

Timeless Ancient

8



Legendary Creature — Elemental God

8, **R**: Gain control of target permanent. (This effect lasts indefinitely.)

When Timeless Ancient leaves the battlefield, exile it.

Godsend (If Timeless Ancient is in your opening hand, you may reveal it. If you do, draw a card and then shuffle Timeless Ancient into your library.)

4/4

1/447

Adaptable Breeze

1*



Creature — Elemental

Flying

Madness * (If you discard this card, you may cast it for its madness cost instead of putting it into your graveyard.)

2/1

2/447

Apostolic Enchanter

2*



Creature — Elemental Wizard

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

*, Sacrifice Apostolic Enchanter: Destroy target artifact or enchantment.

1/3

3/447

Arctic Outburst

**



Instant

Bookburning 3 (Look at the top three cards of your library. Put any number of them into your graveyard and the rest on bottom of your library at random.)

Prevent the next X damage that would be dealt to target creature or player this turn where X is equal to the number of cards put into your graveyard this turn. Arctic Outburst deals that much damage to target creature or player.

4/447

Ascend to Above

*



Instant

As an additional cost to cast Ascend to Above, discard a card.

Exile target creature.

5/447

Battle Spirit Guide

3*



Creature — Human Warrior

When Battle Spirit Guide enters the battlefield, return a creature card from your graveyard to your hand.

Threshold — Return two creature cards with power 3 or less instead if you have seven or more in your graveyard.

1/3

6/447

Battleground Benediction

5**



Sorcery

You gain 1 life for each creature on the battlefield and each creature card in all graveyards.

Godsend (If Battleground Benediction is in your opening hand, you may reveal it. If you do, draw a card and then shuffle Battleground Benediction into your library.)

7/447

Believer's Shield

1*



Instant

Target creature gets +1/+1 and gains protection from the color of your choice until end of turn.

Madness 1* (If you discard this card, you may cast it for its madness cost instead of putting it into your graveyard.)

8/447

Blessing from Beyond

1*



Enchantment

1*: Exile target card from a graveyard. You gain 1 life.

9/447

Blizzard Drake

1*



Creature — Drake

*, Exile a card from your graveyard: Blizzard Drake gains flying until end of turn.

3/1

10/447

Caldera Nomad

1***



Creature — Specter

Protection from black and red
Threshold — Caldera Nomad gains "C: Destroy target tapped creature," as long as you have seven or more cards in your graveyard.

1/1

11/447

Chillwave Dragon

3***



Creature — Dragon

Flying, first strike, lifelink

Dredge 5 (If you would draw a card, instead you may put exactly five cards from the top of your library into your graveyard. If you do, return this card from your graveyard to your hand. Otherwise, draw a card.)

3/5

12/447

Coldwing Flock

2***



Sorcery

Put three 1/1 white Elemental flying creature tokens onto the battlefield.

Flashback 5*** (You may cast this card from your graveyard for its flashback cost. Then exile it.)

13/447

Consecrate

7***



Sorcery

Exile all nonland permanents.

Delve (You may exile any number of cards in your graveyard as you cast this spell. It costs 1 less to cast for each card exiled this way.)

14/447

Converging Snowdrift

4*



Creature — Elemental

First strike

Madness 2* (If you discard this card, you may cast it for its madness cost instead of putting it into your graveyard.)

3/3

15/447

Counter Offensive

2*



Sorcery

Bookburning 4 (Look at the top four cards of your library. Put any number of them into your graveyard and the rest on bottom of your library at random.)

Exile target tapped creature.

16/447

Deathbanner Herald

1*



Creature — Human Warrior

Bookburning 2 (Look at the top two cards of your library. Put any number of them into your graveyard and the rest on bottom of your library at random.)

Whenever a creature card is put into your graveyard, you gain 1 life.

2/2

17/447

Defense Orb

*



Enchantment — Aura

Enchant creature

Enchanted creature can't attack.

Madness * (If you discard this card, you may cast it for its madness cost instead of putting it into your graveyard.)

18/447

Deny the Unworthy

2*



Instant

Prevent all damage that would be dealt by nonlegendary creatures to you and creatures you control this turn.

Draw a card.

19/447

Divine Sovereign

**



Creature — Human Cleric

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

White creatures you control get +1/+1 as long as Divine Sovereign is in your graveyard.

2/2

20/447

Elixir Alchemist

1*



Creature — Human Cleric

*, ♣, Discard a card: You gain 2 life or prevent the next 2 damage that would be dealt to target creature this turn.

1/3

21/447

Envelop in Light

1*



Instant

Exile target attacking or blocking creature.

Flashback 5*** (You may cast this card from your graveyard for its flashback cost. Then exile it.)

22/447

Fatal Flaw

2*



Instant

Exile target creature with 3 or less power.

Threshold — Exile target creature with 4 or more power instead if you have seven or more cards in your graveyard.

23/447

Flurryblade Gorloc

*



Creature — Goblin Warrior

When Flurryblade Gorloc enters the battlefield, Bookburning 1 (Look at the top card of your library. Put that card into your graveyard or on the bottom of your library.)

Madness 0 (If you discard this card, you may cast it for its madness cost instead of putting it into your graveyard.)

2/1

24/447

Frostfleece Battlecat

2**



Creature — Cat

First strike

Godsend (If Frostfleece Battlecat is in your opening hand, you may reveal it. If you do, draw a card and then shuffle Frostfleece Battlecat into your library.)

2/4

25/447

Gemini Hound

*



Creature — Hound

♣, Discard a card: Tap target creature.

2/2

26/447

Glyph Reader

**



Creature — Human Cleric

Whenever you play a creature spell, Bookburning 1 (Look at the top card of your library. Put that card into your graveyard or on the bottom of your library.)

2/2

27/447

Gorillark Scout



Creature — Bird Ape Warrior



First strike

Threshold — Gorillark Scout gets +2/+2 as long as you have seven or more cards in your graveyard.

1/1

28/447

Grand Auk



Creature — Bird



1, Sacrifice Grand Auk: Put a 1/1 white Bird creature tokens with flying onto the battlefield.

Dredge 3 (If you would draw a card, instead you may put exactly three cards from the top of your library into your graveyard. If you do, return this card from your graveyard to your hand. Otherwise, draw a card.)

3/2

29/447

Healer's Boon



Instant



Regenerate target creature.

Flashback— Sacrifice two Plains

30/447

Icebreaker Elemental



Creature — Elemental



Vigilance

Godsend (If Icebreaker Elemental is in your opening hand, you may reveal it. If you do, draw a card and then shuffle Icebreaker Elemental into your library.)

4/6

31/447

Icefang Tiger



Creature — Cat



Whenever a card leaves a graveyard, Icefang Tiger gets +1/+1 until end of turn.

Threshold — Icefang Tiger gets +2/+2 instead as long as you have seven or more cards in your graveyard.

1/1

32/447

Iceshaper Priest



Creature — Human Cleric



When Iceshaper Priest enters the battlefield, **Bookburning 3** (Look at the top three cards of your library. Put any number of them into your graveyard and the rest on bottom of your library at random.)

When Iceshaper Priest enters the battlefield, return target creature card with power 2 or less from your graveyard to the battlefield.

2/2

33/447

Imbue with Tranquility



Enchantment — Aura



Enchant creature

When Imbue with Tranquility enters the battlefield, you gain 4 life.

Prevent all damage that would be dealt to and dealt by enchanted creature.

Godsend (If Imbue with Tranquility is in your opening hand, you may reveal it. If you do, draw a card and then shuffle Imbue with Tranquility into your library.)

34/447

Jemarhal, Zealous Ancestor



Legendary Creature — Human Cleric



Flash

When Jemarhal, Zealous Ancestor enters the battlefield, other creatures you control get +1/+1 until end of turn.

2/2

35/447

Majestic Sunderbuck



Creature — Goat Beast



When Majestic Sunderbuck enters the battlefield, remove all counters from all permanents.

2/5

36/447

Mass Extinction

4



Instant

Destroy all creatures. They can't be regenerated.

Madness 2 (If you discard this card, you may cast it for its madness cost instead of putting it into your graveyard.)

37/447

Mogama's Silence

*



Instant

Prevent all damage that would be dealt to or dealt by target creature this turn.

Flashback 2 (You may cast this card from your graveyard for its flashback cost. Then exile it.)

38/447

Morningtide Herald

1



Creature — Ape Cleric

Vigilance

When Morningtide Herald enters the battlefield, exile all cards from target player's graveyard.

2/2

39/447

Permafrost Patrol

*



Creature — Lizard Warrior

At the beginning of your upkeep, if your opponent controls more lands than you, search your library for a Plains card, reveal it and put it into your hand. Then shuffle your library.

Dredge 2

1/1

40/447

Purelight Ascendancy

*



Instant

Target permanent gains indestructible until end of turn.

Madness 0 (If you discard this card, you may cast it for its madness cost instead of putting it into your graveyard.)

41/447

Quell Threat

1



Instant

Exile target creature. Its controller may return a card from his or her graveyard to his or her hand.

42/447

Ritual of Sacraments

1



Enchantment

Whenever a creature you control attacks, you gain 1 life.

Godsend (If Ritual of Sacraments is in your opening hand, you may reveal it. If you do, draw a card and then shuffle Ritual of Sacraments into your library.)

43/447

Saberclaw Griffin

*



Creature — Griffin

Flying

*, Discard a card: Saberclaw Griffin gets +1/+2 until end of turn.

1/1

44/447

Sky, Steward of Winds

2



Planeswalker — Sky

+1: Until your next turn, creatures without flying can't attack you.

-2: Put two 1/1 white Bird creature tokens with flying onto the battlefield.

-8: You get an emblem with, "Creatures you control get +2/+2 and have flying and lifelink."

4

45/447

Slipstream Elemental

2



Creature — Elemental

Flash

When Slipstream Elemental enters the battlefield, exile another target permanent. Return that permanent to the battlefield under its owner's control at the beginning of the next end step.

2/3

46/447

Snowflake Mystic

*



Creature — Human Wizard

, Exile a card from your graveyard: Prevent the next 2 damage that would be dealt to target creature or player.

1/2

47/447

Stone Solid

4



Enchantment

When Stone Solid enters the battlefield, exile another target permanent until Stone Solid leaves the battlefield.

48/447

Summon Seraphim

5



Sorcery

Put a 4/4 white Angel creature token with flying onto the battlefield.

Dredge 6 (If you would draw a card, instead you may put exactly six cards from the top of your library into your graveyard. If you do, return this card from your graveyard to your hand. Otherwise, draw a card.)

49/447

Swiftsky Overseer

2



Creature — Angel Elemental Spirit

Flying

Delve (You may exile any number of cards in your graveyard as you cast this spell. It costs 1 less to cast for each card exiled this way.)

2/2

50/447

Tame the Beasts

1



Instant

Tap up to two target creatures.

Dredge 3 (If you would draw a card, instead you may put exactly three cards from the top of your library into your graveyard. If you do, return this card from your graveyard to your hand. Otherwise, draw a card.)

51/447

Torhamok's Pestilence

1



Sorcery

Target opponent sacrifices an artifact, creature, or enchantment.

Flashback 2 (You may cast this card from your graveyard for its flashback cost. Then exile it.)

52/447

Tresan, Fanatic Worshipper

3



Legendary Creature — Human Cleric

Prevent the first 2 damage that would be dealt to Tresan, Fanatic Worshipper each turn.

Damage that would reduce your life total to less than 1 reduces it to 1 instead.

2/2

53/447

Tundra Lion

*



Creature — Cat

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

Madness * (If you discard this card, you may cast it for its madness cost instead of putting it into your graveyard.)

2/1

54/447

Tundra Striker

2



Creature — Human Warrior

Lifelink

Threshold — As long as long as seven or more cards are in your graveyard, Tundra Striker has double strike.

2/2

55/447

Undying Courage

2



Instant

Target creature gains indestructible until end of turn.

Flashback 5 (You may cast this card from your graveyard for its flashback cost. Then exile it.)

56/447

Unite the Clans

3



Enchantment

Creatures you control get +1/+1 and have lifelink.

If you control a legendary creature, creatures you control have first strike.

57/447

Winter Wolf

1



Creature — Wolf

Whenever a player discards a card you may pay 1. If you do, you gain 1 life.

2/1

58/447

Zengu Meh-Teh

1



Creature — Ape Beast

As an additional cost to cast Zengu Meh-Teh, exile two cards from your graveyard.

4/4

59/447

Ancestral Revelations

1



Instant

Draw three cards, then put two cards from your hand on top of your library in any order.

Madness 0 (If you discard this card, you may cast it for its madness cost instead of putting it into your graveyard.)

