

Alliances

Expansion set for Magic: The Gathering

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 Comments, questions and other issues can be directed to the author at: dangelo@crystalkeep.com

Key:

Rare cards (R2) are shown in bold text.

Uncommon cards (U2, R6) are shown in italicized text. (R6 is exactly like a U2)

Common cards (U6, C1, C2, C3) are shown in normal text. (U6 is approximately like a C1)

There are 3 uncommon cards sheets and 8 common card sheets for each rare card sheet printed.
 The numbers next to the name indicate the relative frequency of a card within its group (common/uncommon/rare).

Land:

Card Name	Spell Type	Ability
Balduvian Trading Post R2	Land	Sacrifice an untapped Mountain when enters play or bury this card. Add R1 to mana pool (Tap). Do 1 damage to an attacking creature (Tap+1).
Heart of Yavimaya R2	Land	Sacrifice a Forest when enters play or bury this card. Add G to mana pool (Tap). Give a creature +1/+1 until end of turn (Tap).
Kjeldoran Outpost R2	Land	Sacrifice a Plains when enters play or bury this card. Add W to mana pool (Tap). Put a 1/1 white Soldier token into play (Tap+W1).
Lake of the Dead R2	Land	Sacrifice a Swamp when enters play or bury this card. Add B to mana pool (Tap). Add BBBB to mana pool (Tap+Sacrifice a Swamp).
Sheltered Valley R2	Land	When enters play, bury any other Sheltered Valley you control. Gain 1 life during your upkeep if you control 3 or fewer lands. Add 1 colorless mana to mana pool (Tap).
Soldevi Excavations R2	Land	Sacrifice an untapped Island when enters play or bury this card. Add U1 to mana pool (Tap). Look at top card of your library and put it back on top or bottom of your library (Tap+1).
Thawing Glaciers R2	Land	Enters play tapped. Bring a basic land from your library into play tapped and send this to owner's hand (Tap+1).
<i>School of the Unseen</i> U2	Land	Add 1 colorless mana to mana pool (Tap). Add 1 mana of any color to mana pool (Tap+2).

Artifacts:

Card Name	Spell Type	Cost	Ability
Ashnod's Cylix R2	Artifact	2	Target player looks at top 3 cards of library, puts 1 back and removes other 2 from game (Tap+3).
Floodwater Dam R2	Artifact	3	Tap X lands (Tap+XX1).
Gustha's Scepter R2	Artifact	0	Put a card under this card (Tap). Bring a card from under this card to your hand (Tap). If leaves your control or leaves play, bury all cards that are under it.
Helm of Obedience R2	Artifact	4	Put a card from opponent's library into their graveyard; do this X times or until a creature is exposed this way (Tap+X). If a creature is exposed, bury this card and bring the creature into play under your control. X cannot be zero.
Lodestone Bauble R2	Artifact	0	Move up to 4 basic lands from a player's graveyard onto their library in any order and that player draws a card at the beginning of the next upkeep (Tap+1+Sacrifice this card).
Phyrexian Devourer R2	Artifact Creature	6	1/1. Put a +X/+X counter on it where X is the removed card's casting cost (Remove top card of library from game). Bury if power is ever 7 or greater.
Phyrexian Portal R2	Artifact	3	Opponent looks at top 10 cards of your library and splits them into 2 piles; you choose a pile and remove it from the game, then take one of the cards from the other pile into your hand and shuffle the remaining into your library (3). Ignore effect if have fewer than 10 cards in library.
Soldevi Digger R2	Artifact	2	Put top card of your graveyard on the bottom of your library (2).
Storm Cauldron R2	Artifact	5	During each player's turn, they may put an additional land into play. Whenever a land is tapped for mana, it is returned to its owner's hand.
<i>Mishra's Groundbreaker</i> U2	Artifact	4	Make a land become a 3/3 artifact land creature (Tap+Sacrifice this card)
<i>Mystic Compass</i> U2	Artifact	2	Change a mana-producing land into a basic land type of choice until end of turn (Tap+1).
<i>Scarab of the Unseen</i> U2	Artifact	2	Return all enchantments on a permanent you own to their owners' hand, and draw a card at the beginning of the next upkeep (Tap+Sacrifice this card).
<i>Shield Sphere</i> U2	Artifact Creature	0	0/6, Wall. Gets a -0/-1 counter when assigned to block.
<i>Sol Grail</i> R6	Artifact	3	Choose a color when it enters play. Add one mana of chosen color to mana pool (Tap).
<i>Urza's Engine</i> R6	Artifact Creature	5	1/5, Trample. Banded until end of turn (3). All creatures Banded with this gain Trample until end of turn (3).
<i>Whirling Catapult</i> R6	Artifact	4	Deal 1 damage to each player and flying creature (2+Remove top 2 cards of your library from the game).
<i>Aesthir Glider</i> Moon Clouds C2	Artifact Creature	3	2/1, Flying, Cannot be assigned to block.
<i>Astrolabe</i> On Map/Red A Windows/Yellow A C2	Artifact	3	Add 2 mana of any one color to mana pool and draw a card at the beginning of the next upkeep (Tap+1+Sacrifice this card)
<i>Phyrexian War Beast</i> Feet Left Feet Right C2	Artifact Creature	3	3/4. Sacrifice a land and take 1 damage if it leaves play.
<i>Soldevi Sentry</i> Combat Head & Shoulders C2	Artifact Creature	1	1/1, Regenerate and opponent may draw a card (1).
<i>Soldevi Steam Beast</i> Face Left Face Right C2	Artifact Creature	5	4/2, Regenerate (2). Opponent gains 2 life when this card becomes tapped.

