



Kataki, War's Wage  1*



Legendary Creature — Spirit 

All artifacts have "At the beginning of your upkeep, sacrifice this artifact unless you pay 1."

"Before the war, we prayed to Kataki to sharpen our swords and harden our armor. Without his blessing our weapons are all but useless against the kami hordes."

—Kenzo the Hardheaded

— Matt Thompson

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2/1

Kentaro, the Smiling Cat  1*



Legendary Creature — Human Samurai 

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

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

"The bonds of bushido will draw the dishonored back someday, and I will be there waiting."

— Donato Giancola

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2/1

Samurai of the Pale Curtain  1*



Creature — Fox Samurai 

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

If a permanent would be put into a graveyard, remove it from the game instead.

— Christopher Moeller

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2/2

Sensei Golden-Tail  1*



Legendary Creature — Fox Samurai 

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

1*, *: Put a training counter on target creature. That creature gains bushido 1 and becomes a Samurai in addition to its other creature types. Play this ability only any time you could play a sorcery.

— Stephen Tappin

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2/1

Tallowisp  1*



Creature — Spirit 

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.

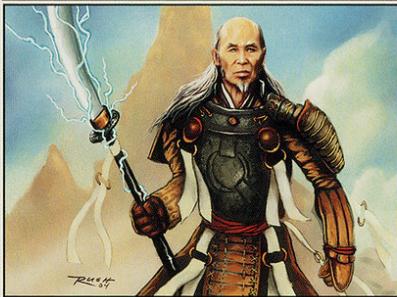
Isolated on its little candlewick, the kami never heard of the crime that drove its comrades to war.

— Ron Spears

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1/3

Descendant of Kiyomaro  1*



Creature — Human Soldier 

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."

The blood of Kiyomaro flows in my veins. He did not let Eiganjo fall and neither shall I!

— Christopher Rush

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2/3

Faithful Squire  1*

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.

Creature — Human Soldier 2/2



Legendary Creature — Spirit 3/4

Flying
Tapping
Reindeer 3 Ki: Prevent all damage that would be dealt to target creature this turn.
of Loyalty: Prevent all damage that would be dealt to target creature this turn.

Memory 3 Ki: Counter from Kaiso. Memory

Kaiso, Memory of Loyalty

— Mark Zug

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1/2

Kabuto Moth  2*



Creature — Spirit 

Flying

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

Many great warriors died in the first days of the war, as the spirits of their weaponry turned against them with terrifying rage.
—Observations of the Kami War

— Tomas Giorello

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1/2

Masako the Humorless  2*



You may play Masako the Humorless any time you could play an instant.

Tapped creatures you control may block as though they were untapped.

Konda's servants dared not neglect their duties for a moment under Masako's icy gaze, knowing that what she saw, Lord Konda would hear.

— Ben Thompson

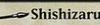
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2/1

Nikko-Onna 

Creature — Spirit 

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.

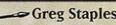
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Opal-Eye, Konda's Yojimbo 

Legendary Creature — Fox Samurai 

Bushido 1; defender (*This creature can't attack.*)
●: The next time a source of your choice would deal damage this turn, that damage is dealt to Opal-Eye, Konda's Yojimbo instead.
●: Prevent the next 1 damage that would be dealt to Opal-Eye this turn.

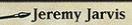
 1/4

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Shinen of Stars' Light 

Creature — Spirit 

First strike
Channel — 1*, Discard Shinen of Stars' Light: Target creature gains first strike until end of turn.

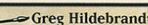
 2/1

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Waxmane Baku 

Creature — Spirit 

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.

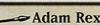
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Celestial Kirin 

Legendary Creature — Kirin Spirit 

Flying
Whenever you play a Spirit or Arcane spell, destroy all permanents with that spell's converted mana cost.
All bow at its visitation—some in awe, some in honor, some in fear.

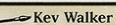
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Eiganjo Free-Riders 

Creature — Human Soldier 

Flying
At the beginning of your upkeep, return a white creature you control to its owner's hand.
"The air filled with dust and the sound of wingbeats. The mothriders had joined the fray."
—Great Battles of Kamigawa

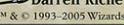
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Hokori, Dust Drinker 

Legendary Creature — Spirit 

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.

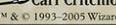
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Indebted Samurai 

Creature — Human Samurai 

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.
"Forgive me, Saburo. I could not save you. But your blade will not rest in my hand."

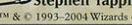
 2/3

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Kami of Old Stone 

Creature — Spirit 

"There was a wall here. Now it is dust. A tower rose here. Now it is fallen. An army fought here. Now it is dead. A spirit was here. It is all that remains."
—Snow-Fur, kitsune poet

 1/7

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Michiko Konda, Truth Seeker 3*



Legendary Creature — Human Advisor

Whenever a source an opponent controls deals damage to you, that player sacrifices a permanent.

"Watch over my father. Tell him I'm safe, but I won't come home until I find out how to bring him back to his senses, and Kamigawa is again at peace."

—Michiko Konda, last letter to General Takeno

—Christopher Moeller

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2/2

Nagao, Bound by Honor 3*



Legendary Creature — Human Samurai

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

Whenever Nagao, Bound by Honor attacks, Samurai you control get +1/+1 until end of turn.

—Dave Dorman

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Hikari, Twilight Guardian 3*



Legendary Creature — Spirit

Flying

Whenever you play a Spirit or Arcane spell, you may remove Hikari, Twilight Guardian from the game. If you do, return it to play under its owner's control at end of turn.

—Glen Angus

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4/4

Innocence Kami 3*



Creature — Spirit

*: Tap target creature.

Whenever you play a Spirit or Arcane spell, untap Innocence Kami.

Her voice was light, her substance music.

—Mark Zug

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2/3

Takeno, Samurai General 5*



Legendary Creature — Human Samurai

Bushido 2 (*When this blocks or becomes blocked, it gets +2/+2 until end of turn.*)

Each other Samurai you control gets +1/+1 for each point of bushido it has.

—Matt Cavotta

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3/3

Yosei, the Morning Star 4*



Legendary Creature — Dragon Spirit

Flying

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

—Hiro Izawa

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5/5

Oyobi, Who Split the Heavens 6*



Legendary Creature — Spirit

Flying

Whenever you play a Spirit or Arcane spell, put a 3/3 white Spirit creature token with flying into play.

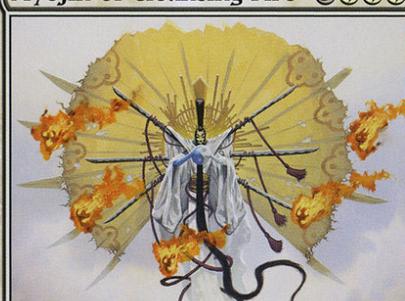
Her angry call split the sky. From that rift descended her champions.

—Christopher Moeller

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3/6

Myojin of Cleansing Fire 5*



Legendary Creature — Spirit

Myojin of Cleansing Fire comes into play with a divinity counter on it if you played it from your hand.

Myojin of Cleansing Fire is indestructible as long as it has a divinity counter on it.

Remove a divinity counter from Myojin of Cleansing Fire: Destroy each other creature.

—Kev Walker

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4/6

Blessed Breath



Instant — Arcane

Target creature you control gains protection from the color of your choice until end of turn.

Splice onto Arcane * (*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.*)

—Tsutomu Kawade

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Ethereal Haze



Instant — Arcane

Prevent all damage that would be dealt by creatures this turn.

"Imagine a dove flying through smoke. Does the dove injure the smoke? Does the smoke impede the dove?"

—Teachings of Eight-and-a-Half-Tails

Chris Appelhans

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Hail of Arrows



Instant

Hail of Arrows deals X damage divided as you choose among any number of target attacking creatures.

"Do not let a single shaft loose until my word. And when I give that word, do not leave a single shaft in Eiganjo."

—General Takeno

Anthony S. Waters

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Hundred-Talon Strike



Instant — Arcane

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.)

Matt Cavotta

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Mending Hands



Instant

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

"I can staunch their blood, mend their flesh, and knit their bones. But I cannot restore their hope."

—Tender-Hand, kitsune healer

Douglas Shuler

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Quiet Purity



Instant — Arcane

Destroy target enchantment.

"When the Kami of Utter Silence passes, walls lose their secrets. Scrolls lose their lessons. Tapestries lose their beauty. Where there was meaning, there is only stillness."

—Sensei Hisoka

Shishizaru

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Reciprocate



Instant

Remove from the game target creature that dealt damage to you this turn.

"Just as the noble soul calls virtue to itself, the evil soul summons harm."

—Teachings of Eight-and-a-Half-Tails

Pat Lee

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Spiritual Visit



Instant — Arcane

Put a 1/1 colorless Spirit creature token into play.

Splice onto Arcane * (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.)

Pete Venters

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Candles' Glow



Instant — Arcane

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

Splice onto Arcane 1 * (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.)

Alan Pollack

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Otherworldly Journey



Instant — Arcane

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

"The landscape shimmered and I felt a chill breeze. When my vision cleared, I found myself alone among the corpses of my fallen friends."

—Journal found in Numai

Vance Kovacs

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Shining Shoal 

Instant — Arcane 

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.

— Ben Thompson

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Terashi's Verdict 

Instant — Arcane 

Destroy target attacking creature with power 3 or less.
It was as though the sky opened its eyes and found what it saw displeasing.

— Ron Spears

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Charge Across the Araba 

Instant — Arcane 

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.

— Dany Orizio

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Cleanfall 

Sorcery — Arcane 

Destroy all enchantments.
During the war, the rites of purification were still effective, but the kami, not the kitsune, chose what to cleanse.

