.** |  | |  | [**IMPALE**](https://magicarena.fandom.com/wiki/Impale)**BlackBlack (4) SORCERY DESTROY TARGET CREATURE.** |  | |  | [**IMPERIOUS OLIGARCH**](https://magicarena.fandom.com/wiki/Imperious_Oligarch)**WhiteBlack (2) CREATURE — HUMAN CLERIC (2/1) VIGILANCE**  **AFTERLIFE 1 (WHEN THIS CREATURE DIES, CREATE A 1/1 WHITE AND BLACK SPIRIT CREATURE TOKEN WITH FLYING.)** |  | |  | [**INDULGING PATRICIAN**](https://magicarena.fandom.com/wiki/Indulging_Patrician)**WhiteBlack (3) CREATURE — VAMPIRE NOBLE (1/4) FLYING**  **LIFELINK (DAMAGE DEALT BY THIS CREATURE ALSO CAUSES YOU TO GAIN THAT MUCH LIFE.) AT THE BEGINNING OF YOUR END STEP, IF YOU GAINED 3 OR MORE LIFE THIS TURN, EACH OPPONENT LOSES 3 LIFE.** |  | |  | [**INEVITABLE END**](https://magicarena.fandom.com/wiki/Inevitable_End)**Black (3) ENCHANTMENT — AURA ENCHANT CREATURE**  **ENCHANTED CREATURE HAS "AT THE BEGINNING OF YOUR UPKEEP, SACRIFICE A CREATURE."** |  | |  | [**INFECTIOUS HORROR**](https://magicarena.fandom.com/wiki/Infectious_Horror)**Black (4) CREATURE — ZOMBIE HORROR (2/2) WHENEVER INFECTIOUS HORROR ATTACKS, EACH OPPONENT LOSES 2 LIFE.** |  | |  | [**INFERNAL RECKONING**](https://magicarena.fandom.com/wiki/Infernal_Reckoning)**Black (1) INSTANT EXILE TARGET COLORLESS CREATURE. YOU GAIN LIFE EQUAL TO ITS POWER.** |  | |  | [**INFERNAL SCARRING**](https://magicarena.fandom.com/wiki/Infernal_Scarring)**Black (2) ENCHANTMENT — AURA ENCHANT CREATURE**  **ENCHANTED CREATURE GETS +2/+0 AND HAS "WHEN THIS CREATURE DIES, DRAW A CARD."** |  | |  | [**INNOCENT BLOOD**](https://magicarena.fandom.com/wiki/Innocent_Blood)**Black (1) SORCERY EACH PLAYER SACRIFICES A CREATURE.** |  | |  | [**INSATIABLE HEMOPHAGE**](https://magicarena.fandom.com/wiki/Insatiable_Hemophage)**Black (4) CREATURE — NIGHTMARE (3/3) MUTATE Black (IF YOU CAST THIS SPELL FOR ITS MUTATE COST, PUT IT OVER OR UNDER TARGET NON-HUMAN CREATURE YOU OWN. THEY MUTATE INTO THE CREATURE ON TOP PLUS ALL ABILITIES FROM UNDER IT.)**  **DEATHTOUCH WHENEVER THIS CREATURE MUTATES, EACH OPPONENT LOSES X LIFE AND YOU GAIN X LIFE, WHERE X IS THE NUMBER OF TIMES THIS CREATURE HAS MUTATED.** |  | |  | [**ISARETH THE AWAKENER**](https://magicarena.fandom.com/wiki/Isareth_the_Awakener)**BlackBlack (3) LEGENDARY CREATURE — HUMAN WIZARD (3/3) DEATHTOUCH**  **WHENEVER ISARETH THE AWAKENER ATTACKS, YOU MAY PAY . WHEN YOU DO, RETURN TARGET CREATURE CARD WITH CONVERTED MANA COST X FROM YOUR GRAVEYARD TO THE BATTLEFIELD WITH A CORPSE COUNTER ON IT. IF THAT CREATURE WOULD LEAVE THE BATTLEFIELD, EXILE IT INSTEAD OF PUTTING IT ANYWHERE ELSE.** |  | |  | [**IZONI, THOUSAND-EYED**](https://magicarena.fandom.com/wiki/Izoni,_Thousand-Eyed)**BlackBlackGreenGreen (6) LEGENDARY CREATURE — ELF SHAMAN (2/3) UNDERGROWTH — WHEN IZONI, THOUSAND-EYED ENTERS THE BATTLEFIELD, CREATE A 1/1 BLACK AND GREEN INSECT CREATURE TOKEN FOR EACH CREATURE CARD IN YOUR GRAVEYARD.**  **BlackGreen, SACRIFICE ANOTHER CREATURE: YOU GAIN 1 LIFE AND DRAW A CARD.** |  | |  | [**JOSU VESS, LICH KNIGHT**](https://magicarena.fandom.com/wiki/Josu_Vess,_Lich_Knight)**BlackBlack (4) LEGENDARY CREATURE — ZOMBIE KNIGHT (4/5) KICKER Black (YOU MAY PAY AN ADDITIONAL Black AS YOU CAST THIS SPELL.)**  **MENACE WHEN JOSU VESS, LICH KNIGHT ENTERS THE BATTLEFIELD, IF IT WAS KICKED, CREATE EIGHT 2/2 BLACK ZOMBIE KNIGHT CREATURE TOKENS WITH MENACE.** |  | |  | [**JOURNEY TO ETERNITY**](https://magicarena.fandom.com/wiki/Journey_to_Eternity)**BlackGreen (3) LEGENDARY ENCHANTMENT — AURA ENCHANT CREATURE YOU CONTROL**  **WHEN ENCHANTED CREATURE DIES, RETURN IT TO THE BATTLEFIELD UNDER YOUR CONTROL, THEN RETURN JOURNEY TO ETERNITY TO THE BATTLEFIELD TRANSFORMED UNDER YOUR CONTROL.** |  | |  | [**JUDITH, THE SCOURGE DIVA**](https://magicarena.fandom.com/wiki/Judith,_the_Scourge_Diva)**BlackRed (3) LEGENDARY CREATURE — HUMAN SHAMAN (2/2) OTHER CREATURES YOU CONTROL GET +1/+0.**  **WHENEVER A NONTOKEN CREATURE YOU CONTROL DIES, JUDITH, THE SCOURGE DIVA DEALS 1 DAMAGE TO ANY TARGET.** |  | |  | [**JUNGLE CREEPER**](https://magicarena.fandom.com/wiki/Jungle_Creeper)**BlackGreen (3) CREATURE — ELEMENTAL (3/3) BlackGreen: RETURN JUNGLE CREEPER FROM YOUR GRAVEYARD TO YOUR HAND.** |  | |  | [**KAALIA, ZENITH SEEKER**](https://magicarena.fandom.com/wiki/Kaalia,_Zenith_Seeker)**RedWhiteBlack (3) LEGENDARY CREATURE — HUMAN CLERIC (3/3) FLYING, VIGILANCE**  **WHEN KAALIA, ZENITH SEEKER ENTERS THE BATTLEFIELD, LOOK AT THE TOP SIX CARDS OF YOUR LIBRARY. YOU MAY REVEAL AN ANGEL CARD, A DEMON CARD, AND/OR A DRAGON CARD FROM AMONG THEM AND PUT THEM INTO YOUR HAND. PUT THE REST ON THE BOTTOM OF YOUR LIBRARY IN A RANDOM ORDER.** |  | |  | [**KAERVEK, THE SPITEFUL**](https://magicarena.fandom.com/wiki/Kaervek,_the_Spiteful)**BlackBlack (4) LEGENDARY CREATURE — HUMAN WARLOCK (3/2) OTHER CREATURES GET -1/-1.** |  | |  | [**KALASTRIA NIGHTWATCH**](https://magicarena.fandom.com/wiki/Kalastria_Nightwatch)**Black (5) CREATURE — VAMPIRE WARRIOR ALLY (4/5) WHENEVER YOU GAIN LIFE, KALASTRIA NIGHTWATCH GAINS FLYING UNTIL END OF TURN.** |  | |  | [**KAYA, BANE OF THE DEAD**](https://magicarena.fandom.com/wiki/Kaya,_Bane_of_the_Dead)**(6) LEGENDARY PLANESWALKER — KAYA (7) YOUR OPPONENTS AND PERMANENTS YOUR OPPONENTS CONTROL WITH HEXPROOF CAN BE THE TARGETS OF SPELLS AND ABILITIES YOU CONTROL AS THOUGH THEY DIDN'T HAVE HEXPROOF.**  **−3: EXILE TARGET CREATURE.** |  | |  | [**KAYA, ORZHOV USURPER**](https://magicarena.fandom.com/wiki/Kaya,_Orzhov_Usurper)**WhiteBlack (3) LEGENDARY PLANESWALKER — KAYA (3) +1: EXILE UP TO TWO TARGET CARDS FROM A SINGLE GRAVEYARD. YOU GAIN 2 LIFE IF AT LEAST ONE CREATURE CARD WAS EXILED THIS WAY.**  **−1: EXILE TARGET NONLAND PERMANENT WITH CONVERTED MANA COST 1 OR LESS. −5: KAYA, ORZHOV USURPER DEALS DAMAGE TO TARGET PLAYER EQUAL TO THE NUMBER OF CARDS THAT PLAYER OWNS IN EXILE AND YOU GAIN THAT MUCH LIFE.** |  | |  | [**KAYA'S GHOSTFORM**](https://magicarena.fandom.com/wiki/Kaya%27s_Ghostform)**Black (1) ENCHANTMENT — AURA ENCHANT CREATURE OR PLANESWALKER YOU CONTROL**  **WHEN ENCHANTED PERMANENT DIES OR IS PUT INTO EXILE, RETURN THAT CARD TO THE BATTLEFIELD UNDER YOUR CONTROL.** |  | |  | [**KAYA'S WRATH**](https://magicarena.fandom.com/wiki/Kaya%27s_Wrath)**WhiteWhiteBlackBlack (4) SORCERY DESTROY ALL CREATURES. YOU GAIN LIFE EQUAL TO THE NUMBER OF CREATURES YOU CONTROLLED THAT WERE DESTROYED THIS WAY.** |  | |  | [**KAZAROV, SENGIR PUREBLOOD**](https://magicarena.fandom.com/wiki/Kazarov,_Sengir_Pureblood)**BlackBlack (7) LEGENDARY CREATURE — VAMPIRE (4/4) FLYING**  **WHENEVER A CREATURE AN OPPONENT CONTROLS IS DEALT DAMAGE, PUT A +1/+1 COUNTER ON KAZAROV, SENGIR PUREBLOOD. Red: KAZAROV DEALS 2 DAMAGE TO TARGET CREATURE.** |  | |  | [**KELS, FIGHT FIXER**](https://magicarena.fandom.com/wiki/Kels,_Fight_Fixer)**BlackBlack (4) LEGENDARY CREATURE — AZRA WARLOCK (4/3) MENACE**  **WHENEVER YOU SACRIFICE A CREATURE, YOU MAY PAY . IF YOU DO, DRAW A CARD. ( CAN BE PAID WITH EITHER Blue OR Black.) , SACRIFICE A CREATURE: KELS, FIGHT FIXER GAINS INDESTRUCTIBLE UNTIL END OF TURN.** |  | |  | [**KETHIS, THE HIDDEN HAND**](https://magicarena.fandom.com/wiki/Kethis,_the_Hidden_Hand)**WhiteBlackGreen (3) LEGENDARY CREATURE — ELF ADVISOR (3/4) LEGENDARY SPELLS YOU CAST COST  LESS TO CAST.**  **EXILE TWO LEGENDARY CARDS FROM YOUR GRAVEYARD: UNTIL END OF TURN, EACH LEGENDARY CARD IN YOUR GRAVEYARD GAINS "YOU MAY PLAY THIS CARD FROM YOUR GRAVEYARD."** |  | |  | [**KITESAIL FREEBOOTER**](https://magicarena.fandom.com/wiki/Kitesail_Freebooter)**Black (2) CREATURE — HUMAN PIRATE (1/2) FLYING**  **WHEN KITESAIL FREEBOOTER ENTERS THE BATTLEFIELD, TARGET OPPONENT REVEALS THEIR HAND. YOU CHOOSE A NONCREATURE, NONLAND CARD FROM IT. EXILE THAT CARD UNTIL KITESAIL FREEBOOTER LEAVES THE BATTLEFIELD.** |  | |  | [**KNIGHT OF MALICE**](https://magicarena.fandom.com/wiki/Knight_of_Malice)**Black (2) CREATURE — HUMAN KNIGHT (2/2) FIRST STRIKE**  **HEXPROOF FROM WHITE (THIS CREATURE CAN'T BE THE TARGET OF WHITE SPELLS OR ABILITIES YOUR OPPONENTS CONTROL.) KNIGHT OF MALICE GETS +1/+0 AS LONG AS ANY PLAYER CONTROLS A WHITE PERMANENT.** |  | |  | [**KNIGHT OF THE EBON LEGION**](https://magicarena.fandom.com/wiki/Knight_of_the_Ebon_Legion)**Black (1) CREATURE — VAMPIRE KNIGHT (1/2) Black: KNIGHT OF THE EBON LEGION GETS +3/+3 AND GAINS DEATHTOUCH UNTIL END OF TURN.**  **AT THE BEGINNING OF YOUR END STEP, IF A PLAYER LOST 4 OR MORE LIFE THIS TURN, PUT A +1/+1 COUNTER ON KNIGHT OF THE EBON LEGION. (DAMAGE CAUSES LOSS OF LIFE.)** |  | |  | [**KNIGHT OF THE LAST BREATH**](https://magicarena.fandom.com/wiki/Knight_of_the_Last_Breath)**WhiteBlack (7) CREATURE — GIANT KNIGHT (4/4) , SACRIFICE ANOTHER NONTOKEN CREATURE: CREATE A 1/1 WHITE AND BLACK SPIRIT CREATURE TOKEN WITH FLYING.**  **AFTERLIFE 3 (WHEN THIS CREATURE DIES, CREATE THREE 1/1 WHITE AND BLACK SPIRIT CREATURE TOKENS WITH FLYING.)** |  | |  | [**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.** |  | |  | [**KRAUL RAIDER**](https://magicarena.fandom.com/wiki/Kraul_Raider)**Black (3) CREATURE — INSECT WARRIOR (2/3) MENACE (THIS CREATURE CAN'T BE BLOCKED EXCEPT BY TWO OR MORE CREATURES.)** |  | |  | [**KRAUL SWARM**](https://magicarena.fandom.com/wiki/Kraul_Swarm)**Black (5) CREATURE — INSECT WARRIOR (4/1) FLYING**  **Black, DISCARD A CREATURE CARD: RETURN KRAUL SWARM FROM YOUR GRAVEYARD TO YOUR HAND.** |  | |  | [**KROXA, TITAN OF DEATH'S HUNGER**](https://magicarena.fandom.com/wiki/Kroxa,_Titan_of_Death%27s_Hunger)**BlackRed (2) LEGENDARY CREATURE — ELDER GIANT (6/6) WHEN KROXA ENTERS THE BATTLEFIELD, SACRIFICE IT UNLESS IT ESCAPED.**  **WHENEVER KROXA ENTERS THE BATTLEFIELD OR ATTACKS, EACH OPPONENT DISCARDS A CARD, THEN EACH OPPONENT WHO DIDN'T DISCARD A NONLAND CARD THIS WAY LOSES 3 LIFE. ESCAPE—BlackBlackRedRed, EXILE FIVE OTHER CARDS FROM YOUR GRAVEYARD. (YOU MAY CAST THIS CARD FROM YOUR GRAVEYARD FOR ITS ESCAPE COST.)** |  | |  | [**KUNOROS, HOUND OF ATHREOS**](https://magicarena.fandom.com/wiki/Kunoros,_Hound_of_Athreos)**WhiteBlack (3) LEGENDARY CREATURE — DOG (3/3) VIGILANCE, MENACE, LIFELINK**  **CREATURE CARDS IN GRAVEYARDS CAN'T ENTER THE BATTLEFIELD. PLAYERS CAN'T CAST SPELLS FROM GRAVEYARDS.** |  | |  | [**LABYRINTH RAPTOR**](https://magicarena.fandom.com/wiki/Labyrinth_Raptor)**BlackRed (2) CREATURE — NIGHTMARE DINOSAUR (2/2) MENACE**  **WHENEVER A CREATURE YOU CONTROL WITH MENACE BECOMES BLOCKED, DEFENDING PLAYER SACRIFICES A CREATURE BLOCKING IT. BlackRed: CREATURES YOU CONTROL WITH MENACE GET +1/+0 UNTIL END OF TURN.** |  | |  | [**LAMPAD OF DEATH'S VIGIL**](https://magicarena.fandom.com/wiki/Lampad_of_Death%27s_Vigil)**Black (2) ENCHANTMENT CREATURE — NYMPH (1/3) , SACRIFICE A CREATURE: EACH OPPONENT LOSES 1 LIFE AND YOU GAIN 1 LIFE.** |  | |  | [**LANGUISH**](https://magicarena.fandom.com/wiki/Languish)**BlackBlack (4) SORCERY ALL CREATURES GET -4/-4 UNTIL END OF TURN.** |  | |  | [**LASH OF THORNS**](https://magicarena.fandom.com/wiki/Lash_of_Thorns)**Black (1) INSTANT TARGET CREATURE GETS +2/+1 AND GAINS DEATHTOUCH UNTIL END OF TURN.** |  | |  | [**LAST GASP**](https://magicarena.fandom.com/wiki/Last_Gasp)**Black (2) INSTANT TARGET CREATURE GETS -3/-3 UNTIL END OF TURN.** |  | |  | [**LAUNCH PARTY**](https://magicarena.fandom.com/wiki/Launch_Party)**Black (4) INSTANT AS AN ADDITIONAL COST TO CAST THIS SPELL, SACRIFICE A CREATURE.**  **DESTROY TARGET CREATURE. ITS CONTROLLER LOSES 2 LIFE.** |  | |  | [**LAWLESS BROKER**](https://magicarena.fandom.com/wiki/Lawless_Broker)**Black (3) CREATURE — AETHERBORN ROGUE (3/2) WHEN LAWLESS BROKER DIES, PUT A +1/+1 COUNTER ON TARGET CREATURE YOU CONTROL.** |  | |  | [**LAZAV, THE MULTIFARIOUS**](https://magicarena.fandom.com/wiki/Lazav,_the_Multifarious)**BlueBlack (2) LEGENDARY CREATURE — SHAPESHIFTER (1/3) WHEN LAZAV, THE MULTIFARIOUS ENTERS THE BATTLEFIELD, SURVEIL 1. (LOOK AT THE TOP CARD OF YOUR LIBRARY. YOU MAY PUT IT INTO YOUR GRAVEYARD.)**  **: LAZAV, THE MULTIFARIOUS BECOMES A COPY OF TARGET CREATURE CARD IN YOUR GRAVEYARD WITH CONVERTED MANA COST X, EXCEPT ITS NAME IS LAZAV, THE MULTIFARIOUS, IT'S LEGENDARY IN ADDITION TO ITS OTHER TYPES, AND IT HAS THIS ABILITY.** |  | |  | [**LAZOTEP BEHEMOTH**](https://magicarena.fandom.com/wiki/Lazotep_Behemoth)**Black (5) CREATURE — ZOMBIE HIPPO (5/4)** |  | |  | [**LAZOTEP REAVER**](https://magicarena.fandom.com/wiki/Lazotep_Reaver)**Black (2) CREATURE — ZOMBIE BEAST (1/2) WHEN LAZOTEP REAVER ENTERS THE BATTLEFIELD, AMASS 1. (PUT A +1/+1 COUNTER ON AN ARMY YOU CONTROL. IF YOU DON'T CONTROL ONE, CREATE A 0/0 BLACK ZOMBIE ARMY CREATURE TOKEN FIRST.)** |  | |  | [**LEGION LIEUTENANT**](https://magicarena.fandom.com/wiki/Legion_Lieutenant)**WhiteBlack (2) CREATURE — VAMPIRE KNIGHT (2/2) OTHER VAMPIRES YOU CONTROL GET +1/+1.** |  | |  | [**LEGION'S END**](https://magicarena.fandom.com/wiki/Legion%27s_End)**Black (2) SORCERY EXILE TARGET CREATURE AN OPPONENT CONTROLS WITH CONVERTED MANA COST 2 OR LESS AND ALL OTHER CREATURES THAT PLAYER CONTROLS WITH THE SAME NAME AS THAT CREATURE. THEN THAT PLAYER REVEALS THEIR HAND AND EXILES ALL CARDS WITH THAT NAME FROM THEIR HAND AND GRAVEYARD.** |  | |  | [**LEYLINE OF THE VOID**](https://magicarena.fandom.com/wiki/Leyline_of_the_Void)**BlackBlack (4) ENCHANTMENT IF LEYLINE OF THE VOID IS IN YOUR OPENING HAND, YOU MAY BEGIN THE GAME WITH IT ON THE BATTLEFIELD.**  **IF A CARD WOULD BE PUT INTO AN OPPONENT'S GRAVEYARD FROM ANYWHERE, EXILE IT INSTEAD.** |  | |  | [**LEYLINE PROWLER**](https://magicarena.fandom.com/wiki/Leyline_Prowler)**BlackGreen (3) CREATURE — NIGHTMARE BEAST (2/3) DEATHTOUCH, LIFELINK**  **Tap: ADD ONE MANA OF ANY COLOR.** |  | |  | [**LICH'S CARESS**](https://magicarena.fandom.com/wiki/Lich%27s_Caress)**BlackBlack (5) SORCERY DESTROY TARGET CREATURE. YOU GAIN 3 LIFE.** |  | |  | [**LICH'S MASTERY**](https://magicarena.fandom.com/wiki/Lich%27s_Mastery)**BlackBlackBlack (6) LEGENDARY ENCHANTMENT HEXPROOF**  **YOU CAN'T LOSE THE GAME. WHENEVER YOU GAIN LIFE, DRAW THAT MANY CARDS. WHENEVER YOU LOSE LIFE, FOR EACH 1 LIFE YOU LOST, EXILE A PERMANENT YOU CONTROL OR A CARD FROM YOUR HAND OR GRAVEYARD. WHEN LICH'S MASTERY LEAVES THE BATTLEFIELD, YOU LOSE THE GAME.** |  | |  | [**LILIANA, DEATH MAGE**](https://magicarena.fandom.com/wiki/Liliana,_Death_Mage)**BlackBlack (6) LEGENDARY PLANESWALKER — LILIANA (4) +1: RETURN UP TO ONE TARGET CREATURE CARD FROM YOUR GRAVEYARD TO YOUR HAND.**  **−3: DESTROY TARGET CREATURE. ITS CONTROLLER LOSES 2 LIFE. −7: TARGET OPPONENT LOSES 2 LIFE FOR EACH CREATURE CARD IN THEIR GRAVEYARD.** |  | |  | [**LILIANA, DREADHORDE GENERAL**](https://magicarena.fandom.com/wiki/Liliana,_Dreadhorde_General)**BlackBlack (6) LEGENDARY PLANESWALKER — LILIANA (6) WHENEVER A CREATURE YOU CONTROL DIES, DRAW A CARD.**  **+1: CREATE A 2/2 BLACK ZOMBIE CREATURE TOKEN. −4: EACH PLAYER SACRIFICES TWO CREATURES. −9: EACH OPPONENT CHOOSES A PERMANENT THEY CONTROL OF EACH PERMANENT TYPE AND SACRIFICES THE REST.** |  | |  | [**LILIANA, THE NECROMANCER**](https://magicarena.fandom.com/wiki/Liliana,_the_Necromancer)**BlackBlack (5) LEGENDARY PLANESWALKER — LILIANA (4) +1: TARGET PLAYER LOSES 2 LIFE.**  **−1: RETURN TARGET CREATURE CARD FROM YOUR GRAVEYARD TO YOUR HAND. −7: DESTROY UP TO TWO TARGET CREATURES. PUT UP TO TWO CREATURE CARDS FROM GRAVEYARDS ONTO THE BATTLEFIELD UNDER YOUR CONTROL.** |  | |  | [**LILIANA, UNTOUCHED BY DEATH**](https://magicarena.fandom.com/wiki/Liliana,_Untouched_by_Death)**BlackBlack (4) LEGENDARY PLANESWALKER — LILIANA (4) +1: MILL THREE CARDS. IF AT LEAST ONE ZOMBIE CARD IS MILLED THIS WAY, EACH OPPONENT LOSES 2 LIFE AND YOU GAIN 2 LIFE.**  **−2: TARGET CREATURE GETS -X/-X UNTIL END OF TURN, WHERE X IS THE NUMBER OF ZOMBIES YOU CONTROL. −3: YOU MAY CAST ZOMBIE SPELLS FROM YOUR GRAVEYARD THIS TURN.** |  | |  | [**LILIANA, WAKER OF THE DEAD**](https://magicarena.fandom.com/wiki/Liliana,_Waker_of_the_Dead)**BlackBlack (4) LEGENDARY PLANESWALKER — LILIANA (4) +1: EACH PLAYER DISCARDS A CARD. EACH OPPONENT WHO CAN'T LOSES 3 LIFE.**  **−3: TARGET CREATURE GETS -X/-X UNTIL END OF TURN, WHERE X IS THE NUMBER OF CARDS IN YOUR GRAVEYARD. −7: YOU GET AN EMBLEM WITH "AT THE BEGINNING OF COMBAT ON YOUR TURN, PUT TARGET CREATURE CARD FROM A GRAVEYARD ONTO THE BATTLEFIELD UNDER YOUR CONTROL. IT GAINS HASTE."** |  | |  | [**LILIANA'S CONTRACT**](https://magicarena.fandom.com/wiki/Liliana%27s_Contract)**BlackBlack (5) ENCHANTMENT WHEN LILIANA'S CONTRACT ENTERS THE BATTLEFIELD, YOU DRAW FOUR CARDS AND YOU LOSE 4 LIFE.**  **AT THE BEGINNING OF YOUR UPKEEP, IF YOU CONTROL FOUR OR MORE DEMONS WITH DIFFERENT NAMES, YOU WIN THE GAME.** |  | |  | [**LILIANA'S DEVOTEE**](https://magicarena.fandom.com/wiki/Liliana%27s_Devotee)**Black (3) CREATURE — HUMAN WARLOCK (2/3) ZOMBIES YOU CONTROL GET +1/+0.**  **AT THE BEGINNING OF YOUR END STEP, IF A CREATURE DIED THIS TURN, YOU MAY PAY Black. IF YOU DO, CREATE A 2/2 BLACK ZOMBIE CREATURE TOKEN.** |  | |  | [**LILIANA'S ELITE**](https://magicarena.fandom.com/wiki/Liliana%27s_Elite)**Black (3) CREATURE — ZOMBIE (1/1) LILIANA'S ELITE GETS +1/+1 FOR EACH CREATURE CARD IN YOUR GRAVEYARD.** |  | |  | [**LILIANA'S REAVER**](https://magicarena.fandom.com/wiki/Liliana%27s_Reaver)**BlackBlack (4) CREATURE — ZOMBIE (4/3) DEATHTOUCH**  **WHENEVER LILIANA'S REAVER DEALS COMBAT DAMAGE TO A PLAYER, THAT PLAYER DISCARDS A CARD AND YOU CREATE A TAPPED 2/2 BLACK ZOMBIE CREATURE TOKEN.** |  | |  | [**LILIANA'S SCORN**](https://magicarena.fandom.com/wiki/Liliana%27s_Scorn)**BlackBlack (5) SORCERY DESTROY TARGET CREATURE. YOU MAY SEARCH YOUR LIBRARY AND/OR GRAVEYARD FOR A CARD NAMED LILIANA, DEATH MAGE, REVEAL IT, AND PUT IT INTO YOUR HAND. IF YOU SEARCH YOUR LIBRARY THIS WAY, SHUFFLE IT.** |  | |  | [**LILIANA'S SCROUNGER**](https://magicarena.fandom.com/wiki/Liliana%27s_Scrounger)**Black (3) CREATURE — HUMAN WIZARD (3/2) AT THE BEGINNING OF EACH END STEP, IF A CREATURE DIED THIS TURN, YOU MAY PUT A LOYALTY COUNTER ON A LILIANA PLANESWALKER YOU CONTROL.** |  | |  | [**LILIANA'S SPOILS**](https://magicarena.fandom.com/wiki/Liliana%27s_Spoils)**Black (4) SORCERY TARGET OPPONENT DISCARDS A CARD.**  **LOOK AT THE TOP FIVE CARDS OF YOUR LIBRARY. YOU MAY REVEAL A BLACK CARD FROM AMONG THEM AND PUT IT INTO YOUR HAND. PUT THE REST ON THE BOTTOM OF YOUR LIBRARY IN A RANDOM ORDER.** |  | |  | [**LILIANA'S STANDARD BEARER**](https://magicarena.fandom.com/wiki/Liliana%27s_Standard_Bearer)**Black (3) CREATURE — ZOMBIE KNIGHT (3/1) FLASH**  **WHEN LILIANA'S STANDARD BEARER ENTERS THE BATTLEFIELD, DRAW X CARDS, WHERE X IS THE NUMBER OF CREATURES THAT DIED UNDER YOUR CONTROL THIS TURN.** |  | |  | [**LILIANA'S STEWARD**](https://magicarena.fandom.com/wiki/Liliana%27s_Steward)**Black (1) CREATURE — ZOMBIE (1/2) Tap, SACRIFICE LILIANA'S STEWARD: TARGET OPPONENT DISCARDS A CARD. ACTIVATE THIS ABILITY ONLY ANY TIME YOU COULD CAST A SORCERY.** |  | |  | [**LILIANA'S TRIUMPH**](https://magicarena.fandom.com/wiki/Liliana%27s_Triumph)**Black (2) INSTANT EACH OPPONENT SACRIFICES A CREATURE. IF YOU CONTROL A LILIANA PLANESWALKER, EACH OPPONENT ALSO DISCARDS A CARD.** |  | |  | [**LINGERING PHANTOM**](https://magicarena.fandom.com/wiki/Lingering_Phantom)**Black (6) CREATURE — SPIRIT (5/4) WHENEVER YOU CAST A HISTORIC SPELL, YOU MAY PAY Black. IF YOU DO, RETURN LINGERING PHANTOM FROM YOUR GRAVEYARD TO YOUR HAND. (ARTIFACTS, LEGENDARIES, AND SAGAS ARE HISTORIC.)** |  | |  | [**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 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.** |  | |  | [**LOST LEGION**](https://magicarena.fandom.com/wiki/Lost_Legion)**BlackBlack (3) CREATURE — SPIRIT KNIGHT (2/3) WHEN LOST LEGION ENTERS THE BATTLEFIELD, SCRY 2. (LOOK AT THE TOP TWO CARDS OF YOUR LIBRARY, THEN PUT ANY NUMBER OF THEM ON THE BOTTOM OF YOUR LIBRARY AND THE REST ON TOP IN ANY ORDER.)** |  | |  | [**LOTLETH GIANT**](https://magicarena.fandom.com/wiki/Lotleth_Giant)**Black (7) CREATURE — ZOMBIE GIANT (6/5) UNDERGROWTH — WHEN LOTLETH GIANT ENTERS THE BATTLEFIELD, IT DEALS 1 DAMAGE TO TARGET OPPONENT FOR EACH CREATURE CARD IN YOUR GRAVEYARD.** |  | |  | [**LURKING CHUPACABRA**](https://magicarena.fandom.com/wiki/Lurking_Chupacabra)**Black (4) CREATURE — BEAST HORROR (2/3) WHENEVER A CREATURE YOU CONTROL EXPLORES, TARGET CREATURE AN OPPONENT CONTROLS GETS -2/-2 UNTIL END OF TURN.** |  | |  | [**LURKING DEADEYE**](https://magicarena.fandom.com/wiki/Lurking_Deadeye)**Black (4) CREATURE — HUMAN ASSASSIN (4/2) FLASH**  **WHEN LURKING DEADEYE ENTERS THE BATTLEFIELD, DESTROY TARGET CREATURE THAT WAS DEALT DAMAGE THIS TURN.** |  | |  | [**LURRUS OF THE DREAM DEN**](https://magicarena.fandom.com/wiki/Lurrus_of_the_Dream_Den)**(3) LEGENDARY CREATURE — CAT NIGHTMARE (3/2) COMPANION — EACH PERMANENT CARD IN YOUR STARTING DECK HAS CONVERTED MANA COST 2 OR LESS. (IF THIS CARD IS YOUR CHOSEN COMPANION, YOU MAY PUT IT INTO YOUR HAND FROM OUTSIDE THE GAME FOR  ANY TIME YOU COULD CAST A SORCERY.)**  **LIFELINK DURING EACH OF YOUR TURNS, YOU MAY CAST ONE PERMANENT SPELL WITH CONVERTED MANA COST 2 OR LESS FROM YOUR GRAVEYARD.** |  | |  | [**MACABRE MOCKERY**](https://magicarena.fandom.com/wiki/Macabre_Mockery)**BlackRed (4) INSTANT PUT TARGET CREATURE CARD FROM AN OPPONENT'S GRAVEYARD ONTO THE BATTLEFIELD UNDER YOUR CONTROL. IT GETS +2/+0 AND GAINS HASTE UNTIL END OF TURN. SACRIFICE IT AT THE BEGINNING OF THE NEXT END STEP.** |  | |  | [**MACABRE WALTZ**](https://magicarena.fandom.com/wiki/Macabre_Waltz)**Black (2) SORCERY RETURN UP TO TWO TARGET CREATURE CARDS FROM YOUR GRAVEYARD TO YOUR HAND, THEN DISCARD A CARD.** |  | |  | [**MAELSTROM ARCHANGEL**](https://magicarena.fandom.com/wiki/Maelstrom_Archangel)**WhiteBlueBlackRedGreen (5) CREATURE — ANGEL (5/5) FLYING**  **WHENEVER MAELSTROM ARCHANGEL DEALS COMBAT DAMAGE TO A PLAYER, YOU MAY CAST A SPELL FROM YOUR HAND WITHOUT PAYING ITS MANA COST.** |  | |  | [**MAELSTROM PULSE**](https://magicarena.fandom.com/wiki/Maelstrom_Pulse)**BlackGreen (3) SORCERY DESTROY TARGET NONLAND PERMANENT AND ALL OTHER PERMANENTS WITH THE SAME NAME AS THAT PERMANENT.** |  | |  | [**MALAKIR FAMILIAR**](https://magicarena.fandom.com/wiki/Malakir_Familiar)**Black (3) CREATURE — BAT (2/1) FLYING, DEATHTOUCH**  **WHENEVER YOU GAIN LIFE, MALAKIR FAMILIAR GETS +1/+1 UNTIL END OF TURN.** |  | |  | [**MALEFIC SCYTHE**](https://magicarena.fandom.com/wiki/Malefic_Scythe)**Black (2) ARTIFACT — EQUIPMENT MALEFIC SCYTHE ENTERS THE BATTLEFIELD WITH A SOUL COUNTER ON IT.**  **EQUIPPED CREATURE GETS +1/+1 FOR EACH SOUL COUNTER ON MALEFIC SCYTHE. WHENEVER EQUIPPED CREATURE DIES, PUT A SOUL COUNTER ON MALEFIC SCYTHE. EQUIP  (: ATTACH TO TARGET CREATURE YOU CONTROL. EQUIP ONLY AS A SORCERY.)** |  | |  | [**MALEVOLENT NOBLE**](https://magicarena.fandom.com/wiki/Malevolent_Noble)**Black (2) CREATURE — HUMAN NOBLE (2/2) , SACRIFICE AN ARTIFACT OR ANOTHER CREATURE: PUT A +1/+1 COUNTER ON MALEVOLENT NOBLE.** |  | |  | [**MARCH OF THE DROWNED**](https://magicarena.fandom.com/wiki/March_of_the_Drowned)**Black (1) SORCERY CHOOSE ONE —**  **• RETURN TARGET CREATURE CARD FROM YOUR GRAVEYARD TO YOUR HAND. • RETURN TWO TARGET PIRATE CARDS FROM YOUR GRAVEYARD TO YOUR HAND.** |  | |  | [**MARK OF THE VAMPIRE**](https://magicarena.fandom.com/wiki/Mark_of_the_Vampire)**Black (4) ENCHANTMENT — AURA ENCHANT CREATURE**  **ENCHANTED CREATURE GETS +2/+2 AND HAS LIFELINK.** |  | |  | [**MASKED BLACKGUARD**](https://magicarena.fandom.com/wiki/Masked_Blackguard)**Black (2) CREATURE — HUMAN ROGUE (2/1) FLASH (YOU MAY CAST THIS SPELL ANY TIME YOU COULD CAST AN INSTANT.)**  **Black: MASKED BLACKGUARD GETS +1/+1 UNTIL END OF TURN.** |  | |  | [**MASSACRE GIRL**](https://magicarena.fandom.com/wiki/Massacre_Girl)**BlackBlack (5) LEGENDARY CREATURE — HUMAN ASSASSIN (4/4) MENACE**  **WHEN MASSACRE GIRL ENTERS THE BATTLEFIELD, EACH OTHER CREATURE GETS -1/-1 UNTIL END OF TURN. WHENEVER A CREATURE DIES THIS TURN, EACH CREATURE OTHER THAN MASSACRE GIRL GETS -1/-1 UNTIL END OF TURN.** |  | |  | [**MASSACRE WURM**](https://magicarena.fandom.com/wiki/Massacre_Wurm)**BlackBlackBlack (6) CREATURE — WURM (6/5) WHEN MASSACRE WURM ENTERS THE BATTLEFIELD, CREATURES YOUR OPPONENTS CONTROL GET -2/-2 UNTIL END OF TURN.**  **WHENEVER A CREATURE AN OPPONENT CONTROLS DIES, THAT PLAYER LOSES 2 LIFE.** |  | |  | [**MASTERMIND'S ACQUISITION**](https://magicarena.fandom.com/wiki/Mastermind%27s_Acquisition)**BlackBlack (4) SORCERY CHOOSE ONE —**  **• SEARCH YOUR LIBRARY FOR A CARD, PUT IT INTO YOUR HAND, THEN SHUFFLE YOUR LIBRARY. • CHOOSE A CARD YOU OWN FROM OUTSIDE THE GAME AND PUT IT INTO YOUR HAND.** |  | |  | [**MAUSOLEUM HARPY**](https://magicarena.fandom.com/wiki/Mausoleum_Harpy)**Black (5) CREATURE — HARPY (3/3) FLYING**  **ASCEND (IF YOU CONTROL TEN OR MORE PERMANENTS, YOU GET THE CITY'S BLESSING FOR THE REST OF THE GAME.) WHENEVER ANOTHER CREATURE YOU CONTROL DIES, IF YOU HAVE THE CITY'S BLESSING, PUT A +1/+1 COUNTER ON MAUSOLEUM HARPY.** |  | |  | [**MAUSOLEUM SECRETS**](https://magicarena.fandom.com/wiki/Mausoleum_Secrets)**Black (2) INSTANT UNDERGROWTH — SEARCH YOUR LIBRARY FOR A BLACK CARD WITH CONVERTED MANA COST LESS THAN OR EQUAL TO THE NUMBER OF CREATURE CARDS IN YOUR GRAVEYARD, REVEAL IT, PUT IT INTO YOUR HAND, THEN SHUFFLE YOUR LIBRARY.** |  | |  | [**MAYHEM DEVIL**](https://magicarena.fandom.com/wiki/Mayhem_Devil)**BlackRed (3) CREATURE — DEVIL (3/3) WHENEVER A PLAYER SACRIFICES A PERMANENT, MAYHEM DEVIL DEALS 1 DAMAGE TO ANY TARGET.** |  | |  | [**MEMORY LEAK**](https://magicarena.fandom.com/wiki/Memory_Leak)**Black (3) SORCERY TARGET OPPONENT REVEALS THEIR HAND. YOU CHOOSE A NONLAND CARD FROM THAT PLAYER'S GRAVEYARD OR HAND AND EXILE IT.