

# Portal

## (A Simplified Magic: The Gathering Game)

This card list is copyrighted, but may be distributed freely in unmodified form at no more than cost of duplication.  
 It is an original work with exact card text provided to assist players and collectors.  
 It is not approved by Wizards of the Coast, but it does not violate the rights and protection that they are entitled to.  
 Comments, questions and other issues can be directed to the author at: [dangelo@crystalkeep.com](mailto:dangelo@crystalkeep.com)

Key:

- Rare** cards are in bold text
- Uncommon* cards are in italics
- Common cards are in normal text
- Land cards are in normal text

Each starter contains the same cards. They are shown in this list as "(s#)" entries, where # = the number appearing in a starter.  
 Some cards only appear in starter decks and are listed as "starter only".

Each booster contains: 5 Common, 2 Uncommon, 1 Rare, Theme Pack of { Theme card, 1 Uncommon, 4 Common, 2 Land that fit the theme }.  
 The theme pack cards are marked in here as: (A), (C), (F), (G), and (H). These cards never appear in normal card slots.  
 The approximate rarity works out like this: R=1, Theme U=2.75, Normal U=3.15, Normal C=5, Land=5.5, Theme C=7.3, Theme card=11.

## Land

| Card Name  | Spell Type | Ability                     |
|--|------------|-----------------------------|
| Forest <i>big tree in middle</i> (s6)<br><i>three black trees</i><br><i>big tree front left</i><br><i>lots of whitish trees</i>                          | Land       | <i>Tap for 1 Green mana</i> |
| Island <i>big with waterfall</i> (s6)<br><i>arches</i><br><i>cove and pinnacles</i><br><i>two hills back to back</i>                                     | Land       | <i>Tap for 1 Blue mana</i>  |
| Mountain <i>snow left and right</i> (s6)<br><i>snow on right only</i><br><i>trees left and right</i><br><i>trees in center</i>                           | Land       | <i>Tap for 1 Red mana</i>   |
| Plains <i>several trees, 1 near left</i> (s6)<br><i>tree against left edge</i><br><i>lone tree in center left</i><br><i>tree branches in upper right</i> | Land       | <i>Tap for 1 White mana</i> |
| Swamp <i>sun off lower left</i> (s6)<br><i>sun off upper right</i><br><i>white tree in foreground</i><br><i>blue/green, trees in middle</i>              | Land       | <i>Tap for 1 Black mana</i> |

## Unplayable Cards

| Card Name                                  | Description                           |
|--|---------------------------------------|
| Checklist Card 1 of 2 (s1)<br>starter only | First part of checklist for the set.  |
| Checklist Card 2 of 2 (s1)<br>starter only | Second part of checklist for the set. |
| Air Superiority (A)                        | Blue/White deck strategy card.        |
| Card Domination (C)                        | Black/Blue deck strategy card.        |
| Fiery Doom (F)                             | Black/Red deck strategy card.         |
| Gargantuans (G)                            | Green/Red deck strategy card.         |
| The Horde (H)                              | Green/White deck strategy card.       |

