Tempest

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

Basic Land

Card Name	Spell Type	Ability
Forest *Roots* *Looking up* *One Branch* *Lots of Branches*	Land	Tap for 1 Green mana
Island *Two Islands/Cave* *Lots of Islands/Dark* *Island off Top/Purple* *Stone Series in Upper Right*	Land	Tap for 1 Blue mana
Mountain *Archway* *Points Left* *Points Right* *Valley Center*	Land	Tap for 1 Red mana
Plains *Plant on Left* *Broken Rocks in Center* *Hill on Left/Buttes* *Hill on Right/Tree*	Land	Tap for 1 White mana
Swamp *Rocks in Center* *Big Stump on Right* *Two Stumps on Left* *Stump on Left in Distance*	Land	Tap for 1 Black mana

Special Land

Card Name	Spell Type	Ability
Caldera Lake	Land	Enters play tapped. Gain 1 colorless mana (Tap). Gain 1 Blue or 1 Red mana and take 1 damage (Tap).
Pine Barrens	Land	Enters play tapped. Gain one colorless mana (Tap). Gain 1 Black or 1 Green mana and take 1 damage (Tap).
Reflecting Pool	Land	Gain 1 mana of any type that another land you control can produce (Tap).
Salt Flats	Land	Enters play tapped. Gain one colorless mana (Tap). Gain 1 Black or 1 White mana and take 1 damage (Tap).
Scabland	Land	Enters play tapped. Gain one colorless mana (Tap). Gain 1 Red or 1 White mana and take 1 damage (Tap).
Skyshroud Forest	Land	Enters play tapped. Gain one colorless mana (Tap). Gain 1 Blue or 1 Green mana and take 1 damage (Tap).
Ancient Tomb	Land	Gain 2 colorless mana and take 2 damage (Tap).
Cinder Marsh	Land	Gain 1 colorless mana (Tap). Gain 1 Black or 1 Red mana and this card does not untap during your next untap phase (Tap).
Ghost Town	Land	Gain 1 colorless mana (Tap). Send this card to owner's hand when it is not your turn (0).
Maze of Shadows	Land	Gain 1 colorless mana (Tap). Untap an attacking creature with Shadow and it does not deal or receive combat damage (Tap).
Mogg Hollows	Land	Gain 1 colorless mana (Tap). Gain 1 Red or 1 Green mana and this card does not untap during your next untap phase (Tap).
Rootwater Depths	Land	Gain 1 colorless mana (Tap). Gain 1 Black or 1 Blue mana and this card does not untap during your next untap phase (Tap).
Stalking Stones	Land	Gain 1 colorless mana (Tap). This card becomes a 3/3 artifact creature permanently as well as a land (6).
Thalakos Lowlands	Land	Gain 1 colorless mana (Tap). Gain 1 Blue or 1 White mana and this card does not untap during your next untap phase (Tap).
Vec Townships	Land	Gain 1 colorless mana (Tap). Gain 1 Green or 1 White mana and this card does not untap during your next untap phase (Tap).
Wasteland	Land	Gain 1 colorless mana (Tap). Destroy a non-basic land (Tap+Sacrifice this card).

Artifacts *(Part 1 of 2)*

		Card Name	Spell Type	Cost	Ability
		Altar of Dementia	Artifact	2	Make a player put a number of cards equal to the sacrificed creature's power from their library into their graveyard (Sacrifice a creature).
		Booby Trap	Artifact	6	Name a card other than a basic land when this card comes into play. A target opponent shows all drawn cards to all players. If they draw the named card, they take 10 damage and you sacrifice this card.
		Cold Storage	Artifact	4	Put one of your creatures out of play on this card (3). Put all creature cards on this card into play (Sacrifice this card).
		Cursed Scroll	Artifact	1	Name a card, and if target opponent chooses that card at random from your hand, do 2 damage to a creature or player (Tap+3).
		Echo Chamber	Artifact	4	As a sorcery, a target opponent picks one of their creatures and you get a token creature that is a copy of that creature (Tap+4). The token does not have summoning sickness and is removed from the game at end of turn.
		Emerald Medallion	Artifact	2	Your Green spells cost 1 generic mana less to play.
		Emmessi Tome	Artifact	4	Draw 2 cards then discard a card (Tap+5).
		Energizer	Artifact Creature	4	2/2. Put a +1/+1 counter on this card (Tap+2).
		Flowstone Sculpture	Artifact Creature	6	4/4. Gains Flying, First Strike, or Trample permanently or gets a +1/+1 counter (2+discard a card).
		Fool's Tome	Artifact	4	Draw a card if you have no cards in your hand (Tap+2).
		Grindstone	Artifact	1	Put top 2 cards of a player's library into their graveyard, and repeat if both cards share at least one color (Tap+3).
		Helm of Possession	Artifact	4	Gain control of a creature for as long as this card is tapped (Tap+2+Sacrifice a creature). You can choose not to untap this card during your untap.
		Jet Medallion	Artifact	2	Your Black spells cost 1 generic mana less to play.
		Jinxed Idol	Artifact	2	Give control of this card to an opponent (Sacrifice a creature). Does 2 damage to you during your upkeep.
		Magnetic Web	Artifact	2	Put a magnet counter on a creature (Tap+1). If any creature with a magnet counter attacks, all others with such counters that can attack do so. All of the defending player's creatures with magnet counters must block an attacker with a magnet counter if able.
		Pearl Medallion	Artifact	2	Your White spells cost 1 less to play.
		Phyrexian Grimoire	Artifact	3	Make an opponent choose one of the top two cards in your graveyard to be removed from the game, and put the other card in your hand (Tap+4).
		Ruby Medallion	Artifact	2	Your Red spells cost 1 generic mana less to play.
		Sapphire Medallion	Artifact	2	Your Blue spells cost 1 generic mana less to play.
		Scalding Tongs	Artifact	2	During your upkeep, if you have 3 or less cards in your hand, do 1 damage to target opponent.
		Scroll Rack	Artifact	2	Swap any number of cards from your hand for an equal number of cards from the top of your library (Tap+1). You choose the order the cards go on your library.
		Static Orb	Artifact	3	Players cannot untap more than two permanents during their untap phase.
		Thumbscrews	Artifact	2	During your upkeep, if you have 5 or more cards in your hand, do 1 damage to target opponent.
		Torture Chamber	Artifact	3	Do X damage to a creature (Tap+1+Remove all counters on this card). X= number of counters on this card. Put a counter on this card during your upkeep. Does X damage to you at the end of your turn.