**  **CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**MEMORY THEFT**](https://magicarena.fandom.com/wiki/Memory_Theft)**Black (3) SORCERY TARGET OPPONENT REVEALS THEIR HAND. YOU CHOOSE A NONLAND CARD FROM IT. THAT PLAYER DISCARDS THAT CARD. YOU MAY PUT A CARD THAT HAS AN ADVENTURE THAT PLAYER OWNS FROM EXILE INTO THAT PLAYER'S GRAVEYARD.** |  | |  | [**MEPHITIC VAPORS**](https://magicarena.fandom.com/wiki/Mephitic_Vapors)**Black (3) SORCERY ALL CREATURES GET -1/-1 UNTIL END OF TURN.**  **SURVEIL 2. (LOOK AT THE TOP TWO CARDS OF YOUR LIBRARY, THEN PUT ANY NUMBER OF THEM INTO YOUR GRAVEYARD AND THE REST ON TOP OF YOUR LIBRARY IN ANY ORDER.)** |  | |  | [**MIASMIC MUMMY**](https://magicarena.fandom.com/wiki/Miasmic_Mummy)**Black (2) CREATURE — ZOMBIE JACKAL (2/2) WHEN MIASMIC MUMMY ENTERS THE BATTLEFIELD, EACH PLAYER DISCARDS A CARD.** |  | |  | [**MIDNIGHT REAPER**](https://magicarena.fandom.com/wiki/Midnight_Reaper)**Black (3) CREATURE — ZOMBIE KNIGHT (3/2) WHENEVER A NONTOKEN CREATURE YOU CONTROL DIES, MIDNIGHT REAPER DEALS 1 DAMAGE TO YOU AND YOU DRAW A CARD.** |  | |  | [**MIND ROT**](https://magicarena.fandom.com/wiki/Mind_Rot)**Black (3) SORCERY TARGET PLAYER DISCARDS TWO CARDS.** |  | |  | [**MINDWRACK HARPY**](https://magicarena.fandom.com/wiki/Mindwrack_Harpy)**Black (4) ENCHANTMENT CREATURE — HARPY (3/2) FLYING**  **AT THE BEGINNING OF COMBAT ON YOUR TURN, EACH PLAYER MILLS THREE CARDS.** |  | |  | [**MINION'S RETURN**](https://magicarena.fandom.com/wiki/Minion%27s_Return)**Black (3) ENCHANTMENT — AURA FLASH**  **ENCHANT CREATURE WHEN ENCHANTED CREATURE DIES, RETURN THAT CARD TO THE BATTLEFIELD UNDER YOUR CONTROL.** |  | |  | [**MIRE TRITON**](https://magicarena.fandom.com/wiki/Mire_Triton)**Black (2) CREATURE — ZOMBIE MERFOLK (2/1) DEATHTOUCH**  **WHEN MIRE TRITON ENTERS THE BATTLEFIELD, MILL TWO CARDS AND YOU GAIN 2 LIFE.** |  | |  | [**MIRE'S GRASP**](https://magicarena.fandom.com/wiki/Mire%27s_Grasp)**Black (2) ENCHANTMENT — AURA ENCHANT CREATURE**  **ENCHANTED CREATURE GETS -3/-3.** |  | |  | [**MNEMONIC BETRAYAL**](https://magicarena.fandom.com/wiki/Mnemonic_Betrayal)**BlueBlack (3) SORCERY EXILE ALL CARDS FROM ALL OPPONENTS' GRAVEYARDS. YOU MAY CAST SPELLS FROM AMONG THOSE CARDS THIS TURN, AND YOU MAY SPEND MANA AS THOUGH IT WERE MANA OF ANY TYPE TO CAST THOSE SPELLS. AT THE BEGINNING OF THE NEXT END STEP, IF ANY OF THOSE CARDS REMAIN EXILED, RETURN THEM TO THEIR OWNERS' GRAVEYARDS.**  **EXILE MNEMONIC BETRAYAL.** |  | |  | [**MOGIS'S FAVOR**](https://magicarena.fandom.com/wiki/Mogis%27s_Favor)**Black (1) ENCHANTMENT — AURA ENCHANT CREATURE**  **ENCHANTED CREATURE GETS +2/-1. ESCAPE—Black, EXILE TWO OTHER CARDS FROM YOUR GRAVEYARD. (YOU MAY CAST THIS CARD FROM YOUR GRAVEYARD FOR ITS ESCAPE COST.)** |  | |  | [**MOLDERHULK**](https://magicarena.fandom.com/wiki/Molderhulk)**BlackGreen (9) CREATURE — FUNGUS ZOMBIE (6/6) UNDERGROWTH — THIS SPELL COSTS  LESS TO CAST FOR EACH CREATURE CARD IN YOUR GRAVEYARD.**  **WHEN MOLDERHULK ENTERS THE BATTLEFIELD, RETURN TARGET LAND CARD FROM YOUR GRAVEYARD TO THE BATTLEFIELD.** |  | |  | [**MOLDERVINE RECLAMATION**](https://magicarena.fandom.com/wiki/Moldervine_Reclamation)**BlackGreen (5) ENCHANTMENT WHENEVER A CREATURE YOU CONTROL DIES, YOU GAIN 1 LIFE AND DRAW A CARD.** |  | |  | [**MOMENT OF CRAVING**](https://magicarena.fandom.com/wiki/Moment_of_Craving)**Black (2) INSTANT TARGET CREATURE GETS -2/-2 UNTIL END OF TURN. YOU GAIN 2 LIFE.** |  | |  | [**MOODMARK PAINTER**](https://magicarena.fandom.com/wiki/Moodmark_Painter)**BlackBlack (4) CREATURE — HUMAN SHAMAN (2/3) UNDERGROWTH — WHEN MOODMARK PAINTER ENTERS THE BATTLEFIELD, TARGET CREATURE GAINS MENACE AND GETS +X/+0 UNTIL END OF TURN, WHERE X IS THE NUMBER OF CREATURE CARDS IN YOUR GRAVEYARD. (IT CAN'T BE BLOCKED EXCEPT BY TWO OR MORE CREATURES.)** |  | |  | [**MORTIFY**](https://magicarena.fandom.com/wiki/Mortify)**WhiteBlack (3) INSTANT DESTROY TARGET CREATURE OR ENCHANTMENT.** |  | |  | [**MULDROTHA, THE GRAVETIDE**](https://magicarena.fandom.com/wiki/Muldrotha,_the_Gravetide)**BlackGreenBlue (6) LEGENDARY CREATURE — ELEMENTAL AVATAR (6/6) DURING EACH OF YOUR TURNS, YOU MAY PLAY A LAND AND CAST A PERMANENT SPELL OF EACH PERMANENT TYPE FROM YOUR GRAVEYARD. (IF A CARD HAS MULTIPLE PERMANENT TYPES, CHOOSE ONE AS YOU PLAY IT.)** |  | |  | [**MURDER**](https://magicarena.fandom.com/wiki/Murder)**BlackBlack (3) INSTANT DESTROY TARGET CREATURE.** |  | |  | [**MURDEROUS RIDER**](https://magicarena.fandom.com/wiki/Murderous_Rider)**BlackBlack (3) CREATURE — ZOMBIE KNIGHT (2/3) LIFELINK**  **WHEN MURDEROUS RIDER DIES, PUT IT ON THE BOTTOM OF ITS OWNER'S LIBRARY.** |  | |  | [**MUTUAL DESTRUCTION**](https://magicarena.fandom.com/wiki/Mutual_Destruction)**Black (1) SORCERY THIS SPELL HAS FLASH AS LONG AS YOU CONTROL A PERMANENT WITH FLASH.**  **AS AN ADDITIONAL COST TO CAST THIS SPELL, SACRIFICE A CREATURE. DESTROY TARGET CREATURE.** |  | |  | [**MYTHOS OF NETHROI**](https://magicarena.fandom.com/wiki/Mythos_of_Nethroi)**Black (3) INSTANT DESTROY TARGET NONLAND PERMANENT IF IT'S A CREATURE OR IF GreenWhite WAS SPENT TO CAST THIS SPELL.** |  | |  | [**NECROMENTIA**](https://magicarena.fandom.com/wiki/Necromentia)**BlackBlack (3) SORCERY CHOOSE A CARD NAME OTHER THAN A BASIC LAND CARD NAME. SEARCH TARGET OPPONENT'S GRAVEYARD, HAND, AND LIBRARY FOR ANY NUMBER OF CARDS WITH THAT NAME AND EXILE THEM. THAT PLAYER SHUFFLES THEIR LIBRARY, THEN CREATES A 2/2 BLACK ZOMBIE CREATURE TOKEN FOR EACH CARD EXILED FROM THEIR HAND THIS WAY.** |  | |  | [**NECROPANTHER**](https://magicarena.fandom.com/wiki/Necropanther)**WhiteBlack (3) CREATURE — CAT NIGHTMARE (3/3) MUTATE  (IF YOU CAST THIS SPELL FOR ITS MUTATE COST, PUT IT OVER OR UNDER TARGET NON-HUMAN CREATURE YOU OWN. THEY MUTATE INTO THE CREATURE ON TOP PLUS ALL ABILITIES FROM UNDER IT.)**  **WHENEVER THIS CREATURE MUTATES, RETURN TARGET CREATURE CARD WITH CONVERTED MANA COST 3 OR LESS FROM YOUR GRAVEYARD TO THE BATTLEFIELD.** |  | |  | [**NECROTIC WOUND**](https://magicarena.fandom.com/wiki/Necrotic_Wound)**Black (1) INSTANT UNDERGROWTH — TARGET CREATURE GETS -X/-X UNTIL END OF TURN, WHERE X IS THE NUMBER OF CREATURE CARDS IN YOUR GRAVEYARD. IF THAT CREATURE WOULD DIE THIS TURN, EXILE IT INSTEAD.** |  | |  | [**NETHROI, APEX OF DEATH**](https://magicarena.fandom.com/wiki/Nethroi,_Apex_of_Death)**WhiteBlackGreen (5) LEGENDARY CREATURE — CAT NIGHTMARE BEAST (5/5) MUTATE BlackBlack (IF YOU CAST THIS SPELL FOR ITS MUTATE COST, PUT IT OVER OR UNDER TARGET NON-HUMAN CREATURE YOU OWN. THEY MUTATE INTO THE CREATURE ON TOP PLUS ALL ABILITIES FROM UNDER IT.)**  **DEATHTOUCH, LIFELINK WHENEVER THIS CREATURE MUTATES, RETURN ANY NUMBER OF TARGET CREATURE CARDS WITH TOTAL POWER 10 OR LESS FROM YOUR GRAVEYARD TO THE BATTLEFIELD.** |  | |  | [**NEVER HAPPENED**](https://magicarena.fandom.com/wiki/Never_Happened)**Black (3) SORCERY TARGET OPPONENT REVEALS THEIR HAND. YOU CHOOSE A NONLAND CARD FROM THAT PLAYER'S GRAVEYARD OR HAND AND EXILE IT.** |  | |  | [**NICOL BOLAS, DRAGON-GOD**](https://magicarena.fandom.com/wiki/Nicol_Bolas,_Dragon-God)**BlueBlackBlackBlackRed (5) LEGENDARY PLANESWALKER — BOLAS (4) NICOL BOLAS, DRAGON-GOD HAS ALL LOYALTY ABILITIES OF ALL OTHER PLANESWALKERS ON THE BATTLEFIELD.**  **+1: YOU DRAW A CARD. EACH OPPONENT EXILES A CARD FROM THEIR HAND OR A PERMANENT THEY CONTROL. −3: DESTROY TARGET CREATURE OR PLANESWALKER. −8: EACH OPPONENT WHO DOESN'T CONTROL A LEGENDARY CREATURE OR PLANESWALKER LOSES THE GAME.** |  | |  | [**NICOL BOLAS, THE RAVAGER**](https://magicarena.fandom.com/wiki/Nicol_Bolas,_the_Ravager)**BlueBlackRed (4) LEGENDARY CREATURE — ELDER DRAGON (4/4) FLYING**  **WHEN NICOL BOLAS, THE RAVAGER ENTERS THE BATTLEFIELD, EACH OPPONENT DISCARDS A CARD. BlueBlackRed: EXILE NICOL BOLAS, THE RAVAGER, THEN RETURN HIM TO THE BATTLEFIELD TRANSFORMED UNDER HIS OWNER'S CONTROL. ACTIVATE THIS ABILITY ONLY ANY TIME YOU COULD CAST A SORCERY.** |  | |  | [**NIGHTMARE SHEPHERD**](https://magicarena.fandom.com/wiki/Nightmare_Shepherd)**BlackBlack (4) ENCHANTMENT CREATURE — DEMON (4/4) FLYING**  **WHENEVER ANOTHER NONTOKEN CREATURE YOU CONTROL DIES, YOU MAY EXILE IT. IF YOU DO, CREATE A TOKEN THAT'S A COPY OF THAT CREATURE, EXCEPT IT'S 1/1 AND IT'S A NIGHTMARE IN ADDITION TO ITS OTHER TYPES.** |  | |  | [**NIGHTMARE'S THIRST**](https://magicarena.fandom.com/wiki/Nightmare%27s_Thirst)**Black (1) INSTANT YOU GAIN 1 LIFE. TARGET CREATURE GETS -X/-X UNTIL END OF TURN, WHERE X IS THE AMOUNT OF LIFE YOU GAINED THIS TURN.** |  | |  | [**NIGHTSHADE STINGER**](https://magicarena.fandom.com/wiki/Nightshade_Stinger)**Black (1) CREATURE — FAERIE ROGUE (1/1) FLYING**  **NIGHTSHADE STINGER CAN'T BLOCK.** |  | |  | [**NIGHTSQUAD COMMANDO**](https://magicarena.fandom.com/wiki/Nightsquad_Commando)**Black (3) CREATURE — HUMAN SOLDIER (2/3) WHEN NIGHTSQUAD COMMANDO ENTERS THE BATTLEFIELD, IF YOU ATTACKED THIS TURN, CREATE A 1/1 WHITE HUMAN SOLDIER CREATURE TOKEN.** |  | |  | [**NIGHTVEIL PREDATOR**](https://magicarena.fandom.com/wiki/Nightveil_Predator)**BlueBlueBlackBlack (4) CREATURE — VAMPIRE (3/3) FLYING, DEATHTOUCH**  **HEXPROOF (THIS CREATURE CAN'T BE THE TARGET OF SPELLS OR ABILITIES YOUR OPPONENTS CONTROL.)** |  | |  | [**NIV-MIZZET REBORN**](https://magicarena.fandom.com/wiki/Niv-Mizzet_Reborn)**WhiteBlueBlackRedGreen (5) LEGENDARY CREATURE — DRAGON AVATAR (6/6) FLYING**  **WHEN NIV-MIZZET REBORN ENTERS THE BATTLEFIELD, REVEAL THE TOP TEN CARDS OF YOUR LIBRARY. FOR EACH COLOR PAIR, CHOOSE A CARD THAT'S EXACTLY THOSE COLORS FROM AMONG THEM. PUT THE CHOSEN CARDS INTO YOUR HAND AND THE REST ON THE BOTTOM OF YOUR LIBRARY IN A RANDOM ORDER.** |  | |  | [**NOCTURNAL FEEDER**](https://magicarena.fandom.com/wiki/Nocturnal_Feeder)**Black (3) CREATURE — VAMPIRE ROGUE (2/1) FLYING**  **WHEN NOCTURNAL FEEDER DIES, EACH OPPONENT LOSES 2 LIFE AND YOU GAIN 2 LIFE.** |  | |  | [**NOTION RAIN**](https://magicarena.fandom.com/wiki/Notion_Rain)**BlueBlack (3) SORCERY SURVEIL 2, THEN DRAW TWO CARDS. NOTION RAIN DEALS 2 DAMAGE TO YOU. (TO SURVEIL 2, LOOK AT THE TOP TWO CARDS OF YOUR LIBRARY, THEN PUT ANY NUMBER OF THEM INTO YOUR GRAVEYARD AND THE REST ON TOP OF YOUR LIBRARY IN ANY ORDER.)** |  | |  | [**NOXIOUS GRASP**](https://magicarena.fandom.com/wiki/Noxious_Grasp)**Black (2) INSTANT DESTROY TARGET CREATURE OR PLANESWALKER THAT'S GREEN OR WHITE. YOU GAIN 1 LIFE.** |  | |  | [**NOXIOUS GROODION**](https://magicarena.fandom.com/wiki/Noxious_Groodion)**Black (3) CREATURE — BEAST (2/2) DEATHTOUCH** |  | |  | [**NYXATHID**](https://magicarena.fandom.com/wiki/Nyxathid)**BlackBlack (3) CREATURE — ELEMENTAL (7/7) AS NYXATHID ENTERS THE BATTLEFIELD, CHOOSE AN OPPONENT.**  **NYXATHID GETS -1/-1 FOR EACH CARD IN THE CHOSEN PLAYER'S HAND.** |  | |  | [**NYXBORN MARAUDER**](https://magicarena.fandom.com/wiki/Nyxborn_Marauder)**BlackBlack (4) ENCHANTMENT CREATURE — MINOTAUR (4/3)** |  | |  | [**OATH OF KAYA**](https://magicarena.fandom.com/wiki/Oath_of_Kaya)**WhiteBlack (3) LEGENDARY ENCHANTMENT WHEN OATH OF KAYA ENTERS THE BATTLEFIELD, IT DEALS 3 DAMAGE TO ANY TARGET AND YOU GAIN 3 LIFE.**  **WHENEVER AN OPPONENT ATTACKS A PLANESWALKER YOU CONTROL WITH ONE OR MORE CREATURES, OATH OF KAYA DEALS 2 DAMAGE TO THAT PLAYER AND YOU GAIN 2 LIFE.** |  | |  | [**OATHSWORN KNIGHT**](https://magicarena.fandom.com/wiki/Oathsworn_Knight)**BlackBlack (3) CREATURE — HUMAN KNIGHT (0/0) OATHSWORN KNIGHT ENTERS THE BATTLEFIELD WITH FOUR +1/+1 COUNTERS ON IT.**  **OATHSWORN KNIGHT ATTACKS EACH COMBAT IF ABLE. IF DAMAGE WOULD BE DEALT TO OATHSWORN KNIGHT WHILE IT HAS A +1/+1 COUNTER ON IT, PREVENT THAT DAMAGE AND REMOVE A +1/+1 COUNTER FROM IT.** |  | |  | [**OATHSWORN VAMPIRE**](https://magicarena.fandom.com/wiki/Oathsworn_Vampire)**Black (2) CREATURE — VAMPIRE KNIGHT (2/2) OATHSWORN VAMPIRE ENTERS THE BATTLEFIELD TAPPED.**  **YOU MAY CAST OATHSWORN VAMPIRE FROM YOUR GRAVEYARD IF YOU GAINED LIFE THIS TURN.** |  | |  | [**OB NIXILIS, THE HATE-TWISTED**](https://magicarena.fandom.com/wiki/Ob_Nixilis,_the_Hate-Twisted)**BlackBlack (5) LEGENDARY PLANESWALKER — NIXILIS (5) WHENEVER AN OPPONENT DRAWS A CARD, OB NIXILIS, THE HATE-TWISTED DEALS 1 DAMAGE TO THAT PLAYER.**  **−2: DESTROY TARGET CREATURE. ITS CONTROLLER DRAWS TWO CARDS.** |  | |  | [**OB NIXILIS'S CRUELTY**](https://magicarena.fandom.com/wiki/Ob_Nixilis%27s_Cruelty)**Black (3) INSTANT TARGET CREATURE GETS -5/-5 UNTIL END OF TURN. IF THAT CREATURE WOULD DIE THIS TURN, EXILE IT INSTEAD.** |  | |  | [**OBOSH, THE PREYPIERCER**](https://magicarena.fandom.com/wiki/Obosh,_the_Preypiercer)**(5) LEGENDARY CREATURE — HELLION HORROR (3/5) COMPANION — YOUR STARTING DECK CONTAINS ONLY CARDS WITH ODD CONVERTED MANA COSTS AND LAND CARDS. (IF THIS CARD IS YOUR CHOSEN COMPANION, YOU MAY PUT IT INTO YOUR HAND FROM OUTSIDE THE GAME FOR  ANY TIME YOU COULD CAST A SORCERY.)**  **IF A SOURCE YOU CONTROL WITH AN ODD CONVERTED MANA COST WOULD DEAL DAMAGE TO A PERMANENT OR PLAYER, IT DEALS DOUBLE THAT DAMAGE TO THAT PERMANENT OR PLAYER INSTEAD.** |  | |  | [**OBSESSIVE STITCHER**](https://magicarena.fandom.com/wiki/Obsessive_Stitcher)**BlueBlack (3) CREATURE — HUMAN WIZARD (0/3) Tap: DRAW A CARD, THEN DISCARD A CARD.**  **BlueBlack, Tap, SACRIFICE OBSESSIVE STITCHER: RETURN TARGET CREATURE CARD FROM YOUR GRAVEYARD TO THE BATTLEFIELD.** |  | |  | [**OCHRAN ASSASSIN**](https://magicarena.fandom.com/wiki/Ochran_Assassin)**BlackGreen (3) CREATURE — ELF ASSASSIN (1/1) DEATHTOUCH**  **ALL CREATURES ABLE TO BLOCK OCHRAN ASSASSIN DO SO.** |  | |  | [**OFFSPRING'S REVENGE**](https://magicarena.fandom.com/wiki/Offspring%27s_Revenge)**RedWhiteBlack (5) ENCHANTMENT AT THE BEGINNING OF COMBAT ON YOUR TURN, EXILE TARGET RED, WHITE, OR BLACK CREATURE CARD FROM YOUR GRAVEYARD. CREATE A TOKEN THAT'S A COPY OF THAT CARD, EXCEPT IT'S 1/1. IT GAINS HASTE UNTIL YOUR NEXT TURN.** |  | |  | [**OGRE SIEGEBREAKER**](https://magicarena.fandom.com/wiki/Ogre_Siegebreaker)**BlackRed (4) CREATURE — OGRE BERSERKER (4/3) BlackRed: DESTROY TARGET CREATURE THAT WAS DEALT DAMAGE THIS TURN.** |  | |  | [**OGRE SLUMLORD**](https://magicarena.fandom.com/wiki/Ogre_Slumlord)**BlackBlack (5) CREATURE — OGRE ROGUE (3/3) WHENEVER ANOTHER NONTOKEN CREATURE DIES, YOU MAY CREATE A 1/1 BLACK RAT CREATURE TOKEN.**  **RATS YOU CONTROL HAVE DEATHTOUCH.** |  | |  | [**OMEN OF THE DEAD**](https://magicarena.fandom.com/wiki/Omen_of_the_Dead)**Black (1) ENCHANTMENT FLASH**  **WHEN OMEN OF THE DEAD ENTERS THE BATTLEFIELD, RETURN TARGET CREATURE CARD FROM YOUR GRAVEYARD TO YOUR HAND. Black, SACRIFICE OMEN OF THE DEAD: SCRY 2.** |  | |  | [**OONA'S BLACKGUARD**](https://magicarena.fandom.com/wiki/Oona%27s_Blackguard)**Black (2) CREATURE — FAERIE ROGUE (1/1) FLYING**  **EACH OTHER ROGUE CREATURE YOU CONTROL ENTERS THE BATTLEFIELD WITH AN ADDITIONAL +1/+1 COUNTER ON IT. WHENEVER A CREATURE YOU CONTROL WITH A +1/+1 COUNTER ON IT DEALS COMBAT DAMAGE TO A PLAYER, THAT PLAYER DISCARDS A CARD.** |  | |  | [**OPEN THE GRAVES**](https://magicarena.fandom.com/wiki/Open_the_Graves)**BlackBlack (5) ENCHANTMENT WHENEVER A NONTOKEN CREATURE YOU CONTROL DIES, CREATE A 2/2 BLACK ZOMBIE CREATURE TOKEN.** |  | |  | [**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.** |  | |  | [**ORZHOV ENFORCER**](https://magicarena.fandom.com/wiki/Orzhov_Enforcer)**Black (2) CREATURE — HUMAN ROGUE (1/2) DEATHTOUCH**  **AFTERLIFE 1 (WHEN THIS CREATURE DIES, CREATE A 1/1 WHITE AND BLACK SPIRIT CREATURE TOKEN WITH FLYING.)** |  | |  | [**ORZHOV RACKETEERS**](https://magicarena.fandom.com/wiki/Orzhov_Racketeers)**Black (5) CREATURE — HUMAN ROGUE (3/2) WHENEVER ORZHOV RACKETEERS DEALS COMBAT DAMAGE TO A PLAYER, THAT PLAYER DISCARDS A CARD.**  **AFTERLIFE 2 (WHEN THIS CREATURE DIES, CREATE TWO 1/1 WHITE AND BLACK SPIRIT CREATURE TOKENS WITH FLYING.)** |  | |  | [**PACK RAT**](https://magicarena.fandom.com/wiki/Pack_Rat)**Black (2) CREATURE — RAT (\*/\*) PACK RAT'S POWER AND TOUGHNESS ARE EACH EQUAL TO THE NUMBER OF RATS YOU CONTROL.**  **Black, DISCARD A CARD: CREATE A TOKEN THAT'S A COPY OF PACK RAT.** |  | |  | [**PARASITIC IMPLANT**](https://magicarena.fandom.com/wiki/Parasitic_Implant)**Black (4) ENCHANTMENT — AURA ENCHANT CREATURE**  **AT THE BEGINNING OF YOUR UPKEEP, ENCHANTED CREATURE'S CONTROLLER SACRIFICES IT AND YOU CREATE A 1/1 COLORLESS MYR ARTIFACT CREATURE TOKEN.** |  | |  | [**PEER INTO THE ABYSS**](https://magicarena.fandom.com/wiki/Peer_into_the_Abyss)**BlackBlackBlack (7) SORCERY TARGET PLAYER DRAWS CARDS EQUAL TO HALF THE NUMBER OF CARDS IN THEIR LIBRARY AND LOSES HALF THEIR LIFE. ROUND UP EACH TIME.** |  | |  | [**PESTILENT HAZE**](https://magicarena.fandom.com/wiki/Pestilent_Haze)**BlackBlack (3) SORCERY CHOOSE ONE —**  **• ALL CREATURES GET -2/-2 UNTIL END OF TURN. • REMOVE TWO LOYALTY COUNTERS FROM EACH PLANESWALKER.** |  | |  | [**PESTILENT SPIRIT**](https://magicarena.fandom.com/wiki/Pestilent_Spirit)**Black (3) CREATURE — SPIRIT (3/2) MENACE, DEATHTOUCH**  **INSTANT AND SORCERY SPELLS YOU CONTROL HAVE DEATHTOUCH. (ANY AMOUNT OF DAMAGE THEY DEAL TO A CREATURE IS ENOUGH TO DESTROY IT.)** |  | |  | [**PHARIKA'S LIBATION**](https://magicarena.fandom.com/wiki/Pharika%27s_Libation)**Black (3) INSTANT CHOOSE ONE —**  **• TARGET OPPONENT SACRIFICES A CREATURE. • TARGET OPPONENT SACRIFICES AN ENCHANTMENT.** |  | |  | [**PHARIKA'S SPAWN**](https://magicarena.fandom.com/wiki/Pharika%27s_Spawn)**Black (4) CREATURE — GORGON (3/4) ESCAPE—Black, EXILE THREE OTHER CARDS FROM YOUR GRAVEYARD. (YOU MAY CAST THIS CARD FROM YOUR GRAVEYARD FOR ITS ESCAPE COST.)**  **PHARIKA'S SPAWN ESCAPES WITH TWO +1/+1 COUNTERS ON IT. WHEN IT ENTERS THE BATTLEFIELD THIS WAY, EACH OPPONENT SACRIFICES A NON-GORGON CREATURE.** |  | |  | [**PHYLACTERY LICH**](https://magicarena.fandom.com/wiki/Phylactery_Lich)**BlackBlackBlack (3) CREATURE — ZOMBIE (5/5) INDESTRUCTIBLE**  **AS PHYLACTERY LICH ENTERS THE BATTLEFIELD, PUT A PHYLACTERY COUNTER ON AN ARTIFACT YOU CONTROL. WHEN YOU CONTROL NO PERMANENTS WITH PHYLACTERY COUNTERS ON THEM, SACRIFICE PHYLACTERY LICH.** |  | |  | [**PHYREXIAN ARENA**](https://magicarena.fandom.com/wiki/Phyrexian_Arena)**BlackBlack (3) ENCHANTMENT AT THE BEGINNING OF YOUR UPKEEP, YOU DRAW A CARD AND YOU LOSE 1 LIFE.** |  | |  | [**PHYREXIAN BROODLINGS**](https://magicarena.fandom.com/wiki/Phyrexian_Broodlings)**BlackBlack (3) CREATURE — MINION (2/2) , SACRIFICE A CREATURE: PUT A +1/+1 COUNTER ON PHYREXIAN BROODLINGS.** |  | |  | [**PHYREXIAN DEBASER**](https://magicarena.fandom.com/wiki/Phyrexian_Debaser)**Black (4) CREATURE — CARRIER (2/2) FLYING**  **Tap, SACRIFICE PHYREXIAN DEBASER: TARGET CREATURE GETS -2/-2 UNTIL END OF TURN.** |  | |  | [**PHYREXIAN GARGANTUA**](https://magicarena.fandom.com/wiki/Phyrexian_Gargantua)**BlackBlack (6) CREATURE — HORROR (4/4) WHEN PHYREXIAN GARGANTUA ENTERS THE BATTLEFIELD, YOU DRAW TWO CARDS AND YOU LOSE 2 LIFE.** |  | |  | [**PHYREXIAN OBLITERATOR**](https://magicarena.fandom.com/wiki/Phyrexian_Obliterator)**BlackBlackBlackBlack (4) CREATURE — HORROR (5/5) TRAMPLE**  **WHENEVER A SOURCE DEALS DAMAGE TO PHYREXIAN OBLITERATOR, THAT SOURCE'S CONTROLLER SACRIFICES THAT MANY PERMANENTS.** |  | |  | [**PHYREXIAN RAGER**](https://magicarena.fandom.com/wiki/Phyrexian_Rager)**Black (3) CREATURE — HORROR (2/2) WHEN PHYREXIAN RAGER ENTERS THE BATTLEFIELD, YOU DRAW A CARD AND YOU LOSE 1 LIFE.** |  | |  | [**PHYREXIAN RECLAMATION**](https://magicarena.fandom.com/wiki/Phyrexian_Reclamation)**Black (1) ENCHANTMENT Black, PAY 2 LIFE: RETURN TARGET CREATURE CARD FROM YOUR GRAVEYARD TO YOUR HAND.** |  | |  | [**PHYREXIAN SCRIPTURES**](https://magicarena.fandom.com/wiki/Phyrexian_Scriptures)**BlackBlack (4) ENCHANTMENT — SAGA (AS THIS SAGA ENTERS AND AFTER YOUR DRAW STEP, ADD A LORE COUNTER. SACRIFICE AFTER III.)**  **I — PUT A +1/+1 COUNTER ON UP TO ONE TARGET CREATURE. THAT CREATURE BECOMES AN ARTIFACT IN ADDITION TO ITS OTHER TYPES. II — DESTROY ALL NONARTIFACT CREATURES. III — EXILE ALL CARDS FROM ALL OPPONENTS' GRAVEYARDS.** |  | |  | [**PILFERING IMP**](https://magicarena.fandom.com/wiki/Pilfering_Imp)**Black (1) CREATURE — IMP (1/1) FLYING**  **Black, Tap, SACRIFICE PILFERING IMP: TARGET OPPONENT REVEALS THEIR HAND. YOU CHOOSE A NONLAND CARD FROM IT. THAT PLAYER DISCARDS THAT CARD. ACTIVATE THIS ABILITY ONLY ANY TIME YOU COULD CAST A SORCERY.** |  | |  | [**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.** |  | |  | [**PITILESS GORGON**](https://magicarena.fandom.com/wiki/Pitiless_Gorgon)**(3) CREATURE — GORGON (2/2) DEATHTOUCH** |  | |  | [**PITILESS PLUNDERER**](https://magicarena.fandom.com/wiki/Pitiless_Plunderer)**Black (4) CREATURE — HUMAN PIRATE (1/4) WHENEVER ANOTHER CREATURE YOU CONTROL DIES, CREATE A TREASURE TOKEN. (IT'S AN ARTIFACT WITH "Tap, SACRIFICE THIS ARTIFACT: ADD ONE MANA OF ANY COLOR.")** |  | |  | [**PITILESS PONTIFF**](https://magicarena.fandom.com/wiki/Pitiless_Pontiff)**WhiteBlack (2) CREATURE — VAMPIRE CLERIC (2/2) , SACRIFICE ANOTHER CREATURE: PITILESS PONTIFF GAINS DEATHTOUCH AND INDESTRUCTIBLE UNTIL END OF TURN. (DAMAGE AND EFFECTS THAT SAY "DESTROY" DON'T DESTROY IT.)** |  | |  | [**PLAGUE MARE**](https://magicarena.fandom.com/wiki/Plague_Mare)**BlackBlack (3) CREATURE — NIGHTMARE HORSE (2/2) PLAGUE MARE CAN'T BE BLOCKED BY WHITE CREATURES.**  **WHEN PLAGUE MARE ENTERS THE BATTLEFIELD, CREATURES YOUR OPPONENTS CONTROL GET -1/-1 UNTIL END OF TURN.** |  | |  | [**PLAGUE WIGHT**](https://magicarena.fandom.com/wiki/Plague_Wight)**Black (2) CREATURE — ZOMBIE (2/1) WHENEVER PLAGUE WIGHT BECOMES BLOCKED, EACH CREATURE BLOCKING IT GETS -1/-1 UNTIL END OF TURN.** |  | |  | [**PLAGUECRAFTER**](https://magicarena.fandom.com/wiki/Plaguecrafter)**Black (3) CREATURE — HUMAN SHAMAN (3/2) WHEN PLAGUECRAFTER ENTERS THE BATTLEFIELD, EACH PLAYER SACRIFICES A CREATURE OR PLANESWALKER. EACH PLAYER WHO CAN'T DISCARDS A CARD.** |  | |  | [**PLAGUED RUSALKA**](https://magicarena.fandom.com/wiki/Plagued_Rusalka)**Black (1) CREATURE — SPIRIT (1/1) Black, SACRIFICE A CREATURE: TARGET CREATURE GETS -1/-1 UNTIL END OF TURN.** |  | |  | [**POISON-TIP ARCHER**](https://magicarena.fandom.com/wiki/Poison-Tip_Archer)**BlackGreen (4) CREATURE — ELF ARCHER (2/3) REACH (THIS CREATURE CAN BLOCK CREATURES WITH FLYING.)**  **DEATHTOUCH (ANY AMOUNT OF DAMAGE THIS DEALS TO A CREATURE IS ENOUGH TO DESTROY IT.) WHENEVER ANOTHER CREATURE DIES, EACH OPPONENT LOSES 1 LIFE.** |  | |  | [**POLUKRANOS, UNCHAINED**](https://magicarena.fandom.com/wiki/Polukranos,_Unchained)**BlackGreen (4) LEGENDARY CREATURE — ZOMBIE HYDRA (0/0) POLUKRANOS ENTERS THE BATTLEFIELD WITH SIX +1/+1 COUNTERS ON IT. IT ESCAPES WITH TWELVE +1/+1 COUNTERS ON IT INSTEAD.**  **IF DAMAGE WOULD BE DEALT TO POLUKRANOS WHILE IT HAS A +1/+1 COUNTER ON IT, PREVENT THAT DAMAGE AND REMOVE THAT MANY +1/+1 COUNTERS FROM IT. BlackGreen: POLUKRANOS FIGHTS ANOTHER TARGET CREATURE. ESCAPE—BlackGreen, EXILE SIX OTHER CARDS FROM YOUR GRAVEYARD.** |  | |  | [**PRICE OF BETRAYAL**](https://magicarena.fandom.com/wiki/Price_of_Betrayal)**Black (1) SORCERY REMOVE UP TO FIVE COUNTERS FROM TARGET ARTIFACT, CREATURE, PLANESWALKER, OR OPPONENT.** |  | |  | [**PRICE OF FAME**](https://magicarena.fandom.com/wiki/Price_of_Fame)**Black (4) INSTANT THIS SPELL COSTS  LESS TO CAST IF IT TARGETS A LEGENDARY CREATURE.**  **DESTROY TARGET CREATURE. SURVEIL 2. (LOOK AT THE TOP TWO CARDS OF YOUR LIBRARY, THEN PUT ANY NUMBER OF THEM INTO YOUR GRAVEYARD AND THE REST ON TOP OF YOUR LIBRARY IN ANY ORDER.)** |  | |  | [**PRIEST OF FORGOTTEN GODS**](https://magicarena.fandom.com/wiki/Priest_of_Forgotten_Gods)**Black (2) CREATURE — HUMAN CLERIC (1/2) Tap, SACRIFICE TWO OTHER CREATURES: ANY NUMBER OF TARGET PLAYERS EACH LOSE 2 LIFE AND SACRIFICE A CREATURE. YOU ADD BlackBlack AND DRAW A CARD.** |  | |  | [**PRIMEVALS' GLORIOUS REBIRTH**](https://magicarena.fandom.com/wiki/Primevals%27_Glorious_Rebirth)**WhiteBlack (7) LEGENDARY SORCERY (YOU MAY CAST A LEGENDARY SORCERY ONLY IF YOU CONTROL A LEGENDARY CREATURE OR PLANESWALKER.)**  **RETURN ALL LEGENDARY PERMANENT CARDS FROM YOUR GRAVEYARD TO THE BATTLEFIELD.** |  | |  | [**PROFANE INSIGHT**](https://magicarena.fandom.com/wiki/Profane_Insight)**Black (3) INSTANT — ADVENTURE YOU DRAW A CARD AND YOU LOSE 1 LIFE. (THEN EXILE THIS CARD. YOU MAY CAST THE CREATURE LATER FROM EXILE.)** |  | |  | [**PROFANE PROCESSION**](https://magicarena.fandom.com/wiki/Profane_Procession)**WhiteBlack (3) LEGENDARY ENCHANTMENT WhiteBlack: EXILE TARGET CREATURE. THEN IF THERE ARE THREE OR MORE CARDS EXILED WITH PROFANE PROCESSION, TRANSFORM IT.** |  | |  | [**PSYCHIC SYMBIONT**](https://magicarena.fandom.com/wiki/Psychic_Symbiont)**BlueBlack (6) CREATURE — NIGHTMARE HORROR (3/3) FLYING**  **WHEN PSYCHIC SYMBIONT ENTERS THE BATTLEFIELD, TARGET OPPONENT DISCARDS A CARD AND YOU DRAW A CARD.** |  | |  | [**QUEEN'S AGENT**](https://magicarena.fandom.com/wiki/Queen%27s_Agent)**Black (6) CREATURE — VAMPIRE SCOUT (3/3) LIFELINK**  **WHEN QUEEN'S AGENT ENTERS THE BATTLEFIELD, IT EXPLORES. (REVEAL THE TOP CARD OF YOUR LIBRARY. PUT THAT CARD INTO YOUR HAND IF IT'S A LAND. OTHERWISE, PUT A +1/+1 COUNTER ON THIS CREATURE, THEN PUT THE CARD BACK OR PUT IT INTO YOUR GRAVEYARD.)** |  | |  | [**QUEEN'S BAY SOLDIER**](https://magicarena.fandom.com/wiki/Queen%27s_Bay_Soldier)**Black (2) CREATURE — VAMPIRE SOLDIER (2/2)** |  | |  | [**RAFTER DEMON**](https://magicarena.fandom.com/wiki/Rafter_Demon)**BlackRed (4) CREATURE — DEMON (4/2) SPECTACLE BlackRed (YOU MAY CAST THIS SPELL FOR ITS SPECTACLE COST RATHER THAN ITS MANA COST IF AN OPPONENT LOST LIFE THIS TURN.)**  **WHEN RAFTER DEMON ENTERS THE BATTLEFIELD, IF ITS SPECTACLE COST WAS PAID, EACH OPPONENT DISCARDS A CARD.