Apocalypse

Expansion set for Magic: The Gathering

Comments, questions and other issues can be directed to the author at: *dangelo@crystalkeep.com*

Key:

Rare cards (R) are shown in bold text.
Uncommon cards (U) are shown in italicized text.
Common cards (C) are shown in normal text.

Each booster pack contains 1 rare, 3 uncommon, and 11 common.

Every card in the set has a normal version and a foil version.
Rare foil cards appear in a rare slot in one out of every 40 booster packs.
Uncommon foil cards appear in an uncommon slot in one out of every 20 booster packs.
Common foil cards appear in a common slot in one out of every 12 booster packs.

Land:

Card Name	Spell Type	Ability
Battlefield Forge	Land	Tap: Add one colorless mana to your mana pool. ; Tap: Add R or W to your mana pool. Battlefield Forge deals 1 damage to you.
Caves of Koilos	Land	Tap: Add one colorless mana to your mana pool. ; Tap: Add W or B to your mana pool. Caves of Koilos deals 1 damage to you.
Llanowar Wastes	Land	Tap: Add one colorless mana to your mana pool. ; Tap: Add B or G to your mana pool. Llanowar Wastes deals 1 damage to you.
Shivan Reef	Land	Tap: Add one colorless mana to your mana pool. ; Tap: Add U or R to your mana pool. Shivan Reef deals 1 damage to you.
Yavimaya Coast	Land	Tap: Add one colorless mana to your mana pool. ; Tap: Add G or U to your mana pool. Yavimaya Coast deals 1 damage to you.

Artifacts:

Card Name	Spell Type	Cost	Ability
Legacy Weapon	Legendary Artifact	7	WUBRG: Remove target permanent from the game. ; If Legacy Weapon would be put into a graveyard from anywhere, reveal Legacy Weapon and shuffle it into its owner's library instead.
Mask of Intolerance	Artifact	2	At the beginning of each player's upkeep, if there are four or more basic land types among lands that player controls, Mask of Intolerance deals 3 damage to him or her.
Brass Herald	Artifact Creature - Golem	6	2/2. As Brass Herald comes into play, choose a creature type. ; When Brass Herald comes into play, reveal the top four cards of your library. Put all creature cards of the chosen type revealed this way into your hand and the rest on the bottom of your library. ; Creatures of the chosen type get +1/+1.
Dodecapod	Artifact Creature	4	3/3. If a spell or ability an opponent controls causes you to discard Dodecapod from your hand, put it into play with two +1/+1 counters on it instead of putting it into your graveyard.
Dragon Arch	Artifact	5	2,Tap: Put a multicolored creature card from your hand into play.
Emblazoned Golem	Artifact Creature - Golem	2	1/2. Kicker X (You may pay an additional X as you play this spell.) ; Spend only colored mana on X. No more than one mana of each color may be spent this way. ; If you paid the kicker cost, Emblazoned Golem comes into play with X +1/+1 counters on it.

