

Guildpact

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.

Guildpact (expansion code: GPT) is the 2nd set in the Ravnica block. It was released on February 3, 2006. The expansion symbol is the seal of the Guildpact.

The set contains 165 cards, distributed as follows:

	Land	Artifact	Multicolor	Black	Blue	Green	Red	White	
Rare	3	4	23	5	5	5	5	5	55
<i>Uncommon</i>	3	-	15	8	8	8	5	8	<i>55</i>
Common	3	3	12	8	8	8	5	8	55
	9	7	50	21	21	21	15	21	165

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
Godless Shrine	Land - Plains Swamp	<i>(T: Add W or B to your mana pool.)</i> As Godless Shrine comes into play, you may pay 2 life. If you don't, Godless Shrine comes into play tapped.
Steam Vents	Land - Island Mountain	<i>(T: Add U or R to your mana pool.)</i> As Steam Vents comes into play, you may pay 2 life. If you don't, Steam Vents comes into play tapped.
Stomping Ground	Land - Mountain Forest	<i>(T: Add R or G to your mana pool.)</i> As Stomping Ground comes into play, you may pay 2 life. If you don't, Stomping Ground comes into play tapped.
<i>Nivix, Aerie of the Firemind</i>	Land	T: Add 1 to your mana pool. ; 2UR, T: Remove the top card of your library from the game. Until your next turn, you may play that card if it's an instant or sorcery.
<i>Orzhova, the Church of Deals</i>	Land	T: Add 1 to your mana pool. ; 3WB, T: Target player loses 1 life and you gain 1 life.
<i>Skarrg, the Rage Pits</i>	Land	T: Add 1 to your mana pool. ; RG, T Target creature gets +1/+1 and gains trample until end of turn.
Gruul Turf	Land	Gruul Turf comes into play tapped. ; When Gruul Turf comes into play, return a land you control to its owner's hand. ; T: Add RG to your mana pool.
Izzet Boilerworks	Land	Izzet Boilerworks comes into play tapped. ; When Izzet Boilerworks comes into play, return a land you control to its owner's hand. ; T: Add UR to your mana pool.
Orzhov Basilica	Land	Orzhov Basilica comes into play tapped. ; When Orzhov Basilica comes into play, return a land you control to its owner's hand. ; T: Add WB to your mana pool.

Artifacts

Card Name	Spell Type	Cost	Ability
Gruul War Plow	Artifact	4	Creatures you control have trample. ; 1RG: Gruul War Plow becomes a 4/4 Juggernaut artifact creature until end of turn.
Mizzium Transreliquat	Artifact	3	3: Mizziium Transreliquat becomes a copy of target artifact until end of turn. ; 1UR: Mizziium Transreliquat becomes a copy of target artifact and gains this ability.
Moratorium Stone	Artifact	1	2, T: Remove target card in a graveyard from the game. ; 2WB, T, Sacrifice Moratorium Stone: Remove from the game target nonland card in a graveyard, all other cards in graveyards with the same name as that card, and all permanents with that name.
Sword of the Paruns	Artifact – Equipment	4	As long as equipped creature is tapped, tapped creatures you control get +2/+0. ; As long as equipped creature is untapped, untapped creatures you control get +0/+2. ; 3: Tap or untap equipped creature. ; Equip 3
Gruul Signet	Artifact	2	1, T: Add RG to your mana pool.
Izzet Signet	Artifact	2	1, T: Add UR to your mana pool.
Orzhov Signet	Artifact	2	1, T: Add WB to your mana pool.

