

Magic: The Gathering - Champions of Kamigawa  
<http://www.magicthegathering.com/>

- Card Name: Akki Avalanchers  
 Cost: R  
 Type: Creature – Goblin Warrior  
 Pow/Tgh: 1/1  
 Rules Text: Sacrifice a land: Akki Avalanchers gets +2/+0 until end of turn. Play this ability only once each turn.  
 Rarity: Common
- Card Name: Akki Coalflinger  
 Cost: 1RR  
 Type: Creature – Goblin Shaman  
 Pow/Tgh: 2/2  
 Rules Text: First strike  
 R, T: Attacking creatures gain first strike until end of turn.  
 Rarity: Uncommon
- Card Name: Akki Lavarunner  
 Cost: 3R  
 Type: Creature – Goblin Warrior  
 Pow/Tgh: 1/1  
 Rules Text: Haste  
 Whenever Akki Lavarunner deals damage to an opponent, flip it.  
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 Tok-Tok, Volcano Born  
 Legendary Creature – Goblin Shaman  
 2/2  
 Protection from red  
 If a red source would deal damage to a player, it deals that much damage plus 1 to that player instead.  
 Rarity: Rare
- Card Name: Akki Rockspeaker  
 Cost: 1R  
 Type: Creature – Goblin Shaman  
 Pow/Tgh: 1/1  
 Rules Text: When Akki Rockspeaker comes into play, add R to your mana pool.  
 Rarity: Common
- Card Name: Akki Underminer  
 Cost: 3R  
 Type: Creature – Goblin Rogue Shaman  
 Pow/Tgh: 1/1  
 Rules Text: Whenever Akki Underminer deals combat damage to a player, that player sacrifices a permanent.  
 Rarity: Uncommon
- Card Name: Ashen-Skin Zubera  
 Cost: 1B  
 Type: Creature – Zubera Spirit  
 Pow/Tgh: 1/2  
 Rules Text: When Ashen-Skin Zubera is put into a graveyard from play, target opponent discards a card for each Zubera put into a graveyard from play this turn.  
 Rarity: Common
- Card Name: Aura of Dominion  
 Cost: UU  
 Type: Enchant Creature

- Pow/Tgh:  
Rules Text: 1, Tap an untapped creature you control: Untap enchanted creature.  
Rarity: Uncommon
- Card Name: Azami, Lady of Scrolls  
Cost: 2UUU  
Type: Legendary Creature – Human Wizard  
Pow/Tgh: 0/2  
Rules Text: Tap an untapped Wizard you control: Draw a card.  
Rarity: Rare
- Card Name: Azusa, Lost but Seeking  
Cost: 2G  
Type: Legendary Creature – Human Monk  
Pow/Tgh: 1/2  
Rules Text: You may play two additional lands on each of your turns.  
Rarity: Rare
- Card Name: Battle-Mad Ronin  
Cost: 1R  
Type: Creature – Human Samurai  
Pow/Tgh: 1/1  
Rules Text: Bushido 2 (When this blocks or becomes blocked, it gets +2/+2 until end of turn.)  
Battle-Mad Ronin attacks each turn if able.  
Rarity: Common
- Card Name: Befoul  
Cost: 2BB  
Type: Sorcery  
Pow/Tgh:  
Rules Text: Destroy target land or nonblack creature. It can't be regenerated.  
Rarity: Common
- Card Name: Ben-Ben, Akki Hermit  
Cost: 2RR  
Type: Legendary Creature – Goblin Shaman  
Pow/Tgh: 1/1  
Rules Text: T: Ben-Ben, Akki Hermit deals damage to target attacking creature equal to the number of untapped Mountains you control.  
Rarity: Rare
- Card Name: Blessed Breath  
Cost: W  
Type: Instant – Arcane  
Pow/Tgh:  
Rules Text: Target creature you control gains protection from the color of your choice until end of turn.  
Splice onto Arcane W (As you play an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)  
Rarity: Common
- Card Name: Blind with Anger  
Cost: 3R  
Type: Instant – Arcane  
Pow/Tgh:  
Rules Text: Untap target nonlegendary creature and gain control of it until end of turn. That creature gains haste until end of turn.

Rarity: Uncommon

Card Name: Blood Rites

Cost: 3RR

Type: Enchantment

Pow/Tgh:

Rules Text: 1R, Sacrifice a creature: Blood Rites deals 2 damage to target creature or player.

Rarity: Uncommon

Card Name: Blood Speaker

Cost: 3B

Type: Creature – Ogre Shaman

Pow/Tgh: 3/2

Rules Text: At the beginning of your upkeep, you may sacrifice Blood Speaker. If you do, search your library for a Demon card, reveal that card, and put it into your hand. Then shuffle your library.  
Whenever a Demon comes into play under your control, return Blood Speaker from your graveyard to your hand.

Rarity: Uncommon

Card Name: Bloodthirsty Ogre

Cost: 2B

Type: Creature – Ogre Warrior Shaman

Pow/Tgh: 3/1

Rules Text: T: Put a devotion counter on Bloodthirsty Ogre.  
T: Target creature gets -X/-X until end of turn, where X is the number of devotion counters on Bloodthirsty Ogre. Play this ability only if you control a Demon.

Rarity: Uncommon

Card Name: Boseiju, Who Shelters All

Cost:

Type: Legendary Land

Pow/Tgh:

Rules Text: Boseiju, Who Shelters All comes into play tapped.  
T, Pay 2 life: Add 1 to your mana pool. If that mana is spent on an instant or sorcery spell, that spell can't be countered by spells or abilities.

Rarity: Rare

Card Name: Brothers Yamazaki

Cost: 2R

Type: Legendary Creature – Human Samurai

Pow/Tgh: 2/1

Rules Text: Bushido 1 (When this blocks or becomes blocked, it gets +1/+1 until end of turn.)  
If there are exactly two permanents named Brothers Yamazaki in play, the "legend rule" doesn't apply to them.  
Each other creature named Brothers Yamazaki gets +2/+2 and has haste.

Rarity: Uncommon, Champions of Kamigawa  
uncommon

Card Name: Brutal Deceiver

Cost: 2R

Type: Creature – Spirit

Pow/Tgh: 2/2

Rules Text: 1: Look at the top card of your library.  
2: Reveal the top card of your library. If it's a land, Brutal Deceiver gets +1/+0 and gains first strike until end of turn. Play this ability only once each turn.

Rarity: Common

Card Name: Budoka Gardener

Cost: 1G

Type: Creature – Human Monk

Pow/Tgh: 2/1

Rules Text: T: You may put a land card from your hand into play.  
If you control ten or more lands, flip Budoka Gardener.

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Dokai, Weaver of Life

Legendary Creature – Human Monk

3/3

4GG, T: Put an X/X green Elemental creature token into play, where X is the number of lands you control.

Rarity: Rare

Card Name: Burr Grafter

Cost: 3G

Type: Creature – Spirit

Pow/Tgh: 2/2

Rules Text: Sacrifice Burr Grafter: Target creature gets +2/+2 until end of turn.

Soulshift 3 (When this is put into a graveyard from play, you may return target Spirit card with converted mana cost 3 or less from your graveyard to your hand.)

Rarity: Common

Card Name: Bushi Tenderfoot

Cost: W

Type: Creature – Human Soldier

Pow/Tgh: 1/1

Rules Text: When a creature dealt damage by Bushi Tenderfoot this turn is put into a graveyard, flip Bushi Tenderfoot.

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Kenzo the Hardhearted

Legendary Creature – Human Samurai

3/4

Double strike; bushido 2 (When this blocks or becomes blocked, it gets +2/+2 until end of turn.)

Rarity: Uncommon

Card Name: Cage of Hands

Cost: 2W

Type: Enchant Creature

Pow/Tgh:

Rules Text: Enchanted creature can't attack or block.  
1W: Return Cage of Hands to its owner's hand.

Rarity: Common

Card Name: Call to Glory

Cost: 1W

Type: Instant

Pow/Tgh:

Rules Text: Untap all creatures you control. Samurai you control get +1/+1 until end of turn.

Rarity: Common

Card Name: Callous Deceiver

Cost: 2U

Type: Creature – Spirit

Pow/Tgh: 1/3

Rules Text: 1: Look at the top card of your library.  
2: Reveal the top card of your library. If it's a land, Callous Deceiver gets +1/+0 and gains flying until

end of turn. Play this ability only once each turn.

Rarity: Common

Card Name: Candles' Glow

Cost: 1W

Type: Instant – Arcane

Pow/Tgh:

Rules Text: Prevent the next 3 damage that would be dealt to target creature or player this turn. You gain 1 life for each damage prevented this way.

Splice onto Arcane 1W (As you play an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)

Rarity: Uncommon

Card Name: Cleanfall

Cost: 2W

Type: Sorcery – Arcane

Pow/Tgh:

Rules Text: Destroy all enchantments.

Rarity: Uncommon

Card Name: Cloudcrest Lake

Cost:

Type: Land

Pow/Tgh:

Rules Text: T: Add 1 to your mana pool.

T: Add W or U to your mana pool. Cloudcrest Lake doesn't untap during your next untap step.

Rarity: Uncommon

Card Name: Commune with Nature

Cost: G

Type: Sorcery

Pow/Tgh:

Rules Text: Look at the top five cards of your library. You may reveal a creature card from among them and put it into your hand. Put the rest on the bottom of your library in any order.

Rarity: Common

Card Name: Consuming Vortex

Cost: 1U

Type: Instant – Arcane

Pow/Tgh:

Rules Text: Return target creature to its owner's hand.

Splice onto Arcane 3U (As you play an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)

Rarity: Common

Card Name: Counsel of the Soratami

Cost: 2U

Type: Sorcery

Pow/Tgh:

Rules Text: Draw two cards.

Rarity: Common

Card Name: Cranial Extraction

Cost: 3B

Type: Sorcery – Arcane

Pow/Tgh:

Rules Text: Name a nonland card. Search target player's graveyard, hand, and library for all cards with that name and remove them from the game. Then that player shuffles his or her library.

Rarity: Rare

Card Name: Cruel Deceiver  
 Cost: 1B  
 Type: Creature – Spirit  
 Pow/Tgh: 2/1

Rules Text: 1: Look at the top card of your library.  
 2: Reveal the top card of your library. If it's a land, Cruel Deceiver gains "Whenever Cruel Deceiver deals damage to a creature, destroy that creature" until end of turn. Play this ability only once each turn.

Rarity: Common

Card Name: Crushing Pain  
 Cost: 1R  
 Type: Instant – Arcane  
 Pow/Tgh:

Rules Text: Crushing Pain deals 6 damage to target creature that was dealt damage this turn.

