

Scourge Spoiler List
Wizards of the Coast, Inc.
(Released May 17, 2003)

143 Cards Total

WHITE (27/27)

Ageless Sentinels - 3W
Creature - Wall (rare)
Flying
When Ageless Sentinels blocks, it becomes creature type Giant Bird (this effect doesn't end at end of turn).
4/4
#1

Astral Steel - 2W
Instant (common)
Target creature gets +1/+2 until end of turn.
Storm
Illus. Matt Cavotta
#2

Aven Farseer - 1W
Creature - Bird Soldier
Flying
When a creature is turned face up put a +1/+1 counter on Aven Farseer.
1/1
#3

Aven Liberator - 2WW
Creature - Bird Soldier (common)
Flying
Morph 3W
When Aven Liberator is turned face up, target creature you control gains protection from the color of your choice until end of turn.
2/3
Illus. Brian Snoddy
#4

Daru Spiritualist - 1W
Creature - Cleric (common)
Whenever a Cleric becomes the target of a spell or ability, it gets +0/+2 until end of turn.
1/1
Illus. Dave Dorman
#5

Daru Warchief - 2WW
Creature - Soldier (uncommon)
All soldiers get +1/+2.
All soldiers cost 1 less to play.
1/1
Illus. Tim Hildebrandt
#6

Dawn Elemental - WWWW
Creature - Elemental (rare)
Flying
Prevent all damage that would be dealt to Dawn Elemental.
3/3
It was midnight on the Daru Plains, yet it seemed the sun was rising.
#7

Decree of Justice - XX2WW
Sorcery (rare)
Put X 4/4 white Angel creature tokens with flying into play.
Cycling 2W
When you cycle Decree of Justice, you may pay X. If you do, put X 1/1 white Soldier creature tokens into play.
Illus. Adam Rex
#8

Dimensional Breach - 5WW
Sorcery (rare)
Remove all permanents from the game. At the beginning of each players upkeep, that player puts one of the permanents removed this way into play.
#9

Dragon Scales - 1W
Enchant Creature (common/uncommon)
Attacking does not cause enchanted creature to tap.
Enchanted creature gets +1/+2.
When a creature with a converted mana cost of 6 or more comes into play, you may return Dragon Scales from your graveyard to play enchanting that creature.
#10

Dragon Stalker - 4W
Creature 1 Bird Soldier (uncommon)
Flying, protection from dragons
3/3
#11

Eternal Dragon - 5WW
Creature - Dragon (rare)
Flying
3WW : Return Eternal Dragon from your graveyard to your hand. Play this ability only during your upkeep.
Plainscycling 2
5/5
Illus. Jeff _____
#12

Exiled Doomsayer - 1W
Creature - Cleric (rare)
Morph costs 3 more to play.
1/2
Illus. Brian Snoddy
#13

Force Bubble - 2WW
Enchantment (rare)
If damage would be dealt to you, put depletion counter on Force Bubble instead for each point of damage that would be dealt. If Force Bubble has four or more counters, prevent all damage that would be dealt to you.
At end of turn, remove all depletion counters from Force Bubble.
#14

Frontline Strategist - W
Creature - Soldier (common)
Morph W
When Frontline Strategist is turned face up, prevent all non-Soldier combat damage that would be dealt this turn.
1/1
#15

Gilded Light - 1W
Instant (uncommon)
You can't be the target of spells or abilities until end of turn.

Cycling 2
#16

Guilty Conscience - W
Enchant Creature (common)
Whenever enchanted creature deals combat damage, Guilty Conscience deals to enchanted creature damage equal to the combat damage dealt.
#17

Karona's Zealot - 4W
Creature - Cleric (uncommon)
Morph 3WW
When Karona's Zealot is turned face up, all damage that would be dealt to it this turn is instead dealt to target creature.
2/5
#18

Noble Templar - 5W
Creature - Cleric Soldier (common)
Attacking doesn't cause Noble Templar to tap.
Plainscycling 2 (You may pay 2 and discard this card to search your library for a Plains card, put it into your hand, and shuffle your library.)
3/6
Illus. Alex Horley-Orlandelli
#19

