

Dissension

Expansion set for Magic: The Gathering

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 This card list was created by Eric DeWall, based on a template originated by Stephen D'Angelo.

Dissension (expansion code: DIS) is the 3rd set in the Ravnica block. It was released on May 5, 2006. The expansion symbol is the broken seal of the Guildpact.

The set contains 180 cards, distributed as follows:

	Land	Artifact	Split	Multicolor	Black	Blue	Green	Red	White	
Rare	4	5	5	21	5	5	5	5	5	60
<i>Uncommon</i>	4	3	5	15	7	5	7	7	7	<i>60</i>
Common	3	3	-	12	9	6	9	9	9	60
	11	11	10	48	21	16	21	21	21	180

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.
 Cards reprinted from a prior set are footnoted with prior set and rarity detail.

Land

Card Name	Spell Type	Ability
Blood Crypt	Land - Swamp Mountain	T: Add B or R to your mana pool. ; As Blood Crypt comes into play, you may pay 2 life. If you don't, Blood Crypt comes into play tapped.
Breeding Pool	Land - Forest Island	T: Add G or U to your mana pool. ; As Breeding Pool comes into play, you may pay 2 life. If you don't, Breeding Pool comes into play tapped.
Hallowed Fountain	Land - Plains Island	T: Add W or U to your mana pool. ; As Hallowed Fountain comes into play, you may pay 2 life. If you don't, Hallowed Fountain comes into play tapped.
Pillar of the Paruns	Land	T: Add one mana of any color to your mana pool. Spend this mana only to play a multicolored spell.
<i>Ghost Quarter</i>	Land	T: Add 1 to your mana pool. ; T, Sacrifice Ghost Quarter: Destroy target land. Its controller may search his or her library for a basic land card, put it into play, then shuffle his or her library.
<i>Novijen, Heart of Progress</i>	Land	T: Add 1 to your mana pool. ; GU, T: Put a +1/+1 counter on each creature that came into play this turn.
<i>Prahv, Spires of Order</i>	Land	T: Add 1 to your mana pool. ; 4WU, T Prevent all damage a source of your choice would deal this turn.
<i>Rix Maadi, Dungeon Palace</i>	Land	T: Add 1 to your mana pool. ; 1BR, T Each player discards a card. Play this ability only any time you could play a sorcery.
Azorius Chancery	Land	Azorius Chancery comes into play tapped. ; When Azorius Chancery comes into play, return a land you control to its owner's hand. ; T: Add WU to your mana pool.
Rakdos Carnarium	Land	Rakdos Carnarium comes into play tapped. ; When Rakdos Carnarium comes into play, return a land you control to its owner's hand. ; T: Add BR to your mana pool.
Simic Growth Chamber	Land	Simic Growth Chamber comes into play tapped. ; When Simic Growth Chamber comes into play, return a land you control to its owner's hand. ; T: Add GU to your mana pool.

Artifacts

Card Name	Spell Type	Cost	Ability
Bronze Bombshell	Artifact Creature - Construct	4	4/1. When a player other than Bronze Bombshell's owner controls it, that player sacrifices it. If the player does, Bronze Bombshell deals 7 damage to him or her.
Evolution Vat	Artifact	3	3, T: Tap target creature and put a +1/+1 counter on it. Until end of turn, that creature gains "2GU: Double the number of +1/+1 counters on this creature."
Muse Vessel	Artifact	4	3, T: Target player removes a card in his or her hand from the game. Play this ability only any time you could play a sorcery. ; 1: Choose a card removed from the game with Muse Vessel. You may play that card this turn.
Rakdos Riteknife	Artifact - Equipment	2	Equipped creature gets +1/+0 for each blood counter on Rakdos Riteknife and has "T, Sacrifice a creature: Put a blood counter on Rakdos Riteknife." ; BR, Sacrifice Rakdos Riteknife: Target player sacrifices a permanent for each blood counter on Rakdos Riteknife. ; Equip 2
Walking Archive	Artifact Creature - Golem	3	1/1, Defender (<i>This creature can't attack.</i>) Walking Archive comes into play with a +1/+1 counter on it. ; At the beginning of each player's upkeep, that player draws a card for each +1/+1 counter on Walking Archive. ; 2WU: Put a +1/+1 counter on Walking Archive.
<i>Magewright's Stone</i>	Artifact	2	1, T: Untap target creature that has an activated ability with T in its cost.
<i>Skullmead Cauldron</i>	Artifact	4	T: You gain 1 life. ; T, Discard a card: You gain 3 life.
<i>Transguild Courier</i>	Artifact Creature - Golem	4	3/3. Transguild Courier is all colors (<i>even if this card isn't in play</i>).
Azorius Signet	Artifact	2	1, T: Add WU to your mana pool.
Rakdos Signet	Artifact	2	1, T: Add BR to your mana pool.
Simic Signet	Artifact	2	1, T: Add GU to your mana pool.