Rarity: Common

Card Name: Cursed Ronin  
 Cost: 3B  
 Type: Creature – Human Samurai  
 Pow/Tgh: 1/1

Rules Text: Bushido 1 (When this blocks or becomes blocked, it gets +1/+1 until end of turn.)  
 B: Cursed Ronin gets +1/+1 until end of turn.

Rarity: Common

Card Name: Cut the Tethers  
 Cost: 2UU  
 Type: Sorcery  
 Pow/Tgh:

Rules Text: For each Spirit, return it to its owner's hand unless that player pays 3.

Rarity: Uncommon

Card Name: Dampen Thought  
 Cost: 1U  
 Type: Instant – Arcane  
 Pow/Tgh:

Rules Text: Target player puts the top four cards of his or her library into his or her graveyard.  
 Splice onto Arcane 1U (As you play an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)

Rarity: Uncommon

Card Name: Dance of Shadows  
 Cost: 3BB  
 Type: Sorcery – Arcane  
 Pow/Tgh:

Rules Text: Creatures you control get +1/+0 and gain fear until end of turn.

Rarity: Uncommon

Card Name: Deathcurse Ogre  
 Cost: 5B

Type: Creature – Ogre Warrior  
 Pow/Tgh: 3/3  
 Rules Text: When Deathcurse Ogre is put into a graveyard from play, each player loses 3 life.  
 Rarity: Common

Card Name: Desperate Ritual  
 Cost: 1R  
 Type: Instant – Arcane  
 Pow/Tgh:  
 Rules Text: Add RRR to your mana pool.  
 Splice onto Arcane 1R (As you play an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)  
 Rarity: Common

Card Name: Devoted Retainer  
 Cost: W  
 Type: Creature – Human Samurai  
 Pow/Tgh: 1/1  
 Rules Text: Bushido 1 (When this blocks or becomes blocked, it gets +1/+1 until end of turn.)  
 Rarity: Common

Card Name: Devouring Greed  
 Cost: 2BB  
 Type: Sorcery – Arcane  
 Pow/Tgh:  
 Rules Text: As an additional cost to play Devouring Greed, you may sacrifice any number of Spirits.  
 Target player loses 2 life plus 2 life for each Spirit sacrificed this way. You gain that much life.  
 Rarity: Common

Card Name: Devouring Rage  
 Cost: 4R  
 Type: Instant – Arcane  
 Pow/Tgh:  
 Rules Text: As an additional cost to play Devouring Rage, you may sacrifice any number of Spirits.  
 Target creature gets +3/+0 until end of turn. For each Spirit sacrificed this way, that creature gets an additional +3/+0 until end of turn.  
 Rarity: Common

Card Name: Distress  
 Cost: BB  
 Type: Sorcery  
 Pow/Tgh:  
 Rules Text: Target player reveals his or her hand. You choose a nonland card from it. That player discards that card.  
 Rarity: Common

Card Name: Dosan the Falling Leaf  
 Cost: 1GG  
 Type: Legendary Creature – Human Monk  
 Pow/Tgh: 2/2  
 Rules Text: Players can play spells only during their own turns.  
 Rarity: Rare

Card Name: Dripping-Tongue Zubera  
 Cost: 1G  
 Type: Creature – Zubera Spirit

Pow/Tgh: 1/2  
Rules Text: When Dripping-Tongue Zubera is put into a graveyard from play, put a 1/1 colorless Spirit creature token into play for each Zubera put into a graveyard from play this turn.  
Rarity: Common

Card Name: Earthshaker  
Cost: 4RR  
Type: Creature – Spirit  
Pow/Tgh: 4/5  
Rules Text: Whenever you play a Spirit or Arcane spell, Earthshaker deals 2 damage to each creature without flying.  
Rarity: Uncommon

Card Name: Eerie Procession  
Cost: 2U  
Type: Sorcery – Arcane  
Pow/Tgh:  
Rules Text: Search your library for an Arcane card, reveal that card, and put it into your hand. Then shuffle your library.  
Rarity: Uncommon

Card Name: Eiganjo Castle  
Cost:  
Type: Legendary Land  
Pow/Tgh:  
Rules Text: T: Add W to your mana pool.  
W, T: Prevent the next 2 damage that would be dealt to target legendary creature this turn.  
Rarity: Rare

Card Name: Eight-and-a-Half-Tails  
Cost: WW  
Type: Legendary Creature – Fox Cleric  
Pow/Tgh: 2/2  
Rules Text: 1W: Target permanent you control gains protection from white until end of turn.  
1: Target spell or permanent becomes white until end of turn.  
Rarity: Rare

Card Name: Ember-Fist Zubera  
Cost: 1R  
Type: Creature – Zubera Spirit  
Pow/Tgh: 1/2  
Rules Text: When Ember-Fist Zubera is put into a graveyard from play, it deals damage to target creature or player equal to the number of Zubera put into all graveyards from play this turn.  
Rarity: Common

Card Name: Ethereal Haze  
Cost: W  
Type: Instant – Arcane  
Pow/Tgh:  
Rules Text: Prevent all damage that would be dealt by creatures this turn.  
Rarity: Common

Card Name: Eye of Nowhere  
Cost: UU  
Type: Sorcery – Arcane

Pow/Tgh:  
Rules Text: Return target permanent to its owner's hand.  
Rarity: Common

Card Name: Feast of Worms  
Cost: 3GG  
Type: Sorcery – Arcane  
Pow/Tgh:  
Rules Text: Destroy target land. If that land is legendary, its controller sacrifices another land.  
Rarity: Uncommon

Card Name: Feral Deceiver  
Cost: 3G  
Type: Creature – Spirit  
Pow/Tgh: 3/2  
Rules Text: 1: Look at the top card of your library.  
2: Reveal the top card of your library. If it's a land, Feral Deceiver gets +2/+2 and gains trample until end of turn. Play this ability only once each turn.  
Rarity: Common

Card Name: Field of Reality  
Cost: 2U  
Type: Enchant Creature  
Pow/Tgh:  
Rules Text: Enchanted creature can't be blocked by Spirits.  
1U: Return Field of Reality to its owner's hand.  
Rarity: Common

Card Name: Floating-Dream Zubera  
Cost: 1U  
Type: Creature – Zubera Spirit  
Pow/Tgh: 1/2  
Rules Text: When Floating-Dream Zubera is put into a graveyard from play, draw a card for each Zubera put into a graveyard from play this turn.  
Rarity: Common

Card Name: Forbidden Orchard  
Cost:  
Type: Land  
Pow/Tgh:  
Rules Text: T: Add one mana of any color to your mana pool.  
Whenever you tap Forbidden Orchard for mana, put a 1/1 colorless Spirit creature token into play under target opponent's control.  
Rarity: Rare

Card Name: Forest  
Cost:  
Type: Basic Land – Forest  
Pow/Tgh:  
Rules Text: [G]  
Rarity: Champions of Kamigawa basic land

Card Name: Frostwielder  
Cost: 2RR  
Type: Creature – Human Shaman  
Pow/Tgh: 1/2  
Rules Text: T: Frostwielder deals 1 damage to target creature or player.  
If a creature dealt damage by Frostwielder this turn would be put into a graveyard, remove it from the game

instead.

Rarity: Common

Card Name: Gale Force

Cost: 4G

Type: Sorcery

Pow/Tgh:

Rules Text: Gale Force deals 5 damage to each creature with flying.

Rarity: Uncommon

Card Name: General's Kabuto

Cost: 4

Type: Artifact – Equipment

Pow/Tgh:

Rules Text: Equipped creature can't be the target of spells or abilities.

Prevent all combat damage that would be dealt to equipped creature.

Equip 2 (2: Attach to target creature you control.

Equip only as a sorcery.)

Rarity: Rare

Card Name: Ghostly Prison

Cost: 2W

Type: Enchantment

Pow/Tgh:

Rules Text: Creatures can't attack you unless their controller pays 2 for each creature attacking you. (This cost is paid as attackers are declared.)

Rarity: Uncommon

Card Name: Gibbering Kami

Cost: 3B

Type: Creature – Spirit

Pow/Tgh: 2/2

Rules Text: Flying

Soulshift 3 (When this is put into a graveyard from play, you may return target Spirit card with converted mana cost 3 or less from your graveyard to your hand.)

Rarity: Common

Card Name: Gifts Ungiven

Cost: 3U

Type: Instant

Pow/Tgh:

Rules Text: Search your library for four cards with different names and reveal them. Target opponent chooses two of those cards. Put the chosen cards into your graveyard and the rest into your hand. Then shuffle your library.

Rarity: Rare

Card Name: Glacial Ray

Cost: 1R

Type: Instant – Arcane

Pow/Tgh:

Rules Text: Glacial Ray deals 2 damage to target creature or player.

Splice onto Arcane 1R (As you play an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)

Rarity: Common

Card Name: Glimpse of Nature

Cost: G

- Type: Sorcery  
 Pow/Tgh:  
 Rules Text: Whenever you play a creature spell this turn, draw a card.  
 Rarity: Rare
- Card Name: Godo, Bandit Warlord  
 Cost: 5R  
 Type: Legendary Creature – Human Barbarian  
 Pow/Tgh: 3/3  
 Rules Text: When Godo, Bandit Warlord comes into play, you may search your library for an Equipment card and put it into play. If you do, shuffle your library. Whenever Godo attacks for the first time each turn, untap it and all Samurai you control. After this phase, you get an additional combat phase.  
 Rarity: Rare
- Card Name: Graceful Adept  
 Cost: 2U  
 Type: Creature – Human Wizard  
 Pow/Tgh: 1/3  
 Rules Text: You have no maximum hand size.  
 Rarity: Uncommon
- Card Name: Guardian of Solitude  
 Cost: 1U  
 Type: Creature – Spirit  
 Pow/Tgh: 1/2  
 Rules Text: Whenever you play a Spirit or Arcane spell, target creature gains flying until end of turn.  
 Rarity: Uncommon
- Card Name: Gutwrencher Oni  
 Cost: 3BB  
 Type: Creature – Demon Spirit  
 Pow/Tgh: 5/4  
 Rules Text: Trample  
 At the beginning of your upkeep, discard a card if you don't control an Ogre.  
 Rarity: Uncommon
- Card Name: Hair-Strung Koto  
 Cost: 6  
 Type: Artifact  
 Pow/Tgh:  
 Rules Text: Tap an untapped creature you control: Target player puts the top card of his or her library into his or her graveyard.  
 Rarity: Rare
- Card Name: Hall of the Bandit Lord  
 Cost:  
 Type: Legendary Land  
 Pow/Tgh:  
 Rules Text: Hall of the Bandit Lord comes into play tapped.  
 T, Pay 3 life: Add 1 to your mana pool. If that mana is spent on a creature spell, that creature has haste.  
 Rarity: Rare
- Card Name: Hana Kami  
 Cost: G  
 Type: Creature – Spirit  
 Pow/Tgh: 1/1

Rules Text: 1G, Sacrifice Hana Kami: Return target Arcane card from your graveyard to your hand.

