

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

Card Name: Adamaro, First to Desire
Cost: 1RR
Type: Legendary Creature — Spirit
Pow/Tgh: */*
Rules Text: Adamaro, First to Desire's power and toughness are each equal to the number of cards in the hand of the opponent with the most cards in hand.
Set/Rarity: Saviors of Kamigawa rare

Card Name: Æther Shockwave
Cost: 3W
Type: Instant
Pow/Tgh:
Rules Text: Choose one — Tap all Spirits; or tap all non-Spirit creatures.
Set/Rarity: Saviors of Kamigawa uncommon

Card Name: Akki Drillmaster
Cost: 2R
Type: Creature — Goblin Shaman
Pow/Tgh: 2/2
Rules Text: T: Target creature gains haste until end of turn.
Set/Rarity: Saviors of Kamigawa common

Card Name: Akki Underling
Cost: 1R
Type: Creature — Goblin Warrior
Pow/Tgh: 2/1
Rules Text: As long as you have seven or more cards in hand, Akki Underling gets +2/+1 and has first strike.
Set/Rarity: Saviors of Kamigawa common

Card Name: Akuta, Born of Ash
Cost: 2BB
Type: Legendary Creature — Spirit
Pow/Tgh: 3/2
Rules Text: Haste
At the beginning of your upkeep, if you have more cards in hand than each opponent, you may sacrifice a Swamp. If you do, return Akuta, Born of Ash from your graveyard to play.
Set/Rarity: Saviors of Kamigawa rare

Card Name: Araba Mothrider
Cost: 1W
Type: Creature — Human Samurai
Pow/Tgh: 1/1
Rules Text: Flying
Bushido 1 (When this blocks or becomes blocked, it gets +1/+1 until end of turn.)
Set/Rarity: Saviors of Kamigawa common

Card Name: Arashi, the Sky Asunder
Cost: 3GG
Type: Legendary Creature — Spirit
Pow/Tgh: 5/5
Rules Text: XG, T: Arashi, the Sky Asunder deals X damage to target creature with flying.
Channel — XGG, Discard Arashi: Arashi deals X damage to each creature with flying.
Set/Rarity: Saviors of Kamigawa rare

Card Name: Ashes of the Fallen
Cost: 2
Type: Artifact
Pow/Tgh:
Rules Text: As Ashes of the Fallen comes into play, choose a creature type.
Each creature card in your graveyard has the chosen creature type in addition to its other types.
Set/Rarity: Saviors of Kamigawa rare

Card Name: Ayumi, the Last Visitor
Cost: 3GG
Type: Legendary Creature — Spirit
Pow/Tgh: 7/3
Rules Text: Legendary landwalk
Set/Rarity: Saviors of Kamigawa rare

Card Name: Barrel Down Sokenzan
Cost: 2R
Type: Instant — Arcane
Pow/Tgh:
Rules Text: Sweep — Return any number of Mountains you control to their owner's hand. Barrel Down Sokenzan deals damage to target creature equal to twice the number of Mountains returned this way.
Set/Rarity: Saviors of Kamigawa common

Card Name: Blood Clock
Cost: 4
Type: Artifact
Pow/Tgh:
Rules Text: At the beginning of each player's upkeep, that player returns a permanent he or she controls to its owner's hand unless he or she pays 2 life.
Set/Rarity: Saviors of Kamigawa rare

Card Name: Bounteous Kirin
Cost: 5GG
Type: Legendary Creature — Kirin Spirit
Pow/Tgh: 4/4
Rules Text: Flying
Whenever you play a Spirit or Arcane spell, you may gain life equal to that spell's converted mana cost.
Set/Rarity: Saviors of Kamigawa rare

Card Name: Briarknit Kami
Cost: 3GG
Type: Creature — Spirit
Pow/Tgh: 3/3
Rules Text: Whenever you play a Spirit or Arcane spell, put a +1/+1 counter on target creature.
Set/Rarity: Saviors of Kamigawa uncommon

Card Name: Burning-Eye Zubera
Cost: 2RR
Type: Creature — Zubera Spirit
Pow/Tgh: 3/3
Rules Text: When Burning-Eye Zubera is put into a graveyard from play, if 4 or more damage was dealt to it this turn, Burning-Eye Zubera deals 3 damage to target creature or player.
Set/Rarity: Saviors of Kamigawa uncommon

Card Name: Captive Flame
Cost: 2R
Type: Enchantment
Pow/Tgh:
Rules Text: R: Target creature gets +1/+0 until end of turn.
Set/Rarity: Saviors of Kamigawa uncommon

Card Name: Celestial Kirin
Cost: 2WW
Type: Legendary Creature — Kirin Spirit
Pow/Tgh: 3/3
Rules Text: Flying
Whenever you play a Spirit or Arcane spell, destroy all permanents with that spell's converted mana cost.
Set/Rarity: Saviors of Kamigawa rare

Card Name: Charge Across the Araba
Cost: 4W
Type: Instant — Arcane
Pow/Tgh:

Rules Text: Sweep — Return any number of Plains you control to their owner's hand. Creatures you control get +1/+1 until end of turn for each Plains returned this way.
Set/Rarity: Saviors of Kamigawa uncommon

Card Name: Choice of Damnations
Cost: 5B
Type: Sorcery — Arcane
Pow/Tgh:
Rules Text: Target opponent chooses a number. You may have that player lose that much life. If you don't, that player sacrifices all but that many permanents.
Set/Rarity: Saviors of Kamigawa rare

Card Name: Cloudhoof Kirin
Cost: 3UU
Type: Legendary Creature — Kirin Spirit
Pow/Tgh: 4/4
Rules Text: Flying
Whenever you play a Spirit or Arcane spell, you may put the top X cards of target player's library into his or her graveyard, where X is that spell's converted mana cost.
Set/Rarity: Saviors of Kamigawa rare

Card Name: Cowed by Wisdom
Cost: W
Type: Enchant Creature
Pow/Tgh:
Rules Text: Enchanted creature can't attack or block unless its controller pays 1 for each card in your hand. (This cost is paid as attackers or blockers are declared.)
Set/Rarity: Saviors of Kamigawa common

Card Name: Curtain of Light
Cost: 1W
Type: Instant
Pow/Tgh:
Rules Text: Target attacking unblocked creature becomes blocked. Draw a card.
Set/Rarity: Saviors of Kamigawa common