# Black Spells (Part 1 of 2)

| Card Name                   | Spell Type      | Cost | Ability   |
|-----------------------------|-----------------|------|---|
| <b>Cruel Bargain</b>        | Sorcery         | BBB  | Draw four cards. You lose half your life, rounded up. (For example, if you have 11 life, you lose 6 life.)  |
| <b>Cruel Tutor</b>          | Sorcery         | B2   | Search your deck for any card. Shuffle your deck and put that card on top of it. You lose 2 life.   |
| <b>Dread Charge</b>         | Sorcery         | B3   | This turn, your black creatures can be intercepted only by other black creatures.   |
| <b>Dread Reaper</b>         | Summon Creature | BBB3 | 6/5, Flying. When Dread Reaper comes into play from your hand, you lose 5 life. (The person who plays Dread Reaper loses the life.)                     |
| <b>Ebon Dragon</b>          | Summon Creature | BB5  | 5/4, Flying. When Ebon Dragon comes into play from your hand, you may force your opponent to choose and discard a card from his or her hand.            |
| <b>Endless Cockroaches</b>  | Summon Creature | BB1  | 1/1. If Endless Cockroaches is put into your discard pile from play, return Endless Cockroaches to your hand.   |
| <b>Final Strike</b>         | Sorcery         | BB2  | Choose one of your creatures. Final Strike deals to your opponent damage equal to that creature's offense. Then, put the creature in your discard pile. |
| <b>King's Assassin</b>      | Summon Creature | BB1  | 1/1. On your turn, before you attack, you may tap King's Assassin to destroy any one tapped creature.   |
| <b>Mercenary Knight</b>     | Summon Creature | B2   | 4/4. When Mercenary Knight comes into play from your hand, choose and discard a summon creature from your hand or destroy Mercenary Knight.             |
| <b>Serpent Assassin</b>     | Summon Creature | BB3  | 2/2. When Serpent Assassin comes into play from your hand, you may choose to destroy any one creature that isn't black.                                 |
| <b>Wicked Pact</b>          | Sorcery         | BB1  | Destroy any two creatures that aren't black. You lose 5 life. (You can't play Wicked Pact unless you can choose two creatures to destroy.)              |
| <i>Arrogant Vampire</i>     | Summon Creature | BB3  | 4/3, Flying   |
| <i>Assassin's Blade</i> (C) | Sorcery         | B1   | Play Assassin's Blade only after you're attacked, before you declare interceptors. Destroy any one attacking creature that isn't black.                 |
| <i>Bog Wraith</i>           | Summon Creature | B3   | 3/3, Swampwalk (If defending player has any swamps in play, Bog Wraith can't be intercepted.)   |
| <i>Charging Bandits</i> (F) | Summon Creature | B4   | 3/3. If Charging Bandits attacks, it gets +2/+0 until the end of the turn.  |
| <i>Dry Spell</i>            | Sorcery         | B1   | Dry Spell deals 1 damage to each creature and player. (This includes your creatures and you.)   |
| <i>Gravedigger</i> (S1)     | Summon Creature | B3   | 2/2. When Gravedigger comes into play from your hand, you may choose to return a summon creature from your discard pile to your hand.                   |
| <i>Nature's Ruin</i>        | Sorcery         | B2   | Destroy all green creatures. (This includes your green creatures.)  |
| <i>Noxious Toad</i> (C)     | Summon Creature | B2   | 1/1. If Noxious Toad is put into your discard pile from play, your opponent chooses and discards a card from his or her hand.                           |
| <i>Rain of Tears</i>        | Sorcery         | BB1  | Destroy any one land.   |
| <i>Vampiric Feast</i> (F)   | Sorcery         | BB5  | Vampiric Feast deals 4 damage to any one creature or player. You gain 4 life.   |
| <i>Virtue's Ruin</i>        | Sorcery         | B2   | Destroy all white creatures. (This includes your white creatures.)  |

# Black Spells (Part 2 of 2)

| Card Name                       | Spell Type      | Cost | Ability   |
|---------------------------------|-----------------|------|---|
| Bog Imp                         | Summon Creature | B1   | 1/1, Flying   |
| Bog Raiders                     | Summon Creature | B2   | 2/2, Swampwalk (If defending player has any swamps in play, Bog Raiders can't be intercepted.)                                    |
| Craven Knight (s1)              | Summon Creature | B1   | 2/2. Craven Knight can't intercept.   |
| Feral Shadow (s1)               | Summon Creature | B2   | 2/1, Flying   |
| Hand of Death (s1) starter only | Sorcery         | B2   | Destroy any one creature that isn't black. (A creature is black if it has B in its cost.)   |
| Hand of Death (F)               | Sorcery         | B2   | Destroy any one creature that isn't black.  |
| Howling Fury                    | Sorcery         | B2   | Any one creature gets +4/+0 until the end of the turn.  |
| Mind Knives (C)                 | Sorcery         | B1   | Your opponent discards a card at random from his or her hand.   |
| Mind Rot (s1)                   | Sorcery         | B2   | Your opponent chooses and discards two cards from his or her hand. (If your opponent has only one card, he or she discards it.)   |
| Muck Rats (s1)                  | Summon Creature | B    | 1/1   |
| Python                          | Summon Creature | BB1  | 3/2   |
| Raise Dead                      | Sorcery         | B    | Return any one summon creature from your discard pile to your hand.   |
| Serpent Warrior (C)             | Summon Creature | B2   | 3/3. When Serpent Warrior comes into play from your hand, you lose 3 life. (The person who plays Serpent Warrior loses the life.) |
| Skeletal Crocodile (s1)         | Summon Creature | B3   | 5/1   |
| Skeletal Snake (F)              | Summon Creature | B1   | 2/1   |
| Soul Shred (F)                  | Sorcery         | BB3  | Soul Shred deals 3 damage to any one creature that isn't black. You gain 3 life.  |
| Undying Beast (C)               | Summon Creature | B3   | 3/2. If Undying Beast is put into your discard pile from play, put Undying Beast on top of your deck.                             |
| Vampiric Touch (s1)             | Sorcery         | B2   | Vampiric Touch deals 2 damage to your opponent. You gain 2 life.  |