Multicolor Spells (Part 1 of 2)

Card Name	Spell Type	Cost	Ability
Æthermage's Touch	Instant	2WU	Reveal the top four cards of your library. You may put a creature card from among them into play with "At the end of your turn, return this creature to its owner's hand." Then put the rest of the cards revealed this way on the bottom of your library in any order.
Anthem of Rakdos	Enchantment	2BRR	Whenever a creature you control attacks, it gets +2/+0 until end of turn and Anthem of Rakdos deals 1 damage to you. <i>Hellbent</i> - As long as you have no cards in hand, if a source you control would deal damage to a creature or player, it deals double that damage to that creature or player instead.
Avatar of Discord	Creature - Avatar	$\frac{B}{R} \frac{B}{R} \frac{B}{R}$	$\frac{B}{R}$ can be paid with either B or R.) 5/3, Flying. When Avatar of Discord comes into play, sacrifice it unless you discard two cards.
Biomantic Mastery	Sorcery	$4 \frac{G}{U} \frac{G}{U} \frac{G}{U}$	$\frac{G}{U}$ can be paid with either G or U.) Draw a card for each creature target player controls, then draw a card for each creature another target player controls.
Cytoshape	Instant	1GU	Choose a nonlegendary creature in play. Target creature becomes a copy of that creature until end of turn.
Dovescape	Enchantment	$3 \frac{W}{U} \frac{W}{U} \frac{W}{U}$	$\frac{W}{U}$ can be paid with either W or U.) Whenever a player plays a noncreature spell, counter that spell. That player puts X 1/1 white and blue Bird creature tokens with flying into play, where X is the spell's converted mana cost.
Dread Slag	Creature - Horror	3BR	9/9, Trample. Dread Slag gets -4/-4 for each card in your hand.
Experiment Kraj	Legendary Creature - Ooze Mutant	2GGUU	4/6. Experiment Kraj has all activated abilities of each other creature with a +1/+1 counter on it. ; T: Put a +1/+1 counter on target creature.
Grand Arbiter Augustin IV	Legendary Creature - Human Advisor	2WU	2/3. White spells you play cost 1 less to play. ; Blue spells you play cost 1 less to play. ; Spells your opponents play cost 1 more to play.
Isperia the Inscrutable	Legendary Creature - Sphinx	1WWUU	3/6, Flying. Whenever Isperia the Inscrutable deals combat damage to a player, name a card. That player reveals his or her hand. If he or she reveals the named card, search your library for a creature card with flying, reveal it, put it into your hand, then shuffle your library.
Lyzolda, the Blood Witch	Legendary Creature - Human Cleric	1BR	3/1. 2, Sacrifice a creature: Lyzolda, the Blood Witch deals 2 damage to target creature or player if the sacrificed creature was red. Draw a card if the sacrificed creature was black.
Momir Vig, Simic Visionary	Legendary Creature - Elf Wizard	3GU	2/2. Whenever you play a green creature spell, you may search your library for a creature card and reveal it. If you do, shuffle your library and put that card on top of it. ; Whenever you play a blue creature spell, reveal the top card of your library. If it's a creature card, put that card into your hand.
Omnibian	Creature - Frog	1GGU	3/3. T: Target creature becomes a 3/3 Frog until end of turn.
Pride of the Clouds	Creature - Elemental Cat	WU	1/1, Flying. Pride of the Clouds gets +1/+1 for each other creature in play with flying. ; Forecast - 2WU, Reveal Pride of the Clouds from your hand: Put a 1/1 white and blue Bird creature token with flying into play. (Play this ability only during your upkeep and only once each turn.)
Rain of Gore	Enchantment	BR	If a spell or ability would cause its controller to gain life, that player loses that much life instead.
Rakdos Augermage	Creature - Human Wizard	BBR	3/2, First strike. T: Reveal your hand and discard a card of target opponent's choice. Then that player reveals his or her hand and discards a card of your choice. Play this ability only any time you could play a sorcery.
Rakdos the Defiler	Legendary Creature - Demon	2BBRR	7/6, Flying, Trample. Whenever Rakdos the Defiler attacks, sacrifice half the non-Demon permanents you control, rounded up. ; Whenever Rakdos deals combat damage to a player, that player sacrifices half the non-Demon permanents he or she controls, rounded up.
Simic Sky Swallower	Creature - Leviathan	5GU	6/6, Flying, Trample. Simic Sky Swallower can't be the target of spells or abilities.
Swift Silence	Instant	2WUU	Counter all other spells. Draw a card for each spell countered this way.
Voidslime	Instant	GUU	Counter target spell, activated ability, or triggered ability. (Mana abilities can't be targeted.)
Windreaver	Creature - Elemental	3WU	1/3, Flying. W: Windreaver gains vigilance until end of turn. ; W: Windreaver gets +0/+1 until end of turn. ; U: Switch Windreaver's power and toughness until end of turn. ; U: Return Windreaver to its owner's hand.