Multi-Color Spells:

Card Name	Spell Type	Cost	Ability
Lord of Tresserhorn R2	Summon Legend	BUR1	10/4, Regenerate (B). When enters play, lose 2 life, sacrifice 2 creatures and opponent draws 2 cards.
Misfortune R2	Sorcery	BGR1	Opponent chooses: you gain 4 life and get a +1/+1 counter on each of your creatures -or- They take 4 damage and get -1/-1 counter on each of their creatures.
Phelddagrif R2	Summon Legend	UGW1	4/4. Flying until end of turn and opponent gains 2 life (W). Send to owner's hand and opponent may draw a card (U). Trample until end of turn and opponent gets a 1/1 green Hippo creature token (G).
Wandering Mage R2	Summon Cleric	BUW	0/3. Prevent up to 2 damage to a creature (W+1 life). Prevent 1 damage to a Cleric or Wizard (U). Prevent 2 damage to a player (B+put a -1/-1 counter on a creature you control).
Winter's Night R2	Enchant World	GRW	Snow-covered lands produce one additional mana of the same type when tapped, but they do not untap during the next untap.
<i>Energy Arc</i> U2	Instant	UW	Untap any number of creatures. Those creatures will not deal or receive damage in combat this turn.
<i>Lim-Dûl's Paladin</i> U2	Summon Paladin	BR2	0/3, Trample. Gets +6/+3 until end of turn when blocked. If not blocked, it deals no damage and opponent loses 4 life instead. Discard a card during upkeep -or- bury this card and draw a card.
<i>Lim-Dûl's Vault</i> U2	Instant	BU	Look at top 5 cards of your library and either put them back, or pay 1 life to put them on the bottom of your library and repeat. Once done, shuffle all but top 5 and order the top 5 as you choose.
<i>Nature's Blessing</i> U2	Enchantment	GW2	Give Banding, First Strike, Trample or a +1/+1 counter to a creature (GW+discard a card).
<i>Surge of Strength</i> U2	Instant	GR	Discard a red or green card when cast. Give a creature Trample and +X/+0 where X is the creature's casting cost.