# Blue Spells (Part 1 of 2)

| Card Name                          | Spell Type      | Cost | Ability  |
|------------------------------------|-----------------|------|--|
| <b>Ancestral Memories</b>          | Sorcery         | UUU2 | Look at the top seven cards of your deck. Put two of them into your hand and the rest into your discard pile.  |
| <b>Balance of Power</b>            | Sorcery         | UU3  | If you have fewer cards in your hand than your opponent does, draw until you have the same number. (When you play Balance of Power, it doesn't count as in your hand.)       |
| <b>Capricious Sorcerer</b>         | Summon Creature | U2   | 1/1. On your turn, before you attack, you may tap Capricious Sorcerer to have it deal 1 damage to any one creature or player.  |
| <b>Cloud Dragon</b>                | Summon Creature | U5   | 5/4, Flying. Cloud Dragon can intercept only creatures with flying.  |
| <b>Cruel Fate</b>                  | Sorcery         | U4   | Look at the top five cards of your opponent's deck. Put one of them into your opponent's discard pile and the rest on top of his or her deck in any order.                   |
| <b>Djinn of the Lamp</b>           | Summon Creature | UU5  | 5/6, Flying  |
| <b>Exhaustion</b>                  | Sorcery         | U2   | At the beginning of your opponent's next turn, he or she skips untapping his or her creatures and lands.   |
| <b>Phantom Warrior</b>             | Summon Creature | UU1  | 2/2. Phantom Warrior can't be intercepted.   |
| <b>Prosperity</b>                  | Sorcery         | UX   | Each player draws X cards.   |
| <b>Taunt</b>                       | Sorcery         | U    | Choose any one player. On that player's next turn, all his or her creatures that can attack you must do so.  |
| <b>Thing from the Deep</b>         | Summon Creature | UUU6 | 9/9. If Thing from the Deep attacks, destroy one of your islands or destroy Thing from the Deep.   |
| <i>Baleful Stare</i>               | Sorcery         | U2   | Look at your opponent's hand. For each mountain and red card there, you draw a card. (You draw from your deck.)  |
| <i>Cloud Spirit</i> (A)            | Summon Creature | U2   | 3/1, Flying. Cloud Spirit can intercept only creatures with flying.  |
| <i>Command of Unsummoning</i> (s1) | Sorcery         | U2   | Play Command of Unsummoning only after you're attacked, before you declare interceptors. Return any one or two attacking creatures to their Owner's hand.                    |
| <i>Deep-Sea Serpent</i>            | Summon Creature | UU4  | 5/5. Deep-Sea Serpent can attack only if the defending player has an island in play.   |
| <i>Flux</i>                        | Sorcery         | U2   | Each player chooses and discards from his or her hand any number of cards and then draws that many cards. You then draw a card. (You choose first.)                          |
| <i>Ingenious Thief</i> (s1)        | Summon Creature | U1   | 1/1, Flying. When Ingenious Thief comes into play from your hand, look at your opponent's hand.  |
| <i>Man-o'-War</i> (C)              | Summon Creature | U2   | 2/2. When Man-o'-War comes into play from your hand, return any one creature to its Owner's hand. (If you're the only one with creatures, return one of them to your hand.)  |
| <i>Mystic Denial</i> (A)           | Sorcery         | UU1  | Play Mystic Denial only in response to another player playing a summon creature or a sorcery. That card has no effect, and that player puts it into his or her discard pile. |
| <i>Personal Tutor</i>              | Sorcery         | U    | Search your deck for a sorcery and reveal that card to all players. Shuffle your deck and put the revealed card on top of it.  |
| <i>Theft of Dreams</i> (C)         | Sorcery         | U2   | For each tapped creature your opponent has in play, you draw a card.   |
| <i>Withering Gaze</i>              | Sorcery         | U2   | Look at your opponent's hand. For each forest and green card there, you draw a card. (You draw from your deck.)  |