— Daren Bader

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Terashi's Grasp 

Sorcery — Arcane 

Destroy target artifact or enchantment. You gain life equal to its converted mana cost.
"The jeweler, the potter, the smith . . . They all imbue a bit of their souls into their creations. The kami destroy that crafted mortal shell and absorb the soul within."
— Noboru, master kitemaker

— Mark Tedin

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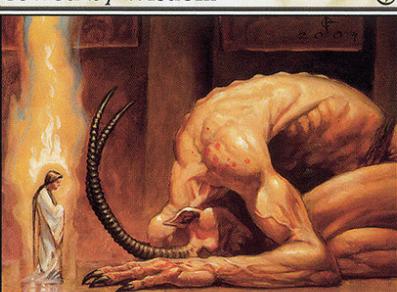
Final Judgment 

Sorcery 

Remove all creatures from the game.
"The clashing warriors turned to face O-Kagachi, the greatest kami, and their sigh of awe was their last breath."
— Great Battles of Kamigawa

— Kev Walker

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Cowed by Wisdom 

Enchant Creature 

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.*)

— Daren Bader

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Genju of the Fields 

Enchant Plains 

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.

— Greg Staples

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Indomitable Will 

Enchant Creature 

You may play Indomitable Will any time you could play an instant.
Enchanted creature gets +1/+2.
"None of you are yet samurai. Defend your homes with honor, die for your cause, and perhaps then you will be worthy of the word."
— General Takeno

— Christopher Rush

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Ward of Piety 1*



Enchant Creature *•

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

Reluctant to strike at the kami directly, some kitsune trained in more passive fighting techniques.

—Tim Hildebrandt

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Cage of Hands 2*



Enchant Creature *•

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

"Our own actions built the prisons that now hold us. Our hands reached too far and tried to hold too much."
—Dosan the Falling Leaf

—Mark Tedin

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Ghostly Prison 2



Enchantment *•

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

Destroyed in one of the first battles of the Kami War, the town of Reito still grieved.

—Lars Grant-West

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Heart of Light 2*



Enchant Creature *•

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

"There is a shining in the mortal heart that even the kami cannot reach."
—Sensei Golden-Tail

—Luca Zontini

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Promise of Bunrei 2*



Enchantment *•

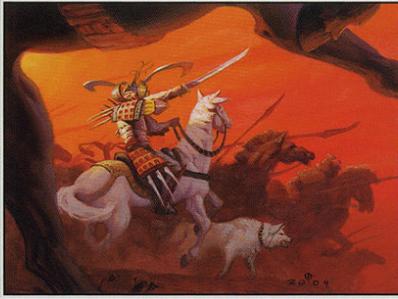
Whenever a creature you control is put into a graveyard from play, sacrifice Promise of Bunrei. If you do, put four 1/1 colorless Spirit creature tokens into play.

"I am not afraid to die today nor afraid of what death will bring."

—Stephen Tappin

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Day of Destiny 3*



Legendary Enchantment *•

Legendary creatures you control get +2/+2.

"Rise like the sun, stand like the mountain, charge like the lion, die as a hero."
—General Takeno

—Daren Bader

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Honden of Cleansing Fire 3*



Legendary Enchantment — Shrine *•

At the beginning of your upkeep, you gain 2 life for each Shrine you control.

To the sorrow of all, its fire was turned toward those who worshipped it.

—Greg Staples

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Reverence 2***



Enchantment *•

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

"Despite the massive forces that allied against him, Konda never once believed he would lose the Kami War."
—Masako the Humorless

—Ittoku

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Dreamcatcher 6



Creature — Spirit *•

Whenever you play a Spirit or Arcane spell, you may sacrifice Dreamcatcher. If you do, draw a card.

"Be careful where your mind wanders. Even in the quietest moments, the kami are listening, and your thoughts give them shape."
—Lady Azami

—Mark Tedin

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1/1

Teardrop Kami



Creature — Spirit

Sacrifice Teardrop Kami: Tap or untap target creature.

"Do not fall into the trap of thinking you understand the kami. Cannot a drop of water be dew on the meadow, a glacier's thaw, or the tear of a child?"

—Sensei Hisoka

Michael Sutfin

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1/1

Erayo, Soratami Ascendant

1

Flying

Whenever the fourth spell of a turn is played, flip Erayo, Soratami Ascendant.

Legendary Creature — Moonfolk Monk



1/1

Erayo's Essence

Opponent the first spell played by each

opponent each turn.

Counter target spell unless its controller pays 2.

Matt Cavotta

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Ghost-Lit Warden

1

Creature — Spirit

3 **W**, **E**: Counter target spell unless its controller pays 2.

Channel — 3 **W**, Discard Ghost-Lit Warden: Counter target spell unless its controller pays 4.

Kensuke Okabayashi

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1/1

Jushi Apprentice

1

2 **W**, **E**: Draw a card. If you have nine or more cards in hand, flip Jushi Apprentice.

Creature — Human Wizard

1/2



Legendary Creature — Human Wizard

2/3

3 **W**, **E**: Target player draws X cards in your hand.

Tomoya the Revealer

Glen Angus

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TT

1/1

Kami of the Crescent Moon

1



Legendary Creature — Spirit

HH

At the beginning of each player's draw step, that player draws a card.

"He's a lot like me, that masterless little kami . . . unimpressed by grandeur and never at a loss for a trick."

—Toshiro Umezawa

Darrell Riche

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1/3

Shape Stealer

1

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.

"Stand back. I know just what to do."
—Kiki-*jiki*, Mirror Breaker

Jim Nelson

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1/1

Soratami Cloudskater

1



Creature — Moonfolk Rogue

TT

Flying

2, Return a land you control to its owner's hand: Draw a card, then discard a card.

"You hide your actions from eyes on the ground, but nothing escapes the clouds."

Michael Sutfin

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1/1

Callow Jushi

1

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.

Creature — Human Wizard

2/2



Legendary Creature — Spirit

3/4

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

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

Jaraku the Interloper

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Kira, Great Glass-Spinner

1

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." *Each spell is an intricate tapestry, and Kira is the great unraveler.*

Kev Walker

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2/2



Shimmering Glasskite



Creature — Spirit

Flying

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

A child's whisper could crack its shell, but not even an oni's scream could penetrate it.

John Avon

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3/1

Soratami Mindsweeper



Creature — Moonfolk Wizard

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.

Alex Horley-Orlandelli

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3/0

Soratami Mirror-Guard



Creature — Moonfolk Wizard

Flying

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

Wayne England

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3/1

Soratami Mirror-Mage



Creature — Moonfolk Wizard

Flying

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

The clouds obey my whims, and you'll obey theirs.

Ron Spears

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3/1

Clouddhoof Kirin



Legendary Creature — Kirin Spirit

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.

Randy Gallegos

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3/0

Higure, the Still Wind



Legendary Creature — Human Ninja

Ninjutsu 2/6 (2/6, 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.

Christopher Moeller

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3/4

Kiri-Onna



Creature — Spirit

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.

Kensuke Okabayashi

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4/0

2/2

Meloku the Clouded Mirror



Legendary Creature — Moonfolk Wizard

Flying

1, Return a land you control to its owner's hand: Put a 1/1 blue Illusion creature token with flying into play.

He loved his cities in the clouds. When he traveled to the lands below, he brought many reminders of his home.

Scott M. Fischer

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4/0

2/4

Quillmane Baku



Creature — Spirit

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

1, C, Remove X ki counters from Quillmane Baku: Return target creature with converted mana cost X or less to its owner's hand.

David Martin

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4/0

3/3

Shinen of Flight's Wings  4/●

Creature — Spirit 

Flying
Channel — ●, Discard Shinen of Flight's Wings: Target creature gains flying until end of turn.

— Scott M. Fischer  3/3

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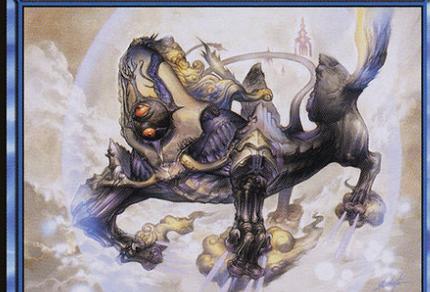
Teller of Tales  3/●●

Creature — Spirit 

Flying
Whenever you play a Spirit or Arcane spell, tap or untap target creature.
Words never uttered by mortals flowed incessantly from its many mouths.

— Jim Murray  3/3

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Jetting Glasskite  4/●●

Creature — Spirit 

Flying
Whenever Jetting Glasskite becomes the target of a spell or ability for the first time in a turn, counter that spell or ability.
The bolt struck with a flash and there was a terrible sound, as of glass shattering, but the creature was unharmed.

— Shishizaru  4/4

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Keiga, the Tide Star  5/●

Legendary Creature — Dragon Spirit 

Flying
When Keiga, the Tide Star is put into a graveyard from play, gain control of target creature.

— Ittoku  5/5

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Sire of the Storm  4/●●

Creature — Spirit 

Flying
Whenever you play a Spirit or Arcane spell, you may draw a card.
This storm blows gales through the dreams of men.

— Arnie Sweekel  3/3

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Myojin of Seeing Winds  7/●●●

Legendary Creature — Spirit 

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

— Kev Walker  3/3

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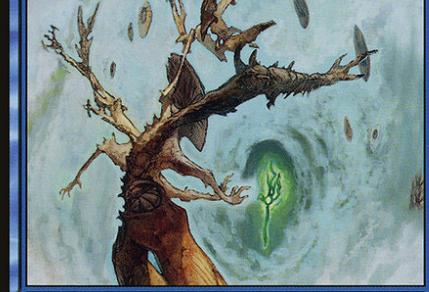
The Unspeakable  6/●●●

Legendary Creature — Spirit 

Flying, trample
Whenever The Unspeakable deals combat damage to a player, you may return target Arcane card from your graveyard to your hand.
It is madness that drives men to seek forbidden knowledge, and madness has given it form.