60/447

Backsplash Bouncer

1



Creature — Elemental

1, Discard a card: Return target creature to its owner's hand.

0/1

61/447

Banish from Thought

1



Instant

Counter target spell. If that spell is countered this way, put it on top or bottom of its owner's library instead of putting it into his or her graveyard.

Madness 1 (If you discard this card, you may cast it for its madness cost instead of putting it into your graveyard.)

62/447

Basin Monitor

3



Creature — Lizard

Hexproof

Godsend (If Basin Monitor is in your opening hand, you may reveal it. If you do, draw a card and then shuffle Basin Monitor into your library.)

3/3

63/447

Boneclaw Looter

2



Creature — Horror

1, Put the top card of your library into your graveyard: Draw a card.

2/1

65/117

Bounce Back

1



Instant

Return target nonland permanent to its owner's hand.

Dredge 3 (If you would draw a card, instead you may put exactly three cards from the top of your library into your graveyard. If you do, return this card from your graveyard to your hand. Otherwise, draw a card.)

65/117

Collateral Objection

2



Instant

Counter target spell. Its controller can't cast noncreature spells this turn.

65/117

Cool Tempers

4



Instant

Return up to two target attacking creatures to their owners' hands.

Godsend (If Cool Tempers is in your opening hand, you may reveal it. If you do, draw a card and then shuffle Cool Tempers into your library.)

67/117

Devolution

3



Instant

Exile target nonland permanent. Its controller puts a 2/2 blue Frog creature token onto the battlefield.

Flashback 6 (You may cast this card from your graveyard for its flashback cost. Then exile it.)

68/117

Dilute Alchemy

1



Instant

Target player puts the top four cards of his or her library into his or her graveyard.

Draw a card.

69/117

Diplomatic Negotiations

2



Instant

Reveal the top three cards of your library. An opponent separates those cards into two piles. Put one pile into your hand and the other into your graveyard.

Flashback 3 (You may cast this card from your graveyard for its flashback cost. Then exile it.)

70/117

Duplicitous Burlappen

1



Creature — Human Wizard

, : Copy target instant or sorcery spell cast from a graveyard. You may choose new targets for the copy.

1/2

71/117

Entrance Imagination

5



Enchantment

Enchant creature

You control enchanted creature.

Godsend (If Entrance Imagination is in your opening hand, you may reveal it. If you do, draw a card and then shuffle Entrance Imagination into your library.)

72/117

Frostgrip Giant

2



Creature — Elemental Giant

1, Sacrifice Frostgrip Giant: Shuffle target card in a graveyard into its owner's library.

Dredge 2 (If you would draw a card, instead you may put exactly two cards from the top of your library into your graveyard. If you do, return this card from your graveyard to your hand. Otherwise, draw a card.)

2/2

73/447

Frozen Isolation

1



Sorcery

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

Madness (If you discard this card, you may cast it for its madness cost instead of putting it into your graveyard.)

74/447

Fusion Sea Foam

4



Creature — Elemental

When Fusion Sea Foam enters the battlefield, **Bookburning 1** (Look at the top card of your library. Put that card into your graveyard or on the bottom of your library.)

Threshold — Fusion Sea Foam becomes unblockable as long as you have seven or more cards in your graveyard.

4/4

75/447

Horyptos, Warden of Tides

3



Planeswalker — Horyptos

+1: Return target nonland permanent to its owner's hand.

-3: Gain control of target permanent an opponent controls.

-10: Take two extras turns after this one.

3

76/447

Imbue with Wisdom

2



Enchantment — Aura

Enchant creature

Enchanted creature gets +1/+1 and has, "Whenever this creature deals combat damage to a player, draw a card."

Threshold — Enchanted creature can't be blocked as long as you have seven or more cards in your graveyard.

77/447

Kraalugen's Curiosity

2



Sorcery

Search your library for an instant or sorcery card and reveal it. Put that card into your hand. Then shuffle your library.

Flashback 3 (You may cast this card from your graveyard for its flashback cost. Then exile it.)

78/447

Lucid Attentiveness

2



Enchantment

When Lucid Attentiveness enters the battlefield, draw a card.

Whenever an opponent discards a card, draw a card.

79/447

Maelstrom Stormling

5



Creature — Dragon Elemental Spirit

Flying

Whenever Maelstrom Stormling deals combat damage to a player, draw a card and then discard a card.

Delve (You may exile any number of cards in your graveyard as you cast this spell. It costs 1 less to cast for each card exiled this way.)

3/6

80/447

Mage's Boon

2



Sorcery

Draw two cards.

Flashback— Sacrifice two Islands

81/447

Miraculous Catch

1



Instant

Return target permanent to its owner's hand.

Godsend (If *Miraculous Catch* is in your opening hand, you may reveal it. If you do, draw a card and then shuffle *Miraculous Catch* into your library.)

82/117

Mistwalker Mage

2



Creature — Human Wizard

Bookburning 3 (Look at the top three cards of your library. Put any number of them into your graveyard and the rest on bottom of your library at random.)

You don't lose the game for having no cards in your library.

2/2

83/117

Momentary Distraction

1



Instant

Counter target spell. If that spell is countered this way, put it into its owner's hand instead of into that player's graveyard.

Dredge 5 (If you would draw a card, instead you may put exactly five cards from the top of your library into your graveyard. If you do, return this card from your graveyard to your hand. Otherwise, draw a card.)

84/117

Narrow Escape

1



Instant

Return target nonlegendary creature to its owner's hand.

Madness 0 (If you discard this card, you may cast it for its madness cost instead of putting it into your graveyard.)

85/117

Neglectful Returns

1



Instant

Return target permanent you don't control to its owner's hand. Its controller may return a card from his or her graveyard to his or her hand.

86/117

Out of Reach

1



Instant

Shuffle target card from a player's graveyard into his or her library.

Draw a card.

87/117

Presage

1



Sorcery

Bookburning 3 (Look at the top three cards of your library. Put any number of them into your graveyard and the rest on bottom of your library at random.)

Draw a card.

88/117

Quiet Speculator

1



Creature — Human Wizard

Flashback costs 1 less for each player to play.

2/2

89/117

Reflective Surf

1



Creature — Elemental

Hexproof

Whenever a card leaves a graveyard, *Reflective Surf* gets +2/+0 until end of turn.

Madness 1 (If you discard this card, you may cast it for its madness cost instead of putting it into your graveyard.)

0/3

90/117

Reshaping Current

1



Sorcery



Target player shuffles his or her hand into his or her library and draws that many cards.

Draw a card.

91/447

Ripple, Lost in Time

1



Legendary Creature — Human Pirate



Flash

When Ripple, Lost in Time enters the battlefield, return target spell to its owner's hand.

2/2

92/447

Ripple's Return

1



Instant



Bookburning 2 (Look at the top two cards of your library. Put any number of them into your graveyard and the rest on bottom of your library at random.)

Return an instant or sorcery card from your graveyard to your hand.

93/447

Ritual of Icicles

1



Enchantment



Whenever a creature deals combat damage to you, tap that creature, it doesn't untap during its controller's next untap step.

Godsend (If Ritual of Icicles is in your opening hand, you may reveal it. If you do, draw a card and then shuffle Ritual of Icicles into your library.)

94/447

Sea Swell Goliath

3



Creature — Crab Giant



Madness 3 (If you discard this card, you may cast it for its madness cost instead of putting it into your graveyard.)

Sacrifice Sea Swell Goliath: Counter target noncreature spell.

3/3

95/447

Shoreline Snatcher

2



Creature — Lizard



Flash

When Shoreline Snatcher enters the battlefield, return target creature to its owner's hand.

2/2

96/447

Stand Off

2



Instant



Each player chooses a creature he or she controls and returns all other creatures to their owner's hands.

Flashback 5 (You may cast this card from your graveyard for its flashback cost. Then exile it.)

97/447

Stream Serpent

1



Creature — Elemental Snake



Stream Serpent can't be blocked.

Madness 1 (If you discard this card, you may cast it for its madness cost instead of putting it into your graveyard.)

1/2

98/447

Supernatural Inspiration

2



Sorcery



Draw three cards, then discard two cards.

Madness 1 (If you discard this card, you may cast it for its madness cost instead of putting it into your graveyard.)

99/447

Teluchron's Hypnosis

3



Instant

Tap up to two target creatures. Those creature's don't untap during their controller's next untap step.

Flashback 4 (You may cast this card from your graveyard for its flashback cost. Then exile it.)

100/147

Territorial Megalodon

1



Creature — Fish

Defender

Whenever a player discards a card, you may pay 1. If you do, return target creature that player controls to its owner's hand unless he or she pays 2.

0/4

101/147

Tetron, Sea Sage

2



Legendary Creature — Merfolk Wizard

When Tetron, Sea Sage enters the battlefield, Bookburning 4 (Look at the top four cards of your library. Put any number of them into your graveyard and the rest on bottom of your library at random.)

Whenever an instant or sorcery card is put into your graveyard, tap or untap target permanent.

2/2

102/147

Thieving Tide

2



Sorcery

Search target opponent's graveyard, hand, and library for a nonland card and exile it. Then that player shuffles his or her library. You may play that card as long as it remains exiled.

103/147

Thoughtcraft Genesis

2



Instant

Shuffle all cards from your graveyard into your library. Target player puts that many cards from the top of his or her library into his or her graveyard.

Dredge 3 (If you would draw a card, instead you may put exactly three cards from the top of your library into your graveyard. If you do, return this card from your graveyard to your hand. Otherwise, draw a card.)

104/147

Thunder Drake

1



Creature — Drake

Flying

Whenever you cast an instant or sorcery spell, you may switch Thunder Drake's power and toughness until end of turn.

Madness (If you discard this card, you may cast it for its madness cost instead of putting it into your graveyard.)

1/3

105/147

Tidal Replicator

3



Creature — Elemental

Tidal Replicator enters the battlefield as a copy of target creature and has, "Noncreature spells with converted mana cost 4 or greater can't be cast."

0/0

106/147

Timely Decision

4



Sorcery

Tap all creatures target player controls. Those creatures don't untap during their controller's next untap step.

If you control a legendary creature, instead take an extra turn after this one.

107/147

Tireless Researcher

2



Creature — Human Wizard

When Tireless Researcher enters the battlefield, return target instant or sorcery card from your graveyard to your hand.

Threshold — Return up to two target instants or sorceries instead if you have seven or more cards in your graveyard.

2/2

108/147

Uncharted Exploration



Sorcery



Look at target player's hand.
Draw a card.

Dredge 3 (If you would draw a card, instead you may put exactly three cards from the top of your library into your graveyard. If you do, return this card from your graveyard to your hand. Otherwise, draw a card.)

109/447

Uncovered Arcana



Instant



Draw three cards.

Delve (You may exile any number of cards in your graveyard as you cast this spell. It costs 1 less to cast for each card exiled this way.)

110/447

Veiled Trance



Sorcery



Bookburning 1 (Look at the top card of your library. Put that card into your graveyard or on the bottom of your library.)

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

111/447

Voices from Beyond



Instant



As an additional cost to cast Voices from Beyond, exile X cards from your graveyard.

Target player draws X cards.

112/447

Wash Away



Instant



As an additional cost to cast Wash Away, discard a card.

Draw two cards.

113/447

Waveform Sculpter



Creature — Elemental Shapeshifter



3, , Discard a card: Waveform Sculpter becomes a copy of target creature card in a graveyard and gains this ability.

0/1

113/447

Wildland Outsider



Creature — Specter



Protection from red and green

Threshold — Wildland Outsider gets "T: Tap target creature. It doesn't untap during its controller's next untap step," as long as you have seven or more cards in your graveyard.

2/2

115/447

Windfall Leviathan



Creature — Leviathan Crab



Windfall Leviathan can be played from exile as long as you have seven or more cards in your graveyard.

Threshold — As long as you have seven or more cards in your graveyard, Windfall Leviathan has hexproof.

4/6

116/447

Winged Wave Skimmer



Creature — Fish Beast



Flying

When Winged Wave Skimmer enters the battlefield, discard a card.

3/3

117/447

Absorbing Muck

4



Creature — Elemental



Deathtouch

When Absorbing Muck enters the battlefield, target opponent discards two cards.

Madness 1 (If you discard this card, you may cast it for its madness cost instead of putting it into your graveyard.)

3/2

118/147

Blight Orb Summoner

2



Creature — Faerie Wizard



When Blight Orb Summoner enters the battlefield, put target creature card in any graveyard onto the battlefield under your control until Blight Orb Summoner leaves the battlefield.

1/1

119/147

Bone Collector

2



Creature — Human Wizard



First Strike

Whenever a creature you control dies, you draw a card and lose 1 life.

