

Torment

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
<i>Cabal Coffers</i>	Land	2, Tap: Add B to your mana pool for each swamp you control.
<i>Tainted Field</i>	Land	Tap: Add one colorless mana to your mana pool. ; Tap: Add W or B to your mana pool. Play this ability only if you control a swamp .
<i>Tainted Isle</i>	Land	Tap: Add one colorless mana to your mana pool. ; Tap: Add U or B to your mana pool. Play this ability only if you control a swamp.
<i>Tainted Peak</i>	Land	Tap: Add one colorless mana to your mana pool. ; Tap: Add B or R to your mana pool. Play this ability only if you control a swamp.
<i>Tainted Wood</i>	Land	Tap: Add one colorless mana to your mana pool. ; Tap: Add B or G to your mana pool. Play this ability only if you control a swamp.

Black Spells (Part 1 of 2)

Card Name	Spell Type	Cost	Ability
Chainer, Dementia Master	Creature - Minion Legend	BB3	3/3. All Nightmares get +1/+1. ; BBB,Pay 3 life: Put target creature card from a graveyard into play under your control. That creature is black and is a Nightmare in addition to its creature types. ; When Chainer, Dementia Master leaves play, remove all Nightmares from the game.
Dawn of the Dead	Enchantment	BBB2	At the beginning of your upkeep, you lose 1 life. ; At the beginning of your upkeep, you may return target creature card from your graveyard to play. That creature gains haste until end of turn. Remove it from the game at end of turn.
Hypnox	Creature - Nightmare Horror	BBB8	8/8, Flying. When Hypnox comes into play, if you played it from your hand, remove all cards in target opponent's hand from the game. ; When Hypnox leaves play, return the removed cards to their owner's hand.
Ichorid	Creature - Horror	B3	3/1, Haste. At end of turn, sacrifice Ichorid. ; At the beginning of your upkeep, if Ichorid is in your graveyard, you may remove a black creature card in your graveyard other than Ichorid from the game. If you do, return Ichorid to play.
Insidious Dreams	Instant	B3	As an additional cost to play Insidious Dreams, discard X cards from your hand. ; Search your library for X cards. Then shuffle your library and put those cards on top of it in any order.
Laquatus's Champion	Creature - Nightmare Horror	BB4	6/3. When Laquatus's Champion comes into play, target player loses 6 life. ; When Laquatus's Champion leaves play, that player gains 6 life. ; B: Regenerate Laquatus's Champion.
Last Laugh	Enchantment	BB2	Whenever a permanent other than Last Laugh is put into a graveyard from play, Last Laugh deals 1 damage to each creature and each player. ; When no creatures are in play, sacrifice Last Laugh.
Mortal Combat	Enchantment	BB2	At the beginning of your upkeep, if twenty or more creature cards are in your graveyard, you win the game.
Mutilate	Sorcery	BB2	All creatures get -1/-1 until end of turn for each swamp you control.
Nantuko Shade	Creature - Insect Shade	BB	2/1. B: Nantuko Shade gets +1/+1 until end of turn.
Sengir Vampire	Creature - Vampire	BB3	4/4, Flying. Whenever a creature dealt damage by Sengir Vampire this turn is put into a graveyard, put a +1/+1 counter on Sengir Vampire.
Shambling Swarm	Creature - Horror	BBB1	3/3. When Shambling Swarm is put into a graveyard from play, distribute three -1/-1 counters among one, two, or three target creatures. Remove those counters at end of turn.
<i>Boneshard Slasher</i>	Creature - Horror	B1	1/1, Flying. Threshold - Boneshard Slasher gets +2/+2 and has "When Boneshard Slasher becomes the target of a spell or ability, sacrifice it." (You have threshold as long as seven or more cards are in your graveyard.)
<i>Carrion Wurm</i>	Creature - Zombie Wurm	BB3	6/5. Whenever Carrion Wurm attacks or blocks, any player may remove three cards in his or her graveyard from the game. If a player does, Carrion Wurm deals no combat damage this turn.
<i>Chainer's Edict</i>	Sorcery	B1	Target player sacrifices a creature. ; Flashback 5BB (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
<i>Gloomdrifter</i>	Creature - Minion	B3	2/2, Flying. Threshold - When Gloomdrifter comes into play, nonblack creatures get -2/-2 until end of turn. (You have threshold if seven or more cards are in your graveyard.)
<i>Grotesque Hybrid</i>	Creature - Zombie	B4	3/3. Whenever Grotesque Hybrid deals combat damage to a creature, destroy that creature. It can't be regenerated. ; Discard a card from your hand: Grotesque Hybrid gains flying and protection from green and from white until end of turn.
<i>Mind Sludge</i>	Sorcery	B4	Target player discards a card from his or her hand for each swamp you control.
<i>Mortiphobia</i>	Enchantment	BB1	1B,Discard a card from your hand: Remove target card in a graveyard from the game. ; 1B,Sacrifice Mortiphobia: Remove target card in a graveyard from the game.
<i>Sickening Dreams</i>	Sorcery	B1	As an additional cost to play Sickening Dreams, discard X cards from your hand. ; Sickening Dreams deals X damage to each creature and each player.

