Mercadian Masques

Expansion set for Magic: The Gathering

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Key:

Rare cards are in bold text
Uncommon cards are in italics.
Common cards are in normal text

Each tournament deck contains 3 rare, 10 uncommon, 32 common, 30 basic land.
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.
Basic land foil cards appear in a common slot in one out of every 12 booster packs.

Basic Land

Card Name		Spell Type	Ability
Forest	*347*	Land	Tap for 1 Green mana
	348		
	349		
	350		
Island	*335*	Land	Tap for 1 Blue mana
	336		
	337		
	338		
Mountain	*343*	Land	Tap for 1 Red mana
	344		
	345		
	346		
Plains	*331*	Land	Tap for 1 White mana
	332		
	333		
	334		
Swamp	*339*	Land	Tap for 1 Black mana
	340		
	341		
	342		

Special Land

Card Name	Spell Type	Ability
Dust Bowl	Land	Tap: Add one colorless mana to your mana pool. ; 3,Tap,Sacrifice a land: Destroy target nonbasic land.
High Market	Land	Tap: Add one colorless mana to your mana pool. ; Tap,Sacrifice a creature: You gain 1 life.
Rishadan Port	Land	Tap: Add one colorless mana to your mana pool. ; 1,Tap: Tap target land.
Tower of the Magistrate	Land	Tap: Add one colorless mana to your mana pool. ; 1,Tap: Target creature gains protection from artifacts until end of turn.
Fountain of Cho	Land	Fountain of Cho comes into play tapped. ; Tap: Put a storage counter on Fountain of Cho. ; Tap,Remove any number of storage counters from Fountain of Cho: Add one white mana to your mana pool for each storage counter removed this way.
Henge of Ramos	Land	Tap: Add one colorless mana to your mana pool. ; 2,Tap: Add one mana of any color to your mana pool.
Mercadian Bazaar	Land	Mercadian Bazaar comes into play tapped. ; Tap: Put a storage counter on Mercadian Bazaar. ; Tap,Remove any number of storage counters from Mercadian Bazaar: Add one red mana to your mana pool for each storage counter removed this way.
Rushwood Grove	Land	Rushwood Grove comes into play tapped. ; Tap: Put a storage counter on Rushwood Grove. ; Tap,Remove any number of storage counters from Rushwood Grove: Add one green mana to your mana pool for each storage counter removed this way.
Saprazzan Cove	Land	Saprazzan Cove comes into play tapped. ; Tap: Put a storage counter on Saprazzan Cove. ; Tap,Remove any number of storage counters from Saprazzan Cove: Add one blue mana to your mana pool for each storage counter removed this way.
Subterranean Hangar	Land	Subterranean Hangar comes into play tapped. ; Tap: Put a storage counter on Subterranean Hangar. ; Tap,Remove any number of storage counters from Subterranean Hangar: Add one black mana to your mana pool for each storage counter removed this way.
Hickory Woodlot	Land	Hickory Woodlot comes into play tapped with two depletion counters on it. ; Tap,Remove a depletion counter from Hickory Woodlot: Add two green mana to your mana pool. If there are no depletion counters on Hickory Woodlot, sacrifice it.
Peat Bog	Land	Peat Bog comes into play tapped with two depletion counters on it. ; Tap,Remove a depletion counter from Peat Bog: Add two black mana to your mana pool. If there are no depletion counters on Peat Bog, sacrifice it.
Remote Farm	Land	Remote Farm comes into play tapped with two depletion counters on it. ; Tap,Remove a depletion counter from Remote Farm: Add two white mana to your mana pool. If there are no depletion counters on Remote Farm, sacrifice it.
Sandstone Needle	Land	Sandstone Needle comes into play tapped with two depletion counters on it. ; Tap,Remove a depletion counter from Sandstone Needle: Add two red mana to your mana pool. If there are no depletion counters on Sandstone Needle, sacrifice it.
Saprazzan Skerry	Land	Saprazzan Skerry comes into play tapped with two depletion counters on it. ; Tap,Remove a depletion counter from Saprazzan Skerry: Add two blue mana to your mana pool. If there are no depletion counters on Saprazzan Skerry, sacrifice it.