2/1

120/147

Borrow Essence

1



Sorcery



Target opponent loses two life. You gain two life.

Draw a card.

121/147

Brushland Hermit

3



Creature — Specter



Protection from green and white

Threshold — Brushland Hermit gets “, Sacrifice Brushland Hermit: Destroy all nonblack creatures,” as long as you have seven or more creatures in your graveyard.

3/3

122/147

Candlelight Trickery

2



Sorcery



Return a creature card from your graveyard to the battlefield.

Madness , Pay 3 life.

123/147

Carrion Drake

2



Creature — Drake



Flying

You may only cast Carrion Drake from your graveyard.

If you have no cards in your graveyard, exile Carrion Drake.

4/4

124/147

Carrion Feast

X



Sorcery



As an additional cost to cast Carrion Feast, exile X creature cards from your graveyard.

Put X 1/1 black Faerie creature tokens with flying onto the battlefield.

Godsend (If Carrion Feast is in your opening hand, you may reveal it. If you do, draw a card and then shuffle Carrion Feast into your library.)

125/147

Consume in Darkness



Instant



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

Threshold — Target creatures gets -4/-4 until end of turn instead if you have seven or more cards in your graveyard.

126/147

Corpse Experimentation



Sorcery



Bookburning 3 (Look at the top three cards of your library. Put any number of them into your graveyard and the rest on bottom of your library at random.)

You may choose target creature card that was put into your graveyard this turn and return it to your hand.

127/147

Corpse Totem



Creature — Skeleton



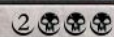
Creature cards in your graveyard have Dredge 3.

Dredge 3 (If you would draw a card, instead you may put exactly three cards from the top of your library into your graveyard. If you do, return this card from your graveyard to your hand. Otherwise, draw a card.)

2/3

128/147

Curse of Loss



Sorcery



Destroy target creature. That creature's controller discards his or her hand.

Madness 2 (If you discard this card, you may cast it for its madness cost instead of putting it into your graveyard.)

129/147

Dark Occultist



Creature — Human Cleric



, Discard a card: Look at the top card of your library. You may put that card into your hand or into your graveyard.

2/1

130/147

Darkhorse Wraiths



Creature — Spirit



Whenever Darkhorse Wraiths is dealt damage, target creature gets -1/-1 until end of turn.

1/4

131/147

Darkwing Conjurer



Creature — Plant



Whenever a player discards a card, you may pay 1. If you do, put a 1/1 black Faerie creature token with flying onto the battlefield.

3/4

132/147

Death Strike Devil



Creature — Devil



Deathtouch

, Discard a card: Target creature gets -1/-1 until end of turn.

1/1

133/147

Deathrattle Shaman



Creature — Human Shaman



, Exile a card from your graveyard: Bookburning 2 (Look at the top two cards of your library. Put any number of them into your graveyard and the rest on bottom of your library at random.)

1/1

134/147

Demonic Appetite



Sorcery



Draw two cards. You lose 2 life.

Flashback 3 (You may cast this card from your graveyard for its flashback cost. Then exile it.)

135/147

Demonic Necromancer

1



Creature — Demon Wizard

1 ♠, ♣, Discard a card: Return target creature card from your graveyard to your hand.

Dredge 4 (If you would draw a card, instead you may put exactly four cards from the top of your library into your graveyard. If you do, return this card from your graveyard to your hand. Otherwise, draw a card.)

2/2

Devour Virtue

2



Enchantment — Aura

Enchant creature

Enchanted creature gets -3/-3.

Madness ♠ (If you discard this card, you may cast it for its madness cost instead of putting it into your graveyard.)

137/147

Disciple's Offer

1



Sorcery

Choose target card in a graveyard. Until end of turn, you may cast that card as though it were in your hand. Flashback 1 ♠, Pay 3 life.

138/147

Dolraff, Soulpact Artisan

1



Legendary Creature — Spirit Cleric

Whenever a creature dies, Bookburning 1 (Look at the top card of your library. Put that card into your graveyard or on the bottom of your library.)

2/1

139/147

Drain Constitution

2



Sorcery

Up to two target creatures each get -2/-2 until end of turn.

Godsend (If Drain Constitution is in your opening hand, you may reveal it. If you do, draw a card and then shuffle Drain Constitution into your library.)

140/147

Eulogy Scribe

2



Creature — Skeleton Wizard

Sacrifice a creature: Bookburning 3 (Look at the top three cards of your library. Put any number of them into your graveyard and the rest on bottom of your library at random.)

Whenever a creature card leaves any graveyard, you draw a card and lose 1 life.

3/2

141/147

Execution Squad

3



Creature — Spirit Warrior

When Execution Squad enters the battlefield, pay X life. Each other creature gets -X/-X until end of turn.

2/2

142/147

Exhume Horde

4



Sorcery

Exile any number of creature cards from your graveyard. Put that many 2/2 black Zombie creature tokens onto the battlefield.

143/147

Fate Beyond Death

2



Instant

Destroy target nonblack creature. Exile target card in an opponent's graveyard.

144/147

Grave Request



Instant



Search your library for a creature card and put that card into your graveyard. Then shuffle your library.

Threshold — You may put that card into your hand instead if you have seven or more cards in your graveyard.

145/147

Gravevine

2



Creature



At the beginning of your upkeep, you may exile two creature cards from your graveyard. If you do, return Gravevine from your graveyard to the battlefield.

4/3

146/147

Imbue with Hatred

1



Enchantment — Aura



Enchant creature

Enchanted creature gets -1/-1 and its controller loses 1 life whenever it attacks or blocks.

Godsend (If *Imbue with Hatred* is in your opening hand, you may reveal it. If you do, draw a card and then shuffle *Imbue with Hatred* into your library.)

147/147

Insidious Tutor

1



Sorcery



Search your library for a card and put it into your hand. Then shuffle your library.

Madness 0 (If you discard this card, you may cast it for its madness cost instead of putting it into your graveyard.)

148/147

Kronos, Darkness Unleashed

4



Planeswalker — Kronos



+1 : Destroy target tapped creature.

-3 : Target player loses 4 life and you gain 4 life.

-7 : You get an emblem with, "You can't cast more than one spell each turn. You may play cards from your graveyard. If a card would be put into your graveyard from anywhere, exile it instead."

4

149/147

Lotog, Cult Leader

1



Legendary Creature — Human Warrior



Flash

When Lotog, Cult Leader enters the battlefield, target player sacrifices a creature.

2/2

150/147

Mosaic Umbra

2



Creature — Elemental



When Mosaic Umbra enters the battlefield, **Bookburning 4** (Look at the top four cards of your library. Put any number of them into your graveyard and the rest on bottom of your library at random.)

Madness 0 (If you discard this card, you may cast it for its madness cost instead of putting it into your graveyard.)

2/2

151/147

Mulenkhan's Trance

4



Sorcery



Put target creature card from any graveyard onto the battlefield under your control.

Flashback 7 (You may cast this card from your graveyard for its flashback cost. Then exile it.)

152/147

Pale Accuser

1



Creature — Human Wizard



Flash

When Pale Accuser enters the battlefield, target creature gains deathtouch until end of turn.

1/3

153/147

Pandemic Affliction

2



Sorcery



Each creature gets -3/-3 until end of turn.

If you control a legendary creature, instead destroy all other creatures.

154/147

Peer into the Future

1



Instant



Pay X life, then look at the top X cards of your library, put one of those cards into your hand, and exile the rest.

155/147

Plague Shaper

1



Creature — Rat Cleric



* , Sacrifice Plague Shaper, Exile X cards from your graveyard: Target creature gets -X/-X until end of turn.

Dredge 2 (If you would draw a card, instead you may put exactly two cards from the top of your library into your graveyard. If you do, return this card from your graveyard to your hand. Otherwise, draw a card.)

1/1

156/147

Primal Punishment

1



Instant



Destroy target nonlegendary creature.

157/147

Putrevore

1



Creature — Lhurgoyf



* : Putrevore gets +1/+1 until end of turn.

Putrevore's power and toughness is equal to the number of creature cards in your opponent's graveyard.

★/★

158/147

Recurring Creeper

1



Creature — Zombie Warrior



Recurring Creeper can't block.

Dredge 2 (If you would draw a card, instead you may put exactly two cards from the top of your library into your graveyard. If you do, return this card from your graveyard to your hand. Otherwise, draw a card.)

2/1

159/147

Resolve Debt

2



Sorcery



Target player exiles two cards from his or her hand. That player may return a card from his or her graveyard to his or her hand.

160/147

Ritual of Daggers

2



Enchantment



Whenever a creature attacks you, it's controller loses 1 life.

Godsend (If Ritual of Daggers is in your opening hand, you may reveal it. If you do, draw a card and then shuffle Ritual of Daggers into your library.)

161/147

Rivrix's Dementia

2



Sorcery



Target player discards two cards at random from his or her hand.

Flashback 5 (You may cast this card from your graveyard for its flashback cost. Then exile it.)

162/147

Rupture Goliath

2



Creature — Elemental Giant

When Rupture Goliath enters the battlefield, Bookburning 1 (Look at the top card of your library. Put that card into your graveyard or on the bottom of your library.)

Threshold — As long as long as seven or more cards are in your graveyard, nonblack creatures your opponent controls get -1/-1.

3/3

163/147

Shadow Colossus

4



Creature — Shade Beast

Deathtouch, lifelink

Godsend (If Shadow Colossus is in your opening hand, you may reveal it. If you do, draw a card and then shuffle Shadow Colossus into your library.)

6/4

164/147

Shared Sacrifice

1



Sorcery

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

Reveal your hand. Target opponent chooses a nonland card from it. You discard that card.

165/147

Sootcoat Panther

2



Creature — Cat

Intimidate

Threshold — Sootcoat Panther gets, "When Sootcoat Panther enters the battlefield, destroy target nonblack creature," as long as you have seven or more cards in your graveyard.

3/1

166/147

Soul Capture

7



Sorcery

Target player loses 6 life. You gain 6 life.

Delve (You may exile any number of cards in your graveyard as you cast this spell. It costs 1 less to cast for each card exiled this way.)

167/147

Spread the Plague

1



Instant

Each player sacrifices a creature.

Threshold — Target player sacrifices a creature instead as long as you have seven or more cards in your graveyard.

168/147

Stoneheart Demon

6



Creature — Demon Elemental Spirit

Trample

Delve (You may exile any number of cards in your graveyard as you cast this spell. It costs 1 less to cast for each card exiled this way.)

6/6

169/147

Tear Apart

1



Instant

Target creature gets -2/-1 until end of turn.

Flashback 1 (You may cast this card from your graveyard for its flashback cost. Then exile it.)

170/147

Thieve's Boon

1



Sorcery

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

Flashback— Sacrifice two Swamps

171/147

Twisted Gorillon



Creature — Ape Beast



When Twisted Gorillon enters the battlefield, put the top three cards of your library into your graveyard.

Madness (If you discard this card, you may cast it for its madness cost instead of putting it into your graveyard.)

2/2

172/147

Wail from Below



Instant



Exile target card in any graveyard.

Madness 0 (If you discard this card, you may cast it for its madness cost instead of putting it into your graveyard.)

Dredge 2

173/147

Witchcraft Bargin



Sorcery



Put the top two cards of your library into your graveyard.

Draw two cards.

174/147

Wither Warlock



Creature — Spirit Wizard



Madness, **Madness**: Target creature gets -1/-1 until end of turn.

1/1

175/147

Bestial Combustion



Instant



Bestial Combustion deals 1 damage to each creature and each player.

Madness 2 (If you discard this card, you may cast it for its madness cost instead of putting it into your graveyard.)

176/147

Blinding Rage



Sorcery



Gain control of target nonlegendary creature until end of turn. Untap it. That creature gains haste until end of turn.

Draw a card.

177/147

Blisterwind Berserker



Creature — Angel Elemental



Haste, trample

Threshold — Blisterwind Berserker gets +4/+0 and gains “At the beginning of your next end step, sacrifice Blisterwind Berserker.”

2/1

178/147

Boramkot's Fury



Instant



Destroy target creature with toughness 2 or less.

Flashback 4 (You may cast this card from your graveyard for its flashback cost. Then exile it.)

179/147

Break the Mold



Instant



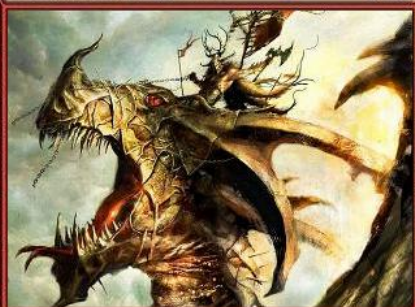
Bookburning 3 (Look at the top three cards of your library. Put any number of them into your graveyard and the rest on bottom of your library at random.)

