

Scourge

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
<i>Temple of the False God</i>	Land	Tap: Add 2 to your mana pool. Play this ability only if you control five or more lands.

Multicolor Spells:

Card Name	Spell Type	Cost	Ability
Bladewing the Risen	Creature - Dragon Legend	BBRR3	4/4, Flying. When Bladewing the Risen comes into play, you may return target Dragon card from your graveyard to play. ; BR: All Dragons get +1/+1 until end of turn.
Karona, False God	Creature - Legend	WUBRG 1	5/5, Haste. At the beginning of each player's upkeep, that player untaps Karona, False God and gains control of it. ; Whenever Karona attacks, creatures of the type of your choice get +3/+3 until end of turn.
Sliver Overlord	Creature - Sliver Mutant Legend	WUBRG	7/7. 3: Search your library for a Sliver card, reveal that card, and put it into your hand. Then shuffle your library. ; 3: Gain control of target Sliver. (This effect doesn't end at end of turn.)
<i>Edgewalker</i>	Creature - Cleric	WB1	2/2. Cleric spells you play cost WB less to play. This effect reduces only the amount of colored mana you pay. (For example, if you play a Cleric with mana cost 1W, it costs 1 to play.)

Artifacts:

Card Name	Spell Type	Cost	Ability
Stabilizer	Artifact	2	Players can't cycle cards.
<i>Ark of Blight</i>	Artifact	2	3, Tap, Sacrifice Ark of Blight: Destroy target land.
<i>Proteus Machine</i>	Artifact Creature	3	2/2. Morph 0. ; When Proteus Machine is turned face up, its type becomes the creature type of your choice. (This effect doesn't end at end of turn.)

Black Spells:

Card Name	Spell Type	Cost	Ability
Cabal Conditioning	Sorcery	B6	Any number of target players each discards cards from his or her hand equal to the highest converted mana cost among permanents you control.
Call to the Grave	Enchantment	B4	At the beginning of each player's upkeep, that player sacrifices a non-Zombie creature. ; At end of turn, if no creatures are in play, sacrifice Call to the Grave.
Consumptive Goo	Creature - Ooze	BB	1/1. 2BB: Target creature gets -1/-1 until end of turn. Put a +1/+1 counter on Consumptive Goo.
Decree of Pain	Sorcery	BB6	Destroy all creatures. They can't be regenerated. Draw a card for each creature destroyed this way. ; Cycling 3BB. ; When you cycle Decree of Pain, all creatures get -2/-2 until end of turn.
Final Punishment	Sorcery	BB3	Target player loses life equal to the damage already dealt to him or her this turn.
Lethal Vapors	Enchantment	BB2	Whenever a creature comes into play, destroy it. ; 0: Destroy Lethal Vapors. You skip your next turn. Any player may play this ability.
Nefashu	Creature - Zombie Mutant	BB4	5/3. Whenever Nefashu attacks, up to five target creatures each get -1/-1 until end of turn.
