Planeshift

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.

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
Forsaken City	Land	Forsaken City doesn't untap during your untap step. ; At the beginning of your upkeep, you may remove a card in your hand from the game. If you do, untap Forsaken City. ; Tap: Add one mana of any color to your mana pool.
Meteor Crater	Land	Tap: Choose a color of a permanent you control. Add one mana of that color to your mana pool.
Crosis's Catacombs	Land	Crosis's Catacombs is a Lair in addition to its land type. ; When Crosis's Catacombs comes into play, sacrifice it unless you return a non-Lair land you control to its owner's hand. ; Tap: Add U, B, or R to your mana pool.
Darigaaz's Caldera	Land	Darigaaz's Caldera is a Lair in addition to its land type. ; When Darigaaz's Caldera comes into play, sacrifice it unless you return a non-Lair land you control to its owner's hand. ; Tap: Add B, R, or G to your mana pool.
Dromar's Cavern	Land	Dromar's Cavern is a Lair in addition to its land type. ; When Dromar's Cavern comes into play, sacrifice it unless you return a non-Lair land you control to its owner's hand. ; Tap: Add W, U, or B to your mana pool.
Rith's Grove	Land	Rith's Grove is a Lair in addition to its land type. ; When Rith's Grove comes into play, sacrifice it unless you return a non-Lair land you control to its owner's hand. ; Tap: Add R, G, or W to your mana pool.
Terminal Moraine	Land	Tap: Add one colorless mana to your mana pool. ; 2,Tap,Sacrifice Terminal Moraine: Search your library for a basic land card and put that card into play tapped. Then shuffle your library.
Treva's Ruins	Land	Treva's Ruins is a Lair in addition to its land type. ; When Treva's Ruins comes into play, sacrifice it unless you return a non-Lair land you control to its owner's hand. ; Tap: Add G, W, or U to your mana pool.

Artifacts:

Card Name	Spell Type	Cost	Ability
Draco	Artifact Creature - Dragon	16	9/9, Flying. Draco costs 2 less to play for each basic land type among lands you control. ; At the beginning of your upkeep, sacrifice Draco unless you pay 10. This cost is reduced by 2 for each basic land type among lands you control.
Skyship Weatherlight	Legendary Artifact	4	When Skyship Weatherlight comes into play, search your library for any number of artifact and/or creature cards and remove them from the game. Then shuffle your library. ; 4,Tap: Choose a card at random that was removed from the game with Skyship Weatherlight. Put that card into your hand. *{There are two foil versions of this card, one with different art.}*
Mana Cylix	Artifact	1	1,Tap: Add one mana of any color to your mana pool.
Star Compass	Artifact	2	Star Compass comes into play tapped. ; Tap: Add to your mana pool one mana of any color a basic land you control could produce.
Stratadon	Artifact Creature	10	5/5, Trample. Stratadon costs 1 less to play for each basic land type among lands you control.