## Blue Spells (Part 2 of 2)

| Card Name                    | Spell Type      | Cost | Ability   |
|------------------------------|-----------------|------|---|
| Cloak of Feathers (s1)       | Sorcery         | U    | Any one creature gains flying until the end of the turn. You draw a card.   |
| Cloud Pirates                | Summon Creature | U    | 1/1, Flying. Cloud Pirates can intercept only creatures with flying.  |
| Coral Eel (s1)               | Summon Creature | U1   | 2/1   |
| Déjà Vu (C)                  | Sorcery         | U2   | Return any one sorcery card from your discard pile to your hand.  |
| Giant Octopus                | Summon Creature | U3   | 3/3   |
| Horned Turtle (A)            | Summon Creature | U2   | 1/4   |
| Merfolk of the Pearl Trident | Summon Creature | U    | 1/1   |
| Omen (A)                     | Sorcery         | U1   | Look at the top three cards of your deck and return them in any order. You may choose to shuffle your deck. Then draw a card. |
| Owl Familiar                 | Summon Creature | U1   | 1/1, Flying. When Owl Familiar comes into play from your hand, draw a card, then choose and discard a card from your hand.    |
| Snapping Drake (s1) (C)      | Summon Creature | U3   | 3/2, Flying   |
| Sorcerous Sight              | Sorcery         | U    | Look at your opponent's hand. You draw a card. (Draw the card from your deck.)  |
| Storm Crow (s1)              | Summon Creature | U1   | 1/2, Flying   |
| Symbol of Unsummoning (C)    | Sorcery         | U2   | Return any one creature to its owner's hand. You draw a card.   |
| Tidal Surge                  | Sorcery         | U1   | Tap any one, two, or three creatures without flying. (Tapped creatures can't intercept.)                                      |
| Time Ebb (s1)                | Sorcery         | U2   | Return any one creature to the top of its owner's deck.   |
| Touch of Brilliance (s1)     | Sorcery         | U3   | Draw two cards.   |
| Wind Drake (A)               | Summon Creature | U2   | 2/2, Flying   |