Card Name: Cut the Earthly Bond
Cost: U
Type: Instant — Arcane
Pow/Tgh:
Rules Text: Return target enchanted permanent to its owner's hand.
Set/Rarity: Saviors of Kamigawa common

Card Name: Death Denied
Cost: XBB
Type: Instant — Arcane
Pow/Tgh:
Rules Text: Return X target creature cards from your graveyard to your hand.
Set/Rarity: Saviors of Kamigawa common

Card Name: Death of a Thousand Stings
Cost: 4B
Type: Instant — Arcane
Pow/Tgh:
Rules Text: Target player loses 1 life and you gain 1 life.
At the beginning of your upkeep, if you have more cards in hand than each opponent, you may return Death of a Thousand Stings from your graveyard to your hand.
Set/Rarity: Saviors of Kamigawa common

Card Name: Deathknell Kami
Cost: 1B
Type: Creature — Spirit
Pow/Tgh: 0/1
Rules Text: Flying
2: Deathknell Kami gets +1/+1 until end of turn. Sacrifice it at end of turn.

Soulshift 1 (When this is put into a graveyard from play, you may return target Spirit card with converted mana cost 1 or less from your graveyard to your hand.)
Set/Rarity: Saviors of Kamigawa common

Card Name: Deathmask Nezumi
Cost: 2B
Type: Creature — Rat Shaman
Pow/Tgh: 2/2
Rules Text: As long as you have seven or more cards in hand, Deathmask Nezumi gets +2/+1 and has fear.
Set/Rarity: Saviors of Kamigawa common

Card Name: Dense Canopy
Cost: 1G
Type: Enchantment
Pow/Tgh:
Rules Text: Creatures with flying can't block creatures without flying.
Set/Rarity: Saviors of Kamigawa uncommon

Card Name: Descendant of Kiyomaro
Cost: 1WW
Type: Creature — Human Soldier
Pow/Tgh: 2/3
Rules Text: As long as you have more cards in hand than each opponent, Descendant of Kiyomaro gets +1/+2 and has "Whenever this creature deals combat damage, you gain 3 life."
Set/Rarity: Saviors of Kamigawa uncommon

Card Name: Descendant of Masumaro
Cost: 2G
Type: Creature — Human Monk
Pow/Tgh: 1/1
Rules Text: At the beginning of your upkeep, put a +1/+1 counter on Descendant of Masumaro for each card in your hand, then remove a +1/+1 counter from Descendant of Masumaro for each card in target opponent's hand.
Set/Rarity: Saviors of Kamigawa uncommon

Card Name: Descendant of Soramaro
Cost: 3U
Type: Creature — Human Wizard
Pow/Tgh: 2/3
Rules Text: 1U: Look at the top X cards of your library, where X is the number of cards in your hand, then put them back in any order.
Set/Rarity: Saviors of Kamigawa common

Card Name: Dosan's Oldest Chant
Cost: 4G
Type: Sorcery
Pow/Tgh:
Rules Text: You gain 6 life.
Draw a card.
Set/Rarity: Saviors of Kamigawa common

Card Name: Dreamcatcher
Cost: U
Type: Creature — Spirit
Pow/Tgh: 1/1
Rules Text: Whenever you play a Spirit or Arcane spell, you may sacrifice Dreamcatcher. If you do, draw a card.
Set/Rarity: Saviors of Kamigawa common

Card Name: Ebony Owl Netsuke
Cost: 2
Type: Artifact
Pow/Tgh:
Rules Text: At the beginning of each opponent's upkeep, if that player has seven or more cards in hand, Ebony Owl Netsuke deals 4 damage to him or her.
Set/Rarity: Saviors of Kamigawa uncommon

Card Name: Eiganjo Free-Riders
Cost: 3W
Type: Creature — Human Soldier
Pow/Tgh: 3/4
Rules Text: Flying
At the beginning of your upkeep, return a white creature you control to its owner's hand.
Set/Rarity: Saviors of Kamigawa uncommon

Card Name: Elder Pine of Jukai
Cost: 2G
Type: Creature — Spirit
Pow/Tgh: 2/1
Rules Text: Whenever you play a Spirit or Arcane spell, reveal the top three cards of your library. Put all land cards revealed this way into your hand and the rest on the bottom of your library in any order.
Soulshift 2
Set/Rarity: Saviors of Kamigawa common

Card Name: Endless Swarm
Cost: 5GGG
Type: Sorcery
Pow/Tgh:
Rules Text: Put a 1/1 green Snake creature token into play for each card in your hand.
Epic (For the rest of the game, you can't play spells.
At the beginning of each of your upkeeps, copy this spell except for its epic ability.)
Set/Rarity: Saviors of Kamigawa rare

Card Name: Enduring Ideal
Cost: 5WW
Type: Sorcery
Pow/Tgh:
Rules Text: Search your library for an enchantment card and put it into play. Then shuffle your library.
Epic (For the rest of the game, you can't play spells.
At the beginning of each of your upkeeps, copy this spell except for its epic ability.)
Set/Rarity: Saviors of Kamigawa rare

Card Name: Erayo, Soratami Ascendant
Cost: 1U
Type: Legendary Creature — Moonfolk Monk
Pow/Tgh: 1/1
Rules Text: Flying
Whenever the fourth spell of a turn is played, flip Erayo, Soratami Ascendant.

Erayo's Essence
Legendary Enchantment
Whenever an opponent plays a spell for the first time in a turn, counter that spell.
Set/Rarity: Saviors of Kamigawa rare

Card Name: Eternal Dominion
Cost: 7UUU
Type: Sorcery
Pow/Tgh:
Rules Text: Search target opponent's library for an artifact, creature, enchantment, or land card. Put that card into play under your control. Then that player shuffles his or her library.
Epic (For the rest of the game, you can't play spells.
At the beginning of each of your upkeeps, copy this spell except for its epic ability. You may choose a new target for the copy.)
Set/Rarity: Saviors of Kamigawa rare

Card Name: Evermind
Cost: { }
Type: Instant — Arcane
Pow/Tgh:
Rules Text: (Spells without mana costs can't be played.)

Draw a card.
Evermind is blue.
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.)

Set/Rarity: Saviors of Kamigawa uncommon

Card Name: Exile into Darkness

Cost: 4B

Type: Sorcery

Pow/Tgh:

Rules Text: Target player sacrifices a creature with converted
mana cost 3 or less.