** |  | |  | [**RAGE-SCARRED BERSERKER**](https://magicarena.fandom.com/wiki/Rage-Scarred_Berserker)**Black (5) CREATURE — MINOTAUR BERSERKER (5/4) WHEN RAGE-SCARRED BERSERKER ENTERS THE BATTLEFIELD, TARGET CREATURE YOU CONTROL GETS +1/+0 AND GAINS INDESTRUCTIBLE UNTIL END OF TURN. (DAMAGE AND EFFECTS THAT SAY "DESTROY" DON'T DESTROY IT.)** |  | |  | [**RAIDERS' WAKE**](https://magicarena.fandom.com/wiki/Raiders%27_Wake)**Black (4) ENCHANTMENT WHENEVER AN OPPONENT DISCARDS A CARD, THAT PLAYER LOSES 2 LIFE.**  **RAID — AT THE BEGINNING OF YOUR END STEP, IF YOU ATTACKED THIS TURN, TARGET OPPONENT DISCARDS A CARD.** |  | |  | [**RAKDOS FIREWHEELER**](https://magicarena.fandom.com/wiki/Rakdos_Firewheeler)**BlackBlackRedRed (4) CREATURE — HUMAN ROGUE (4/3) WHEN RAKDOS FIREWHEELER ENTERS THE BATTLEFIELD, IT DEALS 2 DAMAGE TO TARGET OPPONENT AND 2 DAMAGE TO UP TO ONE TARGET CREATURE OR PLANESWALKER.** |  | |  | [**RAKDOS ROUSTABOUT**](https://magicarena.fandom.com/wiki/Rakdos_Roustabout)**BlackRed (3) CREATURE — OGRE WARRIOR (3/2) WHENEVER RAKDOS ROUSTABOUT BECOMES BLOCKED, IT DEALS 1 DAMAGE TO THE PLAYER OR PLANESWALKER IT'S ATTACKING.** |  | |  | [**RAKDOS TRUMPETER**](https://magicarena.fandom.com/wiki/Rakdos_Trumpeter)**Black (2) CREATURE — HUMAN SHAMAN (1/3) MENACE (THIS CREATURE CAN'T BE BLOCKED EXCEPT BY TWO OR MORE CREATURES.)**  **Red: RAKDOS TRUMPETER GETS +2/+0 UNTIL END OF TURN.** |  | |  | [**RAKDOS, THE SHOWSTOPPER**](https://magicarena.fandom.com/wiki/Rakdos,_the_Showstopper)**BlackRed (6) LEGENDARY CREATURE — DEMON (6/6) FLYING, TRAMPLE**  **WHEN RAKDOS, THE SHOWSTOPPER ENTERS THE BATTLEFIELD, FLIP A COIN FOR EACH CREATURE THAT ISN'T A DEMON, DEVIL, OR IMP. DESTROY EACH CREATURE WHOSE COIN COMES UP TAILS.** |  | |  | [**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.** |  | |  | [**RAT COLONY**](https://magicarena.fandom.com/wiki/Rat_Colony)**Black (2) CREATURE — RAT (2/1) RAT COLONY GETS +1/+0 FOR EACH OTHER RAT YOU CONTROL.**  **A DECK CAN HAVE ANY NUMBER OF CARDS NAMED RAT COLONY.** |  | |  | [**RAVENOUS CHUPACABRA**](https://magicarena.fandom.com/wiki/Ravenous_Chupacabra)**BlackBlack (4) CREATURE — BEAST HORROR (2/2) WHEN RAVENOUS CHUPACABRA ENTERS THE BATTLEFIELD, DESTROY TARGET CREATURE AN OPPONENT CONTROLS.** |  | |  | [**RAVENOUS HARPY**](https://magicarena.fandom.com/wiki/Ravenous_Harpy)**Black (3) CREATURE — HARPY (1/2) FLYING**  **, SACRIFICE ANOTHER CREATURE: PUT A +1/+1 COUNTER ON RAVENOUS HARPY.** |  | |  | [**REAPER OF NIGHT**](https://magicarena.fandom.com/wiki/Reaper_of_Night)**BlackBlack (7) CREATURE — SPECTER (4/5) WHENEVER REAPER OF NIGHT ATTACKS, IF DEFENDING PLAYER HAS TWO OR FEWER CARDS IN HAND, IT GAINS FLYING UNTIL END OF TURN.** |  | |  | [**REASSEMBLING SKELETON**](https://magicarena.fandom.com/wiki/Reassembling_Skeleton)**Black (2) CREATURE — SKELETON WARRIOR (1/1) Black: RETURN REASSEMBLING SKELETON FROM YOUR GRAVEYARD TO THE BATTLEFIELD TAPPED.** |  | |  | [**REAVE SOUL**](https://magicarena.fandom.com/wiki/Reave_Soul)**Black (2) SORCERY DESTROY TARGET CREATURE WITH POWER 3 OR LESS.** |  | |  | [**REAVER AMBUSH**](https://magicarena.fandom.com/wiki/Reaver_Ambush)**Black (3) INSTANT EXILE TARGET CREATURE WITH POWER 3 OR LESS.** |  | |  | [**RECOVER**](https://magicarena.fandom.com/wiki/Recover)**Black (3) SORCERY RETURN TARGET CREATURE CARD FROM YOUR GRAVEYARD TO YOUR HAND.**  **DRAW A CARD.** |  | |  | [**REGAL BLOODLORD**](https://magicarena.fandom.com/wiki/Regal_Bloodlord)**WhiteBlack (5) CREATURE — VAMPIRE SOLDIER (2/4) FLYING**  **AT THE BEGINNING OF EACH END STEP, IF YOU GAINED LIFE THIS TURN, CREATE A 1/1 BLACK BAT CREATURE TOKEN WITH FLYING.** |  | |  | [**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.)** |  | |  | [**REVEL IN RICHES**](https://magicarena.fandom.com/wiki/Revel_in_Riches)**Black (5) ENCHANTMENT WHENEVER A CREATURE AN OPPONENT CONTROLS DIES, CREATE A TREASURE TOKEN. (IT'S AN ARTIFACT WITH "Tap, SACRIFICE THIS ARTIFACT: ADD ONE MANA OF ANY COLOR.")**  **AT THE BEGINNING OF YOUR UPKEEP, IF YOU CONTROL TEN OR MORE TREASURES, YOU WIN THE GAME.** |  | |  | [**REVENGE**](https://magicarena.fandom.com/wiki/Revenge)**WhiteBlack (6) SORCERY DOUBLE YOUR LIFE TOTAL. TARGET OPPONENT LOSES HALF THEIR LIFE, ROUNDED UP.** |  | |  | [**REVENGE OF RAVENS**](https://magicarena.fandom.com/wiki/Revenge_of_Ravens)**Black (4) ENCHANTMENT WHENEVER A CREATURE ATTACKS YOU OR A PLANESWALKER YOU CONTROL, THAT CREATURE'S CONTROLLER LOSES 1 LIFE AND YOU GAIN 1 LIFE.** |  | |  | [**REVIVAL**](https://magicarena.fandom.com/wiki/Revival)**(2) SORCERY RETURN TARGET CREATURE CARD WITH CONVERTED MANA COST 3 OR LESS FROM YOUR GRAVEYARD TO THE BATTLEFIELD.** |  | |  | [**RHIZOME LURCHER**](https://magicarena.fandom.com/wiki/Rhizome_Lurcher)**BlackGreen (4) CREATURE — FUNGUS ZOMBIE (2/2) UNDERGROWTH — RHIZOME LURCHER ENTERS THE BATTLEFIELD WITH A NUMBER OF +1/+1 COUNTERS ON IT EQUAL TO THE NUMBER OF CREATURE CARDS IN YOUR GRAVEYARD.** |  | |  | [**RISE AGAIN**](https://magicarena.fandom.com/wiki/Rise_Again)**Black (5) SORCERY RETURN TARGET CREATURE CARD FROM YOUR GRAVEYARD TO THE BATTLEFIELD.** |  | |  | [**RISE FROM THE GRAVE**](https://magicarena.fandom.com/wiki/Rise_from_the_Grave)**Black (5) SORCERY PUT TARGET CREATURE CARD FROM A GRAVEYARD ONTO THE BATTLEFIELD UNDER YOUR CONTROL. THAT CREATURE IS A BLACK ZOMBIE IN ADDITION TO ITS OTHER COLORS AND TYPES.** |  | |  | [**RISE OF THE DARK REALMS**](https://magicarena.fandom.com/wiki/Rise_of_the_Dark_Realms)**BlackBlack (9) SORCERY PUT ALL CREATURE CARDS FROM ALL GRAVEYARDS ONTO THE BATTLEFIELD UNDER YOUR CONTROL.** |  | |  | [**RISE TO GLORY**](https://magicarena.fandom.com/wiki/Rise_to_Glory)**WhiteBlack (5) SORCERY CHOOSE ONE OR BOTH —**  **• RETURN TARGET CREATURE CARD FROM YOUR GRAVEYARD TO THE BATTLEFIELD. • RETURN TARGET AURA CARD FROM YOUR GRAVEYARD TO THE BATTLEFIELD.** |  | |  | [**RITE OF BELZENLOK**](https://magicarena.fandom.com/wiki/Rite_of_Belzenlok)**BlackBlack (4) ENCHANTMENT — SAGA (AS THIS SAGA ENTERS AND AFTER YOUR DRAW STEP, ADD A LORE COUNTER. SACRIFICE AFTER III.)**  **I, II — CREATE TWO 0/1 BLACK CLERIC CREATURE TOKENS. III — CREATE A 6/6 BLACK DEMON CREATURE TOKEN WITH FLYING, TRAMPLE, AND "AT THE BEGINNING OF YOUR UPKEEP, SACRIFICE ANOTHER CREATURE. IF YOU CAN'T, THIS CREATURE DEALS 6 DAMAGE TO YOU."** |  | |  | [**RITUAL OF SOOT**](https://magicarena.fandom.com/wiki/Ritual_of_Soot)**BlackBlack (4) SORCERY DESTROY ALL CREATURES WITH CONVERTED MANA COST 3 OR LESS.** |  | |  | [**RONA, DISCIPLE OF GIX**](https://magicarena.fandom.com/wiki/Rona,_Disciple_of_Gix)**BlueBlack (3) LEGENDARY CREATURE — HUMAN ARTIFICER (2/2) WHEN RONA, DISCIPLE OF GIX ENTERS THE BATTLEFIELD, YOU MAY EXILE TARGET HISTORIC CARD FROM YOUR GRAVEYARD. (ARTIFACTS, LEGENDARIES, AND SAGAS ARE HISTORIC.)**  **YOU MAY CAST SPELLS FROM AMONG CARDS EXILED WITH RONA. , Tap: EXILE THE TOP CARD OF YOUR LIBRARY.** |  | |  | [**ROTTING REGISAUR**](https://magicarena.fandom.com/wiki/Rotting_Regisaur)**Black (3) CREATURE — ZOMBIE DINOSAUR (7/6) AT THE BEGINNING OF YOUR UPKEEP, DISCARD A CARD.** |  | |  | [**RUIN RAIDER**](https://magicarena.fandom.com/wiki/Ruin_Raider)**Black (3) CREATURE — ORC PIRATE (3/2) RAID — AT THE BEGINNING OF YOUR END STEP, IF YOU ATTACKED THIS TURN, REVEAL THE TOP CARD OF YOUR LIBRARY AND PUT THAT CARD INTO YOUR HAND. YOU LOSE LIFE EQUAL TO THE CARD'S CONVERTED MANA COST.** |  | |  | [**RUINOUS ULTIMATUM**](https://magicarena.fandom.com/wiki/Ruinous_Ultimatum)**RedRedWhiteWhiteWhiteBlackBlack (7) SORCERY DESTROY ALL NONLAND PERMANENTS YOUR OPPONENTS CONTROL.** |  | |  | [**RUTHLESS KNAVE**](https://magicarena.fandom.com/wiki/Ruthless_Knave)**Black (3) CREATURE — ORC PIRATE (3/2) Black, SACRIFICE A CREATURE: CREATE TWO TREASURE TOKENS. (THEY'RE ARTIFACTS WITH "Tap, SACRIFICE THIS ARTIFACT: ADD ONE MANA OF ANY COLOR.")**  **SACRIFICE THREE TREASURES: DRAW A CARD.** |  | |  | [**SADISTIC SKYMARCHER**](https://magicarena.fandom.com/wiki/Sadistic_Skymarcher)**Black (3) CREATURE — VAMPIRE SOLDIER (2/2) AS AN ADDITIONAL COST TO CAST THIS SPELL, REVEAL A VAMPIRE CARD FROM YOUR HAND OR PAY .**  **FLYING, LIFELINK** |  | |  | [**SANCTUM OF ALL**](https://magicarena.fandom.com/wiki/Sanctum_of_All)**WhiteBlueBlackRedGreen (5) LEGENDARY ENCHANTMENT — SHRINE AT THE BEGINNING OF YOUR UPKEEP, YOU MAY SEARCH YOUR LIBRARY AND/OR GRAVEYARD FOR A SHRINE CARD AND PUT IT ONTO THE BATTLEFIELD. IF YOU SEARCH YOUR LIBRARY THIS WAY, SHUFFLE IT.**  **IF AN ABILITY OF ANOTHER SHRINE YOU CONTROL TRIGGERS WHILE YOU CONTROL SIX OR MORE SHRINES, THAT ABILITY TRIGGERS AN ADDITIONAL TIME.** |  | |  | [**SANCTUM OF STONE FANGS**](https://magicarena.fandom.com/wiki/Sanctum_of_Stone_Fangs)**Black (2) LEGENDARY ENCHANTMENT — SHRINE AT THE BEGINNING OF YOUR PRECOMBAT MAIN PHASE, EACH OPPONENT LOSES X LIFE AND YOU GAIN X LIFE, WHERE X IS THE NUMBER OF SHRINES YOU CONTROL.** |  | |  | [**SANCTUM SEEKER**](https://magicarena.fandom.com/wiki/Sanctum_Seeker)**BlackBlack (4) CREATURE — VAMPIRE KNIGHT (3/4) WHENEVER A VAMPIRE YOU CONTROL ATTACKS, EACH OPPONENT LOSES 1 LIFE AND YOU GAIN 1 LIFE.** |  | |  | [**SANGROMANCER**](https://magicarena.fandom.com/wiki/Sangromancer)**BlackBlack (4) CREATURE — VAMPIRE SHAMAN (3/3) FLYING**  **WHENEVER A CREATURE AN OPPONENT CONTROLS DIES, YOU MAY GAIN 3 LIFE. WHENEVER AN OPPONENT DISCARDS A CARD, YOU MAY GAIN 3 LIFE.** |  | |  | [**SANGUINE INDULGENCE**](https://magicarena.fandom.com/wiki/Sanguine_Indulgence)**Black (4) SORCERY THIS SPELL COSTS  LESS TO CAST IF YOU'VE GAINED 3 OR MORE LIFE THIS TURN.**  **RETURN UP TO TWO TARGET CREATURE CARDS FROM YOUR GRAVEYARD TO YOUR HAND.** |  | |  | [**SANITARIUM SKELETON**](https://magicarena.fandom.com/wiki/Sanitarium_Skeleton)**Black (1) CREATURE — SKELETON (1/2) Black: RETURN SANITARIUM SKELETON FROM YOUR GRAVEYARD TO YOUR HAND.** |  | |  | [**SAVAGE GORGER**](https://magicarena.fandom.com/wiki/Savage_Gorger)**BlackBlack (3) CREATURE — VAMPIRE (1/1) FLYING**  **AT THE BEGINNING OF YOUR END STEP, IF AN OPPONENT LOST LIFE THIS TURN, PUT A +1/+1 COUNTER ON SAVAGE GORGER. (DAMAGE CAUSES LOSS OF LIFE.)** |  | |  | [**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.** |  | |  | [**SCAVENGING HARPY**](https://magicarena.fandom.com/wiki/Scavenging_Harpy)**Black (3) CREATURE — HARPY (2/1) FLYING**  **WHEN SCAVENGING HARPY ENTERS THE BATTLEFIELD, EXILE TARGET CARD FROM AN OPPONENT'S GRAVEYARD.** |  | |  | [**SCHEMING SYMMETRY**](https://magicarena.fandom.com/wiki/Scheming_Symmetry)**Black (1) SORCERY CHOOSE TWO TARGET PLAYERS. EACH OF THEM SEARCHES THEIR LIBRARY FOR A CARD, THEN SHUFFLES THEIR LIBRARY AND PUTS THAT CARD ON TOP OF IT.** |  | |  | [**SEEKERS' SQUIRE**](https://magicarena.fandom.com/wiki/Seekers%27_Squire)**Black (2) CREATURE — HUMAN SCOUT (1/2) WHEN SEEKERS' SQUIRE ENTERS THE BATTLEFIELD, IT EXPLORES. (REVEAL THE TOP CARD OF YOUR LIBRARY. PUT THAT CARD INTO YOUR HAND IF IT'S A LAND. OTHERWISE, PUT A +1/+1 COUNTER ON THIS CREATURE, THEN PUT THE CARD BACK OR PUT IT INTO YOUR GRAVEYARD.)** |  | |  | [**SENGIR VAMPIRE**](https://magicarena.fandom.com/wiki/Sengir_Vampire)**BlackBlack (5) CREATURE — VAMPIRE (4/4) FLYING (THIS CREATURE CAN'T BE BLOCKED EXCEPT BY CREATURES WITH FLYING OR REACH.)**  **WHENEVER A CREATURE DEALT DAMAGE BY SENGIR VAMPIRE THIS TURN DIES, PUT A +1/+1 COUNTER ON SENGIR VAMPIRE.** |  | |  | [**SERAPH OF THE SCALES**](https://magicarena.fandom.com/wiki/Seraph_of_the_Scales)**WhiteBlack (4) CREATURE — ANGEL (4/3) FLYING**  **White: SERAPH OF THE SCALES GAINS VIGILANCE UNTIL END OF TURN. Black: SERAPH OF THE SCALES GAINS DEATHTOUCH UNTIL END OF TURN. AFTERLIFE 2 (WHEN THIS CREATURE DIES, CREATE TWO 1/1 WHITE AND BLACK SPIRIT CREATURE TOKENS WITH FLYING.)** |  | |  | [**SERRATED SCORPION**](https://magicarena.fandom.com/wiki/Serrated_Scorpion)**Black (1) CREATURE — SCORPION (1/2) WHEN SERRATED SCORPION DIES, IT DEALS 2 DAMAGE TO EACH OPPONENT AND YOU GAIN 2 LIFE.** |  | |  | [**SETTLE THE SCORE**](https://magicarena.fandom.com/wiki/Settle_the_Score)**BlackBlack (4) SORCERY EXILE TARGET CREATURE. PUT TWO LOYALTY COUNTERS ON A PLANESWALKER YOU CONTROL.** |  | |  | [**SEVERED STRANDS**](https://magicarena.fandom.com/wiki/Severed_Strands)**Black (2) SORCERY AS AN ADDITIONAL COST TO CAST THIS SPELL, SACRIFICE A CREATURE.**  **YOU GAIN LIFE EQUAL TO THE SACRIFICED CREATURE'S TOUGHNESS. DESTROY TARGET CREATURE AN OPPONENT CONTROLS.** |  | |  | [**SHAMBLING GOBLIN**](https://magicarena.fandom.com/wiki/Shambling_Goblin)**Black (1) CREATURE — ZOMBIE GOBLIN (1/1) WHEN SHAMBLING GOBLIN DIES, TARGET CREATURE AN OPPONENT CONTROLS GETS -1/-1 UNTIL END OF TURN.** |  | |  | [**SHRIEKDIVER**](https://magicarena.fandom.com/wiki/Shriekdiver)**Black (3) CREATURE — ZOMBIE BIRD WARRIOR (2/1) FLYING**  **: SHRIEKDIVER GAINS HASTE UNTIL END OF TURN.** |  | |  | [**SILVERSMOTE GHOUL**](https://magicarena.fandom.com/wiki/Silversmote_Ghoul)**Black (3) CREATURE — ZOMBIE VAMPIRE (3/1) AT THE BEGINNING OF YOUR END STEP, IF YOU GAINED 3 OR MORE LIFE THIS TURN, RETURN SILVERSMOTE GHOUL FROM YOUR GRAVEYARD TO THE BATTLEFIELD TAPPED.**  **Black, SACRIFICE SILVERSMOTE GHOUL: DRAW A CARD.** |  | |  | [**SKELETON ARCHER**](https://magicarena.fandom.com/wiki/Skeleton_Archer)**Black (4) CREATURE — SKELETON ARCHER (3/3) WHEN SKELETON ARCHER ENTERS THE BATTLEFIELD, IT DEALS 1 DAMAGE TO ANY TARGET.** |  | |  | [**SKITTERING HEARTSTOPPER**](https://magicarena.fandom.com/wiki/Skittering_Heartstopper)**Black (1) CREATURE — INSECT (1/2) Black: SKITTERING HEARTSTOPPER GAINS DEATHTOUCH UNTIL END OF TURN.** |  | |  | [**SKULDUGGERY**](https://magicarena.fandom.com/wiki/Skulduggery)**Black (1) INSTANT UNTIL END OF TURN, TARGET CREATURE YOU CONTROL GETS +1/+1 AND TARGET CREATURE AN OPPONENT CONTROLS GETS -1/-1.** |  | |  | [**SKULL PROPHET**](https://magicarena.fandom.com/wiki/Skull_Prophet)**BlackGreen (2) CREATURE — HUMAN DRUID (3/1) Tap: ADD Black OR Green.**  **Tap: MILL TWO CARDS.** |  | |  | [**SKYMARCH BLOODLETTER**](https://magicarena.fandom.com/wiki/Skymarch_Bloodletter)**Black (3) CREATURE — VAMPIRE SOLDIER (2/2) FLYING**  **WHEN SKYMARCH BLOODLETTER ENTERS THE BATTLEFIELD, TARGET OPPONENT LOSES 1 LIFE AND YOU GAIN 1 LIFE.** |  | |  | [**SLATE STREET RUFFIAN**](https://magicarena.fandom.com/wiki/Slate_Street_Ruffian)**Black (3) CREATURE — HUMAN WARRIOR (2/2) WHENEVER SLATE STREET RUFFIAN BECOMES BLOCKED, DEFENDING PLAYER DISCARDS A CARD.** |  | |  | [**SLAUGHTER-PRIEST OF MOGIS**](https://magicarena.fandom.com/wiki/Slaughter-Priest_of_Mogis)**BlackRed (2) CREATURE — MINOTAUR SHAMAN (2/2) WHENEVER YOU SACRIFICE A PERMANENT, SLAUGHTER-PRIEST OF MOGIS GETS +2/+0 UNTIL END OF TURN.**  **, SACRIFICE ANOTHER CREATURE OR AN ENCHANTMENT: SLAUGHTER-PRIEST OF MOGIS GAINS FIRST STRIKE UNTIL END OF TURN.** |  | |  | [**SLIMEFOOT, THE STOWAWAY**](https://magicarena.fandom.com/wiki/Slimefoot,_the_Stowaway)**BlackGreen (3) LEGENDARY CREATURE — FUNGUS (2/3) WHENEVER A SAPROLING YOU CONTROL DIES, SLIMEFOOT, THE STOWAWAY DEALS 1 DAMAGE TO EACH OPPONENT AND YOU GAIN 1 LIFE.**  **: CREATE A 1/1 GREEN SAPROLING CREATURE TOKEN.** |  | |  | [**SLITHERWISP**](https://magicarena.fandom.com/wiki/Slitherwisp)**BlueBlackBlack (3) CREATURE — ELEMENTAL NIGHTMARE (3/2) FLASH**  **WHENEVER YOU CAST ANOTHER SPELL THAT HAS FLASH, YOU DRAW A CARD AND EACH OPPONENT LOSES 1 LIFE.** |  | |  | [**SMITTEN SWORDMASTER**](https://magicarena.fandom.com/wiki/Smitten_Swordmaster)**Black (2) CREATURE — HUMAN KNIGHT (2/1) LIFELINK** |  | |  | [**SNAPDAX, APEX OF THE HUNT**](https://magicarena.fandom.com/wiki/Snapdax,_Apex_of_the_Hunt)**RedWhiteBlack (4) LEGENDARY CREATURE — DINOSAUR CAT NIGHTMARE (3/5) MUTATE WhiteWhite (IF YOU CAST THIS SPELL FOR ITS MUTATE COST, PUT IT OVER OR UNDER TARGET NON-HUMAN CREATURE YOU OWN. THEY MUTATE INTO THE CREATURE ON TOP PLUS ALL ABILITIES FROM UNDER IT.)**  **DOUBLE STRIKE WHENEVER THIS CREATURE MUTATES, IT DEALS 4 DAMAGE TO TARGET CREATURE OR PLANESWALKER AN OPPONENT CONTROLS AND YOU GAIN 4 LIFE.** |  | |  | [**SONOROUS HOWLBONDER**](https://magicarena.fandom.com/wiki/Sonorous_Howlbonder)**(3) CREATURE — HUMAN WARRIOR (2/2) MENACE**  **EACH CREATURE YOU CONTROL WITH MENACE CAN'T BE BLOCKED EXCEPT BY THREE OR MORE CREATURES.** |  | |  | [**SORCERER OF THE FANG**](https://magicarena.fandom.com/wiki/Sorcerer_of_the_Fang)**Black (2) CREATURE — HUMAN WIZARD (1/3) Black, Tap: SORCERER OF THE FANG DEALS 2 DAMAGE TO TARGET OPPONENT OR PLANESWALKER.** |  | |  | [**SORIN, IMPERIOUS BLOODLORD**](https://magicarena.fandom.com/wiki/Sorin,_Imperious_Bloodlord)**Black (3) LEGENDARY PLANESWALKER — SORIN (4) +1: TARGET CREATURE YOU CONTROL GAINS DEATHTOUCH AND LIFELINK UNTIL END OF TURN. IF IT'S A VAMPIRE, PUT A +1/+1 COUNTER ON IT.**  **+1: YOU MAY SACRIFICE A VAMPIRE. WHEN YOU DO, SORIN, IMPERIOUS BLOODLORD DEALS 3 DAMAGE TO ANY TARGET AND YOU GAIN 3 LIFE. −3: YOU MAY PUT A VAMPIRE CREATURE CARD FROM YOUR HAND ONTO THE BATTLEFIELD.** |  | |  | [**SORIN, VAMPIRE LORD**](https://magicarena.fandom.com/wiki/Sorin,_Vampire_Lord)**BlackBlack (6) LEGENDARY PLANESWALKER — SORIN (4) +1: UP TO ONE TARGET CREATURE GETS +2/+0 UNTIL END OF TURN.**  **−2: SORIN, VAMPIRE LORD DEALS 4 DAMAGE TO ANY TARGET. YOU GAIN 4 LIFE. −8: UNTIL END OF TURN, EACH VAMPIRE YOU CONTROL GAINS "Tap: GAIN CONTROL OF TARGET CREATURE."** |  | |  | [**SORIN, VENGEFUL BLOODLORD**](https://magicarena.fandom.com/wiki/Sorin,_Vengeful_Bloodlord)**WhiteBlack (4) LEGENDARY PLANESWALKER — SORIN (4) AS LONG AS IT'S YOUR TURN, CREATURES AND PLANESWALKERS YOU CONTROL HAVE LIFELINK.**  **+2: SORIN, VENGEFUL BLOODLORD DEALS 1 DAMAGE TO TARGET PLAYER OR PLANESWALKER. −X: RETURN TARGET CREATURE CARD WITH CONVERTED MANA COST X FROM YOUR GRAVEYARD TO THE BATTLEFIELD. THAT CREATURE IS A VAMPIRE IN ADDITION TO ITS OTHER TYPES.** |  | |  | [**SORIN'S GUIDE**](https://magicarena.fandom.com/wiki/Sorin%27s_Guide)**BlackBlack (5) CREATURE — VAMPIRE (4/2) WHEN SORIN'S GUIDE ENTERS THE BATTLEFIELD, YOU MAY SEARCH YOUR LIBRARY AND/OR GRAVEYARD FOR A CARD NAMED SORIN, VAMPIRE LORD, REVEAL IT, AND PUT IT INTO YOUR HAND. IF YOU SEARCH YOUR LIBRARY THIS WAY, SHUFFLE IT.** |  | |  | [**SORIN'S THIRST**](https://magicarena.fandom.com/wiki/Sorin%27s_Thirst)**BlackBlack (2) INSTANT SORIN'S THIRST DEALS 2 DAMAGE TO TARGET CREATURE AND YOU GAIN 2 LIFE.** |  | |  | [**SOUL DIVINER**](https://magicarena.fandom.com/wiki/Soul_Diviner)**BlueBlack (2) CREATURE — ZOMBIE WIZARD (2/3) Tap, REMOVE A COUNTER FROM AN ARTIFACT, CREATURE, LAND, OR PLANESWALKER YOU CONTROL: DRAW A CARD.** |  | |  | [**SOUL SALVAGE**](https://magicarena.fandom.com/wiki/Soul_Salvage)**Black (3) SORCERY RETURN UP TO TWO TARGET CREATURE CARDS FROM YOUR GRAVEYARD TO YOUR HAND.** |  | |  | [**SOULREAPER OF MOGIS**](https://magicarena.fandom.com/wiki/Soulreaper_of_Mogis)**Black (3) ENCHANTMENT CREATURE — MINOTAUR SHAMAN (2/3) Black, SACRIFICE A CREATURE: DRAW A CARD.** |  | |  | [**SOVEREIGN'S BITE**](https://magicarena.fandom.com/wiki/Sovereign%27s_Bite)**Black (2) SORCERY TARGET PLAYER LOSES 3 LIFE AND YOU GAIN 3 LIFE.** |  | |  | [**SPARK HARVEST**](https://magicarena.fandom.com/wiki/Spark_Harvest)**Black (1) SORCERY AS AN ADDITIONAL COST TO CAST THIS SPELL, SACRIFICE A CREATURE OR PAY Black.**  **DESTROY TARGET CREATURE OR PLANESWALKER.** |  | |  | [**SPARK REAPER**](https://magicarena.fandom.com/wiki/Spark_Reaper)**Black (3) CREATURE — ZOMBIE (2/3) , SACRIFICE A CREATURE OR PLANESWALKER: YOU GAIN 1 LIFE AND DRAW A CARD.** |  | |  | [**SPAWN OF MAYHEM**](https://magicarena.fandom.com/wiki/Spawn_of_Mayhem)**BlackBlack (4) CREATURE — DEMON (4/4) SPECTACLE BlackBlack (YOU MAY CAST THIS SPELL FOR ITS SPECTACLE COST RATHER THAN ITS MANA COST IF AN OPPONENT LOST LIFE THIS TURN.)**  **FLYING, TRAMPLE AT THE BEGINNING OF YOUR UPKEEP, SPAWN OF MAYHEM DEALS 1 DAMAGE TO EACH PLAYER. THEN IF YOU HAVE 10 OR LESS LIFE, PUT A +1/+1 COUNTER ON SPAWN OF MAYHEM.** |  | |  | [**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.** |  | |  | [**SPINAL CENTIPEDE**](https://magicarena.fandom.com/wiki/Spinal_Centipede)**Black (3) CREATURE — INSECT (3/2) WHEN SPINAL CENTIPEDE DIES, PUT A +1/+1 COUNTER ON TARGET CREATURE YOU CONTROL.** |  | |  | [**SPIRE MANGLER**](https://magicarena.fandom.com/wiki/Spire_Mangler)**Black (3) CREATURE — INSECT (2/1) FLASH**  **FLYING WHEN SPIRE MANGLER ENTERS THE BATTLEFIELD, TARGET CREATURE WITH FLYING YOU CONTROL GETS +2/+0 UNTIL END OF TURN.** |  | |  | [**SPIRIT OF MALEVOLENCE**](https://magicarena.fandom.com/wiki/Spirit_of_Malevolence)**Black (2) CREATURE — SPIRIT (2/1) WHEN SPIRIT OF MALEVOLENCE DIES, EACH OPPONENT LOSES 1 LIFE AND YOU GAIN 1 LIFE.** |  | |  | [**SPREADING ROT**](https://magicarena.fandom.com/wiki/Spreading_Rot)**Black (5) SORCERY DESTROY TARGET LAND. ITS CONTROLLER LOSES 2 LIFE.** |  | |  | [**STAB WOUND**](https://magicarena.fandom.com/wiki/Stab_Wound)**Black (3) ENCHANTMENT — AURA ENCHANT CREATURE**  **ENCHANTED CREATURE GETS -2/-2. AT THE BEGINNING OF THE UPKEEP OF ENCHANTED CREATURE'S CONTROLLER, THAT PLAYER LOSES 2 LIFE.** |  | |  | [**STATUE**](https://magicarena.fandom.com/wiki/Statue)**BlackGreen (4) INSTANT DESTROY TARGET ARTIFACT, CREATURE, OR ENCHANTMENT.** |  | |  | [**STATUS**](https://magicarena.fandom.com/wiki/Status)**(1) INSTANT TARGET CREATURE GETS +1/+1 AND GAINS DEATHTOUCH UNTIL END OF TURN.** |  | |  | [**STEELCLAW LANCE**](https://magicarena.fandom.com/wiki/Steelclaw_Lance)**BlackRed (2) ARTIFACT — EQUIPMENT EQUIPPED CREATURE GETS +2/+2.**  **EQUIP KNIGHT  EQUIP** |  | |  | [**STITCHER'S SUPPLIER**](https://magicarena.fandom.com/wiki/Stitcher%27s_Supplier)**Black (1) CREATURE — ZOMBIE (1/1) WHEN STITCHER'S SUPPLIER ENTERS THE BATTLEFIELD OR DIES, MILL THREE CARDS.** |  | |  | [**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.** |  | |  | [**STORREV, DEVKARIN LICH**](https://magicarena.fandom.com/wiki/Storrev,_Devkarin_Lich)**BlackBlackGreen (4) LEGENDARY CREATURE — ZOMBIE ELF WIZARD (5/4) TRAMPLE**  **WHENEVER STORREV, DEVKARIN LICH DEALS COMBAT DAMAGE TO A PLAYER OR PLANESWALKER, RETURN TO YOUR HAND TARGET CREATURE OR PLANESWALKER CARD IN YOUR GRAVEYARD THAT WASN'T PUT THERE THIS COMBAT.** |  | |  | [**STRANGLING SPORES**](https://magicarena.fandom.com/wiki/Strangling_Spores)**Black (4) INSTANT TARGET CREATURE GETS -3/-3 UNTIL END OF TURN.** |  | |  | [**STRONGHOLD CONFESSOR**](https://magicarena.fandom.com/wiki/Stronghold_Confessor)**Black (1) CREATURE — HUMAN CLERIC (1/1) KICKER  (YOU MAY PAY AN ADDITIONAL  AS YOU CAST THIS SPELL.)**  **MENACE (THIS CREATURE CAN'T BE BLOCKED EXCEPT BY TWO OR MORE CREATURES.) IF STRONGHOLD CONFESSOR WAS KICKED, IT ENTERS THE BATTLEFIELD WITH TWO +1/+1 COUNTERS ON IT.** |  | |  | [**SUFFOCATING FUMES**](https://magicarena.fandom.com/wiki/Suffocating_Fumes)**Black (3) INSTANT CREATURES YOUR OPPONENTS CONTROL GET -1/-1 UNTIL END OF TURN.**  **CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**SWARM GUILDMAGE**](https://magicarena.fandom.com/wiki/Swarm_Guildmage)**BlackGreen (2) CREATURE — ELF SHAMAN (2/2) Black, Tap: CREATURES YOU CONTROL GET +1/+0 AND GAIN MENACE UNTIL END OF TURN. (THEY CAN'T BE BLOCKED EXCEPT BY TWO OR MORE CREATURES.)**  **Green, Tap: YOU GAIN 2 LIFE.** |  | |  | [**SWARM OF BLOODFLIES**](https://magicarena.fandom.com/wiki/Swarm_of_Bloodflies)**Black (5) CREATURE — INSECT (0/0) FLYING**  **SWARM OF BLOODFLIES ENTERS THE BATTLEFIELD WITH TWO +1/+1 COUNTERS ON IT. WHENEVER ANOTHER CREATURE DIES, PUT A +1/+1 COUNTER ON SWARM OF BLOODFLIES.** |  | |  | [**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.)** |  | |  | [**SWORD-POINT DIPLOMACY**](https://magicarena.fandom.com/wiki/Sword-Point_Diplomacy)**Black (3) SORCERY REVEAL THE TOP THREE CARDS OF YOUR LIBRARY. FOR EACH OF THOSE CARDS, PUT THAT CARD INTO YOUR HAND UNLESS ANY OPPONENT PAYS 3 LIFE. THEN EXILE THE REST.** |  | |  | [**SYNDICATE GUILDMAGE**](https://magicarena.fandom.com/wiki/Syndicate_Guildmage)**WhiteBlack (2) CREATURE — HUMAN CLERIC (2/2) White, Tap: TAP TARGET CREATURE WITH POWER 4 OR GREATER.**  **Black, Tap: SYNDICATE GUILDMAGE DEALS 2 DAMAGE TO TARGET OPPONENT OR PLANESWALKER.** |  | |  | [**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.** |  | |  | [**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.")** |  | |  | [**TATTERED MUMMY**](https://magicarena.fandom.com/wiki/Tattered_Mummy)**Black (2) CREATURE — ZOMBIE JACKAL (1/2) WHEN TATTERED MUMMY DIES, EACH OPPONENT LOSES 2 LIFE.** |  | |  | [**TAVERN SWINDLER**](https://magicarena.fandom.com/wiki/Tavern_Swindler)**Black (2) CREATURE — HUMAN ROGUE (2/2) Tap, PAY 3 LIFE: FLIP A COIN. IF YOU WIN THE FLIP, YOU GAIN 6 LIFE.** |  | |  | [**TEMPLE THIEF**](https://magicarena.fandom.com/wiki/Temple_Thief)**Black (2) CREATURE — HUMAN ROGUE (2/2) TEMPLE THIEF CAN'T BE BLOCKED BY ENCHANTED CREATURES OR ENCHANTMENT CREATURES.** |  | |  | [**TEMPTING WITCH**](https://magicarena.fandom.com/wiki/Tempting_Witch)**Black (3) CREATURE — HUMAN WARLOCK (1/3) WHEN TEMPTING WITCH ENTERS THE BATTLEFIELD, CREATE A FOOD TOKEN. (IT'S AN ARTIFACT WITH ", Tap, SACRIFICE THIS ARTIFACT: YOU GAIN 3 LIFE.")**  **, Tap, SACRIFICE A FOOD: TARGET PLAYER LOSES 3 LIFE.** |  | |  | [**TENDRILS OF CORRUPTION**](https://magicarena.fandom.com/wiki/Tendrils_of_Corruption)**Black (4) INSTANT TENDRILS OF CORRUPTION DEALS X DAMAGE TO TARGET CREATURE AND YOU GAIN X LIFE, WHERE X IS THE NUMBER OF SWAMPS YOU CONTROL.