

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

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

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

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

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

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

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

Elvish Spirit Guide {2}{G} (Creature – Elf Spirit) >> Exile Elvish Spirit Guide from your hand: Add {G}. (2/2)

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.

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

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

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.

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

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

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

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

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

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

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.

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

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.

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

Thalia, Guardian of Thraben {1}{W} (Legendary Creature – Human Soldier) >> First strike Noncreature spells cost {1} more to cast. (2/1)

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)

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

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

Savannah (Land – Forest Plains) >> ({T}: Add {G} or {W}.)

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

Lotus Petal {0} (Artifact) >> {T}, Sacrifice Lotus Petal: 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.

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

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

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.

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.

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

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.

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)

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)

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.

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)

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}

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.

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.

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)

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)

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)

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.

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.)

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)

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)

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)

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)

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)

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)

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)

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)

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)

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)

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.)[3]

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]