Black Spells:

Card Name	Spell Type	Cost	Ability
Dystopia R2	Enchantment	BB1	During each players upkeep, if they control a white or green permanent, they sacrifice a white or green permanent. Cumulative Upkeep=1 life.
Fatal Lore R2	Sorcery	BB2	Opponent chooses: You draw 3 cards -or- Opponent draws up to 3 cards and you bury up to two creatures they control.
Keeper of Tresserhorn R2	Summon Keeper	B5	6/6. If not blocked, opponent loses 2 life instead of taking damage from this card.
Krovikan Horror R2	Summon Horror	B3	2/2. Do 1 damage to a player or creature (1+Sacrifice a creature). If at the end of any turn it is in the graveyard with a summon card directly above it, you may return it to your hand.
Ritual of the Machine R2	Sorcery	BB2	Sacrifice a creature to take control of a non-black, non-artifact creature.
<i>Balduvian Dead</i> U2	Summon Zombies	B3	2/3. Put a 3/1 black and red Graveborn token into play; it can attack the turn it enters play but is buried at the end of the turn (R2+Remove a summon card in your graveyard from the game).
<i>Contagion</i> U2	Instant	BB3	Can pay 1 life and remove a black card in your hand from the game instead of paying the casting cost. Put two -2/-1 counters on creatures in play.
<i>Diseased Vermin</i> U2	Summon Rats	B2	1/1. If damages a player in combat, gets a counter. During upkeep does 1 damage per counter to a single player it has previously damaged.
<i>Krovikan Plague</i> U2	Enchant Creature	B2	Play on a non-Wall creature you control. Draw a card at the beginning of the upkeep after it enters play. Do 1 damage to a creature or player and put a -0/-1 counter on enchanted creature (Tap enchanted creature).
<i>Misinformation</i> U2	Instant	B	Put up to three cards from an opponent's graveyard on top of their library in any order.
<i>Stromgald Spy</i> U2	Summon Spy	B3	2/4. If attacks and is not blocked, can choose to deal no damage and opponent plays with hand face-up on the table until this card leaves play.
<i>Casting of Bones</i> <i>Hand Robed Person</i> C2	Enchant Creature	B2	When enchanted creature goes to the graveyard, draw 3 cards and discard one of them.
<i>Feast or Famine</i> <i>Knife Falling</i> U6	Instant	B3	Bury a non-black, non-artifact creature -or- Put a 2/2 black Zombie token into play.
<i>Fevered Strength</i> <i>Sun (C1) Chained Rock (C2)</i> C3	Instant	B2	Give +2/+0 until end of turn to a creature. Draw a card at the beginning of the next upkeep.
<i>Insidious Bookworms</i> <i>One Many</i> C2	Summon Worms	B	1/1. Make a player discard a random card (B1). Ability can only be used once and only when this card goes to the graveyard from play.
<i>Lim-Dûl's High Guard</i> <i>Flag Swords</i> C2	Summon Skeleton	BB1	2/1, First Strike, Regenerate (B1).
<i>Phantasmal Fiend</i> <i>Arch Mouth</i> C2	Summon Phantasm	B3	1/5. +1/-1 until end of turn (B). Switch power and toughness until end of turn, and effects that alter power instead alter toughness and vice versa (U1).
<i>Phyrexian Boon</i> <i>Man Woman</i> C2	Enchant Creature	B2	If black, enchanted creature gets +2/+1, else -1/-2.
<i>Soldevi Adnate</i> <i>Man Woman</i> C2	Summon Cleric	B1	1/2. Gain black mana equal to creature's casting cost (Tap+Sacrifice a black or artifact creature).
<i>Stench of Decay</i> <i>Stink Flower</i> C2	Instant	BB1	Gives -1/-1 until end of turn to all non-artifact creatures.
<i>Swamp Mosquito</i> <i>Side/Mossy (C1) Face/Stumps (C2)</i> C3	Summon Mosquito	B1	0/1, Flying. If not blocked, gives defending player a poison counter. Ten or more poison counters and a player loses the game.