Artifacts *(Part 2 of 2)*

Card Name	Spell Type	Cost	Ability
Bottle Gnomes	Artifact Creature	3	1/3. Gain 3 life (Sacrifice this card).
Essence Bottle	Artifact	2	Put a counter on this card (Tap+3). Gain 2 life for each counter removed (Tap+Remove all counters).
Excavator	Artifact	2	Give a creature LandWalk of the type of land sacrificed (Tap+Sacrifice a basic land).
Mogg Cannon	Artifact	2	Give one of your creatures +1/+0 and Flying until end of turn, and destroy it at end of turn (Tap).
Patchwork Gnomes	Artifact Creature	3	2/1. Regenerate (Discard a card).
Phyrexian Hulk	Artifact Creature	6	5/4.
Phyrexian Splicer	Artifact	2	Make a creature lose Flying, First Strike, Trample, or Shadow until end of turn, and give the lost ability to another creature until end of turn (Tap+2).
Puppet Strings	Artifact	3	Tap or untap a creature (Tap+2).
Telethopter	Artifact Creature	4	3/1. Flying until end of turn (Tap one of your creatures).
Watchdog	Artifact Creature	3	1/2. Blocks if able. Creatures attacking you get -1/-0 while this card is untapped.
Coiled Tinviper	Artifact Creature	3	2/1, First Strike.
Lotus Petal	Artifact	0	Gain 1 mana of any color as a mana source (Tap+Sacrifice this card).
Manakin	Artifact Creature	2	1/1. Gain 1 colorless mana as a mana source (Tap).
Metallic Sliver	Artifact Creature	1	1/1. Counts as a Sliver.
Squee's Toy	Artifact	1	Prevent 1 damage to a creature (Tap).

Multicolor Cards

Card Name	Spell Type	Cost	Ability
Dracoplasm	Summon Shapeshifter	UR	*/*, Flying. Sacrifice any number of creatures when playing this card and it enters play with power equal to total power of sacrificed creatures and toughness equal to total toughness. +1/+0 until end of turn (R).
Selenia, Dark Angel	Summon Legend	BW3	3/3, Flying. Counts as an Angel. Send this card to owner's hand (2 life).
Soltari Guerrillas	Summon Soldiers	RW2	3/2, Shadow. If damages an opponent, you can redirect that damage to a creature.
Vhati il-Dal	Summon Legend	BG2	3/3. Change a creature's power or toughness to 1 until end of turn (Tap).
Wood Sage	Summon Druid	UG	1/1. Name a creature card, then if any of the top 4 cards of your library is that card, put it in your hand and put the rest in your graveyard (Tap).
Lobotomy	Sorcery	BU2	Look at a player's hand and choose any card that is not a basic land. Then remove all instances of that card from their hand, graveyard, and library. Shuffle the library.
Ranger en-Vec	Summon Soldier	GW1	2/2, First Strike. Regenerate (G).
Segmented Wurm	Summon Wurm	GR3	5/5. Put a -1/-1 counter on this card whenever it is the target of a spell or ability.
Sky Spirit	Summon Spirit	UW1	2/2, Flying, First Strike.
Spontaneous Combustion	Instant	BR1	Sacrifice a creature as part of the cost. Does 3 damage to each creature.

