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| **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. | **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}. | **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}. | **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. | **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.

**Mother of Runes {W}** (Creature — Human Cleric) >> {T}: Target creature you control gains protection from the color of your choice until end of turn.

**Reanimate {B}** (Sorcery) >> Put target creature card from a graveyard onto the battlefield under your control. You lose life equal to its mana value.

**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.

**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.

**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.

**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}.

**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.

**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.

**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.

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

**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.

**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.

**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.

**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.

**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.

**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.

**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.

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

**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.

**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.

**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

**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}.

**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.

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| **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. | **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. | **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. | **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.) |
| **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. | **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. | **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. | **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. | **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. |
| **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. | **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. | **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.) |
| **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.) | **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.) | **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. |

**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.

**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.

**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.

**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.")

**Tidehollow Sculler** (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.

**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.)

**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."

**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.

**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.

**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.)

**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.

**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.

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

| 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. | Kellan, Daring Traveler // Journey On {1}{W} // {G} (Legendary Creature Human Faerie Scout // Sorcery Adventure) >> 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. // 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.) | 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. |
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| 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. | | |