

Exodus

Expansion set for Magic: The Gathering

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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.

Land:

Card Name	Spell Type	Ability
City of Traitors	Land	Add two colorless mana to your mana pool (Tap). Sacrifice this card if you play a land.

Artifacts:

Card Name	Spell Type	Cost	Ability
Coat of Arms	Artifact	5	Each creature gets +1/+1 for each other creature in play of the same creature type.
Erratic Portal	Artifact	4	Send target creature to owner's hand unless its controller pays 1 mana (Tap+1).
Memory Crystal	Artifact	3	All Buyback costs are reduced by 2 mana.
Mindless Automaton	Artifact Creature	4	0/0. Comes into play with two +1/+1 counters. Put a +1/+1 counter on this card (1+Discard a card). Draw a card (Remove two counters).
Null Brooch	Artifact	4	Counter target non-creature spell. (Tap+2+Discard your hand).
Sphere of Resistance	Artifact	2	All spells cost an additional 1 mana to play.
Thopter Squadron	Artifact Creature	5	0/0, Flying. Comes into play with three +1/+1 counters. As a sorcery, put a 1/1 Flying artifact Thopter creature token into play (1+Remove a +1/+1 counter). As a sorcery, put a +1/+1 counter on this card (1+Sacrifice a Thopter).
Workhorse	Artifact Creature	6	0/0. Comes into play with four +1/+1 counters. Add one colorless mana to your mana pool as a mana source (Remove a counter).
<i>Medicine Bag</i>	Artifact	3	Regenerate target creature (Tap+1+Discard a card).
<i>Skyscraper</i>	Artifact	2	All your creatures gain Flying until end of turn (Sacrifice this card).
<i>Spellbook</i>	Artifact	0	Skip your discard phase.
<i>Transmogrifying Lcid</i>	Artifact Creature	3	2/2. Counts as a Lcid. This card loses this ability, becomes a creature enchantment with "Enchanted creature gets +1/+1 and counts as an artifact", and moves onto a creature (Tap+1). You can pay 1 mana to end this effect.

Black Spells:

Card Name	Spell Type	Cost	Ability
Entropic Specter	Summon Spirit	BB3	*/*, Flying, where *=the number of cards in target opponent's hand. If this card damages any player, that player discards a card.
Hatred	Instant	BB3	Pay X life when casting this spell. Target creature gets +X/+0 until end of turn.
Oath of Ghouls	Enchantment	B1	During each player's upkeep, if there are more creature cards in that player's graveyard than in target opponent's graveyard, the player may bring a creature card from their graveyard to their hand.
Pit Spawn	Summon Beast	BBB4	6/4, First Strike. Pay BB during your upkeep or sacrifice this card. If this card damages any creature, remove that creature from the game.
Plaguebearer	Summon Zombie	B1	1/1. Destroy target non-black creature with casting cost of X (BXX).
Recurring Nightmare	Enchantment	B2	As a sorcery, put target creature card from your graveyard into play (Sacrifice a creature+Unsummon this card).
Volrath's Dungeon	Enchantment	BB2	As a sorcery, target player puts a card from their hand on top of their library (Discard a card). Any player may pay 5 life during their turn to destroy this card.
<i>Dauthi Cutthroat</i>	Summon Minion	B1	1/1, Shadow. Destroy target creature with Shadow (Tap+B1).
<i>Dauthi Warlord</i>	Summon Soldier	B1	*/1, Shadow, where *=the number of creatures with Shadow in play.
<i>Fugue</i>	Sorcery	BB3	Target player discards three cards.
<i>Keeper of the Dead</i>	Summon Wizard	BB	1/2. If a player has fewer cards in their graveyard than you do, destroy target non-black creature they control (Tap+B).
<i>Mind Maggots</i>	Summon Insects	B3	2/2. Discard any number of creature cards when this card comes into play, and put two +1/+1 counters on this card for each one discarded.
<i>Necrologia</i>	Instant	BB3	Play this card only during your discard phase. Pay X life when casting this spell. Draw X cards.
<i>Slaughter</i>	Instant	BB2	Buyback: 4 life. Bury target non-black creature.
<i>Spike Cannibal</i>	Summon Spike	BB1	0/0. Comes into play with one +1/+1 counter. When this card comes into play, move all +1/+1 counters from all creatures onto this card.
Carnophage	Summon Zombie	B	2/2. During your upkeep, pay 1 life or tap this card.
Cat Burglar	Summon Minion	B3	2/2. As a sorcery, target player discards a card (Tap+B2).
Culling the Weak	Mana Source	B	Sacrifice a creature when casting this spell. Add BBBB to your mana pool.
Cursed Flesh	Enchant Creature	B	Enchanted creature gets -1/-1 and cannot be blocked except by artifact creatures and black creatures.
Dauthi Jackal	Summon Hound	B2	2/1, Shadow. Destroy target blocking creature (BB+Sacrifice this card).
Death's Duet	Sorcery	B2	Bring two target creature cards from your graveyard to your hand.
Grollub	Summon Beast	B2	3/3. For each 1 damage dealt to this card, each opponent gains 1 life.
Nausea	Sorcery	B1	All creatures get -1/-1 until end of turn.
Scare Tactics	Instant	B	All your creatures get +1/+0 until end of turn.
Thrull Surgeon	Summon Thrull	B1	1/1. As a sorcery, look at target player's hand and choose one card for them to discard (B1+Sacrifice this card).
Vampire Hounds	Summon Hounds	B2	2/2. +2/+2 until end of turn (Discard a creature card).

