

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

- Card Name: Akki Blizzard-Herder  
 Cost: 1R  
 Type: Creature – Goblin Shaman  
 Pow/Tgh: 1/1  
 Rules Text: When Akki Blizzard-Herder is put into a graveyard from play, each player sacrifices a land.  
 Rarity: Common
- Card Name: Akki Raider  
 Cost: 1R  
 Type: Creature – Goblin Warrior  
 Pow/Tgh: 2/1  
 Rules Text: Whenever a land is put into a graveyard from play, Akki Raider gets +1/+0 until end of turn.  
 Rarity: Uncommon
- Card Name: Ashen Monstrosity  
 Cost: 5RR  
 Type: Creature – Spirit  
 Pow/Tgh: 7/4  
 Rules Text: Haste  
 Ashen Monstrosity attacks each turn if able.  
 Rarity: Uncommon
- Card Name: Aura Barbs  
 Cost: 2R  
 Type: Instant – Arcane  
 Pow/Tgh:  
 Rules Text: Each enchantment deals 2 damage to its controller, then each enchantment enchanting a creature deals 2 damage to the creature it's enchanting.  
 Rarity: Uncommon
- Card Name: Baku Altar  
 Cost: 2  
 Type: Artifact  
 Pow/Tgh:  
 Rules Text: Whenever you play a Spirit or Arcane spell, you may put a ki counter on Baku Altar.  
 2, T, Remove a ki counter from Baku Altar: Put a 1/1 colorless Spirit creature token into play.  
 Rarity: Rare
- Card Name: Bile Urchin  
 Cost: B  
 Type: Creature – Spirit  
 Pow/Tgh: 1/1  
 Rules Text: Sacrifice Bile Urchin: Target player loses 1 life.  
 Rarity: Common
- Card Name: Blademane Baku  
 Cost: 1R  
 Type: Creature – Spirit  
 Pow/Tgh: 1/1  
 Rules Text: Whenever you play a Spirit or Arcane spell, you may put a ki counter on Blademane Baku.  
 1, Remove X ki counters from Blademane Baku: For each counter removed, Blademane Baku gets +2/+0 until end of turn.  
 Rarity: Common

- Card Name: Blazing Shoal  
 Cost: XRR  
 Type: Instant – Arcane  
 Pow/Tgh:  
 Rules Text: You may remove a red card with converted mana cost X in your hand from the game rather than pay Blazing Shoal's mana cost.  
 Target creature gets +X/+0 until end of turn.  
 Rarity: Rare
- Card Name: Blessing of Leeches  
 Cost: 2B  
 Type: Enchant Creature  
 Pow/Tgh:  
 Rules Text: You may play Blessing of Leeches any time you could play an instant.  
 At the beginning of your upkeep, you lose 1 life.  
 0: Regenerate enchanted creature.  
 Rarity: Common
- Card Name: Blinding Powder  
 Cost: 1  
 Type: Artifact – Equipment  
 Pow/Tgh:  
 Rules Text: Equipped creature has "Unattach Blinding Powder: Prevent all combat damage that would be dealt to this creature this turn."  
 Equip 2 (2: Attach to target creature you control.  
 Equip only as a sorcery.)  
 Rarity: Uncommon
- Card Name: Body of Jukai  
 Cost: 7GG  
 Type: Creature – Spirit  
 Pow/Tgh: 8/5  
 Rules Text: Trample  
 Soulshift 8 (When this is put into a graveyard from play, you may return target Spirit card with converted mana cost 8 or less from your graveyard to your hand.)  
 Rarity: Uncommon
- Card Name: Budoka Pupil  
 Cost: 1GG  
 Type: Creature – Human Monk  
 Pow/Tgh: 2/2  
 Rules Text: Whenever you play a Spirit or Arcane spell, you may put a ki counter on Budoka Pupil.  
 At end of turn, if there are two or more ki counters on Budoka Pupil, you may flip it.  
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 Ichiga, Who Topples Oaks  
 Legendary Creature – Spirit  
 4/3  
 Trample  
 Remove a ki counter from Ichiga, Who Topples Oaks:  
 Target creature gets +2/+2 until end of turn.  
 Rarity: Uncommon
- Card Name: Call for Blood  
 Cost: 4B  
 Type: Instant – Arcane  
 Pow/Tgh:  
 Rules Text: As an additional cost to play Call for Blood, sacrifice a creature.

Target creature gets -X/-X until end of turn, where X is the sacrificed creature's power.

Rarity: Common

Card Name: Callow Jushi

Cost: 1UU

Type: Creature – Human Wizard

Pow/Tgh: 2/2

Rules Text: Whenever you play a Spirit or Arcane spell, you may put a ki counter on Callow Jushi.  
At end of turn, if there are two or more ki counters on Callow Jushi, you may flip it.

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Jaraku the Interloper

Legendary Creature – Spirit

3/4

Remove a ki counter from Jaraku the Interloper: Counter target spell unless its controller pays 2.

Rarity: Uncommon

Card Name: Child of Thorns

Cost: G

Type: Creature – Spirit

Pow/Tgh: 1/1

Rules Text: Sacrifice Child of Thorns: Target creature gets +1/+1 until end of turn.

Rarity: Common

Card Name: Chisei, Heart of Oceans

Cost: 2UU

Type: Legendary Creature – Spirit

Pow/Tgh: 4/4

Rules Text: Flying  
At the beginning of your upkeep, sacrifice Chisei, Heart of Oceans unless you remove a counter from a permanent you control.

Rarity: Rare

Card Name: Clash of Realities

Cost: 3R

Type: Enchantment

Pow/Tgh:

Rules Text: All Spirits have "When this creature comes into play, you may have it deal 3 damage to target non-Spirit creature."  
All non-Spirit creatures have "When this creature comes into play, you may have it deal 3 damage to target Spirit."

Rarity: Rare

Card Name: Crack the Earth

Cost: R

Type: Sorcery – Arcane

Pow/Tgh:

Rules Text: Each player sacrifices a permanent.

Rarity: Common

Card Name: Crawling Filth

Cost: 5B

Type: Creature – Spirit

Pow/Tgh: 2/2

Rules Text: Fear  
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: Common

Card Name: Cunning Bandit

Cost: 1RR

Type: Creature – Human Warrior

Pow/Tgh: 2/2

Rules Text: Whenever you play a Spirit or Arcane spell, you may put a ki counter on Cunning Bandit.  
At end of turn, if there are two or more ki counters on Cunning Bandit, you may flip it.