Rarity: Uncommon

Card Name: Hanabi Blast

Cost: 1RR

Type: Instant

Pow/Tgh:

Rules Text: Hanabi Blast deals 2 damage to target creature or player. Return Hanabi Blast to its owner's hand, then discard a card at random.

Rarity: Uncommon

Card Name: Hankyu

Cost: 1

Type: Artifact – Equipment

Pow/Tgh:

Rules Text: Equipped creature has "T: Put an aim counter on Hankyu" and "T, Remove all aim counters from Hankyu: This creature deals damage to target creature or player equal to the number of aim counters removed."  
Equip 4 (4: Attach to target creature you control. Equip only as a sorcery.)

Rarity: Uncommon

Card Name: Harsh Deceiver

Cost: 3W

Type: Creature – Spirit

Pow/Tgh: 1/4

Rules Text: 1: Look at the top card of your library.  
2: Reveal the top card of your library. If it's a land, untap Harsh Deceiver and it gets +1/+1 until end of turn. Play this ability only once each turn.

Rarity: Common

Card Name: He Who Hungers

Cost: 4B

Type: Legendary Creature – Spirit

Pow/Tgh: 3/2

Rules Text: Flying  
1, Sacrifice a Spirit: Target opponent reveals his or her hand. Choose a card from it. That player discards that card. Play this ability only any time you could play a sorcery.  
Soulshift 4

Rarity: Rare

Card Name: Heartbeat of Spring

Cost: 2G

Type: Enchantment

Pow/Tgh:

Rules Text: Whenever a player taps a land for mana, that player adds one mana of that type to his or her mana pool.

Rarity: Rare

Card Name: Hearth Kami

Cost: 1R

Type: Creature – Spirit

Pow/Tgh: 2/1

Rules Text: X, Sacrifice Hearth Kami: Destroy target artifact with converted mana cost X.

Rarity: Common

Card Name: Hideous Laughter

Cost: 2BB  
 Type: Instant – Arcane  
 Pow/Tgh:  
 Rules Text: All creatures get -2/-2 until end of turn.  
 Splice onto Arcane 3BB (As you play an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)  
 Rarity: Uncommon

Card Name: Hikari, Twilight Guardian  
 Cost: 3WW  
 Type: Legendary Creature – Spirit  
 Pow/Tgh: 4/4  
 Rules Text: Flying  
 Whenever you play a Spirit or Arcane spell, you may remove Hikari, Twilight Guardian from the game. If you do, return it to play under its owner's control at end of turn.  
 Rarity: Rare

Card Name: Hinder  
 Cost: 1UU  
 Type: Instant  
 Pow/Tgh:  
 Rules Text: Counter target spell. If it's countered this way, put that card on the top or bottom of its owner's library instead of that player's graveyard.  
 Rarity: Uncommon

Card Name: Hisoka, Minamo Sensei  
 Cost: 2UU  
 Type: Legendary Creature – Human Wizard  
 Pow/Tgh: 1/3  
 Rules Text: 2U, Discard a card: Counter target spell if it has the same converted mana cost as the discarded card.  
 Rarity: Rare

Card Name: Hisoka's Defiance  
 Cost: 1U  
 Type: Instant  
 Pow/Tgh:  
 Rules Text: Counter target Spirit or Arcane spell.  
 Rarity: Common

Card Name: Hisoka's Guard  
 Cost: 1U  
 Type: Creature – Human Wizard  
 Pow/Tgh: 1/1  
 Rules Text: You may choose not to untap Hisoka's Guard during your untap step.  
 1U, T: As long as Hisoka's Guard remains tapped, target creature you control other than Hisoka's Guard can't be the target of spells or abilities.  
 Rarity: Common

Card Name: Hold the Line  
 Cost: 1WW  
 Type: Instant  
 Pow/Tgh:  
 Rules Text: Blocking creatures get +7/+7 until end of turn.  
 Rarity: Rare

Card Name: Honden of Cleansing Fire

Cost: 3W  
 Type: Legendary Enchantment – Shrine  
 Pow/Tgh:  
 Rules Text: At the beginning of your upkeep, you gain 2 life for each Shrine you control.  
 Rarity: Uncommon

Card Name: Honden of Infinite Rage  
 Cost: 2R  
 Type: Legendary Enchantment – Shrine  
 Pow/Tgh:  
 Rules Text: At the beginning of your upkeep, Honden of Infinite Rage deals damage to target creature or player equal to the number of Shrines you control.  
 Rarity: Uncommon

Card Name: Honden of Life's Web  
 Cost: 4G  
 Type: Legendary Enchantment – Shrine  
 Pow/Tgh:  
 Rules Text: At the beginning of your upkeep, put a 1/1 colorless Spirit creature token into play for each Shrine you control.  
 Rarity: Uncommon

Card Name: Honden of Night's Reach  
 Cost: 3B  
 Type: Legendary Enchantment – Shrine  
 Pow/Tgh:  
 Rules Text: At the beginning of your upkeep, target opponent discards a card for each Shrine you control.  
 Rarity: Uncommon

Card Name: Honden of Seeing Winds  
 Cost: 4U  
 Type: Legendary Enchantment – Shrine  
 Pow/Tgh:  
 Rules Text: At the beginning of your upkeep, draw a card for each Shrine you control.  
 Rarity: Uncommon

Card Name: Honor-Worn Shaku  
 Cost: 3  
 Type: Artifact  
 Pow/Tgh:  
 Rules Text: T: Add 1 to your mana pool.  
 Tap an untapped legendary permanent you control: Untap Honor-Worn Shaku.  
 Rarity: Uncommon

Card Name: Horizon Seed  
 Cost: 4W  
 Type: Creature – Spirit  
 Pow/Tgh: 2/1  
 Rules Text: Whenever you play a Spirit or Arcane spell, regenerate target creature.  
 Rarity: Uncommon

Card Name: Horobi, Death's Wail  
 Cost: 2BB  
 Type: Legendary Creature – Spirit  
 Pow/Tgh: 4/4  
 Rules Text: Flying  
 Whenever a creature becomes the target of a spell or

ability, destroy that creature.

Rarity: Rare

Card Name: Humble Budoka

Cost: 1G

Type: Creature – Human Monk

Pow/Tgh: 2/2

Rules Text: Humble Budoka can't be the target of spells or abilities.

Rarity: Common

Card Name: Hundred-Talon Kami

Cost: 4W

Type: Creature – Spirit

Pow/Tgh: 2/3

Rules Text: Flying

Soulshift 4 (When this is put into a graveyard from play, you may return target Spirit card with converted mana cost 4 or less from your graveyard to your hand.)

Rarity: Common

Card Name: Imi Statue

Cost: 3

Type: Artifact

Pow/Tgh:

Rules Text: Players can't untap more than one artifact during their untap steps.

Rarity: Rare

Card Name: Iname, Death Aspect

Cost: 4BB

Type: Legendary Creature – Spirit

Pow/Tgh: 4/4

Rules Text: When Iname, Death Aspect comes into play, you may search your library for any number of Spirit cards and put them into your graveyard. If you do, shuffle your library.

Rarity: Rare

Card Name: Iname, Life Aspect

Cost: 4GG

Type: Legendary Creature – Spirit

Pow/Tgh: 4/4

Rules Text: When Iname, Life Aspect is put into a graveyard from play, you may remove Iname, Life Aspect from the game. If you do, return any number of target Spirit cards from your graveyard to your hand.

Rarity: Rare

Card Name: Indomitable Will

Cost: 1W

Type: Enchant Creature

Pow/Tgh:

Rules Text: You may play Indomitable Will any time you could play an instant.

Enchanted creature gets +1/+2.

Rarity: Common

Card Name: Initiate of Blood

Cost: 3R

Type: Creature – Ogre Shaman

Pow/Tgh: 2/2

Rules Text: T: Initiate of Blood deals 1 damage to target creature that was dealt damage this turn. When that creature is put into a graveyard this turn, flip Initiate of Blood.

-----

Goka the Unjust  
 Legendary Creature – Ogre Shaman  
 4/4  
 T: Goka the Unjust deals 4 damage to target creature  
 that was dealt damage this turn.

Rarity: Uncommon

Card Name: Innocence Kami  
 Cost: 3WW  
 Type: Creature – Spirit  
 Pow/Tgh: 2/3

Rules Text: W, T: Tap target creature.  
 Whenever you play a Spirit or Arcane spell, untap Innocence  
 Kami.

Rarity: Uncommon

Card Name: Isamaru, Hound of Konda  
 Cost: W  
 Type: Legendary Creature – Hound  
 Pow/Tgh: 2/2

Rules Text:

Rarity: Rare

Card Name: Island  
 Cost:  
 Type: Basic Land – Island  
 Pow/Tgh:

Rules Text: [U]

Rarity: Champions of Kamigawa basic land

Card Name: Jade Idol  
 Cost: 4  
 Type: Artifact  
 Pow/Tgh:

Rules Text: Whenever you play a Spirit or Arcane spell, Jade Idol  
 becomes a 4/4 Spirit artifact creature until end of  
 turn.

Rarity: Uncommon

Card Name: Journeyer's Kite  
 Cost: 2  
 Type: Artifact

Pow/Tgh:

Rules Text: 3, T: Search your library for a basic land card, reveal  
 it, and put it into your hand. Then shuffle your library.

Rarity: Rare

Card Name: Joyous Respite  
 Cost: 3G  
 Type: Sorcery – Arcane  
 Pow/Tgh:

Rules Text: You gain 1 life for each land you control.

Rarity: Common

Card Name: Jugan, the Rising Star  
 Cost: 3GGG  
 Type: Legendary Creature – Dragon Spirit  
 Pow/Tgh: 5/5

Rules Text: Flying

When Jugan, the Rising Star is put into a graveyard  
 from play, you may distribute five +1/+1 counters among  
 any number of target creatures.