Black Spells (Part 2 of 2)

Card Name	Spell Type	Cost	Ability
<i>Slithery Stalker</i>	Creature - Nightmare Horror	BB1	1/1, Swampwalk. When Slithery Stalker comes into play, remove target green or white creature an opponent controls from the game. ; When Slithery Stalker leaves play, return the removed card to play under its owner's control.
<i>Strength of Lunacy</i>	Enchant Creature	B1	Enchanted creature gets +2/+1 and has protection from white. ; Madness B (You may play this card for its madness cost at the time you discard it from your hand.)
<i>Zombie Trailblazer</i>	Creature - Zombie	BBB	2/2. Tap an untapped Zombie you control: Target land becomes a swamp until end of turn. ; Tap an untapped Zombie you control: Target creature gains swampwalk until end of turn.
Cabal Ritual	Instant	B1	Add BBB to your mana pool. ; Threshold - Instead add BBBBB to your mana pool. (You have threshold if seven or more cards are in your graveyard.)
Cabal Surgeon	Creature - Minion	BB2	2/1. 2BB, Tap, Remove two cards in your graveyard from the game: Return target creature card from your graveyard to your hand.
Cabal Torturer	Creature - Minion	BB1	1/1. B, Tap: Target creature gets -1/-1 until end of turn. ; Threshold - 3BB, Tap: Target creature gets -2/-2 until end of turn. (Play this ability only if seven or more cards are in your graveyard.)
Carrion Rats	Creature - Rat	B	2/1. Whenever Carrion Rats attacks or blocks, any player may remove a card in his or her graveyard from the game. If a player does, Carrion Rats deals no combat damage this turn.
Crippling Fatigue	Sorcery	BB1	Target creature gets -2/-2 until end of turn. ; Flashback-1B, Pay 3 life. (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
Faceless Butcher	Creature - Nightmare Horror	BB2	2/3. When Faceless Butcher comes into play, remove target creature other than Faceless Butcher from the game. ; When Faceless Butcher leaves play, return the removed card to play under its owner's control.
Gravegouger	Creature - Nightmare Horror	B2	2/2. When Gravegouger comes into play, remove up to two target cards in a single graveyard from the game. ; When Gravegouger leaves play, return the removed cards to their owner's graveyard.
Mesmeric Fiend	Creature - Nightmare Horror	B1	1/1. When Mesmeric Fiend comes into play, target opponent reveals his or her hand and you choose a nonland card from it. Remove that card from the game. ; When Mesmeric Fiend leaves play, return the removed card to its owner's hand.
Organ Grinder	Creature - Zombie	B2	3/1. Tap, Remove three cards in your graveyard from the game: Target player loses 3 life.
Psychotic Haze	Instant	BB2	Psychotic Haze deals 1 damage to each creature and each player. ; Madness 1B (You may play this card for its madness cost at the time you discard it from your hand.)
Putrid Imp	Creature - Zombie Imp	B	1/1. Discard a card from your hand: Putrid Imp gains flying until end of turn. ; Threshold - Putrid Imp gets +1/+1 and can't block. (You have threshold as long as seven or more cards are in your graveyard.)
Rancid Earth	Sorcery	BB1	Destroy target land. ; Threshold - Instead destroy that land and Rancid Earth deals 1 damage to each creature and each player. (You have threshold if seven or more cards are in your graveyard.)
Restless Dreams	Sorcery	B	As an additional cost to play Restless Dreams, discard X cards from your hand. ; Return X target creature cards from your graveyard to your hand.
Shade's Form	Enchant Creature	BB1	Enchanted creature has "B: This creature gets +1/+1 until end of turn." ; When enchanted creature is put into a graveyard, return that creature to play under your control.
Soul Scourge	Creature - Nightmare Horror	B4	3/2, Flying. When Soul Scourge comes into play, target player loses 3 life. ; When Soul Scourge leaves play, that player gains 3 life.
Unhinge	Sorcery	B2	Target player discards a card from his or her hand. Draw a card.
Waste Away	Instant	B4	As an additional cost to play Waste Away, discard a card from your hand. ; Target creature gets -5/-5 until end of turn.

