

Marooned

3



Sorcery



Choose a nonland permanent type. Target player sacrifices a permanent of the chosen type.

"If you were stuck on a deserted island, what would you bring with you?"

1/498

Nothing is Sacred

5



Sorcery



Exile target permanent.

"Kronos doesn't discriminate, it only destroys."

2/498

Po, Prototype One

4



Planeswalker — Po



+2 : Target permanent becomes an artifact in addition to its other types. Artifact creatures can't attack Po, Prototype One next turn.

-2 : Exile target artifact.

-6 : Return all permanents exiled by Po, Prototype One to play under your control. They are artifacts in addition to their other types. You get an emblem with, "All noncreature artifacts in play are 5/5 creatures in addition to their other types."

3

3/498

Alabaster Mastersmith

2



Creature — Dwarf Citizen



Alabaster Mastersmith gets +1/+1 for each Equipment or Aura attached to it.

Equipment Cycling 3

"Tectonic fortitude is as strong as their steel."

2/2

4/498

All That Remains

2



Instant



Exile target attacking or blocking creature. Its controller puts a 1/1 white Spirit creature token with flying onto the battlefield.

5/498

Assault Aven

1 2



Creature — Bird Warrior



Flying, Battlecry

Beckon 2 * (Exile Assault Aven from your hand: Search your library for a card with beckon, reveal it, put it into your hand. Then shuffle your library. Beckon only as a sorcery.)

3/1

6/498

Avert Disaster

5 2



Instant



Exile all creatures you control. Return the exiled cards to the battlefield at the beginning of the next end step.

Cycling 2 * (2 *, Discard this card: Draw a card.)

7/498

Blisterwind Wall

1 2



Creature



Flying, defender

Beckon 2 * (Exile Blisterwind Wall from your hand: Search your library for a card with beckon, reveal it, put it into your hand. Then shuffle your library. Beckon only as a sorcery.)

1/3

8/498

Brunhilda, Tectonic Strategist

2 2



Legendary Creature — Dwarf Warrior



Vigilance

Pyre — 2 * *, Exile Brunhilda, Tectonic Strategist from your graveyard: You choose which creatures block this turn and how those creatures block. Pyre only as a sorcery.

3/4

9/498

Caved In

2



Enchantment — Aura



Enchant nonland permanent

Enchanted permanent can't attack or block and can't use activated abilities unless those are mana abilities.

"Always remember which way is up."
— Tectonic proverb

10/498

Deathgrasp Glower

2



Creature — Spirit Rebel



Lifelink

Cycling 2 (2, Discard this card: Draw a card.)

When you cycle Deathgrasp Glower, target creature gains lifelink until end of turn.

11/498

3/3

Deconjure

2



Instant



Exile target artifact, enchantment, or creature token.

Cycling 2 (2, Discard this card: Draw a card.)

"Magic can be undone. Curses can be broken."
— Moira, Moonshadow Hag

12/498

Decree of Exile

3



Sorcery



Exile target creature.

"Some ask whether the King serves the people, or the people serve the King. To ask that question is treason."
— Order proverb

13/498

Devastating Radiance

3



Sorcery



Shuffle all creatures into their owners' libraries.

Cycling 2 (2, Discard this card: Draw a card.)

When you cycle Devastating Radiance, shuffle all graveyards into their owners' libraries.

14/498

Divine Liminid

4



Enchantment Creature — Elemental



Flying, first strike, lifelink

Pyre— 5, Exile Divine Liminid from your graveyard: Divine Liminid becomes an Aura spell with Enchant Creature and, "Enchanted creature gets +2/+0 and gains flying, first strike, and lifelink. If Divine Liminid would leave play, exile it." Pyre only as a sorcery.

15/498

5/3

Divine Possession

3



Enchantment



When Divine Divine Possession enters the battlefield, untap up to five lands.

When Divine Possession enters the battlefield, exile another target nonland permanent until Divine Possession leaves the battlefield.

16/498

Exalted Falcon

1



Creature — Bird



Flying

Pyre — 1, Exile Exalted Falcon from your graveyard: Exile target creature card from a graveyard and put a 1/1 white Spirit creature token with flying onto the battlefield. Pyre only as a sorcery.

17/498

1/1

Falcon Trainer

1



Creature — Human Soldier



When Falcon Trainer enters the battlefield, put a 1/1 white Bird creature token with flying onto the battlefield.

1, 1: Target Bird gets +2/+2 until end of turn.

18/498

1/1

Follow the Leader

4



Sorcery

Exile target nontoken creature.
Then destroy all creature tokens.

"My lone exile shall lead to the freedom of many."

— Cyril, Rebel Leader

19/498

Head of the Knight's Division

3



Creature — Knight

When Head of the Knight's Division dies, put a number of 2/2 white Knight creature tokens onto the battlefield equal to the number of creatures an opponent controls.

4/4

20/498

Hollow City Sentry

2



Creature — Spirit Soldier

Flash, vigilance, lifelink

"We call them the Eclipse because they make our people disappear."

— Nastor, King of the Valley

1/4

21/498

Jenfar, Frugal Voice

2



Planeswalker — Jenfar

+1 : You gain protection from the color of your choice until your next turn.

-2 : Choose a permanent type. Target player sacrifices a permanent of the chosen type.

-6 : Each opponent chooses one card of each nonland permanent type he or she controls and sacrifices the rest.

3

22/498

King's Command

2



Instant

Put a 1/1 white Soldier creature token onto the battlefield.

Creatures you control get +1/+1 until end of turn.

"For the glory of the King's Army."

23/498

Knoll Arbiter

2



Creature — Angel

Flying

Whenever Knoll Arbiter attacks, you may pay 2. If you do, choke target creature. (That creature can't block this turn.)

2/1

24/498

Lay Down Arms

1



Enchantment — Aura

Enchant creature

Enchanted creature cannot attack and its activated abilities can't be activated unless they're mana abilities.

Aura Cycling 1

25/498

Lumos, Battle General

1



Planeswalker — Lumos

+1 : Put a 1/1 white Soldier creature token onto the battlefield.

-2 : Exile target tapped creature.

-6 : Put a 6/6 white Avatar creature token with indestructible onto the battlefield.

3

26/498

Lux Glare

3



Sorcery

Choose two — Destroy all creatures; or destroy all artifacts; or destroy all enchantments.

"The light of the Pureflame is said to wash away the world's darkness."

27/498

Magus of the Meek

2*



Creature — Human Wizard



Creatures with power 3 or greater don't untap during their controllers' untap step.

"In the Valley, even the smallest person can make the biggest difference."

2/2

28/498

Military Messengers

1*



Sorcery



Put a 1/1 white Bird creature token with flying onto the battlefield.

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.)

29/498

Minor Wisp

*



Enchantment Creature — Elemental



Flying

1/1

30/498

Obsessed Monk

3*



Creature — Human Cleric



When Obsessed Monk enters the battlefield, choose one — Destroy target enchantment; or return target enchantment card from your graveyard to your hand.

"The difficulty of solving Aurator riddles can often lead to a lifelong hobby."

2/3

31/498

Order Faithful

**



Creature — Human Cleric



Lifelink

Creature tokens you control have lifelink.

1/3

32/498

Paladin's Blessing

1*



Enchantment — Aura



Enchant creature

Enchanted creature has vigilance.

When Paladin's Blessing enters the battlefield, put a 2/2 white Knight creature token onto the battlefield.

33/498

Rebel Seraph

2*



Creature — Angel Rebel



Flying

* *, ♣, Sacrifice Rebel Seraph: Search your library for a white permanent with casting cost * or less and put it onto the battlefield. Then shuffle your library.

2/2

34/498

Seek the Indecidable Figure's Favor

1*



Sorcery



Target player chooses a color among permanents he or she controls. Destroy target permanent of the chosen color.

35/498

Serene Skyfall

2**



Sorcery



Destroy all noncreature, nonland permanents.

Beckon 2* (Exile Serene Skyfall from your hand: Search your library for a card with beckon, reveal it, put it into your hand. Then shuffle your library. Beckon only as a sorcery.)

36/498

Soar Above

2*



Sorcery



Target creature you control gets +2/+2 and gains flying until end of turn.

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.)

37/498

Swords to Lexicons

*



Instant



Exile target creature. Its controller draws a card.

"Sometimes a sword can resolve a situation that words cannot."

— Horth, Aven Ascendant

38/498

Tectonic Foreman

1*



Creature — Dwarf Warrior



Sacrifice an enchantment: Tectonic Foreman gets +2/+2 until end of turn.

"Sometimes to find the treasure we seek, we have to give up that which we value the most."

— Vargas, Tectonic Foreman

2/2

39/498

Twisted Dawntreader

**



Creature — Zombie Knight



First strike, lifelink

Cycling 2* (2*, Discard this card: Draw a card.)

When you cycle Twisted Dawntreader, target creature gains first strike until end of turn.

2/2

40/498

Valley Recruiter

1**



Creature — Human Soldier



Whenever a creature attacks you, its controller pays 1. Otherwise, you may put a 1/1 white Soldier creature token onto the battlefield.

"The path of one can guide the courage of many."

2/3

41/498

Warleader's Influence

1*



Enchantment — Aura



Enchant creature

Enchanted creature gets +2/+1 and has, "When this creature leaves the battlefield, put a 1/1 white Soldier creature token onto the battlefield."

42/498

Zealot

*



Creature — Human Knight



Whenever Zealot attacks, you may pay 1*. If you do, choke target creature. (That creature can't block this turn.)

"It doesn't matter who comes out alive, it matters who had the most fun fighting."

2/2

43/498

Aurator's Charm

222



Enchantment — Aura



Enchant Creature

You control enchanted creature.

"An Aurator is only as good as his best trick."

— Aurator proverb

44/498

Ballast, Marine Cryptologist

222



Legendary Creature — Wizard



Islandwalk

When Ballast, Marine Cryptologist enters the battlefield, if an opponent has more cards in hand, draw cards equal to the difference.

2/2

45/498

Basin Sprite

1



Creature — Faerie Pirate

Flying

When Basin Sprite attacks, reveal the top card of your library. If it's a land card, put it into your hand.

"Chasing basin sprites often gets you nowhere, but every once in a while..."

kaduflyer

1/1

Brain Swell

2



Sorcery

Draw 3 cards.

"Secrets are treasure best kept buried."
— Seafarer's proverb

47/498

Cargo Inspector

1



Creature — Human

1, : Tap target land.

"I'm going to have to confiscate this on the grounds that it's shiny."
— Bebble, Harbormaster

45/498

1/1

Cast Away

2



Instant

Return target creature to its owner's hand.

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.)

49/498

Caught in the Sails

1



Instant

Each player returns a creature he or she controls from the battlefield to his or her hand.

Draw a card.

"I hope you're not afraid of heights."
— Fugue, Wellwisher First Mate

50/498

Cloud Liminid

2



Enchantment Creature — Elemental

Flying

Cloud Liminid can only block creatures with flying.

Pyre — 3, Exile Cloud Liminid from your graveyard: Cloud Liminid becomes an Aura spell with Enchant Creature and, "Enchanted creature gets +2/+2 and flying. If Cloud Liminid would leave play, exile it." Pyre only as a sorcery.

51/498

2/2

Conjurer's Recall

1



Sorcery

Put target permanent on the top of its owner's library.

Cycling (, Discard this card: Draw a card.)

"Now, let me show you how I got the rabbit in the hat to begin with."
— Lucite, Aurator Con Man

52/498

Denial Fiend

1



Creature — Horror

Flash

When Denial Fiend enters the battlefield, exile target spell.

When Denial Fiend leaves the battlefield, return the exiled card to its owner's hand.

53/498

2/1

Drake's Roost

2



Enchantment

Whenever you cast an enchantment spell, put a 2/2 blue Drake creature token with flying onto the battlefield.

Cycling 2 (2, Discard this card: Draw a card.)

When you cycle Drake's Roost, put a 2/2 blue Drake creature token with flying onto the battlefield.

54/498

Erase Mind

1



Enchantment — Aura

Enchanted creature loses all abilities and becomes a 1/1 blue Frog. (This effect lasts indefinitely.)

"You won't be needing your memory, will you?"

55/198

Expanding Ocean

2



Enchantment

During each other player's upkeep, you may untap an amount of lands equal to the number of cards in your hand.

56/198

Foul Captor

1



Creature — Bird Wizard

Flash, flying, defender

Cycling 2 (2, Discard this card: Draw a card.)

When you cycle Foul Captor, target creature gains flying until end of turn.

0/4

57/198

Frozen Wake

3



Sorcery

Tap up to X target permanents, where X is equal to the number of cards in your hand. Those permanents don't untap during their controller's next upkeep.

Cycling 2 (2, Discard this card: Draw a card.)

58/198

Glyph of Insight

1



Enchantment — Aura

Enchant creature

When enchanted creature deals combat damage to a player, draw a card.

1 : Attach Glyph of Insight to target creature you control.

59/198

Meal Time

2



Instant

Shuffle target tapped creature into its owner's library.

60/198

Mental Error

1



Instant

Counter target noncreature spell unless its controller pays 2.

Cycling 1 (1, Discard this card: Draw a card.)

"Merphite poilyc is that if you broke it, let someone else fix it."

61/198

Mephit of Mischief

1



Enchantment Creature — Elemental

When Mephit of Mischief enters the battlefield, tap or untap target creature.

When Mephit of Mischief attacks, you may pay 1. If you do, choke target creature. (That creature can't block this turn.)

2/2

62/198

Merphite Machinist

1



Creature — Merfolk Artificer

Whenever Merphite Machinist deals combat damage to a player, you may untap it and untap target artifact you control.

When Merphite Machinist attacks, you may pay 1. If you do, choke target creature. (That creature can't block this turn.)

1/3

63/198

Merphite Seeker

2



Creature — Merfolk Artificer

When Merphite Seeker enters the battlefield, you may search your library for an artifact card and reveal it. Then shuffle your library and put that card on top of it.

2/2

64/198

Methodical Genius

1



Sorcery

Look at the top two cards of your library. You may put one into your hand and exile the other.

Beckon 2 (Exile Methodical Genius from your hand: Search your library for a card with beckon, reveal it, put it into your hand. Then shuffle your library. Beckon only as a sorcery.)

65/198

Oracle of Pericles

1



Creature — Vedalken Wizard

Scry 1 (To scry 1, look at the top card of your library, then you may put that card on the bottom of your library.)

"A storm of change is on the horizon."
— Nephalie, Pericles Oracle

1/1

66/198

Pericles Plunderer

1



Creature — Human Pirate

Whenever Pericles Plunderer deals combat damage to a player, look at the top card of that player's library. You may put that card on the bottom of that player's library.

2/2

67/198

Relapse

1



Instant

Counter target spell. If it is countered this way, choose one — Put that spell on top of its owner's library instead of into that player's graveyard; or put it into its owner's hand instead of into that player's graveyard. Draw a card.