Rarity: Rare

Card Name: Jukai Messenger

Cost: G

Type: Creature – Human Monk

Pow/Tgh: 1/1

Rules Text: Forestwalk

Rarity: Common

Card Name: Junkyo Bell

Cost: 4

Type: Artifact

Pow/Tgh:

Rules Text: At the beginning of your upkeep, you may have target creature you control get +X/+X until end of turn, where X is the number of creatures you control. If you do, sacrifice that creature at end of turn.

Rarity: Rare

Card Name: Jushi Apprentice

Cost: 1U

Type: Creature – Human Wizard

Pow/Tgh: 1/2

Rules Text: 2U, T: Draw a card. If you have nine or more cards in hand, flip Jushi Apprentice.

-----

Tomoya the Revealer

Legendary Creature – Human Wizard

2/3

3UU, T: Target player draws X cards, where X is the number of cards in your hand.

Rarity: Rare

Card Name: Kabuto Moth

Cost: 2W

Type: Creature – Spirit

Pow/Tgh: 1/2

Rules Text: Flying

T: Target creature gets +1/+2 until end of turn.

Rarity: Common

Card Name: Kami of Ancient Law

Cost: 1W

Type: Creature – Spirit

Pow/Tgh: 2/2

Rules Text: Sacrifice Kami of Ancient Law: Destroy target enchantment.

Rarity: Common

Card Name: Kami of Fire's Roar

Cost: 3R

Type: Creature – Spirit

Pow/Tgh: 2/3

Rules Text: Whenever you play a Spirit or Arcane spell, target creature can't block this turn.

Rarity: Common

Card Name: Kami of Lunacy

Cost: 4BB

Type: Creature – Spirit

Pow/Tgh: 4/1

Rules Text: Flying

Soulshift 5 (When this is put into a graveyard from play, you may return target Spirit card with converted mana cost 5 or less from your graveyard to your hand.)

Rarity: Uncommon

Card Name: Kami of Old Stone  
 Cost: 3W  
 Type: Creature – Spirit  
 Pow/Tgh: 1/7  
 Rules Text:  
 Rarity: Uncommon

Card Name: Kami of the Hunt  
 Cost: 2G  
 Type: Creature – Spirit  
 Pow/Tgh: 2/2  
 Rules Text: Whenever you play a Spirit or Arcane spell, Kami of the Hunt gets +1/+1 until end of turn.  
 Rarity: Common

Card Name: Kami of the Painted Road  
 Cost: 4W  
 Type: Creature – Spirit  
 Pow/Tgh: 3/3  
 Rules Text: Whenever you play a Spirit or Arcane spell, Kami of the Painted Road gains protection from the color of your choice until end of turn.  
 Rarity: Common

Card Name: Kami of the Palace Fields  
 Cost: 5W  
 Type: Creature – Spirit  
 Pow/Tgh: 3/2  
 Rules Text: Flying, first strike  
 Soulshift 5 (When this is put into a graveyard from play, you may return target Spirit card with converted mana cost 5 or less from your graveyard to your hand.)  
 Rarity: Uncommon

Card Name: Kami of the Waning Moon  
 Cost: 2B  
 Type: Creature – Spirit  
 Pow/Tgh: 1/1  
 Rules Text: Flying  
 Whenever you play a Spirit or Arcane spell, target creature gains fear until end of turn.  
 Rarity: Common

Card Name: Kami of Twisted Reflection  
 Cost: 1UU  
 Type: Creature – Spirit  
 Pow/Tgh: 2/2  
 Rules Text: Sacrifice Kami of Twisted Reflection: Return target creature you control to its owner's hand.  
 Rarity: Common

Card Name: Kashi-Tribe Reaver  
 Cost: 3G  
 Type: Creature – Snake Warrior  
 Pow/Tgh: 3/2  
 Rules Text: Whenever Kashi-Tribe Reaver deals combat damage to a creature, tap that creature and it doesn't untap during its controller's next untap step.  
 1G: Regenerate Kashi-Tribe Reaver.  
 Rarity: Uncommon

Card Name: Kashi-Tribe Warriors  
 Cost: 3GG

Type: Creature – Snake Warrior  
 Pow/Tgh: 2/4  
 Rules Text: Whenever Kashi-Tribe Warriors deals combat damage to a creature, tap that creature and it doesn't untap during its controller's next untap step.  
 Rarity: Common

Card Name: Keiga, the Tide Star  
 Cost: 5U  
 Type: Legendary Creature – Dragon Spirit  
 Pow/Tgh: 5/5  
 Rules Text: Flying  
 When Keiga, the Tide Star is put into a graveyard from play, gain control of target creature.  
 Rarity: Rare

Card Name: Kiki-Jiki, Mirror Breaker  
 Cost: 2RRR  
 Type: Legendary Creature – Goblin Shaman  
 Pow/Tgh: 2/2  
 Rules Text: Haste  
 T: Put a creature token into play that's a copy of target nonlegendary creature you control. That creature token has haste. Sacrifice it at end of turn.  
 Rarity: Rare

Card Name: Kiku, Night's Flower  
 Cost: BB  
 Type: Legendary Creature – Human Assassin  
 Pow/Tgh: 1/1  
 Rules Text: 2BB, T: Target creature deals damage to itself equal to its power.  
 Rarity: Rare

Card Name: Kitsune Blademaster  
 Cost: 2W  
 Type: Creature – Fox Samurai  
 Pow/Tgh: 2/2  
 Rules Text: First strike  
 Bushido 1 (When this blocks or becomes blocked, it gets +1/+1 until end of turn.)  
 Rarity: Common

Card Name: Kitsune Diviner  
 Cost: W  
 Type: Creature – Fox Cleric  
 Pow/Tgh: 0/1  
 Rules Text: T: Tap target Spirit.  
 Rarity: Common

Card Name: Kitsune Healer  
 Cost: 3W  
 Type: Creature – Fox Cleric  
 Pow/Tgh: 2/2  
 Rules Text: T: Prevent the next 1 damage that would be dealt to target creature or player this turn.  
 T: Prevent all damage that would be dealt to target legendary creature this turn.  
 Rarity: Common

Card Name: Kitsune Mystic  
 Cost: 3W  
 Type: Creature – Fox Wizard  
 Pow/Tgh: 2/3

Rules Text: At end of turn, if Kitsune Mystic is enchanted by two or more enchantments, flip it.

-----

Autumn-Tail, Kitsune Sage  
 Legendary Creature – Fox Wizard  
 4/5

1: Move target enchantment enchanting a creature to another creature.

Rarity: Rare

Card Name: Kitsune Riftwalker

Cost: 1WW

Type: Creature – Fox Wizard

Pow/Tgh: 2/1

Rules Text: Protection from Spirits and from Arcane

Rarity: Common

Card Name: Kodama of the North Tree

Cost: 2GGG

Type: Legendary Creature – Spirit

Pow/Tgh: 6/4

Rules Text: Trample

Kodama of the North Tree can't be the target of spells or abilities.

Rarity: Rare

Card Name: Kodama of the South Tree

Cost: 2GG

Type: Legendary Creature – Spirit

Pow/Tgh: 4/4

Rules Text: Whenever you play a Spirit or Arcane spell, each other creature you control gets +1/+1 and gains trample until end of turn.

Rarity: Rare

Card Name: Kodama's Might

Cost: G

Type: Instant – Arcane

Pow/Tgh:

Rules Text: Target creature gets +2/+2 until end of turn.

Splice onto Arcane G (As you play an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)

Rarity: Common

Card Name: Kodama's Reach

Cost: 2G

Type: Sorcery – Arcane

Pow/Tgh:

Rules Text: Search your library for two basic land cards, reveal those cards, and put one into play tapped and the other into your hand. Then shuffle your library.

Rarity: Common

Card Name: Kokusho, the Evening Star

Cost: 4BB

Type: Legendary Creature – Dragon Spirit

Pow/Tgh: 5/5

Rules Text: Flying

When Kokusho, the Evening Star is put into a graveyard from play, each opponent loses 5 life. You gain life equal to the life lost this way.

Rarity: Rare

- Card Name: Konda, Lord of Eiganjo  
 Cost: 5WW  
 Type: Legendary Creature – Human Samurai  
 Pow/Tgh: 3/3  
 Rules Text: Vigilance (Attacking doesn't cause this creature to tap.)  
 Bushido 5 (When this blocks or becomes blocked, it gets +5/+5 until end of turn.)  
 Konda, Lord of Eiganjo is indestructible.  
 Rarity: Rare
- Card Name: Konda's Banner  
 Cost: 2  
 Type: Legendary Artifact – Equipment  
 Pow/Tgh:  
 Rules Text: Konda's Banner can be attached only to a legendary creature.  
 Creatures that share a color with equipped creature get +1/+1.  
 Creatures that share a creature type with equipped creature get +1/+1.  
 Equip 2  
 Rarity: Rare
- Card Name: Konda's Hatamoto  
 Cost: 1W  
 Type: Creature – Human Samurai  
 Pow/Tgh: 1/2  
 Rules Text: Bushido 1 (When this blocks or becomes blocked, it gets +1/+1 until end of turn.)  
 As long as you control a legendary Samurai, Konda's Hatamoto gets +1/+2 and has vigilance. (Attacking doesn't cause this creature to tap.)  
 Rarity: Uncommon
- Card Name: Kumano, Master Yamabushi  
 Cost: 3RR  
 Type: Legendary Creature – Human Shaman  
 Pow/Tgh: 4/4  
 Rules Text: 1R: Kumano, Master Yamabushi deals 1 damage to target creature or player.  
 If a creature dealt damage by Kumano this turn would be put into a graveyard, remove it from the game instead.  
 Rarity: Rare
- Card Name: Kumano's Pupils  
 Cost: 4R  
 Type: Creature – Human Shaman  
 Pow/Tgh: 3/3  
 Rules Text: If a creature dealt damage by Kumano's Pupils this turn would be put into a graveyard, remove it from the game instead.  
 Rarity: Uncommon
- Card Name: Kuro, Pitlord  
 Cost: 6BBB  
 Type: Legendary Creature – Demon Spirit  
 Pow/Tgh: 9/9  
 Rules Text: At the beginning of your upkeep, sacrifice Kuro, Pitlord unless you pay BBBB.  
 Pay 1 life: Target creature gets -1/-1 until end of turn.  
 Rarity: Rare

Card Name: Kusari-Gama  
 Cost: 3  
 Type: Artifact – Equipment  
 Pow/Tgh:  
 Rules Text: Equipped creature has "2: This creature gets +1/+0 until end of turn."  
 Whenever equipped creature deals damage to a blocking creature, Kusari-Gama deals that much damage to each other creature defending player controls.  
 Equip 3 (3: Attach to target creature you control. Equip only as a sorcery.)  
 Rarity: Rare

