

Stronghold

Expansion set for Magic: The Gathering

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Key:

Rare cards (R) are shown in bold text.
Uncommon cards (U) are shown in italicized text.
 Common cards (C) are shown in normal text.

Land:

Card Name	Spell Type	Ability
Volrath's Stronghold	Legendary Land	Gain 1 colorless mana (Tap). Put a creature card from your graveyard on top of your library (Tap+B1).

Artifacts:

Card Name	Spell Type	Cost	Ability
Ensnaring Bridge	Artifact	3	Creatures with power greater than the number of cards in your hand cannot attack.
Horn of Greed	Artifact	3	Whenever a player plays a land, they draw a card.
Jinxed Ring	Artifact	2	Does 1 damage to you whenever a card goes to your graveyard from play. Give control of this card to an opponent (Sacrifice a creature).
Mox Diamond	Artifact	0	When comes into play, discard a land or sacrifice this card. Gain 1 mana of any color (Tap).
Portcullis	Artifact	4	If there are 2 or more creatures in play when a creature comes into play, set that creature aside. When this card leaves play, put all set aside creatures into play under their owner's control.
Sword of the Chosen	Legendary Artifact	2	Give a Legend +2/+2 until end of turn (Tap).
Volrath's Laboratory	Artifact	5	Choose a color and creature type when playing this card. Put a 2/2 token creature of that type and color into play (Tap+5).
<i>Bullwhip</i>	Artifact	4	Do 1 damage to a creature, and that creature attacks this turn if it can (Tap+2).
<i>Heartstone</i>	Artifact	3	Reduces the cost of activated creature abilities by 1 colorless mana, but not to less than 1 colorless mana.
<i>Hornet Cannon</i>	Artifact	4	Put a 1/1 Hornet artifact creature token with Flying and "unaffected by summoning sickness" into play, but destroy it at end of turn (Tap+3).
<i>Shifting Wall</i>	Artifact Creature	X	0/0, Wall. Enters play with X +1/+1 counters.

Multicolor Spells:

Card Name	Spell Type	Cost	Ability
Sliver Queen	Summon Legend	BUGRW	7/7. Counts as a Sliver. Put a 1/1 colorless Sliver token creature into play (2).
<i>Acidic Sliver</i>	Summon Sliver	BR	2/2. Each Sliver gains "Do 2 damage to a creature or player (2+Sacrifice this card)".
<i>Crystalline Sliver</i>	Summon Sliver	UW	2/2. Slivers cannot be targeted by spells or abilities.
<i>Hibernation Sliver</i>	Summon Sliver	BU	2/2. Each Sliver gains "Return this card to owner's hand (2 life)".
<i>Spined Sliver</i>	Summon Sliver	GR	2/2. Each Sliver gains "+1/+1 until end of turn for each creature that blocks this card".
<i>Victual Sliver</i>	Summon Sliver	GW	2/2. Each Sliver gains "Gain 4 life (2+Sacrifice this card)".

Black Spells:

