

Mox Jet {0} (Artifact) >> {T}: Add {B}.	Wasteland (Land) >> {T}: Add {C}. {T}, Sacrifice Wasteland: Destroy target nonbasic land.	Badlands (Land – Swamp Mountain) >> ({T}: Add {B} or {R}.)
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.
Taiga (Land – Mountain Forest) >> ({T}: Add {R} or {G}.)	Lotus Petal {0} (Artifact) >> {T}, Sacrifice Lotus Petal: Add one mana of any color.	Mox Emerald {0} (Artifact) >> {T}: Add {G}.
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}.)	Karakas (Legendary Land) >> {T}: Add {W}. {T}: Return target legendary creature to its owner's hand.
Elvish Spirit Guide {2}{G} (Creature – Elf Spirit) >> Exile Elvish Spirit Guide from your hand: Add {G}. (2/2)	Savannah (Land – Forest Plains) >> ({T}: Add {G} or {W}.)	Mox Pearl {0} (Artifact) >> {T}: Add {W}.
Swords to Plowshares {W} (Instant) >> Exile target creature. Its controller gains life equal to its power.	Forest (Basic Land – Forest) >> ({T}: Add {G}.)	Bayou (Land – Swamp Forest) >> ({T}: Add {B} or {G}.)
Plains (Basic Land – Plains) >> ({T}: Add {W}.)	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.	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.
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.	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.	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.
Thalia, Heretic Cathar {2}{W} (Legendary Creature — Human Soldier) >> First strike Creatures and nonbasic lands your opponents control enter the battlefield tapped. (3/2)	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)	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.
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.	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.)	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)
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.	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.	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)
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.	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.	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.
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.	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.	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.

Dark Confidant {1}{B}	Hexdrinker {G} (Creature – Snake) >> Level up {1} ({1}: Put a level counter on this. Level up only as a sorcery.)	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.
(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)	LEVEL 3-7 4/4 Protection from instants LEVEL 8+ 6/6 Protection from everything (2/1)	
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.	Tarmogoyf (Token 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. (This token's mana cost is {1}{G}.) (* / 1 + *)	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)

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|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)

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|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.

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|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)

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|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)

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|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.

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|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)

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|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)

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|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)

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|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."

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|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.

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|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)

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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.