

Portal: Second Age

(An expansion to the Portal Game)

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

Key:

- Rare** cards are in bold text
- Uncommon* cards are in italics
- Common cards are in normal text
- Land cards are in normal text

Each starter contains the same cards. They are shown in this list as "(s#)" entries, where # = the number appearing in a starter.
 Each booster contains: 11 Common, 3 Uncommon, 1 Rare.
 Land cards only appear in starters.

Land

Card Name	Spell Type	Ability
Forest <i>Blue sky</i> (s5) <i>Straight trees / river</i> (s5) <i>Twisted trees</i> (s5)	Land	<i>Tap for 1 Green mana</i>
Island <i>Rocks in front</i> (s5) <i>Parachute over island</i> (s5) <i>Dragon in sky</i> (s5)	Land	<i>Tap for 1 Blue mana</i>
Mountain <i>Tunnel on right</i> (s5) <i>Tunnel in distant center</i> (s5) <i>Red sky</i> (s5)	Land	<i>Tap for 1 Red mana</i>
Plains <i>Two farmhouses</i> (s5) <i>Desert fortress</i> (s5) <i>Road and birds</i> (s5)	Land	<i>Tap for 1 White mana</i>
Swamp <i>Ruins</i> (s5) <i>Big tree</i> (s5) <i>Skeleton in mud</i> (s5)	Land	<i>Tap for 1 Black mana</i>

Black Spells

Card Name	Spell Type	Cost	Ability
Ancient Craving (s1)	Sorcery	B3	Draw 3 cards. You lose 3 life.
Dakmor Sorceress	Creature - Wizard	B5	*/4. Dakmor Sorceress has power equal to the number of swamp cards in play. (This includes both tapped and untapped swamp cards.)
Hidden Horror	Creature - Horror	BB1	4/4. When Hidden Horror comes into play from your hand, choose and discard a creature card from your hand or destroy Hidden Horror.
Nightstalker Engine (s1)	Creature - Nightstalker	B4	*/3. Nightstalker Engine has power equal to the number of creature cards in your graveyard.
Rain of Daggers	Sorcery	BB4	Destroy all your opponent's creatures. For each creature destroyed this way, you lose 2 life.
Return of the Nightstalkers (s1)	Sorcery	BB5	Return all the Nightstalker cards from your graveyard to play. Then destroy all your swamps. (Treat these Nightstalkers as though they just came into play from your hand.)
Vampiric Spirit	Creature - Spirit	BB2	4/3, Flying. When Vampiric Spirit comes into play from your hand, you lose 4 life. (The person who plays Vampiric Spirit loses the life.)
<i>Abyssal Nightstalker</i> (s2)	Creature - Nightstalker	B3	2/2. If Abyssal Nightstalker attacks and isn't blocked, your opponent chooses and discards a card from his or her hand. (Ignore this effect if your opponent doesn't have any cards.)
<i>Bloodcurdling Scream</i>	Sorcery	BX	Any one creature gets +XS/+0D until the end of the turn.
<i>Brutal Nightstalker</i> (s2)	Creature - Nightstalker	BB3	3/2. When Brutal Nightstalker comes into play from your hand, you may force your opponent to choose and discard a card from his or her hand.
<i>Coercion</i>	Sorcery	B2	Look at your opponent's hand and choose a card. Your opponent discards that card.
<i>Dakmor Plague</i>	Sorcery	BB3	Dakmor Plague deals 3 damage to each creature and player. (This includes your creatures and you.)
<i>Dark Offering</i>	Sorcery	BB4	Destroy any one creature that isn't black. You gain 3 life.
<i>Foul Spirit</i>	Creature - Spirit	B2	3/2, Flying. When Foul Spirit comes into play from your hand, destroy one of your lands.
<i>Kiss of Death</i>	Sorcery	BB4	Kiss of Death deals 4 damage to your opponent. You gain 4 life.
<i>Predatory Nightstalker</i> (s2)	Creature - Nightstalker	BB3	3/2. When Predatory Nightstalker comes into play from your hand, you may force your opponent to destroy any one of his or her creatures. (Your opponent chooses the creature.)
Chorus of Woe	Sorcery	B	All your creatures get +1S/+0D until the end of the turn.
Cruel Edict (s2)	Sorcery	B1	Your opponent chooses one of his or her creatures. Destroy that creature.
Dakmor Bat (s2)	Creature - Bat	B1	1/1, Flying.
Dakmor Scorpion	Creature - Scorpion	B1	2/1.
Hand of Death (s2)	Sorcery	B2	Destroy any one creature that isn't black.
Lurking Nightstalker (s3)	Creature - Nightstalker	BB	1/1. If Lurking Nightstalker attacks, it gets +2S/+0D until the end of the turn.
Mind Rot (s2)	Sorcery	B2	Your opponent chooses and discards two cards from his or her hand. (If your opponent has only one card, he or she discards it.)
Moaning Spirit	Creature - Spirit	B2	2/1, Flying.
Muck Rats	Creature - Rats	B	1/1.
Prowling Nightstalker (s3)	Creature - Nightstalker	B3	2/2. Prowling Nightstalker can't be blocked except by other black creatures.
Raiding Nightstalker (s2)	Creature - Nightstalker	B2	2/2, Swampwalk (If defending player has any swamps in play, Raiding Nightstalker can't be blocked.)
Raise Dead	Sorcery	B	Return any one creature from your graveyard to your hand.
Ravenous Rats	Creature - Rats	B1	1/1. When Ravenous Rats comes into play from your hand, your opponent chooses and discards a card from his or her hand. (Ignore this effect if your opponent doesn't have any cards.)
Swarm of Rats	Creature - Rats	B1	*/1. Swarm of Rats has power equal to the number of Rat cards you have in play. (This includes both tapped and untapped Rat cards.)

