

Nemesis

Expansion set for Magic: The Gathering

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Key:

Rare cards (R) are shown in bold text.

Uncommon cards (U) are shown in italicized text.

Common cards (C) are shown in normal text.

Each booster pack contains 1 rare, 3 uncommon, and 11 common.

Every card in the set has a normal version and a foil version.

Rare foil cards appear in a rare slot in one out of every 40 booster packs.

Uncommon foil cards appear in an uncommon slot in one out of every 20 booster packs.

Common foil cards appear in a common slot in one out of every 12 booster packs.

Land:

Card Name	Spell Type	Ability
Kor Haven	Legendary Land	Tap: Add one colorless mana to your mana pool. ; 1W, Tap: Prevent all combat damage that would be dealt by target attacking creature this turn.
Rath's Edge	Legendary Land	Tap: Add one colorless mana to your mana pool. ; 4, Tap, Sacrifice a land: Rath's Edge deals 1 damage to target creature or player.
<i>Terrain Generator</i>	Land	Tap: Add one colorless mana to your mana pool. ; 2, Tap: Put a basic land card from your hand into play tapped.

Artifacts:

Card Name	Spell Type	Cost	Ability
Belbe's Portal	Artifact	5	As Belbe's Portal comes into play, choose a creature type. ; 3, Tap: Put a creature card of the chosen type from your hand into play.
Complex Automaton	Artifact Creature - Golem	4	4/4. At the beginning of your upkeep, if you control seven or more permanents, return Complex Automaton to its owner's hand.
Eye of Yawgmoth	Artifact	3	3, Tap, Sacrifice a creature: Reveal cards from the top of your library equal to the sacrificed creature's power. Put one into your hand and remove the rest from the game.
Kill Switch	Artifact	3	2, Tap: Tap all other artifacts. They don't untap during their controllers' untap steps as long as Kill Switch remains tapped.
Parallax Inhibitor	Artifact	2	1, Tap, Sacrifice Parallax Inhibitor: Put a fade counter on each permanent with fading you control.
Predator, Flagship	Legendary Artifact	5	2: Target creature gains flying until end of turn. ; 5, Tap: Destroy target creature with flying.
Tangle Wire	Artifact	3	Fading 4 (This artifact comes into play with four fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.) ; At the beginning of each player's upkeep, that player taps an untapped artifact, creature, or land he or she controls for each fade counter on Tangle Wire.
<i>Belbe's Armor</i>	Artifact	3	X, Tap: Target creature gets -X/+X until end of turn.
<i>Flint Golem</i>	Artifact Creature - Golem	4	2/3. Whenever Flint Golem becomes blocked, defending player puts the top three cards of his or her library into his or her graveyard.
<i>Flowstone Armor</i>	Artifact	3	You may choose not to untap Flowstone Armor during your untap step. ; 3, Tap: Target creature gets +1/-1 as long as Flowstone Armor remains tapped.
<i>Flowstone Thopter</i>	Artifact Creature	7	4/4. 1: Flowstone Thopter gets +1/-1 and gains flying until end of turn.
<i>Rackling</i>	Artifact Creature	4	2/2. At the beginning of each opponent's upkeep, Rackling deals X damage to that player, where X is the number of cards in his or her hand fewer than three.
<i>Rejuvenation Chamber</i>	Artifact	3	Fading 2 (This artifact comes into play with two fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.) ; Tap: You gain 2 life.
<i>Rusting Golem</i>	Artifact Creature - Golem	4	*/*: Fading 5 (This creature comes into play with five fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.) ; Rusting Golem's power and toughness are each equal to the number of fade counters on it.
<i>Viseling</i>	Artifact Creature	4	2/2. At the beginning of each opponent's upkeep, Viseling deals X damage to that player, where X is the number of cards in his or her hand minus four.