Multicolor Spells (Part 2 of 2)

Card Name	Spell Type	Cost	Ability
Azorius Æthermage	Creature - Human Wizard	1WU	1/1. Whenever a permanent is returned to your hand, you may pay 1. If you do, draw a card.
Azorius Guildmage	Creature - Vedalken Wizard	^W / _U ^W / _U	(^W / _U can be paid with either W or U.) 2/2. 2W: Tap target creature. ; 2U: Counter target activated ability. (Mana abilities can't be targeted.)
Azorius Ploy	Instant	1WWU	Prevent all combat damage target creature would deal this turn. ; Prevent all combat damage that would be dealt to target creature this turn.
Hellhole Rats	Creature - Rat	2BR	2/2, Haste. When Hellhole Rats comes into play, target player discards a card. Hellhole Rats deals damage to that player equal to that card's converted mana cost.
Jagged Poppet	Creature - Ogre Warrior	1BR	3/4. Whenever Jagged Poppet is dealt damage, discard that many cards. <i>Hellbent</i> - Whenever Jagged Poppet deals combat damage to a player, if you have no cards in hand, that player discards cards equal to the damage.
Leafdrake Roost	Enchantment - Aura	3GU	Enchant land. Enchanted land has "GU, T Put a 2/2 green and blue Drake creature token with flying into play."
Pain Magnification	Enchantment	1BR	Whenever an opponent is dealt 3 or more damage by a single source, that player discards a card.
Palliation Accord	Enchantment	3WU	Whenever a creature an opponent controls becomes tapped, put a shield counter on Palliation Accord. ; Remove a shield counter from Palliation Accord: Prevent the next 1 damage that would be dealt to you this turn.
Plaxcaster Frogling	Creature - Frog Mutant	1GU	0/0. Graft 3 (This creature comes into play with three +1/+1 counters on it. Whenever another creature comes into play, you may move a +1/+1 counter from this creature onto it.) 2: Target creature with a +1/+1 counter on it can't be the target of spells or abilities this turn.
Rakdos Guildmage	Creature - Zombie Shaman	^B / _R ^B / _R	(^B / _R can be paid with either B or R.) 2/2. 3B, Discard a card: Target creature gets -2/-2 until end of turn. ; 3R: Put a 2/1 red Goblin creature token with haste into play. Remove it from the game at end of turn.
Simic Guildmage	Creature - Elf Wizard	^G / _U ^G / _U	(^G / _U can be paid with either G or U.) 2/2. 1G: Move a +1/+1 counter from target creature onto another target creature with the same controller. ; 1U: Attach target Aura enchanting a permanent to another permanent with the same controller.
Sky Hussar	Creature - Human Knight	3WU	4/3, Flying. When Sky Hussar comes into play, untap all creatures you control. Forecast - Tap two untapped white and/or blue creatures you control, Reveal Sky Hussar from your hand: Draw a card. (Play this ability only during your upkeep and only once each turn.)
Trygon Predator	Creature - Beast	1GU	2/3, Flying. Whenever Trygon Predator deals combat damage to a player, you may destroy target artifact or enchantment that player controls.
Twinstrike	Instant	3BR	Twinstrike deals 2 damage to each of two target creatures. <i>Hellbent</i> - Destroy those creatures instead if you have no cards in hand.
Vigean Intuition	Instant	3GU	Choose a card type, then reveal the top four cards of your library. Put all cards of the chosen type revealed this way into your hand and the rest into your graveyard. (The card types are artifact, creature, enchantment, instant, land, and sorcery.)
Assault Zeppelin	Creature - Beast	2GU	3/3, Flying, Trample.
Azorius First-Wing	Creature - Griffin	WU	2/2, Flying, Protection from enchantments.
Coiling Oracle	Creature - Snake Elf Druid	GU	1/1. When Coiling Oracle comes into play, reveal the top card of your library. If it's a land card, put it into play. Otherwise, put that card into your hand.
Gobhobbler Rats	Creature - Rat	BR	2/2. <i>Hellbent</i> - Gobhobbler Rats gets +1/+0 and has "B: Regenerate Gobhobbler Rats" as long as you have no cards in hand.
Minister of Impediments	Creature - Human Advisor	2 ^W / _U	(^W / _U can be paid with either W or U.) 1/1. T: Tap target creature.
Overrule	Instant	XWU	Counter target spell unless its controller pays X. You gain X life.
Plumes of Peace	Enchantment - Aura	1WU	Enchant creature. Enchanted creature doesn't untap during its controller's untap step. Forecast - WU, Reveal Plumes of Peace from your hand: Tap target creature. (Play this ability only during your upkeep and only once each turn.)
Rakdos Ickspitter	Creature - Thrull	1BR	1/1. T: Rakdos Ickspitter deals 1 damage to target creature and that creature's controller loses 1 life.
Riot Spikes	Enchantment - Aura	^B / _R	(^B / _R can be paid with either B or R.) Enchant creature. Enchanted creature gets +2/-1.
Shielding Plax	Enchantment - Aura	2 ^G / _U	(^G / _U can be paid with either G or U.) Enchant creature. When Shielding Plax comes into play, draw a card. ; Enchanted creature can't be the target of spells or abilities your opponents control.
Vigean Hydropon	Creature - Plant Mutant	1GU	0/0. Graft 5 (This creature comes into play with five +1/+1 counters on it. Whenever another creature comes into play, you may move a +1/+1 counter from this creature onto it.) Vigean Hydropon can't attack or block.
Wrecking Ball	Instant	2BR	Destroy target creature or land.