Rain of Blades - W
Instant (uncommon)
Rain of Blades deals 1 damage to each attacking creature.
Illus. Rob Alexander
#20

Recuperate - 3W
Instant (common)
You gain 6 life; or prevent the next 6 damage that would be dealt to target creature this turn.
Illus. Tim Hildebrandt
#21

Reward the Faithful - W
Instant (common)
Any number of target players gain life equal to the highest converted mana cost among permanents you control.
#22

Silver Knight - WW
Creature - Knight (uncommon)
First strike, protection from red
2/2
Otaria's last defense against the wave of chaos threatening to engulf it.
Illus. Edward P. Beard, Jr.
#23

Trap Digger - 3W
Creature - Soldier (rare)
2W, Tap : Put a trap counter on target land you control.
Sacrifice a land with a trap counter on it : Trap Digger deals 3 damage to target attacking creature without flying.
1/3
#24

Wing Shards - 1WW
Instant (uncommon)
Target player sacrifices an attacking creature.
Storm
Illus. Darren Bader
#25

Wipe Clean - 1W
Instant (common)
Remove target enchantment from the game.
Cycling 3
#26

Zealous Inquisitor - 2W
Creature - Cleric (common)
1W : The next time 1 damage would be dealt to Zealous Inquisitor this turn, that damage is dealt to target creature instead.
#27
2/2

BLUE (27/27)

Aphetto Runecaster - 3U
Creature - Wizard (uncommon)
Whenever a creature is turned face up, you may draw a card.
2/3
#28

Brain Freeze - 1U
Instant (uncommon)
Target player puts the top three cards of his or her library into his or her graveyard.
Storm
#29

Coast Watcher - 1U
Creature - Bird Soldier (common)
Flying
Protection from green
1/1
Illus. Luca Zontini
#30

Day of the Dragons - 4UUU
Enchantment (rare)
When Day of the Dragons comes into play, remove all creatures you control from the game. Then put that many 5/5 red dragon creature tokens with flying in
When Day of the Dragons leaves play, sacrifice all dragons you control. Then put the removed cards into play under your control.
Illus. Matthew D. Wilson
#31

Decree of Silence - 6UU
Enchantment (rare)
Whenever an opponent plays a spell, counter that spell and put a depletion counter on Decree of Silence. If there are three or more depletion counters on
Cycling 4UU
When you cycle Decree of Silence, you may counter target spell.
Illus. Adam Rex
#32

Dispersal Shield - 1U
Instant (common)
Counter target spell if its converted mana cost is less than or equal to the highest converted mana cost among permanents you control.
#33

Dragon Wings - 1U
Enchant Creature (common)
Enchanted creature gains flying.

Cycling 1U
When a creature with a converted mana cost of 6 or more comes into play, you may return Dragon Wings from your graveyard to play enchanting that creature
#34

Faces of the Past - 2U
Enchantment (uncommon)
Whenever a creature is put into a graveyard from play, tap or untap all creatures that share a creature type with that creature.
#35

Frozen Solid - 1UU
Enchant Creature (common)
Enchanted creature doesn't untap during its controller's untap step.
When damage is dealt to enchanted creature, destroy it.
#36

Hindering Touch 3U
Instant (common)
Counter target spell unless its controller pays 2.
Storm
#37

Long-Term Plans - 2U
Instant (uncommon)
Search your library for a card. Shuffle your library. Then put that card in your library as the third card from the top.
#38

Mercurial Kite - 3U
Creature - Bird (common)
Flying
Whenever Mercurial Kite deals damage to a creature, tap that creature. It doesn't untap during its controller's next untap phase.
2/2
#39

Metamorphose - 1U
Instant (uncommon)
Put target permanent an opponent controls on top of its owner's library. That opponent may put a permanent from hand into play.
#40

Mind's Desire - 4UU
Sorcery (rare)
Shuffle your library. Remove the top card of your library from the game. Until the end of turn, you may play this card without paying its mana cost.
Storm
#41

Mischievous Quanan - 4U
Creature - Beast (rare)
3UU : Turn Mischievous Quanan face down.
Morph 1UU
When Mischievous Quanan is turned face up, copy target instant or sorcery spell. You may choose new targets for that spell.
3/3
Illus. Lara Grant-West
#42