Blue Spells:

Card Name	Spell Type	Cost	Ability
Dominating Lcid	Summon Lcid	UU1	1/1. This card loses this ability, becomes a creature enchantment with "Gain control of enchanted creature", and moves onto a creature (Tap+UU1). You can pay U to end this effect.
Ephemeron	Summon Illusion	UU4	4/4, Flying. Return this card to owner's hand (Discard a card).
Equilibrium	Enchantment	UU1	Whenever you successfully cast a creature spell, you may pay 1 mana to return target creature to owner's hand.
Ertai, Wizard Adept	Summon Legend	U2	1/1. Counts as a Wizard. Counter target spell (Tap+UU2).
Mind Over Matter	Enchantment	UUUU2	Tap or untap target artifact, creature, or land (Discard a card).
Oath of Scholars	Enchantment	U3	During each player's upkeep, if that player has fewer cards in hand than target opponent, the player may discard their hand and draw three cards.
Thalakos Drifters	Summon Townsfolk	UU2	3/3. Shadow until end of turn (Discard a card).
<i>Curiosity</i>	Enchant Creature	U	Draw a card if the creature damages an opponent.
<i>Forbid</i>	Interrupt	UU1	Buyback: Discard two cards. Counter target spell.
<i>Keeper of the Mind</i>	Summon Wizard	UU	1/2. If target opponent has at least 2 more cards in hand than you, draw a card (Tap+U).
<i>Killer Whale</i>	Summon Whale	UU3	3/5. Flying until end of turn (U).
<i>Mana Breach</i>	Enchantment	U2	Whenever any player plays a spell, that player returns a land they control to owner's hand.
<i>Mirozel</i>	Summon Illusion	U3	2/3, Flying. Send this card to owner's hand if it is targeted by a spell or ability.
<i>Scrivener</i>	Summon Townsfolk	U4	2/2. When this card comes into play, you may bring target instant or interrupt card from your graveyard to your hand.
<i>Treasure Trove</i>	Enchantment	UU2	Draw a card (UU2).
AEther Tide	Sorcery	UX	Discard X creature cards when casting this spell. Send X target creatures to their owner's hand.
Cunning	Enchant Creature	U1	The creature gets +3/+3. If the creature attacks or blocks, sacrifice this card at end of turn.
Fade Away	Sorcery	U2	For each creature, that creature's controller pays 1 mana or sacrifices a permanent.
Merfolk Looter	Summon Merfolk	U1	1/1. Draw a card, then discard a card (Tap).
Robe of Mirrors	Enchant Creature	U	The creature cannot be the target of spells or abilities.
Rootwater Mystic	Summon Merfolk	U	1/1. Look at the top card of target player's library (U1).
School of Piranha	Summon Fish	U1	3/3. Pay U1 during your upkeep or sacrifice this card.
Thalakos Scout	Summon Soldier	U2	2/1, Shadow. Return this card to owner's hand (Discard a card).
Theft of Dreams	Sorcery	U2	Draw a card for each tapped creature target opponent controls.
Wayward Soul	Summon Spirit	UU2	3/2, Flying. Put this card on top of owner's library (U).
Whiptongue Frog	Summon Frog	U2	1/3. Flying until end of turn (U).