Artifacts

Card Name	Spell Type	Cost	Ability
Assembly Hall	Artifact	5	4,Tap: Reveal a creature card in your hand, search your library for a copy of that card, and put the card into your hand. Then shuffle your library.
Bargaining Table	Artifact	5	X,Tap: Draw a card. X is the number of cards in an opponent's hand.
Crooked Scales	Artifact	4	4,Tap: Choose target creature you control and target creature an opponent controls. Flip a coin. If you win the flip, destroy the creature the opponent controls. If you lose the flip, destroy the creature you control unless you pay 3 and reflip the coin.
Crumbling Sanctuary	Artifact	5	For each 1 damage that would be dealt to a player, that player removes the top card of his or her library from the game instead.
Distorting Lens	Artifact	2	Tap: Target permanent becomes the color of your choice until end of turn.
Eye of Ramos	Artifact	3	Tap: Add one blue mana to your mana pool. ; Sacrifice Eye of Ramos: Add one blue mana to your mana pool.
General's Regalia	Artifact	3	3: The next time a source of your choice would deal damage to you this turn, that damage is dealt to target creature you control instead.
Heart of Ramos	Artifact	3	Tap: Add one red mana to your mana pool. ; Sacrifice Heart of Ramos: Add one red mana to your mana pool.
Horn of Plenty	Artifact	6	Whenever a player plays a spell, he or she may pay 1. If that player does, he or she draws a card at end of turn.
Horn of Ramos	Artifact	3	Tap: Add one green mana to your mana pool. ; Sacrifice Horn of Ramos: Add one green mana to your mana pool.
Kyren Archive	Artifact	3	At the beginning of your upkeep, you may remove the top card of your library from the game face down. ; 5,Discard your hand,Sacrifice Kyren Archive: Put all cards removed from the game with Kyren Archive into their owner's hand.
Kyren Toy	Artifact	3	1,Tap: Put a charge counter on Kyren Toy. ; Tap,Remove X charge counters from Kyren Toy: Add X plus one colorless mana to your mana pool.
Magistrate's Scepter	Artifact	3	4,Tap: Put a charge counter on Magistrate's Scepter. ; Tap,Remove three charge counters from Magistrate's Scepter: Take another turn after this one.
Mercadian Atlas	Artifact	5	At the end of your turn, if you didn't play a land this turn, you may draw a card.
Mercadian Lift	Artifact	2	1,Tap: Put a winch counter on Mercadian Lift. ; Tap,Remove X winch counters from Mercadian Lift: Put a creature card with converted mana cost X from your hand into play.
Monkey Cage	Artifact	5	When a creature comes into play, sacrifice Monkey Cage and put into play a number of 2/2 green Ape creature tokens equal to that creature's converted mana cost.
Power Matrix	Artifact	4	Tap: Target creature gets +1/+1 and gains flying, first strike, and trample until end of turn.
Rishadan Pawnshop	Artifact	2	2,Tap: Shuffle target card in play you control into its owner's library.
Skull of Ramos	Artifact	3	Tap: Add one black mana to your mana pool. ; Sacrifice Skull of Ramos: Add one black mana to your mana pool.
Tooth of Ramos	Artifact	3	Tap: Add one white mana to your mana pool. ; Sacrifice Tooth of Ramos: Add one white mana to your mana pool.
Worry Beads	Artifact	3	At the beginning of each player's upkeep, that player puts the top card of his or her library into his or her graveyard.
Barbed Wire	Artifact	3	At the beginning of each player's upkeep, Barbed Wire deals 1 damage to that player. ; 2: Prevent the next 1 damage that would be dealt by Barbed Wire this turn.
Credit Voucher	Artifact	2	2,Tap,Sacrifice Credit Voucher: Shuffle any number of cards from your hand into your library, then draw that many cards.
Crenellated Wall	Artifact Creature - Wall	4	0/4. (Walls can't attack.) Tap: Target creature gets +0/+4 until end of turn.
Henge Guardian	Artifact Creature	5	3/4. 2: Henge Guardian gains trample until end of turn.
Iron Lance	Artifact	2	3,Tap: Target creature gains first strike until end of turn.
Jeweled Torque	Artifact	2	As Jeweled Torque comes into play, choose a color. Whenever a player plays a spell of the chosen color, you may pay 2. If you do, you gain 2 life.
Panacea	Artifact	4	XX,Tap: Prevent the next X damage that would be dealt to target creature or player this turn.
Puffer Extract	Artifact	5	X,Tap: Target creature you control gets +X/+X until end of turn. Destroy it at end of turn.
Toymaker	Artifact Creature - Spellshaper	2	1/1. 1,Tap,Discard a card from your hand: Target noncreature artifact becomes an artifact creature with power and toughness each equal to its converted mana cost until end of turn. (It retains its abilities.)

Black Spells *(Part 1 of 2)*

Card Name	Spell Type	Cost	Ability
Black Market	Enchantment	BB3	Whenever a creature is put into a graveyard from play, put a charge counter on Black Market. ; At the beginning of your precombat main phase, add B to your mana pool for each charge counter on Black Market.
Cateran Overlord	Creature - Mercenary	BBB4	7/5. Sacrifice a creature: Regenerate Cateran Overlord. ; 6,Tap: Search your library for a Mercenary card with converted mana cost 6 or less and put that card into play. Then shuffle your library.
Cateran Slaver	Creature - Mercenary	BB4	5/5, Swampwalk. (This creature is unblockable as long as defending player controls a swamp.). ; 5,Tap: Search your library for a Mercenary card with converted mana cost 5 or less and put that card into play. Then shuffle your library.
Conspiracy	Enchantment	BB3	As Conspiracy comes into play, choose a creature type. ; Creatures you control and creature cards in your graveyard, hand, and library are of the chosen type.
Corrupt Official	Creature - Minion	B4	3/1. 2B: Regenerate Corrupt Official. ; Whenever Corrupt Official becomes blocked, defending player discards a card at random from his or her hand.
Delraich	Creature - Horror	B6	6/6, Trample. You may sacrifice three black creatures instead of paying Delraich's mana cost.
Extortion	Sorcery	BB3	Look at target player's hand and choose up to two cards from it. That player discards those cards.
Forced March	Sorcery	BBBX	Destroy all creatures with converted mana cost X or less.
Instigator	Creature - Spellshaper	B1	1/1. 1BB,Tap,Discard a card from your hand: Creatures target player controls attack this turn if able.
Liability	Enchantment	BB1	Whenever a card is put into a player's graveyard from play, that player loses 1 life.
Midnight Ritual	Sorcery	B2X	Remove X target creature cards in your graveyard from the game. For each creature card removed this way, put a black 2/2 Zombie creature token into play.
Nether Spirit	Creature - Spirit	BB1	2/2. At the beginning of your upkeep, if Nether Spirit is the only creature card in your graveyard, you may return Nether Spirit to play.
Notorious Assassin	Creature - Spellshaper	B3	2/2. 2B,Tap,Discard a card from your hand: Destroy target nonblack creature. It can't be regenerated.
Silent Assassin	Creature - Mercenary	BB	2/1. 3B: Destroy target blocking creature at end of combat.
Thrashing Wumpus	Creature - Beast	BB3	3/3. B: Thrashing Wumpus deals 1 damage to each creature and each player.
Unmask	Sorcery	B3	You may remove a black card in your hand from the game instead of paying Unmask's mana cost. ; Look at target player's hand and choose a nonland card from it. That player discards that card.
Unnatural Hunger	Enchant Creature	BB3	At the beginning of the upkeep of enchanted creature's controller, Unnatural Hunger deals to that player damage equal to enchanted creature's power unless he or she sacrifices another creature.
Cackling Witch	Creature - Spellshaper	B1	1/1. XB,Tap,Discard a card from your hand: Target creature gets +X/+0 until end of turn.
Cateran Enforcer	Creature - Mercenary	BB3	4/3. Cateran Enforcer can't be blocked except by artifact creatures and black creatures. ; 4,Tap: Search your library for a Mercenary card with converted mana cost 4 or less and put that card into play. Then shuffle your library.
Cateran Kidnappers	Creature - Mercenary	BB2	4/2. 3,Tap: Search your library for a Mercenary card with converted mana cost 3 or less and put that card into play. Then shuffle your library.
Cateran Summons	Sorcery	B	Search your library for a Mercenary card, reveal that card, and put it into your hand. Then shuffle your library.
Deathgazer	Creature - Lizard	B3	2/2. Whenever Deathgazer blocks or becomes blocked by a nonblack creature, destroy that creature at end of combat.
Deepwood Legate	Creature - Shade	B3	1/1. If an opponent controls a forest and you control a swamp, you may play Deepwood Legate without paying its mana cost. ; B: Deepwood Legate gets +1/+1 until end of turn.
Enslaved Horror	Creature - Horror	B3	4/4. When Enslaved Horror comes into play, each other player may return a creature card from his or her graveyard to play.
Ghoul's Feast	Instant	B1	Target creature gets +X/+0 until end of turn, where X is the number of creature cards in your graveyard.
Haunted Crossroads	Enchantment	B2	B: Put target creature card from your graveyard on top of your library.
Intimidation	Enchantment	BBB2	Creatures you control can't be blocked except by artifact creatures and black creatures.
Larceny	Enchantment	BB3	Whenever a creature you control deals combat damage to a player, that player discards a card from his or her hand.
Molting Harpy	Creature - Mercenary	B	2/1, Flying. At the beginning of your upkeep, sacrifice Molting Harpy unless you pay 2.