68/198

Ripple, Thoughtcrafter

2



Planeswalker — Ripple

- +1: Draw a card, then discard a card. Target player loses 1 life. You gain 1 life.
- 2: Until your next turn, the next instant or sorcery spell you cast has rebound.
- 6: Shuffle your graveyard and hand into your library. Then draw seven cards.

3

69/198

Seafarer's Machinations

1



Instant

Look at the top three cards of your library. Put one of those cards into your hand, one into your graveyard, and one on the top of your library.

"Learn to swim. If you can't swim, learn to hold your breath."
— Seafarer's Motto

70/198

Seal of Misdirection

2



Enchantment

Sacrifice Seal of Misdirection: Counter target spell unless its controller pays 4.

"In the Knoll of Observance, there's always the chance you'll lose your way at the turn of any corner."

71/198

Selena, Sky Mystic

3



Planeswalker — Selena

- +1: Each player returns a creature he or she controls to its owner's hand.
- 2: Look at the top two cards of your library. Put one into your hand and the other on the bottom of your library.
- 8: Exile all creatures. Target player draws a card for each creature exiled this way.

4

72/198

Shoreline Swell

4



Creature — Elemental



When Shoreline Swell attacks, exile all other creatures from the battlefield. Return all of those creatures to the battlefield at the end of the combat step.

"You have to respect the sea before it respects you."

5/4

73/198

Sphinx Savior

2



Creature — Sphinx



Flying, hexproof

Opponents play with their hands revealed.

"The rarest creatures are nature's enigmas."

3/3

74/198

Stifle Sprite

1



Creature — Faerie Wizard



Flash, flying

When Stifle Sprite enters the battlefield, you may counter target activated or triggered ability.

"Aurator sprites enjoy being pests."

1/1

75/198

Studious Prefect

1



Artifact Creature — Golem Wizard



Defender

[Symbol]: Draw a card, then discard a card.

"Merphites have been known to test their intelligence against their own creations."

0/3

76/198

Taxidermy

1



Sorcery



Put a token that's a copy of target creature onto the battlefield with the ability, "When this creature becomes the target of a spell or ability, sacrifice it."

"I swear that mounted bear is staring at me."

77/198

Thoughtcrafting

2



Sorcery



Look at the top two cards of your library. Put one of them into your hand and the other on the bottom of your library.

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.)

78/198

Tidal Force

X



Sorcery



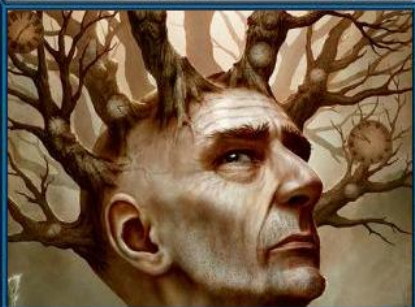
Return X target creatures to their owners' hands.

Cycling 3 (3, Discard this card: Draw a card.)

79/198

Time Management

4



Sorcery



Take an extra turn after this one.

Beckon 2 (Exile Time Management from your hand: Search your library for a card with beckon, reveal it, put it into your hand. Then shuffle your library. Beckon only as a sorcery.)

80/198

Unequal Barter

3



Sorcery



Exchange control of two target nonland permanents.

"I promise I'm getting the better end of this exchange."

— Rothi, Pericles Sea Merchant

81/198

Waning Mind



Enchantment — Aura



Enchant creature

Enchanted creature gets -3/-0.

Beckon 2 (Exile Waning Mind from your hand: Search your library for a card with beckon, reveal it, put it into your hand. Then shuffle your library. Beckon only as a sorcery.)

82/498

Wishing Goliath



Creature — Giant Efreet



Wishing Goliath can't be blocked.

When Wishing Goliath enters the battlefield, search target opponent's library for a card and exile it. You may cast the exiled card without paying its mana cost until end of turn.

5/5

83/498

Aethereal Master



Creature — Shade Mercenary



Whenever you cast a black spell, add ☠ to your mana pool.

☠: Aethereal Master gets +1/+1 until end of turn.

2/2

84/498

The Black Spot



Enchantment — Aura



Enchant player

Enchanted player's maximum hand size is reduced by one for each card in your hand.

At any time, enchanted player may pay life equal to the number of cards in your hand. If he or she does sacrifice The Black Spot.

85/498

Blistering Ooze



Creature — Ooze



☠, Exile target card in a graveyard: If it's a creature card you may put a -1/-1 counter on target creature and lose 1 life.

"Even the fiend forgers have a natural enemy."

2/2

86/498

Bloodforger



Creature — Devil Shaman



Bloodthirst 2 (If an opponent was dealt damage this turn, this creature enters the battlefield with two +1/+1 counters on it.)

Cycling 3 ☠ (3 ☠, Discard this card: Draw a card.)

When you cycle Bloodforger, put two +1/+1 counters on target creature.

2/2

87/498

Bloodsucker



Creature — Leech



Pay 2 life: Bloodsucker gets +2/+2 until end of turn. Play this ability only once each turn and only as a sorcery.

"This is supposed to help?!"

1/1

Samc-art

88/498

Bog Gas



Sorcery



Creatures target player controls get -1/-1 and are choked. (Those creatures can't block this turn.)

"Reclaimers are rarely bothered by the stench of surrounding marshes as they've become accustomed to the scent of death."

89/498

Bone Museum



Enchantment



When Bone Museum enters the battlefield, return a creature from your graveyard to the battlefield until Bone Museum leaves the battlefield.

3 ☠☠☠: Return Bone Museum to your hand. Activate this ability only as a sorcery.

90/498

Careth, Abberant Mercenary 2



Planeswalker — Careth

+1 : Target player sacrifices a nonland permanent he or she controls.

-2 : Return target creature card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of your end step or if it would leave the battlefield.

-6 : You get an emblem with, "At the beginning of your end step, choose a creature card that was put into a graveyard from the battlefield this turn. Put that card onto the battlefield under your control."

91/498

Dark Offering X



Sorcery

Each player sacrifices X creatures.

Cycling 3 (3, Discard this card: Draw a card.)

"Give your life in exchange for the honor to fight in the rebellion."

92/498

Darklite Glower 1



Creature — Spirit Soldier

Flying

Darklite Glower can only block creatures with flying.

☠, Discard a card: Return Darklite Glower from your graveyard to your hand. Activate this ability only during your upkeep.

2/1

93/498

Death is Gain 2



Sorcery

Each player sacrifices a creature. Put a 2/2 black Zombie onto the battlefield for each creature sacrificed this way.

"You'll be very spoiled once your remains are charred on the pyres of reclamation."

94/498

Death's Bargain



Sorcery

Destroy target creature unless its controller pays 1.

Beckon 2 ☠ (Exile Death's Bargain from your hand: Search your library for a card with beckon, reveal it, put it into your hand. Then shuffle your library. Beckon only as a sorcery.)

Jarlring Art

95/498

Deathstrike Ruinstalker 1



Creature — Troll Warrior

Deathtouch

Cycling 2 ☠ (2 ☠, Discard this card: Draw a card.)

When you cycle Deathstrike Ruinstalker, target creature gains deathtouch until end of turn.

2/2

96/498

Desaturate Soul 1



Instant

Destroy target multicolored creature.

Cycling 2 (2, Discard this card: Draw a card.)

97/498

Dessir, Grand Necromancer 3



Planeswalker — Dessir

+1 : Exile a card from target player's graveyard. Put a 1/1 black Skeleton creature token onto the battlefield.

-3 : Destroy target nonblack creature. It can't be regenerated.

-X : Exile X cards from your graveyard. If you do, draw X cards and lose X life.

98/498

Devour Essence 5



Sorcery

Devour Essence deals 5 damage to target creature or player. You gain that much life.

Beckon 2 ☠ (Exile Devour Essence from your hand: Search your library for a card with beckon, reveal it, put it into your hand. Then shuffle your library. Beckon only as a sorcery.)

99/498

Euthanize



Sorcery



Target player sacrifices a creature.

*"To forget how to feel pain is to truly lose your humanity."
— Eclipse proverb*

100/498

Executioner Shade



Creature — Shade Mercenary



☠: Executioner Shade gets +1/+1 until end of turn.

"The Eclipse police themselves when one of their own goes too far."

101/498

1/1

Exoskeletal Reclaimer



Creature — Elf Druid Warrior



X ☠, ☠, Exile a creature card from your graveyard: Put X +1/+1 counters on Exoskeletal Reclaimer where X is equal to the toughness of the card you exiled.

102/498

1/1

Goblin Augermage



Creature — Goblin Artificer



When Goblin Augermage enters the battlefield, search your library for an artifact card. Reveal that card and put it into your hand. Then shuffle your library. You lose 2 life.

103/498

1/1

Karstborn Cannibal



Creature — Troll Zombie



☠: Regenerate Karstborn Cannibal.

When Karstborn Cannibal enters the battlefield, target creature gets -X/-X where X is the number of cards in your graveyard.

104/498

3/4

Knowledge Reaper



Creature — Zombie Warrior



When Knowledge Reaper deals combat damage to a player, that player discards a card.

Pyre — 1 ☠, Exile Knowledge Reaper from your graveyard: Target player discards a card. Pyre only as a sorcery.

105/498

2/3

Leave No Witness



Instant



Target creature gets -4/-4 until end of turn.

*"Be one with history, reject your mortality."
— Reclaimer proverb*

106/498

Midnight Ritual



Sorcery



Add ☠☠☠☠ to your mana pool. Draw a card.

"To be yourself at night and a monster during the day is to live two lives at once."

107/498

Moonlite Creeper



Creature — Horror



Whenever Moonlite Creeper attacks, you may pay 1 ☠. If you do, choke target creature. (That creature can't block this turn.)

1 ☠: Regenerate Moonlite Creeper.

108/498

2/1

Pale Collosus

2



Creature — Giant Horror



Trample

Whenever Pale Collosus deals damage, sacrifice a permanent.

"We put the power we're granted during the day to good use."

5/5

109/498

Phylactery

1



Artifact



When Phylactery enters the battlefield, return target creature card from your graveyard to the battlefield.

When Phylactery or that creature leaves the battlefield, exile that creature.

110/498

Pirate Raid

3



Sorcery



Target player reveals his or her hand. You choose a nonland card from it. That player discards that card. Then that player discards a card.

Cycling (2, Discard this card: Draw a card.)

111/498

Plunder the Treasure Trove

X



Instant



Return a card from your graveyard to your hand with converted mana cost X or less, where X is equal to or less than the number of cards in your opponent's hand.

Cycling 2 (2, Discard this card: Draw a card.)

112/498

Ramming Speed

3



Sorcery



Each player chooses a color. Destroy all creatures of the chosen colors.

113/498

Reckless Death Knight

1



Creature — Zombie Knight



Deathtouch

When Reckless Death Knight enters the battlefield, each player sacrifices a creature.

Pyre — 5, Exile Reckless Death Knight from your graveyard: Target player sacrifices a creature. Pyre only as a sorcery.

2/1

114/498

Reign of Destruction

2



Instant



Put up to three -1/-1 counters divided as you choose on up to three target creatures.

"Forger weapons fuel the war that borders the Valley and the Scar."

115/498

Reservoir Golem

2



Artifact Creature — Golem



When Reservoir Golem attacks you may pay 2. If you do, choke target creature. (That creature can't block this turn.)

Cycling 2

When you cycle Reservoir Golem, Reservoir Golem deals 2 damage to target creature and you gain 2 life.

3/1

116/498

Return to Being

2



Sorcery



Return target creature or planeswalker from your graveyard to the battlefield under your control. Exile Return to Being.

"We shall bring new life to the history that has passed."

117/498

Sadomasochism

1



Sorcery



Target player discards a card.

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.)

118/498

Sepulcher Dreg

2



Creature — Zombie



Sepulcher Dreg can't block

You may play Sepulcher Dreg from your graveyard as long as you control a black creature.

3/1

119/498

Soul of Rot

1



Creature — Zombie Spirit Horror



Whenever Soul of Rot or another creature enters the battlefield from your graveyard, if that creature has no counters on it, put a +1/+1 counter on it.

Pyre — 4, Exile Soul of Rot from your graveyard: Put target creature card from your graveyard onto the battlefield with a +1/+1 counter on it. Pyre only as a sorcery.

2/3

120/498

Trazzim, Indecidable Figure

3



Legendary Creature — Human Wizard



At the beginning of your upkeep, destroy target tapped permanent.

4, : Tap target permanent.

3/3

121/498

Twilight Sniper

1



Creature — Shade Mercenary



When Twilight Sniper enters the battlefield, destroy target nonblack, nonartifact creature.

Beckon 2 (Exile Twilight Sniper from your hand: Search your library for a card with beckon, reveal it, put it into your hand. Then shuffle your library. Beckon only as a sorcery.),

1/1

122/498

Walk the Plank

2



Instant



Target creature gets -2/-2 until end of turn.

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.)

123/498

Blistering Heat

2



Sorcery



Blistering Heat deals 2 damage to target creature or player and choke target creature. (That creature can't block this turn.)

"Is it a little hot in here?"

124/498

Bloodguzzle Vulture

2



Creature — Bird



Flying, first strike

: Bloodguzzle Vulture gets +1/+0 until end of turn.

"Bloodguzzle vultures don't care whether or not you're dead yet."

1/1

125/498

Bloodrage Goliath

3



Creature — Ogre



Trample, haste

If a source would deal damage to a creature or player, it deals double that damage to that creature or player instead.

At the beginning of your end step, sacrifice Bloodrage Goliath.

2/2

126/498

Break World

3



Sorcery



When you play Break World, you may sacrifice any number of artifacts. Copy its effect for each artifact you sacrifice. You may choose new targets for each copy.

Deal 4 damage to target creature or player.

1221/08

Bring Forth the Fire

2



Sorcery



Creatures you control get +2/+0 and gain first strike until end of turn.

Beckon 2 (Exile Bring Forth the Fire from your hand: Search your library for a card with beckon, reveal it, put it into your hand. Then shuffle your library. Beckon only as a sorcery.)

1221/08

Brooding Hatred

1



Sorcery



Brooding Hatred deals damage to target creature or player equal to the number of artifacts you control.

Cycling 2 (2, Discard this card: Draw a card.)

1221/08

Chainmaiden

1



Creature — Human Warrior



First strike

"You'll know she's coming by the rattling of chains."
— Tectonic Battlemage

2/1

1301/08

Desolation Forge

2



Artifact



4, Exile Desolation Forge: Sacrifice X artifacts, and/or creatures, and/or lands. Desolation Forge deals X damage to target creature or player.

1311/08

Dragon's Legacy

2



Enchantment — Aura



Enchant creature

Enchanted creature gets +1/+0 and has flying and, "2: This creature gets +1/+0 until end of turn."

1321/08

Embertooth Oppressor

4



Creature — Dragon



Flying

2: Embertooth Oppressor gets +1/+0 until end of turn.

Cycling 2 (2, Discard this card: Draw a card.)

When you cycle Embertooth Oppressor, Embertooth Oppressor deals X damage to target creature or player.