Mistform Warchief - 2U
Creature - Illusion (uncommon)
Creature spells you play that share the same creature type as Mistform Warchief cost 1 less to play.
T : Change Mistform Warchief's creature type to the creature type of your choice until end of turn.
2/2?
#43

Parallel Thoughts - 3UU
Enchantment (rare)
When Parallel Thoughts comes into play, remove seven cards from your library from the game, put them in a face-down pile, and then shuffle the pile and s
If you would draw a card, you may instead put the top card from the pile into your hand.
#44

Pemmin's Aura - 1UU
Enchant Creature (uncommon)
U : Untap enchanted creature.
U : Enchanted creature gains flying until end of turn.
U : Enchanted Creature can't be the target of spells or abilities until end of turn.
1 : Enchanted creature gets +1/-1 or -1/+1 until end of turn.
#45

Raven Guild Initiate - 2U
Creature - Wizard (common)
Morph Return a bird you control to owner's hand.
1/4
#46

Raven Guild Master - 1UU
Creature - Wizard Mutant (rare)
Whenever Raven Guildmaster deals combat damage to a player, that player removes the top 10 cards of his or her library from the game.
Morph 2UU
1/1
Illus. Kev Walker
#47

Riptide Survivor - 2U
Creature - Wizard (uncommon)
Morph 1UU
Whenever Riptide Survivor is turned face up, discard two cards from your hand, then draw three cards.
2/1
#48

Rush of Knowledge - 4U
Sorcery (common)
Draw cards equal to the highest converted mana cost among permanents you control.
"Limitless power is glorious until you gain limitless understanding." - Ixidor, Reality Sculptor
Illus. Eric Peterson
#49

Scornful Egotist - 7U
Creature - Wizard (common)
Morph U
1/1
"Once I was human. Now I am far more."
Illus. Jim Nelson
#50

Shoreline Ranger - 5U
Creature - Bird Soldier (common)
Flying
Islandcycling 2
3/4
#51

Stifle - U
Instant (rare)

Counter target activated or triggered ability.

If I'd wanted your opinion, I would have told you what it was." - Pemmin, Ripptide survivor
#52

Temporal Fissure - 4U
Sorcery (common)
Return target permanent to owner's hand.
Storm
Illus. Edward P. Beard Jr.
#53

Thundercloud Elemental - 5UU
Creature - Elemental (uncommon)
Flying
3U , Tap : Tap all creatures with power 2 or less.
3U : All other creatures lose flying until end of turn.
#54
3/4

BLACK (27/27)

Bladewing's Thrall - 2BB
Creature - Zombie (uncommon)
Bladewing's Thrall has flying as long as you control a dragon.
When a Dragon comes into play, you may return Bladewing's Thrall from your graveyard to play.
3/3
Illus. Kev Walker
#55

Cabal Conditioning - 6B
Sorcery (rare)
Any number of target players each discards cards from his or her hand equal to the highest converted mana cost among permanents you control.
"Hear only the Cabal's voice.
See only the Cabal's way.
Speak only the Cabal's word." - Cabal mantra
Illus. Scott M. Fischer
#56

Cabal Interrogator - 1B
Creature - Zombie Wizard (uncommon)
XB , T : Target player reveals X cards from his or her hand and you choose one of them. That player discards that card. Play this ability only when you c
1/1
Illus. Tony Szczudlo
#57

Call to the Grave - 4B
Enchantment (rare)
At the beginning of each player's upkeep, that player sacrifices a non-Zombie creature. At end of turn, if there are no creatures in play, sacrifice Call
#58

Carrion Feeder - B
Creature - Zombie (common)
Carrion Feeder can't block.
Sacrifice a creature : Put a +1/+1 counter on Carrion Feeder.
1/1
Illus. Brian Snoddy
#59

Chill Haunting - 1B
Instant (uncommon)
As an additional cost to play Chill Haunting, remove X creature cards from your graveyard from the game.
Target creature gets -X/-X until end of turn.
#60

Clutch of Undead - 3BB
Enchant Creature (common)
If enchanted creature is a Zombie, it gets +3/+3. Otherwise, it gets -3/-3.
Illus. Greg Hildebrandt
#61

