

Mox Jet {0} (Artifact) >> {T}: Add {B}.	Wasteland (Land) >> {T}: Add {C}. {T}, Sacrifice Wasteland: Destroy target nonbasic land.	Badlands (Land — Swamp Mountain) >> ({T}: Add {B} or {R}.)
Mental Misstep {U/P} (Instant) >> ({U/P} can be paid with either {U} or 2 life.) Counter target spell with mana value 1.	Abrupt Decay {B}{G} (Instant) >> This spell can't be countered. Destroy target nonland permanent with mana value 3 or less.	Gitaxian Probe {U/P} (Sorcery) >> ({U/P} can be paid with either {U} or 2 life.) Look at target player's hand. Draw a card.
Taiga (Land — Mountain Forest) >> ({T}: Add {R} or {G}.)	Lotus Petal {0} (Artifact) >> {T}, Sacrifice Lotus Petal: Add one mana of any color.	Mox Emerald {0} (Artifact) >> {T}: Add {G}.
Simian Spirit Guide {2}{R} (Creature — Ape Spirit) >> Exile Simian Spirit Guide from your hand: Add {R}. (2/2)	Swamp (Basic Land — Swamp) >> ({T}: Add {B}.)	Karakas (Legendary Land) >> {T}: Add {W}. {T}: Return target legendary creature to its owner's hand.
Elvish Spirit Guide {2}{G} (Creature — Elf Spirit) >> Exile Elvish Spirit Guide from your hand: Add {G}. (2/2)	Savannah (Land — Forest Plains) >> ({T}: Add {G} or {W}.)	Mox Pearl {0} (Artifact) >> {T}: Add {W}.
Swords to Plowshares {W} (Instant) >> Exile target creature. Its controller gains life equal to its power.	Forest (Basic Land — Forest) >> ({T}: Add {G}.)	Bayou (Land — Swamp Forest) >> ({T}: Add {B} or {G}.)
Plains (Basic Land — Plains) >> ({T}: Add {W}.)	Plateau (Land — Mountain Plains) >> ({T}: Add {R} or {W}.)	Scrubland (Land — Plains Swamp) >> ({T}: Add {W} or {B}.)
Mana Confluence (Land) >> {T}, Pay 1 life: Add one mana of any color.	Birds of Paradise {G} (Creature — Bird) >> Flying {T}: Add one mana of any color. (0/1)	City of Brass (Land) >> Whenever City of Brass becomes tapped, it deals 1 damage to you. {T}: Add one mana of any color.
Prismatic Vista (Land) >> {T}, Pay 1 life, Sacrifice Prismatic Vista: Search your library for a basic land card, put it onto the battlefield, then shuffle.	Misty Rainforest (Land) >> {T}, Pay 1 life, Sacrifice Misty Rainforest: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.	Windswept Heath (Land) >> {T}, Pay 1 life, Sacrifice Windswept Heath: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.
Duress {B} (Sorcery) >> Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.	Eladamri's Call {G}{W} (Instant) >> Search your library for a creature card, reveal that card, put it into your hand, then shuffle.	Verdant Catacombs (Land) >> {T}, Pay 1 life, Sacrifice Verdant Catacombs: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.