Green Spells:

Card Name	Spell Type	Cost	Ability
Manabond	Enchantment	G	During your discard phase, you may put all land cards from your hand into play and discard the rest of your hand.
Mirri, Cat Warrior	Summon Legend	GG1	2/3, First Strike, Forestwalk, Does not tap when attacking. Counts as a Cat Warrior.
Oath of Druids	Enchantment	G1	During each player's upkeep, if that player controls fewer creatures than target opponent, the player may reveal cards from his or her library until he or she reveals a creature card. The player puts that creature into play and all other revealed cards into his or her graveyard.
Skyshroud War Beast	Summon Beast	G1	*/*, Trample, where *=the number of non-basic lands target opponent controls.
Spike Hatcher	Summon Spike	G6	0/0. Comes into play with six +1/+1 counters. Put a +1/+1 counter on target creature (2+Remove a +1/+1 counter). Regenerate (1+Remove a +1/+1 counter).
Spike Weaver	Summon Spike	GG2	0/0. Comes into play with three +1/+1 counters. Put a +1/+1 counter on target creature (2+Remove a +1/+1 counter). Creatures deal no combat damage this turn (1+Remove a +1/+1 counter).
Survival of the Fittest	Enchantment	G1	Search your library for a creature card, reveal it to all players, put it into your hand, and shuffle (G+Discard a creature card).
<i>Cartographer</i>	Summon Townsfolk	G2	2/2. When this card comes into play, you may bring target land card from your graveyard to your hand.
<i>Crashing Boars</i>	Summon Boars	GG3	4/4. If this card attacks, defending player chooses an untapped creature they control, which must block this card this turn if able.
<i>Elven Palisade</i>	Enchantment	G	Target attacking creature gets -3/-0 until end of turn (Sacrifice a forest).
<i>Keeper of the Beasts</i>	Summon Wizard	GG	1/2. If target opponent controls more creatures than you, put a 2/2 green Beast token creature into play (Tap+G).
<i>Resuscitate</i>	Instant	G1	Each creature you control gains "Regenerate this creature (1)" until end of turn.
<i>Skyshroud Elite</i>	Summon Elves	G	1/1. Gets +1/+2 as long as any opponent controls any non-basic lands.
<i>Song of Serenity</i>	Enchantment	G1	Creatures with enchantments on them cannot attack or block.
<i>Spike Rogue</i>	Summon Spike	GG1	0/0. Comes into play with two +1/+1 counters. Put a +1/+1 counter on target creature (2+Remove a +1/+1 counter). Put a +1/+1 counter on this card (2+Remove a +1/+1 counter from one of your creatures).
Avenging Druid	Summon Druid	G2	1/3. If this card damages any opponent, you may reveal cards from your library until you reveal a land card. Put that land into play and put all other revealed cards into your graveyard.
Bequeathal	Enchant Creature	G	Draw 2 cards if the creature is put into any graveyard.
Elvish Berserker	Summon Elf	G	1/1. Gets +1/+1 until end of turn for each creature that blocks it.
Jackalope Herd	Summon Beasts	G3	4/5. Send this card to owner's hand if you play a spell.
Plated Rootwalla	Summon Lizard	G4	3/3. +3/+3 until end of turn, usable once per turn (G2).
Predatory Hunger	Enchant Creature	G	Put a +1/+1 counter on the creature whenever any opponent successfully casts a creature spell.
Pygmy Troll	Summon Troll	G1	1/1. Gets +1/+1 until end of turn for each creature that blocks it. Regenerate (G).
Rabid Wolverines	Summon Wolverines	GG3	4/4. Gets +1/+1 until end of turn for each creature that blocks it.
Reclaim	Instant	G	Put target card from your graveyard on top of your library.
Rootwater Alligator	Summon Alligator	G3	3/2. Regenerate (Sacrifice a forest).
Wood Elves	Summon Elves	G2	1/1. When this card comes into play, search your library for a forest card, put that forest into play and shuffle.