— Khang Le  6/7

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Reach Through Mists  6/●

Instant — Arcane 

Draw a card.
“Know one part of the name, obsession begins. Know two parts, paranoia sets in. Know three parts, madness descends. Know all, and only the kami know what will become of you.”
—Lady Azami

— Anthony S. Waters  6/1

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Consuming Vortex  1/●

Instant — Arcane 

Return target creature to its owner's hand.
Splice onto Arcane 3 ● (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.)

— Pete Venters  6/1

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Dampen Thought

1



Instant — Arcane

TT

Target player puts the top four cards of his or her library into his or her graveyard.

Splice onto Arcane 1 (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.)

Arnie Sweekel

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Disrupting Shoal

X



Instant — Arcane

Y

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.

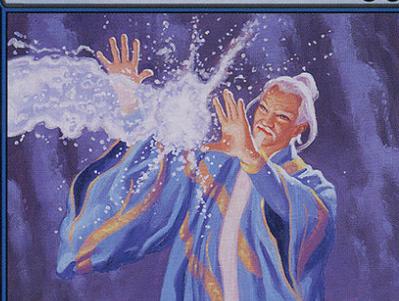
Counter target spell if its converted mana cost is X.

Scott M. Fischer

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Hisoka's Defiance

1



Instant

TT

Counter target Spirit or Arcane spell.

"With every passing day, the kami shape our world to suit their will. I, for one, would not see them succeed."

Greg Hildebrandt

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Peer Through Depths

1



Instant — Arcane

TT

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

Anthony S. Waters

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Squelch

1



Instant

TT

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

Draw a card.

Oku-Doku had gone through all the motions: the same akki cursewords, the same ingredients with their horrid stink, the same rude gestures. Yet not a person died.

Matt Cavotta

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Twincast

1



Instant

HH

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

Sometimes you have to search for inspiration, and sometimes it's right there in front of you.

Christopher Moeller

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Veil of Secrecy

1



Instant — Arcane

X

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.)

Arnie Sweekel

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Hinder

1



Instant

TT

Counter target spell. If it's countered this way, put that card on the top or bottom of its owner's library instead of that player's graveyard.

"Do not react to force in kind. Turn it aside. Direct it to where it can do no harm."
—Meloku the Clouded Mirror

Wayne Reynolds

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Oppressive Will

2



Instant

U

Counter target spell unless its controller pays 1 for each card in your hand.

When Minamo was abandoned, its younger students found themselves thrust into a war beyond their skill with talents beyond their control.

Pat Lee

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Sift Through Sands

1



Instant — Arcane

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

— Anthony S. Waters

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Thoughtbind

2



Instant

Counter target spell with converted mana cost 4 or less.

“As the rest of the mortal world waged war, Lady Azami and her students invaded tomes of knowledge. Their search yielded spells critical in the fight.”
—Observations of the Kami War

— Rob Alexander

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Gifts Ungiven

3



Instant

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

— D. Alexander Gregory

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Minamo's Meddling

2



Instant

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.

Like storm water through the segments of bamboo, the spell followed the links of magic. Then it destroyed them.

— Alex Horley-Orlandelli

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Eye of Nowhere

1



Sorcery — Arcane

Return target permanent to its owner's hand.

“Once we prayed to the kaijin for safe voyage. Now we only pray that we can escape their gaze.”
—Hayato, master sailor

— Alan Pollack

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Ideas Unbound

0



Sorcery — Arcane

Draw three cards. Discard three cards at end of turn.

The apprentice stared in puzzlement. “But Master, you finished writing those spells just yesterday. Don't you remember?” The jushi's heart froze.

— Mark Tedin

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Counsel of the Soratami

2



Sorcery

Draw two cards.

“Wisdom is not the counting of all the drops in a waterfall. Wisdom is learning why the water seeks the earth.”

— Randy Gallegos

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Eerie Procession

2



Sorcery — Arcane

Search your library for an Arcane card, reveal that card, and put it into your hand. Then shuffle your library.

“Though in years past speculation was not encouraged about the strange ways of kami, now we must understand their motivations, if such is even possible to the mortal mind.”
—Lady Azami

— Jim Murray

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Petals of Insight

4



Sorcery — Arcane

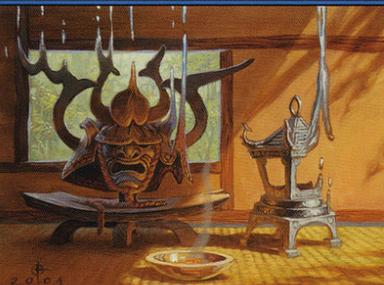
Look at the top three cards of your library. You may put those cards on the bottom of your library in any order. If you do, return Petals of Insight to its owner's hand. Otherwise, draw three cards.

— Anthony S. Waters

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Reduce to Dreams

3



Sorcery

Return all artifacts and enchantments to their owners' hands.

"This world is a dream. We cling to our toys like children, but sooner or later we must learn to live without them."

—Sensei Hisoka

Daren Bader

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Eternal Dominion

7



Sorcery

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.)

Shishizaru

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Genju of the Falls



Enchant Island

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.

Glen Angus

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Freed from the Real

2



Enchant Creature

- : Tap enchanted creature.
- : Untap enchanted creature.

When a strong mind moves, form and energy shift to heed it.

Scott M. Fischer

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Threads of Disloyalty

1



Enchant Creature

Threads of Disloyalty can enchant only a creature with converted mana cost 2 or less. You control enchanted creature.

"Over time, Konda grew ever more suspicious, fearing even his most loyal allies were being manipulated by unseen hands."

—The History of Kamigawa

Anthony S. Waters

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Mystic Restraints

2



Enchant Creature

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

Christopher Rush

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Honden of Seeing Winds

4



Legendary Enchantment — Shrine

At the beginning of your upkeep, draw a card for each Shrine you control.

To the sorrow of all, its winds found sin in the hearts of those who once learned from its wisdom.

Martina Pilcerova

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Bile Urchin



Creature — Spirit

Sacrifice Bile Urchin: Target player loses 1 life.

"The two youths argued and tempers flared. One youth opened his mouth to utter a vile curse, but what he spat out instead was a kami of poison and filth."

—Sensei Golden-Tail

Dany Orizio

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Ghost-Lit Stalker



Creature — Spirit

4 , : Target player discards two cards. Play this ability only any time you could play a sorcery.

Channel — 5 , Discard Ghost-Lit Stalker: Target player discards four cards. Play this ability only any time you could play a sorcery.

Hideaki Takamura

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1/1

Nezumi Shadow-Watcher



Creature — Rat Warrior

Sacrifice Nezumi Shadow-Watcher:
Destroy target Ninja.
“The Okiba Gang! Night-cursed
thieves and assassins! I’ve had enough
of their meddling! Triple the guard!”
—Marrow-Gnawer

Pete Vinters

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1/1

Hand of Cruelty



Creature — Human Samurai

Protection from white
Bushido 1 (*When this blocks or becomes
blocked, it gets +1/+1 until end of turn.*)
“The sword is just a tool. It is the
samurai’s hand that delivers death.”

Kev Walker

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2/2

Kiku, Night’s Flower



Legendary Creature — Human Assassin

2 $\bullet\bullet\bullet$, \bullet : Target creature deals damage
to itself equal to its power.

“A wanderer has told me of an assassin in
the Takenuma Swamp who uses her dark
arts to animate her enemies’ shadows against
them. A wild tale, but it explains much.”
—Diary of Azusa

Jim Murray

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1/1

Kuro’s Taken



Creature — Rat Samurai

Bushido 1 (*When this blocks or becomes
blocked, it gets +1/+1 until end of turn.*)
1 \bullet : Regenerate Kuro’s Taken.

Simple bargains are the most tempting,
and oni bargains are the simplest of all:
eternal life for eternal service.

Puddinhead

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1/1

Nezumi Cutthroat



Creature — Rat Warrior

Fear
Nezumi Cutthroat can’t block.
“These nezumi, they disgust me. The things
they will do for money no other thinking
creature would consider. This, of course,
makes them useful beyond words.”
—Meloku the Clouded Mirror

Carl Critchlow

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2/1

Nezumi Graverobber

1 \bullet : Remove target card in an opponent’s
graveyard from the game. If no cards are in
that graveyard, flip Nezumi Graverobber.

Creature — Rat Rogue



Legendary Creature — Rat Wizard

4 \bullet : Put target creature card in a
graveyard under your control.

Jim Nelson

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1/1

Nighteyes the Desecrator

Nezumi Shortfang



1 \bullet , \bullet : Target opponent discards a card.
Then if that player has no cards in hand,
flip Nezumi Shortfang.

Creature — Rat Rogue

1/1

Legendary Creature — Rat Shaman

3/3

Stabwisker the Odious

Daren Bader

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1/3

Skullsnatcher



Creature — Rat Ninja

Ninjutsu \bullet (\bullet , 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.

Matt Cavotta

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2/1

Bloodthirsty Ogre



Creature — Ogre Warrior Shaman

\bullet : Put a devotion counter on
Bloodthirsty Ogre.

\bullet : Target creature gets $-X-X$ until
end of turn, where X is the number
of devotion counters on Bloodthirsty
Ogre. Play this ability only if you
control a Demon.

Thomas M. Baxa

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3/1



Scourge of Numai 3/3

Creature — Demon Spirit

At the beginning of your upkeep, you lose 2 life if you don't control an Ogre.
"Where a once-proud human city stood, only the ruins of Numai remain, deep amid rotting bamboo and plagued by oni."
—The History of Kamigawa

Arnie Sweikey
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4/4

Yukora, the Prisoner 2/3

Legendary Creature — Demon Spirit

When Yukora, the Prisoner leaves play, sacrifice all non-Ogre creatures you control.
It took ninety-nine monks to weave the spell that trapped Yukora. Upon the death of the ninety-nine, the spell was broken, and the demon returned to the mortal world seeking vengeance for its imprisonment.