Blue Spells

Card Name	Spell Type	Cost	Ability
Coastal Wizard	Creature - Wizard	UU2	1/1. On your turn, before you attack, you may tap Coastal Wizard to return it and any one other creature to their owners' hands.
Denizen of the Deep	Creature - Serpent	UU6	11/11. When Denizen of the Deep comes into play from your hand, return all your other creatures from play to your hand.
Exhaustion (s1)	Sorcery	U2	At the beginning of your opponent's next turn, he or she skips untapping his or her creatures and lands.
Piracy	Sorcery	UU	This turn, you may tap your opponent's lands to help pay for your spells.
Talas Researcher (s1)	Creature - Wizard	U4	1/1. On your turn, before you attack, you may tap Talas Researcher to draw a card.
Talas Warrior (s1)	Creature - Pirate	UU1	2/2. Talas Warrior can't be blocked.
Temporal Manipulation	Sorcery	UU3	You take an extra turn after this one.
<i>Air Elemental</i> (s2)	Creature - Elemental	UU3	4/4. Flying.
<i>Apprentice Sorcerer</i> (s2)	Creature - Wizard	U2	1/1. On your turn, before you attack, you may tap Apprentice Sorcerer to have it deal 1 damage to any one creature or player.
<i>Armored Galleon</i>	Creature - Ship	U4	5/4. Armored Galleon can't attack unless the defending player has an island in play.
<i>Eye Spy</i>	Sorcery	U	Look at the top card of any player's library. You may choose to put that card back on top of that library or into that player's graveyard.
<i>Mystic Denial</i> (s2)	Sorcery	UU1	Play Mystic Denial only in response to another player playing a creature or a sorcery. That card has no effect, and that player puts it into his or her graveyard.
<i>Remove</i>	Sorcery	U	Play Remove only after you're attacked, before you declare blockers. Return any one attacking creature to its owner's hand.
<i>Sea Drake</i>	Creature - Drake	U2	4/3, Flying. When Sea Drake comes into play from your hand, return any two of your lands from play to your hand.
<i>Theft of Dreams</i>	Sorcery	U2	For each tapped creature your opponent has in play, you draw a card.
<i>Undo</i>	Sorcery	UU1	Return any two creatures from play to their owner's hand. (You can't play Undo unless you can choose two creatures to return.)
<i>Deja Vu</i>	Sorcery	U2	Return any one sorcery card from your graveyard to your hand.
<i>Extinguish</i>	Sorcery	U1	Play Extinguish only in response to another player playing a sorcery. That sorcery has no effect, and that player puts it into his or her graveyard.
<i>False Summoning</i> (s2)	Sorcery	U1	Play False Summoning only in response to another player playing a creature. That creature card has no effect, and that player puts it into his or her graveyard.
<i>Screeching Drake</i>	Creature - Drake	U3	2/2, Flying. When Screeching Drake comes into play from your hand, draw a card, then choose and discard a card from your hand.
<i>Sleight of Hand</i>	Sorcery	U	Look at the top two cards of your library. Put one of them into your hand and the other on the bottom of your library.
<i>Steam Frigate</i>	Creature - Ship	U2	3/3. Steam Frigate can't attack unless the defending player has an island in play.
<i>Talas Air Ship</i> (s2)	Creature - Ship	U3	3/2, Flying.
<i>Talas Explorer</i> (s2)	Creature - Merchant	U1	1/1, Flying. When Talas Explorer comes into play from your hand, look at your opponent's hand.
<i>Talas Merchant</i> (s3)	Creature - Merchant	U1	1/3.
<i>Talas Scout</i> (s3)	Creature - Pirate	U1	1/2, Flying.
<i>Tidal Surge</i>	Sorcery	U1	Tap any one, two, or three creatures without flying. (Tapped creatures can't block.)
<i>Time Ebb</i> (s2)	Sorcery	U2	Return any one creature from play to the top of its owner's library.
<i>Touch of Brilliance</i> (s2)	Sorcery	U3	Draw two cards.
<i>Wind Sail</i>	Sorcery	U1	Any one or two creatures gain flying until the end of the turn.

