

Name	W	U	B	R	G	-	CC	CCC	Text	Category
Academy Ruins		U					0	0	T: Add 1 1U, T: Put target artifact card from your graveyard on top of your library.	Land
Ancient Den	W						0	0	T: Add W	Land
Ancient Tomb						-	0	0	T: Add 2. Ancient Tomb deals 2 dmg to you.	Land
Barren Moor			B				0	0	ETBs tapped T: Add B Cycling B	Land
Blighted Woodland					G		0	0	T: Add 1 3G, T, Sac: Search for up to two Forest basic land cards, put them onto the battlefield tapped, then shuffle.	Land
Bojuka Bog			B				0	0	ETBs tapped On ETB, exile target player's graveyard. T: Add B	Land
Boseiju, Who Endures					G		0	0	T: Add G Channel--1G, Discard: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs 1 less to activate for each legendary creature you control.	Land
Buried Ruin						-	0	0	T: Add 1 2, T, sacrifice: Return target artifact card from your graveyard to your hand.	Land
Cabal Coffers			B				0	0	2, T: Add B for each swamp you control.	Land
Cabal Stronghold			B				0	0	T: Add 1 3, T: Add B for each basic Swamp you control.	Land
Castle Ardenvale	W						0	0	ETBs tapped. T: Add W 2WW, T: Create a 1/1 white Human creature token.	Land
Castle Embereth				R			0	0	ETBs tapped unless you control a Mountain T: Add R 1RR, T: Creatures you control get +1/+0 until end of turn.	Land
Castle Garenbrig					G		0	0	ETBs tapped unless you control a Forest. T: Add G 2GG, T: Add six G. Spend this mana only to cast creature spells or activate abilities of creatures.	Land
Castle Locthwain			B				0	0	ETBs tapped unless you control a Swamp. T: Add B 1BB, T: Draw a card, then you lose life equal to the number of cards in your hand.	Land

Castle Vantress		U				0	0	ETBs tapped unless you control and Island. T: Add U 2UU, T: Scry 2	Land
Command Tower					-	0	0	T: Add on mana of any color in your commander's color identity.	Land
Dwarven Mine			R			0	0	T: Add R ETBs tapped unless you control three or more other mountains When ETBs untapped, create a 1/1 red Dwarf creature token.	Land
Eganjo, Seat of the Empire	W					0	0	T: Add W Channel - 2W, Discard it: It deals 4 dmg to target attacking or blocking creature. This ability costs 1 less for each Legendary creature you control.	Land
Emeria, the Sky Ruin	W					0	0	This ETBs tapped. At the beginning of your upkeep, if you control 7 or more Plains, you may return target creature card from your graveyard to the battlefield.	Land
Everflowing Chalice					-	0	0	Multikicker 2 ETBs with a charge counter for each time kicked. T: Add 1 for each charge counter on it.	Ramp
Forgotten Cave			R			0	0	ETBs tapped T: Add R Cycling R	Land
Great Furnace			R			0	0	T: Add R	Land
Hall of Helioid's Generosity	W				-	0	0	T: Add 1 1W, T: Put target enchantment card from your graveyard on top of your library.	Land
Lonely Sandbar		U				0	0	ETBs tapped. T: Add U Cycling U	Land
Mana Crypt					-	0	0	At the beginning of your upkeep, flip a coin. If you lose the flip, if deals you 3 dmg. T: Add 2	Ramp
Mirrex					-	0	0	T: Add 1 T: Add one mana of any color. Activate this only if it ETB'd this turn. 3, T: Create a 1/1 colorless Phyrexian Mite artifact creature token with toxic 1 and "This creature can't block."	Land
Mosswort Bridge				G		0	0	Hideaway 4 T: Add G G, T: You may play the exiled card without paying its mana cost if creatures you control have total power 10 or greater.	Land

Myriad Landscape					-	0	0	ETBs tapped. T: Add 1 2, T, Sac it: Search your library for up to two basic land cards that share a land type, put them onto the battlefield tapped, then shuffle.	Land
Mystic Sanctuary		U				U	0	T: Add U ETBs tapped unless you control 3 or more other islands. When ETBs untapped, you may put target instant or sorcery card from your graveyard on top of your library.	Land
Nykthos, Shrine to Nyx					-	0	0	T: Add 1 2, T: Choose a color. Add your devotion to that color to your mana pool.	Land
Oran-Rief, the Vastwood				G		0	0	ETBs tapped T: Add G T: Put a +1/+1 counter on each green creature that ETBd this turn.	Land
Otawara, Soaring City		U				0	0	T: Add U Channel--3U, Discard it: Return target artifact, creature, enchantment, or planeswalker to its owner's hand. This ability costs 1 less for each legendary creature you control.	Land
Pact of Negation		U				0	0	Counter target spell. At the beginning of your next upkeep, pay 3UU. If you don't, you lose the game.	Counter
Phyrexian Tower			B			0	0	T: Add 1 T, Sacrifice a creature: Add BB	Land
Reliquary Tower					-	0	0	You have no maximum hand size. T: Add 1	Land
Rogue's Passage					-	0	0	T: Add 1 4, T: Target creature can't be blocked this turn.	Land
Seat of the Synod		U				0	0	T: Add U	Land
Secluded Steppe	W					0	0	ETBs tapped. T: Add W Cycling W	Land
Sokenzan, Crucible of Defiance				R		0	0	T: Add R Channel--3R, Discard: Create two 1/1 colorless Spirit creature tokens. They gain haste until end of turn. This ability cost 1 less for each Legendary creature you control.	Land
Sol Talisman					-	-	0	Suspend 3 - 1 T: Add 2	Ramp
Spinerock Knoll				R		0	0	Hideaway 4 ETBs tapped T: Add R R, T: You may play the exiled card without paying its mana cost if an opponent was dealt 7 or more dmg this turn.	Land

Takeuma, Abandoned Mire			B			0	0	T: Add B Channel--3B, Discard it: Mill three cards then return a creature or planeswalker from your graveyard to your hand. This ability costs 1 less to activate for each Legendary creature you control.	Land
The Fair Basilica	W					0	0	ETBs tapped. T: Add W 1W, T, Sacrifice it: Draw a card.	Land
The Mycosynth Gardens					-	0	0	T: Add 1 1, T: Add one mana of any color X, T: becomes a copy of target nontoken artifact you control with MV X.	Land
Tranquil thicket				G		0	0	ETBs tapped T: Add G Cycling G	Land
Urborg, Tomb of Yawgmoth			B			0	0	Each land is a Swamp in addition to its other land types.	Land
Urza's Saga					-	0	0	1--Urza's Saga gains "T: Add 1." 2--Urza's Saga gains "2, T: Create a 0/0 colorless Construct artifact creature token with "This creature gets +1/+1 for each artifact your control." 3--Search your library for an artifact card with mana cost 0 or 1, put it onto the battlefield, then shuffle.	Land
Valakut, the Molten Pinnacle				R		0	0	ETBs tapped Whenever a mountain ETBs under your control, if you control at least five other mountains, deal 3 dmg to any target creature or player. T: Add R	Land
War Room					-	0	0	T: Add 1 3, T, Pay life equal to the number of colors in your commander's color identity: Draw a card.	Land
Windbrisk Heights	W					0	0	Hideaway 4 It ETBs tapped. T: Add W W, T: You may play the exiled card without paying its mana cost if you attacked with three or more creatures this turn.	Land
Witch's Cottage			B			0	0	T: Add B ETBS tapped unless you control three or more swamps. When ETBs untapped, you may put target creature from your graveyard on top of your library.	Land
Yavimaya, Cradle of Growth					-	0	0	Each land is a Forest in addition to its other land types	Land
An Offer You Can't Refuse		U				U	1	Counter target noncreature spell. Its controller creates two Treasure tokens.	Counter
Arbor Elf				G		G	1	T: Untap target Forest	Ramp
Avacyn's Pilgrim	W			G		G	1	T: Add W	Ramp
Birds of Paradise				G		G	1	Flying T: Add one mana of any color to your mana pool.	Ramp

Bloodchief Ascension			B			B	1	At the beginning of each end step, if an opponent lost 2 or more life this turn, you may put a quest counter on Bloodchief Ascension. Whenever a card is put into an opponent's graveyard from anywhere, if Bloodchief Ascension has three or more quest counters on it, you may have that player lose 2 life. If you do, you gain 2 life.	Life Gain
Brainstorm		U				U	1	Draw three cards, then put two cards from your hand on top of your library in any order.	Draw
Brightstone Ritual				R		R	1	Add R for each goblin in play	Ramp
Bubbling Muck			B			B	1	Until end of turn, whenever a player taps a Swamp for mana, it produces an additional B.	Ramp
Burgeoning					G	G	1	Whenever an opponent plays a land, you may put a land card from your hand onto the battlefield.	
Changeling Outcast			B			B	1	Changeling Can't block and can't be blocked	Unblockable
Corrupted Conviction			B			B	1	As an additional cost to cast this spell, sacrifice a creature. Draw two cards.	Draw
Crawling Chorus	W					W	1	Toxic 1 When it dies, create a 1/1 colorless Phyrexian Mite artifact creature token with toxic 1 and "This creature can't block."	Poison
Crop Rotation					G	G	1	As an additional cost to cast this spell, sacrifice a land. Search your library for a land card, put that card onto the battlefield, then shuffle.	Tutor
Dark Ritual			B			B	1	Add BBB to your mana pool.	Ramp
Deathrite Shaman			B		G	[B/G]	1	T: Exile target land card from a graveyard. Add one mana of any color to your mana pool. B, T: Exile target instant or sorcery card from a graveyard. Each opponent loses 2 life. G, T: Exile target creature card from a graveyard. You gain 2 life.	Ramp
Defile			B			B	1	Target creature gets -1/-1 until end of turn for each Swamp you control.	Removal
Dispatch	W					W	1	Tap target creature. Metalcraft--exile that creature.	Removal
Elves of Deep Shadow			B		G	G	1	T: Add B. Deals 1 dmg to you.	Ramp
Elvish Mystic					G	G	1	T: Add G	Ramp
Enlightened Tutor	W					W	1	Search your library for an artifact or enchantment card and reveal that card. Shuffle your library, then put the card on top of it.	Tutor
Ephemerate	W					W	1	Exile taret creature you control, then return it to the battlefield under its owner's control. Rebound	Blink

