

### Act of Faith

1\*



Instant



Target permanent you control gains protection from the color of your choice until end of turn. Then you may pay 1\* and discard a white card. If you do, copy this spell. You may choose a new target for the copy.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 1/350

### Angel of Vengeance

5\*\*\*



Creature — Angel



Flying

7\*\*\*: Return Angel of Vengeance from your graveyard to your hand. Play this ability only during your upkeep.

Transform Sorcery (You may play this card as this sorcery rather than as a creature spell.) — Destroy all artifacts, creatures, and enchantments.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 2/350

4/5

### Angelic Infusion

3\*\*\*



Enchantment — Aura



Enchant creature

You can't lose the game and your opponents can't win the game.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 3/350

### Aquiline Drifter

3\*



Creature — Bird Knight



Flying

If a card would be put into a graveyard from anywhere, remove it from the game instead.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 4/350

2/2

### Arabian Knights

1\*



Creature — Human Knight



Plainswalk

Arabian Knights can't be blocked by creatures with power greater than Arabian Knights's power.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 5/350

2/2

### Avenge the Fallen

3\*



Instant



Put two 1/1 white Knight creature tokens into play.

Whenever a nontoken Knight is put into your graveyard from play, you may return Avenge the Fallen from your graveyard to your hand.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 6/350

### Aysen Rebel

4\*



Creature — Anderth Rebel Cleric



Plainswalk

2\*: Put a healing counter on Aysen Rebel.

1, Remove a healing counter from Aysen Rebel: Prevent the next 1 damage that would be dealt to target creature this turn.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 7/350

3/3

### Battle Tested

2\*



Instant



Creatures you control get +1/+1 until end of turn. Then you may pay 2\*. If you do, copy this spell.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 8/350

### Bird of Judgment

1\*



Creature — Mythical Bird



Flying, vigilance

☞, Sacrifice Bird of Judgment: Until end of turn, you can't be the target of spells or abilities your opponents control.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 9/350

1/1



**Blessed Resolve**

1\*

**Enchantment — Aura**

Enchant creature you control  
 Enchanted creature has vigilance.  
 Whenever enchanted creature attacks or blocks, or a player plays an activated ability of enchanted creature with \* in its activation cost, you gain 2 life.

Designed by David Tidd and Mark Tidd  
 PREVENIENCE 10/350

**Charmed Dragon**

3\*\*

**Creature - Dragon**

Flying, first strike, trample  
 When Charmed Dragon comes into play, each other player may put any number of artifact, creature, enchantment, and/or land cards from his or her hand into play.  
 Discard two cards: Return Charmed Dragon to its owner's hand.

5/5

Designed by David Tidd and Mark Tidd  
 PREVENIENCE 11/350

**Circle of Protection: Landwalk**

1\*

**Enchantment**

As Circle of Protection: Landwalk comes into play, choose a basic land type.

1: The next time a source of your choice with landwalk of the chosen type would deal damage to you this turn, prevent that damage.

Designed by David Tidd and Mark Tidd  
 PREVENIENCE 12/350

**Darksteel Griffin**

4\*\*

**Creature - Griffin**

Flying, first strike  
 Transform Sorcery (You may play this card as this sorcery rather than as a creature spell.) — Target permanent becomes indestructible. ("Destroy" effects and lethal damage don't destroy that permanent. This effect doesn't end at end of turn.)

3/3

Designed by David Tidd and Mark Tidd  
 PREVENIENCE 13/350

**Dazzling Leech**

2\*\*

**Creature - Leech**

White spells cost \* less to play.  
 Whenever an opponent gains life, you gain that much life.

2/6

Designed by David Tidd and Mark Tidd  
 PREVENIENCE 14/350

**Delicate Faithkeeper**

\*

**Creature — Insect Cleric**

Flash  
 Creatures you control that are enchanted get +1/+1.

1/1

Designed by David Tidd and Mark Tidd  
 PREVENIENCE 15/350

**Divine Heraldry**

2\*

**Enchantment — Aura**

Enchant creature  
 Enchanted creature gets +2/+2 and has lifelink.  
 When Divine Heraldry is put into a graveyard from play, you may search your library for up to three cards named Divine Heraldry, reveal them, and put them into your hand. If you do, shuffle your library.

Designed by David Tidd and Mark Tidd  
 PREVENIENCE 16/350

**Drained Wetlands**

5\*\*

**Sorcery**

Destroy all Swamps.

Designed by David Tidd and Mark Tidd  
 PREVENIENCE 17/350

**Expel**

3\*

**Instant**

Remove target nonwhite attacking creature from the game. You gain life equal to its toughness. Then you may sacrifice a land, sacrifice a creature, and discard a card. If you do, copy this spell and choose a new target for the copy.

Designed by David Tidd and Mark Tidd  
 PREVENIENCE 18/350



### Farmstead Healer

2\*



Creature — Human Cleric

☞: Prevent the next 2 damage that would be dealt to target creature or player this turn. If Farmstead Healer is enchanted, prevent the next 4 damage to that creature or player instead.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 19/350

1/1

### Geographic Prediction

\*\*



Enchantment

1: If you would draw a card, you may instead have target opponent choose land or nonland. Then reveal the top card of your library. If it is not a card of the chosen kind, you gain 10 life.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 20/350

### Glaring Ettin

3\*



Creature — Ettin

Whenever Glaring Ettin attacks, tap all creatures with power less than or equal to Glaring Ettin's power.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 21/350

1/3

### Gliding Pegasus

\*\*



Creature — Pegasus Knight

Flying

\*: Target creature becomes white until end of turn.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 22/350

2/1

### Golden Knight

\*\*



Creature — Human Knight

First strike

When Golden Knight comes into play, you gain 2 life.

✕: Golden Knight gets +X/+0 until end of turn. Spend only nonwhite mana this way.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 23/350

2/2

### Graceful Antelope

2\*\*



Creature — Antelope

Plainswalk

Whenever Graceful Antelope deals combat damage to a player, you may have target land become a Plains until Graceful Antelope leaves play.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 24/350

1/4

### Honored Legion

3\*



Creature — Human Knight

Vigilance, mountainwalk

Untapped creatures you control get +0/+2.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 25/350

2/2

### Impoverishing Griffin

4\*



Creature — Griffin

Flying, vigilance

At the end of your turn, reveal the top card of your library. Target opponent may choose to put that card on the bottom of your library.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 26/350

3/3

### Karmic Explorer

4\*



Creature — Anderth Nomad Mystic

Swampwalk

☞: Untap all other creatures you control.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 27/350

2/2



### Keeper of the Prism

3\*



Creature — Anderth Nomad Mystic



☞: Add three mana of any combination of colors to your mana pool. Spend this mana only to play Aura spells.

Transform Instant (*You may play this card as this instant rather than as a creature spell.*) — Target creature loses all abilities and becomes a 2/2 Prism that is all colors until end of turn.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 28/350

1/4

### Law and Order

2\*\*



Sorcery



Law and Order deals 2 damage to each red creature and each player who controls a red creature.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 29/350

### Machius, Aspect of Wrath

7\*\*\*



Legendary Creature — Avatar



Double strike, vigilance

Transform Sorcery (*You may play this card as this sorcery rather than as a creature spell.*) — Each player chooses one permanent he or she controls, then removes the rest from the game.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 30/350

5/7

### Martial Law

4\*



Instant



Whenever a spell or ability an opponent controls causes a creature you control to leave play this turn, return that creature to play under its owner's control and you may destroy target creature that opponent controls.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 31/350

### Martyr of Grace

2\*



Creature — Insect Cleric



Swampwalk

Sacrifice Martyr of Grace: Destroy target enchantment.

Transform Instant (*You may play this card as this instant rather than as a creature spell.*) — Counter target spell that targets a permanent you control.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 32/350

2/1

### Mastery of Runes

\*\*



Enchantment — Aura



Enchant creature

Enchanted creature becomes a Cleric and has "☞: Target creature you control gains protection from the color of your choice until end of turn. This effect doesn't remove Mastery of Runes."

Designed by David Tidd and Mark Tidd  
PREVENIENCE 33/350

### Noble Paladin

4\*



Creature — Human Knight



Flash

First strike

When Noble Paladin comes into play, it deals 2 damage to target attacking or blocking creature.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 34/350

2/2

### Nomad Aulamaster

2\*\*



Creature — Anderth Nomad Mystic



Each creature you control is enchanted, even if no Aura is attached to it.

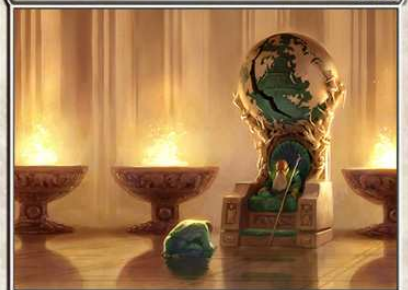
☞: Search your library for an Aura card with enchant creature and put it into play attached to target creature. Then shuffle your library.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 35/350

2/2

### Promise of Peace

2\*



Enchantment - Aura



Enchant creature

Enchanted creature can't attack or block.

As long as Promise of Peace is in your graveyard, each enchanted creature gets +1/+3 and has vigilance.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 36/350



# Reverse the Sands

6



Sorcery



Redistribute any number of players' life totals. *(Each of those players gets one life total back.)*

Designed by David Tidd and Mark Tidd  
PREVENIENCE 37/350

# Righteous Charm

\*



Instant



Choose one — Creatures you control get +0/+1 until end of turn; or remove target enchantment from the game; or target enchanted creature gets +3/+3 until end of turn.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 38/350

# Righteous Defender

3



Creature — Knight Spirit



Flash

☛: Target attacking or blocking creature gets +2/+2 until end of turn.

Righteous Defender can block creatures with plainswalk as though they didn't have plainswalk.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 39/350

1/5

# Riposte

\*



Enchantment - Aura



Flash

Enchant creature

When Riposte comes into play, the next 1 damage that would be dealt to enchanted creature this turn is dealt to target creature or player instead.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 40/350

# Roundtable Crusader

1



Creature — Human Knight



Other Knight creatures get +1/+1 and have plainswalk.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 41/350

2/2

# Serene Optimist

2



Creature — Anderth Nomad Mystic



☛: Tap target creature.

1 \*, Name a card: Put the top card of your library into your graveyard. If that card is the named card, untap Serene Optimist.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 42/350

2/2

# Starlight Convert

1



Creature — Anderth Nomad Mystic



If a spell or ability an opponent controls causes you to discard Starlight Convert, put it into play with two +1/+1 counters on it instead of putting it into your graveyard.