Consumptive Goo - BB
Creature - Ooze (rare)
2BB : Target creature gets -1/-1 until end of turn. Put a +1/+1 counter on Consumptive Goo.
1/1
#62

Death's-Head Buzzard - 1BB
Creature - Bird? (common)
Flying
When Death's Head Buzzard is put into a graveyard from play, all creatures get -1/-1 until end of turn.
2/1
#63

Decree of Pain - 6BB
Sorcery (rare)
Destroy all creatures. They can't be regenerated. Draw a card for each creature destroyed this way.
Cycling 3BB
When you cycle Decree of Pain, all creatures get -2/-2 until end of turn.
Illus. Carl Critchlow
#64

Dragon Shadow - 1B
Enchant Creature (common)
Enchanted creature gets +1/+0 and fear.
When a creature with a converted mana cost of 6 or more comes into play, you may return Dragon Shadow from your graveyard to play enchanting that creatur
#65

Fatal Mutation - B
Enchant Creature (uncommon)
When enchanted creature is turned face up, destroy it. It can't be regenerated.
#66

Final Punishment - 3BB
Sorcery (rare)
Target player loses life equal to the damage dealt to him or her this turn.
#67

Lethal Vapors - 2BB
Enchantment (rare)
Whenever a creature comes into play, destroy it.
0 : Destroy Lethal Vapors. Skip your next turn. Any player may play this ability.
#68

Lingering Death - 1B
Enchant Creature (common)
The controller of enchanted creature sacrifices it at the end of his turn.
#69

Nefashu - 4BB

Creature - Zombie Mutant (rare)
 When Nefashu attacks, up to five target creatures get -1/-1 until end of turn.
 5/3
 Illus. rk post
 #70

Putrid Raptor - 4BB
 Creature - Zombie Beast (uncommon)
 Morph - Discard a Zombie card from your hand.
 It eagerly gobbles up bits of its own rotting flesh as they fall to the swampy ground.
 Illus. Pete Venters
 #71

Reaping the Graves - 2B
 Instant (common)
 Return target creature card from your graveyard to your hand.
 Storm
 Illus. Ron Spencer
 #72

Skull Tap - 1B
 Sorcery (common)
 As an additional cost to play Skull Tap, sacrifice a creature.
 Draw two cards.
 Illus. Adam Rex
 #73

Soul Collector - 3BB (prerelease foil card)
 Creature - Vampire (rare)
 Morph BBB
 Flying
 Whenever a creature dealt damage by Soul Collector this turn is put into a graveyard, return that card to play under your control.
 3/4
 Illus. Matthew Wilson
 #74

Tendrils of Anguish - 2BB
 Sorcery (uncommon)
 Target player loses 2 life and you gain 2 life.
 Storm
 #75

Twisted Abomination - 5B
 Creature - Zombie Mutant (common)
 B : Regenerate Twisted Abomination
 Swampcycling
 5/3
 Illus. Darren Bader
 #76

Unburden - 1BB
 Sorcery (common)
 Target player discards two cards.
 Cycling 2
 Illus. Wayne England
 #77

Undead Warchief - 2BB
 Creature - Zombie (uncommon)
 All Zombies get +2/+1.
 Zombies spells cost 1 less to play.
 1/1
 #78

Unspeakable Symbol - 1BB
 Enchantment (uncommon)
 Pay three life : Put a +1/+1 counter on target creature.
 #79

Vengeful Dead - 3B
 Creature - Zombie (common)
 Whenever Vengeful dead or another Zombie is put into a graveyard from play, each opponent loses 1 life.
 3/2
 Illus. Alex Horley-Orlandelli
 #80

Zombie Cutthroat - 3BB
 Creature - Zombie (common)
 Morph - Pay 5 life.
 The single-mindedness of a zombie, the cunning of an assassin.
 3/4
 Illus. Thomas M. Baxa
 #81

RED (27/27)

Bonethorn Valesk - 4R
 Creature - Beast (common)
 Whenever a creature is turned face up, Bonethorn Valesk deals 1 damage to target creature or player.
 4/2
 Illus. Allan Pollack
 #82