Card Name: Lantern Kami  
 Cost: W  
 Type: Creature – Spirit  
 Pow/Tgh: 1/1  
 Rules Text: Flying  
 Rarity: Common

Card Name: Lantern-Lit Graveyard  
 Cost:  
 Type: Land  
 Pow/Tgh:  
 Rules Text: T: Add 1 to your mana pool.  
 T: Add B or R to your mana pool. Lantern-Lit Graveyard doesn't untap during your next untap step.  
 Rarity: Uncommon

Card Name: Lava Spike  
 Cost: R  
 Type: Sorcery – Arcane  
 Pow/Tgh:  
 Rules Text: Lava Spike deals 3 damage to target player.  
 Rarity: Common

Card Name: Lifted by Clouds  
 Cost: 2U  
 Type: Instant – Arcane  
 Pow/Tgh:  
 Rules Text: Target creature gains flying until end of turn.  
 Splice onto Arcane 1U (As you play an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)  
 Rarity: Common

Card Name: Long-Forgotten Gohei  
 Cost: 3  
 Type: Artifact  
 Pow/Tgh:  
 Rules Text: Arcane spells you play cost 1 less to play.  
 Spirits you control get +1/+1.  
 Rarity: Rare

Card Name: Lure  
 Cost: 1GG  
 Type: Enchant Creature  
 Pow/Tgh:  
 Rules Text: All creatures able to block enchanted creature do so.  
 Rarity: Uncommon

Card Name: Mana Seism

Cost: 1R  
 Type: Sorcery  
 Pow/Tgh:  
 Rules Text: Sacrifice any number of lands. Add 1 to your mana pool  
 for each land sacrificed this way.  
 Rarity: Uncommon

Card Name: Marrow-Gnawer  
 Cost: 3BB  
 Type: Legendary Creature – Rat Rogue  
 Pow/Tgh: 2/3  
 Rules Text: All Rats have fear.  
 T, Sacrifice a Rat: Put X 1/1 black Rat creature tokens  
 into play, where X is the number of Rats you control.  
 Rarity: Rare

Card Name: Masako the Humorless  
 Cost: 2W  
 Type: Legendary Creature – Human Advisor  
 Pow/Tgh: 2/1  
 Rules Text: You may play Masako the Humorless any time you could  
 play an instant.  
 Tapped creatures you control may block as though they  
 were untapped.  
 Rarity: Rare

Card Name: Matsu-Tribe Decoy  
 Cost: 2G  
 Type: Creature – Snake Warrior  
 Pow/Tgh: 1/3  
 Rules Text: 2G: Target creature blocks Matsu-Tribe Decoy this turn  
 if able.  
 Whenever Matsu-Tribe Decoy deals combat damage to a  
 creature, tap that creature and it doesn't untap during  
 its controller's next untap step.  
 Rarity: Common

Card Name: Meloku the Clouded Mirror  
 Cost: 4U  
 Type: Legendary Creature – Moonfolk Wizard  
 Pow/Tgh: 2/4  
 Rules Text: Flying  
 1, Return a land you control to its owner's hand: Put  
 a 1/1 blue Illusion creature token with flying into  
 play.  
 Rarity: Rare

Card Name: Midnight Covenant  
 Cost: 1B  
 Type: Enchant Creature  
 Pow/Tgh:  
 Rules Text: Enchanted creature has "B: This creature gets +1/+1  
 until end of turn."  
 Rarity: Common

Card Name: Minamo, School at Water's Edge  
 Cost:  
 Type: Legendary Land  
 Pow/Tgh:  
 Rules Text: T: Add U to your mana pool.  
 U, T: Untap target legendary permanent.  
 Rarity: Rare

Card Name: Mindblaze

Cost: 5R  
 Type: Sorcery  
 Pow/Tgh:  
 Rules Text: Name a nonland card and choose a number greater than 0. Target player reveals his or her library. If that library contains exactly the chosen number of the named card, Mindblaze deals 8 damage to that player. Then that player shuffles his or her library.  
 Rarity: Rare

Card Name: Moonring Mirror  
 Cost: 5  
 Type: Artifact  
 Pow/Tgh:  
 Rules Text: Whenever you draw a card, remove the top card of your library from the game face down.  
 At the beginning of your upkeep, you may remove your hand from the game face down. If you do, put into your hand all other cards you own removed from the game with Moonring Mirror.  
 Rarity: Rare

Card Name: Moss Kami  
 Cost: 5G  
 Type: Creature – Spirit  
 Pow/Tgh: 5/5  
 Rules Text: Trample  
 Rarity: Common

Card Name: Mothrider Samurai  
 Cost: 3W  
 Type: Creature – Human Samurai  
 Pow/Tgh: 2/2  
 Rules Text: Flying  
 Bushido 1 (When this blocks or becomes blocked, it gets +1/+1 until end of turn.)  
 Rarity: Common

Card Name: Mountain  
 Cost:  
 Type: Basic Land – Mountain  
 Pow/Tgh:  
 Rules Text: [R]  
 Rarity: Champions of Kamigawa basic land

Card Name: Myojin of Cleansing Fire  
 Cost: 5WWW  
 Type: Legendary Creature – Spirit  
 Pow/Tgh: 4/6  
 Rules Text: Myojin of Cleansing Fire comes into play with a divinity counter on it if you played it from your hand.  
 Myojin of Cleansing Fire is indestructible as long as it has a divinity counter on it.  
 Remove a divinity counter from Myojin of Cleansing Fire: Destroy each other creature.  
 Rarity: Rare

Card Name: Myojin of Infinite Rage  
 Cost: 7RRR  
 Type: Legendary Creature – Spirit  
 Pow/Tgh: 7/4  
 Rules Text: Myojin of Infinite Rage comes into play with a divinity counter on it if you played it from your hand.  
 Myojin of Infinite Rage is indestructible as long as

it has a divinity counter on it.  
 Remove a divinity counter from Myojin of Infinite Rage:  
 Destroy all lands.

Rarity: Rare

Card Name: Myojin of Life's Web  
 Cost: 6GGG  
 Type: Legendary Creature – Spirit  
 Pow/Tgh: 8/8

Rules Text: Myojin of Life's Web comes into play with a divinity counter on it if you played it from your hand.  
 Myojin of Life's Web is indestructible as long as it has a divinity counter on it.  
 Remove a divinity counter from Myojin of Life's Web:  
 Put any number of creature cards from your hand into play.

Rarity: Rare

Card Name: Myojin of Night's Reach  
 Cost: 5BBB  
 Type: Legendary Creature – Spirit  
 Pow/Tgh: 5/2

Rules Text: Myojin of Night's Reach comes into play with a divinity counter on it if you played it from your hand.  
 Myojin of Night's Reach is indestructible as long as it has a divinity counter on it.  
 Remove a divinity counter from Myojin of Night's Reach:  
 Each opponent discards his or her hand.

Rarity: Rare

Card Name: Myojin of Seeing Winds  
 Cost: 7UUU  
 Type: Legendary Creature – Spirit  
 Pow/Tgh: 3/3

Rules Text: Myojin of Seeing Winds comes into play with a divinity counter on it if you played it from your hand.  
 Myojin of Seeing Winds is indestructible as long as it has a divinity counter on it.  
 Remove a divinity counter from Myojin of Seeing Winds:  
 Draw a card for each permanent you control.

Rarity: Rare

Card Name: Mystic Restraints  
 Cost: 2UU  
 Type: Enchant Creature  
 Pow/Tgh:

Rules Text: You may play Mystic Restraints any time you could play an instant.  
 When Mystic Restraints comes into play, tap enchanted creature.  
 Enchanted creature doesn't untap during its controller's untap step.

Rarity: Common

Card Name: Nagao, Bound by Honor  
 Cost: 3W  
 Type: Legendary Creature – Human Samurai  
 Pow/Tgh: 3/3

Rules Text: Bushido 1 (When this blocks or becomes blocked, it gets +1/+1 until end of turn.)  
 Whenever Nagao, Bound by Honor attacks, Samurai you control get +1/+1 until end of turn.

Rarity: Uncommon

Card Name: Nature's Will  
 Cost: 2GG  
 Type: Enchantment  
 Pow/Tgh:

Rules Text: Whenever one or more creatures you control deal combat damage to a player, tap all lands that player controls and untap all lands you control.

Rarity: Rare

Card Name: Nezumi Bone-Reader  
 Cost: 1B  
 Type: Creature – Rat Shaman  
 Pow/Tgh: 1/1

Rules Text: B, Sacrifice a creature: Target player discards a card. Play this ability only any time you could play a sorcery.

Rarity: Uncommon

Card Name: Nezumi Cutthroat  
 Cost: 1B  
 Type: Creature – Rat Warrior  
 Pow/Tgh: 2/1

Rules Text: Fear  
 Nezumi Cutthroat can't block.

Rarity: Common

Card Name: Nezumi Graverobber  
 Cost: 1B  
 Type: Creature – Rat Rogue  
 Pow/Tgh: 2/1

Rules Text: 1B: Remove target card in an opponent's graveyard from the game. If no cards are in that graveyard, flip Nezumi Graverobber.

-----

Nighteyes the Desecrator  
 Legendary Creature – Rat Wizard  
 4/2

4B: Put target creature card in a graveyard into play under your control.

Rarity: Uncommon

Card Name: Nezumi Ronin  
 Cost: 2B  
 Type: Creature – Rat Samurai  
 Pow/Tgh: 3/1

Rules Text: Bushido 1 (When this blocks or becomes blocked, it gets +1/+1 until end of turn.)

Rarity: Common

Card Name: Nezumi Shortfang  
 Cost: 1B  
 Type: Creature – Rat Rogue  
 Pow/Tgh: 1/1

Rules Text: 1B, T: Target opponent discards a card. Then if that player has no cards in hand, flip Nezumi Shortfang.

-----

Stabwhisker the Odious  
 Legendary Creature – Rat Shaman  
 3/3

At the beginning of each opponent's upkeep, that player loses 1 life for each card fewer than three in his or her hand.