Choose one — Destroy target artifact; or return target artifact from your graveyard to your hand.

180/147

Breakneck Speed

1



Instant

Bookburning 1 (Look at the top card of your library. Put that card into your graveyard or on the bottom of your library.)
Sacrifice a creature. That creature deals damage equal to its power to target creature or player.

Brothelos, Keeper of Embers

2



Planeswalker — Brolethos

- +1: Brothelos, Keeper of Embers deals 1 damage to target player.
- 3: Destroy target artifact, creature, or land.
- 6: Destroy all other permanents.

2

Burn to Nothingness

1



Sorcery

Burn to Nothingness deals 3 damage to target creature or player. If a creature dealt damage this way would die this turn, exile it instead.

Chaotic Firerager

2



Creature — Beast

When Chaotic Firerager enters the battlefield, it deals 3 damage to target creature.

Madness (If you discard this card, you may cast it for its madness cost instead of putting it into your graveyard.)

3/2

Crush Essence

3



Sorcery

Bookburning 3 (Look at the top three cards of your library. Put any number of them into your graveyard and the rest on bottom of your library at random.)

Destroy target artifact, creature, or land.

Demolition Grunt

3



Creature — Beast Giant

When Demolition Grunt enters the battlefield, Bookburning 4 (Look at the top four cards of your library. Put any number of them into your graveyard and the rest on bottom of your library at random.)

Whenever a land card is put into your graveyard, you may destroy target artifact.

3/3

Dunedagger Bandit

2



Creature — Lizard Rogue

When Dunedagger Bandit enters the battlefield, Dunedagger Bandit deals 1 damage to target player.

At the beginning of your end step, you may exile Dunedagger Bandit. If you do, return it to the battlefield under its owner's control at the beginning of your next upkeep. It gains haste.

1/1

Elemental Wrath

1



Sorcery

Elemental Wrath deals 3 damage to each creature or each player.

Flashback 7 (You may cast this card from your graveyard for its flashback cost. Then exile it.)

Fiendish Minions

1



Sorcery

Put two 1/1 red Devil creature tokens onto the battlefield.

Flashback 3 (You may cast this card from your graveyard for its flashback cost. Then exile it.)

Fire Wisps

2



Sorcery



Fire Wisps deals 3 damage divided as you choose among one, two, or three target creatures and/or players.

Flashback 5 (You may cast this card from your graveyard for its flashback cost. Then exile it.)

192447

Firefiend Seer

1



Creature — Devil Shaman



, Discard a card: Draw a card.

1/1

192447

Flamespear Hunter

2



Creature — Human Warrior



1, Sacrifice Flamespear Hunter: Flamespear Hunter deals 1 damage to target player.

Dredge 2 (If you would draw a card, instead you may put exactly two cards from the top of your library into your graveyard. If you do, return this card from your graveyard to your hand. Otherwise, draw a card.)

1/1

192447

Gorloc Tribesmaster

2



Creature — Goblin Warrior



Other red creatures you control get +1/+0.

Madness 1 (If you discard this card, you may cast it for its madness cost instead of putting it into your graveyard.)

3/2

192447

Hellfire Gorloc

2



Creature — Goblin Warrior



When Hellfire Gorloc enters the battlefield, Bookburning 2 (Look at the top two cards of your library. Put any number of them into your graveyard and the rest on bottom of your library at random.)

Whenever a land is put into your graveyard, Hellfire Gorloc gets +1/+0 and gains haste until end of turn.

2/2

192447

Hemroth, Barbarian Chieftain

2



Legendary Creature — Human Barbarian



Haste

Whenever Hemroth, Barbarian Chieftain attacks, defending player may Bookburning 2.

2/2

192447

Icepeak Ascetic

1



Creature — Specter



Protection from white and blue

Threshold — Icepeak Ascetic gains "Whenever Icepeak Ascetic deals damage, put a +1/+1 counter on it," as long as you have seven or more cards in your graveyard.

3/1

192447

Imbue with Rage

4



Enchantment — Aura



Enchant creature

Enchanted creature gets +3/+0 and has, "Whenever this creature is dealt damage, it deals that much damage to target creature or player."

Godsend (If Imbue with Rage is in your opening hand, you may reveal it. If you do, draw a card and then shuffle Imbue with Rage into your library.)

192447

Inductive Mantle

1



Creature — Elemental



Discard a card: Inductive Mantle gets +1/+0 and gains first strike until end of turn.

Madness (If you discard this card, you may cast it for its madness cost instead of putting it into your graveyard.)

1/2

192447

Infernal Ancient

1



Creature — Elemental



When Infernal Ancient enters the battlefield, Infernal Ancient deals 1 damage to target creature or player.

Threshold — Infernal Ancient deals 3 damage instead as long as you have seven or more cards in your graveyard.

2/2

Joara Pup

2



Creature — Hound Beast



Threshold — As long as you have seven or more cards in your graveyard, Joara Pup has, “**Sacrifice Joara Pup:** Joara Pup deals 2 damage to target creature or player.”

2/1

Macroseism

2



Sorcery



Each player chooses a number of permanents he or she controls equal to the number of cards in the graveyard of the player with the fewest cards in it, then sacrifices the rest. Each player discards cards the same way.

Magma Breeder

3



Creature — Elemental Wizard



When Magma Breeder enters the battlefield, put a 3/1 red Elemental creature token onto the battlefield under your control.

3/3

Melt Memories

X



Sorcery



As an additional cost to cast Melt Memories, exile X cards from your graveyard.

Melt Memories deals X damage to target creature or player.

Godsend (If Melt Memories is in your opening hand, you may reveal it. If you do, draw a card and then shuffle Melt Memories into your library.)

Merging Heatwave

2



Creature — Elemental



Haste

2: Merging Heatwave gets +1/+0 until end of turn.

Madness 0 (If you discard this card, you may cast it for its madness cost instead of putting it into your graveyard.)

1/1

Moltenhoof Strider

1



Creature — Elemental Beast



Flash

When Moltenhoof Strider enters the battlefield, target creature gains first strike until end of turn.

2/1

Oasis Salamander

2



Creature — Lizard Elemental Spirit



Haste

Delve (You may exile any number of cards in your graveyard as you cast this spell. It costs 1 less to cast for each card exiled this way.)

3/2

Obliterate Relic

1



Sorcery



Destroy target artifact or land.

Dredge 5 (If you would draw a card, instead you may put exactly five cards from the top of your library into your graveyard. If you do, return this card from your graveyard to your hand. Otherwise, draw a card.)

Onan, Firewalker

1 2 2



Legendary Creature — Human Barbarian

Flash

When Onan, Firewalker enters the battlefield, target creature gets +2/+0 and gains haste until end of turn.

2/2

Painbringer Devil

5 2 2



Creature — Devil

When Painbringer Devil enters the battlefield, put four 1/1 red Devil creature tokens onto the battlefield.

3/3

Pyromantic Assault

3 2 2



Sorcery

Pyromantic Assault deals 5 damage divided as you choose among any number of target creatures and/or players.

Recurring Storm

2



Instant

Recurring Storm deals 2 damage to target creature or player.

Dredge 4 (If you would draw a card, instead you may put exactly four cards from the top of your library into your graveyard. If you do, return this card from your graveyard to your hand. Otherwise, draw a card.)

Ritual of Torches

1 2 2



Enchantment

Whenever a creature you control attacks, you may have that creature deal 1 damage to defending player.

Godsend (If Ritual of Torches is in your opening hand, you may reveal it. If you do, draw a card and then shuffle Ritual of Torches into your library.)

Rupture Cataclysm

4 2 2



Sorcery

Destroy all permanents. They can't be regenerated.

Madness 2 2 2 (If you discard this card, you may cast it for its madness cost instead of putting it into your graveyard.)

Sacrifice of Flesh

1 2 2



Instant

Sacrifice of Flesh deals 3 damage to target creature or player.

If you control a legendary creature, instead Sacrifice of Flesh deals 5 damage.

Sandswirl Wurm

1 2



Creature — Wurm

2 2, Exile a creature card from your graveyard: Put a +1/+1 counter on Sandswirl Wurm.

2/2

Scarlet Shardback

1 2



Creature — Elemental Ape

2 2, Exile a card at random from your graveyard: Scarlet Shardback deals 1 damage to target creature.

2/2

Scavenger Salamander

1



Creature — Lizard



Haste

Whenever Scavenger Salamander attacks, exile target card in a graveyard from the game.

Madness (If you discard this card, you may cast it for its madness cost instead of putting it into your graveyard.)

2/2

Shamanic Study

2



Sorcery



Draw two cards, then discard two cards.

Dredge 5 (If you would draw a card, instead you may put exactly five cards from the top of your library into your graveyard. If you do, return this card from your graveyard to your hand. Otherwise, draw a card.)

Shattering Fallout

2



Sorcery



Shattering Fallout deals 2 damage to each creature target player controls.

Shocking Bolt

2



Instant



Shocking Bolt deals 3 damage to target creature or player.

Madness 0 (If you discard this card, you may cast it for its madness cost instead of putting it into your graveyard.)

Siege Stinger Scorpion

5



Creature — Scorpion



Trample, haste

Godsend (If Siege Stinger Scorpion is in your opening hand, you may reveal it. If you do, draw a card and then shuffle Siege Stinger Scorpion into your library.)

7/1

Smolderhoof Baloth

4



Creature — Beast



When Smolderhoof Baloth enters the battlefield, destroy target land.

Godsend (If Smolderhoof Baloth is in your opening hand, you may reveal it. If you do, draw a card and then shuffle Smolderhoof Baloth into your library.)

4/2

Speardash Gorlocs

2



Creature — Goblin



Haste

2, Discard a card: Speardash Gorlocs deals damage equal to its power to target creature or player.

1/1

Spitfire Drake

1



Creature — Drake



Reach

Whenever a player discards a card, you may pay 1. If you do, Spitfire Drake deals 1 damage to him or her.

3/1

Splay from Within

1



Instant



Splay from Within deals 4 damage to target player. That player may return a card from his or her graveyard to his or her hand.

Terrorize

1



Sorcery



Up to two target creatures can't block this turn.

Dredge 3 (If you would draw a card, instead you may put exactly three cards from the top of your library into your graveyard. If you do, return this card from your graveyard to your hand. Otherwise, draw a card.)

Thirst for Blood

2



Instant



Target creature you control fights target creature you don't control.

Torment the Damned

5



Instant



Torment the Damned deals 4 damage to target creature or player.

Delve (You may exile any number of cards in your graveyard as you cast this spell. It costs 1 less to cast for each card exiled this way.)

Venomtooth Sneak

2



Creature — Lizard



2, 2, Discard a card: Venomtooth Sneak deals 3 damage to target creature or player.

0/1

Viwerdwal's Fervor

2



Sorcery



Gain control of target creature until end of turn. Untap it. It gains haste until end of turn.

Flashback 6 (You may cast this card from your graveyard for its flashback cost. Then exile it.)

Warrior's Boon

1



Instant



Target creature gains double strike until end of turn.

Flashback— Sacrifice two Mountains

Wildfury Stampeder

1



Creature — Elemental Warrior



Trample, haste

At the beginning of your upkeep, exile a card at random from both your graveyard and each opponent's graveyard.

4/4

Wrogar Salamander

2



Creature — Lizard



Wrogar Salamander can't attack unless you exile two cards from your graveyard.

Threshold — Wrogar Salamander can attack normally as long as you have seven or more cards in your graveyard.

3/3

Aggressive Instincts

5



Enchantment



Creatures you control get +3/+3 and have trample.

If you control a legendary creature, creatures your opponent controls must block if able.

Alluring Drake

5



Creature — Drake

Reach

All creature's able to block Alluring Drake do so.

Godsend (If Alluring Drake is in your opening hand, you may reveal it. If you do, draw a card and then shuffle Alluring Drake into your library.)

6/3

Ancient Awakening

2



Sorcery

Each player may Bookburning 4.

Each player may put one creature card from his or her graveyard onto the battlefield.

Ancient Cartography

1



Instant

Search your library for a basic land card, reveal it, and put it into your hand. Then shuffle your library.

Madness 0 (If you discard this card, you may cast it for its madness cost instead of putting it into your graveyard.)

Armored Initiation

2



Sorcery

Put two +1/+1 counters on target creature.

Dredge 3 (If you would draw a card, instead you may put exactly three cards from the top of your library into your graveyard. If you do, return this card from your graveyard to your hand. Otherwise, draw a card.)

Avalanche Elemental

5



Creature — Elemental

Bookburning 1 (Look at the top card of your library. Put that card into your graveyard or on the bottom of your library.)