** |  | |  | [**TETZIMOC, PRIMAL DEATH**](https://magicarena.fandom.com/wiki/Tetzimoc,_Primal_Death)**BlackBlack (6) LEGENDARY CREATURE — ELDER DINOSAUR (6/6) DEATHTOUCH**  **Black, REVEAL TETZIMOC, PRIMAL DEATH FROM YOUR HAND: PUT A PREY COUNTER ON TARGET CREATURE. ACTIVATE THIS ABILITY ONLY DURING YOUR TURN. WHEN TETZIMOC ENTERS THE BATTLEFIELD, DESTROY EACH CREATURE YOUR OPPONENTS CONTROL WITH A PREY COUNTER ON IT.** |  | |  | [**TEYSA KARLOV**](https://magicarena.fandom.com/wiki/Teysa_Karlov)**WhiteBlack (4) LEGENDARY CREATURE — HUMAN ADVISOR (2/4) IF A CREATURE DYING CAUSES A TRIGGERED ABILITY OF A PERMANENT YOU CONTROL TO TRIGGER, THAT ABILITY TRIGGERS AN ADDITIONAL TIME.**  **CREATURE TOKENS YOU CONTROL HAVE VIGILANCE AND LIFELINK.** |  | |  | [**TEZZERET, MASTER OF THE BRIDGE**](https://magicarena.fandom.com/wiki/Tezzeret,_Master_of_the_Bridge)**BlueBlack (6) LEGENDARY PLANESWALKER — TEZZERET (5) CREATURE AND PLANESWALKER SPELLS YOU CAST HAVE AFFINITY FOR ARTIFACTS. (THEY COST  LESS TO CAST FOR EACH ARTIFACT YOU CONTROL.)**  **+2: TEZZERET, MASTER OF THE BRIDGE DEALS X DAMAGE TO EACH OPPONENT, WHERE X IS THE NUMBER OF ARTIFACTS YOU CONTROL. YOU GAIN X LIFE. −3: RETURN TARGET ARTIFACT CARD FROM YOUR GRAVEYARD TO YOUR HAND. −8: EXILE THE TOP TEN CARDS OF YOUR LIBRARY. PUT ALL ARTIFACT CARDS FROM AMONG THEM ONTO THE BATTLEFIELD.** |  | |  | [**THALLID OMNIVORE**](https://magicarena.fandom.com/wiki/Thallid_Omnivore)**Black (4) CREATURE — FUNGUS (3/3) , SACRIFICE ANOTHER CREATURE: THALLID OMNIVORE GETS +2/+2 UNTIL END OF TURN. IF A SAPROLING WAS SACRIFICED THIS WAY, YOU GAIN 2 LIFE.** |  | |  | [**THALLID SOOTHSAYER**](https://magicarena.fandom.com/wiki/Thallid_Soothsayer)**Black (4) CREATURE — FUNGUS (2/3) , SACRIFICE A CREATURE: DRAW A CARD.** |  | |  | [**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 ELDERSPELL**](https://magicarena.fandom.com/wiki/The_Elderspell)**BlackBlack (2) SORCERY DESTROY ANY NUMBER OF TARGET PLANESWALKERS. CHOOSE A PLANESWALKER YOU CONTROL. PUT TWO LOYALTY COUNTERS ON IT FOR EACH PLANESWALKER DESTROYED THIS WAY.** |  | |  | [**THE ELDEST REBORN**](https://magicarena.fandom.com/wiki/The_Eldest_Reborn)**Black (5) ENCHANTMENT — SAGA (AS THIS SAGA ENTERS AND AFTER YOUR DRAW STEP, ADD A LORE COUNTER. SACRIFICE AFTER III.)**  **I — EACH OPPONENT SACRIFICES A CREATURE OR PLANESWALKER. II — EACH OPPONENT DISCARDS A CARD. III — PUT TARGET CREATURE OR PLANESWALKER CARD FROM A GRAVEYARD ONTO THE BATTLEFIELD UNDER YOUR CONTROL.** |  | |  | [**THE GITROG MONSTER**](https://magicarena.fandom.com/wiki/The_Gitrog_Monster)**BlackGreen (5) LEGENDARY CREATURE — FROG HORROR (6/6) DEATHTOUCH**  **AT THE BEGINNING OF YOUR UPKEEP, SACRIFICE THE GITROG MONSTER UNLESS YOU SACRIFICE A LAND. YOU MAY PLAY AN ADDITIONAL LAND ON EACH OF YOUR TURNS. WHENEVER ONE OR MORE LAND CARDS ARE PUT INTO YOUR GRAVEYARD FROM ANYWHERE, DRAW A CARD.** |  | |  | [**THE HAUNT OF HIGHTOWER**](https://magicarena.fandom.com/wiki/The_Haunt_of_Hightower)**BlackBlack (6) LEGENDARY CREATURE — VAMPIRE (3/3) FLYING, LIFELINK**  **WHENEVER THE HAUNT OF HIGHTOWER ATTACKS, DEFENDING PLAYER DISCARDS A CARD. WHENEVER A CARD IS PUT INTO AN OPPONENT'S GRAVEYARD FROM ANYWHERE, PUT A +1/+1 COUNTER ON THE HAUNT OF HIGHTOWER.** |  | |  | [**THEATER OF HORRORS**](https://magicarena.fandom.com/wiki/Theater_of_Horrors)**BlackRed (3) ENCHANTMENT AT THE BEGINNING OF YOUR UPKEEP, EXILE THE TOP CARD OF YOUR LIBRARY.**  **DURING YOUR TURN, IF AN OPPONENT LOST LIFE THIS TURN, YOU MAY PLAY LANDS AND CAST SPELLS FROM AMONG CARDS EXILED WITH THEATER OF HORRORS. Red: THEATER OF HORRORS DEALS 1 DAMAGE TO TARGET OPPONENT OR PLANESWALKER.** |  | |  | [**THIEF OF SANITY**](https://magicarena.fandom.com/wiki/Thief_of_Sanity)**BlueBlack (3) CREATURE — SPECTER (2/2) FLYING**  **WHENEVER THIEF OF SANITY DEALS COMBAT DAMAGE TO A PLAYER, LOOK AT THE TOP THREE CARDS OF THAT PLAYER'S LIBRARY, EXILE ONE OF THEM FACE DOWN, THEN PUT THE REST INTO THEIR GRAVEYARD. YOU MAY LOOK AT AND CAST THAT CARD FOR AS LONG AS IT REMAINS EXILED, AND YOU MAY SPEND MANA AS THOUGH IT WERE MANA OF ANY TYPE TO CAST THAT SPELL.** |  | |  | [**THIEVES' GUILD ENFORCER**](https://magicarena.fandom.com/wiki/Thieves%27_Guild_Enforcer)**Black (1) CREATURE — HUMAN ROGUE (1/1) FLASH**  **WHENEVER THIEVES' GUILD ENFORCER OR ANOTHER ROGUE ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, EACH OPPONENT MILLS TWO CARDS. AS LONG AS AN OPPONENT HAS EIGHT OR MORE CARDS IN THEIR GRAVEYARD, THIEVES' GUILD ENFORCER GETS +2/+1 AND HAS DEATHTOUCH.** |  | |  | [**THIRSTING BLOODLORD**](https://magicarena.fandom.com/wiki/Thirsting_Bloodlord)**BlackBlack (4) CREATURE — VAMPIRE (3/3) OTHER VAMPIRES YOU CONTROL GET +1/+1.** |  | |  | [**THIRSTING SHADE**](https://magicarena.fandom.com/wiki/Thirsting_Shade)**Black (1) CREATURE — SHADE (1/1) LIFELINK**  **Black: THIRSTING SHADE GETS +1/+1 UNTIL END OF TURN.** |  | |  | [**THOUGHT DISTORTION**](https://magicarena.fandom.com/wiki/Thought_Distortion)**BlackBlack (6) SORCERY THIS SPELL CAN'T BE COUNTERED.**  **TARGET OPPONENT REVEALS THEIR HAND. EXILE ALL NONCREATURE, NONLAND CARDS FROM THAT PLAYER'S HAND AND GRAVEYARD.** |  | |  | [**THOUGHT ERASURE**](https://magicarena.fandom.com/wiki/Thought_Erasure)**BlueBlack (2) SORCERY TARGET OPPONENT REVEALS THEIR HAND. YOU CHOOSE A NONLAND CARD FROM IT. THAT PLAYER DISCARDS THAT CARD.**  **SURVEIL 1. (LOOK AT THE TOP CARD OF YOUR LIBRARY. YOU MAY PUT IT INTO YOUR GRAVEYARD.)** |  | |  | [**TINYBONES, TRINKET THIEF**](https://magicarena.fandom.com/wiki/Tinybones,_Trinket_Thief)**Black (2) LEGENDARY CREATURE — SKELETON ROGUE (1/2) AT THE BEGINNING OF EACH END STEP, IF AN OPPONENT DISCARDED A CARD THIS TURN, YOU DRAW A CARD AND YOU LOSE 1 LIFE.**  **BlackBlack: EACH OPPONENT WITH NO CARDS IN HAND LOSES 10 LIFE.** |  | |  | [**TITANS' NEST**](https://magicarena.fandom.com/wiki/Titans%27_Nest)**BlackGreenBlue (4) ENCHANTMENT AT THE BEGINNING OF YOUR UPKEEP, LOOK AT THE TOP CARD OF YOUR LIBRARY. YOU MAY PUT THAT CARD INTO YOUR GRAVEYARD.**  **EXILE A CARD FROM YOUR GRAVEYARD: ADD . SPEND THIS MANA ONLY TO CAST A COLORED SPELL WITHOUT  IN ITS MANA COST.** |  | |  | [**TITHEBEARER GIANT**](https://magicarena.fandom.com/wiki/Tithebearer_Giant)**Black (6) CREATURE — GIANT WARRIOR (4/5) WHEN TITHEBEARER GIANT ENTERS THE BATTLEFIELD, YOU DRAW A CARD AND YOU LOSE 1 LIFE.** |  | |  | [**TOLL OF THE INVASION**](https://magicarena.fandom.com/wiki/Toll_of_the_Invasion)**Black (3) SORCERY TARGET OPPONENT REVEALS THEIR HAND. YOU CHOOSE A NONLAND CARD FROM IT. THAT PLAYER DISCARDS THAT CARD.**  **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.)** |  | |  | [**TOMB ROBBER**](https://magicarena.fandom.com/wiki/Tomb_Robber)**Black (3) CREATURE — HUMAN PIRATE (1/1) MENACE**  **, DISCARD A CARD: TOMB ROBBER EXPLORES. (REVEAL THE TOP CARD OF YOUR LIBRARY. PUT THAT CARD INTO YOUR HAND IF IT'S A LAND. OTHERWISE, PUT A +1/+1 COUNTER ON THIS CREATURE, THEN PUT THE CARD BACK OR PUT IT INTO YOUR GRAVEYARD.)** |  | |  | [**TOMEBOUND LICH**](https://magicarena.fandom.com/wiki/Tomebound_Lich)**BlueBlack (3) CREATURE — ZOMBIE WIZARD (1/3) DEATHTOUCH (ANY AMOUNT OF DAMAGE THIS DEALS TO A CREATURE IS ENOUGH TO DESTROY IT.)**  **LIFELINK (DAMAGE DEALT BY THIS CREATURE ALSO CAUSES YOU TO GAIN THAT MUCH LIFE.) WHENEVER TOMEBOUND LICH ENTERS THE BATTLEFIELD OR DEALS COMBAT DAMAGE TO A PLAYER, DRAW A CARD, THEN DISCARD A CARD.** |  | |  | [**TORGAAR, FAMINE INCARNATE**](https://magicarena.fandom.com/wiki/Torgaar,_Famine_Incarnate)**BlackBlack (8) LEGENDARY CREATURE — AVATAR (7/6) AS AN ADDITIONAL COST TO CAST THIS SPELL, YOU MAY SACRIFICE ANY NUMBER OF CREATURES. THIS SPELL COSTS  LESS TO CAST FOR EACH CREATURE SACRIFICED THIS WAY.**  **WHEN TORGAAR, FAMINE INCARNATE ENTERS THE BATTLEFIELD, UP TO ONE TARGET PLAYER'S LIFE TOTAL BECOMES HALF THEIR STARTING LIFE TOTAL, ROUNDED DOWN.** |  | |  | [**TREACHEROUS BLESSING**](https://magicarena.fandom.com/wiki/Treacherous_Blessing)**Black (3) ENCHANTMENT WHEN TREACHEROUS BLESSING ENTERS THE BATTLEFIELD, DRAW THREE CARDS.**  **WHENEVER YOU CAST A SPELL, YOU LOSE 1 LIFE. WHEN TREACHEROUS BLESSING BECOMES THE TARGET OF A SPELL OR ABILITY, SACRIFICE IT.** |  | |  | [**TWILIGHT PROPHET**](https://magicarena.fandom.com/wiki/Twilight_Prophet)**BlackBlack (4) CREATURE — VAMPIRE CLERIC (2/4) FLYING**  **ASCEND (IF YOU CONTROL TEN OR MORE PERMANENTS, YOU GET THE CITY'S BLESSING FOR THE REST OF THE GAME.) AT THE BEGINNING OF YOUR UPKEEP, IF YOU HAVE THE CITY'S BLESSING, REVEAL THE TOP CARD OF YOUR LIBRARY AND PUT IT INTO YOUR HAND. EACH OPPONENT LOSES X LIFE AND YOU GAIN X LIFE, WHERE X IS THAT CARD'S CONVERTED MANA COST.** |  | |  | [**TWINBLADE ASSASSINS**](https://magicarena.fandom.com/wiki/Twinblade_Assassins)**BlackGreen (5) CREATURE — ELF ASSASSIN (5/4) AT THE BEGINNING OF YOUR END STEP, IF A CREATURE DIED THIS TURN, DRAW A CARD.** |  | |  | [**TWO-HEADED ZOMBIE**](https://magicarena.fandom.com/wiki/Two-Headed_Zombie)**Black (4) CREATURE — ZOMBIE (4/2) MENACE (THIS CREATURE CAN'T BE BLOCKED EXCEPT BY TWO OR MORE CREATURES.)** |  | |  | [**TYMARET CALLS THE DEAD**](https://magicarena.fandom.com/wiki/Tymaret_Calls_the_Dead)**Black (3) ENCHANTMENT — SAGA (AS THIS SAGA ENTERS AND AFTER YOUR DRAW STEP, ADD A LORE COUNTER. SACRIFICE AFTER III.)**  **I, II — MILL THREE CARDS. THEN YOU MAY EXILE A CREATURE OR ENCHANTMENT CARD FROM YOUR GRAVEYARD. IF YOU DO, CREATE A 2/2 BLACK ZOMBIE CREATURE TOKEN. III — YOU GAIN X LIFE AND SCRY X, WHERE X IS THE NUMBER OF ZOMBIES YOU CONTROL.** |  | |  | [**TYMARET, CHOSEN FROM DEATH**](https://magicarena.fandom.com/wiki/Tymaret,_Chosen_from_Death)**BlackBlack (2) LEGENDARY ENCHANTMENT CREATURE — DEMIGOD (2/\*) TYMARET'S TOUGHNESS IS EQUAL TO YOUR DEVOTION TO BLACK. (EACH Black IN THE MANA COSTS OF PERMANENTS YOU CONTROL COUNTS TOWARD YOUR DEVOTION TO BLACK.)**  **Black: EXILE UP TO TWO TARGET CARDS FROM GRAVEYARDS. YOU GAIN 1 LIFE FOR EACH CREATURE CARD EXILED THIS WAY.** |  | |  | [**TYRANT'S SCORN**](https://magicarena.fandom.com/wiki/Tyrant%27s_Scorn)**BlueBlack (2) INSTANT CHOOSE ONE —**  **• DESTROY TARGET CREATURE WITH CONVERTED MANA COST 3 OR LESS. • RETURN TARGET CREATURE TO ITS OWNER'S HAND.** |  | |  | [**UMORI, THE COLLECTOR**](https://magicarena.fandom.com/wiki/Umori,_the_Collector)**(4) LEGENDARY CREATURE — OOZE (4/5) COMPANION — EACH NONLAND CARD IN YOUR STARTING DECK SHARES A CARD TYPE. (IF THIS CARD IS YOUR CHOSEN COMPANION, YOU MAY PUT IT INTO YOUR HAND FROM OUTSIDE THE GAME FOR  ANY TIME YOU COULD CAST A SORCERY.)**  **AS UMORI, THE COLLECTOR ENTERS THE BATTLEFIELD, CHOOSE A CARD TYPE. SPELLS YOU CAST OF THE CHOSEN TYPE COST  LESS TO CAST.** |  | |  | [**UNBREAKABLE BOND**](https://magicarena.fandom.com/wiki/Unbreakable_Bond)**Black (5) SORCERY RETURN TARGET CREATURE CARD FROM YOUR GRAVEYARD TO THE BATTLEFIELD WITH A LIFELINK COUNTER ON IT.** |  | |  | [**UNBURIAL RITES**](https://magicarena.fandom.com/wiki/Unburial_Rites)**Black (5) SORCERY RETURN TARGET CREATURE CARD FROM YOUR GRAVEYARD TO THE BATTLEFIELD.**  **FLASHBACK White (YOU MAY CAST THIS CARD FROM YOUR GRAVEYARD FOR ITS FLASHBACK COST. THEN EXILE IT.)** |  | |  | [**UNDEAD SERVANT**](https://magicarena.fandom.com/wiki/Undead_Servant)**Black (4) CREATURE — ZOMBIE (3/2) WHEN UNDEAD SERVANT ENTERS THE BATTLEFIELD, CREATE A 2/2 BLACK ZOMBIE CREATURE TOKEN FOR EACH CARD NAMED UNDEAD SERVANT IN YOUR GRAVEYARD.** |  | |  | [**UNDERCITY NECROLISK**](https://magicarena.fandom.com/wiki/Undercity_Necrolisk)**Black (4) CREATURE — ZOMBIE LIZARD (3/3) , SACRIFICE ANOTHER CREATURE: PUT A +1/+1 COUNTER ON UNDERCITY NECROLISK. IT GAINS MENACE UNTIL END OF TURN. ACTIVATE THIS ABILITY ONLY ANY TIME YOU COULD CAST A SORCERY. (IT CAN'T BE BLOCKED EXCEPT BY TWO OR MORE CREATURES.)** |  | |  | [**UNDERCITY SCAVENGER**](https://magicarena.fandom.com/wiki/Undercity_Scavenger)**Black (4) CREATURE — OGRE WARRIOR (3/3) WHEN UNDERCITY SCAVENGER ENTERS THE BATTLEFIELD, YOU MAY SACRIFICE ANOTHER CREATURE. IF YOU DO, PUT TWO +1/+1 COUNTERS ON UNDERCITY SCAVENGER, THEN SCRY 2.** |  | |  | [**UNDERCITY UPRISING**](https://magicarena.fandom.com/wiki/Undercity_Uprising)**BlackGreen (4) SORCERY CREATURES YOU CONTROL GAIN DEATHTOUCH UNTIL END OF TURN. THEN TARGET CREATURE YOU CONTROL FIGHTS TARGET CREATURE YOU DON'T CONTROL. (EACH DEALS DAMAGE EQUAL TO ITS POWER TO THE OTHER.)** |  | |  | [**UNDERCITY'S EMBRACE**](https://magicarena.fandom.com/wiki/Undercity%27s_Embrace)**Black (3) INSTANT TARGET OPPONENT SACRIFICES A CREATURE. IF YOU CONTROL A CREATURE WITH POWER 4 OR GREATER, YOU GAIN 4 LIFE.** |  | |  | [**UNDERREALM LICH**](https://magicarena.fandom.com/wiki/Underrealm_Lich)**BlackGreen (5) CREATURE — ZOMBIE ELF SHAMAN (4/3) IF YOU WOULD DRAW A CARD, INSTEAD LOOK AT THE TOP THREE CARDS OF YOUR LIBRARY, THEN PUT ONE INTO YOUR HAND AND THE REST INTO YOUR GRAVEYARD.**  **PAY 4 LIFE: UNDERREALM LICH GAINS INDESTRUCTIBLE UNTIL END OF TURN. TAP IT.** |  | |  | [**UNDERWORLD CHARGER**](https://magicarena.fandom.com/wiki/Underworld_Charger)**Black (3) CREATURE — NIGHTMARE HORSE (3/3) UNDERWORLD CHARGER CAN'T BLOCK.**  **ESCAPE—Black, EXILE THREE OTHER CARDS FROM YOUR GRAVEYARD. (YOU MAY CAST THIS CARD FROM YOUR GRAVEYARD FOR ITS ESCAPE COST.) UNDERWORLD CHARGER ESCAPES WITH TWO +1/+1 COUNTERS ON IT.** |  | |  | [**UNDERWORLD DREAMS**](https://magicarena.fandom.com/wiki/Underworld_Dreams)**BlackBlackBlack (3) ENCHANTMENT WHENEVER AN OPPONENT DRAWS A CARD, UNDERWORLD DREAMS DEALS 1 DAMAGE TO THAT PLAYER.** |  | |  | [**UNDERWORLD SENTINEL**](https://magicarena.fandom.com/wiki/Underworld_Sentinel)**BlackBlack (5) CREATURE — SKELETON SOLDIER (4/5) WHENEVER UNDERWORLD SENTINEL ATTACKS, EXILE TARGET CREATURE CARD FROM YOUR GRAVEYARD.**  **WHEN UNDERWORLD SENTINEL DIES, PUT ALL CARDS EXILED WITH IT ONTO THE BATTLEFIELD.** |  | |  | [**UNEXPECTED FANGS**](https://magicarena.fandom.com/wiki/Unexpected_Fangs)**Black (2) INSTANT PUT A +1/+1 COUNTER AND A LIFELINK COUNTER ON TARGET CREATURE.** |  | |  | [**UNHOLY INDENTURE**](https://magicarena.fandom.com/wiki/Unholy_Indenture)**Black (3) ENCHANTMENT — AURA ENCHANT CREATURE**  **WHEN ENCHANTED CREATURE DIES, RETURN THAT CARD TO THE BATTLEFIELD UNDER YOUR CONTROL WITH A +1/+1 COUNTER ON IT.** |  | |  | [**UNLIKELY AID**](https://magicarena.fandom.com/wiki/Unlikely_Aid)**Black (2) INSTANT TARGET CREATURE GETS +2/+0 AND GAINS INDESTRUCTIBLE UNTIL END OF TURN. (DAMAGE AND EFFECTS THAT SAY "DESTROY" DON'T DESTROY IT.)** |  | |  | [**UNMOORED EGO**](https://magicarena.fandom.com/wiki/Unmoored_Ego)**BlueBlack (3) SORCERY CHOOSE A CARD NAME. SEARCH TARGET OPPONENT'S GRAVEYARD, HAND, AND LIBRARY FOR UP TO FOUR CARDS WITH THAT NAME AND EXILE THEM. THAT PLAYER SHUFFLES THEIR LIBRARY, THEN DRAWS A CARD FOR EACH CARD EXILED FROM THEIR HAND THIS WAY.** |  | |  | [**URGOROS, THE EMPTY ONE**](https://magicarena.fandom.com/wiki/Urgoros,_the_Empty_One)**BlackBlack (6) LEGENDARY CREATURE — SPECTER (4/3) FLYING**  **WHENEVER URGOROS, THE EMPTY ONE DEALS COMBAT DAMAGE TO A PLAYER, THAT PLAYER DISCARDS A CARD AT RANDOM. IF THE PLAYER CAN'T, YOU DRAW A CARD.** |  | |  | [**VAEVICTIS ASMADI, THE DIRE**](https://magicarena.fandom.com/wiki/Vaevictis_Asmadi,_the_Dire)**BlackRedGreen (6) LEGENDARY CREATURE — ELDER DRAGON (6/6) FLYING**  **WHENEVER VAEVICTIS ASMADI, THE DIRE ATTACKS, FOR EACH PLAYER, CHOOSE TARGET PERMANENT THAT PLAYER CONTROLS. THOSE PLAYERS SACRIFICE THOSE PERMANENTS. EACH PLAYER WHO SACRIFICED A PERMANENT THIS WAY REVEALS THE TOP CARD OF THEIR LIBRARY, THEN PUTS IT ONTO THE BATTLEFIELD IF IT'S A PERMANENT CARD.** |  | |  | [**VAMPIRE CHAMPION**](https://magicarena.fandom.com/wiki/Vampire_Champion)**Black (4) CREATURE — VAMPIRE SOLDIER (3/3) DEATHTOUCH (ANY AMOUNT OF DAMAGE THIS DEALS TO A CREATURE IS ENOUGH TO DESTROY IT.)** |  | |  | [**VAMPIRE NEONATE**](https://magicarena.fandom.com/wiki/Vampire_Neonate)**Black (1) CREATURE — VAMPIRE (0/3) , Tap: EACH OPPONENT LOSES 1 LIFE AND YOU GAIN 1 LIFE.** |  | |  | [**VAMPIRE OF THE DIRE MOON**](https://magicarena.fandom.com/wiki/Vampire_of_the_Dire_Moon)**Black (1) CREATURE — VAMPIRE (1/1) DEATHTOUCH (ANY AMOUNT OF DAMAGE THIS DEALS TO A CREATURE IS ENOUGH TO DESTROY IT.)**  **LIFELINK (DAMAGE DEALT BY THIS CREATURE ALSO CAUSES YOU TO GAIN THAT MUCH LIFE.)** |  | |  | [**VAMPIRE OPPORTUNIST**](https://magicarena.fandom.com/wiki/Vampire_Opportunist)**Black (2) CREATURE — VAMPIRE (2/1) Black: EACH OPPONENT LOSES 2 LIFE AND YOU GAIN 2 LIFE.** |  | |  | [**VAMPIRE REVENANT**](https://magicarena.fandom.com/wiki/Vampire_Revenant)**Black (4) CREATURE — VAMPIRE SPIRIT (3/1) FLYING** |  | |  | [**VAMPIRE SOVEREIGN**](https://magicarena.fandom.com/wiki/Vampire_Sovereign)**BlackBlack (5) CREATURE — VAMPIRE NOBLE (3/4) FLYING**  **WHEN VAMPIRE SOVEREIGN ENTERS THE BATTLEFIELD, TARGET OPPONENT LOSES 3 LIFE AND YOU GAIN 3 LIFE.** |  | |  | [**VANQUISH THE WEAK**](https://magicarena.fandom.com/wiki/Vanquish_the_Weak)**Black (3) INSTANT DESTROY TARGET CREATURE WITH POWER 3 OR LESS.** |  | |  | [**VEILED SHADE**](https://magicarena.fandom.com/wiki/Veiled_Shade)**Black (3) CREATURE — SHADE (2/2) Black: VEILED SHADE GETS +1/+1 UNTIL END OF TURN.** |  | |  | [**VENGEANT VAMPIRE**](https://magicarena.fandom.com/wiki/Vengeant_Vampire)**BlackBlack (6) CREATURE — VAMPIRE (4/4) LIFELINK**  **WHEN VENGEANT VAMPIRE DIES, DESTROY TARGET CREATURE AN OPPONENT CONTROLS AND YOU GAIN 4 LIFE.** |  | |  | [**VENGEFUL WARCHIEF**](https://magicarena.fandom.com/wiki/Vengeful_Warchief)**Black (5) CREATURE — ORC WARRIOR (4/4) WHENEVER YOU LOSE LIFE FOR THE FIRST TIME EACH TURN, PUT A +1/+1 COUNTER ON VENGEFUL WARCHIEF. (DAMAGE CAUSES LOSS OF LIFE.)** |  | |  | [**VENOMOUS HIEROPHANT**](https://magicarena.fandom.com/wiki/Venomous_Hierophant)**Black (4) CREATURE — GORGON CLERIC (3/3) DEATHTOUCH**  **WHEN VENOMOUS HIEROPHANT ENTERS THE BATTLEFIELD, MILL THREE CARDS.** |  | |  | [**VICIOUS CONQUISTADOR**](https://magicarena.fandom.com/wiki/Vicious_Conquistador)**Black (1) CREATURE — VAMPIRE SOLDIER (1/2) WHENEVER VICIOUS CONQUISTADOR ATTACKS, EACH OPPONENT LOSES 1 LIFE.** |  | |  | [**VICIOUS OFFERING**](https://magicarena.fandom.com/wiki/Vicious_Offering)**Black (2) INSTANT KICKER—SACRIFICE A CREATURE. (YOU MAY SACRIFICE A CREATURE IN ADDITION TO ANY OTHER COSTS AS YOU CAST THIS SPELL.)**  **TARGET CREATURE GETS -2/-2 UNTIL END OF TURN. IF THIS SPELL WAS KICKED, THAT CREATURE GETS -5/-5 UNTIL END OF TURN INSTEAD.** |  | |  | [**VICIOUS RUMORS**](https://magicarena.fandom.com/wiki/Vicious_Rumors)**Black (1) SORCERY VICIOUS RUMORS DEALS 1 DAMAGE TO EACH OPPONENT. EACH OPPONENT DISCARDS A CARD, THEN MILLS A CARD. YOU GAIN 1 LIFE.** |  | |  | [**VILIS, BROKER OF BLOOD**](https://magicarena.fandom.com/wiki/Vilis,_Broker_of_Blood)**BlackBlackBlack (8) LEGENDARY CREATURE — DEMON (8/8) FLYING**  **Black, PAY 2 LIFE: TARGET CREATURE GETS -1/-1 UNTIL END OF TURN. WHENEVER YOU LOSE LIFE, DRAW THAT MANY CARDS. (DAMAGE CAUSES LOSS OF LIFE.)** |  | |  | [**VILLAGE RITES**](https://magicarena.fandom.com/wiki/Village_Rites)**Black (1) INSTANT AS AN ADDITIONAL COST TO CAST THIS SPELL, SACRIFICE A CREATURE.**  **DRAW TWO CARDS.** |  | |  | [**VINDICTIVE VAMPIRE**](https://magicarena.fandom.com/wiki/Vindictive_Vampire)**Black (4) CREATURE — VAMPIRE (2/3) WHENEVER ANOTHER CREATURE YOU CONTROL DIES, VINDICTIVE VAMPIRE DEALS 1 DAMAGE TO EACH OPPONENT AND YOU GAIN 1 LIFE.** |  | |  | [**VIRULENT PLAGUE**](https://magicarena.fandom.com/wiki/Virulent_Plague)**Black (3) ENCHANTMENT CREATURE TOKENS GET -2/-2.** |  | |  | [**VITO, THORN OF THE DUSK ROSE**](https://magicarena.fandom.com/wiki/Vito,_Thorn_of_the_Dusk_Rose)**Black (3) LEGENDARY CREATURE — VAMPIRE CLERIC (1/3) WHENEVER YOU GAIN LIFE, TARGET OPPONENT LOSES THAT MUCH LIFE.**  **BlackBlack: CREATURES YOU CONTROL GAIN LIFELINK UNTIL END OF TURN.** |  | |  | [**VIZIER OF THE SCORPION**](https://magicarena.fandom.com/wiki/Vizier_of_the_Scorpion)**Black (3) CREATURE — ZOMBIE WIZARD (1/1) WHEN VIZIER OF THE SCORPION ENTERS THE BATTLEFIELD, AMASS 1. (PUT A +1/+1 COUNTER ON AN ARMY YOU CONTROL. IF YOU DON'T CONTROL ONE, CREATE A 0/0 BLACK ZOMBIE ARMY CREATURE TOKEN FIRST.)**  **ZOMBIE TOKENS YOU CONTROL HAVE DEATHTOUCH.** |  | |  | [**VIZKOPA VAMPIRE**](https://magicarena.fandom.com/wiki/Vizkopa_Vampire)**(3) CREATURE — VAMPIRE (3/1) LIFELINK** |  | |  | [**VOID BECKONER**](https://magicarena.fandom.com/wiki/Void_Beckoner)**BlackBlack (8) CREATURE — NIGHTMARE HORROR (8/8) DEATHTOUCH**  **CYCLING Black (Black, DISCARD THIS CARD: DRAW A CARD.) WHEN YOU CYCLE VOID BECKONER, PUT A DEATHTOUCH COUNTER ON TARGET CREATURE YOU CONTROL.** |  | |  | [**VONA, BUTCHER OF MAGAN**](https://magicarena.fandom.com/wiki/Vona,_Butcher_of_Magan)**WhiteBlack (5) LEGENDARY CREATURE — VAMPIRE KNIGHT (4/4) VIGILANCE, LIFELINK**  **Tap, PAY 7 LIFE: DESTROY TARGET NONLAND PERMANENT. ACTIVATE THIS ABILITY ONLY DURING YOUR TURN.** |  | |  | [**VONA'S HUNGER**](https://magicarena.fandom.com/wiki/Vona%27s_Hunger)**Black (3) INSTANT ASCEND (IF YOU CONTROL TEN OR MORE PERMANENTS, YOU GET THE CITY'S BLESSING FOR THE REST OF THE GAME.)**  **EACH OPPONENT SACRIFICES A CREATURE. IF YOU HAVE THE CITY'S BLESSING, INSTEAD EACH OPPONENT SACRIFICES HALF THE CREATURES THEY CONTROL, ROUNDED UP.** |  | |  | [**VORACIOUS VAMPIRE**](https://magicarena.fandom.com/wiki/Voracious_Vampire)**Black (3) CREATURE — VAMPIRE KNIGHT (2/2) MENACE**  **WHEN VORACIOUS VAMPIRE ENTERS THE BATTLEFIELD, TARGET VAMPIRE YOU CONTROL GETS +1/+1 AND GAINS MENACE UNTIL END OF TURN.** |  | |  | [**VRASKA, GOLGARI QUEEN**](https://magicarena.fandom.com/wiki/Vraska,_Golgari_Queen)**BlackGreen (4) LEGENDARY PLANESWALKER — VRASKA (4) +2: YOU MAY SACRIFICE ANOTHER PERMANENT. IF YOU DO, YOU GAIN 1 LIFE AND DRAW A CARD.**  **−3: DESTROY TARGET NONLAND PERMANENT WITH CONVERTED MANA COST 3 OR LESS. −9: YOU GET AN EMBLEM WITH "WHENEVER A CREATURE YOU CONTROL DEALS COMBAT DAMAGE TO A PLAYER, THAT PLAYER LOSES THE GAME."** |  | |  | [**VRASKA, REGAL GORGON**](https://magicarena.fandom.com/wiki/Vraska,_Regal_Gorgon)**BlackGreen (7) LEGENDARY PLANESWALKER — VRASKA (5) +2: PUT A +1/+1 COUNTER ON UP TO ONE TARGET CREATURE. THAT CREATURE GAINS MENACE UNTIL END OF TURN.**  **−3: DESTROY TARGET CREATURE. −10: FOR EACH CREATURE CARD IN YOUR GRAVEYARD, PUT A +1/+1 COUNTER ON EACH CREATURE YOU CONTROL.** |  | |  | [**VRASKA, RELIC SEEKER**](https://magicarena.fandom.com/wiki/Vraska,_Relic_Seeker)**BlackGreen (6) LEGENDARY PLANESWALKER — VRASKA (6) +2: CREATE A 2/2 BLACK PIRATE CREATURE TOKEN WITH MENACE.**  **−3: DESTROY TARGET ARTIFACT, CREATURE, OR ENCHANTMENT. CREATE A TREASURE TOKEN. (IT'S AN ARTIFACT WITH "Tap, SACRIFICE THIS ARTIFACT: ADD ONE MANA OF ANY COLOR.") −10: TARGET PLAYER'S LIFE TOTAL BECOMES 1.** |  | |  | [**VRASKA, SCHEMING GORGON**](https://magicarena.fandom.com/wiki/Vraska,_Scheming_Gorgon)**BlackBlack (6) LEGENDARY PLANESWALKER — VRASKA (5) +2: CREATURES YOU CONTROL GET +1/+0 UNTIL END OF TURN.**  **−3: DESTROY TARGET CREATURE. −10: UNTIL END OF TURN, CREATURES YOU CONTROL GAIN DEATHTOUCH AND "WHENEVER THIS CREATURE DEALS DAMAGE TO AN OPPONENT, THAT PLAYER LOSES THE GAME."** |  | |  | [**VRASKA, SWARM'S EMINENCE**](https://magicarena.fandom.com/wiki/Vraska,_Swarm%27s_Eminence)**(4) LEGENDARY PLANESWALKER — VRASKA (5) WHENEVER A CREATURE YOU CONTROL WITH DEATHTOUCH DEALS DAMAGE TO A PLAYER OR PLANESWALKER, PUT A +1/+1 COUNTER ON THAT CREATURE.**  **−2: CREATE A 1/1 BLACK ASSASSIN CREATURE TOKEN WITH DEATHTOUCH AND "WHENEVER THIS CREATURE DEALS DAMAGE TO A PLANESWALKER, DESTROY THAT PLANESWALKER."** |  | |  | [**VRASKA'S CONQUISTADOR**](https://magicarena.fandom.com/wiki/Vraska%27s_Conquistador)**Black (2) CREATURE — VAMPIRE SOLDIER (2/1) WHENEVER VRASKA'S CONQUISTADOR ATTACKS OR BLOCKS, IF YOU CONTROL A VRASKA PLANESWALKER, TARGET OPPONENT LOSES 2 LIFE AND YOU GAIN 2 LIFE.** |  | |  | [**VRASKA'S CONTEMPT**](https://magicarena.fandom.com/wiki/Vraska%27s_Contempt)**BlackBlack (4) INSTANT EXILE TARGET CREATURE OR PLANESWALKER. YOU GAIN 2 LIFE.** |  | |  | [**VRASKA'S FINISHER**](https://magicarena.fandom.com/wiki/Vraska%27s_Finisher)**Black (3) CREATURE — GORGON ASSASSIN (3/2) WHEN VRASKA'S FINISHER ENTERS THE BATTLEFIELD, DESTROY TARGET CREATURE OR PLANESWALKER AN OPPONENT CONTROLS THAT WAS DEALT DAMAGE THIS TURN.** |  | |  | [**VRASKA'S SCORN**](https://magicarena.fandom.com/wiki/Vraska%27s_Scorn)**BlackBlack (4) SORCERY TARGET OPPONENT LOSES 4 LIFE. YOU MAY SEARCH YOUR LIBRARY AND/OR GRAVEYARD FOR A CARD NAMED VRASKA, SCHEMING GORGON, REVEAL IT, AND PUT IT INTO YOUR HAND. IF YOU SEARCH YOUR LIBRARY THIS WAY, SHUFFLE IT.** |  | |  | [**VRASKA'S STONEGLARE**](https://magicarena.fandom.com/wiki/Vraska%27s_Stoneglare)**BlackGreen (6) SORCERY DESTROY TARGET CREATURE. YOU GAIN LIFE EQUAL TO ITS TOUGHNESS. YOU MAY SEARCH YOUR LIBRARY AND/OR GRAVEYARD FOR A CARD NAMED VRASKA, REGAL GORGON, REVEAL IT, AND PUT IT INTO YOUR HAND. IF YOU SEARCH YOUR LIBRARY THIS WAY, SHUFFLE IT.** |  | |  | [**WAILING GHOUL**](https://magicarena.fandom.com/wiki/Wailing_Ghoul)**Black (2) CREATURE — ZOMBIE (1/3) WHEN WAILING GHOUL ENTERS THE BATTLEFIELD, MILL TWO CARDS.** |  | |  | [**WALK THE PLANK**](https://magicarena.fandom.com/wiki/Walk_the_Plank)**BlackBlack (2) SORCERY DESTROY TARGET NON-MERFOLK CREATURE.** |  | |  | [**WALKING CORPSE**](https://magicarena.fandom.com/wiki/Walking_Corpse)**Black (2) CREATURE — ZOMBIE (2/2)** |  | |  | [**WANTED SCOUNDRELS**](https://magicarena.fandom.com/wiki/Wanted_Scoundrels)**Black (2) CREATURE — HUMAN PIRATE (4/3) WHEN WANTED SCOUNDRELS DIES, TARGET OPPONENT CREATES TWO TREASURE TOKENS. (THEY'RE ARTIFACTS WITH "Tap, SACRIFICE THIS ARTIFACT: ADD ONE MANA OF ANY COLOR.")