

Starter

Expansion set for Magic: The Gathering

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Key:

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

Each booster contains: 2 land, 9 Common, 3 Uncommon, 1 Rare,.

Land

Card Name	Spell Type	Ability
Forest	Land	<i>Tap for 1 Green mana</i>
<i>170</i>		
<i>171</i>		
<i>172</i>		
<i>173</i>		
Island	Land	<i>Tap for 1 Blue mana</i>
<i>158</i>		
<i>159</i>		
<i>160</i>		
<i>161</i>		
Mountain	Land	<i>Tap for 1 Red mana</i>
<i>166</i>		
<i>167</i>		
<i>168</i>		
<i>169</i>		
Plains	Land	<i>Tap for 1 White mana</i>
<i>154</i>		
<i>155</i>		
<i>156</i>		
<i>157</i>		
Swamp	Land	<i>Tap for 1 Black mana</i>
<i>162</i>		
<i>163</i>		
<i>164</i>		
<i>165</i>		

Black Spells

Card Name	Spell Type	Cost	Ability
Abyssal Horror	Creature - Horror	BB4	2/2, Flying. When Abyssal Horror comes into play, target player chooses and discards two cards from his or her hand. (If that player has only one card, he or she discards it.)
Ancient Craving	Sorcery	B3	Draw three cards. You lose 3 life.
Dakmor Lancer	Creature - Knight	BB4	3/3. When Dakmor Lancer comes into play, destroy target nonblack creature.
Dakmor Sorceress	Creature - Wizard	B5	*4. Dakmor Sorceress's power is equal to the number of swamps you control. (Count only the swamps you have in play, including both tapped and untapped swamps.)
Dread Reaper	Creature - Horror	BBB3	6/5, Flying. When Dread Reaper comes into play, you lose 5 life.
Grim Tutor	Sorcery	BB1	Search your library for a card and put that card into your hand. You lose 3 life.
Wicked Pact	Sorcery	BB1	Destroy two target nonblack creatures. You lose 5 life. (You can't play this card unless you can choose two creatures in play.)
<i>Bog Wraith</i>	Creature - Wraith	B3	3/3, Swampwalk. (This creature is unblockable as long as defending player has a swamp in play.)
<i>Coercion</i>	Sorcery	B2	Look at target player's hand and choose a card from it. That player discards that card.
<i>Dakmor Ghoul</i>	Creature - Zombie	BB2	2/2. When Dakmor Ghoul comes into play, target opponent loses 2 life. You gain 2 life.
<i>Dakmor Plague</i>	Sorcery	BB3	Dakmor Plague deals 3 damage to each creature and each player. (This includes your creatures and you.)
<i>Dark Offering</i>	Sorcery	BB4	Destroy target nonblack creature. You gain 3 life.
<i>Gravedigger</i>	Creature - Zombie	B3	2/2. When Gravedigger comes into play, return target creature card from your graveyard to your hand.
<i>Howling Fury</i>	Sorcery	B2	Target creature gets +4/+0 until end of turn.
<i>Ravenous Rats</i>	Creature - Rat	B1	1/1. When Ravenous Rats comes into play, target player chooses and discards a card from his or her hand.
<i>Shrieking Specter</i>	Creature - Specter	B5	2/2, Flying. When Shrieking Specter attacks, defending player chooses and discards a card from his or her hand.
<i>Soul Feast</i>	Sorcery	BB3	Target player loses 4 life. You gain 4 life.
<i>Stream of Acid</i>	Sorcery	BB2	Destroy target land or nonblack creature.
Bog Imp	Creature - Imp	B1	1/1, Flying.
Bog Raiders	Creature - Zombie	B2	2/2, Swampwalk (This creature is unblockable as long as defending player has a swamp in play.)
Chorus of Woe	Sorcery	B	Creatures you control get +1/+0 until end of turn.
Dakmor Scorpion	Creature - Scorpion	B1	2/1.
Feral Shadow	Creature - Night Stalker	B2	2/1, Flying.
Hand of Death	Sorcery	B2	Destroy target nonblack creature.
Hollow Dogs	Creature - Hound	B4	3/3. Whenever Hollow Dogs attacks, it gets +2/+0 until end of turn.
Mind Rot	Sorcery	B2	Target player chooses and discards two cards from his or her hand. (If that player has only one card, he or she discards it.)
Muck Rats	Creature - Rat	B	1/1.
Raise Dead	Sorcery	B	Return target creature card from your graveyard to your hand.
Serpent Warrior	Creature - Soldier	B2	3/3. When Serpent Warrior comes into play, you lose 3 life.
Scathe Zombies	Creature - Zombie	2B	2/2.