Threshold — As long as long as seven or more cards are in your graveyard, Avalanche Elemental has haste.

6/6

Bark Armor Druid

1



Creature — Treefolk Druid

☞: Add ♣ to your mana pool.

Whenever a land is put into a graveyard from anywhere, untap Bark Armor Druid.

1/2

Blossom Elder

1



Creature — Elemental

1, Sacrifice Blossom Elder: Search your library for a basic land card, reveal it, and put it into your hand. Shuffle your library.

Dredge 2 (If you would draw a card, instead you may put exactly two cards from the top of your library into your graveyard. If you do, return this card from your graveyard to your hand. Otherwise, draw a card.)

1/1

Bountiful Guardian

1



Creature — Elemental

Defender

♣, ☞, Discard a card: Until end of turn, lands you control produce any color mana.

0/3

Branchbender Faerie

1



Creature — Faerie

When Branchbender Faerie enters the battlefield, add ♣♣♣ to your mana pool.

Madness ♣ (If you discard this card, you may cast it for its madness cost instead of putting it into your graveyard.)

1/1

Composite Canopy

3



Creature — Elemental



When Composite Canopy enters the battlefield, Composite Canopy fights target creature you don't control.

Madness 1 (If you discard this card, you may cast it for its madness cost instead of putting it into your graveyard.)

3/3

Deciduous Dryad



Creature — Dryad



, Discard a card: Untap target land.

1/1

Crocodile Frenzy

2



Sorcery



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

Dredge 3 (If you would draw a card, instead you may put exactly three cards from the top of your library into your graveyard. If you do, return this card from your graveyard to your hand. Otherwise, draw a card.)

2/1

Crystal Glade Mage

1



Creature — Human Wizard



If a creature card would leave a graveyard, exile it instead.

1 : Regenerate Crystal Glade Mage (The next time this creature would be destroyed this turn, it isn't. Instead tap it, remove all damage from it, and remove it from combat.)

2/1

Divisive Demolition

1



Sorcery



Exile target noncreature permanent. That permanent's controller may return a card from his or her graveyard to his or her hand.

2/1

Enrich the Soil



Sorcery



Until end of turn, two target lands you control each produces an extra mana of any color it could produce. Draw a card.

2/1

Estuline's Initiative

1



Instant



Target creature gains first strike until end of turn.

Flashback 3 (You may cast this card from your graveyard for its flashback cost. Then exile it.)

2/1

Fear of Starvation

1



Enchantment



At the beginning of your upkeep, Bookburning 1 (Look at the top card of your library. Put that card into your graveyard or on the bottom of your library.)

Whenever a creature card is put into your graveyard, put a +1/+1 counter on target creature you control.

2/1

Fertile Behemoth

1



Creature — Elemental



Trample

When Fertile Behemoth enters the battlefield, Bookburning 3 (Look at the top three cards of your library. Put any number of them into your graveyard and the rest on bottom of your library at random.)

Fertile Behemoth's power and toughness are equal to the number of land cards in your graveyard.

★/★

Fragment Reality

2



Instant

Destroy target artifact or enchantment. You gain 3 life.

Dredge 4 (If you would draw a card, instead you may put exactly four cards from the top of your library into your graveyard. If you do, return this card from your graveyard to your hand. Otherwise, draw a card.)

259/447

Glade Pouncer

1



Creature — Elemental Cat

Trample

♣, Discard a card: Put a +1/+1 counter on Glade Pouncer.

1/1

259/447

Gorloc Hunter

2



Creature — Goblin Warrior

When Gorloc Hunter enters the battlefield, **Bookburning 3** (Look at the top three cards of your library. Put any number of them into your graveyard and the rest on bottom of your library at random.)

Gorloc Hunter enters the battlefield with a +1/+1 counter on it for each creature card put into your graveyard this turn.

2/2

259/447

Howlpack Attack

5



Sorcery

Up to two target creatures you control each get +3/+3 and can't be blocked except by three or more creatures until end of turn.

Godsend (If *Howlpack Attack* is in your opening hand, you may reveal it. If you do, draw a card and then shuffle *Howlpack Attack* into your library.)

259/447

Hunter's Boon

1



Sorcery

Target creature you control fights target creature you don't control.

Flashback— Sacrifice two Forests

259/447

Hydraback Baloth

3



Creature — Beast

Whenever a creature enters the battlefield under your control, put a +1/+1 counter on Hydraback Baloth.

3/3

259/447

Imbue with Ferocity

3



Enchantment — Aura

Enchant creature

Enchanted creature gets +2/+2 and must be blocked if able.

Godsend (If *Imbue with Ferocity* is in your opening hand, you may reveal it. If you do, draw a card and then shuffle *Imbue with Ferocity* into your library.)

259/447

Kanucci Shaman

1



Creature — Ouphe Shaman

When Kanucci Shaman enters the battlefield, put a +1/+1 counter on target creature.

Madness ♣ (If you discard this card, you may cast it for its madness cost instead of putting it into your graveyard.)

1/1

260/447

Kronos, Protector of Lands

1



Planeswalker — Kronos

+1 : Put a 1/1 green Saproling creature token onto the battlefield.

-2 : Put a +1/+1 counter on each creature you control.

-6 : Put a 1/1 green Saproling creature token onto the battlefield for each land you control.

2

261/447

Lifespring Well

8



Enchantment

Whenever you cast a creature spell, return a creature card from your graveyard to the battlefield.

Delve (You may exile any number of cards in your graveyard as you cast this spell. It costs 1 less to cast for each card exiled this way.)

263/147

Lizard Hunter

4



Creature — Troll Druid

♣: Regenerate Lizard Hunter

Godsend (If Lizard Hunter is in your opening hand, you may reveal it. If you do, draw a card and then shuffle Lizard Hunter into your library.)

3/3

263/147

Loyal Terrastadon

3



Creature — Elephant

When Loyal Terrastadon enters the battlefield, you gain 3 life.

Threshold — You gain 7 life instead as long as you have seven or more cards in your graveyard.

3/4

263/147

Makutra, Idol Crusher

1



Legendary Creature — Human Shaman

Flash

When Makutra, Idol Crusher enters the battlefield, destroy target artifact or enchantment.

2/2

263/147

Moss Feeder

2



Creature — Plant Beast

Moss Feeder enters the battlefield with three +1/+1 counters on it.

2, Remove a +1/+1 counter from Moss Feeder: Put a +1/+1 counter on target creature.

0/0

263/147

Oakheart Elemental

5



Creature — Elemental

When Oakheart Elemental enters the battlefield, exile all creature cards from your graveyard. Put a 1/1 green Saproling creature token onto the battlefield for each card exiled this way.

5/5

263/147

Parasitic Woodheart

2



Creature — Treefolk

Whenever an opponent plays a land, put a +1/+1 counter on Parasitic Woodheart.

When Parasitic Woodheart dies, put X 1/1 green Saproling creature tokens onto the battlefield where X is equal to the number of +1/+1 counters on Parasitic Woodheart.

1/3

263/147

Primal Ancient

1



Creature — Elemental

When Primal Ancient enters the battlefield, search your library for a land card and put it onto the battlefield. Then shuffle your library.

Threshold — Search your library for two lands instead as long as you have seven or more lands in your graveyard.

2/2

263/147

Razor Bite

1



Sorcery

Razor Bite deals 1 damage to target creature. If that creature has flying, Razor Bite deals 3 damage instead.

Madness ♣ (If you discard this card, you may cast it for its madness cost instead of putting it into your graveyard.)

270/147

Rigorous Growth

1



Instant



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

Madness 1 (If you discard this card, you may cast it for its madness cost instead of putting it into your graveyard.)

279/447

Rise Again

1



Sorcery



Return target card from your graveyard to your hand.

Flashback 3 (You may cast this card from your graveyard for its flashback cost. Then exile it.)

279/447

Ritual of Leaves

2



Enchantment



Whenever a nontoken creature you control attacks, put a 1/1 green Saproling creature token onto the battlefield.

Godsend (If Ritual of Leaves is in your opening hand, you may reveal it. If you do, draw a card and then shuffle Ritual of Leaves into your library.)

279/447

Root of Destruction

3



Instant



Destroy target noncreature permanent.

Threshold — Destroy target permanent.

279/447

Rune-Antler Elk

5



Creature — Elk Elemental Spirit



Reach

When Rune-Antler Elk enters the battlefield, destroy target noncreature permanent.

Delve (You may exile any number of cards in your graveyard as you cast this spell. It costs 1 less to cast for each card exiled this way.)

2/4

279/447

Runescar Baloth

1



Creature — Beast



Runescar Baloth can't block.

, Sacrifice Runescar Baloth: Put the top three cards of your library into your graveyard.

2/1

279/447

Seeds of Empowerment

2



Sorcery



Put a +1/+1 counter on each creature you control.

Flashback 6 (You may cast this card from your graveyard for its flashback cost. Then exile it.)

279/447

Shelter from Elements

1



Instant



Prevent all damage that would be dealt to you and creatures you control this turn.

Madness 0 (If you discard this card, you may cast it for its madness cost instead of putting it into your graveyard.)

279/447

Siblenu's Envy

2



Sorcery



Put target nonland permanent with converted mana cost 3 or less on the bottom of its owner's library.

Flashback 4 (You may cast this card from your graveyard for its flashback cost. Then exile it.)

279/447

Snapjaw Sage

3



Creature — Crocodile Shaman

Whenever a land enters the battlefield under your control, you gain 1 life.

Dredge 2 (If you would draw a card, instead you may put exactly two cards from the top of your library into your graveyard. If you do, return this card from your graveyard to your hand. Otherwise, draw a card.)

2/3

Spore Bellow

5



Creature — Beast

When Spore Bellow enters the battlefield, put four 1/1 green Saproling creature tokens onto the battlefield.

Saprolings you control get +1/+1.

2/2

Sunbleached Path

1



Sorcery

Bookburning 2 (Look at the top two cards of your library. Put any number of them into your graveyard and the rest on bottom of your library at random.)

Search your library for a Plains, Island, Swamp, or Mountain card and put it onto the battlefield tapped. Shuffle your library.

2/3

Tangleweed Trespasser

3



Creature — Plant

When Tangleweed Trespasser enters the battlefield, return up to two target land cards from your graveyard to your hand.

3/3

Tengaren Ooze

2



Creature — Ooze

Whenever a player discards a card you may pay 1. If you do, put a +1/+1 counter on Tengaren Ooze.

2/2

Thornfist Elite

1



Creature — Human Druid

Hexproof

Whenever Thornfist Elite deals combat damage to a player, put a +1/+1 counter on it.

2/1

Trailblaze

1



Sorcery

Search your library for a Forest card and put it onto the battlefield tapped.

Flashback 2, Discard a card.

2/3/4/7

Undaunted Baloth

1



Creature — Beast

If Undaunted Baloth would be put into your graveyard, exile it instead. At the beginning of your next upkeep, you may cast Undaunted Baloth from exile.

3/3

Unified Treeline

3



Creature — Elemental

Reach

When Unified Treeline enters the battlefield, Unified Treeline deals 1 damage to each creature with flying.

Madness 2 (If you discard this card, you may cast it for its madness cost instead of putting it into your graveyard.)

2/4

Unmatched Foe

1



Creature — Elemental



Whenever you cast a spell, if it's the second creature spell you cast this turn, you may return Unmatched Foe from your graveyard to the battlefield with two +1/+1 counters on it.

2/2

Mystic Enlightenment

2



Sorcery



Draw a card, then discard a card.
Draw a card, then discard a card.
Gain 1 life for each card you've discarded this turn.
Madness 2 (If you discard this card, you may cast it for its madness cost instead of putting it into your graveyard.)

292/147

Vernal Pool Recluse

2



Creature — Specter



Protection from blue and black
Threshold — Vernal Pool Recluse gains "1: Regenerate Vernal Pool Recluse," as long as you have seven or more cards in your graveyard.

4/3

Sleepdust Elder

4



Creature — Beast



Whenever Sleepdust Elder deals damage to a creature, tap that creature. It doesn't untap as long as Sleepdust Elder remains on the battlefield.

4/6

293/147

Wundrel, Sternstone Druid

2



Legendary Creature — Human Druid



Creatures entering the battlefield don't cause abilities to trigger.

3/3

Stoic Observer

1



Creature — Angel



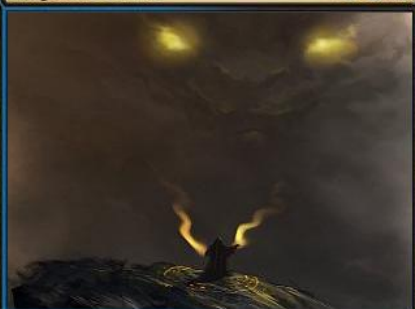
Flying
During your turn, your opponents can't play spells or activate abilities of artifacts, creatures, or enchantments.