Split Spells

Card Name	Spell Type	Cost	Ability	
Bound // Determined	Bound	Instant	3BG	Sacrifice a creature. Return up to X cards from your graveyard to your hand, where X is the number of colors that creature was. Then remove this card from the game.
	Determined	Instant	GU	Other spells you control can't be countered by spells or abilities this turn. ; Draw a card.
Crime // Punishment	Crime	Sorcery	3WB	Put target creature or enchantment card in an opponent's graveyard into play under your control.
	Punishment	Sorcery	XBG	Destroy each artifact, creature, and enchantment with converted mana cost X.
Hide // Seek	Hide	Instant	RW	Put target artifact or enchantment on the bottom of its owner's library.
	Seek	Instant	WB	Search target opponent's library for a card and remove that card from the game. You gain life equal to its converted mana cost. Then that player shuffles his or her library.
Odds // Ends	Odds	Instant	UR	Flip a coin. If it comes up heads, counter target instant or sorcery spell. If it comes up tails, copy that spell and you may choose new targets for the copy.
	Ends	Instant	3RW	Target player sacrifices two attacking creatures.
Research // Development	Research	Instant	GU	Choose up to four cards you own from outside the game and shuffle them into your library.
	Development	Instant	3UR	Put a 3/1 red Elemental creature token into play unless any opponent lets you draw a card. Repeat this process two more times.
<i>Hit // Run</i>	Hit	Instant	1BR	Target player sacrifices an artifact or creature. Hit deals damage to that player equal to that permanent's converted mana cost.
	Run	Instant	3RG	Attacking creatures you control get +1/+0 until end of turn for each other attacking creature.
<i>Pure // Simple</i>	Pure	Sorcery	1RG	Destroy target multicolored permanent.
	Simple	Sorcery	1GW	Destroy all Auras and Equipment.
<i>Rise // Fall</i>	Rise	Sorcery	UB	Return target creature card in a graveyard and target creature in play to their owners' hands.
	Fall	Sorcery	BR	Target player reveals two cards at random from his or her hand, then discards each nonland card revealed this way.
<i>Supply // Demand</i>	Supply	Sorcery	XGW	Put X 1/1 green Saproling creature tokens into play.
	Demand	Sorcery	1WU	Search your library for a multicolored card, reveal it, and put it into your hand. Then shuffle your library.
<i>Trial // Error</i>	Trial	Instant	WU	Return all creatures blocking or blocked by target creature to their owner's hand.
	Error	Instant	UB	Counter target multicolored spell.