Multicolor Spells *(part 1 of 2)*

Card Name	Spell Type	Cost	Ability
Cromat	Creature - Legend	WUBRG	5/5. WB: Destroy target creature blocking or blocked by Cromat. ; UR: Cromat gains flying until end of turn. ; BG: Regenerate Cromat. ; RW: Cromat gets +1/+1 until end of turn. ; GU: Put Cromat on top of its owner's library.
Death Grasp	Sorcery	WBX	Death Grasp deals X damage to target creature or player. You gain X life.
Fervent Charge	Enchantment	WBR1	Whenever a creature you control attacks, it gets +2/+2 until end of turn.
Fungal Shambler	Creature - Beast	GUB4	6/4, Trample. Whenever Fungal Shambler deals damage to an opponent, you draw a card and that opponent discards a card from his or her hand.
Goblin Trenches	Enchantment	RW1	2,Sacrifice a land: Put two 1/1 red and white Goblin Soldier creature tokens into play.
Guided Passage	Sorcery	URG	Reveal the cards in your library. An opponent chooses from among them a creature card, a land card, and a noncreature, nonland card. You put the chosen cards into your hand. Then shuffle your library.
Last Stand	Sorcery	WUBRG	Target opponent loses 2 life for each swamp you control. Last Stand deals damage equal to the number of mountains you control to target creature. Put a 1/1 green Saproling creature token into play for each forest you control. You gain 2 life for each plains you control. Draw a card for each island you control, then discard that many cards from your hand.
Lightning Angel	Creature - Angel	RWU1	3/4, Flying, Haste. Attacking doesn't cause Lightning Angel to tap.
Mystic Snake	Creature - Snake	GUU1	2/2. You may play Mystic Snake any time you could play an instant. ; When Mystic Snake comes into play, counter target spell.
Overgrown Estate	Enchantment	BGW	Sacrifice a land: You gain 3 life.
Pernicious Deed	Enchantment	BG1	X,Sacrifice Pernicious Deed: Destroy each artifact, creature, and enchantment with converted mana cost X or less.
Powerstone Minefield	Enchantment	RW2	Whenever a creature attacks or blocks, Powerstone Minefield deals 2 damage to it.
Prophetic Bolt	Instant	UR3	Prophetic Bolt deals 4 damage to target creature or player. Look at the top four cards of your library. Put one of those cards into your hand and the rest on the bottom of your library.
Spiritmonger	Creature - Beast	BG3	6/6. Whenever Spiritmonger deals damage to a creature, put a +1/+1 counter on Spiritmonger. ; B: Regenerate Spiritmonger. ; G: Spiritmonger becomes the color of your choice until end of turn.
Suffocating Blast	Instant	UUR1	Counter target spell and Suffocating Blast deals 3 damage to target creature.
Vindicate	Sorcery	WB1	Destroy target permanent.
Yavimaya's Embrace	Enchant Creature	GUU5	You control enchanted creature. ; Enchanted creature gets +2/+2 and has trample.
AEther Mutation	Sorcery	GU3	Return target creature to its owner's hand. Put X 1/1 green Saproling creature tokens into play, where X is its converted mana cost.
Captain's Maneuver	Instant	RWX	The next X damage that would be dealt to target creature or player this turn is dealt to another target creature or player instead.
Death Mutation	Sorcery	BG6	Destroy target nonblack creature. It can't be regenerated. Put X 1/1 green Saproling creature tokens into play, where X is its converted mana cost.
Ebony Treefolk	Creature - Treefolk	BG1	3/3. BG: Ebony Treefolk gets +1/+1 until end of turn.
Flowstone Charger	Creature - Beast	RW2	2/5. Whenever Flowstone Charger attacks, it gets +3/-3 until end of turn.
Gerrard's Verdict	Sorcery	WB	Target player discards two cards from his or her hand. You gain 3 life for each land card discarded this way.
Jungle Barrier	Creature - Wall	GU2	2/6. (Walls can't attack.) When Jungle Barrier comes into play, draw a card.
Martyrs' Tomb	Enchantment	WB2	Pay 2 life: Prevent the next 1 damage that would be dealt to target creature this turn.
Minotaur Illusionist	Creature - Minotaur	UR3	3/4. 1U: Minotaur Illusionist can't be the target of spells or abilities this turn. ; R,Sacrifice Minotaur Illusionist: Minotaur Illusionist deals damage equal to its power to target creature.
Squee's Revenge	Sorcery	UR1	Choose a number. Flip a coin that many times or until you lose a flip, whichever comes first. If you win all the flips, draw two cards for each flip.