Green Spells

Card Name	Spell Type	Cost	Ability
Alluring Scent (s1)	Sorcery	GG1	Choose any one creature. This turn, all creatures able to block it do so.
Deathcoil Wurm	Creature - Wurm	GG6	7/6. If Deathcoil Wurm attacks and is blocked, you may choose to have it deal its damage to the defending player instead of to the creatures blocking it.
Hurricane (s1)	Sorcery	GX	Hurricane deals X damage to each player and each creature with flying. (This includes you and your creatures with flying.)
Norwood Priestess	Creature - Elf	GG2	1/1. On your turn, before you attack, you may tap Norwood Priestess to put any green creature from your hand into play without paying for it.
Razorclaw Bear	Creature - Bear	GG2	3/3. If Razorclaw Bear attacks and is blocked, it gets +2S/+2D until the end of the turn.
Sylvan Basilisk (s1)	Creature - Basilisk	GG3	2/4. If Sylvan Basilisk attacks and is blocked, destroy all creatures blocking it. (Destroy the creatures before they deal damage. The Basilisk doesn't damage your opponent.)
Sylvan Yeti	Creature - Beast	GG2	*4. Sylvan Yeti has power equal to the number of cards you have in your hand.
<i>Bee Sting</i>	Sorcery	G3	Bee Sting deals 2 damage to any one creature or player.
<i>Deep Wood</i>	Sorcery	G1	Play Deep Wood only after you're attacked, before you declare blockers. This turn, all damage dealt to you by attacking creatures is reduced to 0.
<i>Harmony of Nature</i>	Sorcery	G2	Tap any number of your creatures. You gain 4 life for each creature tapped in this way. (Tapped creatures can't block.)
<i>Ironhoof Ox</i> (s2)	Creature - Ox	GG3	4/4. Ironhoof Ox can't be blocked by more than one creature.
<i>Lone Wolf</i>	Creature - Wolf	G2	2/2. If Lone Wolf attacks and is blocked, you may choose to have it deal its damage to the defending player instead of to the creatures blocking it.
<i>Renewing Touch</i>	Sorcery	G	Choose any number of creature cards in your graveyard. Shuffle those cards into your library.
<i>River Bear</i> (s2)	Creature - Bear	G3	3/3. Islandwalk (If defending player has any islands in play, River Bear can't be blocked.)
<i>Untamed Wilds</i>	Sorcery	G2	Search your library for a plains, island, swamp, mountain, or forest card and put that land into play. Shuffle your library afterwards.
<i>Wild Ox</i> (s2)	Creature - Ox	G3	3/3. Swampwalk (If defending player has any swamps in play, Wild Ox can't be blocked.)
Barbtooth Wurm	Creature - Wurm	G5	6/4.
Bear Cub (s3)	Creature - Bear	G1	2/2.
Golden Bear (s2)	Creature - Bear	G3	4/3.
Lynx	Creature - Cat	G1	2/1. Forestwalk (If defending player has any forests in play, Lynx can't be blocked.)
Monstrous Growth (s2)	Sorcery	G1	Any one creature gets +4S/+4D until the end of the turn.
Natural Spring (s2)	Sorcery	GG3	You gain 8 life.
Nature's Lore	Sorcery	G1	Search your library for a forest card and put it into play. Shuffle your library afterwards.
Norwood Archers (s2)	Creature - Elves	G3	3/3. Norwood Archers can block creatures with flying.
Norwood Ranger (s3)	Creature - Elf	G	1/2.
Norwood Riders (s2)	Creature - Elves	G3	3/3. Norwood Riders can't be blocked by more than one creature.
Norwood Warrior	Creature - Elf	G2	2/2. If Norwood Warrior attacks and is blocked, it gets +1S/+1D until the end of the turn.
Plated Wurm	Creature - Wurm	G4	4/5.
Salvage	Sorcery	G	Take any one card from your graveyard and put that card on the top of your library.
Tree Monkey	Creature - Monkey	G	1/1. Tree Monkey can block creatures with flying.

