

Prevenience Spoiler

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350 Cards Total - Color: 52 White, 52 Blue, 52 Black, 52 Red, 52 Green,  
30 Gold, 24 Artifacts, 36 Land.

Rarity: 110 Common, 110 Uncommon, 110 Rare, 20 Basic Land.

Name: Act of Faith  
Rarity: C  
Color: White  
Cost: 1W  
Power/Tough:-----  
Card Type: Instant  
Card Text: Target permanent you control gains protection from the  
color of your choice until end of turn. Then you may pay  
{1}{W} and discard a white card. If you do, copy this  
spell. You may choose a new target for the copy.  
Card #: 1/350

Name: Angel of Vengeance  
Rarity: R  
Color: White  
Cost: 5WW  
Power/Tough:4/5  
Card Type: Creature - Angel  
Card Text: Flying  
7WWW: 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.  
Card #: 2/350

Name: Angelic Infusion  
Rarity: R  
Color: White  
Cost: 3WW  
Power/Tough:-----  
Card Type: Enchantment - Aura  
Card Text: Enchant creature  
You can't lose the game and your opponents can't win the  
game.  
Card #: 3/350

Name: Aquiline Drifter  
Rarity: C  
Color: White  
Cost: 3W  
Power/Tough:2/2  
Card Type: Creature - Bird Knight  
Card Text: Flying  
If a card would be put into a graveyard from anywhere,  
remove it from the game instead.  
Card #: 4/350

Name: Arabian Knights  
Rarity: C  
Color: White  
Cost: 1W  
Power/Tough: 2/2  
Card Type: Creature - Human Knight  
Card Text: Plainswalk  
Arabian Knights can't be blocked by creatures with power greater than Arabian Knight's power.  
Card #: 5/350

Name: Avenge the Fallen  
Rarity: U  
Color: White  
Cost: 3W  
Power/Tough: -----  
Card Type: Instant  
Card Text: 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.  
Card #: 6/350

Name: Aysen Rebel  
Rarity: U  
Color: White  
Cost: 4W  
Power/Tough: 3/3  
Card Type: Creature - Aether Rebel Cleric  
Card Text: Plainswalk  
2W: 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.  
Card #: 7/350

Name: Battle Tested  
Rarity: C  
Color: White  
Cost: 2W  
Power/Tough: -----  
Card Type: Instant  
Card Text: Creatures you control get +1/+1 until end of turn. Then you may pay {2}{W}. If you do, copy this spell.  
Card #: 8/350

Name: Bird of Judgment  
Rarity: U  
Color: White  
Cost: 1W  
Power/Tough: 1/1  
Card Type: Creature - Mythical Bird  
Card Text: Flying, vigilance  
Tap, Sacrifice Bird of Judgment: Until end of turn, you can't be the target of spells or abilities your opponents control.  
Card #: 9/350

Name: Blessed Resolve  
Rarity: C  
Color: White  
Cost: 1W  
Power/Tough:-----  
Card Type: Enchantment - Aura  
Card Text: 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 Tap in its activation cost, you gain 2 life.  
Card #: 10/350

Name: Charmed Dragon  
Rarity: R  
Color: White  
Cost: 3WW  
Power/Tough:5/5  
Card Type: Creature - Dragon  
Card Text: 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.  
Card #: 11/350

Name: Circle of Protection: Landwalk  
Rarity: U  
Color: White  
Cost: 1W  
Power/Tough:-----  
Card Type: Enchantment  
Card Text: 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.  
Card #: 12/350

Name: Darksteel Griffin  
Rarity: U  
Color: White  
Cost: 4WW  
Power/Tough:3/3  
Card Type: Creature - Griffin  
Card Text: 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.*)  
Card #: 13/350

Name: Dazzling Leech  
Rarity: R  
Color: White  
Cost: 2WW  
Power/Tough: 2/6  
Card Type: Creature - Leech  
Card Text: White spells cost {W} less to play.  
Whenever an opponent gains life, you gain that much life.  
Card #: 14/350

Name: Delicate Faithkeeper  
Rarity: C  
Color: White  
Cost: W  
Power/Tough: 1/1  
Card Type: Creature - Insect Cleric  
Card Text: Flash  
Creatures you control that are enchanted get +1/+1.  
Card #: 15/350

Name: Divine Heraldry  
Rarity: U  
Color: White  
Cost: 2W  
Power/Tough: -----  
Card Type: Enchantment - Aura  
Card Text: 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.  
Card #: 16/350

Name: Drained Wetlands  
Rarity: R  
Color: White  
Cost: 5WW  
Power/Tough: -----  
Card Type: Sorcery  
Card Text: Destroy all Swamps.  
Card #: 17/350

Name: Expel  
Rarity: R  
Color: White  
Cost: 3W  
Power/Tough: -----  
Card Type: Instant  
Card Text: 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.  
Card #: 18/350

Name: Farmstead Healer  
Rarity: C  
Color: White  
Cost: 2W  
Power/Tough: 1/1  
Card Type: Creature - Human Cleric  
Card Text: Tap: 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.  
Card #: 19/350

Name: Geographic Prediction  
Rarity: R  
Color: White  
Cost: WW  
Power/Tough: -----  
Card Type: Enchantment  
Card Text: 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.  
Card #: 20/350

Name: Glaring Ettin  
Rarity: U  
Color: White  
Cost: 3W  
Power/Tough: 1/3  
Card Type: Creature - Ettin  
Card Text: Whenever Glaring Ettin attacks, tap all creatures with power less than or equal to Glaring Ettin's power.  
Card #: 21/350

Name: Gliding Pegasus  
Rarity: C  
Color: White  
Cost: WW  
Power/Tough: 2/1  
Card Type: Creature - Pegasus Knight  
Card Text: Flying  
W: Target creature becomes white until end of turn.  
Card #: 22/350

Name: Golden Knight  
Rarity: U  
Color: White  
Cost: WW  
Power/Tough: 2/2  
Card Type: Creature - Human Knight  
Card Text: First strike  
When Golden Knight comes into play, you gain 2 life.  
X: Golden Knight gets +X/+0 until end of turn. Spend only nonwhite mana this way.  
Card #: 23/350

Name: Graceful Antelope  
Rarity: R  
Color: White  
Cost: 2WW  
Power/Tough: 1/4  
Card Type: Creature - Antelope  
Card Text: Plainswalk  
Whenever Graceful Antelope deals combat damage to a player,  
you may have target land become a Plains until Graceful  
Antelope leaves play.

Card #: 24/350

Name: Honored Legion  
Rarity: U  
Color: White  
Cost: 3W  
Power/Tough: 2/2  
Card Type: Creature - Human Knight  
Card Text: Vigilance, mountainwalk  
Untapped creatures you control get +0/+2.

Card #: 25/350

Name: Impoverishing Griffin  
Rarity: C  
Color: White  
Cost: 4W  
Power/Tough: 3/3  
Card Type: Creature - Griffin  
Card Text: 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.

Card #: 26/350

Name: Karmic Explorer  
Rarity: U  
Color: White  
Cost: 4W  
Power/Tough: 2/2  
Card Type: Creature - Anderth Nomad Mystic  
Card Text: Swampwalk  
Tap: Untap all other creatures you control.

Card #: 27/350

Name: Keeper of the Prism  
Rarity: C  
Color: White  
Cost: 3W  
Power/Tough: 1/4  
Card Type: Creature - Anderth Nomad Mystic  
Card Text: Tap: 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.  
Card #: 28/350

Name: Law and Order  
Rarity: U  
Color: White  
Cost: 2WW  
Power/Tough: -----  
Card Type: Sorcery  
Card Text: Law and Order deals 2 damage to each red creature and each player who controls a red creature.  
Card #: 29/350

Name: Machius, Aspect of Wrath  
Rarity: R  
Color: White  
Cost: 7WWW  
Power/Tough: 5/7  
Card Type: Legendary Creature - Avatar  
Card Text: 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.  
Card #: 30/350

Name: Martial Law  
Rarity: R  
Color: White  
Cost: 4W  
Power/Tough: -----  
Card Type: Instant  
Card Text: 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.  
Card #: 31/350

Name: Martyr of Grace  
Rarity: C  
Color: White  
Cost: 2W  
Power/Tough: 2/1  
Card Type: Creature - Insect Cleric  
Card Text: 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.  
Card #: 32/350

Name: Mastery of Runes  
Rarity: U  
Color: White  
Cost: WW  
Power/Tough: -----  
Card Type: Enchantment - Aura  
Card Text: Enchant creature  
Enchanted creature becomes a Cleric and has "Tap: Target creature you control gains protection from the color of your choice until end of turn. This effect doesn't remove Mastery of Runes."  
Card #: 33/350

Name: Noble Paladin  
Rarity: C  
Color: White  
Cost: 4W  
Power/Tough: 2/2  
Card Type: Creature - Human Knight  
Card Text: Flash  
First strike  
When Noble Paladin comes into play, it deals 2 damage to target attacking or blocking creature.  
Card #: 34/350

Name: Nomad Auramancer  
Rarity: R  
Color: White  
Cost: 2WW  
Power/Tough: 2/2  
Card Type: Creature - Anderth Nomad Mystic  
Card Text: Each creature you control is enchanted, even if no Aura is attached to it.  
Tap: Search your library for an Aura card with enchant creature and put it into play attached to target creature. Then shuffle your library.  
Card #: 35/350



Name: Promise of Peace  
 Rarity: C  
 Color: White  
 Cost: 2W  
 Power/Tough:-----  
 Card Type: Enchantment - Aura  
 Card Text: 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.  
 Card #: 36/350

Name: Reverse the Sands  
 Rarity: R  
 Color: White  
 Cost: 6WW  
 Power/Tough:-----  
 Card Type: Sorcery  
 Card Text: Redistribute any number of players' life totals. (*Each of  
 those players gets one life total back.*)  
 Card #: 37/350

Name: Righteous Charm  
 Rarity: C  
 Color: White  
 Cost: W  
 Power/Tough:-----  
 Card Type: Instant  
 Card Text: 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.  
 Card #: 38/350

Name: Righteous Defender  
 Rarity: U  
 Color: White  
 Cost: 3W  
 Power/Tough:1/5  
 Card Type: Creature - Knight Spirit  
 Card Text: Flash  
 Tap: 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.  
 Card #: 39/350

Name: Riposte  
Rarity: C  
Color: White  
Cost: W  
Power/Tough:-----  
Card Type: Enchantment - Aura  
Card Text: 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.  
Card #: 40/350

Name: Roundtable Crusader  
Rarity: R  
Color: White  
Cost: 1WW  
Power/Tough: 2/2  
Card Type: Creature - Human Knight  
Card Text: Other Knight creatures get +1/+1 and have plainswalk.  
Card #: 41/350

Name: Serene Optimist  
Rarity: C  
Color: White  
Cost: 2W  
Power/Tough: 2/2  
Card Type: Creature - Anderth Nomad Mystic  
Card Text: Tap: Tap target creature.  
1W, Name a card: Put the top card of your library into your graveyard. If that card is the named card, untap Serene Optimist.  
Card #: 42/350

Name: Starlight Convert  
Rarity: U  
Color: White  
Cost: 1W  
Power/Tough: 1/3  
Card Type: Creature - Anderth Nomad Mystic  
Card Text: 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.  
Card #: 43/350