Esper Sentinel	W					W	1	Whenever an opponent casts their first noncreature spell each turn, draw a card unless that player pays X where X is Esper Sentinel's Power.	Draw
Expedition Map					-	1	1	2, T, Sacrifice it: Search your library for a land card, reveal it, and put it into your hand. Then shuffle.	Tutor
Faithless Looting				R		R	1	Draw two cards, then discard two cards. Flashback 2R	Loot
Fyndhorn Elves					G	G	1	T: Add G	Ramp
Gitaxian Probe		U				[PU]	1	Look at target players hand. Draw a card.	Cantrip
Goblin Welder				R		R	1	T: Choose an artifact a player controls and target artifact card in that player's graveyard. If both targets are still legal as this ability resolves, that player simultaneously sacrifices the artifact and returns the artifact card to the battlefield.	Recursion
High Tide		U				U	1	Until end of turn, whenever a player taps an Island for mana, that player adds an additional U.	Ramp
Ignoble Hierarch			B	R	G	G	1	Exalted T: Add B, R, or G	Ramp
Land Tax	W					W	1	At the beginning of your upkeep, if an opponent controls more land than you, you may search your library for up to 3 basic land cards, reveal them, put them into your hand, then shuffle.	Ramp
Lightning Bolt				R		R	1	3 dmg to any target	Removal
Llanowar Elves					G	G	1	T: Add G	Ramp
Malakir Rebirth//Malakir Mire			B			B	1	Choose target creature. You lose 2 life. Until end of turn that creature gains "When this creature dies, return it to the battlefield tapped under its owners control" // ETBs tapped. T: Add B	Land
Mother of Runes	W					W	1	T: Target creature you control gains protection from the color of your choice until end of turn.	Protection
Mystic Remora		U				U	1	Cumulative Upkeep 1 Whenever an opponent casts a noncreature spell, you may draw a card unless that player pays 4.	Draw
Mystical Tutor		U				U	1	Search your library for an instant or sorcery card and reveal that card. Shuffle your library, then put the card on top of it.	Tutor
Nature's Claim					G	G	1	Destroy target artifact or enchantment. Its controller gains 4 life.	Removal
Noble Hierarch	W	U			G	G	1	Exalted T: Add G, W, or U	Ramp
Opt		U				U	1	Scry 1.	Cantrip

Path to Exile	W					W	1	Exile target creature. Its controller may search his or her library for a basic land card, put that card onto the battlefield tapped, then shuffle his or her library.	Removal
Phyrexian Reclamation			B			B	1	1B, Pay 2 Life: Return target creature card from your graveyard to your hand.	Recursion
Ponder		U				U	1	Look at the top three cards of your library, then put them back in any order. You may shuffle. Draw a card.	Cantrip
Pongify		U				U	1	Destroy target creature. It can't be regenerated. That creature's controller puts a 3/3 green Ape creature token into play.	Removal
Preordain		U				U	1	Scry 2, then draw a card.	Cantrip
Pyroblast				R		R	1	Choose one-- - Counter target blue spell - Destroy target blue permanent	Removal
Quirion Ranger					G	G	1	Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn.	Landfall
Rapid Hybridization		U				U	1	Destroy target creature. It can't be regenerated. That creature's controller creates a 3/3 green Frog Lizard creature token.	Removal
Reanimate			B			B	1	Put target creature card from a graveyard onto the battlefield under your control. You lose life equal to its MV.	Recursion
Rebuff the Wicked	W					W	1	Counter target spell that targets a permanent you control.	Counter
Reconnaissance	W					W	1	0: Remove target attacking creature you control from combat and untap it.	Untap
Red Elemental Blast				R		R	1	Choose one-- - Counter target blue spell - Destroy target blue permanent	Removal
Sensei's Divining Top					-	1	1	1: Look at the top three cards of your library, then put them back in any order. T: Draw a card, then put Sensei's Divining Top on top of it's owner's library.	Filter
Serra Ascendant	W					W	1	Lifelink As long as you have 30 or more life, Serra Ascendant gets +5/+5 and has flying.	
Skirk Prospector				R		R	1	Sacrifice a goblin: add R	Ramp
Skrelv, Defector Mite	W					W	1	Toxic 1 It can't block. [PW], T: Choose a color. Another target creature you control gains toxic 1 and hexproof from that color until end of turn. It can't be blocked by creatures of color this turn.	Poison

Skullclamp					-	1	1	Equiped creature gets +1/-1. Whenever equipped creature dies, draw two cards. Equip 1	Draw
Slitherblade		U				U	1	Can't be blocked	Unblockable
Snakeskin Veil				G		G	1	Put a +1/+1 counter on target creature you control. It gains hexproof until end of turn.	Protection
Sol Ring					-	1	1	T: Add 2	Ramp
Soul Warden	W					W	1	Whenever another creature ETBs, you gain 1 life.	Life Gain
Surge of Salvation	W					W	1	You and permanents you control gain hexproof until end of turn. Prevent all damage that black and/or red sources would deal to creatures you control this turn.	Protection
Swan Song		U				U	1	Counter target enchantment, instant, or sorcery spell. Its controller creates a 2/2 blue Bird creature token with flying.	Counter
Swords to Plowshares	W					W	1	Exile target creature. Its controller gains life equal to its power.	Removal
Tamiyo's Safekeeping				G		G	1	Target permanent you control gains hexproof until end of turn. You gain 2 life.	Protection
Thousand-Faced Shadow		U				U	1	Ninjutsu 2UU Flying ETBs from your hand, if it's attacking, create a token that's a copy of another target attacking creature. The token ETBs tapped and attacking.	
Tragic Slip			B			B	1	Traget creature get -1/-1 until end of turn. Morbid--That creature gets -13/-13 until end of turn instead if a creature died this turn.	Removal
Triton Shorestalker		U				U	1	Can't be blocked	Unblockable
Vampiric Tutor			B			B	1	Search your library for a card, then shuffle your library and put that card on top of it. You lose 2 life.	Tutor
Vandalblast				R		R	1	Destroy target artifact you don't control. Overload 4R	Removal
Village Rites			B			B	1	As an additional cost to cast this spell, sacrifice a creature. Draw two cards.	Draw
Viscera Seer			B			B	1	Sacrifice a creature: Scry 1	Sacrifice
Wayfarer's Bauble					-	1	1	2, T, Sacrifice it: Search your library for a basic land card, put it on the battlefield tapped, then shuffle.	Tutor
Weathered Wayfarer	W					W	1	W, T: Search your library for a land card, reveal it, put it into your hand, then shuffle. Activate only if an opponent has more lands than you.	Ramp
Well of Summer				G		G	1	Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn.	Protection



Wild Growth				G	G	1	Enchant Land Whenever enchanted land is tapped for mana, its controller adds an additional G	Ramp
Wizard Class		U			U	1	You have no maximum hand size. 2u: (level 2) When this Class becomes level 2, draw two cards. 4u: (level 3) Whenever you draw a card, put a +1/+1 counter on target creature card you control.	Draw
Worldly Tutor				G	G	1	Search your library for a creature card and reveal that card. Shuffle your library, then put the card on top of it.	Tutor
Abrade				R	1R	2	Choose one-- -3 dmg to target creature -Destroy target artifact	Removal
Animate Dead			B		1B	2	Enchant creature card in a graveyard Return enchanted creature card to the battlefield under your control with this attached. Enchanted creature gets -1/-0	Recursion
Arcane Denial		U			1U	2	Counter target spell. Its controller may draw up to two cards at the beginning of the next turn's upkeep. You draw a card at the beginning of the next turn's upkeep.	Counter
Arcane Signet					-	2	T: Add one mana of any color in commander's color identity.	Ramp
Archivist of Oghma	W				1W	2	Flash Whenever an opponent searches their library, you gain 1 life and draw a card.	Draw
Assassin's Trophy			B	G	BG	2	Destroy target permanent an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle.	Removal
Ayara's Oathsworn			B		1B	2	Menace Whenever it deals combat damage to a player, if it has fewer than four +1/+1 counters on it, put a +1/+1 counter on it. Then if it has exactly four +1/+1 counters on it, search your library for a card, put it into your hand, then shuffle.	
Baleful Strix		U	B		UB	2	Flying, Deathtouch When this ETBs, draw a card.	Defense
Battle Hymn				R	1R	2	Add R to your mana pool for each creature you control.	Ramp
Bitterblossom			B		1B	2	At the beginning of your upkeep, you lose 1 life and create a 1/1 black Faerie Rogue creature token with flying.	Token
Blazing Crescendo				R	1R	2	Target creature gets +3/+1 until end of turn. Exile the top card of your library. Until the end of your next turn, you may play that card.	Cantrip
Blightbelly Rat			B		1B	2	Toxic 1 When it dies, proliferate.	Poison

Blood Artist			B				1B	2	Whenever it or another creature dies, target player loses 1 life and you gain 1 life.	Life Gain
Boros Charm	W			R			RW	2	Choose one - - Boros Charm deals 4 dmg to target player or planeswalker. - Permanents you control gain indestructible until end of turn. - Target creature gains double strike until end of turn.	Protection
Cabal Ritual			B				1B	2	Add BBB. Threshold--Instead add BBBBB	Ramp
Cankerbloom					G		1G	2	1, Sac: Choose one-- - Destroy target artifact - Destroy target enchantment - Proliferate	Removal
Cathar Commando	W						1W	2	Flash 1, Sacrifice it: Destroy target artifact or enchantment.	Removal
Cathartic Reunion				R			1R	2	As an additional cost to cast this spell, discard two cards. Draw three cards.	Loot
Charcoal Diamond			B				2	2	ETBs tapped T: Add B	Ramp
Coppercoat Vanguard	W						1W	2	Each other Human you control gets +1/+0 and has ward 1.	
Counterspell		U					UU	2	Counter target spell	Counter
Cyclonic Rift		U					1U	2	Return target nonland permanent you don't control to its owner's hand. Overload 6U	Board Wipe
Damn	W		B				BB	2	Destroy target creature. A creature destroyed this way can't be regenerated. Overload 2WW	Board Wipe
Darksteel Mutation	W						1W	2	Enchant creature Enchanted creature is an Insect artifact creature with base power and toughness 0/1 and has indestructible, and it loses all other abilities, card types, and creature types.	Removal
Dauthi Voidwalker			B				BB	2	Shadow If a card would be put into an opponent's graveyard from anywhere, instead exile it with a void counter on it. B, Sacrifice it: Choose an exiled card an opponent owns with a void counter on it. You may play it this turn without paying its mana cost.	
Deadly Dispute			B				1B	2	As an additional cost to cast this spell, sacrifice an artifact or creature. Draw two cards and create a Treasure token.	Draw

