





Name	 Color Identity	Major Type	 Subtype 1	Subtype 2	Mana Cost	AP	DB	Description
Counterspell	Blue	Cantrip			1B XC			Counter target spell with mana less than or equal to the amount spent to cast Counterspell
Flowing Insight	Blue	Cantrip			1B			Draw 1 card, then discard 1 card.
Tidal Wisp	Blue	Creature	Elemental		1B	1	1	Aerial (This creature can only be blocked by other creatures with Aerial.)
Azure Acolyte	Blue	Creature	Acolyte		2B	2	1	Riposte (You may summon this creature any time you could cast a cantrip.)
Bounce	Blue	Cantrip			1B			Return target creature to that players hand.
Azure Colossus	Blue	Creature	Colossus		2B 5C	7	7	Aerial. When you cast Azure Colossus if an opponent has more creatures than you, take an extra turn. If not, draw 3 cards.
Azure Mage	Blue	Creature	Human	Mage	1B 2C	2	2	Other Creatures you control have Aerial. Exhaust this creature: Draw a card and then discard a card.
Water Elemental	Blue	Creature	Elemental		1B 3C	4	4	
Is this a Dragon?	Blue	Arcana			1B 1C			Separate your hand into 2 different piles. Target opponent chooses one of them. You put those cards back in your hand and discard the other pile.
Next you'll say...	Blue	Cantrip			1B			Look at your opponents hand. Draw a card.
Champion of the Tide	Blue	Creature	Human	Knight	3B	3	3	When Champion of the Tide attacks, target creature becomes unblockable this turn.
Naga	Blue	Creature	Naga		1B	1	1	
Siren's Song	Blue	Arcana			2B 3C			Gain Control of target creature.
Naga Brute	Blue	Creature	Naga		1B 2C	3	3	
Naga Seastalker	Blue	Creature	Naga		1B 1C	1	1	Naga Seastalker can't be blocked
Nerida, Spear of Rivermoor	Blue	Creature	Human		1B 2C	*	4	Nerida, Spear of Rivermoor AP is equal to the number of cards in your hand. When Nerida, Spear of Rivermoor attacks or blocks, draw a card.
Hurricane	Blue	Arcana			2B 4C			Choose one: •Deal 2damage to all creatures. •Return each creature to its owners hand. •Destroy all non armament relics.
Siren	Blue	Creature	Siren		2B 3C	1	3	When Siren enters the battlefield, gain control of target creature until Siren leaves the battlefield.
Naga Elite	Blue	Creature	Naga	Soldier	2B 2 C	4	4	When Naga Elite deals damage to a Nexus, draw a card.
Naga Landguard	Blue	Creature	Naga	Soldier	1B 1C	1	2	
Dockhand	Blue	Creature	Human		1B	1	1	Sacrifice Dockhand: search your deck for a blue Fount and put it onto the battlefield fatigued.
Duplicity of Shadows	Blue	Cantrip			2B 1C			Until the end of turn, if target creature were to take damage, prevent it. If target creature were to be targeted by a spell, counter it.
Nerida's Planning	Blue	Arcana			3C 2B			Take an extra turn after this one.
Whispers of the Nexus	Blue	Cantrip			2C 2B			Target player puts the top 4 cards into their graveyard. Return target spell from your graveyard to your hand.
Ripple of Doubt	Blue	Cantrip			1C 1U			Counter target spell unless its controller pays 1C. If they do pay, draw a card.
Frostbind	Blue	Cantrip			1C 1B			Exhaust target creature. It doesn't untap during its owners next Preparation Phase.
Map the currents	Blue	Arcana			2C 1B			Search your deck for a fount. Put it on the battlefield Exhausted.
Whispers in the Mist	Blue	Cantrip			2B			Draw 2 cards, then discard a card
Mind Leak	Blue	Cantrip			2B			Target player puts the top 4 cards into their graveyard. If 2 or more Spells are put into the graveyard this way, draw a card.
Drifting Currents	Blue	Cantrip			1C 1B			Look at the top 2 cards, you may place them on top or bottom of your library in any order. Draw a card.
Mud Elemental	Blue/Green	Creature	Elemental		1B 1G 3C	4	4	Fortify 3
Slayer's Wisdom	Blue/Green	Cantrip			1B 1G			Draw a card. You may play an extra fount this turn.
Skyhunter Wyrm	Blue/Green	Creature	Beast	Dragon	4C 1B 1G	5	4	Aerial. Overwhelm.