Name: Strange Odyssey  
Rarity: U  
Color: White  
Cost: WW  
Power/Tough:-----  
Card Type: Instant  
Card Text: 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.  
Card #: 44/350

Name: Thundering Elephant  
Rarity: C  
Color: White  
Cost: 2WW  
Power/Tough:3/3  
Card Type: Creature - Elephant  
Card Text: Whenever Thundering Elephant attacks, it gets +1/+1 and gains trample until end of turn.  
Card #: 45/350

Name: Tohsen, Campaign Commander  
Rarity: R  
Color: White  
Cost: 5W  
Power/Tough:3/3  
Card Type: Legendary Creature - Human Knight  
Card Text: 1W: Target creature other than Tohsen, Campaign Commander gets +1/+1 until end of turn.  
W: Target creature gains first strike or vigilance until end of turn.  
Card #: 46/350

Name: Tragic Visionary  
Rarity: U  
Color: White  
Cost: 3W  
Power/Tough:2/4  
Card Type: Creature - Anderth Spellshaper  
Card Text: 1W, Discard a card: Destroy target artifact or enchantment.  
1W, Tap, Discard a non-Aura card: Return target Aura card from your graveyard to play.  
Card #: 47/350

Name: Tribal Nemesis  
Rarity: R  
Color: White  
Cost: 4W  
Power/Tough:3/3  
Card Type: Creature - Spirit  
Card Text: As Tribal Nemesis comes into play, choose a creature type.  
Tap: Destroy target attacking or blocking creature of the chosen type.  
Card #: 48/350

Name: Valley Savior  
Rarity: C  
Color: White  
Cost: W  
Power/Tough: 0/2  
Card Type: Creature - Anderth Nomad Cleric  
Card Text: 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.  
Card #: 49/350

Name: Vigilant Protector  
Rarity: U  
Color: White  
Cost: 2W  
Power/Tough: 2/1  
Card Type: Creature - Human Soldier  
Card Text: 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.  
Card #: 50/350

Name: Weatherlight Squire  
Rarity: C  
Color: White  
Cost: 5W  
Power/Tough: 2/5  
Card Type: Creature - Human Soldier  
Card Text: Weatherlight Squire gets +2/+2 for each Aura attached to it.  
Weatherlight Squire is a Knight as long as it's enchanted.  
Card #: 51/350

Name: Worshipped Pegasus  
Rarity: R  
Color: White  
Cost: 3W  
Power/Tough: 2/2  
Card Type: Creature - Pegasus  
Card Text: Flying  
Tap an untapped creature you control other than Worshipped Pegasus: Worshipped Pegasus gets +1/+2 until end of turn.  
Tap: 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.  
Card #: 52/350

Name: Acinvar Xonox  
Rarity: C  
Color: Blue  
Cost: 4U  
Power/Tough: 2/4  
Card Type: Creature - Beast  
Card Text: 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.  
Card #: 53/350

Name: Ageless Iceclimber  
Rarity: C  
Color: Blue  
Cost: 3U  
Power/Tough: 2/2  
Card Type: Creature - Spirit  
Card Text: 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.  
Card #: 54/350

Name: Antipodean  
Rarity: R  
Color: Blue  
Cost: 7UUU  
Power/Tough: 10/10  
Card Type: Legendary Creature - Kraken  
Card Text: 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.  
Card #: 55/350

Name: Aura of Uncertainty  
Rarity: R  
Color: Blue  
Cost: 2U  
Power/Tough: -----  
Card Type: Enchantment  
Card Text: 2U: Attach target Aura enchanting a creature to another creature. If those creatures are controlled by different players, sacrifice Aura of Uncertainty.  
Card #: 56/350

Name: Azure Skyscaper  
Rarity: C  
Color: Blue  
Cost: 4U  
Power/Tough: 3/3  
Card Type: Creature - Madia Wizard  
Card Text: Flying  
U: Until end of turn, if you tap a land for mana, it produces {U} instead of any other type.  
Card #: 57/350

Name: Barrin's Best Student  
Rarity: R  
Color: Blue  
Cost: 2UU  
Power/Tough: 2/2  
Card Type: Creature - Human Wizard  
Card Text: Skip your upkeep step.  
U, Tap: Tap or untap target permanent.  
1UU, Tap: Draw a card.  
3UU, Tap: Return target permanent to its owner's hand.  
Card #: 58/350

Name: Beta of Creation  
Rarity: U  
Color: Blue  
Cost: U  
Power/Tough: -----  
Card Type: Enchantment  
Card Text: When an opponent plays a green creature spell, if Beta of Creation is an enchantment, Beta of Creation becomes a 4/4 Beast creature.  
Card #: 59/350

Name: Bird of Visions  
Rarity: U  
Color: Blue  
Cost: 1U  
Power/Tough: 1/1  
Card Type: Creature - Mythical Bird  
Card Text: Flying  
Tap, 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.  
Card #: 60/350

Name: Coldwater Prowler  
Rarity: C  
Color: Blue  
Cost: 5U  
Power/Tough: 5/5  
Card Type: Creature - Madia Pirate  
Card Text: Coldwater Prowler can't attack unless defending player controls an Island.  
UUU, Sacrifice Coldwater Prowler: Destroy target creature with islandwalk.  
Card #: 61/350

Name: Deceptive Spirit  
Rarity: U  
Color: Blue  
Cost: 2UU  
Power/Tough: 3/3  
Card Type: Creature - Spirit  
Card Text: 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.  
Card #: 62/350

Name: Deep Spawn  
Rarity: R  
Color: Blue  
Cost: 5UUU  
Power/Tough: 6/6  
Card Type: Creature - Homarid  
Card Text: Trample  
At the beginning of your upkeep, sacrifice Deep Spawn unless you put the top two cards of your library into your graveyard.  
U: Deep Spawn gains shroud until end of turn and doesn't untap during your next untap step. Tap Deep Spawn.  
Card #: 63/350

Name: Dreamcrusher  
Rarity: R  
Color: Blue  
Cost: 3U  
Power/Tough: 5/5  
Card Type: Creature - Illusion Mutant Warrior  
Card Text: Dreamcrusher is unblockable.  
When Dreamcrusher comes into play, each other player may draw three cards.  
3U: Remove Dreamcrusher from the game, then return it to play under its owner's control at end of turn.  
Card #: 64/350

Name: Elusive Merrow  
Rarity: C  
Color: Blue  
Cost: 1U  
Power/Tough: 2/1  
Card Type: Creature - Merfolk Mutant  
Card Text: Elusive Merrow is unblockable.  
At the beginning of your upkeep, Elusive Merrow deals 1 damage to you.  
Card #: 65/350

Name: Ensorcelling Djinn  
Rarity: R  
Color: Blue  
Cost: 6UU  
Power/Tough: 6/6  
Card Type: Legendary Creature - Djinn  
Card Text: 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.  
Card #: 66/350

Name: Exodus from Reality  
Rarity: U  
Color: Blue  
Cost: 2U  
Power/Tough: -----  
Card Type: Instant  
Card Text: 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}.  
Card #: 67/350

Name: Force Majeure  
Rarity: C  
Color: Blue  
Cost: XU  
Power/Tough: -----  
Card Type: Instant  
Card Text: 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.  
Card #: 68/350



Name: Forceful Interdictor  
Rarity: U  
Color: Blue  
Cost: 4U  
Power/Tough: 2/2  
Card Type: Creature - Madia Wizard  
Card Text: Forestwalk  
Tap: Counter target activated ability. (*Mana abilities can't be targeted.*)  
Card #: 69/350

Name: Giant Tortoise  
Rarity: C  
Color: Blue  
Cost: 1U  
Power/Tough: 1/1  
Card Type: Creature - Turtle  
Card Text: Giant Tortoise gets +0/+3 as long as it's untapped.  
Card #: 70/350

Name: Guided Recollection  
Rarity: U  
Color: Blue  
Cost: 2U  
Power/Tough: -----  
Card Type: Sorcery  
Card Text: Return target instant card from your graveyard to your hand. Then you may pay {2}{U}. If you do, copy this spell and choose a new target for the copy.  
Card #: 71/350

Name: Hackneyed Destiny  
Rarity: U  
Color: Blue  
Cost: U  
Power/Tough: ---  
Card Type: Enchantment - Aura  
Card Text: Enchant creature  
U: Until end of turn, change the text of enchanted creature by replacing all instances of one basic land type with another.  
3U: Return Hackneyed Destiny to its owner's hand.  
Card #: 72/350

Name: History Repeats  
Rarity: R  
Color: Blue  
Cost: 5UUU  
Power/Tough: -----  
Card Type: Sorcery  
Card Text: Return all permanents to their owners' hands, except for creatures named Last Survivor. End the turn.  
Card #: 73/350

Name: Homeland Security  
Rarity: C  
Color: Blue  
Cost: 1U  
Power/Tough:-----  
Card Type: Instant  
Card Text: Return target nonland permanent to its owner's hand. Then you may pay {1}{U} and discard a blue card. If you do, copy this spell and choose a new target for the copy.  
Card #: 74/350

Name: Hygroscopic Elemental  
Rarity: U  
Color: Blue  
Cost: 2U  
Power/Tough:3/4  
Card Type: Creature - Elemental  
Card Text: Hygroscopic Elemental is unblockable.  
When Hygroscopic Elemental comes into play, return two lands you control to their owners' hands.  
Card #: 75/350

Name: Kinase Thrall  
Rarity: C  
Color: Blue  
Cost: 2U  
Power/Tough:1/1  
Card Type: Creature - Elemental  
Card Text: U, Tap: 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.*  
Card #: 76/350

Name: Last Survivor  
Rarity: U  
Color: Blue  
Cost: U  
Power/Tough:1/1  
Card Type: Creature - Merfolk Mutant  
Card Text: You have no maximum hand size.  
Tap: You may put a land card from your hand into play. Play this ability only if you have seven or more cards in hand.  
Card #: 77/350

Name: Lord of Atlantis  
Rarity: R  
Color: Blue  
Cost: UU  
Power/Tough:2/2  
Card Type: Creature - Merfolk  
Card Text: Other Merfolk creatures get +1/+1 and have islandwalk.  
Card #: 78/350

Name: Magus of the Spiral  
Rarity: U  
Color: Blue  
Cost: 4U  
Power/Tough: 2/4  
Card Type: Creature - Human Wizard  
Card Text: 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.  
Card #: 79/350

Name: Merfolk Hero  
Rarity: U  
Color: Blue  
Cost: UU  
Power/Tough: 3/3  
Card Type: Creature - Merfolk Mutant  
Card Text: At the beginning of your upkeep, tap Merfolk Hero unless you pay {U}{U}.  
Sacrifice Merfolk Hero: Target creature gains shroud until end of turn and is unblockable this turn.  
Card #: 80/350

Name: Mirror of Odin  
Rarity: U  
Color: Blue  
Cost: 1UU  
Power/Tough: ---  
Card Type: Instant  
Card Text: 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.  
Card #: 81/350

Name: Omnipotent Leech  
Rarity: R  
Color: Blue  
Cost: 3UU  
Power/Tough: 4/1  
Card Type: Creature - Leech  
Card Text: Blue spells cost {U} 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.  
Card #: 82/350