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Azamuki, Treachery Incarnate

Legendary Creature – Spirit

5/2

Remove a ki counter from Azamuki, Treachery Incarnate:  
Gain control of target creature until end of turn.

Rarity: Uncommon

Card Name: Day of Destiny

Cost: 3W

Type: Legendary Enchantment

Pow/Tgh:

Rules Text: Legendary creatures you control get +2/+2.

Rarity: Rare

Card Name: Disrupting Shoal

Cost: XUU

Type: Instant – Arcane

Pow/Tgh:

Rules Text: You may remove a blue card with converted mana cost X in your hand from the game rather than pay Disrupting Shoal's mana cost.  
Counter target spell if its converted mana cost is X.

Rarity: Rare

Card Name: Empty-Shrine Kannushi

Cost: W

Type: Creature – Human Cleric

Pow/Tgh: 1/1

Rules Text: Empty-Shrine Kannushi has protection from the colors of permanents you control.

Rarity: Uncommon

Card Name: Enshrined Memories

Cost: XG

Type: Sorcery

Pow/Tgh:

Rules Text: Reveal the top X cards of your library. Put all creature cards revealed this way into your hand and the rest on the bottom of your library in any order.

Rarity: Rare

Card Name: Eradicate

Cost: 2BB

Type: Sorcery

Pow/Tgh:

Rules Text: Remove target nonblack creature from the game. Search its controller's graveyard, hand, and library for all cards with the same name as that creature and remove them from the game. That player then shuffles his or her library.

Rarity: Uncommon

Card Name: Faithful Squire  
 Cost: 1WW  
 Type: Creature – Human Soldier  
 Pow/Tgh: 2/2  
 Rules Text: Whenever you play a Spirit or Arcane spell, you may put a ki counter on Faithful Squire.  
 At end of turn, if there are two or more ki counters on Faithful Squire, you may flip it.  
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 Kaiso, Memory of Loyalty  
 Legendary Creature – Spirit  
 3/4  
 Flying  
 Remove a ki counter from Kaiso, Memory of Loyalty:  
 Prevent all damage that would be dealt to target creature this turn.  
 Rarity: Uncommon

Card Name: Final Judgment  
 Cost: 4WW  
 Type: Sorcery  
 Pow/Tgh:  
 Rules Text: Remove all creatures from the game.  
 Rarity: Rare

Card Name: First Volley  
 Cost: 1R  
 Type: Instant – Arcane  
 Pow/Tgh:  
 Rules Text: First Volley deals 1 damage to target creature and 1 damage to that creature's controller.  
 Rarity: Common

Card Name: Flames of the Blood Hand  
 Cost: 2R  
 Type: Instant  
 Pow/Tgh:  
 Rules Text: Flames of the Blood Hand deals 4 damage to target player.  
 The damage can't be prevented. If that player would gain life this turn, that player gains no life instead.  
 Rarity: Uncommon

Card Name: Floodbringer  
 Cost: 1U  
 Type: Creature – Moonfolk Wizard  
 Pow/Tgh: 1/2  
 Rules Text: Flying  
 2, Return a land you control to its owner's hand: Tap target land.  
 Rarity: Common

Card Name: Forked-Branch Garami  
 Cost: 3GG  
 Type: Creature – Spirit  
 Pow/Tgh: 4/4  
 Rules Text: Soulshift 4, soulshift 4 (When this is put into a graveyard from play, you may return up to two target Spirit cards with converted mana cost 4 or less from your graveyard to your hand.)  
 Rarity: Uncommon

Card Name: Frost Ogre  
 Cost: 3RR

Type: Creature – Ogre Warrior  
 Pow/Tgh: 5/3  
 Rules Text:  
 Rarity: Common

Card Name: Frostling  
 Cost: R  
 Type: Creature – Spirit  
 Pow/Tgh: 1/1  
 Rules Text: Sacrifice Frostling: Frostling deals 1 damage to target creature.  
 Rarity: Common

Card Name: Fumiko the Lowblood  
 Cost: 2RR  
 Type: Legendary Creature – Human Samurai  
 Pow/Tgh: 3/2  
 Rules Text: Fumiko the Lowblood has bushido X, where X is the number of attacking creatures. (When this blocks or becomes blocked, it gets +X/+X until end of turn.)  
 Creatures your opponents control attack each turn if able.  
 Rarity: Rare

Card Name: Genju of the Cedars  
 Cost: G  
 Type: Enchant Forest  
 Pow/Tgh:  
 Rules Text: 2: Enchanted Forest becomes a 4/4 green Spirit creature until end of turn. It's still a land.  
 When enchanted Forest is put into a graveyard, you may return Genju of the Cedars from your graveyard to your hand.  
 Rarity: Uncommon

Card Name: Genju of the Falls  
 Cost: U  
 Type: Enchant Island  
 Pow/Tgh:  
 Rules Text: 2: Enchanted Island becomes a 3/2 blue Spirit creature with flying until end of turn. It's still a land.  
 When enchanted Island is put into a graveyard, you may return Genju of the Falls from your graveyard to your hand.  
 Rarity: Uncommon

Card Name: Genju of the Fens  
 Cost: B  
 Type: Enchant Swamp  
 Pow/Tgh:  
 Rules Text: 2: Until end of turn, enchanted Swamp becomes a 2/2 black Spirit creature with "B: This creature gets +1/+1 until end of turn." It's still a land.  
 When enchanted Swamp is put into a graveyard, you may return Genju of the Fens from your graveyard to your hand.  
 Rarity: Uncommon

Card Name: Genju of the Fields  
 Cost: W  
 Type: Enchant Plains  
 Pow/Tgh:  
 Rules Text: 2: Until end of turn, enchanted Plains becomes a 2/5 white Spirit creature with "Whenever this creature

deals damage, you gain that much life." It's still a land.

When enchanted Plains is put into a graveyard, you may return Genju of the Fields from your graveyard to your hand.

Rarity: Uncommon

Card Name: Genju of the Realm

Cost: WUBRG

Type: Legendary Enchant Land

Pow/Tgh:

Rules Text: 2: Enchanted land becomes a legendary 8/12 Spirit creature with trample until end of turn. It's still a land. When enchanted land is put into a graveyard, you may return Genju of the Realm from your graveyard to your hand.