Multicolor Spells *(part 2 of 2)*

Card Name	Spell Type	Cost	Ability
Consume Strength	Instant	BG1	Target creature gets +2/+2 until end of turn. Another target creature gets -2/-2 until end of turn.
Gaea's Skyfolk	Creature - Elf Merfolk	GU	2/2, Flying.
Goblin Legionnaire	Creature - Goblin Soldier	RW	2/2. R,Sacrifice Goblin Legionnaire: Goblin Legionnaire deals 2 damage to target creature or player. ; W,Sacrifice Goblin Legionnaire: Prevent the next 2 damage that would be dealt to target creature or player this turn.
Llanowar Dead	Creature - Zombie Elf	BG	2/2. Tap: Add B to your mana pool.
Putrid Warrior	Creature - Soldier Zombie	WB	2/2. Whenever Putrid Warrior deals damage, choose one - each player loses 1 life; or each player gains 1 life.
Quicksilver Dagger	Enchant Creature	UR1	Enchanted creature has "Tap: This creature deals 1 damage to target player. You draw a card."
Razorfin Hunter	Creature - Merfolk Goblin	UR	1/1. Tap: Razorfin Hunter deals 1 damage to target creature or player.
Soul Link	Enchant Creature	WB1	Whenever enchanted creature deals or is dealt damage, you gain that much life.
Squee's Embrace	Enchant Creature	RW	Enchanted creature gets +2/+2. ; When enchanted creature is put into a graveyard, return that creature card to its owner's hand.
Temporal Spring	Sorcery	GU1	Put target permanent on top of its owner's library.

Split Spells

Card Name	Spell Type	Cost	Ability
Fire/Ice (Fire)	Instant	R1	Fire deals 2 damage divided as you choose among any number of target creatures and/or players.
(Ice)	Instant	U1	Tap target permanent. Draw a card.
Illusion/Reality (Illusion)	Instant	U	Target spell or permanent becomes the color of your choice until end of turn.
(Reality)	Instant	G2	Destroy target artifact.
Life/Death (Life)	Sorcery	G	Until end of turn, all lands you control are 1/1 creatures that are still lands.
(Death)	Sorcery	B1	Return target creature card from your graveyard to play. You lose life equal to its converted mana cost.
Night/Day (Night)	Instant	B	Target creature gets -1/-1 until end of turn.
(Day)	Instant	W2	Creatures target player controls get +1/+1 until end of turn.
Order/Chaos (Order)	Instant	W3	Remove target attacking creature from the game.
(Chaos)	Instant	R2	Creatures can't block this turn.

Black Spells:

		Card Name	Spell Type	Cost	Ability
		Desolation Angel	Creature - Angel	BB3	5/4, Flying. Kicker WW (You may pay an additional WW as you play this spell.) ; When Desolation Angel comes into play, destroy all lands you control. If you paid the kicker cost, destroy all lands instead.
		Necravolver	Creature - Volver	B2	2/2. Kicker 1G and/or W. ; If you paid the 1G kicker cost, Necravolver comes into play with two +1/+1 counters on it and has trample. ; If you paid the W kicker cost, Necravolver comes into play with a +1/+1 counter on it and has "Whenever Necravolver deals damage, you gain that much life."
		Phyrexian Arena	Enchantment	BB1	At the beginning of your upkeep, you draw a card and you lose 1 life.
		Planar Despair	Sorcery	BB3	All creatures get -1/-1 until end of turn for each basic land type among lands you control.
		Foul Presence	Enchant Creature	B2	Enchanted creature gets -1/-1 and has "Tap: Target creature gets -1/-1 until end of turn."
		Grave Defiler	Creature - Zombie	B3	2/1. When Grave Defiler comes into play, reveal the top four cards of your library. Put all Zombie cards revealed this way into your hand and the rest on the bottom of your library. ; 1B: Regenerate Grave Defiler.
		Necra Sanctuary	Enchantment	B2	At the beginning of your upkeep, if you control a green or white permanent, target player loses 1 life. If you control a green permanent and a white permanent, that player loses 3 life instead.
		Phyrexian Gargantua	Creature - Horror	BB4	4/4. When Phyrexian Gargantua comes into play, you draw two cards and you lose 2 life.
		Suppress	Sorcery	B2	Target player removes all cards in his or her hand from the game face down. At the end of that player's next turn, that player returns those cards to his or her hand.
		Dead Ringers	Sorcery	B4	Destroy two target nonblack creatures unless either one is a color the other isn't. They can't be regenerated.
		Last Caress	Sorcery	B2	Target player loses 1 life and you gain 1 life. Draw a card.
		Mind Extraction	Sorcery	B2	As an additional cost to play Mind Extraction, sacrifice a creature. ; Target player reveals his or her hand and discards all cards of each of the sacrificed creature's colors from it.
		Mournful Zombie	Creature - Zombie	B2	2/1. W,Tap: Target player gains 1 life.
		Necra Disciple	Creature - Wizard	B	1/1. G,Tap: Add one mana of any color to your mana pool. ; W,Tap: Prevent the next 1 damage that would be dealt to target creature or player this turn.
		Phyrexian Rager	Creature - Horror	B2	2/2. When Phyrexian Rager comes into play, you draw a card and you lose 1 life.
		Quagmire Druid	Creature - Zombie Druid	B2	2/2. G,Tap,Sacrifice a creature: Destroy target enchantment.
		Urborg Uprising	Sorcery	B4	Return up to two target creature cards from your graveyard to your hand. Draw a card.
		Zombie Boa	Creature - Zombie Snake	B4	3/3. 1B: Choose a color. Whenever Zombie Boa becomes blocked by a creature of that color this turn, destroy that creature. Play this ability only any time you could play a sorcery.

Blue Spells:

		Card Name	Spell Type	Cost	Ability
		Cetavolver	Creature - Volver	U1	1/1. Kicker 1R and/or G. ; If you paid the 1R kicker cost, Cetavolver comes into play with two +1/+1 counters on it and has first strike. ; If you paid the G kicker cost, Cetavolver comes into play with a +1/+1 counter on it and has trample.
		Ice Cave	Enchantment	UU3	Whenever a player plays a spell, any other player may pay that spell's mana cost. If a player does, counter the spell. (Mana cost includes color.)
		Unnatural Selection	Enchantment	U1	1: Choose a creature type other than Wall. Target creature's type becomes that type until end of turn.
		Whirlpool Warrior	Creature - Merfolk	U2	2/2. When Whirlpool Warrior comes into play, shuffle the cards from your hand into your library, then draw that many cards. ; R,Sacrifice Whirlpool Warrior: Each player shuffles the cards from his or her hand into his or her library, then draws that many cards.
		Ceta Sanctuary	Enchantment	U2	At the beginning of your upkeep, if you control a red or green permanent, draw a card, then discard a card from your hand. If you control a red permanent and a green permanent, instead draw two cards, then discard a card from your hand.
		Evasive Action	Instant	U1	Counter target spell unless its controller pays 1 for each basic land type among lands you control.
		Tidal Courier	Creature - Merfolk	U3	1/2. When Tidal Courier comes into play, reveal the top four cards of your library. Put all Merfolk cards revealed this way into your hand and the rest on the bottom of your library. ; 3U: Tidal Courier gains flying until end of turn.
		Vodalian Mystic	Creature - Merfolk	U1	1/1. Tap: Target instant or sorcery spell becomes the color of your choice.
		Whirlpool Drake	Creature - Drake	U3	2/2, Flying. When Whirlpool Drake comes into play, shuffle the cards from your hand into your library, then draw that many cards. ; When Whirlpool Drake is put into a graveyard from play, shuffle the cards from your hand into your library, then draw that many cards.
		Ceta Disciple	Creature - Wizard	U	1/1. R,Tap: Target creature gets +2/+0 until end of turn. ; G,Tap: Add one mana of any color to your mana pool.
		Coastal Drake	Creature - Drake	U2	2/1, Flying. 1U,Tap: Return target Kavu to its owner's hand.
		Index	Sorcery	U	Look at the top five cards of your library, then put them back in any order.
		Jaded Response	Instant	U1	Counter target spell if it shares a color with a creature you control.
		Jilt	Instant	U1	Kicker 1R (You may pay an additional 1R as you play this spell.) ; Return target creature to its owner's hand. If you paid the kicker cost, Jilt deals 2 damage to another target creature.
		Living Airship	Creature - Ship	U3	2/3, Flying. 2G: Regenerate Living Airship.
		Reef Shaman	Creature - Merfolk	U	0/2. Tap: Target land's type becomes the basic land type of your choice until end of turn.
		Shimmering Mirage	Instant	U1	Target land's type becomes the basic land type of your choice until end of turn. Draw a card.
		Whirlpool Rider	Creature - Merfolk	U1	1/1. When Whirlpool Rider comes into play, shuffle the cards from your hand into your library, then draw that many cards.

