


























































































Shadows Over Innistrad Instants

Color	Mana Cost	Card	Rarity	Brief Card Text
White		Strength of Arms		Target creature gets +2/+2. If you control an Equipment, put a 1/1 white Human Soldier creature token onto the battlefield
	1 	Expose Evil		Tap up to two target creatures. Investigate
		Puncturing Light		Destroy target attacking or blocking creature with power 3 or less
	2 	Eerie Interlude		Exile any number of target creatures you control. Return those cards to the battlefield under their owner's control at the beginning of the next end step
		Survive the Night		Target creature gets +1/+0 and gains indestructible. Investigate
	3 	Silverstrike		Destroy target attacking creature. You gain 3 life
		Tenacity		Creatures you control get +1/+1 and lifelink. Untap those creatures
4 	Humble the Brute		Destroy target creature with power 4 or greater. Investigate	
Blue		Essence Flux		Exile target creature you control, then return that card to the battlefield under its owner's control. If it's a Spirit, put a +1/+1 counter on it
		Invasive Surgery		Counter target sorcery spell. Delirium - If there are four or more card types among cards in your graveyard, search the graveyard, hand, and library of that spell's controller for any number of cards with the same name as that spell, exile those cards, then that player shuffles his or her library
	1 	Compelling Deterrence		Return target nonland permanent to its owner's hand. Then that player discards a card if you control a Zombie
		Jace's Scrutiny		Target creature gets -4/-0. Investigate
		Just the Wind		Return target creature to its owner's hand. Madness 
	2 	Catalog		Draw two cards, then discard a card
		Deny Existence		Counter target creature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard
	1  	Broken Concentration		Counter target spell. Madness 3 
	3 	Engulf the Shore		Return to their owners' hands all creatures with toughness less than or equal to the number of Islands you control
	3  	Confirm Suspicions		Counter target spell. Investigate three times
X 	Epiphany at the Drownyard		Reveal the top X plus one cards of your library and separate them into two piles. An opponent chooses one of those piles. Put that pile into your hand and the other into your graveyard	
Black	1 	Grotesque Mutation		Target creature gets +3/+1 and gains lifelink.
	2 	Merciless Resolve		As an additional cost to cast Merciless Resolve, sacrifice a creature or a land. Draw two cards
		To the Slaughter		Target player sacrifices a creature or planeswalker. Delirium - If there are four or more card types among cards in your graveyard, instead that player sacrifices a creature and a planeswalker
	4 	Throttle		Target creature gets -4/-4


































Shadows Over Innistrad Instants

Color	Mana Cost	Card	Rarity	Brief Card Text
Red		Dual Shot		Dual Shot deals 1 damage to each of up to two target creatures
		Lightning Axe		As an additional cost to cast Lightning Axe, discard a card or pay 5. Lightning Axe deals 5 damage to target creature
		Rush of Adrenaline		Target creature gets +2/+1 and gains trample
	2 	Geistblast		Geistblast deals 2 damage to target creature or player. 2  , Exile Geistblast from your graveyard: Copy target instant or sorcery spell you control. You may choose new targets for the copy
		Uncaged Fury		Target creature gets +1/+1 and gains double strike
	1  	Fiery Temper		Fiery Temper deals 3 damage to target creature or player. Madness 
	3 	Dance with Devils		Put two 1/1 red Devil creature tokens onto the battlefield. They have "When this creature dies, it deals 1 damage to target creature or player"
		Inner Struggle		Target creature deals damage to itself equal to its power
3  	Dissension in the Ranks		Target blocking creature fights another target blocking creature	
Green		Confront the Unknown		Investigate, then target creature gets +1/+1 for each Clue you control
	1 	Aim High		Untap target creature. It gets +2/+2 and gains reach
		Clip Wings		Each opponent sacrifices a creature with flying
		Moonlight Hunt		Choose target creature you don't control. Each creature you control that's a Wolf or Werewolf deals damage equal to its power to that creature
	3 	Might Beyond Reason		Put two +1/+1 counters on target creature. Delirium - Put three +1/+1 counters on that creature instead if there are four or more card types among cards in your graveyard
2  	Second Harvest		For each token you control, put a token onto the battlefield that's a copy of that permanent	
Multi-colored	1  	Anguished Unmaking		Exile target nonland permanent. You lose 3 life