Black Spells *(Part 2 of 2)*

		Card Name	Spell Type	Cost	Ability
		Pretender's Claim	Enchant Creature	B1	Whenever enchanted creature becomes blocked, tap all lands defending player controls.
		Primeval Shambler	Creature - Mercenary	B4	3/3. B: Primeval Shambler gets +1/+1 until end of turn.
		Putrefaction	Enchantment	B4	Whenever a player plays a white spell or green spell, that player discards a card from his or her hand.
		Quagmire Lamprey	Creature - Fish	B2	1/1. Whenever Quagmire Lamprey becomes blocked by a creature, put a -1/-1 counter on that creature.
		Rain of Tears	Sorcery	BB1	Destroy target land.
		Scandalmonger	Creature - Monger	B3	3/3. 2: Target player discards a card from his or her hand. Any player may play this ability but only if he or she could play a sorcery.
		Strongarm Thug	Creature - Mercenary	B2	1/1. When Strongarm Thug comes into play, you may return a Mercenary card from your graveyard to your hand.
		Alley Grifters	Creature - Mercenary	BB1	2/2. Whenever Alley Grifters becomes blocked, defending player discards a card from his or her hand.
		Bog Smugglers	Creature - Mercenary	BB1	2/2, Swampwalk. (This creature is unblockable as long as defending player controls a swamp.)
		Bog Witch	Creature - Spellshaper	B2	1/1. B,Tap,Discard a card from your hand: Add BBB to your mana pool.
		Cateran Brute	Creature - Mercenary	B2	2/2. 2,Tap: Search your library for a Mercenary card with converted mana cost 2 or less and put that card into play. Then shuffle your library.
		Cateran Persuader	Creature - Mercenary	BB	2/1. 1,Tap: Search your library for a Mercenary card with converted mana cost 1 or less and put that card into play. Then shuffle your library.
		Dark Ritual	Instant	B	Add BBB to your mana pool.
		Deepwood Ghoul	Creature - Zombie	B2	2/1. Pay 2 life: Regenerate Deepwood Ghoul.
		Highway Robber	Creature - Mercenary	BB2	2/2. When Highway Robber comes into play, you gain 2 life and target opponent loses 2 life.
		Insubordination	Enchant Creature	BB	At the end of the turn of enchanted creature's controller, Insubordination deals 2 damage to that player unless enchanted creature attacked this turn.
		Maggot Therapy	Enchant Creature	B2	You may play Maggot Therapy any time you could play an instant. Enchanted creature gets +2/-2.
		Misshapen Fiend	Creature - Mercenary	B1	1/1, Flying.
		Rampart Crawler	Creature - Mercenary	B	1/1. Rampart Crawler can't be blocked by Walls.
		Rouse	Instant	B1	If you control a swamp, you may pay 2 life instead of paying Rouse's mana cost. ; Target creature gets +2/+0 until end of turn.
		Sever Soul	Sorcery	BB3	Destroy target nonblack creature. It can't be regenerated. You gain life equal to its toughness.
		Skulking Fugitive	Creature - Mercenary	B2	3/4. When Skulking Fugitive becomes the target of a spell or ability, sacrifice Skulking Fugitive.
		Snuff Out	Instant	B3	If you control a swamp, you may pay 4 life instead of paying Snuff Out's mana cost. ; Destroy target nonblack creature. It can't be regenerated.
		Soul Channeling	Enchant Creature	B2	Pay 2 life: Regenerate enchanted creature.
		Specter's Wail	Sorcery	B1	Target player discards a card at random from his or her hand.
		Undertaker	Creature - Spellshaper	B1	1/1. B,Tap,Discard a card from your hand: Return target creature card from your graveyard to your hand.
		Vendetta	Instant	B	Destroy target nonblack creature. It can't be regenerated. You lose life equal to that creature's toughness.
		Wall of Distortion	Creature - Wall	BB2	1/3. (Walls can't attack.) 2B,Tap: Target player discards a card from his or her hand. Play this ability only if you could play a sorcery.