Black Spells:

Card Name	Spell Type	Cost	Ability
Ascendant Evincar	Creature - Legend	BB4	3/3, Flying. Other black creatures get +1/+1. ; Nonblack creatures get -1/-1.
Death Pit Offering	Enchantment	BB2	As Death Pit Offering comes into play, sacrifice all creatures you control. ; Creatures you control get +2/+2.
Divining Witch	Creature - Spellshaper	B1	1/1. 1B, Tap, Discard a card from your hand: Name a card. Remove the top six cards of your library from the game. Reveal cards from the top of your library until you reveal the named card, then put that card into your hand. Remove all other cards revealed this way from the game.
Murderous Betrayal	Enchantment	BBB	BB, Pay half your life rounded up: Destroy target nonblack creature. It can't be regenerated.
Parallax Nexus	Enchantment	B2	Fading 5. ; Remove a fade counter from Parallax Nexus: Target opponent removes a card in his or her hand from the game. Play this ability only if you could play a sorcery. ; When Parallax Nexus leaves play, each player returns to his or her hand all cards he or she owns removed from the game with Parallax Nexus.
Rathi Assassin	Creature - Mercenary	BB2	2/2. 1BB, Tap: Destroy target tapped nonblack creature. ; 3, Tap: Search your library for a Mercenary card with converted mana cost 3 or less and put that card into play. Then shuffle your library.
Volrath the Fallen	Creature - Legend	BBB3	6/4. 1B, Discard a creature card from your hand: Volrath the Fallen gets +X/+X until end of turn, where X is the discarded card's converted mana cost.
<i>Battlefield Percher</i>	Creature - Bird	BB3	2/2, Flying. Battlefield Percher can block only creatures with flying. ; 1B: Battlefield Percher gets +1/+1 until end of turn.
<i>Carrion Wall</i>	Creature - Wall	BB1	3/2. (Walls can't attack.) 1B: Regenerate Carrion Wall.
<i>Dark Triumph</i>	Instant	B4	If you control a swamp, you may sacrifice a creature instead of paying Dark Triumph's mana cost. ; Creatures you control get +2/+0 until end of turn.
<i>Massacre</i>	Sorcery	BB2	If an opponent controls a plains and you control a swamp, you may play Massacre without paying its mana cost. ; All creatures get -2/-2 until end of turn.
<i>Mind Slash</i>	Enchantment	BB1	B, Sacrifice a creature: Look at target opponent's hand and choose a card from it. That player discards that card. Play this ability only if you could play a sorcery.
<i>Phyrexian Prowler</i>	Creature - Mercenary	B3	3/3. Fading 3 (This creature comes into play with three fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.) ; Remove a fade counter from Phyrexian Prowler: Phyrexian Prowler gets +1/+1 until end of turn.
<i>Rathi Fiend</i>	Creature - Mercenary	B3	2/2. When Rathi Fiend comes into play, each player loses 3 life. ; 3, Tap: Search your library for a Mercenary card with converted mana cost 3 or less and put that card into play. Then shuffle your library.
<i>Belbe's Percher</i>	Creature - Bird	B2	2/2, Flying. Belbe's Percher can block only creatures with flying.
<i>Mind Swords</i>	Sorcery	B1	If you control a swamp, you may sacrifice a creature instead of paying Mind Swords's mana cost. ; Each player removes two cards in his or her hand from the game.
<i>Parallax Dementia</i>	Enchant Creature	B1	Fading 1 (This enchantment comes into play with one fade counter on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.) ; Enchanted creature gets +3/+2. ; When Parallax Dementia leaves play, destroy enchanted creature. That creature can't be regenerated.
<i>Phyrexian Driver</i>	Creature - Mercenary	B2	1/1. When Phyrexian Driver comes into play, all other Mercenaries get +1/+1 until end of turn.
<i>Plague Witch</i>	Creature - Spellshaper	B1	1/1. B, Tap, Discard a card from your hand: Target creature gets -1/-1 until end of turn.
<i>Rathi Intimidator</i>	Creature - Mercenary	BB1	2/1. Rathi Intimidator can't be blocked except by artifact creatures and black creatures. ; 2, Tap: Search your library for a Mercenary card with converted mana cost 2 or less and put that card into play. Then shuffle your library.
<i>Seal of Doom</i>	Enchantment	B2	Sacrifice Seal of Doom: Destroy target nonblack creature. It can't be regenerated.
<i>Spineless Thug</i>	Creature - Mercenary	B1	2/2. Spineless Thug can't block.
<i>Spiteful Bully</i>	Creature - Mercenary	B1	3/3. At the beginning of your upkeep, Spiteful Bully deals 3 damage to target creature you control.
<i>Stronghold Discipline</i>	Sorcery	BB2	Each player loses 1 life for each creature he or she controls.
<i>Vicious Hunger</i>	Sorcery	BB	Vicious Hunger deals 2 damage to target creature. You gain 2 life.