3/3

294/147

Abyssal Oath

4



Sorcery



Bookburning 6 (Look at the top six cards of your library. Put any number of them into your graveyard and the rest on bottom of your library at random.)
You may cast spells with flashback this turn as though their flashback costs were 0.

295/147

Entrance to the Abyss

2



Enchantment



You may cast instants and sorceries from exile.

296/147

Gloom Pact

1



Sorcery



Until end of turn, target instant or sorcery card in your graveyard gains flashback equal to its casting cost.
Dredge 3 (If you would draw a card, instead you may put exactly three cards from the top of your library into your graveyard. If you do, return this card from your graveyard to your hand. Otherwise, draw a card.)

297/147

Crafter of Ashes

1



Creature — Devil Shaman

When Crafter of Ashes enters the battlefield, exchange target creature card in a graveyard with another creature that card's owner controls.

2/2

209/147

Cremation Rites

2



Instant

Destroy target creature that was dealt damage this turn.
Put a 2/2 black Zombie token creature onto the battlefield under your control.

209/147

Dreadfire Phoenix

3



Creature — Devil Phoenix

Flying, haste

Exile two other creature cards from your graveyard as an additional cost to cast Dreadfire Phoenix from your graveyard.

You may cast Dreadfire Phoenix from your graveyard.

5/5

300/147

Alert Hunter

2



Creature — Beast

Provoke (When this attacks, you may have target creature defending player controls untap and block it if able.)

3/3

301/147

Ravenous Flames

2



Sorcery

Ravenous Flames deals 4 damage to target creature. You gain 4 life.

302/147

Scorching Grasp

1



Sorcery

Destroy target artifact, enchantment, or land.

Threshold — Scorching Grasp deals 3 damage to that permanent's controller as long as you have seven or more cards in your graveyard.

303/147

Death Glade Stalker

1



Creature — Beast

Whenever a card is put into a player's graveyard from his or her library, put a +1/+1 counter on Death Glade Stalker.

3/4

304/147

Silencing Snowfall

2



Instant

Target player can't play spells this turn.
Prevent all combat damage that would be dealt this turn.

305/147

Spiritual Vengeance

3



Sorcery

Return target creature card from a graveyard to the battlefield under your control. That creature gains haste and trample. Exile it at the beginning of the next end step.

306/147

Darkhoof Reanimator

5



Creature — Beast

When Darkhoof Reanimator enters the battlefield, return target creature card from a graveyard to the battlefield under your control.

4/4

307/147

Planar Expulsion

5



Sorcery

Exile all creatures.
Exile all creature cards in all graveyards.

308/147

Worshipper's Edict

2



Sorcery

Choose two — Target player sacrifices an artifact; or target player sacrifices a creature; or target player sacrifices an enchantment; or target player sacrifices a nonbasic land; or target player sacrifices a planeswalker.

309/147

Corpse Elder

1



Creature — Zombie Druid

When Corpse Elder dies, search your library for a creature card and reveal it. Shuffle your library and put that card on top.

2, Sacrifice Corpse Elder: Draw a card.
Dredge 3

2/1

313/147

Deadly Benefit

1



Sorcery

Bookburning 3 (Look at the top three cards of your library. Put any number of them into your graveyard and the rest on bottom of your library at random.)

Return target nonland permanent from any graveyard to the battlefield under your control. You lose life equal to its casting cost.

314/147

Rotwood Reviver

1



Creature — Beast

You may cast creature spells from exile.

2/2

315/147

Primal Sage

2



Creature — Beast Shaman

☞: Look at the top three cards of your library. Put one into your hand and the other two on top of your library in any order. Discard a card.

2/2

319/147

Primitive Genius

1



Enchantment

Whenever an opponent plays a spell during your turn, draw a card.

2 ☞ ☞: Draw two cards.

320/147

Waterquake

3



Sorcery

Shuffle two target permanents into their owners' libraries.

321/147

Firewater Guile

X



Instant

Firewater Guile deals X damage to target player. Tap up to X target permanents.

310/147

Misfit Snake

2



Creature — Snake

Flash

When you play Misfit Snake, gain control of target instant or sorcery spell. You may choose new targets for it.

2/2

311/147

Steam Spewer

1



Creature — Beast

When Steam Spewer enters the battlefield, Bookburning 2 (Look at the top two cards of your library. Put any number of them into your graveyard and the rest on bottom of your library at random.)

Whenever an instant or sorcery is put into your graveyard, Steam Spewer deals 1 damage to target creature or player.

1/3

312/147

Favor the Meek

2



Sorcery

Target player sacrifices the creature with the highest power he or she controls.

316/147

Savage Dominion

1



Enchantment

Creatures you control have battle cry.

317/147

Seismic Monstrosity

1



Creature — Beast

Haste, first strike

When Seismic Monstrosity enters the battlefield, sacrifice a land.

3/2

318/147

Ebb and Flow

1



Instant

You gain 2 life.

Draw a card.

Flashback 2 (You may cast this card from your graveyard for its flashback cost. Then exile it.)

322/147

Eldritch Tutor

1



Instant

Search your library for a card and put that card into your hand. Then shuffle your library.

323/147

Brimstone Templar

1



Creature — Human Knight

When Brimstone Templar enters the battlefield, Bookburning 1 (Look at the top card of your library. Put that card into your graveyard or on the bottom of your library.)

When Brimstone Templar enters the battlefield, if a creature card was put into a graveyard this turn, Brimstone Templar enters the battlefield with a +1/+1 counter on it.

1/1

324/147

Blitzfang Barbarian

2



Creature — Human Warrior

Haste

If Blitzfang Barbarian enters the battlefield from exile, put a +1/+1 counter on it.

Madness 1 (If you discard this card, you may cast it for its madness cost instead of putting it into your graveyard.)

2/1

Solace Templar

1



Creature — Human Knight

When Solace Templar enters the battlefield, choose one — Destroy target artifact or enchantment; or exile target card in a graveyard.

Godsend (If Solace Templar is in your opening hand, you may reveal it. If you do, draw a card and then shuffle Solace Templar into your library.)

3/2

Sacrificial Exchange

X



Sorcery

Sacrifice X creatures. Return X creature cards from your graveyard to the battlefield.

Dredge 5 (If you would draw a card, instead you may put exactly five cards from the top of your library into your graveyard. If you do, return this card from your graveyard to your hand. Otherwise, draw a card.)

Blight Cartography

1



Sorcery

Bookburning 3 (Look at the top three cards of your library. Put any number of them into your graveyard and the rest on bottom of your library at random.)

You may play an additional land card from your graveyard to the battlefield this turn.

329/447

Surreal Visions

1



Sorcery

As an additional cost to cast Surreal Visions, discard your hand.

Reveal the top card of your library. You may play that card without paying its mana cost.

330/447

Mindflame Devotion

2



Sorcery

Exile target creature, artifact, or land. At the beginning of your next upkeep, return the exiled permanent to the battlefield under your control. If it's a creature, it gains haste.

331/447

Blaze of Glory

2



Instant

Blaze of Glory deals 2 damage to target attacking or blocking creature.

Threshold — As long as you have seven or more cards in your graveyard, exile that creature instead.

332/447

Clear the Path

1



Sorcery

Each player may exile any number of cards from his or her graveyard. For each card remaining, Clear the Path deals 1 damage to that player.

Godsend (If Clear the Path is in your opening hand, you may reveal it. If you do, draw a card and then shuffle Clear the Path into your library.)

333/447

Viwerdwal, Sky Swimmer

1



Legendary Creature — Elemental God

Flying

1, 2, 3, Viwerdwal, Sky Swimmer doesn't untap during your next untap step: Gain control of target creature an opponent controls until end of turn. Untap that creature. It gains haste until end of turn.

2/3

334/447

Bogwitch's Curse

3



Sorcery

Bookburning 4 (Look at the top four cards of your library. Put any number of them into your graveyard and the rest on bottom of your library at random.)

Return a card from your graveyard to your hand. Target opponent exiles the top X cards of his or her library equal to that card's converted mana cost.

335/147

Siblenu, Tunnel Dweller

1



Legendary Creature — Elemental God

At the beginning of your upkeep, Bookburning 2 (Look at the top two cards of your library. Put any number of them into your graveyard and the rest on bottom of your library at random.)

1, Put the top three cards of your library into your graveyard: Put target nonland permanent on the bottom of its owner's library.

3/2

338/147

Showering Pestilence

3



Sorcery

Put up to three -1/-1 counters on target creature.

Showering Pestilence deals 3 damage to target player.

Godsend (If Showering Pestilence is in your opening hand, you may reveal it. If you do, draw a card and then shuffle Showering Pestilence into your library.)

337/147

Torhamok, Plague Spewer

1



Legendary Creature — Elemental God

Deathtouch

1, Put a -1/-1 counter on each other creature you control: Target player sacrifices an attacking or blocking creature.

1/4

350/147

Accumulate Resources

6



Instant

Exile the top four cards of your library face-down. You may play those cards as though they were in your hand.

Delve (You may exile any number of cards in your graveyard as you cast this spell. It costs 1 less to cast for each card exiled this way.)

332/147

Kraalugen, Fire Blossom

2



Legendary Creature — Elemental God

Haste

, Exile a nonland card from your hand face-down. You may cast spells exiled this way as though they had flash as long as Kraalugen, Fire Blossom remains on the battlefield. When Kraalugen, Fire Blossom leaves the battlefield, return all cards exiled with it to your hand.

2/2

342/147

Feeding Frenzy

2



Sorcery

Feeding Frenzy deals 2 damage to target creature. Put two +1/+1 counters on target creature you control.

Dredge 4 (If you would draw a card, instead you may put exactly four cards from the top of your library into your graveyard. If you do, return this card from your graveyard to your hand. Otherwise, draw a card.)

340/147

Mulenkhan, Grove Guardian

3



Legendary Creature — Elemental God

Vigilance

3, Pay 1 life, : Put a 1/1 black Faerie creature token with flying onto the battlefield.

3/5

344/147

Ripple's Departure

1



Sorcery

Bookburning 2 (Look at the top two cards of your library. Put any number of them into your graveyard and the rest on bottom of your library at random.)

Choose one — Search target player's hand, graveyard, and library for a nonland card and exile it. That player shuffles his or her library; or exile target creature.

345/147

Teluchron, Soul Gorgor

3



Legendary Creature — Elemental God

Lifelink

3, Discard your hand: Each opponent loses life equal to the number of cards in his or her hand.

3/4

339/147

Appetite for Submission

2



Instant

Destroy target artifact, creature, or land.

Threshold — You may put +1/+1 counters equal to the converted mana cost of that permanent onto target creature.

333/147

Boramkot, Land Treader

2



Legendary Creature — Elemental God

Trample

2, Sacrifice a land: Boramkot, Land Treader fights target creature. Whenever a creature dealt damage this way dies, put a +1/+1 counter on Boramkot, Land Treader.

4/3

336/147

Dive and Retrieve

5



Instant

Target player shuffles up to four target cards from his or her graveyard into his or her library.

Look at the top four cards of your library. Put one into your hand and the rest into your graveyard.

Delve (You may exile any number of cards in your graveyard as you cast this spell. It costs 1 less to cast for each card exiled this way.)

335/147

Mogama, Nature's Whisper

2



Legendary Creature — Elemental God

Hexproof

2, Exile Mogama, Nature's Whisper: You gain 1 life for each card in your graveyard. Then shuffle your graveyard into your library.

2/4

340/147

Glimpse the Ethereal

1



Instant

Until end of turn, you may cast cards from exile as though they have flash.

Dredge 4 (If you would draw a card, instead you may put exactly four cards from the top of your library into your graveyard. If you do, return this card from your graveyard to your hand. Otherwise, draw a card.)

341/147

Rivryx, Mind Syphon

1



Legendary Creature — Elemental God

At the beginning of your upkeep, draw a card, then discard a card.

, Discard a card: Rivryx, Mind Syphon, deals 2 damage to target creature or player.

2/1

346/147

Arena Tactics

1



Sorcery

Untap target creature you control. It deals damage equal to its power to target creature you don't control.

Threshold — That creature deals twice that much damage if you have seven or more cards in your graveyard.

334/147

Estuline, Speed Stinger

1



Legendary Creature — Elemental God

First strike

, Sacrifice two other creatures you control: Untap Estuline, Speed Stinger. It gains double strike until end of turn. After this phase, there is an additional combat phase.

3/3

339/147

Aether Moat Altar

2



Artifact

☞: Add 1 to your mana pool.