At the beginning of your upkeep, if you have more cards
in hand than each opponent, you may return Exile into
Darkness from your graveyard to your hand.

Set/Rarity: Saviors of Kamigawa uncommon

Card Name: Feral Lightning

Cost: 3RRR

Type: Sorcery

Pow/Tgh:

Rules Text: Put three 3/1 red Elemental creature tokens with haste
into play. Remove them from the game at end of turn.

Set/Rarity: Saviors of Kamigawa uncommon

Card Name: Fiddlehead Kami

Cost: 4G

Type: Creature — Spirit

Pow/Tgh: 3/3

Rules Text: Whenever you play a Spirit or Arcane spell, regenerate
Fiddlehead Kami.

Set/Rarity: Saviors of Kamigawa common

Card Name: Footsteps of the Goryo

Cost: 2B

Type: Sorcery — Arcane

Pow/Tgh:

Rules Text: Return target creature card from your graveyard to
play. Sacrifice that creature at end of turn.

Set/Rarity: Saviors of Kamigawa uncommon

Card Name: Freed from the Real

Cost: 2U

Type: Enchant Creature

Pow/Tgh:

Rules Text: U: Tap enchanted creature.
U: Untap enchanted creature.

Set/Rarity: Saviors of Kamigawa common

Card Name: Gaze of Adamaro

Cost: 2RR

Type: Instant — Arcane

Pow/Tgh:

Rules Text: Gaze of Adamaro deals damage equal to the number of
cards in target player's hand to that player.

Set/Rarity: Saviors of Kamigawa uncommon

Card Name: Ghost-Lit Nourisher

Cost: 2G

Type: Creature — Spirit

Pow/Tgh: 2/1

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

Channel — 3G, Discard Ghost-Lit Nourisher: Target creature
gets +4/+4 until end of turn.

Set/Rarity: Saviors of Kamigawa uncommon

Card Name: Ghost-Lit Raider

Cost: 2R

Type: Creature — Spirit

Pow/Tgh: 2/1

Rules Text: 2R, T: Ghost-Lit Raider deals 2 damage to target creature.
Channel — 3R, Discard Ghost-Lit Raider: Ghost-Lit Raider

deals 4 damage to target creature.
Set/Rarity: Saviors of Kamigawa uncommon

Card Name: Ghost-Lit Redeemer
Cost: W
Type: Creature — Spirit
Pow/Tgh: 1/1
Rules Text: W, T: You gain 2 life.
Channel — 1W, Discard Ghost-Lit Redeemer: You gain 4 life.
Set/Rarity: Saviors of Kamigawa uncommon

Card Name: Ghost-Lit Stalker
Cost: B
Type: Creature — Spirit
Pow/Tgh: 1/1
Rules Text: 4B, T: Target player discards two cards. Play this ability only any time you could play a sorcery.
Channel — 5BB, Discard Ghost-Lit Stalker: Target player discards four cards. Play this ability only any time you could play a sorcery.
Set/Rarity: Saviors of Kamigawa uncommon

Card Name: Ghost-Lit Warder
Cost: 1U
Type: Creature — Spirit
Pow/Tgh: 1/1
Rules Text: 3U, T: Counter target spell unless its controller pays 2.
Channel — 3U, Discard Ghost-Lit Warder: Counter target spell unless its controller pays 4.
Set/Rarity: Saviors of Kamigawa uncommon

Card Name: Glitterfang
Cost: R
Type: Creature — Spirit
Pow/Tgh: 1/1
Rules Text: Haste
At end of turn, return Glitterfang to its owner's hand.
Set/Rarity: Saviors of Kamigawa common

Card Name: Gnat Miser
Cost: B
Type: Creature — Rat Shaman
Pow/Tgh: 1/1
Rules Text: Each opponent's maximum hand size is reduced by one.
Set/Rarity: Saviors of Kamigawa common

Card Name: Godo's Irregulars
Cost: R
Type: Creature — Human Warrior
Pow/Tgh: 1/1
Rules Text: R: Godo's Irregulars deals 1 damage to target creature blocking it.
Set/Rarity: Saviors of Kamigawa uncommon

Card Name: Hail of Arrows
Cost: XW
Type: Instant
Pow/Tgh:
Rules Text: Hail of Arrows deals X damage divided as you choose among any number of target attacking creatures.
Set/Rarity: Saviors of Kamigawa uncommon

Card Name: Hand of Cruelty
Cost: BB
Type: Creature — Human Samurai
Pow/Tgh: 2/2
Rules Text: Protection from white
Bushido 1 (When this blocks or becomes blocked, it gets +1/+1 until end of turn.)
Set/Rarity: Saviors of Kamigawa uncommon

Card Name: Hand of Honor
Cost: WW
Type: Creature — Human Samurai
Pow/Tgh: 2/2
Rules Text: Protection from black
Bushido 1 (When this blocks or becomes blocked, it gets +1/+1 until end of turn.)
Set/Rarity: Saviors of Kamigawa uncommon

Card Name: Haru-Onna
Cost: 3G
Type: Creature — Spirit
Pow/Tgh: 2/1
Rules Text: When Haru-Onna comes into play, draw a card.
Whenever you play a Spirit or Arcane spell, you may return Haru-Onna to its owner's hand.
Set/Rarity: Saviors of Kamigawa uncommon

Card Name: Hidetsugu's Second Rite
Cost: 3R
Type: Instant
Pow/Tgh:
Rules Text: If target player has exactly 10 life, Hidetsugu's Second Rite deals 10 damage to that player.
Set/Rarity: Saviors of Kamigawa rare

Card Name: Homura, Human Ascendant
Cost: 4RR
Type: Legendary Creature — Human Monk
Pow/Tgh: 4/4
Rules Text: Homura, Human Ascendant can't block.
When Homura is put into a graveyard from play, return it to play flipped.