Multicolor Spells *(part 1 of 2)*

		Card Name	Spell Type	Cost	Ability
		Ancient Spider	Creature - Spider	GW2	2/5, First strike. ; Ancient Spider may block as though it had flying.
		Cloud Cover	Enchantment	WU2	Whenever another permanent you control becomes the target of a spell or ability an opponent controls, you may return that permanent to its owner's hand.
		Destructive Flow	Enchantment	BRG	At the beginning of each player's upkeep, that player sacrifices a nonbasic land.
		Doomsday Specter	Creature - Specter	UB2	2/3, Flying. When Doomsday Specter comes into play, return a blue or black creature you control to its owner's hand. ; Whenever Doomsday Specter deals combat damage to a player, look at that player's hand and choose a card from it. The player discards that card.
		Dralnu's Crusade	Enchantment	BR1	All Goblins get +1/+1, are black, and are Zombies in addition to their creature types.
		Eladamri's Call	Instant	GW	Search your library for a creature card, reveal that card, and put it into your hand. Then shuffle your library.
		Ertai, the Corrupted	Creature - Wizard Legend	WUB2	3/4. U,Tap,Sacrifice a creature or enchantment: Counter target spell. *{There are two foil versions of this card, one with different art.}*
		Keldon Twilight	Enchantment	BR1	At the end of each player's turn, if no creatures attacked that turn, that player sacrifices a creature he or she controlled since the beginning of the turn.
		Meddling Mage	Creature - Wizard	WU	2/2. As Meddling Mage comes into play, name a nonland card. ; The named card can't be played.
		Natural Emergence	Enchantment	RG2	When Natural Emergence comes into play, return a red or green enchantment you control to its owner's hand. ; Lands you control are 2/2 creatures with first strike. They're still lands.
		Phyrexian Tyranny	Enchantment	UBR	Whenever a player draws a card, that player loses 2 life unless he or she pays 2.
		Questing Phelddagrif	Creature - Phelddagrif	GWU1	4/4. G: Questing Phelddagrif gets +1/+1 until end of turn. Target opponent puts a 1/1 green Hippo creature token into play. ; W: Questing Phelddagrif gains protection from black and from red until end of turn. Target opponent gains 2 life. ; U: Questing Phelddagrif gains flying until end of turn. Target opponent may draw a card.
		Radiant Kavu	Creature - Kavu	RGW	3/3. RGW: Prevent all combat damage blue creatures and black creatures would deal this turn.
		Shivan Wurm	Creature - Wurm	RG3	7/7, Trample. When Shivan Wurm comes into play, return a red or green creature you control to its owner's hand.
		Urza's Guilt	Sorcery	UB2	Each player draws two cards, then discards three cards from his or her hand, then loses 4 life.
		Crosis's Charm	Instant	UBR	Choose one - Return target permanent to its owner's hand; or destroy target nonblack creature, and it can't be regenerated; or destroy target artifact.
		Darigaaz's Charm	Instant	BRG	Choose one - Return target creature card from your graveyard to your hand; or Darigaaz's Charm deals 3 damage to target creature or player; or target creature gets +3/+3 until end of turn.
		Dromar's Charm	Instant	WUB	Choose one - You gain 5 life; or counter target spell; or target creature gets -2/-2 until end of turn.
		Fleetfoot Panther	Creature - Cat	GW1	3/4. You may play Fleetfoot Panther any time you could play an instant. ; When Fleetfoot Panther comes into play, return a green or white creature you control to its owner's hand.
		Marsh Crocodile	Creature - Crocodile	UB2	4/4. When Marsh Crocodile comes into play, return a blue or black creature you control to its owner's hand. ; When Marsh Crocodile comes into play, each player discards a card from his or her hand.
		Razing Snidd	Creature - Beast	BR4	3/3. When Razing Snidd comes into play, return a black or red creature you control to its owner's hand. ; When Razing Snidd comes into play, each player sacrifices a land.
		Rith's Charm	Instant	RGW	Choose one - Destroy target nonbasic land; or put three 1/1 green Saproling creature tokens into play; or prevent all damage a source of your choice would deal this turn.
		Sawtooth Loon	Creature - Bird	WU2	2/2, Flying. When Sawtooth Loon comes into play, return a white or blue creature you control to its owner's hand. ; When Sawtooth Loon comes into play, draw two cards, then put two cards from your hand on the bottom of your library.
		Sparkcaster	Creature - Kavu	RG2	5/3. When Sparkcaster comes into play, return a red or green creature you control to its owner's hand. ; When Sparkcaster comes into play, it deals 1 damage to target player.
		Treva's Charm	Instant	GWU	Choose one - Destroy target enchantment; or remove target attacking creature from the game; or draw a card, then discard a card from your hand.

Multicolor Spells *(part 2 of 2)*

		Card Name	Spell Type	Cost	Ability
		Cavern Harpy	Creature - Beast	UB	2/1, Flying. When Cavern Harpy comes into play, return a blue or black creature you control to its owner's hand. ; Pay 1 life: Return Cavern Harpy to its owner's hand.
		Daring Leap	Instant	WU1	Target creature gets +1/+1 and gains flying and first strike until end of turn.
		Gerrard's Command	Instant	GW	Untap target creature. It gets +3/+3 until end of turn.
		Horned Kavu	Creature - Kavu	RG	3/4. When Horned Kavu comes into play, return a red or green creature you control to its owner's hand.
		Hull Breach	Sorcery	RG	Choose one - Destroy target artifact; or destroy target enchantment; or destroy target artifact and target enchantment.
		Lava Zombie	Creature - Zombie	BR1	4/3. When Lava Zombie comes into play, return a black or red creature you control to its owner's hand. ; 2: Lava Zombie gets 1/+0 until end of turn.
		Malicious Advice	Instant	UBX	Tap X target artifacts, creatures, and/or lands. You lose X life.
		Silver Drake	Creature - Drake	WU1	3/3, Flying. When Silver Drake comes into play, return a white or blue creature you control to its owner's hand.
		Steel Leaf Paladin	Creature - Knight	GW4	4/4, First Strike. ; When Steel Leaf Paladin comes into play, return a green or white creature you control to its owner's hand.
		Terminate	Instant	BR	Destroy target creature. It can't be regenerated.