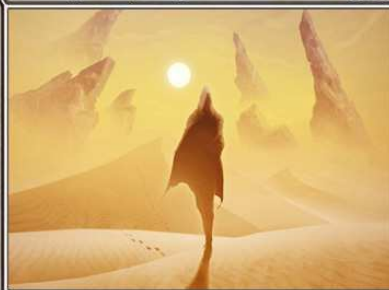
As long as Starlight Convert has any +1/+1 counters on it, it has protection from black and from red.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 43/350

1/3

# Strange Odyssey

\*



Instant



Remove target creature an opponent controls from the game. Then that player reveals the top card of his or her library. If it's a creature card, that player may put the card into play.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 44/350

# Thundering Elephant

2



Creature — Elephant



Whenever Thundering Elephant attacks, it gets +1/+1 and gains trample until end of turn.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 45/350

3/3



### Tohsen, Campaign Commander 5\*



Legendary Creature - Human Knight

1\*: Target creature other than Tohsen, Campaign Commander gets +1/+1 until end of turn.

\*: Target creature gains first strike or vigilance until end of turn.

Designed by David Tidd and Mark Tidd

3/3

PREVENIENCE 46/350

### Tragic Visionary 3\*



Creature - Anderth Spellshaper

1\*, Discard a card: Destroy target artifact or enchantment.

1\*, ♣, Discard a non-Aura card: Return target Aura card from your graveyard to play.

Designed by David Tidd and Mark Tidd

2/4

PREVENIENCE 47/350

### Tribal Nemesis 4\*



Creature — Spirit

As Tribal Nemesis comes into play, choose a creature type.

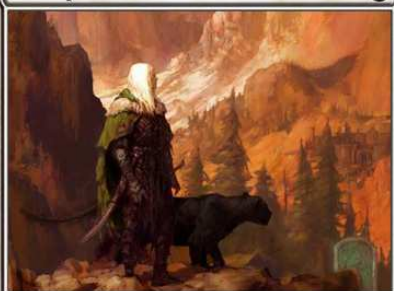
♣: Destroy target attacking or blocking creature of the chosen type.

Designed by David Tidd and Mark Tidd

3/3

PREVENIENCE 48/350

### Valley Savior \*



Creature — Anderth Nomad Cleric

Mountainwalk

Whenever Valley Savior attacks and isn't blocked, you gain 2 life.

Transform Instant (You may play this card as this instant rather than as a creature spell.) — Prevent all combat damage that would be dealt this turn.

Designed by David Tidd and Mark Tidd

0/2

PREVENIENCE 49/350

### Vigilant Protector 2\*



Creature - Human Soldier

Flying

Transform Instant (You may play this card as this instant rather than as a creature spell.) — Prevent the next 3 damage that would be dealt to target creature or player this turn. You gain 3 life.

Designed by David Tidd and Mark Tidd

2/1

PREVENIENCE 50/350

### Weatherlight Squire 5\*



Creature — Human Soldier

Weatherlight Squire gets +2/+2 for each Aura attached to it.

Weatherlight Squire is a Knight as long as it's enchanted.

Designed by David Tidd and Mark Tidd

2/5

PREVENIENCE 51/350

### Worshipped Pegasus 3\*



Creature — Pegasus

Flying

Tap an untapped creature you control other than Worshipped Pegasus: Worshipped Pegasus gets +1/+2 until end of turn.

♣: Until end of turn, if you control a creature, damage that would reduce your life total to less than 1 reduces it to 1 instead.

Designed by David Tidd and Mark Tidd

2/2

PREVENIENCE 52/350

### Acinvar Xonox 4



Creature — Beast

When Acinvar Xonox comes into play, if only blue mana was spent to play it, draw two cards.

Whenever Acinvar Xonox blocks or becomes blocked, you may return it to its owner's hand at end of combat.

Designed by David Tidd and Mark Tidd

2/4

PREVENIENCE 53/350

### Ageless Iceclimber 3



Creature — Spirit

Mountainwalk

Transform Sorcery (You may play this card as this sorcery rather than as a creature spell.) — Choose a creature type. Draw a card for each permanent you control of that type.

Designed by David Tidd and Mark Tidd

2/2

PREVENIENCE 54/350



**Antipodean** 7



**Legendary Creature - Kraken**

Antipodean is unblockable.

When Antipodean comes into play, return all other creatures to their owners' hands.

Transform Sorcery (*You may play this card as this sorcery rather than as a creature spell.*) — Target player draws seven cards.

Designed by David Tidd and Mark Tidd  
PREVENTIENCE 55/350

10/10

**Aura of Uncertainty** 2



**Enchantment**

2 : Attach target Aura enchanting a creature to another creature. If those creatures are controlled by different players, sacrifice Aura of Uncertainty.

Designed by David Tidd and Mark Tidd  
PREVENTIENCE 56/350

**Azure Skyscaper** 4



**Creature — Madia Wizard**

Flying

: Until end of turn, if you tap a land for mana, it produces instead of any other type.

Designed by David Tidd and Mark Tidd  
PREVENTIENCE 57/350

3/3

**Barrin's Best Student** 2



**Creature — Human Wizard**

Skip your upkeep step.

, : Tap or untap target permanent.

1 , : Draw a card.

3 , : Return target permanent to its owner's hand.

Designed by David Tidd and Mark Tidd  
PREVENTIENCE 58/350

2/2

**Beta of Creation**



**Enchantment**

When an opponent plays a green creature spell, if Beta of Creation is an enchantment, Beta of Creation becomes a 4/4 Beast creature.

Designed by David Tidd and Mark Tidd  
PREVENTIENCE 59/350

**Bird of Visions** 1



**Creature — Mythical Bird**

Flying

, Sacrifice Bird of Visions: Look at the top four cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order.

Designed by David Tidd and Mark Tidd  
PREVENTIENCE 60/350

1/1

**Coldwater Prowler** 5



**Creature - Madia Pirate**

Coldwater Prowler can't attack unless defending player controls an Island.

, , , Sacrifice Coldwater Prowler: Destroy target creature with islandwalk.

Designed by David Tidd and Mark Tidd  
PREVENTIENCE 61/350

5/5

**Deceptive Spirit** 2



**Creature — Spirit**

Flash

Flying

Whenever a player plays a creature spell, return Deceptive Spirit to its owner's hand.

Transform Instant (*You may play this card as this instant rather than as a creature spell.*) — Counter target spell.

Designed by David Tidd and Mark Tidd  
PREVENTIENCE 62/350

3/3

**Deep Spawn** 5



**Creature — Homarid**

Trample

At the beginning of your upkeep, sacrifice Deep Spawn unless you put the top two cards of your library into your graveyard.

: Deep Spawn gains shroud until end of turn and doesn't untap during your next untap step. Tap Deep Spawn.

Designed by David Tidd and Mark Tidd  
PREVENTIENCE 63/350

6/6



**Dreamcrusher** 3

**Creature — Illusion Mutant Warrior**

Dreamcrusher is unblockable.

When Dreamcrusher comes into play, each other player may draw three cards.

**3** : Remove Dreamcrusher from the game, then return it to play under its owner's control at end of turn.

Designed by David Tidd and Mark Tidd 5/5  
PREVENTENCE 64/350

**Elusive Merrow** 1

**Creature — Merfolk Mutant**

Elusive Merrow is unblockable.

At the beginning of your upkeep, Elusive Merrow deals 1 damage to you.

Designed by David Tidd and Mark Tidd 2/1  
PREVENTENCE 65/350

**Ensorcelling Djinn** 6

**Legendary Creature - Djinn**

Flying

When Ensorcelling Djinn comes into play, remove the top ten cards of target player's library from the game. Choose a creature card removed this way and put it into play under your control.

Designed by David Tidd and Mark Tidd 6/6  
PREVENTENCE 66/350

**Exodus from Reality** 2

**Instant**

Tap or untap up to two target permanents. Return each nonland permanent tapped this way to its owner's hand unless its controller pays **1**.

Designed by David Tidd and Mark Tidd  
PREVENTENCE 67/350

**Force Majeure** X

**Instant**

Counter target spell unless its controller pays **X**. If that spell is countered this way, you may put it on top of its owner's library instead of into that player's graveyard.

Designed by David Tidd and Mark Tidd  
PREVENTENCE 68/350

**Forceful Interdictor** 4

**Creature — Madia Wizard**

Forestwalk

: Counter target activated ability. (Mana abilities can't be targeted.)

Designed by David Tidd and Mark Tidd 2/2  
PREVENTENCE 69/350

**Giant Tortoise** 1

**Creature — Turtle**

Giant Tortoise gets +0/+3 as long as it's untapped.

Designed by David Tidd and Mark Tidd 1/1  
PREVENTENCE 70/350

**Guided Recollection** 2

**Sorcery**

Return target instant card from your graveyard to your hand. Then you may pay **2** . If you do, copy this spell and choose a new target for the copy.

Designed by David Tidd and Mark Tidd  
PREVENTENCE 71/350

**Hackneyed Destiny**

**Enchantment — Aura**

Enchant creature

: Until end of turn, change the text of enchanted creature by replacing all instances of one basic land type with another.

**3** : Return Hackneyed Destiny to its owner's hand.

Designed by David Tidd and Mark Tidd  
PREVENTENCE 72/350



**History Repeats** 5



**Sorcery**

Return all permanents to their owners' hands, except for creatures named Last Survivor. End the turn.

Designed by David Tidd and Mark Tidd  
PREVENTENCE 73/350

**Homeland Security** 1



**Instant**

Return target nonland permanent to its owner's hand. Then you may pay 1 and discard a blue card. If you do, copy this spell and choose a new target for the copy.

Designed by David Tidd and Mark Tidd  
PREVENTENCE 74/350

**Hygrosopic Elemental** 2



**Creature — Elemental**

Hygrosopic Elemental is unblockable.

When Hygrosopic Elemental comes into play, return two lands you control to their owners' hands.

Designed by David Tidd and Mark Tidd  
PREVENTENCE 75/350

3/4

**Kinase Thrall** 2



**Creature — Elemental**

, : Untap target permanent.

Transform Instant (*You may play this card as this instant rather than as a creature spell.*) — You draw two cards, then each other player draws a card.

Designed by David Tidd and Mark Tidd  
PREVENTENCE 76/350

1/1

**Last Survivor**



**Creature — Merfolk Mutant**

You have no maximum hand size.

: You may put a land card from your hand into play. Play this ability only if you have seven or more cards in hand.

Designed by David Tidd and Mark Tidd  
PREVENTENCE 77/350

1/1

**Lord of Atlantis**



**Creature — Merfolk**

Other Merfolk creatures get +1/+1 and have islandwalk.

Designed by David Tidd and Mark Tidd  
PREVENTENCE 78/350

2/2

**Magus of the Spiral** 4



**Creature — Human Wizard**

Flying

Sacrifice Magus of the Spiral: Each player discards his or her hand, then shuffles his or her graveyard into his or her library, then draws cards equal to the number of cards he or she discarded this way.