Soldier	Colorless	Creature	Soldier		1C	1	1	
Sergeant	Colorless	Creature	Soldier		3C	2	2	Soldiers you control get +1/+1
Captain	Colorless	Creature	Soldier		5C	2	2	At the start of your Awakening phase, create a 1/1 soldier creature token
General	Colorless	Creature	Soldier		7C	3	3	During your Fortification phase, all soldiers that atacked this turn are no longer fatigued and restore 1 DB.
Enlist	Colorless	Blessing	Aura		2C			Target creature gains the "Soldier" creature type in addition to its others.
Training	Colorless	Blessing			5C			At the end of your turn, target soldier creature gets a +1/+1 counter. If you control a General, put 2 on it instead.
Iron Colossus	Colorless	Creature	Colossus		8C	7	7	Iron Colossus has Indestructible (this creature can not be destroyed) as long as you control at least 3 other creatures.
Alchemist	Colorless	Creature	Human		4C	1	1	RBG: Discard a card. Search your deck for a card with the same mana cost as the card you discarded and put it into your hand.
King's Chosen	Colorless	Creature	Human	Knight	3C	3	3	When King's Chosen enters the battlefield choose a color. King's Chosen gains protection from that color. (Can not be damaged by any source of the chosen color)
Squire	Colorless	Creature	Human	Knight	2C	1	1	Sacrifice Squire. Target Knight gets +1/+1 until the end of turn.
Hot Gates	Colorless	Relic			4C			Only one creature may attack per Confrontation phase.
Infused Ruby	Colorless	Relic			3C			Exhaust this Relic: Add one Red mana to your mana pool
Infused Saphire	Colorless	Relic			3C			Exhaust this relic: add one blue mana to your mana pool
Infused Emerald	Colorless	Relic			3C			Exhaust this relic: add one green mana to your mana pool
Sword of Insight	Colorless	Relic	Armament		4C			Arm: 2C Armed creature gets +1/+1. When armed creature does damage to a Nexus, draw a card.
Sword of Growth	Colorless	Relic	Armament		4C			Arm: 2C Armed creature gets +1/+1 . When armed creature does damage to a Nexus, deal 2 damage to any target.

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Sword of Fury	Colorless	Relic	Armament		4C			Arm: 2C Armed creature gets +1/+1 . When armed creature does damage to a Nexus, put a +1/+1 counter on target creature.
Toph's Hammer	Colorless	Relic	Armament		1C			Arm: 2C Armed creature gets +1/+1. Whenever armed creature deals combat damage create a 1/1 goblin creature token.
King Leodric	Colorless	Creature	Human		5C	1	1	Indestructible. Fatigue a Creature you control: King Leodric gets +1/+1 until the end of turn.
Merchant	Colorless	Creature	Human		2C	1	1	Sacrifice Merchant: search your deck for a relic and put it into your hand. Then shuffle your deck.
Moonreaver	Colorless	Relic	Armament		4C			Arm: 2C Armed creature gets +3/+0 and has, "when this creature deals damage to another creature, draw a card."
Guild Scribe	Colorless	Creature	Human	Mage	2C	1	1	Sacrifice Guile Scribe: Search your deck for a Cantrip that cost 2 or less and put it in your hand. Shuffle your deck.
Nerida's Spear	Colorless	Relic	Armament		1C			Arm: 2C Equipped Creature gets +1/+1. Equipped creature has Opportunity. (This creature deal damage equal to its power before other combat damage is applied.) When equipped creature attacks, draw a card.
Vireen's Bow	Colorless	Relic	Armament		1C			Arm: 2C Equiped Creature gets +1/+1. If equipped creature becomes blocked, remove it from combat and deal damage up to its power divided as you choose among creatures that blocked it.
Dawnbreaker	Colorless	Relic	Armament		4C			Arm: 2C Equipped Creature gets +7/+7. Creature can only attack if you sacrifice another creature.
Weight of the Empire	Colorless	Blessing			4C			When a creature enters the battlefield under your control. Deal 1 damage to all opponents.
Shatter the Veil	Colorless	Arcana			12C			Shuffle all cards in play, in graveyards and hands into their owners deck. Each player then draw 7 cards and their nexus points are set back to their starting totals. All cards in your deck now cost 0. End your turn. Exile Sh
Realm survey	Colorless	Relic			3C			At the start of your Preparation phase, search your deck for a basic fount and put it into your hand.
Unnatural Strength	Colorless	Cantrip			1C 1G			Target Creature gains +3/+0 and gains Overwhelm until the end of turn.
Seed of Vitality	Green	Cantrip			1G			Target creature gains a +1/+1 counter.
Thicket Wisp	Green	Creature	Elemental		1G	1	1	Fortify 1 (Prevent 1 DB of damage to this creature)
Verdant Acolyte	Green	Creature	Acolyte		2G	1	1	Exhaust this creature: Add 1G to your mana pool.