Blue Spells *(Part 1 of 2)*

Card Name	Spell Type	Cost	Ability
Aerial Caravan	Creature - Soldier	UU4	4/3, Flying. 1UU: Remove the top card of your library from the game. Until end turn, you may play that card as though it were in your hand. (Reveal the card as you remove it from the game.)
Bribery	Sorcery	UU3	Search target opponent's library for a creature card and put that card into play under your control. That player then shuffles his or her library.
Charisma	Enchant Creature	UUU	Whenever enchanted creature deals damage to a creature, you control that creature as long as Charisma remains in play.
Cowardice	Enchantment	UU3	Whenever a creature becomes the target of a spell or ability, return that creature to its owner's hand.
Embargo	Enchantment	U3	Nonland permanents don't untap during their controllers' untap steps. ; At the beginning of your upkeep, you lose 2 life.
Extravagant Spirit	Creature - Spirit	U3	4/4, Flying. At the beginning of your upkeep, sacrifice Extravagant Spirit unless you pay 1 for each card in your hand.
Karn's Touch	Instant	UU	Target noncreature artifact becomes an artifact creature with power and toughness each equal to its converted mana cost until end of turn. (It retains its abilities.)
Misdirection	Instant	UU3	You may remove a blue card in your hand from the game instead of paying Misdirection's mana cost. ; Target spell with a single target targets another target instead.
Overtaker	Creature - Spellshaper	U1	1/1. 3U,Tap,Discard a card from your hand: Untap target creature and gain control of it until end of turn. That creature gains haste until end of turn. (It may attack and Tap the turn it comes under your control.).
Rishadan Brigand	Creature - Pirate	U4	3/2, Flying. When Rishadan Brigand comes into play, each opponent sacrifices a permanent unless he or she pays 3. ; Rishadan Brigand may block only creatures with flying.
Sand Squid	Creature - Beast	U3	2/2, Islandwalk. (This creature is unblockable as long as defending player controls an island.). You may choose not to untap Sand Squid during your untap step. ; Tap: Tap target creature. That creature does not untap during its controller's untap step as long as Sand Squid remains tapped.
Saprazzan Bailiff	Creature - Merfolk	UU3	2/2. When Saprazzan Bailiff comes into play, remove all artifact and enchantment cards in all graveyards from the game. ; When Saprazzan Bailiff leaves play, return all artifact and enchantment cards from all graveyards to their owners' hands.
Saprazzan Heir	Creature - Merfolk	U1	1/1. Whenever Saprazzan Heir becomes blocked, you may draw three cards.
Squeeze	Enchantment	U3	Sorcery spells cost 3 more to play.
Statecraft	Enchantment	U3	Prevent all combat damage that would be dealt to and dealt by creatures you control.
Tidal Kraken	Creature - Monster	UUU5	6/6. Tidal Kraken is unblockable.
Trade Routes	Enchantment	U1	1: Return target land you control to its owner's hand. ; 1,Discard a land card from your hand: Draw a card.
Chambered Nautilus	Creature - Beast	U2	2/2. Whenever Chambered Nautilus becomes blocked, you may draw a card.
Chameleon Spirit	Creature - Illusion	U3	*/*. As Chameleon Spirit comes into play, choose a color. ;Chameleon Spirit's power and toughness are each equal to the number of permanents of the chosen color your opponents control.
Coastal Piracy	Enchantment	UU2	Whenever a creature you control deals combat damage to an opponent, you may draw a card.
Customs Depot	Enchantment	U1	Whenever you play a creature spell, you may pay 1. If you do, draw a card, then discard a card from your hand.
Diplomatic Escort	Creature - Spellshaper	U1	1/1. U,Tap,Discard a card from your hand: Counter target spell or ability that targets a creature.
Energy Flux	Enchantment	U2	All artifacts gain "At the beginning of your upkeep, sacrifice this artifact unless you pay 2."
False Demise	Enchant Creature	U2	When enchanted creature is put into a graveyard, return that creature to play under your control.
Glowing Anemone	Creature - Beast	U3	1/3. When Glowing Anemone comes into play, you may return target land to its owner's hand.
High Seas	Enchantment	U2	Red creature spells and green creature spells cost 1 more to play.
Indentured Djinn	Creature - Djinn	UU1	4/4, Flying. When Indentured Djinn comes into play, each other player may draw up to three cards.
Rishadan Footpad	Creature - Pirate	U3	2/2. When Rishadan Footpad comes into play, each opponent sacrifices a permanent unless he or she pays 2.
Sailmonger	Creature - Monger	U3	3/3. 2: Target creature gains flying until end of turn. Any player may play this ability.

Blue Spells *(Part 2 of 2)*

Card Name	Spell Type	Cost	Ability
Saprazzan Breaker	Creature - Beast	U4	3/3. U: Put the top card of your library into your graveyard. If that card is a land card, Saprazzan Breaker is unblockable this turn.
Saprazzan Legate	Creature - Soldier	U3	1/3, Flying. If an opponent controls a mountain and you control an island, you may play Saprazzan Legate without paying its mana cost.
Shoving Match	Instant	U2	Until end of turn, all creatures gain "Tap: Tap target creature.".
Soothsaying	Enchantment	U	3UU: Shuffle your library. ; X: Look at the top X cards of your library and put them back in any order.
Thwart	Instant	UU2	You may return three islands you control to their owner's hand instead of paying Thwart's mana cost. ; Counter target spell.
Timid Drake	Creature - Drake	U2	3/3, Flying. Whenever another creature comes into play, return Timid Drake to its owner's hand.
War Tax	Enchantment	U2	XU: Creatures can't attack this turn unless their controller pays X for each attacking creature.
Balloon Peddler	Creature - Spellshaper	U2	2/2. U,Tap,Discard a card from your hand: Target creature gains flying until end of turn.
Blockade Runner	Creature - Merfolk	U3	2/2. U: Blockade Runner is unblockable this turn.
Brainstorm	Instant	U	Draw three cards, then put two cards from your hand on top of your library in any order.
Buoyancy	Enchant Creature	U1	You may play Buoyancy any time you could play an instant. ; Enchanted creature has flying.
Cloud Sprite	Creature - Faerie	U	1/1, Flying. Cloud Sprite may block only creatures with flying.
Counterspell	Instant	UU	Counter target spell.
Darting Merfolk	Creature - Merfolk	U1	1/1. U: Return Darting Merfolk to its owner's hand.
Dehydration	Enchant Creature	U3	Enchanted creature doesn't untap during its controller's untap step.
Diplomatic Immunity	Enchant Creature	U1	Enchanted creature can't be the target of spells or abilities. ; Diplomatic Immunity can't be the target of spells or abilities.
Drake Hatchling	Creature - Drake	U2	1/3, Flying. U: Drake Hatchling gets +1/+0 until end of turn. Play this ability only once each turn.
Gush	Instant	U4	You may return two islands you control to their owner's hand instead of paying Gush's mana cost. ; Draw two cards.
Hoodwink	Instant	U1	Return target artifact, enchantment, or land to its owner's hand.
Misstep	Sorcery	U1	Creatures target player controls don't untap during that player's next untap step.
Port Inspector	Creature - Townsfolk	U1	1/2. Whenever Port Inspector becomes blocked, you may look at defending player's hand.
Rishadan Airship	Creature - Pirate	U2	3/1, Flying. Rishadan Airship may block only creatures with flying.
Rishadan Cutpurse	Creature - Pirate	U2	1/1. When Rishadan Cutpurse comes into play, each opponent sacrifices a permanent unless he or she pays 1.
Saprazzan Outrigger	Creature - Ship	U3	5/5. When Saprazzan Outrigger attacks or blocks, put it on top of its owner's library at end of combat.
Saprazzan Raider	Creature - Merfolk	U2	1/2. When Saprazzan Raider becomes blocked, return it to its owner's hand.
Stinging Barrier	Creature - Wall	UU2	0/4. (Walls can't attack). U,Tap: Stinging Barrier deals 1 damage to target creature or player.
Tidal Bore	Instant	U1	You may return an island you control to its owner's hand instead of paying Tidal Bore's mana cost. ; Tap or untap target creature.
Waterfront Bouncer	Creature - Spellshaper	U1	1/1. U,Tap,Discard a card from your hand: Return target creature to its owner's hand.

