

Weatherlight

Expansion set for Magic: The Gathering

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Key:

Rare cards (R2) are shown in bold text.

Uncommon cards (U2) are shown in italicized text.

Common cards (C2, B15, B16) are shown in normal text. (B15 and B16 cards about 75% as common as C2 cards.)

There are 3 uncommon cards sheets, 10 common card sheets, and 1 common B card sheet for each rare card sheet printed. The numbers next to the name indicate the relative frequency of a card within its group (common/uncommon/rare).

Land:

Card Name	Spell Type	Ability
Lotus Vale	Land	Sacrifice 2 untapped lands when this card comes into play, or bury this card. Gain 3 mana of any one color (Tap).
Scorched Ruins	Land	Sacrifice 2 untapped lands when this card comes into play, or bury this card. Gain 4 colorless mana (Tap).
Winding Canyons	Land	Gain 1 colorless mana (Tap). Until end of turn, you may play creature cards when you can play instants (Tap+2).
<i>Gemstone Mine</i>	Land	Put 3 counters on this card when it comes into play. Gain 1 mana of any color (Tap+Remove a counter). Bury this card if it has no counters.

Artifacts:

Card Name	Spell Type	Cost	Ability
Bösium Strip	Artifact	3	For the rest of this turn, you can play instants, interrupts and sorceries from the top of your graveyard as if they were in your hand, but the cards are removed from the game when cast (Tap+3).
Bubble Matrix	Artifact	4	All damage done to creatures is reduced to zero.
Mana Web	Artifact	3	When target opponent taps a land for mana, all lands that can be tapped for that type of mana become tapped.
Null Rod	Artifact	2	Artifact abilities with activation costs cannot be played.
Thran Tome	Artifact	4	Show the top 3 cards of your library to an opponent, bury one card of the opponent's choice, and draw the other cards (Tap+5).
Well of Knowledge	Artifact	3	All players may pay 2 to draw a card during their draw phase. This ability can be used as many times as desired each turn.
Xanthic Statue	Artifact	8	Until end of turn, this card is an 8/8 Trample artifact creature (5).
<i>Chimeric Sphere</i>	Artifact	3	This card is a 2/1 Flying artifact creature until end of turn (2). This card is a 3/2 non-Flying artifact creature until end of turn (2).
<i>Dingus Staff</i>	Artifact	4	Does 2 damage to a creature's controller when that creature goes to the graveyard from play.
<i>Jabari's Banner</i>	Artifact	2	Give a creature Flanking until end of turn (Tap+1).
<i>Phyrexian Furnace</i>	Artifact	1	Remove bottom card of a player's graveyard from the game (Tap). Remove target card in a graveyard from the game, then draw a card (1+Sacrifice this card).
<i>Serrated Biskelion</i>	Artifact Creature	3	2/2. Put a -1/-1 counter on this card and a -1/-1 counter on target creature (Tap).
<i>Steel Golem</i>	Artifact Creature	3	3/4. You cannot play summon or artifact creature spells.
<i>Straw Golem</i>	Artifact Creature	1	2/3. Bury this card if an opponent successfully casts a summon or artifact creature spell.
<i>Thran Forge</i>	Artifact	3	Give a non-artifact creature +1/+0 and make it an artifact creature until end of turn (2).
<i>Touchstone</i>	Artifact	2	Tap an artifact you don't control (Tap).
Jangling Automaton ^{B16}	Artifact Creature	3	3/2. If this card attacks, untap all of defending player's creatures.
Mind Stone ^{B16}	Artifact	2	Gain 1 colorless mana (Tap). Draw a card (Tap+1+Sacrifice this card).