Designed by David Tidd and Mark Tidd  
PREVENTENCE 79/350

2/4

**Merfolk Hero**



**Creature — Merfolk Mutant**

At the beginning of your upkeep, tap Merfolk Hero unless you pay .

Sacrifice Merfolk Hero: Target creature gains shroud until end of turn and is unblockable this turn.

Designed by David Tidd and Mark Tidd  
PREVENTENCE 80/350

3/3

**Mirror of Odin** 1



**Instant**

Gain control of target instant or sorcery spell. (*This can target Transform instant and sorcery spells.*) You may choose new targets for it. If that card would be put into a graveyard this turn, return it to its owner's hand instead.

Designed by David Tidd and Mark Tidd  
PREVENTENCE 81/350



### Omnipotent Leech

3



Creature - Leech

Blue spells cost 1 less to play.

Whenever an opponent draws a card, you draw a card.

At the end of your turn, if you have three or more cards in hand, sacrifice Omnipotent Leech.

Designed by David Tidd and Mark Tidd

4/1

### Omniscient Sprites

3



Creature — Faerie Wizard

Flying

2: Target player reveals his or her hand and the top card of his or her library.

Transform Instant (You may play this card as this instant rather than as a creature spell.) — Gain control of target artifact or enchantment spell. You may choose a new target for it. (The permanent comes into play under your control.)

Designed by David Tidd and Mark Tidd

1/3

### Preserver of Secrets

3



Creature — Madia Wizard

Preserver of Secrets can't be the target of spells.

Players can't search libraries, reveal cards from the top of any library, or look at cards in any library. (Players can draw cards.)

Designed by David Tidd and Mark Tidd

2/3

### Promise of Wisdom

2



Enchantment - Aura

Enchant creature

Enchanted creature is unblockable.

As long as Promise of Wisdom is in your graveyard, whenever any enchanted creature deals combat damage to a player, its controller draws a card.

Designed by David Tidd and Mark Tidd

### Quiet Soothsayer

1



Creature — Merfolk Shaman

At the beginning of your upkeep, sacrifice Quiet Soothsayer unless you pay 1.

1, 1: Look at the top three cards of your library, then put them back in any order.

Designed by David Tidd and Mark Tidd

1/1

### Reconstructed Hoverguard

5



Creature - Drone

Flying

As Reconstructed Hoverguard comes into play, discard your hand.

At the beginning of your draw step, draw a card.

Designed by David Tidd and Mark Tidd

4/4

### Riptide Merfolk

1



Creature — Merfolk Scout

Islandwalk

Transform Instant (You may play this card as this instant rather than as a creature spell.) — Target creature gets -5/-0 until end of turn.

Designed by David Tidd and Mark Tidd

1/1

### River Scout

1



Creature — Merfolk Scout

1: Target land's type becomes the basic land type of your choice until end of turn. River Scout doesn't untap during your next untap step.

Designed by David Tidd and Mark Tidd

2/1

### Rootwater Matriarch

2



Creature - Merfolk

1: Gain control of target creature as long as that creature is enchanted.

Designed by David Tidd and Mark Tidd

2/3



**Sandbar Drake** 3



**Creature - Drake**

Flying

When Sandbar Drake comes into play, if only blue mana was spent to play it, you may search your library for a card named Sandbar Drake, reveal it and put it into your hand. If you do, shuffle your library.

♠: Target creature becomes blue until end of turn.

Designed by David Tidd and Mark Tidd  
PREVENTENCE 91/350

2/2

**Sapphire Flame** X 1



**Sorcery**

Sapphire Flame deals X damage to target red creature or target player who controls a red creature.

Designed by David Tidd and Mark Tidd  
PREVENTENCE 92/350

**Snap Decision**



**Sorcery**

Draw a card, then look at the top card of target player's library. You may put that card on the bottom of that player's library.

Designed by David Tidd and Mark Tidd  
PREVENTENCE 93/350

**Spawn Simulacra** 3



**Sorcery**

Put a token into play as a copy of target nontoken, nonlegendary creature. Then you may sacrifice a land, sacrifice a creature, and discard a card. If you do, copy this spell and choose a new target for the copy.

Designed by David Tidd and Mark Tidd  
PREVENTENCE 94/350

**Status Quo** 2



**Instant**

You may return an untapped Island you control to its owner's hand rather than pay Status Quo's mana cost.

Counter target creature spell or target Transform instant or sorcery spell.

Designed by David Tidd and Mark Tidd  
PREVENTENCE 95/350

**Sudden Whirlpool** 1



**Enchantment — Aura**

Flash

Enchant creature

Enchanted creature has "1: Exchange control of this creature and all creatures blocking or blocked by it. (This removes those creatures from combat.) Prevent all combat damage that would be dealt by those creatures this turn."

Designed by David Tidd and Mark Tidd  
PREVENTENCE 96/350

**Surge of the Sea**



**Enchantment**

At the beginning of your upkeep, sacrifice an Island unless you pay ♠♠♠.

Blue creatures can't be the target of nonblue spells or abilities from nonblue sources.

Blue creatures get +2/+0.

Nonblue creatures get -2/-0.

Designed by David Tidd and Mark Tidd  
PREVENTENCE 97/350

**Telluric Sentry** 2



**Creature — Beast Mutant**

Forestwalk

When Telluric Sentry comes into play, if only blue mana was spent to play it, you may tap up to two target creatures without flying.

Designed by David Tidd and Mark Tidd  
PREVENTENCE 98/350

2/1

**Temporal Entrancer** 4



**Creature — Madia Spellshaper**

Whenever Temporal Entrancer attacks and isn't blocked, remove the top two cards of defending player's library from the game. You may play those cards as long as Temporal Entrancer remains in play.

Transform Sorcery (You may play this card as this sorcery rather than as a creature spell.) — Target player takes an extra turn after this one.

Designed by David Tidd and Mark Tidd  
PREVENTENCE 99/350

4/4



**Thought Master** 2



**Creature — Madia Pirate Mystic**

☞: Draw a card, then discard a card.

1 ♠, Name a card: Put the top card of your library into your graveyard. If that card is the named card, untap Thought Master.

Designed by David Tidd and Mark Tidd  
PREVENTIENCE 100/350

1/2

**Tidal Charm**



**Instant**

Choose one — Target creature gains flying until end of turn; or return target permanent you control to its owner's hand; or draw a card.

Designed by David Tidd and Mark Tidd  
PREVENTIENCE 101/350

**Tidal Defender** 3



**Creature — Merfolk Spirit**

Flash

♠♠: Tidal Defender gains flying and mountainwalk until end of turn.

Tidal Defender can block creatures with islandwalk as though they didn't have islandwalk.

Designed by David Tidd and Mark Tidd  
PREVENTIENCE 102/350

3/1

**Tradewind Waveshaper** 5



**Creature — Merfolk Wizard**

Islandwalk

At the beginning of each player's upkeep, that player returns a nonland permanent he or she controls to its owner's hand.

Designed by David Tidd and Mark Tidd  
PREVENTIENCE 103/350

3/4

**Value and Truth** 4



**Sorcery**

Target player draws four cards, then reveals his or her hand and the top card of his or her library.

Designed by David Tidd and Mark Tidd  
PREVENTIENCE 104/350

**Argothian Betrayer** 3



**Creature — Elf Minion**

Forestwalk, swampwalk

1 ♠, Sacrifice Argothian Betrayer: All creatures get -1/-1 until end of turn.

Designed by David Tidd and Mark Tidd  
PREVENTIENCE 105/350

2/2

**Bird of Torment** 1



**Creature — Mythical Bird**

Flying

☞, Sacrifice Bird of Torment: Target player sacrifices a creature.

Designed by David Tidd and Mark Tidd  
PREVENTIENCE 106/350

1/1

**Blood Golem** 3



**Creature — Golem**

When Blood Golem comes into play, sacrifice two creatures or sacrifice Blood Golem.

☞: Regenerate Blood Golem.

Designed by David Tidd and Mark Tidd  
PREVENTIENCE 107/350

6/3

**Blood Purger**



**Creature — Minion Cleric**

☞, Sacrifice Blood Purger: Add ☞☞ to your mana pool.

Designed by David Tidd and Mark Tidd  
PREVENTIENCE 108/350

2/2



**Bog Charm** 



**Instant** 

Choose one — Return target Minion or Zombie creature card from your graveyard to your hand; or remove up to three target cards in a single graveyard from the game; or destroy target creature that was dealt damage this turn.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 109/350

**Bog Defender**  4



**Creature — Zombie Spirit** 

Flash

Bog Defender can block creatures with swampwalk as though they didn't have swampwalk.

Transform Sorcery (*You may play this card as this sorcery rather than as a creature spell.*) — You draw three cards and you lose 3 life.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 110/350

2/4

**Corpse Tree**  



**Creature - Plant** 

Whenever a creature is put into a graveyard from play, put a blight counter on Corpse Tree.

 : Destroy each creature with converted mana cost equal to the number of blight counters on Corpse Tree. Sacrifice Corpse Tree at end of turn.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 111/350

0/2

**Crypt Numerary**  2



**Creature — Thrull Mystic** 

: Target player loses 1 life.

: Target player gains 1 life.