Rarity: Rare

Card Name: Genju of the Spires

Cost: R

Type: Enchant Mountain

Pow/Tgh:

Rules Text: 2: Enchanted Mountain becomes a 6/1 red Spirit creature until end of turn. It's still a land. When enchanted Mountain is put into a graveyard, you may return Genju of the Spires from your graveyard to your hand.

Rarity: Uncommon

Card Name: Gnarled Mass

Cost: 1GG

Type: Creature – Spirit

Pow/Tgh: 3/3

Rules Text:

Rarity: Common

Card Name: Goblin Cohort

Cost: R

Type: Creature – Goblin Warrior

Pow/Tgh: 2/2

Rules Text: Goblin Cohort can't attack unless you've played a creature spell this turn.

Rarity: Common

Card Name: Gods' Eye, Gate to the Reikai

Cost:

Type: Legendary Land

Pow/Tgh:

Rules Text: T: Add 1 to your mana pool. When Gods' Eye, Gate to the Reikai is put into a graveyard from play, put a 1/1 colorless Spirit creature token into play.

Rarity: Uncommon

Card Name: Goryo's Vengeance

Cost: 1B

Type: Instant – Arcane

Pow/Tgh:

Rules Text: Return target legendary creature card from your graveyard to play. That creature gains haste. Remove it from the game at end of turn. Splice onto Arcane 2B (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: Harbinger of Spring

Cost: 4G

Type: Creature – Spirit

Pow/Tgh: 2/1

Rules Text: Protection from non-Spirit creatures  
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: Heart of Light

Cost: 2W

Type: Enchant Creature

Pow/Tgh:

Rules Text: Prevent all damage that would be dealt to and dealt by enchanted creature.

Rarity: Common

Card Name: Heartless Hidetsugu

Cost: 3RR

Type: Legendary Creature – Ogre Shaman

Pow/Tgh: 4/3

Rules Text: T: Heartless Hidetsugu deals to each player damage equal to half that player's life total, rounded down.

Rarity: Rare

Card Name: Heed the Mists

Cost: 3UU

Type: Sorcery – Arcane

Pow/Tgh:

Rules Text: Put the top card of your library into your graveyard, then draw cards equal to that card's converted mana cost.

Rarity: Uncommon

Card Name: Hero's Demise

Cost: 1B

Type: Instant

Pow/Tgh:

Rules Text: Destroy target legendary creature.

Rarity: Rare

Card Name: Higure, the Still Wind

Cost: 3UU

Type: Legendary Creature – Human Ninja

Pow/Tgh: 3/4

Rules Text: Ninjutsu 2UU (2UU, Return an unblocked attacker you control to hand: Put this card into play from your hand tapped and attacking.)  
Whenever Higure deals combat damage to a player, you may search your library for a Ninja card, reveal it, and put it into your hand. If you do, shuffle your library.

2: Target Ninja is unblockable this turn.

Rarity: Rare

Card Name: Hired Muscle

Cost: 1BB

Type: Creature – Human Warrior

Pow/Tgh: 2/2

Rules Text: Whenever you play a Spirit or Arcane spell, you may

put a ki counter on Hired Muscle.  
At end of turn, if there are two or more ki counters  
on Hired Muscle, you may flip it.

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Scarmaker  
Legendary Creature – Spirit  
4/4  
Remove a ki counter from Scarmaker: Target creature  
gains fear until end of turn.

Rarity: Uncommon

Card Name: Hokori, Dust Drinker  
Cost: 2WW  
Type: Legendary Creature – Spirit  
Pow/Tgh: 2/2

Rules Text: Lands don't untap during their controllers' untap steps.  
At the beginning of each player's upkeep, that player  
untaps a land he or she controls.

Rarity: Rare

Card Name: Horobi's Whisper  
Cost: 1BB  
Type: Instant – Arcane  
Pow/Tgh:

Rules Text: If you control a Swamp, destroy target nonblack creature.  
Splice onto Arcane—Remove four cards in your graveyard  
from the game. (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: Hundred-Talon Strike  
Cost: W  
Type: Instant – Arcane  
Pow/Tgh:

Rules Text: Target creature gets +1/+0 and gains first strike until  
end of turn.  
Splice onto Arcane—Tap an untapped white creature you  
control. (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: In the Web of War  
Cost: 3RR  
Type: Enchantment  
Pow/Tgh:

Rules Text: Whenever a creature comes into play under your control,  
it gets +2/+0 and gains haste until end of turn.

Rarity: Rare

Card Name: Indebted Samurai  
Cost: 3W  
Type: Creature – Human Samurai  
Pow/Tgh: 2/3

Rules Text: Bushido 1 (When this blocks or becomes blocked, it  
gets +1/+1 until end of turn.)  
Whenever a Samurai you control is put into a graveyard  
from play, you may put a +1/+1 counter on Indebted  
Samurai.

Rarity: Uncommon

Card Name: Ink-Eyes, Servant of Oni  
Cost: 4BB

- Type: Legendary Creature – Rat Ninja  
 Pow/Tgh: 5/4  
 Rules Text: Ninjutsu 3BB (3BB, Return an unblocked attacker you control to hand: Put this card into play from your hand tapped and attacking.)  
 Whenever Ink-Eyes, Servant of Oni deals combat damage to a player, you may put target creature card from that player's graveyard into play under your control.  
 1B: Regenerate Ink-Eyes.  
 Rarity: Rare
- Card Name: Ire of Kaminari  
 Cost: 3R  
 Type: Instant – Arcane  
 Pow/Tgh:  
 Rules Text: Ire of Kaminari deals damage to target creature or player equal to the number of Arcane cards in your graveyard.  
 Rarity: Common
- Card Name: Isao, Enlightened Bushi  
 Cost: 2G  
 Type: Legendary Creature – Human Samurai  
 Pow/Tgh: 2/1  
 Rules Text: Isao, Enlightened Bushi can't be countered.  
 Bushido 2 (When this blocks or becomes blocked, it gets +2/+2 until end of turn.)  
 2: Regenerate target Samurai.  
 Rarity: Rare
- Card Name: Ishi-Ishi, Akki Crackshot  
 Cost: 1R  
 Type: Legendary Creature – Goblin Warrior  
 Pow/Tgh: 1/1  
 Rules Text: Whenever an opponent plays a Spirit or Arcane spell, Ishi-Ishi, Akki Crackshot deals 2 damage to that player.  
 Rarity: Rare
- Card Name: Iwamori of the Open Fist  
 Cost: 2GG  
 Type: Legendary Creature – Human Monk  
 Pow/Tgh: 5/5  
 Rules Text: Trample  
 When Iwamori of the Open Fist comes into play, each opponent may put a legendary creature card from his or her hand into play.  
 Rarity: Rare
- Card Name: Jetting Glasskite  
 Cost: 4UU  
 Type: Creature – Spirit  
 Pow/Tgh: 4/4  
 Rules Text: Flying  
 Whenever Jetting Glasskite becomes the target of a spell or ability for the first time in a turn, counter that spell or ability.  
 Rarity: Uncommon
- Card Name: Kaijin of the Vanishing Touch  
 Cost: 1U  
 Type: Creature – Spirit  
 Pow/Tgh: 0/3  
 Rules Text: Defender (This creature can't attack.)  
 Whenever Kaijin of the Vanishing Touch blocks a creature,