4/4

1341/08

Fearmonger

3



Creature — Human Berserker



Haste

When Fearmonger enters the battlefield, target creature can't block this turn.

Whenever Fearmonger attacks, target creature can't block this turn.

2/2

1341/08

Ferocious Lynx

2



Creature — Cat Soldier



Ferocious Lynx can't block.

"Once you kill a couple devils, it gets hard to stop."
— Kilian, Order Knight

2/1

1341/08

Fervor Sage

1



Creature — Goblin Wizard



Bloodthirst 1 (If an opponent was dealt damage this turn, this creature enters the battlefield with a +1/+1 counter on it.)

Whenever you cast a creature spell, it gains bloodthirst 1.

1/1

Fiendish Foundry

2



Artifact



2, : Put a 2/1 red artifact Devil Construct creature token onto the battlefield under your control.

"We will forge an army that will conquer all of Kronos and burn what still remains."

137/098

Firepit Stoker

2



Artifact Creature — Construct



Whenever Firepit Stoker attacks, you may pay . If you do, choke target creature. (That creature can't block this turn.)

: Firepit Stoker gets +1/+0 until end of turn.

1/1

Fist of the Canyons

1



Creature — Dwarf Monk



Whenever Fist of the Canyons attacks, you may pay 1 . If you do, choke target creature. (That creature can't block this turn.)

Cycling 2 (2, Discard this card: Draw a card.)

When you cycle Fist of the Canyons, target creature can't block this turn.

2/1

Flame Filler

2



Instant



Flame Filler deals 3 damage to target creature.

Cycling 2 (2, Discard this card: Draw a card.)

"It never gets cold in the Badlands."
— Juasua, Alabaster Firefist

139/098

Hammer Devil

3



Creature — Devil Warrior



Haste

: Hammer Devil deals 1 damage to target creature or player.

"When I kill you, I shall cast your head in steel and make a helm out of your skull."

2/1

Heat Wave

4



Sorcery



Heat Wave deals 3 damage to target creature or player.

"Fiendish fires forge both fear and fortune."
— Forger proverb

141/098

Hellfire Eruption

1



Sorcery



Destroy target land. If the land destroyed was nonbasic, put a 3/1 red Elemental creature token with haste onto the battlefield. Exile it at the beginning of the end step.

142/098

Highland Berserker

2



Creature — Goblin Berserker



When Highland Berserker enters the battlefield, target creature gets +1/+0 and gains haste until end of turn.

Pyre — 2, Exile Highland Berserker from your graveyard: Target creature gets +3/+0 and gains haste until end of turn.

1/1

Letwik, Minestone Appraiser 1



Legendary Creature — Goblin

At the beginning of your upkeep, look at the top 4 cards of your library. You may reveal an artifact card from among them. Shuffle your library and put that card on top.

2/1

Melek, Soul Scourge 2



Planeswalker — Melek

+1: Put a 3/1 Elemental creature token onto the battlefield unless an opponent has you draw a card.

-2: Melek, Soul Scourge deals 4 damage to target creature.

-7: Put a 3/1 red Elemental creature token onto the battlefield for each card in your hand. Those creatures gain haste until end of turn.

4

Merphite Lavasurfer 1



Creature — Merfolk Soldier

Haste

Cycling (X) (X, Discard this card: Draw a card.)

When you cycle Merphite Lavasurfer, target creature you control gets +X/+0 until end of turn.

3/1

Merphite Scout



Creature — Merfolk Soldier

Haste

Pyre — (2), Exile Merphite Scout from your graveyard: Discard a card, then draw a card. Pyre only as a sorcery.

1/1

Minecrafting



Instant

When you cast Minecrafting, you may discard or sacrifice an artifact.

Minecrafting deals 2 damage to target creature or player. If you discarded or sacrificed an artifact, Minecrafting deals 4 damage instead.

Moltenreef Weird 4

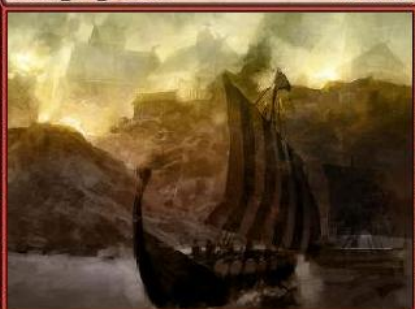


Creature — Weird

Pyre — 6, Exile Moltenreef Weird from your graveyard: Moltenreef Weird deals 5 damage to target player. Pyre only as a sorcery.

4/4

Pillaging Raid



Sorcery

Destroy target artifact or land. Pillaging Raid deals 2 damage to that permanent's controller.

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.)

Ransack the Forge



Sorcery

Unequip all equipment. Attach all equipment on the battlefield to target creature you control. Unequip all equipment at end of turn.

Cycling 2 (2, Discard this card: Draw a card.)

When you cycle Ransack the Forge, destroy target artifact.

Rending Fury



Sorcery

Target creature gets +1/+0 and gains double strike until end of turn.

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.)

Scrapheap Inventory

2



Artifact

Whenever you cast an artifact spell, draw a card.

Artifact creatures you control get +1/+0.

154/008

Spark Eidolon

1



Enchantment Creature — Elemental Spirit

Trample, haste, provoke

At the beginning of the end step, sacrifice Spark Eidolon.

3/1

155/008

Sparkfury Marauder

2



Creature — Goblin Warrior

Haste

Creature tokens you control have haste.

"They attack with blazing speed."
— Winston, Order Borderguard

2/2

156/008

Sparkspit

2



Instant

Deal 1 damage to target creature or player.

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.)

When Kronos spits, it spits twice.

157/008

Spiteful Recruit

2



Creature — Human Soldier

Haste

When Spiteful Recruit enters the battlefield, it deals 2 damage to you.

"The best defense is a deadly offense."
— Merphite proverb

2/1

158/008

Sudden Mischief

4



Instant

Each player discards two cards at random, then draws a card for each card discarded this way. Sudden Mischief deals 2 damage to each player.

Cycling2R

159/008

Sulfur Eidolon

1



Enchantment Creature — Elemental Spirit

Players can't gain life.

Damage can't be prevented.

Beckon 2 (Exile Sulfur Eidolon from your hand: Search your library for a card with beckon, reveal it, put it into your hand. Then shuffle your library. Beckon only as a sorcery.)

2/2

160/008

Tetron, Sea Churner

3



Planeswalker — Tetron

+1: Until end of turn, gain control of target artifact or creature. Untap it, it gains haste. If it is an artifact, it becomes a 5/5 Elemental creature until end of turn.

-3: Tetron, Sea Churner deals 3 damage divided as you chose among any number of target creatures and/or players.

-7: Sacrifice any number of lands and/or artifacts. For each permanent sacrificed this way, Tetron, Sea Churner deals 2 damage to target creature or player.

4

161/498

Volcanic Spellstone

2



Artifact

2, Sacrifice Volcanic Spellstone: Volcanic Spellstone deals 2 damage to target creature or player.

2, 2: Untap target artifact.

162/008

Warfront Seduction

4



Sorcery



Gain control of target creature until end of turn. Untap that creature. It gainshaste and provoke until end of turn.

Beckon 2 (Exile Warfront Seduction from your hand: Search your library for a card with beckon, reveal it, put it into your hand. Then shuffle your library. Beckon only as a sorcery.)

163/498

Animus Magus

2



Creature — Elf Wizard



When Animus Magus enters the battlefield put a +1/+1 counter on each creature token you control.

"All creatures of the Valley live together in harmony."

— Lola, Order Animus Mage

2/2

164/498

Bardic Loremaster

1



Creature — Human Shaman



When Bardic Loremaster enters the battlefield or dies, you may look at the top three cards of your library, then put them back in any order.

2/3

165/498

Basin Wavecutter



Creature — Human Pirate Wizard



: Put a land card from your hand onto the battlefield.

Basic landcycling 2 (2, Discard this card: Search your library for a land card, reveal it, and put it into your hand. Then shuffle your library.)

1/1

166/498

Blossom Relegator



Creature — Dryad



: Add 1 to your mana pool.

Pyre — 2, Exile Blossom Relegator from your graveyard: Search your library for a land card and put it onto the battlefield tapped. Pyre only as a sorcery.

1/1

167/498

Expansion of Oak

1



Sorcery



Search your library for a land card, reveal it, and put it into your hand. Shuffle your library.

If a Forest is revealed this way, you may play an additional land this turn.

168/498

Furious Ferret

2



Creature — Ferret



Flash

"In nature, beauty and danger are synonymous."

— Collector proverb

2/1

169/498

Giant Worm

1



Creature — Worm



Beckon 2 (Exile Giant Worm from your hand: Search your library for a card with beckon, reveal it, put it into your hand. Then shuffle your library. Beckon only as a sorcery.)

The worms here eat more than just dirt and leaves.

4/3

170/498

Grazing Gargadon

2



Creature — Beast



Whenever Grazing Gargadon attacks, put a +1/+1 counter on it.

Whenever Grazing Gargadon attacks, you may pay 1. If you do, choke target creature. (That creature can't block this turn.)

2/2

171/498

Herbal Supplements

2



Instant

Permanents you control gain hexproof until end of turn.

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.)

175/498

Hideaway Rendezvous

1



Instant

Put target creature you control into your library second from the top. You gain life equal to its casting cost.

175/498

Howl

1



Sorcery

Put a 2/2 green Wolf creature token onto the battlefield.

"A symphony of howls echo throughout the Highlands."

175/498

Hunt as a Pack

3



Sorcery

Tap any number of untapped creatures you control, destroy target creature with toughness less than or equal to the total power of creatures tapped this way.

175/498

Jungle Baloth

2



Creature — Beast

Trample

Cycling 2 (2, Discard this card: Draw a card.)

When you cycle Jungle Baloth, target creature you control gains trample until end of turn.

3/3

175/498

Lagoon Transmuter

1



Creature — Elf Wizard

Hexproof

: Add to your mana pool.

"I'll be fine as long as there are no snakes. I hate snakes!"

1/1

175/498

Massive Boar

2



Creature — Boar

Trample

"Tinderspark swine is a delicacy. Not because its endangered, but because it has fed on more hunters than have tried to capture it."

— Welse Hugtar IV, Extreme Zoologist

5/5

175/498

Mistleaf Evergreen

1



Creature — Plant

Defender, reach

Prevent all combat damage that would be dealt to Mistleaf Evergreen.

0/2

175/498

Moxie

1



Instant

Put a +1/+1 counter on target creature.

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.)

175/498

Nacatl Brute

1



Creature — Cat Warrior



Whenever Nacatl Brute becomes blocked, it gets +2/+1 and gains trample until end of turn.

2/1

Ominous Mist



Instant



Prevent all damage that would be dealt by creatures this turn.

Beckon 2 (Exile Ominous Mist from your hand: Search your library for a card with beckon, reveal it, put it into your hand. Then shuffle your library. Beckon only as a sorcery.),

185/495

Natural Returns

3



Sorcery



Return two target cards that share a color with mana spent to play Natural Returns from your graveyard to your hand.

"The seasons may change, but the past stays the same."

182/495

Nature's Recant

1



Sorcery



Destroy target noncreature, nonland permanent.

"Nothing unnatural survives very long in the Tinderspark Highlands."

183/495

Pummel to the Ground



Sorcery



Reveal cards from the top of your library until you reveal a creature card. Deal damage to target creature equal to the revealed card's power. Shuffle all cards revealed this way into your library.

Draw a card.

185/495

Quicksilver Ambush

1



Instant



Target land becomes a 3/3 green Elemental creature with indestructible until end of turn. It's still a land.

"There are some creatures on Kronos yet to be discovered, and some yet to be made."

186/495

Rampaging Rootkin

1



Creature — Plant



Trample, haste

At the beginning of your upkeep, pay 1 or sacrifice Rampaging Rootkin.

"Keep off the grass. It might bite you."

3/1

187/495

Rhox Brawler

1



Creature — Rhino Berserker



When Rhox Brawler enters the battlefield, you may have it fight target creature. (Each deals damage equal to its power to the other.)

"You say were chased by a goblin riding a rhinoceros. Were you at the tavern again?"

3/3

189/495

Roaring Gargantuan

4



Creature — Lizard



When Roaring Gargantuan enters the battlefield, destroy target noncreature permanent.

When Roaring Gargantuan attacks, you may pay 2. If you do, choke target creature. (That creature can't block this turn.)

5/4

189/495

Rukhan, Wild Brawler

1



Planeswalker — Rukhan

- +1**: Target creature gets +2/+2 and gains trample until end of turn.
- 2**: Put a 2/2 green Wolf creature token onto the battlefield.
- 5**: Choose a card type. Return all cards of the chosen type from your graveyard to your hand.

3

190/498

Seal of Fertility

2



Enchantment

Sacrifice Seal of Fertility: Target player untaps all lands he or she controls.

Cycling 2 ♣ (2 ♣, Discard this card: Draw a card.)

131/498

Shoreline Poacher

3



Creature — Human Pirate

When Shoreline Poacher enters the battlefield, you may search your library for a creature card and reveal it. Then shuffle your library and put that card on top.

Beckon 2 ♣ (Exile Shoreline Poacher from your hand: Search your library for a card with beckon, reveal it, put it into your hand. Then shuffle your library. Beckon only as a sorcery.)

3/3

132/498

Squirrels!

X



Sorcery

Put X 1/1 green Squirrel creature tokens onto the battlefield.

"Order Aminus Mages pride themselves on their five breeds of flesh-eating squirrels. I have two as pets."
— Rutgar, Basin Beast Hunter

143/498

Territorial Advantage

3



Enchantment

At the beginning of your end step, put a 2/2 green Wolf creature token onto the battlefield.

Sacrifice Territorial Advantage: Until end of turn, Wolf creatures you control gain, "♣: This creature fights target creature."

144/498

Tinderspark Hoofling

2



Sorcery

Put a 3/3 green Beast creature token onto the battlefield.

"When you hear that sound... RUN!"
— Igniter proverb

145/498

Tindertribe Troll

♣



Creature — Troll Warrior

Trample

Whenever a creature enters the battlefield under your control, you may pay ♣. If you do, put a +1/+1 counter on Tindertribe Troll.

1/1

146/498

Tomb Cartographer

1



Creature — Elf Warrior

♣: Regenerate Tomb Cartographer.

Cycling 2 ♣ (2 ♣, Discard this card: Draw a card.)

When you cycle Tomb Cartographer, regenerate target creature.

2/2

147/498

Tromp Around

3



Sorcery

Target creature you control gets +7/+7 and gains trample until end of turn. That creature must be blocked by each creature able to block it this turn.

Cycling 2 (2, Discard this card: Draw a card.)

148/498

Turbulent Fanatic

2



Creature — Elf Druid

Reach

Cycling \times (Discard this card: Draw a card.)

When you cycle Turbulent Fanatic, Turbulent Fanatic deals X damage to target creature with flying.

2/4

Uncharted Territory

1



Sorcery

Search your library for two basic land cards. You may put those cards onto the battlefield tapped. Then shuffle your library.