Name: Omniscient Sprites  
Rarity: U  
Color: Blue  
Cost: 3U  
Power/Tough: 1/3  
Card Type: Creature - Faerie Wizard  
Card Text: 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.*)  
Card #: 83/350

Name: Preserver of Secrets  
Rarity: U  
Color: Blue  
Cost: 3U  
Power/Tough: 2/3  
Card Type: Creature - Madia Wizard  
Card Text: 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.*)  
Card #: 84/350

Name: Promise of Wisdom  
Rarity: C  
Color: Blue  
Cost: 2U  
Power/Tough: -----  
Card Type: Enchantment - Aura  
Card Text: 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.  
Card #: 85/350

Name: Quiet Soothsayer  
Rarity: C  
Color: Blue  
Cost: U  
Power/Tough: 1/1  
Card Type: Creature - Merfolk Shaman  
Card Text: At the beginning of your upkeep, sacrifice Quiet Soothsayer unless you pay {U}.  
1, Tap: Look at the top three cards of your library, then put them back in any order.  
Card #: 86/350

Name: Reconstructed Hoverguard  
Rarity: R  
Color: Blue  
Cost: 5U  
Power/Tough: 4/4  
Card Type: Creature - Drone  
Card Text: Flying  
As Reconstructed Hoverguard comes into play, discard your hand.  
At the beginning of your draw step, draw a card.  
Card #: 87/350

Name: Riptide Merfolk  
Rarity: C  
Color: Blue  
Cost: U  
Power/Tough: 1/1  
Card Type: Creature - Merfolk Scout  
Card Text: 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.  
Card #: 88/350

Name: River Scout  
Rarity: C  
Color: Blue  
Cost: 1U  
Power/Tough: 2/1  
Card Type: Creature - Merfolk Scout  
Card Text: Tap: 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.  
Card #: 89/350

Name: Rootwater Matriarch  
Rarity: R  
Color: Blue  
Cost: 2UU  
Power/Tough: 2/3  
Card Type: Creature - Merfolk  
Card Text: Tap: Gain control of target creature as long as that creature is enchanted.  
Card #: 90/350

Name: Sandbar Drake  
Rarity: C  
Color: Blue  
Cost: 3U  
Power/Tough: 2/2  
Card Type: Creature - Drake  
Card Text: 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.  
U: Target creature becomes blue until end of turn.  
Card #: 91/350

Name: Sapphire Flame  
Rarity: R  
Color: Blue  
Cost: X1U  
Power/Tough: -----  
Card Type: Sorcery  
Card Text: Sapphire Flame deals X damage to target red creature or to target player who controls a red creature.  
Card #: 92/350

Name: Snap Decision  
Rarity: C  
Color: Blue  
Cost: U  
Power/Tough: -----  
Card Type: Sorcery  
Card Text: 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.  
Card #: 93/350

Name: Spawn Simulacra  
Rarity: R  
Color: Blue  
Cost: 3U  
Power/Tough: -----  
Card Type: Sorcery  
Card Text: 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.  
Card #: 94/350

Name: Status Quo  
Rarity: C  
Color: Blue  
Cost: 2U  
Power/Tough:-----  
Card Type: Instant  
Card Text: 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.  
Card #: 95/350

Name: Sudden Whirlpool  
Rarity: R  
Color: Blue  
Cost: 1UU  
Power/Tough:-----  
Card Type: Enchantment- Aura  
Card Text: 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."  
Card #: 96/350

Name: Surge of the Sea  
Rarity: R  
Color: Blue  
Cost: UUU  
Power/Tough:-----  
Card Type: Enchantment  
Card Text: At the beginning of your upkeep, sacrifice an Island unless you pay {U}{U}{U}.  
Blue creatures can't be the target of nonblue spells or abilities.  
Blue creatures get +2/+0.  
Nonblue creatures get -2/-0.  
Card #: 97/350

Name: Telluric Sentry  
Rarity: C  
Color: Blue  
Cost: 2U  
Power/Tough:2/1  
Card Type: Creature - Beast Mutant  
Card Text: 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.  
Card #: 98/350

Name: Temporal Entrancer  
Rarity: R  
Color: Blue  
Cost: 4UU  
Power/Tough: 4/4  
Card Type: Creature - Madia Spellshaper  
Card Text: 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.  
Card #: 99/350

Name: Thought Master  
Rarity: C  
Color: Blue  
Cost: 2U  
Power/Tough: 1/2  
Card Type: Creature - Madia Pirate Mystic  
Card Text: Tap: Draw a card, then discard a card.  
1U, Name a card: Put the top card of your library into your graveyard. If that card is the named card, untap Thought Master.  
Card #: 100/350

Name: Tidal Charm  
Rarity: C  
Color: Blue  
Cost: U  
Power/Tough: -----  
Card Type: Instant  
Card Text: 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.  
Card #: 101/350

Name: Tidal Defender  
Rarity: U  
Color: Blue  
Cost: 3U  
Power/Tough: 3/1  
Card Type: Creature - Merfolk Spirit  
Card Text: Flash  
UU: Tidal Defender gains flying and mountainwalk until end of turn.  
Tidal Defender can block creatures with islandwalk as though they didn't have islandwalk.  
Card #: 102/350



Name: Tradewind Waveshaper

Rarity: U

Color: Blue

Cost: 5U

Power/Tough:3/4

Card Type: Creature - Merfolk Wizard

Card Text: Islandwalk

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

Card #: 103/350

Name: Value and Truth

Rarity: U

Color: Blue

Cost: 4U

Power/Tough:-----

Card Type: Sorcery

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

Card #: 104/350

Name: Argothian Betrayer

Rarity: U

Color: Black

Cost: 3B

Power/Tough:2/2

Card Type: Creature - Elf Minion

Card Text: Forestwalk, swampwalk

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

Card #: 105/350

Name: Bird of Torment

Rarity: U

Color: Black

Cost: 1B

Power/Tough:1/1

Card Type: Creature - Mythical Bird

Card Text: Flying

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

Card #: 106/350

Name: Blood Golem

Rarity: R

Color: Black

Cost: 3B

Power/Tough:6/3

Card Type: Creature - Golem

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

B: Regenerate Blood Golem.

Card #: 107/350

Name: Blood Purger  
Rarity: C  
Color: Black  
Cost: BB  
Power/Tough: 2/2  
Card Type: Creature - Minion Cleric  
Card Text: Tap, Sacrifice Blood Purger: Add {B}{B} to your mana pool.  
Card #: 108/350

Name: Bog Charm  
Rarity: C  
Color: Black  
Cost: B  
Power/Tough: -----  
Card Type: Instant  
Card Text: 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.  
Card #: 109/350

Name: Bog Defender  
Rarity: U  
Color: Black  
Cost: 4B  
Power/Tough: 2/4  
Card Type: Creature - Zombie Spirit  
Card Text: 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.*  
Card #: 110/350

Name: Corpse Tree  
Rarity: R  
Color: Black  
Cost: BB  
Power/Tough: 0/2  
Card Type: Creature - Plant  
Card Text: Whenever a creature is put into a graveyard from play, put a blight counter on Corpse Tree.  
BB: Destroy each creature with converted mana cost equal to the number of blight counters on Corpse Tree. Sacrifice Corpse Tree at end of turn.  
Card #: 111/350

Name: Crypt Numerary  
Rarity: C  
Color: Black  
Cost: 2B  
Power/Tough: 2/2  
Card Type: Creature - Thrull Mystic  
Card Text: Tap: Target player loses 1 life.  
Tap: Target player gains 1 life.  
1B, Name a card: Put the top card of your library into your graveyard. If that card is the named card, untap Crypt Numerary.  
Card #: 112/350

Name: Decaying Forest  
Rarity: U  
Color: Black  
Cost: 3B  
Power/Tough: -----  
Card Type: Enchantment  
Card Text: Whenever a green card is put into an opponent's graveyard from anywhere, you may draw a card.  
Card #: 113/350

Name: Destroyer of Runes  
Rarity: C  
Color: Black  
Cost: 5B  
Power/Tough: 3/4  
Card Type: Creature - Zombie Cleric  
Card Text: 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.  
Card #: 114/350

Name: Doline  
Rarity: R  
Color: Black  
Cost: BB  
Power/Tough: -----  
Card Type: Sorcery  
Card Text: Destroy target land. You lose 5 life.  
Card #: 115/350

Name: Dredger Wurm  
Rarity: C  
Color: Black  
Cost: 3B  
Power/Tough: 2/2  
Card Type: Creature - Wurm  
Card Text: 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.  
Card #: 116/350

Name: Drive the Horde  
Rarity: C  
Color: Black  
Cost: 6B  
Power/Tough:-----  
Card Type: Sorcery  
Card Text: Black creatures get +2/+0 and gain fear until end of turn.  
Card #: 117/350

Name: End of the Road  
Rarity: C  
Color: Black  
Cost: 2B  
Power/Tough:-----  
Card Type: Instant  
Card Text: Destroy target creature with a landwalk ability.  
Draw a card.  
Card #: 118/350

Name: Enslaved Harpies  
Rarity: U  
Color: Black  
Cost: BB  
Power/Tough:2/2  
Card Type: Creature - Beast  
Card Text: Flying, fear  
When Enslaved Harpies comes into play, each other player may return a creature card from his or her graveyard to play.  
Card #: 119/350

Name: Epidemic  
Rarity: U  
Color: Black  
Cost: 3B  
Power/Tough:-----  
Card Type: Instant  
Card Text: 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.  
Card #: 120/350

Name: Foul Wind  
Rarity: U  
Color: Black  
Cost: XBB  
Power/Tough:-----  
Card Type: Sorcery  
Card Text: 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.  
Card #: 121/350

Name: Frightened Lurker  
Rarity: C  
Color: Black  
Cost: 2B  
Power/Tough: 3/2  
Card Type: Creature - Zombie Minion  
Card Text: 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.

Card #: 122/350

Name: Graveborn Alliance  
Rarity: R  
Color: Black  
Cost: 1BB  
Power/Tough: 2/2  
Card Type: Creature - Demon  
Card Text: All creatures are black.  
Minion creatures get +1/+1.  
Zombie creatures get +1/+1.

Card #: 123/350

Name: Gravemaker  
Rarity: C  
Color: Black  
Cost: 3B  
Power/Tough: 2/2  
Card Type: Creature - Imp Minion  
Card Text: 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.

Card #: 124/350

Name: Grisly Bonescaper  
Rarity: U  
Color: Black  
Cost: 2B  
Power/Tough: 2/2  
Card Type: Creature - Zombie Blacksmith  
Card Text: B, Tap, Sacrifice a creature: Regenerate target creature.  
When it regenerates this way, put a +1/+1 counter on it.  
B, Tap, Sacrifice an artifact or nonbasic land: Tap target untapped creature and put a +1/+1 counter on it.