Black Spells *(Part 1 of 2)*

Card Name	Spell Type	Cost	Ability
Bellowing Fiend	Summon Spirit	B4	3/3, Flying. Whenever this card damages a creature, it does 3 damage to that creature's controller and 3 damage to you.
Bounty Hunter	Summon Minion	BB2	2/2. Put a bounty counter on a non-black creature (Tap). Destroy a creature with a bounty counter on it (Tap).
Carrionette	Summon Skeleton	B1	1/1. If in your graveyard, remove this card and a creature in play from the game, but the creature's controller can pay 2 to counter this (BB2).
Coffin Queen	Summon Wizard	B2	1/1. Put a creature card from any graveyard into play, but remove it from the game if this card is untapped or leaves your control (Tap+B2). You can choose not to untap this card.
Commander Greven il-Vec	Summon Legend	BBB3	7/5. Cannot be blocked except by black and/or artifact creatures. Sacrifice a creature when comes into play.
Corpse Dance	Instant	B2	Buyback 2. Put the top creature card from your graveyard into play. That creature is unaffected by summoning sickness this turn. Remove the creature from the game at end of turn.
Death Pits of Rath	Enchantment	BB3	Whenever a creature takes damage, bury it.
Dregs of Sorrow	Sorcery	B4X	Destroy X non-Black creatures and draw X cards.
Extinction	Sorcery	B4	Choose a creature type. Destroy all creatures of that type.
Fevered Convulsions	Enchantment	BB	Put a -1/-1 counter on a creature (BB2).
Kezzerdrix	Summon Beast	BB2	4/4, First Strike. Does 4 damage to you during your upkeep if your opponents control no creatures.
Living Death	Sorcery	BB3	Set aside all creatures out of all graveyards, then bury all creatures in play, then put all the set aside creatures into play under their owner's control.
Maddening Imp	Summon Imp	B2	1/1, Flying. On opponent's turn before their attack, make all their non-Wall creatures so they must attack this turn if able, and so that any which do not attack are destroyed at end of turn (Tap).
Minion of the Wastes	Summon Minion	BBB3	*/*, Trample. Pay any amount of life when this card is played. Has power and toughness equal to the life paid.
Sarcomancy	Enchantment	B	When comes into play, put a 2/2 black Zombie token into play. Does 1 damage to you during your upkeep if no Zombies in play.
Abandon Hope	Sorcery	B1X	Discard X cards as part of the cost. Look at an opponent's hand and choose X cards for them to discard.
Dauthi Embrace	Enchantment	B2	Give a creature Shadow until end of turn (BB).
Dauthi Ghoul	Summon Zombie	B1	1/1, Shadow. Put a +1/+1 counter on this card whenever a creature with Shadow goes to a graveyard from play.
Dauthi Mercenary	Summon Knight	B2	2/1, Shadow. +1/+0 until end of turn (B1).
Dauthi Mindripper	Summon Minion	B3	2/1, Shadow. If attacking and unblocked, make a player discard 3 cards of their choice (Sacrifice this card).
Dread of Night	Enchantment	B	Give -1/-1 to all White creatures.
Imps' Taunt	Instant	B1	Buyback 3. Make a creature attack this turn if able.
Knight of Dusk	Summon Knight	BB1	2/2. Destroy a creature blocking this one (BB).
Leeching Licid	Summon Licid	B1	1/1. This card loses this ability, becomes a creature enchantment with "Does 1 damage to the creature's controller during their upkeep", and moves onto a creature (Tap+B). You can pay B to end this effect.
Mindwhip Sliver	Summon Sliver	B2	2/2. Each Sliver gains "As a sorcery, make a player discard a random card (2+ Sacrifice this creature)".
Perish	Sorcery	B2	Bury all Green creatures.
Rain of Tears	Sorcery	BB1	Destroy a land.
Reanimate	Sorcery	B	Put a creature card from any graveyard into play under your control. Lose life equal to that creature's casting cost.
Reckless Spite	Instant	BB1	Destroy 2 non-black creatures and lose 5 life.
Screeching Harpy	Summon Beast	BB2	2/2, Flying. Regenerate (B1).
Skyshroud Vampire	Summon Vampire	BB3	3/3, Flying. +2/+2 until end of turn (Discard a creature card).
Souldrinker	Summon Spirit	B3	2/2. Put a +1/+1 counter on this card (3 life).

Black Spells *(Part 2 of 2)*

Card Name	Spell Type	Cost	Ability
Blood Pet	Summon Thrull	B	1/1. Gain 1 Black mana as a mana source (Sacrifice this card).
Clot Sliver	Summon Sliver	B1	1/1. Each Sliver gains "Regenerate (2) ".
Coercion	Sorcery	B2	Look at an opponent's hand and make them discard a card of your choice.
Dark Banishing	Instant	B2	Bury a non-Black creature.
Darkling Stalker	Summon Spirit	B3	1/1. Regenerate (B). +1/+1 until end of turn (B).
Dark Ritual	Mana Source	B	Gain 3 Black mana.
Dauthi Horror	Summon Beast	B1	2/1, Shadow. Cannot be blocked by White creatures.
Dauthi Marauder	Summon Minion	B2	3/1, Shadow.
Dauthi Slayer	Summon Soldier	BB	2/2, Shadow. Attacks every turn if able.
Diabolic Edict	Instant	B1	Make a player sacrifice a creature.
Disturbed Burial	Sorcery	B1	Buyback 3. Bring a creature card from your graveyard to your hand.
Endless Scream	Enchant Creature	BX	Creature gets +X/+0.
Enfeeblement	Enchant Creature	BB	Creature gets -2/-2.
Evincar's Justice	Sorcery	BB2	Buyback 3. Does 2 damage to each creature and player.
Gravedigger	Summon Zombie	B3	2/2. When comes into play, you can bring a creature card from your graveyard to your hand.
Marsh Lurker	Summon Beast	B3	3/2. Cannot be blocked this turn except by artifact and/or black creatures (Sacrifice a Swamp).
Pit Imp	Summon Imp	B	0/1, Flying. +1/+0 until end of turn (B). You cannot spend more than BB on this each turn.
Rats of Rath	Summon Rats	B1	2/1. Destroy one of your artifacts, creatures, or lands (B).
Sadistic Glee	Enchant Creature	B	Put a +1/+1 counter on enchanted creature whenever a creature is put into a graveyard from play.
Servant of Volrath	Summon Minion	B2	3/3. Sacrifice a creature if this one leaves play.
Spinal Graft	Enchant Creature	B1	Creature gets +3/+3. Bury the creature if it is targeted by a spell or ability.

