



























Abbrev.	field	¢	dmg.	tar.
Meaning	Battlefield	Creature	Damage	Target

Born of the Gods Instants				
Color	Mana Cost	Card	Rarity	Brief Card Text
White		Mortal's Ardor	/c	Tar. ¢ gets +1/+1 and lifelink
	1	Acolyte's Reward	/u	Prevent next X dmg. dealt to tar. ¢, where X is your devotion to white. If dmg. is prevented, deal that much dmg. to tar. ¢ or player
		Hold at Bay	/c	Prevent the next 7 dmg. dealt to tar. ¢ or player
	4	Fated Retribution	/r	Destroy all ¢ and planewalkers. If its your turn, scry 2
	X	Glimpse the Sun God	/u	Tap X tar. ¢. Scry 1
Blue		Retraction Helix	/c	Tar. ¢ gains ": return tar. nonland permanent to its owner's hand"
	1	Crypsis	/c	Tar. ¢ you control gains protection from creatures your opponent controls. Untap it
		Thassa's Rebuff	/u	Counter tar. spell unless its controller pays X, where X is your devotion to blue
		Nullify	/c	Counter tar. ¢ or Aura spell
		Fated Infatuation	/r	Put a token on the field that's a copy of tar. ¢ you control. If its your turn, scry 2
	3	Sudden Storm	/c	Tap up to two tar. ¢. They don't untap during their controller's next untap steps. Scry 1
Black		Eye Gouge	/c	Tar. ¢ gets -1/-1. If it's a Cyclops, destroy it
		Bile Blight	/u	Tar. ¢ and all ¢ with the same name get -3/-3
	2	Necrobite	/c	Tar. ¢ gains deathtouch. Regenerate it
	4	Fated Return	/r	Put tar. ¢ from graveyard to field under your control. It gains indestructible. If its your turn, scry 2

Abbrev.	field	¢	dmg.	tar.
Meaning	Battlefield	Creature	Damage	Target

Born of the Gods Instants				
Color	Mana Cost	Card	Rarity	Brief Card Text
Red	1 	Fall of the Hammer	 /c	Tar. ¢ you control deals dmg. equal to its power to another tar. ¢
		Rise to the Challenge	 /c	Tar. ¢ gets +2/0 and first srike
	 	Searing Blood	 /u	Deals 2 dmg. to tar. ¢. When that ¢ dies, deal 3 dmg. to its controller
	3 	Lightning Volley	 /u	¢ you control gain “  : this ¢ deals 1 dmg. to tar. ¢ or player”
	1    	Fated Configuration	 /r	Deals 5 dmg. to tar. ¢ or planewalker. If its your turn, scry 2
Green		Aspect of Hydra	 /c	Tar. ¢ gets +X/+X, where X is your devotion to green
	1 	Mortal’s Resolve	 /c	Tar. ¢ gets +1/+1 and gains indestructible
		Unravel the Æther	 /u	Choose tar. artifact or enchantment. Its owner shuffles it into his or her library
2   	Fated Intervention	 /r	Put two 3/3 green Centaur enchantment ¢ tokens on the field. If its your turn, scry 2	
Gold	1  	Reap What is Sown	 /u	Put a +1/+1 counter on up to three tar. ¢