Red Spells:

Card Name	Spell Type	Cost	Ability
Fighting Chance	Instant	R	For each blocking creature, flip a coin. If you win the flip, that creature deals no combat damage this turn.
Monstrous Hound	Summon Hound	R3	4/4. Cannot attack unless you control more lands than defending player. Cannot block unless you control more lands than attacking player.
Oath of Mages	Enchantment	R1	During each player's upkeep, if that player has less life than target opponent, they may deal 1 damage to that opponent.
Ogre Shaman	Summon Ogre	RR3	3/3. Deal 2 damage to target creature or player (2+Discard a random card).
Pandemonium	Enchantment	R3	Whenever any creature comes into play, that creature's controller may choose to have it deal damage equal to its power to target creature or player.
Ravenous Baboons	Summon Apes	R3	2/2. When this card comes into play, destroy target non-basic land.
Seismic Assault	Enchantment	RRR	Deal 2 damage to target creature or player (Discard a land card).
<i>Flowstone Flood</i>	Sorcery	R3	Buyback: 3 life+Discard a random card. Destroy target land.
<i>Keeper of the Flame</i>	Summon Wizard	RR	1/2. Deal 2 damage to target opponent with more life than you (Tap+R).
<i>Mogg Assassin</i>	Summon Goblin	R2	2/1. Flip a coin (Tap). If you win the flip destroy target creature an opponent controls. Otherwise, destroy target creature of that opponent's choice.
<i>Paroxysm</i>	Enchant Creature	R1	During the creature's controller's upkeep, reveal the top card of that player's library to all players. If that card is a land card, destroy the creature. Otherwise, it gets +3/+3 until end of turn.
<i>Price of Progress</i>	Instant	R1	Deals 2 damage to each player for each non-basic land they control.
<i>Sabertooth Wyvern</i>	Summon Drake	R4	3/2, Flying, First Strike.
<i>Scalding Salamander</i>	Summon Salamander	R2	2/1. Once per turn, if this card is attacking, deal 1 damage to each non-Flying creature defending player controls (0).
<i>Spellshock</i>	Enchantment	R2	Deals 2 damage to a player whenever they successfully cast a spell.
Anarchist	Summon Townsfolk	R4	2/2. When this card comes into play, you may bring target sorcery card from your graveyard to your hand.
Cinder Crawler	Summon Salamander	R1	1/2. If this card is blocked, +1/+0 until end of turn (R).
Dizzying Gaze	Enchant Creature	R	Play this card only on a creature you control. Deal 1 damage to target Flying creature (R).
Furnace Brood	Summon Elementals	R3	3/3. Target creature cannot be regenerated this turn (R).
Mage il-Vec	Summon Wizard	R2	2/2. Deal 1 damage to target creature or player (Tap+Discard a random card).
Maniacal Rage	Enchant Creature	R1	The creature gets +2/+2 and cannot block.
Onslaught	Enchantment	R	Tap a target creature whenever you successfully cast a creature spell.
Raging Goblin	Summon Goblin	R	1/1. Unaffected by summoning sickness.
Reckless Ogre	Summon Ogre	R3	3/2. Gets +3/+0 until end of turn if this card attacks and no other creatures do.
Shattering Pulse	Instant	R1	Buyback 3. Destroy target artifact.
Sonic Burst	Instant	R1	Discard a random card when casting this spell. Deal 4 damage to target creature or player.