return that creature to its owner's hand at end of combat. (Return it only if it's in play.)

Rarity: Uncommon

Card Name: Kami of False Hope

Cost: W

Type: Creature – Spirit

Pow/Tgh: 1/1

Rules Text: Sacrifice Kami of False Hope: Prevent all combat damage that would be dealt this turn.

Rarity: Common

Card Name: Kami of Tattered Shoji

Cost: 4W

Type: Creature – Spirit

Pow/Tgh: 2/5

Rules Text: Whenever you play a Spirit or Arcane spell, Kami of Tattered Shoji gains flying until end of turn.

Rarity: Common

Card Name: Kami of the Honored Dead

Cost: 5WW

Type: Creature – Spirit

Pow/Tgh: 3/5

Rules Text: Flying  
Whenever Kami of the Honored Dead is dealt damage, you gain that much life.  
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: Uncommon

Card Name: Kentaro, the Smiling Cat

Cost: 1W

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.)  
You may pay X rather than pay the mana cost for Samurai spells you play, where X is that spell's converted mana cost.

Rarity: Rare

Card Name: Kira, Great Glass-Spinner

Cost: 1UU

Type: Legendary Creature – Spirit

Pow/Tgh: 2/2

Rules Text: Flying  
Creatures you control have "Whenever this creature becomes the target of a spell or ability for the first time in a turn, counter that spell or ability."

Rarity: Rare

Card Name: Kitsune Palliator

Cost: 2W

Type: Creature – Fox Cleric

Pow/Tgh: 0/2

Rules Text: T: Prevent the next 1 damage that would be dealt to each creature and each player this turn.

Rarity: Uncommon

Card Name: Kodama of the Center Tree

Cost: 4G

Type: Legendary Creature – Spirit

Pow/Tgh: \*/\*

Rules Text: Kodama of the Center Tree's power and toughness are each equal to the number of Spirits you control.  
Kodama of the Center Tree has soulshift X, where X is the number of Spirits you control.

Rarity: Rare

Card Name: Kumano's Blessing  
Cost: 2R  
Type: Enchant Creature  
Pow/Tgh:

Rules Text: You may play Kumano's Blessing any time you could play an instant.  
If a creature dealt damage by enchanted creature this turn would be put into a graveyard, remove it from the game instead.

Rarity: Common

Card Name: Kyoki, Sanity's Eclipse  
Cost: 4BB  
Type: Legendary Creature – Demon Spirit  
Pow/Tgh: 6/4

Rules Text: Whenever you play a Spirit or Arcane spell, target opponent removes a card in his or her hand from the game.

Rarity: Rare

Card Name: Lifegift  
Cost: 2G  
Type: Enchantment  
Pow/Tgh:

Rules Text: Whenever a land comes into play, you may gain 1 life.

Rarity: Rare

Card Name: Lifespinner  
Cost: 3G  
Type: Creature – Spirit  
Pow/Tgh: 3/3

Rules Text: T, Sacrifice three Spirits: Search your library for a legendary Spirit card and put it into play. Then shuffle your library.

Rarity: Uncommon

Card Name: Loam Dweller  
Cost: 1G  
Type: Creature – Spirit  
Pow/Tgh: 2/2

Rules Text: Whenever you play a Spirit or Arcane spell, you may put a land card from your hand into play tapped.

Rarity: Uncommon

Card Name: Mannichi, the Fevered Dream  
Cost: 2R  
Type: Legendary Creature – Spirit  
Pow/Tgh: 1/2

Rules Text: 1R: Switch each creature's power and toughness until end of turn.

Rarity: Rare

Card Name: Mark of Sakiko  
Cost: 1G  
Type: Enchant Creature  
Pow/Tgh:

Rules Text: Enchanted creature has "Whenever this creature deals

combat damage to a player, add that much G to your mana pool. This mana doesn't cause mana burn. Until end of turn, this mana doesn't empty from your mana pool as phases end."

Rarity: Uncommon

Card Name: Mark of the Oni

Cost: 2B

Type: Enchant Creature

Pow/Tgh:

Rules Text: You control enchanted creature.

At end of turn, if you control no Demons, sacrifice Mark of the Oni.

Rarity: Uncommon

Card Name: Matsu-Tribe Sniper

Cost: 1G

Type: Creature – Snake Warrior Archer

Pow/Tgh: 1/1

Rules Text: T: Matsu-Tribe Sniper deals 1 damage to target creature with flying.

Whenever Matsu-Tribe Sniper deals damage to a creature, tap that creature and it doesn't untap during its controller's next untap step.

Rarity: Common

Card Name: Mending Hands

Cost: W

Type: Instant

Pow/Tgh:

Rules Text: Prevent the next 4 damage that would be dealt to target creature or player this turn.

Rarity: Common

Card Name: Minamo Sightbender

Cost: 1U

Type: Creature – Human Wizard

Pow/Tgh: 1/2

Rules Text: X, T: Target creature with power X or less is unblockable this turn.

Rarity: Uncommon

Card Name: Minamo's Meddling

Cost: 2UU

Type: Instant

Pow/Tgh:

Rules Text: Counter target spell. That spell's controller reveals his or her hand, then discards each card with the same name as a card spliced onto that spell.