Red Spells

Card Name	Spell Type	Cost	Ability
Brimstone Dragon	Creature - Dragon	RR6	6/6, Flying. Brimstone Dragon is unaffected by summoning sickness.
Cunning Giant	Creature - Giant	R5	4/4. If Cunning Giant attacks and isn't blocked, you may choose to have it deal its damage to any one of your opponent's creatures instead of to him or her.
Earthquake	Sorcery	RX	Earthquake deals X damage to each player and each creature without flying. (This includes you and your creatures without flying.)
Goblin General (s1)	Creature - Goblin	RR1	1/1. When Goblin General attacks, all your Goblins get +1S/+1D until the end of the turn.
Magma Giant	Creature - Giant	RR5	5/5. When Magma Giant comes into play from your hand, it deals 2 damage to each creature and player. (This includes you and your creatures, including Magma Giant.)
Relentless Assault (s1)	Sorcery	RR2	Untap all your creatures that attacked this turn. You may declare an additional attack this turn.
Wildfire (s1)	Sorcery	RR4	You destroy four of your lands and your opponent destroys four of his or her lands. Then Wildfire deals 4 damage to each creature. (This includes your creatures.)
<i>Blaze</i> (s2)	Sorcery	RX	Blaze deals X damage to any one creature or player.
<i>Goblin Firestarter</i> (s2)	Creature - Goblin	R	1/1. On your turn, before you attack, you may destroy Goblin Firestarter to have it deal 1 damage to any one creature or player.
<i>Goblin Lore</i>	Sorcery	R1	Draw four cards and put them into your hand. Then discard three cards at random from your hand.
<i>Goblin Matron</i> (s2)	Creature - Goblin	R2	1/1. When Goblin Matron comes into play from your hand, search your library for a Goblin card and put that card into your hand. Shuffle your library afterwards.
<i>Goblin War Cry</i>	Sorcery	R2	Your opponent chooses one of his or her creatures. Only that creature can block this turn.
<i>Jagged Lightning</i>	Sorcery	RR3	Choose any two creatures. Jagged Lightning deals 3 damage to each of them. (You can't play Jagged Lightning unless you can choose two creatures to damage.)
<i>Obsidian Giant</i>	Creature - Giant	R4	4/4.
<i>Ogre Arsonist</i>	Creature - Ogre	R4	3/3. When Ogre Arsonist comes into play from your hand, destroy any one land. (If you're the only one with lands, destroy one of them.)
<i>Ogre Taskmaster</i>	Creature - Ogre	R3	4/3. Ogre Taskmaster can't block.
<i>Goblin Cavaliers</i> (s2)	Creature - Goblins	R2	3/2.
<i>Goblin Glider</i> (s2)	Creature - Goblin	R1	1/1, Flying. Goblin Glider can't block.
<i>Goblin Mountaineer</i>	Creature - Goblin	R	1/1, Mountainwalk (If defending player has any mountains in play, Goblin Mountaineer can't be blocked.)
<i>Goblin Piker</i> (s2)	Creature - Goblin	R1	2/1.
<i>Goblin Raider</i> (s2)	Creature - Goblin	R1	2/2. Goblin Raider can't block.
<i>Goblin War Strike</i> (s2)	Sorcery	R	Goblin War Strike deals to your opponent damage equal to the number of Goblin cards you have in play. (This includes both tapped and untapped Goblin cards.)
<i>Lava Axe</i>	Sorcery	R4	Lava Axe deals 5 damage to your opponent.
<i>Ogre Berserker</i>	Summon Ogre	R4	4/2. Ogre Berserker is unaffected by summoning sickness.
<i>Ogre Warrior</i>	Creature - Ogre	R3	3/3.
<i>Raging Goblin</i> (s3)	Creature - Goblin	R	1/1. Raging Goblin is unaffected by summoning sickness.
<i>Spitting Earth</i>	Sorcery	R1	Spitting Earth deals to any one creature damage equal to the number of mountains you have in play. (This includes both tapped and untapped mountains.)
<i>Stone Rain</i>	Sorcery	R2	Destroy any one land.
<i>Tremor</i>	Sorcery	R	Tremor deals 1 damage to each creature without flying. (This includes your creatures without flying.)
<i>Volcanic Hammer</i> (s3)	Sorcery	R1	Volcanic Hammer deals 3 damage to any one creature or player.