If not friend, why friend shaped?	Green	Arcane			1G 2C			Target Creature becomes exhausted and cannot be exerted.
Verdant Colossus	Green	Creature	Colossus		2G 5C	7	7	Fortify 5. When Verdant Colossus enters the battlefield, return target card from your discard pile to your hand. If another creature would be put into your discard pile from anywhere, put it at the bottom of your deck instea
Verdant Mage	Green	Creature	Human	Mage	1G 2C	2	2	Creatures you control get: Exhaust this creature: Add 1G to your mana pool.
Earth Elemental	Green	Creature	Elemental		1G 3C	4	4	
Pay Respects	Green	Arcana			1G 1C			Sacrifice a fount. Return target creature from your discard pile to your hand.
Champion of the Grove	Green	Creature	Human	Knight	3G	3	3	When Champion of the Grove enters the battlefield put 3 +1/+1 divided among any number of creatures.
Stockpile	Green	Arcana			1G 1C			Search your deck for a basic Fount and put it onto the battlefield Fatigued.
Dryad	Green	Creature	Dryad		1G	1	1	
Dryad Elderwood	Green	Creature	Dryad		2G 2C	3	5	When another creature enters the battlefield under your control, draw a card. When a Fount enters the battlefield under your control, gain 1 Nexus Point.
Dryad Warrior	Green	Creature	Dryad	Warrior	1G 1C	2	1	
Vireen, Shield of Mossvale	Green	Creature	Human		1G 2C	1	*	Vireen, Shield of Mossvale DB is equal to the number of Founts you control. Creatures deal damage based on their DB instead of AP.
Mossvale Tiger	Green	Creature	Cat		1G	2	1	
Thornwood Dryad	Green	Creature	Dryad		1G 1C	1	2	Creatures blocking or blocked by Thornwood Dryad take one damage.
Earthquake	Green	Arcana			2G 4C			Choose one: •Deal 2 damage to each Creature without Aerial. •Destroy all Relics •Fatigue all Founts until the beginning of your next turn.
Shieldoak Dryad	Green	Creature	Dryad		2G 3C	0	5	Fortify 3
Leaves of the Fey	Green	Cantrip			2G 1C	1	1	When you cast Leaves of the Fey, sacrifice a fount. Counter target spell
Farmer	Green	Creature	Human		1G	1	1	Sacrifice Farmer: search your deck for a green Fount and put it onto the battlefield fatigued.
Vireen's Empathy	Green	Arcana			3C 2G			If your opponent has more nexus points, gain the difference. If your opponent has more cards in hand, draw the difference.
Nature's Reckoning	Green	Arcana			1C 1G			Destroy target Relic or Blessing. Gain 3 Nexus Points.
Bear	Green	Creature	Bear		1C 1G	2	2	
Explore the forest	Green	Arcana			2C 1G			Search your deck for a fount. Put it on the battlefield Exhausted.
Harvest of Strength	Green	Cantrip			3C 2G			Draw a card for each creature you control with a +1/+1 counter on it.
Verdant Guardian	Green	Creature	Beast		2C 1G	1	4	When Verdant Guadian blocks, gain 2 Nexus Points.
Rootbound Stalker	Green	Creature	Elemental		3C 1G	6	3	Rootbound Stalker can't attack or block. Sacrifice a Land: Rootbound Stalker may attack or block as normal.
Explosive Counter	Red	Cantrip			3R 2C			Counter target spell. Deal 1 damage to each player.
Fire Bolt	Red	Cantrip			1R			Deal 1 damage to any target.
Flame Wisp	Red	Creature	Elemental		1R	1	1	Well Prepared (This creature can attack immediately after being summoned.)
Ruby Acolyte	Red	Creature	Acolyte		2R	1	1	Exaust this creature: Deal 1 damage to any creature.
This is fine	Red	Arcane			2R 4C			Choose a creature, it gains fireproof (can not be damaged by red sources.) Deal 4 damage to each creature and player.
Hold my Ale	Red	Cantrip			1R 3C			Choose a creature you control then flip a coin. If you win the coin flip that creature deals damage equal to its AP to any target. If you lose the coin flip sacrifice the creature.
Ruby Colossus	Red	Creature	Colossus		2R 5C	7	7	Well Prepared. When Ruby Colossus attacks and is not blocked, other creatures you control are no longer fatigued and there is a second Confrontation phase after this one.
Ruby Mage	Red	Creature	Human	Mage	1R 2C	2	2	Other Creatures you control have Well Prepared. Exhaust this creature: Deal 1 damage to any target.