Rarity: Common

Card Name: Mirror Gallery

Cost: 5

Type: Artifact

Pow/Tgh:

Rules Text: The "legend rule" doesn't apply.

Rarity: Rare

Card Name: Mistblade Shinobi

Cost: 2U

Type: Creature – Human Ninja

Pow/Tgh: 1/1

Rules Text: Ninjutsu U (U, Return an unblocked attacker you control to hand: Put this card into play from your hand tapped

and attacking.)

Whenever Mistblade Shinobi deals combat damage to a player, you may return target creature that player controls to its owner's hand.

Rarity: Common

Card Name: Moonlit Strider

Cost: 3W

Type: Creature – Spirit

Pow/Tgh: 1/4

Rules Text: Sacrifice Moonlit Strider: Target creature you control gains protection from the color of your choice 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: Neko-Te

Cost: 3

Type: Artifact – Equipment

Pow/Tgh:

Rules Text: Whenever equipped creature deals damage to a creature, tap that creature. As long as Neko-Te remains in play, that creature doesn't untap during its controller's untap step.

Whenever equipped creature deals damage to a player, that player loses 1 life.

Equip 2

Rarity: Rare

Card Name: Nezumi Shadow-Watcher

Cost: B

Type: Creature – Rat Warrior

Pow/Tgh: 1/1

Rules Text: Sacrifice Nezumi Shadow-Watcher: Destroy target Ninja.

Rarity: Uncommon

Card Name: Ninja of the Deep Hours

Cost: 3U

Type: Creature – Human Ninja

Pow/Tgh: 2/2

Rules Text: Ninjutsu 1U (1U, Return an unblocked attacker you control to hand: Put this card into play from your hand tapped and attacking.)

Whenever Ninja of the Deep Hours deals combat damage to a player, you may draw a card.

Rarity: Common

Card Name: Nourishing Shoal

Cost: XGG

Type: Instant – Arcane

Pow/Tgh:

Rules Text: You may remove a green card with converted mana cost X in your hand from the game rather than pay Nourishing Shoal's mana cost.

You gain X life.

Rarity: Rare

Card Name: Ogre Marauder

Cost: 1BB

Type: Creature – Ogre Warrior

Pow/Tgh: 3/1

Rules Text: Whenever Ogre Marauder attacks, it can't be blocked

this turn unless defending player sacrifices a creature.

Rarity: Uncommon

Card Name: Ogre Recluse

Cost: 3R

Type: Creature – Ogre Warrior

Pow/Tgh: 5/4

Rules Text: Whenever a player plays a spell, tap Ogre Recluse.

Rarity: Uncommon

Card Name: Okiba-Gang Shinobi

Cost: 3BB

Type: Creature – Rat Ninja

Pow/Tgh: 3/2

Rules Text: Ninjutsu 3B (3B, Return an unblocked attacker you control to hand: Put this card into play from your hand tapped and attacking.)

Whenever Okiba-Gang Shinobi deals combat damage to a player, that player discards two cards.

Rarity: Common

Card Name: Opal-Eye, Konda's Yojimbo

Cost: 1WW

Type: Legendary Creature – Fox Samurai

Pow/Tgh: 1/4

Rules Text: Bushido 1; defender (This creature can't attack.)

T: The next time a source of your choice would deal damage this turn, that damage is dealt to Opal-Eye, Konda's Yojimbo instead.

1W: Prevent the next 1 damage that would be dealt to Opal-Eye this turn.

Rarity: Rare

Card Name: Orb of Dreams

Cost: 3

Type: Artifact

Pow/Tgh:

Rules Text: Permanents come into play tapped.

Rarity: Rare

Card Name: Ornate Kanzashi

Cost: 5

Type: Artifact

Pow/Tgh:

Rules Text: 2, T: Target opponent removes the top card of his or her library from the game. You may play that card this turn.

Rarity: Rare

Card Name: Overblaze

Cost: 3R

Type: Instant – Arcane

Pow/Tgh:

Rules Text: Each time target permanent would deal damage to a creature or player this turn, it deals double that damage to that creature or player instead.

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: Uncommon

Card Name: Oyobi, Who Split the Heavens

Cost: 6W

- Type: Legendary Creature – Spirit  
 Pow/Tgh: 3/6  
 Rules Text: Flying  
 Whenever you play a Spirit or Arcane spell, put a 3/3 white Spirit creature token with flying into play.  
 Rarity: Rare
- Card Name: Patron of the Akki  
 Cost: 4RR  
 Type: Legendary Creature – Spirit  
 Pow/Tgh: 5/5  
 Rules Text: Goblin offering (You may play this card any time you could play an instant by sacrificing a Goblin and paying the difference in mana costs between this and the sacrificed Goblin. Mana cost includes color.)  
 Whenever Patron of the Akki attacks, creatures you control get +2/+0 until end of turn.  
 Rarity: Rare
- Card Name: Patron of the Kitsune  
 Cost: 4WW  
 Type: Legendary Creature – Spirit  
 Pow/Tgh: 5/6  
 Rules Text: Fox offering (You may play this card any time you could play an instant by sacrificing a Fox and paying the difference in mana costs between this and the sacrificed Fox. Mana cost includes color.)  
 Whenever a creature attacks, you may gain 1 life.  
 Rarity: Rare
- Card Name: Patron of the Moon  
 Cost: 5UU  
 Type: Legendary Creature – Spirit  
 Pow/Tgh: 5/4  
 Rules Text: Moonfolk offering (You may play this card any time you could play an instant by sacrificing a Moonfolk and paying the difference in mana costs between this and the sacrificed Moonfolk. Mana cost includes color.)  
 Flying  
 1: Put up to two land cards from your hand into play tapped.  
 Rarity: Rare
- Card Name: Patron of the Nezumi  
 Cost: 5BB  
 Type: Legendary Creature – Spirit  
 Pow/Tgh: 6/6  
 Rules Text: Rat offering (You may play this card any time you could play an instant by sacrificing a Rat and paying the difference in mana costs between this and the sacrificed Rat. Mana cost includes color.)  
 Whenever a permanent is put into an opponent's graveyard, that player loses 1 life.  
 Rarity: Rare
- Card Name: Patron of the Orochi  
 Cost: 6GG  
 Type: Legendary Creature – Spirit  
 Pow/Tgh: 7/7  
 Rules Text: Snake offering (You may play this card any time you could play an instant by sacrificing a Snake and paying the difference in mana costs between this and the sacrificed Snake. Mana cost includes color.)