Multicolor Spells (Part 1 of 2)

Card Name	Spell Type	Cost	Ability
Angel of Despair	Creature – Angel	3WWBB	5/5, Flying. When Angel of Despair comes into play, destroy target permanent.
Borborygm	Legendary Creature – Cyclops	3RRGG	6/7, Trample. Whenever Borborygm deals combat damage to a player, put a +1/+1 counter on each creature you control.
Burning-Tree Shaman	Creature – Centaur Shaman	1RG	3/4. Whenever a player plays an activated ability that isn't a mana ability, Burning-Tree Shaman deals 1 damage to that player.
Cerebral Vortex	Instant	1UR	Target player draws two cards, then Cerebral Vortex deals damage to that player equal to the number of cards he or she has drawn this turn.
Culling Sun	Sorcery	2WWB	Destroy each creature with converted mana cost 3 or less.
Debtors' Knell	Enchantment	4 ^W / _B / ^W / _B / ^W / _B	(^W / _B can be paid with either W or B.) ; At the beginning of your upkeep, put target creature card in a graveyard into play under your control.
Djinn Illuminatus	Creature – Djinn	5 ^U / _R / ^U / _R	(^U / _R can be paid with either U or R.) 3/5, Flying. Each instant and sorcery spell you play has replicate. The replicate cost is equal to its mana cost. (When you play it, copy it for each time you paid its replicate cost. You may choose new targets for the copies.)
Dune-Brood Nephilim	Creature – Nephilim	BRGW	3/3. Whenever Dune-Brood Nephilim deals combat damage to a player, put a 1/1 colorless Sand creature token into play for each land you control.
Ghost Council of Orzhova	Legendary Creature – Spirit Lord	WWBB	4/4. When Ghost Council of Orzhova comes into play, target opponent loses 1 life and you gain 1 life. ; 1, Sacrifice a creature: Remove Ghost Council of Orzhova from the game. Return it to play under its owner's control at end of turn.
Giant Solifuge	Creature – Insect	2 ^R / _G / ^R / _G	(^R / _G can be paid with either R or G.) 4/1, Trample, Haste. Giant Solifuge can't be the target of spells or abilities.
Glint-Eye Nephilim	Creature – Nephilim	UBRG	2/2. Whenever Glint-Eye Nephilim deals combat damage to a player, draw that many cards. ; 1, Discard a card: Glint-Eye Nephilim gets +1/+1 until end of turn.
Ink-Treader Nephilim	Creature – Nephilim	RGWU	3/3. Whenever a player plays an instant or sorcery spell, if Ink-Treader Nephilim is the only target of that spell, copy the spell for each other creature that spell could target. Each copy targets a different one of those creatures.
Invoke the Firemind	Sorcery	XUUR	Choose one – Draw X cards; or Invoke the Firemind deals X damage to target creature or player.
Killer Instinct	Enchantment	4RG	At the beginning of your upkeep, reveal the top card of your library. If it's a creature card, put it into play. That creature gains haste until end of turn. Sacrifice it at end of turn.
Niv-Mizzet, the Firemind	Legendary Creature – Dragon Wizard	2UURR	4/4, Flying. Whenever you draw a card, Niv-Mizzet, the Firemind deals 1 damage to target creature or player. ; T: Draw a card.
Orzhov Pontiff	Creature – Human Cleric	1WB	1/1. Haunt (When this card is put into a graveyard from play, remove it from the game haunting target creature.) ; When Orzhov Pontiff comes into play or the creature it haunts is put into a graveyard, choose one – creatures you control get +1/+1 until end of turn; or creatures you don't control get -1/-1 until end of turn.
Rumbling Slum	Creature – Elemental	1RGG	5/5. At the beginning of your upkeep, Rumbling Slum deals 1 damage to each player.
Stitch in Time	Sorcery	1UR	Flip a coin. If you win the flip, take an extra turn after this one.
Teysa, Orzhov Scion	Legendary Creature – Human Advisor	1WB	2/3. Sacrifice three white creatures: Remove target creature from the game. ; Whenever another black creature you control is put into a graveyard from play, put a 1/1 white Spirit creature token with flying into play.
Tibor and Lumia	Legendary Creature – Human Wizard	2UR	3/3. Whenever you play a blue spell, target creature gains flying until end of turn. ; Whenever you play a red spell, Tibor and Lumia deals 1 damage to each creature without flying.
Ulasht, the Hate Seed	Legendary Creature – Hydra	2RG	0/0. Ulasht, the Hate Seed comes into play with a +1/+1 counter on it for each other red creature you control and a +1/+1 counter on it for each other green creature you control. ; 1, Remove a +1/+1 counter from Ulasht: Choose one – Ulasht deals 1 damage to target creature; or put a 1/1 green Saproling creature token into play.
Witch-Maw Nephilim	Creature – Nephilim	GWUB	1/1. Whenever you play a spell, you may put two +1/+1 counters on Witch-Maw Nephilim. ; Whenever Witch-Maw Nephilim attacks, it gains trample until end of turn if its power is 10 or greater.
Yore-Tiller Nephilim	Creature – Nephilim	WUBR	2/2. Whenever Yore-Tiller Nephilim attacks, return target creature card from your graveyard to play tapped and attacking.