Card #: 125/350

Name: Grotesque Result  
Rarity: C  
Color: Black  
Cost: 1B  
Power/Tough:-----  
Card Type: Instant  
Card Text: Target creature gets +3/-1 and becomes black until end of turn. Then you may pay {1}{B} and discard a black card. If you do, copy this spell. You may choose a new target for the copy.  
Card #: 126/350

Name: Harbinger of the Wastes  
Rarity: R  
Color: Black  
Cost: 7BBB  
Power/Tough:6/6  
Card Type: Legendary Creature - Demon Spirit  
Card Text: 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.  
Card #: 127/350

Name: Honor on the Wastes  
Rarity: R  
Color: Black  
Cost: 4BB  
Power/Tough:3/3  
Card Type: Creature - Spirit Knight  
Card Text: 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.  
Card #: 128/350

Name: Hypnotic Prediction  
Rarity: C  
Color: Black  
Cost: BB  
Power/Tough:-----  
Card Type: Sorcery  
Card Text: 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.  
Card #: 129/350

Name: Ihsan's Shade  
Rarity: R  
Color: Black  
Cost: 3BBB  
Power/Tough: 5/5  
Card Type: Legendary Creature - Shade Knight  
Card Text: Protection from white  
Card #: 130/350

Name: Infectious Bloodsucker  
Rarity: R  
Color: Black  
Cost: 3BB  
Power/Tough: 4/4  
Card Type: Creature - Vampire  
Card Text: 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.  
Tap: Regenerate target Vampire.  
Card #: 131/350

Name: Infernal Pit  
Rarity: U  
Color: Black  
Cost: B  
Power/Tough: -----  
Card Type: Enchantment  
Card Text: B, 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.  
Card #: 132/350

Name: Levok's Taskmage  
Rarity: C  
Color: Black  
Cost: 3B  
Power/Tough: 1/2  
Card Type: Creature - Minion Wizard  
Card Text: Tap, Sacrifice X creatures: Target creature gets -X/-X until end of turn.  
X, Tap: 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.  
Card #: 133/350

Name: Levok, Death Unbidden  
Rarity: R  
Color: Black  
Cost: 1BBB  
Power/Tough: 5/5  
Card Type: Legendary Creature - Lich  
Card Text: 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.  
Tap: Put target creature card in a graveyard into play under your control.

Card #: 134/350

Name: Malevolent Specter  
Rarity: U  
Color: Black  
Cost: 2B  
Power/Tough: 1/1  
Card Type: Creature - Specter  
Card Text: Flying, plainswalk  
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.

Card #: 135/350

Name: Micromutate  
Rarity: R  
Color: Black  
Cost: 3BBB  
Power/Tough: -----  
Card Type: Sorcery  
Card Text: 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.

Card #: 136/350

Name: Moor Hound  
Rarity: C  
Color: Black  
Cost: 4B  
Power/Tough: 2/4  
Card Type: Creature - Zombie Hound  
Card Text: Fear, lifelink (*Whenever this creature deals damage, you gain that much life.*)

Card #: 137/350

Name: Nantuko Husk  
Rarity: U  
Color: Black  
Cost: 2B  
Power/Tough: 2/2  
Card Type: Creature - Zombie Insect  
Card Text: Sacrifice a creature: Nantuko Husk gets +2/+2 until end of turn.

Card #: 138/350



Name: Octopede  
Rarity: R  
Color: Black  
Cost: 6B  
Power/Tough: 0/0  
Card Type: Creature - Insect  
Card Text: 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.  
Card #: 139/350

Name: Open Graves  
Rarity: R  
Color: Black  
Cost: 2B  
Power/Tough: -----  
Card Type: Enchantment  
Card Text: 1B, Remove a nontoken creature you control from the game: Until end of turn, you may play creature cards in your graveyard.  
Card #: 140/350

Name: Partially Obscured Shadow  
Rarity: U  
Color: Black  
Cost: B  
Power/Tough: 1/1  
Card Type: Creature - Horror  
Card Text: Whenever a creature you control is put into a graveyard from play, put a +1/+1 counter on Partially Obscured Shadow.  
Card #: 141/350

Name: Pitch Darkness  
Rarity: R  
Color: Black  
Cost: 4BB  
Power/Tough: -----  
Card Type: Enchantment  
Card Text: White creatures can't attack or block.  
Card #: 142/350

Name: Plague of Mosquitoes  
Rarity: C  
Color: Black  
Cost: 1BB  
Power/Tough: 1/1  
Card Type: Creature - Insect  
Card Text: Flying  
B: Regenerate Plague of Mosquitoes.  
Transform Sorcery (*You may play this card as this sorcery rather than as a creature spell.*) - Destroy target tapped creature.  
Card #: 143/350

Name: Promise of Corruption  
Rarity: C  
Color: Black  
Cost: 2B  
Power/Tough: -----  
Card Type: Enchantment - Aura  
Card Text: 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.*)  
Card #: 144/350

Name: Reaver Leech  
Rarity: R  
Color: Black  
Cost: 2BB  
Power/Tough: 7/7  
Card Type: Creature - Leech  
Card Text: Black spells cost {B} less to play.  
Reaver Leech can't block.  
Whenever an opponent loses life, you lose that much life. (*Damage causes loss of life.*)  
Card #: 145/350

Name: Reclamation Ghoul  
Rarity: C  
Color: Black  
Cost: 4B  
Power/Tough: 4/2  
Card Type: Creature - Zombie Minion Cleric  
Card Text: Transform Sorcery (*You may play this card as this sorcery rather than as a creature spell.*) - Return up to three target black creature cards from your graveyard to your hand.  
Card #: 146/350

Name: Redead  
Rarity: C  
Color: Black  
Cost: B  
Power/Tough: 1/1  
Card Type: Creature - Zombie Minion  
Card Text: 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.  
Card #: 147/350

Name: Slayer of the Dark  
Rarity: C  
Color: Black  
Cost: 2B  
Power/Tough: 3/1  
Card Type: Creature - Assassin  
Card Text: Swampwalk  
When Slayer of the Dark comes into play, destroy target black creature.  
Card #: 148/350

Name: Soulless Skywalker  
Rarity: R  
Color: Black  
Cost: 4BB  
Power/Tough: 5/4  
Card Type: Creature - Angel  
Card Text: 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.  
Card #: 149/350

Name: Soultrawler Wraith  
Rarity: U  
Color: Black  
Cost: 4B  
Power/Tough: 3/3  
Card Type: Creature - Wraith  
Card Text: 2BB, Tap: 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.  
Card #: 150/350

Name: Spiritbond Summoner  
Rarity: C  
Color: Black  
Cost: 1B  
Power/Tough: 1/1  
Card Type: Creature - Minion Wizard  
Card Text: 2B, Tap: 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.  
Card #: 151/350

Name: Tainted Flesh  
Rarity: U  
Color: Black  
Cost: 1BB  
Power/Tough: -----  
Card Type: Enchantment - Aura  
Card Text: 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.  
Card #: 152/350

Name: Unholy Morass  
Rarity: U  
Color: Black  
Cost: 3B  
Power/Tough: -----  
Card Type: Sorcery  
Card Text: Target player loses 3 life. You gain 3 life. Then you may pay {3}{B}. If you do, copy this spell. You may choose a new target for the copy.  
Card #: 153/350

Name: Unnatural Breeder  
Rarity: U  
Color: Black  
Cost: 5B  
Power/Tough: 3/2  
Card Type: Creature - Beast  
Card Text: At the beginning of your upkeep, sacrifice Unnatural Breeder unless you pay {1}{B}.  
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.  
Card #: 154/350

Name: Warlord of the Wastes  
Rarity: R  
Color: Black  
Cost: 2B  
Power/Tough: 2/2  
Card Type: Creature - Zombie Warrior  
Card Text: 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.  
Card #: 155/350

Name: Wicked Nightcreeper  
Rarity: U  
Color: Black  
Cost: 2BB  
Power/Tough: 4/4  
Card Type: Creature - Demon  
Card Text: Wicked Nightcreeper 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.  
Card #: 156/350

Name: Absolute Chaos  
Rarity: U  
Color: Red  
Cost: 2RR  
Power/Tough: -----  
Card Type: Enchantment  
Card Text: All creatures have protection from white.  
Card #: 157/350

Name: Alluvial Kavu  
Rarity: C  
Color: Red  
Cost: 2RR  
Power/Tough: 3/3  
Card Type: Creature - Kavu  
Card Text: Tap: 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 Kavu deals 5 damage to target creature.  
Card #: 158/350

Name: Angry Zeal  
Rarity: U  
Color: Red  
Cost: R  
Power/Tough: -----  
Card Type: Enchantment - Aura  
Card Text: Enchant creature  
Enchanted creature has haste.  
Whenever a creature comes into play under your control, attach Angry Zeal to that creature.  
Card #: 159/350

Name: Bajada Moongazer  
Rarity: U  
Color: Red  
Cost: 5R  
Power/Tough: 4/4  
Card Type: Creature - Yeti  
Card Text: Tap: 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 "Tap: Add {1} to your mana pool."  
Card #: 160/350

Name: Balduvian Quartermaster  
Rarity: R  
Color: Red  
Cost: 3R  
Power/Tough: 5/2  
Card Type: Creature - Human Warrior  
Card Text: 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.  
Card #: 161/350

Name: Bird of Apocalypse  
Rarity: U  
Color: Red  
Cost: 1R  
Power/Tough: 1/1  
Card Type: Creature - Mythical Bird  
Card Text: Flying  
Bird of Apocalypse can't block.  
R, Sacrifice Bird of Apocalypse: Bird of Apocalypse deals  
2 damage to target creature or player.  
Card #: 162/350

Name: Blood Ritual  
Rarity: C  
Color: Red  
Cost: R  
Power/Tough: -----  
Card Type: Instant  
Card Text: As an additional cost to play Blood Ritual, discard a card  
at random.  
Add {R}{R}{R} to your mana pool.  
Card #: 163/350

Name: Burn  
Rarity: U  
Color: Red  
Cost: 1RR  
Power/Tough: -----  
Card Type: Instant  
Card Text: Burn deals 4 damage to target creature or player. A  
creature dealt damage this way can't be regenerated this  
turn.  
Card #: 164/350

Name: Careless Strategist  
Rarity: U  
Color: Red  
Cost: RR  
Power/Tough: 2/2  
Card Type: Creature - Goblin Soldier  
Card Text: Creatures you control can't block.  
Each other creature you control can't be blocked except by two or more creatures.  
Card #: 165/350

Name: Classic Bully  
Rarity: C  
Color: Red  
Cost: 1R  
Power/Tough: 2/1  
Card Type: Creature - Goblin Warrior  
Card Text: When Classic Bully is put into a graveyard from play, it deals 1 damage to each creature without flying.  
Card #: 166/350

Name: Crimson Phoenix  
Rarity: U  
Color: Red  
Cost: 2RR  
Power/Tough: 2/3  
Card Type: Creature - Phoenix  
Card Text: 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.  
Card #: 167/350

Name: Cunning Manipulator  
Rarity: R  
Color: Red  
Cost: R  
Power/Tough: 1/1  
Card Type: Creature - Human Wizard  
Card Text: R: Reveal the top card of each player's library. Tap, Discard a card at random: Remove the top card of target player's library from the game. You may play that card this turn.  
Card #: 168/350

Name: Death by Chance  
Rarity: R  
Color: Red  
Cost: RRR  
Power/Tough:-----  
Card Type: Sorcery  
Card Text: 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.  
Card #: 169/350

Name: Dwarven Instigator  
Rarity: C  
Color: Red  
Cost: 4R  
Power/Tough:1/1  
Card Type: Creature - Dwarf Mutant  
Card Text: R, 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.  
Card #: 170/350