Rarity: Rare

Card Name: Night Dealings

Cost: 2BB  
 Type: Enchantment  
 Pow/Tgh:  
 Rules Text: Whenever a source you control deals damage to another player, put that many theft counters on Night Dealings. 2BB, Remove X theft counters from Night Dealings: Search your library for a nonland card with converted mana cost X, reveal it, and put it into your hand. Then shuffle your library.  
 Rarity: Rare

Card Name: Night of Souls' Betrayal  
 Cost: 2BB  
 Type: Legendary Enchantment  
 Pow/Tgh:  
 Rules Text: All creatures get -1/-1.  
 Rarity: Rare

Card Name: Nine-Ringed Bo  
 Cost: 3  
 Type: Artifact  
 Pow/Tgh:  
 Rules Text: T: Nine-Ringed Bo deals 1 damage to target Spirit. If that creature would be put into a graveyard this turn, remove it from the game instead.  
 Rarity: Uncommon

Card Name: No-Dachi  
 Cost: 2  
 Type: Artifact — Equipment  
 Pow/Tgh:  
 Rules Text: Equipped creature gets +2/+0 and has first strike. Equip 3 (3: Attach to target creature you control. Equip only as a sorcery.)  
 Rarity: Uncommon

Card Name: Numai Outcast  
 Cost: 3B  
 Type: Creature — Human Samurai  
 Pow/Tgh: 1/1  
 Rules Text: Bushido 2 (When this blocks or becomes blocked, it gets +2/+2 until end of turn.)  
 B, Pay 5 life: Regenerate Numai Outcast.  
 Rarity: Uncommon

Card Name: Oathkeeper, Takeno's Daisho  
 Cost: 3  
 Type: Legendary Artifact — Equipment  
 Pow/Tgh:  
 Rules Text: Equipped creature gets +3/+1.  
 Whenever equipped creature is put into a graveyard from play, return that card to play under your control if it's a Samurai.  
 When Oathkeeper, Takeno's Daisho is put into a graveyard from play, remove equipped creature from the game.  
 Equip 2  
 Rarity: Rare

Card Name: Okina, Temple to the Grandfathers  
 Cost:  
 Type: Legendary Land  
 Pow/Tgh:  
 Rules Text: T: Add G to your mana pool.  
 G, T: Target legendary creature gets +1/+1 until end

of turn.

Rarity: Rare

Card Name: Oni Possession

Cost: 2B

Type: Enchant Creature

Pow/Tgh:

Rules Text: At the beginning of your upkeep, sacrifice a creature.  
Enchanted creature gets +3/+3 and has trample.  
Enchanted creature is a Demon Spirit.

Rarity: Uncommon

Card Name: Orbweaver Kumo

Cost: 4GG

Type: Creature – Spirit

Pow/Tgh: 3/4

Rules Text: Orbweaver Kumo may block as though it had flying.  
Whenever you play a Spirit or Arcane spell, Orbweaver  
Kumo gains forestwalk until end of turn.

Rarity: Uncommon

Card Name: Order of the Sacred Bell

Cost: 3G

Type: Creature – Human Monk

Pow/Tgh: 4/3

Rules Text:

Rarity: Common

Card Name: Ore Gorger

Cost: 3RR

Type: Creature – Spirit

Pow/Tgh: 3/1

Rules Text: Whenever you play a Spirit or Arcane spell, you may  
destroy target nonbasic land.

Rarity: Uncommon

Card Name: Orochi Eggwatcher

Cost: 2G

Type: Creature – Snake Shaman

Pow/Tgh: 1/1

Rules Text: 2G, T: Put a 1/1 green Snake creature token into play.  
If you control ten or more creatures, flip Orochi Eggwatcher.

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Shidako, Broodmistress

Legendary Creature – Snake Shaman

3/3

G, Sacrifice a creature: Target creature gets +3/+3  
until end of turn.

Rarity: Uncommon

Card Name: Orochi Hatchery

Cost: XX

Type: Artifact

Pow/Tgh:

Rules Text: Orochi Hatchery comes into play with X charge counters  
on it.

5, T: Put a 1/1 green Snake creature token into play  
for each charge counter on Orochi Hatchery.

Rarity: Rare

Card Name: Orochi Leafcaller

Cost: G

Type: Creature – Snake Shaman

Pow/Tgh: 1/1

Rules Text: G: Add one mana of any color to your mana pool.

Rarity: Common

Card Name: Orochi Ranger

Cost: 1G

Type: Creature – Snake Warrior

Pow/Tgh: 2/1

Rules Text: Whenever Orochi Ranger deals combat damage to a creature, tap that creature and it doesn't untap during its controller's next untap step.

Rarity: Common

Card Name: Orochi Sustainer

Cost: 1G

Type: Creature – Snake Shaman

Pow/Tgh: 1/2

Rules Text: T: Add G to your mana pool.

Rarity: Common

Card Name: Otherworldly Journey

Cost: 1W

Type: Instant – Arcane

Pow/Tgh:

Rules Text: Remove target creature from the game. At end of turn, return that creature to play under its owner's control with a +1/+1 counter on it.

Rarity: Uncommon

Card Name: Pain Kami

Cost: 2R

Type: Creature – Spirit

Pow/Tgh: 2/2

Rules Text: XR, Sacrifice Pain Kami: Pain Kami deals X damage to target creature.

Rarity: Uncommon

Card Name: Painwracker Oni

Cost: 3BB

Type: Creature – Demon Spirit

Pow/Tgh: 5/4

Rules Text: Fear

At the beginning of your upkeep, sacrifice a creature if you don't control an Ogre.

Rarity: Uncommon

Card Name: Part the Veil

Cost: 3U

Type: Instant – Arcane

Pow/Tgh:

Rules Text: Return all creatures you control to their owner's hand.

Rarity: Rare

Card Name: Peer Through Depths

Cost: 1U

Type: Instant – Arcane

Pow/Tgh:

Rules Text: Look at the top five cards of your library. You may reveal an instant or sorcery card from among them and put it into your hand. Put the rest on the bottom of your library in any order.

Rarity: Common

Card Name: Petals of Insight

Cost: 4U

Type: Sorcery – Arcane  
 Pow/Tgh:  
 Rules Text: Look at the top three cards of your library. You may put those cards on the bottom of your library in any order. If you do, return Petals of Insight to its owner's hand. Otherwise, draw three cards.  
 Rarity: Uncommon

Card Name: Pinecrest Ridge  
 Cost:  
 Type: Land  
 Pow/Tgh:  
 Rules Text: T: Add 1 to your mana pool.  
 T: Add R or G to your mana pool. Pinecrest Ridge doesn't untap during your next untap step.  
 Rarity: Uncommon

Card Name: Pious Kitsune  
 Cost: 2W  
 Type: Creature – Fox Cleric  
 Pow/Tgh: 1/2  
 Rules Text: At the beginning of your upkeep, put a devotion counter on Pious Kitsune. Then if a creature named Eight-and-a-Half-Tails is in play, you gain 1 life for each devotion counter on Pious Kitsune.  
 T, Remove a devotion counter from Pious Kitsune: You gain 1 life.  
 Rarity: Common

Card Name: Plains  
 Cost:  
 Type: Basic Land – Plains  
 Pow/Tgh:  
 Rules Text: [W]  
 Rarity: Champions of Kamigawa basic land

Card Name: Psychic Puppetry  
 Cost: 1U  
 Type: Instant – Arcane  
 Pow/Tgh:  
 Rules Text: Tap or untap target permanent.  
 Splice onto Arcane U (As you play an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)  
 Rarity: Common

Card Name: Pull Under  
 Cost: 5B  
 Type: Instant – Arcane  
 Pow/Tgh:  
 Rules Text: Target creature gets -5/-5 until end of turn.  
 Rarity: Common

Card Name: Quiet Purity  
 Cost: W  
 Type: Instant – Arcane  
 Pow/Tgh:  
 Rules Text: Destroy target enchantment.  
 Rarity: Common

Card Name: Rag Dealer  
 Cost: B  
 Type: Creature – Human Rogue

Pow/Tgh: 1/1  
 Rules Text: 2B, T: Remove up to three target cards in a single graveyard from the game.  
 Rarity: Common

Card Name: Ragged Veins  
 Cost: 1B  
 Type: Enchant Creature  
 Pow/Tgh:  
 Rules Text: You may play Ragged Veins any time you could play an instant.  
 Whenever enchanted creature is dealt damage, its controller loses that much life.  
 Rarity: Common

Card Name: Reach Through Mists  
 Cost: U  
 Type: Instant – Arcane  
 Pow/Tgh:  
 Rules Text: Draw a card.  
 Rarity: Common

Card Name: Reciprocate  
 Cost: W  
 Type: Instant  
 Pow/Tgh:  
 Rules Text: Remove from the game target creature that dealt damage to you this turn.  
 Rarity: Uncommon

Card Name: Reito Lantern  
 Cost: 2  
 Type: Artifact  
 Pow/Tgh:  
 Rules Text: 3: Put target card in a graveyard on the bottom of its owner's library.  
 Rarity: Uncommon

Card Name: Rend Flesh  
 Cost: 2B  
 Type: Instant – Arcane  
 Pow/Tgh:  
 Rules Text: Destroy target non-Spirit creature.  
 Rarity: Common

Card Name: Rend Spirit  
 Cost: 2B  
 Type: Instant  
 Pow/Tgh:  
 Rules Text: Destroy target Spirit.  
 Rarity: Common

Card Name: Reverse the Sands  
 Cost: 6WW  
 Type: Sorcery  
 Pow/Tgh:  
 Rules Text: Redistribute any number of players' life totals. (Each of those players gets one life total back.)  
 Rarity: Rare

Card Name: Reweave  
 Cost: 5U  
 Type: Instant – Arcane  
 Pow/Tgh:

Rules Text: Target permanent's controller sacrifices it. That player reveals cards from the top of his or her library until he or she reveals a card that shares a card type with the sacrificed permanent. The player puts that card into play, then shuffles his or her library.  
Splice onto Arcane 2UU

Rarity: Rare

Card Name: River Kaijin  
Cost: 2U  
Type: Creature – Spirit  
Pow/Tgh: 1/4

Rules Text:  
Rarity: Common

Card Name: Ronin Houndmaster  
Cost: 2R  
Type: Creature – Human Samurai  
Pow/Tgh: 2/2

Rules Text: Haste  
Bushido 1 (When this blocks or becomes blocked, it gets +1/+1 until end of turn.)  
Rarity: Common

Card Name: Rootrunner  
Cost: 2GG  
Type: Creature – Spirit  
Pow/Tgh: 3/3

Rules Text: GG, Sacrifice Rootrunner: Put target land on the top of its owner's library.  
Soulshift 3 (When this is put into a graveyard from play, you may return target Spirit card with converted mana cost 3 or less from your graveyard to your hand.)  
Rarity: Uncommon

Card Name: Ryusei, the Falling Star  
Cost: 5R  
Type: Legendary Creature – Dragon Spirit  
Pow/Tgh: 5/5

Rules Text: Flying  
When Ryusei, the Falling Star is put into a graveyard from play, it deals 5 damage to each creature without flying.  
Rarity: Rare

