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| Adarkar Wastes (Land) >> {T}: Add {C}. {T}: Add {W} or {U}. Adarkar Wastes deals 1 damage to you. | Avacyn's Pilgrim {G} (Creature  Human Monk) >> {T}: Add {W}. | Birds of Paradise {G} (Creature  Bird) >> Flying {T}: Add one mana of any color. |
| Brainstorm {U} (Instant) >> Draw three cards, then put two cards from your hand on top of your library in any order. | Brushland (Land) >> {T}: Add {C}. {T}: Add {G} or {W}. Brushland deals 1 damage to you. | Cloudshift {W} (Instant) >> Exile target creature you control, then return that card to the battlefield under your control. |
| Dryad Arbor (Land Creature  Forest Dryad) >> (Dryad Arbor isn't a spell, it's affected by summoning sickness, and it has "{T}: Add {G}.") | Eladamri's Call {G}{W} (Instant) >> Search your library for a creature card, reveal that card, put it into your hand, then shuffle. | Flooded Grove (Land) >> {T}: Add {C}. {G/U}, {T}: Add {G}{G}, {G}{U}, or {U}{U}. |
| Forest (Basic Land  Forest) >> ({T}: Add {G}.) | Gaea's Cradle (Legendary Land) >> {T}: Add {G} for each creature you control. | Helping Hand {W} (Sorcery) >> Return target creature card with mana value 3 or less from your graveyard to the battlefield tapped. |
| Horizon Canopy (Land) >> {T}, Pay 1 life: Add {G} or {W}. {1}, {T}, Sacrifice Horizon Canopy: Draw a card. | Karakas (Legendary Land) >> {T}: Add {W}. {T}: Return target legendary creature to its owner's hand. | Lotus Cobra {1}{G} (Creature  Snake) >> Landfall  Whenever a land enters the battlefield under your control, add one mana of any color. |
| Minamo, School at Water's Edge (Legendary Land) >> {T}: Add {U}. {U}, {T}: Untap target legendary permanent. | Mystical Tutor {U} (Instant) >> Search your library for an instant or sorcery card, reveal it, then shuffle and put that card on top. | Reprieve {1}{W} (Instant) >> Return target spell to its owner's hand. Draw a card. |
| Savannah (Land  Forest Plains) >> ({T}: Add {G} or {W}.) | Snow-Covered Forest (Basic Snow Land  Forest) >> ({T}: Add {G}.) | Snow-Covered Island (Basic Snow Land  Island) >> ({T}: Add {U}.) |
| Snow-Covered Plains (Basic Snow Land  Plains) >> ({T}: Add {W}.) | Swords to Plowshares {W} (Instant) >> Exile target creature. Its controller gains life equal to its power. | Time Walk {1}{U} (Sorcery) >> Take an extra turn after this one. |
| Tropical Island (Land  Forest Island) >> ({T}: Add {G} or {U}.) | Tundra (Land  Plains Island) >> ({T}: Add {W} or {U}.) | Wall of Blossoms {1}{G} (Creature  Plant Wall) >> Defender When Wall of Blossoms enters the battlefield, draw a card. |
| Wall of Omens {1}{W} (Creature  Wall) >> Defender When Wall of Omens enters the battlefield, draw a card. | Waterlogged Grove (Land) >> {T}, Pay 1 life: Add {G} or {U}. {1}, {T}, Sacrifice Waterlogged Grove: Draw a card. | Yavimaya Coast (Land) >> {T}: Add {C}. {T}: Add {G} or {U}. Yavimaya Coast deals 1 damage to you. |

