

## MORPH CREATURES

### WHITE

Sage-Eye Harrier 4W (c)  
Creature Bird Warrior, **1/5**  
Flying  
Morph **3W**

War Behemoth 5W (c)  
Creature Beast, **3/6**  
Morph **4W**

Watcher of the Roost 2W (u)  
Creature Bird Soldier, **2/1**  
Flying  
Morph **Reveal a white card in your hand.**  
When Watcher of the Roost is turned face up, you gain 2 life.

Master of Pearls 1W (r)  
Creature Human Monk, **2/2**  
Morph **3WW**  
When Master of Pearls is turned face up, creatures you control get +2/+2 until end of turn.

### BLUE

Monastery Flock 2U (c)  
Creature Bird, **0/5**  
Defender, flying  
Morph **U**

Mystic of the Hidden Way 4U (c)  
Creature Human Monk, **3/2**  
Mystic of the Hidden Way can't be blocked.  
Morph **2U**

Glacial Stalker 5U (c)  
Creature Elemental, **4/5**  
Morph **4U**

Dragon's Eye Savants 1U (u)  
Creature Human Wizard, **0/6**  
Morph **Reveal a blue card in your hand.**  
When Dragon's Eye Savants is turned face up, look at target opponent's hand.

Mistfire Weaver 3U (u)  
Creature Djinn Wizard, **3/1**  
Flying  
Morph **2U**  
When Mistfire Weaver is turned face up, target creature you control gains hexproof until end of turn.

Kheru Spellsnatcher 3U (r)  
Creature Naga Wizard, **3/3**  
Morph **4UU**  
When Kheru Spellsnatcher is turned face up, counter target spell. You may cast that card without paying its mana cost for as long as it remains exiled.

Thousand Winds 4UU (r)  
Creature Elemental, **5/6**  
Flying  
Morph **5UU**  
When Thousand Winds is turned face up, return all other tapped creatures to their owners hands.

### BLACK

Sidisi's Pet 3B (c)  
Creature Zombie Ape, **1/4**  
Lifelink  
Morph **1B**

Krumar Bond-Kin 3BB (c)  
Creature Orc Warrior, **5/3**  
Morph **4B**

Ruthless Ripper B (u)  
Creature Human Assassin, **1/1**  
Deathtouch  
Morph **Reveal a black card in your hand.**  
When Ruthless Ripper is turned face up, target player loses 2 life.

Grim Haruspex 2B (r)  
Creature Human Wizard, **3/2**  
Morph **B**  
Whenever another nontoken creature you control dies, draw a card.

### RED

Canyon Lurkers 4R (c)  
Creature Human Rogue, **5/2**  
Morph **3R**

Ainok Tracker 5R (c)  
Creature Hound Scout, **3/3**  
First strike  
Morph **4R**

Horde Ambusher 1R (u)  
Creature Human Berserker, **2/2**  
Whenever Horde Ambusher blocks, it deals 1 damage to you.  
Morph **Reveal a red card in your hand.**  
When Horde Ambusher is turned face up, target creature can't block this turn.

Jeering Instigator 1R (r)  
Creature Goblin Rogue, **2/1**  
Morph **2R**  
When Jeering Instigator is turned face up, if it's your turn, gain control of another target creature until end of turn. Untap that creature. It gains haste until end of turn.

## GREEN

Kin-Tree Warden G (c)  
Creature Human Warrior, **1/1**  
2: Regenerate Kin-Tree Warden.  
Morph **G**

Sagu Archer 4G (c)  
Creature Naga Archer, **2/5**  
Reach  
Morph **4G**

Woolly Loxodon 5GG (c)  
Creature Elephant Warrior, **6/7**  
Morph **5G**

Temur Charger 1G (u)  
Creature Horse, **3/1**  
Morph **Reveal a green card in your hand.**  
When Temur Charger is turned face up, target creature gains trample until end of turn.

Pine Walker 3GG (u)  
Creature Elemental, **5/5**  
Morph **4G**  
Whenever Pine Walker or another creature you control is turned face up, untap that creature.

Rattleclaw Mystic 1G (r)  
Creature Human Shaman, **2/1**  
T: Add G, U, or R to your mana pool.  
Morph **2**  
When Rattleclaw Mystic is turned face up, add GUR to your mana pool.

## MULTICOLOR

Abzan Guide 3WBG (c)  
Creature Human Warrior, **4/4**  
Lifelink  
Morph **2WBG**

Abomination of Gudul 3BGU (c)  
Creature Horror, **3/4**  
Flying  
Whenever Abomination of Gudul deals combat damage to a player, you may draw a card. If you do, discard a card.  
Morph **2BGU**

Icefeather Aven GU (u)  
Creature Bird Shaman, **2/2**  
Flying  
Morph **1GU**  
When Icefeather Aven is turned face up, you may return another target creature to its owner's hand.