Blue Spells:

Card Name	Spell Type	Cost	Ability
Alter Reality	Instant	U1	Change the text of target permanent or spell by replacing all instances of one color word with another. (This effect doesn't end at end of turn.) ; Flashback 1U (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
Ambassador Laquatus	Creature - Merfolk Legend	UU1	1/3. 3: Target player puts the top three cards of his or her library into his or her graveyard.
Cephalid Vandal	Creature - Cephalid	U1	1/1. At the beginning of your upkeep, put a shred counter on Cephalid Vandal. Then put the top card of your library into your graveyard for each shred counter on Cephalid Vandal.
False Memories	Instant	U1	Put the top seven cards of your library into your graveyard. At end of turn, remove seven cards in your graveyard from the game.
Llawan, Cephalid Empress	Creature - Cephalid Legend	U3	2/3. When Llawan, Cephalid Empress comes into play, return all blue creatures your opponents control to their owners' hands. ; Your opponents can't play blue creature spells.
Plagiarize	Instant	U3	Until end of turn, if target player would draw a card, instead that player skips that draw and you draw a card.
Possessed Aven	Creature - Bird Soldier Horror	UU2	3/3, Flying. Threshold - Possessed Aven gets +1/+1, is black, and has "2B, Tap: Destroy target blue creature." (You have threshold as long as seven or more cards are in your graveyard.)
Retraced Image	Sorcery	U	Reveal a card in your hand, then put that card into play if it has the same name as a permanent in play.
Turbulent Dreams	Sorcery	UU	As an additional cost to play Turbulent Dreams, discard X cards from your hand. ; Return X target nonland permanents to their owners' hands.
<i>Balshan Collaborator</i>	Creature - Bird Soldier	U3	2/2, Flying. B: Balshan Collaborator gets +1/+1 until end of turn.
<i>Breakthrough</i>	Sorcery	UX	Draw four cards, then choose X cards in your hand and discard the rest from it.
<i>Cephalid Illusionist</i>	Creature - Cephalid Wizard	U1	1/1. Whenever Cephalid Illusionist becomes the target of a spell or ability, put the top three cards of your library into your graveyard. ; 2U, Tap: This turn prevent all combat damage that would be dealt to and dealt by target creature you control.
<i>Cephalid Sage</i>	Creature - Cephalid	U3	2/3. ; Threshold - When Cephalid Sage comes into play, draw three cards, then discard two cards from your hand. (You have threshold if seven or more cards are in your graveyard.)
<i>Circular Logic</i>	Instant	U2	Counter target spell unless its controller pays 1 for each card in your graveyard. ; Madness U (You may play this card for its madness cost at the time you discard it from your hand.)
<i>Compulsion</i>	Enchantment	U1	1U, Discard a card from your hand: Draw a card. ; 1U, Sacrifice Compulsion: Draw a card.
<i>Hydromorph Gull</i>	Creature - Bird Guardian	UU3	3/3, Flying. U, Sacrifice Hydromorph Gull: Counter target spell that targets one or more creatures you control.
<i>Stupefying Touch</i>	Enchant Creature	U1	When Stupefying Touch comes into play, draw a card. ; Enchanted creature's activated abilities can't be played.
Aquamoeba	Creature - Beast	U1	1/3. Discard a card from your hand: Switch Aquamoeba's power and toughness until end of turn.
Cephalid Aristocrat	Creature - Cephalid	U4	3/3. Whenever Cephalid Aristocrat becomes the target of a spell or ability, put the top two cards of your library into your graveyard.
Cephalid Snitch	Creature - Cephalid Wizard	U1	1/1. Sacrifice Cephalid Snitch: Target creature loses protection from black until end of turn.
Churning Eddy	Sorcery	U3	Return target creature and target land to their owners' hands.
Coral Net	Enchant Creature	U	Coral Net can enchant only a green or white creature. ; Enchanted creature has "At the beginning of your upkeep, sacrifice this creature unless you discard a card from your hand."
Deep Analysis	Sorcery	U3	Target player draws two cards. ; Flashback-1U, Pay 3 life. (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
Ghostly Wings	Enchant Creature	U1	Enchanted creature gets +1/+1 and has flying. ; Discard a card from your hand: Return enchanted creature to its owner's hand.
Hydromorph Guardian	Creature - Guardian	U2	2/2. U, Sacrifice Hydromorph Guardian: Counter target spell that targets one or more creatures you control.
Liquify	Instant	U2	Counter target spell with converted mana cost 3 or less. If it's countered this way, remove it from the game instead of putting it into its owner's graveyard.
Obsessive Search	Instant	U	Draw a card. ; Madness U (You may play this card for its madness cost at the time you discard it from your hand.)
Skywing Aven	Creature - Bird Soldier	U2	2/1, Flying. Discard a card from your hand: Return Skywing Aven to its owner's hand.