Black Spells

Card Name	Spell Type	Cost	Ability
Infernal Tutor	Sorcery	1B	Reveal a card from your hand. Search your library for a card with the same name as that card, reveal it, put it into your hand, then shuffle your library. ; <i>Hellbent</i> - If you have no cards in hand, instead search your library for a card, put it into your hand, then shuffle your library.
Nihilistic Glee	Enchantment	2BB	2B, Discard a card: Target opponent loses 1 life and you gain 1 life. ; <i>Hellbent</i> - 1, Pay 2 life: Draw a card. Play this ability only if you have no cards in hand.
Ratcatcher	Creature - Ogre Rogue	4BB	4/4, Fear. At the beginning of your upkeep, you may search your library for a Rat card, reveal it, and put it into your hand. If you do, shuffle your library.
Unliving Psychopath	Creature - Zombie Assassin	2BB	0/4. B: Unliving Psychopath gets +1/-1 until end of turn. ; B, T Destroy target creature with power less than Unliving Psychopath's power.
Wit's End	Sorcery	5BB	Target player discards his or her hand.
<i>Bond of Agony</i>	Sorcery	XB	As an additional cost to play Bond of Agony, pay X life. Each other player loses X life.
<i>Brain Pry</i>	Sorcery	1B	Name a nonland card. Target player reveals his or her hand. That player discards a card with that name. If he or she can't, you draw a card.
<i>Crypt Champion</i>	Creature - Zombie	3B	2/2, Double strike. When Crypt Champion comes into play, each player puts a creature card with converted mana cost 3 or less from his or her graveyard into play. ; When Crypt Champion comes into play, sacrifice it unless R was spent to play it.
<i>Drekavac</i>	Creature - Beast	1B	3/3. When Drekavac comes into play, sacrifice it unless you discard a noncreature card.
<i>Nightcreep</i>	Instant	BB	Until end of turn, all creatures become black and all lands become Swamps.
<i>Ragamuffyn</i>	Creature - Zombie Cleric	2B	2/2. <i>Hellbent</i> - T, Sacrifice a creature or land: Draw a card. Play this ability only if you have no cards in hand.
<i>Slithering Shade</i>	Creature - Shade	B	0/1, Defender (<i>This creature can't attack.</i>) B: Slithering Shade gets +1/+1 until end of turn. <i>Hellbent</i> - Slithering Shade can attack as though it didn't have defender as long as you have no cards in hand.
<i>Delirium Skeins</i>	Sorcery	2B	Each player discards three cards.
<i>Demon's Jester</i>	Creature - Imp	3B	2/2, Flying. <i>Hellbent</i> - Demon's Jester gets +2/+1 as long as you have no cards in hand.
<i>Enemy of the Guildpact</i>	Creature - Spirit	4B	4/2, Protection from multicolored.
<i>Entropic Eidolon</i>	Creature - Spirit	3B	2/2. B, Sacrifice Entropic Eidolon: Target player loses 1 life and you gain 1 life. ; Whenever you play a multicolored spell, you may return Entropic Eidolon from your graveyard to your hand.
<i>Macabre Waltz</i>	Sorcery	1B	Return up to two target creature cards from your graveyard to your hand, then discard a card.
<i>Nettling Curse</i>	Enchantment - Aura	2B	Enchant creature. Whenever enchanted creature attacks or blocks, its controller loses 3 life. ; 1R: Enchanted creature attacks this turn if able.
<i>Seal of Doom</i>	Enchantment	2B	Sacrifice Seal of Doom: Destroy target nonblack creature. It can't be regenerated.
<i>Slaughterhouse Bouncer</i>	Creature - Ogre Warrior	4B	3/3. <i>Hellbent</i> - When Slaughterhouse Bouncer is put into a graveyard from play, if you have no cards in hand, target creature gets -3/-3 until end of turn.
<i>Vesper Ghoul</i>	Creature - Zombie Druid	2B	1/1. T, Pay 1 life: Add one mana of any color to your mana pool.

Blue Spells

Card Name	Spell Type	Cost	Ability
Cytoplast Manipulator	Creature - Human Wizard Mutant	2UU	0/0, Graft 2 (This creature comes into play with two +1/+1 counters on it. Whenever another creature comes into play, you may move a +1/+1 counter from this creature onto it.) U, T Gain control of target creature with a +1/+1 counter on it as long as Cytoplast Manipulator remains in play.
Govern the Guildless	Sorcery	5U	Gain control of target monocolored creature. ; Forecast - 1U, Reveal Govern the Guildless from your hand: Target creature becomes the color or colors of your choice until end of turn. (Play this ability only during your upkeep and only once each turn.)
Novijen Sages	Creature - Human Advisor Mutant	4UU	0/0, Graft 4 (This creature comes into play with four +1/+1 counters on it. Whenever another creature comes into play, you may move a +1/+1 counter from this creature onto it.) 1, Remove two +1/+1 counters from among creatures you control: Draw a card.
Psychic Possession	Enchantment - Aura	2UU	Enchant opponent. Skip your draw step. ; Whenever enchanted opponent draws a card, you may draw a card.
Tidespout Tyrant	Creature - Djinn	5UUU	5/5, Flying. Whenever you play a spell, return target permanent to its owner's hand.
<i>Court Hussar</i>	Creature - Vedalken Knight	2U	1/3, Vigilance. When Court Hussar comes into play, look at the top three cards of your library, then put one of them into your hand and the rest on the bottom of your library in any order. ; When Court Hussar comes into play, sacrifice it unless W was spent to play it.
<i>Plaxmanta</i>	Creature - Beast	1U	2/2. You may play Plaxmanta any time you could play an instant. ; When Plaxmanta comes into play, creatures you control can't be the targets of spells or abilities this turn. ; When Plaxmanta comes into play, sacrifice it unless G was spent to play it.
<i>Skyscribing</i>	Sorcery	XUU	Each player draws X cards. ; Forecast - 2U, Reveal Skyscribing from your hand: Each player draws a card. (Play this ability only during your upkeep and only once each turn.)
<i>Spell Snare</i>	Instant	U	Counter target spell with converted mana cost 2.
<i>Vigean Graftmage</i>	Creature - Vedalken Wizard Mutant	2U	0/0, Graft 2 (This creature comes into play with two +1/+1 counters on it. Whenever another creature comes into play, you may move a +1/+1 counter from this creature onto it.) 1U: Untap target creature with a +1/+1 counter on it.
<i>Enigma Eidolon</i>	Creature - Spirit	3U	2/2. U, Sacrifice Enigma Eidolon: Target player puts the top three cards of his or her library into his or her graveyard. ; Whenever you play a multicolored spell, you may return Enigma Eidolon from your graveyard to your hand.
<i>Helium Squirter</i>	Creature - Beast Mutant	4U	0/0, Graft 3 (This creature comes into play with three +1/+1 counters on it. Whenever another creature comes into play, you may move a +1/+1 counter from this creature onto it.) 1: Target creature with a +1/+1 counter on it gains flying until end of turn.
<i>Ocular Halo</i>	Enchantment - Aura	3U	Enchant creature. Enchanted creature has "T Draw a card." ; W: Enchanted creature gains vigilance until end of turn.
<i>Silkwing Scout</i>	Creature - Faerie Scout	2U	2/1, Flying. G, Sacrifice Silkwing Scout: Search your library for a basic land card and put that card into play tapped. Then shuffle your library.
<i>Vision Skeins</i>	Instant	1U	Each player draws two cards.
<i>Writ of Passage</i>	Enchantment - Aura	U	Enchant creature. Whenever enchanted creature attacks, if its power is 2 or less, it's unblockable this turn. ; Forecast - 1U, Reveal Writ of Passage from your hand: Target creature with power 2 or less is unblockable this turn. (Play this ability only during your upkeep and only once each turn.)