Blue Spells

Card Name	Spell Type	Cost	Ability
Denizen of the Deep	Creature - Serpent	UU6	11/11. When Denizen of the Deep comes into play, return all other creatures you control from play to their owner's hand.
Phantom Warrior	Creature - Illusion	UU1	2/2. Phantom Warrior is unblockable.
Piracy	Sorcery	UU	This turn, you may tap lands you don't control to help pay for your spells.
Psychic Transfer	Sorcery	U4	If the difference between your life total and target player's life total is 5 or less, exchange life totals with that player.
Ransack	Sorcery	U3	Look at the top five cards of target player's library. Put any number of them on the bottom of that library in any order and the rest on top of the library in any order.
Time Warp	Sorcery	UU3	Target player takes another turn after this one.
Wizzerdrix	Creature - Beast	U6	6/6.
<i>Air Elemental</i>	Creature - Elemental	UU3	4/4, Flying.
<i>Counterspell</i>	Instant	UU	Counter target spell.
<i>Exhaustion</i>	Sorcery	U2	Creatures and lands target opponent controls don't untap during his or her next untap step.
<i>Eye Spy</i>	Sorcery	U	Look at the top card of target player's library. Put that card back on top of that library or into that player's graveyard.
<i>Man-o'-War</i>	Creature - Jellyfish	U2	2/2. When Man-o'-War comes into play, return target creature to its owner's hand.
<i>Owl Familiar</i>	Creature - Bird	U1	1/1, Flying.
<i>Relearn</i>	Sorcery	UU1	Return target instant or sorcery card from your graveyard to your hand.
<i>Tidings</i>	Sorcery	UU3	Draw four cards.
<i>Undo</i>	Sorcery	UU1	Return two target creatures to their owner's hand. (You can't play this card unless you can choose two creatures in play.)
<i>Water Elemental</i>	Creature - Elemental	UU3	5/4.
<i>Wind Sail</i>	Sorcery	U1	One or two target creatures gain flying until end of turn.
<i>Coral Eel</i>	Creature - Eel	U1	2/1.
<i>Extinguish</i>	Instant	U1	Counter target sorcery spell.
<i>Giant Octopus</i>	Creature - Octopus	U3	3/3.
<i>Ingenious Thief</i>	Creature - Thief	U1	1/1, Flying.
<i>Remove Soul</i>	Instant	U1	Counter target creature spell.
<i>Sleight of Hand</i>	Sorcery	U	Look at the top two cards of your library. Put one of them into your hand and the other one on the bottom of your library.
<i>Snapping Drake</i>	Creature - Drake	U3	3/2, Flying.
<i>Storm Crow</i>	Creature - Bird	U1	1/2, Flying.
<i>Time Ebb</i>	Sorcery	U2	Put target creature on the top of its owner's library.
<i>Touch of Brilliance</i>	Sorcery	U3	Draw two cards.
<i>Wind Drake</i>	Creature - Drake	U2	2/2, Flying.
Merfolk of the Pearl Trident	Creature - Merfolk	U	1/1.
Sea Eagle	Creature - Bird	1U	1/1, Flying.