Blue Spells *(Part 1 of 2)*

Card Name	Spell Type	Cost	Ability
Benthic Behemoth	Summon Serpent	UUU5	7/6, IslandWalk.
Duplicity	Enchantment	UU3	When comes into play, put the top 5 cards of your library face down on this card. During your upkeep, you may swap your hand for the cards on this card. At the end of your turn, discard a card. If you lose control of this card, put all cards on it into owner's graveyard.
Ertai's Meddling	Interrupt	UX	When target spell is successfully cast, put X counters on it. X cannot be 0. During each of that spell caster's upkeeps, remove a counter from the spell. If the spell has no counters on it, it resolves.
Escaped Shapeshifter	Summon Shapeshifter	UU3	3/4. Gains Flying while your opponent has any Flying creatures. The same applies for First Strike, Trample, and Protection from any color.
Intuition	Instant	U2	Search your library for any 3 cards and show them to an opponent. They choose one card to go in your hand while the others go in your graveyard. Shuffle your library.
Mana Severance	Sorcery	U1	Remove any number of land cards from your library and the game. Shuffle.
Mawcor	Summon Beast	UU3	3/3, Flying. Do 1 damage to a creature or player (Tap).
Meditate	Instant	U2	Skip your next turn as part of the play cost. Draw four cards.
Precognition	Enchantment	U4	You may look at the top card of target opponent's library during your upkeep. You then choose to put that card on the top or bottom of their library.
Rootwater Matriarch	Summon Merfolk	UU2	2/3. Gain control of a creature for as long as it has enchantments on it (Tap).
Rootwater Shaman	Summon Merfolk	U2	2/2. You may play creature enchantments whenever you could play an instant.
Time Warp	Sorcery	UU3	Make a player take an extra turn after this one.
Tradewind Rider	Summon Spirit	U3	1/4, Flying. Send a permanent to its owner's hand (Tap+Tap two of your creatures).
Unstable Shapeshifter	Summon Shapeshifter	U3	0/1. Whenever a creature comes into play, this card becomes a copy of that creature but still keeps this ability.
Whim of Volrath	Instant	U	Buyback 2. Change the text of a permanent until end of turn by replacing all instances of one color word or basic land type with another.
Chill	Enchantment	U1	Red spells cost an additional 2 generic mana to play.
Dismiss	Interrupt	UU2	Counter a spell and draw a card.
Fighting Drake	Summon Drake	UU2	2/4, Flying.
Fylamarid	Summon Beast	UU1	1/3, Flying. Cannot be blocked by Blue creatures. Change a creature Blue until end of turn (U).
Insight	Enchantment	U2	Draw a card whenever target opponent successfully casts a Green spell.
Interdict	Interrupt	U1	Counter target artifact, creature, enchantment, or land ability with an activation cost. Abilities of that permanent cannot be played again this turn. Draw a card.
Legacy's Allure	Enchantment	UU	Gain control of a creature with power less than or equal to the number of counters on this card (Sacrifice this card). You can put a counter on this card during your upkeep.
Legerdemain	Sorcery	UU2	Permanently swap control of an artifact or creature for control of target permanent of the same type.
Mnemonic Sliver	Summon Sliver	U2	2/2. Each Sliver gains "Draw a card (2+Sacrifice this creature)".
Propaganda	Enchantment	U2	Each turn, each creature cannot attack you unless its controller pays 2 generic mana.
Rootwater Diver	Summon Merfolk	U	1/1. Bring an artifact from your graveyard to your hand (Tap+Sacrifice this card).
Skyshroud Condor	Summon Bird	U1	2/2, Flying. You cannot play this card unless you have successfully cast another spell this turn.
Steal Enchantment	Enchant Enchantment	UU	Gain control of enchanted enchantment.
Stinging Licid	Summon Licid	U1	1/1. This card loses this ability, becomes a creature enchantment with "Does 2 damage to creature's controller when the creature becomes tapped", and moves onto a creature (Tap+U1). You can pay U to end this effect.
Thalakos Dreamsower	Summon Wizard	U2	1/1, Shadow. If this card damages an opponent, tap a creature and the creature does not untap as normal while this card remains tapped. You can choose not to untap this card during your untap.
Whispers of the Muse	Instant	U	Buyback 5. Draw a card.
Wind Dancer	Summon Faerie	U1	1/1, Flying. Give a creature Flying until end of turn (Tap).