Blue Spells:

Card Name	Spell Type	Cost	Ability
Diminishing Returns R2	Sorcery	UU2	All players shuffle their hand, graveyard and library together and draw up to 7 cards. Remove top 10 cards of your library from the game before drawing.
Library of Lat-Nam R2	Sorcery	U4	Opponent chooses: You draw 3 cards at the beginning of the next upkeep -or- You bring a card of choice from your library to your hand and shuffle.
Phantasmal Sphere R2	Summon Phantasm	U1	0/1, Flying. Put a +1/+1 counter on it at the beginning of upkeep. Pay * mana during upkeep or bury this card. When this card leaves play, put a */* blue flying Orb token into play under opponent's control. *= number of +1/+1 counters on this card.
Thought Lash R2	Enchantment	UU2	Prevent 1 damage to you (Remove top card of your library from the game). Cumulative Upkeep=Remove the top card of your library from the game. If you do not pay the upkeep, remove this card and your entire library from the game.
Tidal Control R2	Enchantment	UU1	Players may pay 2 mana or 2 life to counter a red or green spell. Cumulative Upkeep=2 mana.
<i>Browse</i> U2	Enchantment	UU2	Look at top 5 cards of your library and put one in your hand and remove the other 4 from the game (UU2).
<i>Force of Will</i> U2	Interrupt	UU3	You can pay 1 life and remove a blue card in your hand from the game instead of paying the casting cost. Counter a spell.
<i>Spiny Starfish</i> U2	Summon Starfish	U2	0/1, Regenerate (U). Put a 0/1 blue Starfish token into play at end of any turn in which this card regenerated for each time it regenerated.
<i>Storm Elemental</i> U2	Summon Elemental	U5	3/4, Flying. Tap a flying creature (U+Remove top card of your library from game). Gets +1/+1 until end of turn if removed card is a Snow-Covered land (U+Remove top card of your library from the game).
<i>Suffocation</i> U2	Instant	U1	Play when a red sorcery or red instant deals damage to you to deal 4 damage to that spell's caster. Draw a card at the beginning of the next upkeep.
<i>Viscerid Drone</i> U2	Summon Homarid	U1	1/2. Bury target non-artifact creature (Tap+Sacrifice a creature and a Swamp). Bury a creature (Tap+Sacrifice a creature and a Snow-Covered Swamp).
Arcane Denial <i>Axe</i> C2 <i>Sword</i>	Interrupt	U1	Counter a spell and draw a card at the beginning of the next turn's upkeep. Spell's caster may also draw up to two cards at the beginning of the next upkeep.
Awesome Presence <i>Monster Right</i> C2 <i>Monster Center</i>	Enchant Creature	U	Defender must pay 3 mana for each blocker assigned to enchanted creature.
Benthic Explorers <i>Full-Shot</i> C2 <i>Close-Up</i>	Summon Merfolk	U3	2/4; Untap an opponent's land to get 1 mana of any type that land produces (Tap).
False Demise <i>Man/Cave</i> U6 <i>Woman/Reed</i>	Enchant Creature	U2	When enchanted creature goes to the graveyard, return it to play under your control.
Foresight <i>Woman</i> C2 <i>Mermaid</i>	Sorcery	U1	Remove 3 cards of choice in your library from the game, then shuffle. Draw a card at the beginning of the next upkeep.
Lat-Nam's Legacy <i>Book</i> C2 <i>Man w/Scroll</i>	Instant	U1	Shuffle a card from your hand into your library to draw 2 cards at the beginning of the next upkeep.
Soldevi Heretic <i>Hands Up</i> C2 <i>Hand Pointing</i>	Summon Heretic	U2	2/2. Prevent 2 damage to a creature and opponent may draw a card (Tap+W).
Soldevi Sage <i>Man/Candles (C1)</i> C3 <i>Woman (C2)</i>	Summon Wizard	U1	1/1. Draw 3 cards and discard one of them (Tap+Sacrifice 2 lands).
Storm Crow <i>Left (C1)</i> C3 <i>Right (C2)</i>	Summon Bird	U1	1/2, Flying
Viscerid Armor <i>Alone</i> C2 <i>Fighting</i>	Enchant Creature	U1	Creature gets +1/+1. Return this card to owner's hand (U1).

