

<p> Abrupt Decay {B}{G} (Instant) >> This spell can't be countered. Destroy target nonland permanent with mana value 3 or less. </p>	<p> Badlands (Land Swamp Mountain) >> ({T}: Add {B} or {R}.) </p>	<p> Bayou (Land Swamp Forest) >> ({T}: Add {B} or {G}.) </p>
<p> Birds of Paradise {G} (Creature Bird) >> Flying {T}: Add one mana of any color. >> 0/1 </p>	<p> City of Brass (Land) >> Whenever City of Brass becomes tapped, it deals 1 damage to you. {T}: Add one mana of any color. </p>	<p> Eladamri's Call {G}{W} (Instant) >> Search your library for a creature card, reveal that card, put it into your hand, then shuffle. </p>
<p> Elvish Spirit Guide {2}{G} (Creature Elf Spirit) >> Exile Elvish Spirit Guide from your hand: Add {G}. >> 2/2 </p>	<p> Forest (Basic Land Forest) >> ({T}: Add {G}.) </p>	<p> 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. </p>
<p> Karakas (Legendary Land) >> {T}: Add {W}. {T}: Return target legendary creature to its owner's hand. </p>	<p> Lotus Petal {0} (Artifact) >> {T}, Sacrifice Lotus Petal: Add one mana of any color. </p>	<p> Mana Confluence (Land) >> {T}, Pay 1 life: Add one mana of any color. </p>
<p> Mental Misstep {U/P} (Instant) >> ({U/P} can be paid with either {U} or 2 life.) Counter target spell with mana value 1. </p>	<p> Mox Emerald {0} (Artifact) >> {T}: Add {G}. </p>	<p> Mox Jet {0} (Artifact) >> {T}: Add {B}. </p>
<p> Mox Pearl {0} (Artifact) >> {T}: Add {W}. </p>	<p> Plains (Basic Land Plains) >> ({T}: Add {W}.) </p>	<p> Plateau (Land Mountain Plains) >> ({T}: Add {R} or {W}.) </p>
<p> Razorverge Thicket (Land) >> Razorverge Thicket enters the battlefield tapped unless you control two or fewer other lands. {T}: Add {G} or {W}. </p>	<p> Savannah (Land Forest Plains) >> ({T}: Add {G} or {W}.) </p>	<p> Scrubland (Land Plains Swamp) >> ({T}: Add {W} or {B}.) </p>
<p> Simian Spirit Guide {2}{R} (Creature Ape Spirit) >> Exile Simian Spirit Guide from your hand: Add {R}. >> 2/2 </p>	<p> Swamp (Basic Land Swamp) >> ({T}: Add {B}.) </p>	<p> Swords to Plowshares {W} (Instant) >> Exile target creature. Its controller gains life equal to its power. </p>
<p> Taiga (Land Mountain Forest) >> ({T}: Add {R} or {G}.) </p>	<p> Thalia, Guardian of Thraben {1}{W} (Legendary Creature Human Soldier) >> First strike Noncreature spells cost {1} more to cast. >> 2/1 </p>	<p> Wasteland (Land) >> {T}: Add {C}. {T}, Sacrifice Wasteland: Destroy target nonbasic land. </p>
<p> 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. </p>	<p> Duress {B} (Sorcery) >> Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. </p>	<p> 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. </p>

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.	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.
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	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.	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.
Reanimate {B} (Sorcery) >> Put target creature card from a graveyard onto the battlefield under your control. You lose life equal to its mana value.	Thoughtseize {B} (Sorcery) >> Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.	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.
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.	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.	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
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.	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.	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.
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	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.	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
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.	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.	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.
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.	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	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.

|Tarmogoyf {1}{G} (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. >> */1+*

|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.)

|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.

|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.

|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. EvokeExile a green
|card from your hand. >> 3/4

|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.)

|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.

|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

|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.

|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

|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

|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.

|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}

|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

|Troll of Khazad-dm {5}{B}
|(Creature Troll) >> Troll of
|Khazad-dm 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

|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.

<p>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</p>	<p>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</p>	<p>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</p>
<p>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</p>	<p>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</p>	<p>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</p>
<p>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.</p>	<p>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</p>	<p>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.</p>
<p>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</p>	<p>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</p>	<p>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</p>

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."

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

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

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

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

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

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.

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.)

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.)

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

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

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

Comet, Stellar Pup {2}{R}{W}	Kellan, Daring Traveler //	Grist, the Hunger Tide
(Legendary Planeswalker	Journey On {1}{W} // {G}	{1}{B}{G} (Legendary
Comet) >> 0: Roll a six-sided	(Legendary Creature Human	Planeswalker Grist) >> As
die. 1 or 2 [+2], then	Faerie Scout // Sorcery	long as Grist, the Hunger
create two 1/1 green Squirrel	Adventure) >> >> 2/3Whenever	Tide isn't on the
creature tokens. They gain	Kellan, Daring Traveler	battlefield, it's a 1/1
haste until end of turn. 3	attacks, reveal the top card	Insect creature in addition
[1], then return a card with	of your library. If it's a	to its other types. +1:
mana value 2 or less from	creature card with mana value	Create a 1/1 black and green
your graveyard to your hand.	3 or less, put it into your	Insect creature token, then
4 or 5 Comet, Stellar Pup	hand. Otherwise, you may put	mill a card. If an Insect
deals damage equal to the	it into your graveyard. 2/3	card was milled this way, put
number of loyalty counters on	// Create X Map tokens, where	a loyalty counter on Grist
him to a creature or player,	X is one plus the number of	and repeat this process. 2:
then [2]. 6 [+1], and you	opponents who control an	You may sacrifice a creature.
may activate Comet, Stellar	artifact. (Then exile this	When you do, destroy target
Pup's loyalty ability two	card. You may cast the	creature or planeswalker. 5:
more times this turn.	creature later from exile.)	Each opponent loses life
		equal to the number of
		creature cards in your
		graveyard.
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.		