# Green Spells (Part 1 of 2)

| Card Name                         | Spell Type      | Cost | Ability  |
|-----------------------------------|-----------------|------|--|
| <b>Alluring Scent</b>             | Sorcery         | GG1  | Choose any one creature. This turn, all creatures able to intercept that creature do so.   |
| <b>Charging Rhino</b>             | Summon Creature | GG3  | 4/4. Charging Rhino can't be intercepted by more than one creature.  |
| <b>Hurricane</b>                  | Sorcery         | GX   | Hurricane deals X damage to each player and each creature with flying. (This includes you and your creatures with flying.)   |
| <b>Natural Order</b>              | Sorcery         | GG2  | Search your deck for a green summon creature and put that card into play. Treat it as though you just played it from your hand. Then put one of your green creatures into your discard pile. Shuffle your deck afterwards. |
| <b>Nature's Cloak</b>             | Sorcery         | G2   | All your green creatures gain forestwalk until the end of the turn. (If defending player has any forests in play, none of your green creatures can be intercepted.)  |
| <b>Primeval Force</b>             | Summon Creature | GGG2 | 8/8. When Primeval Force comes into play from your hand, destroy three of your forests or destroy Primeval Force.  |
| <b>Summer Bloom</b>               | Sorcery         | G1   | Take up to three lands from your hand and put them into play.  |
| <b>Sylvan Tutor</b>               | Sorcery         | G    | Search your deck for a summon creature and reveal that card to all players. Then shuffle your deck and put the revealed card on top of it.   |
| <b>Thundering Wurm</b>            | Summon Creature | G2   | 4/4. When Thundering Wurm comes into play from your hand, discard a land from your hand or destroy Thundering Wurm.  |
| <b>Treetop Defense</b>            | Sorcery         | G1   | Play Treetop Defense only after you're attacked, before you declare interceptors. This turn, all your creatures can intercept as though they had flying.   |
| <b>Wood Elves</b>                 | Summon Creature | G2   | 1/1. When Wood Elves comes into play from your hand, search your deck for a forest and put that card into play. Shuffle your deck afterwards.  |
| <i>Anaconda</i> (s1) starter only | Summon Creature | G3   | 3/3, Swampwalk (If defending player has any swamps in play, Anaconda can't be intercepted. Swamps are in play regardless of whether they're tapped or untapped.)   |
| <i>Anaconda</i>                   | Summon Creature | G3   | 3/3, Swampwalk (If defending player has any swamps in play, Anaconda can't be intercepted.)  |
| <i>Bee Sting</i> (H)              | Sorcery         | G3   | Bee Sting deals 2 damage to any one creature or player.  |
| <i>Bull Hippo</i>                 | Summon Creature | G3   | 3/3, Islandwalk (If defending player has any islands in play, Bull Hippo can't be intercepted.)  |
| <i>Deep Wood</i>                  | Sorcery         | G1   | Play Deep Wood only after you're attacked, before you declare interceptors. This turn, all damage dealt to you by attacking creatures is reduced to 0.   |
| <i>Moon Sprite</i>                | Summon Creature | G1   | 1/1, Flying  |
| <i>Natural Spring</i>             | Sorcery         | GG3  | You gain 8 life.   |
| <i>Needle Storm</i>               | Sorcery         | G2   | Needle Storm deals 4 damage to each creature with flying. (This includes your creatures with flying.)  |
| <i>Plant Elemental</i> (H)        | Summon Creature | G1   | 3/4. When Plant Elemental comes into play from your hand, destroy one of your forests or destroy Plant Elemental.  |
| <i>Untamed Wilds</i> (s1)         | Sorcery         | G2   | Search your deck for a plains, island, swamp, mountain, or forest and put that card into play. Shuffle your deck afterwards.   |
| <i>Whiptail Wurm</i> (G)          | Summon Creature | G6   | 8/5  |
| <i>Winter's Grasp</i> (G)         | Sorcery         | GG1  | Destroy any one land.  |

# Green Spells (Part 2 of 2)

| Card Name                              | Spell Type      | Cost | Ability  |
|--|-----------------|------|--|
| Elite Cat Warrior (s1)<br>starter only | Summon Creature | G2   | 2/3, Forestwalk (If defending player has any forests in play, Elite Cat Warrior can't be intercepted. Forests are in play regardless of whether they're tapped or untapped.) |
| Elite Cat Warrior                      | Summon Creature | G2   | 2/3, Forestwalk (If defending player has any forests in play, Elite Cat Warrior can't be intercepted.)   |
| Elven Cache                            | Sorcery         | GG2  | Return any one card from your discard pile to your hand.   |
| Elvish Ranger (H)                      | Summon Creature | G2   | 4/1  |
| Fruition                               | Sorcery         | G    | For each forest you and your opponent have in play, you gain 1 life.   |
| Giant Spider (G)                       | Summon Creature | G3   | 2/4. Giant Spider can intercept as though it had flying.   |
| Gorilla Warrior (s1)                   | Summon Creature | G2   | 3/2  |
| Grizzly Bears (s1)                     | Summon Creature | G1   | 2/2  |
| Jungle Lion (H)                        | Summon Creature | G    | 2/1. Jungle Lion can't intercept.  |
| Mobilize                               | Sorcery         | G    | Untap all your creatures.  |
| Monstrous Growth (s1)<br>starter only  | Sorcery         | G1   | Any one creature gets +4/+4 until the end of the turn. (For example, a 6/3 creature would become 10/7.)  |
| Monstrous Growth (H)                   | Sorcery         | G1   | Any one creature gets +4/+4 until the end of the turn.   |
| Nature's Lore (G)                      | Sorcery         | G1   | Search your deck for a forest and put that card into play. Shuffle your deck afterwards.   |
| Panther Warriors (s1)                  | Summon Creature | G4   | 6/3  |
| Redwood Treefolk                       | Summon Creature | G4   | 3/6  |
| Rowan Treefolk (s1)                    | Summon Creature | G3   | 3/4  |
| Spined Wurm (G)                        | Summon Creature | G4   | 5/4  |
| Stalking Tiger                         | Summon Creature | G3   | 3/3. Stalking Tiger can't be intercepted by more than one creature.  |
| Willow Dryad                           | Summon Creature | G    | 1/1, Forestwalk (If defending player has any forests in play, Willow Dryad can't be intercepted.)  |