Black Spells:

Card Name	Spell Type	Cost	Ability
Bone Dancer	Summon Zombie	BB1	2/2. Bring top creature card from defending player's graveyard into play under your control, and this card does not deal combat damage this turn (0). Use this only if this card is attacking and is unblocked and only once a turn.
Doomsday	Sorcery	BBB	Put your graveyard on top of your library, then remove all but 5 cards of your choice in your library from the game, then put the remaining 5 cards on the library in any order (Pay half your life rounded up).
Gallowbraid	Summon Legend	BB3	5/5, Trample. Cumulative Upkeep: 1 life.
Infernal Tribute	Enchantment	BBB	Draw a card (2+Sacrifice a card).
Morinfen	Summon Legend	BB3	5/4, Flying. Cumulative Upkeep: 1 life.
Urborg Justice	Instant	BB	Make an opponent bury a number of creatures equal to the number of creatures put into your graveyard from play this turn.
Urborg Stalker	Summon Undead	B3	2/4. Does 1 damage to each player during their upkeep if they control any non-black permanents other than lands.
Wave of Terror	Enchantment	B2	At the end of your upkeep, bury each creature with a casting cost equal to this card's last paid cumulative upkeep. Cumulative Upkeep: 1.
<i>Agonizing Memories</i>	Sorcery	BB2	Look at a player's hand and put 2 of their cards on top of their library in any order.
<i>Buried Alive</i>	Sorcery	B2	Move any three creature cards from your library into your graveyard, then shuffle.
<i>Circling Vultures</i>	Summon Birds	B	3/2, Flying. During your upkeep, remove the top creature card in your graveyard from the game or bury this card. If this card is in your hand, you may discard it as an instant.
<i>Festering Evil</i>	Enchantment	BB3	Does 1 damage to each creature and player during your upkeep. Do 3 damage to each creature and player (BB+Sacrifice this card).
<i>Hidden Horror</i>	Summon Undead	BB1	4/4. Discard a creature card when this card comes into play, or bury this card.
<i>Mischievous Poltergeist</i>	Summon Ghost	B2	1/1, Flying. Regenerate (Pay 1 life).
<i>Necratog</i>	Summon AtoG	BB1	1/2. +2/+2 until end of turn (Remove top creature card in your graveyard from the game).
<i>Odylic Wraith</i>	Summon Undead	B3	2/2, SwampWalk. If this card damages a player, that player discards a card of their choice.
<i>Strands of Night</i>	Enchantment	BB2	Bring a creature card in your graveyard into play under your control (BB+Pay 2 life+Sacrifice a Swamp).
Abyssal Gatekeeper	Summon Gatekeeper	B1	1/1. If this card is put in the graveyard from play, every player buries one of their creatures.
Barrow Ghoul	Summon Zombie	B1	4/4. During your upkeep, remove top creature card in your graveyard from the game or bury this card.
Coils of the Medusa	Enchant Creature	B1	Creature gets +1/-1. Destroy all non-Walls blocking this creature (Sacrifice this card).
Fatal Blow	Instant	B	Bury a creature that was damaged this turn.
Fledgling Djinn	Summon Djinn	B1	2/2, Flying. Does 1 damage to you during your upkeep.
Haunting Misery	Sorcery	BB1	Do X damage to a player (Remove X creature cards in your graveyard from the game).
Razortooth Rats	Summon Rats	B2	2/1. Can only be blocked by artifact and/or black creatures.
Shadow Rider	Summon Knight	BB2	3/3, Flanking.
Shattered Crypt	^{B15} Sorcery	BBX	Bring X creature cards from your graveyard to your hand and lose X life.
Spinning Darkness	Instant	BB4	Do 3 damage to a non-black creature and gain 3 life. Instead of paying the casting cost, you can remove the top 3 black cards in your graveyard from the game.
Tendrils of Despair	Sorcery	B	Sacrifice a creature to make an opponent discard 2 cards.
Zombie Scavengers	Summon Zombies	B2	3/1. Regenerate (Remove the top creature card in your graveyard from the game).

