

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

Dragons of Tarkir Instants				
Color	Mana Cost	Card	Rarity	Brief Card Text
White	1 ☀	Artful Maneuver	☀	Tar. ¢ gets +2/+2, Rebound
		Center Soul	☀	Tar. ¢ you control gains protection from the color of your choice, Rebound
		Radiant Purge	☀	Exile tar. multicolored ¢ or multicolored enchantment
		Surge of Righteousness	☀	Destroy tar. black or red ¢ that's attacking or blocking. Gain 2 life
	2 ☀	Fate Forgotten	☀	Exile tar. artifact or enchantment
	3 ☀	Scale Blessing	☀	Bolster 1, then put a +1/+1 counter on each ¢ you control with +1/+1 a counter on it
	4 ☀	Enduring Victory	☀	Destroy tar. attacking or blocking ¢. Bolster 1
	5 ☀	Resupply	☀	Gain 6 life. Draw a card
X ☀	Secure the Wastes	☀	Put X 1/1 white Warrior ¢ tokens onto the field	
Blue	1 💧	Anticipate	☀	Look at the top three cards of your library. Put one of them into your hand and the rest on the bottom in any order
		Dance of the Skywise	☀	Tar. ¢ you control becomes a blue 4/4 Dragon Illusion, loses all abilities, and gains flying
		Glint	☀	Tar. ¢ you control gets +0/+3 and gains hexproof
		Negate	☀	Counter tar. non¢ spell
	2 💧	Silumgar's Scorn	☀	As an additional cost, you may reveal a Dragon card from your hand. Counter tar. spell unless its controller pays 1. If you revealed or controlled a Dragon, counter that spell instead
	3 💧	Ojutai's Breath	☀	Tap tar. ¢. It doesn't untap during its next untap step. Rebound
		Blessed Reincarnation	☀	Exile tar. ¢ an opponent controls. They reveal cards from their library until a ¢ card is revealed. They put that card on the field and shuffle. Rebound
	3 💧	Learn from the Past	☀	Tar. player shuffles their yard into their library. Draw a card
		Contradict	☀	Counter tar. spell. Draw a card
4 💧	Dragonlord's Prerogative	☀	As an additional cost, you may reveal a Dragon card from your hand. If you revealed or controlled a Dragon, this spell can't be countered. Draw four cards.	
Black	☠	Coat with Venom	☀	Tar. ¢ gets +1/+2 and gains deathtouch
		Foul-Tongue Shriek	☀	Tar. opponent loses 1 life for each attacking ¢ you control. Gain that much life.
	1 ☠	Ultimate Price	☀	Destroy tar. monocolored ¢
	2 ☠	Butcher's Glee	☀	Tar. ¢ gets +3/+0 and gains lifelink. Regenerate it.
		Foul-Tongue Invocation	☀	As an additional cost, you may reveal a Dragon card from your hand. Tar. player sacrifices a ¢. If you revealed or controlled a Dragon, you gain four life.
		Gravepurge	☀	Put any number of tar. ¢ cards from your graveyard on top of your library. Draw a card.
	3 ☠	Flatten	☀	Tar. ¢ gets -4/-4
		Foul Renewal	☀	Return tar. ¢ from your yard to your hand. Tar. ¢ gets -X/-X, where X is the toughness of the card returned
X ☠	Death Wind	☀	Tar. ¢ gets -X/-X	

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Color	Mana Cost	Card	Rarity	Brief Card Text
Red		Kindled Fury		Tar. ¢ gets +1/+0 and gains first strike
		Rending Volley		Can't be countered. Deal 4 dmg. to tar. white or blue ¢
	1	Draconic Roar		As an additional cost, you may reveal a Dragon card from your hand. Deal 3 dmg. to target ¢. If you revealed or controlled a Dragon, deal 3 dmg. to that ¢'s controller
		Twin Bolt		Deal 2 dmg. divided as you choose among one or two ¢'s and/or players
	2	Sarkhan's Triumph		Search your library for a dragon ¢ card, reveal it, put it into your hand, then shuffle
		Tail Slash		Tar. ¢ you control deals dmg. equal to its power to tar. ¢ you don't control
	4	Sarkhan's Rage		Deal 5 dmg. to tar. ¢ or player. If you control no dragons, it deals 2 dmg. to you.
		Volcanic Rush		Attacking ¢ get +2/+0 and gain trample
X	Commune with Lava		Exile the top X cards of your library. Until the end of your next turn, you may play them	
Green		Shape the Sands		Tar. ¢ gets +0/+5 and gains reach
	1	Display of Dominance		Choose one— Destroy tar. blue or black non¢ permanent. Permanents you control can't be the targets of blue or black spells your opponents control
		Naturalize		Destroy tar. artifact or enchantment
		Tread Upon		Tar. ¢ gets +2/+2 and gains trample
	2	Inspiring Call		Draw a card for each ¢ you control with a +1/+1 counter on it. Those ¢'s gain indestructible
		Revealing Wind		Prevent all combat dmg. that would be dealt. You may look at each attacking or blocking face down ¢
	3	Collected Company		Look at the top 6 cards of your library. Put up to two ¢ cards with CMC 3 or less onto the field. Put the rest on the bottom of you library in any order
	2	Press the Advantage		Up to two tar. ¢ each get +2/+2 and gain trample
4	Dromoka's Gift		Bolster 4	
	Pinion Feast		Destroy tar. ¢ with flying. Bolster 2	
Gold		Atarka's Command		Choose two— Your opponents can't gain life. Deal 3 dmg. to each opponent. You may put a land car from your hand onto the field. ¢'s you control get +1/+1 and gain reach
		Dromoka's Command		Choose two— Prevent all dmg. tar. instant or sorcery would deal. Tar. player sacrifices an enchantment. Put a +1/+1 counter on tar. ¢. Tar. ¢ you control fights tar. ¢ you don't control
	1	Kolaghans's Command		Choose two— Return tar. ¢ card from your yard to your hand. Tar. player discards a card. Destroy tar. artifact. Deal 2 dmg. to tar. ¢ or player
	2	Ojutai's Command		Choose two— Return tar. ¢ card with CMC 2 or less from your yard to the field. You gain 4 life. Counter tar. ¢ spell. Draw a card.
	3	Silumgar's Command		Choose two— Counter tar. non¢ spell. Return tar. permanent to its owner's hand. Tar. ¢ gets -3/-3. Destroy tar. planeswalker.