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Green Spells:

Card Name	Spell Type	Cost	Ability
Gurzigost	Creature - Beast	GG3	6/8. At the beginning of your upkeep, sacrifice Gurzigost unless you put two cards from your graveyard on the bottom of your library. ; GG,Discard a card from your hand: You may have Gurzigost deal its combat damage to defending player this turn as though it weren't blocked.
Insist	Sorcery	G	The next creature spell you play this turn can't be countered by spells or abilities. Draw a card.
Nantuko Blightcutter	Creature - Insect Druid	G2	2/2, Protection from Black. Threshold - Nantuko Blightcutter gets +1/+1 for each black permanent your opponents control. (You have threshold as long as seven or more cards are in your graveyard.)
Nantuko Cultivator	Creature - Insect Druid	G3	2/2. When Nantuko Cultivator comes into play, you may discard any number of land cards from your hand. Put that many +1/+1 counters on Nantuko Cultivator and draw that many cards."
Nostalgic Dreams	Sorcery	GG	As an additional cost to play Nostalgic Dreams, discard X cards from your hand. ; Return X target cards from your graveyard to your hand. Remove Nostalgic Dreams from the game.
Parallel Evolution	Sorcery	GG3	For each creature token in play, its controller puts a creature token into play that's a copy of that creature. ; Flashback 4GGG (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
Possessed Centaur	Creature - Centaur Horror	GG2	3/3, Trample. Threshold - Possessed Centaur gets +1/+1, is black, and has "2B, Tap: Destroy target green creature." (You have threshold as long as seven or more cards are in your graveyard.)
<i>Anurid Scavenger</i>	Creature - Beast	G2	3/3, Protection from Black. At the beginning of your upkeep, sacrifice Anurid Scavenger unless you put a card from your graveyard on the bottom of your library.
<i>Arrogant Wurm</i>	Creature - Wurm	GG3	4/4, Trample. ; Madness 2G (You may play this card for its madness cost at the time you discard it from your hand.)
<i>Centaur Chieftain</i>	Creature - Centaur	G3	3/3, Haste. ; Threshold - When Centaur Chieftain comes into play, creatures you control get +1/+1 and gain trample until end of turn. (You have threshold if seven or more cards are in your graveyard.)
<i>Dwell on the Past</i>	Sorcery	G	Target player shuffles up to four target cards from his or her graveyard into his or her library.
<i>Narcissism</i>	Enchantment	G2	G,Discard a card from your hand: Target creature gets +2/+2 until end of turn. ; G, Sacrifice Narcissism: Target creature gets +2/+2 until end of turn.
<i>Seton's Scout</i>	Creature - Centaur Druid	G1	2/1. Seton's Scout may block as though it had flying. ; Threshold - Seton's Scout gets +2/+2. (You have threshold as long as seven or more cards are in your graveyard.)
Acorn Harvest	Sorcery	G3	Put two 1/1 green Squirrel creature tokens into play. ; Flashback-1G, Pay 3 life. (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
Basking Rootwalla	Creature - Lizard	G	1/1. 1G: Basking Rootwalla gets +2/+2 until end of turn. Play this ability only once each turn. ; Madness 0 (You may play this card for its madness cost at the time you discard it from your hand.)
Centaur Veteran	Creature - Centaur	G5	3/3, Trample. ; G,Discard a card from your hand: Regenerate Centaur Veteran.
Far Wanderings	Sorcery	G2	Search your library for a basic land card and put that card into play tapped. Then shuffle your library. ; Threshold - Instead search your library for three basic land cards and put them into play tapped. Then shuffle your library. (You have threshold if seven or more cards are in your graveyard.)
Invigorating Falls	Sorcery	GG2	You gain life equal to the number of creature cards in all graveyards.
Krosan Constrictor	Creature - Snake	G3	2/2, Swampwalk. ; Tap: Target black creature gets -2/-0 until end of turn.
Krosan Restorer	Creature - Druid	G2	1/2. Tap: Untap target land. ; Threshold - Tap: Untap up to three target lands. (Play this ability only if seven or more cards are in your graveyard.)
Nantuko Calmer	Creature - Insect Druid	GG2	2/3. G, Tap, Sacrifice Nantuko Calmer: Destroy target enchantment. ; Threshold - Nantuko Calmer gets +1/+1. (You have threshold as long as seven or more cards are in your graveyard.)

Red Spells (Part 1 of 2)