Deep Gnome Terramancer	W					1W	2	Flash Mold Earth-Whenever one or more lands ETB under an opponent's control without being played, you may search your library for a Plains card, put it onto the battlefield tapped, then shuffle. Do this only once each turn.	Ramp
Demonic Tutor			B			1B	2	Search your library for a card, put that card into your hand, then shuffle your library.	Tutor
Despark	W		B			WB	2	Exile target permanent with mana value 4 or greater.	Removal
Disenchant	W					1W	2	Destroy target artifact or enchantment.	Removal
Dockside Extortionist				R		1R	2	When Dockside Extortionist ETBs, create X Treasure tokens, where X is the number of artifacts and enchantments your opponents control.	Ramp
Dovin's Veto	W	U				WU	2	This spell can't be countered. Counter target noncreature spell.	Counter
Dragon Fodder				R		1R	2	Create two 1/1 red Goblin creature tokens.	
Dramatic Reversal		U				1U	2	Untap all nonland permanents you control.	Untap
Drannith Magistrate	W					1W	2	Your opponents can't cast spells from anywhere other than their hands.	Stax
Drown in the Loch		U	B			UB	2	Choose one-- - Counter target spell with MV less than or equal to the number of cards in its controllers graveyard. - Destroy target creature with MV less than or equal to the number of cards in its controllers graveyard.	Removal
Eladamri's Call	W				G	GW	2	Search your library for a creature card, reveal that card, put it into your hand, then shuffle your library.	Tutor
Etherium Sculptor		U				1U	2	Artifact spells you cast cost 1 less to cast.	Ramp
Experimental Augury		U				1U	2	Look at the top three cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order. Proliferate.	Cantrip
Faerie Mastermind		U				1U	2	Flash Flying Whenever an opponent draws their second card each turn, you draw a card. 3U: Each player draws a card.	Draw
Farseek					G	1G	2	Search your library for a Plains, Island, Swamp, or Mountain card and put it into play tapped. Then shuffle your library.	Ramp
Feed the Swarm			B			1B	2	Destroy target creature or enchantment an opponent controls. You lose life equal to that permanent's MV.	Removal

Fellwar Stone						-	2	2	T: Add to your mana pool one mana of any color that a land an opponent could produce.	Ramp
Fire Diamond				R			2	2	ETB tapped T: add R	Ramp
Go for the Throat			B				1B	2	Destroy target nonartifact creature.	Removal
Goblin Bombardment				R			1R	2	Sacrifice a creature: 1 dmg to any target	Sacrifice
Goblin Engineer				R			1R	2	ETBs, you may search your library for an artifact card, put it into your graveyard, then shuffle. R, T, Sac an artifact: Return target artifact card with MV 3 or less from your graveyard to the battlefield.	Recursion
Grand Abolisher	W						WW	2	During your turn, your opponents can't cast spells or activate abilities of artifacts, creatures, or enchantments.	Stax
Growth Spiral		U			G		UG	2	Draw a card. You may put a land card from your hand onto the battlefield.	Cantrip
Heroic Intervention					G		1G	2	Permanents you control gain hexproof and indestructible until end of turn.	Protection
Hunting Grounds	W				G		GW	2	Threshold - Whenever an opponent plays a spell, you may put a creature card from your hand into play. (You have threshold as long as seven or more cards are in your graveyard.)	
Idol of Oblivion						-	2	2	T: Draw a card. Activate only if you created a token this turn. 8, T, sacrifice Idol of Oblivion: Create a 10/10 colorless Eldrazi creature token.	Draw
Impact Tremors				R			1R	2	Whenever a creature ETBs under your control, deal 1 dmg to each opponent.	
Imposter Mech		U					1U	2	You may have it ETB as a copy of a creature an opponent controls, except it is a vehicle artifact with crew 3 and it loses all other card types. Crew 3	
Infernal Grasp			B				1B	2	Destroy target creature. You lose 2 life.	Removal
Iron Myr				R			2	2	T: Add R	Ramp
Isochron Scepter						-	2	2	Imprint--When ETBs, you may exile an instant card with MV 2 or less from your hand. 2, T: You may copy the exiled card. If you do, you may cast the copy without paying its mana cost.	
Kenrith's Transformation					G		1G	2	Enchant creature ETBs, draw a card. Enchanted creature loses all abilities and is a green Elk creature token with base P/T 3/3	Removal

Knight of the White Orchid	W					WW	2	First Strike When it ETBs, if an opponent controls more land than you, you may search your library for a Plains card, put it onto the battlefield, then shuffle.	Ramp
Krenko's Command				R		1R	2	Create two 1/1 red Goblin creature tokens.	
Lightning Greaves					-	2	2	Equipped creature has haste and can't be the target of spells or abilities. Equip 0	Protection
Liquimetal Torque					-	2	2	T: Add 1 T: Target nonland permanent becomes an artifact in addition to its other types until end of turn.	Ramp
Loyal Warhound	W					1W	2	Vigilance When it ETBs, if an opponent controls more land than you, search your library for a basic Plains card, put it onto the battlefield tapped, then shuffle.	Ramp
Luminarch Ascension	W					1W	2	At the beginning of each opponent's end step, if you didn't lose life this turn, you may put a quest counter on Luminarch Ascension. 1W: Put a 4/4 white Angel creature token with flying onto the battlefield. Activate this ability only if Luminarch Ascension has four or more quest counters on it.	
Mana Drain		U				UU	2	Counter target spell. At the beginning of your next main phase, add an amount of colorless mana equal to the spell's MV.	Counter
Marble Diamond	W					2	2	ETBs tapped. T: Add W	Ramp
Medallions					-	2	2	<Color> spells you cast cost 1 less to cast. (Pearl, Sapphire, Jet, Ruby, Emerald)	Ramp
Merchant Scroll		U				1U	2	Search your library for a blue instant card, reveal that card, and put it into your hand. Then shuffle your library.	Tutor
Mind Stone					-	2	2	T: Add 1 1, T, sacrifice Mind Stone: Draw a card.	Ramp
Mindcrank					-	2	2	Whenever an opponent loses life, that player mills that many cards.	Mill
Mobilizer Mech		U				1U	2	Flying When crewed, up to on other target vehicle you control becomes an artifact creature until end of turn. Crew 3	
Muddle the Mixture		U				UU	2	Counter target instant or sorcery spell. Transmute 1UU	Counter
Narset's Reversal		U				UU	2	Copy target instant or sorcery spell, then return it to its owner's hand. You may choose new targets for the copy.	

Nature's Lore				G	1G	2	Search your library for a forest card, put that card onto the battlefield, then shuffle.	Ramp
Negate		U			1U	2	Counter target noncreature spell.	Counter
Neurok Stealhsuit		U			2	2	Equipped creature has shroud. UU: Attach Neurok Stealhsuit to target creature you control. Equip 1	Protection
Nezumi Informant			B		1B	2	ETBs, each opponent discards a card.	Discard
Night's Whisper			B		1B	2	You draw two cards and lose 2 life.	Draw
Norn's Inquisitor	W				1W	2	When it ETBs, incubate 2. Whenever a permanent you control transforms into a Phyrexian, put a +1/+1 counter on it.	
Open the Armory	W				1W	2	Search your library for an Aura or Equipment card, reveal it, put it in your hand, then shuffle your library.	Tutor
Ossification	W				1W	2	Enchant basic land you control When it ETBs, exile target creature or planeswalker an opponent controls until it leaves the battlefield.	Removal
Ozolith, the Shattered Spire				G	1G	2	If one or more +1/+1 counters would be put on an artifact or creature you control, that many plus one are put on instead. 1G, T: Put a +1/+1 counter on target artifact or creature you control. Activate only as a sorcery. Cycling 2	
Priest of Titania				G	1G	2	T: Add G for each elf on the battlefield.	Ramp
Prologue to Phyresis		U			1U	2	Each opponent gets a poison counter. Draw a card.	Poison
Rakdos Charm			B	R	BR	2	Choose one - - Exile all cards from target player's graveyard. - Destroy target artifact. - Each creature deals 1 damage to its controller.	Removal
Ram Through				G	1G	2	Target creature you control deals dmg equal to its power to target creature you don't control. If the creature you control has trample, excess damage is dealt to that creature's controller instead.	Removal
Rampant Growth				G	1G	2	Search your library for a basic land card, put that card onto the battlefield tapped, then shuffle.	Ramp
Reality Shift		U			1U	2	Exile target creature. Its controller manifests the top card of their library.	Removal
Reassembling Skeleton			B		1B	2	1B: Return from your graveyard to the battlefield tapped.	
Reckless Handling				R	1R	2	Search your library for an artifact card, reveal it, put it in your hand, shuffle, discard a card at random. If an artifact was discarded this way, it deals 2 dmg to each opponent.	Tutor

Resculpt		U				1U	2	Exile target artifact or creature. Its controller creates a 4/4 blue and red Elemental creature token.	Removal
Return to Nature					G	1G	2	Choose One-- - Destroy target artifact - Destroy target enchantment - Exile target card from a graveyard	Removal
Reverberate				R		RR	2	Copy target instant or sorcery spell. You may choose new targets for the copy.	
Runaway Steam-Kin				R		1R	2	Whenever you cast a red spell, if this has less than three +1/+1 counters on it, put a +1/+1 counter on it. Remove three +1/+1 counters: Add RRR	
Sakura-Tribe Elder					G	1G	2	Sacrifice Sakura-Tribe Elder: Search your library for a basic land card, put that card onto the battlefield tapped, then shuffle.	Ramp
Serum Snare		U				1U	2	Return target nonland permanent to its owner's hand. If that permanent had MV 3 or less, proliferate.	Bounce
Sheoldred's Edict			B			1B	2	Choose one-- - Each opponent sacrifices a nontoken creature. - Each opponent sacrifices a creature token. - Each opponent sacrifices a planeswalker.	Sacrifice
Sign in Blood			B			BB	2	Target player draws two cards and loses 2 life.	Draw
Signets					-	2	2	1,T: Add (2 colors) (Azorius WU, Boros WR, Dimir UB, Golgari BG, Gruul RG, Izzet UR, Orzhov WB, Rakdos BR, Selesnya WG, Simic UG)	Ramp
Silver-Fur Master		U	B			UB	2	Ninjitsu UB Ninjitsu abilities you activate cost 1 less to activate. Other ninja and Rogue creatures you control get +1/+1	
Skrelv's Hive	W					1W	2	At the beginning of your upkeep, you lose 1 life and create a 1/1 colorless Phyrexian Mite artifact creature token with toxic 1 and "This creature can't block." Corrupted--As long as an opponent has three or more poison counters, creatures you control with toxic have lifelink.	Token
Sky Diamond		U				2	2	ETBs tapped T: Add U	Ramp
Staff of Titania					G	2	2	Equipped creature gets +X/+X where X is the number of Forests you control. Whenever equipped creature attacks, create a 1/1 green Forest Dryad land creature token. Equip 3	Token