Tony Szczuollo
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5/5

Kagemaro, First to Suffer 3/3

Legendary Creature — Demon Spirit

Kagemaro, First to Suffer's power and toughness are each equal to the number of cards in your hand.
•, Sacrifice Kagemaro: All creatures get -X/-X until end of turn, where X is the number of cards in your hand.

Adam Rex
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★/★

Kemuri-Onna 4/3

Creature — Spirit

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.

Istoku
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3/3

Marrow-Gnawer 3/3

Legendary Creature — Rat Rogue

All Rats have fear.
•, Sacrifice a Rat: Put X 1/1 black Rat creature tokens into play, where X is the number of Rats you control.
Marrow-Gnawer united three nezumi gangs when he slew their leaders in a single night. Now they call him their first lord.

Wayne Reynolds
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2/3

Okiba-Gang Shinobi 3/3

Creature — Rat Ninja

Ninjutsu 3/3 (3/3, 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.

Mark Zug
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3/2

Seizan, Perverter of Truth 3/3

Legendary Creature — Demon Spirit

At the beginning of each player's upkeep, that player loses 2 life and draws two cards.
If you would taste the wisdom of the oni, be prepared to salt it with your blood.
—Kiku, Night's Flower

KEY WALKER
J22 • EN 463 R Wayne Reynolds
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6/5

Shirei, Shizo's Caretaker 4/3

Legendary Creature — Spirit

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.

Wayne Reynolds
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2/2

Skullmane Baku 3/3

Creature — Spirit

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

Tim Hildebrandt
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2/1

Throat Slitter



4/3

Creature — Rat Ninja

Ninjutsu 2 (2, 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.

Paolo Parente

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2/2

Ink-Eyes, Servant of Oni



4/3

Legendary Creature — Rat Ninja

Ninjutsu 3 (3, 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.

1: Regenerate Ink-Eyes.

Wayne Reynolds

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5/4

Kokusho, the Evening Star



4/3

Legendary Creature — Dragon Spirit

Flying

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

Tsutomu Kawade

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5/5

Kyoki, Sanity's Eclipse



4/3

Legendary Creature — Demon Spirit

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

"Kyoki, Eater of Minds, Corrupter of Thoughts, Bringer of Madness, Lord of Fear. Return, by our blood, and walk again."

—Ogre chant

Paolo Parente

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6/4

Pus Kami



5/3

Creature — Spirit

-, 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.)

Dave Allsop

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3/3

Myojin of Night's Reach



5/3

Legendary Creature — Spirit

Myojin of Night's Reach comes into play with a divinity counter on it if you played it from your hand.

Myojin of Night's Reach is indestructible as long as it has a divinity counter on it.

Remove a divinity counter from Myojin of Night's Reach: Each opponent discards his or her hand.

Key Walker

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5/2

Goryo's Vengeance



1/3

Instant — Arcane

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 2 (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.)

Itoku

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Hero's Demise



1/3

Instant

Destroy target legendary creature.

"What will it say on our graves, Lord Konda? Will it say we led our world to conquer immortal forces or that we were crushed by our own arrogance? At each defeat, I wonder."

—Sensei Hisoka, letter to Lord Konda

Jim Nelson

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Sickening Shoal



X/3

Instant — Arcane

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.

Dan Scott

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Soulless Revival



1

Instant — Arcane

TT

Return target creature card from your graveyard to your hand.

Splice onto Arcane 1 (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.)

Ron Spencer

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Horobi's Whisper



1

Instant — Arcane

X

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.)

Aleksi Briclot

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Rend Flesh



2

Instant — Arcane

TT

Destroy target non-Spirit creature.

"The Reito Massacre was a testament to the kami's unstoppable power. The human defenders might as well have been moths battling a forest fire."

—Great Battles of Kamigawa

Stephen Tappin

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Rend Spirit



2

Instant

TT

Destroy target Spirit.

"The battle at Ganzan Pass was a testament to human endurance. The untrained and frightened group escaped three legions of kami, leaving more than their share of slain foes in their wake."

—Great Battles of Kamigawa

Stephen Tappin

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Hideous Laughter



2

Instant — Arcane

TT

All creatures get -2/-2 until end of turn.

Splice onto Arcane 3 (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.)

Greg Staples

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Death of a Thousand Stings

4

Instant — Arcane

HH

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.

Scott M. Fischer

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Pull Under



5

Instant — Arcane

TT

Target creature gets -5/-5 until end of turn.

"Although nowhere on Kamigawa was safe during the war, the Takenuma Swamp was the most horrifying. The rotting bamboo itself rebelled against its mortal inhabitants, pulling them into unmarked graves."

—Observations of the Kami War

Ron Spencer

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Psychic Spear



5

Sorcery

X

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

"The wizards of Takenuma Swamp faced the horrors of humanity every day. It's no wonder they fared so well against the kami."

—Observations of the Kami War

Ron Spears

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Stir the Grave

X

Sorcery

X

Return target creature card with converted mana cost X or less from your graveyard to play.

"Your lungs may not draw breath, but while your hands can grip a sword, you will be useful to me."

—Nighteyes, nezumi necromancer

Jim Nelson

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Distress

Sorcery

Target player reveals his or her hand. You choose a nonland card from it. That player discards that card.

"Today I asked Master Dosan what the ogre mages did with the humans they sacrificed. He gave me a hard look and said to think no more on the matter."
—Meditation journal of young budoka

Michael Sutfin
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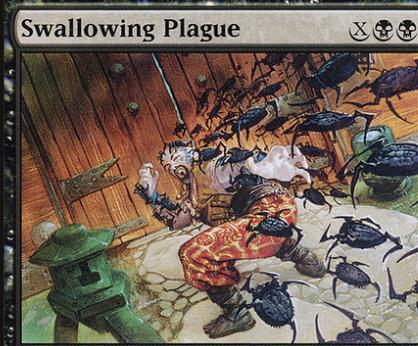
Kiku's Shadow

Sorcery

Target creature deals damage to itself equal to its power.

"Me? No, I'm not going to kill you. I won't even lay a finger on you. I promise."
—Kiku, Night's Flower

Pete Venters
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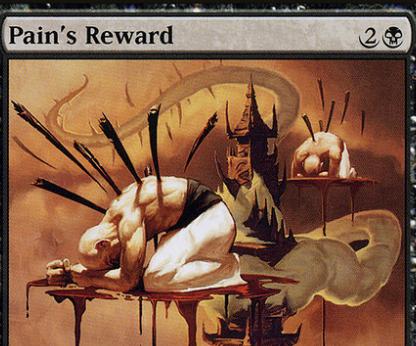
Swallowing Plague

Sorcery — Arcane

Swallowing Plague deals X damage to target creature and you gain X life.

"We are recalling all forces from the Takenuma Swamp. We lose men daily to kami attacks, and it seems our defeats only encourage them further."
—General Takeno, letter to Lord Konda

Dave Dorman
TM & © 1993–2004 Wizards of the Coast, Inc. 146/306



Pain's Reward

Sorcery

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.

Matt Cavotta
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Waking Nightmare

Sorcery — Arcane

Target player discards two cards.

"Once each year, the oni and other evil spirits paraded through villages to disturb mortals' sleep. During the war, this parade became a nightly event."
—Observations of the Kami War

Mitch Cotie
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Befoul

Sorcery

Destroy target land or nonblack creature. It can't be regenerated.

"When the rampaging kami at Reito had crushed the opposing militia, swarms of minor kami swept over the battlefield to consume all that remained."
—Great Battles of Kamigawa

Luca Zontini
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Eradicate

Sorcery

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.

Glen Angus
TM & © 1993–2005 Wizards of the Coast, Inc. 65/165



Sink into Takenuma

Sorcery — Arcane

Sweep — Return any number of Swamps you control to their owner's hand. Target player discards a card for each Swamp returned this way.

Pat Lee
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Dance of Shadows

Sorcery — Arcane

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

"Only one man survived, barely sane. He got out two words before collapsing: shadows, shadows."

Chippy
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Exile into Darkness  4 

Sorcery 

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.

Pete Venter 
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Genju of the Fens  3 

Enchant Swamp 

2 : Until end of turn, enchanted Swamp becomes a 2/2 black Spirit creature with "": 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.

Tsutomu Kawade 
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Mark of the Oni  2 

Enchant Creature 

You control enchanted creature.
At end of turn, if you control no Demons, sacrifice Mark of the Oni.
"As more oni walked Kamigawa, more darkness infested its inhabitants' souls."
—The History of Kamigawa

Heather Hudson 
TM & © 1993-2005 Wizards of the Coast, Inc. 73/165

Honden of Night's Reach  3 

Legendary Enchantment — Shrine 

At the beginning of your upkeep, target opponent discards a card for each Shrine you control.
To the sorrow of all, its dark reach grasped and crushed those who guarded its silent vigil.

Jim Nelson 
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Kagemaro's Clutch  3 

Enchant Creature 

Enchanted creature gets -X/-X, where X is the number of cards in your hand.
The mist was thick, cloying, and constricting. Shiro fought his way to fresh air only to look back and see his comrades fallen on the battlefield behind him.

Pat Lee 
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Night of Souls' Betrayal  2 

Legendary Enchantment 

All creatures get -1/-1.
"How can we wage war against ourselves? What happens when the kami of our very souls rise against us? I answer simply: We cannot. We die. There can be no victory in this war."
—Sensei Hisoka, letter to Lord Konda

Greg Staples 
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Akki Avalanchers  2 

Creature — Goblin Warrior 

Sacrifice a land: Akki Avalanchers gets +2/+0 until end of turn. Play this ability only once each turn.
Among Godo's hordes, "beware of falling rocks" came to mean "akki live nearby."