Multicolor Spells (Part 2 of 2)

Card Name	Spell Type	Cost	Ability
<i>Agent of Masks</i>	Creature - Human Advisor	3WB	2/3. At the beginning of your upkeep, each opponent loses 1 life. ; You gain life equal to the life lost this way.
<i>Conjurer's Ban</i>	Sorcery	WB	Name a card. Until your next turn, the named card can't be played. ; Draw a card.
<i>Electrolyze</i>	Instant	1UR	Electrolyze deals 2 damage divided as you choose among any number of target creatures and/or players. ; Draw a card.
<i>Feral Animist</i>	Creature - Goblin Shaman	1RG	2/1. 3: Feral Animist gets +X/+0 until end of turn, where X is its power.
<i>Gelectrode</i>	Creature - Weird	1UR	0/1. T: Gelectrode deals 1 damage to target creature or player. ; Whenever you play an instant or sorcery spell, you may untap Gelectrode.
<i>Goblin Flectomancer</i>	Creature - Goblin Wizard	URR	2/2. Sacrifice Goblin Flectomancer: You may change the targets of target instant or sorcery spell.
<i>Gruul Guildmage</i>	Creature - Human Shaman	^R / _G ^R / _G	(^R / _G can be paid with either R or G.) 2/2. 3R, Sacrifice a land: Gruul Guildmage deals 2 damage to target player. ; 3G: Target creature gets +2/+2 until end of turn.
<i>Izzet Guildmage</i>	Creature - Human Wizard	^U / _R ^U / _R	(^U / _R can be paid with either U or R.) 2/2. 2U: Copy target instant spell you control with converted mana cost 2 or less. You may choose new targets for the copy. ; 2R: Copy target sorcery spell you control with converted mana cost 2 or less. You may choose new targets for the copy.
<i>Mortify</i>	Instant	1WB	Destroy target creature or enchantment.
<i>Orzhov Guildmage</i>	Creature - Human Wizard	^W / _B ^W / _B	(^W / _B can be paid with either W or B.) 2/2. 2W: Target player gains 1 life. ; 2B: Each player loses 1 life.
<i>Savage Twister¹</i>	Sorcery	XRG	Savage Twister deals X damage to each creature.
<i>Schismotivate</i>	Instant	1UR	Target creature gets +4/+0 until end of turn. Another target creature gets -4/-0 until end of turn.
<i>Skarrgan Skybreaker</i>	Creature - Giant Shaman	4RRG	3/3. Bloodthirst 3 (If an opponent was dealt damage this turn, this creature comes into play with three +1/+1 counters on it.) ; 1, Sacrifice Skarrgan Skybreaker: Skarrgan Skybreaker deals damage equal to its power to target creature or player.
<i>Souls of the Faultless</i>	Creature - Spirit	WBB	0/4. Defender (This creature can't attack.) ; Whenever Souls of the Faultless is dealt combat damage, you gain that much life and attacking player loses that much life.
<i>Wreak Havoc</i>	Sorcery	2RG	Wreak Havoc can't be countered by spells or abilities. ; Destroy target artifact or land.
<i>Blind Hunter</i>	Creature - Bat	2WB	2/2, Flying. Haunt (When this card is put into a graveyard from play, remove it from the game haunting target creature.) ; When Blind Hunter comes into play or the creature it haunts is put into a graveyard, target player loses 2 life and you gain 2 life.
<i>Burning-Tree Bloodscale</i>	Creature - Viashino Berserker	2RG	2/2. Bloodthirst 1 (If an opponent was dealt damage this turn, this creature comes into play with a +1/+1 counter on it.) ; 2R: Target creature can't block Burning-Tree Bloodscale this turn. ; 2G: Target creature blocks Burning-Tree Bloodscale this turn if able.
<i>Castigate</i>	Sorcery	WB	Target opponent reveals his or her hand. Choose a nonland card from it. Remove that card from the game.
<i>Izzet Chronarch</i>	Creature - Human Wizard	3UR	2/2. When Izzet Chronarch comes into play, return target instant or sorcery card from your graveyard to your hand.
<i>Leap of Flame</i>	Instant	UR	Replicate UR (When you play this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) ; Target creature gets +1/+0 and gains flying and first strike until end of turn.
<i>Mourning Thrull</i>	Creature - Thrull	1 ^W / _B	(^W / _B can be paid with either W or B.) 1/1, Flying. Whenever Mourning Thrull deals damage, you gain that much life.
<i>Petrahydrox</i>	Creature - Weird	3 ^U / _R	(^U / _R can be paid with either U or R.) 3/3. When Petrahydrox becomes the target of a spell or ability, return Petrahydrox to its owner's hand.
<i>Pillory of the Sleepless</i>	Enchantment - Aura	1WB	Enchant creature. Enchanted creature can't attack or block. Enchanted creature has "At the beginning of your upkeep, you lose 1 life."
<i>Scab-Clan Mauler</i>	Creature - Human Berserker	RG	1/1, Trample. Bloodthirst 2 (If an opponent was dealt damage this turn, this creature comes into play with two +1/+1 counters on it.)
<i>Streetbreaker Wurm</i>	Creature - Wurm	3RG	6/4.
<i>Wee Dragonauts</i>	Creature - Faerie Wizard	1UR	1/3, Flying. Whenever you play an instant or sorcery spell, Wee Dragonauts gets +2/+0 until end of turn.
<i>Wild Cantor</i>	Creature - Human Druid	^R / _G	(^R / _G can be paid with either R or G.) 1/1. Sacrifice Wild Cantor: Add one mana of any color to your mana pool.