Card Name	Spell Type	Cost	Ability
Balthor the Stout	Creature - Dwarf Legend	RR1	2/2. All Barbarians get +1/+1. ; R: Target Barbarian gets +1/+0 until end of turn.
Devastating Dreams	Sorcery	RR	As an additional cost to play Devastating Dreams, discard X cards at random from your hand. ; Each player sacrifices X lands. Devastating Dreams deals X damage to each creature.
Grim Lavamancer	Creature - Wizard	R	1/1. R, Tap, Remove two cards in your graveyard from the game: Grim Lavamancer deals 2 damage to target creature or player.
Hell-Bent Raider	Creature - Barbarian	RR1	2/2, First Strike, Haste. Discard a card at random from your hand: Hell-Bent Raider gains protection from white until end of turn.
Overmaster	Sorcery	R	The next instant or sorcery spell you play this turn can't be countered by spells or abilities. Draw a card.
Petradon	Creature - Nightmare Beast	RR6	5/6. When Petradon comes into play, remove two target lands from the game. ; When Petradon leaves play, return the removed cards to play under their owners' control. ; R: Petradon gets +1/+0 until end of turn.
Possessed Barbarian	Creature - Barbarian Horror	RR2	3/3, First Strike. Threshold - Possessed Barbarian gets +1/+1, is black, and has "2B, Tap: Destroy target red creature." (You have threshold as long as seven or more cards are in your graveyard.)
Radiate	Instant	RR3	Choose target instant or sorcery spell that targets only a single permanent or player. For each other permanent or player that spell could target, put a copy of the spell onto the stack. Each copy targets a different one of those permanents and players.
Skullscorch	Sorcery	RR	Target player discards two cards at random from his or her hand unless that player has Skullscorch deal 4 damage to him or her.
<i>Crazed Firecat</i>	Creature - Cat	RR5	4/4. When Crazed Firecat comes into play, flip a coin until you lose a flip. Put a +1/+1 counter on Crazed Firecat for each flip you win.
<i>Flaming Gambit</i>	Instant	RX	Flaming Gambit deals X damage to target player. That player may choose a creature he or she controls and have Flaming Gambit deal that damage to it instead. ; Flashback XRR (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
<i>Pardic Arsonist</i>	Creature - Barbarian	RR2	3/3. Threshold - When Pardic Arsonist comes into play, it deals 3 damage to target creature or player. (You have threshold if seven or more cards are in your graveyard.)
<i>Pardic Collaborator</i>	Creature - Barbarian	R3	2/2, First Strike. B: Pardic Collaborator gets +1/+1 until end of turn.