Green Spells:

		Card Name	Spell Type	Cost	Ability
		Anavolver	Creature - Volver	G3	3/3. Kicker 1U and/or B. ; If you paid the 1U kicker cost, Anavolver comes into play with two +1/+1 counters on it and has flying. ; If you paid the B kicker cost, Anavolver comes into play with a +1/+1 counter on it and has "Pay 3 life: Regenerate Anavolver."
		Kavu Mauler	Creature - Kavu	GG4	4/4, Trample. Whenever Kavu Mauler attacks, it gets +1/+1 until end of turn for each other attacking Kavu.
		Penumbra Wurm	Creature - Wurm	GG5	6/6, Trample. When Penumbra Wurm is put into a graveyard from play, put a 6/6 black Wurm creature token with trample into play.
		Symbiotic Deployment	Enchantment	G2	Skip your draw step. ; 1,Tap two untapped creatures you control: Draw a card.
		Ana Sanctuary	Enchantment	G2	At the beginning of your upkeep, if you control a blue or black permanent, target creature gets +1/+1 until end of turn. If you control a blue permanent and a black permanent, that creature gets +5/+5 until end of turn instead.
		Gaea's Balance	Sorcery	G3	As an additional cost to play Gaea's Balance, sacrifice five lands. ; Search your library for a land card of each basic land type and put them into play. Then shuffle your library.
		Kavu Howler	Creature - Kavu	GG4	4/5. When Kavu Howler comes into play, reveal the top four cards of your library. Put all Kavu cards revealed this way into your hand and the rest on the bottom of your library.
		Penumbra Kavu	Creature - Kavu	G4	3/3. When Penumbra Kavu is put into a graveyard from play, put a 3/3 black Kavu creature token into play.
		Sylvan Messenger	Creature - Elf	G3	2/2, Trample. When Sylvan Messenger comes into play, reveal the top four cards of your library. Put all Elf cards revealed this way into your hand and the rest on the bottom of your library.
		Ana Disciple	Creature - Wizard	G	1/1. U,Tap: Target creature gains flying until end of turn. ; B,Tap: Target creature gets -2/-0 until end of turn.
		Bog Gnarr	Creature - Beast	G4	2/2. Whenever a player plays a black spell, Bog Gnarr gets +2/+2 until end of turn.
		Glade Gnarr	Creature - Beast	G5	4/4. Whenever a player plays a blue spell, Glade Gnarr gets +2/+2 until end of turn.
		Lay of the Land	Sorcery	G	Search your library for a basic land card, reveal that card, and put it into your hand. Then shuffle your library.
		Penumbra Bobcat	Creature - Cat	G2	2/1. When Penumbra Bobcat is put into a graveyard from play, put a 2/1 black Cat creature token into play.
		Savage Gorilla	Creature - Ape	G4	3/3. UB,Tap,Sacrifice Savage Gorilla: Target creature gets -3/-3 until end of turn. Draw a card.
		Strength of Night	Instant	G2	Kicker B (You may pay an additional B as you play this spell.) ; Creatures you control get +1/+1 until end of turn. If you paid the kicker cost, Zombies you control get an additional +2/+2 until end of turn.
		Tranquil Path	Sorcery	G4	Destroy all enchantments. Draw a card.
		Urborg Elf	Creature - Elf	G1	1/1. Tap: Add G, U, or B to your mana pool.