¹ Savage Twister is reprinted from: Mirage (U)

Black Spells

Card Name	Spell Type	Cost	Ability
Abyssal Nocturnus	Creature – Horror	1BB	2/2. Whenever an opponent discards a card, Abyssal Nocturnus gets +2/+2 and gains fear until end of turn.
Leyline of the Void	Enchantment	2BB	If Leyline of the Void is in your opening hand, you may begin the game with it in play. ; If a card would be put into an opponent's graveyard, remove it from the game instead.
Sanguine Praetor	Creature – Avatar	6BB	7/5. B, Sacrifice a creature: Destroy each creature with the same converted mana cost as the sacrificed creature.
Seize the Soul	Instant	2BB	Destroy target nonwhite nonblack creature. Put a 1/1 white Spirit creature token with flying into play. ; Haunt ; When the creature Seize the Soul haunts is put into a graveyard, destroy target nonwhite nonblack creature. Put a 1/1 white Spirit creature token with flying into play.
Skeletal Vampire	Creature – Vampire Skeleton	4BB	3/3, Flying. When Skeletal Vampire comes into play, put two 1/1 black Bat creature tokens with flying into play. ; 3BB, Sacrifice a Bat: Put two 1/1 black Bat creature tokens with flying into play. ; Sacrifice a Bat: Regenerate Skeletal Vampire.
<i>Caustic Rain</i>	Sorcery	2BB	Remove target land from the game.
<i>Cryptwailing</i>	Enchantment	3B	1. Remove two creature cards in your graveyard from the game: Target player discards a card. Play this ability only any time you could play a sorcery.
<i>Daggerclaw Imp</i>	Creature – Imp	2B	3/1, Flying. Daggerclaw Imp can't block.
<i>Exhumer Thrull</i>	Creature – Thrull	5B	3/3. Haunt (<i>When this card is put into a graveyard from play, remove it from the game haunting target creature.</i>) ; When Exhumer Thrull comes into play or the creature it haunts is put into a graveyard, return target creature card from your graveyard to your hand.
<i>Hissing Miasma</i>	Enchantment	1BB	Whenever a creature attacks you, its controller loses 1 life.
<i>Plagued Rusalka</i>	Creature – Spirit	B	1/1. B, Sacrifice a creature: Target creature gets -1/-1 until end of turn.
<i>Revenant Patriarch</i>	Creature – Spirit	4B	4/3. When Revenant Patriarch comes into play, if W was spent to play Revenant Patriarch, target player skips his or her next combat phase. ; Revenant Patriarch can't block.
<i>Smogsteed Rider</i>	Creature – Human Wizard	2BB	2/2. Whenever Smogsteed Rider attacks, each other attacking creature gains fear until end of turn.
<i>Cremate</i> ²	Instant	B	Remove target card in a graveyard from the game. ; Draw a card.
<i>Cry of Contrition</i>	Sorcery	B	Target player discards a card. ; Haunt (<i>When this spell card is put into a graveyard after resolving, remove it from the game haunting target creature.</i>) ; When the creature Cry of Contrition haunts is put into a graveyard, target player discards a card.
<i>Douse in Gloom</i>	Instant	2B	Douse in Gloom deals 2 damage to target creature and you gain 2 life.
<i>Necromancer's Magemark</i>	Enchantment – Aura	2B	Enchant creature. Creatures you control that are enchanted get +1/+1. ; If a creature you control that's enchanted would be put into a graveyard, return it to its owner's hand instead.
<i>Orzhov Euthanist</i>	Creature – Human Assassin	2B	2/2. Haunt (<i>When this card is put into a graveyard from play, remove it from the game haunting target creature.</i>) ; When Orzhov Euthanist comes into play or the creature it haunts is put into a graveyard, destroy target creature that was dealt damage this turn.
<i>Ostiary Thrull</i>	Creature – Thrull	3B	2/2. W, T Tap target creature.