Blue Spells *(Part 2 of 2)*

		Card Name	Spell Type	Cost	Ability
		Capsize	Instant	UU1	Buyback 3. Send a permanent to owner's hand.
		Counterspell	Interrupt	UU	Counter a spell.
		Dream Cache	Sorcery	U2	Draw 3 cards, then put 2 cards on the top or bottom of your library.
		Gaseous Form	Enchant Creature	U2	Creature neither deals nor receives combat damage.
		Giant Crab	Summon Crab	U4	3/3. Cannot be the target of spells or abilities until end of turn (U).
		Horned Turtle	Summon Turtle	U2	1/4.
		Manta Riders	Summon Merfolk	U	1/1. Flying until end of turn (U).
		Power Sink	Interrupt	UX	Counter a spell unless its caster pays X mana. If not paid, tap all their mana-producing lands and empty their mana pool.
		Rootwater Hunter	Summon Merfolk	U2	1/1. Do 1 damage to a creature or player (Tap).
		Sea Monster	Summon Serpent	UU4	6/6. Cannot attack unless defending player controls any Islands.
		Shadow Rift	Instant	U	Give a creature Shadow until end of turn, and draw a card.
		Shimmering Wings	Enchant Creature	U	Creature gains Flying. Send this card to owner's hand (U).
		Spell Blast	Interrupt	UX	Counter a spell with total casting cost of X.
		Thalakos Mistfolk	Summon Illusion	U2	2/1, Shadow. Put this card on top of owner's library (U).
		Thalakos Seer	Summon Wizard	UU	1/1, Shadow. Draw a card when this card leaves play.
		Thalakos Sentry	Summon Soldier	U1	1/2, Shadow.
		Time Ebb	Sorcery	U2	Put a creature on top of owner's library.
		Twitch	Instant	U2	Tap or untap an artifact, creature, or land. Draw a card.
		Volrath's Curse	Enchant Creature	U1	Creature cannot attack, block, or play any ability with an activation cost. The creature's controller may sacrifice a permanent to ignore this ability until end of turn. Send this card to owner's hand (U1).
		Wind Drake	Summon Drake	U2	2/2, Flying.
		Winged Sliver	Summon Sliver	U1	1/1. All Slivers gain Flying.

Green Spells *(Part 1 of 2)*

Card Name	Spell Type	Cost	Ability
Aluren	Enchantment	GG2	Any player may play a creature card with total casting cost 3 or less whenever he or she could play an instant and without paying the casting cost.
Crazed Armodon	Summon Elephant	GG2	3/3. +3/+0 and Trample until end of turn and destroy this card at end of turn, usable once per turn (G).
Dirtcowl Wurm	Summon Wurm	G4	3/4. Put a +1/+1 counter on this card whenever an opponent plays a land.
Earthcraft	Enchantment	G1	Untap a basic land (Tap one of your untapped creatures).
Eladamri, Lord of Leaves	Summon Legend	GG	2/2. All Elves gain ForestWalk. Elves cannot be the target of spells or abilities.
Eladamri's Vineyard	Enchantment	G	Each player gains 2 Green mana at the beginning of their main phase.
Elven Warhounds	Summon Hounds	G3	2/2. If this card is blocked by a creature, put that creature on top of its owner's library.
Fugitive Druid	Summon Druid	G3	3/2. Draw a card whenever a player successfully casts an enchantment spell that targets this card.
Heartwood Giant	Summon Giant	GG3	4/4. Do 2 damage to a player (Tap+Sacrifice a forest).
Mirri's Guile	Enchantment	G	During your upkeep, you may look at the top 3 cards of your library and put them back in any order.
Mongrel Pack	Summon Hounds	G3	4/1. If this card is put into any graveyard from play during combat, put four 1/1 green Hound token creatures into play.
Nature's Revolt	Enchantment	GG3	All lands are 2/2 creatures as well as lands.
Recycle	Enchantment	GG4	Skip your draw phase. Whenever you play a card, draw a card. During your discard phase, discard all but 2 cards.
Root Maze	Enchantment	G	All artifacts and lands come into play tapped.
Verdant Force	Summon Elemental	GGG5	7/7. During each player's upkeep, put a 1/1 green Saproling token creature into play.
Apes of Rath	Summon Apes	GG2	5/4. If this card attacks, it does not untap during your next untap phase.
Charging Rhino	Summon Rhino	GG3	4/4. Cannot be blocked by more than one creature.
Choke	Enchantment	G2	Islands do not untap during their controllers' untap phases.
Flailing Drake	Summon Drake	G3	2/3, Flying. If this card blocks or is blocked by any creature, that creature gets +1/+1 until end of turn.
Harrow	Instant	G2	Sacrifice a land as part of the play cost. Search your library for up to 2 basic lands and put them into play, then shuffle.
Heartwood Treefolk	Summon Treefolk	GG2	3/4, ForestWalk.
Horned Sliver	Summon Sliver	G2	2/2. All Slivers gain Trample.
Krakilin	Summon Beast	GGX	0/0. Comes into play with X +1/+1 counters. Regenerate (G1).
Needle Storm	Sorcery	G2	Does 4 damage to each Flying creature.
Nurturing Licid	Summon Licid	G1	1/1. This card loses this ability, becomes a creature enchantment with "Regenerate (G)", and moves onto a creature (Tap+G). You can pay G to end this effect.
Overrun	Sorcery	GGG2	All your creatures get +3/+3 and Trample until end of turn.
Reap	Instant	G1	Bring any number of cards from your graveyard to your hand. You cannot choose more cards than the number of Black permanents target opponent controls.
Scragnoth	Summon Beast	G4	3/4, Protection from Blue. This card cannot be countered when it is being cast.
Storm Front	Enchantment	G	Tap a Flying creature (GG).
Trumpeting Armodon	Summon Elephant	G3	3/3. Make a creature block this card this turn if able (G1).
Verdigris	Instant	G2	Destroy an artifact.
Winter's Grasp	Sorcery	GG1	Destroy a land.