Name: Earthbound Dragon  
Rarity: R  
Color: Red  
Cost: 7RRR  
Power/Tough:10/10  
Card Type: Legendary Creature - Dragon  
Card Text: 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.  
Card #: 171/350

Name: Fearsome Strength  
Rarity: C  
Color: Red  
Cost: 1R  
Power/Tough:-----  
Card Type: Instant  
Card Text: Target creature gets +2/+0 until end of turn. Creatures with power less than that creature's power can't block it this turn.  
Card #: 172/350



Name: Firemare  
Rarity: R  
Color: Red  
Cost: 4RRR  
Power/Tough: 4/5  
Card Type: Creature - Elemental  
Card Text: R: Firemare gets +1/+0 until end of turn.  
At the end of each player's turn, that player sacrifices a land.  
Card #: 173/350

Name: Firewater Sorcerer  
Rarity: U  
Color: Red  
Cost: 4R  
Power/Tough: 2/2  
Card Type: Creature - Elemental Wizard  
Card Text: Islandwalk  
Tap: Change the target of target activated ability with a single target.  
Card #: 174/350

Name: Flood of Anger  
Rarity: U  
Color: Red  
Cost: 3R  
Power/Tough: -----  
Card Type: Sorcery  
Card Text: You may pay {1}{R} 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.  
Card #: 175/350

Name: Flowstone Presence  
Rarity: R  
Color: Red  
Cost: 4R  
Power/Tough: 3/3  
Card Type: Creature - Elemental Spellshaper  
Card Text: Flying  
RR: Flowstone Presence and target creature each get +1/-1 until end of turn.  
R, Discard a card at random: Switch target creature's power and toughness until end of turn.  
Card #: 176/350

Name: Flowstone Scourge  
Rarity: C  
Color: Red  
Cost: 2R  
Power/Tough: 2/1  
Card Type: Creature - Beast  
Card Text: Islandwalk  
Whenever Flowstone Scourge attacks, target nonred creature gets +1/-1 until end of turn.  
Card #: 177/350

Name: Gambling Ogre  
Rarity: U  
Color: Red  
Cost: 2R  
Power/Tough: 3/2  
Card Type: Creature - Ogre Rogue  
Card Text: 1R, Tap: Target player discards a card at random, then draws a card.  
Card #: 178/350

Name: Goblin Architecture  
Rarity: U  
Color: Red  
Cost: 3R  
Power/Tough: 1/11  
Card Type: Creature - Contraption  
Card Text: 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.  
Card #: 179/350

Name: Goblin Brain Surgeon  
Rarity: C  
Color: Red  
Cost: 2R  
Power/Tough: 1/1  
Card Type: Creature - Goblin Mystic  
Card Text: Tap: Goblin Brain Surgeon deals 1 damage to target creature.  
1R, Name a card: Put the top card of your library into your graveyard. If that card is the named card, untap Goblin Brain Surgeon.  
Card #: 180/350

Name: Goblin King  
Rarity: R  
Color: Red  
Cost: 1RR  
Power/Tough: 2/2  
Card Type: Creature - Goblin  
Card Text: Other Goblin creatures get +1/+1 and have mountainwalk.  
Card #: 181/350

Name: Goblin Traitor  
Rarity: C  
Color: Red  
Cost: R  
Power/Tough: 1/1  
Card Type: Creature - Goblin Warrior  
Card Text: Mountainwalk  
1R: Goblin Traitor gets +1/+0 until end of turn.  
Card #: 182/350

Name: Goblin Trickster  
Rarity: U  
Color: Red  
Cost: 2R  
Power/Tough: 2/2  
Card Type: Creature - Goblin Scout  
Card Text: Plainswalk  
Tap: Look at the top three cards of target player's library, then put them back in reverse order.  
Card #: 183/350

Name: Granite Warrior  
Rarity: C  
Color: Red  
Cost: 4R  
Power/Tough: 1/3  
Card Type: Creature - Elemental Warrior  
Card Text: Haste  
Granite Warrior gets +1/+0 for each Mountain you control.  
Card #: 184/350

Name: Hired Jackal  
Rarity: U  
Color: Red  
Cost: R  
Power/Tough: 2/1  
Card Type: Creature - Hound  
Card Text: 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.  
R, Tap: Target creature can't block this turn.  
Card #: 185/350

Name: Implosion  
Rarity: R  
Color: Red  
Cost: 4RR  
Power/Tough: -----  
Card Type: Sorcery  
Card Text: Destroy all artifacts and creatures with converted mana cost 4 or greater. You discard your hand.  
Card #: 186/350

Name: Karjemmas's Dragon  
Rarity: R  
Color: Red  
Cost: 6RR  
Power/Tough: 6/6  
Card Type: Legendary Creature - Dragon  
Card Text: Flying, first strike  
Tap: Karjemmas's Dragon deals damage to target creature or player equal to the number of creatures you control.  
Card #: 187/350

Name: Lightning Strike  
Rarity: C  
Color: Red  
Cost: 3R  
Power/Tough: -----  
Card Type: Instant  
Card Text: 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.  
Card #: 188/350

Name: Lost in Æther  
Rarity: U  
Color: Red  
Cost: 3R  
Power/Tough: -----  
Card Type: Instant  
Card Text: 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.  
Card #: 189/350

Name: Marauding Dilemma  
Rarity: C  
Color: Red  
Cost: 1RR  
Power/Tough: -----  
Card Type: Sorcery  
Card Text: Choose one - Destroy target land; or target player discards two cards at random, then draws two cards. Then you may pay {1}{R}{R}. If you do, copy this spell. You may choose a new mode and a new target for the copy.  
Card #: 190/350

Name: Marshwood Kavu  
Rarity: C  
Color: Red  
Cost: 3R  
Power/Tough: 2/3  
Card Type: Creature - Kavu  
Card Text: Tap: 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.  
Card #: 191/350

Name: Molten Giant  
Rarity: C  
Color: Red  
Cost: 5R  
Power/Tough: 5/4  
Card Type: Creature - Giant  
Card Text: Molten Giant can't block.  
Transform Sorcery (*You may play this card as a sorcery rather than as a creature spell.*) - Molten Giant deals 5 damage to target player.  
Card #: 192/350

Name: Power Play  
Rarity: R  
Color: Red  
Cost: 3RR  
Power/Tough: -----  
Card Type: Enchantment  
Card Text: 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.  
Card #: 193/350

Name: Promise of Revenge  
Rarity: C  
Color: Red  
Cost: 2R  
Power/Tough: -----  
Card Type: Enchantment - Aura  
Card Text: 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.  
Card #: 194/350

Name: Raging Pessimist  
Rarity: C  
Color: Red  
Cost: 1R  
Power/Tough: 1/2  
Card Type: Creature - Goblin Scout  
Card Text: Plainswalk  
Tap: Reveal the top card of target player's library. If it's a land, Raging Pessimist deals 1 damage to that player.  
Card #: 195/350

Name: Reckless Charm  
Rarity: C  
Color: Red  
Cost: R  
Power/Tough: -----  
Card Type: Instant  
Card Text: 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.  
Card #: 196/350

Name: Relentless Champion  
Rarity: R  
Color: Red  
Cost: RRR  
Power/Tough: 6/1  
Card Type: Creature - Spirit Warrior  
Card Text: Haste, first strike  
At end of turn, return Relentless Champion to its owner's hand.  
Card #: 197/350

Name: Rubble  
Rarity: R  
Color: Red  
Cost: 3R  
Power/Tough: -----  
Card Type: Sorcery  
Card Text: 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.  
Card #: 198/350

Name: Rule of Threes  
Rarity: R  
Color: Red  
Cost: 2R  
Power/Tough: -----  
Card Type: Sorcery  
Card Text: 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.  
Card #: 199/350

Name: Scrap Dealer  
Rarity: C  
Color: Red  
Cost: 2R  
Power/Tough: 2/2  
Card Type: Creature - Goblin Artificer  
Card Text: When Scrap Dealer comes into play, destroy target artifact.  
If an artifact is destroyed this way, put a +1/+1 counter  
on Scrap Dealer.  
Card #: 200/350

Name: Spitting Firebeast  
Rarity: R  
Color: Red  
Cost: 2RR  
Power/Tough: 3/2  
Card Type: Creature - Elemental Beast  
Card Text: Flying  
Whenever another creature comes into play, Spitting  
Firebeast deals 2 damage to it.  
Card #: 201/350

Name: Squander  
Rarity: U  
Color: Red  
Cost: 3R  
Power/Tough: -----  
Card Type: Enchantment  
Card Text: Whenever a player discards a card or sacrifices a  
permanent, Squander deals 2 damage to that player.  
Card #: 202/350

Name: Squee's Best Student  
Rarity: U  
Color: Red  
Cost: 3R  
Power/Tough: 2/1  
Card Type: Creature - Goblin Mutant  
Card Text: 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.*  
Card #: 203/350

Name: Sylarian Leech  
Rarity: R  
Color: Red  
Cost: 2RR  
Power/Tough: 3/3  
Card Type: Creature - Leech  
Card Text: Red spells cost {R} less to play.  
R, 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.  
Card #: 204/350

Name: T.N.T. (The New Threat)  
Rarity: C  
Color: Red  
Cost: 1R  
Power/Tough: -----  
Card Type: Instant  
Card Text: T.N.T. deals 2 damage to target creature or player. Then you may pay {1}{R} and discard a red card. If you do, copy this spell. You may choose a new target for the copy.  
Card #: 205/350

Name: Unruly Horde  
Rarity: R  
Color: Red  
Cost: 4RR  
Power/Tough: 3/3  
Card Type: Creature - Goblin Berserker  
Card Text: R, 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.  
Card #: 206/350

Name: Viashino Fury  
Rarity: C  
Color: Red  
Cost: 3R  
Power/Tough: 3/1  
Card Type: Creature - Viashino Warrior  
Card Text: Reach (*This creature can block creatures with flying.*)  
Whenever you play a creature spell, Viashino Fury deals 1 damage to target player.  
Card #: 207/350



Name: Warren Burrower  
Rarity: U  
Color: Red  
Cost: 4R  
Power/Tough: 3/3  
Card Type: Creature - Kavu  
Card Text: 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.  
Card #: 208/350

Name: Alpha Wolf  
Rarity: U  
Color: Green  
Cost: GG  
Power/Tough: 2/2  
Card Type: Creature - Wolf  
Card Text: 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.  
Card #: 209/350

Name: Altered Predator  
Rarity: U  
Color: Green  
Cost: XGG  
Power/Tough: X/X  
Card Type: Creature - Beast  
Card Text: Altered Predator comes into play with X +1/+1 counters on it.  
GG, Tap: 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.  
Card #: 210/350

Name: Bird of Legends  
Rarity: U  
Color: Green  
Cost: 1G  
Power/Tough: 1/1  
Card Type: Creature - Mythical Bird  
Card Text: Flying  
G, Tap, 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.  
Card #: 211/350

Name: Bitterwood Outcast  
Rarity: U  
Color: Green  
Cost: 5G  
Power/Tough: 3/6  
Card Type: Creature - Elf Mutant  
Card Text: 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.  
Card #: 212/350

Name: Camouflage Charm  
Rarity: C  
Color: Green  
Cost: G  
Power/Tough: -----  
Card Type: Instant  
Card Text: 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.  
Card #: 213/350