Card Name	Spell Type	Cost	Ability
Crovax the Cursed	Summon Legend	BB2	0/0. Counts as a Vampire. Enters play with four +1/+1 counters. Flying until end of turn (B). During your upkeep, sacrifice a creature and put a +1/+1 counter on this card, or remove a +1/+1 counter from it.
Grave Pact	Enchantment	BBB1	When one of your creatures goes to the graveyard, all other players sacrifice a creature.
Mindwarper	Summon Spirit	BB2	0/0. Enters play with three +1/+1 counters. As a sorcery, make a player discard a card (B2+Remove a +1/+1 counter from this card).
Mortuary	Enchantment	B3	When a creature goes to your graveyard from play, put it on top of your library.
Revenant	Summon Spirit	B4	*/*. Flying. *= # of creature cards in your graveyard.
Skeleton Scavengers	Summon Skeletons	B2	0/0. Enters play with one +1/+1 counter. Regenerate and put a +1/+1 counter on this card (X, where X= # of +1/+1 counters on this card).
Stronghold Assassin	Summon Assassin	BB1	2/1. Destroy a non-black creature (Tap+Sacrifice a creature).
<i>Bottomless Pit</i>	Enchantment	BB1	During each player's upkeep, they discard a card at random.
<i>Corrupting Lcid</i>	Summon Lcid	B2	2/2. This card loses this ability, becomes a creature enchantment with "Creature can only be blocked by black and artifact creatures", and moves onto a creature (Tap+B). You can pay B to end this effect.
<i>Dauthi Trapper</i>	Summon Minion	B2	1/1. Give a creature Shadow until end of turn (Tap).
<i>Megrin</i>	Enchantment	B2	Does 2 damage to any opponent that discards a card.
<i>Mind Peel</i>	Sorcery	B	Buyback BB2. Make a player discard a card of their choice.
<i>Stronghold Taskmaster</i>	Summon Minion	BB2	4/3. All other black creatures get -1/-1.
<i>Wall of Souls</i>	Summon Wall	B1	0/4, Wall. When this card is dealt combat damage, it does an equal amount of damage to an opponent.
Brush with Death	Sorcery	B2	Buyback BB2. Make an opponent lose 2 life, and you gain 2 life.
Cannibalize	Sorcery	B1	Choose two creatures controlled by one player. One is removed from the game and the other gets two +1/+1 counters.
Death Stroke	Sorcery	BB	Destroy a tapped creature.
Dungeon Shade	Summon Spirit	B3	1/1, Flying. +1/+1 until end of turn (B).
Foul Imp	Summon Imp	BB	2/2, Flying. Lose 2 life when this card comes into play.
Lab Rats	Sorcery	B	Buyback 4. Put a 1/1 black Rat token creature into play.
Morgue Thrull	Summon Thrull	B2	2/2. Put the top three cards of your library into your graveyard (Sacrifice this card).
Rabid Rats	Summon Rats	B1	1/1. Give a blocking creature -1/-1 until end of turn (Tap).
Serpent Warrior	Summon Soldier	B2	3/3. Lose 3 life when this card comes into play.
Torment	Enchant Creature	B1	Creature gets -3/-0.
Tortured Existence	Enchantment	B	Bring a creature card from your graveyard to your hand (B+Discard a creature card).

Blue Spells:

Card Name	Spell Type	Cost	Ability
Dream Halls	Enchantment	UU3	Any player may cast a colored spell without paying the casting cost by discarding a card of the same color as the spell being cast. X in the casting cost is zero.
Evacuation	Instant	UU3	Send all creatures to their owners' hands.
Intruder Alarm	Enchantment	U2	Creatures do not untap as normal. Untap all creatures whenever a creature comes into play.
Reins of Power	Instant	UU2	Swap all your creatures for all of your opponent's, until end of turn. All creatures are untapped and do not have summoning sickness this turn.
Silver Wyvern	Summon Drake	UU3	4/3, Flying. As an interrupt, make a spell or ability which only targets this card target another creature of your choice (U).
Thalakos Deceiver	Summon Wizard	U3	1/1, Shadow. If this card is attacking and is not blocked, take control of target creature (Sacrifice this card).
Volrath's Shapeshifter	Summon Shapeshifter	UU1	0/1. Discard a card (2). If the top card of your graveyard is a creature card, this card is a copy of that card, but also keeps its own abilities.
<i>Gliding Lcid</i>	Summon Lcid	U2	2/2. This card loses this ability, becomes a creature enchantment with "Creature gains Flying", and moves onto a creature (Tap+U). You can pay U to end this effect.
<i>Hesitation</i>	Enchantment	U1	If a spell is played, counter that spell and sacrifice this card.
<i>Mask of the Mimic</i>	Instant	U	Sacrifice a creature when playing this spell. Search your library for any copy of target creature card and put it into play. Shuffle.
<i>Ransack</i>	Sorcery	U3	Look at the top five cards of any player's library. Put any number of those cards on the bottom of that library in any order and the rest on top in any order.
<i>Rebound</i>	Interrupt	U1	Make a spell which only targets only a single player, target another player of your choice instead.
<i>Walking Dream</i>	Summon Illusion	U3	3/3, Unblockable. Does not untap as normal if any opponent controls two or more creatures.
<i>Wall of Tears</i>	Summon Wall	U1	0/4, Wall. If this card blocks a creature, send the creature to owner's hand at end of combat.
<i>Cloud Spirit</i>	Summon Spirit	U2	3/1, Flying. Can only block Flying creatures.
<i>Contempt</i>	Enchant Creature	U1	If the creature attacks, return the creature and this card to their owner's hands at end of combat.
<i>Dream Prowler</i>	Summon Illusion	UU2	1/5. Unblockable if no other creatures are attacking.
<i>Hammerhead Shark</i>	Summon Fish	U1	2/3. Cannot attack if defending player controls no Islands.
<i>Leap</i>	Instant	U	Give a creature Flying until end of turn. Draw a card.
<i>Mana Leak</i>	Interrupt	U1	Counter a spell unless its caster pays 3 mana.
<i>Mind Games</i>	Instant	U	Buyback U2. Tap an artifact, creature, or land.
<i>Sift</i>	Sorcery	U3	Draw 3 cards, then discard a card.
<i>Spindrift Drake</i>	Summon Drake	U	2/1, Flying. Pay U during your upkeep, or sacrifice this card.
<i>Tidal Surge</i>	Sorcery	U1	Tap up to 3 creatures without Flying.
<i>Tidal Warrior</i>	Summon Merfolk	U	1/1. Change a land into an Island until end of turn (Tap).

Green Spells:

Card Name	Spell Type	Cost	Ability
Awakening	Enchantment	GG2	At the beginning of each player's upkeep, untap all creatures and lands.
Burgeoning	Enchantment	G	Whenever an opponent plays a land, you may put a land from your hand into play.
Carnassid	Summon Beast	GG4	5/4, Trample. Regenerate (G1).
Hermit Druid	Summon Druid	G1	1/1. Reveal cards from your library until you reveal a basic land, then put that land into your hand and put the other revealed cards into your graveyard (Tap+G).
Spike Breeder	Summon Spike	G3	0/0. Enters play with three +1/+1 counters. Put a +1/+1 counter on a creature (2+Remove a +1/+1 counter). Put a 1/1 green Spike token creature into play (2+Remove a +1/+1 counter).
Verdant Touch	Sorcery	G1	Buyback 3. Turn a land into a 2/2 land creature.
Volrath's Gardens	Enchantment	G1	As a sorcery, gain 2 life (2+Tap one of your creatures).
<i>Constant Mists</i>	Instant	G1	Buyback - Sacrifice a land. Creatures do not deal combat damage this turn.
<i>Elven Rite</i>	Sorcery	G1	Put two +1/+1 counters, distributed any way you chose, on any number of creatures.
<i>Primal Rage</i>	Enchantment	G1	All your creatures gain Trample.
<i>Spike Feeder</i>	Summon Spike	GG1	0/0. Enters play with two +1/+1 counters. Put a +1/+1 counter on a creature (2+Remove a +1/+1 counter). Gain 2 life (Remove a +1/+1 counter).
<i>Spike Soldier</i>	Summon Spike	GG2	0/0. Enters play with three +1/+1 counters. Put a +1/+1 counter on a creature (2+Remove a +1/+1 counter). +2/+2 until end of turn (Remove a +1/+1 counter).
<i>Tempting Lcid</i>	Summon Lcid	G2	2/2. This card loses this ability, becomes a creature enchantment with "All creatures able to block enchanted creature must do so", and moves onto a creature (Tap+G). You can pay G to end this effect.
<i>Wall of Blossoms</i>	Summon Wall	G1	0/4, Wall. Draw a card when this card comes into play.
Crossbow Ambush	Instant	G	All your creatures can block Flying creatures until end of turn.
Endangered Armodon	Summon Elephant	GG2	4/5. Sacrifice this card if you control a creature with toughness 2 or less.
Lowland Basilisk	Summon Basilisk	G2	1/3. When this card damages a creature, destroy that creature the at end of combat.
Mulch	Sorcery	G1	Reveal the top four cards of your library. Put any revealed lands into your hand and the rest into your graveyard.
Overgrowth	Enchant Land	G2	The land produces an additional GG when tapped for mana.
Provoke	Instant	G1	Untap a creature you do not control, and it blocks this turn if it can. Draw a card.
Skyshroud Archer	Summon Elf	G	1/1. Give a Flying creature -1/-1 until end of turn (Tap).
Skyshroud Troopers	Summon Elves	G3	3/3. Gain 1 green mana (Tap).
Spike Colony	Summon Spike	G4	0/0. Enters play with four +1/+1 counters. Put a +1/+1 counter on a creature (2+Remove a +1/+1 counter).
Spike Worker	Summon Spike	G2	0/0. Enters play with two +1/+1 counters. Put a +1/+1 counter on a creature (2+Remove a +1/+1 counter).
Spined Wurm	Summon Wurm	G4	5/4.