Card Name: Sachi, Daughter of Seshiro  
Cost: 2GG  
Type: Legendary Creature – Snake Shaman  
Pow/Tgh: 1/3

Rules Text: Other Snakes you control get +0/+1.  
Shamans you control have "T: Add GG to your mana pool."  
Rarity: Uncommon

Card Name: Sakura-Tribe Elder  
Cost: 1G  
Type: Creature – Snake Shaman  
Pow/Tgh: 1/1

Rules Text: Sacrifice Sakura-Tribe Elder: Search your library for a basic land card, put that card into play tapped, then shuffle your library.  
Rarity: Common

Card Name: Samurai Enforcers  
Cost: 4WW

- Type: Creature – Human Samurai  
 Pow/Tgh: 4/4  
 Rules Text: Bushido 2 (When this blocks or becomes blocked, it gets +2/+2 until end of turn.)  
 Rarity: Uncommon
- Card Name: Samurai of the Pale Curtain  
 Cost: WW  
 Type: Creature – Fox Samurai  
 Pow/Tgh: 2/2  
 Rules Text: Bushido 1 (When this blocks or becomes blocked, it gets +1/+1 until end of turn.)  
 If a permanent would be put into a graveyard, remove it from the game instead.  
 Rarity: Uncommon
- Card Name: Scuttling Death  
 Cost: 4B  
 Type: Creature – Spirit  
 Pow/Tgh: 4/2  
 Rules Text: Sacrifice Scuttling Death: Target creature gets -1/-1 until end of turn.  
 Soulshift 4 (When this is put into a graveyard from play, you may return target Spirit card with converted mana cost 4 or less from your graveyard to your hand.)  
 Rarity: Common
- Card Name: Seizan, Perverter of Truth  
 Cost: 3BB  
 Type: Legendary Creature – Demon Spirit  
 Pow/Tgh: 6/5  
 Rules Text: At the beginning of each player's upkeep, that player loses 2 life and draws two cards.  
 Rarity: Rare
- Card Name: Sensei Golden-Tail  
 Cost: 1W  
 Type: Legendary Creature – Fox Samurai  
 Pow/Tgh: 2/1  
 Rules Text: Bushido 1 (When this blocks or becomes blocked, it gets +1/+1 until end of turn.)  
 1W, T: Put a training counter on target creature. That creature gains bushido 1 and becomes a Samurai in addition to its other creature types. Play this ability only any time you could play a sorcery.  
 Rarity: Rare
- Card Name: Sensei's Divining Top  
 Cost: 1  
 Type: Artifact  
 Pow/Tgh:  
 Rules Text: 1: Look at the top three cards of your library, then put them back in any order.  
 T: Draw a card, then put Sensei's Divining Top on top of its owner's library.  
 Rarity: Uncommon
- Card Name: Serpent Skin  
 Cost: 2G  
 Type: Enchant Creature  
 Pow/Tgh:  
 Rules Text: You may play Serpent Skin any time you could play an instant.  
 Enchanted creature gets +1/+1.

G: Regenerate enchanted creature.

Rarity: Common

Card Name: Seshiro the Anointed

Cost: 4GG

Type: Legendary Creature – Snake Monk

Pow/Tgh: 3/4

Rules Text: Other Snakes you control get +2/+2.

Whenever a Snake you control deals combat damage to a player, you may draw a card.

Rarity: Rare

Card Name: Shell of the Last Kappa

Cost: 3

Type: Legendary Artifact

Pow/Tgh:

Rules Text: 3, T: Remove from the game target instant or sorcery spell that targets you. (The spell has no effect.)

3, T, Sacrifice Shell of the Last Kappa: You may play a card removed from the game with Shell of the Last Kappa without paying its mana cost.

Rarity: Rare

Card Name: Shimatsu the Bloodcloaked

Cost: 3R

Type: Legendary Creature – Demon Spirit

Pow/Tgh: 0/0

Rules Text: As Shimatsu the Bloodcloaked comes into play, sacrifice any number of permanents. Shimatsu comes into play with that many +1/+1 counters on it.

Rarity: Rare

Card Name: Shinka, the Bloodsoaked Keep

Cost:

Type: Legendary Land

Pow/Tgh:

Rules Text: T: Add R to your mana pool.

R, T: Target legendary creature gains first strike until end of turn.

Rarity: Rare

Card Name: Shisato, Whispering Hunter

Cost: 3G

Type: Legendary Creature – Snake Warrior

Pow/Tgh: 2/2

Rules Text: At the beginning of your upkeep, sacrifice a Snake.

Whenever Shisato, Whispering Hunter deals combat damage to a player, that player skips his or her next untap step.

Rarity: Rare

Card Name: Shizo, Death's Storehouse

Cost:

Type: Legendary Land

Pow/Tgh:

Rules Text: T: Add B to your mana pool.

B, T: Target legendary creature gains fear until end of turn.

Rarity: Rare

Card Name: Sideswipe

Cost: 1R

Type: Instant

Pow/Tgh:

Rules Text: You may change any targets of target Arcane spell.  
Rarity: Uncommon

Card Name: Sift Through Sands  
Cost: 1UU  
Type: Instant – Arcane  
Pow/Tgh:

Rules Text: Draw two cards, then discard a card.  
If you played a spell named Peer Through Depths and a spell named Reach Through Mists this turn, you may search your library for a card named The Unspeakable, put it into play, then shuffle your library.  
Rarity: Common

Card Name: Silent-Chant Zubera  
Cost: 1W  
Type: Creature – Zubera Spirit  
Pow/Tgh: 1/2

Rules Text: When Silent-Chant Zubera is put into a graveyard from play, you gain 2 life for each Zubera put into a graveyard from play this turn.  
Rarity: Common

Card Name: Sire of the Storm  
Cost: 4UU  
Type: Creature – Spirit  
Pow/Tgh: 3/3

Rules Text: Flying  
Whenever you play a Spirit or Arcane spell, you may draw a card.  
Rarity: Uncommon

Card Name: Soilshaper  
Cost: 1G  
Type: Creature – Spirit  
Pow/Tgh: 1/1

Rules Text: Whenever you play a Spirit or Arcane spell, target land becomes a 3/3 creature until end of turn. It's still a land.  
Rarity: Uncommon

Card Name: Sokenzan Bruiser  
Cost: 4R  
Type: Creature – Ogre Warrior  
Pow/Tgh: 3/3

Rules Text: Mountainwalk  
Rarity: Common

Card Name: Soratami Cloudskater  
Cost: 1U  
Type: Creature – Moonfolk Rogue  
Pow/Tgh: 1/1

Rules Text: Flying  
2, Return a land you control to its owner's hand: Draw a card, then discard a card.  
Rarity: Common

Card Name: Soratami Mirror-Guard  
Cost: 3U  
Type: Creature – Moonfolk Wizard  
Pow/Tgh: 3/1

Rules Text: Flying  
2, Return a land you control to its owner's hand: Target creature with power 2 or less is unblockable this turn.

Rarity: Common

Card Name: Soratami Mirror-Mage

Cost: 3U

Type: Creature – Moonfolk Wizard

Pow/Tgh: 2/1

Rules Text: Flying

3, Return three lands you control to their owner's hand: Return target creature to its owner's hand.

Rarity: Uncommon

Card Name: Soratami Rainshaper

Cost: 2U

Type: Creature – Moonfolk Wizard

Pow/Tgh: 2/1

Rules Text: Flying

3, Return a land you control to its owner's hand: Target creature you control can't be the target of spells or abilities this turn.

Rarity: Common

Card Name: Soratami Savant

Cost: 2UU

Type: Creature – Moonfolk Wizard

Pow/Tgh: 2/2

Rules Text: Flying

3, Return a land you control to its owner's hand: Counter target spell unless its controller pays 3.

Rarity: Uncommon

Card Name: Soratami Seer

Cost: 4U

Type: Creature – Moonfolk Wizard

Pow/Tgh: 2/3

Rules Text: Flying

4, Return two lands you control to their owner's hand: Discard your hand, then draw that many cards.

Rarity: Uncommon

Card Name: Sosuke, Son of Seshiro

Cost: 2GG

Type: Legendary Creature – Snake Warrior

Pow/Tgh: 3/4

Rules Text: Other Snakes you control get +1/+0.

Whenever a Warrior you control deals combat damage to a creature, destroy that creature at end of combat.

Rarity: Uncommon

Card Name: Soul of Magma

Cost: 3RR

Type: Creature – Spirit

Pow/Tgh: 2/2

Rules Text: Whenever you play a Spirit or Arcane spell, Soul of Magma deals 1 damage to target creature.

Rarity: Common

Card Name: Soulblast

Cost: 3RRR

Type: Instant

Pow/Tgh:

Rules Text: As an additional cost to play Soulblast, sacrifice all creatures you control.

Soulblast deals damage to target creature or player equal to the total power of the sacrificed creatures.

Rarity: Rare

Card Name: Soulless Revival

Cost: 1B

Type: Instant – Arcane

Pow/Tgh:

Rules Text: Return target creature card from your graveyard to your hand.

Splice onto Arcane 1B (As you play an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)

Rarity: Common

Card Name: Squelch

Cost: 1U

Type: Instant

Pow/Tgh:

Rules Text: Counter target activated ability. (Mana abilities can't be targeted.)

Draw a card.

Rarity: Uncommon

Card Name: Stone Rain

Cost: 2R

Type: Sorcery

Pow/Tgh:

Rules Text: Destroy target land.

Rarity: Common

Card Name: Strange Inversion

Cost: 2R

Type: Instant – Arcane

Pow/Tgh:

Rules Text: Switch target creature's power and toughness until end of turn.

Splice onto Arcane 1R (As you play an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)

Rarity: Uncommon

Card Name: Strength of Cedars

Cost: 4G

Type: Instant – Arcane

Pow/Tgh:

Rules Text: Target creature gets +X/+X until end of turn, where X is the number of lands you control.

Rarity: Uncommon

Card Name: Struggle for Sanity

Cost: 2BB

Type: Sorcery

Pow/Tgh:

Rules Text: Target opponent reveals his or her hand. That player sets aside a card from it, then you set aside a card from it. Repeat this process until all cards in that hand have been set aside. That player returns the cards he or she set aside to his or her hand and puts the rest into his or her graveyard.