Blue Spells:

Card Name	Spell Type	Cost	Ability
Ancestral Knowledge	Enchantment	U1	When this card comes into play, look at top 10 cards of your library, remove any number of them from the game, then put the rest back on your library in any order. Shuffle your library if this card leaves play. Cumulative Upkeep: 1.
Avizoa	Summon Avizoa	U3	2/2, Flying. +2/+2 until end of turn, usable once per turn (Skip your next untap phase).
Ertai's Familiar	Summon Illusion	U1	2/2, Phasing. Put top 3 cards from your library into your graveyard when this card leaves play. Cannot phase out until the beginning of your next upkeep (U).
Paradigm Shift	Sorcery	U1	Remove all cards in your library from the game, then shuffle your graveyard into your library.
Pendrell Mists	Enchantment	U3	All creatures gain "Pay 1 during your upkeep or bury this creature."
Psychic Vortex	Enchantment	UU2	At the end of your turn, sacrifice a land and discard your hand. Cumulative Upkeep: Draw a card.
Tolarian Entrancer	Summon Wizard	U1	1/1. When this card is blocked by a creature, gain control of that creature at end of combat.
Tolarian Serpent	Summon Serpent	UU5	7/7. During your upkeep, put the top 7 cards of your library into your graveyard.
<i>Abduction</i>	Enchant Creature	UU2	When this card comes into play, untap the creature. You control enchanted creature. If the creature goes to the graveyard, put it into play under its owner's control.
<i>Argivian Restoration</i>	Sorcery	UU2	Bring an artifact from your graveyard into play.
<i>Cloud Djinn</i>	Summon Djinn	U5	5/4, Flying. Can only block Flying creatures.
<i>Noble Benefactor</i>	Summon Cleric	U2	2/2. If this card is put into the graveyard from play, each player may bring one card of choice from their library into their hand and then shuffles.
<i>Phantom Warrior</i>	Summon Illusion	UU1	2/2. Cannot be blocked.
<i>Relearn</i>	Sorcery	UU1	Bring an instant, interrupt or sorcery from your graveyard to your hand.
<i>Teferi's Veil</i>	Enchantment	U1	Whenever a creature you control attacks, it phases out at end of combat.
<i>Timid Drake</i>	Summon Drake	U2	3/3, Flying. Send this card to your hand if any other creature comes into play.
<i>Vodalian Illusionist</i>	Summon Merfolk	U2	2/2. Make a creature phase out (Tap+UU).
Abjure	Interrupt	U	Counter target spell (Sacrifice a blue permanent).
Apathy	Enchant Creature	U	The creature does not untap as normal. The creature's controller can discard a random card to untap the creature during their upkeep.
Disrupt	Interrupt	U	Counter an instant, interrupt or sorcery unless caster pays an additional 1. Draw a card.
Flux	Sorcery	U2	Each player discards any number of cards then draws as many cards as they discarded. Draw a card.
Fog Elemental	Summon Elemental	U2	4/4, Flying. Bury this card at end of combat if it attacks or blocks.
Mana Chains	Enchant Creature	U	Creature gets "Cumulative Upkeep: 1".
Manta Ray	Summon Fish	UU1	3/3. IslandHome= Cannot attack if opponent has no Islands; Buried if you have no Islands. Can only be blocked by blue creatures.
Merfolk Traders	Summon Merfolk	U1	1/2. When this card comes into play, draw a card then discard a card.
Ophidian	Summon Snake	U2	1/3. Draw a card and this card deals no damage in combat this turn (0). Usable only when attacking and not blocked and only once per turn.
Phantom Wings	Enchant Creature	U1	Creature gains Flying. Send creature to owner's hand (Sacrifice this card).
Sage Owl	Summon Bird	U1	1/1, Flying. When this card comes into play, look at the top 4 cards in your library and put them back in any order.
Tolarian Drake ^{B15}	Summon Drake	U2	2/4, Flying, Phasing.