1 , Name a card: Put the top card of your library into your graveyard. If that card is the named card, untap Crypt Numerary.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 112/350

2/2

**Decaying Forest**  3



**Enchantment** 

Whenever a green card is put into an opponent's graveyard from anywhere, you may draw a card.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 113/350

**Destroyer of Runes**  5



**Creature - Zombie Cleric** 

Plainswalk

Whenever Destroyer of Runes deals combat damage to a player, that player loses 1 life for each artifact and enchantment he or she controls.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 114/350

3/4

**Doline**  



**Sorcery** 

Destroy target land. You lose 5 life.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 115/350

**Dredger Wurm**  3



**Creature - Wurm** 

Forestwalk

Whenever Dredger Wurm deals combat damage to a player, you may sacrifice a land. If you do, put two 1/1 black Minion creature tokens into play.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 116/350

2/2

**Drive the Horde**  6



**Sorcery** 

Black creatures get +2/+0 and gain fear until end of turn.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 117/350



**End of the Road** 2



**Instant**

Destroy target creature with a landwalk ability.  
Draw a card.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 118/350

**Enslaved Harpies**



**Creature — Beast**

Flying, fear  
When Enslaved Harpies comes into play, each other player may return a creature card from his or her graveyard to play.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 119/350

2/2

**Epidemic** 3



**Instant**

Destroy target nonblack creature. It can't be regenerated. Then you may sacrifice a land, sacrifice a creature, and discard a card. If you do, copy this spell and choose a new target for the copy.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 120/350

**Foul Wind** X



**Sorcery**

Target player sacrifices a creature with power equal to X and loses life equal to the sacrificed creature's power. You gain that much life.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 121/350

**Frightened Lurker** 2



**Creature — Zombie Minion**

When an Aura becomes attached to Frightened Lurker, sacrifice it.  
Transform Sorcery (You may play this card as this sorcery rather than as a creature spell.) — Target player discards two cards unless he or she discards a creature card with Transform.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 122/350

3/2

**Graveborn Alliance** 1



**Creature — Demon**

All creatures are black.  
Minion creatures get +1/+1.  
Zombie creatures get +1/+1.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 123/350

2/2

**Gravemaker** 3



**Creature - Imp Minion**

Flying  
Whenever Gravemaker deals combat damage to a player, that player puts the top three cards of his or her library into his or her graveyard.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 124/350

2/2

**Grisly Bonescaper** 2



**Creature — Zombie Blacksmith**

, , Sacrifice a creature: Regenerate target creature. When it regenerates this way, put a +1/+1 counter on it.  
, , Sacrifice an artifact or nonbasic land: Tap target untapped creature and put a +1/+1 counter on it.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 125/350

2/2

**Grotesque Result** 1



**Instant**

Target creature gets +3/-1 and becomes black until end of turn. Then you may pay 1 and discard a black card. If you do, copy this spell. You may choose a new target for the copy.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 126/350



**Harbinger of the Wastes** 7



**Legendary Creature — Demon Spirit**

Flying, first strike, fear, trample, haste, protection from green, protection from white

Transform Sorcery (You may play this card as this sorcery rather than as a creature spell.) — Destroy all creatures you don't control. They can't be regenerated. Draw a card for each creature destroyed this way.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 127/350

6/6

**Honor on the Wastes** 4



**Creature — Spirit Knight**

First strike, protection from black, protection from white

Transform Sorcery (You may play this card as this sorcery rather than as a creature spell.) — Each player loses 2 life, then discards two cards, then sacrifices two creatures, then sacrifices two lands.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 128/350

3/3

**Hypnotic Prediction**



**Sorcery**

Target player reveals his or her hand. You name a card, then that player discards a card at random. If that card is the named card, that player discards another card at random.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 129/350

**Ihsan's Shade** 3



**Legendary Creature — Shade Knight**

Protection from white

Designed by David Tidd and Mark Tidd  
PREVENIENCE 130/350

5/5

**Infectious Bloodsucker** 3



**Creature — Vampire**

All Vampires have "Whenever a creature dealt damage by this creature this turn is put into a graveyard, return that card to play under your control and it becomes a Vampire."

When Infectious Bloodsucker leaves play, sacrifice all Vampires you control.

☞: Regenerate target Vampire.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 131/350

4/4

**Infernal Pit**



**Enchantment**

☞, Discard a card or sacrifice a nontoken creature: Put a 1/1 black Minion creature token into play.

Sacrifice three Minion creatures: Destroy target creature.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 132/350

**Levok, Death Unbidden** 1



**Legendary Creature — Lich**

If damage would be dealt to Levok, sacrifice that many permanents instead.

When Levok is put into a graveyard from play, return it to play under its owner's control at end of turn.

☞: Put target creature card in a graveyard into play under your control.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 134/350

5/5

**Levok's Taskmage** 3



**Creature — Minion Wizard**

☞, Sacrifice X creatures: Target creature gets -X/-X until end of turn.

X, ☞: Remove X target creature cards in a single graveyard from the game. For each creature card removed this way, put a 1/1 black Minion creature token into play.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 133/350

1/2

**Malevolent Specter** 2



**Creature — Specter**

Flying, plainwalk

Whenever Malevolent Specter deals combat damage to a player, that player discards a card. If he or she can't, that player loses 3 life.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 135/350

1/1



**Micromutate** 3



**Sorcery**

If you control a Swamp, you may sacrifice three creatures rather than pay Micromutate's mana cost.

All creatures get -4/-4 until end of turn.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 136/350

**Moor Hound** 4



**Creature — Zombie Hound**

Fear, lifelink (*Whenever this creature deals damage, you gain that much life.*)

Designed by David Tidd and Mark Tidd  
PREVENIENCE 137/350

2/4

**Nantuko Husk** 2



**Creature — Zombie Insect**

Sacrifice a creature: Nantuko Husk gets +2/+2 until end of turn.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 138/350

2/2

**Octopede** 6



**Creature — Insect**

Octopede comes into play with four +1/+1 counters on it.

2, Remove a +1/+1 counter from Octopede: Put a 1/1 black Minion creature token into play.

2, Sacrifice a Minion creature: Put a +1/+1 counter on Octopede.

Sacrifice four Minion creatures: Return Octopede from your graveyard to play. Play this ability only during your upkeep.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 139/350

0/0

**Open Graves** 2



**Enchantment**

1, Remove a nontoken creature you control from the game: Until end of turn, you may play creature cards in your graveyard.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 140/350

**Partially Obscured Shadow**



**Creature - Horror**

Whenever a creature you control is put into a graveyard from play, put a +1/+1 counter on Partially Obscured Shadow.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 141/350

1/1

**Pitch Darkness** 4



**Enchantment**

White creatures can't attack or block.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 142/350

**Plague of Mosquitoes** 1



**Creature — Insect**

Flying

: Regenerate Plague of Mosquitoes.

Transform Sorcery (*You may play this card as this sorcery rather than as a creature spell.*) — Destroy target tapped creature.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 143/350

1/1

**Promise of Corruption** 2



**Enchantment - Aura**

Enchant creature

Whenever enchanted creature deals combat damage to a player, put two 1/1 black Minion creature tokens into play.

As long as Promise of Corruption is in your graveyard, each enchanted creature has deathtouch. (*Whenever an enchanted creature deals damage to a creature, destroy that creature.*)

Designed by David Tidd and Mark Tidd  
PREVENIENCE 144/350



**Reaver Leech** 2



**Creature - Leech**

Black spells cost 1 less to play.  
Reaver Leech can't block.

Whenever an opponent loses life, you lose that much life. (*Damage causes loss of life.*)

Designed by David Tidd and Mark Tidd  
PREVENIENCE 145/350 7/7

**Reclamation Ghoul** 4



**Creature - Zombie Minion Cleric**

Transform Instant (*You may play this card as this instant rather than as a creature spell.*) — Return up to three target black creature cards from your graveyard to your hand.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 146/350 4/2

**Redead**



**Creature - Zombie Minion**

Redead can't block.

At the beginning of your upkeep, if Redead is in your graveyard, you may pay 1 life. If you do, return Redead to your hand.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 147/350 1/1

**Slayer of the Dark** 2



**Creature - Assassin**

Swampwalk

When Slayer of the Dark comes into play, destroy target black creature.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 148/350 3/1

**Soulless Skywalker** 4



**Creature - Angel**

Flying, trample

At the beginning of your upkeep, put a +1/+1 counter on Soulless Skywalker, then sacrifice a creature other than Soulless Skywalker for each counter on it. If you can't, tap Soulless Skywalker and it deals damage equal to its power to you.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 149/350 5/4

**Soultrawler Wraith** 4



**Creature - Wraith**

2, 3: Return target creature card of an opponent's choice from your graveyard to play. Each opponent then returns target creature card of your choice from his or her graveyard to play.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 150/350 3/3

**Spirithbond Summoner** 1



**Creature - Minion Wizard**

2, 3: Search your library for a Minion creature card with converted mana cost X, where X is the number of Minion creatures you control, and put that card into play. Then shuffle your library.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 151/350 1/1

**Tainted Flesh** 1



**Enchantment - Aura**

Enchant creature

Whenever enchanted creature blocks or becomes blocked, you may sacrifice Tainted Flesh. If you do, that creature deals 2 damage to each attacking creature and 2 damage to each blocking creature.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 152/350

**Unholy Morass** 3



**Sorcery**

Target opponent loses 3 life. You gain 3 life. Then you may pay 3. If you do, copy this spell. You may choose a new target for the copy.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 153/350



**Unnatural Breeder** 5



**Creature — Beast**

At the beginning of your upkeep, sacrifice Unnatural Breeder unless you pay 1 .

At the end of your turn, put a 1/1 black Minion creature token into play.

Unnatural Breeder gets +1/+1 for each Minion creature you control.

Designed by David Tidd and Mark Tidd 3/2  
PREVENTENCE 154/350

**Warlord of the Wastes** 2



**Creature — Zombie Warrior**

Whenever Warlord of the Wastes attacks and isn't blocked, you may return target Zombie creature card from your graveyard to play.

1, Discard two cards: Put a 2/2 black Zombie Minion creature token into play.

Designed by David Tidd and Mark Tidd 2/2  
PREVENTENCE 155/350

**Wicked Nightcrawler** 2



**Creature — Demon**

Wicked Nightcrawler can only attack or block alone.

Transform Sorcery (You may play this card as this sorcery rather than as a creature spell.)— Destroy target land.

Designed by David Tidd and Mark Tidd 4/4  
PREVENTENCE 156/350

**Absolute Chaos** 2



**Enchantment**

All creatures have protection from white.

Designed by David Tidd and Mark Tidd  
PREVENTENCE 157/350

**Alluvial Kavv** 2



**Creature — Kavv**

: Target land becomes an Island or a Plains until end of turn.

Transform Sorcery (You may play this card as this sorcery rather than as a creature spell.) — Alluvial Kavv deals 5 damage to target creature.

Designed by David Tidd and Mark Tidd 3/3  
PREVENTENCE 158/350

**Angry Zeal** 2



**Enchantment - Aura**

Enchant creature

Enchanted creature has haste.

Whenever a creature comes into play under your control, attach Angry Zeal to that creature.

Designed by David Tidd and Mark Tidd  
PREVENTENCE 159/350

**Bajada Moongazer** 5



**Creature - Yeti**

: Target spell becomes colorless.

2: All permanents become colorless until end of turn.

2: Until end of turn, basic lands you control lose all basic land types and gain " : Add 1 to your mana pool."

Designed by David Tidd and Mark Tidd 4/4  
PREVENTENCE 160/350

**Balduvian Quartermaster** 3



**Creature — Human Warrior**

Whenever a creature becomes blocked by a creature with lesser power, destroy the blocking creature.

Whenever a creature blocks a creature with lesser power, destroy the attacking creature.

Designed by David Tidd and Mark Tidd 5/2  
PREVENTENCE 161/350

**Bird of Apocalypse** 1



**Creature — Mythical Bird**

Flying

Bird of Apocalypse can't block.

2, Sacrifice Bird of Apocalypse: Bird of Apocalypse deals 2 damage to target creature or player.