Homura's Essence
Legendary Enchantment
Creatures you control get +2/+2 and have flying and "R: This creature gets +1/+0 until end of turn."
Set/Rarity: Saviors of Kamigawa rare

Card Name: Ideas Unbound
Cost: UU
Type: Sorcery — Arcane
Pow/Tgh:
Rules Text: Draw three cards. Discard three cards at end of turn.
Set/Rarity: Saviors of Kamigawa common

Card Name: Iizuka the Ruthless
Cost: 3RR
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.)
2R, Sacrifice a Samurai: Samurai you control gain double strike until end of turn.
Set/Rarity: Saviors of Kamigawa rare

Card Name: Iname as One
Cost: 8BBGG
Type: Legendary Creature — Spirit
Pow/Tgh: 8/8
Rules Text: When Iname as One comes into play, if you played it from your hand, you may search your library for a Spirit card, put it into play, then shuffle your library.
When Iname as One is put into a graveyard from play, you may remove it from the game. If you do, return target Spirit card from your graveyard to play.
Set/Rarity: Saviors of Kamigawa rare

Card Name: Infernal Kirin
Cost: 2BB
Type: Legendary Creature — Kirin Spirit
Pow/Tgh: 3/3
Rules Text: Flying
Whenever you play a Spirit or Arcane spell, target

player reveals his or her hand and discards all cards with that spell's converted mana cost.
Set/Rarity: Saviors of Kamigawa rare

Card Name: Inner Calm, Outer Strength
Cost: 2G
Type: Instant — Arcane
Pow/Tgh:
Rules Text: Target creature gets +X/+X until end of turn, where X is the number of cards in your hand.
Set/Rarity: Saviors of Kamigawa common

Card Name: Inner Fire
Cost: 3R
Type: Sorcery
Pow/Tgh:
Rules Text: Add R to your mana pool for each card in your hand.
Set/Rarity: Saviors of Kamigawa common

Card Name: Inner-Chamber Guard
Cost: 1W
Type: Creature — Human Samurai
Pow/Tgh: 0/2
Rules Text: Bushido 2 (When this blocks or becomes blocked, it gets +2/+2 until end of turn.)
Set/Rarity: Saviors of Kamigawa uncommon

Card Name: Into the Fray
Cost: R
Type: Instant — Arcane
Pow/Tgh:
Rules Text: Target creature attacks this turn if able.
Splice onto Arcane R (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.)
Set/Rarity: Saviors of Kamigawa common

Card Name: Ivory Crane Netsuke
Cost: 2
Type: Artifact
Pow/Tgh:
Rules Text: At the beginning of your upkeep, if you have seven or more cards in hand, you gain 4 life.
Set/Rarity: Saviors of Kamigawa uncommon

Card Name: Jiwari, the Earth Aflame
Cost: 3RR
Type: Legendary Creature — Spirit
Pow/Tgh: 3/3
Rules Text: XR, T: Jiwari, the Earth Aflame deals X damage to target creature without flying.
Channel — XRRR, Discard Jiwari: Jiwari deals X damage to each creature without flying.
Set/Rarity: Saviors of Kamigawa rare

Card Name: Kagemaro, First to Suffer
Cost: 3BB
Type: Legendary Creature — Demon Spirit
Pow/Tgh: */*
Rules Text: Kagemaro, First to Suffer's power and toughness are each equal to the number of cards in your hand.
B, Sacrifice Kagemaro: All creatures get -X/-X until end of turn, where X is the number of cards in your hand.
Set/Rarity: Saviors of Kamigawa rare

Card Name: Kagemaro's Clutch
Cost: 3B
Type: Enchant Creature
Pow/Tgh:
Rules Text: Enchanted creature gets -X/-X, where X is the number of cards in your hand.
Set/Rarity: Saviors of Kamigawa common

Card Name: Kaho, Minamo Historian
Cost: 2UU
Type: Legendary Creature — Human Wizard
Pow/Tgh: 2/2
Rules Text: When Kaho, Minamo Historian comes into play, search your library for up to three instant cards and remove them from the game. Then shuffle your library.
X, T: You may play a card with converted mana cost X removed from the game with Kaho without paying its mana cost.
Set/Rarity: Saviors of Kamigawa rare

Card Name: Kami of Empty Graves
Cost: 3B
Type: Creature — Spirit
Pow/Tgh: 4/1
Rules Text: 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.)
Set/Rarity: Saviors of Kamigawa common

Card Name: Kami of the Crescent Moon
Cost: UU
Type: Legendary Creature — Spirit
Pow/Tgh: 1/3
Rules Text: At the beginning of each player's draw step, that player draws a card.
Set/Rarity: Saviors of Kamigawa rare

Card Name: Kami of the Tended Garden
Cost: 3G
Type: Creature — Spirit
Pow/Tgh: 4/4
Rules Text: At the beginning of your upkeep, sacrifice Kami of the Tended Garden unless you pay G.
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.)
Set/Rarity: Saviors of Kamigawa uncommon

Card Name: Kashi-Tribe Elite
Cost: 1GG
Type: Creature — Snake Warrior
Pow/Tgh: 2/3
Rules Text: Legendary Snakes you control can't be the targets of spells or abilities.
Whenever Kashi-Tribe Elite deals combat damage to a creature, tap that creature and it doesn't untap during its controller's next untap step.
Set/Rarity: Saviors of Kamigawa uncommon

Card Name: Katakai, War's Wage
Cost: 1W
Type: Legendary Creature — Spirit
Pow/Tgh: 2/1
Rules Text: All artifacts have "At the beginning of your upkeep, sacrifice this artifact unless you pay 1."
Set/Rarity: Saviors of Kamigawa rare

Card Name: Kemuri-Onna
Cost: 4B
Type: Creature — Spirit
Pow/Tgh: 3/3
Rules Text: When Kemuri-Onna comes into play, target player discards a card.
Whenever you play a Spirit or Arcane spell, you may return Kemuri-Onna to its owner's hand.
Set/Rarity: Saviors of Kamigawa uncommon

Card Name: Kiku's Shadow
Cost: BB
Type: Sorcery
Pow/Tgh:

Rules Text: Target creature deals damage to itself equal to its power.

Set/Rarity: Saviors of Kamigawa uncommon

Card Name: Kiri-Onna

Cost: 4U

Type: Creature — Spirit

Pow/Tgh: 2/2

Rules Text: When Kiri-Onna comes into play, return target creature to its owner's hand.

Whenever you play a Spirit or Arcane spell, you may return Kiri-Onna to its owner's hand.

Set/Rarity: Saviors of Kamigawa uncommon

Card Name: Kitsune Bonesetter

Cost: 2W

Type: Creature — Fox Cleric

Pow/Tgh: 0/1

Rules Text: T: Prevent the next 3 damage that would be dealt to target creature this turn. Play this ability only if you have more cards in hand than each opponent.

