

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

Khans of Tarkir Instants				
Color	Mana Cost	Card	Rarity	Brief Card Text
White		Defiant Strike	/ c	Tar. ¢ gets +1/+0. Draw a card
		Erase	/ c	Exile tar. enchantment
	1	Feat of Resistance	/ c	Put a +1/+1 counter on tar. ¢ you control. It gains protection from color of your choice
	2	Kill shot	/ c	Destroy tar. attacking ¢
	3	Smite the Monstrous	/ c	Destroy tar. ¢ with power 4 or greater
	4	Take Up Arms	/ u	Put 3 1/1 white warrior ¢ tokens onto field
Blue		Stubborn Denial	/ u	Counter tar. non-¢ spell unless opponent pays 1. Ferocious- counter that spell instead
	X	Icy Blast	/ r	Tap X tar. ¢. Ferocious- those ¢ don't untap during their controllers' next untap step
	1	Disdainful Stroke	/ c	Counter tar. spell with CMC 4 or greater
		Force Away	/ c	Bounce tar. ¢. Ferocious- you may draw a card, if you do, discard a card
	1	Cancel	/ c	Counter tar. spell
	2	Crippling Chill	/ c	Tap tar. ¢. It doesn't untap during its controller's next untap step. Draw a card
	3	Weave Fate	/ c	Draw 2 cards
	4	Blinding Spray	/ u	¢ your opponents control get -4/-0. Draw a card
	4	Waterwhirl	/ u	Return up to 2 tar. ¢ to their owners' hands
	6	Dig Through Time	/ r	Delve. Look at the top 7 cards of your library. Put 2 of them into your hand and the rest on the bottom in any order
Black	4	Murderous Cat	/ u	Delve. Destroy tar. ¢
		Throttle	/ c	Tar. ¢ gets -4/-4
	X X 	Empty the Pits	/ m	Delve. Put X 2/2 black zombie ¢ tokens onto field tapped
Red	1	Shatter	/ c	Destroy tar. artifact
	2	Trumpet Blast	/ c	Attacking ¢. get +2/+0
	3	Bring Low	/ c	Deals 3 dmg. to tar. ¢. If that ¢ has a +1/+1 counter, it deals 5 dmg. instead
		Swift Kick	/ c	Tar. ¢ you control gets +1/+0. It fights tar. ¢ you don't control
	4	Burn Away	/ u	Deals 6 dmg. to tar. ¢. When that ¢ dies this turn, exile all cards from its controllers graveyard

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Green	X	Windstorm	/ u	Deals X dmg. to each ¢ with flying
	1	Feed the Clan	/ c	You gain 5 life. Ferocious- you gain 10 life instead
		Naturalize	/ c	Destroy tar. artifact or enchantment
	2	Awaken the Bear	/ c	Tar. ¢ gets +3/+3 and gains trample
	3	Dragonscale Boon	/ c	Put two +1/+1 counters on tar. ¢ and untap it
	5	Become Immense	/ u	Delve. Tar. ¢ gets +6/+6
Gold	X	Mindswipe	/ r	Counter tar. spell unless its controller pays X. Deals X dmg. to that spells controller
	1	Winterflame	/ u	Choose one or both- tap tar. ¢; deals 2 dmg. to tar. ¢
		Jeskai Charm	/ u	Choose one- put tar. ¢ on top of its owner's library; deals 4 dmg. to tar. opponent; ¢ you control get +1/+1 and gain lifelink
	3	Flying Crane Technique	/ r	Untap all ¢ you control. They gain flying and double strike
		Deflecting Palm	/ r	The next time a source would do dmg. to you, prevent it. If dmg. was prevented this way, Deflecting Palm deals that much dmg. to that source's controller
		Ride Down	/ u	Destroy tar. blocking ¢. ¢ that were blocked by that ¢ this combat gain trample
		Crackling Doom	/ r	Deals 2 dmg. to each opponent. Each opponent sacrifices a ¢ with the greatest power among those they control
		Mardu Charm	/ u	Choose one- deals 4 dmg. to tar. ¢; put two 1/1 white warrior ¢ tokens onto field- they gain first strike; tar. opponents reveals hand- choose non¢ nonland card for them to discard
	2	Utter End	/ r	Exile tar. nonland permanent
		Abzan Charm	/ u	Choose one- exile tar. ¢ with power 3 or greater; you draw two cards and lose 2 life; distribute two +1/+1 counters on one or two tar. ¢
		Sultai Charm	/ u	Choose one- destroy tar. monocolored ¢; destroy tar. artifact or enchantment; draw two cards, then discard one
		Temur Charm	/ u	Choose one- tar. ¢, you control gets +1/+1 and fights tar. ¢ you don't control; counter tar. spells unless is controller pays 3; ¢ with power 3 or less can't block
	Trap Essence	/ r	Counter tar. ¢ spell. Put two +1/+1 counters on up to one tar. ¢	

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Khans of Tarkir Morph/Flash Creatures