Green Spells

Card Name	Spell Type	Cost	Ability
Cytoplast Root-Kin	Creature - Elemental Mutant	2GG	0/0. Graft 4 (<i>This creature comes into play with four +1/+1 counters on it. Whenever another creature comes into play, you may move a +1/+1 counter from this creature onto it.</i>) ; When Cytoplast Root-Kin comes into play, put a +1/+1 counter on each other creature you control that has a +1/+1 counter on it. ; 2: Move a +1/+1 counter from target creature you control onto Cytoplast Root-Kin.
Elemental Resonance	Enchantment - Aura	2GG	Enchant permanent. At the beginning of your precombat main phase, add mana equal to enchanted permanent's mana cost to your mana pool. (<i>Mana cost includes color. If a mana symbol has multiple colors, choose one.</i>)
Loaming Shaman	Creature - Centaur Shaman	2G	3/2. When Loaming Shaman comes into play, target player shuffles any number of target cards from his or her graveyard into his or her library.
Protean Hulk	Creature - Beast	5GG	6/6. When Protean Hulk is put into a graveyard from play, search your library for any number of creature cards with total converted mana cost 6 or less and put them into play. Then shuffle your library.
Sprouting Phytohydra	Creature - Plant Hydra	4G	0/2. Defender (<i>This creature can't attack.</i>) Whenever Sprouting Phytohydra is dealt damage, you may put a token into play that's a copy of Sprouting Phytohydra.
<i>Fertile Imagination</i>	Sorcery	2GG	Choose a card type. Target opponent reveals his or her hand. Put two 1/1 green Saproling creature tokens into play for each card of the chosen type revealed this way. (<i>The card types are artifact, creature, enchantment, instant, land, and sorcery.</i>)
<i>Flash Foliage</i>	Instant	2G	Put a 1/1 green Saproling creature token into play blocking target creature attacking you. ; Draw a card.
<i>Indrik Stomphowler</i>	Creature - Beast	4G	4/4. When Indrik Stomphowler comes into play, destroy target artifact or enchantment.
<i>Might of the Nephilim</i>	Instant	1G	Target creature gets +2/+2 until end of turn for each of its colors.
<i>Patagia Viper</i>	Creature - Snake	3G	2/1. Flying. When Patagia Viper comes into play, put two 1/1 green and blue Snake creature tokens into play. ; When Patagia Viper comes into play, sacrifice it unless U was spent to play it.
<i>Simic Basilisk</i>	Creature - Basilisk Mutant	4GG	0/0. Graft 3 (<i>This creature comes into play with three +1/+1 counters on it. Whenever another creature comes into play, you may move a +1/+1 counter from this creature onto it.</i>) ; 1G: Until end of turn, target creature with a +1/+1 counter on it gains "Whenever this creature deals combat damage to a creature, destroy that creature at end of combat."
<i>Stomp and Howl</i>	Sorcery	2G	Destroy target artifact and target enchantment.
<i>Aquastrand Spider</i>	Creature - Spider Mutant	1G	0/0. Graft 2 (<i>This creature comes into play with two +1/+1 counters on it. Whenever another creature comes into play, you may move a +1/+1 counter from this creature onto it.</i>) ; G: Target creature with a +1/+1 counter on it can block as though it had flying this turn.
<i>Cytospawn Shambler</i>	Creature - Elemental Mutant	6G	0/0. Graft 6 (<i>This creature comes into play with six +1/+1 counters on it. Whenever another creature comes into play, you may move a +1/+1 counter from this creature onto it.</i>) ; G: Target creature with a +1/+1 counter on it gains trample until end of turn.
<i>Simic Initiate</i>	Creature - Human Mutant	G	0/0. Graft 1 (<i>This creature comes into play with a +1/+1 counter on it. Whenever another creature comes into play, you may move a +1/+1 counter from this creature onto it.</i>)
<i>Simic Ragworm</i>	Creature - Worm	3G	3/3. U: Untap Simic Ragworm.
<i>Sporeback Troll</i>	Creature - Troll Mutant	3G	0/0. Graft 2 (<i>This creature comes into play with two +1/+1 counters on it. Whenever another creature comes into play, you may move a +1/+1 counter from this creature onto it.</i>) ; 1G: Regenerate target creature with a +1/+1 counter on it.
<i>Street Savvy</i>	Enchantment - Aura	G	Enchant creature. Enchanted creature gets +0/+2 and can block creatures with landwalk abilities as though they didn't have those abilities.
<i>Thrive¹</i>	Sorcery	XG	Put a +1/+1 counter on each of X target creatures.
<i>Utopia Sprawl</i>	Enchantment - Aura	G	Enchant Forest. As Utopia Sprawl comes into play, choose a color. Whenever enchanted Forest is tapped for mana, its controller adds one mana of the chosen color to his or her mana pool.
<i>Verdant Eidolon</i>	Creature - Spirit	3G	2/2. G, Sacrifice Verdant Eidolon: Add three mana of any one color to your mana pool. ; Whenever you play a multicolored spell, you may return Verdant Eidolon from your graveyard to your hand.