<i>Poisonbelly Ogre</i>	Creature – Ogre Warrior	4B	3/3. Whenever another creature comes into play, its controller loses 1 life.
<i>Restless Bones</i>	Creature – Skeleton	2B	1/1. 3B, T Target creature gains swampwalk until end of turn. ; 1B: Regenerate Restless Bones.

² Cremate is reprinted from: Invasion (U)

Blue Spells

Card Name	Spell Type	Cost	Ability
Hatching Plans	Enchantment	1U	When Hatching Plans is put into a graveyard from play, draw three cards.
Leyline of Singularity	Enchantment	2UU	If Leyline of Singularity is in your opening hand, you may begin the game with it in play. ; All nonland permanents are legendary.
Mimeofacture	Sorcery	3U	Replicate 3U (<i>When you play this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.</i>) ; Choose target permanent an opponent controls. Search that player's library for a card with the same name and put it into play under your control. Then that player shuffles his or her library.
Quicken	Instant	U	The next sorcery spell you play this turn can be played any time you could play an instant. ; Draw a card.
Sky Swallower	Creature - Leviathan	3UU	8/8, Flying. When Sky Swallower comes into play, target opponent gains control of all other permanents you control.
<i>Ætherplasm</i>	Creature - Illusion	2UU	1/1. Whenever Ætherplasm blocks a creature, you may return Ætherplasm to its owner's hand. If you do, you may put a creature card from your hand into play blocking that creature.
<i>Drowned Rusalka</i>	Creature - Spirit	U	1/1. U, Sacrifice a creature: Discard a card, then draw a card.
<i>Frazzle</i>	Instant	3U	Counter target nonblue spell.
<i>Stratozeppelinid</i>	Creature - Beast	4U	4/4, Flying. Stratozeppelinid can block only creatures with flying.
<i>Thunderheads</i>	Instant	2U	Replicate 2U (<i>When you play this spell, copy it for each time you paid its replicate cost.</i>) ; Put a 3/3 blue Weird creature token with defender and flying into play. Remove it from the game at end of turn.
<i>Vacuumelt</i>	Sorcery	2U	Replicate 2U (<i>When you play this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.</i>) ; Return target creature to its owner's hand.
<i>Vedalken Plotter</i>	Creature - Vedalken Wizard	2U	1/1. When Vedalken Plotter comes into play, exchange control of target land you control and target land an opponent controls.
<i>Vertigo Spawn</i>	Creature - Illusion	1U	0/3. Defender (<i>This creature can't attack.</i>) ; Whenever Vertigo Spawn blocks a creature, tap that creature. It doesn't untap during its controller's next untap step.
Crystal Seer	Creature - Vedalken Wizard	4U	2/2. When Crystal Seer comes into play, look at the top four cards of your library, then put them back in any order. ; 4U: Return Crystal Seer to its owner's hand.
Gigadrowse	Instant	U	Replicate U (<i>When you play this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.</i>) Tap target permanent.
Infiltrator's Magemark	Enchantment - Aura	2U	Enchant creature. Creatures you control that are enchanted get +1/+1 and can't be blocked except by creatures with defender.
Repeal	Instant	XU	Return target nonland permanent with converted mana cost X to its owner's hand. ; Draw a card.
Runeboggle	Instant	2U	Counter target spell unless its controller pays 1. ; Draw a card.
Steamcore Weird	Creature - Weird	3U	1/3. When Steamcore Weird comes into play, if R was spent to play Steamcore Weird, it deals 2 damage to target creature or player.
Torch Drake	Creature - Drake	3U	2/2, Flying. 1R: Torch Drake gets +1/+0 until end of turn.
Train of Thought	Sorcery	1U	Replicate 1U (<i>When you play this spell, copy it for each time you paid its replicate cost.</i>) ; Draw a card.

