

Dragons of Tarkir		1cc	2cc	3cc	4cc	5cc	6cc	7cc
White (5)	common		Misthoof Kirin			Sandstorm Charger		
	uncommon					Aven Sunstriker		5WW: Shieldhide Dragon
	rare			Hidden Dragonslayer				
Blue (8)	common				Ojutai Interceptor		Monastery Loremaster	Dirgur Nemesis
	uncommon	Gudul Lurker				Silumgar Spell-Eater		5UU: Belltoll Dragon
	rare		Stratus Dancer					
	mythic					Shorecrasher Elemental		
Black (4)	common							Marsh Hulk
	uncommon				Marang River Skeleton			5BB: Acid-Spewer Dragon
	rare			Silumgar Assassin				
Red (5)	common	Kolaghan Stormsinger		Atarka Efreet				
	uncommon						4RR: Stormcrag Elemental	5RR: Stormwing Dragon
	rare	Ire Shaman						
Green (8)	common				Guardian Shield-Bearer		Aerie Bowmasters	Segmented Krotiq
	uncommon		Ainok Survivalist			3GG: Salt Road Ambushers		5GG: Herdchaser Dragon
	rare		Den Protector					
	mythic					Deathmist Raptor		

Dragons of Tarkir		1cc	2cc	3cc	4cc	5cc	6cc+	7cc
White (5)	common		3/2 vigilance flyer			4/5		
	uncommon					2/2 double strike flyer		5WW: 4/4 lifelink flyer; +1/+1 counter on other Dragons
	rare			3/2 lifelink; destroy opp's P >= 4				
Blue (8)	common				4/2 flyer		4/3; raise non-C, non-L	7/6 defender
	uncommon	2/2 unblockable				3/4; Mana Leak		5UU: 4/4 hexproof flyer; +1/+1 counter on other Dragons
	rare		3/2 flyer; counter I/S					
	mythic					4/4, U: flicker and return face down, 1: +1/-1 or -1/+1		
Black (4)	common							5/7
	uncommon				2/2, B: regen			5BB: 4/4 deathtouch flyer; +1/+1 counter on other Dragons
	rare			3/2, can't be blocked by P > 3; destroy opp's P <= 3				
Red (5)	common	2/2 haste; C gains haste		6/2; 1 dmg				
	uncommon						4RR: 6/6 trample	5RR: 4/4 first strike flyer; +1/+1 counter on other Dragons
	rare	3/2, can't be blocked by 1 C; exile top card, you may play it this turn						
Green (8)	common				3/2; +1/+1 counter on another of your Cs		4/5 reach	7/6
	uncommon		3/2; destroy opp's A/E			3GG: 4/4, when your other Cs turn face up, they get 2 +1/+1 counters		5GG: 4/4 trample flyer; +1/+1 counter on other Dragons
	rare		3/2, can't be blocked by P < 3; raise card					
	mythic					4/4 deathtouch, when your permanents turn face up, reanimate this face up or down		