Carbonize - 2R
 Instant (uncommon)
 Carbonize deals 3 damage to target creature or player. That creature can't be regenerated this turn. If that creature would be put into the graveyard thi
 #83

Chartooth Cougar - 5R
 Creature - Cat Beast (common)
 R : Chartooth Cougar gets +1/+0 until end of turn.
 Mountaincycling 2
 4/4
 Illus. Tony Szczudlo
 #84

Decree of Annihilation - 8RR
 Sorcery (rare)
 Remove all artifacts, creatures, lands, all cards in all hands, and all cards in all graveyards from the game.
 Cycling 5RR
 When you cycle Decree of Annihilation, destroy all lands.
 #85

Dragon Breath - 1R
 Enchant Creature (common)
 Enchanted creature has haste.
 R : Enchanted creature gets +1/+0 until end of turn.
 When a creature with a converted mana cost of 6 or more comes into play, you may return Dragon Breath from your graveyard to play enchanting that creatur
 #86

Dragon Mage - 5RR
 Creature - Dragon Wizard
 Flying
 Whenever Dragon Mage deals combat damage to a player, each player discards his or her hand and draws seven cards.
 5/5
 "You'll bend to my will - with or without your precious sanity."
 Illus. Matthew D. Wilson
 #87

Dragonspeaker Shaman - 1RR
 Creature - Barbarian
 Dragon spells cost 2 less to play.
 2/2
 "We speak the dragons' language of flame and rage. They speak our language of fury and honor. Together we shall weave a tale of destruction without equal
 Illis. Kev Walker
 #88

Dragonstorm - 8R
 Sorcery (rare)
 Search your library for a Dragon card and put it into play. Then shuffle your library.
 Storm
 #89

Dragon Tyrant - 8RR
 Creature - Dragon (rare)
 Flying, Trample, Double Strike
 At the beginning of your upkeep, pay RRRR or sacrifice Dragon Tyrant.
 R : Dragon Tyrant gets +1/+0 until end of turn.
 6/6
 #90

Enrage - XR
 Instant (uncommon)
 Target creature gets +X/+0 until end of turn.
 #91

Extra Arms - 4R
 Enchant Creature (uncommon)
 Whenever enchanted creature attacks, it deals two damage to target creature or player.
 #92

Form of the Dragon - 4RRR
 Enchantment (rare)
 At the beginning of your upkeep, Form of the Dragon deals 5 damage to target creature or player.
 At the end of each turn, your life total becomes 5.
 Creatures without flying can't attack you.
 Illus. Carl Critchlow
 #93

Goblin Brigand - 1R
 Creature - Goblin (common)
 Goblin Brigand attacks each turn if able.
 2/2
 Illus. Arnie Swekel
 #94

Goblin Psychopath - 3R
 Creature - Goblin Mutant (uncommon)
 Whenever Goblin Psychopath attacks or blocks, flip a coin. If you lose the flip, the next time Goblin Psychopath would deal combat damage it deals it to
 5/5
 #95

Goblin Warchief - 1RR
 Creature - Goblin (uncommon)
 Goblin spells you play cost 1 less to play.
 Goblins you control have haste.
 2/2
 They poured from Skirk Ridge like lava, burning and devouring everything in their path.
 Illus. Tim Hildebrandt
 #96

Goblin War Strike - R
 Sorcery (common?)
 Goblin War Strike deals damage to target opponent equal to the number of Goblins you control.
 #97

Grip of Chaos - 4RR
 Enchantment (rare)
 Whenever a spell or ability is put on the stack, reselect its target at random if it has a single target.
 #98

Misguided Rage - 2R
 Sorcery (common)
 Target player sacrifices a permanent.
 #99

Pyrostatic Pillar - 1R
 Enchantment
 Whenever a player plays a spell with converted mana cost of three or less, Pyrostatic Pillar deals two damage to that player.
 #100

Rock Jockey - 2R
 Creature - Goblin (common)
 You can't play Rock Jockey if you played a land this turn. You can't play a land if you played Rock Jockey this turn.
 3/3
 #101

Scattershot - 2R
 Instant (common)
 Scattershot deals 1 damage to target creature.
 Storm
 Illus. Glen Angus
 #102