Green Spells

Card Name	Spell Type	Cost	Ability
Bioplasm	Creature - Ooze	3GG	4/4. Whenever Bioplasm attacks, remove the top card of your library from the game. If it's a creature card, Bioplasm gets +X/+Y until end of turn, where X is the removed creature card's power and Y is its toughness. (A * on a card not in play is 0.)
Earth Surge	Enchantment	3G	Each land gets +2/+2 as long as it's a creature.
Leyline of Lifeforce	Enchantment	2GG	If Leyline of Lifeforce is in your opening hand, you may begin the game with it in play. ; Creature spells can't be countered.
Petrified Wood-Kin	Creature - Elemental Warrior	6G	3/3. Petrified Wood-Kin can't be countered. ; Bloodthirst X (This creature comes into play with X +1/+1 counters on it, where X is the damage dealt to your opponents this turn.) ; Protection from instants.
Wurmweaver Coil	Enchantment - Aura	4GG	Enchant green creature. Enchanted creature gets +6/+6. ; GGG, Sacrifice Wurmweaver Coil: Put a 6/6 green Wurm creature token into play.
<i>Battering Wurm</i>	Creature - Wurm	6G	4/3. Bloodthirst 1 (If an opponent was dealt damage this turn, this creature comes into play with a +1/+1 counter on it.) ; Creatures with power less than Battering Wurm's power can't block it.
<i>Crash Landing</i>	Instant	2G	Target creature with flying loses flying until end of turn. Crash Landing deals damage to that creature equal to the number of Forests you control.
<i>Dryad Sophisticate</i>	Creature - Dryad	1G	2/1, Nonbasic landwalk
<i>Gatherer of Graces</i>	Creature - Human Druid	1G	1/2. Gatherer of Graces gets +1/+1 for each Aura attached to it. ; Sacrifice an Aura: Regenerate Gatherer of Graces.
<i>Gristleback</i>	Creature - Beast	2G	2/2. Bloodthirst 1 (If an opponent was dealt damage this turn, this creature comes into play with a +1/+1 counter on it.) ; Sacrifice Gristleback: You gain life equal to Gristleback's power.
<i>Predatory Focus</i>	Sorcery	3GG	You may have creatures you control deal their combat damage to defending player this turn as though they weren't blocked.
<i>Primeval Light</i>	Sorcery	3G	Destroy all enchantments target player controls.
<i>Starved Rusalka</i>	Creature - Spirit	G	1/1. G, Sacrifice a creature: You gain 1 life.
Beastmaster's Magemark	Enchantment - Aura	2G	Enchant creature. Creatures you control that are enchanted get +1/+1. ; Whenever a creature you control that's enchanted becomes blocked, it gets +1/+1 until end of turn for each creature blocking it.
Ghor-Clan Savage	Creature - Centaur Berserker	3GG	2/3. Bloodthirst 3 (If an opponent was dealt damage this turn, this creature comes into play with three +1/+1 counters on it.)
Gruul Nodorog	Creature - Beast	4GG	4/4. R: Gruul Nodorog can't be blocked this turn except by two or more creatures.
Gruul Scrapper	Creature - Human Berserker	3G	3/2. When Gruul Scrapper comes into play, if R was spent to play Gruul Scrapper, it gains haste until end of turn.
Silhana Ledgewalker	Creature - Elf Rogue	1G	1/1. Silhana Ledgewalker can't be blocked except by creatures with flying. ; Silhana Ledgewalker can't be the target of spells or abilities your opponents control.
Silhana Starfletcher	Creature - Elf Druid Archer	2G	1/3. As Silhana Starfletcher comes into play, choose a color. ; T Add one mana of the chosen color to your mana pool. ; Silhana Starfletcher can block as though it had flying.
Skarrgan Pit-Skulk	Creature - Human Warrior	G	1/1. Bloodthirst 1 (If an opponent was dealt damage this turn, this creature comes into play with a +1/+1 counter on it.) ; Creatures with power less than Skarrgan Pit-Skulk's power can't block it.
Wildsize	Instant	2G	Target creature gets +2/+2 and gains trample until end of turn. ; Draw a card.

