

Dragons of Tarkir		1cc	2cc	3cc	4cc	5cc+
White (9)	common		Artful Maneuver	Fate Forgotten		Enduring Victory
			Center Soul			5W: Resupply
	uncommon		Surge of Righteousness		Scale Blessing	
	rare		Radiant Purge			
			<b>XW: Secure the Wastes</b>			
Blue (12)	common		Anticipate	Ojutai's Breath		3UU: Contradict
			Glint			
			Negate			
	uncommon		Dance of the Skywise		Learn from the Past	
			Encase in Ice			
			UU: Silumgar's Scorn			
			<b>1UU: Silumgar Sorcerer</b>			
	rare				Blessed Reincarnation	4UU: Dragonlord's Prerogative
Black (9)	common	Coat with Venom		Butcher's Glee	Flatten	
		Foul-Tongue Shriek		Gravepurge		
	uncommon		Ultimate Price	Foul-Tongue Invocation		
			XB: Death Wind			
	rare				Foul Renewal	
Red (9)	common	Kindled Fury	Twin Bolt	Tail Slash		Sarkhan's Rage
						Volcanic Rush
	uncommon	Rending Volley	Draconic Roar	Sarkhan's Triumph		
	rare			XRR: Commune with Lava		
Green (10)	common	Shape the Sands	Naturalize	Revealing Wind		Pinion Feast
			Tread Upon			
	uncommon		Display of Dominance	Inspiring Call	2GG: Press the Advantage	Dromoka's Gift
	rare				<b>Collected Company</b>	
Multicolor (5)	rare		RG: Atarka's Command	1RB: Kolaghan's Command	<b>2UW: Ojutai's Command</b>	3UB: Silumgar's Command
			GW: Dromoka's Command			

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White (9)	common		+2/+2; rebound	exile A/E		destroy atkr/blkr; bolster 1
			your C gets prot from a color; rebound			5W: gain 6; draw 1
	uncommon		destroy black/red atkr/blkr; gain 2		bolster 1, add +1/+1 counter to your Cs that have a +1/+1 counter	
	rare		exile multicolored C/E			
			<b>XW: X 1/1 Warriors</b>			
Blue (12)	common		draw 1 of next 3 cards, put rest on bottom of library	freeze C; rebound		3UU: counter; draw 1
			your C gets +0/+3 & hexproof			
			counter non-C			
	uncommon		your C becomes 4/4 Dragon with flying and no other abilities		target P shuffles GY into library; draw 1	
			(enchant R/G C) tap C; it doesn't untap during its controller's untap step			
			UU: counter unless controller pays 1; if Dragon presence, counter			
			<b>1UU: 2/1 flyer; exploit to counter C</b>			
	rare				exile opp's C, replace with first creature card in their library; rebound	4UU: draw 4; if Dragon presence, can't be countered
Black (9)	common	+1/+2 & deathtouch		+3/+0 & lifelink & regen	-4/-4	
		opp loses & you gain X life, where X = # your atkrs		put any # of Cs from GY onto library; draw 1		
	uncommon		destroy monocolored	target P sacs C; if Dragon presence, gain 4		
			XB: -X/-X			
	rare				raise C & -T/-T	
Red (9)	common	+1/+0 & first strike	2 dmg divided among 1-2 C/P	your C deals P dmg to opp's C		5 dmg; 2 dmg to you unless you control a Dragon
						atkrs get +2/+0 & trample
	uncommon	uncounterable 4 dmg to W/U creature	3 dmg to C; if Dragon presence, 3 dmg to its controller also	tutor for Dragon card		
	rare			XRR: exile top X cards of library; you may play them until your next EOT		
Green (10)	common	+0/+5 & reach	destroy A/E	Fog; look at face-down atkrs/blkrs		destroy flyer; bolster 2
			+2/+2 & trample			
	uncommon		choose 1: destroy U/B non-C; your permanents can't be targeted by U/B spells	your C with +1/+1 counters are indestructible; draw # such Cs	2GG: 1-2 Cs get +2/+2 & trample	bolster 4
	rare				<b>look at top 6 of your library; put up to 2 Cs with CMC &lt;= 3 into play</b>	
Multicolor (5)	rare		RG: choose 2: opps can't gain life; 3 dmg to opps; put land from hand into play; your Cs get +1/+1 & reach	1RB: choose 2: raise C; P discards 1; destroy A; 2 dmg	<b>2UW: animate CMC &lt;= 2; gain 4; counter C; draw 1</b>	3UB: counter non-C; bounce permanent; -3/-3; destroy PW
			GW: choose 2: prevent dmg from I/S this turn; P sacs E; +1/+1 counter; your C fights opp's C			