** |  | |  | [**WASTE NOT**](https://magicarena.fandom.com/wiki/Waste_Not)**Black (2) ENCHANTMENT WHENEVER AN OPPONENT DISCARDS A CREATURE CARD, CREATE A 2/2 BLACK ZOMBIE CREATURE TOKEN.**  **WHENEVER AN OPPONENT DISCARDS A LAND CARD, ADD BlackBlack. WHENEVER AN OPPONENT DISCARDS A NONCREATURE, NONLAND CARD, DRAW A CARD.** |  | |  | [**WHISPER AGENT**](https://magicarena.fandom.com/wiki/Whisper_Agent)**(3) CREATURE — HUMAN ROGUE (3/2) FLASH**  **WHEN WHISPER AGENT ENTERS THE BATTLEFIELD, SURVEIL 1. (LOOK AT THE TOP CARD OF YOUR LIBRARY. YOU MAY PUT IT INTO YOUR GRAVEYARD.)** |  | |  | [**WHISPER SQUAD**](https://magicarena.fandom.com/wiki/Whisper_Squad)**Black (1) CREATURE — HUMAN SOLDIER (1/1) Black: SEARCH YOUR LIBRARY FOR A CARD NAMED WHISPER SQUAD, PUT IT ONTO THE BATTLEFIELD TAPPED, THEN SHUFFLE YOUR LIBRARY.** |  | |  | [**WHISPER, BLOOD LITURGIST**](https://magicarena.fandom.com/wiki/Whisper,_Blood_Liturgist)**Black (4) LEGENDARY CREATURE — HUMAN CLERIC (2/2) Tap, SACRIFICE TWO CREATURES: RETURN TARGET CREATURE CARD FROM YOUR GRAVEYARD TO THE BATTLEFIELD.** |  | |  | [**WHISPERING SNITCH**](https://magicarena.fandom.com/wiki/Whispering_Snitch)**Black (2) CREATURE — VAMPIRE ROGUE (1/3) WHENEVER YOU SURVEIL FOR THE FIRST TIME EACH TURN, WHISPERING SNITCH DEALS 1 DAMAGE TO EACH OPPONENT AND YOU GAIN 1 LIFE.** |  | |  | [**WICKED GUARDIAN**](https://magicarena.fandom.com/wiki/Wicked_Guardian)**Black (4) CREATURE — HUMAN NOBLE (4/2) WHEN WICKED GUARDIAN ENTERS THE BATTLEFIELD, YOU MAY HAVE IT DEAL 2 DAMAGE TO ANOTHER CREATURE YOU CONTROL. IF YOU DO, DRAW A CARD.** |  | |  | [**WIDESPREAD BRUTALITY**](https://magicarena.fandom.com/wiki/Widespread_Brutality)**BlackRedRed (4) SORCERY AMASS 2, THEN THE ARMY YOU AMASSED DEALS DAMAGE EQUAL TO ITS POWER TO EACH NON-ARMY CREATURE. (TO 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.)** |  | |  | [**WIGHT OF PRECINCT SIX**](https://magicarena.fandom.com/wiki/Wight_of_Precinct_Six)**Black (2) CREATURE — ZOMBIE (1/1) WIGHT OF PRECINCT SIX GETS +1/+1 FOR EACH CREATURE CARD IN YOUR OPPONENTS' GRAVEYARDS.** |  | |  | [**WINDGRACE ACOLYTE**](https://magicarena.fandom.com/wiki/Windgrace_Acolyte)**Black (5) CREATURE — CAT WARRIOR (3/2) FLYING**  **WHEN WINDGRACE ACOLYTE ENTERS THE BATTLEFIELD, MILL THREE CARDS AND YOU GAIN 3 LIFE.** |  | |  | [**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.** |  | |  | [**WITCH OF THE MOORS**](https://magicarena.fandom.com/wiki/Witch_of_the_Moors)**BlackBlack (5) CREATURE — HUMAN WARLOCK (4/4) DEATHTOUCH**  **AT THE BEGINNING OF YOUR END STEP, IF YOU GAINED LIFE THIS TURN, EACH OPPONENT SACRIFICES A CREATURE AND YOU RETURN UP TO ONE TARGET CREATURE CARD FROM YOUR GRAVEYARD TO YOUR HAND.** |  | |  | [**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 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.** |  | |  | [**WOE STRIDER**](https://magicarena.fandom.com/wiki/Woe_Strider)**Black (3) CREATURE — HORROR (3/2) WHEN WOE STRIDER ENTERS THE BATTLEFIELD, CREATE A 0/1 WHITE GOAT CREATURE TOKEN.**  **SACRIFICE ANOTHER CREATURE: SCRY 1. ESCAPE—BlackBlack, EXILE FOUR OTHER CARDS FROM YOUR GRAVEYARD. (YOU MAY CAST THIS CARD FROM YOUR GRAVEYARD FOR ITS ESCAPE COST.) WOE STRIDER ESCAPES WITH TWO +1/+1 COUNTERS ON IT.** |  | |  | [**YARGLE, GLUTTON OF URBORG**](https://magicarena.fandom.com/wiki/Yargle,_Glutton_of_Urborg)**Black (5) LEGENDARY CREATURE — FROG SPIRIT (9/3)** |  | |  | [**YAROK, THE DESECRATED**](https://magicarena.fandom.com/wiki/Yarok,_the_Desecrated)**BlackGreenBlue (5) LEGENDARY CREATURE — ELEMENTAL HORROR (3/5) DEATHTOUCH, LIFELINK**  **IF A PERMANENT ENTERING THE BATTLEFIELD CAUSES A TRIGGERED ABILITY OF A PERMANENT YOU CONTROL TO TRIGGER, THAT ABILITY TRIGGERS AN ADDITIONAL TIME.** |  | |  | [**YAROK'S FENLURKER**](https://magicarena.fandom.com/wiki/Yarok%27s_Fenlurker)**BlackBlack (2) CREATURE — HORROR (1/1) WHEN YAROK'S FENLURKER ENTERS THE BATTLEFIELD, EACH OPPONENT EXILES A CARD FROM THEIR HAND.**  **Black: YAROK'S FENLURKER GETS +1/+1 UNTIL END OF TURN.** |  | |  | [**YAWGMOTH'S VILE OFFERING**](https://magicarena.fandom.com/wiki/Yawgmoth%27s_Vile_Offering)**Black (5) LEGENDARY SORCERY (YOU MAY CAST A LEGENDARY SORCERY ONLY IF YOU CONTROL A LEGENDARY CREATURE OR PLANESWALKER.)**  **PUT UP TO ONE TARGET CREATURE OR PLANESWALKER CARD FROM A GRAVEYARD ONTO THE BATTLEFIELD UNDER YOUR CONTROL. DESTROY UP TO ONE TARGET CREATURE OR PLANESWALKER. EXILE YAWGMOTH'S VILE OFFERING.** |  | |  | [**ZAGOTH MAMBA**](https://magicarena.fandom.com/wiki/Zagoth_Mamba)**Black (1) CREATURE — NIGHTMARE SNAKE (1/1) WHENEVER THIS CREATURE MUTATES, TARGET CREATURE AN OPPONENT CONTROLS GETS -2/-2 UNTIL END OF TURN.** |  | |  | [**ZOMBIE INFESTATION**](https://magicarena.fandom.com/wiki/Zombie_Infestation)**Black (2) ENCHANTMENT DISCARD TWO CARDS: CREATE A 2/2 BLACK ZOMBIE CREATURE TOKEN.** |  | |

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| |  |  |  | | --- | --- | --- | | **741 RED MAGIC DECK CARDS** | | | |  | [**ACT OF TREASON**](https://magicarena.fandom.com/wiki/Act_of_Treason)**Red (3) SORCERY GAIN CONTROL OF TARGET CREATURE UNTIL END OF TURN. UNTAP THAT CREATURE. IT GAINS HASTE UNTIL END OF TURN. (IT CAN ATTACK AND Tap THIS TURN.)** |  | |  | [**ADELIZ, THE CINDER WIND**](https://magicarena.fandom.com/wiki/Adeliz,_the_Cinder_Wind)**BlueRed (3) LEGENDARY CREATURE — HUMAN WIZARD (2/2) FLYING, HASTE**  **WHENEVER YOU CAST AN INSTANT OR SORCERY SPELL, WIZARDS YOU CONTROL GET +1/+1 UNTIL END OF TURN.** |  | |  | [**ADMIRAL BECKETT BRASS**](https://magicarena.fandom.com/wiki/Admiral_Beckett_Brass)**BlueBlackRed (4) LEGENDARY CREATURE — HUMAN PIRATE (3/3) OTHER PIRATES YOU CONTROL GET +1/+1.**  **AT THE BEGINNING OF YOUR END STEP, GAIN CONTROL OF TARGET NONLAND PERMANENT CONTROLLED BY A PLAYER WHO WAS DEALT COMBAT DAMAGE BY THREE OR MORE PIRATES THIS TURN.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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 MOON**](https://magicarena.fandom.com/wiki/Alpine_Moon)**Red (1) ENCHANTMENT AS ALPINE MOON ENTERS THE BATTLEFIELD, CHOOSE A NONBASIC LAND CARD NAME.**  **LANDS YOUR OPPONENTS CONTROL WITH THE CHOSEN NAME LOSE ALL LAND TYPES AND ABILITIES, AND THEY GAIN "Tap: ADD ONE MANA OF ANY COLOR."** |  | |  | [**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.** |  | |  | [**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, MINOTAUR PIRATE**](https://magicarena.fandom.com/wiki/Angrath,_Minotaur_Pirate)**BlackRed (6) LEGENDARY PLANESWALKER — ANGRATH (5) +2: ANGRATH, MINOTAUR PIRATE DEALS 1 DAMAGE TO TARGET OPPONENT OR PLANESWALKER AND EACH CREATURE THAT PLAYER OR THAT PLANESWALKER'S CONTROLLER CONTROLS.**  **−3: RETURN TARGET PIRATE CARD FROM YOUR GRAVEYARD TO THE BATTLEFIELD. −11: DESTROY ALL CREATURES TARGET OPPONENT CONTROLS. ANGRATH, MINOTAUR PIRATE DEALS DAMAGE TO THAT PLAYER EQUAL TO THEIR TOTAL POWER.** |  | |  | [**ANGRATH, THE FLAME-CHAINED**](https://magicarena.fandom.com/wiki/Angrath,_the_Flame-Chained)**BlackRed (5) LEGENDARY PLANESWALKER — ANGRATH (4) +1: EACH OPPONENT DISCARDS A CARD AND LOSES 2 LIFE.**  **−3: GAIN CONTROL OF TARGET CREATURE UNTIL END OF TURN. UNTAP IT. IT GAINS HASTE UNTIL END OF TURN. SACRIFICE IT AT THE BEGINNING OF THE NEXT END STEP IF IT HAS CONVERTED MANA COST 3 OR LESS. −8: EACH OPPONENT LOSES LIFE EQUAL TO THE NUMBER OF CARDS IN THEIR GRAVEYARD.** |  | |  | [**ANGRATH'S FURY**](https://magicarena.fandom.com/wiki/Angrath%27s_Fury)**BlackRed (5) SORCERY DESTROY TARGET CREATURE. ANGRATH'S FURY DEALS 3 DAMAGE TO TARGET PLAYER OR PLANESWALKER. YOU MAY SEARCH YOUR LIBRARY AND/OR GRAVEYARD FOR A CARD NAMED ANGRATH, MINOTAUR PIRATE, REVEAL IT, AND PUT IT INTO YOUR HAND. IF YOU SEARCH YOUR LIBRARY THIS WAY, SHUFFLE IT.** |  | |  | [**ANGRATH'S MARAUDERS**](https://magicarena.fandom.com/wiki/Angrath%27s_Marauders)**RedRed (7) CREATURE — HUMAN PIRATE (4/4) IF A SOURCE YOU CONTROL WOULD DEAL DAMAGE TO A PERMANENT OR PLAYER, IT DEALS DOUBLE THAT DAMAGE TO THAT PERMANENT OR PLAYER INSTEAD.** |  | |  | [**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.** |  | |  | [**APEX OF POWER**](https://magicarena.fandom.com/wiki/Apex_of_Power)**RedRedRed (10) SORCERY EXILE THE TOP SEVEN CARDS OF YOUR LIBRARY. UNTIL END OF TURN, YOU MAY CAST SPELLS FROM AMONG THEM.**  **IF THIS SPELL WAS CAST FROM YOUR HAND, ADD TEN MANA OF ANY ONE COLOR.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**ASHMOUTH HOUND**](https://magicarena.fandom.com/wiki/Ashmouth_Hound)**Red (2) CREATURE — ELEMENTAL DOG (2/1) WHENEVER ASHMOUTH HOUND BLOCKS OR BECOMES BLOCKED BY A CREATURE, ASHMOUTH HOUND DEALS 1 DAMAGE TO THAT CREATURE.** |  | |  | [**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.** |  | |  | [**AUGER SPREE**](https://magicarena.fandom.com/wiki/Auger_Spree)**BlackRed (3) INSTANT TARGET CREATURE GETS +4/-4 UNTIL END OF TURN.** |  | |  | [**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.** |  | |  | [**BANEFIRE**](https://magicarena.fandom.com/wiki/Banefire)**Red (1) SORCERY BANEFIRE DEALS X DAMAGE TO ANY TARGET.**  **IF X IS 5 OR MORE, THIS SPELL CAN'T BE COUNTERED AND THE DAMAGE CAN'T BE PREVENTED.** |  | |  | [**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.)** |  | |  | [**BARRAGE OF EXPENDABLES**](https://magicarena.fandom.com/wiki/Barrage_of_Expendables)**Red (1) ENCHANTMENT Red, SACRIFICE A CREATURE: BARRAGE OF EXPENDABLES DEALS 1 DAMAGE TO ANY TARGET.** |  | |  | [**BATHE IN DRAGONFIRE**](https://magicarena.fandom.com/wiki/Bathe_in_Dragonfire)**Red (3) SORCERY BATHE IN DRAGONFIRE DEALS 4 DAMAGE TO TARGET CREATURE.** |  | |  | [**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.)** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**BEETLEBACK CHIEF**](https://magicarena.fandom.com/wiki/Beetleback_Chief)**RedRed (4) CREATURE — GOBLIN WARRIOR (2/2) WHEN BEETLEBACK CHIEF ENTERS THE BATTLEFIELD, CREATE TWO 1/1 RED GOBLIN CREATURE TOKENS.** |  | |  | [**BLADEWING THE RISEN**](https://magicarena.fandom.com/wiki/Bladewing_the_Risen)**BlackBlackRedRed (7) LEGENDARY CREATURE — ZOMBIE DRAGON (4/4) FLYING**  **WHEN BLADEWING THE RISEN ENTERS THE BATTLEFIELD, YOU MAY RETURN TARGET DRAGON PERMANENT CARD FROM YOUR GRAVEYARD TO THE BATTLEFIELD. BlackRed: DRAGON CREATURES GET +1/+1 UNTIL END OF TURN.** |  | |  | [**BLAZING VOLLEY**](https://magicarena.fandom.com/wiki/Blazing_Volley)**Red (1) SORCERY BLAZING VOLLEY DEALS 1 DAMAGE TO EACH CREATURE YOUR OPPONENTS CONTROL.** |  | |  | [**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 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 SUN**](https://magicarena.fandom.com/wiki/Blood_Sun)**Red (3) ENCHANTMENT WHEN BLOOD SUN ENTERS THE BATTLEFIELD, DRAW A CARD.**  **ALL LANDS LOSE ALL ABILITIES EXCEPT MANA ABILITIES.** |  | |  | [**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.** |  | |  | [**BLOODRAGE BRAWLER**](https://magicarena.fandom.com/wiki/Bloodrage_Brawler)**Red (2) CREATURE — MINOTAUR WARRIOR (4/3) WHEN BLOODRAGE BRAWLER ENTERS THE BATTLEFIELD, DISCARD A CARD.** |  | |  | [**BLOODROCK CYCLOPS**](https://magicarena.fandom.com/wiki/Bloodrock_Cyclops)**Red (3) CREATURE — CYCLOPS (3/3) BLOODROCK CYCLOPS ATTACKS EACH COMBAT IF ABLE.** |  | |  | [**BLOODSHOT TRAINEE**](https://magicarena.fandom.com/wiki/Bloodshot_Trainee)**Red (4) CREATURE — GOBLIN WARRIOR (2/3) Tap: BLOODSHOT TRAINEE DEALS 4 DAMAGE TO TARGET CREATURE. ACTIVATE THIS ABILITY ONLY IF BLOODSHOT TRAINEE'S POWER IS 4 OR GREATER.** |  | |  | [**BLOODSTONE GOBLIN**](https://magicarena.fandom.com/wiki/Bloodstone_Goblin)**Red (2) CREATURE — GOBLIN WARRIOR (2/2) WHENEVER YOU CAST A SPELL, IF THAT SPELL WAS KICKED, BLOODSTONE GOBLIN GETS +1/+1 AND GAINS MENACE UNTIL END OF TURN. (IT CAN'T BE BLOCKED EXCEPT BY TWO OR MORE CREATURES.)** |  | |  | [**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.** |  | |  | [**BOGGART BRUTE**](https://magicarena.fandom.com/wiki/Boggart_Brute)**Red (3) CREATURE — GOBLIN WARRIOR (3/2) MENACE (THIS CREATURE CAN'T BE BLOCKED EXCEPT BY TWO OR MORE CREATURES.)** |  | |  | [**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.** |  | |  | [**BOMBARD**](https://magicarena.fandom.com/wiki/Bombard)**Red (3) INSTANT BOMBARD DEALS 4 DAMAGE TO TARGET CREATURE.** |  | |  | [**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.** |  | |  | [**BONDED HORNCREST**](https://magicarena.fandom.com/wiki/Bonded_Horncrest)**Red (4) CREATURE — DINOSAUR (5/5) BONDED HORNCREST CAN'T ATTACK OR BLOCK ALONE.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**BORDERLAND MARAUDER**](https://magicarena.fandom.com/wiki/Borderland_Marauder)**Red (2) CREATURE — HUMAN WARRIOR (1/2) WHENEVER BORDERLAND MARAUDER ATTACKS, IT GETS +2/+0 UNTIL END OF TURN.** |  | |  | [**BORDERLAND MINOTAUR**](https://magicarena.fandom.com/wiki/Borderland_Minotaur)**RedRed (4) CREATURE — MINOTAUR WARRIOR (4/3)** |  | |  | [**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.** |  | |  | [**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.)** |  | |  | [**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.** |  | |  | [**BRASS'S BOUNTY**](https://magicarena.fandom.com/wiki/Brass%27s_Bounty)**Red (7) SORCERY FOR EACH LAND YOU CONTROL, CREATE A TREASURE TOKEN. (IT'S AN ARTIFACT WITH "Tap, SACRIFICE THIS ARTIFACT: ADD ONE MANA OF ANY COLOR.")** |  | |  | [**BRAWL-BASH OGRE**](https://magicarena.fandom.com/wiki/Brawl-Bash_Ogre)**BlackRed (4) CREATURE — OGRE WARRIOR (3/3) MENACE (THIS CREATURE CAN'T BE BLOCKED EXCEPT BY TWO OR MORE CREATURES.)**  **WHENEVER BRAWL-BASH OGRE ATTACKS, YOU MAY SACRIFICE ANOTHER CREATURE. IF YOU DO, BRAWL-BASH OGRE GETS +2/+2 UNTIL END OF TURN.** |  | |  | [**BRAZEN BUCCANEERS**](https://magicarena.fandom.com/wiki/Brazen_Buccaneers)**Red (4) CREATURE — HUMAN PIRATE (2/2) HASTE**  **WHEN BRAZEN BUCCANEERS ENTERS THE BATTLEFIELD, IT EXPLORES. (REVEAL THE TOP CARD OF YOUR LIBRARY. PUT THAT CARD INTO YOUR HAND IF IT'S A LAND. OTHERWISE, PUT A +1/+1 COUNTER ON THIS CREATURE, THEN PUT THE CARD BACK OR PUT IT INTO YOUR GRAVEYARD.)** |  | |  | [**BRAZEN FREEBOOTER**](https://magicarena.fandom.com/wiki/Brazen_Freebooter)**Red (4) CREATURE — HUMAN PIRATE (3/3) WHEN BRAZEN FREEBOOTER ENTERS THE BATTLEFIELD, CREATE A TREASURE TOKEN. (IT'S AN ARTIFACT WITH "Tap, SACRIFICE THIS ARTIFACT: ADD ONE MANA OF ANY COLOR.")** |  | |  | [**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.** |  | |  | [**BUCCANEER'S BRAVADO**](https://magicarena.fandom.com/wiki/Buccaneer%27s_Bravado)**Red (2) INSTANT CHOOSE ONE —**  **• TARGET CREATURE GETS +1/+1 AND GAINS FIRST STRIKE UNTIL END OF TURN. • TARGET PIRATE GETS +1/+1 AND GAINS DOUBLE STRIKE 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 SUN'S AVATAR**](https://magicarena.fandom.com/wiki/Burning_Sun%27s_Avatar)**RedRedRed (6) CREATURE — DINOSAUR AVATAR (6/6) WHEN BURNING SUN'S AVATAR ENTERS THE BATTLEFIELD, IT DEALS 3 DAMAGE TO TARGET OPPONENT OR PLANESWALKER AND 3 DAMAGE TO UP TO ONE TARGET CREATURE.** |  | |  | [**BURNING-TREE EMISSARY**](https://magicarena.fandom.com/wiki/Burning-Tree_Emissary)**(2) CREATURE — HUMAN SHAMAN (2/2) WHEN BURNING-TREE EMISSARY ENTERS THE BATTLEFIELD, ADD RedGreen.** |  | |  | [**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.** |  | |  | [**CAPTAIN LANNERY STORM**](https://magicarena.fandom.com/wiki/Captain_Lannery_Storm)**Red (3) LEGENDARY CREATURE — HUMAN PIRATE (2/2) HASTE**  **WHENEVER CAPTAIN LANNERY STORM ATTACKS, CREATE A TREASURE TOKEN. (IT'S AN ARTIFACT WITH "Tap, SACRIFICE THIS ARTIFACT: ADD ONE MANA OF ANY COLOR.") WHENEVER YOU SACRIFICE A TREASURE, CAPTAIN LANNERY STORM GETS +1/+0 UNTIL END OF TURN.** |  | |  | [**CAPTIVATING CREW**](https://magicarena.fandom.com/wiki/Captivating_Crew)**Red (4) CREATURE — HUMAN PIRATE (4/3) Red: GAIN CONTROL OF TARGET CREATURE AN OPPONENT CONTROLS UNTIL END OF TURN. UNTAP THAT CREATURE. IT GAINS HASTE UNTIL END OF TURN. ACTIVATE THIS ABILITY ONLY ANY TIME YOU COULD CAST A SORCERY.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**CATALYST ELEMENTAL**](https://magicarena.fandom.com/wiki/Catalyst_Elemental)**Red (3) CREATURE — ELEMENTAL (2/2) SACRIFICE CATALYST ELEMENTAL: ADD RedRed.** |  | |  | [**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.** |  | |  | [**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 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.** |  | |  | [**CHAINED BRUTE**](https://magicarena.fandom.com/wiki/Chained_Brute)**Red (2) CREATURE — DEVIL (4/3) CHAINED BRUTE DOESN'T UNTAP DURING YOUR UNTAP STEP.**  **, SACRIFICE ANOTHER CREATURE: UNTAP CHAINED BRUTE. ACTIVATE THIS ABILITY ONLY DURING YOUR TURN.** |  | |  | [**CHAINWHIP CYCLOPS**](https://magicarena.fandom.com/wiki/Chainwhip_Cyclops)**Red (5) CREATURE — CYCLOPS WARRIOR (4/4) Red: TARGET CREATURE CAN'T BLOCK THIS TURN.** |  | |  | [**CHAMPION OF THE FLAME**](https://magicarena.fandom.com/wiki/Champion_of_the_Flame)**Red (2) CREATURE — HUMAN WARRIOR (1/1) TRAMPLE**  **CHAMPION OF THE FLAME GETS +2/+2 FOR EACH AURA AND EQUIPMENT ATTACHED TO IT.** |  | |  | [**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, BOLD PYROMANCER**](https://magicarena.fandom.com/wiki/Chandra,_Bold_Pyromancer)**RedRed (6) LEGENDARY PLANESWALKER — CHANDRA (5) +1: ADD RedRed. CHANDRA, BOLD PYROMANCER DEALS 2 DAMAGE TO TARGET PLAYER.**  **−3: CHANDRA, BOLD PYROMANCER DEALS 3 DAMAGE TO TARGET CREATURE OR PLANESWALKER. −7: CHANDRA, BOLD PYROMANCER DEALS 10 DAMAGE TO TARGET PLAYER AND EACH CREATURE AND PLANESWALKER THEY CONTROL.** |  | |  | [**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 OUTBURST**](https://magicarena.fandom.com/wiki/Chandra%27s_Outburst)**RedRed (5) SORCERY CHANDRA'S OUTBURST DEALS 4 DAMAGE TO TARGET PLAYER OR PLANESWALKER.**  **SEARCH YOUR LIBRARY AND/OR GRAVEYARD FOR A CARD NAMED CHANDRA, BOLD PYROMANCER, REVEAL IT, AND PUT IT INTO YOUR HAND. IF YOU SEARCH YOUR LIBRARY THIS WAY, SHUFFLE IT.** |  | |  | [**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.** |  | |  | [**CHARGING MONSTROSAUR**](https://magicarena.fandom.com/wiki/Charging_Monstrosaur)**Red (5) CREATURE — DINOSAUR (5/5) TRAMPLE, HASTE** |  | |  | [**CHARGING TUSKODON**](https://magicarena.fandom.com/wiki/Charging_Tuskodon)**RedRed (5) CREATURE — DINOSAUR (4/4) TRAMPLE**  **IF CHARGING TUSKODON WOULD DEAL COMBAT DAMAGE TO A PLAYER, IT DEALS DOUBLE THAT DAMAGE TO THAT PLAYER INSTEAD.** |  | |  | [**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.)** |  | |  | [**CHARMBREAKER DEVILS**](https://magicarena.fandom.com/wiki/Charmbreaker_Devils)**Red (6) CREATURE — DEVIL (4/4) AT THE BEGINNING OF YOUR UPKEEP, RETURN AN INSTANT OR SORCERY CARD AT RANDOM FROM YOUR GRAVEYARD TO YOUR HAND.**  **WHENEVER YOU CAST AN INSTANT OR SORCERY SPELL, CHARMBREAKER DEVILS GETS +4/+0 UNTIL END OF TURN.** |  | |  | [**CINDER ELEMENTAL**](https://magicarena.fandom.com/wiki/Cinder_Elemental)**Red (4) CREATURE — ELEMENTAL (2/2) Red, Tap, SACRIFICE CINDER ELEMENTAL: IT DEALS X DAMAGE TO ANY TARGET.** |  | |  | [**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.** |  | |  | [**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.)** |  | |  | [**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.** |  | |  | [**COLLATERAL DAMAGE**](https://magicarena.fandom.com/wiki/Collateral_Damage)**Red (1) INSTANT AS AN ADDITIONAL COST TO CAST THIS SPELL, SACRIFICE A CREATURE.**  **COLLATERAL DAMAGE DEALS 3 DAMAGE TO ANY TARGET.** |  | |  | [**COLLISION**](https://magicarena.fandom.com/wiki/Collision)**(2) INSTANT COLLISION DEALS 6 DAMAGE TO TARGET CREATURE WITH FLYING.** |  | |  | [**COLOSSUS**](https://magicarena.fandom.com/wiki/Colossus)**RedGreen (2) INSTANT TARGET CREATURE GETS +4/+2 AND GAINS TRAMPLE UNTIL END OF TURN.** |  | |  | [**COMMAND THE STORM**](https://magicarena.fandom.com/wiki/Command_the_Storm)**Red (5) INSTANT COMMAND THE STORM DEALS 5 DAMAGE TO TARGET CREATURE.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.)** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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 WITH DEVILS**](https://magicarena.fandom.com/wiki/Dance_with_Devils)**Red (4) INSTANT CREATE TWO 1/1 RED DEVIL CREATURE TOKENS. THEY HAVE "WHEN THIS CREATURE DIES, IT DEALS 1 DAMAGE TO ANY TARGET."** |  | |  | [**DARIGAAZ REINCARNATED**](https://magicarena.fandom.com/wiki/Darigaaz_Reincarnated)**BlackRedGreen (7) LEGENDARY CREATURE — DRAGON (7/7) FLYING, TRAMPLE, HASTE**  **IF DARIGAAZ REINCARNATED WOULD DIE, INSTEAD EXILE IT WITH THREE EGG COUNTERS ON IT. AT THE BEGINNING OF YOUR UPKEEP, IF DARIGAAZ IS EXILED WITH AN EGG COUNTER ON IT, REMOVE AN EGG COUNTER FROM IT. THEN IF DARIGAAZ HAS NO EGG COUNTERS ON IT, RETURN IT TO THE BATTLEFIELD.** |  | |  | [**DARING BUCCANEER**](https://magicarena.fandom.com/wiki/Daring_Buccaneer)**Red (1) CREATURE — HUMAN PIRATE (2/2) AS AN ADDITIONAL COST TO CAST THIS SPELL, REVEAL A PIRATE CARD FROM YOUR HAND OR PAY .** |  | |  | [**DARK-DWELLER ORACLE**](https://magicarena.fandom.com/wiki/Dark-Dweller_Oracle)**Red (2) CREATURE — GOBLIN SHAMAN (2/2) , SACRIFICE A CREATURE: EXILE THE TOP CARD OF YOUR LIBRARY. YOU MAY PLAY THAT CARD THIS TURN. (YOU STILL PAY ITS COSTS. YOU CAN PLAY A LAND THIS WAY ONLY IF YOU HAVE AN AVAILABLE LAND PLAY REMAINING.)** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**DEFACE**](https://magicarena.fandom.com/wiki/Deface)**Red (1) SORCERY CHOOSE ONE —**  **• DESTROY TARGET ARTIFACT. • DESTROY TARGET CREATURE WITH DEFENDER.** |  | |  | [**DEMANDING DRAGON**](https://magicarena.fandom.com/wiki/Demanding_Dragon)**RedRed (5) CREATURE — DRAGON (5/5) FLYING**  **WHEN DEMANDING DRAGON ENTERS THE BATTLEFIELD, IT DEALS 5 DAMAGE TO TARGET OPPONENT UNLESS THAT PLAYER SACRIFICES A CREATURE.** |  | |  | [**DEMOLISH**](https://magicarena.fandom.com/wiki/Demolish)**Red (4) SORCERY DESTROY TARGET ARTIFACT OR 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.** |  | |  | [**DEVIL'S PLAY**](https://magicarena.fandom.com/wiki/Devil%27s_Play)**Red (1) SORCERY DEVIL'S PLAY DEALS X DAMAGE TO ANY TARGET.**  **FLASHBACK RedRedRed (YOU MAY CAST THIS CARD FROM YOUR GRAVEYARD FOR ITS FLASHBACK COST. THEN EXILE IT.)** |  | |  | [**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.** |  | |  | [**DINOSAUR STAMPEDE**](https://magicarena.fandom.com/wiki/Dinosaur_Stampede)**Red (3) INSTANT ATTACKING CREATURES GET +2/+0 UNTIL END OF TURN. DINOSAURS YOU CONTROL GAIN TRAMPLE UNTIL END OF TURN.** |  | |  | [**DIRE FLEET CAPTAIN**](https://magicarena.fandom.com/wiki/Dire_Fleet_Captain)**BlackRed (2) CREATURE — ORC PIRATE (2/2) WHENEVER DIRE FLEET CAPTAIN ATTACKS, IT GETS +1/+1 UNTIL END OF TURN FOR EACH OTHER ATTACKING PIRATE.** |  | |  | [**DIRE FLEET DAREDEVIL**](https://magicarena.fandom.com/wiki/Dire_Fleet_Daredevil)**Red (2) CREATURE — HUMAN PIRATE (2/1) FIRST STRIKE**  **WHEN DIRE FLEET DAREDEVIL ENTERS THE BATTLEFIELD, EXILE TARGET INSTANT OR SORCERY CARD FROM AN OPPONENT'S GRAVEYARD. YOU MAY CAST IT THIS TURN, AND YOU MAY SPEND MANA AS THOUGH IT WERE MANA OF ANY TYPE TO CAST THAT SPELL. IF THAT SPELL WOULD BE PUT INTO A GRAVEYARD THIS TURN, EXILE IT INSTEAD.** |  | |  | [**DIRE FLEET NECKBREAKER**](https://magicarena.fandom.com/wiki/Dire_Fleet_Neckbreaker)**BlackRed (4) CREATURE — ORC PIRATE (3/2) ATTACKING PIRATES YOU CONTROL GET +2/+0.** |  | |  | [**DIRE FLEET 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.)** |  | |  | [**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.)** |  | |  | [**DISMISSIVE PYROMANCER**](https://magicarena.fandom.com/wiki/Dismissive_Pyromancer)**Red (2) CREATURE — HUMAN WIZARD (2/2) Red, Tap, DISCARD A CARD: DRAW A CARD.**  **Red, Tap, SACRIFICE DISMISSIVE PYROMANCER: IT DEALS 4 DAMAGE TO TARGET CREATURE.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**DOUBLECAST**](https://magicarena.fandom.com/wiki/Doublecast)**RedRed (2) SORCERY WHEN YOU CAST YOUR NEXT INSTANT OR SORCERY SPELL THIS TURN, COPY THAT SPELL. YOU MAY CHOOSE NEW TARGETS FOR THE COPY.** |  | |  | [**DRACONIC DISCIPLE**](https://magicarena.fandom.com/wiki/Draconic_Disciple)**RedGreen (3) CREATURE — HUMAN SHAMAN (2/2) Tap: ADD ONE MANA OF ANY COLOR.**  **, Tap, SACRIFICE DRACONIC DISCIPLE: CREATE A 5/5 RED DRAGON CREATURE TOKEN WITH FLYING.** |  | |  | [**DRAGON EGG**](https://magicarena.fandom.com/wiki/Dragon_Egg)**Red (3) CREATURE — DRAGON EGG (0/2) DEFENDER (THIS CREATURE CAN'T ATTACK.)**  **WHEN DRAGON EGG DIES, CREATE A 2/2 RED DRAGON CREATURE TOKEN WITH FLYING AND "Red: THIS CREATURE GETS +1/+0 UNTIL END OF TURN."** |  | |  | [**DRAGON FODDER**](https://magicarena.fandom.com/wiki/Dragon_Fodder)**Red (2) SORCERY CREATE TWO 1/1 RED GOBLIN CREATURE TOKENS.** |  | |  | [**DRAGON HATCHLING**](https://magicarena.fandom.com/wiki/Dragon_Hatchling)**Red (2) CREATURE — DRAGON (0/1) FLYING**  **Red: DRAGON HATCHLING GETS +1/+0 UNTIL END OF TURN.** |  | |  | [**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.** |  | |  | [**DRAGONLORD'S SERVANT**](https://magicarena.fandom.com/wiki/Dragonlord%27s_Servant)**Red (2) CREATURE — GOBLIN SHAMAN (1/3) DRAGON SPELLS YOU CAST COST  LESS TO CAST.** |  | |  | [**DRAGONMASTER OUTCAST**](https://magicarena.fandom.com/wiki/Dragonmaster_Outcast)**Red (1) CREATURE — HUMAN SHAMAN (1/1) AT THE BEGINNING OF YOUR UPKEEP, IF YOU CONTROL SIX OR MORE LANDS, CREATE A 5/5 RED DRAGON CREATURE TOKEN WITH FLYING.** |  | |  | [**DRAGONSPEAKER SHAMAN**](https://magicarena.fandom.com/wiki/Dragonspeaker_Shaman)**RedRed (3) CREATURE — HUMAN BARBARIAN SHAMAN (2/2) DRAGON SPELLS YOU CAST COST  LESS TO CAST.** |  | |  | [**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 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.)