Morph Cost	Creature (Casting Cost)	Rarity	Power/Toughness; Abilities
<i>Reveal a white card in your hand</i>	Watcher of the Roost (2 [*])	☞ / u	2/1; flier, when turned face up, gain 2 life
3 [*]	Sage-Eye Harrier (4 [*])	☞ / c	1/5; flier
3 [*] [*]	Master of Pearls (1 [*])	☞ / r	2/2; when turned face up, ¢ you control get +2/+2
4 [*]	War Behemoth (5 [*])	☞ / c	3/6
<i>Reveal a blue card in your hand</i>	Dragon's Eye Savants (1 [♠])	☞ / u	0/6; when turned face up, look at tar. opponents hand
♠	Monastery Flock (2 [♠])	☞ / c	0/5; defender, flier
2 [♠]	Mistfire Weaver (3 [♠])	☞ / u	3/1; flier, when turned face up, tar. ¢ you control gains hexproof
2 [♠]	Mystic of the Hidden Way (4 [♠])	☞ / c	3/2; can't be blocked
4 [♠]	Glacial Stalker (5 [♠])	☞ / c	4/5
4 [♠] [♠]	Kheru Spellsnatcher (3 [♠])	☞ / r	3/3; when turned face up, counter tar. spell. If spell is countered this way, exile it. You may cast that card w/o paying its mana cost for as long as it remains exiled
5 [♠] [♠]	Thousand Winds (4 [♠] [♠])	☞ / r	5/6; flier, when turned face up, return all other tapped ¢ to their owner's hands
5 [♠] [♠] [♠] (flash)	Pearl Lake Ancient	☞ / m	6/7; flash, can't be countered, prowess, return 3 lands you control to their owners hand: return Pearl Lake Ancient to its owner's hand
<i>Reveal a black card in your hand</i>	Ruthless Ripper (♣)	☞ / u	1/1; deathtouch, when turned face up, tar. player loses 2 life
♣	Grim Haruspex (2 [♣])	☞ / r	3/2; whenever another nontoken ¢ you control dies, draw a card
1 [♣]	Sidisi's Pet (3 [♣])	☞ / c	1/4; lifelink
4 [♣]	Krumar Bond-Kin (3 [♣] [♣])	☞ / c	5/3
<i>Reveal a red card in your hand</i>	Horde Ambusher (1 [♠])	☞ / u	2/2; whenever Horde Ambusher blocks, it deals 1 dmg. to you. When turned face up, tar. ¢ can't block
2 [♠]	Jeering Instigator (1 [♠])	☞ / r	2/1; when turned face up, if it's your turn, gain control of another tar. ¢. Untap it, it gains haste
3 [♠]	Canyon Lurkers (4 [♠])	☞ / c	5/2
4 [♠]	Ainok Tracker (5 [♠])	☞ / c	3/3; first strike
4 [♠] [♠]	Ashcloud Phoenix (2 [♠] [♠])	☞ / m	4/1; flier, when it dies, return it to the field facedown. When turned face up, it deals 2 dmg. to each player

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Khans of Tarkir Morph/Flash Creatures

Morph Cost	Creature (Casting Cost)	Rarity	Power/Toughness; Abilities
<i>Reveal a green card in your hand</i>	Temur Charger (1♣)	♠ / u	3/1; when turned face up, tar. ¢ gains trample
♣	Kin-Tree Warden (♣)	♠ / c	1/1; 2: Regenerate
2	Rattleclaw Mystic (1♣)	♠ / r	♣: Add ♣, ♠, or ♣ to your mana pool. When turned face up, add ♣♣♣ to your mana pool
3♣♣♣	Hooded Hydra (8♣♣♣)	♠ / m	0/0; Hooded Hydra enters the field with X +1/+1 counters. When it dies, put a 1/1 green snake ¢ token onto the field for each +1/+1 counter. When turned face up, put 5 +1/+1 counters on it
4♣	Pine Walker (3♣♣♣)	♠ / u	5/5; whenever Pine Walker or another ¢ you control is turned face up, untap that ¢
4♣	Sagu Archer (4♣)	♠ / c	2/5; reach
5♣	Woolly Loxodon (5♣♣♣)	♠ / c	6/7
1♣♣♣	Icefeather Aven (♣♣♣)	♠ / u	2/2; flier, when turned face up, you may return another tar. ¢ to its owner's hand
2♣♣♣♣	Abomination of Gudul (3♣♣♣♣)	♠ / c	3/4; flier, whenever it deals combat dmg. to a player, draw a card. If you do, discard a card.
2♣♣♣♣	Abzan Guide (3♣♣♣♣)	♠ / c	4/4; lifelink
2♣♣♣♣	Efreet Weaponmaster (3♣♣♣♣)	♠ / c	4/3; first strike, when Efreet Weaponmaster enters the field or is turned face up, another tar. ¢ you control gets +3/+0
2♣♣♣♣	Ponyback Brigade (3♣♣♣♣)	♠ / c	2/2; when enters field or turned face up, put three 1/1 red goblin ¢ tokens onto field
2♣♣♣♣	Snowhorn Rider (3♣♣♣♣)	♠ / c	5/5; trample
2♣♣♣♣ (flash)	Surrak Dragonclaw	♠ / m	6/6; can't be countered, ¢ spells you control cant be countered, other ¢ you control have trample
3♣♣♣♣	Sagu Mauler (4♣♣♣♣)	♠ / r	6/6; trample, hexproof
5	Witness of the Ages (6)	♠ / u	4/4; artifact