¹ Thrive is reprinted from: Prophecy (C)

Red Spells

Card Name	Spell Type	Cost	Ability
Demonfire	Sorcery	XR	Demonfire deals X damage to target creature or player. If a creature dealt damage this way would be put into a graveyard this turn, remove it from the game instead. ; <i>Hellbent</i> - If you have no cards in hand, Demonfire can't be countered by spells or abilities and the damage can't be prevented.
Rakdos Pit Dragon	Creature - Dragon	2RR	3/3. RR: Rakdos Pit Dragon gains flying until end of turn. ; R: Rakdos Pit Dragon gets +1/+0 until end of turn. ; <i>Hellbent</i> - Rakdos Pit Dragon has double strike as long as you have no cards in hand.
Stalking Vengeance	Creature - Avatar	5RR	5/5, Haste. Whenever another creature you control is put into a graveyard from play, it deals damage equal to its power to target player.
Stormscale Anarch	Creature - Viashino Shaman	2RR	2/2. 2R, Discard a card at random: Stormscale Anarch deals 2 damage to target creature or player. If the discarded card was multicolored, Stormscale Anarch deals 4 damage to that creature or player instead.
War's Toll	Enchantment	3R	Whenever an opponent taps a land for mana, tap all lands that player controls. ; If a creature an opponent controls attacks, all creatures that opponent controls attack if able.
<i>Flame-Kin War Scout</i>	Creature - Elemental Scout	3R	2/4. When another creature comes into play, sacrifice Flame-Kin War Scout. If you do, Flame-Kin War Scout deals 4 damage to that creature.
<i>Flaring Flame-Kin</i>	Creature - Elemental Warrior	2R	2/2. As long as Flaring Flame-Kin is enchanted, it gets +2/+2, has trample, and has "R: Flaring Flame-Kin gets +1/+0 until end of turn."
<i>Gnat Alley Creeper</i>	Creature - Human Rogue	2R	3/1. Gnat Alley Creeper can't be blocked by creatures with flying.
<i>Ignorant Bliss</i>	Instant	1R	Remove all cards in your hand from the game face down. At end of turn, return those cards to your hand, then draw a card.
<i>Kindle the Carnage</i>	Sorcery	1RR	Discard a card at random. If you do, Kindle the Carnage deals damage equal to that card's converted mana cost to each creature. You may repeat this process any number of times.
<i>Squealing Devil</i>	Creature - Devil	1R	2/1, Fear. When Squealing Devil comes into play, you may pay X. If you do, target creature gets +X/+0 until end of turn. ; When Squealing Devil comes into play, sacrifice it unless B was spent to play it.
<i>Weight of Spires</i>	Instant	R	Weight of Spires deals damage to target creature equal to the number of nonbasic lands that creature's controller controls.
Cackling Flames	Instant	3R	Cackling Flames deals 3 damage to target creature or player. <i>Hellbent</i> - Cackling Flames deals 5 damage to that creature or player instead if you have no cards in hand.
Kill-Suit Cultist	Creature - Goblin Berserker	R	1/1. Kill-Suit Cultist attacks each turn if able. ; B, Sacrifice Kill-Suit Cultist: The next time damage would be dealt to target creature this turn, destroy that creature instead.
Ogre Gatecrasher	Creature - Ogre Rogue	3R	3/3. When Ogre Gatecrasher comes into play, destroy target creature with defender.
Psychotic Fury	Instant	1R	Target multicolored creature gains double strike until end of turn. ; Draw a card.
Sandstorm Eidolon	Creature - Spirit	3R	2/2. R, Sacrifice Sandstorm Eidolon: Target creature can't block this turn. ; Whenever you play a multicolored spell, you may return Sandstorm Eidolon from your graveyard to your hand.
Seal of Fire	Enchantment	R	Sacrifice Seal of Fire: Seal of Fire deals 2 damage to target creature or player.
Taste for Mayhem	Enchantment - Aura	R	Enchant creature. Enchanted creature gets +2/+0. <i>Hellbent</i> - Enchanted creature gets an additional +2/+0 as long as you have no cards in hand.
Utvara Scalper	Creature - Goblin Scout	1R	1/2. Flying Utvara Scalper attacks each turn if able.
Whiptail Moloch	Creature - Lizard	4R	6/3. When Whiptail Moloch comes into play, it deals 3 damage to target creature you control.