Red Spells:

Card Name	Spell Type	Cost	Ability
Amok	Enchantment	R1	Put a +1/+1 counter on a creature (1+Discard a card at random).
Flowstone Mauler	Summon Beast	RR4	4/5, Trample. +1/-1 until end of turn (R).
Invasion Plans	Enchantment	R2	All creatures able to block an attacking creature must do so. The attacking player decides all the blocking.
Mogg Infestation	Sorcery	RR3	Destroy all creatures target player controls. For each creature put into the graveyard in this way, put two 1/1 red Goblin token creatures into play under the player's control.
Ruinaton	Sorcery	R3	Destroy all non-basic lands.
Shard Phoenix	Summon Phoenix	R4	2/2, Flying. If this card is in your graveyard during your upkeep, bring it to your hand (RRR). Do 2 damage to each non-Flying creature (Sacrifice this card).
Spitting Hydra	Summon Hydra	RR3	0/0. Enters play with four +1/+1 counters. Do 1 damage to a creature (R1+Remove a +1/+1 counter).
<i>Convulsing Lcid</i>	Summon Lcid	R2	2/2. This card loses this ability, becomes a creature enchantment with "Creature cannot block", and moves onto a creature (Tap+R). You can pay R to end this effect.
<i>Fanning the Flames</i>	Sorcery	RRX	Buyback 3. Does X damage to a creature or player.
<i>Flame Wave</i>	Sorcery	RRRR3	Does 4 damage to a player and each creature they control.
<i>Flowstone Hellion</i>	Summon Beast	R4	3/3, Not affected by summoning sickness. +1/-1 until end of turn (0).
<i>Heat of Battle</i>	Enchantment	R1	When a creature blocks, does 1 damage to that creature's controller.
<i>Mogg Maniac</i>	Summon Goblin	R1	1/1. When this card is dealt damage, it does an equal amount of damage to an opponent.
<i>Wall of Razors</i>	Summon Wall	R1	4/1, Wall. First Strike.
<i>Craven Giant</i>	Summon Giant	R2	4/1. Cannot block.
<i>Duct Crawler</i>	Summon Insect	R	1/1. Make a creature unable to block this one this turn (R1).
<i>Fling</i>	Instant	R1	Sacrifice a creature when playing this spell. Does damage equal to the sacrificed creature's power to a creature or player.
<i>Flowstone Blade</i>	Enchant Creature	R	Creature gets +1/-1 until end of turn (R).
<i>Flowstone Shambler</i>	Summon Beast	R2	2/2. +1/-1 until end of turn (R).
<i>Furnace Spirit</i>	Summon Spirit	R2	1/1, Not affected by summoning sickness. +1/+0 until end of turn (R).
<i>Mob Justice</i>	Sorcery	R1	Does 1 damage to a player for each creature you control.
<i>Mogg Bombers</i>	Summon Goblins	R3	3/4. If a creature comes into play, sacrifice this card and do 3 damage to a player.
<i>Mogg Flunkies</i>	Summon Goblins	R1	3/3. Cannot attack or block unless at least one other creature does so as well.
<i>Seething Anger</i>	Sorcery	R	Buyback 3. Make a creature get +3/+0 until end of turn.
<i>Shock</i>	Instant	R	Does 2 damage to a creature or player.

