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Color	Mana Cost	Card	Rarity	Brief Card Text
White	1 	Blessed Alliance		Escalate 2. Choose one or more -Target player gains 4 life, Untap up to two target creatures, Target opponent sacrifices an attacking creature
		Long Road Home		Exile target creature. At the beginning of the next end step, return that card to the battlefield under its owner's control with a +1/+1 counter on it
		Repel the Abominable		Prevent all damage that would be dealt this turn by non-Human sources
	2 	Borrow Grace		Escalate 1  . Choose one or both - Creatures you control get +2/+0, Creatures you control get +0/+2
	3 	Give No Ground		Target Creature gets +2/+6 and can block any number of creatures this turn
Blue		Turn Aside		Counter target spell that targets a permanent you control
	1 	Unsubstantiate		Return target spell or creature to its opponent's hand
	2 	Chilling Grasp		Tap up to two target creatures. Those creatures don't untap during their controller's next untap step. Madness 3 
		Convolute		Counter target spell unless it's controller pays 4
	2  	Displace		Exile up to two target creatures you control, then return them to the battlefield under their owner's control
		Summary Dismissal		Exile all other spells and counter all abilities
	3 	Fortune's Favor		Target opponent looks at the top four cards of your library and separates them into a face-down pile and a face-up pile. Put one pile into your hand and the other into your graveyard
	4  	Scour the Laboratory		Delirium-Scour the Laboratory costs 2 less to cast if there are four or more card types among cards in your graveyard. Draw three cards
Black		Borrowed Malevolence		Escalate 2. Choose one or both- Target creature gets +1/+1 until end of turn, Target creature gets -1/-1 until end of turn
	1  	Murder		Destroy target creature
		Succumb to Temptation		You draw two cards and you lose 2 life
Red		Borrowed Hostility		Escalate 3. Choose one or both - Target creature gets +3/+0 until end of turn, Target creature gains first strike until end of turn
		Galvanic Bombardment		Galvanic Bombardment deals X damage to target creature, where x is 2 plus the number of cards named Galvanic Bombardment in your graveyard
		Otherworldly Outburst		Target creature gets +1/+0 until end of turn. When that creature dies this turn, put a 3/2 colorless Eldrazi Horror creature token onto the battlefield
	2 	Abandon Reason		Up to two target creatures each get +1/+0 and gain first strike until end of turn. Madness 1 
		Savage Alliance		Escalate 1. Choose one or more - Creatures target player controls gain trample until end of turn, Savage Alliance deals 2 damage to target creature, Savage Alliance deals 1 damage to each creature target opponent controls
	6  	Spreading Flames		Spreading Flames deals 6 damage divided as you choose among any number of target creatures

Eldritch Moon Instants				
Color	Mana Cost	Card	Rarity	Brief Card Text
Green	1 	Grapple with the Past		Put the top three cards of your library into your graveyard, then you may return a creature or a land card from your graveyard to your hand
		Waxing Moon		Transform up to one target Werewolf you control. Creatures you control gain trample until end of turn
	2 	Clear Shot		Target creature you control gets +1/+1 until end of turn. It deals damage equal to its power to target creature you don't control
		Woodcutter's Grit		Target creature you control gets +3/+3 and gains hexproof until end of turn
	3 	Springsage Ritual		Destroy target artifact or enchantment. You gain 4 life
Multi-colored		Ride Down		Destroy target blocking creature. Creatures that were blocked by that creature this combat gain trample until end of turn

Eldritch Moon Flash Spells				
Mana Cost	Card	Rarity	Card Type	Stats/Abilities
2 	Drogskol Shieldmate		Creature	2/3; When Drogskol Shieldmate enters the battlefield, other creatures you control get +0/+1 until end of turn
	Spontaneous Mutation		Enchantment	Enchanted creature gets -X/-0, where X is the number of cards in your graveyard
2 	Nebelgast Herald		Creature	2/1, Flying; Whenever Nebelgast Herald or another Spirit enters the battlefield under your control, tap target creature an opponent controls
1  	Spirit of the Hunt		Creature	3/3; When Spirit of the Hunt enters the battlefield, each other creature you control that's a wolf or werewolf gets +0/+3 until end of turn
3 	Swift Spinner		Creature	2/3, Reach
1  	Spell Queller		Creature	2/3, Flying; When Spell Queller enters the battlefield, exile target spell with converted mana cost 4 or less. When Spell Queller leaves the battlefield, the exiled card's owner may cast that card without paying its mana cost.
2  	Heron's Grace Champion		Creature	3/3, Lifelink; When Heron's Grace Champion enters the battlefield, other Humans you control get +1/+1 and gain lifelink until end of turn
8	Elder Deep-Fiend		Creature	5/6; Emerge 5   . When you cast Elder Deep-Fiend, tap up to four target permanents
9	Drownyard Behemoth		Creature	5/7; Emerge 7  . Drownyard Behemoth has hexproof as long as it entered the battlefield this turn

Eldritch Moon Madness Spells

Madness Cost	Card	Rarity	Card Type	Stats/Abilities
3 	Chilling Grasp		Instant	Tap up to two target creatures. Those creatures don't untap during their controller's next untap step.
2 	Weirded Vampire		Creature	3/3
	Voldaren Pariah // Abolisher of Bloodlines		Creature	3/3, Flying; Sacrifice three other creatures: Transform Voldaren Pariah. // 6/5, Flying; When this creature transforms into Abolisher of Bloodlines, target opponent sacrifices three creatures
1 	Alchemist's Greeting		Sorcery	Alchemist's Greeting deals 4 damage to target creature
	Stormkirk Occultist		Creature	3/2, Trample; When Stromkirk Occultist deals combat damage to an opponent, exile the top card of your library. Until end of turn you may play that card
	Abandon Reason		Instant	Up to two target creatures each get +1/+0 and gain first strike until end of turn.
3 	Insatiable Gorgers		Creature	5/3; Insatiable Gorgers attacks each combat if able
1  	Bloodhall Priest		Creature	4/4; whenever Bloodhall Priest enters the battlefield or attacks, if you have no cards in hand, Bloodhall Priest deals 2 damage to target creature or player