Designed by David Tidd and Mark Tidd 1/1  
PREVENTENCE 162/350



**Blood Ritual** 2



**Instant** 1

As an additional cost to play Blood Ritual, discard a card at random. Add 222 to your mana pool.

Designed by David Tidd and Mark Tidd  
PREVENTENCE 1630/30

**Burn** 1 2 2



**Instant** 1

Burn deals 4 damage to target creature or player. A creature dealt damage this way can't be regenerated this turn.

Designed by David Tidd and Mark Tidd  
PREVENTENCE 1630/30

**Careless Strategist** 2 2



**Creature — Goblin Soldier** 1

Creatures you control can't block. Each other creature you control can't be blocked except by two or more creatures.

Designed by David Tidd and Mark Tidd  
PREVENTENCE 1630/30 2/2

**Classic Bully** 1 2



**Creature — Goblin Warrior** 1

When Classic Bully is put into a graveyard from play, it deals 1 damage to each creature without flying.

Designed by David Tidd and Mark Tidd  
PREVENTENCE 1630/30 2/1

**Crimson Phoenix** 2 2 2



**Creature — Phoenix** 1

**Flying**  
At the beginning of your upkeep, if you have no cards in hand, you may return Crimson Phoenix from your graveyard to your hand.

Designed by David Tidd and Mark Tidd  
PREVENTENCE 1670/30 2/3

**Cunning Manipulator** 2



**Creature — Human Wizard** 1

2: Reveal the top card of each player's library.  
C, Discard a card at random: Remove the top card of target player's library from the game. You may play that card this turn.

Designed by David Tidd and Mark Tidd  
PREVENTENCE 1680/30 1/1

**Death by Chance** 2 2 2



**Sorcery** 1

Remove the top two cards of your library from the game. Shuffle them and name one of them. Target opponent chooses a card. If the chosen card is the named card, Death by Chance deals 5 damage to that opponent. Then you may discard a nonland card. If you do, copy this spell.

Designed by David Tidd and Mark Tidd  
PREVENTENCE 1690/30

**Dwarven Instigator** 4 2



**Creature — Dwarf Mutant** 1

2, Discard a card at random: Dwarven Instigator gets +2/+0 and gains double strike until end of turn. Play this ability only once each turn.

Designed by David Tidd and Mark Tidd  
PREVENTENCE 1700/30 1/1

**Earthbound Dragon** 7 2 2 2



**Legendary Creature — Dragon** 1

**Haste**  
When Earthbound Dragon comes into play, it deals 10 damage to each player.  
Transform Sorcery (You may play this card as this sorcery rather than as a creature spell.) — Earthbound Dragon deals 10 damage to target creature or player.

Designed by David Tidd and Mark Tidd  
PREVENTENCE 1710/30 10/10



**Fearsome Strength** 1



Instant

Target creature gets +2/+0 until end of turn. Creatures with power less than that creature's power can't block it this turn.

Designed by David Tidd and Mark Tidd  
PREVENTENCE 1720/30

**Firemare** 4



Creature - Elemental

: Firemare gets +1/+0 until end of turn.  
At the end of each player's turn, that player sacrifices a land.

Designed by David Tidd and Mark Tidd  
PREVENTENCE 1730/30

4/5

**Firewater Sorcerer** 4



Creature - Elemental Wizard

Islandwalk  
: Change the target of target activated ability with a single target.

Designed by David Tidd and Mark Tidd  
PREVENTENCE 1740/30

2/2

**Flood of Anger** 3



Sorcery

You may pay 1 and discard two cards at random rather than pay Flood of Anger's mana cost.  
Target opponent reveals his or her hand. You draw a card for each Island and blue card in it.

Designed by David Tidd and Mark Tidd  
PREVENTENCE 1750/30

**Flowstone Presence** 4



Creature - Elemental Spellshaper

Flying  
: Flowstone Presence and target creature each get +1/-1 until end of turn.  
: Discard a card at random: Switch target creature's power and toughness until end of turn.

Designed by David Tidd and Mark Tidd  
PREVENTENCE 1760/30

3/3

**Flowstone Scourge** 2



Creature - Beast

Islandwalk  
Whenever Flowstone Scourge attacks, target nonred creature gets +1/-1 until end of turn.

Designed by David Tidd and Mark Tidd  
PREVENTENCE 1770/30

2/1

**Gambling Ogre** 2



Creature - Ogre Rogue

1, : Target player discards a card at random, then draws a card.

Designed by David Tidd and Mark Tidd  
PREVENTENCE 1780/30

3/2

**Goblin Architecture** 3



Creature - Contraption

Flash  
Defender, first strike  
Goblin Architecture can block creatures with mountainwalk as though they didn't have mountainwalk.  
2: Switch Goblin Architecture's power and toughness until end of turn. Any player may play this ability.

Designed by David Tidd and Mark Tidd  
PREVENTENCE 1790/30

1/11

**Goblin Brain Surgeon** 2



Creature - Goblin Mystic

: Goblin Brain Surgeon deals 1 damage to target creature.  
1, Name a card: Put the top card of your library into your graveyard. If that card is the named card, untap Goblin Brain Surgeon.

Designed by David Tidd and Mark Tidd  
PREVENTENCE 1800/30

1/1



**Goblin King** 1 2 2



**Creature — Goblin**

Other Goblin creatures get +1/+1 and have mountainwalk.

Designed by David Tidd and Mark Tidd  
PREVENTENCE 1810/30

2/2

**Goblin Traitor** 2



**Creature - Goblin Warrior**

Mountainwalk

1 2: Goblin Traitor gets +1/+0 until end of turn.

Designed by David Tidd and Mark Tidd  
PREVENTENCE 1820/30

1/1

**Goblin Trickster** 2 2



**Creature - Goblin Scout**

Plainswalk

2: Look at the top three cards of target player's library, then put them back in reverse order.

Designed by David Tidd and Mark Tidd  
PREVENTENCE 1830/30

2/2

**Granite Warrior** 4 2



**Creature - Elemental Warrior**

Haste

Granite Warrior gets +1/+0 for each Mountain you control.

Designed by David Tidd and Mark Tidd  
PREVENTENCE 1840/30

1/3

**Hired Jackal** 2



**Creature — Hound**

Haste

When Hired Jackal comes into play, each other player may search his or her library for a land card, put that card into play, then shuffle that library.

2, 2: Target creature can't block this turn.

Designed by David Tidd and Mark Tidd  
PREVENTENCE 1850/30

2/1

**Implosion** 4 2 2



**Sorcery**

Destroy all artifacts and creatures with converted mana cost 4 or greater. You discard your hand.

Designed by David Tidd and Mark Tidd  
PREVENTENCE 1860/30

**Karjemmas's Dragon** 6 2 2



**Legendary Creature — Dragon**

Flying, first strike

2: Karjemmas's Dragon deals damage to target creature or player equal to the number of creatures you control.

Designed by David Tidd and Mark Tidd  
PREVENTENCE 1870/30

6/6

**Lightning Strike** 3 2



**Instant**

If you control a Mountain, you may discard a card at random rather than pay Lightning Strike's mana cost.

Lightning Strike deals 3 damage to target creature or player.

Designed by David Tidd and Mark Tidd  
PREVENTENCE 1880/30

**Lost in Aether** 3 2



**Instant**

Exchange control of target creature you control and target creature an opponent controls. Untap those creatures. They gain haste until end of turn. Their controllers sacrifice them at end of turn.

Designed by David Tidd and Mark Tidd  
PREVENTENCE 1890/30



**Marauding Dilemma** 1 2 2



**Sorcery**

Choose one — Destroy target land; or target player discards two cards at random, then draws two cards. Then you may pay 1 2 2. If you do, copy this spell. You may choose a new mode and a new target for the copy.

Designed by David Tidd and Mark Tidd  
PREVENTENCE 1000/30

**Marshwood Kavu** 3 2



**Creature — Kavu**

☞: Target land becomes a Forest or a Swamp until end of turn.

Transform Instant (*You may play this card as this instant rather than as a creature spell.*) — Creatures you control get +2/+0 until end of turn.

Designed by David Tidd and Mark Tidd  
PREVENTENCE 1010/30

2/3

**Molten Giant** 5 2



**Creature — Giant**

Molten Giant can't block.

Transform Sorcery (*You may play this card as this sorcery rather than as a creature spell.*) — Molten Giant deals 5 damage to target player.

Designed by David Tidd and Mark Tidd  
PREVENTENCE 1020/30

5/4

**Power Play** 3 2 2



**Enchantment**

Damage can't be prevented.

If a player would gain life, that player gains no life instead.

Each creature attacks each turn if able.

Spells can't be countered by spells or abilities.

Designed by David Tidd and Mark Tidd  
PREVENTENCE 1030/30

**Promise of Revenge** 2 2



**Enchantment — Aura**

Enchant creature

Enchanted creature gets +3/+0 and can only attack alone.

As long as Promise of Revenge is in your graveyard, at the beginning of each player's upkeep, Promise of Revenge deals 2 damage to that player for each enchanted creature he or she controls.

Designed by David Tidd and Mark Tidd  
PREVENTENCE 1040/30

**Raging Pessimist** 1 2



**Creature — Goblin Scout**

Plainswalk

☞: Reveal the top card of target player's library. If it's a land, Raging Pessimist deals 1 damage to that player.

Designed by David Tidd and Mark Tidd  
PREVENTENCE 1050/30

1/2

**Reckless Charm** 2



**Instant**

Choose one — Reckless Charm deals 3 damage to each player; or target creature gains haste and attacks this turn if able; or destroy target noncreature artifact.

Designed by David Tidd and Mark Tidd  
PREVENTENCE 1060/30

**Relentless Champion** 2 2 2



**Creature — Spirit Warrior**

Haste, first strike

At end of turn, return Relentless Champion to its owner's hand.

Designed by David Tidd and Mark Tidd  
PREVENTENCE 1070/30

6/1

**Rubble** 3 2



**Sorcery**

Destroy target artifact or land. Then you may sacrifice a land, sacrifice a creature, and discard a card. If you do, copy this spell. You may choose a new target for the copy.

Designed by David Tidd and Mark Tidd  
PREVENTENCE 1080/30



### Rule of Threes

2



Sorcery



At the beginning of your next upkeep, if you control exactly three creatures and three lands and have exactly three cards in hand, you win the game. Otherwise, you lose the game.

Designed by David Tidd and Mark Tidd  
PREVENTENCE 1993/90

### Scrap Dealer

2



Creature — Goblin Artificer



When Scrap Dealer comes into play, destroy target artifact. If an artifact is destroyed this way, put a +1/+1 counter on Scrap Dealer.

Designed by David Tidd and Mark Tidd  
PREVENTENCE 2003/90

2/2

### Spitting Firebeast

2



Creature — Elemental Beast



Flying

Whenever another creature comes into play, Spitting Firebeast deals 2 damage to it.