Soul Collector	Creature - Vampire	BB3	3/4, Flying. Whenever a creature dealt damage by Soul Collector this turn is put into a graveyard, return that card to play under your control. ; Morph BBB.
<i>Bladewing's Thrall</i>	Creature - Zombie	BB2	3/3. Bladewing's Thrall has flying as long as you control a Dragon. ; When a Dragon comes into play, you may return Bladewing's Thrall from your graveyard to play.
<i>Cabal Interrogator</i>	Creature - Zombie Wizard	B1	1/1. XB, Tap: Target player reveals X cards from his or her hand and you choose one of them. That player discards that card. Play this ability only any time you could play a sorcery.
<i>Chill Haunting</i>	Instant	B1	As an additional cost to play Chill Haunting, remove X creature cards in your graveyard from the game. ; Target creature gets -X/-X until end of turn.
<i>Fatal Mutation</i>	Enchant Creature	B	When enchanted creature is turned face up, destroy it. It can't be regenerated.
<i>Putrid Raptor</i>	Creature - Zombie Beast	BB4	4/4. Morph - Discard a Zombie card from your hand.
<i>Tendrils of Agony</i>	Sorcery	BB2	Target player loses 2 life and you gain 2 life. ; Storm
<i>Undead Warchief</i>	Creature - Zombie	BB2	1/1. Zombie spells you play cost 1 less to play. ; Zombies you control get +2/+1.
<i>Unspeakable Symbol</i>	Enchantment	BB1	Pay 3 life: Put a +1/+1 counter on target creature.
<i>Carrion Feeder</i>	Creature - Zombie	B	1/1. Carrion Feeder can't block. ; Sacrifice a creature: Put a +1/+1 counter on Carrion Feeder.
<i>Clutch of Undeath</i>	Enchant Creature	BB3	Enchanted creature gets +3/+3 as long as it's a Zombie. Otherwise, it gets -3/-3.
<i>Death's-Head Buzzard</i>	Creature - Bird	BB1	2/1, Flying. ; When Death's-Head Buzzard is put into a graveyard from play, all creatures get -1/-1 until end of turn.
<i>Dragon Shadow</i>	Enchant Creature	B1	Enchanted creature gets +1/+0 and has fear. ; When a creature with converted mana cost 6 or more comes into play, you may return Dragon Shadow from your graveyard to play enchanting that creature.
<i>Lingering Death</i>	Enchant Creature	B1	The controller of enchanted creature sacrifices it at the end of his or her turn.
<i>Reaping the Graves</i>	Instant	B2	Return target creature card from your graveyard to your hand. ; Storm.
<i>Skulltap</i>	Sorcery	B1	As an additional cost to play Skulltap, sacrifice a creature. ; Draw two cards.
<i>Twisted Abomination</i>	Creature - Zombie Mutant	B5	5/3. B: Regenerate Twisted Abomination. ; Swampcycling 2.
<i>Unburden</i>	Sorcery	BB1	Target player discards two cards. ; Cycling 2.
<i>Vengeful Dead</i>	Creature - Zombie	B3	3/2. Whenever Vengeful Dead or another Zombie is put into a graveyard from play, each opponent loses 1 life.
<i>Zombie Cutthroat</i>	Creature - Zombie	BB3	3/4. Morph - Pay 5 life.