Rarity: Uncommon

Card Name: Student of Elements

Cost: 1U

Type: Creature – Human Wizard  
 Pow/Tgh: 1/1  
 Rules Text: When Student of Elements has flying, flip it.  
 -----  
 Tobita, Master of Winds  
 Legendary Creature – Human Wizard  
 3/3  
 Creatures you control have flying.  
 Rarity: Uncommon

Card Name: Swallowing Plague  
 Cost: XBB  
 Type: Sorcery – Arcane  
 Pow/Tgh:  
 Rules Text: Swallowing Plague deals X damage to target creature  
 and you gain X life.  
 Rarity: Uncommon

Card Name: Swamp  
 Cost:  
 Type: Basic Land – Swamp  
 Pow/Tgh:  
 Rules Text: [B]  
 Rarity: Champions of Kamigawa  
 basic land

Card Name: Swirl the Mists  
 Cost: 2UU  
 Type: Enchantment  
 Pow/Tgh:  
 Rules Text: As Swirl the Mists comes into play, choose a color  
 word.  
 All instances of color words on spells and permanents  
 become the chosen color word.  
 Rarity: Rare

Card Name: Takeno, Samurai General  
 Cost: 5W  
 Type: Legendary Creature – Human Samurai  
 Pow/Tgh: 3/3  
 Rules Text: Bushido 2 (When this blocks or becomes blocked, it  
 gets +2/+2 until end of turn.)  
 Each other Samurai you control gets +1/+1 for each  
 point of bushido it has.  
 Rarity: Rare

Card Name: Tatsumasa, the Dragon's Fang  
 Cost: 6  
 Type: Legendary Artifact – Equipment  
 Pow/Tgh:  
 Rules Text: Equipped creature gets +5/+5.  
 6, Remove Tatsumasa, the Dragon's Fang from the game:  
 Put a 5/5 blue Dragon Spirit creature token with flying  
 into play. Return Tatsumasa to play under its owner's  
 control when that token is put into a graveyard.  
 Equip 3  
 Rarity: Rare

Card Name: Teller of Tales  
 Cost: 3UU  
 Type: Creature – Spirit  
 Pow/Tgh: 3/3  
 Rules Text: Flying  
 Whenever you play a Spirit or Arcane spell, tap or

untap target creature.

Rarity: Common

Card Name: Tenza, Godo's Maul

Cost: 3

Type: Legendary Artifact – Equipment

Pow/Tgh:

Rules Text: Equipped creature gets +1/+1. As long as it's legendary, it gets an additional +2/+2. As long as it's red, it has trample.

Equip 1 (1: Attach to target creature you control.

Equip only as a sorcery.)

Rarity: Uncommon

Card Name: Terashi's Cry

Cost: 3W

Type: Sorcery – Arcane

Pow/Tgh:

Rules Text: Tap up to three target creatures.

Rarity: Common

Card Name: The Unspeakable

Cost: 6UUU

Type: Legendary Creature – Spirit

Pow/Tgh: 6/7

Rules Text: Flying, trample

Whenever The Unspeakable deals combat damage to a player, you may return target Arcane card from your graveyard to your hand.

Rarity: Rare

Card Name: Thief of Hope

Cost: 2B

Type: Creature – Spirit

Pow/Tgh: 2/2

Rules Text: Whenever you play a Spirit or Arcane spell, target opponent loses 1 life and you gain 1 life.

Soulshift 2 (When this is put into a graveyard from play, you may return target Spirit card with converted mana cost 2 or less from your graveyard to your hand.)

Rarity: Uncommon

Card Name: Thoughtbind

Cost: 2U

Type: Instant

Pow/Tgh:

Rules Text: Counter target spell with converted mana cost 4 or less.

Rarity: Common

Card Name: Thousand-legged Kami

Cost: 6GG

Type: Creature – Spirit

Pow/Tgh: 6/6

Rules Text: Soulshift 7 (When this is put into a graveyard from play, you may return target Spirit card with converted mana cost 7 or less from your graveyard to your hand.)

Rarity: Uncommon

Card Name: Through the Breach

Cost: 4R

Type: Instant – Arcane

Pow/Tgh:

Rules Text: Put a creature card from your hand into play. That

creature has haste. Sacrifice that creature at end of turn.

Splice onto Arcane 2RR (As you play an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)

Rarity: Rare

Card Name: Tide of War

Cost: 4RR

Type: Enchantment

Pow/Tgh:

Rules Text: Whenever one or more creatures blocks, flip a coin. If you win the flip, the defending player sacrifices all blocking creatures. Otherwise, the attacking player sacrifices the blocked creatures.

Rarity: Rare

Card Name: Time of Need

Cost: 1G

Type: Sorcery

Pow/Tgh:

Rules Text: Search your library for a legendary creature card, reveal it, and put it into your hand. Then shuffle your library.

Rarity: Uncommon

Card Name: Time Stop

Cost: 4UU

Type: Instant

Pow/Tgh:

Rules Text: End the turn. (Remove all spells and abilities on the stack from the game, including this card. The player whose turn it is discards down to his or her maximum hand size. Damage wears off, and "this turn" and "until end of turn" effects end.)

Rarity: Rare

Card Name: Tranquil Garden

Cost:

Type: Land

Pow/Tgh:

Rules Text: T: Add 1 to your mana pool.  
T: Add G or W to your mana pool. Tranquil Garden doesn't untap during your next untap step.

Rarity: Uncommon

Card Name: Uba Mask

Cost: 4

Type: Artifact

Pow/Tgh:

Rules Text: If a player would draw a card, that player removes that card from the game face up instead.  
Each player may play cards he or she removed from the game with Uba Mask this turn.

Rarity: Rare

Card Name: Uncontrollable Anger

Cost: 2RR

Type: Enchant Creature

Pow/Tgh:

Rules Text: You may play Uncontrollable Anger any time you could play an instant.  
Enchanted creature gets +2/+2 and attacks each turn

if able.

Rarity: Common

Card Name: Uneathly Blizzard

Cost: 2R

Type: Sorcery – Arcane

Pow/Tgh:

Rules Text: Up to three target creatures can't block this turn.

Rarity: Common

Card Name: Unnatural Speed

Cost: R

Type: Instant – Arcane

Pow/Tgh:

Rules Text: Target creature gains haste until end of turn.

Rarity: Common

Card Name: Untaidake, the Cloud Keeper

Cost:

Type: Legendary Land

Pow/Tgh:

Rules Text: Untaidake, the Cloud Keeper comes into play tapped.  
T, Pay 2 life: Add 2 to your mana pool. Spend this mana only to play legendary spells.

Rarity: Rare

Card Name: Uyo, Silent Prophet

Cost: 4UU

Type: Legendary Creature – Moonfolk Wizard

Pow/Tgh: 4/4

Rules Text: Flying

2, Return two lands you control to their owner's hand:  
Copy target instant or sorcery spell. You may choose new targets for the copy.

Rarity: Rare

Card Name: Vassal's Duty

Cost: 3W

Type: Enchantment

Pow/Tgh:

Rules Text: 1: The next 1 damage that would be dealt to target legendary creature you control this turn is dealt to you instead.

Rarity: Rare

Card Name: Venerable Kumo

Cost: 4G

Type: Creature – Spirit

Pow/Tgh: 2/3

Rules Text: Venerable Kumo may block as though it had flying.  
Soulshift 4 (When this is put into a graveyard from play, you may return target Spirit card with converted mana cost 4 or less from your graveyard to your hand.)

Rarity: Common

Card Name: Vigilance

Cost: W

Type: Enchant Creature

Pow/Tgh:

Rules Text: Enchanted creature has vigilance. (Attacking doesn't cause it to tap.)

Rarity: Common

Card Name: Villainous Ogre

Cost: 2B  
 Type: Creature – Ogre Warrior  
 Pow/Tgh: 3/2  
 Rules Text: Villainous Ogre can't block.  
 As long as you control a Demon, Villainous Ogre has  
 "B: Regenerate Villainous Ogre."  
 Rarity: Common

Card Name: Vine Kami  
 Cost: 6G  
 Type: Creature – Spirit  
 Pow/Tgh: 4/4  
 Rules Text: Vine Kami can't be blocked except by two or more creatures.  
 Soulshift 6 (When this is put into a graveyard from  
 play, you may return target Spirit card with converted  
 mana cost 6 or less from your graveyard to your hand.)  
 Rarity: Common

Card Name: Waking Nightmare  
 Cost: 2B  
 Type: Sorcery – Arcane  
 Pow/Tgh:  
 Rules Text: Target player discards two cards.  
 Rarity: Common

Card Name: Wandering Ones  
 Cost: U  
 Type: Creature – Spirit  
 Pow/Tgh: 1/1  
 Rules Text:  
 Rarity: Common

Card Name: Waterveil Cavern  
 Cost:  
 Type: Land  
 Pow/Tgh:  
 Rules Text: T: Add 1 to your mana pool.  
 T: Add U or B to your mana pool. Waterveil Cavern doesn't  
 untap during your next untap step.  
 Rarity: Uncommon

Card Name: Wear Away  
 Cost: GG  
 Type: Instant – Arcane  
 Pow/Tgh:  
 Rules Text: Destroy target artifact or enchantment.  
 Splice onto Arcane 3G (As you play an Arcane spell,  
 you may reveal this card from your hand and pay its  
 splice cost. If you do, add this card's effects to  
 that spell.)  
 Rarity: Common

Card Name: Wicked Akuba  
 Cost: BB  
 Type: Creature – Spirit  
 Pow/Tgh: 2/2  
 Rules Text: B: Target player dealt damage by Wicked Akuba this  
 turn loses 1 life.  
 Rarity: Common

Card Name: Yamabushi's Flame  
 Cost: 2R  
 Type: Instant  
 Pow/Tgh:

Rules Text: Yamabushi's Flame deals 3 damage to target creature or player. If a creature dealt damage this way would be put into a graveyard this turn, remove it from the game instead.

Rarity: Common

Card Name: Yamabushi's Storm

Cost: 1R

Type: Sorcery

Pow/Tgh:

Rules Text: Yamabushi's Storm deals 1 damage to each creature. If a creature dealt damage this way would be put into a graveyard this turn, remove it from the game instead.

Rarity: Common

Card Name: Yosei, the Morning Star

Cost: 4WW

Type: Legendary Creature – Dragon Spirit

Pow/Tgh: 5/5

Rules Text: Flying

When Yosei, the Morning Star is put into a graveyard from play, target player skips his or her next untap step. Tap up to five target permanents that player controls.

Rarity: Rare

Card Name: Zo-Zu the Punisher

Cost: 1RR

Type: Legendary Creature – Goblin Warrior

Pow/Tgh: 2/2

Rules Text: Whenever a land comes into play, Zo-Zu the Punisher deals 2 damage to that land's controller.

Rarity: Rare

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