Stenn, Paranoid Partisan	W	U					WU	2	ETBs, choose a card type other than creature or land. Spells you cast of the chosen type cost 1 less to cast. 1WU: Exile Stenn. Return it to the battlefield under its owners control at the beginning of the next end step.	Ramp
Swiftfoot Boots						-	2	2	Equipped creature has hexproof and haste. Equip 1	Protection
Sword of the Animist						-	2	2	Equipped creature gets +1/+1. Whenever equipped creature attacks, you may search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Equip 2	Ramp
Sylvan Anthem					G		GG	2	Green creatures you control get +1/+1 Whenever a green creature ETBs under your control, scry 1.	
Sylvan Library					G		1G	2	At the beginning of your draw step, you may draw two additional cards. If you do, choose two cards in your hand drawn this turn. For each of those cards, pay 4 life or put the card on top of your library.	Draw
Talisman						-	2	2	T: Add 1 T: Add <2 colors>. Talisman deals 1 dmg to you. (Creativity UR, Dominance UB, Hierarchy WB, Indulgence BR, Conviction RW, Progress WU,	Ramp
Terminate			B	R			BR	2	Destroy target creature. It can't be regenerated.	Removal
Thassa's Oracle		U					UU	2	When ETBs, look at the top X cards of your library, where X is your devotion to blue. Put up to one of them on top of your library and the rest on the bottom of your library in a random order. If X is greater than or equal to the number of cards in your library, you win the game.	Alt Win
The Reality Chip		U					1U	2	You may look at the top card of your library any time. As long as it is attached to a creature, you may play lands and cast spells from the top of your library. Reconfigure 2U	Draw
Thought Vessel						-	2	2	You have no maximum hand size. T: Add 1	Ramp
Three Visits					G		1G	2	Search your library for a forest card, put that card onto the battlefield, then shuffle.	Ramp
Thrill of possibility				R			1R	2	As an additional cost to cast this spell, discard a card. Draw two cards.	Loot



Tibalt's Trickery			R			1R	2	Counter target spell. Choose 1, 2, or 3 at random. Its controller mills that many cards, then exiles cards from the top of their library until they exile a nonland card with a different name than that spell. They may cast that card without paying its mana cost. Then they put the exiled cards on the bottom of their library in a random order.	Counter
Tormenting Voice			R			1R	2	As an additional cost to cast this spell, discard a card. Draw two card.	Loot
Undead Augur			B			BB	2	Whenever Undead Augur or another Zombie you control dies, you draw a card and you lose 1 life.	Draw
Underworld Breach			R			1R	2	Each nonland card in your graveyard has escape. The escape cost is equal to the card's MV plus exile three other cards from your graveyard. At the beginning of the end step, sacrifice Underworld Breach	
Wild Magic Surge			R			RR	2	Destroy target permanent an opponent controls. Its controller reveals cards from the top of their library until they reveal one that shares a card type and put that onto the battlefield and the rest on the bottom in any order.	Removal
Winds of Abandon	W					1W	2	Exile target creature you don't control. For each creature exiled this way, its controller searches their library for a basic land card. Those players put those cards onto the battlefield, then shuffle their libraries. Overload 4WW	Removal
Withering Boon			B			1B	2	As an additional cost to cast this spell, pay 3 life. Counter target creature spell.	Counter
Wrenn's Resolve			R			1R	2	Exile the top two cards of your library. Until the end of your next turn, you may play those cards.	Draw
Zulaport Cutthroat			B			1B	2	When it or another creature you control dies, each opponent loses 1 life and you gain 1 life.	Life Gain
Aboleth Spawn		U				2U	3	Flash Ward 2 Whenever a creature ETB under an opponents control causes a trigger, you may copy that ability. You may choose new targets for the copy.	ETB
Anguished Unmaking	W		B			1WB	3	Exile target nonland permanent. You lose 3 life.	Removal
Archaeomancer's Map	W					2W	3	When it ETBs, search your library for up to 2 basic Plains cards, reveal them, put them into your hand, then shuffle. Whenever a land ETBs under an opponent's control, if that player controls more lands than you, you may put a land card from your hand onto the battlefield.	Ramp

As Foretold		U				2U	3	At the beginning of your upkeep, put a time counter on As Foretold. Once each turn, you may pay 0 rather than pay the mana cost for a spell you cast with converted mana cost X or less, where X is the number of time counters on As Foretold.	Ramp
Ashnod's Altar					-	3	3	Sacrifice a creature: Add 2	Sacrifice
Augur of Autumn				G		1GG	3	You may look at the top card of your library at any time. You may play lands from the top of your library. Coven--you may cast creature spells from the top of your library	Draw
Aura Shards	W			G		1GW	3	Whenever a creature ETBs under your control, you may destroy target artifact or enchantment.	Removal
Aven Mindcensor	W					2W	3	Flash Flying If an opponent would search their library, that player searches the top four cards of that library instead.	Stax
Ayara, First of Locthwain			B			BBB	3	Whenever it or another creature ETBs under your control, each opponent loses 1 life and you gain 1 life. T, sacrifice another black creature: Draw a card.	Life Gain
Bala Ged Recovery//Bala Ged Sanctuary				G		2G	3	Return target card from your graveyard to your hand // ETBs tapped T: Add G	Land
Bastion of Remembrance			B			2B	3	ETBs, create a 1/1 white Human Soldier creature token. Whenever a creature you control dies, each opponent loses 1 life and you gain 1 life.	Life Gain
Beast Within				G		2G	3	Destroy target permanent. Its controller creates a 3/3 green Beast creature token.	Removal
Beastmaster Ascension				G		2G	3	Whenever a creature you control attacks, you may put a quest counter on Beastmaster Ascension. As long as Beastmaster Ascension has seven or more quest counters on it, creatures you control get +5/+5.	
Bedevil			B	R		BBR	3	Destroy target artifact, creature, or planeswalker.	Removal
Black Market Connections			B			2B	3	At the beginning of your precombat main phase, choose one or more-- - Create a Treasure token. You lose 1 life. - Draw a card. You lose 2 life. - Create a 3/2 colorless Shapeshifter creature token with changeling. You lose 3 life.	Draw
Blood Moon				R		2R	3	Nonbasic lands are Mountains	

Bontu's Monument			B			3	3	Black creature spells you cast cost 1 less to cast. Whenever you cast a creature spell, each opponent loses 1 life and you gain 1 life.	Ramp
Braids, Arisen Nightmare			B			1BB	3	At the beginning of your end step, you may sacrifice an artifact, creature, enchantment, land, or planeswalker. If you do, each opponent may sacrifice a permanent that shares a card type with it. For each opponent who doesn't, that player loses 2 life and you draw a card.	Sacrifice
Burnished Hart					-	3	3	3, Sacrifice it: Search your library for up to two basic land cards, put them onto the battlefield tapped, then shuffle.	Ramp
Chaos Warp				R		2R	3	The owner of target permanent shuffles it into his or her library, then reveals the top card of his or her library. If it's a permanent card, he or she puts it onto the battlefield.	Removal
Charge of the Mites	W					2W	3	Choose one-- - Deal dmg equal to the number of creatures you control to target creature or planeswalker. - Create two 1/1 colorless Phyrexian Mite artifact creature tokens with toxic 1 and "This creature can't block."	Removal
Chromatic Lantern					-	3	3	Lands you control have "T: Add one mana of any color." T: Add one mana of any color.	Ramp
Chrome Host Seedshark		U				2U	3	Flying Whenever you cast a noncreature spell, incubate X, where X is that spell's MV.	Token
Circle of Dreams Druid				G		GGG	3	T: Add G for each creature you control.	Ramp
Colossal Majesty				G		2G	3	At the beginning of your upkeep, if you control a creature with power 4 or greater, draw a card.	Draw
Commander's Sphere					-	3	3	T: Add to your mana pool one mana of any color in your commander's color identity. Sacrifice Commander's Sphere: Draw a card.	Ramp
Crackling Doom	W		B	R		RWB	3	Crackling Doom deals 2 damage to each opponent. Each opponent sacrifices a creature with the greatest power among creatures that player controls.	Removal
Cultivate					G	2G	3	Search your library for up to two basic land cards, reveal those cards, put one onto the battlefield tapped and the other into your hand, then shuffle.	Ramp

Cursed Mirror				R			2R	3	T: Add R ETBs, you may have it become a copy of any creature on the battlefield until end of turn, except it has haste.	Ramp
Cut a Deal	W						2W	3	Each opponent draws a card, then you draw a card for each opponent who drew a card this way.	Draw
Death Baron			B				1UU	3	Skeletons you control and other Zombies you control get +1/+1 and have deathtouch.	
Decanter of Endless Water						-	3	3	You have no maximum hand size. T: Add one mana of any color.	Ramp
Deflecting Swat				R			2R	3	If you control a commander, you may cast this spell without paying its mana cost. You may choose new targets for target spell or ability.	
Diregraf Captain		U	B				1UB	3	Deathtouch Other Zombie creatures you control get +1/+1 Whenever another Zombie you control dies, target opponent loses 1 life.	
Diregraf Colossus			B				2B	3	ETBs with a +1/+1 counter on it for each Zombie card in your graveyard. Whenever you cast a Zombie spell, create a tapped 2/2 black Zombie creature token.	Token
Drumbellower	W						2W	3	Flying Untap all creatures you control during each player's untap step.	Untap
Dualcaster Mage				R			1RR	3	Flash ETBs, copy target instant or sorcery spell. You may choose new targets for the copy.	
Emery, Lurker of the Loch		U					2U	3	This spell costs 1 less to cast for each artifact you control. ETBs, mill four cards. T: Choose target artifact card in your graveyard. You may cast that card this turn.	Recursion
Eternal Witness					G		1GG	3	When Eternal Witness enters the battlefield, you may return target creature card from your graveyard to your hand.	Recursion
Fabricate		U					2U	3	Search your library for an artifact card, reveal it, and put it into your hand. Then shuffle your library.	Tutor
Fierce Guardianship		U					2U	3	If you control a commander, you may cast this spell without paying its mana cost. Counter target noncreature spell.	Counter
Filter Out		U					1UU	3	Return all noncreature, nonland permanents to their owners' hands.	Bounce
Flawless Maneuver	W						2W	3	If you control a commander, you may cast this spell without paying its mana cost. Creatures you control gain indestructible until end of turn.	Protection
Fleshbag Marauder			B				2B	3	ETBs, each player sacrifices a creature	Sacrifice

Force of Negation		U				1UU	3	If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.	Counter
Foundry Inspector					-	3	3	Artifact spells you cast cost 1 less to cast.	Ramp
Frantic Search		U				2U	3	Draw two cards, then discard 2 cards. Untap up to three islands.	Loot
Garruk's Uprising				G		2G	3	ETBs, if you control a creature with power 4 or greater, draw a card. Creatures you control have trample Whenever a creature with power 4 or greater ETBs under your control, draw a card.	Draw
Generous Gift	W					2W	3	Destroy target permanent. Its controller creates a 3/3 green Elephant creature token.	Removal
Ghostly Prison	W					2W	3	Creatures can't attack you unless their controller pays 2 for each creature he or she controls that's attacking you.	Stax
Glittering Stockpile				R		2R	3	T: Add R. Put a stash counter on Glittering Stockpile. T, Sacrifice Glittering Stockpile: Add X mana of any color, where X is the number of stash counters on Glittering Stockpile.	Ramp
Goblin Chieftain				R		1RR	3	Haste Other Goblin creatures you control get +1/+1 and have haste.	
Goblin Matron				R		2R	3	ETBs, search your library for a Goblin, reveal it and put it in your hand, then shuffle.	Tutor
Goblin Warchief				R		1RR	3	Goblin spells you cast cost 1 less to cast. Goblins you control have haste.	Ramp
Grazilaxx, Illithid Scholar		U				1UU	3	Whenever a creature you control becomes blocked, you may return it to its owners hand. Whenever one or more creatures you control deal combat damage to a player, draw a card.	Draw
Grim Tutor			B			1BB	3	Search your library for a card, put that card into your hand, shuffle your library. You lose 3 life.	Tutor
Growing Rites of Itlimoc				G		2G	3	When this card ETBs, look at the top four cards of your library. You may reveal a creature card from among them and put it into your hand. Put the rest on the bottom of your library in any order. At the beginning of your end step, if you control four or more creatures, transform this card // Gaea's Cradle-like land.	Land