Blue Spells

Card Name	Spell Type	Cost	Ability
Day of the Dragons	Enchantment	UUU4	When Day of the Dragons comes into play, remove all creatures you control from the game. Then put that many 5/5 red Dragon creature tokens with flying into play. ; When Day of the Dragons leaves play, sacrifice all Dragons you control. Then return the removed cards to play under your control.
Decree of Silence	Enchantment	UU6	Whenever an opponent plays a spell, counter that spell and put a depletion counter on Decree of Silence. If there are three or more depletion counters on Decree of Silence, sacrifice it. ; Cycling 4UU. ; When you cycle Decree of Silence, you may counter target spell.
Faces of the Past	Enchantment	U2	Whenever a creature is put into a graveyard from play, tap or untap all creatures that share a creature type with it.
Mind's Desire	Sorcery	UU4	Shuffle your library. Then remove the top card of your library from the game. Until end of turn, 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.) ; Storm
Mischievous Quonar	Creature - Beast	U4	3/3. 3UU: Turn Mischievous Quonar face down. ; Morph 1UU. ; When Mischievous Quonar is turned face up, copy target instant or sorcery spell. You may choose new targets for that copy.
Parallel Thoughts	Enchantment	UU3	When Parallel Thoughts comes into play, search your library for seven cards, remove them from the game in a face-down pile, and shuffle that pile. Then shuffle your library. ; If you would draw a card, you may instead put the top card of the pile you removed into your hand.
Raven Guild Master	Creature - Wizard Mutant	UU1	1/1. Whenever Raven Guild Master deals combat damage to a player, that player removes the top ten cards of his or her library from the game. ; Morph 2UU.
Stifle	Instant	U	Counter target activated or triggered ability. (Mana abilities can't be countered.)
<i>Aphetto Runecaster</i>	Creature - Wizard	U3	2/3. Whenever a creature is turned face up, you may draw a card.
<i>Brain Freeze</i>	Instant	U1	Target player puts the top three cards of his or her library into his or her graveyard. ; Storm.
<i>Long-Term Plans</i>	Instant	U2	Search your library for a card, shuffle your library, then put that card third from the top.
<i>Metamorphose</i>	Instant	U1	Put target permanent an opponent controls on top of its owner's library. That opponent may put an artifact, creature, enchantment, or land card from his or her hand into play.
<i>Mistform Warchief</i>	Creature - Illusion	U2	1/3. Creature spells you play that share a creature type with Mistform Warchief cost 1 less to play. ; Tap: Mistform Warchief's type becomes the creature type of your choice until end of turn.
<i>Pemmin's Aura</i>	Enchant Creature	UU1	U: Untap enchanted creature. ; U: Enchanted creature gains flying until end of turn. ; U: Enchanted creature can't be the target of spells or abilities this turn. ; 1: Enchanted creature gets +1/-1 or -1/+1 until end of turn.
<i>Riptide Survivor</i>	Creature - Wizard	U2	2/1. Morph 1UU. ; When Riptide Survivor is turned face up, discard two cards from your hand, then draw three cards.
<i>Thundercloud Elemental</i>	Creature - Elemental	UU5	3/4, Flying. 3U: Tap all creatures with toughness 2 or less. ; 3U: All other creatures lose flying until end of turn.
<i>Coast Watcher</i>	Creature - Bird Soldier	U1	1/1, Flying, Protection from Green.
<i>Dispersal Shield</i>	Instant	U1	Counter target spell if its converted mana cost is less than or equal to the highest converted mana cost among permanents you control.
<i>Dragon Wings</i>	Enchant Creature	U1	Enchanted creature has flying. ; Cycling 1U. ; When a creature with converted mana cost 6 or more comes into play, you may return Dragon Wings from your graveyard to play enchanting that creature.
<i>Frozen Solid</i>	Enchant Creature	UU1	Enchanted creature doesn't untap during its controller's untap step. ; When damage is dealt to enchanted creature, destroy it.
<i>Hindering Touch</i>	Instant	U3	Counter target spell unless its controller pays 2. ; Storm.
<i>Mercurial Kite</i>	Creature - Bird	U3	2/2, Flying. Whenever Mercurial Kite deals combat damage to a creature, tap that creature. It doesn't untap during its controller's next untap step.
<i>Raven Guild Initiate</i>	Creature - Wizard	U2	1/4. Morph - Return a Bird you control to its owner's hand.
<i>Rush of Knowledge</i>	Sorcery	U4	Draw cards equal to the highest converted mana cost among permanents you control.
<i>Scornful Egotist</i>	Creature - Wizard	U7	1/1. Morph U.
<i>Shoreline Ranger</i>	Creature - Bird Soldier	U5	3/4, Flying. Islandcycling 2.
<i>Temporal Fissure</i>	Sorcery	U4	Return target permanent to its owner's hand. ; Storm.