T: Untap all Forests and all green creatures. Play this ability only once each turn.

Rarity: Rare

Card Name: Petalmane Baku

Cost: 1G

Type: Creature – Spirit

Pow/Tgh: 1/2

Rules Text: Whenever you play a Spirit or Arcane spell, you may put a ki counter on Petalmane Baku.

1, Remove X ki counters from Petalmane Baku: Add X mana of any one color to your mana pool.

Rarity: Common

Card Name: Phantom Wings

Cost: 1U

Type: Enchant Creature

Pow/Tgh:

Rules Text: Enchanted creature has flying.

Sacrifice Phantom Wings: Return enchanted creature to its owner's hand.

Rarity: Common

Card Name: Psychic Spear

Cost: B

Type: Sorcery

Pow/Tgh:

Rules Text: Target player reveals his or her hand. Choose a Spirit or Arcane card from it. That player discards that card.

Rarity: Common

Card Name: Pus Kami

Cost: 5BB

Type: Creature – Spirit

Pow/Tgh: 3/3

Rules Text: B, Sacrifice Pus Kami: Destroy target nonblack creature. 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: Uncommon

Card Name: Quash

Cost: 2UU

Type: Instant

Pow/Tgh:

Rules Text: Counter target instant or sorcery spell. Search its controller's graveyard, hand, and library for all cards with the same name as that spell and remove them from the game. That player then shuffles his or her library.

Rarity: Uncommon

Card Name: Quillmane Baku

Cost: 4U

Type: Creature – Spirit

Pow/Tgh: 3/3

Rules Text: Whenever you play a Spirit or Arcane spell, you may put a ki counter on Quillmane Baku.

1, T, Remove X ki counters from Quillmane Baku: Return target creature with converted mana cost X or less to its owner's hand.

Rarity: Common

Card Name: Reduce to Dreams

Cost: 3UU

- Type: Sorcery  
Pow/Tgh:  
Rules Text: Return all artifacts and enchantments to their owners' hands.  
Rarity: Rare
- Card Name: Ribbons of the Reikai  
Cost: 4U  
Type: Sorcery – Arcane  
Pow/Tgh:  
Rules Text: Draw a card for each Spirit you control.  
Rarity: Common
- Card Name: Roar of Jukai  
Cost: 2G  
Type: Instant – Arcane  
Pow/Tgh:  
Rules Text: If you control a Forest, each blocked creature gets +2/+2 until end of turn.  
Splice onto Arcane—An opponent gains 5 life. (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: Ronin Cliff rider  
Cost: 3RR  
Type: Creature – Human Samurai  
Pow/Tgh: 2/2  
Rules Text: Bushido 1 (When this blocks or becomes blocked, it gets +1/+1 until end of turn.)  
Whenever Ronin Cliff rider attacks, you may have it deal 1 damage to each creature defending player controls.  
Rarity: Uncommon
- Card Name: Ronin Warclub  
Cost: 3  
Type: Artifact – Equipment  
Pow/Tgh:  
Rules Text: Equipped creature gets +2/+1.  
Whenever a creature comes into play under your control, attach Ronin Warclub to that creature.  
Equip 5 (5: Attach to target creature you control. Equip only as a sorcery.)  
Rarity: Uncommon
- Card Name: Sakiko, Mother of Summer  
Cost: 4GG  
Type: Legendary Creature – Snake Shaman  
Pow/Tgh: 3/3  
Rules Text: Whenever a creature you control deals combat damage to a player, add that much G to your mana pool. This mana doesn't cause mana burn. Until end of turn, this mana doesn't empty from your mana pool as phases end.  
Rarity: Rare
- Card Name: Sakura-Tribe Springcaller  
Cost: 3G  
Type: Creature – Snake Shaman  
Pow/Tgh: 2/4  
Rules Text: At the beginning of your upkeep, add G to your mana pool. This mana doesn't cause mana burn. Until end of turn, this mana doesn't empty from your mana pool as phases end.

Rarity: Common

Card Name: Scaled Hulk

Cost: 5G

Type: Creature – Spirit

Pow/Tgh: 4/4

Rules Text: Whenever you play a Spirit or Arcane spell, Scaled Hulk gets +2/+2 until end of turn.

Rarity: Common

Card Name: Scour

Cost: 2WW

Type: Instant

Pow/Tgh:

Rules Text: Remove target enchantment from the game. Search its controller's graveyard, hand, and library for all cards with the same name as that enchantment and remove them from the game. That player then shuffles his or her library.

Rarity: Uncommon

Card Name: Scourge of Numai

Cost: 3B

Type: Creature – Demon Spirit

Pow/Tgh: 4/4

Rules Text: At the beginning of your upkeep, you lose 2 life if you don't control an Ogre.

Rarity: Uncommon

Card Name: Shimmering Glasskite

Cost: 3U

Type: Creature – Spirit

Pow/Tgh: 2/3

Rules Text: Flying

Whenever Shimmering Glasskite becomes the target of a spell or ability for the first time in a turn, counter that spell or ability.

Rarity: Common

Card Name: Shining Shoal

Cost: XWW

Type: Instant – Arcane

Pow/Tgh:

Rules Text: You may remove a white card with converted mana cost X in your hand from the game rather than pay Shining Shoal's mana cost.

The next X damage that a source of your choice would deal to you or a creature you control this turn is dealt to target creature or player instead.

Rarity: Rare

Card Name: Shinka Gatekeeper

Cost: 2R

Type: Creature – Ogre Warrior

Pow/Tgh: 3/2

Rules Text: Whenever Shinka Gatekeeper is dealt damage, it deals that much damage to you.

Rarity: Common

Card Name: Shirei, Shizo's Caretaker

Cost: 4B

Type: Legendary Creature – Spirit

Pow/Tgh: 2/2

Rules Text: Whenever a creature with power 1 or less is put into

your graveyard from play, you may return that creature card to play under your control at end of turn if Shirei, Shizo's Caretaker is still in play.