Green Spells *(Part 1 of 2)*

Card Name	Spell Type	Cost	Ability
Bifurcate	Sorcery	G3	Search your library for a copy of target creature card in play and put that card into play. Then shuffle your library.
Caller of the Hunt	Creature - Lord	G2	*/*. As you play Caller of the Hunt, choose a creature type. ; Caller of the Hunt's power and toughness are each equal to the number of creatures in play of the chosen type.
Clear the Land	Sorcery	G2	Each player reveals the top five cards of his or her library, puts into play tapped all land cards revealed this way, and removes the rest from the game.
Collective Unconscious	Sorcery	GG4	Draw a card for each creature you control.
Dawnstrider	Creature - Spellshaper	G1	1/1. G,Tap,Discard a card from your hand: Prevent all combat damage that would be dealt this turn.
Deepwood Elder	Creature - Spellshaper	GG	2/2. XGG,Tap,Discard a card from your hand: X target lands become forests until end of turn.
Erithizon	Creature - Beast	GG2	4/4. Whenever Erithizon attacks, put a +1/+1 counter on target creature of defending player's choice.
Food Chain	Enchantment	G2	Remove a creature you control from the game: Add X mana of any color to your mana pool, where X is the removed creature's converted mana cost plus one. This mana may be spent only to play creature spells.
Foster	Enchantment	GG2	Whenever a creature you control is put into a graveyard, you may pay 1. If you do, reveal cards from the top of your library until you reveal a creature card. Put that card into your hand and the rest into your graveyard.
Game Preserve	Enchantment	G2	At the beginning of your upkeep, each player reveals the top card of his or her library. If all cards revealed this way are creature cards, put those cards into play under their owners' control. (Otherwise, put them back face-down on top of their owners' libraries.)
Megatherium	Creature - Beast	G2	4/4, Trample. When Megatherium comes into play, sacrifice it unless you pay 1 for each card in your hand.
Natural Affinity	Instant	G2	All lands become 2/2 creatures until end of turn. They still count as lands.
Pangosaur	Creature - Lizard	GG2	6/6. Whenever a player plays a land, return Pangosaur to its owner's hand.
Rushwood Elemental	Creature - Elemental	GGGGG	4/4, Trample. At the beginning of your upkeep, you may put a +1/+1 counter on Rushwood Elemental.
Spontaneous Generation	Sorcery	G3	Put a 1/1 green Saproling creature token into play for each card in your hand.
Vernal Equinox	Enchantment	G3	Any player may play creature and enchantment spells any time he or she could play an instant.
Vine Dryad	Creature - Dryad	G3	1/3, Forestwalk. (This creature is unblockable as long as defending player controls a forest.) You may play Vine Dryad any time you could play an instant. ; You may remove a green card in your hand from the game instead of paying Vine Dryad's mana cost.
Boa Constrictor	Creature - Snake	G4	3/3. Tap: Boa Constrictor gets +3/+3 until end of turn.
Briar Patch	Enchantment	GG1	Whenever a creature attacks you, it gets -1/-0 until end of turn.
Caustic Wasps	Creature - Insect	G2	1/1, Flying. Whenever Caustic Wasps deals combat damage to a player, you may destroy target artifact that player controls.
Deepwood Tantiv	Creature - Beast	G4	2/4. Whenever Deepwood Tantiv becomes blocked, you gain 2 life.
Desert Twister	Sorcery	GG4	Destroy target permanent.
Groundskeeper	Creature - Druid	G	1/1. 1G: Return target basic land card from your graveyard to your hand.
Hunted Wumpus	Creature - Beast	G3	6/6. When Hunted Wumpus comes into play, each other play may put a creature card from his or her hand into play under his or her control.
Ley Line	Enchantment	G3	At the beginning of each player's upkeep, that player may put a +1/+1 counter on target creature.
Lumbering Satyr	Creature - Beast	GG2	5/4. All creatures gain forestwalk. (They're unblockable as long as defending player controls a forest.)
Lure	Enchant Creature	GG1	All creatures able to block enchanted creature do so if able.
Revive	Sorcery	G1	Return target green card from your graveyard to your hand.
Rushwood Legate	Creature - Dryad	G2	2/1. If an opponent controls an island and you control a forest, you may play Rushwood Legate without paying its mana cost.
Saber Ants	Creature - Insect	G3	2/3. Whenever Saber Ants is dealt damage, you may put that many 1/1 green Insect creature tokens into play.
Silverglade Pathfinder	Creature - Spellshaper	G1	1/1. 1G,Tap,Discard a card from your hand: Search your library for a basic land card and put that card into play tapped. Then shuffle your library.
Snake Pit	Enchantment	G3	Whenever an opponent plays a blue or black spell, you may put a 1/1 green Snake creature token into play.
Squallmonger	Creature - Monger	G3	3/3. 2: Squallmonger deals 1 damage to each creature with flying and each player. Any player may play this ability.