Sagu Mauler 4GU (r)  
Creature Beast, **6/6**  
Trample, hexproof  
Morph **3GU**

Snowhorn Rider 3GUR (c)  
Creature Human Warrior, **5/5**  
Trample  
Morph **2GUR**

Efreet Weaponmaster 3URW (c)  
Creature Efreet Monk, **4/3**  
First strike  
When Efreet Weaponmaster enters the battlefield or is turned face up, another target creature you control gets +3/+0 until end of turn.  
Morph **2URW**

Ponyback Brigade 3RWB (c)  
Creature Goblin Warrior, **2/2**  
When Ponyback Brigade enters the battlefield or is turned face up, put three 1/1 red Goblin creature tokens onto the battlefield.  
Morph **2RWB**

Witness of the Ages 6 (u)  
Artifact Creature Golem, **4/4**  
Morph **5**

## INSTANT COMBAT TRICKS AND MATH CHANGERS

### WHITE

Defiant Strike **W** (c)  
Instant  
Target creature gets **+1/+0** until end of turn.  
Draw a card.

Feat of Resistance **1W** (c)  
Instant  
Put a **+1/+1 counter** on target creature you control. It gains **protection from the color of your choice** until end of turn.

Take up Arms **4W** (u)  
Instant  
Put **three 1/1** white Warrior creature tokens onto the Battlefield.

### BLUE

Force Away **1U** (c)  
Instant  
**Return target creature** to its owner's hand.  
Ferocious If you control a creature with power 4 or greater, you may draw a card. If you do, discard a Card.

Crippling Chill **2U** (c)  
Instant  
**Tap target creature.** It doesn't untap during its controller's next untap step.  
Draw a card.

Blinding Spray **4U** (u)

Instant

Creatures your opponents control get **-4/-0** until end of turn.

Draw a card.

Waterwhirl **4UU** (u)

Instant

**Return** up to **two target creatures** to their owners Hands.

Icy Blast **XU** (r)

Instant

**Tap X** target creatures.

**Ferocious** If you control a creature with power 4 or greater, those creatures don't untap during their controllers' next untap steps.

## RED

Trumpet Blast **2R** (c)

Instant

Attacking **creatures** get **+2/+0** until end of turn.

Dragon Grip **2R** (u)

Enchantment Aura

**Ferocious** If you control a creature with power 4 or greater, you may cast Dragon Grip as though it had **flash**.

Enchant creature

Enchanted creature gets **+2/+0** and has **first strike**.

Barrage of Boulders **2R** (c)

Sorcery

**Ferocious** If you control a creature with power 4 or greater, **creatures can't block** this turn.

## GREEN

Awaken the Bear **2G** (c)

Instant

Target creature gets **+3/+3** and gains **trample** until end of turn.

Dragonscale Boon **3G** (c)

Instant

Put **two +1/+1** counters on target creature and **untap it**.

Become Immense **5G** (u)

Instant

**Delve**

Target creature gets **+6/+6** until end of turn.

Roar of Challenge **2G** (u)

Sorcery

**All creatures** able to **block target creature** this turn do so. **Ferocious** indestructible.

## MULTICOLOR

Abzan Charm **WBG** (u)

Instant

( ) Distribute **two +1/+1 counters** among **one or two** target **creatures**.

Temur Charm **GUR** (u)

Instant

( ) Creatures with **power 3 or less** can't **block** this Turn.

Trap Essence **GUR** (r)

Instant

Counter target creature spell. Put **two +1/+1** counters on up to one target creature.

Winterflame **1UR** (u)

Instant

Choose one or both

**Tap** target creature.

Winterflame deals **2 damage** to target creature.

Jeskai Charm **URW** (u)

Instant

Choose one

**Put target creature** on top of its owner's library.

Jeskai Charm deals 4 damage to target opponent.

**Creatures** you control get **+1/+1** and gain **lifelink** until end of turn.

Flying Crane Technique **3URW** (r)

Instant

**Untap** all creatures you control. They gain **flying** and **double strike** until end of turn.

Deflecting Palm **RW** (r)

Instant

The next time a source of your choice would deal damage to you this turn, **prevent that damage**. If damage is prevented this way, Deflecting Palm **deals that much damage to** that source's **controller**.

## ALL REMOVAL

### WHITE

Kill Shot **2W** (c)

Instant

Destroy target attacking creature.

Smite the Monstrous **3W** (c)

Instant

Destroy target creature with power 4 or greater.

Suspension Field **1W** (u)

Enchantment

Exile target creature with toughness 3 or greater until Suspension Field leaves the battlefield.

### BLACK

Debilitating Injury **1B** (c)

Enchantment Aura

Enchanted creature gets **-2/-2**.