Fire Elemental	Red	Creature	Elemental		1R 3C	4	4	

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Goblin	Red	Creature	Goblin		1R	1	1	
Goblin Commander	Red	Creature	Goblin		1R 2C	1	1	Goblins gain +1/+0. Goblins attack each turn if able.
I want to go fast	Red	Blessing			2R 1C			Creatures you control have well prepared.
BF Goblin	Red	Creature	Goblin		2R	2	2	
Machine Operator	Red	Creature	Goblin		3R	1	1	When Machine Operator enters the battlefield, search your deck for a relic with a mana cost of 3 or less and put it onto the battlefield.
Don't be suspicious	Red	Arcana			2R 3C			Flip a coin. If you win, all creatures you control cannot be blocked this turn. If you lose target creature cannot be blocked this turn.
Champion of the Flame	Red	Creature	Human	Knight	3R	3	3	When Champion of the Flame is blocked, deal 3 damage divided as you choose to any targets.
Toph, Hammer of Emberhold	Red	Creature	Human		1R 2C	3	4	When Toph, Hammer of Emberhold attacks, create 2 1/1 Goblins fatigued and attacking. Attacking creatures you control get +1/+0.
Courageous Assault	Red	Blessing			2R 3C			Attacking creatures whose AP is higher than their DB do not take damage while attacking.
Eruption	Red	Arcana			2R 4C			Choose one: •Deal 2 damage to each creature and each player. •Destroy all Relics. •Destroy all Founts.
Goblin Wrecker	Red	Creature	Goblin		2R	2	1	When Goblin Wrecker enters the battlefield, destroy target relic or blessing.
Miner	Red	Creature	Human		1R	1	1	Sacrifice Miner: search your deck for a red Fount and put it onto the battlefield fatigued.
Goblins never say die	Red	Blessing			2R 4C			At the beginning of your turn, create a 1/1 Goblin creature token. At the end of your turn, if any goblin was put into the graveyard from the battlefield, its controller puts 2 1/1 goblin creature tokens onto the battlefield.
Shieldbreaker	Red	Creature	Beast		1R 3C	5	1	Well Prepared
Toph's Courage	Red	Arcana			3C 2R			There's an additional confrontation phase after the next one. After the first one, untap all of your creatures
Scorched Earth	Red	Arcana			1C 1R			Sacrifice a land. Creatures your opponent controls get -0/-2.
Chart the hills	Red	Arcana			2C 1R			Search your deck for a fount. Put it on the battlefield Exhausted.
Break the Line	Red	Cantrip			1R			Deal 2 damage to target creature
Emberhold Brute	Red	Creature	Human	Warrior	2C 2R	5	3	Overwhelm
Blistering Charge	Red	Arcana			2C 1R			Target Creature gains +2/+0 and Well Prepared until the end of turn.
Crumbling Strike	Red	Cantrip			1C 1R			Destroy target relic or blessing.
Goblin Ambusher	Red	Creature	Goblin		2R	3	1	Goblin Ambusher can not be targeted by spells or abilities. When Goblin Ambusher attacks, sacrifice it at the begining of the next Preparation Phase.
Wind Elemental	Red/Blue	Creature	Elemental		1R 1B 3C	4	4	Aerial
Naga Stormcaller	Red/Blue	Creature	Naga		1B 1R 1C	1	3	Whenever you cast a spell, Naga Stormcaller deals 1 damage to any target.
Slayer's Demand	Red/Blue	Cantrip			1R 1B			Target creature must be blocked if able. Target creature can not be blocked.
Wild Casting	Red/Blue/Green	Blessing			2R 2B 2G 2C			When Wild Casting enters the battlefield, shuffle your hand and all other cards you control into your deck. You may cast the first card you draw per turn without paying its mana cost. At the beginning of the Resolution ph
Isendra, Slayer Queen	Red/Blue/Green	Creature	Human		1R 1B 1G 1C	5	4	When Isendra, Slayer Queen attacks, destroy target creature defending player controls.
Guild Mage	Red/Blue/Green	Creature	Human	Mage	1R 1B 1G	4	4	
Convergence	Red/Blue/Green	Blessing			1C 1R 1B 1G			Founts can produce any type of mana.
Harmony of the Founts	Red/Blue/Green	Blessing			1R 1B 1G			At the start of your turn, Choose one: Draw a Card. Put a +1/+1 Counter on target creature. Deal 1 damage to each opponent.
Charcoal Elemental	Red/Green	Creature	Elemental		1R 1G 3C	4	4	Well Prepared
Slayer's Wrath	Red/Green	Cantrip			1R 1G			Destroy target creature. Gain Nexus Points equal to that creature's DB.
Emberwood Dryad	Red/Green	Creature	Dryad		1R 1G	2	1	Sacrifice Emberwood Dryad: deal 2 damage to any target.