Razorverge Thicket (Land) >> Razorverge Thicket enters the battlefield tapped unless you control two or fewer other lands. {T}: Add {G} or {W}.	Thalia, Guardian of Thraben {1}{W} (Legendary Creature — Human Soldier) >> First strike Noncreature spells cost {1} more to cast. (2/1)	Reanimate {B} (Sorcery) >> Put target creature card from a graveyard onto the battlefield under your control. You lose life equal to its mana value.
Arid Mesa (Land) >> {T}, Pay 1 life, Sacrifice Arid Mesa: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.	Luminarch Aspirant {1}{W} (Creature — Human Cleric) >> At the beginning of combat on your turn, put a +1/+1 counter on target creature you control. (1/1)	Marsh Flats (Land) >> {T}, Pay 1 life, Sacrifice Marsh Flats: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.
Thoughtseize {B} (Sorcery) >> Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.	Polluted Delta (Land) >> {T}, Pay 1 life, Sacrifice Polluted Delta: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.	Flooded Strand (Land) >> {T}, Pay 1 life, Sacrifice Flooded Strand: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.
Thalia, Heretic Cathar {2}{W} (Legendary Creature — Human Soldier) >> First strike Creatures and nonbasic lands your opponents control enter the battlefield tapped. (3/2)	Scavenging Ooze {1}{G} (Creature — Ooze) >> {G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on Scavenging Ooze and you gain 1 life. (2/2)	Prismatic Ending {X}{W} (Sorcery) >> Converge — Exile target nonland permanent if its mana value is less than or equal to the number of colors of mana spent to cast this spell.
Inquisition of Kozilek {B} (Sorcery) >> Target player reveals their hand. You choose a nonland card from it with mana value 3 or less. That player discards that card.	Unearth {B} (Sorcery) >> Return target creature card with mana value 3 or less from your graveyard to the battlefield. Cycling {2} ({2}, Discard this card: Draw a card.)	Mother of Runes {W} (Creature — Human Cleric) >> {T}: Target creature you control gains protection from the color of your choice until end of turn. (1/1)
Wooded Foothills (Land) >> {T}, Pay 1 life, Sacrifice Wooded Foothills: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.	Overgrown Tomb (Land — Swamp Forest) >> ({T}: Add {B} or {G}.) As Overgrown Tomb enters the battlefield, you may pay 2 life. If you don't, it enters the battlefield tapped.	Noble Hierarch {G} (Creature — Human Druid) >> Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.) {T}: Add {G}, {W}, or {U}. (0/1)
Scalding Tarn (Land) >> {T}, Pay 1 life, Sacrifice Scalding Tarn: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.	Path to Exile {W} (Instant) >> Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.	Chrome Mox {0} (Artifact) >> Imprint — When Chrome Mox enters the battlefield, you may exile a nonartifact, nonland card from your hand. {T}: Add one mana of any of the exiled card's colors.
Bloodstained Mire (Land) >> {T}, Pay 1 life, Sacrifice Bloodstained Mire: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.	Green Sun's Zenith {X}{G} (Sorcery) >> Search your library for a green creature card with mana value X or less, put it onto the battlefield, then shuffle. Shuffle Green Sun's Zenith into its owner's library.	Stomping Ground (Land — Mountain Forest) >> ({T}: Add {R} or {G}.) As Stomping Ground enters the battlefield, you may pay 2 life. If you don't, it enters the battlefield tapped.

Dark Confidant {1}{B} (Creature — Human Wizard) >> At the beginning of your upkeep, reveal the top card of your library and put that card into your hand. You lose life equal to its mana value. (2/1)	Hexdrinker {G} (Creature — Snake) >> Level up {1} ({1}: Put a level counter on this. Level up only as a sorcery.) LEVEL 3-7 4/4 Protection from instants LEVEL 8+ 6/6 Protection from everything (2/1)	Godless Shrine (Land — Plains Swamp) >> ({T}: Add {W} or {B}.) As Godless Shrine enters the battlefield, you may pay 2 life. If you don't, it enters the battlefield tapped.
Shadowspear {1} (Legendary Artifact — Equipment) >> Equipped creature gets +1/+1 and has trample and lifelink. {1}: Permanents your opponents control lose hexproof and indestructible until end of turn. Equip {2}	Ignoble Hierarch {G} (Creature — Goblin Shaman) >> Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.) {T}: Add {B}, {R}, or {G}. (0/1)	Archon of Emeria {2}{W} (Creature — Archon) >> Flying Each player can't cast more than one spell each turn. Nonbasic lands your opponents control enter the battlefield tapped. (2/3)
Temple Garden (Land — Forest Plains) >> ({T}: Add {G} or {W}.) As Temple Garden enters the battlefield, you may pay 2 life. If you don't, it enters the battlefield tapped.	Fatal Push {B} (Instant) >> Destroy target creature if it has mana value 2 or less. Revolt — Destroy that creature if it has mana value 4 or less instead if a permanent you controlled left the battlefield this turn.	Undermountain Adventurer {3}{G} (Creature — Giant Warrior) >> Vigilance When Undermountain Adventurer enters the battlefield, you take the initiative. {T}: Add {G}{G}. If you've completed a dungeon, add six {G} instead. (3/4)
Forth Eorlingas! {X}{R}{W} (Sorcery) >> Create X 2/2 red Human Knight creature tokens with trample and haste. Whenever one or more creatures you control deal combat damage to one or more players this turn, you become the monarch.	Tarmogoyf (Token Creature — Lhurgoyf) >> Tarmogoyf's power is equal to the number of card types among cards in all graveyards and its toughness is equal to that number plus 1. (This token's mana cost is {1}{G}.) (*1+*)	Underground Mortuary (Land — Swamp Forest) >> ({T}: Add {B} or {G}.) Underground Mortuary enters the battlefield tapped. When Underground Mortuary enters the battlefield, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)
Mox Diamond {0} (Artifact) >> If Mox Diamond would enter the battlefield, you may discard a land card instead. If you do, put Mox Diamond onto the battlefield. If you don't, put it into its owner's graveyard. {T}: Add one mana of any color.	Troll of Khazad-dûm {5}{B} (Creature — Troll) >> Troll of Khazad-dûm can't be blocked except by three or more creatures. Swampcycling {1}({1}, Discard this card: Search your library for a Swamp card, reveal it, put it into your hand, then shuffle.) (6/5)	Endurance {1}{G}{G} (Creature — Elemental Incarnation) >> Flash Reach When Endurance enters the battlefield, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order. Evoke—Exile a green card from your hand. (3/4)
Cankerbloom {1}{G} (Creature — Phyrexian Fungus) >> {1}, Sacrifice Cankerbloom: Choose one — • Destroy target artifact. • Destroy target enchantment. • Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.) (3/2)	Orcish Bowmasters {1}{B} (Creature — Orc Archer) >> Flash When Orcish Bowmasters enters the battlefield and whenever an opponent draws a card except the first one they draw in each of their draw steps, Orcish Bowmasters deals 1 damage to any target. Then amass Orcs 1. (1/1)	Deathrite Shaman {B/G} (Creature — Elf Shaman) >> {T}: Exile target land card from a graveyard. Add one mana of any color. {B}, {T}: Exile target instant or sorcery card from a graveyard. Each opponent loses 2 life. {G}, {T}: Exile target creature card from a graveyard. You gain 2 life. (1/2)