# Red Spells (Part 1 of 2)

| Card Name                      | Spell Type      | Cost | Ability   |
|--------------------------------|-----------------|------|---|
| <b>Devastation</b>             | Sorcery         | RR5  | Destroy all creatures and lands. (This includes your creatures and lands.)  |
| <b>Earthquake</b>              | Sorcery         | RX   | Earthquake deals X damage to each player and each creature without flying. (This includes you and your creatures without flying.)   |
| <b>Fire Dragon</b>             | Summon Creature | RRR6 | 6/6, Flying. When Fire Dragon comes into play from your hand, it deals to any one creature damage equal to the number of mountains you have in play.  |
| <b>Fire Tempest</b>            | Sorcery         | RR5  | Fire Tempest deals 6 damage to each creature and player. (This includes your creatures and you. If all players drop to 0 life or less, the game is a draw.)   |
| <b>Forked Lightning</b>        | Sorcery         | R3   | Forked Lightning deals 4 damage divided any way you choose among any one, two, or three creatures.  |
| <b>Last Chance</b>             | Sorcery         | RR   | Take another turn after this one. You lose the game at the end of that turn. (You don't lose if you've already won.)  |
| <b>Pillaging Horde</b>         | Summon Creature | RR2  | 5/5. When Pillaging Horde comes into play from your hand, discard a card at random from your hand or destroy Pillaging Horde.   |
| <b>Pyroclasm</b>               | Sorcery         | R1   | Pyroclasm deals 2 damage to each creature. (This includes your creatures.)  |
| <b>Thundermare</b>             | Summon Creature | R5   | 5/5. Thundermare is unaffected by summoning sickness. When Thundermare comes into play from your hand, tap all other creatures. (This includes your creatures.)                                       |
| <b>Volcanic Dragon</b>         | Summon Creature | RR4  | 4/4, Flying. Volcanic Dragon is unaffected by summoning sickness.   |
| <b>Winds of Change</b>         | Sorcery         | R    | Each player counts the cards in his or her hand, shuffles those cards into his or her deck, and then draws that many cards. (When you play Winds of Change, it doesn't count as a card in your hand.) |
| <i>Blaze</i> (s1) starter only | Sorcery         | RX   | Blaze deals X damage to any one creature or player. (For example, if you tap a mountain plus four other lands when you play Blaze, it deals 4 damage.)  |
| <i>Blaze</i> (F)               | Sorcery         | RX   | Blaze deals X damage to any one creature or player.   |
| <i>Boiling Seas</i>            | Sorcery         | R3   | Destroy all islands. (This includes your islands.)  |
| <i>Desert Drake</i> (F)        | Summon Creature | R3   | 2/2, Flying   |
| <i>Fire Imp</i> (s1)           | Summon Creature | R2   | 2/1. When Fire Imp comes into play from your hand, it deals 2 damage to any one creature. (If you're the only player with creatures, Fire Imp deals 2 damage to one of your creatures.)               |
| <i>Flashfires</i>              | Sorcery         | R3   | Destroy all plains. (This includes your plains.)  |
| <i>Hulking Cyclops</i> (G)     | Summon Creature | RR3  | 5/5. Hulking Cyclops can't intercept.   |
| <i>Lava Flow</i>               | Sorcery         | RR3  | Destroy any one creature or land.   |
| <i>Mountain Goat</i>           | Summon Creature | R    | 1/1, Mountainwalk (If defending player has any mountains in play, Mountain Goat can't be intercepted.)  |
| <i>Rain of Salt</i> (G)        | Sorcery         | RR4  | Destroy any two lands.  |
| <i>Scorching Winds</i>         | Sorcery         | R    | Play Scorching Winds only after you're attacked, before you declare interceptors. Scorching Winds deals 1 damage to each attacking creature.  |
| <i>Wall of Granite</i>         | Summon Creature | R2   | 0/7. Wall of Granite can't attack.  |