Black Spells:

Card Name	Spell Type	Cost	Ability
Dark Suspicions	Enchantment	BB2	At the beginning of each opponent's upkeep, that player loses 1 life for each card in his or her hand more than you have in your hand.
Diabolic Intent	Sorcery	B1	As an additional cost to play Diabolic Intent, sacrifice a creature. ; Search your library for a card and put that card into your hand. Then shuffle your library.
Lord of the Undead	Creature - Lord	BB1	2/2. All Zombies get +1/+1. ; 1B,Tap: Return target Zombie card from your graveyard to your hand.
Phyrexian Scuta	Creature - Zombie	B3	3/3. Kicker - Pay 3 life. (You may pay 3 life in addition to any other costs as you play this spell.) ; If you paid the kicker cost, Phyrexian Scuta comes into play with two +1/+1 counters on it.
Planeswalker's Scorn	Enchantment	B2	3B: Target opponent reveals a card at random from his or her hand. Target creature gets -X/-X until end of turn, where X is the revealed card's converted mana cost. Play this ability only any time you could play a sorcery.
Exotic Disease	Sorcery	B4	Target player loses X life and you gain X life, where X is the number of basic land types among lands you control.
Nightscape Battlemage	Creature - Wizard	B2	2/2. Kicker 2U and/or 2R. ; When Nightscape Battlemage comes into play, if you paid the 2U kicker cost, return up to two target nonblack creatures to their owners' hands. ; When Nightscape Battlemage comes into play, if you paid the 2R kicker cost, destroy target land.
Noxious Vapors	Sorcery	BB1	Each player reveals his or her hand and chooses one card of each color from it, then discards all other nonland cards from it.
Slay	Instant	B2	Destroy target green creature. It can't be regenerated. ; Draw a card.
Warped Devotion	Enchantment	B2	Whenever a permanent is returned to a player's hand, that player discards a card from his or her hand.
Bog Down	Sorcery	B2	Kicker - Sacrifice two lands. (You may sacrifice two lands in addition to any other costs as you play this spell.) ; Target player discards two cards from his or her hand. If you paid the kicker cost, that player discards three cards from his or her hand instead.
Death Bomb	Instant	B3	As an additional cost to play Death Bomb, sacrifice a creature. ; Destroy target nonblack creature. It can't be regenerated. Its controller loses 2 life.
Maggot Carrier	Creature - Zombie	B	1/1. When Maggot Carrier comes into play, each player loses 1 life.
Morgue Toad	Creature - Toad	B2	2/2. Sacrifice Morgue Toad: Add UR to your mana pool.
Nightscape Familiar	Creature - Zombie	B1	1/1. Blue spells and red spells you play cost 1 less to play. ; 1B: Regenerate Nightscape Familiar.
Phyrexian Bloodstock	Creature - Zombie	B4	3/3. When Phyrexian Bloodstock leaves play, destroy target white creature. It can't be regenerated.
Shriek of Dread	Instant	B1	Target creature can't be blocked this turn except by artifact creatures and/or black creatures.
Sinister Strength	Enchant Creature	B1	Enchanted creature gets +3/+1 and is black.
Volcano Imp	Creature - Imp	B3	2/2, Flying. 1R: Volcano Imp gains first strike until end of turn.

Blue Spells:

Card Name	Spell Type	Cost	Ability
Dralnu's Pet	Creature - Shapeshifter	UU1	2/2. Kicker - 2B,Discard a creature card from your hand. (You may pay 2B and discard a creature card from your hand in addition to any other costs as you play this spell.) ; If you paid the kicker cost, Dralnu's Pet has flying and comes into play with X +1/+1 counters on it, where X is the discarded card's converted mana cost.
Planar Overlay	Sorcery	U2	Each player chooses a land he or she controls of each basic land type. Return those lands to their owners' hands.
Planeswalker's Mischief	Enchantment	U2	3U: Target opponent reveals a card at random from his or her hand. If it's an instant or sorcery card, remove it from the game. As long as it remains removed from the game, you may play it as though it were in your hand without paying its mana cost. If it has X in its mana cost, X is 0. At end of turn, if you haven't played it, return it to owner's hand. Play this ability only any time you could play a sorcery.
Sunken Hope	Enchantment	UU3	At the beginning of each player's upkeep, that player returns a creature he or she controls to its owner's hand.
Waterspout Elemental	Creature - Elemental	UU3	3/4, Flying. Kicker U (You may pay an additional U as you play this spell.) ; When Waterspout Elemental comes into play, if you paid the kicker cost, return all other creatures to their owners' hands and you skip your next turn.
Allied Strategies	Sorcery	U4	Target player draws a card for each basic land type among lands he or she controls.
Ertai's Trickery	Instant	U	Counter target spell if a kicker cost was paid for it.
Gainsay	Instant	U1	Counter target blue spell.
Shifting Sky	Enchantment	U2	As Shifting Sky comes into play, choose a color. ; All nonland permanents are the chosen color.
Stormscape Battlemage	Creature - Wizard	U2	2/2. Kicker W and/or 2B. ; When Stormscape Battlemage comes into play, if you paid the W kicker cost, you gain 3 life. ; When Stormscape Battlemage comes into play, if you paid the 2B kicker cost, destroy target nonblack creature. That creature can't be regenerated.
Arctic Merfolk	Creature - Merfolk	U1	1/1. Kicker - Return a creature you control to its owner's hand. (You may return a creature you control to its owner's hand in addition to any other costs as you play this spell.) ; If you paid the kicker cost, Arctic Merfolk comes into play with a +1/+1 counter on it.
Confound	Instant	U1	Counter target spell that targets one or more creatures. ; Draw a card.
Escape Routes	Enchantment	U2	2U: Return target white or black creature you control to its owner's hand.
Hunting Drake	Creature - Drake	U4	2/2, Flying. When Hunting Drake comes into play, put target red or green creature on top of its owner's library.
Rushing River	Instant	U2	Kicker - Sacrifice a land. (You may sacrifice a land in addition to any other costs as you play this spell.) ; Return target nonland permanent to its owner's hand. If you paid the kicker cost, return another target nonland permanent to its owner's hand.
Sea Snidd	Creature - Beast	U4	3/3. Tap: Target land's type becomes the basic land type of your choice until end of turn.
Sisay's Ingenuity	Enchant Creature	U	When Sisay's Ingenuity comes into play, draw a card. ; Enchanted creature has "2U: Target creature becomes the color of your choice until end of turn."
Sleeping Potion	Enchant Creature	U1	When Sleeping Potion comes into play, tap enchanted creature. ; Enchanted creature doesn't untap during its controller's untap step. ; When enchanted creature becomes the target of a spell or ability, sacrifice Sleeping Potion.
Stormscape Familiar	Creature - Bird	U1	1/1, Flying. White spells and black spells you play cost 1 less to play.

Green Spells:

		Card Name	Spell Type	Cost	Ability
		Gaea's Herald	Creature - Elf	G1	1/1. Creature spells can't be countered by spells or abilities.
		Magnigoth Treefolk	Creature - Treefolk	G4	2/6. For each basic land type among lands you control, Magnigoth Treefolk has landwalk of that type. (It's unblockable as long as defending player controls a land of that type.)
		Nemata, Grove Guardian	Creature - Treefolk Legend	GG4	4/5. 2G: Put a 1/1 green Saproling creature token into play. ; Sacrifice a Saproling: All Saprolings get +1/+1 until end of turn.
		Planeswalker's Favor	Enchantment	G2	3G: Target opponent reveals a card at random from his or her hand. Target creature gets +X/+X until end of turn, where X is the revealed card's converted mana cost.
		Quirion Dryad	Creature - Dryad	G1	1/1. Whenever you play a white, blue, black, or red spell, put a +1/+1 counter on Quirion Dryad.
		Alpha Kavu	Creature - Kavu	G2	2/2. 1G: Target Kavu gets -1/+1 until end of turn.
		Mirrorwood Treefolk	Creature - Treefolk	G3	2/4. 2RW: The next time damage would be dealt to Mirrorwood Treefolk this turn, that damage is dealt to target creature or player instead.
		Multani's Harmony	Enchant Creature	G	Enchanted creature has "Tap: Add one mana of any color to your mana pool."
		Skyshroud Blessing	Instant	G1	Lands can't be the targets of spells or abilities this turn. ; Draw a card.
		Thornscape Battlemage	Creature - Wizard	G2	2/2. Kicker R and/or W. ; When Thornscape Battlemage comes into play, if you paid the R kicker cost, Thornscape Battlemage deals 2 damage to target creature or player. ; When Thornscape Battlemage comes into play, if you paid the W kicker cost, destroy target artifact.
		Amphibious Kavu	Creature - Kavu	G2	2/2. Whenever Amphibious Kavu blocks or becomes blocked by one or more blue and/or black creatures, Amphibious Kavu gets +3/+3 until end of turn.
		Falling Timber	Instant	G2	Kicker - Sacrifice a land. (You may sacrifice a land in addition to any other costs as you play this spell.) ; Prevent all combat damage target creature would deal this turn. If you paid the kicker cost, prevent all combat damage another target creature would deal this turn.
		Gaea's Might	Instant	G	Target creature gets +1/+1 until end of turn for each basic land type among lands you control.
		Primal Growth	Sorcery	G2	Kicker - Sacrifice a creature. (You may sacrifice a creature in addition to any other costs as you play this spell.) ; Search your library for a basic land card, put that card into play, then shuffle your library. If you paid the kicker cost, instead search your library for two basic land cards, put them into play, then shuffle your library.
		Pygmy Kavu	Creature - Kavu	G3	1/2. When Pygmy Kavu comes into play, draw a card for each black creature your opponents control.
		Quirion Explorer	Creature - Elf	G1	1/1. Tap: Add to your mana pool one mana of any color that a land an opponent controls could produce.
		Root Greevil	Creature - Beast	G3	2/3. 2G,Tap,Sacrifice Root Greevil: Destroy all enchantments of the color of your choice.
		Stone Kavu	Creature - Kavu	G4	3/3. R: Stone Kavu gets +1/+0 until end of turn. ; W: Stone Kavu gets +0/+1 until end of turn.
		Thornscape Familiar	Creature - Insect	G1	2/1. Red spells and white spells you play cost 1 less to play.

Red Spells:

		Card Name	Spell Type	Cost	Ability
		Deadapult	Enchantment	R2	R,Sacrifice a Zombie: Deadapult deals 2 damage to target creature or player.
		Goblin Game	Sorcery	RR5	Each player hides at least one object, then all players reveal them simultaneously. Each player loses life equal to the number of objects he or she revealed. The player who revealed the fewest objects then loses half his or her life, rounded up. If two or more players are tied for fewest, each loses half his or her life, rounded up.
		Mogg Sentry	Creature - Goblin	R	1/1. Whenever an opponent plays a spell, Mogg Sentry gets +2/+2 until end of turn.
		Planeswalker's Fury	Enchantment	R2	3R: Target opponent reveals a card at random from his or her hand. Planeswalker's Fury deals damage equal to that card's converted mana cost to that player. Play this ability only any time you could play a sorcery.
		Tahngarth, Talruum Hero	Creature - Minotaur	RR3	4/4. Attacking doesn't cause Tahngarth, Talruum Hero to tap. ; 1R,Tap: Tahngarth deals damage equal to its power to target creature. That creature deals damage equal to its power to Tahngarth. *{There are two foil versions of this card, one with different art.}*
		Flametongue Kavu	Creature - Kavu	R3	4/2. When Flametongue Kavu comes into play, it deals 4 damage to target creature.
		Implode	Sorcery	R4	Destroy target land. ; Draw a card.
		Mogg Jailer	Creature - Goblin	R1	2/2. Mogg Jailer can't attack if defending player controls an untapped creature with power 2 or less.
		Strafe	Sorcery	R	Strafe deals 3 damage to target nonred creature.
		Thunderscape Battlemage	Creature - Wizard	R2	2/2. Kicker 1B and/or G. ; When Thunderscape Battlemage comes into play, if you paid the 1B kicker cost, target player discards two cards from his or her hand. ; When Thunderscape Battlemage comes into play, if you paid the G kicker cost, destroy target enchantment.
		Caldera Kavu	Creature - Kavu	R2	2/2. 1B: Caldera Kavu gets +1/+1 until end of turn. ; G: Caldera Kavu becomes the color of your choice until end of turn.
		Insolence	Enchant Creature	R2	Whenever enchanted creature becomes tapped, Insolence deals 2 damage to that creature's controller.
		Kavu Recluse	Creature - Kavu	R2	2/2. Tap: Target land becomes a forest until end of turn.
		Keldon Mantle	Enchant Creature	R1	B: Regenerate enchanted creature. ; R: Enchanted creature gets +1/+0 until end of turn. ; G: Enchanted creature gains trample until end of turn.
		Magma Burst	Instant	R3	Kicker - Sacrifice two lands. (You may sacrifice two lands in addition to any other costs as you play this spell.) ; Magma Burst deals 3 damage to target creature or player. If you paid the kicker cost, Magma Burst deals 3 damage to another target creature or player.
		Mire Kavu	Creature - Kavu	R3	3/2. Mire Kavu gets +1/+1 as long as you control a swamp.
		Singe	Instant	R	Singe deals 1 damage to target creature. That creature becomes black until end of turn.
		Slingshot Goblin	Creature - Goblin	R2	2/2. R,Tap: Slingshot Goblin deals 2 damage to target blue creature.
		Thunderscape Familiar	Creature - Kavu	R1	1/1, First Strike. Black spells and green spells you play cost 1 less to play.