Shadows Over Innistrad Flash Spells

Mana Cost	Card	Rarity	Card Type	Stats/Abilities
3   	Archangel Avacyn // Avacyn, the Purifier		Creature	4/4, Flying, Vigilance; When Archangel Avacyn enters the battlefield, creatures you control gain indestructible until end of turn. When a non-Angel creature you control dies, transform Archangel at the beginning of the next upkeep. // 6/5, Flying; When this creature transforms into Avacyn, the Purifier, it deals 3 damage to each other creature and each opponent
1 	Rattlechains		Creature	2/1, Flying; When Rattlechains enters the battlefield, target Spirit gains hexproof until end of turn. You may cast Spirit spells as though they had flash
4 	Stormrider Spirit		Creature	3/3, Flying
3 	Spiteful Motives		Enchantment	Enchant creature; Enchanted creature gets +3/+0 and has first strike.
2 	Howlpack Resurgence		Enchantment	Each creature you control that's a Wolf or a Werewolf gets +1/+1 and has trample
2  	Pack Guardian		Creature	4/3; When Pack Guardian enters the battlefield, you may discard a land card. If you do, put a 2/2 green Wolf creature token onto the battlefield

Shadows Over Innistrad Madness Spells

Madness Cost	Card	Rarity	Card Type	Stats/Abilities
	Just the Wind		Instant	Return target creature to its owner's hand
1 	Nagging Thoughts		Sorcery	Look at the top two cards of your library. Put one of them into your hand and the other into your graveyard
3 	Broken Concentration		Sorcery	Counter target spell
X  	Welcome to the Fold		Sorcery	Gain control of target creature if its toughness is 2 or less. If Welcome to the Fold's madness cost was paid, instead gain control of that creature if its toughness is X or less.
	Alms of the Vein		Sorcery	Target opponent loses 3 life and you gain 3 life
1 	Asylum Visitor		Creature	3/1; At the beginning of each player's upkeep, if that player has no cards in hand, you draw a card and lose 1 life
	Murderous Compulsion		Sorcery	Destroy target tapped creature
2 	Biting Rain		Sorcery	All creatures get -2/-2
	Gisa's Bidding		Sorcery	Put two 2/2 black Zombie creature tokens onto the battlefield
	Twins of Maurer Estate		Creature	3/5
X  	From Under the Floorboards		Sorcery	Put three 2/2 black Zombie creature tokens onto the battlefield tapped and you gain 3 life. If From Under the Floorboards's madness cost was paid, instead put X of those tokens onto the battlefield tapped and gain X life
	Fiery Temper		Instant	Fiery Temper deals 3 damage to target creature or player
1 	Senseless Rage		Enchantment	Enchant creature; Enchanted creature gets +2/+2.
	Bloodmad Vampire		Creature	4/1; Whenever Bloodmad Vampire deals combat damage to a player, put a +1/+1 counter on it
2 	Incorrigible Youths		Creature	4/3; Haste
	Stensia Masquerade		Enchantment	Attacking creatures you control have first strike; Whenever a Vampire you control deals combat damage to a player, put a +1/+1 counter on it
3 	Malevolent Whispers		Sorcery	Gain control of target creature until end of turn. Untap that creature. It gets +2/+0 and gains haste
X 	Avacyn's Judgment		Sorcery	Avacyn's Judgment deals 2 damage divided as you choose among any number of target creatures and/or players. If Avacyn's Judgment's madness cost was paid, it deals X damage divided as you choose among those creatures and/or players instead