Tidehollow Sculler {W}{B}  
(Artifact Creature –  
Zombie) >> When Tidehollow  
Sculler enters the  
battlefield, target opponent  
reveals their hand and you  
choose a nonland card from  
it. Exile that card. When  
Tidehollow Sculler leaves  
the battlefield, return the  
exiled card to its owner's  
hand. (2/2)

Sentinel of the Nameless  
City {2}{G} (Creature –  
Merfolk Warrior Scout) >>  
Vigilance Whenever Sentinel  
of the Nameless City enters  
the battlefield or attacks,  
create a Map token. (It's an  
artifact with "{1}, {T},  
Sacrifice this artifact:  
Target creature you control  
explores. Activate only as a  
sorcery.") (3/4)

Witherbloom Command {B}{G}  
(Sorcery) >> Choose two –  
• Target player mills  
three cards, then you return  
a land card from your  
graveyard to your hand. •  
Destroy target noncreature,  
nonland permanent with mana  
value 2 or less. • Target  
creature gets -3/-1 until  
end of turn. • Target  
opponent loses 2 life and  
you gain 2 life.

Broadside Bombardiers {2}{R}  
(Creature – Goblin Pirate)  
>> Menace, haste Boast –  
Sacrifice another creature  
or artifact: Broadside  
Bombardiers deals damage  
equal to 2 plus the  
sacrificed permanent's mana  
value to any target.  
(Activate only if this  
creature attacked this turn  
and only once each turn.)  
(2/2)

White Plume Adventurer  
{2}{W} (Creature – Orc  
Cleric) >> When White Plume  
Adventurer enters the  
battlefield, you take the  
initiative. At the beginning  
of each opponent's upkeep,  
untap a creature you  
control. If you've completed  
a dungeon, untap all  
creatures you control  
instead. (3/3)

Leyline Binding {5}{W}  
(Enchantment) >> Flash  
Domain – This spell costs  
{1} less to cast for each  
basic land type among lands  
you control. When Leyline  
Binding enters the  
battlefield, exile target  
nonland permanent an  
opponent controls until  
Leyline Binding leaves the  
battlefield.

Generous Ent {5}{G}  
(Creature – Treefolk) >>  
Reach When Generous Ent  
enters the battlefield,  
create a Food token. (It's  
an artifact with "{2}, {T},  
Sacrifice this artifact: You  
gain 3 life.") Forestcycling  
{1} ({1}, Discard this card:  
Search your library for a  
Forest card, reveal it, put  
it into your hand, then  
shuffle.) (5/7)

Lord Skitter, Sewer King  
{2}{B} (Legendary Creature  
– Rat Noble) >> Whenever  
another Rat enters the  
battlefield under your  
control, exile up to one  
target card from an  
opponent's graveyard. At the  
beginning of combat on your  
turn, create a 1/1 black Rat  
creature token with "This  
creature can't block." (3/3)