Green Spells:

Card Name	Spell Type	Cost	Ability
Gargantuan Gorilla R2	Summon Gorilla	GGG4	7/7. This card deals its power in damage to a creature and that creature deals its power to this card (Tap). During upkeep, sacrifice a Forest or take 7 damage and bury this card. If sacrifice a Snow-Covered Forest, it gains Trample until end of turn.
Kaysa R2	Summon Legend	GG3	2/3. Gives +1/+1 to all your green creatures.
Nature's Wrath R2	Enchantment	GG4	When a player puts a Swamp or black permanent into play, they sacrifice a Swamp or black permanent. When a player puts an Island or blue permanent into play, they sacrifice an Island or blue permanent. Pay G during upkeep or bury this card.
Splintering Wind R2	Enchantment	GG2	Do 1 damage to a creature and put a 1/1 green flying Splinter token with Cumulative Upkeep=G into play (G2). If token leaves play it does 1 damage to you and to each creature you control.
Tornado R2	Enchantment	G4	Destroy a permanent and put a counter on this card; use only once each turn (G2+3 life for each counter on this card). Cumulative Upkeep=G.
<i>Bounty of the Hunt</i> U2	Instant	GG3	You can remove a green card in your hand from the game instead of paying the casting cost. Put three +1/+1 counters on creatures. Remove these counters at end of turn.
<i>Elvish Bard</i> U2	Summon Elf	GG3	2/4. All creatures able to block this card must do so.
<i>Elvish Spirit Guide</i> U2	Summon Spirit	G2	2/2. If in your hand, you can remove this card from the game to add G to mana pool.
<i>Hail Storm</i> U2	Instant	GG1	Do 2 damage to each attacking creature and 1 to you and each creature you control.
<i>Nature's Chosen</i> U2	Enchant Creature	G	Play on a creature you control. Untap enchanted creature; use only once each turn and only during your turn (0). Untap an artifact, creature or land; use only once each turn and only if enchanted creature is white (Tap enchanted creature).
<i>Yavimaya Ants</i> U2	Summon Swarm	GG2	5/1, Trample, Can attack the turn it enters play. Cumulative Upkeep=GG.
<i>Deadly Insect</i> <i>Bird/Flower</i> <i>Woman/Pond</i> U6	Summon Insect	G4	6/1. Cannot be targeted by spells or effects.
<i>Elvish Ranger</i> <i>Man</i> <i>Woman</i> C2	Summon Elf	G2	4/1
<i>Fyndhorn Druid</i> <i>Man/Hands Left</i> <i>Woman/Hands Up</i> C2	Summon Druid	G2	2/2. Gain 4 life if put into the graveyard on a turn it was blocked.
<i>Gift of the Woods</i> <i>Man</i> <i>Woman</i> C2	Enchant Creature	G	If blocks or is blocked, creature gets +0/+3 until end of turn and you gain 1 life.
<i>Gorilla Berserkers</i> <i>Patrol (C1)</i> <i>Combat (C2)</i> C3	Summon Gorillas	GG3	2/3, Trample, Rampage:2. Cannot be blocked by less than 3 creatures.
<i>Gorilla Chieftain</i> <i>Two</i> <i>Four</i> C2	Summon Gorilla	GG2	3/3, Regenerate (G1)
<i>Taste of Paradise</i> <i>Woman (C1)</i> <i>Man and Woman (C2)</i> C3	Sorcery	G3	Gain 3 life. Gain 3 life for each G1 paid in addition to the casting cost.
<i>Undergrowth</i> <i>Fox</i> <i>Man</i> C2	Instant	G	No creatures deal damage in combat this turn. If you pay R2 in addition to the casting cost, red creatures are not affected by this.
<i>Whip Vine</i> <i>Vine Only</i> <i>Vine and Bird</i> C2	Summon Wall	G2	1/4, Can block flying creatures. Tap a flying creature blocked by this card; that creature does not untap during its controller's untap as long as this is tapped (Tap). Can choose not to untap this card during untap.
<i>Yavimaya Ancients</i> <i>Tree</i> <i>Tree and Horse</i> C2	Summon Treefolk	GG3	2/7. +1/-2 until end of turn (G).

