Magic: The Gathering Database Schema Overview

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1 Overall Structure

2 Entities

2.1 FORMAT

2.2 SET

2.3 CARD

3 Relationships

3.1 CONTAINS

3.2 DOUBLE_CARD

3.3 IS_ALLOWED

3.4 LIMITATION

3.5 SUBTYPE

4 Lists of Type Instances

4.1 Supertype

- Basic
- Legendary
- World
- Host
- Snow

4.2 Artifact

- Clue
- Contraption
- Equipment

- Food
- Fortification
- Gold

- Key
- Treasure
- Vehicle

4.3   Creature

- Advisor
- Aetherborn
- Ally
- Angel
- Antelope
- Ape
- Archer
- Archon
- Army
- Artificer
- Assassin
- Assembly-Worker
- Atog
- Aurochs
- Avatar
- Azra
- Badger
- Barbarian
- Basilisk
- Bat
- Bear
- Beast
- Beeble

- Berserker
- Bird
- Blinkmoth
- Boar
- Bringer
- Brushwagg
- Camarid
- Camel
- Caribou
- Carrier
- Cat
- Centaur
- Cephalid
- Chimera
- Citizen
- Cleric
- Cockatrice
- Construct
- Coward
- Crab
- Crocodile
- Cyclops
- Dauthi

- Demigod
- Demon
- Deserter
- Devil
- Dinosaur
- Djinn
- Dragon
- Drake
- Dreadnought
- Drone
- Druid
- Dryad
- Dwarf
- Efreet
- Egg
- Elder
- Eldrazi
- Elemental
- Elephant
- Elf
- Elk
- Eye
- Faerie

- Ferret
- Fish
- Flagbearer
- Fox
- Frog
- Fungus
- Gargoyle
- Germ
- Giant
- Gnome
- Goat
- Goblin
- God
- Golem
- Gorgon
- Graveborn
- Gremlin
- Griffin
- Hag
- Harpy
- Hellion
- Hippo
- Hippogriff
- Homarid
- Homunculus
- Horror
- Horse
- Hound
- Human
- Hydra
- Hyena
- Illusion
- Imp
- Incarnation
- Insect
- Jackal
- Jellyfish
- Juggernaut
- Kavu
- Kirin
- Kithkin
- Knight
- Kobold
- Kor
- Kraken
- Lamia
- Lammasu
- Leech
- Leviathan
- Lhurgoyf
- Licid
- Lizard
- Manticore
- Masticore
- Mercenary
- Merfolk
- Metathran
- Minion
- Minotaur
- Mole
- Monger
- Mongoose
- Monk
- Monkey
- Moonfolk
- Mouse
- Mutant
- Myr
- Mystic
- Naga
- Nautilus
- Nephilim
- Nightmare
- Nightstalker
- Ninja
- Noble
- Noggle
- Nomad
- Nymph
- Octopus
- Ogre
- Ooze
- Orb
- Orc
- Orgg
- Ouphe

- Ox
- Oyster
- Pangolin
- Peasant
- Pegasus
- Pentavite
- Pest
- Phelddagrif
- Phoenix
- Pilot
- Pincher
- Pirate
- Plant
- Praetor
- Prism
- Processor
- Rabbit
- Rat
- Rebel
- Reflection
- Rhino
- Rigger
- Rogue
- Sable
- Salamander
- Samurai
- Sand
- Saproling
- Satyr
- Scarecrow
- Scion
- Scorpion
- Scout
- Sculpture
- Serf
- Serpent
- Servo
- Shade
- Shaman
- Shapeshifter
- Sheep
- Siren
- Skeleton
- Slith
- Sliver
- Slug
- Snake
- Soldier
- Soltari
- Spawn
- Specter
- Spellshaper
- Sphinx
- Spider
- Spike
- Spirit
- Splinter
- Sponge
- Squid
- Squirrel
- Starfish
- Surrakar
- Survivor
- Tentacle
- Tetravite
- Thalakos
- Thopter
- Thrull
- Treefolk
- Trilobite
- Triskelavite
- Troll
- Turtle
- Unicorn
- Vampire
- Vedalken
- Viashino
- Volver
- Wall
- Warlock
- Warrior
- Weird
- Werewolf
- Whale

- Wizard
- Wolf
- Wolverine
- Wombat
- Worm
- Wraith
- Wurm
- Yeti
- Zombie
- Zubera

4.4 Enchantment

- Aura
- Carouche
- Curse
- Saga
- Shrine

4.5 Land

4.5.1 Basic

- Plains
- Island
- Swamp
- Mountain
- Forest

4.5.2 Non-Basic

- Desert
- Gate
- Lair
- Locus
- Urza's
- Mine
- Power-Plant
- Tower

4.6 Planeswalker

- Ajani
- Aminatou
- Angrath
- Arlinn
- Ashiok
- Bolas
- Chandra
- Dack
- Daretti
- Davriel
- Domri
- Dovin
- Elspeth
- Estrid
- Freyalise
- Garruk
- Gideon
- Huatli
- Jace
- Jaya
- Karn
- Kasmina
- Kaya
- Kiora
- Koth
- Liliana
- Nahiri
- Narset
- Nissa
- Nixilis

- Oko
- Ral
- Rowan
- Saheeli
- Samut
- Sarkhan
- Serra
- Sorin

- Tamiyo
- Teferi
- Teyo
- Tezzeret
- Tibalt
- Ugin
- Venser
- Vivien

- Vraska
- Will
- Windgrace
- Wrenn
- Xenagos
- Yanggu
- Yanling

4.7 Instant

- Adventure
- Arcane
- Trap

4.8 Sorcery

- Adventure
- Arcane