White Spells

Card Name	Spell Type	Cost	Ability
Alaborn Veteran (s1)	Creature - Knight	W2	2/2. On your turn, before you attack, you may tap Alaborn Veteran to give any one creature +2S/+2D until the end of the turn.
Angel of Fury (s1)	Creature - Angel	WW4	3/5, Flying. If Angel of Fury is put into your graveyard from play, you may choose to shuffle Angel of Fury into your library.
Archangel	Creature Angel	WW5	5/5. Attacking does not cause Archangel to tap.
Archangel	Creature - Angel	WW5	5/5, Flying, Attacking doesn't cause Archangel to tap.
Armageddon (s1)	Sorcery	W3	Destroy all lands. (This includes your lands.)
Just Fate	Sorcery	W2	Play Just Fate only after you're attacked, before you declare blockers. Destroy any one attacking creature.
Righteous Fury	Sorcery	WW4	Destroy all tapped creatures. For each creature destroyed this way, you gain 2 life. (This includes your creatures.)
Steam Catapult	Creature - Soldiers	WW3	2/3. On your turn, before you attack, you may tap Steam Catapult to destroy any one tapped creature.
<i>Alaborn Cavalier</i> (s2)	Creature - Knight	WW2	2/2. If Alaborn Cavalier attacks, you may choose to tap any one creature. (Tapped creatures can't block.)
<i>Alaborn Zealot</i>	Creature - Soldier	W	1/1. If Alaborn Zealot blocks, destroy both Alaborn Zealot and the creature it blocks. (Destroy both creatures before you deal damage.)
<i>Angel of Mercy</i>	Creature - Angel	W4	3/3, Flying. When Angel of Mercy comes into play from your hand, you gain 3 life.
<i>Armored Griffin</i> (s2)	Creature - Griffin	W3	2/3, Flying, Attacking doesn't cause Armored Griffin to tap.
<i>Bargain</i>	Sorcery	W2	Your opponent draws a card and you gain 7 life.
<i>Rally the Troops</i>	Sorcery	W	Play Rally the Troops only after you're attacked, before you declare blockers. Untap all your creatures.
<i>Temple Elder</i>	Creature - Cleric	W2	1/2. On your turn, before you attack, you may tap Temple Elder to gain 1 life.
<i>Vengeance</i> (s2)	Sorcery	W3	Destroy any one tapped creature
<i>Warrior's Stand</i>	Sorcery	W1	Play Warrior's Stand only after you're attacked, before you declare blockers. All your creatures get +2S/+2D until the end of the turn.
<i>Alaborn Grenadier</i> (s2)	Creature - Soldier	WW	2/2. Attacking doesn't cause Alaborn Grenadier to tap.
<i>Alaborn Musketeer</i>	Creature - Soldier	W1	2/1. Alaborn Musketeer can block creatures with flying.
<i>Alaborn Trooper</i> (s3)	Creature - Soldier	W2	2/3.
<i>Angelic Blessing</i>	Sorcery	W2	Any one creature gets +3S/+3D and gains flying until the end of the turn.
<i>Angelic Wall</i>	Creature - Wall	W1	0/4, Flying. Walls can't attack.
<i>Breath of Life</i>	Sorcery	W3	Take any one creature from your graveyard and put that card into play. Treat it as though you just played it from your hand.
<i>Festival of Trokin</i>	Sorcery	W	For each creature you have in play, you gain 2 life.
<i>Path of Peace</i> (s2)	Sorcery	W3	Destroy any one creature. That creature's owner gains 4 life.
<i>Righteous Charge</i> (s2)	Sorcery	WW1	All your creatures get +2S/+2D until the end of the turn.
<i>Temple Acolyte</i> (s2)	Creature - Cleric	W1	1/3. When Temple Acolyte comes into play from your hand, you gain 3 life.
<i>Town Sentry</i>	Creature - Soldier	W2	2/2. If Town Sentry blocks, it gets +0S/+2D until the end of the turn.
<i>Trokin High Guard</i>	Creature - Knight	W3	3/3.
<i>Volunteer Militia</i>	Creature Soldier	W	1/2.
<i>Volunteer Militia</i> (s2)	Creature - Soldier	W	1/2.
<i>Wild Griffin</i> (s3)	Creature - Griffin	W2	2/2, Flying.