Matt Thompson 
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1/1

Frostling  2 

Creature — Spirit 

Sacrifice Frostling: Frostling deals 1 damage to target creature.
Its bite will take off more than a toe.

Carl Critchlow 
TM & © 1993-2005 Wizards of the Coast, Inc. 103/165

1/1

Glitterfang  3 

Creature — Spirit 

Haste
At end of turn, return Glitterfang to its owner's hand.
"Through the veil's rip spilled hundreds of minor kami, rushing over the battlefield like embers from a kicked campfire. Then they were gone."
—Great Battles of Kamigawa

Ron Spencer 
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1/1

Godo's Irregulars



Creature — Human Warrior

②

②: Godo's Irregulars deals 1 damage to target creature blocking it.

Godo trained their muscles and honed their skills, but he left their hearts wild and empty.

— Tim Hildebrandt

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1/1

Blademane Baku



Creature — Spirit

①②

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.

— Edward P. Beard, Jr.

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1/1

Hearth Kami



Creature — Spirit

①②

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

“Every treachery, great or small, begets a spirit that rages at the injustice. Given the opportunity, each will return that treachery to its owner tenfold.”

—Sensei Hisoka

— Luca Zontini

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2/1

Ishi-Ishi, Akki Crackshot



Legendary Creature — Goblin Warrior

①②

Whenever an opponent plays a Spirit or Arcane spell, Ishi-Ishi, Akki Crackshot deals 2 damage to that player.

“Here fell Ishi-Ishi, King of the Flaming Pebbles, Scourge of the Mountain Kami, Lover of Goats. May his shell never burn.”

—Cave inscription

— Christopher Rush

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1/1

Akki Coalflinger



Creature — Goblin Shaman

①②③

First strike

②, ③: Attacking creatures gain first strike until end of turn.

No matter where you find them, goblins love rocks.

— Nottsu

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2/2

Cunning Bandit



Legendary Creature — Spirit

①②③

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.

Creature — Human Warrior

2/2

— Azemuki, Treacherous Incarnate

— Paolo Parente

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5/2

Ghost-Lit Raider



Creature — Spirit

②②

②②, ②: Ghost-Lit Raider deals 2 damage to target creature.

Channel — 3②, Discard Ghost-Lit Raider: Ghost-Lit Raider deals 4 damage to target creature.

— Itoku

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2/1

Mannichi, the Fevered Dream



Legendary Creature — Spirit

②③

①②: Switch each creature's power and toughness until end of turn.

“Early in his reign, Konda fell ill. His head burned with fever, and he saw visions of his future. In them, he saw a spirit-child, and, in that child's eyes, a way to make his empire last forever.”

—The History of Kamigawa

— Martina Pilcerova

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1/2

Pain Kami



Creature — Spirit

②③

*, ②: Sacrifice Pain Kami: Pain Kami deals X damage to target creature.

“All kami are our enemies now, A very tough lesson to learn. But it's one that's taken quickly, When you feel what it's like to burn!”

—Ku-Ku, akki poet

— Tomas Giorello

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2/2

Ronin Houndmaster **2/2**

Creature — Human Samurai

Haste
Bushido 1 (*When this blocks or becomes blocked, it gets +1/+1 until end of turn.*)
Some samurai fell so far out of grace that only dogs would keep them company.

—Edward P. Beard, Jr.

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2/2

Zo-Zu the Punisher **1/2/2**

Legendary Creature — Goblin Warrior **1/1**

Whenever a land comes into play, Zo-Zu the Punisher deals 2 damage to that land's controller.
"He can cause a lot of pain and do it with no fuss. That's all good, but I just wish he didn't do it to us!"
—Ku-Ku, akki poet

—Matt Cavotta

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2/2

Akki Underminer **3/2**

Creature — Goblin Rogue Shaman **1/1**

Whenever Akki Underminer deals combat damage to a player, that player sacrifices a permanent.
"Deep inside the Sokenzan Mountains, a band of akki discovered a cache of ancient items of power. Their ensuing spree of destruction became known as 'The Three Days of Fun'."
—Observations of the Kami War

—Thomas M. Baxa

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1/1

Frostwielder **2/2/2**

Creature — Human Shaman **1/1**

•: Frostwielder deals 1 damage to target creature or player.
If a creature dealt damage by Frostwielder this turn would be put into a graveyard, remove it from the game instead.

—Christopher Moeller

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1/2

Fumiko the Lowblood **2/2/2**

Legendary Creature — Human Samurai **3/2**

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.

—Michael Sutfin

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3/2

Initiate of Blood **3/3**

Creature — Ogre Shaman **2/2**

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

Legendary Creature — Ogre Shaman **4/4**

Goka the Unjust deals 4 damage to the target creature that was dealt damage to this turn.
•: Goka the Unjust deals 4 damage to the target creature that was dealt damage to this turn.

—Carl Critchlow

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2/2

Kami of Fire's Roar **3/2**

Creature — Spirit **1/1**

Whenever you play a Spirit or Arcane spell, target creature can't block this turn.
"I can hear the shamans chanting in the hills. They say their magic will protect us from the kami, that our gold has bought our safety. But no one sleeps soundly tonight."
—Scroll fragment from the ruins of Reito

—Dave Dorman

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2/3

Ogre Recluse **3/2**

Creature — Ogre Warrior **5/4**

Whenever a player plays a spell, tap Ogre Recluse.
"Those ogres who did not embrace oni worship were cast out, cursed, and forced into hermitage, waiting for the day the oni would come for them."
—The History of Kamigawa

—Jim Murray

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5/4

Skyfire Kirin **2/2/2**

Legendary Creature — Kirin Spirit **3/3**

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.
Its fiery visitation burns away the fog of war and dissipates the ties of loyalty.

—Tsutomu Kawade

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3/3

Yuki-Onna 

Creature — Spirit 

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.

→ Hideaki Takamura
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3/1

Frost Ogre 

Creature — Ogre Warrior 

Mountain ogres allowed blizzards to sheathe them in ice, both to reinforce their armor and to hide their pungent musk from potential prey.

→ Dan Scott
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5/3

Heartless Hidetsugu 

Legendary Creature — Ogre Shaman 

E: Heartless Hidetsugu deals to each player damage equal to half that player's life total, rounded down.
Hidetsugu held over a dozen oni in blood oath. At his touch, rocks scorched. At his word, cities burned.

→ Carl Critchlow
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4/3

Jiwari, the Earth Aflame 

Legendary Creature — Spirit 

X **2**, **E**: Jiwari, the Earth Aflame deals X damage to target creature without flying.
Channel — **X** **2** **2**, Discard Jiwari: Jiwari deals X damage to each creature without flying.

→ Adam Rex
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3/3

Kiki-Jiki, Mirror Breaker 

Legendary Creature — Goblin Shaman 

Haste
E: Put a creature token into play that's a copy of target nonlegendary creature you control. That creature token has haste. Sacrifice it at end of turn.

→ Pete Venters
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2/2

Kumano, Master Yamabushi 

Legendary Creature — Human Shaman 

1 **2**: Kumano, Master Yamabushi deals 1 damage to target creature or player.
If a creature dealt damage by Kumano this turn would be put into a graveyard, remove it from the game instead.

→ Adam Rex
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4/4

Soul of Magma 

Creature — Spirit 

Whenever you play a Spirit or Arcane spell, Soul of Magma deals 1 damage to target creature.
"In every other mind, the battle was lost. General Takeno alone was not touched by despair. Drawing his blade, he was attack and rallying cry in one."
—Battle of Akagi River: A Survivor's Tale

→ Darrell Riche
© 1993–2004 Wizards of the Coast, Inc. 189/306

2/2

Earthshaker 

Creature — Spirit 

Whenever you play a Spirit or Arcane spell, Earthshaker deals 2 damage to each creature without flying.
It scaled the Sokenzan Mountains in search of Kumano's secret. The mountain shook for two days, and the kami never returned.

→ Ron Spencer
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4/5

Godo, Bandit Warlord 

Legendary Creature — Human Barbarian 

When Godo, Bandit Warlord comes into play, you may search your library for an Equipment card and put it into play. If you do, shuffle your library.
Whenever Godo attacks for the first time each turn, untap it and all Samurai you control. After this phase, you get an additional combat phase.

→ Paolo Parente
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3/3

Homura, Human Ascendant 4

Homura, Human Ascendant can't block. When Homura is put into a graveyard from play, return it to play flipped.

Legendary Creature — Human Monk 4/4

Homura's Essence

Key Walker
© 1993-2005 Wizards of the Coast, Inc. 103/165

Legendary Enchantment

+1/+0 until end of turn.
Creatures you control get +2/+2 and have flying and "This creature gets +1/+0 until end of turn."

Oni of Wild Places 5

Creature — Demon Spirit

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

The oni leapt easily from peak to peak, toying with its victims, its voice a purr from the rumbling depths of nightmare.

Mark Tedin
© 1993-2005 Wizards of the Coast, Inc. 108/165

6/5

Ryusei, the Falling Star 5

Legendary Creature — Dragon Spirit

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

Noftsuu
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5/5

Ashen Monstrosity 5

Creature — Spirit

Haste
Ashen Monstrosity attacks each turn if able.

There was a dull thunder at the vanguard, then shocked cries in the midst of the column. Moments later, Takada, last of the rearguard, faced the kami alone.