<i>Pitchstone Wall</i>	Creature - Wall	R2	2/5. (Walls can't attack.) Whenever you discard a card from your hand, you may sacrifice Pitchstone Wall. If you do, return the discarded card from your graveyard to your hand.
<i>Pyromania</i>	Enchantment	R2	1R, Discard a card at random from your hand: Pyromania deals 1 damage to target creature or player. ; 1R, Sacrifice Pyromania: Pyromania deals 1 damage to target creature or player.
<i>Temporary Insanity</i>	Instant	R3	Untap target creature with power less than the number of cards in your graveyard and gain control of it until end of turn. That creature gains haste until end of turn.
<i>Violent Eruption</i>	Instant	RRR1	Violent Eruption deals 4 damage divided as you choose among any number of target creatures and/or players. ; Madness 1RR (You may play this card for its madness cost at the time you discard it from your hand.)
Accelerate	Instant	R1	Target creature gains haste until end of turn. Draw a card.
Barbarian Outcast	Creature - Barbarian Beast	R1	2/2. When you control no swamps, sacrifice Barbarian Outcast.
Crackling Club	Enchant Creature	R	Enchanted creature gets +1/+0. ; Sacrifice Crackling Club: Crackling Club deals 1 damage to target creature.
Enslaved Dwarf	Creature - Dwarf	R	1/1. R, Sacrifice Enslaved Dwarf: Target black creature gets +1/+0 and gains first strike until end of turn.
Fiery Temper	Instant	RR1	Fiery Temper deals 3 damage to target creature or player. ; Madness R (You may play this card for its madness cost at the time you discard it from your hand.)
Flash of Defiance	Sorcery	R1	Players can't block with green and/or white creatures this turn. ; Flashback-1R, Pay 3 life. (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

Red Spells (Part 2 of 2)

Card Name	Spell Type	Cost	Ability
Kamah!s Sledge	Sorcery	RR5	Kamah!s Sledge deals 4 damage to target creature. ; Threshold - Instead Kamah!s Sledge deals 4 damage to that creature and 4 damage to that creature's controller. (You have threshold if seven or more cards are in your graveyard.)
Longhorn Firebeast	Creature - Beast	R2	3/2. When Longhorn Firebeast comes into play, any opponent may have it deal 5 damage to him or her. If a player does, sacrifice Longhorn Firebeast.
Pardic Lancer	Creature - Barbarian	R4	3/2. Discard a card at random from your hand: Pardic Lancer gets +1/+0 and gains first strike until end of turn.
Petravark	Creature - Nightmare Beast	R3	2/2. When Petravark comes into play, remove target land from the game. ; When Petravark leaves play, return the removed card to play under its owner's control.
Sonic Seizure	Instant	R	As an additional cost to play Sonic Seizure, discard a card at random from your hand. ; Sonic Seizure deals 3 damage to target creature or player.