Green Spells *(Part 2 of 2)*

Card Name	Spell Type	Cost	Ability
Stamina	Enchant Creature	G2	Attacking doesn't cause enchanted creature to tap. ; Sacrifice Stamina: Regenerate enchanted creature.
Sustenance	Enchantment	G1	1,Sacrifice a land: Target creature gets +1/+1 until end of turn.
Venomous Breath	Instant	G3	At end of combat, destroy all creatures that blocked or were blocked by target creature this turn.
Ancestral Mask	Enchant Creature	G2	Enchanted creature gets +2/+2 for each other enchantment in play.
Deadly Insect	Creature - Insect	G4	6/1. Deadly Insect can't be the target of spells or abilities.
Deepwood Drummer	Creature - Spellshaper	G1	1/1. G,Tap,Discard a card from your hand: Target creature gets +2/+2 until end of turn.
Deepwood Wolverine	Creature - Wolverine	G	1/1. Whenever Deepwood Wolverine becomes blocked, it gets +2/+0 until end of turn.
Ferocity	Enchant Creature	G1	Whenever enchanted creature blocks or becomes blocked, you may put a +1/+1 counter on it.
Giant Caterpillar	Creature - Insect	G3	3/3. G,Sacrifice Giant Caterpillar: Put a 1/1 green Butterfly creature token with flying into play at end of turn.
Horned Troll	Creature - Troll	G2	2/2. G: Regenerate Horned Troll.
Howling Wolf	Creature - Wolf	GG2	2/2. When Howling Wolves comes into play, you may search your library for up to three Howling Wolves cards, reveal them, and put them into your hand. If you do, shuffle your library.
Invigorate	Instant	G2	If you control a forest, you may have an opponent gain 3 life instead of paying Invigorate's mana cost. ; Target creature gets +4/+4 until end of turn.
Land Grant	Sorcery	G1	If you have no land cards in hand, you may reveal your hand instead of paying Land Grant's mana cost. ; Search your library for a forest card and put that card into your hand. Then shuffle your library.
Rushwood Dryad	Creature - Dryad	G1	2/1, Forestwalk. (This creature is unblockable as long as defending player controls a forest.)
Rushwood Herbalist	Creature - Spellshaper	G2	2/2. G,Tap,Discard a card from your hand: Regenerate target creature.
Sacred Prey	Creature - Beast	G	1/1. When Sacred Prey becomes blocked, you gain 1 life.
Silverglade Elemental	Creature - Elemental	G4	4/4. When Silverglade Elemental comes into play, you may search your library for a forest card and put that card into play. If you do, shuffle your library.
Snorting Gahr	Creature - Beast	GG2	3/3. Whenever Snorting Gahr becomes blocked, it gets +2/+2 until end of turn.
Spidersilk Armor	Enchantment	G2	Creatures you control get +0/+1 and may block as though they had flying.
Squall	Sorcery	G2	Squall deals 2 damage to each creature with flying.
Tiger Claws	Enchant Creature	G2	You may play Tiger Claws any time you could play an instant. ; Enchanted creature gets +1/+1 and has trample.
Tranquility	Sorcery	G2	Destroy all enchantments.
Venomous Dragonfly	Creature - Insect	G3	1/1, Flying. Whenever Venomous Dragonfly blocks or becomes blocked by a creature, destroy that creature at end of combat.
Vine Trellis	Creature - Wall	G1	0/4. (Walls can't attack.) Tap: Add one green mana to your mana pool.

Red Spells *(Part 1 of 2)*

Card Name	Spell Type	Cost	Ability
Battle Squadron	Creature - Ship	RR3	*/*, Flying. Battle Squadron's power and toughness are each equal to the number of creatures you control.
Blood Hound	Creature - Hound	R2	1/1. Whenever you're dealt damage, you may put that many +1/+1 counters on Blood Hound. At the end of your turn, remove all +1/+1 counters from Blood Hound.
Blood Oath	Instant	R3	Choose a card type. Target opponent reveals his or her hand. Blood Oath deals 3 damage to that player for each card of the chosen type revealed this way. (The card types are artifact, creature, enchantment, instant, land, and sorcery.)
Brawl	Instant	RR3	Until end of turn, all creatures gain "Tap: This creature deals damage equal to its power to target creature."
Cave-In	Sorcery	RR3	You may remove a red card in your hand from the game instead of paying Cave-In's mana cost. ; Cave-In deals 2 damage to each creature and each player.
Crag Saurian	Creature - Lizard	RRR	4/4. Whenever Crag Saurian is dealt damage, the controller of that damage's source gains control of Crag Saurian.
Flailing Manticore	Creature - Monster	R3	3/3, Flying, First Strike. 1: Flailing Manticore gets +1/+1 until end of turn. Any player may play this ability. ; 1: Flailing Manticore gets -1/-1 until end of turn. Any player may play this ability.
Lava Runner	Creature - Lizard	RR1	2/2, Haste. (This creature may attack and Tap the turn it comes under your control.) Whenever Lava Runner becomes the target of a spell or ability, that spell or ability's controller sacrifices a land.
Lithophage	Creature - Insect	RR3	7/7. At the beginning of your upkeep, sacrifice Lithophage unless you sacrifice a mountain.
Pulverize	Sorcery	RR4	You may sacrifice two mountains instead of paying Pulverize's mana cost. ; Destroy all artifacts.
Puppet's Verdict	Instant	RR1	Flip a coin. If you win the flip, destroy all creatures with power 2 or less. If you lose the flip, destroy all creatures with power 3 or greater.
Seismic Mage	Creature - Spellshaper	R3	1/1. 2R,Tap,Discard a card from your hand: Destroy target land.
Squee, Goblin Nabob	Creature - Goblin Legend	R2	1/1. At the beginning of your upkeep, if Squee, Goblin Nabob is in your graveyard, you may return Squee to your hand.
Tectonic Break	Sorcery	RRX	Each player sacrifices X lands.
Territorial Dispute	Enchantment	RR4	Players can't play lands. ; At the beginning of your upkeep, sacrifice Territorial Dispute unless you sacrifice a land.
Thieves' Auction	Sorcery	RRR4	Set aside all permanents. You choose one of those cards and put it into play tapped under your control. Then your opponent chooses one and puts it into play tapped under his or her control. Repeat this process until all cards set aside this way have been chosen. (Local enchantments with no permanent to enchant remain removed from the game.)
Two-Headed Dragon	Creature - Dragon	RR4	4/4, Flying. 1R: Two-Headed Dragon gets +2/+0 until end of turn. ; Two-Headed Dragon can't be blocked except by two or more creatures. It may block one additional creature. (All blocks must be legal.)
Arms Dealer	Creature - Goblin	R2	1/1. 1R,Sacrifice a Goblin: Arms Dealer deals 4 damage to target creature.
Cinder Elemental	Creature - Elemental	R3	2/2. XR,Tap,Sacrifice Cinder Elemental: Cinder Elemental deals X damage to target creature or player.
Close Quarters	Enchantment	RR2	Whenever a creature you control becomes blocked, Close Quarters deals 1 damage to target creature or player.
Flailing Ogre	Creature - Ogre	R2	3/3. 1: Flailing Ogre gets +1/+1 until end of turn. Any player may play this ability. ; 1: Flailing Ogre gets -1/-1 until end of turn. Any player may play this ability.
Hammer Mage	Creature - Spellshaper	R1	1/1. XR,Tap,Discard a card from your hand: Destroy all artifacts with converted mana X or less.
Hired Giant	Creature - Giant	R3	4/4. When Hired Giant comes into play, each other player may search his or her library for a land card, put that card into play, then shuffle that library.
Kyren Legate	Creature - Goblin	R1	1/1. If an opponent controls a plains and you control a mountain, you may play Kyren Legate without paying its mana cost. ; Haste. (This creature may attack and Tap the turn it comes under your control.)
Kyren Negotiations	Enchantment	RR2	Tap an untapped creature you control: Kyren Negotiations deals 1 damage to target player.
Magistrate's Veto	Enchantment	R2	White creatures and blue creatures can't block.
Mercadia's Downfall	Instant	R2	Attacking creatures get +X/+0 until end of turn, where X is the number of nonbasic lands defending player controls.
Ogre Taskmaster	Creature - Ogre	R3	4/3. Ogre Taskmaster can't block.
Robber Fly	Creature - Insect	R2	1/1, Flying. Whenever Robber Fly becomes blocked, defending player discards his or her hand, then draws that many cards.