White Spells:

Card Name	Spell Type	Cost	Ability
Hidden Retreat	Enchantment	W2	Prevent all damage from an instant or sorcery (Put a card from your hand onto your library).
Pursuit of Knowledge	Enchantment	W3	Put a counter on this card (Skip drawing a card). Draw 7 cards (Remove 3 counters + Sacrifice this card).
Rolling Stones	Enchantment	W1	Walls can attack as though they were not Walls.
Sacred Ground	Enchantment	W1	When a spell or ability controlled by any opponent puts a land into your graveyard from play, put that land into play.
Shaman en-Kor	Summon Cleric	W1	1/2. Redirect 1 damage from this card to one of your creatures (0). Redirect all damage done by a single source from a creature to this card (W1).
Soltari Champion	Summon Soldier	W2	2/2, Shadow. If this card attacks, all your other creatures get +1/+1 until end of turn.
Warrior Angel	Summon Angel	WW4	3/4, Flying. Gain 1 life for each damage this card deals.
<i>Calming Lcid</i>	Summon Lcid	W2	2/2. This card loses this ability, becomes a creature enchantment with "Creature cannot attack", and moves onto a creature (Tap+W). You can pay W to end this effect.
<i>Contemplation</i>	Enchantment	WW1	Gain 1 life when you successfully cast a spell.
<i>Lancers en-Kor</i>	Summon Soldiers	WW3	3/3, Trample. Redirect 1 damage from this card to one of your creatures (0).
<i>Scapegoat</i>	Instant	W	Sacrifice a creature when you play this spell. Send any number of your creatures their to owner's hand.
<i>Temper</i>	Instant	W1X	Prevent up to X damage to a creature. Put a +1/+1 counter on the creature for each 1 damage prevented.
<i>Wall of Essence</i>	Summon Wall	W1	0/4, Wall. Gain 1 life for each point of combat damage dealt to this card.
<i>Warrior en-Kor</i>	Summon Knight	WW	2/2. Redirect 1 damage from this card to one of your creatures (0).
<i>Bandage</i>	Instant	W	Prevent 1 damage to a creature or player. Draw a card.
<i>Change of Heart</i>	Instant	W	Buyback 3. Make a creature unable to attack this turn.
<i>Conviction</i>	Enchant Creature	W1	Creature gets +1/+3. Send this card to owner's hand (W).
<i>Honor Guard</i>	Summon Soldier	W	1/1. +0/+1 until end of turn (W).
<i>Nomads en-Kor</i>	Summon Soldiers	W	1/1. Redirect 1 damage from this card to one of your creatures (0).
<i>Samite Blessing</i>	Enchant Creature	W	Creature gains "Prevent all damage from one source being done to target creature (Tap)".
<i>Skysrould Falcon</i>	Summon Bird	W1	1/1, Flying, Does not tap when attacking.
<i>Smite</i>	Instant	W	Destroy a blocked creature.
<i>Spirit en-Kor</i>	Summon Spirit	W3	2/2, Flying. Redirect 1 damage from this card to one of your creatures (0).
<i>Venerable Monk</i>	Summon Cleric	W2	2/2. Gain 2 life when this card comes into play.
<i>Youthful Knight</i>	Summon Knight	W1	2/1, First Strike.