

Mox Jet {0} (Artifact) >> {T}: Add {B}.	Mox Emerald {0} (Artifact) >> {T}: Add {G}.	Swamp (Basic Land — Swamp) >> ({T}: Add {B}.)
Mox Pearl {0} (Artifact) >> {T}: Add {W}.	Forest (Basic Land — Forest) >> ({T}: Add {G}.)	Plains (Basic Land — Plains) >> ({T}: Add {W}.)
Badlands (Land — Swamp Mountain) >> ({T}: Add {B} or {R}.)	Taiga (Land — Mountain Forest) >> ({T}: Add {R} or {G}.)	Savannah (Land — Forest Plains) >> ({T}: Add {G} or {W}.)
Bayou (Land — Swamp Forest) >> ({T}: Add {B} or {G}.)	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.	Wasteland (Land) >> {T}: Add {C}. {T}, Sacrifice Wasteland: Destroy target nonbasic land.	Lotus Petal {0} (Artifact) >> {T}, Sacrifice Lotus Petal: Add one mana of any color.
Karakas (Legendary Land) >> {T}: Add {W}. {T}: Return target legendary creature to its owner's hand.	Birds of Paradise {G} (Creature — Bird) >> Flying {T}: Add one mana of any color. (0/1)	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.	Simian Spirit Guide {2}{R} (Creature — Ape Spirit) >> Exile Simian Spirit Guide from your hand: Add {R}. (2/2)
Elvish Spirit Guide {2}{G} (Creature — Elf Spirit) >> Exile Elvish Spirit Guide from your hand: Add {G}. (2/2)	Swords to Plowshares {W} (Instant) >> Exile target creature. Its controller gains life equal to its power.	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.

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

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.

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)

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)

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.

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.

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.

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)

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+*)

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.

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.

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.

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)

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.

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.

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.)

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.

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.

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.	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)

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.

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.

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)

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)

Mosswood Dreadknight {1}{G}
(Creature – Human Knight)
>> Trample When Mosswood
Dreadknight dies, you may
cast it from your graveyard
as an Adventure until the
end of your next turn. (3/2)
// Dread Whispers {1}{B}
(Sorcery – Adventure) >>
You draw a card and you lose
1 life. (Then exile this
card. You may cast the
creature later from exile.)

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)

<p>Ayara's Oathsworn {1}{B}</p> <p>(Creature – Human Knight)</p> <p>>> 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>Inti, Seneschal of the Sun {1}{R} (Legendary Creature – Human Knight) >></p> <p>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>	<p>Opposition Agent {2}{B}</p> <p>(Creature – Human Rogue)</p> <p>>> 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)</p>
<p>Anointed Peacekeeper {2}{W}</p> <p>(Creature – Human Cleric)</p> <p>>> 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)</p>	<p>Mawloc {X}{R}{G} (Creature – Tyrannid) >> Ravenous</p> <p>(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)</p>	<p>Questing Beast {2}{G}{G}</p> <p>(Legendary Creature – Beast) >> Vigilance, deathtouch, haste Questing Beast can't be blocked by creatures with power 2 or less. Combat damage that 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)</p>
<p>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)</p>	<p>Tenth District Hero {1}{W}</p> <p>(Creature – Human) >></p> <p>{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)</p>	<p>Wrenn and Six {R}{G}</p> <p>(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.)[3]</p>

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)

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

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.[5]

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)

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.[3]

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.[3]