White Spells

Card Name	Spell Type	Cost	Ability
Celestial Ancient	Creature - Elemental	3WW	3/3, Flying. Whenever you play an enchantment spell, put a +1/+1 counter on each creature you control.
Haazda Shield Mate	Creature - Human Soldier	2W	1/1. At the beginning of your upkeep, sacrifice Haazda Shield Mate unless you pay WW. ; W: The next time a source of your choice would deal damage to you this turn, prevent that damage.
Proclamation of Rebirth	Sorcery	2W	Return up to three target creature cards with converted mana cost 1 or less from your graveyard to play. ; Forecast - 5W, Reveal Proclamation of Rebirth from your hand: Return target creature card with converted mana cost 1 or less from your graveyard to play. <i>(Play this ability only during your upkeep and only once each turn.)</i>
Proper Burial	Enchantment	3W	Whenever a creature you control is put into a graveyard from play, you gain life equal to that creature's toughness.
Wakestone Gargoyle	Creature - Gargoyle	3W	3/4, Defender, Flying. 1W: Creatures you control with defender can attack this turn as though they didn't have defender.
<i>Azorius Herald</i>	Creature - Spirit	2W	2/1. Azorius Herald is unblockable. ; When Azorius Herald comes into play, you gain 4 life. ; When Azorius Herald comes into play, sacrifice it unless U was spent to play it.
<i>Blessing of the Nephilim</i>	Enchantment - Aura	W	Enchant creature. Enchanted creature gets +1/+1 for each of its colors.
<i>Brace for Impact</i>	Instant	4W	Prevent all damage that would be dealt to target multicolored creature this turn. For each 1 damage prevented this way, put a +1/+1 counter on that creature.
<i>Condemn</i>	Instant	W	Put target attacking creature on the bottom of its owner's library. Its controller gains life equal to its toughness.
<i>Mistral Charger</i>	Creature - Pegasus	1W	2/1, Flying.
<i>Paladin of Prahv</i>	Creature - Human Knight	4WW	3/4. Whenever Paladin of Prahv deals damage, you gain that much life. ; Forecast - 1W, Reveal Paladin of Prahv from your hand: Whenever target creature deals damage this turn, you gain that much life. <i>(Play this ability only during your upkeep and only once each turn.)</i>
<i>Stoic Ephemera</i>	Creature - Spirit	2W	5/5, Defender, Flying. When Stoic Ephemera blocks, sacrifice it at end of combat.
Aurora Eidolon	Creature - Spirit	3W	2/2. W, Sacrifice Aurora Eidolon: Prevent the next 3 damage that would be dealt to target creature or player this turn. ; Whenever you play a multicolored spell, you may return Aurora Eidolon from your graveyard to your hand.
Beacon Hawk	Creature - Bird	1W	1/1, Flying. Whenever Beacon Hawk deals combat damage to a player, you may untap target creature. ; W: Beacon Hawk gets +0/+1 until end of turn.
Carom	Instant	1W	The next 1 damage that would be dealt to target creature this turn is dealt to another target creature instead. Draw a card.
Freewind Equenaut	Creature - Human Archer	2W	2/2, Flying. As long as Freewind Equenaut is enchanted, it has "T Freewind Equenaut deals 2 damage to target attacking or blocking creature."
Guardian of the Guildpact	Creature - Spirit	3W	2/3, Protection from monocolored.
Haazda Exonerator	Creature - Human Cleric	W	1/1. T, Sacrifice Haazda Exonerator: Destroy target Aura.
Soulsworn Jury	Creature - Spirit	2W	1/4, Defender <i>(This creature can't attack.)</i> 1U, Sacrifice Soulsworn Jury: Counter target creature spell.
Steeling Stance	Instant	1WW	Creatures you control get +1/+1 until end of turn. ; Forecast - W, Reveal Steeling Stance from your hand: Target creature gets +1/+1 until end of turn. <i>(Play this ability only during your upkeep and only once each turn.)</i>
Valor Made Real	Instant	W	Target creature can block any number of creatures this turn.