Name: Camouflage Defender  
Rarity: U  
Color: Green  
Cost: 3G  
Power/Tough: 3/3  
Card Type: Creature - Treefolk Spirit  
Card Text: 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.  
Card #: 214/350

Name: Canopy Cover  
Rarity: R  
Color: Green  
Cost: 4G  
Power/Tough: 1/3  
Card Type: Creature - Treefolk  
Card Text: G, 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.  
Card #: 215/350

Name: Cloudburst  
Rarity: U  
Color: Green  
Cost: 3G  
Power/Tough:-----  
Card Type: Instant  
Card Text: 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.  
Card #: 216/350

Name: Dawn Planeshifter  
Rarity: C  
Color: Green  
Cost: G  
Power/Tough:1/1  
Card Type: Creature - Elf  
Card Text: Protection from enchanted creatures  
When Dawn Planeshifter comes into play, target creature  
gains forestwalk until end of turn.  
Card #: 217/350

Name: Deadly Centaur  
Rarity: C  
Color: Green  
Cost: 4G  
Power/Tough:2/3  
Card Type: Creature - Centaur Warrior  
Card Text: 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.  
Card #: 218/350

Name: Deepwood Evolution  
Rarity: C  
Color: Green  
Cost: 4GG  
Power/Tough:5/5  
Card Type: Creature - Beast  
Card Text: 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.  
Card #: 219/350

Name: Doubling Season  
Rarity: R  
Color: Green  
Cost: 4G  
Card Type: Enchantment  
Card Text: 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.  
Card #: 220/350

Name: Draining Leech  
Rarity: R  
Color: Green  
Cost: 3GGG  
Power/Tough: 4/5  
Card Type: Creature - Leech  
Card Text: Protection from enchanted creatures  
Green spells cost {G} 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.  
Card #: 221/350

Name: Elvish Champion  
Rarity: R  
Color: Green  
Cost: 1GG  
Power/Tough: 2/2  
Card Type: Creature - Elf  
Card Text: Other Elf creatures get +1/+1 and have forestwalk.  
Card #: 222/350

Name: Endless Wurm  
Rarity: R  
Color: Green  
Cost: 3GG  
Power/Tough: 9/9  
Card Type: Creature - Wurm  
Card Text: Trample  
At the beginning of your upkeep, sacrifice Endless Wurm unless you sacrifice an enchantment.  
Card #: 223/350

Name: Enlarge  
Rarity: C  
Color: Green  
Cost: 1G  
Power/Tough: -----  
Card Type: Instant  
Card Text: Target creature gets +2/+2 until end of turn. Then you may pay {1}{G} and discard a green card. If you do, copy this spell. You may choose a new target for the copy.  
Card #: 224/350

Name: Firescar Rhino  
Rarity: U  
Color: Green  
Cost: 2G  
Power/Tough: 5/5  
Card Type: Creature - Rhino  
Card Text: 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.  
Card #: 225/350

Name: Fractious Kinkajou  
Rarity: U  
Color: Green  
Cost: 4G  
Power/Tough: 2/2  
Card Type: Creature - Wolverine  
Card Text: Forestwalk  
1G, Tap: Put target green card from your graveyard on top of your library.  
Card #: 226/350

Name: Heart-Trees of Bitterwood  
Rarity: R  
Color: Green  
Cost: 7GG  
Power/Tough: 7/7  
Card Type: Creature - Treefolk  
Card Text: 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.  
7GG: Put a token into play that's a copy of Heart-Trees of Bitterwood.  
Card #: 227/350

Name: Legacy of Karviddam  
Rarity: R  
Color: Green  
Cost: 7GGG  
Power/Tough: 10/10  
Card Type: Legendary Creature - Elemental  
Card Text: 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.  
Card #: 228/350

Name: Llanowar Fallbreaker  
Rarity: C  
Color: Green  
Cost: 3G  
Power/Tough: 2/2  
Card Type: Creature - Elf Wizard  
Card Text: 1G, Tap: Regenerate target creature, then return Llanowar Fallbreaker to its owner's hand.  
Card #: 229/350

Name: Mossback Spider  
Rarity: C  
Color: Green  
Cost: 3G  
Power/Tough: 3/2  
Card Type: Creature - Spider  
Card Text: Reach (*This creature can block creatures with flying.*)  
1G, Tap: target creature with flying gets -2/-0 until end of turn.  
Card #: 230/350

Name: Muskeg Creeper  
Rarity: C  
Color: Green  
Cost: 2G  
Power/Tough: 2/2  
Card Type: Creature - Fungus  
Card Text: 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.  
Card #: 231/350

Name: Mystic from Paradise  
Rarity: R  
Color: Green  
Cost: GG  
Power/Tough: 2/1  
Card Type: Creature - Elf Mystic  
Card Text: 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.  
Card #: 232/350

Name: Nature's Instrument  
Rarity: C  
Color: Green  
Cost: 1G  
Power/Tough: 2/2  
Card Type: Creature - Plant  
Card Text: If a land card is in your graveyard, you may play Nature's Instrument without paying its mana cost.  
Tap: Put target land card from your graveyard on top of your library.  
Card #: 233/350

Name: Nature's Revenge  
Rarity: R  
Color: Green  
Cost: 5GG  
Power/Tough:-----  
Card Type: Sorcery  
Card Text: Destroy all black creatures. They can't be regenerated.  
Card #: 234/350

Name: Nurturing Ent  
Rarity: C  
Color: Green  
Cost: 2G  
Power/Tough:3/2  
Card Type: Creature - Treefolk Mystic  
Card Text: Tap: Target creature gets +1/+1 until end of turn.  
1G, Name a card: Put the top card of your library into your  
graveyard. If that card is the named card, untap Nurturing  
Ent.  
Card #: 235/350

Name: Partially Obscured Sun  
Rarity: U  
Color: Green  
Cost: XGGG  
Card Type: Sorcery  
Card Text: Creatures you control get +X/+X until end of turn.  
Card #: 236/350

Name: Peaceful Sea  
Rarity: U  
Color: Green  
Cost: 3G  
Power/Tough:-----  
Card Type: Instant  
Card Text: Return all blue permanents to their owners' hands.  
Card #: 237/350

Name: Plowshare Oxen  
Rarity: C  
Color: Green  
Cost: 2GG  
Power/Tough:4/4  
Card Type: Creature - Beast  
Card Text: -----  
Card #: 238/350

Name: Promise of Strength  
Rarity: C  
Color: Green  
Cost: 2G  
Power/Tough:-----  
Card Type: Enchantment - Aura  
Card Text: Flash  
Enchant permanent  
G: 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."  
Card #: 239/350

Name: Provider of Plenty  
Rarity: R  
Color: Green  
Cost: 5G  
Power/Tough:3/4  
Card Type: Creature - Centaur Shaman  
Card Text: 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.  
Card #: 240/350

Name: Quirion Seeker  
Rarity: C  
Color: Green  
Cost: 1GG  
Power/Tough:1/4  
Card Type: Creature - Elf Druid  
Card Text: 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.  
Card #: 241/350

Name: Rabid Squirrels  
Rarity: R  
Color: Green  
Cost: 3GG  
Power/Tough:-----  
Card Type: Enchantment  
Card Text: 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.*)  
3GG: Put two 1/1 green Squirrel creature tokens into play.  
Card #: 242/350



Name: Ratufa, Deranged Squirrel  
Rarity: R  
Color: Green  
Cost: 3G  
Power/Tough: 3/3  
Card Type: Legendary Creature - Squirrel  
Card Text: 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.  
Card #: 243/350

Name: Reclaiming Wilderness  
Rarity: C  
Color: Green  
Cost: 1G  
Power/Tough: -----  
Card Type: Sorcery  
Card Text: 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.  
Card #: 244/350

Name: Reduce-Recycle-Reuse  
Rarity: U  
Color: Green  
Cost: 1G  
Power/Tough: -----  
Card Type: Instant  
Card Text: Target player shuffles target card from his or her graveyard into his or her library and you put a green 1/1 Squirrel creature token into play. Then you may pay {1}{G}. If you do, copy this spell. You may choose new targets for the copy.  
Card #: 245/350

Name: Revert  
Rarity: C  
Color: Green  
Cost: G  
Power/Tough: -----  
Card Type: Sorcery  
Card Text: Destroy target artifact or enchantment.  
Card #: 246/350

Name: Rogue Wurm  
Rarity: C  
Color: Green  
Cost: 6G  
Power/Tough: 7/6  
Card Type: Creature - Wurm  
Card Text: You can't enchant Rogue Wurm.  
Rogue Wurm can only attack or block alone.  
Card #: 247/350

Name: Skyshroud Alchemist  
Rarity: C  
Color: Green  
Cost: 1G  
Power/Tough: 1/1  
Card Type: Creature - Elf Wizard  
Card Text: Tap: Add {G} to your mana pool.  
1G: Add one mana of any color to your mana pool.  
Card #: 248/350

Name: Slithering Zealot  
Rarity: U  
Color: Green  
Cost: 3G  
Power/Tough: 3/2  
Card Type: Creature - Snake Warrior  
Card Text: Swampwalk  
Tap: Target attacking unblocked creature becomes blocked.  
Play this ability only during the declare blockers step.  
Card #: 249/350

Name: Spellseep Moths  
Rarity: C  
Color: Green  
Cost: 1G  
Power/Tough: 0/2  
Card Type: Creature - Insect  
Card Text: Flying  
Whenever a player plays a spell, Spellseep Moths gets +1/+1 until end of turn.  
Card #: 250/350

Name: Surreptitious Scout  
Rarity: U  
Color: Green  
Cost: 2G  
Power/Tough: 2/2  
Card Type: Creature - Elf  
Card Text: 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.  
Card #: 251/350

Name: Sylvan Renewal  
Rarity: R  
Color: Green  
Cost: GG  
Power/Tough:-----  
Card Type: Enchantment  
Card Text: 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.  
Card #: 252/350

Name: Tribe Leader  
Rarity: U  
Color: Green  
Cost: 4G  
Power/Tough:4/4  
Card Type: Creature - Ape  
Card Text: Protection from enchanted creatures  
Whenever a green creature you control becomes blocked, it gets +1/+1 and gains trample until end of turn.  
Card #: 253/350

Name: Ursine Invader  
Rarity: C  
Color: Green  
Cost: 2G  
Power/Tough:2/2  
Card Type: Creature - Bear  
Card Text: Islandwalk  
1G: Target creature blocks Ursine Invader this turn if able.  
Card #: 254/350

Name: Verdant Domination  
Rarity: R  
Color: Green  
Cost: GGGG  
Power/Tough:-----  
Card Type: Enchantment  
Card Text: 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.  
Card #: 255/350

Name: Verduran Master  
Rarity: R  
Color: Green  
Cost: GG  
Power/Tough: 0/2  
Card Type: Legendary Creature - Elf Shaman  
Card Text: Whenever you play a creature spell, you may draw a card.  
Card #: 256/350

Name: Waterborne Avenger  
Rarity: U  
Color: Green  
Cost: 3G  
Power/Tough: 2/2  
Card Type: Creature - Snake Warrior  
Card Text: Islandwalk  
3G: Regenerate Waterborne Avenger.  
Whenever a creature deals combat damage to you, put a +1/+1 counter on Waterborne Avenger.  
Card #: 257/350