Red Spells

Card Name	Spell Type	Cost	Ability
Leyline of Lightning	Enchantment	2RR	If Leyline of Lightning is in your opening hand, you may begin the game with it in play. ; Whenever you play a spell, you may pay 1. If you do, Leyline of Lightning deals 1 damage to target player.
Living Inferno	Creature - Elemental	6RR	8/5. T: Living Inferno deals damage equal to its power divided as you choose among any number of target creatures. Each of those creatures deals damage equal to its power to Living Inferno.
Parallectric Feedback	Instant	3R	Parallectric Feedback deals damage to target spell's controller equal to that spell's converted mana cost.
Siege of Towers	Sorcery	1R	Replicate 1R (When you play this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) ; Target Mountain becomes a 3/1 creature. It's still a land.
Skarrgan Firebird	Creature - Phoenix	4RR	3/3, Flying. Bloodthirst 3 (If an opponent was dealt damage this turn, this creature comes into play with three +1/+1 counters on it.) ; RRR: Return Skarrgan Firebird from your graveyard to your hand. Play this ability only if an opponent was dealt damage this turn.
<i>Ghor-Clan Bloodscale</i>	Creature - Viashino Warrior	3R	2/1, First strike. ; 3G: Ghor-Clan Bloodscale gets +2/+2 until end of turn. Play this ability only once each turn.
<i>Hypervolt Grasp</i>	Enchantment - Aura	2R	Enchant creature. Enchanted creature has "T This creature deals 1 damage to target creature or player." ; 1U: Return Hypervolt Grasp to its owner's hand.
<i>Rabble-Rouser</i>	Creature - Goblin Shaman	3R	1/1. Bloodthirst 1 (If an opponent was dealt damage this turn, this creature comes into play with a +1/+1 counter on it.) ; R, T Attacking creatures get +X/+0 until end of turn, where X is Rabble-Rouser's power.
<i>Scorched Rusalka</i>	Creature - Spirit	R	1/1. R, Sacrifice a creature: Scorched Rusalka deals 1 damage to target player.
<i>Shattering Spree</i>	Sorcery	R	Replicate R (When you play this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) ; Destroy target artifact.
<i>Bloodscale Prowler</i>	Creature - Viashino Warrior	2R	3/1. Bloodthirst 1 (If an opponent was dealt damage this turn, this creature comes into play with a +1/+1 counter on it.)
<i>Fencer's Magemark</i>	Enchantment - Aura	2R	Enchant creature. Creatures you control that are enchanted get +1/+1 and have first strike.
<i>Ogre Savant</i>	Creature - Ogre Wizard	4R	3/2. When Ogre Savant comes into play, if U was spent to play Ogre Savant, return target creature to its owner's hand.
<i>Pyromatics</i>	Instant	1R	Replicate 1R (When you play this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) ; Pyromatics deals 1 damage to target creature or player.
<i>Tin Street Hooligan</i>	Creature - Goblin Rogue	1R	2/1. When Tin Street Hooligan comes into play, if G was spent to play Tin Street Hooligan, destroy target artifact.