Red Spells:

Card Name	Spell Type	Cost	Ability
Balduvian Horde R2	Summon Barbarians	RR2	5/5. When enters play, discard a random card or bury this card.
Chaos Harlequin R2	Summon Harlequin	RR2	2/4. Gets -4/-0 if removed card is a land, +2/+0 otherwise (R+Remove top card of your library from the game).
Omen of Fire R2	Instant	RR3	Return all Islands to owners' hands. Each player sacrifices a Plains or white permanent for each white permanent they control.
Rogue Skycaptain R2	Summon Mercenary	R2	3/4, Flying. Put a counter on it at beginning of upkeep. During upkeep, pay 2 for each counter on it, or remove all counters and give control of it to an opponent.
Varchild's War-Riders R2	Summon War-Riders	R1	3/4, Trample, Rampage:1. Cumulative Upkeep= Opponent gets a 1/1 red Survivor token.
<i>Burnout</i> U2	Interrupt	R1	Counter a blue interrupt. Draw a card at the beginning of the next upkeep.
<i>Death Spark</i> U2	Instant	R	Do 1 damage to a creature or player. If at end of your upkeep it is in your graveyard with a creature directly on top of it, you can pay 1 mana to bring it to your hand.
<i>Pillage</i> U2	Sorcery	RR1	Bury an artifact or land.
<i>Primitive Justice</i> U2	Sorcery	R1	Destroy an artifact. Destroy an additional artifact for each R1 paid in addition to the casting cost. Destroy an additional artifact and gain 1 life for each G1 paid in addition to the casting cost.
<i>Pyrokinesis</i> U2	Instant	RR4	You can remove a red card in your hand from the game instead of paying the casting cost. Does 4 damage divided any way you want among creatures.
<i>Soldier of Fortune</i> U2	Summon Mercenary	R	1/1. Make a player shuffle their library (Tap+R).
<i>Agent of Stromgald</i> Staff Archway C2	Summon Knight	R	1/1. Add B to mana pool (R).
<i>Balduvian War-Makers</i> 3 Men 2 Men + Woman C2	Summon Barbarians	R4	3/3, Rampage:1, Can attack the turn it enters play.
<i>Bestial Fury</i> Facing Left (C1) Head On (C2) C3	Enchant Creature	R2	Creature gets +4/+0 and Trample if attacks and is blocked. Draw a card at the beginning of the upkeep after this enters play.
<i>Enslaved Scout</i> One Two + Horse C2	Summon Goblin	R2	2/2. Mountainwalk until end of turn (2).
<i>Gorilla Shaman</i> Facing Left Facing Right U6	Summon Gorilla	R	1/1. Destroy a non-creature artifact of casting cost X (XX1).
<i>Gorilla War Cry</i> Leaning Left Leaning Right C2	Instant	R1	Attacking creatures cannot be blocked by only one creature. Play during combat before defense is chosen. Draw a card at the beginning of the next upkeep.
<i>Guerrilla Tactics</i> Tripwire (C1) Cliff Trap (C2) C3	Instant	R1	Do 2 damage to a creature or player. If an opponent controlled spell forces you to discard this, do 4 damage to a creature or player.
<i>Storm Shaman</i> Man Woman C2	Summon Cleric	R2	0/4. +1/+0 until end of turn (R).
<i>Varchild's Crusader</i> Forest Castle C2	Summon Knight	R3	3/2. Cannot be blocked except by Walls this turn but is buried at end of turn (0).
<i>Veteran's Voice</i> Man in Corner Men Together C2	Enchant Creature	R	Play on a creature you control. Give another creature +2/+1 until end of turn (Tap enchanted creature).