** |  | |  | [**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 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.** |  | |  | [**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.** |  | |  | [**DUAL SHOT**](https://magicarena.fandom.com/wiki/Dual_Shot)**Red (1) INSTANT DUAL SHOT DEALS 1 DAMAGE TO EACH OF UP TO TWO TARGET CREATURES.** |  | |  | [**DUALCASTER MAGE**](https://magicarena.fandom.com/wiki/Dualcaster_Mage)**RedRed (3) CREATURE — HUMAN WIZARD (2/2) FLASH**  **WHEN DUALCASTER MAGE ENTERS THE BATTLEFIELD, COPY TARGET INSTANT OR SORCERY SPELL. YOU MAY CHOOSE NEW TARGETS FOR THE COPY.** |  | |  | [**ELECTRIFY**](https://magicarena.fandom.com/wiki/Electrify)**Red (4) INSTANT ELECTRIFY DEALS 4 DAMAGE TO TARGET CREATURE.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**ENGULFING ERUPTION**](https://magicarena.fandom.com/wiki/Engulfing_Eruption)**RedRed (4) SORCERY ENGULFING ERUPTION DEALS 5 DAMAGE TO TARGET CREATURE.** |  | |  | [**ENIGMA DRAKE**](https://magicarena.fandom.com/wiki/Enigma_Drake)**BlueRed (3) CREATURE — DRAKE (\*/4) FLYING**  **ENIGMA DRAKE'S POWER IS EQUAL TO THE NUMBER OF INSTANT AND SORCERY CARDS IN YOUR GRAVEYARD.** |  | |  | [**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.** |  | |  | [**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.)** |  | |  | [**ETALI, PRIMAL STORM**](https://magicarena.fandom.com/wiki/Etali,_Primal_Storm)**RedRed (6) LEGENDARY CREATURE — ELDER DINOSAUR (6/6) WHENEVER ETALI, PRIMAL STORM ATTACKS, EXILE THE TOP CARD OF EACH PLAYER'S LIBRARY, THEN YOU MAY CAST ANY NUMBER OF SPELLS FROM AMONG THOSE CARDS WITHOUT PAYING THEIR MANA COSTS.** |  | |  | [**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."** |  | |  | [**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.** |  | |  | [**FANATIC OF MOGIS**](https://magicarena.fandom.com/wiki/Fanatic_of_Mogis)**Red (4) CREATURE — MINOTAUR SHAMAN (4/2) WHEN FANATIC OF MOGIS ENTERS THE BATTLEFIELD, IT DEALS DAMAGE TO EACH OPPONENT EQUAL TO YOUR DEVOTION TO RED. (EACH Red IN THE MANA COSTS OF PERMANENTS YOU CONTROL COUNTS TOWARD YOUR DEVOTION TO RED.)** |  | |  | [**FANATICAL FIREBRAND**](https://magicarena.fandom.com/wiki/Fanatical_Firebrand)**Red (1) CREATURE — GOBLIN PIRATE (1/1) HASTE**  **Tap, SACRIFICE FANATICAL FIREBRAND: IT DEALS 1 DAMAGE TO ANY TARGET.** |  | |  | [**FATEFUL END**](https://magicarena.fandom.com/wiki/Fateful_End)**Red (3) INSTANT FATEFUL END DEALS 3 DAMAGE TO ANY TARGET. SCRY 1.** |  | |  | [**FATHOM FLEET FIREBRAND**](https://magicarena.fandom.com/wiki/Fathom_Fleet_Firebrand)**Red (2) CREATURE — HUMAN PIRATE (2/2) Red: FATHOM FLEET FIREBRAND GETS +1/+0 UNTIL END OF TURN.** |  | |  | [**FEARLESS HALBERDIER**](https://magicarena.fandom.com/wiki/Fearless_Halberdier)**Red (3) CREATURE — HUMAN WARRIOR (3/2)** |  | |  | [**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.** |  | |  | [**FERAL MAAKA**](https://magicarena.fandom.com/wiki/Feral_Maaka)**Red (2) CREATURE — CAT (2/2)** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**FERVENT STRIKE**](https://magicarena.fandom.com/wiki/Fervent_Strike)**Red (1) INSTANT TARGET CREATURE GETS +1/+0 AND GAINS FIRST STRIKE AND HASTE UNTIL END OF TURN.** |  | |  | [**FIERY CANNONADE**](https://magicarena.fandom.com/wiki/Fiery_Cannonade)**Red (3) INSTANT FIERY CANNONADE DEALS 2 DAMAGE TO EACH NON-PIRATE CREATURE.** |  | |  | [**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.** |  | |  | [**FIERY FINISH**](https://magicarena.fandom.com/wiki/Fiery_Finish)**RedRed (6) SORCERY FIERY FINISH DEALS 7 DAMAGE TO TARGET CREATURE.** |  | |  | [**FIERY INTERVENTION**](https://magicarena.fandom.com/wiki/Fiery_Intervention)**Red (5) SORCERY CHOOSE ONE —**  **• FIERY INTERVENTION DEALS 5 DAMAGE TO TARGET CREATURE. • DESTROY TARGET ARTIFACT.** |  | |  | [**FIGHT WITH FIRE**](https://magicarena.fandom.com/wiki/Fight_with_Fire)**Red (3) SORCERY KICKER Red (YOU MAY PAY AN ADDITIONAL Red AS YOU CAST THIS SPELL.)**  **FIGHT WITH FIRE DEALS 5 DAMAGE TO TARGET CREATURE. IF THIS SPELL WAS KICKED, IT DEALS 10 DAMAGE DIVIDED AS YOU CHOOSE AMONG ANY NUMBER OF TARGETS INSTEAD. (THOSE TARGETS CAN INCLUDE PLAYERS AND PLANESWALKERS.)** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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 SHRINE KEEPER**](https://magicarena.fandom.com/wiki/Fire_Shrine_Keeper)**Red (1) CREATURE — ELEMENTAL (1/1) MENACE**  **Red, Tap, SACRIFICE FIRE SHRINE KEEPER: IT DEALS 3 DAMAGE TO EACH OF UP TO TWO TARGET CREATURES.** |  | |  | [**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.** |  | |  | [**FIRECANNON BLAST**](https://magicarena.fandom.com/wiki/Firecannon_Blast)**RedRed (3) SORCERY FIRECANNON BLAST DEALS 3 DAMAGE TO TARGET CREATURE.**  **RAID — FIRECANNON BLAST DEALS 6 DAMAGE INSTEAD IF YOU ATTACKED THIS TURN.** |  | |  | [**FIREFIST ADEPT**](https://magicarena.fandom.com/wiki/Firefist_Adept)**Red (5) CREATURE — HUMAN WIZARD (3/3) WHEN FIREFIST ADEPT ENTERS THE BATTLEFIELD, IT DEALS X DAMAGE TO TARGET CREATURE AN OPPONENT CONTROLS, WHERE X IS THE NUMBER OF WIZARDS YOU CONTROL.** |  | |  | [**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.** |  | |  | [**FIRESONG AND SUNSPEAKER**](https://magicarena.fandom.com/wiki/Firesong_and_Sunspeaker)**RedWhite (6) LEGENDARY CREATURE — MINOTAUR CLERIC (4/6) RED INSTANT AND SORCERY SPELLS YOU CONTROL HAVE LIFELINK.**  **WHENEVER A WHITE INSTANT OR SORCERY SPELL CAUSES YOU TO GAIN LIFE, FIRESONG AND SUNSPEAKER DEALS 3 DAMAGE TO TARGET CREATURE OR PLAYER.** |  | |  | [**FLAME LASH**](https://magicarena.fandom.com/wiki/Flame_Lash)**Red (4) INSTANT FLAME LASH DEALS 4 DAMAGE TO ANY TARGET.** |  | |  | [**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 FIREBRAND**](https://magicarena.fandom.com/wiki/Flames_of_the_Firebrand)**Red (3) SORCERY FLAMES OF THE FIREBRAND DEALS 3 DAMAGE DIVIDED AS YOU CHOOSE AMONG ONE, TWO, OR THREE TARGETS.** |  | |  | [**FLAMES OF THE RAZE-BOAR**](https://magicarena.fandom.com/wiki/Flames_of_the_Raze-Boar)**Red (6) INSTANT FLAMES OF THE RAZE-BOAR DEALS 4 DAMAGE TO TARGET CREATURE AN OPPONENT CONTROLS. THEN FLAMES OF THE RAZE-BOAR DEALS 2 DAMAGE TO EACH OTHER CREATURE THAT PLAYER CONTROLS IF YOU CONTROL A CREATURE WITH POWER 4 OR GREATER.** |  | |  | [**FLING**](https://magicarena.fandom.com/wiki/Fling)**Red (2) INSTANT AS AN ADDITIONAL COST TO CAST THIS SPELL, SACRIFICE A CREATURE.**  **FLING DEALS DAMAGE EQUAL TO THE SACRIFICED CREATURE'S POWER TO ANY TARGET.** |  | |  | [**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.** |  | |  | [**FLURRY OF HORNS**](https://magicarena.fandom.com/wiki/Flurry_of_Horns)**Red (5) SORCERY CREATE TWO 2/3 RED MINOTAUR CREATURE TOKENS WITH HASTE.** |  | |  | [**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.** |  | |  | [**FORERUNNER OF THE EMPIRE**](https://magicarena.fandom.com/wiki/Forerunner_of_the_Empire)**Red (4) CREATURE — HUMAN SOLDIER (1/3) WHEN FORERUNNER OF THE EMPIRE ENTERS THE BATTLEFIELD, YOU MAY SEARCH YOUR LIBRARY FOR A DINOSAUR CARD, REVEAL IT, THEN SHUFFLE YOUR LIBRARY AND PUT THAT CARD ON TOP OF IT.**  **WHENEVER A DINOSAUR ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, YOU MAY HAVE FORERUNNER OF THE EMPIRE DEAL 1 DAMAGE TO EACH CREATURE.** |  | |  | [**FORGE DEVIL**](https://magicarena.fandom.com/wiki/Forge_Devil)**Red (1) CREATURE — DEVIL (1/1) WHEN FORGE DEVIL ENTERS THE BATTLEFIELD, IT DEALS 1 DAMAGE TO TARGET CREATURE AND 1 DAMAGE TO YOU.** |  | |  | [**FORM OF THE DINOSAUR**](https://magicarena.fandom.com/wiki/Form_of_the_Dinosaur)**RedRed (6) ENCHANTMENT WHEN FORM OF THE DINOSAUR ENTERS THE BATTLEFIELD, YOUR LIFE TOTAL BECOMES 15.**  **AT THE BEGINNING OF YOUR UPKEEP, FORM OF THE DINOSAUR DEALS 15 DAMAGE TO TARGET CREATURE AN OPPONENT CONTROLS AND THAT CREATURE DEALS DAMAGE EQUAL TO ITS POWER TO YOU.** |  | |  | [**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 RAGE**](https://magicarena.fandom.com/wiki/Frenzied_Rage)**Red (2) ENCHANTMENT — AURA ENCHANT CREATURE**  **ENCHANTED CREATURE GETS +2/+1 AND HAS MENACE. (IT CAN'T BE BLOCKED EXCEPT BY TWO OR MORE CREATURES.)** |  | |  | [**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 DEATHSPITTER**](https://magicarena.fandom.com/wiki/Frilled_Deathspitter)**Red (3) CREATURE — DINOSAUR (3/2) ENRAGE — WHENEVER FRILLED DEATHSPITTER IS DEALT DAMAGE, IT DEALS 2 DAMAGE TO TARGET OPPONENT OR PLANESWALKER.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**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.** |  | |  | [**FURNACE WHELP**](https://magicarena.fandom.com/wiki/Furnace_Whelp)**RedRed (4) CREATURE — DRAGON (2/2) FLYING (THIS CREATURE CAN'T BE BLOCKED EXCEPT BY CREATURES WITH FLYING OR REACH.)**  **Red: FURNACE WHELP GETS +1/+0 UNTIL END OF TURN.** |  | |  | [**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.** |  | |  | [**FUSION ELEMENTAL**](https://magicarena.fandom.com/wiki/Fusion_Elemental)**WhiteBlueBlackRedGreen (5) CREATURE — ELEMENTAL (8/8)** |  | |  | [**GADRAK, THE CROWN-SCOURGE**](https://magicarena.fandom.com/wiki/Gadrak,_the_Crown-Scourge)**Red (3) LEGENDARY CREATURE — DRAGON (5/4) FLYING**  **GADRAK, THE CROWN-SCOURGE CAN'T ATTACK UNLESS YOU CONTROL FOUR OR MORE ARTIFACTS. AT THE BEGINNING OF YOUR END STEP, CREATE A TREASURE TOKEN FOR EACH NONTOKEN CREATURE THAT DIED THIS TURN. (IT'S AN ARTIFACT WITH "Tap, SACRIFICE THIS ARTIFACT: ADD ONE MANA OF ANY COLOR.")** |  | |  | [**GALLIA OF THE ENDLESS DANCE**](https://magicarena.fandom.com/wiki/Gallia_of_the_Endless_Dance)**RedGreen (2) LEGENDARY CREATURE — SATYR (2/2) HASTE**  **OTHER SATYRS YOU CONTROL GET +1/+1 AND HAVE HASTE. WHENEVER YOU ATTACK WITH THREE OR MORE CREATURES, YOU MAY DISCARD A CARD AT RANDOM. IF YOU DO, DRAW TWO CARDS.** |  | |  | [**GARNA, THE BLOODFLAME**](https://magicarena.fandom.com/wiki/Garna,_the_Bloodflame)**BlackRed (5) LEGENDARY CREATURE — HUMAN WARRIOR (3/3) FLASH**  **WHEN GARNA, THE BLOODFLAME ENTERS THE BATTLEFIELD, RETURN TO YOUR HAND ALL CREATURE CARDS IN YOUR GRAVEYARD THAT WERE PUT THERE FROM ANYWHERE THIS TURN. OTHER CREATURES YOU CONTROL HAVE HASTE.** |  | |  | [**GARRISON SERGEANT**](https://magicarena.fandom.com/wiki/Garrison_Sergeant)**RedWhite (5) CREATURE — VIASHINO SOLDIER (3/3) GARRISON SERGEANT HAS DOUBLE STRIKE AS LONG AS YOU CONTROL A GATE.** |  | |  | [**GATES ABLAZE**](https://magicarena.fandom.com/wiki/Gates_Ablaze)**Red (3) SORCERY GATES ABLAZE DEALS X DAMAGE TO EACH CREATURE, WHERE X IS THE NUMBER OF GATES YOU CONTROL.** |  | |  | [**GEMPALM INCINERATOR**](https://magicarena.fandom.com/wiki/Gempalm_Incinerator)**Red (3) CREATURE — GOBLIN (2/1) CYCLING Red (Red, DISCARD THIS CARD: DRAW A CARD.)**  **WHEN YOU CYCLE GEMPALM INCINERATOR, YOU MAY HAVE IT DEAL X DAMAGE TO TARGET CREATURE, WHERE X IS THE NUMBER OF GOBLINS ON THE BATTLEFIELD.** |  | |  | [**GENESIS ULTIMATUM**](https://magicarena.fandom.com/wiki/Genesis_Ultimatum)**GreenGreenBlueBlueBlueRedRed (7) SORCERY LOOK AT THE TOP FIVE CARDS OF YOUR LIBRARY. PUT ANY NUMBER OF PERMANENT CARDS FROM AMONG THEM ONTO THE BATTLEFIELD AND THE REST INTO YOUR HAND. EXILE GENESIS ULTIMATUM.** |  | |  | [**GET THE POINT**](https://magicarena.fandom.com/wiki/Get_the_Point)**BlackRed (5) INSTANT DESTROY TARGET CREATURE. SCRY 1.** |  | |  | [**GHITU CHRONICLER**](https://magicarena.fandom.com/wiki/Ghitu_Chronicler)**Red (2) CREATURE — HUMAN WIZARD (1/3) KICKER Red (YOU MAY PAY AN ADDITIONAL Red AS YOU CAST THIS SPELL.)**  **WHEN GHITU CHRONICLER ENTERS THE BATTLEFIELD, IF IT WAS KICKED, RETURN TARGET INSTANT OR SORCERY CARD FROM YOUR GRAVEYARD TO YOUR HAND.** |  | |  | [**GHITU JOURNEYMAGE**](https://magicarena.fandom.com/wiki/Ghitu_Journeymage)**Red (3) CREATURE — HUMAN WIZARD (3/2) WHEN GHITU JOURNEYMAGE ENTERS THE BATTLEFIELD, IF YOU CONTROL ANOTHER WIZARD, GHITU JOURNEYMAGE DEALS 2 DAMAGE TO EACH OPPONENT.** |  | |  | [**GHITU LAVARUNNER**](https://magicarena.fandom.com/wiki/Ghitu_Lavarunner)**Red (1) CREATURE — HUMAN WIZARD (1/2) AS LONG AS THERE ARE TWO OR MORE INSTANT AND/OR SORCERY CARDS IN YOUR GRAVEYARD, GHITU LAVARUNNER GETS +1/+0 AND HAS HASTE.** |  | |  | [**GHOR-CLAN WRECKER**](https://magicarena.fandom.com/wiki/Ghor-Clan_Wrecker)**Red (4) CREATURE — HUMAN WARRIOR (2/2) RIOT (THIS CREATURE ENTERS THE BATTLEFIELD WITH YOUR CHOICE OF A +1/+1 COUNTER OR HASTE.)**  **MENACE (THIS CREATURE CAN'T BE BLOCKED EXCEPT BY TWO OR MORE CREATURES.)** |  | |  | [**GISHATH, SUN'S AVATAR**](https://magicarena.fandom.com/wiki/Gishath,_Sun%27s_Avatar)**RedGreenWhite (8) LEGENDARY CREATURE — DINOSAUR AVATAR (7/6) VIGILANCE, TRAMPLE, HASTE**  **WHENEVER GISHATH, SUN'S AVATAR DEALS COMBAT DAMAGE TO A PLAYER, REVEAL THAT MANY CARDS FROM THE TOP OF YOUR LIBRARY. PUT ANY NUMBER OF DINOSAUR CREATURE CARDS FROM AMONG THEM ONTO THE BATTLEFIELD AND THE REST ON THE BOTTOM OF YOUR LIBRARY IN A RANDOM ORDER.** |  | |  | [**GLINT-HORN BUCCANEER**](https://magicarena.fandom.com/wiki/Glint-Horn_Buccaneer)**RedRed (3) CREATURE — MINOTAUR PIRATE (2/4) HASTE**  **WHENEVER YOU DISCARD A CARD, GLINT-HORN BUCCANEER DEALS 1 DAMAGE TO EACH OPPONENT. Red, DISCARD A CARD: DRAW A CARD. ACTIVATE THIS ABILITY ONLY IF GLINT-HORN BUCCANEER IS ATTACKING.** |  | |  | [**GO FOR BLOOD**](https://magicarena.fandom.com/wiki/Go_for_Blood)**Red (2) SORCERY TARGET CREATURE YOU CONTROL FIGHTS TARGET CREATURE YOU DON'T CONTROL. (EACH DEALS DAMAGE EQUAL TO ITS POWER TO THE OTHER.)**  **CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**GOBLIN ARSONIST**](https://magicarena.fandom.com/wiki/Goblin_Arsonist)**Red (1) CREATURE — GOBLIN SHAMAN (1/1) WHEN GOBLIN ARSONIST DIES, YOU MAY HAVE IT DEAL 1 DAMAGE TO ANY TARGET.** |  | |  | [**GOBLIN ASSAILANT**](https://magicarena.fandom.com/wiki/Goblin_Assailant)**Red (2) CREATURE — GOBLIN WARRIOR (2/2)** |  | |  | [**GOBLIN ASSAULT TEAM**](https://magicarena.fandom.com/wiki/Goblin_Assault_Team)**Red (4) CREATURE — GOBLIN WARRIOR (4/1) HASTE**  **WHEN GOBLIN ASSAULT TEAM DIES, PUT A +1/+1 COUNTER ON TARGET CREATURE YOU CONTROL.** |  | |  | [**GOBLIN BANNERET**](https://magicarena.fandom.com/wiki/Goblin_Banneret)**Red (1) CREATURE — GOBLIN SOLDIER (1/1) MENTOR (WHENEVER THIS CREATURE ATTACKS, PUT A +1/+1 COUNTER ON TARGET ATTACKING CREATURE WITH LESSER POWER.)**  **Red: GOBLIN BANNERET GETS +2/+0 UNTIL END OF TURN.** |  | |  | [**GOBLIN BARRAGE**](https://magicarena.fandom.com/wiki/Goblin_Barrage)**Red (4) SORCERY KICKER—SACRIFICE AN ARTIFACT OR GOBLIN. (YOU MAY SACRIFICE AN ARTIFACT OR GOBLIN IN ADDITION TO ANY OTHER COSTS AS YOU CAST THIS SPELL.)**  **GOBLIN BARRAGE DEALS 4 DAMAGE TO TARGET CREATURE. IF THIS SPELL WAS KICKED, IT ALSO DEALS 4 DAMAGE TO TARGET PLAYER OR PLANESWALKER.** |  | |  | [**GOBLIN BIRD-GRABBER**](https://magicarena.fandom.com/wiki/Goblin_Bird-Grabber)**Red (2) CREATURE — GOBLIN (2/1) Red: GOBLIN BIRD-GRABBER GAINS FLYING UNTIL END OF TURN. ACTIVATE THIS ABILITY ONLY IF YOU CONTROL A CREATURE WITH FLYING.** |  | |  | [**GOBLIN CHAINWHIRLER**](https://magicarena.fandom.com/wiki/Goblin_Chainwhirler)**RedRedRed (3) CREATURE — GOBLIN WARRIOR (3/3) FIRST STRIKE**  **WHEN GOBLIN CHAINWHIRLER ENTERS THE BATTLEFIELD, IT DEALS 1 DAMAGE TO EACH OPPONENT AND EACH CREATURE AND PLANESWALKER THEY CONTROL.** |  | |  | [**GOBLIN CHIEFTAIN**](https://magicarena.fandom.com/wiki/Goblin_Chieftain)**RedRed (3) CREATURE — GOBLIN (2/2) HASTE (THIS CREATURE CAN ATTACK AND Tap AS SOON AS IT COMES UNDER YOUR CONTROL.)**  **OTHER GOBLIN CREATURES YOU CONTROL GET +1/+1 AND HAVE HASTE.** |  | |  | [**GOBLIN COMMANDO**](https://magicarena.fandom.com/wiki/Goblin_Commando)**Red (5) CREATURE — GOBLIN (2/2) WHEN GOBLIN COMMANDO ENTERS THE BATTLEFIELD, IT DEALS 2 DAMAGE TO TARGET CREATURE.** |  | |  | [**GOBLIN CRATERMAKER**](https://magicarena.fandom.com/wiki/Goblin_Cratermaker)**Red (2) CREATURE — GOBLIN WARRIOR (2/2) , SACRIFICE GOBLIN CRATERMAKER: CHOOSE ONE —**  **• GOBLIN CRATERMAKER DEALS 2 DAMAGE TO TARGET CREATURE. • DESTROY TARGET COLORLESS NONLAND PERMANENT.** |  | |  | [**GOBLIN ELECTROMANCER**](https://magicarena.fandom.com/wiki/Goblin_Electromancer)**BlueRed (2) CREATURE — GOBLIN WIZARD (2/2) INSTANT AND SORCERY SPELLS YOU CAST COST  LESS TO CAST.** |  | |  | [**GOBLIN GATHERING**](https://magicarena.fandom.com/wiki/Goblin_Gathering)**Red (3) SORCERY CREATE A NUMBER OF 1/1 RED GOBLIN CREATURE TOKENS EQUAL TO TWO PLUS THE NUMBER OF CARDS NAMED GOBLIN GATHERING IN YOUR GRAVEYARD.** |  | |  | [**GOBLIN GOON**](https://magicarena.fandom.com/wiki/Goblin_Goon)**Red (4) CREATURE — GOBLIN MUTANT (6/6) GOBLIN GOON CAN'T ATTACK UNLESS YOU CONTROL MORE CREATURES THAN DEFENDING PLAYER.**  **GOBLIN GOON CAN'T BLOCK UNLESS YOU CONTROL MORE CREATURES THAN ATTACKING PLAYER.** |  | |  | [**GOBLIN INSTIGATOR**](https://magicarena.fandom.com/wiki/Goblin_Instigator)**Red (2) CREATURE — GOBLIN ROGUE (1/1) WHEN GOBLIN INSTIGATOR ENTERS THE BATTLEFIELD, CREATE A 1/1 RED GOBLIN CREATURE TOKEN.** |  | |  | [**GOBLIN LOCKSMITH**](https://magicarena.fandom.com/wiki/Goblin_Locksmith)**Red (2) CREATURE — GOBLIN ROGUE (2/1) WHENEVER GOBLIN LOCKSMITH ATTACKS, CREATURES WITH DEFENDER CAN'T BLOCK THIS TURN.** |  | |  | [**GOBLIN MATRON**](https://magicarena.fandom.com/wiki/Goblin_Matron)**Red (3) CREATURE — GOBLIN (1/1) WHEN GOBLIN MATRON ENTERS THE BATTLEFIELD, YOU MAY SEARCH YOUR LIBRARY FOR A GOBLIN CARD, REVEAL THAT CARD, PUT IT INTO YOUR HAND, THEN SHUFFLE YOUR LIBRARY.** |  | |  | [**GOBLIN MOTIVATOR**](https://magicarena.fandom.com/wiki/Goblin_Motivator)**Red (1) CREATURE — GOBLIN WARRIOR (1/1) Tap: TARGET CREATURE GAINS HASTE UNTIL END OF TURN. (IT CAN ATTACK AND Tap THIS TURN.)** |  | |  | [**GOBLIN ORIFLAMME**](https://magicarena.fandom.com/wiki/Goblin_Oriflamme)**Red (2) ENCHANTMENT ATTACKING CREATURES YOU CONTROL GET +1/+0.** |  | |  | [**GOBLIN RALLY**](https://magicarena.fandom.com/wiki/Goblin_Rally)**RedRed (5) SORCERY CREATE FOUR 1/1 RED GOBLIN CREATURE TOKENS.** |  | |  | [**GOBLIN RINGLEADER**](https://magicarena.fandom.com/wiki/Goblin_Ringleader)**Red (4) CREATURE — GOBLIN (2/2) HASTE (THIS CREATURE CAN ATTACK AND Tap AS SOON AS IT COMES UNDER YOUR CONTROL.)**  **WHEN GOBLIN RINGLEADER ENTERS THE BATTLEFIELD, REVEAL THE TOP FOUR CARDS OF YOUR LIBRARY. PUT ALL GOBLIN CARDS REVEALED THIS WAY INTO YOUR HAND AND THE REST ON THE BOTTOM OF YOUR LIBRARY IN ANY ORDER.** |  | |  | [**GOBLIN RUINBLASTER**](https://magicarena.fandom.com/wiki/Goblin_Ruinblaster)**Red (3) CREATURE — GOBLIN SHAMAN (2/1) KICKER Red (YOU MAY PAY AN ADDITIONAL Red AS YOU CAST THIS SPELL.)**  **HASTE WHEN GOBLIN RUINBLASTER ENTERS THE BATTLEFIELD, IF IT WAS KICKED, DESTROY TARGET NONBASIC LAND.** |  | |  | [**GOBLIN SHORTCUTTER**](https://magicarena.fandom.com/wiki/Goblin_Shortcutter)**Red (2) CREATURE — GOBLIN SCOUT (2/1) WHEN GOBLIN SHORTCUTTER ENTERS THE BATTLEFIELD, TARGET CREATURE CAN'T BLOCK THIS TURN.** |  | |  | [**GOBLIN SMUGGLER**](https://magicarena.fandom.com/wiki/Goblin_Smuggler)**Red (3) CREATURE — GOBLIN ROGUE (2/2) HASTE (THIS CREATURE CAN ATTACK AND Tap AS SOON AS IT COMES UNDER YOUR CONTROL.)**  **Tap: ANOTHER TARGET CREATURE WITH POWER 2 OR LESS CAN'T BE BLOCKED THIS TURN.** |  | |  | [**GOBLIN TRAILBLAZER**](https://magicarena.fandom.com/wiki/Goblin_Trailblazer)**Red (2) CREATURE — GOBLIN PIRATE (2/1) MENACE** |  | |  | [**GOBLIN TRASHMASTER**](https://magicarena.fandom.com/wiki/Goblin_Trashmaster)**RedRed (4) CREATURE — GOBLIN WARRIOR (3/3) OTHER GOBLINS YOU CONTROL GET +1/+1.**  **SACRIFICE A GOBLIN: DESTROY TARGET ARTIFACT.** |  | |  | [**GOBLIN WARCHIEF**](https://magicarena.fandom.com/wiki/Goblin_Warchief)**RedRed (3) CREATURE — GOBLIN WARRIOR (2/2) GOBLIN SPELLS YOU CAST COST  LESS TO CAST.**  **GOBLINS YOU CONTROL HAVE HASTE.** |  | |  | [**GOBLIN WIZARDRY**](https://magicarena.fandom.com/wiki/Goblin_Wizardry)**Red (4) INSTANT CREATE TWO 1/1 RED GOBLIN WIZARD CREATURE TOKENS WITH PROWESS. (WHENEVER YOU CAST A NONCREATURE SPELL, THEY GET +1/+1 UNTIL END OF TURN.)** |  | |  | [**GRAND WARLORD RADHA**](https://magicarena.fandom.com/wiki/Grand_Warlord_Radha)**RedGreen (4) LEGENDARY CREATURE — ELF WARRIOR (3/4) HASTE**  **WHENEVER ONE OR MORE CREATURES YOU CONTROL ATTACK, ADD THAT MUCH MANA IN ANY COMBINATION OF Red AND/OR Green. UNTIL END OF TURN, YOU DON'T LOSE THIS MANA AS STEPS AND PHASES END.** |  | |  | [**GRAVEL-HIDE GOBLIN**](https://magicarena.fandom.com/wiki/Gravel-Hide_Goblin)**Red (2) CREATURE — GOBLIN SHAMAN (2/1) Green: GRAVEL-HIDE GOBLIN GETS +2/+2 UNTIL END OF TURN.** |  | |  | [**GRAVITIC PUNCH**](https://magicarena.fandom.com/wiki/Gravitic_Punch)**Red (4) SORCERY TARGET CREATURE YOU CONTROL DEALS DAMAGE EQUAL TO ITS POWER TO TARGET PLAYER.**  **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.)** |  | |  | [**GRIM INITIATE**](https://magicarena.fandom.com/wiki/Grim_Initiate)**Red (1) CREATURE — ZOMBIE WARRIOR (1/1) FIRST STRIKE**  **WHEN GRIM INITIATE DIES, AMASS 1. (PUT A +1/+1 COUNTER ON AN ARMY YOU CONTROL. IF YOU DON'T CONTROL ONE, CREATE A 0/0 BLACK ZOMBIE ARMY CREATURE TOKEN FIRST.)** |  | |  | [**GRIM LAVAMANCER**](https://magicarena.fandom.com/wiki/Grim_Lavamancer)**Red (1) CREATURE — HUMAN WIZARD (1/1) Red, Tap, EXILE TWO CARDS FROM YOUR GRAVEYARD: GRIM LAVAMANCER DEALS 2 DAMAGE TO ANY TARGET.** |  | |  | [**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.** |  | |  | [**GRUUL SPELLBREAKER**](https://magicarena.fandom.com/wiki/Gruul_Spellbreaker)**RedGreen (3) CREATURE — OGRE WARRIOR (3/3) RIOT (THIS CREATURE ENTERS THE BATTLEFIELD WITH YOUR CHOICE OF A +1/+1 COUNTER OR HASTE.)**  **TRAMPLE AS LONG AS IT'S YOUR TURN, YOU AND GRUUL SPELLBREAKER HAVE HEXPROOF.** |  | |  | [**GUTTERSNIPE**](https://magicarena.fandom.com/wiki/Guttersnipe)**Red (3) CREATURE — GOBLIN SHAMAN (2/2) WHENEVER YOU CAST AN INSTANT OR SORCERY SPELL, GUTTERSNIPE DEALS 2 DAMAGE TO EACH OPPONENT.** |  | |  | [**HACKROBAT**](https://magicarena.fandom.com/wiki/Hackrobat)**BlackRed (3) CREATURE — HUMAN ROGUE (2/3) SPECTACLE BlackRed (YOU MAY CAST THIS SPELL FOR ITS SPECTACLE COST RATHER THAN ITS MANA COST IF AN OPPONENT LOST LIFE THIS TURN.)**  **Black: HACKROBAT GAINS DEATHTOUCH UNTIL END OF TURN. Red: HACKROBAT GETS +2/-2 UNTIL END OF TURN.** |  | |  | [**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.)** |  | |  | [**HAKTOS THE UNSCARRED**](https://magicarena.fandom.com/wiki/Haktos_the_Unscarred)**RedRedWhiteWhite (4) LEGENDARY CREATURE — HUMAN WARRIOR (6/1) HAKTOS THE UNSCARRED ATTACKS EACH COMBAT IF ABLE.**  **AS HAKTOS ENTERS THE BATTLEFIELD, CHOOSE 2, 3, OR 4 AT RANDOM. HAKTOS HAS PROTECTION FROM EACH CONVERTED MANA COST OTHER THAN THE CHOSEN NUMBER.** |  | |  | [**HALLAR, THE FIREFLETCHER**](https://magicarena.fandom.com/wiki/Hallar,_the_Firefletcher)**RedGreen (3) LEGENDARY CREATURE — ELF ARCHER (3/3) TRAMPLE**  **WHENEVER YOU CAST A SPELL, IF THAT SPELL WAS KICKED, PUT A +1/+1 COUNTER ON HALLAR, THE FIREFLETCHER, THEN HALLAR DEALS DAMAGE EQUAL TO THE NUMBER OF +1/+1 COUNTERS ON IT TO EACH OPPONENT.** |  | |  | [**HAMLETBACK GOLIATH**](https://magicarena.fandom.com/wiki/Hamletback_Goliath)**Red (7) CREATURE — GIANT WARRIOR (6/6) WHENEVER ANOTHER CREATURE ENTERS THE BATTLEFIELD, YOU MAY PUT X +1/+1 COUNTERS ON HAMLETBACK GOLIATH, WHERE X IS THAT CREATURE'S POWER.** |  | |  | [**HAMMER DROPPER**](https://magicarena.fandom.com/wiki/Hammer_Dropper)**RedWhite (4) CREATURE — GIANT SOLDIER (5/2) MENTOR (WHENEVER THIS CREATURE ATTACKS, PUT A +1/+1 COUNTER ON TARGET ATTACKING CREATURE WITH LESSER POWER.)** |  | |  | [**HAPHAZARD BOMBARDMENT**](https://magicarena.fandom.com/wiki/Haphazard_Bombardment)**Red (6) ENCHANTMENT WHEN HAPHAZARD BOMBARDMENT ENTERS THE BATTLEFIELD, CHOOSE FOUR NONENCHANTMENT PERMANENTS YOU DON'T CONTROL AND PUT AN AIM COUNTER ON EACH OF THEM.**  **AT THE BEGINNING OF YOUR END STEP, IF TWO OR MORE PERMANENTS YOU DON'T CONTROL HAVE AN AIM COUNTER ON THEM, DESTROY ONE OF THOSE PERMANENTS AT RANDOM.** |  | |  | [**HAVOC DEVILS**](https://magicarena.fandom.com/wiki/Havoc_Devils)**RedRed (4) CREATURE — DEVIL (4/3) TRAMPLE (THIS CREATURE CAN DEAL EXCESS COMBAT DAMAGE TO THE PLAYER OR PLANESWALKER IT'S ATTACKING.)** |  | |  | [**HAVOC JESTER**](https://magicarena.fandom.com/wiki/Havoc_Jester)**Red (5) CREATURE — DEVIL (5/5) WHENEVER YOU SACRIFICE A PERMANENT, HAVOC JESTER DEALS 1 DAMAGE TO ANY TARGET.** |  | |  | [**HEADSTRONG BRUTE**](https://magicarena.fandom.com/wiki/Headstrong_Brute)**Red (3) CREATURE — ORC PIRATE (3/3) HEADSTRONG BRUTE CAN'T BLOCK.**  **HEADSTRONG BRUTE HAS MENACE AS LONG AS YOU CONTROL ANOTHER PIRATE.** |  | |  | [**HEARTFIRE**](https://magicarena.fandom.com/wiki/Heartfire)**Red (2) INSTANT AS AN ADDITIONAL COST TO CAST THIS SPELL, SACRIFICE A CREATURE OR PLANESWALKER.**  **HEARTFIRE DEALS 4 DAMAGE TO ANY TARGET.** |  | |  | [**HEARTFIRE IMMOLATOR**](https://magicarena.fandom.com/wiki/Heartfire_Immolator)**Red (2) CREATURE — HUMAN WIZARD (2/2) PROWESS (WHENEVER YOU CAST A NONCREATURE SPELL, THIS CREATURE GETS +1/+1 UNTIL END OF TURN.)**  **Red, SACRIFICE HEARTFIRE IMMOLATOR: IT DEALS DAMAGE EQUAL TO ITS POWER TO TARGET CREATURE OR PLANESWALKER.** |  | |  | [**HEARTWARMING REDEMPTION**](https://magicarena.fandom.com/wiki/Heartwarming_Redemption)**RedWhite (4) INSTANT DISCARD ALL THE CARDS IN YOUR HAND, THEN DRAW THAT MANY CARDS PLUS ONE. YOU GAIN LIFE EQUAL TO THE NUMBER OF CARDS IN YOUR HAND.** |  | |  | [**HEIGHTENED REFLEXES**](https://magicarena.fandom.com/wiki/Heightened_Reflexes)**Red (1) INSTANT TARGET CREATURE GETS +1/+0 UNTIL END OF TURN. PUT A FIRST STRIKE COUNTER ON IT.** |  | |  | [**HELLKITE PUNISHER**](https://magicarena.fandom.com/wiki/Hellkite_Punisher)**RedRed (7) CREATURE — DRAGON (6/6) FLYING**  **Red: HELLKITE PUNISHER GETS +1/+0 UNTIL END OF TURN.