White Spells

Card Name	Spell Type	Cost	Ability
Ghostway	Instant	2W	Remove each creature you control from the game. Return those creatures to play under their owners' control at end of turn.
Graven Dominator	Creature - Gargoyle	4WW	4/4, Flying. Haunt (<i>When this card is put into a graveyard from play, remove it from the game haunting target creature.</i>); When Graven Dominator comes into play or the creature it haunts is put into a graveyard, each other creature becomes 1/1 until end of turn.
Leyline of the Meek	Enchantment	2WW	If Leyline of the Meek is in your opening hand, you may begin the game with it in play. ; Creature tokens get +1/+1.
Spelltithing Enforcer	Creature - Elephant Wizard	3WW	3/3. Whenever an opponent plays a spell, that player sacrifices a permanent unless he or she pays 1.
Storm Herd	Sorcery	8WW	Put X 1/1 white Pegasus creature tokens with flying into play, where X is your life total.
<i>Belfry Spirit</i>	Creature - Spirit	3WW	1/1, Flying. Haunt (<i>When this card is put into a graveyard from play, remove it from the game haunting target creature.</i>); When Belfry Spirit comes into play or the creature it haunts is put into a graveyard, put two 1/1 black Bat creature tokens with flying into play.
<i>Droning Bureaucrats</i>	Creature - Human Advisor	3W	1/4. X, T Each creature with converted mana cost X can't attack or block this turn.
<i>Harrier Griffin</i>	Creature - Griffin	5W	3/3, Flying. At the beginning of your upkeep, tap target creature.
<i>Martyred Rusalka</i>	Creature - Spirit	W	1/1. W, Sacrifice a creature: Target creature can't attack this turn.
<i>Order of the Stars</i>	Creature - Human Cleric	W	0/1. Defender (<i>This creature can't attack.</i>); As Order of the Stars comes into play, choose a color. Order of the Stars has protection from the chosen color.
<i>Shadow Lance</i>	Enchantment - Aura	W	Enchant creature. Enchanted creature has first strike. ; 1B: Enchanted creature gets +2/+2 until end of turn.
<i>Sinstriker's Will</i>	Enchantment - Aura	3W	Enchant creature. Enchanted creature has "T This creature deals damage equal to its power to target attacking or blocking creature."
<i>To Arms!</i>	Instant	1W	Untap all creatures you control. ; Draw a card.
Absolver Thrull	Creature - Thrull Cleric	3W	2/3. Haunt (<i>When this card is put into a graveyard from play, remove it from the game haunting target creature.</i>); When Absolver Thrull comes into play or the creature it haunts is put into a graveyard, destroy target enchantment.
Benediction of Moons	Sorcery	W	You gain 1 life for each player. Haunt (<i>When this spell card is put into a graveyard after resolving, remove it from the game haunting target creature.</i>); When the creature Benediction of Moons haunts is put into a graveyard, you gain 1 life for each player.
Ghost Warden	Creature - Spirit	1W	1/1. T: Target creature gets +1/+1 until end of turn.
Guardian's Magemark	Enchantment - Aura	2W	You may play Guardian's Magemark any time you could play an instant. ; Enchant creature. ; Creatures you control that are enchanted get +1/+1.
Lionheart Maverick	Creature - Human Knight	W	1/1, Vigilance. 4W: Lionheart Maverick gets +1/+2 until end of turn.
Shrieking Grottesque	Creature - Gargoyle	2W	2/1, Flying. When Shrieking Grottesque comes into play, if B was spent to play Shrieking Grottesque, target player discards a card.
Skyrider Trainee	Creature - Human Soldier	4W	3/3. As long as Skyrider Trainee is enchanted, it has flying.
Withstand	Instant	2W	Prevent the next 3 damage that would be dealt to target creature or player this turn. ; Draw a card.