Blue Spells:

Card Name	Spell Type	Cost	Ability
AEther Barrier	Enchantment	U2	Whenever a player plays a creature spell, that player sacrifices a permanent unless he or she pays 1.
Pale Moon	Instant	U1	Until end of turn, if a player taps a nonbasic land for mana, it produces colorless mana instead of its normal type.
Parallax Tide	Enchantment	UU2	Fading 5. ; Remove a fade counter from Parallax Tide: Remove target land from the game. ; When Parallax Tide leaves play, each player returns to play all cards he or she owns removed from the game with Parallax Tide.
Rising Waters	Enchantment	U3	Lands don't untap during their controllers' untap steps. ; At the beginning of each player's upkeep, that player untaps a land he or she controls.
Rootwater Thief	Creature - Merfolk	U1	1/2. U: Rootwater Thief gains flying until end of turn. ; Whenever Rootwater Thief deals combat damage to a player, you may pay 2. If you do, search that player's library for a card and remove that card from the game, then the player shuffles his or her library.
Seahunter	Creature - Mercenary	UU2	2/2. 3, Tap: Search your library for a Merfolk card and put that card into play. Then shuffle your library.
Sliptide Serpent	Creature - Serpent	UU4	4/4. 3U: Return Sliptide Serpent to its owner's hand.
<i>Dominate</i>	Instant	UU1X	Gain control of target creature with converted mana cost X or less. (This spell's effect doesn't end at end of turn.)
<i>Ensnare</i>	Instant	U3	You may return two islands you control to their owner's hand instead of paying Ensnare's mana cost. ; Tap all creatures.
<i>Jolting Merfolk</i>	Creature - Merfolk	UU2	2/2. Fading 4 (This creature comes into play with four fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.) ; Remove a fade counter from Jolting Merfolk: Tap target creature.
<i>Stronghold Biologist</i>	Creature - Spellshaper	U2	1/1. UU, Tap, Discard a card from your hand: Counter target creature spell.
<i>Stronghold Machinist</i>	Creature - Spellshaper	U2	1/1. UU, Tap, Discard a card from your hand: Counter target noncreature spell.
<i>Stronghold Zeppelin</i>	Creature - Ship	UU2	3/3, Flying. Stronghold Zeppelin can block only creatures with flying.
<i>Submerge</i>	Instant	U4	If an opponent controls a forest and you control an island, you may play Submerge without paying its mana cost. ; Put target creature on top of its owner's library.
Accumulated Knowledge	Instant	U1	Draw a card, then draw cards equal to the number of Accumulated Knowledge cards in all graveyards.
Air Bladder	Enchant Creature	U	Enchanted creature has flying. ; Enchanted creature can block only creatures with flying.
Cloudskate	Creature - Illusion	U1	2/2, Flying. Fading 3 (This creature comes into play with three fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)
Daze	Instant	U1	You may return an island you control to its owner's hand instead of paying Daze's mana cost. ; Counter target spell unless its controller pays 1.
Infiltrate	Instant	U	Target creature is unblockable this turn.
Oraxid	Creature - Beast	U3	2/3, Protection from Red.
Rootwater Commando	Creature - Merfolk	U2	2/2, Islandwalk (This creature is unblockable as long as defending player controls an island.)
Seal of Removal	Enchantment	U	Sacrifice Seal of Removal: Return target creature to its owner's hand.
Sneaky Homunculus	Creature - Illusion	U1	1/1. Sneaky Homunculus can't block or be blocked by creatures with power 2 or greater.
Trickster Mage	Creature - Spellshaper	U	1/1. U, Tap, Discard a card from your hand: Tap or untap target artifact, creature, or land.
Wandering Eye	Creature - Illusion	U2	1/3, Flying. All players play with their hands revealed.