Siege-Gang Commander - 3RR
 Creature - Goblin (rare)
 When Siege-Gang Commander comes into play, put three 1/1 red Goblin creature tokens into play.
 1R , Sacrifice a Goblin : Siege-Gang Commander deals 2 damage to target creature or player.
 2/2
 Illus. Christopher Moeller
 #103

Skirk Volcanist - 3R
 Creature - Goblin (uncommon)
 Morph Sacrifice 2 mountains
 When Skirk Volcanist is turned face up, it deals 3 damage divided as you choose among any number of target creatures.
 3/1
 Illus. Matt Cavotta

#104
Spark Spray - R
Instant (common)
Spark Spray deals 1 damage to target creature or player.
Cycling R
Illus. Pete Venters
#105

Sulfuric Vortex - 1RR
Enchantment (rare)
At the beginning of each player's upkeep, Sulfuric Vortex deals two damage to that player.
Whoever a player would gain life, that player gains no life instead.
#106

Torrent of Fire - 3RR
Sorcery (common)
Torrent of Fire deals damage equal to the highest converted mana cost among permanents you control to target creature or player.
Dragon fire melts any instrument designed to measure it.
Illus. Thomas M. Baxa
#107

Uncontrolled Infestation - 1R
Enchant Land (common)
Play only on a nonbasic land.
When enchanted land becomes tapped, destroy it.
Illus. Tony Szczudlo
#108

GREEN (27/27)

Accelerated Mutation - 3GG
Instant (common)
Target creature gets +X/+X until end of turn, where X is the highest converted mana cost among permanents you control.
Illus. Edward P. Beard, Jr.
#109

Alpha Status - 2G
Enchant creature (common)
Enchanted creature gets +2/+2 for each other creature that shares a creature type with it.
#110

Ambush Commander - 3GG
Creature - Elf (rare)
Forests you control are 1/1 Green elf creatures that are still land.
1G , Sacrifice an elf : Target creature gets +3/+3 until end of turn.
2/2
#111

Ancient Ooze - 5GG
Creature - Ooze (rare)
Ancient Ooze's power and toughness are each equal to the total converted mana cost of other creatures you control.
*/
#112

Break Asunder - 2GG
Sorcery (common)
Destroy target artifact or enchantment.
Cycling 2
#113

Claws of Wirewood - 3G
Sorcery (uncommon)
Claws of Wirewood deals 3 damage to each creature with flying and each player.
Cycling 2
Illus. Tony Szczudlo
#114

Decree of Savagery - 7GG
Instant (rare)
Put 4 +1/+1 counters on all creatures you control.
Cycling 4GG
When you cycle Decree of Savagery, put four +1/+1 counters on target creature.
#115

Divergent Growth - G
Instant (common)
Until end of turn, lands you control gain "T : Add one mana of any color to your mana pool."
#116

Dragon Fangs - 1G
Enchant Creature (common)
Enchanted creature gets +1/+1 and has trample.
When a creature with a converted mana cost of 6 or more comes into play, you may return Dragon Fangs from your graveyard to play enchanting that creature
#117

Elvish Aberration - 5G
Creature - Elf Mutant (uncommon)
T : Add GGG to your mana pool.
Forestcycling 2
4/5
#118

Fierce Empath - 2G
Creature - Elf (common)
When Fierce Empath comes into play, you may search your library for a creature with converted mana cost of six or more, show it to all players, then shuf
1/1
#119

Forgotten Ancient - 3G
Creature - Elemental (rare)
Whenever a player plays a spell, you may put a +1/+1 counter on Forgotten Ancient.
At the beginning of your upkeep, you may move any number of +1/+1 counters from Forgotten Ancient onto other creatures.
0/3
Its blood is life. Its body is growth.
Illus. Mark Tedin
#120

Hunting Pack - 5GG
Instant (uncommon)
Put a 4/4 green Beast token into play.
Storm
Illus. Jim Nelson
#121

Krosan Drover - 3G
Creature - Elf (common)
Creature spells you play with converted mana cost six or more cost 2 less to play.
2/2

"Sit."
 Illus. Arnie Swekel
 #122

Krosan Warchief - 2G
 Creature - Beast (uncommon)
 Beast spells you play cost 1 less.
 1G : Regenerate target Beast.
 2/2
 #123