Set/Rarity: Saviors of Kamigawa common

Card Name: Kitsune Dawnblade

Cost: 4W

Type: Creature — Fox Samurai

Pow/Tgh: 2/3

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

When Kitsune Dawnblade comes into play, you may tap target creature.

Set/Rarity: Saviors of Kamigawa common

Card Name: Kitsune Loreweaver

Cost: 1W

Type: Creature — Fox Cleric

Pow/Tgh: 2/1

Rules Text: 1W: Kitsune Loreweaver gets +0/+X until end of turn, where X is the number of cards in your hand.

Set/Rarity: Saviors of Kamigawa common

Card Name: Kiyomaro, First to Stand

Cost: 3WW

Type: Legendary Creature — Spirit

Pow/Tgh: */*

Rules Text: Kiyomaro, First to Stand's power and toughness are each equal to the number of cards in your hand.

As long as you have four or more cards in hand, Kiyomaro has vigilance.

Whenever Kiyomaro deals damage, if you have seven or more cards in hand, you gain 7 life.

Set/Rarity: Saviors of Kamigawa rare

Card Name: Kuon, Ogre Ascendant

Cost: BBB

Type: Legendary Creature — Ogre Monk

Pow/Tgh: 2/4

Rules Text: At end of turn, if three or more creatures were put into graveyards from play this turn, flip Kuon, Ogre Ascendant.

Kuon's Essence

Legendary Enchantment

At the beginning of each player's upkeep, that player sacrifices a creature.

Set/Rarity: Saviors of Kamigawa rare

Card Name: Kuro's Taken

Cost: 1B

Type: Creature — Rat Samurai

Pow/Tgh: 1/1

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

1B: Regenerate Kuro's Taken.

Set/Rarity: Saviors of Kamigawa common

Card Name: Locust Miser
Cost: 2BB
Type: Creature — Rat Shaman
Pow/Tgh: 2/2
Rules Text: Each opponent's maximum hand size is reduced by two.
Set/Rarity: Saviors of Kamigawa uncommon

Card Name: Maga, Traitor to Mortals
Cost: XBBB
Type: Legendary Creature — Human Wizard
Pow/Tgh: 0/0
Rules Text: Maga, Traitor to Mortals comes into play with X +1/+1 counters on it.
When Maga comes into play, target player loses life equal to the number of +1/+1 counters on it.
Set/Rarity: Saviors of Kamigawa rare

Card Name: Manriki-Gusari
Cost: 2
Type: Artifact — Equipment
Pow/Tgh:
Rules Text: Equipped creature gets +1/+2 and has "T: Destroy target Equipment."
Equip 1 (1: Attach to target creature you control. Equip only as a sorcery.)
Set/Rarity: Saviors of Kamigawa uncommon

Card Name: Masumaro, First to Live
Cost: 3GGG
Type: Legendary Creature — Spirit
Pow/Tgh: */*
Rules Text: Masumaro, First to Live's power and toughness are each equal to twice the number of cards in your hand.
Set/Rarity: Saviors of Kamigawa rare

Card Name: Matsu-Tribe Birdstalker
Cost: 2GG
Type: Creature — Snake Warrior Archer
Pow/Tgh: 2/2
Rules Text: Whenever Matsu-Tribe Birdstalker deals combat damage to a creature, tap that creature and it doesn't untap during its controller's next untap step.
G: Matsu-Tribe Birdstalker may block as though it had flying until end of turn.
Set/Rarity: Saviors of Kamigawa common

Card Name: Measure of Wickedness
Cost: 3B
Type: Enchantment
Pow/Tgh:
Rules Text: At the end of your turn, sacrifice Measure of Wickedness and you lose 8 life.
Whenever another card is put into your graveyard from anywhere, target opponent gains control of Measure of Wickedness.
Set/Rarity: Saviors of Kamigawa uncommon

Card Name: Meishin, the Mind Cage
Cost: 4UUU
Type: Legendary Enchantment
Pow/Tgh:
Rules Text: All creatures get -X/-0, where X is the number of cards in your hand.
Set/Rarity: Saviors of Kamigawa rare

Card Name: Michiko Konda, Truth Seeker
Cost: 3W
Type: Legendary Creature — Human Advisor
Pow/Tgh: 2/2
Rules Text: Whenever a source an opponent controls deals damage to you, that player sacrifices a permanent.
Set/Rarity: Saviors of Kamigawa rare

Card Name: Mikokoro, Center of the Sea

Cost:

Type: Legendary Land

Pow/Tgh:

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

2, T: Each player draws a card.

Set/Rarity: Saviors of Kamigawa rare

Card Name: Minamo Scrollkeeper

Cost: 1U

Type: Creature — Human Wizard

Pow/Tgh: 2/3

Rules Text: Defender (This creature can't attack.)

Your maximum hand size is increased by one.

Set/Rarity: Saviors of Kamigawa common

Card Name: Miren, the Moaning Well

Cost:

Type: Legendary Land

Pow/Tgh:

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

3, T, Sacrifice a creature: You gain life equal to the sacrificed creature's toughness.

Set/Rarity: Saviors of Kamigawa rare

Card Name: Molting Skin

Cost: 2G

Type: Enchantment

Pow/Tgh:

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

Set/Rarity: Saviors of Kamigawa uncommon

Card Name: Moonbow Illusionist

Cost: 2U

Type: Creature — Moonfolk Wizard

Pow/Tgh: 2/1

Rules Text: Flying

2, Return a land you control to its owner's hand: Target land's type becomes the basic land type of your choice until end of turn.

Set/Rarity: Saviors of Kamigawa common

Card Name: Moonwing Moth

Cost: 1WW

Type: Creature — Insect

Pow/Tgh: 2/1

Rules Text: Flying

W: Moonwing Moth gets +0/+1 until end of turn.

Set/Rarity: Saviors of Kamigawa common

Card Name: Murmurs from Beyond

Cost: 2U

Type: Instant — Arcane

Pow/Tgh:

Rules Text: Reveal the top three cards of your library. An opponent chooses one. Put that card into your graveyard and the rest into your hand.

Set/Rarity: Saviors of Kamigawa common

Card Name: Neverending Torment

Cost: 4BB

Type: Sorcery

Pow/Tgh:

Rules Text: Search target player's library for X cards, where X is the number of cards in your hand, and remove them from the game. Then that player shuffles his or her library.

Epic (For the rest of the game, you can't play spells. At the beginning of each of your upkeeps, copy this spell except for its epic ability. You may choose a new target for the copy.)