Green Spells *(Part 2 of 2)*

Card Name	Spell Type	Cost	Ability
Bayou Dragonfly	Summon Insect	G1	1/1, Flying, SwampWalk.
Broken Fall	Enchantment	G2	Regenerate a creature (Send this card to owner's hand).
Canopy Spider	Summon Spider	G1	1/3. Can block Flying creatures.
Elvish Fury	Instant	G	Buyback 4. Give a creature +2/+2 until end of turn.
Frog Tongue	Enchant Creature	G	Draw a card when this card comes into play. Creature can block Flying creatures.
Heartwood Dryad	Summon Dryad	G1	2/1. Can block creatures with Shadow.
Muscle Sliver	Summon Sliver	G1	1/1. All Slivers get +1/+1.
Natural Spring	Sorcery	GG3	Give a player 8 life.
Pincher Beetles	Summon Insects	G2	3/1. Cannot be the target of spells or abilities.
Rampant Growth	Sorcery	G1	Search your library for a basic land and put it into play, tapped. Shuffle.
Reality Anchor	Instant	G1	Make a creature lose Shadow until end of turn. Draw a card.
Respite	Instant	G1	Creatures deal no combat damage this turn. Gain 1 life for each attacking creature.
Rootbreaker Wurm	Summon Wurm	GG5	6/6, Trample.
Rootwalla	Summon Lizard	G2	2/2. +2/+2 until end of turn, usable once per turn (G1).
Seeker of Skybreak	Summon Elf	G1	2/1. Untap a creature (Tap).
Skyshroud Elf	Summon Elf	G1	1/1. Gain 1 Green mana as a mana source (Tap). Gain 1 White or 1 Red mana as a mana source (1).
Skyshroud Ranger	Summon Elf	G	1/1. As a sorcery, put a land from your hand into play (Tap).
Skyshroud Troll	Summon Giant	GG2	3/3. Regenerate (G1).
Spike Drone	Summon Spike	G	0/0. Comes into play with one +1/+1 counter. Put a +1/+1 counter on a creature (2+Remove a +1/+1 counter).
Trained Armodon	Summon Elephant	GG1	3/3.
Tranquility	Sorcery	G2	Destroy all enchantments.