Guttersnipe				R		2R	3	Whenever you cast an instant or sorcery spell, deal 2 dmg to each opponent.	
Halo Forager		U	B			1UB	3	Flying ETBs, you may pay X. When you do, you may cast target instant or sorcery card with MV X from a graveyard without paying its mana cost. If that spell would be put into a graveyard, exile it instead.	Recursion
Halo Fountain	W					2W	3	W, T, Untap a tapped creature you control: Create a 1/1 green and white Citizen creature token. WW, T, Untap two tapped creature you control: Draw a card. WWWWW, T, Untap fifteen tapped creatures you control: You win the game.	Draw
Harrow					G	2G	3	As an additional cost to cast this spell, sacrifice a land. Search your library for up to two basic land cards, put them onto the battlefield, then shuffle your library.	Ramp
Hazoret's Monument				R		3	3	Red creature spells you cast cost 1 less to cast. Whenever you cast a creature spell, you may discard a card. If you do, draw a card.	Ramp
Hordeling Outburst				R		1RR	3	Create three 1/1 red Goblin creature tokens.	Token
Imperial Recruiter				R		2R	3	ETBs, search your library for a creature card with power 2 or less, reveal it, put it into your hand, then shuffle.	Tutor
Infectious Inquiry			B			2B	3	You draw two cards and you lose 2 life. Each opponent gets a poison counter.	Draw
Inspiring Overseer	W					2W	3	Flying When it ETBs, you gain 1 life and draw a card	
Invasion of Amonkhet//Lazotep Convert		U	B			1UB	3	ETBs, each player mills three cards, then each opponent discards a card and you draw a card. Defense 4 // You may ETB as a copy of any creature in a graveyard except it's a 4/4 black Zombie in addition to its other types.	
Jeska's Will				R		2R	3	Choose one. If you control a commander as you cast this, you may choose both. - Add R for each card in target opponent's hand. - Exile the top three cards of your library. You may play them this turn.	Ramp

Karumonix, The Rat King			B			1BB	3	Toxic 1 Other rats your control have toxic 1 When ETBs, look at the top five cards of your library. You may reveal any number of Rat cards from among them and put the revealed cards into your hand. Put the rest on the bottom of your library in a random order.	
Kodama's Reach					G	2G	3	Search your library for up to two basic land cards, put one onto the battlefield tapped and the other into your hand, then shuffle.	Ramp
Krenko, Tin Street Kingpin				R		2R	3	Whenever it attacks, put a +1/+1 counter on it, then create a number of 1/1 red Goblin creature token equal to its power.	Token
Krosan Grip					G	2G	3	Split Second Destroy target artifact or enchantment.	Removal
Laboratory Maniac		U				2U	3	If you would draw a card while your library has no cards in it, you win the game instead.	Alt Win
Lifecrafter's Bestiary					G	3	3	At the beginning of your upkeep, scry 1. Whenever you cast a creature spell, you may pay G. If you do, draw a card.	Draw
Llanowar Tribe					G	GGG	3	T: Add GGG	Ramp
Loran of the Third Path	W					2W	3	Vigilance When it ETBs, destroy up to one target artifact or enchantment. T: You and target opponent each draw a card.	Draw
Magus of the Wheel				R		2R	3	1R, T, Sac: Each player discards their hand, then draws seven cards.	Wheel
Markov Baron			B			2B	3	Convoke Lifelink Other Vampires you control get +1/+1 Madness 2B	
Mechanized Warfare				R		1RR	3	If a red or artifact source you control would deal dmg to an opponent or permanent they control, it deals that much plus 1 instead.	
Mentor of the Meek	W					2W	3	Whenever another creature with power 2 or less ETBs under your control, you may pay 1. If you do, draw a card.	Draw
Metropolis Reformer	W					2W	3	Flying, Vigilance You have hexproof Whenever it is dealt dmg, you gain that much life.	Life Gain
Midnight Clock		U				2U	3	T: Add U 2U: Put an hour counter on Midnight Clock. When the twelfth hour counter is put on Midnight Clock, shuffle your hand and graveyard into your library, then draw seven cards. Exile Midnight Clock.	

Mirage Mirror					-	3	3	2: Mirage Mirror becomes a copy of target artifact, creature, enchantment, or land until end of turn.	
Morbid Opportunist			B			2B	3	Whenever one or more other creatures die, draw a card. This ability triggers only once each turn.	Draw
Narset, Parter of Veils		U				1UU	3	Each opponent can't draw more than one card each turn. -2: Look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. Loyalty 5	Stax
Necropotence			B			BBB	3	Skip your draw step. Whenever you discard a card, exile that card from your graveyard. Pay 1 life: Exile the top card of your library face down. Put that card into your hand at the beginning of your next end step.	Draw
Nissa, Resurgent Animist					G	2G	3	Landfall--add one mana of any color. Then if this is thesecond time this ability has resolved this turn, reveal cards from the top of your library until you reveal an Elf or Elemental card. Put that card into your hand and the rest on the bottom of your library in any order.	Ramp
Oketra's Monument	W					3	3	White creature spells you cast cost 1 less to cast. Whenever you cast a creature spell, create a 1/1 white Warrior creture token with vigilance.	Ramp
Opposition Agent			B			2B	3	Flash You control your opponents while they're searching their libraries. While an opponent is searching their library, they exile each card they find. You may play those cards for as long as they remain exiled, and you may spend mana as though it were any color to cast thim.	Stax
Phyrexian Arena			B			1BB	3	At the beginning of your upkeep, you draw a card and you lose 1 life.	Draw
Plaguecrafter			B			2B	3	ETBs, each player sacrifices a creature or planeswalker. Each player who can't discards a card.	Sacrifice
Professional Face-Breaker					R	2R	3	Menace Whenever one or more creatures you control deal combat damage to a player, create a Treasure token. Sacrifice a Treasure: Exile the top card of your library. You may place that card this turn.	Ramp
Propaganda		U				2U	3	Creatures can't attack you unless their controller pays 2 for each creature they control that's attacking you.	Stax



Prosperous Thief		U				2U	3	Ninjutsu 1U Whenever one or more Ninja or Rogue creatures you control deal combat damage to a player, create a Treasure token.	Ramp
Putrefy			B		G	1BG	3	Destroy target artifact or creature. It can't be regenerated.	Removal
Ravenform		U				2U	3	Exile target artifact or creature. Its controller creates a 1/1 blue Bird creature token with flying. Foretell U	Removal
Read the Bones			B			2B	3	Scry 2, then draw two cards. You lose 2 life.	Draw
Reclamation Sage					G	2G	3	When Reclamation Sage enters the battlefield, you may destroy target artifact or enchantment.	Removal
Rhona's Monument					G	3	3	Green creature spells you cast cost 1 less to cast. Whenever you cast a creature spell, target creature you control gets +2/+2 and gains trample until end of turn.	Ramp
Rhystic Study		U				2U	3	Whenever an opponent casts a spell, you may draw a card unless that player pays 1.	Draw
Rhythm of the Wild				R	G	1RG	3	Creature spells you control can't be countered. Nontoken creatures you control have riot.	
Righteous Valkyrie	W					2W	3	Flying Whenever another Angel or Cleric ETBs under your control, you gain life equal to that creature's toughness. As long as you have at least 7 life more than your starting life total, creatures you control get +2/+2.	Life Gain
Royal Assassin			B			1BB	3	T: Destroy target tapped creature	Removal
Rumor Gatherer	W					1WW	3	Alliance--Whenever another creature ETBs under your control, scry 1. If this is the second time this ability has resolved this turn, draw a card instead.	Draw
Runic Armasaur					G	1GG	3	Whenever an opponent activates an ability of a creature or land that isn't a mana ability, you may draw a card.	Draw
Seething Song				R		2R	3	Add RRRRR	Ramp
Seize the Spoils				R		2R	3	As an additional cost to cast this spell, discard a card. Draw two cards and create a Treasure token.	Loot
Solve the Equation		U				2U	3	Search your library for an instant or sorcery card, reveal it, put it into your hand, then shuffle.	Tutor
Soul Shatter			B			2B	3	Each opponent sacrifices a creature or planeswalker with the highest MV among creatures and planeswalkers they control.	Sacrifice

Soulherder	W	U					1WU	3	Whenever a creature is exiles from the battlefield, put a +1/+1 counter on Soulherder. At the beginning of end step, you may exile another target creature you control, then return that card to the battlefield under its owner's control.	ETB
Taurean mauler				R			2R	3	Changeling Whenever an opponent casts a spell, you may put a +1/+1 counter on Taurean Mauler.	
Teferi's Protection	W						2W	3	Until your next turn, your life total can't change and you gain protection from everything. All permanents you control phase out. Exile Teferi's Protection.	Protection
Temur Ascendancy		U		R	G		GUR	3	Creatures your control have haste. Whenever a creature with power 4 or greater ETBs under your control, you may draw a card.	Draw
Tocasia's Welcome	W						2W	3	Whenever one or more creatures with MV 3 or less ETB under your control, draw a card. This ability triggers only once each turn.	Draw
Toxic Deluge			B				2B	3	As an additional cost to cast this spell, pay X life. All creatures get -X/-X until end of turn.	Board Wipe
Treasure Nabber				R			2R	3	Whenever an opponent taps an artifact for mana, gain control of that artifact until the end of your next turn.	Ramp
Tribute to the World Tree					G		GGG	3	Whenever a creature ETBs under your control, draw a card if its power is 3 or greater. Otherwise put two +1/+1 counters on it.	Draw
Unbreakable Formation	W						2W	3	Creatures you control gain indestructible until end of turn. Addendum--If you cast this spell during your main phases, put a +1/+1 counter on each of those creatures and they gain vigilance until end of turn.	Protection
Unctus, Grand Metatect		U					1UU	3	Other blue creatures you control have "Whenever this creature becomes tapped, draw a card, then discard a card." Other artifact creatures you control get +1/+1. [PU]: Until end of turn, target creature you control becomes a blue artifact in addition to its other colors and types. Activate as a sorcery.	Loot