Throttle 4B (c)

Instant

Target creature gets -4/-4 until end of turn.

Rite of the Serpent 4BB (c)

Sorcery

Destroy target creature. If that creature had a +1/+1

Counter, put a 1/1 green Snake token on the battlefield.

Murderous Cut 4B (u)

Instant

Delve

Destroy target creature.

Dead Drop 9B (u)

Sorcery

Delve

Target player sacrifices two creatures.

## RED

Bring Low 3R (c)

Instant

Bring Low deals 3 damage to target creature. If that creature has a +1/+1 counter on it, Bring Low deals 5 damage to it instead.

Swift Kick 3R (c)

Instant

Target creature you control gets +1/+0 until end of turn. It fights target creature you don't control.

Arrow Storm 3RR (c)

Sorcery

Arrow Storm deals 4 damage to target creature or player.

Raid 5 damage.

Arc Lightning 2R (u)

Sorcery

Arc Lightning deals 3 damage divided as you choose among one, two, or three target creatures and/or players.

Burn Away 4R (u)

Instant

Burn Away deals 6 damage to target creature.

When that creature dies this turn, exile all cards from its controller's graveyard.

Crater's Claws XR (r)

Sorcery

Crater's Claws deals X damage to target creature or Player. Ferocious deals X plus 2 damage.

Barrage of Boulders 2R (c)

Sorcery

Barrage of Boulders deals 1 damage to each creature you don't control.

Ferocious If you control a creature with power 4 or greater, creatures can't block this turn.

## GREEN

Savage Punch 1G (c)

Sorcery

Target creature you control fights target creature you don't control.

Ferocious The creature you control gets +2/+2.

Windstorm XG (u)

Instant

Windstorm deals X damage to creatures with flying

**MULTICOLOR**

Abzan Charm WBG (u)

Instant

Choose one

Exile target creature with power 3 or greater.

( )

Death Frenzy 3BG (u)

Sorcery

All creatures get -2/-2 until end of turn. Whenever a creature dies this turn, you gain 1 life.

Sultai Charm BGU (u)

Instant

Choose one

Destroy target monocolored creature.

Destroy target artifact or enchantment. ( )

Temur Charm GUR (u)

Instant

Choose one

Target creature you control gets +1/+1 until end of turn. It fights target creature you don't control. ( )

Winterflame 1UR (u)

Instant

Choose one or both

Tap target creature.

Winterflame deals 2 damage to target creature.

Master the Way 3UR (u)

Sorcery

Draw a card. Master the Way deals damage to target creature or player equal to the number of cards in your hand.

Jeskai Charm URW (u)

Instant

Choose one

Put target creature on top of its owner's library. ( )

Ride Down RW (u)

Instant

Destroy target blocking creature. Creatures that were blocked by that creature this combat gain trample until end of turn.

Mardu Charm RWB (u)

Instant

Mardu Charm deals 4 damage to target creature. ( )

Crackling Doom RWB (r)  
Instant  
Crackling Doom deals 2 damage to each opponent.  
Each opponent sacrifices a creature with the greatest power among creatures he or she controls.

Utter End 2WB (r)  
Instant  
Exile target nonland permanent

## **HASTE / FLASH**

Gurmag Swiftwing 1B (u)  
Creature Bat, 1/2  
Flying, first strike, haste

Valley Dasher 1R (c)  
Creature Human Berserker, 2/2  
Haste  
Valley Dasher attacks each turn if able.

Act of Treason 2R (c)  
Sorcery  
Gain control of target creature until end of turn.  
Untap that creature. It gains haste until end of turn.

Monastery Swiftspear R (u)  
Creature Human Monk, 1/2  
Haste  
Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)

Jeering Instigator 1R (r)  
Creature Goblin Rogue, 2/1  
Morph 2R  
When Jeering Instigator is turned face up, if it's your turn, gain control of another target creature until end of turn. Untap that creature. It gains haste until end of turn.

Savage Knuckleblade GUR (r)  
Creature Ogre Warrior, 4/4  
2G: Savage Knuckleblade gets +2/+2 until end of turn. Activate this ability only once each turn.  
2U: Return Savage Knuckleblade to its owner's hand.  
R: Savage Knuckleblade gains haste until end of Turn.

Mantis Rider URW (r)  
Creature Human Monk, 3/3  
Flying, vigilance, haste

Butcher of the Horde 1RWB (r)  
Creature Demon, 5/4  
Flying  
Sacrifice another creature: Butcher of the Horde gains your choice of vigilance, lifelink, or haste until end of turn.

Ankle Shanker 2RWB (r)  
Creature Goblin Berserker, 2/2  
Haste  
Whenever Ankle Shanker attacks, creatures you control gain first strike and deathtouch until end of Turn.