Laelia, the Blade Reforged  
{2}{R} (Legendary Creature  
– Spirit Warrior) >> Haste  
Whenever Laelia, the Blade  
Reforged attacks, exile the  
top card of your library.  
You may play that card this  
turn. Whenever one or more  
cards are put into exile  
from your library and/or  
your graveyard, put a +1/+1  
counter on Laelia. (2/2)

Legolas's Quick Reflexes {G}  
(Instant) >> Split second  
(As long as this spell is on  
the stack, players can't  
cast spells or activate  
abilities that aren't mana  
abilities.) Untap target  
creature. Until end of turn,  
it gains hexproof, reach,  
and "Whenever this creature  
becomes tapped, it deals  
damage equal to its power to  
up to one target creature."

Once Upon a Time {1}{G}  
(Instant) >> If this spell  
is the first spell you've  
cast this game, you may cast  
it without paying its mana  
cost. Look at the top five  
cards of your library. You  
may reveal a creature or  
land card from among them  
and put it into your hand.  
Put the rest on the bottom  
of your library in a random  
order.

Ayara's Oathsworn {1}{B}  
(Creature – Human Knight)  
>> Menace Whenever Ayara's  
Oathsworn deals combat  
damage to a player, if it  
has fewer than four +1/+1  
counters on it, put a +1/+1  
counter on it. Then if it  
has exactly four +1/+1  
counters on it, search your  
library for a card, put it  
into your hand, then  
shuffle. (2/2)

Inti, Seneschal of the Sun  
{1}{R} (Legendary Creature  
— Human Knight) >>  
Whenever you attack, you may  
discard a card. When you do,  
put a +1/+1 counter on  
target attacking creature.  
It gains trample until end  
of turn. Whenever you  
discard one or more cards,  
exile the top card of your  
library. You may play that  
card until your next end  
step. (2/2)

Mawloc {X}{R}{G} (Creature  
— Tyrannid) >> Ravenous  
(This creature enters the  
battlefield with X +1/+1  
counters on it. If X is 5 or  
more, draw a card when it  
enters.) Terror from the  
Deep — When Mawloc enters  
the battlefield, it fights  
up to one target creature an  
opponent controls. If that  
creature would die this  
turn, exile it instead.  
(2/2)

Tenth District Hero {1}{W}  
(Creature — Human) >>  
{1}{W}, Collect evidence 2:  
Tenth District Hero becomes  
a Human Detective with base  
power and toughness 4/4 and  
gains vigilance. {2}{W},  
Collect evidence 4: If Tenth  
District Hero is a  
Detective, it becomes a  
legendary creature named  
Mileva, the Stalwart, it has  
base power and toughness  
5/5, and it gains "Other  
creatures you control have  
indestructible." (2/3)

Opposition Agent {2}{B}  
(Creature — Human Rogue)  
>> Flash You control your  
opponents while they're  
searching their libraries.  
While an opponent is  
searching their library,  
they exile each card they  
find. You may play those  
cards for as long as they  
remain exiled, and you may  
spend mana as though it were  
mana of any color to cast  
them. (3/2)

Questing Beast {2}{G}{G}  
(Legendary Creature —  
Beast) >> Vigilance,  
deathtouch, haste Questing  
Beast can't be blocked by  
creatures with power 2 or  
less. Combat damage that  
would be dealt by creatures  
you control can't be  
prevented. Whenever Questing  
Beast deals combat damage to  
an opponent, it deals that  
much damage to target  
planeswalker that player  
controls. (4/4)

Wrenn and Six {R}{G}  
(Legendary Planeswalker —  
Wrenn) >> +1: Return up to  
one target land card from  
your graveyard to your hand.  
-1: Wrenn and Six deals 1  
damage to any target. -7:  
You get an emblem with  
"Instant and sorcery cards  
in your graveyard have  
retrace." (You may cast  
instant and sorcery cards  
from your graveyard by  
discarding a land card in  
addition to paying their  
other costs.)