Urborg Scavengers			B			2B	3	ETBS or attacks, exile target card from a graveyard. Put a +1/+1 counter on it. It has flying as long as a card exiled with it has flying. The same is true for first strike, double strike, deathtouch, haste, hexproof, indestructible, lifelink, menace, reach, trample, and vigilance.	
Valakut Awakening//Valakut Stoneforge				R		2R	3	Put any number of cards from your hand on the bottom of your library, then draw that many cards plus one. // ETB tapped T: Add R	Land
Vesuvian Drifter		U				2U	3	Flying You may look at the top card of your library any time. At the beginning of each combat, you may reveal the top card of your library. If you reveal a creature card this way, Vesuvian Drifter becomes a copy of that card until the end of turn, except it has flying.	
Victimize			B			2B	3	Choose two target creature cards in your graveyard. Sacrifice a creature. If you do, return the chosen cards to the battlefield tapped.	Recursion
Vraska's Fall			B			2B	3	Each opponent sacrifices a creature or planeswalker and gets a poison counter.	Sacrifice
Welcoming Vampire	W					2W	3	Flying Whenever one or more creatures with power 2 or less enter the battlefield under your control, draw a card. This ability triggers only once each turn.	Draw
Wheel of Misfortune				R		2R	3	Each player secretly chooses a number 0 or greater, then all players reveal those numbers simultaneously and determine the highest and lowest numbers revealed this way. Deal damage equal to the highest number to each player who chose it. Each player who didn't choose the lowest number discards their hand, then draws seven cards.	Wheel
Windfall		U				2U	3	Each player discards their hand, then draws cards equal to the greatest number of cards a player discarded this way.	Wheel
Witty Roastmaster				R		2R	3	Whenever another creature ETBs under your control, deal 1 damage to each opponent.	ETB
Wood Elves					G	2G	3	ETBs, search your library for a Forest card, put that card onto the battlefield, then shuffle.	Ramp
Worn Powerstone					-	3	3	Worn Powerstone comes into play tapped. T: Add 2 colorless mana	Ramp

Zellix, Sanity Flayer		U				2U	3	Whenever a player mills one or more creature cards, you create a 1/1 black Horror creature token. 1, T: Target player mills three cards. Choose a background.	Mill
Aetherize		U				3U	4	Return all attacking creatures to their owner's hand.	Board Wipe
Arasta of the Endless Web				G		2GG	4	Reach Whenever an opponent casts an instant or sorcery spell, create a 1/2 green Spider creature token with reach.	Token
Archaeomancer		U				2UU	4	When ETBs, return target instant or sorcery card from your graveyard to your hand.	Recursion
Archangel Elspeth	W					2WW	4	#ERROR!	Token
Archmage Emeritus		U				2UU	4	Magecraft--Whenever you cast or copy an instant or sorcery spell, draw a card.	Draw
Battle Angels of Tyr	W					2WW	4	Flying, Myriad Whenever it deals combat dmg to a player, draw a card if that player has more cards in hand than each other player. Then you create a treasure token if that player controls more lands than each other player. Then you gain 3 life if that player has more life than each other player.	Draw
Beast Whisperer				G		2GG	4	Whenever you cast a creature spell, draw a card.	Draw
Big Score				R		3R	4	As an additional cost to cast this spell, discard a card. Draw two cards and create two Treasure tokens.	Loot
Chain Reaction				R		2RR	4	Deal X dmg to creature, where X is the number of creatures on the battlefield.	Removal
Chandra, Torch of Defiance				R		2RR	4	#ERROR!	Draw
Clever Concealment	W					2WW	4	Convoke Any number of target nonland permanents you control phase out.	Protection
Cosmos Elixir					-	4	4	At the beginning of your end step, draw a card if your life total is greater than your starting life total. Otherwise, you gain 2 life.	Draw
Court of Grace	W					2WW	4	When it ETBs, you become Monarch. At the beginning of your upkeep, create a 1/1 white Spirit creature token with flying. If you're the monarch, create a 4/4 white Angel creature token with flying instead.	Draw
Crypt Ghast			B			3B	4	Extort Whenever you tap a swamp for mana add B to your mana pool.	Ramp
Damnation			B			2BB	4	Destroy all creatures. They can't be regenerated.	Board Wipe

Deadly Rollick			B			3B	4	If you control a commander, you may cast this spell without paying its casting cost. Exile target creature.	Removal
Defiler of Instinct				R		2RR	4	First Strike As an additional cost to cast red permanent spells you may 2 life instead of one R. Whenever you cast a red permanent spell, deal 1 dmg to any target.	
Diabolic Tutor			B			2BB	4	Search your library for a card and put that card into your hand. Then shuffle your library.	Tutor
Displacer Kitten		U				3U	4	Avoidance--Whenever you cast a noncreature spell, exile up to one target nonland permanent you control, then return that card to the battlefield under its owner's control.	ETB
Dread Presence			B			3B	4	Whenever a Swamp ETBs under your control, choose one-- - You draw a card and you lose 1 life. - Deals 2 dmg to any target and you gain 2 life.	Draw
Elesh Norn//Argent Etchings	W					2WW	4	Vigilance Whenever a source an opponent controls deals dmg to you or a permanent you control, that source's controller loses 2 life unless they pay 1. 2W, Sacrifice three other creatures: Exile Elesh Norn, then return it to the battlefield transformed under its owner's control. Activate only as a sorcery. // 1--Incubate 2 five times, then tranform all Incubator tokens you control. 2--Creatures you control get +1/+1 and gain double strike until end of turn. 3--Destroy all other permanents except for artifacts, lands, and Phyrexians. Exile it and return transformed.	Token
Fact or Fiction		U				3U	4	Reveal the top five cards of your library. An opponent seperates those cards into two piles. Put one pile into your hand and the other into your graveyard.	Draw
Gixian Puppeteer			B			3B	4	Whenever you draw your second card each turn, each opponent loses 2 life and you gain 2 life. When Gixian Puppeteer dies, return another target creature card with MV 3 or less from your graveyard to the battlefield.	Life Gain
Grave Pact			B			1BBB	4	Whenever a creature you control is put into a graveyard from play, each other player sacrifices a creature.	Sacrifice

Greater Good					G	2GG	4	Sacrifice a creature: Draw cards equal to the sacrificed creatures power, then discard three cards.	Draw
Guardian Project					G	3G	4	Whenever a nontoken creature enters the battlefield under your control, if it doesn't have the same name as another creature you control or a creature card in your graveyard, draw a card.	Draw
Harmonize					G	2GG	4	Draw three cards	Draw
Ishai, Ojutai Dragonspeaker	W	U				2WU	4	Flying Whenever an opponent casts a spell, put a +1/+1 counter on Ishai, Ojutai Dragonspeaker. Partner.	
Jace, Wielder of Mysteries		U				1UUU	4	If you would draw a card while your library has no cards in it, you win the game instead. +1: Target player puts the top two cards of their library into their graveyard. Draw a card. -8: Draw seven cards. Then if your library has not cards in it, you win the game. Loyalty 4	Alt Win
Kaito, Dancing Shadow		U	B			2UB	4	Whenever one or more creatures you control deal combat damage to a player, you may return one of them to its owner's hand. If you do, you may activate loyalty abilities of Kaito twice this turn rather than only once. +1: Up to one target creature can't attack or block until your next turn. 0: Draw a card. -2: Create a 2/2 colorless Drone artifact creature token with deathtouch and "When this creature leaves the battlefield, each opponent loses 2 life and you gain 2 life."	Draw
Karametra's Acolyte					G	3G	4	T: Add an amount of G to your mana pool equal to your devotion to green.	Ramp
Keeper of the Accord	W					3W	4	At the beginning of each opponent's end step, if that player controls more creatures than you, create a 1/1 white Soldier creature token. At the beginning of each opponent's end step, if that player controls more land than you, you may search your library for a basic Plains card, put it onto the battlefield tapped, then shuffle.	Ramp
Koth, Fire of Resistance				R		2RR	4	#ERROR!	Ramp
Leyline of Anticipation		U				2UU	4	If Leyline of Anticipation is in your starting hand, you may begin the game with it on the battlefield. You may cast spells as though they had flash.	

Mangara, the Diplomat	W						3W	4	Lifelink Whenever an opponent attacks with creatures, if two or more of those creatures are attacking you and/or planeswalkers you control, draw a card. Whenever an opponent casts their second spell each turn, draw a card.	Draw
Meeting of Minds		U					3U	4	Covoke Draw two cards.	Draw
Midnight Recovery			B				3B	4	Return target creature card from your graveyard to your hand. Cipher	Recursion
Mondrak, Glory Dominus	W						2WW	4	If one or more tokens would be created under your control, twice that many of those tokens are created instead. 1[PW][PW], Sacrifice two other artifacts and/or creatures: Put an indestructible counter on Mondrak, Glory of Dominus.	Token
Mutilate			B				2BB	4	All creatures get -1/-1 until end of turn for each Swamp you control.	Board Wipe
Notion Thief		U	B				2UB	4	Flash If an opponent would draw a card except the first one they draw in each of their draw steps, instead that player skips that draw and you draw a card.	Draw
Nyx Lotus						-	4	4	Nyx Lotus enters the battlefield tapped. T: Choose a color. Add an amount of mana of that color equal to your devotion to that color	Ramp
Outpost Siege				R			3R	4	ETBs, choose Khans or Dragons: -Khans--At the beginning of your upkeep, exile the top card of your library. Until the end of turn, you may play that card. -Dragons--Whenever a creature you control leaves the battlefield, deal 1 dmg to any target.	Draw
Phyrexian Metamorph		U					3[PU]	4	You may have it ETB as a copy of any artifact or creature on the battlefield, except it's an artifact in addition to its other types.	
Phyrexian Vindicator	W						WWWW	4	Flying If dmg would be dealt to it, prevent that dmg. When dmg is prevented this way, it deals that much dmg to any other target.	Removal
Purphoros, God of the Forge				R			3R	4	Indestructible As long as your devotion to red is less than five, Purphoros isn't a creature. Whenever another creature ETBs under your control, deal 2 dmg to each opponent. 2R: Creatures you control get +1/+0 until end of turn.	ETB

Return to Dust	W					2WW	4	Exile target artifact or enchantment. If you cast this spell during your main phase, you may exile up to one other target artifact or enchantment.	Removal
Saryth, the Viper's Fang				G		2GG	4	Other tapped creatures you control have deathtouch. Other untapped creatures you control have hexproof. 1, T: Untap another target creature or land you control.	
Sceptre of Eternal Glory					-	4	4	T: Add one mana of any color T: Add three mana of any one color. Activate only if you control three or more lands with the same name.	Ramp
See Double		U				2UU	4	This spell can't be copied. Choose one. If an opponenet has eight or more cards in their graveyard, you may choose both. - Copy target spell. You may choose new targets for the copy. - Create a token that's a copy of target creature.	
Shalai, Voice of Plenty	W			G		3W	4	Flying You, planeswalkers you control, and other creatures you control have hexproof. 4GG: Put a +1/+1 counter on each creature you control.	Protection
Sheoldred, the Apocalypse			B			2BB	4	Deathtouch Whenever you draw a card, you gain 2 life. Whenever an opponent draws a card, they lose 2 life.	Life Gain
Sigarda's Splendor	W					2WW	4	As Sigarda's Splendor enters the battlefield, note your life total. At the beginning of your upkeep, draw a card if your life total is greater than or equal to the last noted life total for Sigarda's Splendor. Then note your life total. Whenever you cast a white spell, you gain 1 life.	Draw
Skyshroud Claim				G		3G	4	Search your library for up to two Forest cards, put them onto the battlefield, then shuffle.	Ramp
Smothering Tithe	W					3W	4	Whenever an opponent draws a card, that player may pay 2. If that player doesn't, you create a colorless Treasure artifact token.	Ramp
Solemn Simulacrum					-	4	4	When ETBs, you may search your library for a basic land card, put that card onto the battlefield tapped, then shuffle. When it dies, you may draw a card.	Ramp
Solphim, Mayhem Dominus				R		2RR	4	If a source you control would deal noncombat damage to an opponent or a permanent an opponent controls, it deals double damage to that player or permanent instead. 1[PR][PR], Discard two cards: Put an indestructible counter on it.	