Green Spells

Card Name	Spell Type	Cost	Ability
Ambush Commander	Creature - Elf	GG3	2/2. Forests you control are 1/1 green Elf creatures that are still lands. ; 1G, Sacrifice an Elf: Target creature gets +3/+3 until end of turn.
Ancient Ooze	Creature - Ooze	GG5	*/**. Ancient Ooze's power and toughness are each equal to the total converted mana cost of other creatures you control.
Decree of Savagery	Instant	GG7	Put four +1/+1 counters on each creature you control. ; Cycling 4GG. ; When you cycle Decree of Savagery, you may put four +1/+1 counters on target creature.
Forgotten Ancient	Creature - Elemental	G3	0/3. Whenever a player plays a spell, you may put a +1/+1 counter on Forgotten Ancient. At the beginning of your upkeep, you may move any number of +1/+1 counters from Forgotten Ancient onto other creatures.
Primitive Etchings	Enchantment	GG2	Reveal the first card you draw each turn. Whenever you reveal a creature card this way, draw a card.
Root Elemental	Creature - Elemental	GG4	6/5. Morph 5GG. ; When Root Elemental is turned face up, you may put a creature card from your hand into play.
Upwelling	Enchantment	G3	Mana pools don't empty at the end of phases or turns. (This effect stops mana burn.)
Xantid Swarm	Creature - Insect	G	0/1, Flying. Whenever Xantid Swarm attacks, defending player can't play spells this turn.
<i>Alpha Status</i>	Enchant Creature	G2	Enchanted creature gets +2/+2 for each other creature in play that shares a creature type with it.
<i>Claws of Wirewood</i>	Sorcery	G3	Claws of Wirewood deals 3 damage to each creature with flying and each player. ; Cycling 2.
<i>Elvish Aberration</i>	Creature - Elf Mutant	G5	4/5. Tap: Add GGG to your mana pool. ; Forestcycling 2.
<i>Hunting Pack</i>	Instant	GG5	Put a 4/4 green Beast creature token into play. ; Storm.
<i>Krosan Warchief</i>	Creature - Beast	G2	2/2. Beast spells you play cost 1 less to play. ; 1G: Regenerate target Beast.
<i>Kurgadon</i>	Creature - Beast	G4	3/3. Whenever you play a creature spell with converted mana cost 6 or more, put three +1/+1 counters on Kurgadon.
<i>One with Nature</i>	Enchant Creature	G	Whenever enchanted creature deals combat damage to a player, you may search your library for a basic land card and put that card into play tapped. Then shuffle your library.
<i>Wirewood Symbiote</i>	Creature - Insect	G	1/1. Return an Elf you control to its owner's hand: Untap target creature. Play this ability only once each turn.
Accelerated Mutation	Instant	GG3	Target creature gets +X/+X until end of turn, where X is the highest converted mana cost among permanents you control.
Break Asunder	Sorcery	GG2	Destroy target artifact or enchantment. ; Cycling 2.
Divergent Growth	Instant	G	Until end of turn, lands you control gain "Tap: Add one mana of any color to your mana pool."
Dragon Fangs	Enchant Creature	G1	Enchanted creature gets +1/+1 and has trample. ; When a creature with converted mana cost 6 or more comes into play, you may return Dragon Fangs from your graveyard to play enchanting that creature.
Fierce Empath	Creature - Elf	G2	1/1. When Fierce Empath comes into play, you may search your library for a creature card with converted mana cost 6 or more, reveal it, and put it into your hand. Then shuffle your library.
Krosan Drover	Creature - Elf	G3	2/2. Creature spells you play with converted mana cost 6 or more cost 2 less to play.
Sprouting Vines	Instant	G2	Search your library for a basic land card, reveal that card, and put it into your hand. Then shuffle your library. ; Storm.
Titanic Bulvox	Creature - Beast	GG6	7/4, Trample. Morph 4GGG.
Treetop Scout	Creature - Elf	G	1/1. Treetop Scout can't be blocked except by creatures with flying.
Wirewood Guardian	Creature - Elf Mutant	GG5	6/6. Forestcycling 2.
Woodcloaker	Creature - Elf	G5	3/3. Morph 2GG. ; When Woodcloaker is turned face up, target creature gains trample until end of turn.