Zendra, Exotic Explorer

2



Planeswalker — Zendra

+1: Search your library for a land card and put it onto the battlefield tapped.

-3: Return target card from your graveyard to your hand.

-6: Put a 1/1 green Pirate creature token onto the battlefield for each land you control with "Whenever this creature deals combat damage to a player, draw a card."

3

Utopia Warden

1



Creature — Human Druid

: Add one mana of any color to your mana pool.

Pyre — , Exile Utopia Warden from your graveyard: Add two mana of any one color to your mana pool.

1/2

Yussan, Coursesetter Cartographer



Legendary Creature — Human Pirate

Whenever a player cycles a card, put a +1/+1 counter on Yussan, Coursesetter Cartographer.

1, Remove a +1/+1 counter from Yussan, Coursesetter Cartographer, : Search your library for a basic land card and put it onto the battlefield tapped. Then shuffle your library.

: Add to your mana pool.

1/1

Crystalline Mosaic

1



Enchantment

Other enchantments you control have hexproof.

Whenever you cast an enchantment spell, draw a card.

Dwemershaper

2



Creature — Dwarf Wizard

: Add 2 to your mana pool. Spend this mana only to cast artifact and enchantment spells or activate abilities of artifacts or enchantments.

"It's very rare for an Alabaster dwarf to learn the ways of an Aurator, but it's a wonderful blending of cultures."

1/2

Naomi, Master Aurator

2



Legendary Creature — Angel

Flying

When Naomi, Master Aurator enters the battlefield, exile target nonland permanent until Naomi, Master Aurator leaves the battlefield.

"By the wings of an angel, we'll fly away."

2/2

First Mate Mutineer

2



Creature — Human Pirate

When First Mate Mutineer enters the battlefield, you may return another target creature to its owner's hand. Each player sacrifices a creature.

1/3

Severe Animosity

1



Instant

Counter target noncreature spell or destroy target creature.

"Sea battles aren't for the weak of heart, or the weak of mind."

— Dublix, Thoughtcraft Smuggler

208/198

Wave of Mutilation

2



Sorcery

Draw a card.

Until end of turn, each creature gets -X/-X, where X is equal to the number of cards you've drawn this turn.

"Your mind will drown in thoughts."

209/198

Grok, Goblin Smelter

1



Legendary Creature — Goblin Shaman

First strike

S, **S**, Sacrifice an artifact or creature: Grok, Goblin Smelter deals 2 damage to target creature or player.

"We stoke the flames of the forge with wood or flesh, whichever we have in excess."

210/198

2/2

Reservoir Blacksmith

1



Creature

Haste, deathtouch

Whenever an artifact is put into a graveyard from the battlefield, you may have target opponent lose 1 life.

2/1

211/198

Violate

1



Sorcery

Violate deals 3 damage to target player and destroy target creature or artifact with converted mana cost 3 or less that player controls.

"Your metal can worth more than your blood to a fiend."

— Gargasta, Caldera Tyrant

212/198

Cinder, Combustion Mage

2



Legendary Creature — Human Elf Shaman

1 **S**, **S**, **S**, Sacrifice Cinder, Combustion Mage: Cinder, Combustion Mage deals 3 damage to each creature or each player.

1 **S**, **S**, **S**, Sacrifice Cinder, Combustion Mage: Destroy all artifacts or destroy all enchantments.

213/198

3/3

Feral Shaman

1



Creature — Goblin Shaman

Haste

2 **S**, **S**, **S**, Sacrifice Feral Shaman: Put two 4/4 green and red Wolf Spirit creature tokens with haste onto the battlefield. At the beginning of the next end step sacrifice those creatures.

2/1

214/198

Glorified Ferocity

2



Enchantment

Creatures you control get +1/+0 and have haste and trample.

"Highland endurance arenas only ever have one victor, the crowd."

— Thartos, Igniter Shaman

215/198

Grizzly Ghostspeaker

1



Creature — Dwarf Druid

Vigilance

When Grizzly Ghostspeaker dies, put a 2/2 green and white Bear Spirit creature token onto the battlefield.

"As Knights of the Order, we've sworn to fight to the death and beyond."

216/198

2/2

Loxodon Rouser

5



Creature — Elephant

When Loxodon Rouser enters the battlefield put two 3/3 green Elephant creature tokens onto the battlefield under your control.

Tap three untapped Elephants you control: Destroy target artifact or enchantment and put a 3/3 green Elephant creature tokens onto the battlefield under your control.

3/3

217/198

Nastor, King of the Valley

3



Legendary Creature — Human Soldier

4, : Put a 2/2 white Knight creature token onto the battlefield.

Creature tokens you control get +1/+1.

3/5

218/198

Abyssal Dissolve

*



Sorcery

Exile target nonland permanent. You lose 2 life.

"The lucky ones perished. The rest were Scarred for life."

219/198

Balesh, Moonlite Commando

1



Legendary Creature — Horror Soldier

When Balesh, Moonlite Commando enters the battlefield, choose one — Target opponent reveals his or her hand and you choose an instant or sorcery card from it. Exile that card; or exile target creature an opponent controls until Balesh, Moonlite Commando leaves the battlefield.

2/2

220/198

Remove

2



Instant

Exile target creature. You gain life equal to its toughness.

"He won't be needing this anymore."
— Yuil, Scarred Apothecary

221/198

Plaguebelcher Toad

2



Creature — Frog Zombie

When Plaguebelcher Toad enters the battlefield, target creature gets -2/-2 until end of turn and another target creature gets +2/+2 until end of turn.

"It smells more wretched the closer you get."
— Zinnzu, Elvish Ruinrunner

2/2

225/198

Stoneskin Gargoyle

3



Artifact Creature — Gargoyle

Flying, trample

Whenever a creature blocks Stoneskin Gargoyle, that creature gets -1/-1 until end of turn.

3/3

226/198

Terratog

1



Creature — Atoog

Sacrifice a land: Terratog gets +1/+1 until end of turn.

Exile two land cards from your graveyard: Terratog gets +1/+1 until end of turn.

"It eats everything. It... eats... everything!"

1/2

227/198

Buried Treasure

1



Sorcery

Shuffle target noncreature permanent into its owner's library. Draw a card.

231/198

Tropical Storm

4



Sorcery

Return all permanents to their owner's hands. You may play an additional land this turn.

"Turbulent sea storms sink some islands and uncover others, making the Basin Isles an ever changing landscape."

232/198

Welse Hugtar IV, Extreme Zoologist

Flash



Legendary Creature — Human Pirate Wizard

Flash

When Welse Hugtar IV, Extreme Zoologist enters the battlefield, counter target noncreature spell.

2/2

233/198

Alset Coil

2



Artifact

Whenever you draw a card, Alset Coil deals 1 damage to target creature or player.

"Merphite machines are best left in Merphite fins."
— Tinfins, Merphite Artificer

232/198

Cannonball

2



Instant

Cannonball deals 2 damage to target creature or player and 1 damage to another target creature or player. If a creature was dealt damage this way, tap it.

223/198

Ironfinn Adept

1



Creature — Merfolk Artificer

: Ironfinn Adept deals 1 damage to target creature or player.

Whenever an artifact enters the battlefield, untap Ironfinn Adept.

"Stick a fork in him, he's done."

0/1

224/198

Crusading Valkyrie

2



Creature — Human Knight

First strike, trample

Whenever Crusading Valkyrie attacks, attacking creatures gain first strike and trample until end of turn.

"Our auras can bestow you with power, but courage comes from within."
— Danzar, Tectonic Mystic

3/2

225/198

Faultline Fury

1



Enchantment — Aura

Enchant creature

Enchanted creature has double strike.

3 : Sacrifice Faultline Fury: Untap all creature you control. After this main phase, there is an additional combat phase followed by an additional main phase.

"The Badlands are no place for a coward."

229/198

Immortalize

2



Instant

Creatures and enchantments you control gain indestructible until end of turn.

230/198

Blink Control

4



Sorcery

Exile target creature, then return it to the battlefield under your control.

Beckon 2 : (Exile Blink Control from your hand: Search your library for a card with beckon, reveal it, put it into your hand. Then shuffle your library. Beckon only as a sorcery.)

234/198

Blistering Light

2



Sorcery

Tap target creature, it doesn't untap during its controller's next untap step.

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.)

235/498

Cryptic Plans

3



Instant

Reveal the top five cards of your library. Choose a card from among them and put it into your hand. Shuffle the rest into your library.

If that card is an enchantment card, you gain equal to its casting cost.

236/498

Dubious Magician

3



Creature — Human Wizard

Whenever Dubious Magician attacks, you may pay 1. If you do, choke target creature. (That creature can't block this turn.)

Whenever Dubious Magician deals combat damage to a player, you may put a card from your hand on the bottom of your library and then draw a card.

2/2

237/498

Energy Spirit

1



Creature — Spirit

Energy Spirit can't be blocked. Energy Spirit gets +1/+1 for each enchantment you control.

"As much good comes from our magic as mischief."

—Naomi, Master Aurator

1/1

238/498

Entertainer's Fee

2



Sorcery

As an additional cost to cast Entertainer's Fee, return an enchantment you control to its owner's hand.

Draw two cards.

Cycling (, Discard this card: Draw a card.)

239/498

Flicker Guide

3



Creature — Spirit

Flying

Whenever you cast an enchantment spell, you may exile target permanent. Return that permanent to the battlefield at end of turn.

2/2

240/498

Flight of Glory

3



Enchantment

Noncreature enchantments you control are 4/4 white flying Angels. They are still enchantments.

"And for my finale — Up, up, and away!"

241/498

Fortune Teller

2



Creature — Human Wizard

Hexproof

Each opponent plays with the top card of his or her library revealed.

Sacrifice Fortune Teller: Target player shuffles his or her library.

2/2

242/498

Guardian's Honor

1



Enchantment — Aura

Enchant creature

Enchanted creature gets +1/+1 and has flying and, "When this creature becomes the target of a spell or ability an opponents controls, it gets +0/+2 until end of turn and you draw a card."

243/498

Keeper of the Clouds



Creature — Bird Cleric



Flying

Pyre— 1 , Exile Keeper of the Clouds from your graveyard: Return target artifact or enchantment from your graveyard to your hand. Play this ability only as a sorcery.

1/1

244/498

Knoll Effigy



Enchantment Creature — Elemental



Flying, flash

When Knoll Effigy enters the battlefield, draw two cards.

2/2

245/498

Illusionist's Curtain



Enchantment



When Illusionist's Curtain enters the battlefield, exile target creature until Illusionist's Curtain leaves the battlefield. You gain 4 life.

Beckon 2 (Exile Illusionist's Curtain from your hand: Search your library for a card with *beckon*, reveal it, put it into your hand. Then shuffle your library. Beckon only as a sorcery.)

246/498

Lustrous Tutor



Sorcery



Search your library for an artifact or enchantment, reveal it and put it into your hand. Then shuffle your library.

"The first rule of becoming an Aurator is you have to believe that magic is real."
— Edwart, Dubious Magician

247/498

Mana Spike



Instant



Counter target spell unless its controller pays 1.

"Those Aurators always have their heads so far up in the clouds, I'd be surprised if they hadn't all been struck by lightning."

248/498

No Refunds



Instant



Counter target artifact or enchantment spell.

Cycling 2 (2, Discard this card: Draw a card.)

249/498

Oppression Liminid



Enchantment Creature — Elemental



When Oppression Liminid enters the battlefield, tap target creature.

Pyre— 2 , Exile Oppression Liminid from your graveyard: Oppression Liminid becomes an Aura spell with Enchant Creature and, "Enchanted creature doesn't untap during controllers untap step. If Oppression Liminid would leave play, exile it." Play this ability as a sorcery.

2/2

250/498

Sense of Progress



Enchantment



Tap an untapped creature you control: Tap target creature or land.

"To be entertained through Auration is a delicate dance to a performance fee."

251/498

Aether Pull



Sorcery



Return target instant or sorcery card from your graveyard to your hand. Exile Aether Pull if you didn't cast it from your hand.

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.)

252/498

Cerebro Drake

3



Creature — Drake

Flying

When Cerebro Drake enters the battlefield, you may pay X life. If you do look at the top X cards of your library, put one into your hand and exile the rest into your graveyard.

htkpeh

2/2

Cold Dismissal

1



Instant

Put target creature on the top of its owner's library if its toughness is less than or equal to the number of cards in your graveyard.

Beckon 2 (Exile Cold Dismissal from your hand: Search your library for a card with *beckon*, reveal it, put it into your hand. Then shuffle your library. Beckon only as a sorcery.)

253/498

Conniving Thoughtcrafter

2



Creature — Vedalken Rogue

Whenever Conniving Thoughtcrafter attacks, you may pay 1. If you do, choke target creature. (That creature can't block this turn.)

When Conniving Thoughtcrafter deals combat damage to a player, that player puts a card from his or her hand on the bottom of his or her library.

255/498

2/2

Craniotomy

1



Instant

Search target opponent's library for a card and exile it. Then that player shuffles his or her library. Until end of turn, you may play that card as though it were in your hand.

256/498

Darktide Denial

2



Instant

When you cast Darktide Denial, any player may pay 3 life. If a player does, counter Darktide Denial and you draw two cards.

Counter target spell.

257/498

Darkwater Drake

4



Creature — Drake

Flying

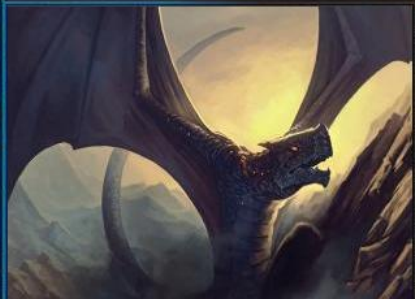
Whenever Darkwater Drake or another creature you control dies, draw a card.

258/498

3/3

Drakescale Parrot

1



Creature — Drake Bird

Flying

When Drakescale Parrot enters the battlefield, you may put a -1/-1 counter on target creature and tap it.

"Never feed a Drakescale Parrot unless you want a hook for a hand."
— Milo Three-Fingers, Pirate Lackey

259/498

2/1

Drowned Memory

1



Sorcery

Target player discards two cards and then draws a card.

Cycling (Discard this card: Draw a card.)

"Let the question sink in and your response float to the surface."
— Thoughtcrafter mantra

260/498

Keelhauling

2



Instant

Put target creature on the bottom of its owner's library.

Beckon 2 (Exile Keelhauling from your hand: Search your library for a card with *beckon*, reveal it, put it into your hand. Then shuffle your library. Beckon only as a sorcery.)

261/498

Pericles Kraken

4



Creature — Kraken



Hexproof: Pericles Kraken gains hexproof until end of turn.

Pyre — 5 , Exile Pericles Kraken from your graveyard: Choose target instant or sorcery card in a player's graveyard and exile it. Until end of turn you may cast that spell without paying its mana cost. Pyre only as a sorcery.

4/6

262/198

Sartan Drakescale

4



Legendary Creature — Vedalken Pirate



Whenever you draw a card, target opponent loses 1 life and you gain 1 life.
At the beginning of your end step, you may draw a card.