☞: Add one mana of any color shared by a card exiled to cast Æther Moat Altar to your mana pool.

Delve (You may exile any number of cards in your graveyard as you cast this spell. It costs 1 less to cast for each card exiled this way.)

352/017

Avatar Golem

7



Artifact Creature — Golem Giant

Avatar Golem can't be blocked except by three or more creatures.

Godsend (If Avatar Golem is in your opening hand, you may reveal it. If you do, draw a card and then shuffle Avatar Golem into your library.)

6/5

353/017

Bonecrusher Golem

3



Artifact Creature — Skeleton Golem

If a creature would die to damage dealt by Bonecrusher Golem, exile it instead.

3/3

354/017

Bruiser Golem

2



Artifact Creature — Golem

Bruiser Golem enters the battlefield tapped.

3/2

355/017

Capture Idol

4



Artifact

You may choose not to untap Capture Idol during your upkeep.

2, ☞: Exile target creature for as long as Capture Idol remains tapped.

356/017

Containment Sphere

3



Artifact

Put the top card of your library into your graveyard, ☞: Tap target artifact or creature.

357/017

Crumble Golem

3



Artifact Creature — Golem

Crumble Golem attacks each turn if able.

When Crumble Golem dies, put a 3/3 colorless Golem artifact creature token onto the battlefield.

3/3

358/017

Darkrock Serpent

15



Artifact Creature — Snake Golem

Intimidate

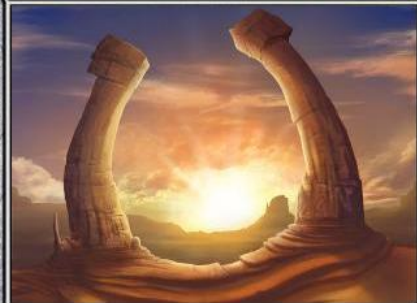
Delve (You may exile any number of cards in your graveyard as you cast this spell. It costs 1 less to cast for each card exiled this way.)

10/10

359/017

Dawnglow Sandstones

2



Artifact

☞: Add 1 to your mana pool.

☞: Bookburning 1 (Look at the top card of your library. Put that card into your graveyard or on the bottom of your library.)

360/017

Deathfury Whip

1



Artifact — Equipment



Equipped creature gets +2/+0 and has, “When this creature dies, put the top two cards of your library into your graveyard.”

Equip 1

361/117

Desolation Demiurge

5



Artifact Creature — Angel Construct



Flying

When Desolation Demiurge enters the battlefield, destroy target nonland permanent.

2/2

362/117

Endurance Arena

5



Artifact



When Endurance Arena enters the battlefield, target creature you control fights target creature you don't control.

Whenever a creature attacks you, Endurance Arena deals 1 damage to that creature.

363/117

Energy Plateau

3



Artifact



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

Threshold — Energy Plateau becomes a 4/4 colorless Construct artifact creature as long as you have seven or more cards in your graveyard.

364/117

Fountain of Elements

1



Artifact



Fountain of Elements enters the battlefield tapped.

☞: Add 1 to your mana pool.

Threshold — Fountain of Elements has, “☞: Add 2 to your mana pool,” as long as you have seven or more cards in your graveyard.

365/117

Fracture Seal

7



Artifact



3, ☞, Sacrifice Fracture Seal: Destroy target permanent.

Delve (You may exile any number of cards in your graveyard as you cast this spell. It costs 1 less to cast for each card exiled this way.)

366/117

Granite Golem Fields

6



Artifact



2, ☞, Sacrifice a land: Put a 3/3 colorless Golem artifact creature token onto the battlefield.

Godsend (If Granite Golem Fields is in your opening hand, you may reveal it. If you do, draw a card and then shuffle Granite Golem Fields into your library.)

367/117

Graverobber's Talisman

4



Legendary Artifact



1, ☞, Sacrifice Graverobber's Talisman: Gain control of target player's graveyard until end of turn.

368/117

Helm of Reckless Abandon

4



Artifact — Equipment



Equipped creature gets +4/+4 and loses all abilities.

Equip—Put the top four cards of your library into your graveyard.

369/117

Hexfire Spear

1



Artifact — Equipment



Equipped creature gets +2/+0.
Equip—Bookburning 1

370/917

Knowledge Seeker Golem

6



Artifact Creature — Golem



At the beginning of your upkeep, draw a card.

At the beginning of your end step, Bookburning 1 (*Look at the top card of your library. Put that card into your graveyard or on the bottom of your library.*)

4/4

371/917

Legend Caller Horn

3



Artifact — Equipment



Equipped creature gets +2/+2 and has “3, ♣, Sacrifice this creature: Search your library and graveyard for a legendary creature card, and reveal it. Shuffle your library and put that card on top of it.”

Equip 2

372/917

Mage Hammer

4



Artifact — Equipment



Equipped creature gets +1/+1 and has hexproof.

Equip 2

Godsend (*If Mage Hammer is in your opening hand, you may reveal it. If you do, draw a card and then shuffle Mage Hammer into your library.*)

373/917

Mana Stone

2



Artifact



♣: Add 1 to your mana pool.

1, ♣, Sacrifice Mana Stone: Search your library for a basic land card and put it onto the battlefield tapped.

Dredge 3 (*If you would draw a card, instead you may put exactly three cards from the top of your library into your graveyard. If you do, return this card from your graveyard to your hand. Otherwise, draw a card.*)

374/917

Manic Golem

3



Artifact Creature — Golem



Madness 1 (*If you discard this card, you may cast it for its madness cost instead of putting it into your graveyard.*)

3/3

375/917

Negator Golem

3



Artifact Creature — Scorpion Golem



All permanents lose legendary and can't have or gain legendary.

Threshold — As long as you have seven or more cards in your graveyard, Negator Golem gets +1/+1.

2/2

376/917

Oblivion Golem

4



Artifact Creature — Golem



If a card would be put into a graveyard from anywhere, exile it.

4/3

377/917

Passageway Ward

3



Artifact



1, Sacrifice Passageway Ward: Passageway Ward deals 2 damage divided as you choose among one or two target creatures and/or players.

378/917

Portal of Despair

2



Artifact

☞: Add 1 to your mana pool.

Whenever a land is put into your graveyard from the battlefield, put the top three cards of target player's library into his or her graveyard.

370/417

Portal Stone

1



Artifact

3, ☞, Sacrifice Portal Stone: Exile target artifact or enchantment.

3, ☞, Sacrifice Portal Stone: Exile target card in a graveyard.

350/417

Quicksilver Shield

1



Artifact — Equipment

Flash

When Quicksilver Shield enters the battlefield, equip it to target creature you control.

Equipped creature gets +0/+2.

Equip 2

351/417

Runestone Golem

1



Artifact Creature — Golem

When Runestone Golem enters the battlefield, draw a card and then discard a card.

1/1

382/417

Sacrificial Altar

7



Artifact

4, ☞, Sacrifice Sacrificial Altar: Sacrificial Altar deals X damage to target creature or player, where X is equal to the number of cards in your graveyard.

Dredge 4 (If you would draw a card, instead you may put exactly four cards from the top of your library into your graveyard. If you do, return this card from your graveyard to your hand. Otherwise, draw a card.)

383/417

Seizure Golem

4



Artifact Creature — Golem

Flash

When Seizure Golem enters the battlefield, tap target artifact, creature, or land.

2/3

384/417

Semblance Titan

5



Artifact Creature — Giant Construct

Vigilance

Madness 3 *(If you discard this card, you may cast it for its madness cost instead of putting it into your graveyard.)*

4/4

385/417

Simulacrum Stone

3



Artifact

Simulacrum Stone enters the battlefield tapped.

☞: Add 2 mana to your mana pool.

Threshold — Simulacrum Stone becomes a 3/4 colorless Golem artifact creature as long as you have seven or more cards in your graveyard.

386/417

Spectral Mirror

2



Artifact

☞: Add 1 to your mana pool.

☞, Exile a card from a graveyard: Add one mana of any color shared by a card exiled this way to your mana pool.

387/417

Spirit Lantern

3



Artifact



3, ♣, Sacrifice Spirit Lantern: Return target creature card from your graveyard to the battlefield. Activate this ability only as a sorcery.

359/447

Unearthed Armor

2



Artifact — Equipment



Equipped creature gets +2/+2 and gains vigilance

At the beginning of your upkeep, if Unearthed Armor is in your graveyard, you may pay 5. If you do, return Unearthed Armor to the battlefield attached to target creature you control.

Equip 2

359/447

Vorpall Sword

2



Artifact — Equipment



Equipped creature has first strike.

Whenever a player discards a card, put a +1/+1 counter on equipped creature.

Equip 1

359/447

Vull Stone

5



Legendary Artifact



Vull Stone enters the battlefield tapped.

When Vull Stone enters the battlefield, Bookburning 3 (Look at the top three cards of your library. Put any number of them into your graveyard and the rest on bottom of your library at random.)

♣, Sacrifice Vull Stone: Destroy all artifacts, creatures, enchantments, and planeswalkers.

359/447

Alabaster Mine



Land



♣: Add 1 to your mana pool.

1, ♣: Add 2 to your mana pool.

Godsend (If Alabaster Mine is in your opening hand, you may reveal it. If you do, draw a card and then shuffle Alabaster Mine into your library.)

359/447

Arid Reaches



Land — Plains



When Arid Reaches enters the battlefield, Bookburning 2 (Look at the top two cards of your library. Put any number of them into your graveyard and the rest on bottom of your library at random.)

Arid Reaches enters the battlefield tapped.

♣: Add * to your mana pool.

359/447

Blindglory Field



Land — Forest Plains



Blindglory Field enters the battlefield tapped.

Blindglory Field enters the battlefield untapped if you dredged a card this turn.

♣: Add ♠ or * to your mana pool.

Dredge 2

359/447

Bloodriver Barren



Land — Mountain Forest



Bloodriver Barren enters the battlefield tapped.

Bloodriver Barren enters the battlefield untapped if you dredged a card this turn.

♣: Add 2 or ♠ to your mana pool.

Dredge 2

359/447

Bormakot's Fault



Land



♣: Add 1 to your mana pool.

3, ♣, Sacrifice Bormakot's Fault: Search your library for a Swamp and a Forest card and put them onto the battlefield tapped. Then shuffle your library.

359/447

Churning Mudbeach



Land — Island Swamp

Churning Mudbeach enters the battlefield tapped.

Churning Mudbeach enters the battlefield untapped if you dredged a card this turn.

☞: Add or to your mana pool.

Dredge 2

397/117

City of Glory



Land

☞: Add 1 to your mana pool.

☞, Exile a card from your graveyard: Add one mana of any color to your mana pool.

398/117

Consuming Knotvine



Land

☞: Add 1 mana to your mana pool.

☞, Discard a card: Add one mana of any color to your mana pool.

399/117

Crystal Glade



Land

☞: Add one mana of any color to your mana pool. Crystal Glade deals 1 damage to you.

Whenever a player discards a card, untap Crystal Glade.

400/117

Dark Omen Outpost



Land

☞: Add 1 to your mana pool.

1, ☞: Add ** to your mana pool.

Godsend (If Dark Omen Outpost is in your opening hand, you may reveal it. If you do, draw a card and then shuffle Dark Omen Outpost into your library.)

401/117

Darkrock Bay



Legendary Land

☞: Add 1 to your mana pool.

1 , ☞, Exile three cards from your graveyard: Target player exiles a card from his or her hand. (Activate this ability only as a sorcery.)

402/117

Darksoil Thicket



Land — Swamp Forest

Darksoil Thicket enters the battlefield tapped.

Darksoil Thicket enters the battlefield untapped if you dredged a card this turn.

☞: Add or to your mana pool.

Dredge 2

403/117

Deeptroot Timber



Land

☞: Add 1 to your mana pool.

Threshold — Deeptroot Timber has, “☞: Add one mana of any color to your mana pool,” as long as you have seven or more cards in your graveyard.

404/117

Divine Valley



Land — Forest

When Divine Valley enters the battlefield, Bookburning 2 (Look at the top two cards of your library. Put any number of them into your graveyard and the rest on bottom of your library at random.)

Divine Valley enters the battlefield tapped.

☞: Add to your mana pool.

405/117

Estuline's Prairie



Land

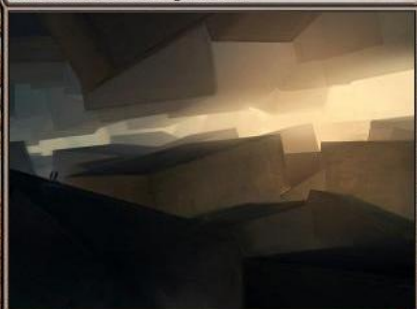


☞: Add 1 to your mana pool.