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| Arbor Elf {G} (Creature — Elf Druid) >> {T}: Untap target Forest. | Elvish Mystic {G} (Creature — Elf Druid) >> {T}: Add {G}. | Wasteland (Land) >> {T}: Add {C}. {T}, Sacrifice Wasteland: Destroy target nonbasic land. |
| Arboreal Grazer {G} (Creature — Sloth Beast) >> Reach When Arboreal Grazer enters the battlefield, you may put a land card from your hand onto the battlefield tapped. | 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. | Eternal Witness {1}{G}{G} (Creature — Human Shaman) >> When Eternal Witness enters the battlefield, you may return target card from your graveyard to your hand. |
| Expedition Map {1} (Artifact) >> {2}, {T}, Sacrifice Expedition Map: Search your library for a land card, reveal it, put it into your hand, 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. | 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. |
| 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. | Nomads en-Kor {W} (Creature — Kor Nomad Soldier) >> {0}: The next 1 damage that would be dealt to Nomads en-Kor this turn is dealt to target creature you control instead. | 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. |
| Shuko {1} (Artifact — Equipment) >> Equipped creature gets +1/+0. Equip {0} ({0}: Attach to target creature you control. Equip only as a sorcery.) | 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. | 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. |
| 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. | Remand {1}{U} (Instant) >> Counter target spell. If that spell is countered this way, put it into its owner's hand instead of into that player's graveyard. Draw a card. | Breeding Pool (Land — Forest Island) >> ({T}: Add {G} or {U}.) As Breeding Pool enters the battlefield, you may pay 2 life. If you don't, it enters the battlefield tapped. |
| Crop Rotation {G} (Instant) >> As an additional cost to cast this spell, sacrifice a land. Search your library for a land card, put that card onto the battlefield, then shuffle. | Delighted Halfling {G} (Creature — Halfling Citizen) >> {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a legendary spell, and that spell can't be countered. | Esper Sentinel {W} (Artifact Creature — Human Soldier) >> Whenever an opponent casts their first noncreature spell each turn, draw a card unless that player pays {X}, where X is Esper Sentinel's power. |
| Hallowed Fountain (Land — Plains Island) >> ({T}: Add {W} or {U}.) As Hallowed Fountain enters the battlefield, you may pay 2 life. If you don't, it enters the battlefield tapped. | Haywire Mite {1} (Artifact Creature — Insect) >> When Haywire Mite dies, you gain 2 life. {G}, Sacrifice Haywire Mite: Exile target noncreature artifact or noncreature enchantment. | 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}. |

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| **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. | **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. | **Survival of the Fittest** {1}{G} (Enchantment) >> {G}, Discard a creature card: Search your library for a creature card, reveal that card, put it into your hand, then shuffle. |
| **Sylvan Safekeeper {G}** (Creature  Human Wizard) >> Sacrifice a land: Target creature you control gains shroud until end of turn. (It can't be the target of spells or abilities.) | **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. | **Timeless Witness (Token** Creature  Zombie Human Shaman) >> When Timeless Witness enters the battlefield, return target card from your graveyard to your hand. |
| **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. | **Spellskite {2} (Artifact** Creature  Phyrexian Horror) >> {U/P}: Change a target of target spell or ability to Spellskite. ({U/P} can be paid with either {U} or 2 life.) | **Coiling Oracle {G}{U}** (Creature  Snake Elf Druid) >> When Coiling Oracle enters the battlefield, reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put that card into your hand. |
| **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. | **Ice-Fang Coatl {G}{U} (Snow** Creature  Snake) >> Flash Flying When Ice-Fang Coatl enters the battlefield, draw a card. Ice-Fang Coatl has deathtouch as long as you control at least three other snow permanents. | **Summoner's Pact {0} (Instant)** >> Search your library for a green creature card, reveal it, put it into your hand, then shuffle. At the beginning of your next upkeep, pay {2}{G}{G}. If you don't, you lose the game. |
| **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} | **Aether Vial {1} (Artifact) >>** At the beginning of your upkeep, you may put a charge counter on Aether Vial. {T}: You may put a creature card with mana value equal to the number of charge counters on Aether Vial from your hand onto the battlefield. | **Brazen Borrower // Petty** Theft {1}{U}{U} // {1}{U} (Creature  Faerie Rogue // Instant  Adventure) >> Flash Flying Brazen Borrower can block only creatures with flying. // Return target nonland permanent an opponent controls to its owner's hand. |
| **Hedge Maze (Land  Forest** Island) >> ({T}: Add {G} or {U}.) Hedge Maze enters the battlefield tapped. When Hedge Maze enters the battlefield, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) | **Knight of Autumn {1}{G}{W}** (Creature  Dryad Knight) >> When Knight of Autumn enters the battlefield, choose one  Put two +1/+1 counters on Knight of Autumn.  Destroy target artifact or enchantment.  You gain 4 life. | **Lush Portico (Land  Forest** Plains) >> ({T}: Add {G} or {W}.) Lush Portico enters the battlefield tapped. When Lush Portico enters the battlefield, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) |
| **Solitude {3}{W}{W} (Creature** Elemental Incarnation) >> Flash Lifelink When Solitude enters the battlefield, exile up to one other target creature. That creature's controller gains life equal to its power. EvokeExile a white card from your hand. | **Spellseeker {2}{U} (Creature** Human Wizard) >> When Spellseeker enters the battlefield, you may search your library for an instant or sorcery card with mana value 2 or less, reveal it, put it into your hand, then shuffle. | **Sylvan Library {1}{G}** (Enchantment) >> At the beginning of your draw step, you may draw two additional cards. If you do, choose two cards in your hand drawn this turn. For each of those cards, pay 4 life or put the card on top of your library. |