Anointed Peacekeeper {2}{W}  
(Creature — Human Cleric)  
>> Vigilance As Anointed  
Peacekeeper enters the  
battlefield, look at an  
opponent's hand, then choose  
any card name. Spells your  
opponents cast with the  
chosen name cost {2} more to  
cast. Activated abilities of  
sources with the chosen name  
cost {2} more to activate  
unless they're mana  
abilities. (3/3)

Caves of Chaos Adventurer  
{3}{R} (Creature — Human  
Barbarian) >> Trample When  
Caves of Chaos Adventurer  
enters the battlefield, you  
take the initiative.  
Whenever Caves of Chaos  
Adventurer attacks, exile  
the top card of your  
library. If you've completed  
a dungeon, you may play that  
card this turn without  
paying its mana cost.  
Otherwise, you may play that  
card this turn. (5/3)

Sungold Sentinel {1}{W}  
(Creature — Human Soldier)  
>> Whenever Sungold Sentinel  
enters the battlefield or  
attacks, exile up to one  
target card from a  
graveyard. Coven — {1}{W}:  
Choose a color. Sungold  
Sentinel gains hexproof from  
that color until end of turn  
and can't be blocked by  
creatures of that color this  
turn. Activate only if you  
control three or more  
creatures with different  
powers. (3/2)

Boseiju, Who Endures  
(Legendary Land) >> {T}: Add  
{G}. Channel - {1}{G},  
Discard Boseiju, Who  
Endures: Destroy target  
artifact, enchantment, or  
nonbasic land an opponent  
controls. That player may  
search their library for a  
land card with a basic land  
type, put it onto the  
battlefield, then shuffle.  
This ability costs {1} less  
to activate for each  
legendary creature you  
control.

Comet, Stellar Pup {2}{R}{W}  
(Legendary Planeswalker -  
Comet) >> 0: Roll a  
six-sided die. 1 or 2 -  
[+2], then create two 1/1  
green Squirrel creature  
tokens. They gain haste  
until end of turn. 3 -  
[-1], then return a card  
with mana value 2 or less  
from your graveyard to your  
hand. 4 or 5 - Comet,  
Stellar Pup deals damage  
equal to the number of  
loyalty counters on him to a  
creature or player, then  
[-2]. 6 - [+1], and you  
may activate Comet, Stellar  
Pup's loyalty ability two  
more times this turn.

Mosswood Dreadknight //  
Dread Whispers {1}{G} //  
{1}{B} (Creature - Human  
Knight // Sorcery -  
Adventure) >> (3/2) Trample  
When Mosswood Dreadknight  
dies, you may cast it from  
your graveyard as an  
Adventure until the end of  
your next turn. (3/2)

Grist, the Hunger Tide  
{1}{B}{G} (Legendary  
Planeswalker - Grist) >>  
As long as Grist, the Hunger  
Tide isn't on the  
battlefield, it's a 1/1  
Insect creature in addition  
to its other types. +1:  
Create a 1/1 black and green  
Insect creature token, then  
mill a card. If an Insect  
card was milled this way,  
put a loyalty counter on  
Grist and repeat this  
process. -2: You may  
sacrifice a creature. When  
you do, destroy target  
creature or planeswalker.  
-5: Each opponent loses  
life equal to the number of  
creature cards in your  
graveyard.

Seasoned Dungeoneer {3}{W}  
(Creature - Human Warrior)  
>> When Seasoned Dungeoneer  
enters the battlefield, you  
take the initiative.  
Whenever you attack, target  
attacking Cleric, Rogue,  
Warrior, or Wizard gains  
protection from creatures  
until end of turn. It  
explores. (Reveal the top  
card of your library. Put  
that card into your hand if  
it's a land. Otherwise, put  
a +1/+1 counter on the  
creature, then put the card  
back or put it into your  
graveyard.) (3/4)

Kellan, Daring Traveler //  
Journey On {1}{W} // {G}  
(Legendary Creature -  
Human Faerie Scout //  
Sorcery - Adventure) >>  
(2/3) Whenever Kellan,  
Daring Traveler attacks,  
reveal the top card of your  
library. If it's a creature  
card with mana value 3 or  
less, put it into your  
hand. Otherwise, you may  
put it into your graveyard.  
(2/3)  
// Create X Map  
tokens, where X is one plus  
the number of opponents who  
control an artifact. (Then  
exile this card. You may  
cast the creature later  
from exile.)

Minsc & Boo, Timeless Heroes  
{2}{R}{G} (Legendary  
Planeswalker — Minsc) >>  
When Minsc & Boo, Timeless  
Heroes enters the  
battlefield and at the  
beginning of your upkeep,  
you may create Boo, a  
legendary 1/1 red Hamster  
creature token with trample  
and haste. +1: Put three  
+1/+1 counters on up to one  
target creature with trample  
or haste. -2: Sacrifice a  
creature. When you do, Minsc  
& Boo, Timeless Heroes deals  
X damage to any target,  
where X is that creature's  
power. If the sacrificed  
creature was a Hamster, draw  
X cards. Minsc & Boo,  
Timeless Heroes can be your  
commander.