Green Spells:

Card Name	Spell Type	Cost	Ability
Overlaid Terrain	Enchantment	GG2	As Overlaid Terrain comes into play, sacrifice all lands you control. ; Lands you control have "Tap: Add two mana of any color to your mana pool."
Pack Hunt	Sorcery	G3	Search your library for up to three copies of target creature, reveal them, and put them into your hand. Then shuffle your library.
Rhox	Creature - Beast	GG4	5/5. You may have Rhox deal combat damage to defending player as though it weren't blocked. ; 2G: Regenerate Rhox.
Saproling Burst	Enchantment	G4	Fading 7. ; Remove a fade counter from Saproling Burst: Put a green Saproling creature token into play. It has "This creature's power and toughness are each equal to the number of fade counters on Saproling Burst." ; When Saproling Burst leaves play, destroy all tokens put into play with Saproling Burst. They can't be regenerated.
Saproling Cluster	Enchantment	G1	1.Discard a card from your hand: Put a 1/1 green Saproling creature token into play. Any player may play this ability.
Skyskroud Behemoth	Creature - Beast	GG5	10/10. Fading 2 (This creature comes into play with two fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.) ; Skyskroud Behemoth comes into play tapped.
Skyskroud Poacher	Creature - Rebel	GG2	2/2. 3.Tap: Search your library for an Elf card and put that card into play. Then shuffle your library.
<i>Animate Land</i>	Instant	G	Until end of turn, target land is a 3/3 creature that's still a land.
<i>Coiling Woodworm</i>	Creature - Insect	G2	*1/1. Coiling Woodworm's power is equal to the number of forests in play.
<i>Nesting Wurm</i>	Creature - Wurm	GG4	4/3, Trample. When Nesting Wurm comes into play, you may search your library for up to three Nesting Wurm cards, reveal them, and put them into your hand. If you do, shuffle your library.
<i>Refreshing Rain</i>	Instant	G3	If an opponent controls a swamp and you control a forest, you may play Refreshing Rain without paying its mana cost. ; Target player gains 6 life.
<i>Stampede Driver</i>	Creature - Spellshaper	G	1/1. 1G, Tap, Discard a card from your hand: Creatures you control get +1/+1 and gain trample until end of turn.
<i>Wild Mammoth</i>	Creature - Elephant	G2	3/4. At the beginning of your upkeep, if a player controls more creatures than any other, that player gains control of Wild Mammoth.
<i>Woodripper</i>	Creature - Beast	GG3	4/6. Fading 3 (This creature comes into play with three fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.) ; 1.Remove a fade counter from Woodripper: Destroy target artifact.
Blastoderm	Creature - Beast	GG2	5/5. Fading 3 (This creature comes into play with three fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.) ; Blastoderm can't be the target of spells or abilities.
Fog Patch	Instant	G1	Play Fog Patch only during the declare blockers step. ; Attacking creatures become blocked. (This spell works on unblockable creatures.)
Harvest Mage	Creature - Spellshaper	G	1/1. G, Tap, Discard a card from your hand: Until end of turn, if you tap a land for mana, it produces one mana of any color instead of its normal type and amount.
Mossgod	Creature - Hound	G	1/1. Whenever Mossgod becomes the target of a spell or ability an opponent controls, put a +1/+1 counter on Mossgod.
Reverent Silence	Sorcery	G3	If you control a forest, you may have each other player gain 6 life instead of paying Reverent Silence's mana cost. ; Destroy all enchantments.
Seal of Strength	Enchantment	G	Sacrifice Seal of Strength: Target creature gets +3/+3 until end of turn.
Skyskroud Claim	Sorcery	G3	Search your library for up to two forest cards and put them into play. Then shuffle your library.
Skyskroud Cutter	Creature - Beast	G3	2/2. If you control a forest, you may have each other player gain 5 life instead of paying Skyskroud Cutter's mana cost.
Skyskroud Ridgeback	Creature - Beast	G	2/3. Fading 2 (This creature comes into play with two fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)
Skyskroud Sentinel	Creature - Elf	G2	1/1. When Skyskroud Sentinel comes into play, you may search your library for up to three Skyskroud Sentinel cards, reveal them, and put them into your hand. If you do, shuffle your library.
Treetop Bracers	Enchant Creature	G1	Enchanted creature gets +1/+1 and can be blocked only by creatures with flying.