Kurgadon - 4G
 Creature - Beast (uncommon)
 Whenever you play a creature spell with converted mana cost 6 or more, put 3 +1/+1 counters on Kurgadon.
 3/3
 #124

One with Nature - G
 Enchant Creature
 When enchanted creature deals combat damage (to a player?) you may search your library for a basic land and put that card into play tapped. Then shuffle
 #125

Primitive Echting - 2GG
 Enchantment (rare)
 Reveal the first card you draw each turn. If it is a creature card, draw a card.
 #126

Root Elemental - 4GG
 Creature - Elemental (rare)
 Morph 5GG
 When Root Elemental is turned face up, you may put a creature card from you hand into play.
 6/5
 #127

Sprouting Vines - 2G
 Instant (common)
 Search your library for a basic land card. Show it to all players, place it in your hand, and then shuffle your library.
 Storm
 #128

Titanic Bulvox - 6GG
 Creature - Beast (common)
 Trample
 Morph 4GG
 7/4
 #129

Treetop Scout - G
 Creature - Elf
 Treetop Scout can't be blocked except by creatures with flying.
 1/1
 #130

Upwelling - 3G
 Enchantment (rare)
 Mana pools don't empty at the end of phases or turns. (This effect stops mana burn.)
 Once again, Kamahl felt the full force of the Mirari's pull, but he had learned much since the last time.
 Illus. John Avon
 #131

Wirewood Guardian - 5GG
 Creature - Elf Mutant (common)
 Forestcycling 2
 6/6
 Illus. Mark Tedin
 #132

Wirewood Symbiote - G
 Creature - Insect (uncommon)
 Return an elf you control to its owner's hand : Untap target creature. Play this ability only once per turn.
 1/1
 #133

Woodcloaker - 5G
 Creature - Elf (common)
 Morph 2GG
 When Woodcloaker is turned face up, target creature gains trample until end of turn.
 3/3
 Illus. Jim Nelson
 #134

Xantid Swarm - G
 Creature - Insect (rare)
 Flying
 Whenever Xantid Swarm attacks, defending player can't play spells until end of turn.
 0/1
 #135

GOLD (4/4)

Bladewing the Risen - 3BBRR
 Creature - Dragon Legend
 Flying
 When Bladewing the Risen comes into play, return target dragon card from your graveyard to play.
 BR : All Dragons get +1/+1 until end of turn.
 4/4
 Illus. Kev Walker
 #136

Edgewalker - 1BW
 Creature - Cleric (uncommon)
 Cleric spells you play cost one less W and/or B. (This reduces colored mana costs only.)
 2/2
 #137

Karona, False God - 1WUBRG
 Creature - Legend (rare)
 Haste
 At the beginning of each player's upkeep, that player untaps Karona, False God and gains control of it.
 When Karona attacks, creatures of the type of your choice get +3/+3 until end of turn.
 5/5
 Illus. Matthew D. Wilson
 #138

Sliver Overlord - WUBRG
 Creature - Sliver Mutant Legend (rare)
 3 : Search you library for a sliver card, reveal that card, and put it into your hand. Then shuffle your library.
 3 : Gain control of target sliver (this effect doesn't end at end of turn)
 "The end of evolution."

7/7

Illus. Tony Szczudlo
#139

ARTIFACT (3/3)

Ark of Blight - 2

Artifact (uncommon)

3 , Tap , Sacrifice Ark of Blight : Destroy target land.

#140

Proteus Machine - 3

Artifact Creature (uncommon)

Morph 0

When Proteus Machine is turned face up, its type becomes the creature type of your choice (this effect doesn't end at end of turn).

2/2

Illus. Greg Staples

#141

Stabilizer - 2

Artifact (rare)

Players can't cycle cards.

"Hold that thought." - Pemmin, Riptide survivor.

Illus. David Martin

#142

LAND (1/1)

Temple of the False God

Land (uncommon)

T : Add 2 to your mana pool. Play this ability only if you control five or more lands.

#143

Copyright 2003 Wizards of the Coast, Inc.

Wizards of the Coast, Magic, Magic: The Gathering,

and Onslaught are trademarks of Wizards of the Coast, Inc.