White Spells:

Card Name	Spell Type	Cost	Ability
Dominaria's Judgment	Instant	W2	Until end of turn, creatures you control gain protection from white if you control a plains, from blue if you control an island, from black if you control a swamp, from red if you control a mountain, and from green if you control a forest.
March of Souls	Sorcery	W4	Destroy all creatures. They can't be regenerated. For each creature destroyed this way, its controller puts a 1/1 white Spirit creature token with flying into play.
Orim's Chant	Instant	W	Kicker W (You may pay an additional W as you play this spell.) ; Target player can't play spells this turn. If you paid the kicker cost, creatures can't attack this turn.
Planeswalker's Mirth	Enchantment	W2	3W: Target opponent reveals a card at random from his or her hand. You gain life equal to that card's converted mana cost.
Samite Elder	Creature - Cleric	W2	1/2. Tap: Creatures you control gain protection from the color(s) of target permanent you control until end of turn.
Guard Dogs	Creature - Hound	W3	2/2. 2W,Tap: Choose a permanent you control. Prevent all combat damage target creature would deal this turn if it shares a color with that permanent.
Lashknife Barrier	Enchantment	W2	When Lashknife Barrier comes into play, draw a card. ; If a source would deal damage to a creature you control, it deals that much damage minus 1 to that creature instead.
Sunscape Battlemage	Creature - Wizard	W2	2/2. Kicker 1G and/or 2U. ; When Sunscape Battlemage comes into play, if you paid the 1G kicker cost, destroy target creature with flying. ; When Sunscape Battlemage comes into play, if you paid the 2U kicker cost, draw two cards.
Surprise Deployment	Instant	W3	Play Surprise Deployment only during combat. ; Put a nonwhite creature card from your hand into play. At end of turn, return that creature to your hand. (Return it only if it's in play.)
Voice of All	Creature - Angel	WW2	2/2, Flying. As Voice of All comes into play, choose a color. ; Voice of All has protection from the chosen color.
Aura Blast	Instant	W1	Destroy target enchantment. ; Draw a card.
Aurora Griffin	Creature - Griffin	W3	2/2, Flying. W: Target permanent becomes white until end of turn.
Disciple of Kangee	Creature - Wizard	W2	2/2. U,Tap: Target creature gains flying and becomes blue until end of turn.
Heroic Defiance	Enchant Creature	W1	Enchanted creature gets +3/+3 unless it shares a color with the most common color among all permanents or a color tied for most common.
Hobble	Enchant Creature	W2	When Hobble comes into play, draw a card. ; Enchanted creature can't attack. ; Enchanted creature can't block if it's black.
Honorable Scout	Creature - Soldier	W	1/1. When Honorable Scout comes into play, you gain 2 life for each black and/or red creature target opponent controls.
Pollen Remedy	Instant	W	Kicker - Sacrifice a land. (You may sacrifice a land in addition to any other costs as you play this spell.) ; Prevent the next 3 damage that would be dealt this turn to any number of target creatures and/or players, divided as you choose. If you paid the kicker cost, prevent the next 6 damage this way instead.
Samite Pilgrim	Creature - Cleric	W1	1/1. Tap: Prevent the next X damage that would be dealt to target creature this turn, where X is the number of basic land types among lands you control.
Sunscape Familiar	Creature - Wall	W1	0/3. (Walls can't attack.) Green spells and blue spells you play cost 1 less to play.