Green Spells:

Card Name	Spell Type	Cost	Ability
Aboroth	Summon Aboroth	GG4	9/9. Cumulative Upkeep: Put a -1/-1 counter on this card.
Call of the Wild	Enchantment	GG2	Reveal top card of your library to all players, then put it into play if it is a creature card, otherwise bury it (GG2).
Dense Foliage	Enchantment	G2	Creatures cannot be targeted by spells.
Fungus Elemental	Summon Elemental	G3	3/3. Put a +2/+2 counter on this card, usable only on turn it comes into play (G+Sacrifice a Forest).
Liege of the Hollows	Summon Spirit	GG2	3/4. If this card is put into the graveyard from play, each player may pay any amount of mana to put a 1/1 Green Squirrel creature token into play for each mana spent.
Mwonvuli Ooze	Summon Ooze	G	1+*/1+*, where *= the last cumulative upkeep paid on this card. Cumulative Upkeep: 2.
Nature's Resurgence	Sorcery	GG2	Each player draws 1 card for each creature card in their graveyard.
Tranquil Grove	Enchantment	G1	Destroy all other enchantments (GG1).
<i>Arctic Wolves</i>	Summon Wolves	GG3	4/5. Draw a card when this card comes into play. Cumulative Upkeep: 2.
<i>Barishi</i>	Summon Barishi	GG2	4/3. If this card is put in the graveyard from play, remove it from the game then shuffle all the creature cards in your graveyard into your library.
<i>Downdraft</i>	Enchantment	G2	Target creature loses Flying until end of turn (G). Do 2 damage to each Flying creature (Sacrifice this card).
<i>Fallow Wurm</i>	Summon Wurm	G2	4/4. Discard a land card when this card enters play, or bury this card.
<i>Familiar Ground</i>	Enchantment	G2	Your creatures cannot be blocked by more than one creature.
<i>Gaea's Blessing</i>	Sorcery	G1	Make a player shuffle 3 cards of your choice from their graveyard into their library, then draw a card. If this card is put into your graveyard from your library, shuffle your graveyard into your library.
<i>Llanowar Behemoth</i>	Summon Behemoth	GG3	4/4. +1/+1 until end of turn (Tap one of your creatures).
<i>Sylvan Hierophant</i>	Summon Cleric	G1	1/2. If this card is put into the graveyard from play, remove this card from the game, then bring a creature card from your graveyard to your hand.
<i>Veteran Explorer</i>	Summon Soldier	G	1/1. If this card goes to the graveyard from play, each player may bring up to two basic lands from their library into play and then shuffle.
<i>Blossoming Wreath</i>	Instant	G	Gain 1 life for each creature card in your graveyard.
<i>Briar Shield</i>	Enchant Creature	G	Creature gets +1/+1. +3/+3 until end of turn (Sacrifice this card).
<i>Choking Vines</i>	Instant	GX	Play when blockers are declared to make X attacking creatures be considered blocked. Each of those creatures takes 1 damage.
<i>Harvest Wurm</i> ^{B15}	Summon Wurm	G1	3/2. Bring a basic land from your graveyard to your hand when this card comes into play, or bury this card.
<i>Llanowar Druid</i>	Summon Elf	G1	1/2. Untap all Forests (Tap+Sacrifice this card).
<i>Llanowar Sentinel</i>	Summon Elf	G2	2/3. When this card comes into play, you may pay G1 to bring another Llanowar Sentinel from your library into play, then shuffle.
<i>Nature's Kiss</i>	Enchant Creature	G1	Creature gets +1/+1 until end of turn (1+Remove top card in your graveyard from the game).
<i>Redwood Treefolk</i>	Summon Treefolk	G4	3/6
<i>Rogue Elephant</i>	Summon Elephant	G	3/3. Sacrifice a Forest when this card comes into play, or bury this card.
<i>Striped Bears</i>	Summon Bears	G3	2/2. Draw a card when this card comes into play.
<i>Uktabi Efreet</i>	Summon Efreet	GG2	5/4. Cumulative Upkeep: G.
<i>Vitalize</i>	Instant	G	Untap all your creatures.