** |  | |  | [**HELLKITE WHELP**](https://magicarena.fandom.com/wiki/Hellkite_Whelp)**Red (5) CREATURE — DRAGON (3/3) FLYING**  **WHENEVER HELLKITE WHELP ATTACKS, IT DEALS 1 DAMAGE TO TARGET CREATURE DEFENDING PLAYER CONTROLS.** |  | |  | [**HELLRIDER**](https://magicarena.fandom.com/wiki/Hellrider)**RedRed (4) CREATURE — DEVIL (3/3) HASTE**  **WHENEVER A CREATURE YOU CONTROL ATTACKS, HELLRIDER DEALS 1 DAMAGE TO THE PLAYER OR PLANESWALKER IT'S ATTACKING.** |  | |  | [**HERO OF THE GAMES**](https://magicarena.fandom.com/wiki/Hero_of_the_Games)**Red (3) CREATURE — HUMAN SOLDIER (3/2) WHENEVER YOU CAST A SPELL THAT TARGETS HERO OF THE GAMES, CREATURES YOU CONTROL GET +1/+0 UNTIL END OF TURN.** |  | |  | [**HERO OF THE NYXBORN**](https://magicarena.fandom.com/wiki/Hero_of_the_Nyxborn)**RedWhite (3) ENCHANTMENT CREATURE — HUMAN SOLDIER (2/2) WHEN HERO OF THE NYXBORN ENTERS THE BATTLEFIELD, CREATE A 1/1 WHITE HUMAN SOLDIER CREATURE TOKEN.**  **WHENEVER YOU CAST A SPELL THAT TARGETS HERO OF THE NYXBORN, CREATURES YOU CONTROL GET +1/+0 UNTIL END OF TURN.** |  | |  | [**HEROES OF THE REVEL**](https://magicarena.fandom.com/wiki/Heroes_of_the_Revel)**Red (5) CREATURE — SATYR SOLDIER (4/4) WHEN HEROES OF THE REVEL ENTERS THE BATTLEFIELD, CREATE A 1/1 RED SATYR CREATURE TOKEN WITH "THIS CREATURE CAN'T BLOCK."**  **WHENEVER YOU CAST A SPELL THAT TARGETS HEROES OF THE REVEL, CREATURES YOU CONTROL GET +1/+0 UNTIL END OF TURN.** |  | |  | [**HEROIC REINFORCEMENTS**](https://magicarena.fandom.com/wiki/Heroic_Reinforcements)**RedWhite (4) SORCERY CREATE TWO 1/1 WHITE SOLDIER CREATURE TOKENS. UNTIL END OF TURN, CREATURES YOU CONTROL GET +1/+1 AND GAIN HASTE. (THEY CAN ATTACK AND Tap THIS TURN.)** |  | |  | [**HIDETSUGU'S SECOND RITE**](https://magicarena.fandom.com/wiki/Hidetsugu%27s_Second_Rite)**Red (4) INSTANT IF TARGET PLAYER HAS EXACTLY 10 LIFE, HIDETSUGU'S SECOND RITE DEALS 10 DAMAGE TO THAT PLAYER.** |  | |  | [**HIJACK**](https://magicarena.fandom.com/wiki/Hijack)**RedRed (3) SORCERY GAIN CONTROL OF TARGET ARTIFACT OR CREATURE UNTIL END OF TURN. UNTAP IT. IT GAINS HASTE UNTIL END OF TURN.** |  | |  | [**HOBBLEFIEND**](https://magicarena.fandom.com/wiki/Hobblefiend)**Red (2) CREATURE — DEVIL (2/1) TRAMPLE (THIS CREATURE CAN DEAL EXCESS COMBAT DAMAGE TO THE PLAYER OR PLANESWALKER IT'S ATTACKING.)**  **, SACRIFICE ANOTHER CREATURE: PUT A +1/+1 COUNTER ON HOBBLEFIEND.** |  | |  | [**HOMING LIGHTNING**](https://magicarena.fandom.com/wiki/Homing_Lightning)**RedRed (4) INSTANT HOMING LIGHTNING DEALS 4 DAMAGE TO TARGET CREATURE AND EACH OTHER CREATURE WITH THE SAME NAME AS THAT CREATURE.** |  | |  | [**HONDEN OF INFINITE RAGE**](https://magicarena.fandom.com/wiki/Honden_of_Infinite_Rage)**Red (3) LEGENDARY ENCHANTMENT — SHRINE AT THE BEGINNING OF YOUR UPKEEP, HONDEN OF INFINITE RAGE DEALS DAMAGE TO ANY TARGET EQUAL TO THE NUMBER OF SHRINES YOU CONTROL.** |  | |  | [**HONOR THE GOD-PHARAOH**](https://magicarena.fandom.com/wiki/Honor_the_God-Pharaoh)**Red (3) SORCERY AS AN ADDITIONAL COST TO CAST THIS SPELL, DISCARD A CARD.**  **DRAW TWO CARDS. 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.)** |  | |  | [**HOSTILE MINOTAUR**](https://magicarena.fandom.com/wiki/Hostile_Minotaur)**Red (4) CREATURE — MINOTAUR (3/3) HASTE (THIS CREATURE CAN ATTACK AND Tap AS SOON AS IT COMES UNDER YOUR CONTROL.)** |  | |  | [**HUATLI, DINOSAUR KNIGHT**](https://magicarena.fandom.com/wiki/Huatli,_Dinosaur_Knight)**RedWhite (6) LEGENDARY PLANESWALKER — HUATLI (4) +2: PUT TWO +1/+1 COUNTERS ON UP TO ONE TARGET DINOSAUR YOU CONTROL.**  **−3: TARGET DINOSAUR YOU CONTROL DEALS DAMAGE EQUAL TO ITS POWER TO TARGET CREATURE YOU DON'T CONTROL. −7: DINOSAURS YOU CONTROL GET +4/+4 UNTIL END OF TURN.** |  | |  | [**HUATLI, WARRIOR POET**](https://magicarena.fandom.com/wiki/Huatli,_Warrior_Poet)**RedWhite (5) LEGENDARY PLANESWALKER — HUATLI (3) +2: YOU GAIN LIFE EQUAL TO THE GREATEST POWER AMONG CREATURES YOU CONTROL.**  **0: CREATE A 3/3 GREEN DINOSAUR CREATURE TOKEN WITH TRAMPLE. −X: HUATLI, WARRIOR POET DEALS X DAMAGE DIVIDED AS YOU CHOOSE AMONG ANY NUMBER OF TARGET CREATURES. CREATURES DEALT DAMAGE THIS WAY CAN'T BLOCK THIS TURN.** |  | |  | [**HUATLI'S SPURRING**](https://magicarena.fandom.com/wiki/Huatli%27s_Spurring)**Red (1) INSTANT TARGET CREATURE GETS +2/+0 UNTIL END OF TURN. IF YOU CONTROL A HUATLI PLANESWALKER, THAT CREATURE GETS +4/+0 UNTIL END OF TURN INSTEAD.** |  | |  | [**HUNGRY FLAMES**](https://magicarena.fandom.com/wiki/Hungry_Flames)**Red (3) INSTANT HUNGRY FLAMES DEALS 3 DAMAGE TO TARGET CREATURE AND 2 DAMAGE TO TARGET PLAYER OR PLANESWALKER.** |  | |  | [**HYPOTHESIZZLE**](https://magicarena.fandom.com/wiki/Hypothesizzle)**BlueRed (5) INSTANT DRAW TWO CARDS. THEN YOU MAY DISCARD A NONLAND CARD. WHEN YOU DO, HYPOTHESIZZLE DEALS 4 DAMAGE TO TARGET CREATURE.** |  | |  | [**IGNEOUS CUR**](https://magicarena.fandom.com/wiki/Igneous_Cur)**Red (2) CREATURE — ELEMENTAL DOG (1/2) Red: IGNEOUS CUR GETS +2/+0 UNTIL END OF TURN.** |  | |  | [**ILHARG, THE RAZE-BOAR**](https://magicarena.fandom.com/wiki/Ilharg,_the_Raze-Boar)**RedRed (5) LEGENDARY CREATURE — BOAR GOD (6/6) TRAMPLE**  **WHENEVER ILHARG, THE RAZE-BOAR ATTACKS, YOU MAY PUT A CREATURE CARD FROM YOUR HAND ONTO THE BATTLEFIELD TAPPED AND ATTACKING. RETURN THAT CREATURE TO YOUR HAND AT THE BEGINNING OF THE NEXT END STEP. WHEN ILHARG, THE RAZE-BOAR DIES OR IS PUT INTO EXILE FROM THE BATTLEFIELD, YOU MAY PUT IT INTO ITS OWNER'S LIBRARY THIRD FROM THE TOP.** |  | |  | [**ILLUNA, APEX OF WISHES**](https://magicarena.fandom.com/wiki/Illuna,_Apex_of_Wishes)**GreenBlueRed (5) LEGENDARY CREATURE — BEAST ELEMENTAL DINOSAUR (6/6) MUTATE BlueBlue (IF YOU CAST THIS SPELL FOR ITS MUTATE COST, PUT IT OVER OR UNDER TARGET NON-HUMAN CREATURE YOU OWN. THEY MUTATE INTO THE CREATURE ON TOP PLUS ALL ABILITIES FROM UNDER IT.)**  **FLYING, TRAMPLE WHENEVER THIS CREATURE MUTATES, EXILE CARDS FROM THE TOP OF YOUR LIBRARY UNTIL YOU EXILE A NONLAND PERMANENT CARD. PUT THAT CARD ONTO THE BATTLEFIELD OR INTO YOUR HAND.** |  | |  | [**IMMOLATING GYRE**](https://magicarena.fandom.com/wiki/Immolating_Gyre)**RedRed (6) SORCERY IMMOLATING GYRE DEALS X DAMAGE TO EACH CREATURE AND PLANESWALKER YOU DON'T CONTROL, WHERE X IS THE NUMBER OF INSTANT AND SORCERY CARDS IN YOUR GRAVEYARD.** |  | |  | [**IMMOLATION SHAMAN**](https://magicarena.fandom.com/wiki/Immolation_Shaman)**Red (2) CREATURE — VIASHINO SHAMAN (1/3) WHENEVER AN OPPONENT ACTIVATES AN ABILITY OF AN ARTIFACT, CREATURE, OR LAND THAT ISN'T A MANA ABILITY, IMMOLATION SHAMAN DEALS 1 DAMAGE TO THAT PLAYER.**  **RedRed: IMMOLATION SHAMAN GETS +3/+3 AND GAINS MENACE UNTIL END OF TURN.** |  | |  | [**IMMORTAL PHOENIX**](https://magicarena.fandom.com/wiki/Immortal_Phoenix)**RedRed (6) CREATURE — PHOENIX (5/3) FLYING (THIS CREATURE CAN'T BE BLOCKED EXCEPT BY CREATURES WITH FLYING OR REACH.)**  **WHEN IMMORTAL PHOENIX DIES, RETURN IT TO ITS OWNER'S HAND.** |  | |  | [**IMPENDING DOOM**](https://magicarena.fandom.com/wiki/Impending_Doom)**Red (3) ENCHANTMENT — AURA ENCHANT CREATURE**  **ENCHANTED CREATURE GETS +3/+3 AND ATTACKS EACH COMBAT IF ABLE. WHEN ENCHANTED CREATURE DIES, IMPENDING DOOM DEALS 3 DAMAGE TO THAT CREATURE'S CONTROLLER.** |  | |  | [**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.** |  | |  | [**INCENDIARY ORACLE**](https://magicarena.fandom.com/wiki/Incendiary_Oracle)**Red (2) CREATURE — HUMAN SHAMAN (2/2) Red: INCENDIARY ORACLE GETS +1/+0 UNTIL END OF TURN.**  **IF A CREATURE DEALT DAMAGE BY INCENDIARY ORACLE THIS TURN WOULD DIE, EXILE IT INSTEAD.** |  | |  | [**INESCAPABLE BLAZE**](https://magicarena.fandom.com/wiki/Inescapable_Blaze)**RedRed (6) INSTANT THIS SPELL CAN'T BE COUNTERED.**  **INESCAPABLE BLAZE DEALS 6 DAMAGE TO ANY TARGET.** |  | |  | [**INFERNO HELLION**](https://magicarena.fandom.com/wiki/Inferno_Hellion)**Red (4) CREATURE — HELLION (7/3) TRAMPLE (THIS CREATURE CAN DEAL EXCESS COMBAT DAMAGE TO THE PLAYER OR PLANESWALKER IT'S ATTACKING.)**  **AT THE BEGINNING OF EACH END STEP, IF INFERNO HELLION ATTACKED OR BLOCKED THIS TURN, ITS OWNER SHUFFLES IT INTO THEIR LIBRARY.** |  | |  | [**INFURIATE**](https://magicarena.fandom.com/wiki/Infuriate)**Red (1) INSTANT TARGET CREATURE GETS +3/+2 UNTIL END OF TURN.** |  | |  | [**INSPIRED ULTIMATUM**](https://magicarena.fandom.com/wiki/Inspired_Ultimatum)**BlueBlueRedRedRedWhiteWhite (7) SORCERY TARGET PLAYER GAINS 5 LIFE, INSPIRED ULTIMATUM DEALS 5 DAMAGE TO ANY TARGET, THEN YOU DRAW FIVE CARDS.** |  | |  | [**INSPIRING VETERAN**](https://magicarena.fandom.com/wiki/Inspiring_Veteran)**RedWhite (2) CREATURE — HUMAN KNIGHT (2/2) OTHER KNIGHTS YOU CONTROL GET +1/+1.** |  | |  | [**INTEGRITY**](https://magicarena.fandom.com/wiki/Integrity)**(1) INSTANT TARGET CREATURE GETS +2/+2 UNTIL END OF TURN.** |  | |  | [**INTERVENTION**](https://magicarena.fandom.com/wiki/Intervention)**RedWhite (4) INSTANT INTERVENTION DEALS 3 DAMAGE TO ANY TARGET AND YOU GAIN 3 LIFE.** |  | |  | [**INVADE THE CITY**](https://magicarena.fandom.com/wiki/Invade_the_City)**BlueRed (3) SORCERY AMASS X, WHERE X IS THE NUMBER OF INSTANT AND SORCERY CARDS IN YOUR GRAVEYARD. (PUT X +1/+1 COUNTERS ON AN ARMY YOU CONTROL. IF YOU DON'T CONTROL ONE, CREATE A 0/0 BLACK ZOMBIE ARMY CREATURE TOKEN FIRST.)** |  | |  | [**INVADING MANTICORE**](https://magicarena.fandom.com/wiki/Invading_Manticore)**Red (6) CREATURE — ZOMBIE MANTICORE (4/5) WHEN INVADING MANTICORE ENTERS THE BATTLEFIELD, AMASS 2. (PUT TWO +1/+1 COUNTERS ON AN ARMY YOU CONTROL. IF YOU DON'T CONTROL ONE, CREATE A 0/0 BLACK ZOMBIE ARMY CREATURE TOKEN FIRST.)** |  | |  | [**INVENT**](https://magicarena.fandom.com/wiki/Invent)**BlueRed (6) INSTANT SEARCH YOUR LIBRARY FOR AN INSTANT CARD AND/OR A SORCERY CARD, REVEAL THEM, PUT THEM INTO YOUR HAND, THEN SHUFFLE YOUR LIBRARY.** |  | |  | [**INVERT**](https://magicarena.fandom.com/wiki/Invert)**(1) INSTANT SWITCH THE POWER AND TOUGHNESS OF EACH OF UP TO TWO TARGET CREATURES UNTIL END OF TURN.** |  | |  | [**IONIZE**](https://magicarena.fandom.com/wiki/Ionize)**BlueRed (3) INSTANT COUNTER TARGET SPELL. IONIZE DEALS 2 DAMAGE TO THAT SPELL'S CONTROLLER.** |  | |  | [**IRENCRAG FEAT**](https://magicarena.fandom.com/wiki/Irencrag_Feat)**RedRedRed (4) SORCERY ADD SEVEN Red. YOU CAN CAST ONLY ONE MORE SPELL THIS TURN.** |  | |  | [**IRENCRAG PYROMANCER**](https://magicarena.fandom.com/wiki/Irencrag_Pyromancer)**Red (3) CREATURE — HUMAN WIZARD (0/4) WHENEVER YOU DRAW YOUR SECOND CARD EACH TURN, IRENCRAG PYROMANCER DEALS 3 DAMAGE TO ANY TARGET.** |  | |  | [**IROAS'S BLESSING**](https://magicarena.fandom.com/wiki/Iroas%27s_Blessing)**Red (4) ENCHANTMENT — AURA ENCHANT CREATURE YOU CONTROL**  **WHEN IROAS'S BLESSING ENTERS THE BATTLEFIELD, IT DEALS 4 DAMAGE TO TARGET CREATURE OR PLANESWALKER AN OPPONENT CONTROLS. ENCHANTED CREATURE GETS +1/+1.** |  | |  | [**IRREVERENT REVELERS**](https://magicarena.fandom.com/wiki/Irreverent_Revelers)**Red (3) CREATURE — SATYR (2/2) WHEN IRREVERENT REVELERS ENTERS THE BATTLEFIELD, CHOOSE ONE —**  **• DESTROY TARGET ARTIFACT. • IRREVERENT REVELERS GAINS HASTE UNTIL END OF TURN.** |  | |  | [**JAYA BALLARD**](https://magicarena.fandom.com/wiki/Jaya_Ballard)**RedRedRed (5) LEGENDARY PLANESWALKER — JAYA (5) +1: ADD RedRedRed. SPEND THIS MANA ONLY TO CAST INSTANT OR SORCERY SPELLS.**  **+1: DISCARD UP TO THREE CARDS, THEN DRAW THAT MANY CARDS. −8: YOU GET AN EMBLEM WITH "YOU MAY CAST INSTANT AND SORCERY SPELLS FROM YOUR GRAVEYARD. IF A SPELL CAST THIS WAY WOULD BE PUT INTO YOUR GRAVEYARD, EXILE IT INSTEAD."** |  | |  | [**JAYA, VENERATED FIREMAGE**](https://magicarena.fandom.com/wiki/Jaya,_Venerated_Firemage)**Red (5) LEGENDARY PLANESWALKER — JAYA (5) IF ANOTHER RED SOURCE YOU CONTROL WOULD DEAL DAMAGE TO A PERMANENT OR PLAYER, IT DEALS THAT MUCH DAMAGE PLUS 1 TO THAT PERMANENT OR PLAYER INSTEAD.**  **−2: JAYA, VENERATED FIREMAGE DEALS 2 DAMAGE TO ANY TARGET.** |  | |  | [**JAYA'S GREETING**](https://magicarena.fandom.com/wiki/Jaya%27s_Greeting)**Red (2) INSTANT JAYA'S GREETING DEALS 3 DAMAGE TO TARGET CREATURE. SCRY 1.** |  | |  | [**JAYA'S IMMOLATING INFERNO**](https://magicarena.fandom.com/wiki/Jaya%27s_Immolating_Inferno)**RedRed (2) LEGENDARY SORCERY (YOU MAY CAST A LEGENDARY SORCERY ONLY IF YOU CONTROL A LEGENDARY CREATURE OR PLANESWALKER.)**  **JAYA'S IMMOLATING INFERNO DEALS X DAMAGE TO EACH OF UP TO THREE TARGETS.** |  | |  | [**JEGANTHA, THE WELLSPRING**](https://magicarena.fandom.com/wiki/Jegantha,_the_Wellspring)**(5) LEGENDARY CREATURE — ELEMENTAL ELK (5/5) COMPANION — NO CARD IN YOUR STARTING DECK HAS MORE THAN ONE OF THE SAME MANA SYMBOL IN ITS MANA COST. (IF THIS CARD IS YOUR CHOSEN COMPANION, YOU MAY PUT IT INTO YOUR HAND FROM OUTSIDE THE GAME FOR  ANY TIME YOU COULD CAST A SORCERY.)**  **Tap: ADD WhiteBlueBlackRedGreen. THIS MANA CAN'T BE SPENT TO PAY GENERIC MANA COSTS.** |  | |  | [**JHOIRA, WEATHERLIGHT CAPTAIN**](https://magicarena.fandom.com/wiki/Jhoira,_Weatherlight_Captain)**BlueRed (4) LEGENDARY CREATURE — HUMAN ARTIFICER (3/3) WHENEVER YOU CAST A HISTORIC SPELL, DRAW A CARD. (ARTIFACTS, LEGENDARIES, AND SAGAS ARE HISTORIC.)** |  | |  | [**JODAH, ARCHMAGE ETERNAL**](https://magicarena.fandom.com/wiki/Jodah,_Archmage_Eternal)**BlueRedWhite (4) LEGENDARY CREATURE — HUMAN WIZARD (4/3) FLYING**  **YOU MAY PAY WhiteBlueBlackRedGreen RATHER THAN PAY THE MANA COST FOR SPELLS THAT YOU CAST.** |  | |  | [**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.)** |  | |  | [**JUDITH, THE SCOURGE DIVA**](https://magicarena.fandom.com/wiki/Judith,_the_Scourge_Diva)**BlackRed (3) LEGENDARY CREATURE — HUMAN SHAMAN (2/2) OTHER CREATURES YOU CONTROL GET +1/+0.**  **WHENEVER A NONTOKEN CREATURE YOU CONTROL DIES, JUDITH, THE SCOURGE DIVA DEALS 1 DAMAGE TO ANY TARGET.** |  | |  | [**JUSTICE STRIKE**](https://magicarena.fandom.com/wiki/Justice_Strike)**RedWhite (2) INSTANT TARGET CREATURE DEALS DAMAGE TO ITSELF EQUAL TO ITS POWER.** |  | |  | [**KAALIA, ZENITH SEEKER**](https://magicarena.fandom.com/wiki/Kaalia,_Zenith_Seeker)**RedWhiteBlack (3) LEGENDARY CREATURE — HUMAN CLERIC (3/3) FLYING, VIGILANCE**  **WHEN KAALIA, ZENITH SEEKER ENTERS THE BATTLEFIELD, LOOK AT THE TOP SIX CARDS OF YOUR LIBRARY. YOU MAY REVEAL AN ANGEL CARD, A DEMON CARD, AND/OR A DRAGON CARD FROM AMONG THEM AND PUT THEM INTO YOUR HAND. PUT THE REST ON THE BOTTOM OF YOUR LIBRARY IN A RANDOM ORDER.** |  | |  | [**KARGAN DRAGONRIDER**](https://magicarena.fandom.com/wiki/Kargan_Dragonrider)**Red (2) CREATURE — HUMAN WARRIOR (2/2) AS LONG AS YOU CONTROL A DRAGON, KARGAN DRAGONRIDER HAS FLYING. (IT CAN'T BE BLOCKED EXCEPT BY CREATURES WITH FLYING OR REACH.)** |  | |  | [**KARPLUSAN HOUND**](https://magicarena.fandom.com/wiki/Karplusan_Hound)**Red (4) CREATURE — DOG (3/3) WHENEVER KARPLUSAN HOUND ATTACKS, IF YOU CONTROL A CHANDRA PLANESWALKER, THIS CREATURE DEALS 2 DAMAGE TO ANY TARGET.** |  | |  | [**KELDON OVERSEER**](https://magicarena.fandom.com/wiki/Keldon_Overseer)**Red (3) CREATURE — HUMAN WARRIOR (3/1) KICKER Red (YOU MAY PAY AN ADDITIONAL Red AS YOU CAST THIS SPELL.)**  **HASTE WHEN KELDON OVERSEER ENTERS THE BATTLEFIELD, IF IT WAS KICKED, GAIN CONTROL OF TARGET CREATURE UNTIL END OF TURN. UNTAP THAT CREATURE. IT GAINS HASTE UNTIL END OF TURN.** |  | |  | [**KELDON RAIDER**](https://magicarena.fandom.com/wiki/Keldon_Raider)**RedRed (4) CREATURE — HUMAN WARRIOR (4/3) WHEN KELDON RAIDER ENTERS THE BATTLEFIELD, YOU MAY DISCARD A CARD. IF YOU DO, DRAW A CARD.** |  | |  | [**KELDON WARCALLER**](https://magicarena.fandom.com/wiki/Keldon_Warcaller)**Red (2) CREATURE — HUMAN WARRIOR (2/2) WHENEVER KELDON WARCALLER ATTACKS, PUT A LORE COUNTER ON TARGET SAGA YOU CONTROL.** |  | |  | [**KERAL KEEP DISCIPLES**](https://magicarena.fandom.com/wiki/Keral_Keep_Disciples)**RedRed (4) CREATURE — HUMAN MONK (4/3) WHENEVER YOU ACTIVATE A LOYALTY ABILITY OF A CHANDRA PLANESWALKER, KERAL KEEP DISCIPLES DEALS 1 DAMAGE TO EACH OPPONENT.** |  | |  | [**KILN FIEND**](https://magicarena.fandom.com/wiki/Kiln_Fiend)**Red (2) CREATURE — ELEMENTAL BEAST (1/2) WHENEVER YOU CAST AN INSTANT OR SORCERY SPELL, KILN FIEND GETS +3/+0 UNTIL END OF TURN.** |  | |  | [**KINETIC AUGUR**](https://magicarena.fandom.com/wiki/Kinetic_Augur)**Red (4) CREATURE — HUMAN SHAMAN (\*/4) TRAMPLE (THIS CREATURE CAN DEAL EXCESS COMBAT DAMAGE TO THE PLAYER OR PLANESWALKER IT'S ATTACKING.)**  **KINETIC AUGUR'S POWER IS EQUAL TO THE NUMBER OF INSTANT AND SORCERY CARDS IN YOUR GRAVEYARD. WHEN KINETIC AUGUR ENTERS THE BATTLEFIELD, DISCARD UP TO TWO CARDS, THEN DRAW THAT MANY CARDS.** |  | |  | [**KLOTHYS, GOD OF DESTINY**](https://magicarena.fandom.com/wiki/Klothys,_God_of_Destiny)**RedGreen (3) LEGENDARY ENCHANTMENT CREATURE — GOD (4/5) INDESTRUCTIBLE**  **AS LONG AS YOUR DEVOTION TO RED AND GREEN IS LESS THAN SEVEN, KLOTHYS ISN'T A CREATURE. AT THE BEGINNING OF YOUR PRECOMBAT MAIN PHASE, EXILE TARGET CARD FROM A GRAVEYARD. IF IT WAS A LAND CARD, ADD Red OR Green. OTHERWISE, YOU GAIN 2 LIFE AND KLOTHYS DEALS 2 DAMAGE TO EACH OPPONENT.** |  | |  | [**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.** |  | |  | [**KRENKO, MOB BOSS**](https://magicarena.fandom.com/wiki/Krenko,_Mob_Boss)**RedRed (4) LEGENDARY CREATURE — GOBLIN WARRIOR (3/3) Tap: CREATE X 1/1 RED GOBLIN CREATURE TOKENS, WHERE X IS THE NUMBER OF GOBLINS YOU CONTROL.** |  | |  | [**KRENKO, TIN STREET KINGPIN**](https://magicarena.fandom.com/wiki/Krenko,_Tin_Street_Kingpin)**Red (3) LEGENDARY CREATURE — GOBLIN (1/2) WHENEVER KRENKO, TIN STREET KINGPIN ATTACKS, PUT A +1/+1 COUNTER ON IT, THEN CREATE A NUMBER OF 1/1 RED GOBLIN CREATURE TOKENS EQUAL TO KRENKO'S POWER.** |  | |  | [**KROXA, TITAN OF DEATH'S HUNGER**](https://magicarena.fandom.com/wiki/Kroxa,_Titan_of_Death%27s_Hunger)**BlackRed (2) LEGENDARY CREATURE — ELDER GIANT (6/6) WHEN KROXA ENTERS THE BATTLEFIELD, SACRIFICE IT UNLESS IT ESCAPED.**  **WHENEVER KROXA ENTERS THE BATTLEFIELD OR ATTACKS, EACH OPPONENT DISCARDS A CARD, THEN EACH OPPONENT WHO DIDN'T DISCARD A NONLAND CARD THIS WAY LOSES 3 LIFE. ESCAPE—BlackBlackRedRed, EXILE FIVE OTHER CARDS FROM YOUR GRAVEYARD. (YOU MAY CAST THIS CARD FROM YOUR GRAVEYARD FOR ITS ESCAPE COST.)** |  | |  | [**KYKAR, WIND'S FURY**](https://magicarena.fandom.com/wiki/Kykar,_Wind%27s_Fury)**BlueRedWhite (4) LEGENDARY CREATURE — BIRD WIZARD (3/3) FLYING**  **WHENEVER YOU CAST A NONCREATURE SPELL, CREATE A 1/1 WHITE SPIRIT CREATURE TOKEN WITH FLYING. SACRIFICE A SPIRIT: ADD Red.** |  | |  | [**LABYRINTH RAPTOR**](https://magicarena.fandom.com/wiki/Labyrinth_Raptor)**BlackRed (2) CREATURE — NIGHTMARE DINOSAUR (2/2) MENACE**  **WHENEVER A CREATURE YOU CONTROL WITH MENACE BECOMES BLOCKED, DEFENDING PLAYER SACRIFICES A CREATURE BLOCKING IT. BlackRed: CREATURES YOU CONTROL WITH MENACE GET +1/+0 UNTIL END OF TURN.** |  | |  | [**LATHLISS, DRAGON QUEEN**](https://magicarena.fandom.com/wiki/Lathliss,_Dragon_Queen)**RedRed (6) LEGENDARY CREATURE — DRAGON (6/6) FLYING**  **WHENEVER ANOTHER NONTOKEN DRAGON ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, CREATE A 5/5 RED DRAGON CREATURE TOKEN WITH FLYING. Red: DRAGONS YOU CONTROL GET +1/+0 UNTIL END OF TURN.** |  | |  | [**LAVA AXE**](https://magicarena.fandom.com/wiki/Lava_Axe)**Red (5) SORCERY LAVA AXE DEALS 5 DAMAGE TO TARGET PLAYER OR PLANESWALKER.** |  | |  | [**LAVA COIL**](https://magicarena.fandom.com/wiki/Lava_Coil)**Red (2) SORCERY LAVA COIL DEALS 4 DAMAGE TO TARGET CREATURE. IF THAT CREATURE WOULD DIE THIS TURN, EXILE IT INSTEAD.** |  | |  | [**LAVA SERPENT**](https://magicarena.fandom.com/wiki/Lava_Serpent)**Red (6) CREATURE — ELEMENTAL SERPENT (5/5) HASTE**  **CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**LAVAKIN BRAWLER**](https://magicarena.fandom.com/wiki/Lavakin_Brawler)**Red (4) CREATURE — ELEMENTAL WARRIOR (2/4) WHENEVER LAVAKIN BRAWLER ATTACKS, IT GETS +1/+0 UNTIL END OF TURN FOR EACH ELEMENTAL YOU CONTROL.** |  | |  | [**LEAFKIN AVENGER**](https://magicarena.fandom.com/wiki/Leafkin_Avenger)**RedGreen (4) CREATURE — ELEMENTAL DRUID (4/3) Tap: ADD Green FOR EACH CREATURE WITH POWER 4 OR GREATER YOU CONTROL.**  **Red: LEAFKIN AVENGER DEALS DAMAGE EQUAL TO ITS POWER TO TARGET PLAYER OR PLANESWALKER.** |  | |  | [**LEAGUE GUILDMAGE**](https://magicarena.fandom.com/wiki/League_Guildmage)**BlueRed (2) CREATURE — HUMAN WIZARD (2/2) Blue, Tap: DRAW A CARD.**  **Red, Tap: COPY TARGET INSTANT OR SORCERY SPELL YOU CONTROL WITH CONVERTED MANA COST X. YOU MAY CHOOSE NEW TARGETS FOR THE COPY.** |  | |  | [**LEGION GUILDMAGE**](https://magicarena.fandom.com/wiki/Legion_Guildmage)**RedWhite (2) CREATURE — HUMAN WIZARD (2/2) Red, Tap: LEGION GUILDMAGE DEALS 3 DAMAGE TO EACH OPPONENT.**  **White, Tap: TAP ANOTHER TARGET CREATURE.** |  | |  | [**LEGION WARBOSS**](https://magicarena.fandom.com/wiki/Legion_Warboss)**Red (3) CREATURE — GOBLIN SOLDIER (2/2) MENTOR (WHENEVER THIS CREATURE ATTACKS, PUT A +1/+1 COUNTER ON TARGET ATTACKING CREATURE WITH LESSER POWER.)**  **AT THE BEGINNING OF COMBAT ON YOUR TURN, CREATE A 1/1 RED GOBLIN CREATURE TOKEN. THAT TOKEN GAINS HASTE UNTIL END OF TURN AND ATTACKS THIS COMBAT IF ABLE.** |  | |  | [**LEYLINE OF COMBUSTION**](https://magicarena.fandom.com/wiki/Leyline_of_Combustion)**RedRed (4) ENCHANTMENT IF LEYLINE OF COMBUSTION IS IN YOUR OPENING HAND, YOU MAY BEGIN THE GAME WITH IT ON THE BATTLEFIELD.**  **WHENEVER YOU AND/OR AT LEAST ONE PERMANENT YOU CONTROL BECOMES THE TARGET OF A SPELL OR ABILITY AN OPPONENT CONTROLS, LEYLINE OF COMBUSTION DEALS 2 DAMAGE TO THAT PLAYER.** |  | |  | [**LIGHT UP THE STAGE**](https://magicarena.fandom.com/wiki/Light_Up_the_Stage)**Red (3) SORCERY SPECTACLE Red (YOU MAY CAST THIS SPELL FOR ITS SPECTACLE COST RATHER THAN ITS MANA COST IF AN OPPONENT LOST LIFE THIS TURN.)**  **EXILE THE TOP TWO CARDS OF YOUR LIBRARY. UNTIL THE END OF YOUR NEXT TURN, YOU MAY PLAY THOSE CARDS.** |  | |  | [**LIGHTNING AXE**](https://magicarena.fandom.com/wiki/Lightning_Axe)**Red (1) INSTANT AS AN ADDITIONAL COST TO CAST THIS SPELL, DISCARD A CARD OR PAY .**  **LIGHTNING AXE DEALS 5 DAMAGE TO TARGET CREATURE.** |  | |  | [**LIGHTNING DIADEM**](https://magicarena.fandom.com/wiki/Lightning_Diadem)**Red (6) ENCHANTMENT — AURA ENCHANT CREATURE**  **WHEN LIGHTNING DIADEM ENTERS THE BATTLEFIELD, IT DEALS 2 DAMAGE TO ANY TARGET. ENCHANTED CREATURE GETS +2/+2.** |  | |  | [**LIGHTNING ELEMENTAL**](https://magicarena.fandom.com/wiki/Lightning_Elemental)**Red (4) CREATURE — ELEMENTAL (4/1) HASTE (THIS CREATURE CAN ATTACK AND Tap AS SOON AS IT COMES UNDER YOUR CONTROL.)** |  | |  | [**LIGHTNING MARE**](https://magicarena.fandom.com/wiki/Lightning_Mare)**RedRed (2) CREATURE — ELEMENTAL HORSE (3/1) THIS SPELL CAN'T BE COUNTERED.**  **LIGHTNING MARE CAN'T BE BLOCKED BY BLUE CREATURES. Red: LIGHTNING MARE GETS +1/+0 UNTIL END OF TURN.** |  | |  | [**LIGHTNING PHOENIX**](https://magicarena.fandom.com/wiki/Lightning_Phoenix)**Red (3) CREATURE — PHOENIX (2/2) FLYING, HASTE**  **LIGHTNING PHOENIX CAN'T BLOCK. AT THE BEGINNING OF YOUR END STEP, IF AN OPPONENT WAS DEALT 3 OR MORE DAMAGE THIS TURN, YOU MAY PAY Red. IF YOU DO, RETURN LIGHTNING PHOENIX FROM YOUR GRAVEYARD TO THE BATTLEFIELD.** |  | |  | [**LIGHTNING SERPENT**](https://magicarena.fandom.com/wiki/Lightning_Serpent)**Red (1) CREATURE — ELEMENTAL SERPENT (2/1) TRAMPLE, HASTE**  **LIGHTNING SERPENT ENTERS THE BATTLEFIELD WITH X +1/+0 COUNTERS ON IT. AT THE BEGINNING OF THE END STEP, SACRIFICE LIGHTNING SERPENT.** |  | |  | [**LIGHTNING SHRIEKER**](https://magicarena.fandom.com/wiki/Lightning_Shrieker)**Red (5) CREATURE — DRAGON (5/5) FLYING, TRAMPLE, HASTE**  **AT THE BEGINNING OF THE END STEP, LIGHTNING SHRIEKER'S OWNER SHUFFLES IT INTO THEIR LIBRARY.** |  | |  | [**LIGHTNING STORMKIN**](https://magicarena.fandom.com/wiki/Lightning_Stormkin)**BlueRed (2) CREATURE — ELEMENTAL WIZARD (2/2) FLYING**  **HASTE (THIS CREATURE CAN ATTACK AND Tap AS SOON AS IT COMES UNDER YOUR CONTROL.)** |  | |  | [**LIGHTNING STRIKE**](https://magicarena.fandom.com/wiki/Lightning_Strike)**Red (2) INSTANT LIGHTNING STRIKE DEALS 3 DAMAGE TO ANY TARGET.** |  | |  | [**LIGHTNING VISIONARY**](https://magicarena.fandom.com/wiki/Lightning_Visionary)**Red (2) CREATURE — MINOTAUR SHAMAN (2/1) PROWESS (WHENEVER YOU CAST A NONCREATURE SPELL, THIS CREATURE GETS +1/+1 UNTIL END OF TURN.)** |  | |  | [**LIGHTNING-RIG CREW**](https://magicarena.fandom.com/wiki/Lightning-Rig_Crew)**Red (3) CREATURE — GOBLIN PIRATE (0/5) Tap: LIGHTNING-RIG CREW DEALS 1 DAMAGE TO EACH OPPONENT.**  **WHENEVER YOU CAST A PIRATE SPELL, UNTAP LIGHTNING-RIG CREW.** |  | |  | [**LIVING LIGHTNING**](https://magicarena.fandom.com/wiki/Living_Lightning)**Red (4) CREATURE — ELEMENTAL SHAMAN (3/2) WHEN LIVING LIGHTNING DIES, RETURN TARGET INSTANT OR SORCERY CARD FROM YOUR GRAVEYARD TO YOUR HAND.** |  | |  | [**LIVING TWISTER**](https://magicarena.fandom.com/wiki/Living_Twister)**RedRedGreen (3) CREATURE — ELEMENTAL (2/5) Red, DISCARD A LAND CARD: LIVING TWISTER DEALS 2 DAMAGE TO ANY TARGET.**  **Green: RETURN A TAPPED LAND YOU CONTROL TO ITS OWNER'S HAND.** |  | |  | [**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.** |  | |  | [**LORE DRAKKIS**](https://magicarena.fandom.com/wiki/Lore_Drakkis)**BlueRed (3) CREATURE — LIZARD BEAST (2/3) MUTATE  (IF YOU CAST THIS SPELL FOR ITS MUTATE COST, PUT IT OVER OR UNDER TARGET NON-HUMAN CREATURE YOU OWN. THEY MUTATE INTO THE CREATURE ON TOP PLUS ALL ABILITIES FROM UNDER IT.)**  **WHENEVER THIS CREATURE MUTATES, RETURN TARGET INSTANT OR SORCERY CARD FROM YOUR GRAVEYARD TO YOUR HAND.