Set/Rarity: Saviors of Kamigawa rare

Card Name: Nightsoil Kami
Cost: 4GG
Type: Creature — Spirit
Pow/Tgh: 6/4
Rules Text: 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.)
Set/Rarity: Saviors of Kamigawa common

Card Name: Nikko-Onna
Cost: 2W
Type: Creature — Spirit
Pow/Tgh: 2/2
Rules Text: When Nikko-Onna comes into play, destroy target enchantment. Whenever you play a Spirit or Arcane spell, you may return Nikko-Onna to its owner's hand.
Set/Rarity: Saviors of Kamigawa uncommon

Card Name: Oboro Breezecaller
Cost: 1U
Type: Creature — Moonfolk Wizard
Pow/Tgh: 1/1
Rules Text: Flying
2, Return a land you control to its owner's hand: Untap target land.
Set/Rarity: Saviors of Kamigawa common

Card Name: Oboro Envoy
Cost: 3U
Type: Creature — Moonfolk Wizard
Pow/Tgh: 1/3
Rules Text: Flying
2, Return a land you control to its owner's hand: Target creature gets -X/-0 until end of turn, where X is the number of cards in your hand.
Set/Rarity: Saviors of Kamigawa uncommon

Card Name: Oboro, Palace in the Clouds
Cost:
Type: Legendary Land
Pow/Tgh:
Rules Text: T: Add U to your mana pool.
1: Return Oboro, Palace in the Clouds to its owner's hand.
Set/Rarity: Saviors of Kamigawa rare

Card Name: Okina Nightwatch
Cost: 4G
Type: Creature — Human Monk
Pow/Tgh: 4/3
Rules Text: As long as you have more cards in hand than each opponent, Okina Nightwatch gets +3/+3.
Set/Rarity: Saviors of Kamigawa common

Card Name: O-Naginata
Cost: 1
Type: Artifact — Equipment
Pow/Tgh:
Rules Text: O-Naginata can be attached only to a creature with 3 or more power. Equipped creature gets +3/+0 and has trample. Equip 2 (2: Attach to target creature you control. Equip only as a sorcery.)
Set/Rarity: Saviors of Kamigawa uncommon

Card Name: One with Nothing
Cost: B
Type: Instant
Pow/Tgh:
Rules Text: Discard your hand.
Set/Rarity: Saviors of Kamigawa rare

Card Name: Oni of Wild Places

Cost: 5R
Type: Creature — Demon Spirit
Pow/Tgh: 6/5
Rules Text: Haste
At the beginning of your upkeep, return a red creature you control to its owner's hand.
Set/Rarity: Saviors of Kamigawa uncommon

Card Name: Oppressive Will
Cost: 2U
Type: Instant
Pow/Tgh:
Rules Text: Counter target spell unless its controller pays 1 for each card in your hand.
Set/Rarity: Saviors of Kamigawa common

Card Name: Overwhelming Intellect
Cost: 4UU
Type: Instant
Pow/Tgh:
Rules Text: Counter target creature spell. Draw cards equal to that spell's converted mana cost.
Set/Rarity: Saviors of Kamigawa uncommon

Card Name: Pain's Reward
Cost: 2B
Type: Sorcery
Pow/Tgh:
Rules Text: You bid any amount of life. In turn order, each player may top the high bid. The bidding ends if the high bid stands. The high bidder loses life equal to the high bid and draws four cards.
Set/Rarity: Saviors of Kamigawa rare

Card Name: Path of Anger's Flame
Cost: 2R
Type: Instant — Arcane
Pow/Tgh:
Rules Text: Creatures you control get +2/+0 until end of turn.
Set/Rarity: Saviors of Kamigawa common

Card Name: Pithing Needle
Cost: 1
Type: Artifact
Pow/Tgh:
Rules Text: As Pithing Needle comes into play, name a card. Activated abilities of the named card can't be played unless they're mana abilities.
Set/Rarity: Saviors of Kamigawa rare

Card Name: Plow Through Reito
Cost: 1W
Type: Instant — Arcane
Pow/Tgh:
Rules Text: Sweep — Return any number of Plains you control to their owner's hand. Target creature gets +1/+1 until end of turn for each Plains returned this way.
Set/Rarity: Saviors of Kamigawa common

Card Name: Presence of the Wise
Cost: 2WW
Type: Sorcery
Pow/Tgh:
Rules Text: You gain 2 life for each card in your hand.
Set/Rarity: Saviors of Kamigawa uncommon

Card Name: Promise of Bunrei
Cost: 2W
Type: Enchantment
Pow/Tgh:
Rules Text: Whenever a creature you control is put into a graveyard from play, sacrifice Promise of Bunrei. If you do, put four 1/1 colorless Spirit creature tokens into play.

Set/Rarity: Saviors of Kamigawa rare

Card Name: Promised Kannushi

Cost: G

Type: Creature — Human Druid

Pow/Tgh: 1/1

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.)

Set/Rarity: Saviors of Kamigawa common

Card Name: Pure Intentions

Cost: W

Type: Instant — Arcane

Pow/Tgh:

Rules Text: Whenever a spell or ability an opponent controls causes you to discard cards this turn, return those cards from your graveyard to your hand.

Whenever a spell or ability an opponent controls causes you to discard Pure Intentions, return Pure Intentions from your graveyard to your hand at end of turn.

Set/Rarity: Saviors of Kamigawa rare

Card Name: Rally the Horde

Cost: 5R

Type: Sorcery

Pow/Tgh:

Rules Text: Remove the top three cards of your library from the game. If the last card removed isn't a land, repeat this process until the last card removed is a land. Put a 1/1 red Warrior creature token into play for each nonland card removed from the game this way.

Set/Rarity: Saviors of Kamigawa rare

Card Name: Raving Oni-Slave

Cost: 1B

Type: Creature — Ogre Warrior

Pow/Tgh: 3/3

Rules Text: When Raving Oni-Slave comes into play, you lose 3 life if you don't control a Demon.

When Raving Oni-Slave leaves play, you lose 3 life if you don't control a Demon.

Set/Rarity: Saviors of Kamigawa common

Card Name: Razorjaw Oni

Cost: 3B

Type: Creature — Demon Spirit

Pow/Tgh: 4/5

Rules Text: Black creatures can't block.