Designed by David Tidd and Mark Tidd  
PREVENTENCE 2013/90

3/2

### Squander

3



Enchantment



Whenever a player discards a card or sacrifices a permanent, Squander deals 2 damage to that player.

Designed by David Tidd and Mark Tidd  
PREVENTENCE 2020/90

### Squee's Best Student

3



Creature — Goblin Mutant



When Squee's Best Student comes into play or leaves play, target creature gets +1/-1 until end of turn.

Transform Sorcery (You may play this card as this sorcery rather than as a creature spell.) — Squee's Best Student deals 2 damage to each creature and each player.

Designed by David Tidd and Mark Tidd  
PREVENTENCE 2010/90

2/1

### Sylarian Leech

2



Creature - Leech



Red spells cost 2 less to play.

2, Choose one — Double strike; fear; first strike; flying; trample; or vigilance: Target creature with that ability loses it until end of turn and Sylarian Leech gains that ability until end of turn.

Designed by David Tidd and Mark Tidd  
PREVENTENCE 2010/90

3/3

### T.N.T. (The New Threat)

1



Instant



T.N.T. deals 2 damage to target creature or player. Then you may pay 1 and discard a red card. If you do, copy this spell. You may choose a new target for the copy.

Designed by David Tidd and Mark Tidd  
PREVENTENCE 2020/90

### Unruly Horde

4



Creature — Goblin Berserker



2, Tap an untapped Goblin: Choose a creature at random or a player at random. Unruly Horde deals 3 damage to that creature or player.

Transform Sorcery (You may play this card as this sorcery rather than as a creature spell.) — Creatures you control gain double strike until end of turn.

Designed by David Tidd and Mark Tidd  
PREVENTENCE 2003/90

3/3

### Viashino Fury

3



Creature — Viashino Warrior



Reach (This creature can block creatures with flying.)

Whenever you play a creature spell, Viashino Fury deals 1 damage to target player.

Designed by David Tidd and Mark Tidd  
PREVENTENCE 2020/90

3/1



**Warren Burrower** 4



**Creature — Kavu**

Mountainwalk

Transform Sorcery (You may play this card as this sorcery rather than as a creature spell.) — Put three 1/1 red Goblin creature tokens into play. Then you may flip a coin. If you win the flip, put an additional three 1/1 red Goblin creature tokens into play. If you lose the flip, put Warren Burrower into play under an opponent's control.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 208050

3/3

**Alpha Wolf**



**Creature — Wolf**

Whenever Alpha Wolf becomes blocked, defending player may draw a card.

Whenever Alpha Wolf deals combat damage to a player, you may draw a card.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 208050

2/2

**Altered Predator** X



**Creature — Beast**

Altered Predator comes into play with X +1/+1 counters on it.

♣, ♠, ♣: Until end of turn, up to X target lands you control become 2/2 green Dryad creatures that are still lands, where X is equal to the number of +1/+1 counters on Altered Predator.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 210050

X/X

**Bird of Legends** 1



**Creature — Mythical Bird**

Flying

♣, ♠, ♣: Sacrifice Bird of Legends: Search your library for a creature card with Transform or a landwalk ability, reveal that card, and put it into your hand. Then shuffle your library.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 211050

1/1

**Bitterwood Outcast** 5



**Creature - Elf Mutant**

Each other creature you control can't be blocked by more than one creature.

Transform Sorcery (You may play this card as this sorcery rather than as a creature spell.) — Destroy all enchantments, then remove all enchantment cards in all graveyards from the game.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 213050

3/6

**Camouflage Charm**



**Instant**

Choose one — Target creature gains islandwalk or swampwalk until end of turn; or put a +1/+1 counter on target creature; or put a 1/1 green Squirrel creature token into play.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 213050

**Camouflage Defender** 3



**Creature — Treefolk Spirit**

Flash

When Camouflage Defender comes into play, target creature gets +1/+1 and gains trample until end of turn.

Camouflage Defender can block creatures with forestwalk as though they didn't have forestwalk.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 214050

3/3

**Canopy Cover** 4



**Creature — Treefolk**

♣, ♠: Tap two untapped creatures you control: Put a 1/1 green Squirrel creature token into play.

If a source would deal damage to a creature you control, it deals that much damage minus 1 to that creature instead.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 214050

1/3

**Cloudburst** 3



**Instant**

Destroy target artifact, creature with flying, or enchantment. Then you may sacrifice a land, sacrifice a creature, and discard a card. If you do, copy this spell. You may choose a new target for the copy.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 214050



### Dawn Planeshifter



Creature - Elf



Protection from enchanted creatures  
When Dawn Planeshifter comes into play, target creature gains forestwalk until end of turn.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 218/350

1/1

### Deadly Centaur



Creature — Centaur Warrior



As long as Deadly Centaur is enchanted, it gets +2/+2 and has trample.

Transform Sorcery (You may play this card as this sorcery rather than as a creature spell.) — Destroy target enchanted permanent.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 218/350

2/3

### Deepwood Evolution



Creature — Beast



Transform Instant (You may play this card as this instant rather than as a creature spell.) — Put a 4/4 green Beast creature token into play.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 218/350

5/5

### Doubling Season



Enchantment



If an effect would put one or more tokens into play under your control, it puts twice that many of those tokens into play instead.

If an effect would place one or more counters on a permanent you control, it places twice that many of those counters on that permanent instead.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 220/350

### Draining Leech



Creature - Leech



Protection from enchanted creatures  
Green spells cost ♣ less to play.

At the beginning of your precombat main phase, you may add X to your mana pool, where X is the number of tapped lands target opponent controls.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 221/350

4/5

### Elvish Champion



Creature — Elf



Other Elf creatures get +1/+1 and have forestwalk.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 223/350

2/2

### Endless Wurm



Creature - Wurm



Trample

At the beginning of your upkeep, sacrifice Endless Wurm unless you sacrifice an enchantment.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 224/350

9/9

### Enlarge



Instant



Target creature gets +2/+2 until end of turn. Then you may pay 1 ♣ and discard a green card. If you do, copy this spell. You may choose a new target for the copy.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 224/350

### Firescar Rhino



Creature — Rhino



Trample

At the beginning of your upkeep, if a player has more life than any other, that player gains control of Firescar Rhino.

Whenever Firescar Rhino blocks or becomes blocked by a creature, that creature's controller gains 5 life.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 224/350

5/5



**Fractions Kinkajou** 4



**Creature — Wolverine**

Forestwalk

1 ♣, ♠: Put target green card from your graveyard on top of your library.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 228/550

2/2

**Heart-Trees of Bitterwood** 7



**Creature — Treefolk**

When Heart-Trees of Bitterwood comes into play, if you played it from your hand, put a token into play that's a copy of Heart-Trees of Bitterwood.

7 ♣♣: Put a token into play that's a copy of Heart-Trees of Bitterwood.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 227/550

7/7

**Legacy of Karviddam** 7



**Legendary Creature — Elemental**

Trample, protection from blue

When Legacy of Karviddam is put into a graveyard from play, put ten 1/1 green Squirrel creature tokens into play.

Transform Sorcery (You may play this card as this sorcery rather than as a creature spell.) — Search your library for up to three nonlegendary creature cards and put them into play. Then shuffle your library.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 228/550

10/10

**Llanowar Fallbreaker** 3



**Creature — Elf Wizard**

1 ♣, ♠: Regenerate target creature, then return Llanowar Fallbreaker to its owner's hand.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 228/550

2/2

**Mossback Spider** 3



**Creature — Spider**

Reach (This creature can block creatures with flying.)

1 ♣, ♠: Target creature with flying gets -2/-0 until end of turn.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 230/550

3/2

**Muskeg Creeper** 2



**Creature - Fungus**

Swampwalk

Whenever Muskeg Creeper deals combat damage to a player, you may search your library for a basic land card and put it into play tapped under target player's control. If you do, shuffle your library.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 231/550

2/2

**Mystic from Paradise**



**Creature — Elf Mystic**

Sacrifice an untapped land: Until end of turn, whenever a player taps a land for mana, that player adds one mana to his or her mana pool of any type that land produced. Any player may play this ability.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 238/550

2/1

**Nature's Instrument** 1



**Creature - Plant**

If a land card is in your graveyard, you may play Nature's Instrument without paying its mana cost.

♠: Put target land card from your graveyard on top of your library.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 239/550

2/2

**Nature's Revenge** 5



**Sorcery**

Destroy all black creatures. They can't be regenerated.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 234/550



**Nurturing Ent** 2



**Creature — Treefolk Mystic**

☙: Target creature gets +1/+1 until end of turn.

1 ♣, Name a card: Put the top card of your library into your graveyard. If that card is the named card, untap Nurturing Ent.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 234/550 3/2

**Partially Obscured Sun** ☙♣♣♣



**Sorcery**

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

Designed by David Tidd and Mark Tidd  
PREVENIENCE 234/550

**Peaceful Sea** 3



**Instant**

Return all blue permanents to their owners' hands.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 237/550

**Plowshare Oxen** 2



**Creature — Beast**

Designed by David Tidd and Mark Tidd  
PREVENIENCE 234/550 4/4

**Promise of Strength** 2



**Enchantment - Aura**

Flash  
Enchant permanent  
♣: Regenerate enchanted permanent.  
As long as Promise of Strength is in your graveyard, each enchanted creature has "This creature gets +1/+1 for each Aura in play."

Designed by David Tidd and Mark Tidd  
PREVENIENCE 234/550

**Provider of Plenty** 5



**Creature — Centaur Shaman**

If you would draw a card, you may instead choose land or nonland and reveal cards from the top of your library until you reveal a card of the chosen kind. Put that card into your hand and put all other cards revealed this way on the bottom of your library in any order.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 234/550 3/4

**Quirion Seeker** 1



**Creature — Elf Druid**

Quirion Seeker can block creatures that are unblockable as though they weren't unblockable.