Green Spells

Card Name	Spell Type	Cost	Ability
Alluring Scent	Sorcery	GG1	All creatures able to block target creature this turn do so.
Nature's Cloak	Sorcery	G2	Green creatures you control gain forestwalk until end of turn. (They're unblockable as long as defending player has a forest in play.)
Summer Bloom	Sorcery	G1	Put up to three land cards from your hand into play.
Sylvan Basilisk	Creature - Basilisk	GG3	2/4. When Sylvan Basilisk becomes blocked, destroy all creatures blocking it. (Destroy the creatures before they deal damage. Sylvan Basilisk still doesn't deal damage to defending player.)
Sylvan Yeti	Creature - Elemental	GG2	*4. Sylvan Yeti's power is equal to the number of cards in your hand.
Thorn Elemental	Creature - Elemental	GG5	7/7. You may have Thorn Elemental may deal its combat damage to defending player as though it weren't blocked.
Whirlwind	Sorcery	GG2	Destroy all creatures with flying. (This includes your creatures.)
<i>Bull Hippo</i>	Creature - Hippo	G3	3/3, Islandwalk. (This creature is unblockable as long as defending player has an island in play.)
<i>Lynx</i>	Creature - Cat	G1	2/1, Forestwalk. (This creature is unblockable as long as defending play has a forest in play.)
<i>Moon Sprite</i>	Creature - Faerie	G1	1/1, Flying.
<i>Natural Spring</i>	Sorcery	GG3	You gain 8 life.
<i>Pride of Lions</i>	Creature - Cat	GG3	4/4. You may have Pride of Lions deal its combat damage to defending player as though it weren't blocked.
<i>Renewing Touch</i>	Sorcery	G	Choose any number of creature cards in your graveyard and shuffle them back into your library.
<i>Silverback Ape</i>	Creature - Ape	GG3	5/5.
<i>Untamed Wilds</i>	Sorcery	G2	Search your library for a plains, island, swamp, mountain, or forest card and put that card into play. Then shuffle your library.
<i>Whiptail Wurm</i>	Creature - Wurm	G6	8/5.
<i>Wild Ox</i>	Creature - Ox	G3	3/3, Swampwalk. (This creature is unblockable s long as defending player has a swamp in play.)
<i>Wood Elves</i>	Creature - Elf	G2	1/1. When Wood Elves comes into play, search your library for a forest card and put that card into play. Then shuffle your library.
<i>Barbtooth Wurm</i>	Creature - Wurm	G5	6/4.
<i>Durkwood Boars</i>	Creature - Boar	G4	4/4.
<i>Gorilla Warrior</i>	Creature - Ape	G2	3/2.
<i>Grizzly Bears</i>	Creature - Bear	G1	2/2.
<i>Lone Wolf</i>	Creature - Wolf	G2	2/2. Lone Wolf may deal its combat damage to defending player as though it weren't blocked.
<i>Monstrous Growth</i>	Sorcery	G1	Target creature gets +4/+4 until end of turn.
<i>Nature's Lore</i>	Sorcery	G1	Search your library for a forest card and put that card into play. Then shuffle your library.
<i>Norwood Archers</i>	Creature - Elf	G3	3/3. Norwood Archers can block as though it had flying.
<i>Norwood Ranger</i>	Creature - Elf	G	1/2.
<i>Southern Elephant</i>	Creature - Elephant	G3	3/4.
<i>Squall</i>	Sorcery	G1	Squall deals 2 damage to each creature with flying. (This includes your creatures.)
<u>Willow Elf</u>	Creature - Elf	G	1/1.

Red Spells

Card Name	Spell Type	Cost	Ability
Devastation	Sorcery	RR5	Destroy all creatures and all lands. (This includes your creatures and lands.)
Fire Tempest	Sorcery	RR5	Fire Tempest deals 6 damage to each creature and each player. (This includes your creatures and you.)
Last Chance	Sorcery	RR	Take another turn after this one. You lose the game at the end of that turn. (You won't lose if you've won before the end of that turn.)
Relentless Assault	Sorcery	RR2	Untap all creatures that attacked this turn. You get another combat phase, followed by another main phase, this turn.
Thunder Dragon	Creature - Dragon	RR5	5/5, Flying. When Thunder Dragon comes into play, it deals 3 damage to each creature without flying. (This includes your creatures.)
Trained Orgg	Creature - Beast	R6	6/6.
Volcanic Dragon	Creature - Dragon	RR4	4/4, Flying, Haste. (This creature may attack the turn it comes into play.)
<i>Cinder Storm</i>	Sorcery	R6	Cinder Storm deals 7 damage to target creature or player.
<i>Earth Elemental</i>	Creature - Elemental	RR3	4/5
<i>Fire Elemental</i>	Creature - Elemental	RR3	5/4.
<i>Goblin Commando</i>	Creature - Goblin	R4	2/2. When Goblin Commando comes into play, it deals 2 damage to target creature.
<i>Goblin General</i>	Creature - Goblin	RR1	1/1. When Goblin General attacks, all Goblins you control get +1/+1 until end of turn.
<i>Goblin Glider</i>	Creature - Goblin	R1	1/1, Flying. Goblin Glider can't block.
<i>Goblin Lore</i>	Sorcery	R1	Draw four cards, then discard three cards at random from your hand.
<i>Goblin Settler</i>	Creature - Goblin	R3	1/1. When Goblin Settler comes into play, destroy target land.
<i>Hulking Ogre</i>	Creature - Ogre	R2	3/3. Hulking Ogre can't block.
<i>Jagged Lightning</i>	Sorcery	RR3	Jagged Lightning deals 3 damage to target creature and 3 damage to another target creature. (You can't play this card unless you can choose two creatures in play.)
<i>Spitting Earth</i>	Sorcery	R1	Spitting Earth deals to target creature damage equal to the number of mountains you control. (Count only the mountains you have in play, including both tapped and untapped mountains.)
<i>Goblin Cavaliers</i>	Creature - Goblin	R2	3/2.
<i>Goblin Chariot</i>	Creature - Goblin	R2	2/2, Haste. (This creature may attack the turn it comes into play.)
<i>Goblin Mountaineer</i>	Creature - Goblin	R	1/1, Mountainwalk (This creature is unblockable as long as defending player has a mountain in play.)
<i>Hulking Goblin</i>	Creature - Goblin	R1	2/2. Hulking Goblin can't block.
<i>Lava Axe</i>	Sorcery	R4	Lava Axe deals 5 damage to target opponent.
<i>Ogre Warrior</i>	Creature - Ogre	R3	3/3.
<i>Raging Goblin</i>	Creature - Goblin	R	1/1, Haste. (This creature may attack the turn it comes into play.)
<i>Scorching Spear</i>	Sorcery	R	Scorching Spear deals 1 damage to target creature or player.
<i>Stone Rain</i>	Sorcery	R2	Destroy target land.
<i>Tremor</i>	Sorcery	R	Tremor deals 1 damage to each creature without flying. (This includes your creatures.)
<i>Volcanic Hammer</i>	Sorcery	R1	Volcanic Hammer deals 3 damage to target creature or player.
<i>Goblin Hero</i>	Creature - Goblin	R2	2/2.
<i>Mons's Goblin Raiders</i>	Creature - Goblin	R	1/1.