Red Spells *(Part 2 of 2)*

Card Name	Spell Type	Cost	Ability
Rock Badger	Creature - Beast	R4	3/3, Mountainwalk. (This creature is unblockable as long as defending player controls a mountain.)
Uphill Battle	Enchantment	R2	Creatures your opponents play come into play tapped.
Volcanic Wind	Sorcery	RR4	Volcanic Wind deals X damage divided as you choose among any number of target creatures, where X is the number of creatures in play.
War Cadence	Enchantment	R2	XR: Creatures can't block this turn unless their controller pays X for each blocking creature.
Warmonger	Creature - Monger	R3	3/3. 2: Warmonger deals 1 damage to each creature without flying and each player. Any player may play this ability.
Warpath	Instant	R3	Warpath deals 3 damage to each blocking creature and each blocked creature.
Word of Blasting	Instant	R1	Destroy target Wall. It can't be regenerated. Word of Blasting deals damage equal to that Wall's converted mana cost to the Wall's controller.
Battle Rampart	Creature - Wall	R2	1/3. (Walls can't attack.) Tap: Target creature gains haste until end of turn. (That creature may attack and Tap the turn it comes under your control.)
Blaster Mage	Creature - Spellshaper	R2	2/2. R,Tap,Discard a card from your hand: Destroy target Wall.
Cave Sense	Enchant Creature	R1	Enchanted creature gets +1/+1 and has mountainwalk. (It's unblockable as long as defending player controls a mountain.)
Cavern Crawler	Creature - Insect	R2	0/3, Mountainwalk. (This creature is unblockable as long as defending player controls a mountain.) R: Cavern Crawler gets +1/-1 until end of turn.
Ceremonial Guard	Creature - Soldier	R2	3/4. When Ceremonial Guard attacks or blocks, destroy it at end of combat.
Crash	Instant	R2	You may sacrifice a mountain instead of paying Crash's mana cost. ; Destroy target artifact.
Flailing Soldier	Creature - Soldier	R	2/2. 1: Flailing Soldier gets +1/+1 until end of turn. Any player may play this ability. ; 1: Flailing Soldier gets -1/-1 until end of turn. Any player may play this ability.
Flaming Sword	Enchant Creature	R1	You may play Flaming Sword any time you could play an instant. ; Target creature gets +1/+0 and has first strike.
Furious Assault	Enchantment	R2	Whenever you play a creature spell, Furious Assault deals 1 damage to target player.
Gerrard's Irregulars	Creature - Soldier	R4	4/2, Trample, Haste. (This creature may attack and Tap the turn it comes under your control.)
Kris Mage	Creature - Spellshaper	R	1/1. R,Tap,Discard a card from your hand: Kris Mage deals 1 damage to target creature or player.
Kyren Glider	Creature - Goblin	R1	1/1, Flying. Kyren Glider can't block.
Kyren Sniper	Creature - Goblin	R2	1/1. At the beginning of your upkeep, you may have Kyren Sniper deal 1 damage to target player.
Lightning Hounds	Creature - Hound	RR2	3/2, First Strike.
Lunge	Instant	R2	Lunge deals 2 damage to target creature and 2 damage to target player.
Shock Troops	Creature - Soldier	R3	2/2. Sacrifice Shock Troops: Shock Troops deals 2 damage to target creature or player.
Sizzle	Sorcery	R2	Sizzle deals 3 damage to each opponent.
Stone Rain	Sorcery	R2	Destroy target land.
Thunderclap	Instant	R2	You may sacrifice a mountain instead of paying Thunderclap's mana cost. ; Thunderclap deals 3 damage to target creature.
Tremor	Sorcery	R	Tremor deals 1 damage to each creature without flying.
Wild Jhovall	Creature - Cat	R3	3/3.