Transform Instant (*You may play this card as this instant rather than as a creature spell.*) — You gain 6 life.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 234/550 1/4

**Rabid Squirrels** 3



**Enchantment**

When Rabid Squirrels comes into play, put two 1/1 green Squirrel creature tokens into play.  
Sacrifice a Squirrel: All Squirrels gain deathtouch until end of turn. (*Whenever a Squirrel deals damage to a creature, destroy that creature.*)  
3 ♣♣: Put two 1/1 green Squirrel creature tokens into play.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 234/550

**Ratufa, Deranged Squirrel** 3



**Legendary Creature — Squirrel**

Nonbasic landwalk  
Other Squirrel creatures get +1/+1 and have legendary landwalk.  
Sacrifice Ratufa, Deranged Squirrel: Search your library for a card named Rabid Squirrels and reveal it. Then shuffle your library and put that card on top of it.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 234/550 3/3



### Reclaiming Wilderness

1



Sorcery

1

Search your library for a basic land card, put it into play tapped, then shuffle your library. Then each player may search his or her library for a basic land card, reveal it, then shuffle that library and put the revealed card on top of it.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 24/550

### Reduce-Recycle-Reuse

1



Instant

1

Target player shuffles target card from his or her graveyard into his or her library and you put a 1/1 green Squirrel creature token into play. Then you may pay 1. If you do, copy this spell. You may choose new targets for the copy.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 24/550

### Revert

1



Sorcery

1

Destroy target artifact or enchantment.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 24/550

### Rogue Wurm

6



Creature — Wurm

1

You can't enchant Rogue Wurm.  
Rogue Wurm can only attack or block alone.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 24/550

7/6

### Skyshroud Alchemist

1



Creature — Elf Wizard

1

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

Designed by David Tidd and Mark Tidd  
PREVENIENCE 24/550

1/1

### Slithering Zealot

3



Creature — Snake Warrior

1

Swampwalk

: Target attacking unblocked creature becomes blocked. Play this ability only during the declare blockers step.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 24/550

3/2

### Spellseep Moths

1



Creature — Insect

1

Flying

Whenever a player plays a spell, Spellseep Moths gets +1/+1 until end of turn.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 25/550

0/2

### Surreptitious Scout

2



Creature — Elf

1

While you're searching your library, you may play one Surreptitious Scout card from your library without paying its mana cost. Play this ability only once each turn.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 25/550

2/2

### Sylvan Renewal

1



Enchantment

1

Lands you control don't untap during your untap step.  
At the beginning of your upkeep, you may search your library for a basic land card and put it into play. If you do, shuffle your library.  
Sacrifice Sylvan Renewal: If you control eight or more lands, search your library for any number of land cards, remove them from the game, then shuffle your library.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 25/550



**Tribe Leader** 4



**Creature - Ape**

Protection from enchanted creatures  
Whenever a green creature you control becomes blocked, it gets +1/+1 and gains trample until end of turn.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 254/550 4/4

**Ursine Invader** 2



**Creature — Bear**

Islandwalk  
1: Target creature blocks Ursine Invader this turn if able.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 254/550 2/2

**Verdant Domination**



**Enchantment**

When Verdant Domination comes into play, sacrifice all non-Weed creatures you control.  
Tap an untapped land you control: That land becomes a 1/1 green Weed creature that's still a land. (This effect doesn't end at end of turn.)  
Tap an untapped Weed you control: Tap target artifact, creature, or land.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 253/550

**Verduran Master**



**Legendary Creature — Elf Shaman**

Whenever you play a creature spell, you may draw a card.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 254/550 0/2

**Waterborne Avenger** 3



**Creature — Snake Warrior**

Islandwalk  
3: Regenerate Waterborne Avenger.  
Whenever a creature deals combat damage to you, put a +1/+1 counter on Waterborne Avenger.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 257/550 2/2

**Westwind Ancient** 3



**Creature — Treefolk**

When Westwind Ancient leaves play, each other player puts a 7/7 green Treefolk creature token into play.  
Transform Instant (You may play this card as this instant rather than as a creature spell.) — Target creature gets +7/+7 until end of turn.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 258/550 7/7

**Woodland Army**



**Creature — Squirrel**

Whenever Woodland Army deals combat damage to a player, put a 1/1 green Squirrel creature token into play for each Squirrel you control.  
Transform Instant (You may play this card as this instant rather than as a creature spell.) — Until end of turn, target creature gains trample and "1: Regenerate this creature."

Designed by David Tidd and Mark Tidd  
PREVENIENCE 258/550 1/1

**Xyloid Camouflage** 2



**Enchantment - Aura**

Enchant creature  
Enchanted creature gets +3/+3 and has forestwalk.  
1: Sacrifice Xyloid Camouflage: Put three 1/1 green Squirrel creature tokens into play.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 260/550

**Acidic Devil**



**Creature — Devil**

Fear  
You may pay 4, 4, or 4 rather than pay Acidic Devil's mana cost. If you do, Acidic Devil loses fear.  
4: Acidic Devil gains fear until end of turn.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 261/550 3/3



**Æther Flux** 1



**Instant**

Gain control of target creature spell. (This can't target *Transform* instant or sorcery spells.) At the end of your next turn, put that creature on top of its owner's library.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 262/350

**Ancestral Dragon** 3



**Legendary Creature — Dragon**

Flying

Transform Sorcery (You may play this card as this sorcery rather than as a creature spell.) — Each player discards his or her hand. Draw three cards.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 263/350

6/6

**Ancient Potion** 1



**Enchantment**

At the beginning of each upkeep, target creature's power becomes 0 until end of turn.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 264/350

**Armageddon Dragon** 3



**Legendary Creature — Dragon**

Flying

Transform Sorcery (You may play this card as this sorcery rather than as a creature spell.) — Destroy all lands.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 265/350

6/6

**Caldera Thunderscaper** 1



**Legendary Creature — Efreet**

♣♣: Caldera Thunderscaper gets +1/+1 until end of turn.  
♣♠: Caldera Thunderscaper deals 1 damage to target creature.  
♠♣: Add 3 to your mana pool.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 266/350

4/4

**Cloud of Ash** 2



**Instant**

Two target creatures can't block this turn. Each of them gets -1/-1 until end of turn.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 267/350

**Concealment**



**Enchantment — Aura**

Enchant creature

As Concealment comes into play, choose a basic land type. Enchanted creature has landwalk of the chosen type.

When Concealment comes into play, draw a card.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 268/350

**Corrupted Stormscaper** 1



**Legendary Creature — Phantasm**

Flying

Whenever Corrupted Stormscaper deals combat damage to a player, put a freeze counter on Corrupted Stormscaper.

Remove a freeze counter from Corrupted Stormscaper: Counter target red or green spell. Play this ability only once each turn.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 269/350

2/3

**Crystalline Guardian**



**Creature — Guardian**

First strike, vigilance

You may pay 4♣, 4♠, or 4♦ rather than pay Crystalline Guardian's mana cost. If you do, Crystalline Guardian loses first strike and vigilance.

4\*: Crystalline Guardian gains first strike and vigilance until end of turn.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 270/350

3/3



**Daring** 2\*



**Enchantment — Aura**

Enchant creature

Enchanted creature gets +1/+0 and has flying and first strike.

When enchanted creature leaves play, return Daring from its owner's graveyard to its owner's hand.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 271/350

**Freefall** 3



**Instant**

Target creature with flying loses flying until end of turn. Freefall deals damage equal to that creature's power to another target creature without flying.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 272/350

**Hallowed Dragon** 3



**Legendary Creature — Dragon**

Flying

Transform Sorcery (You may play this card as this sorcery rather than as a creature spell.) — Until end of turn, target creature loses all abilities and its power and toughness each become equal to your life total.

6/6

Designed by David Tidd and Mark Tidd  
PREVENIENCE 273/350

**Hibernating Serpent**



**Creature — Serpent**

Flying

You may pay 4\*, 4, or 4 rather than pay Hibernating Serpent's mana cost. If you do, Hibernating Serpent loses flying.

4: Hibernating Serpent gains flying until end of turn.

3/3

Designed by David Tidd and Mark Tidd  
PREVENIENCE 274/350

**Lorekeeper Dragon** 3



**Legendary Creature — Dragon**

Flying

Transform Sorcery (You may play this card as this sorcery rather than as a creature spell.) — Search your library for up to two cards and put them into your hand. Then shuffle your library.

6/6

Designed by David Tidd and Mark Tidd  
PREVENIENCE 275/350

**Macromutation**



**Enchantment — Aura**

Flash

Enchant creature

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

Designed by David Tidd and Mark Tidd  
PREVENIENCE 276/350

**Mesmerizing Aures** 1



**Legendary Creature — Human Druid**

Aura spells you play cost X to play, where X is that spell's converted mana cost minus 1.

Whenever you play an Aura spell, draw a card.

Sacrifice an Aura: Regenerate Mesmerizing Aures.

3/3

Designed by David Tidd and Mark Tidd  
PREVENIENCE 277/350

**Phoenix Flames** 2



**Enchantment — Aura**

Enchant creature

When enchanted creature is put into a graveyard, return that card to play under your control and put two +1/+1 counters on it. It gains flying. (This effect doesn't end at end of turn.)

Return Phoenix Flames from your graveyard to your hand.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 278/350

**Radiant Thornscaper** 1



**Legendary Creature — Minotaur Shaman**

Whenever Radiant Thornscaper attacks, put a 1/1 red Goblin creature token into play for each attacking creature.

Whenever Radiant Thornscaper blocks, put a 1/1 green Squirrel creature token into play for each blocking creature.

4/4

Designed by David Tidd and Mark Tidd  
PREVENIENCE 279/350



**Renaissance Elder** 



**Creature — Human Monk** 

When Renaissance Elder leaves play, you may put target Aura card or target creature card other than Renaissance Elder from a graveyard on top of its owner's library.

Designed by David Tidd and Mark Tidd **2/3**  
PREVENIENCE 280/350

**River Onslaught** 



**Creature — Frog** 

**2**   , Sacrifice River Onslaught: Target player discards two cards at random, then draws two cards.

Designed by David Tidd and Mark Tidd **3/3**  
PREVENIENCE 281/350

**Spined Hydra** 



**Creature — Hydra** 

Double strike

You may pay **4** , **4** , or **4**  rather than pay Spined Hydra's mana cost. If you do, Spined Hydra loses double strike.

**4** : Spined Hydra gains double strike until end of turn.

Designed by David Tidd and Mark Tidd **2/3**  
PREVENIENCE 282/350

**Stronghold Mirage** 



**Creature — Spirit** 

Prevent all combat damage that would be dealt to and dealt by Stronghold Mirage.

: Counter target spell unless its controller pays **1**.

Designed by David Tidd and Mark Tidd **0/2**  
PREVENIENCE 283/350

**Symbol of Malice** 



**Enchantment — Aura** 

Enchant permanent

When Symbol of Malice comes into play, draw a card.

Enchanted permanent has "At the beginning of your upkeep, sacrifice this permanent unless you pay **2** life."

Designed by David Tidd and Mark Tidd  
PREVENIENCE 284/350

**Tempest Starter** 



**Creature — Cat Rogue** 

Flying

When Tempest Starter comes into play, you may search your library for an Aura card, reveal it, then shuffle your library and put the revealed card on top of it.

Designed by David Tidd and Mark Tidd **2/2**  
PREVENIENCE 285/350

**Twilight Dragon** 



**Legendary Creature — Dragon** 

Flying

Transform Sorcery (You may play this card as this sorcery rather than as a creature spell.) — Return all creature cards from your graveyard to play.

