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.	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} (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)	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.	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)	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)	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)
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)	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.	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."
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.	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)	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.
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)	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)

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)	**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)	**Mosswood Dreadknight //** **Dread Whispers** {1}{G} // {1}{B} (Creature — Human Knight // Sorcery — Adventure) >> (3/2) Trample When Mosswood Dreadknight dies, you may cast it from your graveyard as an Adventure until the end of your next turn. (3/2) // You draw a card and you lose 1 life. (Then exile this card. You may cast the creature later from exile.)
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)	**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. (2/2)	**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)
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)	**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)	**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}	Boseiju, Who Endures	Seasoned Dungeoneer {3}{W}
(Creature — Human Soldier)	(Legendary Land) >> {T}: Add	(Creature — Human Warrior)
>> Whenever Sungold Sentinel	{G}. Channel — {1}{G},	>> When Seasoned Dungeoneer
enters the battlefield or	Discard Boseiju, Who	enters the battlefield, you
attacks, exile up to one	Endures: Destroy target	take the initiative.
target card from a	artifact, enchantment, or	Whenever you attack, target
graveyard. Coven — {1}{W}:	nonbasic land an opponent	attacking Cleric, Rogue,
Choose a color. Sungold	controls. That player may	Warrior, or Wizard gains
Sentinel gains hexproof from	search their library for a	protection from creatures
that color until end of turn	land card with a basic land	until end of turn. It
and can't be blocked by	type, put it onto the	explores. (Reveal the top
creatures of that color this	battlefield, then shuffle.	card of your library. Put
turn. Activate only if you	This ability costs {1} less	that card into your hand if
control three or more	to activate for each	it's a land. Otherwise, put
creatures with different	legendary creature you	a +1/+1 counter on the
powers. (3/2)	control.	creature, then put the card
		back or put it into your
		graveyard.) (3/4)

Kellan, Daring Traveler //	Comet, Stellar Pup {2}{R}{W}	Grist, the Hunger Tide
Journey On {1}{W} // {G}	(Legendary Planeswalker —	{1}{B}{G} (Legendary
(Legendary Creature —	Comet) >> 0: Roll a	Planeswalker — Grist) >>
Human Faerie Scout //	six-sided die. 1 or 2 —	As long as Grist, the Hunger
Sorcery — Adventure) >>	[+2], then create two 1/1	Tide isn't on the
(2/3) Whenever Kellan,	green Squirrel creature	battlefield, it's a 1/1
Daring Traveler attacks,	tokens. They gain haste	Insect creature in addition
reveal the top card of your	until end of turn. 3 —	to its other types. +1:
library. If it's a creature	[−1], then return a card	Create a 1/1 black and green
card with mana value 3 or	with mana value 2 or less	Insect creature token, then
less, put it into your	from your graveyard to your	mill a card. If an Insect
hand. Otherwise, you may	hand. 4 or 5 — Comet,	card was milled this way,
put it into your graveyard.	Stellar Pup deals damage	put a loyalty counter on
(2/3) // Create X Map	equal to the number of	Grist and repeat this
tokens, where X is one plus	loyalty counters on him to a	process. −2: You may
the number of opponents who	creature or player, then	sacrifice a creature. When
control an artifact. (Then	[−2]. 6 — [+1], and you	you do, destroy target
exile this card. You may	may activate Comet, Stellar	creature or planeswalker.
cast the creature later	Pup's loyalty ability two	−5: Each opponent loses
from exile.)	more times this turn.[5]	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]