Name: Westwind Ancient  
Rarity: R  
Color: Green  
Cost: 3GG  
Power/Tough: 7/7  
Card Type: Creature - Treefolk  
Card Text: 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.  
Card #: 258/350

Name: Woodland Army  
Rarity: U  
Color: Green  
Cost: G  
Power/Tough: 1/1  
Card Type: Creature - Squirrel  
Card Text: 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 "G: Regenerate this creature."  
Card #: 259/350

Name: Xyloid Camouflage  
Rarity: U  
Color: Green  
Cost: 2GG  
Power/Tough:-----  
Card Type: Enchantment - Aura  
Card Text: Enchant creature  
Enchanted creature gets +3/+3 and has forestwalk.  
1GG, Sacrifice Xyloid Camouflage: Put three 1/1 green  
Squirrel creature tokens into play.  
Card #: 260/350

Name: Acidic Devil  
Rarity: U  
Color: Gold  
Cost: UBR  
Power/Tough:3/3  
Card Type: Creature - Devil  
Card Text: Fear  
You may pay {4}{U}, {4}{B}, or {4}{R} rather than pay  
Acidic Devil's mana cost. If you do, Acidic Devil loses  
fear.  
4B: Acidic Devil gains fear until end of turn.  
Card #: 261/350

Name: Æther Flux  
Rarity: U  
Color: Gold  
Cost: 1UB  
Power/Tough:---  
Card Type: Instant  
Card Text: 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.  
Card #: 262/350

Name: Ancestral Dragon  
Rarity: R  
Color: Gold  
Cost: 3UBR  
Power/Tough:6/6  
Card Type: Legendary Creature - Dragon  
Card Text: 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.  
Card #: 263/350

Name: Ancient Potion  
Rarity: U  
Color: Gold  
Cost: 1WU  
Power/Tough:-----  
Card Type: Instant  
Card Text: At the beginning of each upkeep, target creature's power becomes 0 until end of turn.  
Card #: 264/350

Name: Armageddon Dragon  
Rarity: R  
Color: Gold  
Cost: 3RGW  
Power/Tough:6/6  
Card Type: Legendary Creature - Dragon  
Card Text: Flying  
Transform Sorcery (*You may play this card as this sorcery rather than as a creature spell.*) - Destroy all lands.  
Card #: 265/350

Name: Caldera Thunderscaper  
Rarity: R  
Color: Gold  
Cost: 1BRG  
Power/Tough:4/4  
Card Type: Legendary Creature - Efreet  
Card Text: BG: Caldera Thunderscaper gets +1/+1 until end of turn.  
BR: Caldera Thunderscaper deals 1 damage to target creature.  
RG: Add {3} to your mana pool.  
Card #: 266/350

Name: Cloud of Ash  
Rarity: C  
Color: Gold  
Cost: 2BR  
Power/Tough:-----  
Card Type: Instant  
Card Text: Two target creatures can't block this turn. Each of them gets -1/-1 until end of turn.  
Card #: 267/350

Name: Concealment  
Rarity: C  
Color: Gold  
Cost: GW  
Power/Tough:---  
Card Type: Enchantment - Aura  
Card Text: 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.  
Card #: 268/350

Name: Corrupted Stormscaper  
Rarity: R  
Color: Gold  
Cost: 1WUB  
Power/Tough: 2/3  
Card Type: Legendary Creature - Phantasm  
Card Text: 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.  
Card #: 269/350

Name: Crystalline Guardian  
Rarity: U  
Color: Gold  
Cost: GWU  
Power/Tough: 3/3  
Card Type: Creature - Guardian  
Card Text: First strike, vigilance  
You may pay {4}{G}, {4}{W}, or {4}{U} rather than pay Crystalline Guardian's mana cost. If you do, Crystalline Guardian loses first strike and vigilance.  
4W: Crystalline Guardian gains first strike and vigilance until end of turn.  
Card #: 270/350

Name: Daring  
Rarity: C  
Color: Gold  
Cost: 2WU  
Power/Tough: ---  
Card Type: Enchantment - Aura  
Card Text: 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.  
Card #: 271/350

Name: Freefall  
Rarity: C  
Color: Gold  
Cost: 3RG  
Power/Tough: -----  
Card Type: Instant  
Card Text: 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.  
Card #: 272/350

Name: Hallowed Dragon  
Rarity: R  
Color: Gold  
Cost: 3GWU  
Power/Tough: 6/6  
Card Type: Legendary Creature - Dragon  
Card Text: 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.  
Card #: 273/350

Name: Hibernating Serpent  
Rarity: U  
Color: Gold  
Cost: WUB  
Power/Tough: 3/3  
Card Type: Creature - Serpent  
Card Text: Flying  
You may pay {4}{W}, {4}{U}, or {4}{B} rather than pay Hibernating Serpent's mana cost. If you do, Hibernating Serpent loses flying.  
4U: Hibernating Serpent gains flying until end of turn.  
Card #: 274/350

Name: Lorekeeper Dragon  
Rarity: R  
Color: Gold  
Cost: 3BRG  
Power/Tough: 6/6  
Card Type: Legendary Creature - Dragon  
Card Text: 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.  
Card #: 275/350

Name: Macromutation  
Rarity: U  
Color: Gold  
Cost: RRG  
Power/Tough: ---  
Card Type: Enchantment - Aura  
Card Text: Flash  
Enchant creature  
Enchanted creature gets +4/+4 and loses all abilities.  
Card #: 276/350



Name: Mesmerizing Aures

Rarity: R

Color: Gold

Cost: 1GWU

Power/Tough: 3/3

Card Type: Legendary Creature - Human Druid

Card Text: 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.

Card #: 277/350

Name: Phoenix Flames

Rarity: U

Color: Gold

Cost: 2BR

Power/Tough: ---

Card Type: Enchantment - Aura

Card Text: 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.*)

BBRR: Return Phoenix Flames from your graveyard to your hand.

Card #: 278/350

Name: Radiant Thornscaper

Rarity: R

Color: Gold

Cost: 1RGW

Power/Tough: 4/4

Card Type: Legendary Creature - Minotaur Shaman

Card Text: 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.

Card #: 279/350

Name: Renaissance Elder

Rarity: C

Color: Gold

Cost: GW

Power/Tough: 2/3

Card Type: Creature - Human Monk

Card Text: 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.

Card #: 280/350

Name: River Onslaught  
Rarity: C  
Color: Gold  
Cost: 2RG  
Power/Tough: 3/3  
Card Type: Creature - Frog  
Card Text: 2RG, Sacrifice River Onslaught: Target player discards two cards at random, then draws two cards.  
Card #: 281/350

Name: Spined Hydra  
Rarity: U  
Color: Gold  
Cost: BRG  
Power/Tough: 2/3  
Card Type: Creature - Hydra  
Card Text: Double strike  
You may pay {4}{B}, {4}{R} or {4}{G} rather than pay Spined Hydra's mana cost. If you do, Spined Hydra loses double strike.  
4R: Spined Hydra gains double strike until end of turn.  
Card #: 282/350

Name: Stronghold Mirage  
Rarity: C  
Color: Gold  
Cost: 1UB  
Power/Tough: 0/2  
Card Type: Creature - Spirit  
Card Text: Prevent all combat damage that would be dealt to and dealt by Stronghold Mirage.  
Tap: Counter target spell unless its controller pays {1}.  
Card #: 283/350

Name: Symbol of Malice  
Rarity: C  
Color: Gold  
Cost: 2UB  
Power/Tough: ---  
Card Type: Enchantment - Aura  
Card Text: 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."  
Card #: 284/350

Name: Tempest Starter  
Rarity: C  
Color: Gold  
Cost: 1WU  
Power/Tough: 2/2  
Card Type: Creature - Cat Rogue  
Card Text: 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.  
Card #: 285/350

Name: Twilight Dragon  
Rarity: R  
Color: Gold  
Cost: 3WUB  
Power/Tough: 6/6  
Card Type: Legendary Creature - Dragon  
Card Text: 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.  
Card #: 286/350

Name: Tyrannical Nightscaper  
Rarity: R  
Color: Gold  
Cost: 1UBR  
Power/Tough: 2/2  
Card Type: Legendary Creature - Angel  
Card Text: Flying, haste  
Whenever Tyrannical Nightscaper deals combat damage to a player, destroy target creature that player controls.  
Card #: 287/350

Name: Unlimited Dissension  
Rarity: C  
Color: Gold  
Cost: BR  
Power/Tough: 2/2  
Card Type: Creature - Rat Berserker  
Card Text: BR, Sacrifice Unlimited Dissension: Target creature gets -2/-2 until end of turn.  
Card #: 288/350

Name: Victual Troll  
Rarity: U  
Color: Gold  
Cost: RGW  
Power/Tough: 3/3  
Card Type: Creature - Troll  
Card Text: Nonbasic landwalk  
You may pay {4}{R}, {4}{G}, or {4}{W} rather than pay Victual Troll's mana cost. If you do, Victual Troll loses nonbasic landwalk.  
4G: Victual Troll gains nonbasic landwalk until end of turn.  
Card #: 289/350

Name: Wilderness Anomaly  
Rarity: U  
Color: Gold  
Cost: 4GW  
Power/Tough: 3/3  
Card Type: Creature - Elemental  
Card Text: Swampwalk  
At the beginning of your upkeep, remove all counters on Wilderness Anomaly.  
1GW: 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.  
Card #: 290/350

Name: Conversion Portal  
Rarity: R  
Color: Artifact  
Cost: 4  
Power/Tough: -----  
Card Type: Artifact  
Card Text: 3, Tap: 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 other cards 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.  
Card #: 291/350

Name: Copper Tablet  
Rarity: R  
Color: Artifact  
Cost: 2  
Power/Tough: -----  
Card Type: Artifact  
Card Text: At the beginning of each player's upkeep, Copper Tablet deals 1 damage to that player.  
Card #: 292/350

Name: Copper-Gold Monolith  
Rarity: U  
Color: Artifact  
Cost: 2  
Power/Tough:-----  
Card Type: Artifact  
Card Text: Tap: Add {1} to your mana pool.  
Tap: Add {G} or {W} to your mana pool. Copper-Gold Monolith  
doesn't untap during your next untap step.  
Card #: 293/350

Name: Coresetter  
Rarity: U  
Color: Artifact  
Cost: 3  
Power/Tough:0/4  
Card Type: Artifact Creature - Construct  
Card Text: Tap: 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.  
Card #: 294/350

Name: Crumbling Sanctuary  
Rarity: R  
Color: Artifact  
Cost: 5  
Power/Tough:-----  
Card Type: Artifact  
Card Text: 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.  
Card #: 295/350

Name: Cursed Totem  
Rarity: R  
Color: Artifact  
Cost: 2  
Power/Tough:-----  
Card Type: Artifact  
Card Text: Activated abilities of creatures can't be played.  
Card #: 296/350

Name: Dragon Replica  
Rarity: R  
Color: Artifact  
Cost: 5  
Power/Tough:1/7  
Card Type: Artifact Creature - Dragon  
Card Text: Flying  
Sacrifice Dragon Replica: Destroy target Dragon.  
Card #: 297/350

Name: Ensouling Automata

Rarity: R

Color: Artifact

Cost: 5

Power/Tough:-----

Card Type: Artifact

Card Text: Tap, 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.