Red Spells:

Card Name	Spell Type	Cost	Ability
Bloodfire Colossus	Creature - Giant	RR6	6/6. R,Sacrifice Bloodfire Colossus: Bloodfire Colossus deals 6 damage to each creature and each player.
Desolation Giant	Creature - Giant	RR2	3/3. Kicker WW (You may pay an additional WW as you play this spell.) ; When Desolation Giant comes into play, destroy all other creatures you control. If you paid the kicker cost, destroy all other creatures instead.
Rakavolver	Creature - Volver	R2	2/2. Kicker 1W and/or U. ; If you paid the 1W kicker cost, Rakavolver comes into play with two +1/+1 counters on it and has "Whenever Rakavolver deals damage, you gain that much life." ; If you paid the U kicker cost, Rakavolver comes into play with a +1/+1 counter on it and has flying.
Wild Research	Enchantment	R2	1W: Search your library for an enchantment card and reveal that card. Put it into your hand, then discard a card at random from your hand. Then shuffle your library. ; 1U: Search your library for an instant card and reveal that card. Put it into your hand, then discard a card at random from your hand. Then shuffle your library.
Bloodfire Kavu	Creature - Kavu	RR2	2/2. R,Sacrifice Bloodfire Kavu: Bloodfire Kavu deals 2 damage to each creature.
Dwarven Patrol	Creature - Dwarf	R2	4/2. Dwarven Patrol doesn't untap during your untap step. ; Whenever you play a nonred spell, untap Dwarven Patrol.
Goblin Ringleader	Creature - Goblin	R3	2/2, Haste. When Goblin Ringleader comes into play, reveal the top four cards of your library. Put all Goblin cards revealed this way into your hand and the rest on the bottom of your library.
Illuminate	Sorcery	RX	Kicker 2R and/or 3U (You may pay an additional 2R and/or 3U as you play this spell.) ; Illuminate deals X damage to target creature. If you paid the 2R kicker cost, Illuminate deals X damage to that creature's controller. If you paid the 3U kicker cost, you draw X cards.
Raka Sanctuary	Enchantment	R2	At the beginning of your upkeep, if you control a white or blue permanent, Raka Sanctuary deals 1 damage to target creature. If you control a white permanent and a blue permanent, Raka Sanctuary deals 3 damage to that creature instead.
Bloodfire Dwarf	Creature - Dwarf	R	1/1. R,Sacrifice Bloodfire Dwarf: Bloodfire Dwarf deals 1 damage to each creature without flying.
Bloodfire Infusion	Enchant Creature	R2	Bloodfire Infusion can enchant only a creature you control. ; R,Sacrifice enchanted creature: Bloodfire Infusion deals damage equal to the enchanted creature's power to each creature.
Dwarven Landslide	Sorcery	R3	Kicker-2R,Sacrifice a land. (You may pay 2R and sacrifice a land in addition to any other costs as you play this spell.) ; Destroy target land. If you paid the kicker cost, destroy another target land.
Kavu Glider	Creature - Kavu	R2	2/1. W: Kavu Glider gets +0/+1 until end of turn. ; U: Kavu Glider gains flying until end of turn.
Minotaur Tactician	Creature - Minotaur	R3	1/1, Haste. Minotaur Tactician gets +1/+1 as long as you control a white creature. ; Minotaur Tactician gets +1/+1 as long as you control a blue creature.
Raka Disciple	Creature - Wizard	R	1/1. W,Tap: Prevent the next 1 damage that would be dealt to target creature or player this turn. ; U,Tap: Target creature gains flying until end of turn.
Smash	Instant	R2	Destroy target artifact. Draw a card.
Tahngarth's Glare	Sorcery	R	Look at the top three cards of target opponent's library, then put them back in any order. That player looks at the top three cards of your library, then puts them back in any order.
Tundra Kavu	Creature - Kavu	R2	2/2. Tap: Target land becomes a plains or an island until end of turn.