Set/Rarity: Saviors of Kamigawa uncommon

Card Name: Reki, the History of Kamigawa

Cost: 2G

Type: Legendary Creature — Human Shaman

Pow/Tgh: 1/2

Rules Text: Whenever you play a legendary spell, draw a card.

Set/Rarity: Saviors of Kamigawa rare

Card Name: Rending Vines

Cost: 1GG

Type: Instant — Arcane

Pow/Tgh:

Rules Text: Destroy target artifact or enchantment if its converted mana cost is less than or equal to the number of cards in your hand.

Draw a card.

Set/Rarity: Saviors of Kamigawa common

Card Name: Reverence

Cost: 2WW

Type: Enchantment

Pow/Tgh:

Rules Text: Creatures with power 2 or less can't attack you.

Set/Rarity: Saviors of Kamigawa rare

Card Name: Ronin Cavekeeper
Cost: 5R
Type: Creature — Human Samurai
Pow/Tgh: 4/3
Rules Text: Bushido 2 (When this blocks or becomes blocked, it gets +2/+2 until end of turn.)
Set/Rarity: Saviors of Kamigawa common

Card Name: Rune-Tail, Kitsune Ascendant
Cost: 2W
Type: Legendary Creature — Fox Monk
Pow/Tgh: 2/2
Rules Text: When you have 30 or more life, flip Rune-Tail, Kitsune Ascendant.

Rune-Tail's Essence
Legendary Enchantment
Prevent all damage that would be dealt to creatures you control.
Set/Rarity: Saviors of Kamigawa rare

Card Name: Rushing-Tide Zuberu
Cost: 2UU
Type: Creature — Zuberu Spirit
Pow/Tgh: 3/3
Rules Text: When Rushing-Tide Zuberu is put into a graveyard from play, if 4 or more damage was dealt to it this turn, draw three cards.
Set/Rarity: Saviors of Kamigawa uncommon

Card Name: Sakashima the Impostor
Cost: 2UU
Type: Legendary Creature — Human Rogue
Pow/Tgh: 3/1
Rules Text: As Sakashima the Impostor comes into play, you may choose a creature in play. If you do, Sakashima comes into play as a copy of that creature, except its name is still Sakashima the Impostor, it's still legendary, and it gains "2UU: Return Sakashima the Impostor to its owner's hand at end of turn."
Set/Rarity: Saviors of Kamigawa rare

Card Name: Sakura-Tribe Scout
Cost: G
Type: Creature — Snake Shaman Scout
Pow/Tgh: 1/1
Rules Text: T: You may put a land card from your hand into play.
Set/Rarity: Saviors of Kamigawa common

Card Name: Sasaya, Orochi Ascendant
Cost: 1GG
Type: Legendary Creature — Snake Monk
Pow/Tgh: 2/3
Rules Text: Reveal your hand: If you have seven or more land cards in your hand, flip Sasaya, Orochi Ascendant.

Sasaya's Essence
Legendary Enchantment
Whenever a land you control is tapped for mana, add one mana of that type to your mana pool for each other land you control with the same name.
Set/Rarity: Saviors of Kamigawa rare

Card Name: Scroll of Origins
Cost: 2
Type: Artifact
Pow/Tgh:
Rules Text: 2, T: Draw a card if you have seven or more cards in hand.
Set/Rarity: Saviors of Kamigawa rare

Card Name: Secretkeeper
Cost: 3U

Type: Creature — Spirit
Pow/Tgh: 2/2
Rules Text: As long as you have more cards in hand than each opponent,
Secretkeeper gets +2/+2 and has flying.
Set/Rarity: Saviors of Kamigawa uncommon

Card Name: Seed the Land
Cost: 2GG
Type: Enchantment
Pow/Tgh:
Rules Text: Whenever a land comes into play, its controller puts
a 1/1 green Snake creature token into play.
Set/Rarity: Saviors of Kamigawa rare

Card Name: Seek the Horizon
Cost: 3G
Type: Sorcery
Pow/Tgh:
Rules Text: Search your library for up to three basic land cards,
reveal them, and put them into your hand. Then shuffle
your library.
Set/Rarity: Saviors of Kamigawa uncommon

Card Name: Sekki, Seasons' Guide
Cost: 5GGG
Type: Legendary Creature — Spirit
Pow/Tgh: 0/0
Rules Text: Sekki, Seasons' Guide comes into play with eight +1/+1
counters on it.
If damage would be dealt to Sekki, prevent that damage,
remove that many +1/+1 counters from Sekki, and put
that many 1/1 colorless Spirit creature tokens into
play.
Sacrifice eight Spirits: Return Sekki from your graveyard
to play.
Set/Rarity: Saviors of Kamigawa rare

Card Name: Shape Stealer
Cost: UU
Type: Creature — Shapeshifter Spirit
Pow/Tgh: 1/1
Rules Text: Whenever Shape Stealer blocks or becomes blocked by
a creature, change Shape Stealer's power and toughness
to that creature's power and toughness until end of
turn.
Set/Rarity: Saviors of Kamigawa uncommon

Card Name: Shifting Borders
Cost: 3U
Type: Instant — Arcane
Pow/Tgh:
Rules Text: Exchange control of two target lands.
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.)
Set/Rarity: Saviors of Kamigawa uncommon

Card Name: Shinen of Fear's Chill
Cost: 4B
Type: Creature — Spirit
Pow/Tgh: 3/2
Rules Text: Shinen of Fear's Chill can't block.
Channel — 1B, Discard Shinen of Fear's Chill: Target
creature can't block this turn.
Set/Rarity: Saviors of Kamigawa common

Card Name: Shinen of Flight's Wings
Cost: 4U
Type: Creature — Spirit
Pow/Tgh: 3/3
Rules Text: Flying
Channel — U, Discard Shinen of Flight's Wings: Target
creature gains flying until end of turn.
Set/Rarity: Saviors of Kamigawa common

Card Name: Shinen of Fury's Fire
Cost: 2R
Type: Creature — Spirit
Pow/Tgh: 2/1
Rules Text: Haste
Channel — R, Discard Shinen of Fury's Fire: Target creature gains haste until end of turn.
Set/Rarity: Saviors of Kamigawa common

Card Name: Shinen of Life's Roar
Cost: 1G
Type: Creature — Spirit
Pow/Tgh: 1/2
Rules Text: All creatures able to block Shinen of Life's Roar do so.
Channel — 2GG, Discard Shinen of Life's Roar: All creatures able to block target creature this turn do so.
Set/Rarity: Saviors of Kamigawa common