Red Spells:

Card Name	Spell Type	Cost	Ability
Flowstone Overseer	Creature - Beast	RRR2	4/4. RR: Target creature gets +1/-1 until end of turn.
Flowstone Slide	Sorcery	RR2X	All creatures get +X/-X until end of turn.
Lacololith Titan	Creature - Beast	RR5	6/6. Whenever Lacololith Titan becomes blocked, you may have it deal damage equal to its power to target creature. If you do, Lacololith Titan deals no combat damage this turn.
Mana Cache	Enchantment	RR1	At the end of each player's turn, put a charge counter on Mana Cache for each untapped land that player controls. ; Remove a charge counter from Mana Cache: Add one colorless mana to your mana pool. Any player may play this ability but only during his or her turn before the end phase.
Moggcatcher	Creature - Mercenary	RR2	2/2. 3, Tap: Search your library for a Goblin card and put that card into play. Then shuffle your library.
Shrieking Mogg	Creature - Goblin	R1	1/1, Haste (This creature may attack and Tap the turn it comes under your control.) ; When Shrieking Mogg comes into play, tap all other creatures.
Stronghold Gambit	Sorcery	R1	Each player chooses a card in his or her hand. Then each player reveals his or her chosen card. The owner of the creature card revealed this way with the lowest converted mana cost puts that card into play. If two or more creature cards are tied for lowest cost, those cards are put into play.
<i>Ancient Hydra</i>	Creature - Hydra	R4	5/1. Fading 5 (This creature comes into play with five fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.) ; 1, Remove a fade counter from Ancient Hydra: Ancient Hydra deals 1 damage to target creature or player.
<i>Arc Mage</i>	Creature - Spellshaper	R2	2/2. 2R, T, Discard a card from your hand: Arc Mage deals 2 damage divided as you choose among any number of target creatures and/or players.
<i>Flowstone Surge</i>	Enchantment	R1	Creatures you control get +1/-1.
<i>Lacololith Warrior</i>	Creature - Beast	RR2	3/3. Whenever Lacololith Warrior becomes blocked, you may have it deal damage equal to its power to target creature. If you do, Lacololith Warrior deals no combat damage this turn.
<i>Mogg Alarm</i>	Sorcery	RR1	You may sacrifice two mountains instead of paying Mogg Alarm's mana cost. ; Put two 1/1 red Goblin creature tokens into play.
<i>Mogg Salvage</i>	Instant	R2	If an opponent controls an island and you control a mountain, you may play Mogg Salvage without paying its mana cost. ; Destroy target artifact.
<i>Rupture</i>	Sorcery	R2	Sacrifice a creature. Rupture deals damage equal to that creature's power to each creature without flying and each player.
<i>Bola Warrior</i>	Creature - Spellshaper	R1	1/1. R, Tap, Discard a card from your hand: Target creature can't block this turn.
<i>Downhill Charge</i>	Instant	R2	You may sacrifice a mountain instead of paying Downhill Charge's mana cost. ; Target creature gets +X/+0 until end of turn, where X is the number of mountains you control.
<i>Flame Rift</i>	Sorcery	R	Flame Rift deals 4 damage to each player.
<i>Flowstone Crusher</i>	Creature - Beast	RR3	4/4. R: Flowstone Crusher gets +1/-1 until end of turn.
<i>Flowstone Strike</i>	Instant	R1	Target creature gets +1/-1 and gains haste until end of turn. (It may attack and Tap the turn it comes under your control.)
<i>Flowstone Wall</i>	Creature - Wall	R2	0/6. (Walls can't attack.) R: Flowstone Wall gets +1/-1 until end of turn.
<i>Lacololith Grunt</i>	Creature - Beast	R2	2/2. Whenever Lacololith Grunt becomes blocked, you may have it deal damage equal to its power to target creature. If you do, Lacololith Grunt deals no combat damage this turn.
<i>Lacololith Rig</i>	Enchant Creature	R	Whenever enchanted creature becomes blocked, you may have it deal damage equal to its power to target creature. If you do, enchanted creature deals no combat damage this turn.
<i>Lacololith Whelp</i>	Creature - Beast	R	1/1. Whenever Lacololith Whelp becomes blocked, you may have it deal damage equal to its power to target creature. If you do, Lacololith Whelp deals no combat damage this turn.
<i>Mogg Toady</i>	Creature - Goblin	1R1	2/2. Mogg Toady can't attack unless you control more creatures than defending player. ; Mogg Toady can't block unless you control more creatures than attacking player.
<i>Seal of Fire</i>	Enchantment	R	Sacrifice Seal of Fire: Seal of Fire deals 2 damage to target creature or player.