Red Spells

Card Name	Spell Type	Cost	Ability
Decree of Annihilation	Sorcery	RR8	Remove all artifacts, creatures, lands, graveyards, and hands from the game. ; Cycling 5RR. ; When you cycle Decree of Annihilation, destroy all lands.
Dragon Mage	Creature - Dragon Wizard	RR5	5/5, Flying. Whenever Dragon Mage deals combat damage to a player, each player discards his or her hand and draws seven cards.
Dragon Tyrant	Creature - Dragon	RR8	6/6, Flying, Trample, Double Strike. At the beginning of your upkeep, sacrifice Dragon Tyrant unless you pay RRRR. ; R: Dragon Tyrant gets +1/+0 until end of turn.
Dragonstorm	Sorcery	R8	Search your library for a Dragon card and put it into play. Then shuffle your library. ; Storm.
Form of the Dragon	Enchantment	RRR4	At the beginning of your upkeep, Form of the Dragon deals 5 damage to target creature or player. ; At the end of each turn, your life total becomes 5. ; Creatures without flying can't attack you.
Grip of Chaos	Enchantment	RR4	Whenever a spell or ability is put onto the stack, reselect its target at random if it has a single target. (Select from among all legal targets.)
Siege-Gang Commander	Creature - Goblin	RR3	2/2. When Siege-Gang Commander comes into play, put three 1/1 red Goblin creature tokens into play. ; 1R, Sacrifice a Goblin: Siege-Gang Commander deals 2 damage to target creature or player.
Sulfuric Vortex	Enchantment	RR1	At the beginning of each player's upkeep, Sulfuric Vortex deals 2 damage to that player. ; If a player would gain life, that player gains no life instead.
<i>Carbonize</i>	Instant	R2	Carbonize deals 3 damage to target creature or player. That creature can't be regenerated this turn. If the creature would be put into a graveyard this turn, remove it from the game instead.
<i>Dragonspeaker Shaman</i>	Creature - Barbarian	RR1	2/2. Dragon spells you play cost 2 less to play.
<i>Enrage</i>	Instant	RX	Target creature gets +X/+0 until end of turn.
<i>Extra Arms</i>	Enchant Creature	R4	Whenever enchanted creature attacks, it deals 2 damage to target creature or player.
<i>Goblin Psychopath</i>	Creature - Goblin Mutant	R3	5/5. Whenever Goblin Psychopath attacks or blocks, flip a coin. If you lose the flip, the next time it would deal combat damage this turn, it deals that damage to you instead.
<i>Goblin Warchief</i>	Creature - Goblin	RR1	2/2. Goblin spells you play cost 1 less to play. ; Goblins you control have haste.
<i>Pyrostatic Pillar</i>	Enchantment	R1	Whenever a player plays a spell with converted mana cost 3 or less, Pyrostatic Pillar deals 2 damage to that player.
<i>Skirk Volcanist</i>	Creature - Goblin	R3	3/1. Morph - Sacrifice two mountains. ; When Skirk Volcanist is turned face up, it deals 3 damage divided as you choose among any number of target creatures.
Bonethorn Valesk	Creature - Beast	R4	4/2. Whenever a creature is turned face up, Bonethorn Valesk deals 1 damage to target creature or player.
Chartooth Cougar	Creature - Cat Beast	R5	4/4. R: Chartooth Cougar gets +1/+0 until end of turn. ; Mountaincycling 2.
Dragon Breath	Enchant Creature	R1	Enchanted creature has haste. ; R: Enchanted creature gets +1/+0 until end of turn. ; When a creature with converted mana cost 6 or more comes into play, you may return Dragon Breath from your graveyard to play enchanting that creature.
Goblin Brigand	Creature - Goblin	R1	2/2. Goblin Brigand attacks each turn if able.
Goblin War Strike	Sorcery	R	Goblin War Strike deals damage equal to the number of Goblins you control to target player.
Misguided Rage	Sorcery	R2	Target player sacrifices a permanent.
Rock Jockey	Creature - Goblin	R2	3/3. You can't play Rock Jockey if you played a land this turn. ; You can't play lands if you played Rock Jockey this turn.
Scattershot	Instant	R2	Scattershot deals 1 damage to target creature. ; Storm.
Spark Spray	Instant	R	Spark Spray deals 1 damage to target creature or player. ; Cycling R.
Torrent of Fire	Sorcery	RR3	Torrent of Fire deals damage equal to the highest converted mana cost among permanents you control to target creature or player.
Uncontrolled Infestation	Enchant Land	R1	Uncontrolled Infestation can enchant only a nonbasic land. ; When enchanted land becomes tapped, destroy it.