"There isn't a sea shanty sung or a secret whispered that he doesn't know."

3/3

263/198

Sunken Treasure

1



Sorcery



Target player reveals his or her hand. You may choose a nonland card in that player's hand and put it on the bottom of that player's library. That player draws a card.

264/198

Swashbuckling Finesse

1



Enchantment



Whenever a creature you control deals combat damage to a player, you may draw a card and lose 1 life.

Cycling 2 (2, Discard this card: Draw a card.)

265/198

Thoughtcraft Decay

2



Enchantment



At the beginning of your upkeep, draw a card. You lose 1 life.

Sacrifice Thoughtcraft Decay: Discard your hand. Target player loses 1 life for each card discarded this way.

"Think of it like a form of amnesia. A really painful form of amnesia."

266/198

Undercurrent's Embrace

2



Sorcery



Put target permanent on the bottom of its owner's library.

267/198

Underdock Drowner

1



Creature — Vedalken Rogue



Intimidate

Pyre — , Exile Underdock Drowner from your graveyard: Target creature gets -1/-1 for each card in your hand until end of turn. Pyre only as a sorcery.

1/3

268/198

Vedalken Infiltrator

2



Creature — Vedalken Rogue



Whenever you cast an instant or sorcery spell, Vedalken Infiltrator gets +1/+1 and can't be blocked until end of turn.

"Thoughtcrafters are best kept secret that everyone knows about, but are too afraid to talk about."

2/1

269/198

Banishment Forge

1



Artifact



2 , Sacrifice Banishment Forge: Destroy target creature. That creature can't be regenerated.

2 , Sacrifice Banishment Forge: Banishment Forge deals 3 damage to target creature or player. If a creature dealt damage this way would die this turn, exile it instead.

270/198

Caldera Tyrant

3



Creature — Devil Warrior



First strike, deathtouch

Pyre — 5, Exile Caldera Tyrant from your graveyard: Destroy all creatures unless any player has Caldera Tyrant deal 6 damage to him or her. Pyre only as a sorcery.

3/3

271/498

Clutch of Constant Flames

1



Creature — Goblin Warrior



At the beginning of your upkeep, Clutch of Constant Flames deals 1 damage to target creature and 1 damage to you.

"A warrior so fierce they say he was forged from fire itself."

3/3

272/498

Dark Metallurgy

3



Sorcery



As an additional cost to cast Dark Metallurgy, sacrifice an artifact or creature.

Search your library for an artifact card and put it onto the battlefield. Then shuffle your library. If that card is an Equipment card, you may equip it to target creature you control.

Beckon 2 (Exile Dark Metallurgy from your hand: Search your library for a card with beckon, reveal it, put it into your hand. Then shuffle your library. Beckon only as a sorcery.)

273/498

Devil's Advocate

3



Sorcery



Destroy target artifact, creature, or land. Devil's Advocate deals 2 damage to that permanent's controller.

274/498

Explosive Anvil

1



Artifact



, Sacrifice Explosive Anvil: Destroy target creature with toughness 2 or less.

"Every strike of the hammer releases a fresh burst of flames."

— Xren, Devil Steelshaper

275/498

Fiend Fire

1



Sorcery



Fiend Fire deals 3 damage to target creature or player.

Beckon 2 (Exile Fiend Fire from your hand: Search your library for a card with beckon, reveal it, put it into your hand. Then shuffle your library. Beckon only as a sorcery.)

276/498

Flowstone Invader

2



Artifact Creature — Golem



Haste

: Flowstone Invader gets +2/-2 until end of turn.

Cycling 1

When you cycle Flowstone Invader, you may have target creature get +1/-1 until end of turn.

3/3

277/498

Forger's Charm

3



Instant



Choose one — Target player loses 3 life; put two -1/-1 counters on target creature; destroy target equipment.

"Forgers are born from the fiend fire and are consumed by the fiend fire."

278/498

Hellskitter

1



Artifact Creature — Pest



Hellskitter can't be blocked except by creatures with flying.

Whenever a creature you control attacks, Hellskitter deals 1 damage to target player.

0/1

279/498

Infernal Secret

3



Creature — Devil Giant

Intimidate

When Infernal Secret enters the battlefield, sacrifice any number of artifacts and/or creatures. Target opponent loses that much life and sacrifices that many artifacts and/or creatures.

4/4

250/498

Mortarsmith

1



Creature — Devil Artificer

Whenever an artifact enters the battlefield under your control, you may pay 1. If you do, Mortarsmith deals 1 damage to target creature or player.

Pyre — 2, Exile Mortarsmith from your graveyard: Target player sacrifices an artifact or creature. Mortarsmith deals damage equal to that cards converted mana cost to its controller. Pyre only as a sorcery.

2/1

251/498

Omnicrox

3



Artifact

At the beginning of each player's upkeep, that player sacrifices a permanent and Omnicrox deals 1 damage to that player.

"If a forge was a beast, this would be the belly."

— Grok, Goblin Smelter

252/498

Reservoir Hornet

1



Artifact Creature — Insect

Flying

Whenever Reservoir Hornet attacks, choose one — Put a +1/+1 counter on target artifact creature or Reservoir Hornet deals 1 damage to target player.

-1/1

253/498

Slag Fiend

2



Creature — Devil Warrior

When Slag Fiend enters the battlefield, target player sacrifices a creature or artifact.

When Slag Fiend dies, you may destroy target nonbasic land.

2/2

254/498

Soot Exposure

1



Sorcery

Target creature can't block this turn.

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.)

255/498

Sootfrog

1



Artifact Creature — Frog

When Sootfrog is cycled or dies, you may put a -1/-1 counter on target creature.

Cycling 2 (2, Discard this card: Draw a card.)

"Smog chokes, Sootfrog croaks."

1/1

256/498

War Machine

2



Artifact Creature — Golem

First strike, haste

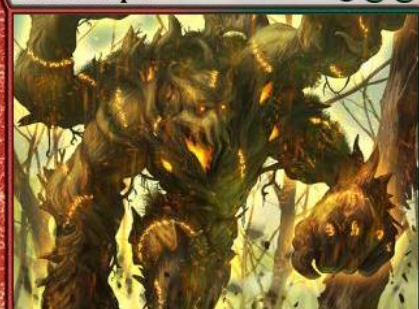
Whenever War Machine attacks, you may pay 1. If you do, choke target creature. (That creature can't block this turn.)

2/2

257/498

Ash Stomper

2



Creature — Beast

Trample

Creature tokens you control have trample.

3/4

258/498

Call of the Flametusk

3



Sorcery

Put a 4/4 green Beast creature token onto the battlefield.

"No need to be afraid, Flametusk beasts only consume cooked flesh. You'll be burned to a crisp before it ever eats you."
— Dalwyn, Collector Trophy Hunter

Combustion Boon

3



Sorcery

As an additional cost to cast Combustion Boon, sacrifice a creature.

Put three 1/1 red Goblin creature tokens onto the battlefield.

Cycling 2 (2, Discard this card: Draw a card.)

Devastating Stampede

3



Sorcery

Creatures you control with converted casting cost 3 or less get +2/+2 and trample until end of turn.

Beckon 2 (Exile Devastating Stampede from your hand: Search your library for a card with beckon, reveal it, put it into your hand. Then shuffle your library. Beckon only as a sorcery.)

Direct Anger

3



Sorcery

If 3 was spent to cast Direct Anger, it deals 3 damage to target player.

If 4 was spent to cast Direct Anger, target creature you control fights target creature you don't control.

Gauntlet Legends

2



Enchantment

Whenever a creature you control dies, you may have it deal damage equal to its power to target creature.

"If you can survive the endurance arenas, you may have a fighting chance."
— Gewash, Ogre Pit Fighter

Gunpowder Plot

1



Instant

Sacrifice any number of creatures. Destroy target creature with toughness less than or equal to the total power of creatures sacrificed this way.

Draw a card.

Highland Prowler

1



Instant

Put a 2/2 green Wolf creature token onto the battlefield. You may have that creature fight target creature you don't control. (Each deals damage equal to its power to the other.)

Beckon 2 (Exile Highland Prowler from your hand: Search your library for a card with beckon, reveal it, put it into your hand. Then shuffle your library. Beckon only as a sorcery.)

Preystalker Scout

1



Creature — Wolf

When Preystalker Scout attacks, you may pay 1. If you do, choke target creature. (That creature can't block this turn.)

Pyre — 2, Exile Preystalker Scout from your graveyard: Put a 2/2 green Wolf creature token onto the battlefield. Pyre only as a sorcery.

2/2

Rapscallion Tindertikes

3



Creature — Goblin

Rapscallion Tindertikes can't attack or block alone.

When Rapscallion Tindertikes is dealt combat damage, put that many 1/1 red Goblin creature tokens onto the battlefield.

2/2

Scrapeater

2



Creature — Beast



When Scrapeater enters the battlefield, you may destroy target artifact.

Cycling (♣, ♠, Discard this card: Draw a card.)

"It enjoys the leftovers."

2/2

Skurathyx, Idol Beast

3



Legendary Creature — Beast



When Skurathyx, Idol Beast enters the battlefield put two 1/1 red Goblin creature tokens onto the battlefield.

Whenever another creature you control enters the battlefield it gets +2/+0 and gains haste until end of turn.

3/3

Spark Marauder Spawning

3



Sorcery



Put four 1/1 red Goblin tokens onto the battlefield.

"Spark Marauders don't start the fire, but they keep it burning."

— Cinder, Combustion Mage

Stray Warg

3



Creature — Beast Wolf



Trample

"When you hear the stray warg's howl, the rest of the pack won't be far behind."

3/2

Thunderhoof Pack

3



Sorcery



Put a 3/3 green Beast creature token onto the battlefield.

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.)

3/2

Tinderspark Firestarter

3



Creature — Goblin Shaman



When Tinderspark Firestarter enters the battlefield, sacrifice a creature.

"An Igniter's strength is only comparable to their brutality."

— Veerlok, Igniter Arsonist

3/2

Tinderspark Trenches

1



Enchantment



At the beginning of your upkeep, put a 1/1 red Goblin creature token onto the battlefield. That creature gains haste. Sacrifice it at the beginning of your end step.

2/2

Wicker Man

2



Artifact Creature — Construct



Double strike, trample

Pyre — 2 ♣, Exile Wicker Man from your graveyard: Put two 1/1 red Goblin creature tokens onto the battlefield. Pyre only as a sorcery.

2/2

Decoy Commando

4



Creature — Cat Soldier



When Decoy Commando enters the battlefield, put a 2/2 white Cat creature token onto the battlefield.

Whenever Decoy Commando attacks, you may pay 2 ♣. If you do, choke target creature. (That creature can't block this turn.)

2/2

Demand A Parlay

1



Sorcery

This turn and next turn, creatures can't attack, and players and permanents can't be the targets of spells or activated abilities.

307/495

Eldam, Order Emissary

1



Legendary Creature — Human Elf

*, Sacrifice Eldam, Order Emissary: Destroy target artifact or enchantment.

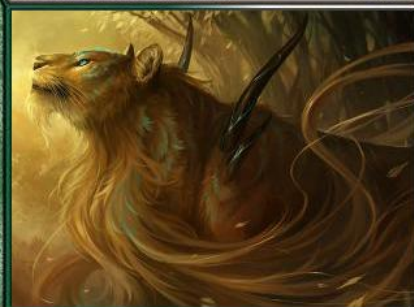
"Ever a vigilant hero, Eldam is the voice of his people. A king without a crown."
— Balesh, Moonlite Commando

3/3

309/495

Feral Field Marshal

1



Creature — Cat Knight

Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)

Pyre — 3 *, Exile Feral Field Marshal from your graveyard: Put a +1/+1 counter on each creature you control. Pyre only as a sorcery.

1/3

309/495

Half-Elf Hermit

1



Creature — Human Elf Druid

Whenever Half-Elf Hermit dies or is cycled, put a 1/1 green Squirrel creature token onto the battlefield.

Cycling *, (*, Discard this card: Draw a card.)

1/1

310/495

Heroic Forces

1



Enchantment

Creatures you control get +1/+1.

"We will never give up the fight. We will never surrender."
— Eldam, Order Emissary

311/495

Kodiak Berserker

1



Creature — Bear Berserker

Trample

Whenever Kodiak Berserker deals combat damage to a player, you may destroy target artifact or enchantment that player controls.

2/3

312/495

Medic of the Order

1



Creature — Human Cleric

Flash

When Medic of the Order enters the battlefield, target creature gains protection from the color of your choice until end of turn.

Pyre — 1 *, Exile Medic of the Order from your graveyard: Creature tokens you control gain indestructible until end of turn. Pyre only as a sorcery.

2/1

313/495

Nastor's Bodyguards

2



Creature — Cat Knight

First strike

Whenever Nastor's Bodyguards attacks, put a 2/2 white Cat creature token onto the battlefield tapped and attacking for each Cat you control.

2/2

314/495

Order Kinsman

1



Creature — Human Knight

Vigilance

Creature tokens you control have vigilance.

2/1

315/495

Order Skyknight

1



Creature — Bird Knight



Flying, first strike

Cycling 2 (2, Discard this card: Draw a card.)

"My eyes watch over the people of the Valley. I see their every move."
— Nastor, King of the Valley

2/2

316/498

Rallying Reinforcements

2



Sorcery



If you control less creatures than an opponent put three 1/1 white Soldier creature tokens onto the battlefield.

Beckon 2 ♣. (Exile Rallying Reinforcements from your hand: Search your library for a card with beckon, reveal it, put it into your hand. Then shuffle your library. Beckon only as a sorcery.)

317/498

Search Party

2



Sorcery



Put a 2/2 white Knight creature token onto the battlefield.

Reveal cards from the top of your library equal to the number of creature tokens you control. You may put a creature card revealed this way into your hand. Shuffle the rest back into your library.

319/498

Seeds of Hope

3



Sorcery



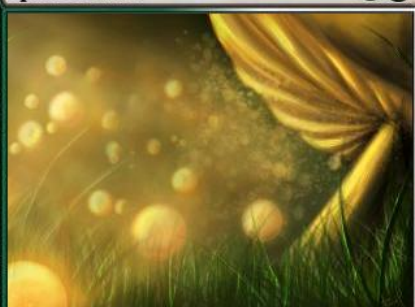
Search your library for two land cards, reveal them, and put them into your hand. Shuffle your library.

If an opponent controls more lands than you, put those lands onto the battlefield tapped.

319/498

Spore Burst

3



Instant



Destroy target artifact or enchantment with casting cost X. Put X 0/1 green Plant creature tokens onto the battlefield.

Beckon 2 ♣. (Exile Spore Burst from your hand: Search your library for a card with beckon, reveal it, put it into your hand. Then shuffle your library. Beckon only as a sorcery.)

320/498

Steeled Resolve

3



Instant



If you control a Forest and a Plains you may play Steeled Resolve without paying its casting cost.

Regenerate target creature and untap it.