# Red Spells (Part 2 of 2)

| Card Name                       | Spell Type      | Cost | Ability  |
|---------------------------------|-----------------|------|--|
| Burning Cloak                   | Sorcery         | R    | Any one creature gets +2/+0 until the end of the turn. Burning Cloak deals 2 damage to that creature.  |
| Craven Giant (F)                | Summon Creature | R2   | 4/1. Craven Giant can't intercept.   |
| Fire Snake (G)                  | Summon Creature | R4   | 3/1. If Fire Snake is put into your discard pile from play, destroy any one land.  |
| Goblin Bully                    | Summon Creature | R1   | 2/1  |
| Highland Giant                  | Summon Creature | RR2  | 3/4  |
| Hill Giant (s1)                 | Summon Creature | R3   | 3/3  |
| Hulking Goblin (s1)             | Summon Creature | R1   | 2/2. Hulking Goblin can't intercept.   |
| Lava Axe (s1)                   | Sorcery         | R4   | Lava Axe deals 5 damage to your opponent.  |
| Lizard Warrior (s1)             | Summon Creature | R3   | 4/2  |
| Minotaur Warrior                | Summon Creature | R2   | 2/3  |
| Raging Cougar                   | Summon Creature | R2   | 2/2. Raging Cougar is unaffected by summoning sickness.  |
| Raging Goblin (s1) starter only | Summon Creature | R    | 1/1. Raging Goblin is unaffected by summoning sickness. (It can attack the turn you play it, unless another card prevents this.)                       |
| Raging Goblin                   | Summon Creature | R    | 1/1. Raging Goblin is unaffected by summoning sickness.  |
| Raging Minotaur (F)             | Summon Creature | RR2  | 3/3. Raging Minotaur is unaffected by summoning sickness.  |
| Scorching Spear                 | Sorcery         | R    | Scorching Spear deals 1 damage to any one creature or player.  |
| Spitting Earth (F)              | Sorcery         | R1   | Spitting Earth deals to any one creature damage equal to the number of mountains you have in play. (This includes both tapped and untapped mountains.) |
| Stone Rain (G)                  | Sorcery         | R2   | Destroy any one land.  |
| Volcanic Hammer (s1) (G)        | Sorcery         | R1   | Volcanic Hammer deals 3 damage to any one creature or player.  |