White Spells:

Card Name	Spell Type	Cost	Ability
Angel of Retribution	Creature - Angel	W6	5/5, Flying, First Strike.
Major Teroh	Creature - Bird Soldier Legend	W3	2/3, Flying. 3WW,Sacrifice Major Teroh: Remove all black creatures from the game.
Morningtide	Sorcery	W1	Remove all cards in all graveyards from the game.
Possessed Nomad	Creature - Nomad Horror	WW2	3/3. Attacking doesn't cause Possessed Nomad to tap. ; Threshold - Possessed Nomad gets +1/+1, is black, and has "2B, Tap: Destroy target white creature." (You have threshold as long as seven or more cards are in your graveyard.)
Reborn Hero	Creature - Soldier	W2	2/2. Attacking doesn't cause Reborn Hero to tap. ; Threshold - When Reborn Hero is put into a graveyard from play, you may pay WW. If you do, return Reborn Hero to play under your control. (You have threshold if seven or more cards are in your graveyard.)
Transcendence	Enchantment	WWW3	You don't lose the game for having 0 or less life. ; When you have 20 or more life, you lose the game. ; Whenever you lose life, you gain 2 life for each 1 life you lost. (Damage dealt to you causes you to lose life.)
Vengeful Dreams	Instant	WW	As an additional cost to play Vengeful Dreams, discard X cards from your hand. ; Remove X target attacking creatures from the game.
<i>Cleansing Meditation</i>	Sorcery	WW1	Destroy all enchantments. ; Threshold - Instead destroy all enchantments, then return to play all cards in your graveyard destroyed this way. (You have threshold if seven or more cards are in your graveyard.)
<i>Equal Treatment</i>	Instant	W1	If any source would deal 1 or more damage to a creature or player this turn, it deals 2 damage to that creature or player instead. Draw a card.
<i>Hypochondria</i>	Enchantment	W1	W, Discard a card from your hand: Prevent the next 3 damage that would be dealt to target creature or player this turn. ; W, Sacrifice Hypochondria: Prevent the next 3 damage that would be dealt to target creature or player this turn.
<i>Stern Judge</i>	Creature - Cleric	W2	2/2. Tap: Each player loses 1 life for each swamp he or she controls.
<i>Strength of Isolation</i>	Enchant Creature	W1	Enchanted creature gets +1/+2 and has protection from black. ; Madness W (You may play this card for its madness cost at the time you discard it from your hand.)
<i>Teroh's Vanguard</i>	Creature - Nomad	W3	2/3. You may play Teroh's Vanguard any time you could play an instant. ; Threshold - When Teroh's Vanguard comes into play, creatures you control gain protection from black until end of turn. (You have threshold if seven or more cards are in your graveyard.)
Aven Trooper	Creature - Bird Soldier	W3	1/1, Flying. 2W, Discard a card from your hand: Aven Trooper gets +1/+2 until end of turn.
Floating Shield	Enchant Creature	W2	As Floating Shield comes into play, choose a color. ; Enchanted creature has protection from the chosen color. This effect doesn't remove Floating Shield. ; Sacrifice Floating Shield: Target creature gains protection from the chosen color until end of turn.
Frantic Purification	Instant	W2	Destroy target enchantment. ; Madness W (You may play this card for its madness cost at the time you discard it from your hand.)
Militant Monk	Creature - Cleric	WW1	2/1. Attacking doesn't cause Militant Monk to tap. ; Tap: Prevent the next 1 damage that would be dealt to target creature or player this turn.
Mystic Familiar	Creature - Bird	W1	1/2, Flying. Threshold - Mystic Familiar gets +1/+1 and has protection from black. (You have threshold as long as seven or more cards are in your graveyard.)
Pay No Heed	Instant	W	Prevent all damage a source of your choice would deal this turn.
Spirit Flare	Instant	W3	Tap target untapped creature you control. If you do, it deals damage equal to its power to target attacking or blocking creature an opponent controls. ; Flashback-1W, Pay 3 life. (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)
Teroh's Faithful	Creature - Cleric	W3	1/4. When Teroh's Faithful comes into play, you gain 4 life.