321/498

Uphold the Peace

3



Sorcery



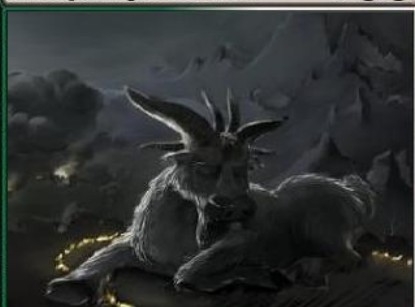
Put target nonland permanent on top of its owner's library. Its controller gains 3 life.

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.)

322/498

Valleyscrap Devourer

3



Creature — Mutant Goat



When Valleyscrap Devourer enters the battlefield, destroy target noncreature artifact and/or destroy target noncreature enchantment.

"I once saw a Valley goat eat a knight's armor."
— Lutz, Valley Drunkard

4/4

323/498

Daybreak Ambush

1



Instant



Untap target creature you control. It gains deathtouch and first strike until end of turn.

"To see such horrors on the mainland surprises even a weathered sea dog like myself."
— Anuma, Pericles Navigator

324/498

Deadlight Maneuver

4



Sorcery



Destroy target creature. Then return target creature card from your graveyard to the battlefield.

"The sunlight blinds our enemies, they never see us coming."

— Crucix, Sunset Soldier

325/498

Defiant Spirit

1



Creature — Spirit Rebel



4, : Search your library for a white or black permanent with casting cost 3 or less and put it onto the battlefield. Then shuffle your library.

Pyre — 4, , Exile Defiant Spirit from your graveyard: Search your library for a white or black permanent with casting cost 4 or more and put it onto the battlefield. Then shuffle your library. Pyre only as a sorcery.

2/1

326/498

Desiccate

1



Instant



Destroy target creature.

"The Scar will wear you down, tear you apart, and you'll return to being just dust."

327/498

Eclipse Horror

4



Creature — Horror



Lifelink, intimidate, vigilance

Cycling 4 (4, Discard this card: Draw a card.)

"In the Scar, terror stalks during the daytime."

— Brunhilda, Tectonic Strategist

6/6

328/498

Eclipse Insurgence



Sorcery



Target player reveals his or her hand. You choose a card with converted mana cost 4 or greater and exile that card.

329/498

Fall into Despair

1



Instant



Each player sacrifices a monocolored permanent.

330/498

Gleaming Diposition

2



Instant



Target player sacrifices an attacking or blocking creature. You gain life equal to that creature's toughness.

"Your loss is my gain."

331/498

Gloomdrinker

2



Creature — Horror



Flying, lifelink

Gloomdrinker can't block.

"The terror overtakes me and then I transform. I take to the sky and drink the blood of carnage."

2/1

332/498

Grave Negotiations

4



Sorcery



Return target creature card from your graveyard to the battlefield.

Beckon 2 (Exile Grave Negotiations from your hand: Search your library for a card with beckon, reveal it, put it into your hand. Then shuffle your library. Beckon only as a sorcery.)

333/498

Haunting Glower

1



Creature — Horror

When Haunting Glower attacks, you may pay 2 . If you do, choke target creature can't block this turn.

3/1

334/498

Horizon Portent

1



Sorcery

Target opponent loses 2 life. You gain 2 life.

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.)

335/498

Moonglow Champion



Creature — Shade Rebel

Moonglow Champion can't block.

: Moonglow Champion gets +1/-1 until end of turn.

"Cyril becomes a prince of darkness, an abyss that absorbs all light and hope."

2/2

336/498

Moonshadow Mutilation

1



Sorcery

All creatures get -2/-2 until end of turn.

Cycling (, Discard this card: Draw a card.)

337/498

Nomad Lurkers



Creature — Shade Nomad

Lifelink

When Nomad Lurkers becomes the target of a spell or an ability an opponent controls, that player loses 4 life.

4/4

338/498

Scarification

2



Sorcery

Destroy all creatures.

Beckon 2 (Exile Scarification from your hand: Search your library for a card with beckon, reveal it, put it into your hand. Then shuffle your library. Beckon only as a sorcery.)

339/498

Scarred Apothecary

1



Creature — Spirit Cleric

Lifelink

Protection from noncreature spells.

"They live in the shadows for they are the shadows. A dimming light in the present fading into the past"
— Eab, Reclaimer Historian

3/2

340/498

Vindictive Shadow

4



Creature — Shade Rebel

1 , : Destroy target tapped creature.

Pyre — 1 , , Exile Vindictive Shadow from your graveyard: Exile target tapped creature. Pyre only as a sorcery.

2/2

341/498

Bone Harvester



Creature — Skeleton Wizard

At the beginning of your upkeep, if Bone Harvester is the only creature card in your graveyard, return it to the battlefield tapped.

Pyre — 1 , , Exile Bone Harvester from your graveyard: Target player shuffles up to three target cards from his or her graveyard into his or her library. Pyre only as a sorcery.

2/2

360/498

Bury the Meek

2



Instant

Target opponent sacrifices a creature. You gain life equal to that creature's toughness.

Beckon 2 (Exile *Bury the Meek* from your hand: Search your library for a card with *beckon*, reveal it, put it into your hand. Then shuffle your library. Beckon only as a sorcery.)

361/198

Cemetery Curator

1



Creature — Elf Druid

: Add 1 to your mana pool.

1, Sacrifice Cemetery Curator: Search your library for a card and put that card into your graveyard. Then shuffle your library.

"So many names and yet none are forgotten."

1/2

362/198

Exhumer Wretch

1



Creature — Zombie

When Exhumer Wretch dies or is cycled, return another target creature card at random from your graveyard to your hand.

Cycling 3 (3, Discard this card: Draw a card.)

2/2

363/198

Grave Plotter

3



Creature — Zombie Druid

Put three cards from your graveyard on the bottom of your library: Grave Plotter gets +3/+3 and trample until end of turn. Activate this ability only once each turn.

3/3

364/198

Hag Eater



Creature — Zombie Troll

Hag Eater can't block.

At the beginning of your end step if you control a green creature and a black creature you may return Hag Eater from your graveyard to the battlefield.

2/1

365/198

Kronos Historian

1



Creature — Zombie Shaman

Deathtouch

When Kronos Historian enters the battlefield, you may return target card from your graveyard to your hand. You lose 2 life.

1/1

366/198

Live Off the Land

1



Enchantment

1, Sacrifice a land: Put a +1/+1 counter on target creature you control and regenerate that creature.

"We are as much of a part of Kronos as the soil itself."
— Ungar, Cemetery Curator

367/198

Mulchmage

1



Creature — Elf Wizard

At the beginning of your upkeep, reveal the top card of your library. If it is a land card, put it into your hand, otherwise put that card into your graveyard.

2/1

368/198

Nature's Reckoning

3



Sorcery

Put a 1/1 black and green Worm creature token onto the battlefield for each creature card in your graveyard.

Beckon 2 (Exile *Nature's Reckoning* from your hand: Search your library for a card with *beckon*, reveal it, put it into your hand. Then shuffle your library. Beckon only as a sorcery.)

369/198

Obsidian, Elder Relic Harvester 4



Legendary Creature — Skeleton Shaman

Trample, deathtouch

Pyre — 4 , Exile Obsidian, Elder Relic Harvester from your graveyard: Return target permanent from any graveyard to the battlefield under your control. Pyre only as a sorcery.

6/3

370/498

Rancid Pillager



Creature — Zombie Warrior

Deathtouch

Rancid Pillager can't be blocked except by two or more creatures.

3/3

371/498

Reclaimer's Scheme



Sorcery

Return target card from your graveyard to your hand. Exile Reclaimer's Scheme if you didn't cast it from your hand.

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.)

372/498

Reclamation Tutor



Sorcery

Search your library for a card and put that card into your hand. Exile Reclamation Tutor.

Cycling 2 (2 , Discard this card: Draw a card.)

When you cycle Reclamation Tutor, return target card from your graveyard to your hand. Exile Reclamation Tutor.

373/498

Restoration Reclaimer



Creature — Human Druid

Flash

When Restoration Reclaimer enters the battlefield, return target creature card that was put into your graveyard from the battlefield this turn to the battlefield tapped.

2/2

374/498

Rewards of Archaeology



Sorcery

As an additional cost to cast Rewards of Archaeology, sacrifice a creature.

Gain X life and draw X cards, where X is equal to the sacrificed creature's power.

375/498

Stenchmist Pummeler



Creature — Troll Warrior

Whenever Stenchmist Pummeler attacks, you may pay 2 . If you do, choke target creature. (That creature can't block this turn.)

: Regenerate Stenchmist Pummeler.

4/3

376/498

Voracious Baloth



Creature — Beast

If you control a Forest and a Swamp, you may sacrifice a creature instead of paying Voracious Baloth casting cost.

"The beasts of the Reclaimed Realms are interesting as they've adapted to feed off the both living and the dead."
— Zitzi, Specimen Collector

4/4

377/498

Ape Escape



Instant

Destroy target permanent. Its controller puts a 3/3 green Ape creature token onto the battlefield.

"I think I lost my monkey."

378/498

Basin Isle Familiar

1



Creature — Bird

Flying

Green and blue spells you cast cost 1 less to play.

☞: Untap target land.

"The elegant basin huma is generally a flightless bird, but when it spreads its wings it is a sight to behold."

— Tux, Shoreline Poacher

1/1

Basin Navigator

2



Creature — Human Pirate

When Basin Navigator deals combat damage to a player, gain control of target land that player controls as long as Shoreline Poacher remains on the battlefield.

Pyre — 8 ☞, ☞, ☞, Exile Basin Navigator from your graveyard: Gain control of all lands target player controls. Pyre only as a sorcery.

4/4

Basin Smuggler Route

1



Enchantment — Aura

Enchant land

Enchanted land has, "☞, ☞, Shuffle a card from your hand into your library: Draw a card."

Basin Trophy Hunter

1



Creature — Human Rogue

Whenever Basin Trophy Hunter deals combat damage to a player you may put a blue or green creature card from your hand onto the battlefield. If you do, return Basin Trophy Hunter to your hand.

2/2

Brisk Bog

1



Sorcery

Target Island or Forest becomes a 4/4 blue Leviathan creature until end of turn.

Beckon 2 ☞ (Exile Brisk Bog from your hand: Search your library for a card with *beckon*, reveal it, put it into your hand. Then shuffle your library. Beckon only as a sorcery.)

401/495

Depth Strider

1



Creature — Beast

Nonbasic landwalk

5/5

Drakerider Mage

1



Creature — Human Wizard

Flying

Pyre — 1 ☞, ☞, ☞, Exile Drakerider Mage from your graveyard: Target land becomes a 2/2 blue Drake with flying. It's still a land. Pyre only as a sorcery.

2/2

Kelp Barrier

1



Creature — Plant Shapeshifter

Defender, Hexproof

When Kelp Barrier blocks a creature, you may have it become a copy of that creature and gain this ability.

"I often think the plant life around the Basin Isles has a mind of its own."

— Sheeks, Pirate Captain

0/5

Manashaper Frog

1



Creature — Frog Wizard

☞: The next time you tap target Forest or Island for mana, add one additional mana of a type that land could produce to your mana pool.

1/1

Master Collector

4



Creature — Human Rogue Wizard



When Master Collector enters the battlefield, lands you control become 2/2 blue and green Elemental creatures for as long as Master Collector remains on the battlefield. They're still lands.

Whenever a creature you control deals combat damage to a player, you may draw a card.

3/3

Sanctioned Goods

2



Sorcery



Draw three cards.

Beckon 2. (Exile Sanctioned Goods from your hand: Search your library for a card with beckon, reveal it, put it into your hand. Then shuffle your library. Beckon only as a sorcery.)

"Maintaining good relations keeps your ship going places."
— Manntann, Basin Isle Transporter

409/495

Mooring

2



Instant



Return target permanent to its owner's hand.

407/495

Predictable Nature

1



Sorcery



Choose creature or land. Reveal the top card of your library, if it's a card of the chosen type, you may put it into your hand.

You may play an additional land this turn.

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.)

405/495

Specimen Collector

2



Creature — Elf Wizard



, : Target land becomes a 2/2 blue and green Elemental creature as long as Specimen Collector remains on the battlefield. It's still a land.

Cycling (, Discard this card: Draw a card.)

1/1

410/495

Stealth Trapper

1



Creature — Elf Rogue Pirate



Flash

Deathtouch

Whenever Stealth Trapper attacks, you may pay 1. If you do, choke target creature. (That creature can't block this turn.)

2/1

411/495

Tropical Alchemy

4



Sorcery



Return target nonland permanent to its owner's hand. Put X +1/+1 counters on target land where X is equal to that card's converted mana cost. That land becomes a 0/0 blue and green Elemental creature. It's still a land.

Cycling 2 (2, Discard this card: Draw a card.)

412/495

Untamed Bullywug

2



Creature — Frog Beast



Hexproof

When Untamed Bullywug enters the battlefield, return a creature you control to its owner's hand.

"The bullywug is a simple beast. It's generally unimpressed by most other things."
— Hershell, Basin Big Game Hunter

3/4

413/495

Animation Stone

2



Legendary Artifact



Each noncreature artifact you control becomes an artifact creature with power and toughness each equal to its converted mana cost.

"Creation or destruction. The Animation Stone has multiple uses."
— Kulan, Merphite Machinist

342/495

Backfire

2



Instant

Backfire deals 4 damage to target creature or player and 2 damage to you.

"I've never seen a Merphite device not do damage. So I guess that means they work."

— Sudz, Pericles Trader

313/498

Beaten Brow

2



Sorcery

Deal 5 damage to target creature or player unless an opponent has you draw three cards.

"The Forgers can attest that the Merphite and their mages are no pushovers when it comes to business."

314/498

Crackpot Magician

2



Creature — Human Wizard

Sacrifice Crackpot Magician: Draw three cards, then discard three cards.

"I've seen some wizards conscripted to the Swell through the lure of fortune. But they were already crazy enough to work with the Merphites."

— Gob, Aurator Illusionist

Andre Bdois

2/3

Delver of Depths

1



Creature — Merfolk Artificer

Islandwalk

Pyre — 3, Exile Delver of Depths from your graveyard: Return target artifact from your graveyard to your hand. Pyre only as a sorcery.

316/498

2/2

Flotsam and Jetsam

3



Instant

Counter target spell.

Each player discards his or her hand, then draws cards equal to the greatest number of cards a player discarded this way.

317/498

Magma Spewer

1



Creature — Weird

When Magma Spewer enters the battlefield, it deals 2 damage to target creature. Tap that creature. It remains tapped until Magma Spewer leaves the battlefield.

Pyre — 1, Exile Magma Spewer from your graveyard: Magma Spewer deals 1 damage to target creature. Tap that creature. Pyre only as a sorcery.

318/498

1/1

Manta Patrol

1



Creature — Manta

Flying

: Manta Patrol deals 1 damage to target creature or player.

"The mantas of the Swell are majestic creatures. That is, when they're not trying to spit scolding hot water at you."