Chris Appelhans
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7/4

Myojin of Infinite Rage 7

Legendary Creature — Spirit

Myojin of Infinite Rage comes into play with a divinity counter on it if you played it from your hand.
Myojin of Infinite Rage is indestructible as long as it has a divinity counter on it.
Remove a divinity counter from Myojin of Infinite Rage: Destroy all lands.

Key Walker
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7/4

Blazing Shoal X

Instant — Arcane

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.

Glen Angus
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Crushing Pain 1

Instant — Arcane

Crushing Pain deals 6 damage to target creature that was dealt damage this turn.
It is said that the mere touch of a kami is like embracing the sun itself.

Carl Critchlow
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Desperate Ritual 1

Instant — Arcane

Add to your mana pool.
Splice onto Arcane 1 (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.)

Darrell Riche
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First Volley 1

Instant — Arcane

First Volley deals 1 damage to target creature and 1 damage to that creature's controller.
"We searched their bodies for signs of the blades that had killed them, but found nothing more than scorched flesh."
—Tender-Hand, kitsune healer

Glen Angus
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Glacial Ray **1** **2**

Instant — Arcane **TT**

Glacial Ray deals 2 damage to target creature or player.
Splice onto Arcane **1** **2** (*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.*)

— Jim Murray
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Sideswipe **1** **2**

Instant **TT**

You may change any targets of target Arcane spell.
Hisoka's wizards struggled for years to master the art of redirection that came so naturally to the shamans of Ganzan Pass.

— Ron Spears
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Barrel Down Sokenzan **2** **2**

Instant — Arcane **HH**

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.

— Greg Staples
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Flames of the Blood Hand **2** **2**

Instant **BB**

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.
Many ogres extracted blood oaths from the oni they summoned. Others simply extracted blood.

— Aleksi Briclot
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Hanabi Blast **1** **2** **2**

Instant **TT**

Hanabi Blast deals 2 damage to target creature or player. Return Hanabi Blast to its owner's hand, then discard a card at random.
The most powerful of akki fire spells were developed at the cost of blood, toil, tears, sweat, and usually a nose or two.

— Paolo Parente
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Path of Anger's Flame **2** **2**

Instant — Arcane **HH**

Creatures you control get +2/+0 until end of turn.
“Walking the path of the kami only leaves you with singed feet.”
—Soratami saying

— Pat Lee
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Yamabushi's Flame **2** **2**

Instant **TT**

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

— Christopher Moeller
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Torrent of Stone **3** **2**

Instant — Arcane **X**

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.*)

— Greg Staples
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Through the Breach **4** **2**

Instant — Arcane **TT**

Put a creature card from your hand into play. That creature has haste. Sacrifice that creature at end of turn.
Splice onto Arcane **2** **2** (*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.*)

— Hugh Jamieson
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Honden of Infinite Rage 



Legendary Enchantment — Shrine 

At the beginning of your upkeep, Honden of Infinite Rage deals damage to target creature or player equal to the number of Shrines you control.

To the sorrow of all, its rage became focused on those who once stoked it.

—John Avon
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Clash of Realities 



Enchantment 

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.”

—Jim Nelson
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Uncontrollable Anger 



Enchant Creature 

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

To an akki warrior, gravity is the direction of the nearest unsmashed face.

—Matt Thompson
© 1993–2004 Wizards of the Coast, Inc. 195/306

Blood Rites 



Enchantment 

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

The threat of the kami was made worse by the blood rituals of the ogres, who freed terrifying oni to wander Kamigawa unhindered.
—Observations of the Kami War

—Paolo Parente
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In the Web of War 



Enchantment 

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

In desperation, Konda sent warriors to parley with the ogre-magi. No one knows whether they were slaughtered at Shinka or if they even reached its bloodstained walls.
—Observations of the Kami War

—Ron Spencer
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Child of Thorns 



Creature — Spirit 

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

The soratami scoff at the perils of Jukai, calling the forest an ‘unruly garden.’ Perhaps we should send them a rose such as this.
—Dokai, Weaver of Life

—Jeff Easley
© 1993–2005 Wizards of the Coast, Inc. 123/306

1/1

Hana Kami 



Creature — Spirit 

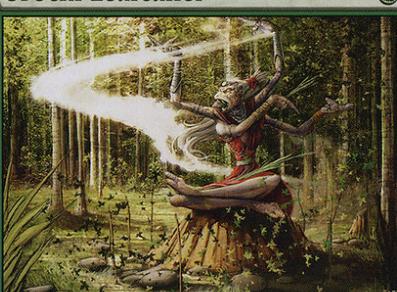
1  **1**, Sacrifice Hana Kami: Return target Arcane card from your graveyard to your hand.

It grew in lands lit by pride and watered by tears.

—Rebecca Guay
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1/1

Orochi Leafcaller 



Creature — Snake Shaman 

1  : Add one mana of any color to your mana pool.

Only orochi hatched from eggs ‘touched by the kami’ may become shamans. These days, there are fewer and fewer new shamans being born.

—Joel Thomas
© 1993–2004 Wizards of the Coast, Inc. 234/306

1/1

Sakura-Tribe Scout 



Creature — Snake Shaman Scout 

1  You may put a land card from your hand into play.

Scouts of the Sakura Tribe spent two years wandering the forest to learn every leaf and tree. That knowledge was called upon during the Kami War to ensure the orochi’s survival.

—The History of Kamigawa

—Darrell Riche
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1/1

Traproot Kami 

Creature — Spirit 

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.

— Carl Critchlow
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0/★

Budoka Gardener 

Creature — Human Monk 

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

— Kev Walker
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3/3

Dokai, Weaver of Life 

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

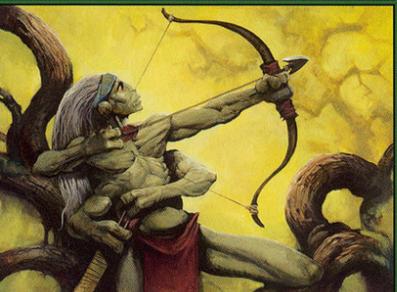
Humble Budoka 

Creature — Human Monk 

Humble Budoka can't be the target of spells or abilities.
Each time wanderers entered the forest seeking enlightenment, Dosan was there, waiting for them to arrive.

— Christopher Moeller
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2/2

Matsu-Tribe Sniper 

Creature — Snake Warrior Archer 

• 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.

— Carl Critchlow
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1/1

Orochi Ranger 

Creature — Snake Warrior 

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

The young come to me, confused. They have been taught to respect the kami, and now they must fight them? I do not know what to say.
— Sachi, to her father

— Greg Hildebrandt
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2/1

Orochi Sustainer 

Creature — Snake Shaman 

• Add • to your mana pool.
Nothing is the same anymore. The forests are not as lush, the waters not as pure, the air not as clear. Without the kami to direct and sustain the forces of nature, it's only a matter of time before we feel their neglect.

— Ark post
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1/2

Petalmane Baku 

Creature — Spirit 

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.

— Rebecca Guay
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1/2

Sakura-Tribe Elder 

Creature — Snake Shaman 

Sacrifice Sakura-Tribe Elder: Search your library for a basic land card, put that card into play tapped, then shuffle your library.
There were no tombstones in orochi territory. Slain warriors were buried with a tree sapling, so they would become a part of the forest after death.

— Carl Critchlow
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1/1

Shinen of Life's Roar 

Creature — Spirit 

All creatures able to block Shinen of Life's Roar do so.
Channel — 2 •, Discard Shinen of Life's Roar: All creatures able to block target creature this turn do so.

— Matt Cavotta
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1/2

Azusa, Lost but Seeking 

Legendary Creature — Human Monk  1/2

You may play two additional lands on each of your turns.

"I do not miss Jukai Forest. It is not my home. My home is Kamigawa, its people my family. Wherever I set my pack and rest my head, I am home."

Todd Lockwood
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Budoka Pupil 

Creature — Human Monk 2/2

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.

Legendary Creature — Spirit  4/3

Toppled Oaks: Target creature gets +2/+2 until end of turn.

Temple Remover: Remove a ki counter from Ichiga, Who

Ichiga, Who Topples Oaks

Shishizuru
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Elder Pine of Jukai 

Creature — Spirit  2/1

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

Alan Pollack
© 1993–2005 Wizards of the Coast, Inc. 128/165

Ghost-Lit Nourisher 

Creature — Spirit  2/1

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

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

Tsutomu Kawade
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Gnarled Mass 

Creature — Spirit  3/3

"On the fifty-seventh day of the Battle of Silk, the bell again tolled in hopes of summoning mortal aid. This time, a new breed of kami rose to answer its call."
—Great Battles of Kamigawa

Tony Szczudlo
© 1993–2005 Wizards of the Coast, Inc. 127/165

Isao, Enlightened Bushi 

Legendary Creature — Human Samurai  2/1

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.

"I do not care if he claims no allegiance in this war. Find him, Takeno."
—Lord Konda

Christopher Moeller
© 1993–2005 Wizards of the Coast, Inc. 129/165

Orochi Eggwatcher 

Creature — Snake Shaman 1/1

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

Legendary Creature — Snake Shaman 3/3

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

Shidako, Broodmisteress

Dan Scott
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Haru-Onna 

Creature — Spirit  2/1

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.

Rebecca Guay
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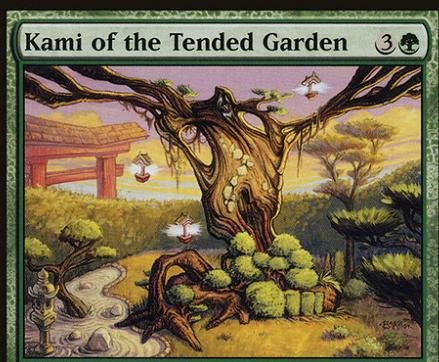
Iwamori of the Open Fist 

Legendary Creature — Human Monk  5/5

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.