Rarity: Rare

Card Name: Shizuko, Caller of Autumn  
 Cost: 1GG  
 Type: Legendary Creature – Snake Shaman  
 Pow/Tgh: 2/3

Rules Text: At the beginning of each player's upkeep, that player adds GGG to his or her mana pool. This mana doesn't cause mana burn. Until end of turn, this mana doesn't empty from that player's mana pool as phases end.

Rarity: Rare

Card Name: Shuko  
 Cost: 1  
 Type: Artifact – Equipment  
 Pow/Tgh:

Rules Text: Equipped creature gets +1/+0.  
 Equip 0 (0: Attach to target creature you control. Equip only as a sorcery.)

Rarity: Uncommon

Card Name: Shuriken  
 Cost: 1  
 Type: Artifact – Equipment  
 Pow/Tgh:

Rules Text: Equipped creature has "T, Unattach Shuriken: Shuriken deals 2 damage to target creature. That creature's controller gains control of Shuriken unless it was unattached from a Ninja."  
 Equip 2 (2: Attach to target creature you control. Equip only as a sorcery.)

Rarity: Uncommon

Card Name: Sickening Shoal  
 Cost: XBB  
 Type: Instant – Arcane  
 Pow/Tgh:

Rules Text: You may remove a black card with converted mana cost X in your hand from the game rather than pay Sickening Shoal's mana cost.  
 Target creature gets -X/-X until end of turn.

Rarity: Rare

Card Name: Silverstorm Samurai  
 Cost: 4WW  
 Type: Creature – Fox Samurai  
 Pow/Tgh: 3/3

Rules Text: You may play Silverstorm Samurai any time you could play an instant.  
 Bushido 1 (When this blocks or becomes blocked, it gets +1/+1 until end of turn.)

Rarity: Common

Card Name: Skullmane Baku  
 Cost: 3BB  
 Type: Creature – Spirit  
 Pow/Tgh: 2/1

Rules Text: Whenever you play a Spirit or Arcane spell, you may put a ki counter on Skullmane Baku.  
 1, T, Remove X ki counters from Skullmane Baku: Target creature gets -X/-X until end of turn.

Rarity: Common

Card Name: Skullsnatcher

Cost: 1B

Type: Creature – Rat Ninja

Pow/Tgh: 2/1

Rules Text: Ninjutsu B (B, Return an unblocked attacker you control to hand: Put this card into play from your hand tapped and attacking.)

Whenever Skullsnatcher deals combat damage to a player, remove up to two target cards in that player's graveyard from the game.

Rarity: Common

Card Name: Slumbering Tora

Cost: 3

Type: Artifact

Pow/Tgh:

Rules Text: 2, Discard a Spirit or Arcane card: Slumbering Tora becomes an X/X artifact creature until end of turn, where X is the discarded card's converted mana cost.

Rarity: Rare

Card Name: Soratami Mindsweeper

Cost: 3U

Type: Creature – Moonfolk Wizard

Pow/Tgh: 1/4

Rules Text: Flying

2, Return a land you control to its owner's hand: Target player puts the top two cards of his or her library into his or her graveyard.

Rarity: Uncommon

Card Name: Sosuke's Summons

Cost: 2G

Type: Sorcery

Pow/Tgh:

Rules Text: Put two 1/1 green Snake creature tokens into play.

Whenever a nontoken Snake comes into play under your control, you may return Sosuke's Summons from your graveyard to your hand.

Rarity: Uncommon

Card Name: Sowing Salt

Cost: 2RR

Type: Sorcery

Pow/Tgh:

Rules Text: Remove target nonbasic land from the game. Search its controller's graveyard, hand, and library for all cards with the same name as that land and remove them from the game. That player then shuffles his or her library.

Rarity: Uncommon

Card Name: Splinter

Cost: 2GG

Type: Sorcery

Pow/Tgh:

Rules Text: Remove target artifact from the game. Search its controller's graveyard, hand, and library for all cards with the same name as that artifact and remove them from the game. That player then shuffles his or her library.

Rarity: Uncommon

Card Name: Split-Tail Miko

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

Card Name: Stir the Grave  
 Cost: XB  
 Type: Sorcery  
 Pow/Tgh:  
 Rules Text: Return target creature card with converted mana cost X or less from your graveyard to play.  
 Rarity: Common

Card Name: Stream of Consciousness  
 Cost: 1U  
 Type: Instant – Arcane  
 Pow/Tgh:  
 Rules Text: Target player shuffles up to four target cards from his or her graveyard into his or her library.  
 Rarity: Uncommon

Card Name: Sway of the Stars  
 Cost: 8UU  
 Type: Sorcery  
 Pow/Tgh:  
 Rules Text: Each player shuffles his or her hand, graveyard, and permanents he or she owns into his or her library, then draws seven cards. Each player's life total becomes 7.  
 Rarity: Rare

Card Name: Takeno's Cavalry  
 Cost: 3W  
 Type: Creature – Human Samurai Archer  
 Pow/Tgh: 1/1  
 Rules Text: Bushido 1 (When this blocks or becomes blocked, it gets +1/+1 until end of turn.)  
 T: Takeno's Cavalry deals 1 damage to target attacking or blocking Spirit.  
 Rarity: Common

Card Name: Takenuma Bleeder  
 Cost: 2B  
 Type: Creature – Ogre Shaman  
 Pow/Tgh: 3/3  
 Rules Text: Whenever Takenuma Bleeder attacks or blocks, you lose 1 life if you don't control a Demon.  
 Rarity: Common

Card Name: Tallowisp  
 Cost: 1W  
 Type: Creature – Spirit  
 Pow/Tgh: 1/3  
 Rules Text: Whenever you play a Spirit or Arcane spell, you may search your library for an enchant creature card, reveal it, and put it into your hand. If you do, shuffle your library.  
 Rarity: Uncommon

Card Name: Teardrop Kami  
 Cost: U  
 Type: Creature – Spirit

Pow/Tgh: 1/1  
Rules Text: Sacrifice Teardrop Kami: Tap or untap target creature.  
Rarity: Common

Card Name: Tendo Ice Bridge  
Cost:  
Type: Land  
Pow/Tgh:  
Rules Text: Tendo Ice Bridge comes into play with a charge counter on it.  
T: Add 1 to your mana pool.  
T, Remove a charge counter from Tendo Ice Bridge: Add one mana of any color to your mana pool.  
Rarity: Rare

