

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.

Wasteland (Land) >> {T}: Add {C}. {T}, Sacrifice Wasteland: Destroy target nonbasic land.

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.

Badlands (Land - Swamp Mountain) >> ({T}: Add {B} or {R}.)

Mox Jet {0} (Artifact) >> {T}: Add {B}.

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.

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.)

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.

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)

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.

Thalia, Heretic Cathar {2}{W} (Legendary Creature - Human Soldier) >> First strike Creatures and nonbasic lands your opponents control enter the battlefield tapped. (3/2)

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.

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)

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.

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)

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)

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)

Mental Misstep {U/P}  
(Instant) >> ({U/P} can be  
paid with either {U} or 2  
life.) Counter target spell  
with mana value 1.

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)

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)

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.

Lotus Petal {0} (Artifact)  
>> {T}, Sacrifice Lotus  
Petal: Add one mana of any  
color.

Abrupt Decay {B}{G}  
(Instant) >> This spell  
can't be countered. Destroy  
target nonland permanent  
with mana value 3 or less.

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)

Taiga (Land — Mountain  
Forest) >> ({T}: Add {R} or  
{G}.)

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.

Duress {B} (Sorcery) >>  
Target opponent reveals  
their hand. You choose a  
noncreature, nonland card  
from it. That player  
discards that card.

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.

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.

Simian Spirit Guide {2}{R} (Creature – Ape Spirit) >> Exile Simian Spirit Guide from your hand: Add {R}. (2/2)

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)

Mox Emerald {0} (Artifact) >> {T}: Add {G}.

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}.)

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Eladamri's Call {G}{W} (Instant) >> Search your library for a creature card, reveal that card, put it into your hand, then shuffle.

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)

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.

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)

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.)

Swamp (Basic Land – Swamp) >> ({T}: Add {B}.)

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)  
//  
You draw a card and you lose  
1 life. (Then exile this  
card. You may cast the  
creature later from exile.)

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)

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.

Karakas (Legendary Land) >>  
{T}: Add {W}. {T}: Return  
target legendary creature to  
its owner's hand.

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)

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)

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."

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.

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}.)

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.

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.)

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.

Mox Pearl {0} (Artifact) >> {T}: Add {W}.

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.)

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}

Razorverge Thicket (Land) >> Razorverge Thicket enters the battlefield tapped unless you control two or fewer other lands. {T}: Add {G} or {W}.

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)

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.

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)

Swords to Plowshares {W}  
(Instant) >> Exile target  
creature. Its controller  
gains life equal to its  
power.

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)

Plains (Basic Land —  
Plains) >> ({T}: Add {W}.)

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)

Forest (Basic Land —  
Forest) >> ({T}: Add {G}.)

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)

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.

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)

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.

Bayou (Land — Swamp  
Forest) >> ({T}: Add {B} or  
{G}.)

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.

Plateau (Land – Mountain Plains) >> ({T}: Add {R} or {W}.)

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)

Birds of Paradise {G}  
(Creature – Bird) >> Flying {T}: Add one mana of any color. (0/1)

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.

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)

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.

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.

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)

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)

Scrubland (Land – Plains Swamp) >> ({T}: Add {W} or {B}.)

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)

Mana Confluence (Land) >> {T}, Pay 1 life: Add one mana of any color.

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.

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)

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)

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.

City of Brass (Land) >> Whenever City of Brass becomes tapped, it deals 1 damage to you. {T}: Add one mana of any color.

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.

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.

Thoughtseize {B} (Sorcery) >> Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.

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.

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)

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)

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.

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.

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)