Paolo Parente
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Kami of the Tended Garden 3/3



Creature — Spirit

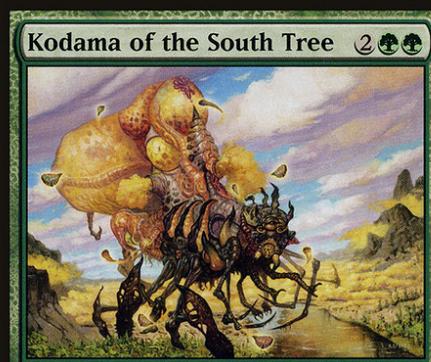
At the beginning of your upkeep, sacrifice Kami of the Tended Garden unless you pay \spades .

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.)

— Thomas M. Baxa

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4/4



Kodama of the South Tree 2/3

Legendary Creature — Spirit

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

"The monks of the South Tree had always reveled beneath their kodama's friendly gaze. During the Kami War, this gaze became fierce and full of hate."
— "Poem of the Five Trees"

— Ron Spears

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4/4



Lifespinner 3/3

Creature — Spirit

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

"The husk splits like a madman's smile And mystery steps forth."
— Snow-Fur, kitsune poet

— Cara Mitten

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3/3



Order of the Sacred Bell 3/3



Creature — Human Monk

"Our bodies are weak compared to those of the kami, our knowledge limited, and our magic poor. Yet we draw breath. That alone is reason to hope."

— Carl Critchlow

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4/3



Sosuke, Son of Seshiro 2/3

Legendary Creature — Snake Warrior

Other Snakes you control get +1/+0. Whenever a Warrior you control deals combat damage to a creature, destroy that creature at end of combat.

— Carl Critchlow

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3/4



Arashi, the Sky Asunder 3/3

Legendary Creature — Spirit

\spades , \diamond : Arashi, the Sky Asunder deals X damage to target creature with flying.

Channel — $\times \spades \diamond$, Discard Arashi: Arashi deals X damage to each creature with flying.

— Kev Walker

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5/5



Briarknit Kami 3/3



Creature — Spirit

Whenever you play a Spirit or Arcane spell, put a +1/+1 counter on target creature.

One thorn to warn, ten thorns to defend, a hundred thorns to destroy.

— Brian Despain

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3/3



Forked-Branch Garami 3/3

Creature — Spirit

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.)

— Dany Orizio

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4/4



Kodama of the North Tree 2/3

Legendary Creature — Spirit

Trample

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

"The monks of the North Tree rarely saw their kodama until the Kami War, when it woke like a slumbering, angry bear."
— "Poem of the Five Trees"

— Shishizaru

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6/4

Moss Kami 5

Creature — Spirit TT

Trample

Kami manifest in the form of whatever they embody in the physical plane. Some tower in the shape of moss or bark, while others take forms beyond mortal imagining.

Hugh Jamieson

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5/5

Seshiro the Anointed 4

Legendary Creature — Snake Monk TT

Other Snakes you control get +2/+2. Whenever a Snake you control deals combat damage to a player, you may draw a card.

His family was the first to reach out to the human monks. He soon knew as many koans as he did blade strikes.

Daren Bader

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3/4

Bounteous Kirin 5

Legendary Creature — Kirin Spirit H

Flying

Whenever you play a Spirit or Arcane spell, you may gain life equal to that spell's converted mana cost.

Even the most benevolent and life-giving of kami joined the war against the mortal world, but only with heavy and sorrowful hearts.

Shishizuru

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4/4

Myojin of Life's Web 6

Legendary Creature — Spirit TT

Myojin of Life's Web comes into play with a divinity counter on it if you played it from your hand.

Myojin of Life's Web is indestructible as long as it has a divinity counter on it.

Remove a divinity counter from Myojin of Life's Web: Put any number of creature cards from your hand into play.

Kev Walker

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8/8

Kodama's Might

Instant — Arcane TT

Target creature gets +2/+2 until end of turn.

Splice onto Arcane A (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.)

Terese Nielsen

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Nourishing Shoal

Instant — Arcane X

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.

Greg Staples

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Vital Surge 1

Instant — Arcane A

You gain 3 life.

Splice onto Arcane A (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.)

Douglas Shuler

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Wear Away

Instant — Arcane TT

Destroy target artifact or enchantment.

Splice onto Arcane A (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.)

Tim Hildebrandt

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Inner Calm, Outer Strength 2

Instant — Arcane H

Target creature gets +X/+X until end of turn, where X is the number of cards in your hand.

The ghostly objects around the kami circled faster and faster, creating a dizzying cyclone of motion. When it opened its eyes, it struck.

Stephen Tappin

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Rending Vines 

Instant — Arcane 

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.

— Dan Frazier
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Roar of Jukai 

Instant — Arcane 

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.)

— Ron Spencer
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Unchecked Growth 

Instant — Arcane 

Target creature gets +4/+4 until end of turn. If it's a Spirit, it gains trample until end of turn.
“That energy was once granted to growing things. Now the kami keep it for themselves, releasing it in sudden floods that overwhelm flesh and foliage alike.”
—Sakiko, Mother of Summer

— Tsutomu Kawade
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Strength of Cedars 

Instant — Arcane 

Target creature gets +X/+X until end of turn, where X is the number of lands you control.
“No sooner had the beast collapsed under the blows of Takeno’s sword than the earth rippled and the creature rose again to face him.”
—Battle of Akagi River: A Survivor’s Tale

— Edward P. Beard, Jr.
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Commune with Nature 

Sorcery 

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

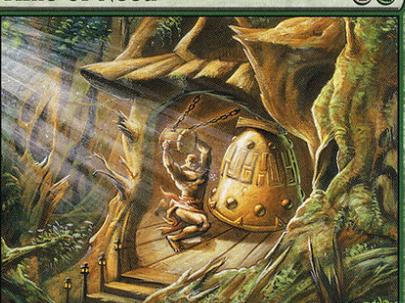
— Edward P. Beard, Jr.
TM & © 1993–2004 Wizards of the Coast, Inc. 204/306

Enshrined Memories 

Sorcery 

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.
“The race is run in the mind before the first step is taken.”
—Dosan the Falling Leaf

— Jeff Easley
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Time of Need 

Sorcery 

Search your library for a legendary creature card, reveal it, and put it into your hand. Then shuffle your library.
“When the kumo attacked the monks’ sacred shrine, a mournful toll for help echoed through the forest. Thus began the Battle of Silk, which would last six years.”
—Great Battles of Kamigawa

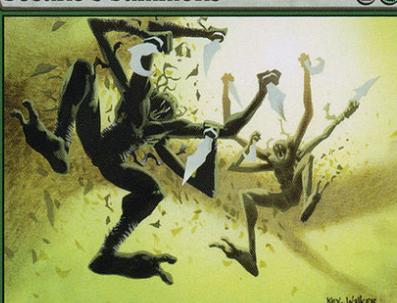
— Dany Orizio
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Kodama’s Reach 

Sorcery — Arcane 

Search your library for two basic land cards, reveal those cards, and put one into play tapped and the other into your hand. Then shuffle your library.
“The land grows only where the kami will it.”
—Dosan the Falling Leaf

— Heather Hudson
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Sosuke’s Summons 

Sorcery 

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.

— Kev Walker
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Seek the Horizon 

Sorcery 

Search your library for up to three basic land cards, reveal them, and put them into your hand. Then shuffle your library.

"I've seen this great land from every angle. I know its every tree, stone, and river bend. Yet I have come to realize that knowing a thing is not the same as healing it."

—Diary of Azusa

Eric Polak
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Splinter 

Sorcery 

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.

—Tsutomu Kawade
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Gale Force 

Sorcery 

Gale Force deals 5 damage to each creature with flying.

Everything the kami had done, they did with more force. Gentle breezes became typhoons, rolling rivers turned to crushing rapids, and gentle growth became overnight masses of thorns and vines.

—Lars Grant-West
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Endless Swarm 

Sorcery 

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.)

—Jeremy Jarvis
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Genju of the Cedars 

Enchant Forest 

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.

—Arnie Sweekel
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Dense Canopy 

Enchantment 

Creatures with flying can't block creatures without flying.

The orochi learned how to move swiftly and surely along the forest floor, like fish darting through gull-watched waters.

—Luca Zontini
TM & © 1993-2005 Wizards of the Coast, Inc. 123/165

Heartbeat of Spring 

Enchantment 

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

"It is true that we monks hold the key to paradise, but most don't understand that the paradise we guard is the one within."

—Diary of Azusa

Rob Alexander
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Lure 

Enchant Creature 

All creatures able to block enchanted creature do so.

Jukai Forest was known for its secrets, which drew in many wayfarers and wizards. But it was those same secrets that kept most of those seekers from ever being heard from again.

—D. Alexander Gregory
TM & © 1993-2004 Wizards of the Coast, Inc. 226/306

Molting Skin 

Enchantment 

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

"We have learned much from the orochi."

—Jeremy Jarvis
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Serpent Skin  2G

Enchant Creature 

You may play Serpent Skin any time you could play an instant. Enchanted creature gets +1/+1.
G: Regenerate enchanted creature.

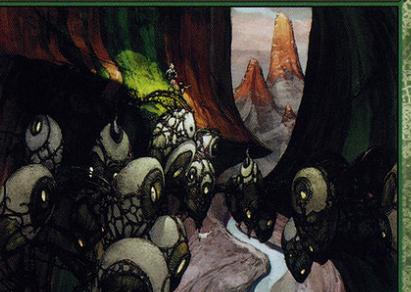
— Rob Alexander
TM & © 1993–2004 Wizards of the Coast, Inc. 240/306

Nature's Will  2GG

Enchantment 

Whenever one or more creatures you control deal combat damage to a player, tap all lands that player controls and untap all lands you control.
“Without the kami to speak to nature on our behalf, we must beg help from nature directly.”
—Seshiro the Anointed

— Mitch Cotte
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Seed the Land  2G

Enchantment 

Whenever a land comes into play, its controller puts a 1/1 green Snake creature token into play.
With a sadness and a sense of hope, Senka left the colony of her birth and, with her attendants, set out to serve as broommistress, founder of a new colony.