Card #: 298/350

Name: Essence of All

Rarity: R

Color: Artifact

Cost: 2

Power/Tough:-----

Card Type: Artifact - Equipment

Card Text: 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}

Card #: 299/350

Name: Gauntlet of Power

Rarity: R

Color: Artifact

Cost: 5

Power/Tough:-----

Card Type: Artifact

Card Text: 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.

Card #: 300/350

Name: Gold-Silver Monolith

Rarity: U

Color: Artifact

Cost: 2

Power/Tough:-----

Card Type: Artifact

Card Text: Tap: Add {1} to your mana pool.  
Tap: Add {W} or {U} to your mana pool. Gold-Silver Monolith doesn't untap during your next untap step.

Card #: 301/350

Name: Helioraptor  
Rarity: U  
Color: Artifact  
Cost: 4  
Power/Tough: 3/1  
Card Type: Artifact Creature - Bird  
Card Text: Flying  
Helioraptor can block only creatures with flying.  
Each creature blocks Helioraptor if able.  
Card #: 302/350

Name: Inertia Matrix  
Rarity: R  
Color: Artifact  
Cost: 2  
Power/Tough: -----  
Card Type: Artifact  
Card Text: Players can't play Transform instant or sorcery spells.  
Card #: 303/350

Name: Iron-Copper Monolith  
Rarity: U  
Color: Artifact  
Cost: 2  
Power/Tough: -----  
Card Type: Artifact  
Card Text: Tap: Add {1} to your mana pool.  
Tap: Add {R} or {G} to your mana pool. Iron-Copper Monolith  
doesn't untap during your next untap step.  
Card #: 304/350

Name: Karviddam's Secret  
Rarity: R  
Color: Artifact  
Cost: 6  
Power/Tough: ---  
Card Type: Artifact  
Card Text: X, Tap: 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.  
Card #: 305/350

Name: Lead-Iron Monolith  
Rarity: U  
Color: Artifact  
Cost: 2  
Power/Tough: -----  
Card Type: Artifact  
Card Text: Tap: Add {1} to your mana pool.  
Tap: Add {B} or {R} to your mana pool. Lead-Iron Monolith  
doesn't untap during your next untap step.  
Card #: 306/350

Name: Mercadian Relic  
Rarity: R  
Color: Artifact  
Cost: 3  
Power/Tough:-----  
Card Type: Artifact  
Card Text: Tap: Each player puts the top three cards of his or her library into his or her graveyard.  
Tap: Target player shuffles up to three target cards from his or her graveyard into his or her library.  
Card #: 307/350

Name: Mystic Compass  
Rarity: U  
Color: Artifact  
Cost: 2  
Power/Tough:-----  
Card Type: Artifact  
Card Text: 1, Tap: Target land's type becomes the basic land type of your choice until end of turn.  
Card #: 308/350

Name: Oblivion Stone  
Rarity: R  
Color: Artifact  
Cost: 3  
Power/Tough:-----  
Card Type: Artifact  
Card Text: 4, Tap: Put a fate counter on target permanent.  
5, Tap, Sacrifice Oblivion Stone: Destroy each nonland permanent without a fate counter on it, then remove all fate counters from all permanents.  
Card #: 309/350

Name: Primal Energy  
Rarity: R  
Color: Artifact  
Cost: 7  
Power/Tough:4/4  
Card Type: Artifact Creature - Elemental  
Card Text: 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.  
Card #: 310/350



Name: Silver-Lead Monolith  
Rarity: U  
Color: Artifact  
Cost: 2  
Power/Tough:-----  
Card Type: Artifact  
Card Text: Tap: Add {1} to your mana pool.  
Tap: Add {U} or {B} to your mana pool. Silver-Lead Monolith  
doesn't untap during your next untap step.  
Card #: 311/350

Name: Staff of the Ages  
Rarity: R  
Color: Artifact  
Cost: 3  
Power/Tough:-----  
Card Type: Artifact  
Card Text: Creatures with landwalk abilities can be blocked as though  
they didn't have those abilities.  
Card #: 312/350

Name: Staff of Zegon  
Rarity: U  
Color: Artifact  
Cost: 4  
Power/Tough:-----  
Card Type: Artifact  
Card Text: 3, Tap: Target creature gets -2/-0 until end of turn.  
Card #: 313/350

Name: Tormod's Crypt  
Rarity: U  
Color: Artifact  
Cost: 0  
Power/Tough:-----  
Card Type: Artifact  
Card Text: Tap, Sacrifice Tormod's Crypt: Remove target player's  
graveyard from the game.  
Card #: 314/350

Name: Dwarven Crater  
Rarity: C  
Color:-----  
Cost:-----  
Power/Tough:-----  
Card Type: Land - Mountain  
Card Text: Dwarven Crater comes into play tapped.  
Tap: Add {R} to your mana pool.  
3, Sacrifice Dwarven Crater: Add {B}{R}{G} to your mana  
pool.  
Card #: 315/350

Name: Ebon Wreckage  
 Rarity: C  
 Color: -----  
 Cost: -----  
 Power/Tough:-----  
 Card Type: Land - Swamp  
 Card Text: Ebon Wreckage comes into play tapped.  
 Tap: Add {B} to your mana pool.  
 3, Sacrifice Ebon Wreckage: Add {U}{B}{R} to your mana pool.  
 Card #: 316/350

Name: Hammerheim  
 Rarity: U  
 Color: -----  
 Cost: -----  
 Power/Tough:-----  
 Card Type: Legendary Land  
 Card Text: Tap: Add {R} to your mana pool.  
 Tap: Target creature loses all landwalk abilities until end of turn.  
 Card #: 317/350

Name: Havenwood Ruins  
 Rarity: C  
 Color: -----  
 Cost: -----  
 Power/Tough:-----  
 Card Type: Land - Forest  
 Card Text: Havenwood Ruins comes into play tapped.  
 Tap: Add {G} to your mana pool.  
 3, Sacrifice Havenwood Ruins: Add {R}{G}{W} to your mana pool.  
 Card #: 318/350

Name: Highland  
 Rarity: R  
 Color: -----  
 Cost: -----  
 Power/Tough:-----  
 Card Type: Land  
 Card Text: Highland comes into play with two pain counters on it.  
 Tap: Add {1} to your mana pool. If there are any pain counters on Highland, remove a pain counter from it.  
 Tap: Add {B} or {R} to your mana pool. If there are any pain counters on Highland, pay 2 life and remove a pain counter from it.  
 Card #: 319/350

Name: Karakas  
Rarity: U  
Color: -----  
Cost: -----  
Power/Tough:-----  
Card Type: Legendary Land  
Card Text: Tap: Add {W} to your mana pool.  
Tap: Return target legendary creature to its owner's hand.  
Card #: 320/350

Name: Marsh  
Rarity: R  
Color: -----  
Cost: -----  
Power/Tough:-----  
Card Type: Land  
Card Text: Marsh comes into play with two pain counters on it.  
Tap: Add {1} to your mana pool. If there are any pain  
counters on Marsh, remove a pain counter from it.  
Tap: Add {U} or {B} to your mana pool. If there are any  
pain counters on Marsh, pay 2 life and remove a pain  
counter from it.  
Card #: 321/350

Name: Meadow  
Rarity: R  
Color: -----  
Cost: -----  
Power/Tough:-----  
Card Type: Land  
Card Text: Meadow comes into play with two pain counters on it.  
Tap: Add {1} to your mana pool. If there are any pain  
counters on Meadow, remove a pain counter from it.  
Tap: Add {G} or {W} to your mana pool. If there are any  
pain counters on Meadow, pay 2 life and remove a pain  
counter from it.  
Card #: 322/350

Name: Memorial to Trokair  
Rarity: C  
Color: -----  
Cost: -----  
Power/Tough:-----  
Card Type: Land - Plains  
Card Text: Memorial to Trokair comes into play tapped.  
Tap: Add {W} to your mana pool.  
3, Sacrifice Memorial to Trokair: Add {G}{W}{U} to your  
mana pool.  
Card #: 323/350

Name: Pendelhaven  
Rarity: U  
Color: -----  
Cost: -----  
Power/Tough:-----  
Card Type: Legendary Land  
Card Text: Tap: Add {G} to your mana pool.  
Tap: Target 1/1 creature gets +1/+2 until end of turn.  
Card #: 324/350

Name: Saga of Antiquities  
Rarity: R  
Color: -----  
Cost: -----  
Power/Tough:-----  
Card Type: Legendary Land  
Card Text: Tap: 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.  
Card #: 325/350

Name: Strand  
Rarity: R  
Color: -----  
Cost: -----  
Power/Tough:-----  
Card Type: Land  
Card Text: Strand comes into play with two pain counters on it.  
Tap: Add {1} to your mana pool. If there are any pain  
counters on Strand, remove a pain counter from it.  
Tap: Add {W} or {U} to your mana pool. If there are any  
pain counters on Strand, pay 2 life and remove a pain  
counter from it.  
Card #: 326/350

Name: Svyelunite Debris  
Rarity: C  
Color: -----  
Cost: -----  
Power/Tough:-----  
Card Type: Land - Island  
Card Text: Svyelunite Debris comes into play tapped.  
Tap: Add {U} to your mana pool.  
3, Sacrifice Svyelunite Debris: Add {W}{U}{B} to your mana  
pool.  
Card #: 327/350

Name: Tolarian Current  
 Rarity: U  
 Color: -----  
 Cost: -----  
 Power/Tough:-----  
 Card Type: Legendary Land  
 Card Text: Tap: Add {U} to your mana pool.  
 Tap: Target creature loses flying until end of turn.  
 Card #: 328/350

Name: Urborg  
 Rarity: U  
 Color: -----  
 Cost: -----  
 Power/Tough:-----  
 Card Type: Legendary Land  
 Card Text: Tap: Add {B} to your mana pool.  
 Tap: Target creature loses first strike or swampwalk until  
 end of turn.

Name: Swamp  
 Card #: 329/350

Name: Valley  
 Rarity: R  
 Color: -----  
 Cost: -----  
 Power/Tough:-----  
 Card Type: Land  
 Card Text: Valley comes into play with two pain counters on it.  
 Tap: Add {1} to your mana pool. If there are any pain  
 counters on Valley, remove a pain counter from it.  
 Tap: Add {R} or {G} to your mana pool. If there are any  
 pain counters on Valley, pay 2 life and remove a pain  
 counter from it.

Card #: 330/350

Name: Forest  
 Card #: 331/350

Name: Forest  
 Card #: 332/350

Name: Forest  
 Card #: 333/350

Name: Forest  
 Card #: 334/350

Name: Island  
 Card #: 335/350

Name: Island  
 Card #: 336/350

Name: Island  
 Card #: 337/350

Name: Island  
Card #: 338/350

Name: Mountain  
Card #: 339/350

Name: Mountain  
Card #: 340/350

Name: Mountain  
Card #: 341/350

Name: Mountain  
Card #: 342/350

Name: Plains  
Card #: 343/350

Name: Plains  
Card #: 344/350

Name: Plains  
Card #: 345/350

Name: Plains  
Card #: 346/350

Name: Swamp  
Card #: 347/350

Name: Swamp  
Card #: 348/350

Name: Swamp  
Card #: 349/350

Name: Swamp  
Card #: 350/350