Storm the Vault		U		R		2UR	4	Whenever one or more creatures you control deal combat damage to a player, create a colorless Treasure artifact token with "T, Sacrifice this artifact: Add one mana of any color to your mana pool." At the beginning of your end step, if you control five or more artifacts, transform Storm the Vault. ----- Vault of Catlacan Legendary Land T: Add one mana of any color to your mana pool. T: Add U to your mana pool for each artifact you control.	Ramp
Storm-Kiln Artist				R		3R	4	#ERROR!	Ramp
Supreme Verdict	W	U				1WWU	4	This spell can't be countered. Destroy all creatures.	Board Wipe
Syphon Mind			B			3B	4	Each other player discards a card. You draw a card for each card discarded this way.	Draw
Teferi's Ageless Insight		U				2UU	4	If you would draw a card except the first one you draw in each of your draw steps, draw two cards instead.	Draw
Tempt with Discovery					G	3G	4	Tempting Offer - Search your library for a land card and put it onto the battlefield. Each opponent may search for a land card and put it on the battlefield. For each opponent who searches a library this way, search your library for a land card and put it onto the battlefield. Then each player who searched their library this way shuffles it.	Ramp
Tempting Contract					-	4	4	At the beginning of your upkeep, each opponent may create a treasure token. For each opponent who does, you create a treasure token.	Ramp
Thran Dynamo					-	4	4	T: Add 3	Ramp
Torbran, Thane of Red Fell				R		1RRR	4	If a red source you control would deal dmg to an opponent or a permanent they control, it deals that much plus 2 instead.	
Toski, Bearer of Secrets					G	3G	4	This spell can't be countered. Indestructible Attacks each turn if able Whenever a creature you control deals combat damage to a player, draw a card.	Draw
Twilight Prophet			B			2BB	4	Flying Ascend At the beginning of your upkeep, if you have the city's blessing, reveal the top card of your library and put it into your hand. Each opponent loses X life and you gain X life, where X is that card's mana value.	Draw
Unexpected Windfall				R		2RR	4	As an additional cost to cast this spell, discard a card. Draw two cards and create two Treasure tokens.	Loot

Urabrask//The Great Work				R		2RR	4	<p>First Strike</p> <p>Whenever you cast an instant or sorcery spell, deal 1 dmg to target opponent. Add R.</p> <p>R: Exile and transform. Activate as a sorcery and only if you've cast 3 or more instant and/or sorcery spells this turn.</p> <p>//</p> <p>1--Deal 3 dmg to target opponent and each creature they control</p> <p>2--Create three Treasure tokens</p> <p>3--Until end of turn, you may cast instant or sorcery spells from any graveyard. If a spell cast this way would be put into a graveyard exile it instead. Exile and transform</p>	
Vedalken Orrery					-	4	4	You may play nonland cards any time you could play an instant.	
Whip of Erebos			B			2BB	4	<p>Creatures you control have lifelink.</p> <p>2BB, T: Return target creature card from your graveyard to the battlefield. It gains Haste. Exile it at the beginning of the next end step. If it would leave the battlefield, exile it instead of putting it anywhere else. Activate this ability only any time you could cast a sorcery.</p>	Life Gain
Wilderness Reclamation				G		3G	4	At the beginning of your end step, untap all lands you control.	Ramp
Wrath of God	W					2WW	4	Destroy all creatures. They can't be regenerated.	Board Wipe
Yeva, Nature's Herald				G		2GG	4	<p>Flash</p> <p>You may cast green creature spells as though they had flash.</p>	
Acidic Slime				G		3GG	5	<p>Deathtouch</p> <p>When Acidic Slime ETBs, destroy target artifact, enchantment, or land.</p>	Removal
Ashaya, Soul of the Wild				G		3GG	5	<p>P/T are each equal to the number of lands you control.</p> <p>Nontoken creatures you control are Forest lands in addition to their other types.</p>	Ramp
Basilica Shepherd	W					3WW	5	<p>Flying</p> <p>When it ETBs, create two 1/1 Phyrexian Mite colorless artifact creature tokens with toxic 1 and "This creature can't block."</p>	Token
Black Market			B			3BB	5	<p>Whenever a creature dies, put a charge counter on Black Market.</p> <p>At the beginning of your pre-combat main phases, add B to your mana pool for each charge counter on Black Market.</p>	Ramp
Brash Taunter				R		4R	5	<p>Indestructible</p> <p>Whenever dealt dmg, it deals that much dmg to target opponent.</p> <p>2R, T: Fight another creature</p>	
Cathars' Crusade	W					3WW	5	Whenever a creature ETBs under your control, put a +1/+1 counter on each creature you control.	

Cloudblazer	W	U					3WU	5	Flying ETBs, you gain 2 life and draw two cards	Draw
Consuming Aberration		U	B				3UB	5	P/T are each equal to the number of cards in your opponents' graveyards. Whenever you cast a spell, each opponent grinds 1.	Mill
Defiler of Dreams		U					3UU	5	Flying As an additional cost to cast blue permanent spells, you may pay 2 life. Those spells cost U less to cast if you paid life this way. Whenever you cast a blue permanent spell, draw a card.	Draw
Defiler of Faith	W						3WW	5	Vigilance As an additional cost to cast white permanent spells, you may pay 2 life. Those spells cost W less to cast if you paid life this way. This effect reduces only the amount of white mana you pay. Whenever you cast a white permanent spell, create a 1/1 white Soldier creature token.	Token
Defiler of Vigor				G			3GG	5	Trample As an additional cost to cast green permanents you may pay 2 life instead of G. Whenever you cast a green permanent spell, put a +1/+1 counter on each creature you control.	
Dictate of Erebos			B				3BB	5	Flash Whenever a creature you control dies, each opponent sacrifices a creature.	Sacrifice
Drivnot, Carnage Dominus			B				3BB	5	If a creature dying causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time. [PB][PB], Exile three creature cards from your graveyard: Put an indestructible counter on it.	
Essence of Orthodoxy	W						3WW	5	Flying Whenever it or another Phyrexian ETBs under your control, incubate 2.	Token
Exquisite Blood			B				4B	5	Whenever an opponent loses life, you gain that much life.	Life Gain
Fallen Shinobi		U	B				3UB	5	Ninjutsu 2UB Whenever deals combat dmg to a player, that player exiles the top two cards of their library. Until end of turn, you may play those cards without paying their mana costs.	Draw
Flow of Knowledge		U					4U	5	Draw a card for each Island you control, then discard two cards.	Draw
Force of Will		U					3UU	5	You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost. Counter target spell.	Counter

Future Sight		U				2UUU	5	Play with the top card of your library revealed. You may play the top card of your library.	Draw
Garruk, Primal Hunter				G		2GGG	5	#ERROR!	
Gilded Lotus					-	5	5	T: Add 3 mana of any one color	Ramp
Gray Merchant of Asphodel			B			3BB	5	When ETBs, each opponent loses X life, where X is your devotion to black. You gain life equal to the life lost this way.	Life Gain
Inkshield	W		B			3WB	5	Prevent all combat damage that would be dealt to you this turn. For each 1 damage prevented this way, create a 2/1 white and black Inkling creature token with flying.	Token
Jin-Gitaxias//The Great Synthesis		U				3UU	5	Ward 2 Whenever you cast a noncreature spell with MV 3 or greater, draw a card. 3U: Exile this card, then return it to the battlefield transformed under its owners control. Activate only as a sorcery and only if you have seven or more cards in hand. // 1--Draw cards equal to the number of cards in your hand. You have no maximum hand size for as long as you control the Great Synthesis. 2--Return all non-Phyrexian creatures to their owners hands. 3--You may cast any number of spells from your hand without paying their mana cost. Exile and transform.	Draw
Karmic Guide	W					3WW	5	Flying, Protection from Black Echo 3WW When it ETBs, return target creature card from your graveyard to the battlefield.	Recursion
Karn, Legacy Reforged					-	5	5	P/T equal to the greatest MV among artifacts you control. At the beginning of your upkeep, add 1 for each artifact you control. This mana can't be spent to cast nonartifact spells. Until end of turn, you don't lose this mana as steps and phases end.	Ramp
Kiki-jiki, Mirror Breaker			R			2RRR	5	Haste T: Create a token that's a copy of target nonlegendary creature you control. That token has haste. Sacrifice it at the beginning of the next end step.	Token
Mana Geyser			R			3RR	5	Add R for each tapped land your opponents control.	Ramp
Mind's Eye					-	5	5	Whenever an opponent draws a card, you may pay 1. If you do, draw a card.	Draw

Mirari's Wake	W			G	3GW	5	Creatures you control get +1/+1. Whenever you tap a land for mana, add one mana to your mana pool of any type that land produced.	Ramp
Nissa, Who Shakes the World				G	3GG	5	Whenever you tap a Forest for mana, add an additional G. +1: Put three +1/+1 counters on up to one target noncreature land you control. Untap it. It becomes a 0/0 Elemental creature with vigilance and haste that's still a land. -8: You get an emblem with "Lands you control have indestructible." Search your library for any number of Forest cards, put them onto the battlefield tapped then shuffle your library.	Ramp
Overwhelming Stampede				G	3GG	5	Until end of turn, creatures you control gain trample and get +X/+X where X is the greatest power among creatures you control.	
Painful Quandry			B		3BB	5	Whenever an opponent casts a spell, that player loses 5 life unless he or she discards a card.	
Paradox Zone				G	4G	5	Paradox Zone ETBs with a growth counter on it. At the beginning of your end step, double the number of growth counters on Paradox Zone. Then create a 0/0 green and blue Fractal creature token. Put X +1/+1 counters on it, where X is the number of growth counters on Paradox Zone.	Token
Return of the Wildspeaker				G	4G	5	Choose one - - Draw cards equal to the greatest power among non-human creatures you control. - Non-human creatures you control get +3/+3 until end of turn.	Draw
Revel in Riches			B		4B	5	Whenever a creature an opponent controls dies, create a colorless Treasure token. At the beginning of your upkeep, if you control ten or more Treasures, you win the game.	Ramp
Seedborn Muse				G	3GG	5	Untap all permanents you control during each other player's untap step.	Ramp
Shamanic Revelation				G	3GG	5	Draw a card for each creature you control. Ferocious--you gain 4 life for each creature you control with power 4 or greater.	Draw