— Anthony S. Waters
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Honden of Life's Web  4G

Legendary Enchantment — Shrine 

At the beginning of your upkeep, put a 1/1 colorless Spirit creature token into play for each Shrine you control.
To the sorrow of all, its web became a net that strangled those who helped weave it.

— Rob Alexander
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Silent-Blade Oni  3G2B

Creature — Demon Ninja 

Ninjutsu 4G2B (4G2B, Return an unblocked attacker you control to hand; Put this card onto the battlefield from your hand tapped and attacking.)
Whenever Silent-Blade Oni deals combat damage to a player, look at that player’s hand. You may cast a nonland card in it without paying that card’s mana cost.

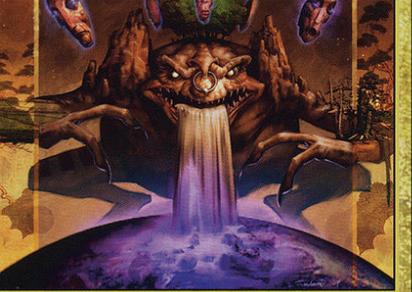
— Steve Prescott
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Iname as One  8G2B2W

Legendary Creature — Spirit 

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.

— Stephen Tappin
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Genju of the Realm  6G2B2W

Legendary Enchant Land 

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.

— Scott M. Fischer
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Orochi Hatchery  XX

Artifact 

Orochi Hatchery comes into play with X charge counters on it.
5, G: Put a 1/1 green Snake creature token into play for each charge counter on Orochi Hatchery.

— Alex Horley-Oriandelli
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Blinding Powder  1G2W

Artifact — Equipment 

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.)

— Greg Hildebrandt
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Hankyu (1)

Artifact — Equipment

Equipped creature has “**•**: Put an aim counter on Hankyu” and “**•**, Remove all aim counters from Hankyu: This creature deals damage to target creature or player equal to the number of aim counters removed.”

Equip **4** (**4**: Attach to target creature you control. Equip only as a sorcery.)

— Ben Thompson

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O-Naginata (1)

Artifact — Equipment

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.)

— Brian Snoddy

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Pithing Needle (1)

Artifact

As Pithing Needle comes into play, name a card. Activated abilities of the named card can't be played unless they're mana abilities.

— Pete Venters

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Sai of the Shinobi (1)

Artifact — Equipment

Equipped creature gets +1/+1. Whenever a creature enters the battlefield under your control, you may attach Sai of the Shinobi to it.

Equip **2**
The passing of the sai presages the end of the old clan and the ascent of the new.

— Brian Snoddy

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Sensei's Divining Top (1)

Artifact

1: Look at the top three cards of your library, then put them back in any order.
•: Draw a card, then put Sensei's Divining Top on top of its owner's library.

— Michael Sutfin

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Shuko (1)

Artifact — Equipment

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

“One scratch on a wall meant safe passage, two that the target had already been raided, and three warned of a trap.”
— Weaponry of Kamigawa

— Tim Hildebrandt

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Shuriken (1)

Artifact — Equipment

Equipped creature has “**•**, 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.)

— Matt Cavotta

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Baku Altar (2)

Artifact

Whenever you play a Spirit or Arcane spell, you may put a ki counter on Baku Altar.

2, **•**, Remove a ki counter from Baku Altar: Put a 1/1 colorless Spirit creature token into play.

— Edward P. Beard, Jr.

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Journeyer's Kite (2)

Artifact

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

“From the clouds, you can see as far as the distant horizon. It's a reminder of the infinite possibilities of everyday life.”
— Noboru, master kitemaker

— Hiro Iwasa

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Nine-Ringed Bo 3
Artifact

•: Nine-Ringed Bo deals 1 damage to target Spirit. If that creature would be put into a graveyard this turn, remove it from the game instead.

"We received an anonymous letter suggesting that Kumano holds a secret to defeating the kami, but he is nowhere to be found."
—General Takeno, letter to Lord Konda

Ralph Horsley
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Oathkeeper, Takeno's Daisho 3
Legendary Artifact — Equipment

Equipped creature gets +3/+1.
Whenever equipped creature is put into a graveyard from play, return that card to play under your control if it's a Samurai.
When Oathkeeper, Takeno's Daisho is put into a graveyard from play, remove equipped creature from the game.

Equip 2

Arnie Swekel
TM & © 1993-2004 Wizards of the Coast, Inc. 265/306



Ronin Warclub 3
Artifact — Equipment

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.)

Pete Venters
TM & © 1993-2005 Wizards of the Coast, Inc. 158/165



Tenza, Godo's Maul 3
Legendary Artifact — Equipment

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

Equip 1 (1: Attach to target creature you control. Equip only as a sorcery.)

Paolo Parente
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Blood Clock 4
Artifact

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.

In an age of war, time is measured not by sand but by blood.

Keith Garletts
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Jade Idol 4
Artifact

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

Before the Kami War, the shishi were symbolic guardians, protecting the shrines where they stood. But after the kami turned on the material world, shishi began pouncing from their perches to attack would-be supplicants.

Ben Thompson
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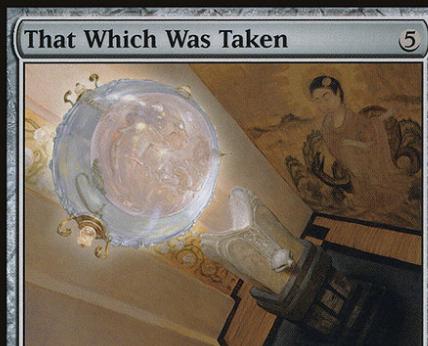


Ornate Kanzashi 5
Artifact

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

Masako was privy to a great many of Konda's deepest secrets, and her hair was always perfect.

Heather Hudson
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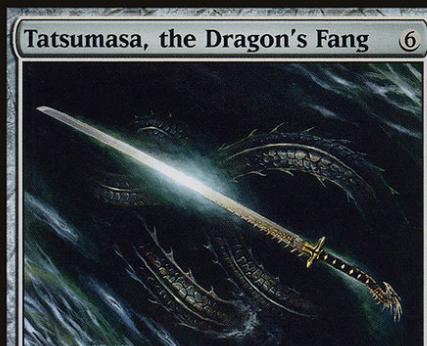


That Which Was Taken 5
Legendary Artifact

4, •: Put a divinity counter on target permanent other than That Which Was Taken.
Each permanent with a divinity counter on it is indestructible.

This god held prisoner in human hands has put all humanity in the hands of angry gods.
—Masako the Humorless

Adam Rex
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Tatsumasa, the Dragon's Fang 6
Legendary Artifact — Equipment

Equipped creature gets +5/+5.
6, Remove Tatsumasa, the Dragon's Fang from the game: Put a 5/5 blue Dragon Spirit creature token with flying into play. Return Tatsumasa to play under its owner's control when that token is put into a graveyard.

Equip 3

Martina Pilcerova
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Mikokoro, Center of the Sea



Legendary Land

•: Add ♦.
2, •: Each player draws a card.

"Center of the Sea, Eye of the World, Shrine of Enlightenment. Seek it for answers. Seek it for healing. Seek it and return transformed."
—Scroll fragment from the ruins of Minamo

217 R DMC • EN JOHN AVON

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Minamo, School at Water's Edge



Legendary Land

•: Add ♦ to your mana pool.
•, •: Untap target legendary permanent.

Its students graduate the school and enter history.

Jeremy Jarvis

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Miren, the Moaning Well



Legendary Land

•: Add 1 to your mana pool.
3, •, •: Sacrifice a creature: You gain life equal to the sacrificed creature's toughness.

Rob Alexander

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Okina, Temple to the Grandfathers



Legendary Land

•: Add ♦ to your mana pool.
♦, •: Target legendary creature gets +1/+1 until end of turn.

If a land can be said to have a heart, Okina is the heart of Kamigawa.

Keith Garleffs

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Shinka, the Bloodsoaked Keep



Legendary Land

•: Add ♦ to your mana pool.
•, •: Target legendary creature gains first strike until end of turn.

The glow from within looks inviting, but woe awaits whomever finds out who stokes the fire or what simmers in the pot.

Thomas M. Baxa

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Shizo, Death's Storehouse



Legendary Land

•: Add ♦ to your mana pool.
•, •: Target legendary creature gains fear until end of turn.

Centuries ago, Shizo was a verdant field of wildflowers. After 891 samurai died in a single battle on its grasses, it became a haunted moor.

John Matson

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Tendo Ice Bridge



Land

Tendo Ice Bridge comes into play with a charge counter on it.
•: Add 1 to your mana pool.
•, •: Remove a charge counter from Tendo Ice Bridge: Add one mana of any color to your mana pool.

Rob Alexander

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Tomb of Urami



Legendary Land

•: Add ♦ to your mana pool. Tomb of Urami deals 1 damage to you if you don't control an Ogre.
2 ♦♦♦, •, •: Sacrifice all lands you control: Put a legendary 5/5 black Demon Spirit creature token with flying named Urami into play.

Alex Horley-Orlandelli

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Untaidake, the Cloud Keeper



Legendary Land

Untaidake, the Cloud Keeper comes into play tapped.
•, Pay 2 life: Add 2 to your mana pool. Spend this mana only to play legendary spells.
Untaidake is the needle that weaves the fabric of creation.

John Avon

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