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| 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. | Field of the Dead (Land) >> Field of the Dead enters the battlefield tapped. {T}: Add {C}. Whenever Field of the Dead or another land enters the battlefield under your control, if you control seven or more lands with different names, create a 2/2 black Zombie creature token. | Knight of the Reliquary {1}{G}{W} (Creature Human Knight) >> Knight of the Reliquary gets +1/+1 for each land card in your graveyard. {T}, Sacrifice a Forest or Plains: Search your library for a land card, put it onto the battlefield, then shuffle. |
| Meticulous Archive (Land Plains Island) >> ({T}: Add {W} or {U}.) Meticulous Archive enters the battlefield tapped. When Meticulous Archive enters the battlefield, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) | Otawara, Soaring City (Legendary Land) >> {T}: Add {U}. Channel {3}{U}, Discard Otawara, Soaring City: Return target artifact, creature, enchantment, or planeswalker to its owner's hand. This ability costs {1} less to activate for each legendary creature you control. | Pre-War Formalwear {2}{W} (Artifact Equipment) >> When Pre-War Formalwear enters the battlefield, return target creature card with mana value 3 or less from your graveyard to the battlefield and attach Pre-War Formalwear to it. Equipped creature gets +2/+2 and has vigilance. Equip {3} |
| Renegade Rallier {1}{G}{W} (Creature Human Warrior) >> Revolt When Renegade Rallier enters the battlefield, if a permanent you controlled left the battlefield this turn, return target permanent card with mana value 2 or less from your graveyard to the battlefield. | Chord of Calling {X}{G}{G}{G} (Instant) >> Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.) Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle. | 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. |
| Eldritch Evolution {1}{G}{G} (Sorcery) >> As an additional cost to cast this spell, sacrifice a creature. Search your library for a creature card with mana value X or less, where X is 2 plus the sacrificed creature's mana value. Put that card onto the battlefield, then shuffle. Exile Eldritch Evolution. | Fiend Artisan {B/G}{B/G} (Creature Nightmare) >> Fiend Artisan gets +1/+1 for each creature card in your graveyard. {X}{B/G}, {T}, Sacrifice another creature: Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle. Activate only as a sorcery. | Finale of Devastation {X}{G}{G} (Sorcery) >> Search your library and/or graveyard for a creature card with mana value X or less and put it onto the battlefield. If you search your library this way, shuffle. If X is 10 or more, creatures you control get +X/+X and gain haste until end of turn. |
| Neoform {G}{U} (Sorcery) >> As an additional cost to cast this spell, sacrifice a creature. Search your library for a creature card with mana value equal to 1 plus the sacrificed creature's mana value, put that card onto the battlefield with an additional +1/+1 counter on it, then shuffle. | 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. | Stoneforge Mystic {1}{W} (Creature Kor Artificer) >> When Stoneforge Mystic enters the battlefield, you may search your library for an Equipment card, reveal it, put it into your hand, then shuffle. {1}{W}, {T}: You may put an Equipment card from your hand onto the battlefield. |

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| **Birthing Pod** {3}{G/P} (Artifact) >> ({G/P} can be paid with either {G} or 2 life.) {1}{G/P}, {T}, Sacrifice a creature: Search your library for a creature card with mana value equal to 1 plus the sacrificed creature's mana value, put that card onto the battlefield, then shuffle. Activate only as a sorcery. | **Ephemerate** {W} (Instant) >> Exile target creature you control, then return it to the battlefield under its owner's control. Rebound (If you cast this spell from your hand, exile it as it resolves. At the beginning of your next upkeep, you may cast this card from exile without paying its mana cost.) | **Nadu, Winged Wisdom** {1}{G}{U} (Legendary Creature  Bird Wizard) >> Flying Creatures you control have "Whenever this creature becomes the target of a spell or ability, reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put it into your hand. This ability triggers only twice each turn." |
| **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.") | **Shifting Woodland** (Land) >> Shifting Woodland enters the battlefield tapped unless you control a Forest. {T}: Add {G}. Delirium  {2}{G}{G}: Shifting Woodland becomes a copy of target permanent card in your graveyard until end of turn. Activate only if there are four or more card types among cards in your graveyard. | **Teferi, Time Raveler** {1}{W}{U} (Legendary Planeswalker  Teferi) >> Each opponent can cast spells only any time they could cast a sorcery. +1: Until your next turn, you may cast sorcery spells as though they had flash. 3: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card. |
| **Shaman en-Kor** {1}{W} (Creature  Kor Cleric Shaman) >> {0}: The next 1 damage that would be dealt to Shaman en-Kor this turn is dealt to target creature you control instead. {1}{W}: The next time a source of your choice would deal damage to target creature this turn, that damage is dealt to Shaman en-Kor instead. | **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." | **Ranger-Captain of Eos** {1}{W}{W} (Creature  Human Soldier Ranger) >> When Ranger-Captain of Eos enters the battlefield, you may search your library for a creature card with mana value 1 or less, reveal it, put it into your hand, then shuffle. Sacrifice Ranger-Captain of Eos: Your opponents can't cast noncreature spells this turn. |
| **Witch Enchanter // Witch-Blessed Meadow** (Creature  Human Warlock // Land) >> When Witch Enchanter enters the battlefield, destroy target artifact or enchantment an opponent controls. // As Witch-Blessed Meadow enters the battlefield, you may pay 3 life. If you don't, it enters the battlefield tapped. {T}: Add {W}. | **Phelia, Exuberant Shepherd** {1}{W} (Legendary Creature  Dog) >> Flash Whenever Phelia, Exuberant Shepherd attacks, exile up to one other target nonland permanent. At the beginning of the next end step, return that card to the battlefield under its owner's control. If it entered under your control, put a +1/+1 counter on Phelia. | **Archdruid's Charm** {G}{G}{G} (Instant) >> Choose one Search your library for a creature or land card and reveal it. Put it onto the battlefield tapped if it's a land card. Otherwise, put it into your hand. Then shuffle. | Put a +1/+1 counter on target creature you control. It deals damage equal to its power to target creature you don't control.  Exile target artifact or enchantment. |