Card Name: Shinen of Stars' Light
Cost: 2W
Type: Creature — Spirit
Pow/Tgh: 2/1
Rules Text: First strike
Channel — 1W, Discard Shinen of Stars' Light: Target creature gains first strike until end of turn.
Set/Rarity: Saviors of Kamigawa common

Card Name: Sink into Takenuma
Cost: 3B
Type: Sorcery — Arcane
Pow/Tgh:
Rules Text: Sweep — Return any number of Swamps you control to their owner's hand. Target player discards a card for each Swamp returned this way.
Set/Rarity: Saviors of Kamigawa common

Card Name: Skull Collector
Cost: 1BB
Type: Creature — Ogre Warrior
Pow/Tgh: 3/3
Rules Text: At the beginning of your upkeep, return a black creature you control to its owner's hand.
1B: Regenerate Skull Collector.
Set/Rarity: Saviors of Kamigawa uncommon

Card Name: Skyfire Kirin
Cost: 2RR
Type: Legendary Creature — Kirin Spirit
Pow/Tgh: 3/3
Rules Text: Flying
Whenever you play a Spirit or Arcane spell, you may gain control of target creature with that spell's converted mana cost until end of turn.
Set/Rarity: Saviors of Kamigawa rare

Card Name: Sokenzan Renegade
Cost: 2R
Type: Creature — Ogre Samurai Mercenary
Pow/Tgh: 3/3
Rules Text: Bushido 1 (When this blocks or becomes blocked, it gets +1/+1 until end of turn.)
At the beginning of your upkeep, if a player has more cards in hand than any other, the player with the most cards in hand gains control of Sokenzan Renegade.
Set/Rarity: Saviors of Kamigawa uncommon

Card Name: Sokenzan Spellblade
Cost: 4R
Type: Creature — Ogre Samurai Shaman
Pow/Tgh: 2/3
Rules Text: Bushido 1 (When this blocks or becomes blocked, it gets +1/+1 until end of turn.)

1R: Sokenzan Spellblade gets +X/+0 until end of turn,
where X is the number of cards in your hand.
Set/Rarity: Saviors of Kamigawa common

Card Name: Soramaro, First to Dream
Cost: 4UU
Type: Legendary Creature — Spirit
Pow/Tgh: */*
Rules Text: Flying
Soramaro, First to Dream's power and toughness are
each equal to the number of cards in your hand.
4, Return a land you control to its owner's hand: Draw
a card.
Set/Rarity: Saviors of Kamigawa rare

Card Name: Soratami Cloud Chariot
Cost: 5
Type: Artifact
Pow/Tgh:
Rules Text: 2: Target creature you control gains flying until end
of turn.
2: Prevent all combat damage that would be dealt to
and dealt by target creature you control this turn.
Set/Rarity: Saviors of Kamigawa uncommon

Card Name: Spiraling Embers
Cost: 3R
Type: Sorcery — Arcane
Pow/Tgh:
Rules Text: Spiraling Embers deals damage to target creature or
player equal to the number of cards in your hand.
Set/Rarity: Saviors of Kamigawa common

Card Name: Spiritual Visit
Cost: W
Type: Instant — Arcane
Pow/Tgh:
Rules Text: Put a 1/1 colorless Spirit creature token into play.
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.)
Set/Rarity: Saviors of Kamigawa common

Card Name: Stampeding Serow
Cost: 2GG
Type: Creature — Beast
Pow/Tgh: 5/4
Rules Text: Trample
At the beginning of your upkeep, return a green creature
you control to its owner's hand.
Set/Rarity: Saviors of Kamigawa uncommon

Card Name: Sunder from Within
Cost: 2RR
Type: Sorcery — Arcane
Pow/Tgh:
Rules Text: Destroy target artifact or land.
Set/Rarity: Saviors of Kamigawa uncommon

Card Name: Thoughts of Ruin
Cost: 2RR
Type: Sorcery
Pow/Tgh:
Rules Text: Each player sacrifices a land for each card in your
hand.
Set/Rarity: Saviors of Kamigawa rare

Card Name: Tomb of Urami
Cost:
Type: Legendary Land
Pow/Tgh:
Rules Text: T: Add B to your mana pool. Tomb of Urami deals 1 damage
to you if you don't control an Ogre.

2BB, T, Sacrifice all lands you control: Put a legendary 5/5 black Demon Spirit creature token with flying named Urami into play.

Set/Rarity: Saviors of Kamigawa rare

Card Name: Torii Watchward

Cost: 4W

Type: Creature — Spirit

Pow/Tgh: 3/3

Rules Text: Vigilance (Attacking doesn't cause this creature to tap.)

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.)

Set/Rarity: Saviors of Kamigawa common

Card Name: Trusted Advisor

Cost: U

Type: Creature — Human Advisor

Pow/Tgh: 1/2

Rules Text: Your maximum hand size is increased by two.

At the beginning of your upkeep, return a blue creature you control to its owner's hand.

Set/Rarity: Saviors of Kamigawa uncommon

Card Name: Twincast

Cost: UU

Type: Instant

Pow/Tgh:

Rules Text: Copy target instant or sorcery spell. You may choose new targets for the copy.

Set/Rarity: Saviors of Kamigawa rare

Card Name: Undying Flames

Cost: 4RR

Type: Sorcery

Pow/Tgh:

Rules Text: Remove cards from the top of your library from the game until you remove a nonland card. Undying Flames deals damage to target creature or player equal to that card's converted mana cost.

Epic (For the rest of the game, you can't play spells.

At the beginning of each of your upkeeps, copy this spell except for its epic ability. You may choose a new target for the copy.)

Set/Rarity: Saviors of Kamigawa rare

Card Name: Wine of Blood and Iron

Cost: 3

Type: Artifact

Pow/Tgh:

Rules Text: 4: Target creature gets +X/+0 until end of turn, where X is its power. Sacrifice Wine of Blood and Iron at end of turn.

Set/Rarity: Saviors of Kamigawa rare

Card Name: Yuki-Onna

Cost: 3R

Type: Creature — Spirit

Pow/Tgh: 3/1

Rules Text: When Yuki-Onna comes into play, destroy target artifact.

Whenever you play a Spirit or Arcane spell, you may return Yuki-Onna to its owner's hand.

Set/Rarity: Saviors of Kamigawa uncommon

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