Card Name: Terashi's Grasp  
Cost: 2W  
Type: Sorcery – Arcane  
Pow/Tgh:  
Rules Text: Destroy target artifact or enchantment. You gain life equal to its converted mana cost.  
Rarity: Common

Card Name: Terashi's Verdict  
Cost: 1W  
Type: Instant – Arcane  
Pow/Tgh:  
Rules Text: Destroy target attacking creature with power 3 or less.  
Rarity: Uncommon

Card Name: That Which Was Taken  
Cost: 5  
Type: Legendary Artifact  
Pow/Tgh:  
Rules Text: 4, T: Put a divinity counter on target permanent other than That Which Was Taken.  
Each permanent with a divinity counter on it is indestructible.  
Rarity: Rare

Card Name: Threads of Disloyalty  
Cost: 1UU  
Type: Enchant Creature  
Pow/Tgh:  
Rules Text: Threads of Disloyalty can enchant only a creature with converted mana cost 2 or less.  
You control enchanted creature.  
Rarity: Rare

Card Name: Three Tragedies  
Cost: 3BB  
Type: Sorcery – Arcane  
Pow/Tgh:  
Rules Text: Target player discards three cards.  
Rarity: Uncommon

Card Name: Throat Slitter  
Cost: 4B  
Type: Creature – Rat Ninja  
Pow/Tgh: 2/2  
Rules Text: Ninjutsu 2B (2B, Return an unblocked attacker you control to hand: Put this card into play from your hand tapped and attacking.)  
Whenever Throat Slitter deals combat damage to a player, destroy target nonblack creature that player controls.

Rarity: Uncommon

Card Name: Toils of Night and Day

Cost: 2U

Type: Instant – Arcane

Pow/Tgh:

Rules Text: Tap or untap target permanent, then tap or untap another target permanent.

Rarity: Common

Card Name: Tomorrow, Azami's Familiar

Cost: 5U

Type: Legendary Creature – Spirit

Pow/Tgh: 1/5

Rules Text: If you would draw a card, look at the top three cards of your library instead. Put one of those cards into your hand and the rest on the bottom of your library in any order.

Rarity: Rare

Card Name: Torrent of Stone

Cost: 3R

Type: Instant – Arcane

Pow/Tgh:

Rules Text: Torrent of Stone deals 4 damage to target creature. Splice onto Arcane–Sacrifice two mountains. (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: Toshiro Umezawa

Cost: 1BB

Type: Legendary Creature – Human Samurai

Pow/Tgh: 2/2

Rules Text: Bushido 1 (When this blocks or becomes blocked, it gets +1/+1 until end of turn.)  
Whenever a creature an opponent controls is put into a graveyard from play, you may play target instant card in your graveyard. If that card would be put into a graveyard this turn, remove it from the game instead.

Rarity: Rare

Card Name: Traproot Kami

Cost: G

Type: Creature – Spirit

Pow/Tgh: 0/\*

Rules Text: Defender (This creature can't attack.)  
Traproot Kami's toughness is equal to the number of Forests in play.  
Traproot Kami may block as though it had flying.

Rarity: Common

Card Name: Twist Allegiance

Cost: 6R

Type: Sorcery

Pow/Tgh:

Rules Text: You and target opponent each gain control of all creatures the other controls until end of turn. Untap those creatures. Those creatures gain haste until end of turn.

Rarity: Rare

Card Name: Umezawa's Jitte

Cost: 2

Type: Legendary Artifact – Equipment  
 Pow/Tgh:  
 Rules Text: Whenever equipped creature deals combat damage, put two charge counters on Umezawa's Jitte.  
 Remove a charge counter from Umezawa's Jitte: Choose one – Equipped creature gets +2/+2 until end of turn; or target creature gets -1/-1 until end of turn; or you gain 2 life.  
 Equip 2  
 Rarity: Rare

Card Name: Unchecked Growth  
 Cost: 2G  
 Type: Instant – Arcane  
 Pow/Tgh:  
 Rules Text: Target creature gets +4/+4 until end of turn. If it's a Spirit, it gains trample until end of turn.  
 Rarity: Uncommon

Card Name: Uproot  
 Cost: 3G  
 Type: Sorcery – Arcane  
 Pow/Tgh:  
 Rules Text: Put target land on top of its owner's library.  
 Rarity: Common

Card Name: Veil of Secrecy  
 Cost: 1U  
 Type: Instant – Arcane  
 Pow/Tgh:  
 Rules Text: Target creature is unblockable and can't be the target of spells or abilities this turn.  
 Splice onto Arcane—Return a blue creature you control to its owner's hand. (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: Vital Surge  
 Cost: 1G  
 Type: Instant – Arcane  
 Pow/Tgh:  
 Rules Text: You gain 3 life.  
 Splice onto Arcane 1G (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: Walker of Secret Ways  
 Cost: 2U  
 Type: Creature – Human Ninja  
 Pow/Tgh: 1/2  
 Rules Text: Ninjutsu 1U (1U, Return an unblocked attacker you control to hand: Put this card into play from your hand tapped and attacking.)  
 Whenever Walker of Secret Ways deals combat damage to a player, look at that player's hand.  
 1U: Return target Ninja you control to its owner's hand. Play this ability only during your turn.  
 Rarity: Uncommon

Card Name: Ward of Piety

Cost: 1W

Type: Enchant Creature

Pow/Tgh:

Rules Text: 1W: The next 1 damage that would be dealt to enchanted creature this turn is dealt to target creature or player instead.

Rarity: Uncommon

Card Name: Waxmane Baku

Cost: 2W

Type: Creature – Spirit

Pow/Tgh: 2/2

Rules Text: Whenever you play a Spirit or Arcane spell, you may put a ki counter on Waxmane Baku.  
1, Remove X ki counters from Waxmane Baku: Tap X target creatures.

Rarity: Common

Card Name: Yomiji, Who Bars the Way

Cost: 5WW

Type: Legendary Creature – Spirit

Pow/Tgh: 4/4

Rules Text: Whenever a legendary permanent other than Yomiji, Who Bars the Way is put into a graveyard from play, return that card to its owner's hand.

Rarity: Rare

Card Name: Yukora, the Prisoner

Cost: 2BB

Type: Legendary Creature – Demon Spirit

Pow/Tgh: 5/5

Rules Text: When Yukora, the Prisoner leaves play, sacrifice all non-Ogre creatures you control.

Rarity: Rare

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