White Spells:

Card Name	Spell Type	Cost	Ability
Avenger en-Dal	Creature - Spellshaper	W1	1/1. 2W, Tap, Discard a card from your hand: Remove target attacking creature from the game. Its controller gains life equal to its toughness.
Blinding Angel	Creature - Angel	WW3	2/4, Flying. Whenever Blinding Angel deals combat damage to a player, that player skips his or her next combat phase.
Lin Sivvi, Defiant Hero	Creature - Rebel Legend	WW1	1/3. X, Tap: Search your library for a Rebel card with converted mana cost X or less and put that card into play. Then shuffle your library. ; 3: Put target Rebel card from your graveyard on the bottom of your library.
Oracle's Attendants	Creature - Soldier	W3	1/5. Tap: All damage that would be dealt to target creature this turn by a source of your choice is dealt to Oracle's Attendants instead.
Parallax Wave	Enchantment	WW2	Fading 5. ; Remove a fade counter from Parallax Wave: Remove target creature from the game. ; When Parallax Wave leaves play, each player returns to play all cards he or she owns removed from the game with Parallax Wave.
Sivvi's Valor	Instant	W2	If you control a plains, you may tap an untapped creature you control instead of paying the mana cost of Sivvi's Valor. ; All damage that would be dealt to target creature this turn is dealt to you instead.
Spiritual Asylum	Enchantment	WW2	Creatures and lands you control can't be the target of spells or abilities. ; When a creature you control attacks, sacrifice Spiritual Asylum.
<i>Angelic Favor</i>	Instant	W3	If you control a plains, you may tap an untapped creature you control instead of paying Angelic Favor's mana cost. ; Play Angelic Favor only during combat. ; Put a 4/4 white Angel creature token with flying into play. Remove it from the game at end of turn.
<i>Chieftain en-Dal</i>	Creature - Knight	WW1	2/2. Whenever Chieftain en-Dal attacks, attacking creatures gain first strike until end of turn.
<i>Defiant Vanguard</i>	Creature - Rebel	W2	2/2. When Defiant Vanguard blocks, at end of combat, destroy it and all creatures it blocked this turn. ; 5, Tap: Search your library for a Rebel card with converted mana cost 4 or less and put that card into play. Then shuffle your library.
<i>Noble Stand</i>	Enchantment	W4	Whenever a creature you control blocks, you gain 2 life.
<i>Silkenfist Order</i>	Creature - Soldier	WW3	3/5. Whenever Silkenfist Order becomes blocked, untap it.
<i>Sivvi's Ruse</i>	Instant	WW2	If an opponent controls a mountain and you control a plains, you may play Sivvi's Ruse without paying its mana cost. ; Prevent all damage that would be dealt this turn to creatures you control.
<i>Voice of Truth</i>	Creature - Angel	W3	2/2, Flying, Protection from White.
Defender en-Vec	Creature - Cleric	W3	2/4. Fading 4 (This creature comes into play with four fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.) ; Remove a fade counter from Defender en-Vec: Prevent the next 2 damage that would be dealt to target creature or player this turn.
Defiant Falcon	Creature - Rebel Bird	W1	1/1, Flying. 4, Tap: Search your library for a Rebel card with converted mana cost 3 or less and put that card into play. Then shuffle your library.
Fanatical Devotion	Enchantment	W2	Sacrifice a creature: Regenerate target creature.
Lashknife	Enchant Creature	W1	If you control a plains, you may tap an untapped creature you control instead of paying Lashknife's mana cost. Enchanted creature has first strike.
Lawbringer	Creature - Rebel	W2	2/2. Tap, Sacrifice Lawbringer: Remove target red creature from the game.
Lightbringer	Creature - Rebel	W2	2/2. Tap, Sacrifice Lightbringer: Remove target black creature from the game.
Netter en-Dal	Creature - Spellshaper	W	1/1. W, Tap, Discard a card from your hand: Target creature can't attack this turn.
Off Balance	Instant	W	Target creature can't attack or block this turn.
Seal of Cleansing	Enchantment	W1	Sacrifice Seal of Cleansing: Destroy target artifact or enchantment.
Silkenfist Fighter	Creature - Soldier	W1	1/3. Whenever Silkenfist Fighter becomes blocked, untap it.
Topple	Sorcery	W2	Remove target creature with the greatest power from the game. (If two or more creatures are tied for greatest power, target only one of them.)