Red Spells:

Card Name	Spell Type	Cost	Ability
Dwarven Thaumaturgist	Summon Dwarf	R2	1/2. Switch power and toughness of a creature until end of turn (Tap). Effects which affect the creature's power affect its toughness and vice versa during this time.
Fervor	Enchantment	R2	Your creatures are not affected by summoning sickness.
Firestorm	Instant	R	Discard X cards to do X damage to each of X creatures and/or players.
Goblin Bomb	Enchantment	R1	Flip a coin during your upkeep. If in your favor, put a counter on this card, otherwise remove a counter. Do 20 damage to a player (Remove 5 counters+Sacrifice this card).
Heart of Bogardan	Enchantment	RR2	If the upkeep is not paid, does damage equal to its last paid upkeep to a player and each of their creatures. Cumulative Upkeep: 2.
Heat Stroke	Enchantment	R2	At end of combat, destroy all creatures that blocked or were blocked this turn.
Maraxus of Keld	Summon Legend	RR4	*/*, where *= the number of untapped artifacts, creatures and lands you control.
Thundermare	Summon Thundermare	R5	5/5. Not affected by summoning sickness. When this card comes into play, tap all other creatures.
<i>Aether Flash</i>	Enchantment	RR2	Whenever a creature comes into play, this card does 2 damage to it.
<i>Cinder Giant</i>	Summon Giant	R3	5/3. Does 2 damage to all your other creatures during your upkeep.
<i>Cone of Flame</i>	Sorcery	RR3	Choose 3 target creatures and/or players. One takes 1 damage, one takes 2 damage, and one takes 3 damage.
<i>Desperate Gambit</i>	Instant	R	Flip a coin. If in your favor, double the damage dealt by a source you control, otherwise prevent all damage from that source.
<i>Goblin Grenadiers</i>	Summon Goblins	R3	2/2. Destroy a creature and a land (Sacrifice this card). Usable only if attacking and unblocked.
<i>Hurloon Shaman</i>	Summon Minotaur	RR1	2/3. If this card is put into the graveyard from play, each player buries one of their lands.
<i>Lava Hounds</i>	Summon Hounds	RR2	4/4. Not affected by summoning sickness. Does 4 damage to you when this card comes into play.
<i>Orcish Settlers</i>	Summon Orcs	R1	1/1. Destroy X lands (Tap+RXX+Sacrifice this card).
<i>Roc Hatchling</i>	Summon Bird	R	0/1. Put 4 counters on this card when it comes into play. Remove a counter during your upkeep. Gets +3/+2 and Flying if this card has no counters on it.
Betrothed of Fire	Enchant Creature	R1	The creature gets +2/+0 until end of turn (Sacrifice an untapped creature). All your creatures get +2/+0 until end of turn (Sacrifice enchanted creature).
Bloodrock Cyclops	Summon Cyclops	R2	3/3. Must attack each turn if able.
Bogardan Firefiend ^{B15}	Summon Spirit	R2	2/1. Does 2 damage to a creature if this card goes to the graveyard from play.
Boiling Blood	Instant	R2	Target creature must attack this turn if able. Draw a card.
Cinder Wall	Summon Wall	R	3/3. Destroyed at end of combat if it blocks.
Dwarven Berserker	Summon Dwarf	R1	1/1. Gets +3/+0 and Trample until end of turn if blocked.
Fire Whip	Enchant Creature	R1	Play on a creature you control. Do 1 damage to a creature or player (Tap enchanted creature). Do 1 damage to a creature or player (Sacrifice this card).
Fit of Rage	Sorcery	R1	Give a creature +3/+3 and First Strike until end of turn.
Goblin Vandal	Summon Goblin	R	1/1. Destroy an artifact defending player controls and this card deals no combat damage this turn (R). Usable only when attacking and not blocked and only once each turn.
Lava Storm	Instant	RR3	Do 2 damage to all attacking creatures or to all blocking creatures.
Sawtooth Ogre	Summon Ogre	RR2	3/3. At end of combat, deals 1 damage to each creature that this card blocks or is blocked by.
Thunderbolt	Instant	R1	Do 3 damage to a player or 4 damage to a Flying creature.