3, ☞, Sacrifice Estuline's Prairie: Search your library for a Mountain and a Plains card and put them onto the battlefield tapped. Then shuffle your library.

406/447

Fatestone Labyrinth



Legendary Land



Fatestone Labyrinth enters the battlefield with eight fate counters on it.

At the beginning of your upkeep, remove a fate counter from Fatestone Labyrinth. If there are no fate counters on Fatestone Labyrinth, you lose the game.

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

407/447

Fiendfire Bog



Land — Swamp



When Fiendfire Bog enters the battlefield, Bookburning 2 (Look at the top two cards of your library. Put any number of them into your graveyard and the rest on bottom of your library at random.)

Fiendfire Bog enters the battlefield tapped.

☞: Add ☞ to your mana pool.

408/447

Floodwater Basin



Land



☞: Add 1 to your mana pool.

1, ☞: Add ☞☞ to your mana pool.

Godsend (If Floodwater Basin is in your opening hand, you may reveal it. If you do, draw a card and then shuffle Floodwater Basin into your library.)

409/447

Foggy Highpeak



Land — Island Mountain



Foggy Highpeak enters the battlefield tapped.

Foggy Highpeak enters the battlefield untapped if you dredged a card this turn.

☞: Add ☞ or ☞ to your mana pool.

Dredge 2

410/447

Gloomlight Bog



Land — Plains Swamp



Gloomlight Bog enters the battlefield tapped.

Gloomlight Bog enters the battlefield untapped if you dredged a card this turn.

☞: Add ☞ or ☞ to your mana pool.

Dredge 2

411/447

Harmony Evergreen



Land



☞: Add 1 to your mana pool.

Whenever you cast a spell, creatures you control can't be the targets of spells or abilities your opponents control this turn.

412/447

Haunt Fell Realms



Land



☞: Add 1 to your mana pool.

1, ☞: Add ☞☞ to your mana pool.

Godsend (If Haunt Fell Realms is in your opening hand, you may reveal it. If you do, draw a card and then shuffle Haunt Fell Realms into your library.)

413/447

Hellfire Strath



Legendary Land



☞: Add 1 to your mana pool.

1 ☞☞, ☞, Exile a card from your hand: Hellfire Strath deals damage equal to the exiled card's converted mana cost to target creature. (Activate this ability only as a sorcery)

414/447

Icelake Valley



Land — Plains Island



Icelake Valley enters the battlefield tapped.

Icelake Valley enters the battlefield untapped if you dredged a card this turn.

☞: Add * or ♠ to your mana pool.

Dredge 2

415/447

Kraalugen's Gulch



Land



☞: Add 1 to your mana pool.

3, ☞, Sacrifice Kraalugen's Gulch: Search your library for a Mountain and a Forest card and put them onto the battlefield tapped. Then shuffle your library.

416/447

Lushleaf Waterway



Land — Forest Island



Lushleaf Waterway enters the battlefield tapped.

Lushleaf Waterway enters the battlefield untapped if you dredged a card this turn.

☞: Add ♣ or ♠ to your mana pool.

Dredge 2

417/447

Miracle Woodlot



Land



☞: Add 1 to your mana pool.

If you shuffled Miracle Woodlot into your library from your opening hand, it has, "☞: Add one mana of any color to your mana pool."

Godsend (If Miracle Woodlot is in your opening hand, you may reveal it. If you do, draw a card and then shuffle Miracle Woodlot into your library.)

418/447

Mogama's Gully



Land



☞: Add 1 to your mana pool.

3, ☞, Sacrifice Mogama's Gully: Search your library for a Forest and an Island card and put them onto the battlefield tapped. Then shuffle your library.

419/447

Mulenkhan's Glade



Land



☞: Add 1 to your mana pool.

3, ☞, Sacrifice Mulenkhan's Glade: Search your library for a Forest and a Plains card and put them onto the battlefield tapped. Then shuffle your library.

420/447

Pillars of Ruin



Legendary Land



☞: Add 1 to your mana pool.

1 **, ☞, Exile a permanent you control: Each opponent exiles a permanent of the same type.

421/447

Rainbowbark Greatwood



Land



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

☞, Sacrifice Rainbowbark Greatwood: Exile target player's graveyard.

422/447

Rivvix's Maar



Land



☞: Add 1 to your mana pool.

3, ☞, Sacrifice Rivvix's Maar: Search your library for an Island and a Mountain card and put them onto the battlefield tapped. Then shuffle your library.

423/447

Runestone Glen



Legendary Land

☞: Add 1 to your mana pool.

1 ♣♣, ☞, Exile a card from your graveyard: Add green mana to your mana pool equal to the exiled card's converted mana cost. (Activate this ability only as a sorcery.)

424/447

Shrine of Bormakot



Land

Shrine of Bormakot enters the battlefield tapped.

☞: Add ♠ or ♣ to your mana pool.

Threshold — 2 ♠♣: Until end of turn, Shrine of Bormakot becomes a 4/3 black and green Avatar creature with trample. It's still a land. Activate this ability only if seven or more cards are in your graveyard.

425/447

Shrine of Estuline



Land

Shrine of Estuline enters the battlefield tapped.

☞: Add ♢ or ✱ to your mana pool.

Threshold — 3 ✱: Until end of turn, Shrine of Estuline becomes a 3/3 red and white Avatar creature with first strike. It's still a land. Activate this ability only if seven or more cards are in your graveyard.

426/447

Shrine of Kraalugen



Land

Shrine of Kraalugen enters the battlefield tapped.

☞: Add ♢ or ♣ to your mana pool.

Threshold — 2 ♣: Until end of turn, Shrine of Kraalugen becomes a 2/2 red and green Avatar creature with, "Creatures you control have haste." It's still a land. Activate this ability only if seven or more cards are in your graveyard.

427/447

Shrine of Mogama



Land

Shrine of Mogama enters the battlefield tapped.

☞: Add ♣ or ♠ to your mana pool.

Threshold — 2 ♣♠: Until end of turn, Shrine of Mogama becomes a 2/4 black and green Avatar creature with hexproof. It's still a land. Activate this ability only if seven or more cards are in your graveyard.

428/447

Shrine of Mulenkhan



Land

Shrine of Mulenkhan enters the battlefield tapped.

☞: Add ♣ or ✱ to your mana pool.

Threshold — 3 ♣✱: Until end of turn, Shrine of Mulenkhan becomes a 3/5 green and white Avatar creature with vigilance. It's still a land. Activate this ability only if seven or more cards are in your graveyard.

429/447

Shrine of Rivyrix



Land

Shrine of Rivyrix enters the battlefield tapped.

☞: Add ♠ or ♢ to your mana pool.

Threshold — ♠♢: Until end of turn, Shrine of Rivyrix becomes a 2/1 blue and red Avatar creature with, "Whenever Shrine of Rivyrix deals combat damage to a player, draw a card and then discard a card." It's still a land. Activate this ability only if seven or more cards are in your graveyard.

430/447

Shrine of Siblenu



Land

Shrine of Siblenu enters the battlefield tapped.

☞: Add ♠ or ♣ to your mana pool.

Threshold — 1 ♠♣: Until end of turn, Shrine of Siblenu becomes a 3/2 blue and black Avatar creature that has, "Whenever Shrine of Siblenu deals combat damage to a player, Bookburning 3." It's still a land. Activate this ability only if seven or more cards are in your graveyard.

431/447

Shrine of Teluchron



Land

Shrine of Teluchron enters the battlefield tapped.

☞: Add ✱ or ♣ to your mana pool.

Threshold — 3 ✱♣: Until end of turn, Shrine of Teluchron becomes a 3/4 white and black Avatar creature with lifelink. It's still a land. Activate this ability only if seven or more cards are in your graveyard.

432/447

Shrine of Torhamok



Land



Shrine of Torhamok enters the battlefield tapped.

☞: Add ☞ or ☞ to your mana pool.

Threshold — 1 ☞☞: Until end of turn, Shrine of Torhamok becomes a 1/4 black and red Avatar creature with deathtouch. It's still a land. Activate this ability only if seven or more cards are in your graveyard.

133/447

Shrine of Viwerdwal



Land



Shrine of Viwerdwal enters the battlefield tapped.

☞: Add * or ☞ to your mana pool.

Threshold — 1 *☞: Until end of turn, Shrine of Viwerdwal becomes a 2/3 white and blue Avatar creature with flying. It's still a land. Activate this ability only if seven or more cards are in your graveyard.

134/447

Siblenu's Burrow



Land



☞: Add 1 to your mana pool.

3, ☞, Sacrifice Siblenu's Burrow: Search your library for an Island and a Swamp card and put them onto the battlefield tapped. Then shuffle your library.

135/447

Snowmelt Summit



Land — Mountain Plains



Snowmelt Summit enters the battlefield tapped.

Snowmelt Summit enters the battlefield untapped if you dredged a card this turn.

☞: Add ☞ or * to your mana pool.

Dredge 2

136/447

Sootveiled Pass



Land — Swamp Mountain



Sootveiled Pass enters the battlefield tapped.

Sootveiled Pass enters the battlefield untapped if you dredged a card this turn.

☞: Add ☞ or ☞ to your mana pool.

Dredge 2

137/447

Spellshaper Branchling



Land



☞: Add 1 to your mana pool.

Threshold — As long as you have seven or more cards in your graveyard, Spellshaper Branchling has, "Spells you cast cost 1 less to cast."

138/447

Steamcurrent Falls



Land



☞: Add 1 to your mana pool.

1, ☞: Add ☞☞ to your mana pool.

Godsend (If Steamcurrent Falls is in your opening hand, you may reveal it. If you do, draw a card and then shuffle Steamcurrent Falls into your library.)

139/447

Teluchron's Divide



Land



☞: Add 1 to your mana pool.

3, ☞, Sacrifice Teluchron's Divide: Search your library for a Plains and a Swamp card and put them onto the battlefield tapped. Then shuffle your library.

140/447

Thoughtcraft Cove



Land — Island



When Thoughtcraft Cove enters the battlefield, Bookburning 2 (Look at the top two cards of your library. Put any number of them into your graveyard and the rest on bottom of your library at random.)

Thoughtcraft Cove enters the battlefield tapped.

☞: Add ☞ to your mana pool.

141/447

Tinderspark Summit



Land — Mountain

When Tinderspark Summit enters the battlefield, Bookburning 2 (Look at the top two cards of your library. Put any number of them into your graveyard and the rest on bottom of your library at random.)

Tinderspark Summit enters the battlefield tapped.

☞: Add ☞ to your mana pool.

412/447

Torhamok's Mesa



Land

☞: Add 1 to your mana pool.

3, ☞, Sacrifice Torhamok's Mesa: Search your library for a Swamp and a Mountain card and put them onto the battlefield tapped. Then shuffle your library.

413/447

Towering Dreadwood



Land

When Towering Dreadwood enters the battlefield, sacrifice another land or sacrifice Towering Dreadwood.

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

Dredge 5

414/447

Viwerdwal's Nimbus



Land

☞: Add 1 to your mana pool.

3, ☞, Sacrifice Viwerdwal's Nimbus: Search your library for a Plains and an Island card and put them onto the battlefield tapped. Then shuffle your library.

445/447

Wretchtomb Willow



Land

Imprint — 2: You may exile a creature card from your graveyard.

☞: Add 1 to your mana pool.

2: Wretchtomb Willow becomes a 2/2 colorless creature with all activated abilities of all cards exiled by Wretchtomb Willow.

446/447

Zoetic Cliffs



Legendary Land

☞: Add 1 to your mana pool.

1 ☞☞☞, ☞, Exile two cards from your hand: Draw two cards. (Activate this ability only as a sorcery)

447/447

Kronos, Darkness Unleashed



You can't cast more than one spell each turn. You may play cards from your graveyard. If a card would be put into your graveyard from anywhere, exile it instead.

EMBLEM — KRONOS

1/13

Sky, Steward of Winds



Creatures you control get +2/+2 and have flying and lifelink.

EMBLEM — SKY

2/13

ANGEL



Creature — Angel

Flying

4/4

3/13

BIRD



Creature — Bird

Flying

1/1

4/13

ELEMENTAL



Creature — Elemental

Flying

1/1

5/13

FROG



Creature — Frog

2/2

6/13

FAERIE



Creature — Faerie

Flying

1/1

7/13

ZOMBIE



Creature — Zombie

2/2

8/13

DEVIL



Creature — Devil

1/1

9/13

ELEMENTAL



Creature — Elemental

3/1

10/13

CROCODILE



Creature — Crocodile

2/2

11/13

SAPROLING



Creature — Saproling

1/1

12/13

GOLEM



Artifact Creature — Golem



3/3

13/13