** |  | |  | [**LUKKA, COPPERCOAT OUTCAST**](https://magicarena.fandom.com/wiki/Lukka,_Coppercoat_Outcast)**RedRed (5) LEGENDARY PLANESWALKER — LUKKA (5) +1: EXILE THE TOP THREE CARDS OF YOUR LIBRARY. CREATURE CARDS EXILED THIS WAY GAIN "YOU MAY CAST THIS CARD FROM EXILE AS LONG AS YOU CONTROL A LUKKA PLANESWALKER."**  **−2: EXILE TARGET CREATURE YOU CONTROL, THEN REVEAL CARDS FROM THE TOP OF YOUR LIBRARY UNTIL YOU REVEAL A CREATURE CARD WITH HIGHER CONVERTED MANA COST. PUT THAT CARD ONTO THE BATTLEFIELD AND THE REST ON THE BOTTOM OF YOUR LIBRARY IN A RANDOM ORDER. −7: EACH CREATURE YOU CONTROL DEALS DAMAGE EQUAL TO ITS POWER TO EACH OPPONENT.** |  | |  | [**LUTRI, THE SPELLCHASER**](https://magicarena.fandom.com/wiki/Lutri,_the_Spellchaser)**(3) LEGENDARY CREATURE — ELEMENTAL OTTER (3/2) COMPANION — EACH NONLAND CARD IN YOUR STARTING DECK HAS A DIFFERENT NAME. (IF THIS CARD IS YOUR CHOSEN COMPANION, YOU MAY PUT IT INTO YOUR HAND FROM OUTSIDE THE GAME FOR  ANY TIME YOU COULD CAST A SORCERY.)**  **FLASH WHEN LUTRI, THE SPELLCHASER ENTERS THE BATTLEFIELD, IF YOU CAST IT, COPY TARGET INSTANT OR SORCERY SPELL YOU CONTROL. YOU MAY CHOOSE NEW TARGETS FOR THE COPY.** |  | |  | [**MACABRE MOCKERY**](https://magicarena.fandom.com/wiki/Macabre_Mockery)**BlackRed (4) INSTANT PUT TARGET CREATURE CARD FROM AN OPPONENT'S GRAVEYARD ONTO THE BATTLEFIELD UNDER YOUR CONTROL. IT GETS +2/+0 AND GAINS HASTE UNTIL END OF TURN. SACRIFICE IT AT THE BEGINNING OF THE NEXT END STEP.** |  | |  | [**MAD RATTER**](https://magicarena.fandom.com/wiki/Mad_Ratter)**Red (4) CREATURE — GOBLIN (1/2) WHENEVER YOU DRAW YOUR SECOND CARD EACH TURN, CREATE TWO 1/1 BLACK RAT CREATURE TOKENS.** |  | |  | [**MAELSTROM ARCHANGEL**](https://magicarena.fandom.com/wiki/Maelstrom_Archangel)**WhiteBlueBlackRedGreen (5) CREATURE — ANGEL (5/5) FLYING**  **WHENEVER MAELSTROM ARCHANGEL DEALS COMBAT DAMAGE TO A PLAYER, YOU MAY CAST A SPELL FROM YOUR HAND WITHOUT PAYING ITS MANA COST.** |  | |  | [**MAGMA JET**](https://magicarena.fandom.com/wiki/Magma_Jet)**Red (2) INSTANT MAGMA JET DEALS 2 DAMAGE TO ANY TARGET. SCRY 2.** |  | |  | [**MAGMAQUAKE**](https://magicarena.fandom.com/wiki/Magmaquake)**RedRed (2) INSTANT MAGMAQUAKE DEALS X DAMAGE TO EACH CREATURE WITHOUT FLYING AND EACH PLANESWALKER.** |  | |  | [**MAKESHIFT MUNITIONS**](https://magicarena.fandom.com/wiki/Makeshift_Munitions)**Red (2) ENCHANTMENT , SACRIFICE AN ARTIFACT OR CREATURE: MAKESHIFT MUNITIONS DEALS 1 DAMAGE TO ANY TARGET.** |  | |  | [**MANIACAL RAGE**](https://magicarena.fandom.com/wiki/Maniacal_Rage)**Red (2) ENCHANTMENT — AURA ENCHANT CREATURE**  **ENCHANTED CREATURE GETS +2/+2 AND CAN'T BLOCK.** |  | |  | [**MARAUDING LOOTER**](https://magicarena.fandom.com/wiki/Marauding_Looter)**BlueRed (4) CREATURE — HUMAN PIRATE (4/3) RAID — AT THE BEGINNING OF YOUR END STEP, IF YOU ATTACKED THIS TURN, YOU MAY DRAW A CARD. IF YOU DO, DISCARD A CARD.** |  | |  | [**MARAUDING RAPTOR**](https://magicarena.fandom.com/wiki/Marauding_Raptor)**Red (2) CREATURE — DINOSAUR (2/3) CREATURE SPELLS YOU CAST COST  LESS TO CAST.**  **WHENEVER ANOTHER CREATURE ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, MARAUDING RAPTOR DEALS 2 DAMAGE TO IT. IF A DINOSAUR IS DEALT DAMAGE THIS WAY, MARAUDING RAPTOR GETS +2/+0 UNTIL END OF TURN.** |  | |  | [**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.)** |  | |  | [**MAXIMIZE VELOCITY**](https://magicarena.fandom.com/wiki/Maximize_Velocity)**Red (1) SORCERY TARGET CREATURE GETS +1/+1 AND GAINS HASTE UNTIL END OF TURN.**  **JUMP-START (YOU MAY CAST THIS CARD FROM YOUR GRAVEYARD BY DISCARDING A CARD IN ADDITION TO PAYING ITS OTHER COSTS. THEN EXILE THIS CARD.)** |  | |  | [**MAYHEM DEVIL**](https://magicarena.fandom.com/wiki/Mayhem_Devil)**BlackRed (3) CREATURE — DEVIL (3/3) WHENEVER A PLAYER SACRIFICES A PERMANENT, MAYHEM DEVIL DEALS 1 DAMAGE TO ANY TARGET.** |  | |  | [**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.** |  | |  | [**MINOTAUR SKULLCLEAVER**](https://magicarena.fandom.com/wiki/Minotaur_Skullcleaver)**Red (3) CREATURE — MINOTAUR BERSERKER (2/2) HASTE**  **WHEN MINOTAUR SKULLCLEAVER ENTERS THE BATTLEFIELD, IT GETS +2/+0 UNTIL END OF TURN.** |  | |  | [**MINOTAUR SURESHOT**](https://magicarena.fandom.com/wiki/Minotaur_Sureshot)**Red (3) CREATURE — MINOTAUR ARCHER (2/3) REACH (THIS CREATURE CAN BLOCK CREATURES WITH FLYING.)**  **Red: MINOTAUR SURESHOT GETS +1/+0 UNTIL END OF TURN.** |  | |  | [**MIRROR MARCH**](https://magicarena.fandom.com/wiki/Mirror_March)**Red (6) ENCHANTMENT WHENEVER A NONTOKEN CREATURE ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, FLIP A COIN UNTIL YOU LOSE A FLIP. FOR EACH FLIP YOU WON, CREATE A TOKEN THAT'S A COPY OF THAT CREATURE. THOSE TOKENS GAIN HASTE. EXILE THEM AT THE BEGINNING OF THE NEXT END STEP.** |  | |  | [**MISCHIEVOUS CHIMERA**](https://magicarena.fandom.com/wiki/Mischievous_Chimera)**BlueRed (2) ENCHANTMENT CREATURE — CHIMERA (2/2) FLYING**  **WHENEVER YOU CAST YOUR FIRST SPELL DURING EACH OPPONENT'S TURN, MISCHIEVOUS CHIMERA DEALS 1 DAMAGE TO EACH OPPONENT. SCRY 1.** |  | |  | [**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.)** |  | |  | [**MOLTEN RAVAGER**](https://magicarena.fandom.com/wiki/Molten_Ravager)**Red (3) CREATURE — ELEMENTAL (0/4) Red: MOLTEN RAVAGER GETS +1/+0 UNTIL END OF TURN.** |  | |  | [**MOMENTUM RUMBLER**](https://magicarena.fandom.com/wiki/Momentum_Rumbler)**Red (4) CREATURE — DINOSAUR (3/3) WHENEVER MOMENTUM RUMBLER ATTACKS, IF IT DOESN'T HAVE FIRST STRIKE, PUT A FIRST STRIKE COUNTER ON IT.**  **WHENEVER MOMENTUM RUMBLER ATTACKS, IF IT HAS FIRST STRIKE, IT GAINS DOUBLE STRIKE UNTIL END OF TURN.** |  | |  | [**MUGGING**](https://magicarena.fandom.com/wiki/Mugging)**Red (1) SORCERY MUGGING DEALS 2 DAMAGE TO TARGET CREATURE. THAT CREATURE CAN'T BLOCK THIS TURN.** |  | |  | [**MUTINY**](https://magicarena.fandom.com/wiki/Mutiny)**Red (1) SORCERY TARGET CREATURE AN OPPONENT CONTROLS DEALS DAMAGE EQUAL TO ITS POWER TO ANOTHER TARGET CREATURE THAT PLAYER CONTROLS.** |  | |  | [**MUXUS, GOBLIN GRANDEE**](https://magicarena.fandom.com/wiki/Muxus,_Goblin_Grandee)**RedRed (6) LEGENDARY CREATURE — GOBLIN NOBLE (4/4) WHEN MUXUS, GOBLIN GRANDEE ENTERS THE BATTLEFIELD, REVEAL THE TOP SIX CARDS OF YOUR LIBRARY. PUT ALL GOBLIN CREATURE CARDS WITH CONVERTED MANA COST 5 OR LESS FROM AMONG THEM ONTO THE BATTLEFIELD AND THE REST ON THE BOTTOM OF YOUR LIBRARY IN A RANDOM ORDER.**  **WHENEVER MUXUS ATTACKS, IT GETS +1/+1 UNTIL END OF TURN FOR EACH OTHER GOBLIN YOU CONTROL.** |  | |  | [**MYTHOS OF VADROK**](https://magicarena.fandom.com/wiki/Mythos_of_Vadrok)**RedRed (4) SORCERY MYTHOS OF VADROK DEALS 5 DAMAGE DIVIDED AS YOU CHOOSE AMONG ANY NUMBER OF TARGET CREATURES AND/OR PLANESWALKERS. IF WhiteBlue WAS SPENT TO CAST THIS SPELL, UNTIL YOUR NEXT TURN, THOSE PERMANENTS CAN'T ATTACK OR BLOCK AND THEIR ACTIVATED ABILITIES CAN'T BE ACTIVATED.** |  | |  | [**NAHIRI, STORM OF STONE**](https://magicarena.fandom.com/wiki/Nahiri,_Storm_of_Stone)**(4) LEGENDARY PLANESWALKER — NAHIRI (6) AS LONG AS IT'S YOUR TURN, CREATURES YOU CONTROL HAVE FIRST STRIKE AND EQUIP ABILITIES YOU ACTIVATE COST  LESS TO ACTIVATE.**  **−X: NAHIRI, STORM OF STONE DEALS X DAMAGE TO TARGET TAPPED CREATURE.** |  | |  | [**NAHIRI'S STONEBLADES**](https://magicarena.fandom.com/wiki/Nahiri%27s_Stoneblades)**Red (2) INSTANT UP TO TWO TARGET CREATURES EACH GET +2/+0 UNTIL END OF TURN.** |  | |  | [**NARSET OF THE ANCIENT WAY**](https://magicarena.fandom.com/wiki/Narset_of_the_Ancient_Way)**BlueRedWhite (4) LEGENDARY PLANESWALKER — NARSET (4) +1: YOU GAIN 2 LIFE. ADD Blue, Red, OR White. SPEND THIS MANA ONLY TO CAST A NONCREATURE SPELL.**  **−2: DRAW A CARD, THEN YOU MAY DISCARD A CARD. WHEN YOU DISCARD A NONLAND CARD THIS WAY, NARSET OF THE ANCIENT WAY DEALS DAMAGE EQUAL TO THAT CARD'S CONVERTED MANA COST TO TARGET CREATURE OR PLANESWALKER. −6: YOU GET AN EMBLEM WITH "WHENEVER YOU CAST A NONCREATURE SPELL, THIS EMBLEM DEALS 2 DAMAGE TO ANY TARGET."** |  | |  | [**NEEDLETOOTH RAPTOR**](https://magicarena.fandom.com/wiki/Needletooth_Raptor)**Red (4) CREATURE — DINOSAUR (2/2) ENRAGE — WHENEVER NEEDLETOOTH RAPTOR IS DEALT DAMAGE, IT DEALS 5 DAMAGE TO TARGET CREATURE AN OPPONENT CONTROLS.** |  | |  | [**NEHEB, DREADHORDE CHAMPION**](https://magicarena.fandom.com/wiki/Neheb,_Dreadhorde_Champion)**RedRed (4) LEGENDARY CREATURE — ZOMBIE MINOTAUR WARRIOR (5/4) TRAMPLE**  **WHENEVER NEHEB, DREADHORDE CHAMPION DEALS COMBAT DAMAGE TO A PLAYER OR PLANESWALKER, YOU MAY DISCARD ANY NUMBER OF CARDS. IF YOU DO, DRAW THAT MANY CARDS AND ADD THAT MUCH Red. UNTIL END OF TURN, YOU DON'T LOSE THIS MANA AS STEPS AND PHASES END.** |  | |  | [**NEST ROBBER**](https://magicarena.fandom.com/wiki/Nest_Robber)**Red (2) CREATURE — DINOSAUR (2/1) HASTE** |  | |  | [**NICOL BOLAS, DRAGON-GOD**](https://magicarena.fandom.com/wiki/Nicol_Bolas,_Dragon-God)**BlueBlackBlackBlackRed (5) LEGENDARY PLANESWALKER — BOLAS (4) NICOL BOLAS, DRAGON-GOD HAS ALL LOYALTY ABILITIES OF ALL OTHER PLANESWALKERS ON THE BATTLEFIELD.**  **+1: YOU DRAW A CARD. EACH OPPONENT EXILES A CARD FROM THEIR HAND OR A PERMANENT THEY CONTROL. −3: DESTROY TARGET CREATURE OR PLANESWALKER. −8: EACH OPPONENT WHO DOESN'T CONTROL A LEGENDARY CREATURE OR PLANESWALKER LOSES THE GAME.** |  | |  | [**NICOL BOLAS, THE RAVAGER**](https://magicarena.fandom.com/wiki/Nicol_Bolas,_the_Ravager)**BlueBlackRed (4) LEGENDARY CREATURE — ELDER DRAGON (4/4) FLYING**  **WHEN NICOL BOLAS, THE RAVAGER ENTERS THE BATTLEFIELD, EACH OPPONENT DISCARDS A CARD. BlueBlackRed: EXILE NICOL BOLAS, THE RAVAGER, THEN RETURN HIM TO THE BATTLEFIELD TRANSFORMED UNDER HIS OWNER'S CONTROL. ACTIVATE THIS ABILITY ONLY ANY TIME YOU COULD CAST A SORCERY.** |  | |  | [**NIKYA OF THE OLD WAYS**](https://magicarena.fandom.com/wiki/Nikya_of_the_Old_Ways)**RedGreen (5) LEGENDARY CREATURE — CENTAUR DRUID (5/5) YOU CAN'T CAST NONCREATURE SPELLS.**  **WHENEVER YOU TAP A LAND FOR MANA, ADD ONE MANA OF ANY TYPE THAT LAND PRODUCED.** |  | |  | [**NIMBLE BIRDSTICKER**](https://magicarena.fandom.com/wiki/Nimble_Birdsticker)**Red (3) CREATURE — GOBLIN (2/3) REACH (THIS CREATURE CAN BLOCK CREATURES WITH FLYING.)** |  | |  | [**NIV-MIZZET REBORN**](https://magicarena.fandom.com/wiki/Niv-Mizzet_Reborn)**WhiteBlueBlackRedGreen (5) LEGENDARY CREATURE — DRAGON AVATAR (6/6) FLYING**  **WHEN NIV-MIZZET REBORN ENTERS THE BATTLEFIELD, REVEAL THE TOP TEN CARDS OF YOUR LIBRARY. FOR EACH COLOR PAIR, CHOOSE A CARD THAT'S EXACTLY THOSE COLORS FROM AMONG THEM. PUT THE CHOSEN CARDS INTO YOUR HAND AND THE REST ON THE BOTTOM OF YOUR LIBRARY IN A RANDOM ORDER.** |  | |  | [**NIV-MIZZET, PARUN**](https://magicarena.fandom.com/wiki/Niv-Mizzet,_Parun)**BlueBlueBlueRedRedRed (6) LEGENDARY CREATURE — DRAGON WIZARD (5/5) THIS SPELL CAN'T BE COUNTERED.**  **FLYING WHENEVER YOU DRAW A CARD, NIV-MIZZET, PARUN DEALS 1 DAMAGE TO ANY TARGET. WHENEVER A PLAYER CASTS AN INSTANT OR SORCERY SPELL, YOU DRAW A CARD.** |  | |  | [**NYXBORN BRUTE**](https://magicarena.fandom.com/wiki/Nyxborn_Brute)**RedRed (5) ENCHANTMENT CREATURE — CYCLOPS (7/3)** |  | |  | [**OBOSH, THE PREYPIERCER**](https://magicarena.fandom.com/wiki/Obosh,_the_Preypiercer)**(5) LEGENDARY CREATURE — HELLION HORROR (3/5) COMPANION — YOUR STARTING DECK CONTAINS ONLY CARDS WITH ODD CONVERTED MANA COSTS AND LAND CARDS. (IF THIS CARD IS YOUR CHOSEN COMPANION, YOU MAY PUT IT INTO YOUR HAND FROM OUTSIDE THE GAME FOR  ANY TIME YOU COULD CAST A SORCERY.)**  **IF A SOURCE YOU CONTROL WITH AN ODD CONVERTED MANA COST WOULD DEAL DAMAGE TO A PERMANENT OR PLAYER, IT DEALS DOUBLE THAT DAMAGE TO THAT PERMANENT OR PLAYER INSTEAD.** |  | |  | [**OFFSPRING'S REVENGE**](https://magicarena.fandom.com/wiki/Offspring%27s_Revenge)**RedWhiteBlack (5) ENCHANTMENT AT THE BEGINNING OF COMBAT ON YOUR TURN, EXILE TARGET RED, WHITE, OR BLACK CREATURE CARD FROM YOUR GRAVEYARD. CREATE A TOKEN THAT'S A COPY OF THAT CARD, EXCEPT IT'S 1/1. IT GAINS HASTE UNTIL YOUR NEXT TURN.** |  | |  | [**OGRE ERRANT**](https://magicarena.fandom.com/wiki/Ogre_Errant)**Red (4) CREATURE — OGRE KNIGHT (3/4) WHENEVER OGRE ERRANT ATTACKS, ANOTHER TARGET ATTACKING KNIGHT GAINS MENACE UNTIL END OF TURN. (IT CAN'T BE BLOCKED EXCEPT BY TWO OR MORE CREATURES.)** |  | |  | [**OGRE SIEGEBREAKER**](https://magicarena.fandom.com/wiki/Ogre_Siegebreaker)**BlackRed (4) CREATURE — OGRE BERSERKER (4/3) BlackRed: DESTROY TARGET CREATURE THAT WAS DEALT DAMAGE THIS TURN.** |  | |  | [**OMEN OF THE FORGE**](https://magicarena.fandom.com/wiki/Omen_of_the_Forge)**Red (2) ENCHANTMENT FLASH**  **WHEN OMEN OF THE FORGE ENTERS THE BATTLEFIELD, IT DEALS 2 DAMAGE TO ANY TARGET. Red, SACRIFICE OMEN OF THE FORGE: SCRY 2.** |  | |  | [**OMNATH, LOCUS OF THE ROIL**](https://magicarena.fandom.com/wiki/Omnath,_Locus_of_the_Roil)**GreenBlueRed (4) LEGENDARY CREATURE — ELEMENTAL (3/3) WHEN OMNATH, LOCUS OF THE ROIL ENTERS THE BATTLEFIELD, IT DEALS DAMAGE TO ANY TARGET EQUAL TO THE NUMBER OF ELEMENTALS YOU CONTROL.**  **WHENEVER A LAND ENTERS THE BATTLEFIELD UNDER YOUR CONTROL, PUT A +1/+1 COUNTER ON TARGET ELEMENTAL YOU CONTROL. IF YOU CONTROL EIGHT OR MORE LANDS, DRAW A CARD.** |  | |  | [**ONAKKE OGRE**](https://magicarena.fandom.com/wiki/Onakke_Ogre)**Red (3) CREATURE — OGRE WARRIOR (4/2)** |  | |  | [**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.** |  | |  | [**ORAZCA RAPTOR**](https://magicarena.fandom.com/wiki/Orazca_Raptor)**RedRed (4) CREATURE — DINOSAUR (3/4)** |  | |  | [**ORCISH VANDAL**](https://magicarena.fandom.com/wiki/Orcish_Vandal)**Red (2) CREATURE — ORC WARRIOR (1/1) Tap, SACRIFICE AN ARTIFACT: ORCISH VANDAL DEALS 2 DAMAGE TO ANY TARGET.** |  | |  | [**OREAD OF MOUNTAIN'S BLAZE**](https://magicarena.fandom.com/wiki/Oread_of_Mountain%27s_Blaze)**Red (2) ENCHANTMENT CREATURE — NYMPH (1/3) Red, DISCARD A CARD: DRAW A CARD.** |  | |  | [**ORNERY GOBLIN**](https://magicarena.fandom.com/wiki/Ornery_Goblin)**Red (2) CREATURE — GOBLIN WARRIOR (2/1) WHENEVER ORNERY GOBLIN BLOCKS OR BECOMES BLOCKED BY A CREATURE, ORNERY GOBLIN DEALS 1 DAMAGE TO THAT CREATURE.** |  | |  | [**OTEPEC HUNTMASTER**](https://magicarena.fandom.com/wiki/Otepec_Huntmaster)**Red (2) CREATURE — HUMAN SHAMAN (1/2) DINOSAUR SPELLS YOU CAST COST  LESS TO CAST.**  **Tap: TARGET DINOSAUR GAINS HASTE UNTIL END OF TURN.** |  | |  | [**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."** |  | |  | [**OUTNUMBER**](https://magicarena.fandom.com/wiki/Outnumber)**Red (1) INSTANT OUTNUMBER DEALS DAMAGE TO TARGET CREATURE EQUAL TO THE NUMBER OF CREATURES YOU CONTROL.** |  | |  | [**OX OF AGONAS**](https://magicarena.fandom.com/wiki/Ox_of_Agonas)**RedRed (5) CREATURE — OX (4/2) WHEN OX OF AGONAS ENTERS THE BATTLEFIELD, DISCARD YOUR HAND, THEN DRAW THREE CARDS.**  **ESCAPE—RedRed, EXILE EIGHT OTHER CARDS FROM YOUR GRAVEYARD. (YOU MAY CAST THIS CARD FROM YOUR GRAVEYARD FOR ITS ESCAPE COST.) OX OF AGONAS ESCAPES WITH A +1/+1 COUNTER ON IT.** |  | |  | [**PACK MASTIFF**](https://magicarena.fandom.com/wiki/Pack_Mastiff)**Red (2) CREATURE — DOG (2/2) Red: EACH CREATURE YOU CONTROL NAMED PACK MASTIFF GETS +1/+0 UNTIL END OF TURN.** |  | |  | [**PALLADIA-MORS, THE RUINER**](https://magicarena.fandom.com/wiki/Palladia-Mors,_the_Ruiner)**RedGreenWhite (6) LEGENDARY CREATURE — ELDER DRAGON (6/6) FLYING, VIGILANCE, TRAMPLE**  **PALLADIA-MORS, THE RUINER HAS HEXPROOF IF IT HASN'T DEALT DAMAGE YET.** |  | |  | [**PATH OF METTLE**](https://magicarena.fandom.com/wiki/Path_of_Mettle)**RedWhite (2) LEGENDARY ENCHANTMENT WHEN PATH OF METTLE ENTERS THE BATTLEFIELD, IT DEALS 1 DAMAGE TO EACH CREATURE THAT DOESN'T HAVE FIRST STRIKE, DOUBLE STRIKE, VIGILANCE, OR HASTE.**  **WHENEVER YOU ATTACK WITH AT LEAST TWO CREATURES THAT HAVE FIRST STRIKE, DOUBLE STRIKE, VIGILANCE, AND/OR HASTE, TRANSFORM PATH OF METTLE.** |  | |  | [**PHOENIX OF ASH**](https://magicarena.fandom.com/wiki/Phoenix_of_Ash)**RedRed (3) CREATURE — PHOENIX (2/2) FLYING, HASTE**  **Red: PHOENIX OF ASH GETS +2/+0 UNTIL END OF TURN. ESCAPE—RedRed, EXILE THREE OTHER CARDS FROM YOUR GRAVEYARD. (YOU MAY CAST THIS CARD FROM YOUR GRAVEYARD FOR ITS ESCAPE COST.) PHOENIX OF ASH ESCAPES WITH A +1/+1 COUNTER ON IT.** |  | |  | [**PILLAR OF FLAME**](https://magicarena.fandom.com/wiki/Pillar_of_Flame)**Red (1) SORCERY PILLAR OF FLAME DEALS 2 DAMAGE TO ANY TARGET. IF A CREATURE DEALT DAMAGE THIS WAY WOULD DIE THIS TURN, EXILE IT INSTEAD.** |  | |  | [**PIRATE'S PILLAGE**](https://magicarena.fandom.com/wiki/Pirate%27s_Pillage)**Red (4) SORCERY AS AN ADDITIONAL COST TO CAST THIS SPELL, DISCARD A CARD.**  **DRAW TWO CARDS AND CREATE TWO TREASURE TOKENS. (THEY'RE ARTIFACTS WITH "Tap, SACRIFICE THIS ARTIFACT: ADD ONE MANA OF ANY COLOR.")** |  | |  | [**PISTON-FIST CYCLOPS**](https://magicarena.fandom.com/wiki/Piston-Fist_Cyclops)**(3) CREATURE — CYCLOPS (4/3) DEFENDER**  **AS LONG AS YOU'VE CAST AN INSTANT OR SORCERY SPELL THIS TURN, PISTON-FIST CYCLOPS CAN ATTACK AS THOUGH IT DIDN'T HAVE DEFENDER.** |  | |  | [**PITCHBURN DEVILS**](https://magicarena.fandom.com/wiki/Pitchburn_Devils)**Red (5) CREATURE — DEVIL (3/3) WHEN PITCHBURN DEVILS DIES, IT DEALS 3 DAMAGE TO ANY TARGET.** |  | |  | [**PORCUPARROT**](https://magicarena.fandom.com/wiki/Porcuparrot)**Red (4) CREATURE — BIRD BEAST (3/4) MUTATE Red (IF YOU CAST THIS SPELL FOR ITS MUTATE COST, PUT IT OVER OR UNDER TARGET NON-HUMAN CREATURE YOU OWN. THEY MUTATE INTO THE CREATURE ON TOP PLUS ALL ABILITIES FROM UNDER IT.)**  **Tap: THIS CREATURE DEALS X DAMAGE TO ANY TARGET, WHERE X IS THE NUMBER OF TIMES THIS CREATURE HAS MUTATED.** |  | |  | [**PORTENT OF BETRAYAL**](https://magicarena.fandom.com/wiki/Portent_of_Betrayal)**Red (4) SORCERY GAIN CONTROL OF TARGET CREATURE UNTIL END OF TURN. UNTAP THAT CREATURE. IT GAINS HASTE UNTIL END OF TURN. SCRY 1. (LOOK AT THE TOP CARD OF YOUR LIBRARY. YOU MAY PUT THAT CARD ON THE BOTTOM OF YOUR LIBRARY.)** |  | |  | [**PRECISION BOLT**](https://magicarena.fandom.com/wiki/Precision_Bolt)**Red (3) SORCERY PRECISION BOLT DEALS 3 DAMAGE TO ANY TARGET.** |  | |  | [**PRICKLY MARMOSET**](https://magicarena.fandom.com/wiki/Prickly_Marmoset)**Red (3) CREATURE — MONKEY (2/3) FIRST STRIKE**  **WHENEVER YOU CYCLE A CARD, PRICKLY MARMOSET GETS +2/+0 UNTIL END OF TURN.** |  | |  | [**PROTEAN RAIDER**](https://magicarena.fandom.com/wiki/Protean_Raider)**BlueRed (3) CREATURE — SHAPESHIFTER PIRATE (2/2) RAID — IF YOU ATTACKED THIS TURN, YOU MAY HAVE PROTEAN RAIDER ENTER THE BATTLEFIELD AS A COPY OF ANY CREATURE ON THE BATTLEFIELD.** |  | |  | [**PROUD WILDBONDER**](https://magicarena.fandom.com/wiki/Proud_Wildbonder)**(4) CREATURE — HUMAN WARRIOR (4/3) TRAMPLE**  **CREATURES YOU CONTROL WITH TRAMPLE HAVE "YOU MAY HAVE THIS CREATURE ASSIGN ITS COMBAT DAMAGE AS THOUGH IT WEREN'T BLOCKED."** |  | |  | [**PURPHOROS, BRONZE-BLOODED**](https://magicarena.fandom.com/wiki/Purphoros,_Bronze-Blooded)**Red (5) LEGENDARY ENCHANTMENT CREATURE — GOD (7/6) INDESTRUCTIBLE**  **AS LONG AS YOUR DEVOTION TO RED IS LESS THAN FIVE, PURPHOROS ISN'T A CREATURE. OTHER CREATURES YOU CONTROL HAVE HASTE. Red: YOU MAY PUT A RED CREATURE CARD OR AN ARTIFACT CREATURE CARD FROM YOUR HAND ONTO THE BATTLEFIELD. SACRIFICE IT AT THE BEGINNING OF THE NEXT END STEP.** |  | |  | [**PURPHOROS'S INTERVENTION**](https://magicarena.fandom.com/wiki/Purphoros%27s_Intervention)**Red (1) SORCERY CHOOSE ONE —**  **• CREATE AN X/1 RED ELEMENTAL CREATURE TOKEN WITH TRAMPLE AND HASTE. SACRIFICE IT AT THE BEGINNING OF THE NEXT END STEP. • PURPHOROS'S INTERVENTION DEALS TWICE X DAMAGE TO TARGET CREATURE OR PLANESWALKER.** |  | |  | [**PYROCERATOPS**](https://magicarena.fandom.com/wiki/Pyroceratops)**Red (4) CREATURE — ELEMENTAL DINOSAUR (2/3) TRAMPLE**  **WHENEVER YOU CAST A NONCREATURE SPELL, PUT A +1/+1 COUNTER ON PYROCERATOPS.** |  | |  | [**PYROCLASTIC ELEMENTAL**](https://magicarena.fandom.com/wiki/Pyroclastic_Elemental)**RedRed (5) CREATURE — ELEMENTAL (5/4) RedRed: PYROCLASTIC ELEMENTAL DEALS 1 DAMAGE TO TARGET PLAYER.** |  | |  | [**PYROMANTIC PILGRIM**](https://magicarena.fandom.com/wiki/Pyromantic_Pilgrim)**Red (3) CREATURE — HUMAN WIZARD (3/1) HASTE (THIS CREATURE CAN ATTACK AND Tap AS SOON AS IT COMES UNDER YOUR CONTROL.)** |  | |  | [**QUARTZWOOD CRASHER**](https://magicarena.fandom.com/wiki/Quartzwood_Crasher)**RedRedGreen (5) CREATURE — DINOSAUR BEAST (6/6) TRAMPLE**  **WHENEVER ONE OR MORE CREATURES YOU CONTROL WITH TRAMPLE DEAL COMBAT DAMAGE TO A PLAYER, CREATE AN X/X GREEN DINOSAUR BEAST CREATURE TOKEN WITH TRAMPLE, WHERE X IS THE AMOUNT OF DAMAGE THOSE CREATURES DEALT TO THAT PLAYER.** |  | |  | [**RADHA, HEART OF KELD**](https://magicarena.fandom.com/wiki/Radha,_Heart_of_Keld)**RedGreen (3) LEGENDARY CREATURE — ELF WARRIOR (3/3) AS LONG AS IT'S YOUR TURN, RADHA, HEART OF KELD HAS FIRST STRIKE.**  **YOU MAY LOOK AT THE TOP CARD OF YOUR LIBRARY ANY TIME, AND YOU MAY PLAY LANDS FROM THE TOP OF YOUR LIBRARY. RedGreen: RADHA GETS +X/+X UNTIL END OF TURN, WHERE X IS THE NUMBER OF LANDS YOU CONTROL.** |  | |  | [**RADIATING LIGHTNING**](https://magicarena.fandom.com/wiki/Radiating_Lightning)**Red (4) INSTANT RADIATING LIGHTNING DEALS 3 DAMAGE TO TARGET PLAYER AND 1 DAMAGE TO EACH CREATURE THAT PLAYER CONTROLS.** |  | |  | [**RAFTER DEMON**](https://magicarena.fandom.com/wiki/Rafter_Demon)**BlackRed (4) CREATURE — DEMON (4/2) SPECTACLE BlackRed (YOU MAY CAST THIS SPELL FOR ITS SPECTACLE COST RATHER THAN ITS MANA COST IF AN OPPONENT LOST LIFE THIS TURN.)**  **WHEN RAFTER DEMON ENTERS THE BATTLEFIELD, IF ITS SPECTACLE COST WAS PAID, EACH OPPONENT DISCARDS A CARD.** |  | |  | [**RAGEBLOOD SHAMAN**](https://magicarena.fandom.com/wiki/Rageblood_Shaman)**RedRed (3) CREATURE — MINOTAUR SHAMAN (2/3) TRAMPLE**  **OTHER MINOTAUR CREATURES YOU CONTROL GET +1/+1 AND HAVE TRAMPLE.** |  | |  | [**RAGEFIRE**](https://magicarena.fandom.com/wiki/Ragefire)**Red (2) SORCERY RAGEFIRE DEALS 3 DAMAGE TO TARGET CREATURE.** |  | |  | [**RAGING GOBLIN**](https://magicarena.fandom.com/wiki/Raging_Goblin)**Red (1) CREATURE — GOBLIN BERSERKER (1/1) HASTE** |  | |  | [**RAGING KRONCH**](https://magicarena.fandom.com/wiki/Raging_Kronch)**Red (3) CREATURE — BEAST (4/3) RAGING KRONCH CAN'T ATTACK ALONE.** |  | |  | [**RAGING REDCAP**](https://magicarena.fandom.com/wiki/Raging_Redcap)**Red (3) CREATURE — GOBLIN KNIGHT (1/2) DOUBLE STRIKE** |  | |  | [**RAGING REGISAUR**](https://magicarena.fandom.com/wiki/Raging_Regisaur)**RedGreen (4) CREATURE — DINOSAUR (4/4) WHENEVER RAGING REGISAUR ATTACKS, IT DEALS 1 DAMAGE TO ANY TARGET.** |  | |  | [**RAGING SWORDTOOTH**](https://magicarena.fandom.com/wiki/Raging_Swordtooth)**RedGreen (5) CREATURE — DINOSAUR (5/5) TRAMPLE**  **WHEN RAGING SWORDTOOTH ENTERS THE BATTLEFIELD, IT DEALS 1 DAMAGE TO EACH OTHER CREATURE.** |  | |  | [**RAKDOS FIREWHEELER**](https://magicarena.fandom.com/wiki/Rakdos_Firewheeler)**BlackBlackRedRed (4) CREATURE — HUMAN ROGUE (4/3) WHEN RAKDOS FIREWHEELER ENTERS THE BATTLEFIELD, IT DEALS 2 DAMAGE TO TARGET OPPONENT AND 2 DAMAGE TO UP TO ONE TARGET CREATURE OR PLANESWALKER.** |  | |  | [**RAKDOS ROUSTABOUT**](https://magicarena.fandom.com/wiki/Rakdos_Roustabout)**BlackRed (3) CREATURE — OGRE WARRIOR (3/2) WHENEVER RAKDOS ROUSTABOUT BECOMES BLOCKED, IT DEALS 1 DAMAGE TO THE PLAYER OR PLANESWALKER IT'S ATTACKING.** |  | |  | [**RAKDOS, THE SHOWSTOPPER**](https://magicarena.fandom.com/wiki/Rakdos,_the_Showstopper)**BlackRed (6) LEGENDARY CREATURE — DEMON (6/6) FLYING, TRAMPLE**  **WHEN RAKDOS, THE SHOWSTOPPER ENTERS THE BATTLEFIELD, FLIP A COIN FOR EACH CREATURE THAT ISN'T A DEMON, DEVIL, OR IMP. DESTROY EACH CREATURE WHOSE COIN COMES UP TAILS.** |  | |  | [**RAKING CLAWS**](https://magicarena.fandom.com/wiki/Raking_Claws)**Red (2) INSTANT TARGET CREATURE GAINS DOUBLE STRIKE UNTIL END OF TURN.**  **CYCLING  (, DISCARD THIS CARD: DRAW A CARD.)** |  | |  | [**RAL, CALLER OF STORMS**](https://magicarena.fandom.com/wiki/Ral,_Caller_of_Storms)**BlueRed (6) LEGENDARY PLANESWALKER — RAL (4) +1: DRAW A CARD.**  **−2: RAL, CALLER OF STORMS DEALS 3 DAMAGE DIVIDED AS YOU CHOOSE AMONG ONE, TWO, OR THREE TARGETS. −7: DRAW SEVEN CARDS. RAL, CALLER OF STORMS DEALS 7 DAMAGE TO EACH CREATURE YOUR OPPONENTS CONTROL.** |  | |  | [**RAL, IZZET VICEROY**](https://magicarena.fandom.com/wiki/Ral,_Izzet_Viceroy)**BlueRed (5) LEGENDARY PLANESWALKER — RAL (5) +1: LOOK AT THE TOP TWO CARDS OF YOUR LIBRARY. PUT ONE OF THEM INTO YOUR HAND AND THE OTHER INTO YOUR GRAVEYARD.**  **−3: RAL, IZZET VICEROY DEALS DAMAGE TO TARGET CREATURE EQUAL TO THE TOTAL NUMBER OF INSTANT AND SORCERY CARDS YOU OWN IN EXILE AND IN YOUR GRAVEYARD. −8: YOU GET AN EMBLEM WITH "WHENEVER YOU CAST AN INSTANT OR SORCERY SPELL, THIS EMBLEM DEALS 4 DAMAGE TO ANY TARGET AND YOU DRAW TWO CARDS."** |  | |  | [**RAL, STORM CONDUIT**](https://magicarena.fandom.com/wiki/Ral,_Storm_Conduit)**BlueRed (4) LEGENDARY PLANESWALKER — RAL (4) WHENEVER YOU CAST OR COPY AN INSTANT OR SORCERY SPELL, RAL, STORM CONDUIT DEALS 1 DAMAGE TO TARGET OPPONENT OR PLANESWALKER.**  **+2: SCRY 1. −2: WHEN YOU CAST YOUR NEXT INSTANT OR SORCERY SPELL THIS TURN, COPY THAT SPELL. YOU MAY CHOOSE NEW TARGETS FOR THE COPY.** |  | |  | [**RAL'S OUTBURST**](https://magicarena.fandom.com/wiki/Ral%27s_Outburst)**BlueRed (4) INSTANT RAL'S OUTBURST DEALS 3 DAMAGE TO ANY TARGET. LOOK AT THE TOP TWO CARDS OF YOUR LIBRARY. PUT ONE OF THEM INTO YOUR HAND AND THE OTHER INTO YOUR GRAVEYARD.** |  | |  | [**RAL'S STATICASTER**](https://magicarena.fandom.com/wiki/Ral%27s_Staticaster)**BlueRed (4) CREATURE — VIASHINO WIZARD (3/3) TRAMPLE (THIS CREATURE CAN DEAL EXCESS COMBAT DAMAGE TO THE PLAYER OR PLANESWALKER IT'S ATTACKING.)**  **WHENEVER RAL'S STATICASTER ATTACKS, IF YOU CONTROL A RAL PLANESWALKER, RAL'S STATICASTER GETS +1/+0 FOR EACH CARD IN YOUR HAND UNTIL END OF TURN.** |  | |