Red Spells *(Part 1 of 2)*

Card Name	Spell Type	Cost	Ability
Apocalypse	Sorcery	RRR2	Remove all permanents from the game and discard your hand.
Canyon Drake	Summon Drake	RR2	1/2, Flying. +2/+0 until end of turn (1+Discard a card at random).
Chaotic Goo	Summon Ooze	RR2	0/0. Comes into play with three +1/+1 counters. You may flip a coin during your upkeep. If you win the flip, put a +1/+1 counter on this card, otherwise remove a +1/+1 counter.
Deadshot	Sorcery	R3	Tap a creature. That creature deals damage equal to its power to another creature.
Flowstone Wyvern	Summon Drake	RR3	3/3, Flying. +2/-2 until end of turn (R).
Furnace of Rath	Enchantment	RRR1	Double all damage assigned to any creature or player.
Hand to Hand	Enchantment	R2	Instants and abilities requiring an activation cost cannot be played during combat.
Magmasaur	Summon Elemental	RR3	0/0. Comes into play with five +1/+1 counters. During your upkeep, remove a +1/+1 counter, or sacrifice this card and it deals 1 damage for each +1/+1 counter on it to each non-Flying creature and each player.
No Quarter	Enchantment	R3	Whenever a creature blocks or is blocked by a creature with lesser power, destroy the creature with the lesser power.
Pallimud	Summon Beast	R2	*/3. *= the number of tapped lands target opponent controls.
Rathi Dragon	Summon Dragon	RR2	5/5, Flying. Sacrifice two mountains when comes into play, or sacrifice this card.
Scorched Earth	Sorcery	RX	Discard X land cards as part of the play cost. Destroy X lands.
Shocker	Summon Insect	R1	1/1. If this card damages any player, that player discards their hand, then draws a new hand of as many cards as they had before.
Starke of Rath	Summon Legend	RR1	2/2. Destroy an artifact or creature, and that permanent's controller gains control of this card (Tap).
Tooth and Claw	Enchantment	R3	Put a 3/1 red Carnivore token creature into play (Sacrifice two creatures).
Ancient Runes	Enchantment	R2	During each player's upkeep, does 1 damage to that player for each artifact they control.
Barbed Sliver	Summon Sliver	R2	2/2. Each Sliver gains "+1/+0 until end of turn (2)."
Boil	Instant	R3	Destroy all Islands.
Enraging Licid	Summon Licid	R1	1/1. This card loses this ability, becomes a creature enchantment with "Creature is unaffected by summoning sickness", and moves onto a creature (Tap+R). You can pay R to end this effect.
Firefly	Summon Insect	R3	1/1, Flying. +1/+0 until end of turn (R).
Flowstone Salamander	Summon Salamander	RR3	3/4. Do 1 damage to a creature blocking this one (R).
Goblin Bombardment	Enchantment	R1	Do 1 damage to a creature or player (Sacrifice a creature).
Havoc	Enchantment	R1	Whenever target opponent successfully casts a White spell, they lose 2 life.
Jackal Pup	Summon Hound	R	2/1. For each 1 damage dealt to this card, it deals 1 damage to you.
Mogg Squad	Summon Goblins	R1	3/3. Gets -1/-1 for each other creature in play.
Opportunist	Summon Soldier	R2	2/2. Do 1 damage to a creature that was damaged this turn (Tap).
Renegade Warlord	Summon Soldier	R4	3/3, First Strike. All other attackers get +1/+0 until end of turn if this card attacks.
Searing Touch	Instant	R	Buyback 4. Do 1 damage to a creature or player.
Shadowstorm	Sorcery	R	Do 2 damage to each creature with Shadow.
Sudden Impact	Instant	R3	Do 1 damage to a player for each card in their hand.
Tahngarth's Rage	Enchant Creature	R	Creature gets +3/+0 if attacking. Otherwise, it gets -2/-1.
Wild Wurm	Summon Wurm	R3	5/4. Flip a coin when comes into play. If you lose the flip, send this card to owner's hand.

Red Spells *(Part 2 of 2)*

Card Name	Spell Type	Cost	Ability
Aftershock	Sorcery	RR2	Destroys an artifact, creature, or land, and does 3 damage to you.
Blood Frenzy	Instant	R1	Give an attacking or blocking creature +4/+0 until end of turn, and destroy it at end of turn.
Canyon Wildcat	Summon Cat	R1	2/1, MountainWalk.
Crown of Flames	Enchant Creature	R	Creature gets +1/+0 until end of turn (R). Send this card to owner's hand (R).
Fireslinger	Summon Wizard	R1	1/1. Does 1 damage to a creature or player and 1 damage to you (Tap).
Flowstone Giant	Summon Giant	RR2	3/3. +2/-2 until end of turn (R).
Giant Strength	Enchant Creature	RR	Creature gets +2/+2.
Heart Sliver	Summon Sliver	R1	1/1. All Slivers are unaffected by summoning sickness.
Kindle	Instant	R1	Does X damage to a creature or player. X= 2 plus the number of Kindle cards in all graveyards.
Lightning Blast	Instant	R3	Does 4 damage to a creature or player.
Lightning Elemental	Summon Elemental	R3	4/1. Not affected by summoning sickness.
Lowland Giant	Summon Giant	RR2	4/3.
Mogg Conscripts	Summon Goblins	R	2/2. Cannot attack unless you have successfully cast a creature spell this turn.
Mogg Fanatic	Summon Goblin	R	1/1. Do 1 damage to a creature or player (Sacrifice this card).
Mogg Raider	Summon Goblin	R	1/1. Give a creature +1/+1 until end of turn (Sacrifice a Goblin).
Rolling Thunder	Sorcery	RRX	Does X damage divided any way among any number of creatures and/or players.
Sandstone Warrior	Summon Soldier	RR2	1/3, First Strike. +1/+0 until end of turn (R).
Shatter	Instant	R1	Destroy an artifact.
Stone Rain	Sorcery	R2	Destroy a land.
Stun	Instant	R1	Make a creature unable to block this turn. Draw a card.
Wall of Diffusion	Summon Wall	R1	0/5, Wall. Can block creatures with Shadow.