Designed by David Tidd and Mark Tidd **6/6**  
PREVENIENCE 286/350

**Tyrannical Nightscaper** 



**Legendary Creature — Angel** 

Flying, haste

Whenever Tyrannical Nightscaper deals combat damage to a player, destroy target creature that player controls.

Designed by David Tidd and Mark Tidd **2/2**  
PREVENIENCE 287/350

**Unlimited Dissension** 



**Creature — Rat Berserker** 

 , Sacrifice Unlimited Dissension: Target creature gets -2/-2 until end of turn.

Designed by David Tidd and Mark Tidd **2/2**  
PREVENIENCE 288/350



**Victual Troll** 2 4 \*



**Creature — Troll** 3

Nonbasic landwalk

You may pay 4, 4, or 4\* rather than pay Victual Troll's mana cost. If you do, Victual Troll loses nonbasic landwalk.

4: Victual Troll gains nonbasic landwalk until end of turn.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 289/350 3/3

**Wilderness Anomaly** 4 \*



**Creature — Elemental** 3

Swampwalk

At the beginning of your upkeep, remove all counters on Wilderness Anomaly.

1\*: Put the top card of your library into your graveyard. If that card is a creature card, put X +1/+1 counters on Wilderness Anomaly, where X is that card's converted mana cost.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 290/350 3/3

**Conversion Portal** 4



**Artifact** 3

3, : Sacrifice target creature with Transform, then reveal cards from the top of your library until you reveal a creature card with Transform. Remove that card from the game, and put the rest on the bottom of your library in any order. Until end of turn, you may play that card without paying its mana cost. If you do, you must choose to play it as a Transform instant or sorcery spell.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 291/350

**Copper Tablet** 2



**Artifact** 3

At the beginning of each player's upkeep, Copper Tablet deals 1 damage to that player.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 292/350

**Copper-Gold Monolith** 2



**Artifact** 3

: Add 1 to your mana pool.

: Add or \* to your mana pool. Copper-Gold Monolith doesn't untap during your next untap step.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 293/350

**Coresetter** 3



**Artifact Creature — Construct** 3

: Put a charge counter on Coresetter. Remove a counter from each other permanent you control. Remove a charge counter from Coresetter: Add 1 to your mana pool.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 294/350 0/4

**Crumbling Sanctuary** 5



**Artifact** 3

For each 1 damage that would be dealt to a player, that player removes the top card of his or her library from the game instead.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 295/350

**Cursed Totem** 2



**Artifact** 3

Activated abilities of creatures can't be played.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 296/350

**Dragon Replica** 5



**Artifact Creature — Dragon** 3

Flying

Sacrifice Dragon Replica: Destroy target Dragon.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 297/350 1/7



Ensouling Automata
5

Artifact

♣, Sacrifice X creatures: Put an X/X Golem artifact creature token into play. It has haste, first strike, trample, and shroud if five or more creatures were sacrificed this way.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 298/350

Essence of All
2

Artifact — Equipment

Equipped creature has trample as long as you control a Beast, has flying as long as you control a Bird, has vigilance as long as you control a Cleric, has double strike as long as you control a Dragon, has fear as long as you control a Spirit, has haste as long as you control a Warrior, has shroud as long as you control a Wizard, and is indestructible as long as there are ten or more different creature types among creatures you control.

Equip 0

Designed by David Tidd and Mark Tidd  
PREVENIENCE 299/350

Gauntlet of Power
5

Artifact

As Gauntlet of Power comes into play, choose a color.

Creatures of the chosen color get +1/+1.

Whenever a basic land is tapped for mana of the chosen color, its controller adds one mana of that color to his or her mana pool.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 300/350

Gold-Silver Monolith
2

Artifact

♣: Add 1 to your mana pool.

♣: Add \* or ♠ to your mana pool. Gold-Silver Monolith doesn't untap during your next untap step.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 301/350

Helioraptor
4

Artifact Creature — Bird

Flying

Helioraptor can block only creatures with flying.

Each creature blocks Helioraptor if able.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 302/350

3/1

Inertia Matrix
2

Artifact

Players can't play Transform instant or sorcery spells.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 303/350

Iron-Copper Monolith
2

Artifact

♣: Add 1 to your mana pool.

♣: Add ♠ or ♣ to your mana pool. Iron-Copper Monolith doesn't untap during your next untap step.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 304/350

Karviddam's Secret
6

Artifact

X, ♣: Put X 1/1 black Minion creature tokens into play tapped. Play this ability only if you played a spell this turn.

2, Sacrifice a creature token: Target player loses 1 life and you gain 1 life.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 305/350

Lead-Iron Monolith
2

Artifact

♣: Add 1 to your mana pool.

♣: Add ♠ or ♣ to your mana pool. Lead-Iron Monolith doesn't untap during your next untap step.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 306/350



### Mercadian Relic

3



Artifact

☞: Each player puts the top three cards of his or her library into his or her graveyard.  
☞: Target player shuffles up to three target cards from his or her graveyard into his or her library.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 307/350

### Mystic Compass

2



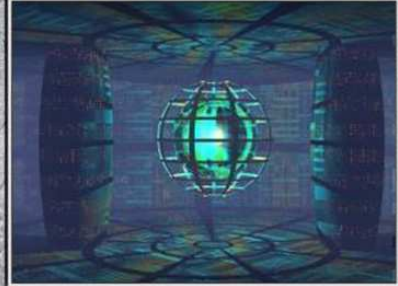
Artifact

1, ☞: Target land's type becomes the basic land type of your choice until end of turn.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 308/350

### Oblivion Stone

3



Artifact

4, ☞: Put a fate counter on target permanent.  
5, ☞: Sacrifice Oblivion Stone: Destroy each nonland permanent without a fate counter on it, then remove all fate counters from all permanents.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 309/350

### Primal Energy

7



Artifact Creature — Elemental

3: Untap Primal Energy.  
3: Regenerate Primal Energy.  
3: Primal Energy gains trample until end of turn.  
3: Primal Energy gets +3/-3 until end of turn.  
3: Primal Energy gets -3/+3 until end of turn.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 310/350



4/4

### Silver-Lead Monolith

2



Artifact

☞: Add 1 to your mana pool.  
☞: Add  or  to your mana pool. Silver-Lead Monolith doesn't untap during your next untap step.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 311/350

### Staff of the Ages

3



Artifact

Creatures with landwalk abilities can be blocked as though they didn't have those abilities.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 312/350

### Staff of Zegon

4



Artifact

3, ☞: Target creature gets -2/-0 until end of turn.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 313/350

### Tormod's Crypt

0



Artifact





☞, Sacrifice Tormod's Crypt: Remove target player's graveyard from the game.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 314/350

### Dwarven Crater



Land — Mountain

Dwarven Crater comes into play tapped.  
☞: Add  to your mana pool.  
3, Sacrifice Dwarven Crater: Add    to your mana pool.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 315/350



### Ebon Wreckage



Land — Swamp



Ebon Wreckage comes into play tapped.

☞: Add ♠ to your mana pool.

3, Sacrifice Ebon Wreckage: Add ♠♣ to your mana pool.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 316/350

### Hammerheim



Legendary Land



☞: Add ♠ to your mana pool.

☞: Target creature loses all landwalk abilities until end of turn.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 317/350

### Havenwood Ruins



Land — Forest



Havenwood Ruins comes into play tapped.

☞: Add ♠ to your mana pool.

3, Sacrifice Havenwood Ruins: Add ♠♣\* to your mana pool.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 318/350

### Highland



Land



Highland comes into play with two pain counters on it.

☞: Add 1 to your mana pool. If there are any pain counters on Highland, remove a pain counter from it.

☞: Add ♠ or ♣ to your mana pool. If there are any pain counters on Highland, pay 2 life and remove a pain counter from it.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 319/350

### Karakas



Legendary Land



☞: Add \* to your mana pool.

☞: Return target legendary creature to its owner's hand.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 320/350

### Marsh



Land



Marsh comes into play with two pain counters on it.

☞: Add 1 to your mana pool. If there are any pain counters on Marsh, remove a pain counter from it.

☞: Add ♠ or ♣ to your mana pool. If there are any pain counters on Marsh, pay 2 life and remove a pain counter from it.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 321/350

### Meadow



Land



Meadow comes into play with two pain counters on it.

☞: Add 1 to your mana pool. If there are any pain counters on Meadow, remove a pain counter from it.

☞: Add ♠ or \* to your mana pool. If there are any pain counters on Meadow, pay 2 life and remove a pain counter from it.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 322/350

### Memorial to Trokair



Land — Plains



Memorial to Trokair comes into play tapped.

☞: Add \* to your mana pool.

3, Sacrifice Memorial to Trokair: Add ♠\*♣ to your mana pool.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 323/350

### Pendelhaven



Legendary Land



☞: Add ♠ to your mana pool.

☞: Target 1/1 creature gets +1/+2 until end of turn.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 324/350



### Saga of Antiquities



#### Legendary Land

☞: Add 1 to your mana pool. If you control an Aura, instead add one mana of any color to your mana pool.

1: Until end of turn, Saga of Antiquities becomes an Aura with enchant creature that's still a land. Attach it to target creature. Enchanted creature gets +1/+1.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 325/350

### Strand



#### Land

Strand comes into play with two pain counters on it.

☞: Add 1 to your mana pool. If there are any pain counters on Strand, remove a pain counter from it.

☞: Add \* or ♠ to your mana pool. If there are any pain counters on Strand, pay 2 life and remove a pain counter from it.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 326/350

### Svyelunite Debris



#### Land — Island

Svyelunite Debris comes into play tapped.

☞: Add ♠ to your mana pool.

3, Sacrifice Svyelunite Debris: Add \* ♠ to your mana pool.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 327/350

### Tolarian Current



#### Legendary Land

☞: Add ♠ to your mana pool.

☞: Target creature loses flying until end of turn.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 328/350

### Urborg



#### Legendary Land

☞: Add ♠ to your mana pool.

☞: Target creature loses first strike or swampwalk until end of turn.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 329/350

### Valley



#### Land

Valley comes into play with two pain counters on it.

☞: Add 1 to your mana pool. If there are any pain counters on Valley, remove a pain counter from it.

☞: Add ♠ or ♣ to your mana pool. If there are any pain counters on Valley, pay 2 life and remove a pain counter from it.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 330/350

### Plains



#### Basic Land — Plains

☞: Add \* to your mana pool.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 334/350

### Plains



#### Basic Land — Plains

☞: Add \* to your mana pool.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 331/350

### Plains



#### Basic Land — Plains

☞: Add \* to your mana pool.

Designed by David Tidd and Mark Tidd  
PREVENIENCE 332/350