**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.

**Oko, Thief of Crowns** {1}{G}{U} (Legendary Planeswalker — Oko) >> +2: Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this artifact: You gain 3 life.") +1: Target artifact or creature loses all abilities and becomes a green Elk creature with base power and toughness 3/3. 5: Exchange control of target artifact or creature you control and target creature an opponent controls with power 3 or less.

**Urza's Saga** (Enchantment Land — Urza's Saga) >> (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I  Urza's Saga gains "{T}: Add {C}." II  Urza's Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This creature gets +1/+1 for each artifact you control.'" III  Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.

**Springheart Nantuko** {1}{G} (Enchantment Creature — Insect Monk) >> Bestow {1}{G} Enchanted creature gets +1/+1. Landfall  Whenever a land enters the battlefield under your control, you may pay {1}{G} if Springheart Nantuko is attached to a creature you control. If you do, create a token that's a copy of that creature. If you didn't create a token this way, create a 1/1 green Insect creature token.

**Uro, Titan of Nature's Wrath** {1}{G}{U} (Legendary Creature — Elder Giant) >> When Uro enters the battlefield, sacrifice it unless it escaped. Whenever Uro enters the battlefield or attacks, you gain 3 life and draw a card, then you may put a land card from your hand onto the battlefield. Escape{G}{G}{U}{U}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)

**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.)

**Birthing Ritual** {1}{G} (Enchantment) >> At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order.

**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.)

**Outland Liberator //  Frenzied Trapbreaker** (Creature — Human Werewolf // Creature Werewolf) >> {1}, Sacrifice Outland Liberator: Destroy target artifact or enchantment. Daybound (If a player casts no spells during their own turn, it becomes night next turn.) // {1}, Sacrifice Frenzied Trapbreaker: Destroy target artifact or enchantment. Whenever Frenzied Trapbreaker attacks, destroy target artifact or enchantment defending player controls. Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.)

Invasion of Ikoria // Zilortha, Apex of Ikoria (Battle Siege // Legendary Creature Dinosaur) >> (As a Siege enters, choose an opponent to protect it. You and others can attack it. When it's defeated, exile it, then cast it transformed.) When Invasion of Ikoria enters the battlefield, search your library and/or graveyard for a non-Human creature card with mana value X or less and put it onto the battlefield. If you search your library this way, shuffle. // Reach For each non-Human creature you control, you may have that creature assign its combat damage as though it weren't blocked.

Tamiyo, Inquisitive Student // Tamiyo, Seasoned Scholar (Legendary Creature  Moonfolk Wizard // Legendary Planeswalker  Tamiyo) >> Flying Whenever Tamiyo, Inquisitive Student attacks, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this artifact: Draw a card.") When you draw your third card in a turn, exile Tamiyo, then return her to the battlefield transformed under her owner's control. // +2: Until your next turn, whenever a creature attacks you or a planeswalker you control, it gets -1/-0 until end of turn. 3: Return target instant or sorcery card from your graveyard to your hand. If it's a green card, add one mana of any color. 7: Draw cards equal to half the number of cards in your library, rounded up. You get an emblem with "You have no maximum hand size."