White Spells:

Card Name	Spell Type	Cost	Ability
Abeysance	Instant	W1	Make a player unable to play instants, interrupts, sorceries, or abilities with an activation cost this turn. Draw a card.
Alabaster Dragon	Summon Dragon	WW4	4/4, Flying. If this card is put in the graveyard from play, shuffle it into its owner's library.
Debt of Loyalty	Instant	WW1	Regenerate target creature and take control of it.
Inner Sanctum	Enchantment	WW1	All damage done to your creatures is reduced to zero. Cumulative Upkeep: 2 life.
Peacekeeper	Summon Peacekeeper	W2	1/1. Creatures cannot attack. Pay W1 during your upkeep or bury this card.
Serenity	Enchantment	W1	During your upkeep, bury all artifacts and enchantments.
Southern Paladin	Summon Knight	WW2	3/3. Destroy a red permanent (Tap+WW).
Tariff	Sorcery	W1	Each player either pays an amount of mana equal to the casting cost of their most expensive creature, or buries that creature.
<i>Argivian Find</i>	Instant	W	Bring an artifact or enchantment from your graveyard to your hand.
<i>Aura of Silence</i>	Enchantment	WW1	Target opponent pays an additional 2 to play artifacts and enchantments. Destroy an artifact or enchantment (Sacrifice this card).
<i>Foriysian Brigade</i>	Summon Soldiers	W3	2/4. Can block two creatures in each combat.
<i>Gerrard's Wisdom</i>	Sorcery	WW2	Gain 2 life for each card in your hand.
<i>Master of Arms</i>	Summon Soldier	W2	2/2, First Strike. Tap a creature blocking this card (W1).
<i>Mistmoon Griffin</i>	Summon Griffin	W3	2/2, Flying. If this card is put into the graveyard from play, remove it from the game, then put the top creature card from your graveyard into play under your control.
<i>Revered Unicorn</i>	Summon Unicorn	W1	2/3. If this card leaves play, you gain life equal to its last paid cumulative upkeep. Cumulative Upkeep: 1.
<i>Serra's Blessing</i>	Enchantment	W1	Your creatures do not tap when attacking.
<i>Volunteer Reserves</i>	Summon Soldiers	W1	2/4, Banding. Cumulative Upkeep: 1.
Alms	Enchantment	W	Prevent 1 damage to a creature (1+Remove top card in your graveyard from the game).
Angelic Renewal	Enchantment	W1	If a creature is put into your graveyard from play, you can bury this card and put that creature into play under your control.
Ardent Militia	Summon Soldiers	W4	2/5. Does not tap when attacking.
Benalish Infantry	Summon Soldiers	W2	1/3, Banding.
Benalish Knight	^{B15} Summon Knight	W2	2/2, First Strike. You can play this card when you can play an instant.
Benalish Missionary	Summon Cleric	W	1/1. Target blocked creature deals no damage this turn (Tap+W1).
Duskriider Falcon	Summon Falcon	W1	1/1, Flying, Protection from Black
Empyrial Armor	Enchant Creature	WW1	Creature gets +X/+X where X is the number of cards in your hand.
Guided Strike	Instant	W1	Give a creature +1/+0 and First Strike until end of turn. Draw a card.
Heavy Ballista	Summon Soldiers	W3	2/3. Do 2 damage to an attacking or blocking creature (Tap).
Kithkin Armor	Enchant Creature	W	Creature cannot be blocked by creatures with power >= 3. Prevent all damage to the creature from one source (Sacrifice this card).
Soul Shepherd	Summon Cleric	W1	2/1. Gain 1 life (W+Remove a creature card in your graveyard from the game).