

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

M15 Instants				
Color	Mana Cost	Card	Rarity	Brief Card Text
White	1 ⚡	Ephemeral Shields	⚡/c	Convoke. Tar. ¢ gains indestructible
		Raise the Alarm	⚡/c	Put two 1/1 while soldier ¢ tokens onto field
	1 ⚡⚡	Devouring Light	⚡/u	Convoke. Exile tar. attack/blocking ¢
	2 ⚡	Pillar of Light	⚡/c	Exile tar. ¢ with toughness 4 or greater
	2 ⚡⚡	Inspired Charge	⚡/c	¢ you control get +2/1
	3 ⚡	Congregate	⚡/u	Tar. player gains 2 life for each ¢ on the field
	3 ⚡⚡	Meditation Puzzle	⚡/c	Convoke. You gain 8 life
	4 ⚡	Sanctified Charge	⚡/c	¢ you control get +2/1. White ¢ you control also gain first strike
Blue	1 ♂	Hydrosurge	♂/c	Tar. ¢ gets -5/0
	1 ♂	Negate	♂/c	Counter tar. noncreature spell
		Peel from Reality	♂/c	Return tar. ¢ you control and tar. ¢ don't control to their owner's hands
		Turn to Frog	♂/u	Until end of turn, tar. ¢ loses all abilities and becomes a blue 1/1 frog
	1 ♂♂	Dissipate	♂/u	Counter tar. spell. If that spell is countered this way, exile it instead
		Polymorphist's Jest	♂/r	Until end of turn, each ¢ tar. player controls loses all abilities and becomes a blue 1/1 frog
	2 ♂♂	Statute of Denial	♂/c	Counter tar. spell. If you control a blue ¢, loot
	3 ♂♂	Ætherspouts	♂/r	For each attacking ¢, its owner puts it on top/bottom of library
Jace's Ingenuity		♂/u	Draw three cards	
5 ♂	Chronostutter	♂/c	Put tar. ¢ into its owner's library 2 nd from top	
Black	1 ☠	Ulcerate	♂/u	Tar. ¢ gets -3/-3. You lose 3 life
	2 ☠	Necrobite	♂/c	Tar. ¢ gains deathtouch. Regenerate it
	3 ☠☠	Flesh to Dust	♂/c	Destroy tar. ¢. It can't be regenerated
	4 ☠	Unmake the Graves	♂/c	Convoke. Return up to two tar. ¢ cards from your graveyard to your hand

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Red		Crowd's Favor	/c	Tar. ¢ gets +1/0 and first strike
		Lightning Strike	/c	Deals 3 dmg. to tar. ¢ or player
		Shrapnel Blast	/u	As an additional cost to cast, sacrifice an artifact. Deals 5 dmg. to tar. ¢ or player
		Heat Ray	/u	Deals X dmg. to tar. ¢
		Seismic Strike	/c	Deals dmg. to target ¢ equal to the number of mountains you control
		Stoke the Flames	/u	Convoke. Deals 4 dmg. to tar. ¢ or player
		Blastfire Bolt	/c	Deals 5 dmg. to tar. ¢. Destroy all equipment attached to it
Green		Gather Courage	/u	Tar. ¢ gets +2/2
		Ranger's Guile	/c	Tar. ¢ gets +1/+1 and gains hexproof
		Back to Nature	/u	Destroy all enchantment
		Naturalize	/c	Destroy tar. artifact or enchantment
		Plummet	/c	Destroy tar. ¢ with flying
		Titanic Growth	/c	Tar. ¢ gets +4/+4
		Hunter's Ambush	/c	Prevent all combat dmg. that would be death by nongreen ¢
		Chord of Calling	/r	Convoke. Search your library for a ¢ card with CMC X or less and put it onto the battlefield. Shuffle.

M15 Flash Creatures			
Cost	Creature	Rarity	Power/Toughness; Abilities
	Quickling	/u	2/2; flying, when it enters the field, sacrifice it unless you return another ¢ you control to its owner's hand
	Hushwing Gryff	/r	2/1; flyer, creatures entering the field don't cause abilities to trigger