White Spells:

Card Name	Spell Type	Cost	Ability
Cataclysm	Sorcery	WW2	Each player chooses from the permanents they control an artifact, a creature, an enchantment, and a land and sacrifices the rest.
Convalescence	Enchantment	W1	If you have 10 or less life, gain 1 life during your upkeep.
Exalted Dragon	Summon Dragon	WW4	5/5, Flying. Each turn, this card cannot attack unless you sacrifice a land.
Limited Resources	Enchantment	W	When this card comes into play, each player chooses five lands they control and sacrifices the rest. As long as there are ten or more lands in play, players cannot play lands.
Oath of Lieges	Enchantment	W1	During each player's upkeep, if that player controls fewer lands than target opponent, the player may search their library for a basic land, put that land into play, and shuffle.
Paladin en-Vec	Summon Knight	WW1	2/2, First Strike, Protection from Black, Protection from Red.
Wall of Nets	Summon Wall	WW1	0/7, Wall. At end of combat, remove from the game all creatures blocked by this card. If this card leaves play, return to play under their owners' control all creatures removed from the game by this card.
<i>High Ground</i>	Enchantment	W	Each creature you control may block one additional creature.
<i>Keeper of the Light</i>	Summon Wizard	WW	1/2. If you have less life than target opponent, gain 3 life (Tap+W).
<i>Peace of Mind</i>	Enchantment	W1	Gain 3 life (W+Discard a card).
<i>Pegasus Stampede</i>	Sorcery	W1	Buyback: Sacrifice a land. Put a 1/1 Flying white Pegasus token creature into play.
<i>Penance</i>	Enchantment	W2	Prevent all damage from a black or red source (Put a card from your hand on top of your library).
<i>Reconnaissance</i>	Enchantment	W	Remove target attacking creature you control from combat and untap it (0).
<i>Treasure Hunter</i>	Summon Townsfolk	W2	2/2. When this card comes into play, you may bring target artifact card from your graveyard to your hand.
<i>Zealots en-Dal</i>	Summon Soldiers	W3	2/4. If all non-land permanents you control are white, gain 1 life during your upkeep.
Allay	Instant	W1	Buyback 3. Destroy target enchantment.
Angelic Blessing	Sorcery	W2	Target creature gets +3/+3 and Flying until end of turn.
Charging Paladin	Summon Knight	W2	2/2. Gets +0/+3 until end of turn if it attacks.
Kor Chant	Instant	W2	Redirect to target creature all damage dealt to any one creature you control from any one source.
Reaping the Rewards	Instant	W	Buyback: Sacrifice a land. Gain 2 life.
Shackles	Enchant Creature	W2	The creature does not untap during its controller's untap phase. Return this card to owner's hand (W).
Shield Mate	Summon Soldier	W	1/1. Target creature gets +0/+4 until end of turn (Sacrifice this card).
Soltari Visionary	Summon Cleric	WW1	2/2, Shadow. If this card damages any player, destroy target enchantment that player controls.
Soul Warden	Summon Cleric	W	1/1. Gain 1 life whenever any other creature comes into play.
Standing Troops	Summon Soldiers	W2	1/4, Does not tap when attacking.
Welkin Hawk	Summon Bird	W1	1/1, Flying. If this card is put into any graveyard from play, you may search your library for a Welkin Hawk card, reveal that card to all players, put it into your hand, and shuffle.