— Oppo, Basin Taxidermist

319/498

2/2

Merphite Harpooner

2



Creature — Merfolk Soldier

Flash

Merphite Harpooner can't be blocked.

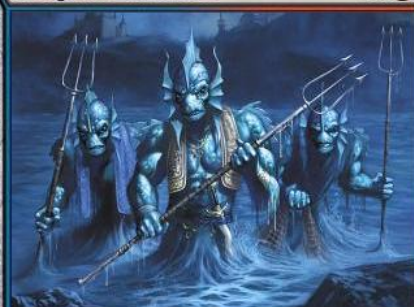
Whenever Merphite Harpooner enters the battlefield or dies, it deals 1 damage to target creature or player.

320/498

2/2

Merphite Trident

1



Artifact — Equipment

Equipped creature gets +1/+1 and gains islandwalk and mountainwalk.

Equip 1

321/498

Molten Tail Manta

3



Creature — Manta

Flying

When Molten Tail Manta dies or is cycled, it deals 1 damage to each creature.

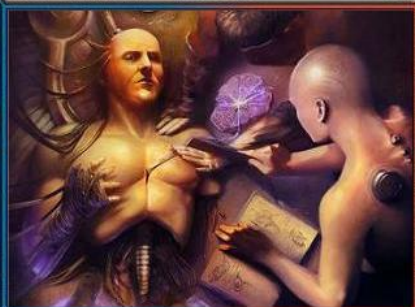
Cycling 2 (2, Discard this card: Draw a card.)

4/4

352/498

Out with the Obsolete

1



Sorcery

Draw a card, then discard a card.

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.)

353/498

Research the Tides

3



Instant

Draw four cards, then discard two cards or an artifact card.

Beckon 2 (Exile Research the Tides from your hand: Search your library for a card with beckon, reveal it, put it into your hand. Then shuffle your library. Beckon only as a sorcery.)

354/498

Reshaper Golem

2



Artifact Creature — Golem Artificer

Whenever Reshaper Golem deals combat damage to a player, you may sacrifice it and put an artifact from your graveyard onto the battlefield.

Whenever Reshaper Golem attacks you may pay 2, if you do choke target creature. (That creature can't block this turn.)

3/2

355/498

Steam Cannon

1



Artifact

3, Sacrifice Steam Cannon: Return up to two target creatures you don't control to its owner's hand.

Cycling 2 (2, Discard this card: Draw a card.)

356/498

Toss Overboard

2



Sorcery

Return target nonland permanent an opponent controls to its owner's hand. If that card is an artifact, destroy it instead.

Beckon 2 (Exile Toss Overboard from your hand: Search your library for a card with beckon, reveal it, put it into your hand. Then shuffle your library. Beckon only as a sorcery.)

357/498

Vortex Drake

3



Creature — Drake

Flying

When Vortex Drake enters the battlefield, each shuffles all cards from his or her hand into his or her library and draws that many cards.

2/1

358/498

Wyvern's Kiss

1



Sorcery

Untap target creature and gain control of it until end of turn. It gains haste and flying until end of turn.

"It looks like the ship flies before it crashes into the sea, but it's really just falling."

359/498

Alabaster Monk

1



Creature — Dwarf Monk

Double strike

Whenever an enchantment enters the battlefield under your control, Alabaster Monk gets +1/+1 until end of turn.

"I'm not one for bloodshed, but I've never backed down from a fight."

1/1

360/498

Blast Radius

2



Enchantment

Sacrifice Blast Radius: Blast Radius deals 4 damage to target creature with power 4 or greater. If that creature would die this turn, exile it instead.

Beckon 2 (Exile Blast Radius from your hand: Search your library for a card with beckon, reveal it, put it into your hand. Then shuffle your library. Beckon only as a sorcery.)

Blistering Defense

2



Instant

Prevent the next 2 damage that would be dealt to target creature. Blistering Defense deals 2 damage to target creature.

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.)

Canyon Liminid

1



Enchantment Creature — Elemental

Canyon Liminid can't block.

Pyre — 2 (Exile Canyon Liminid from your graveyard: Canyon Liminid becomes an Aura spell with Enchant Creature and, "Enchanted creature can't block. If Canyon Liminid would leave play, exile it." Pyre only as a sorcery.)

2/2

Desert Hexapod

3



Creature — Insect

Vigilance, haste, trample

4/3

Determined Recruit

1



Creature — Dwarf Warrior

Whenever Determined Recruit attacks, target creature gets +1/+0 until end of turn.

"Dwarves are a stubborn warrior race. They'll dig and fight until the day they die."

— Flipper, Merphite General

1/1

Dune Stalker

3



Creature — Elemental

When Dune Stalker enters the battlefield, exile target artifact.

Beckon 2 (Exile Dune Stalker from your hand: Search your library for a card with beckon, reveal it, put it into your hand. Then shuffle your library. Beckon only as a sorcery.)

3/3

Galvanize

1



Enchantment — Aura

Flash

Enchant creature

Enchanted creature gets +1/+0 and gains first strike.

Gluttony

1



Enchantment — Aura

Enchanted creature gets +1/+2 and can't block.

When Gluttony is put into your graveyard from the battlefield you may return it to your hand.

Glyph Phoenix

3



Legendary Creature — Phoenix

Flying, double strike

Glyph Phoenix gets +1/+1 for each aura you control.

When Glyph Phoenix dies, you may put it and each Aura attached to it on top of its owner's library in any order.

2/2

Hammer's Might



Enchantment — Aura



Enchant creature

Enchanted creature gets +3/+0 and gains vigilance.

Cycling 2 (2, Discard this card: Draw a card.)

Sandstorm Maw



Enchantment Creature — Elemental



First strike

Pyre — 2 ♠, Exile Sandstorm Maw from your graveyard: Sandstorm Maw becomes an Aura spell with Enchant Creature and, “When enchanted creature is dealt damage, its controller sacrifices it.” Pyre only as a sorcery.

4/2

Sulfur Fumes



Enchantment



Whenever a creature you control attacks, you may pay 1 ♠. If you do, choke target creature. (That creature can't block this turn.)

“The Badlands smell of rotten eggs. I sort of think it's the Dwarves.”
— Dipmunder, Pericles Brigand

Tectonic Blastguard



Creature — Dwarf Cleric



Vigilance

Whenever damage is dealt to Tectonic Blastguard, you may deal that much damage to target creature or player.

1/1

Tectonic Shift



Instant



Destroy target blocking or blocked creature.

Cycling ♠

Tectonic Thaumaturgist



Creature — Dwarf Cleric



X ♠, ♣, Sacrifice Tectonic Thaumaturgist: Prevent the next X damage that would be dealt to target creature. Tectonic Thaumaturgist deals that much damage to target creature.

2/2

Threatening Stance



Enchantment — Aura



Enchant creature

Enchanted creature gets +1/+1 and has vigilance and, “When this creature is dealt damage, it deals that much damage to target creature or player.”

Zephyr Mystic



Creature — Dwarf Mystic



Flash

♠, ♣: Tap target artifact or creature.

“When you mess with Tectonic magic, you're likely to get burned.”
— Brutus, Tinder Barbarian

2/1

Angelic Effigy



Artifact



♣: Add 1 to your mana pool.

As long as you control an enchantment, Angelic Effigy is a 2/2 colorless artifact Angel creature with flying.

Arcane Megalith

2



Artifact



As an additional cost to play Arcane Megalith, return an untapped land you control to its owners hand.

☞ : Add 2 mana to your mana pool.

415/998

Cogdragon

5



Artifact Creature — Dragon



Flying, modular 5

When Cogdragon attacks or blocks, remove a +1/+1 counter unless you pay 2.

"Some Forger fiends find mechanical flight merely a fanciful thought, I find it ferocious."
— Grok, Goblin Smelter

0/0

416/998

Cogthrower

4



Artifact Creature — Golem



Modular 3

Remove a +1/+1 counter from Cogthrower: Deal 1 damage to target creature or player.

0/0

417/998

Color Wheel

3



Artifact



When Color Wheel enters the battlefield, choose a color.

Artifacts you control gain, "☞ : Add one mana of the chosen color to the mana pool."

418/998

Counterfeit Cargo

3



Artifact



You may have Counterfeit Cargo enter the battlefield as a copy of any artifact, enchantment, or land on the battlefield, except it's an artifact in addition to its other types.

Cycling 3 (3, Discard this card: Draw a card.)

419/998

Decimation Stone

4



Legendary Artifact



3, ☞, Exile Decimation Stone: Destroy all nonland permanents.

"So, the Merphite created a machine that destroys itself and everything else. I'd say they're losing their innovative touch."
— Zam, Aurator Comedian

420/998

Distiller Stone

2



Artifact



Whenever a player cycles a card you may pay 1. If you do Scry 1.

☞ : Add 1 to your mana pool.

"You can often predict the strength of a turbulent storm by the color of the preceding lighting."

421/998

Fluctuation Stone

3



Artifact



☞ : Add one mana of any color to your mana pool.

☞, Sacrifice Fluctuation Stone: Draw a card.

"Merphite artificers can access almost any natural energy, but they have a lot to learn when it comes to magic."
— Pertok, Tectonic Blastmage

422/998

Gilded Lance

3



Artifact — Equipment



Equipped creature gets +1/+0 and gains first strike

When equipped creature deals combat damage, draw a card.

Equip 2

423/998

Goblin Smelting Station

3



Artifact



x, **R**, Sacrifice Goblin Smelting Station: Put X 1/1 colorless artifact Construct tokens onto the battlefield.

"What I wouldn't give to throw myself into those fires."

— Jilt, Tinderspark Fanatic

124/938

Grand Fountain

2



Artifact



Grand Fountain enters the battlefield tapped.

R: Add 1 to your mana pool.

R: Add one mana of any color to your mana pool. Grand Fountain deals 1 damage to you.

Jermilex
125/938

Hook Shot

2



Artifact — Equipment



Equipped creature doesn't untap during your untap step and gains, "**R**: Untap target creature and gain control of it until end of turn. It gains haste."

Equip 3

126/938

Igniter Lantern

0



Artifact



When Igniter Lantern enters the battlefield, sacrifice a creature or land.

R: Add one mana of any color to your mana pool

Cycling 2 (2, Discard this card: Draw a card.)

127/938

Mage Gauntlets

3



Artifact — Equipment



Equipped creature gets +2/+2 and gains, "At the beginning of your upkeep, detain target creature."

Equip 2

"Aurators hate physical violence."

128/938

Mana Engine

2



Artifact



When Mana Engine enters the battlefield, sacrifice two lands.

R: Add 3 to your mana pool.

"Forger technology has advanced greatly since joining forces with the Merphite."

129/938

Pericles Galleon

4



Artifact



2: Pericles Galleon becomes an X/X artifact creature until end of turn, where X is equal to the number of cards in your hand.

"Yo-ho, yo-ho, a pirate's life for me."

130/938

Pericles Spyglass

2



Artifact



R: Add 1 to your mana pool.

3, **R**, Sacrifice Pericles Spyglass: Search your library for a basic land card and put it onto the battlefield tapped. Shuffle your library.

"With a Pericles Spyglass, home is always within sight."

— Sartan Drakescale, Wellwisher Captain

131/938

Philosopher's Stone

2



Artifact



R: Add 1 to your mana pool.

1, **R**: Put target card in a graveyard on the bottom of owner's library.

"True auration is weaving fiction with truth and the con with the act."

— Aurator philosophy

132/938

Prison Tome

2



Artifact — Equipment

Equipped creature can't attack or block and its activated abilities can't be activated.

Prison Tome can be equipped to creatures you don't control.

Equip 4

133/098

Pureflame Stone

6



Legendary Artifact

☞: Draw a card.

Beckon 3 (Exile Pureflame Stone from your hand: Search your library for a card with *beckon*, reveal it, put it into your hand. Then shuffle your library. Beckon only as a sorcery.)

"A power source of unimaginable potential."
— Ripple Sundowner, Thoughtcrafter

134/098

Ripple's Treasure Chest

5



Legendary Artifact

Sacrifice Ripple's Treasure Chest: Search your library for a card and put it into your hand. Shuffle your library. Activate this ability only as a sorcery.

135/098

Ruination Relic

2



Artifact Creature — Construct

Hexproof, flying, lifelink

"With this weapon, we shall reclaim the most important thing, our people."
— Obsidian, Elder Relic Harvester

1/1

136/098

Shallow Minefield

0



Artifact

2, ☞: Each player puts a mine counter on another nonland permanent he or she controls.

3, ☞, Sacrifice Shallow Minefield: Players sacrifice all permanents with mine counters on them.

137/098

Shipwreck

X



Artifact

When Shipwreck enters the battlefield, destroy each nonland permanent with converted mana cost equal to X.

138/098

Silence Enforcer

3



Artifact Creature — Golem

Multicolor spells cost 1 more to cast. When Silence Enforcer dies, destroy target multicolored permanent.

"In a world full of thunder, one can easily forget the peaceful sound of silence."

2/2

139/098

Sunstar Lighthouse

1



Artifact

X, ☞, Sacrifice Sunstar Lighthouse: Search your library for a card with converted mana cost X or less, reveal that card. Then shuffle your library and put that card on top.

140/098

Switchblade

1



Artifact — Equipment

Equipped creature gets +1/+1

1: Attach Switchblade to target creature you control.

Equip 0

"A trusty blade is one you can wield in either hand."
— Pirate proverb

141/098

Thopter Circus

4



Artifact — Construct

4: Put a 1/1 artifact Thopter token with flying onto the battlefield under your control. You gain 1 life.

"Rumor claims the Merphite have a floating workshop that churns out metal Mantas, but that just sounds silly."

412/998

Thopter Seraph

8



Artifact Creature — Angel Construct

Flying

Artifact creatures you control have lifelink.

When Thopter Seraph enters the battlefield put three 1/1 Thopter artifact creature tokens with flying onto the battlefield under your control.

4/7

413/998

Thoughtcrest

2



Artifact

☞: Add 1 to your mana pool.

1, ☞: Scry 1 (To scry 1, look at the top card of your library, then you may put that card on the bottom of your library.)

"The Thoughtcrafters have their own way of identifying each other."

414/998

Tinker's Toolkit

1



Artifact

When Tinker's Toolkit enters or leaves the battlefield, scry 1.

Sacrifice Tinker's Toolkit: Regenerate target artifact. (The next time this would be destroyed this turn, it isn't. Instead tap it.)

415/998

Turbulent Rod

3



Artifact

Turbulent Rod enters the battlefield tapped.

3, ☞, Sacrifice Turbulent Rod: Destroy target permanent.

"To embrace the energy of the Eternal Storm, one must accept the reality of death."

416/998

Utopian Armaments

3



Artifact — Equipment

Equipped creature gets +2/+2 and has protection from noncreature spells.

Equip 2

Beckon 2 (Exile Utopian Armaments from your hand: Search your library for a card with beckon, reveal it, put it into your hand. Then shuffle your library. Beckon only as a sorcery.)