White Spells

Card Name	Spell Type	Cost	Ability
Ageless Sentinels	Creature - Wall	W3	4/4, Flying. (Walls can't attack.) When Ageless Sentinels blocks, its creature type becomes Giant Bird. (It's no longer a Wall. This effect doesn't end at end of turn.)
Dawn Elemental	Creature - Elemental	WWWW	3/3, Flying. Prevent all damage that would be dealt to Dawn Elemental.
Decree of Justice	Sorcery	WW2XX	Put X 4/4 white Angel creature tokens with flying into play. ; Cycling 2W. ; When you cycle Decree of Justice, you may pay X. If you do, put X 1/1 white Soldier creature tokens into play.
Dimensional Breach	Sorcery	WW5	Remove all permanents from the game. As long as any of those cards remain removed from the game, at the beginning of each player's upkeep, that player returns one of the removed cards he or she owns to play.
Eternal Dragon	Creature - Dragon Spirit	WW5	5/5, Flying. 3WW: Return Eternal Dragon from your graveyard to your hand. Play this ability only during your upkeep. ; Plainscycling 2.
Exiled Doomsayer	Creature - Cleric	W1	1/2. All morph costs cost 2 more. (This doesn't affect the cost to play creatures face down.)
Force Bubble	Enchantment	WW2	If damage would be dealt to you, put that many depletion counters on Force Bubble instead. ; When there are four or more depletion counters on Force Bubble, sacrifice it. ; At end of turn, remove all depletion counters from Force Bubble.
Trap Digger	Creature - Soldier	W3	1/3. 2W, Tap: Put a trap counter on target land you control. ; Sacrifice a land with a trap counter on it: Trap Digger deals 3 damage to target attacking creature without flying.
<i>Daru Warchief</i>	Creature - Soldier	WW2	1/1. Soldier spells you play cost 1 less to play. ; Soldiers you control get +1/+2.
<i>Dragonstalker</i>	Creature - Bird Soldier	W4	3/3, Flying, Protection from Dragons.
<i>Gilded Light</i>	Instant	W1	You can't be the target of spells or abilities this turn. ; Cycling 2.
<i>Karona's Zealot</i>	Creature - Cleric	W4	2/5. Morph 3WW. ; When Karona's Zealot is turned face up, all damage that would be dealt to it this turn is dealt to target creature instead.
<i>Rain of Blades</i>	Instant	W	Rain of Blades deals 1 damage to each attacking creature.
<i>Reward the Faithful</i>	Instant	W	Any number of target players each gains life equal to the highest converted mana cost among permanents you control.
<i>Silver Knight</i>	Creature - Knight	WW	2/2, First Strike, Protection from Red.
<i>Wing Shards</i>	Instant	WW1	Target player sacrifices an attacking creature. ; Storm.
<i>Astral Steel</i>	Instant	W2	Target creature gets +1/+2 until end of turn. ; Storm.
<i>Aven Farseer</i>	Creature - Bird Soldier	W1	1/1, Flying. Whenever a creature is turned face up, put a +1/+1 counter on Aven Farseer.
<i>Aven Liberator</i>	Creature - Bird Soldier	WW2	2/3, Flying. Morph 3W. ; When Aven Liberator is turned face up, target creature you control gains protection from the color of your choice until end of turn.
<i>Daru Spiritualist</i>	Creature - Cleric	W1	1/1. Whenever a Cleric you control becomes the target of a spell or ability, it gets +0/+2 until end of turn.
<i>Dragon Scales</i>	Enchant Creature	W1	Enchanted creature gets +1/+2 and attacking doesn't cause it to tap. ; When a creature with converted mana cost 6 or more comes into play, you may return Dragon Scales from your graveyard to play enchanting that creature.
<i>Frontline Strategist</i>	Creature - Soldier	W	1/1. Morph W. ; When Frontline Strategist is turned face up, prevent all combat damage non-Soldiers would deal this turn.
<i>Guilty Conscience</i>	Enchant Creature	W	Whenever enchanted creature deals damage, Guilty Conscience deals that much damage to enchanted creature.
<i>Noble Templar</i>	Creature - Cleric Soldier	W5	3/6. Attacking doesn't cause Noble Templar to tap. ; Plainscycling 2.
<i>Recuperate</i>	Instant	W3	Choose one - You gain 6 life; or prevent the next 6 damage that would be dealt to target creature this turn.
<i>Wipe Clean</i>	Instant	W1	Remove target enchantment from the game. ; Cycling 3.
<i>Zealous Inquisitor</i>	Creature - Cleric	W2	2/2. 1W: The next 1 d amage that would be dealt to Zealous Inquisitor this turn is dealt to target creature instead.