White Spells

Card Name	Spell Type	Cost	Ability
Archangel	Creature - Angel	WW5	5/5, Flying. Attacking doesn't cause Archangel to tap.
Armageddon	Sorcery	W3	Destroy all lands. (This includes your lands.)
Blinding Light	Sorcery	W2	Tap all nonwhite creatures.
Champion Lancer	Creature - Knight	WW4	3/3. Prevent all damage from creatures that would be dealt to Champion Lancer by creatures.
Gerrard's Wisdom	Sorcery	WW2	For each card in your hand, you gain 2 life. (Don't count this card.)
Loyal Sentry	Creature - Soldier	W	1/1. When Loyal Sentry blocks, destroy it and the creature it blocks. (Destroy both creatures before dealing damage.)
Righteous Fury	Sorcery	WW4	Destroy all tapped creatures. For each creature destroyed this way, you gain 2 life.
<i>Angel of Light</i>	Creature - Angel	W4	3/3, Flying. Attacking doesn't cause Angel of Light to tap.
<i>Angel of Mercy</i>	Creature - Angel	W4	3/3, Flying. When Angel of Mercy comes into play, you gain 3 life.
<i>Ardent Militia</i>	Creature - Soldier	W4	2/5. Attacking doesn't cause Ardent Militia to tap.
<i>Bargain</i>	Sorcery	W2	Target opponent draws a card. You gain 7 life.
<i>Breath of Life</i>	Sorcery	W3	Put target creature card from your graveyard into play.
<i>Charging Paladin</i>	Creature - Knight	W2	2/2. Whenever Charging Paladin attacks, it gets +0/+3 until end of turn.
<i>False Peace</i>	Sorcery	W	Target player can't attack on his or her next turn.
<i>Righteous Charge</i>	Sorcery	WW1	Creatures you control get +2/+2 until end of turn.
<i>Royal Trooper</i>	Creature - Soldier	W2	2/2. When Royal Trooper blocks, it gets +2/+2 until end of turn.
<i>Vengeance</i>	Sorcery	W3	Destroy target tapped creature.
<i>Veteran Cavalier</i>	Creature - Knight	WW	2/2. Attacking doesn't cause Veteran Cavalier to tap.
<i>Angelic Blessing</i>	Sorcery	W2	Target creature gets +3/+3 and gains flying until end of turn.
<i>Border Guard</i>	Creature - Soldier	W2	1/4.
<i>Devoted Hero</i>	Creature - Soldier	W	1/2.
<i>Devout Monk</i>	Creature - Cleric	W	1/1. When Devout Monk comes into play, you gain 1 life.
<i>Foot Soldiers</i>	Creature - Soldier	W3	2/4.
<i>Knight Errant</i>	Creature - Knight	W1	2/2.
<i>Path of Peace</i>	Sorcery	W3	Destroy target creature. Its owner gains 4 life.
<i>Sacred Nectar</i>	Sorcery	W1	You gain 4 life.
<i>Steadfastness</i>	Sorcery	W1	Creatures you control get +0/+3 until end of turn.
<i>Venerable Monk</i>	Creature - Cleric	W2	2/2. When Venerable Monk comes into play, you gain 2 life.
<i>Wild Griffin</i>	Creature - Griffin	W2	2/2, Flying.
<i>Eager Cadet</i>	Creature - Soldier	W	1/1.
<i>Royal Falcon</i>	Creature - Bird	W1	1/1, Flying.