

WoTC Reserved Card List

The Reserved List is a list of Magic: The Gathering cards that will never be reprinted in order to preserve their value on the secondary market. The Reprint Policy featuring the Reserved List was first published by Wizards of the Coast on March 4, 1996, was revised in 2002 and again in 2010.

Current definition

- Reserved cards are cards that will never be printed again in a functionally identical form.
- A card is considered functionally identical to another card if it has the same card type, subtypes, abilities, mana cost, power, and toughness.
- The exclusion of any particular card from the reserved list doesn't indicate that there are any plans to reprint that card.
- The reprint policy applies to both English and non-English cards.
- All policies apply only to tournament-legal Magic cards in printed form. Wizards of the Coast has and may continue to print special versions of cards not meant for regular gameplay, such as oversized cards. The restriction also does not apply on non-redeemable digital cards in Magic Online or MTG Arena.

Limited Edition – 88 cards

Ancestral Recall	Mox Pearl
Badlands	Mox Ruby
Bayou	Mox Sapphire
Black Lotus	Natural Selection
Blaze of Glory	Plateau
Braingeyser	Raging River
Chaos Orb	Roc of Kher Ridges
Contract from Below	Rock Hydra
Copy Artifact	Savannah
Cyclopean Tomb	Scrubland
Darkpact	Sedge Troll
Demonic Attorney	Taiga
Demonic Hordes	Time Vault
Farmstead	Time Walk
Fastbond	Timetwister
Forcefield	Tropical Island
Fork	Tundra
Gauntlet of Might	Two-Headed Giant of Foriys
Granite Gargoyle	Underground Sea
Illusionary Mask	Vesuvan Doppelganger
Kudzu	Veteran Bodyguard
Lich	Volcanic Island
Mox Emerald	Wheel of Fortune
Mox Jet	Word of Command

Arabian Nights – 22 cards

Ali from Cairo
Bazaar of Baghdad
City in a Bottle
Diamond Valley
Drop of Honey
Elephant Graveyard
Guardian Beast
Ifh-Bíff Efreet
Island of Wak-Wak
Jihad
Juzám Djinn
Khabál Ghoul

King Suleiman
Library of Alexandria
Merchant Ship
Old Man of the Sea
Pyramids
Ring of Ma'rûf
Sandals of Abdallah
Serendib Djinn
Shahrazad
Singing Tree

Antiquities – 18 cards

Argivian Archaeologist
Candelabra of Tawnos
Citanul Druid
Damping Field
Gaea's Avenger
Gate to Phyrexia
Golgothian Sylex
Haunting Wind
Martyrs of Korlis
Mightstone

Mishra's Workshop
Power Artifact
Powerleech
Su-Chi
Tawnos's Coffin
Transmute Artifact
Urza's Miter
Weakstone

Legends – 72 cards

Acid Rain
Adun Oakenshield
Al-abara's Carpet
Alchor's Tomb
All Hallow's Eve
Angus Mackenzie
Bartel Runeaxe
Boris Devilboon
Caverns of Despair
Chains of Mephistopheles
Cleanse
Disharmony
Divine Intervention
Elder Spawn
Eureka
Falling Star
Field of Dreams
Firestorm Phoenix
Forethought Amulet
Gosta Dirk
Gravity Sphere
Gwendlyn Di Corci
Halfdane
Hazon Tamar
Hellfire
Imprison
In the Eye of Chaos
Infinite Authority
Invoke Prejudice
Jacques le Vert
Jovial Evil
Knowledge Vault
Kobold Overlord
Lady Caleria
Lady Evangela
Land Equilibrium
Life Matrix
Lifeblood
Living Plane
Livonya Silone
Mana Matrix
Master of the Hunt
Mirror Universe
Moat
Mold Demon
Nether Void
North Star
Nova Pentacle
Pixie Queen
Planar Gate
Quarum Trench Gnomes
Ragnar
Ramses Overdark
Rapid Fire
Rasputin Dreamweaver
Reverberation
Ring of Immortals
Rohgahh of Kher Keep
Spinal Villain
Spiritual Sanctuary
Storm World
Sword of the Ages
Telekinesis
Tetsuo Umezawa
The Abyss
The Tabernacle at Pendrell Vale
Thunder Spirit
Tuknir Deathlock
Typhoon
Ur-Drago
Willow Satyr
Wood Elemental

The Dark – 23 cards

City of Shadows
Cleansing
Eternal Flame
Exorcist
Frankenstein's Monster
Goblin Wizard
Grave Robbers
Hidden Path
Knights of Thorn
Lurker
Mana Vortex
Martyr's Cry

Nameless Race
Niall Silvain
Preacher
Psychic Allergy
Scarwood Bandits
Season of the Witch
Sorrow's Path
Stone Calendar
Tracker
Worms of the Earth
Wormwood Treefolk

Fallen Empires – 27 cards

Aeolipile
Balm of Restoration
Conch Horn
Delif's Cube
Draconian Cylix
Dwarven Armorer
Ebon Praetor
Elven Lyre
Elvish Farmer
Fungal Bloom
Goblin Flotilla
Hand of Justice
Homarid Shaman

Icatian Lieutenant
Icatian Skirmishers
Implements of Sacrifice
Rainbow Vale
Ring of Renewal
River Merfolk
Spirit Shield
Thelon's Curse
Thelonite Monk
Thrull Champion
Tourach's Gate
Vodalian Knights
Vodalian War Machine
Zelyon Sword