

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

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.

<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>

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.		