White Spells:

		Card Name	Spell Type	Cost	Ability
		Degavolver	Creature - Volver	W1	1/1. Kicker 1B and/or R. ; If you paid the 1B kicker cost, Degavolver comes into play with two +1/+1 counters on it and has "Pay 3 life: Regenerate Degavolver." ; If you paid the R kicker cost, Degavolver comes into play with a +1/+1 counter on it and has first strike.
		False Dawn	Sorcery	W1	Colored mana symbols on all permanents you control and on all cards you own that aren't in play become W until end of turn. Draw a card.
		Gerrard Capashen	Creature - Legend	WW3	3/4. At the beginning of your upkeep, you gain 1 life for each card in target opponent's hand. ; 3W: Tap target creature. Play this ability only if Gerrard Capashen is attacking.
		Spectral Lynx	Creature - Cat	W1	2/1, Protection from Green. B: Regenerate Spectral Lynx.
		Coalition Flag	Enchant Creature	W	Coalition Flag can enchant only a creature you control. ; Enchanted creature's type is Flagbearer. ; If an opponent plays a spell or ability that could target a Flagbearer in play, that player chooses at least one Flagbearer as a target.
		Dega Sanctuary	Enchantment	W2	At the beginning of your upkeep, if you control a black or red permanent, you gain 2 life. If you control a black permanent and a red permanent, you gain 4 life instead.
		Diversionary Tactics	Enchantment	W3	Tap two untapped creatures you control: Tap target creature.
		Enlistment Officer	Creature - Soldier	W3	2/3, First Strike. ; When Enlistment Officer comes into play, reveal the top four cards of your library. Put all Soldier cards revealed this way into your hand and the rest on the bottom of your library.
		Haunted Angel	Creature - Angel	W2	3/3, Flying. When Haunted Angel is put into a graveyard from play, remove Haunted Angel from the game and each other player puts a 3/3 black Angel creature token with flying into play.
		Angelfire Crusader	Creature - Soldier	W3	2/3. R: Angelfire Crusader gets +1/+0 until end of turn.
		Coalition Honor Guard	Creature - Flagbearer	W3	2/4. If an opponent plays a spell or ability that could target a Flagbearer in play, that player chooses at least one Flagbearer as a target.
		Dega Disciple	Creature - Wizard	W	1/1. B,Tap: Target creature gets -2/-0 until end of turn. ; R,Tap: Target creature gets +2/+0 until end of turn.
		Divine Light	Sorcery	W	Prevent all damage that would be dealt this turn to creatures you control.
		Helionaut	Creature - Soldier	W2	1/2, Flying. 1,Tap: Add one mana of any color to your mana pool.
		Manacles of Decay	Enchant Creature	W1	Enchanted creature can't attack. ; B: Enchanted creature gets -1/-1 until end of turn. ; R: Enchanted creature can't block this turn.
		Orim's Thunder	Instant	W2	Kicker R (You may pay an additional R as you play this spell.) ; Destroy target artifact or enchantment. If you paid the kicker cost, Orim's Thunder deals damage equal to that artifact or enchantment's converted mana cost to target creature.
		Shield of Duty and Reason	Enchant Creature	W	Enchanted creature has protection from green and from blue.
		Standard Bearer	Creature - Flagbearer	W1	1/1. If an opponent plays a spell or ability that could target a Flagbearer in play, that player chooses at least one Flagbearer as a target.