417/998

Whip of Embers

3



Artifact — Equipment

Equipped creature gets +3/+0 and gains first strike

Whenever equipped creature attacks, deal 3 damage divided as you choose among any number of target creatures and/or players.

Equip 4

418/998

Alabaster Badlands



Land

Alabaster Badlands enters the battlefield tapped.

When Alabaster Badlands enters the battlefield, sacrifice it unless you return a land you control to its owner's hand.

☞: Add ☞☞, ☞*, or ** to your mana pool.

419/998

Angelfire Valley



Land

Angelfire Valley enters the battlefield tapped.

When Angelfire Valley enters the battlefield, sacrifice it unless you return a land you control to its owner's hand.

☞: Add ☞♣, ☞*, or ** to your mana pool.

420/998

Basin Isles



Land

Basin Isles enters the battlefield tapped. When Basin Isles enters the battlefield, sacrifice it unless you return a land you control to its owner's hand.

☞: Add ♣♣, ♣♠, or ♠♠ to your mana pool.

451/498

Bloodflare Volcano



Land

Bloodflare Volcano enters the battlefield tapped.

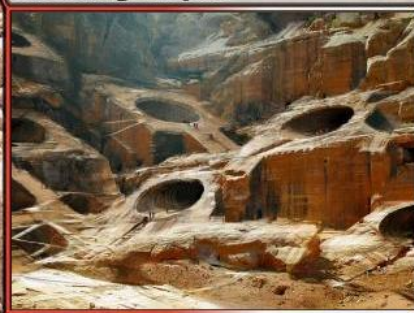
☞: Add ⬛ to your mana pool.

2 ⬛, ☞: Bloodflare Volcano deals 1 damage to target creature.

Cycling 3 (3, Discard this card: Draw a card.)

452/498

Careening Canyon



Land

Careening Canyon enters the battlefield tapped.

☞: Add ⬛ or ⬜ to your mana pool.

Beckon 2 ⬛. (Exile Careening Canyon from your hand: Search your library for a card with beckon, reveal it, put it into your hand. Then shuffle your library. Beckon only as a sorcery.)

453/498

Cartographer's Guild



Land

☞: Add 1 to your mana pool.

2, ☞, Sacrifice Cartographer's Guild: Search your library for a land and put it onto the battlefield.

454/498

Clayflame Caverns



Land — Mountain Plains

As Clayflame Caverns enters the battlefield, you may reveal both a red card and a white card from your hand. If you don't, Clayflame Caverns enters the battlefield tapped.

☞: Add ⬛ or ⬜ to your mana pool.

455/498

Cliffside Hot Spring



Land — Island Mountain

As Cliffside Hot Spring enters the battlefield, you may reveal both a blue card and a red card from your hand. If you don't, Cliffside Hot Spring enters the battlefield tapped.

☞: Add ♠ or ⬛ to your mana pool.

456/498

Combustion Grove



Land — Mountain Forest

As Combustion Grove enters the battlefield, you may reveal both a red card and a green card from your hand. If you don't, Combustion Grove enters the battlefield tapped.

☞: Add ⬛ or ♠ to your mana pool.

457/498

Dark Fire Caldera



Land — Swamp Mountain

As Dark Fire Caldera enters the battlefield, you may reveal both a black card and a red card from your hand. If you don't, Dark Fire Caldera enters the battlefield tapped.

☞: Add ⬛ or ⬛ to your mana pool.

458/498

Deadbark Barrow



Land — Swamp Forest

As Deadbark Barrow enters the battlefield, you may reveal both a black card and a green card from your hand. If you don't, Deadbark Barrow enters the battlefield tapped.

☞: Add ⬛ or ♠ to your mana pool.

459/498

Devouring Scaperyard



Land



☞: Add 1 to your mana pool.
2, ☞: Each player sacrifices a permanent.

160/498

Dimlight Harbor



Land



Dimlight Harbor enters the battlefield tapped.

☞: Add ☞ to your mana pool.

1 ☞, ☞: Shuffle up to two target cards from a graveyard into their owner's library.

Cycling 3 (3, Discard this card: Draw a card.)

161/498

Drifting Isle



Land



Drifting Isle enters the battlefield tapped.

☞: Add ☞ or ☞ to your mana pool.

Beckon 2 ☞ (Exile Drifting Isle from your hand: Search your library for a card with beckon, reveal it, put it into your hand. Then shuffle your library. Beckon only as a sorcery.)

162/498

Elusive Lagoon



Land



Elusive Lagoon enters the battlefield tapped.

☞: Add ☞ or ☞ to your mana pool.

Beckon 2 ☞ (Exile Elusive Lagoon from your hand: Search your library for a card with beckon, reveal it, put it into your hand. Then shuffle your library. Beckon only as a sorcery.)

163/498

Fiendfire Reservoir



Land



Fiendfire Reservoir enters the battlefield tapped.

Fiendfire Reservoir enters the battlefield, sacrifice it unless you return a land you control to its owner's hand.

☞: Add ☞☞, ☞☞, or ☞☞ to your mana pool.

164/498

Fleeting Field



Land



Fleeting Field enters the battlefield tapped.

☞: Add ☞ or ☞ to your mana pool.

Beckon 2 ☞ (Exile Fleeting Field from your hand: Search your library for a card with beckon, reveal it, put it into your hand. Then shuffle your library. Beckon only as a sorcery.)

165/498

Herbal Master's Greenhouse



Land



When Herbal Master's Greenhouse enters the battlefield, untap target land.

☞: Add 1 to your mana pool.

166/498

Horried Hollow



Land — Plains Swamp



As Horried Hollow enters the battlefield, you may reveal both a white card and a black card from your hand. If you don't, Horried Hollow enters the battlefield tapped.

☞: Add ☞ or ☞ to your mana pool.

167/498

Jungle Temple



Land



Jungle Temple enters the battlefield tapped.

☞: Add ☞ to your mana pool.

1 ☞, ☞: Add two mana of any one color to your mana pool.

Cycling 3 (3, Discard this card: Draw a card.)

168/498

Kingdom Borderland



Land — Forest Plains

As Kingdom Borderland enters the battlefield, you may reveal both a green card and a white card from your hand. If you don't, Kingdom Borderland enters the battlefield tapped.

☞: Add ♣ or ♠ to your mana pool.

169/498

Knoll of Observance



Land

Knoll of Observance enters the battlefield tapped.

When Knoll of Observance enters the battlefield, sacrifice it unless you return a land you control to its owner's hand.

☞: Add ♠, ♣, or ♠ to your mana pool.

170/498

Kronos, Eternal Storm



Legendary Land

When Kronos, Eternal Storm enters the battlefield, sacrifice an untapped land.

☞: Add 2 to your mana pool.

☞, Sacrifice a creature: Add two mana of any color to your mana pool.

171/498

Kronos, Haven World



Legendary Land

☞: Add 1 to your mana pool.

7, ☞: Target creature you control gains lifelink, hexproof, deathtouch, first strike, and trample until end of turn.

172/498

Lapsing Lakebed



Land

Lapsing Lakebed enters the battlefield tapped.

☞: Add ♠ or ♣ to your mana pool.

Beckon 2 ♠. (Exile Lapsing Lakebed from your hand: Search your library for a card with beckon, reveal it, put it into your hand. Then shuffle your library. Beckon only as a sorcery.)

173/498

Moored Mountaintop



Land — Mountain

☞: Add 2 to your mana pool.

Beckon 2 2. (Exile Moored Mountaintop from your hand: Search your library for a card with beckon, reveal it, put it into your hand. Then shuffle your library. Beckon only as a sorcery.)

174/498

Paralysis Nexus



Land

☞: Detain target nonland permanent.

175/498

Perplexing Pool



Land

Perplexing Pool enters the battlefield tapped.

☞: Add ♣ or ♠ to your mana pool.

Beckon 2 ♣. (Exile Perplexing Pool from your hand: Search your library for a card with beckon, reveal it, put it into your hand. Then shuffle your library. Beckon only as a sorcery.)

176/498

Petrified Forest



Land

Petrified Forest enters the battlefield tapped.

☞: Add 2 or ♣ to your mana pool.

Beckon 2 ♣. (Exile Petrified Forest from your hand: Search your library for a card with beckon, reveal it, put it into your hand. Then shuffle your library. Beckon only as a sorcery.)

177/498

Phantom Port



Land — Island

☞: Add to your mana pool.

Beckon 2 (Exile Phantom Port from your hand: Search your library for a card with beckon, reveal it, put it into your hand. Then shuffle your library. Beckon only as a sorcery.)

178/498

Pirate's Bazaar



Land

☞, Pay 1 life, Sacrifice Pirate's Bazaar: Search your library for a basic land card and put it onto the battlefield. Then shuffle your library.

179/498

Portals to Paradise



Land

☞: Add one mana of any color to your mana pool. Activate this ability only as a sorcery.

450/498

Protected Prideland



Land

Protected Prideland enters the battlefield tapped.

☞: Add , , or to your mana pool.

Beckon 2 (Exile Protected Prideland from your hand: Search your library for a card with beckon, reveal it, put it into your hand. Then shuffle your library. Beckon only as a sorcery.)

451/498

Receding Ridge



Land

Receding Ridge enters the battlefield tapped.

☞: Add , , or to your mana pool.

Beckon 2 (Exile Receding Ridge from your hand: Search your library for a card with beckon, reveal it, put it into your hand. Then shuffle your library. Beckon only as a sorcery.)

452/498

Reclaimed Realms



Land

Reclaimed Realms enters the battlefield tapped.

When Reclaimed Realms enters the battlefield, sacrifice it unless you return a land you control to its owner's hand.

☞: Add , , or to your mana pool.

453/498

Sapphire Moraine



Land

Sapphire Moraine enters the battlefield tapped.

☞: Add to your mana pool.

2 , ☞: Tap or untap target nonland permanent.

Cycling 3 (3, Discard this card: Draw a card.)

454/498

Sea of Pericles



Land

Sea of Pericles enters the battlefield tapped.

When Sea of Pericles enters the battlefield, sacrifice it unless you return a land you control to its owner's hand.

☞: Add , , , or to your mana pool.

456/498

Shadow Swamp



Land — Swamp

☞: Add to your mana pool.

Beckon 2 (Exile Shadow Swamp from your hand: Search your library for a card with beckon, reveal it, put it into your hand. Then shuffle your library. Beckon only as a sorcery.)

457/498

Shimmering Mirage



Land



When Shimmering Mirage enters the battlefield, choose a basic land type. Shimmering Mirage is the chosen type.

438/498

Silent Steppe



Land — Plains



☞: Add ***** to your mana pool.

Beckon **2 *** (*Exile Silent Steppe from your hand: Search your library for a card with beckon, reveal it, put it into your hand. Then shuffle your library. Beckon only as a sorcery.*)

439/498

Siltrock Rift



Land



Siltrock Rift enters the battlefield tapped.

☞: Add ***** to your mana pool.

2 *, **☞**: You gain 2 life.

Cycling **3** (**3**, Discard this card: Draw a card.)

490/498

Submerged Rainforest



Land — Forest Island



As Submerged Rainforest enters the battlefield, you may reveal both a green card and a blue card from your hand. If you don't, Submerged Rainforest enters the battlefield tapped.

☞: Add **♣** or **♠** to your mana pool.

491/498

Sunblessed Lake



Land — Plains Island



As Sunblessed Lake enters the battlefield, you may reveal both a white card and a blue card from your hand. If you don't, Sunblessed Lake enters the battlefield tapped.

☞: Add ***** or **♠** to your mana pool.

492/498

The Scar



Land



The Scar enters the battlefield tapped.

When The Scar enters the battlefield, sacrifice it unless you return a land you control to its owner's hand.

☞: Add ******, ***♣**, or **♣♣** to your mana pool.

495/498

The Swell



Land



The Swell enters the battlefield tapped. When The Swell enters the battlefield, sacrifice it unless you return a land you control to its owner's hand.

☞: Add **♠♠**, **♠♣**, or **♣♣** to your mana pool.

493/498

Tinderspark Highlands



Land



Tinderspark Highlands enters the battlefield tapped.

When Tinderspark Highlands enters the battlefield, sacrifice it unless you return a land you control to its owner's hand.

☞: Add **♣♣**, **♣♠**, or **♠♠** to your mana pool.

494/498

Trazzim's Inescapable Chamber



Land



☞: Add **1** to your mana pool.

5, **☞**, Exile Trazzim's Inescapable Chamber: Exile target creature.

495/498

Underground Stream



Land — Island Swamp

As Underground Stream enters the battlefield, you may reveal both a blue card and a black card from your hand. If you don't, Underground Stream enters the battlefield tapped.

☞: Add ♠ or ♣ to your mana pool.

496/498

Whispering Wood



Land — Forest

☞: Add ♠ to your mana pool.

Beckon 2 ♠ (Exile Whispering Wood from your hand: Search your library for a card with beckon, reveal it, put it into your hand. Then shuffle your library. Beckon only as a sorcery.)

497/498

Withdrawn Wilderness



Land

Withdrawn Wilderness enters the battlefield tapped.

☞: Add ♠ or ♣ to your mana pool.

Beckon 2 ♠ (Exile Withdrawn Wilderness from your hand: Search your library for a card with beckon, reveal it, put it into your hand. Then shuffle your library. Beckon only as a sorcery.)

498/498

Careth, Abberant Mercenary



At the beginning of your end step, choose a creature card that was put into a graveyard from the battlefield this turn. Put that card onto the battlefield under your control.

EMBLEM — CARETH

1/28

Po, Prototype One



All noncreature artifacts in play are 5/5 creatures in addition to their other types.

EMBLEM — PO

2/28

AVATAR



Creature — Avatar

Indestructible

3/28

6/6

BIRD



Creature — Bird

Flying

4/28

1/1

CAT



Creature — Cat

5/28

2/2

KNIGHT



Creature — Knight

6/28

2/2

SOLDIER



Creature — Soldier

1/1

7/28

SPIRIT



Creature — Spirit

Flying

1/1

8/28

DRAKE



Creature — Drake

Flying

2/2

9/28

SKELETON



Creature — Skeleton

1/1

10/28

ZOMBIE



Creature — Zombie

2/2

11/28

CONSTRUCT



Artifact Creature — Construct

2/1

12/28

ELEMENTAL



Creature — Elemental

3/1

13/28

GOBLIN



Creature — Goblin

1/1

14/28

APE



Creature — Ape

3/3

15/28

BEAST



Creature — Beast

3/3

16/25

BEAST




Creature — Beast

4/4

17/25

ELEPHANT



Creature — Elephant

3/3

15/25

OOZE



Creature — Ooze

★/★

14/25

PIRATE



Creature — Pirate

Whenever this creature deals combat damage to a player, draw a card.

1/1

20/25

PLANT



Creature — Plant

0/1

21/25

SQUIRREL



Creature — Squirrel

1/1

22/25

WOLF



Creature — Wolf

2/2

23/25

BEAR SPIRIT



Creature — Bear Spirit

2/2

24/25