White Spells *(Part 1 of 2)*

		Card Name	Spell Type	Cost	Ability
		Armistice	Enchantment	W2	3WW: You draw a card and target opponent gains 3 life.
		Cho-Arrim Alchemist	Creature - Spellshaper	W	1/1. 1WW,Tap,Discard a card from your hand: The next time a source of your choice would deal damage to you this turn, prevent that damage and gain that much life.
		Cho-Arrim Bruiser	Creature - Rebel	W5	3/4. Whenever Cho-Arrim Bruiser attacks, you may tap up to two target creatures.
		Cho-Manno, Revolutionary	Creature - Rebel Legend	WW2	2/2. Prevent all damage that would be dealt to Cho-Manno, Revolutionary.
		Common Cause	Enchantment	W2	Nonartifact creatures get +2/+2 as long as they all share a color.
		Cornered Market	Enchantment	W2	Players can't play spells or nonbasic lands with the same name as a card in play.
		Crackdown	Enchantment	W2	Nonwhite creatures with power 3 or greater don't untap during their controllers' untap steps.
		Fountain Watch	Creature - Guardian	WW3	2/4. Artifacts and enchantments you control can't be the target of spells or abilities.
		Honor the Fallen	Instant	W1	Remove all creature cards in all graveyards from the game. You gain 1 life for each card removed this way.
		Ivory Mask	Enchantment	WW2	You can't be the target of spells or abilities.
		Jhovall Queen	Creature - Rebel	WW4	4/7. Attacking doesn't cause Jhovall Queen to tap.
		Ramosian Sky Marshal	Creature - Rebel	WW3	3/3, Flying. 7,Tap: Search your library for a Rebel card with converted mana cost 6 or less and put that card into play. Then shuffle your library.
		Rappelling Scouts	Creature - Rebel	WW2	1/4, Flying. 2W: Rappelling Scouts gains protection from the color of your choice until end of turn.
		Reverent Mantra	Instant	W3	You may remove a white card in your hand from the game instead of paying Reverent Mantra's mana cost. ; All creatures gain protection from the color of your choice until end of turn.
		Security Detail	Enchantment	W3	WW: Put a 1/1 white Soldier creature token into play. Play this ability only if you control no creatures and only once each turn.
		Spiritual Focus	Enchantment	W1	Whenever a spell or ability an opponent controls causes you to discard a card, you gain 2 life and you may draw a card.
		Wave of Reckoning	Sorcery	W4	Each creature deals to itself damage equal to its power.
		Afterlife	Instant	W2	Destroy target creature. It can't be regenerated. Its controller puts a 1/1 white Spirit creature token with flying into play.
		Arrest	Enchant Creature	W2	Enchanted creature can't attack or block, and its activated abilities can't be played.
		Ballista Squad	Creature - Rebel	W3	2/2. XW,Tap: Ballista Squad deals X damage to target attacking or blocking creature.
		Charmed Griffin	Creature - Griffin	W3	3/3, Flying. When Charmed Griffin comes into play, each other player may put an artifact or enchantment card into play from his or her hand.
		Cho-Arrim Legate	Creature - Soldier	W2	1/2, Protection from Black. If an opponent controls a swamp and you control a plains, you may play Cho-Arrim Legate without paying its mana cost.
		Ignoble Soldier	Creature - Soldier	W2	3/1. Whenever Ignoble Soldier becomes blocked, prevent all combat damage that would be dealt by it this turn.
		Jhovall Rider	Creature - Rebel	W4	3/3, Trample.
		Last Breath	Instant	W1	Remove target creature with power 2 or less from the game. Its controller gains 4 life.
		Moonlit Wake	Enchantment	W2	Whenever a creature is put into a graveyard from play, you gain 1 life.
		Noble Purpose	Enchantment	WW3	Whenever a creature you control deals combat damage, you gain that much life.
		Ramosian Captain	Creature - Rebel	WW1	2/2, First strike. 5,Tap: Search your library for a Rebel card with converted mana cost 4 or less and put that card into play. Then shuffle your library.
		Ramosian Commander	Creature - Rebel	WW2	2/4. 6,Tap: Search your library for a Rebel card with converted mana cost 5 or less and put that card into play. Then shuffle your library.
		Renounce	Instant	W1	Sacrifice any number of permanents. You gain 2 life for each one sacrificed this way.
		Righteous Aura	Enchantment	W1	W,Pay 2 life: The next time a source of your choice would deal damage to you this turn, prevent that damage.
		Righteous Indignation	Enchantment	W2	Whenever a creature blocks a black or red creature, the blocking creature gets +1/+1 until end of turn.
		Story Circle	Enchantment	WW1	As Story Circle comes into play, choose a color. ; W: The next time a source of your choice of the chosen color would deal damage to you this turn, prevent that damage.

White Spells *(Part 2 of 2)*

		Card Name	Spell Type	Cost	Ability
		Tonic Peddler	Creature - Spellshaper	W1	1/1. W,Tap,Discard a card from your hand: Target player gains 3 life.
		Trap Runner	Creature - Soldier	WW2	2/3. Tap: Target attacking unblocked creature becomes blocked. (This ability works on unblockable creatures.)
		Wishmonger	Creature - Monger	W3	3/3. 2: Target creature gains protection from the color of its controller's choice until end of turn. Any player may play this ability.
		Alabaster Wall	Creature - Wall	W2	0/4. (Walls can't attack.) Tap: Prevent the next 1 damage that would be dealt to target creature or player this turn.
		Charm Peddler	Creature - Spellshaper	W	1/1. W,Tap,Discard a card from your hand: The next time a source of your choice would deal damage to target creature this turn, prevent that damage.
		Cho-Manno's Blessing	Enchant Creature	WW	You may play Cho-Manno's Blessing any time you could play an instant. ; As Cho-Manno's Blessing comes into play, choose a color. ; Enchanted creature has protection from the chosen color. This effect doesn't remove Cho-Manno's Blessing.
		Crossbow Infantry	Creature - Soldier	W1	1/1. Tap: Crossbow Infantry deals 1 damage to target attacking or blocking creature.
		Devout Witness	Creature - Spellshaper	W2	2/2. 1W,Tap,Discard a card from your hand: Destroy target artifact or enchantment.
		Disenchant	Instant	W1	Destroy target artifact or enchantment.
		Fresh Volunteers	Creature - Rebel	W1	2/2.
		Inviolability	Enchant Creature	W1	Prevent all damage that would be dealt to enchanted creature.
		Moment of Silence	Instant	W	Target player skips his or her combat phase this turn.
		Muzzle	Enchant Creature	W1	Prevent all damage that would be dealt by enchanted creature.
		Nightwind Glider	Creature - Rebel	W2	2/1, Flying, Protection from Black.
		Orim's Cure	Instant	W1	If you control a plains, you may tap an untapped creature you control instead of paying the mana cost of Orim's Cure. ; Prevent the next 4 damage that would be dealt to target creature or player this turn.
		Pious Warrior	Creature - Rebel	W3	2/3. Whenever Pious Warrior is dealt combat damage, you gain that much life.
		Ramosian Lieutenant	Creature - Rebel	W1	1/2. 4,Tap: Search your library for a Rebel card with converted mana cost 3 or less and put that card into play. Then shuffle your library.
		Ramosian Rally	Instant	W3	If you control a plains, you may tap an untapped creature you control instead of paying Ramosian Rally's mana cost. ; Creatures you control get +1/+1 until end of turn.
		Ramosian Sergeant	Creature - Rebel	W	1/1. 3,Tap: Search your library for a Rebel card with converted mana cost 2 or less and put that card into play. Then shuffle your library.
		Revered Elder	Creature - Cleric	W2	1/2. 1: Prevent the next 1 damage that would be dealt to Revered Elder this turn.
		Soothing Balm	Instant	W1	Target player gains 5 life.
		Steadfast Guard	Creature - Rebel	WW	2/2. Attacking doesn't cause Steadfast Guard to tap.
		Task Force	Creature - Rebel	W2	1/3. Whenever Task Force becomes the target of a spell or ability, it gets +0/+3 until end of turn.
		Thermal Glider	Creature - Rebel	W2	2/1, Flying, Protection from Red.