White Spells:

Card Name	Spell Type	Cost	Ability
Exile R2	Instant	W2	Remove a non-white attacking creature from the game. Gain life equal to its toughness.
Ivory Gargoyle R2	Summon Gargoyle	W4	2/2, Flying. Remove it from the game (W4). If put into the graveyard from play, put it into play at end of the turn under owner's control and skip your next draw phase.
Royal Decree R2	Enchantment	WW2	Does 1 damage to a player each time one of their Swamps, Mountains, red permanents or black permanents become tapped. Cumulative Upkeep=W.
Sustaining Spirit R2	Summon Guardian	W1	0/3. Any damage that would reduce your life total to less than 1, instead reduces it to 1. Cumulative Upkeep=W1.
Sworn Defender R2	Summon Knight	WW2	1/3. Change this card's power/toughness to "toughness-1/power+1 of a creature it is blocked-by or blocking" until end of turn (1).
<i>Inheritance</i> U2	Enchantment	W	Draw a card; use only when a creature is put into the graveyard from play (3).
<i>Juniper Order Advocate</i> U2	Summon Knight	W2	1/2. Your green creatures get +1/+1 while this is untapped.
<i>Kjeldoran Home Guard</i> U2	Summon Soldier	W3	1/6. At end of any combat in which it attacks or blocks, put a -0/-1 counter on this card and put a 0/1 white Deserter token into play.
<i>Scars of the Veteran</i> U2	Instant	W4	You can remove a white card in your hand from the game instead of paying the casting cost. Prevent up to 7 damage to a player or creature. If on a creature, put a +0/+1 counter on it at end of turn for each damage prevented.
<i>Seasoned Tactician</i> U2	Summon Tactician	W2	1/3. Prevent all damage to you from one source (3+Remove top 4 cards of your library from the game).
<i>Unlikely Alliance</i> U2	Enchantment	W1	Give +0/+2 until end of turn to a non-attacking, non-blocking creature (W1).
Carrier Pigeons <i>3 Birds</i> <i>Man + Bird</i> C2	Summon Pigeons	W3	1/1, Flying. Draw a card at the beginning of the next upkeep after this enters play.
Errand of Duty <i>Man+Sword</i> <i>Woman+Horse</i> C2	Instant	W1	Put a 1/1 white Knight token with Banding into play.
Kjeldoran Escort <i>Facing Left (C1)</i> <i>Facing Right (C2)</i> C3	Summon Soldier	WW2	2/3, Banding.
Kjeldoran Pride <i>Woman/Bear</i> <i>Man/Bird</i> C2	Enchant Creature	W1	Creature gets +1/+2. Move this to another legal creature (U2).
Martyrdom <i>Fighting</i> <i>Dead</i> C2	Instant	WW1	Until end of turn, you may redirect any damage from anywhere to target creature you control.
Noble Steeds <i>Walking/Close</i> <i>Grazing/Far</i> C2	Enchantment	W2	Give a creature First Strike until end of turn (W1).
Reinforcements <i>Goblin</i> <i>3 Soldiers</i> C2	Instant	W	Put up to three creature cards from your graveyard on top of your library in any order.
Reprisal <i>Green Thing</i> <i>Red Dragon</i> U6	Instant	W1	Bury a creature of power 4 or more.
Royal Herbalist <i>Man</i> <i>Woman</i> C2	Summon Cleric	W	1/1. Gain 1 life (2+Remove top card of library from the game).
Wild Aesthir <i>Flying (C1)</i> <i>Landing (C2)</i> C3	Summon Aesthir	W2	1/1, Flying, First Strike. +2/+0 until end of turn; no more than WW can be spent this way each turn (WW).