# White Spells (Part 1 of 2)

| Card Name                   | Spell Type      | Cost | Ability  |
|-----------------------------|-----------------|------|--|
| <b>Alabaster Dragon</b>     | Summon Creature | WW4  | 4/4, Flying. If Alabaster Dragon is put into your discard pile from play, shuffle Alabaster Dragon back into your deck.  |
| <b>Archangel</b>            | Summon Creature | WW5  | 5/5, Flying. Attacking doesn't cause Archangel to tap.   |
| <b>Armageddon</b>           | Sorcery         | W3   | Destroy all lands. (This includes your lands.)   |
| <b>Blessed Reversal</b>     | Sorcery         | W1   | Play Blessed Reversal only after you're attacked, before you declare interceptors. For each attacking creature, you gain 3 life.   |
| <b>Blinding Light</b>       | Sorcery         | W2   | Tap all creatures except for white creatures. (This includes your creatures.)  |
| <b>Gift of Estates</b>      | Sorcery         | W1   | If your opponent has more lands in play than you do, search your deck for up to three plains and put them into your hand. Shuffle your deck afterwards.                              |
| <b>Harsh Justice</b>        | Sorcery         | W2   | Play Harsh Justice only after you're attacked, before you declare interceptors. This turn, each attacking creature that damages you also deals equal damage to the attacking player. |
| <b>Spiritual Guardian</b>   | Summon Creature | WW3  | 3/4. When Spiritual Guardian comes into play from your hand, you gain 4 life.  |
| <b>Stern Marshal</b>        | Summon Creature | W2   | 2/2. On your turn, before you attack, you may tap Stern Marshal to give any one creature +2/+2 until the end of the turn.  |
| <b>Temporary Truce</b>      | Sorcery         | W1   | Each player may draw up to two cards. For each card less than two any player draws, that player gains 2 life. (You choose whether to draw first.)                                    |
| <b>Wrath of God</b>         | Sorcery         | WW2  | Put all creatures into their Owners' discard piles. (This includes your creatures.)  |
| <i>Ardent Militia</i>       | Summon Creature | W4   | 2/5. Attacking doesn't cause Ardent Militia to tap.  |
| <i>Charging Paladin</i> (H) | Summon Creature | W2   | 2/2. If Charging Paladin attacks, it gets +0/+3 until the end of the turn.   |
| <i>Defiant Stand</i> (s1)   | Sorcery         | W1   | Play Defiant Stand only after you're attacked, before you declare interceptors. Any one creature gets +1/+3 until the end of the turn. If that creature is tapped, untap it.         |
| <i>Renewing Dawn</i>        | Sorcery         | W1   | For each mountain your opponent has in play, you gain 2 life.  |
| <i>Seasoned Marshal</i> (H) | Summon Creature | WW2  | 2/2. If Seasoned Marshal attacks, you may choose to tap any one creature. (Tapped creatures can't intercept.)  |
| <i>Starlight</i>            | Sorcery         | W1   | For each black creature your opponent has in play, you gain 3 life.  |
| <i>Starlit Angel</i> (A)    | Summon Creature | WW3  | 3/4, Flying  |
| <i>Valorous Charge</i>      | Sorcery         | WW1  | All white creatures get +2/+0 until the end of the turn. (This includes other players' white creatures.)   |
| <i>Venerable Monk</i> (s1)  | Summon Creature | W2   | 2/2. When Venerable Monk comes into play from your hand, you gain 2 life.  |
| <i>Vengeance</i>            | Sorcery         | W3   | Destroy any one tapped creature.   |
| <i>Wall of Swords</i> (A)   | Summon Creature | W3   | 3/5, Flying. Wall of Swords can't attack.  |

# White Spells (Part 2 of 2)

| Card Name                          | Spell Type      | Cost | Ability  |
|------------------------------------|-----------------|------|--|
| Angelic Blessing (H)               | Sorcery         | W2   | Any one creature gets +3/+3 and gains flying until the end of the turn.  |
| Armored Pegasus (s1)               | Summon Creature | W1   | 1/2, Flying  |
| Border Guard                       | Summon Creature | W2   | 1/4  |
| Breath of Life                     | Sorcery         | W3   | Take any one summon creature from your discard pile and put that card into play. Treat it as though you just played it from your hand. |
| Devoted Hero (s1)                  | Summon Creature | W    | 1/2  |
| False Peace                        | Sorcery         | W    | Choose any one player. That player can't attack on his or her next turn.   |
| Fleet-Footed Monk                  | Summon Creature | W1   | 1/1. Fleet-Footed Monk can't be intercepted by any creature with offense 2 or greater.   |
| Foot Soldiers (A)                  | Summon Creature | W3   | 2/4  |
| Keen-Eyed Archers                  | Summon Creature | W2   | 2/2. Keen-Eyed Archers can intercept as though it had flying.  |
| Knight Errant (H)                  | Summon Creature | W1   | 2/2  |
| Path of Peace (A)                  | Sorcery         | W3   | Destroy any one creature. That creature's owner gains 4 life.  |
| Regal Unicorn (s1) (A)             | Summon Creature | W2   | 2/3  |
| Sacred Knight                      | Summon Creature | W3   | 3/2. Sacred Knight can't be intercepted by black or red creatures.   |
| Sacred Nectar (s1)                 | Sorcery         | W1   | You gain 4 life.   |
| Spotted Griffin (s1)               | Summon Creature | W3   | 2/3, Flying  |
| Steadfastness                      | Sorcery         | W1   | All your creatures get +0/+3 until the end of the turn.  |
| Warrior's Charge (s1) starter only | Sorcery         | W2   | All your creatures get +1/+1 until the end of the turn. (For example, a 1/2 creature would become 2/3.)                                |
| Warrior's Charge (H)               | Sorcery         | W2   | All your creatures get +1/+1 until the end of the turn.  |