White Spells *(Part 1 of 2)*

Card Name	Spell Type	Cost	Ability
Auratog	Summon Atog	W1	1/2. +2/+2 until end of turn (Sacrifice an enchantment).
Avenging Angel	Summon Angel	WW3	3/3, Flying. If put into any graveyard from play, you may put it on top of owner's library.
Field of Souls	Enchantment	WW2	Whenever a non-token creature is put into your graveyard from play, put a 1/1 white flying Essence token creature into play.
Gerrard's Battle Cry	Enchantment	W	All your creatures get +1/+1 until end of turn (W2).
Hanna's Custody	Enchantment	W2	Artifacts cannot be the target of spells or abilities.
Humility	Enchantment	WW2	All creatures loses all abilities and become 1/1 creatures.
Marble Titan	Summon Giant	W3	3/3. Creatures with power 3 or greater do not untap as normal.
Oracle en-Vec	Summon Wizard	W1	1/1. During your turn, make an opponent choose any number of their creatures which must attack if able and must be the only attackers during their next turn (Tap). Any that do not attack are destroyed at end of turn.
Orim, Samite Healer	Summon Legend	WW1	1/3. Counts as a Cleric. Prevent up to 3 damage to a creature or player (Tap).
Pegasus Refuge	Enchantment	W3	Put a 1/1 white flying Pegasus token creature into play (2+Discard a card).
Sacred Guide	Summon Cleric	W	1/1. Reveal cards from your library until you reveal a white card, then put that one in your hand and the others are removed from the game (W1+Sacrifice this card).
Safeguard	Enchantment	WW3	Make a creature deal no combat damage this turn (W2).
Soltari Emissary	Summon Soldier	W1	2/1. Shadow until end of turn (W).
Spirit Mirror	Enchantment	WW2	Destroy a Reflection (0). During your upkeep, if there are no Reflection tokens in play, put a 2/2 white Reflection token creature into play.
Winds of Rath	Sorcery	WW3	Bury all creatures with no enchantments on them.
Angelic Protector	Summon Angel	W3	2/2, Flying. If this card is the target of a spell or ability, it gets +0/+3 until end of turn.
Armor Sliver	Summon Sliver	W2	2/2. Each Sliver gains "+0/+1 until end of turn (2)".
Flickering Ward	Enchant Creature	W	Choose a color when you play this card. Creature gets Protection from that color. Send this card to owner's hand (W).
Gallantry	Instant	W1	Give a blocking creature +4/+4 until end of turn. Draw a card.
Invulnerability	Instant	W1	Buyback 3. Prevent all damage to you from one source.
Knight of Dawn	Summon Knight	WW1	2/2, First Strike. Protection from a color of choice until end of turn (WW).
Light of Day	Enchantment	W3	Black creatures cannot attack or block.
Orim's Prayer	Enchantment	WW1	Gain 1 life for each creature that attacks you.
Quickening Licid	Summon Licid	W1	1/1. This card loses this ability, becomes a creature enchantment with "Creature gains First Strike", and moves onto a creature (Tap+W1). You can pay W to end this effect.
Repentance	Sorcery	W2	Make a creature deal its power in damage to itself.
Serene Offering	Instant	W1	Destroy an enchantment and gain life equal to that enchantment's total casting cost.
Soltari Crusader	Summon Knight	W2	2/1, Shadow. +1/+0 until end of turn (W1).
Soltari Monk	Summon Cleric	WW	2/1, Protection from Black, Shadow.
Soltari Priest	Summon Cleric	WW	2/1, Protection from Red, Shadow.
Staunch Defenders	Summon Soldiers	WW3	3/4. Gain 4 life when comes into play.
Warmth	Enchantment	W1	Gain 2 life whenever target opponent successfully casts a Red spell.
Worthy Cause	Instant	W	Buyback 2. Gain life equal to the sacrificed creature's toughness (Sacrifice a creature).

White Spells *(Part 2 of 2)*

Card Name	Spell Type	Cost	Ability
Advance Scout	Summon Soldier	W1	1/1, First Strike. Give a creature First Strike until end of turn (W).
Anoint	Instant	W	Buyback 3. Prevent up to 3 damage to any creature.
Armored Pegasus	Summon Pegasus	W1	1/2, Flying.
Circle of Protection: Black	Enchantment	W1	Prevent all damage to you from a Black source (1).
Circle of Protection: Blue	Enchantment	W1	Prevent all damage to you from a Blue source (1).
Circle of Protection: Green	Enchantment	W1	Prevent all damage to you from a Green source (1).
Circle of Protection: Red	Enchantment	W1	Prevent all damage to you from a Red source (1).
Circle of Protection: Shadow	Enchantment	W1	Prevent all damage to you from a creature with Shadow (1).
Circle of Protection: White	Enchantment	W1	Prevent all damage to you from a White source (1).
Clergy en-Vec	Summon Cleric	W1	1/1. Prevent 1 damage to a creature or player (Tap).
Cloudchaser Eagle	Summon Bird	W3	2/2, Flying. Destroy an enchantment when comes into play.
Disenchant	Instant	W1	Destroy an artifact or enchantment.
Elite Javelineer	Summon Soldier	W2	2/2. If this card blocks, it does 1 damage to an attacking creature.
Hero's Resolve	Enchant Creature	W1	Creature gets +1/+5.
Master Decoy	Summon Soldier	W1	1/2. Tap a creature (Tap+W).
Mounted Archers	Summon Soldiers	W3	2/3. Can block Flying creatures. Can block an additional creature this turn (W).
Pacifism	Enchant Creature	W1	Creature cannot attack or block.
Soltari Foot Soldier	Summon Soldier	W	1/1, Shadow.
Soltari Lancer	Summon Knight	W2	2/2, Shadow. First Strike when attacking
Soltari Trooper	Summon Soldier	W1	1/1, Shadow. Gets +1/+1 until end of turn if it attacks.
Talon Sliver	Summon Sliver	W1	1/1. All Slivers gain First Strike.