Sheoldred//The True Scriptures			B			3BB	5	Menace ETBs, each opponent sacrifices a nontoken creature or planeswalker. 4B: Exile Sheoldred and transform. Activate only as a sorcery and only if an opponent has eight or more cards in their graveyard. // 1--For each opponent, destroy up to one creature or planeswalker that player controls. 2--Each opponent discards three cards, then mills three cards. 3--Put all creatures from all graveyards onto the battlefield under your control. Exile and transform.	Sacrifice
Siege-Gang Commander				R		3RR	5	ETBs, create three 1/1 red Goblin creature tokens. 1R, Sac a Goblin: deal 2 dmg to any target.	Token
Silverback Elder					G	2GGG	5	Whenever you cast a creature spell, choose one-- - Destroy target artifact or enchantment. - Look at the top five cards of your library. You may put a land card from among them onto the battlefield tapped. Put the rest on the bottom in random order. - You gain 4 life.	Removal
Sphere of Safety	W					4W	5	Creatures can't attack you or a planeswalker you control unless their controller pays X for each of those creatures, where X is the number of enchantments you control.	Stax
Sunfall	W					3WW	5	Exile all creatures. Incubate X, where X is the number of creatures exiled this way.	Board Wipe
Sunscorch Regent	W					3WW	5	Flying Whenever an opponent casts a spell, put a +1/+1 counter on Sunscorch Regent and you gain 1 life.	Life Gain
Syr Konrad, the Grim			B			3BB	5	Whenever another creature dies, or a creature card is put into a graveyard from anywhere other than the battlefield, or a creature card leaves your graveyard, deal 1 dmg to each opponent.	
Tatyova, Benthic Druid		U			G	3GU	5	Whenever a land ETBs under you control, you gain 1 life and draw a card.	Draw

Teferi, Temporal Pilgrim		U				3UU	5	Whenever you draw a card, put a loyalty counter on. 0: Draw a card. -2: Create a 2/2 blue Spirit creature token with vigilance and "Whenever you draw a card, put a +1/+1 counter on this creature." -12: Target opponent chooses a permanent they control and returns it to its owner's hand. Then they shuffle each nonland permanent they control into its owner's library.	Draw
Time Wipe	W	U				2WWU	5	Return a creature you control to its owners hand, then destroy all creatures	Board Wipe
Unnatural Growth				G		1GGGG	5	At the beginning of each combat, double the P/T of each creature you control until end of turn.	
Vivisurgeon's Insight		U				3UU	5	Draw three cards. Proliferate.	Draw
Vorinclex//The Grand Evolution				G		3GG	5	Trample, reach When ETBs, search your library for up to two Forest cards, reveal them, put them into your hand, then shuffle. 6GG: Exile and transform. Activate as a sorcery. // 1--Mill ten cards. Put up to two creature cards from among the milled cards onto the battlefield. 2--Distribute seven +1/+1 counters among any number of target creatures you control. 3--Until end of turn creatures you control gain "1: This creature fights target creature you don't control." Exile and transform.	
Artistic Refusal		U				4UU	6	Convoke Choose one or both-- - Counter target spell - Draw two cards, then discard a card.	Counter
Austere Command	W					4WW	6	Choose two - - Destroy all artifacts - Destroy all enchantments - Destroy all creature with converted mana cost 3 or less - Destroy all creatures with CMC 4 or greater.	Board Wipe
Bolas's Citadel			B			3BBB	6	You may look at the top card of your library any time. You may play lands and cast spells from the top of your library. If you cast a spell this way, pay life equal to its mana value rather than pay its mana cost. T, Sacrifice ten nonland permanents: Each opponent loses 10 life.	Draw

Caged Sun						-	6	6	As Caged Sun ETBs, choose a color. Creature you control of the chosen color get +1/+1. Whenever a land's ability adds one or more mana of the chosen color to your mana pool, add one additional mana of that color to your mana pool.	Ramp
Casualties of War			B		G		2BBGG	6	Choose or more - - Destroy target artifact - Destroy target creature - Destroy target enchantment - Destroy target land - Destroy target planeswalker	Board Wipe
Chandra, Hope's Beacon				R			4RR	6	Whenever you cast an instant or sorcery spell, copy it. Choose new targets for the copy. Triggers once each turn. +2: Add two mana of any colors +1: Exile the top five cards of your library. Until the end of your next turn, you may cast instant or sorcery spells from among the exiled cards. -X: Deal X dmg to each of up to two targets.	
Consecrated Sphinx		U					4UU	6	Flying Whenever an opponent draws a card, you may draw two cards.	Draw
Cyberdrive Awakener		U					5U	6	Flying Other artifact creatures you control have flying. When ETBs, until end of turn, each noncreature artifact you control becomes an artifact creature with base P/T 4/4	
Farewell	W						4WW	6	Choose one or more- - Exile all artifacts - Exile all creatures - Exile all enchantments - Exile all graveyards	Board Wipe
Fiery Emancipation				R			3RRR	6	If a source you control would deal dmg to a permanent or player, it deals triple instead.	
Kodama of the East Tree					G		4GG	6	Reach Whenever another permanent enters the battlefield under your control, if it wasn't put onto the battlefield with this ability, you may put a permanent card with equal or lesser mana value from your hand onto the battlefield. Partner.	Ramp
Kogla, the Titan Ape					G		3GGG	6	ETBs, it fights up to one target creatures you don't control. Whenever it attacks, destroy target artifact or enchantment defending player controls. 1G: Return target Human you control to its owner's hand. Gain indestructible until end of turn.	Removal



Lurking Predators					G	4GG	6	Whenever an opponent casts a spell, reveal the top card of your library. If it's a creature card, put it onto the battlefield. Otherwise, you may put that card on the bottom of your library.	Ramp
Nirkana Revenant			B			4BB	6	Whenever you tap a Swamp for mana, add an additional B. B: +1/+1 until end of turn.	Ramp
Rampaging Baloths					G	4GG	6	Trample Landfall - You may create a 4/4 green Beast creature token.	Token
Rishkar's Expertise					G	4GG	6	Draw cards equal to the greatest power among creatures you control. You may cast a spell MV 5 or less from your hand without paying its mana cost.	Draw
Rooftop Storm		U				5U	6	You may pay 0 rather pay the mana cost for Zombie creature spells you cast.	Ramp
Sire of Stagnation		U	B			4UB	6	Devoid Whenever a land enters the battlefield under an opponent's control, that player exiles the top two cards of his or her library and you draw two cards.	Draw
Staff of Nin					-	6	6	At the beginning of your upkeep, draw a card. T: Staff of Nin deals 1 damage to any target	Draw
Steel Hellkite					-	6	6	Flying 2: Steel Hellkite gets +1/+0 until end of turn. X: Destroy each nonland permanent with converted mana cost X whose controller was dealt combat damage by Steel Hellkite this turn. Activate this ability only once each turn.	Removal
Stolen Identity		U				4UU	6	Create a token that's a copy of target artifact or creature. Cipher	
Sun Titan	W					4WW	6	Vigilance Whenever Sun Titan enters the battlefield or attacks, you may return target permanent card with converted mana cost 3 or less from your graveyard to the battlefield.	Recursion
Surrak and Goreclaw					G	4GG	6	Trample Other creatures you control have trample Whenever another nontoken creature ETBs under your control, put a +1/+1 counter on it. It gains haste until end of turn.	

The Eternal Wanderer	W					4WW	6	No more than one creature can attack it each combat. +1: Exile up to one target artifact or creature. Return that card to the battlefield under its owner's control at the beginning of that player's next end step. 0: Create a 2/2 white Samurai creature token with double strike. -4: For each player, choose a creature that player controls. Each player sacrifices all creatures they control not chosen this way. Loyalty 5	Stax
Approach of the Second Sun	W					6W	7	If cast from your hand and you cast another spell named Approach of the Second Sun this game, you win the game. Otherwise, put it into its owner's library seventh from the top and you gain 7 life.	Alt Win
Avenger of Zendikar				G		5GG	7	ETBs, create a 0/1 green Plant creature token for each land you control. Landfall--you may put a +1/+1 counter on each plant creature you control.	Token
Brainstealer Dragon			B			5BB	7	Flying At the beginning of your end step, exile the top card of each opponent's library. You may play those cards for as long as they remain exiled. If you cast a spell this way, you may spend mana as though it were mana of any color to cast it. Whenever a nonland permanent an opponent owns enters the battlefield under your control, they lose life equal to its MV.	
Breach the Multiverses			B			5BB	7	Each player mills ten cards. For each player, choose a creature or planeswalker card in that player's graveyard. Put those cards onto the battlefield under your control. Then each creature you control becomes Phyrexian in addition to its other types.	Mill
Butcher of Malakir			B			5BB	7	Flying Whenever Butcher of Malakir or another creature you control dies, each opponent sacrifices a creature.	Sacrifice
Eerie Ultimatum	W		B	G		WWBBGG	7	Return any number of permanent cards with different names from your graveyard to the battlefield.	Recursion
Elesh Norn, Grand Cenobite	W					5WW	7	Vigilance Other creature you control get +2/+2. Creatures your opponents control get -2/-2.	

Emeria Shepherd	W					5WW	7	Flying Landfall--Whenever a land ETBs under your control, you may return target nonland permanent card from your graveyard to your hand. If that land is a Plains, you may return that nonland permanent to the battlefield instead.	Recursion
Gisela, Blade of Goldnight	W			R		4RWW	7	Flying, First Strike If a source would deal damage to an opponent or a permanent an opponent controls, that source deals double that damage to that player or permanent. If a source would deal damage to you or a permanent you control, prevent half that damage, rounded up.	
Hullbreaker Horror		U				5UU	7	Flash This spell can't be countered. Whenever you cast a spell, choose up to one-- - Return target spell you don't control to its owners hand. - Return target nonland permanent to its owner's hand.	
Kaervek the Merciless			B	R		5BR	7	Whenever an opponent plays a spell, Kaervek the Merciless deals damage to target creature or player equal to that spell's CMC.	
Mind's Dilation		U				5UU	7	Whenever an opponent casts his or her first spell each turn, that player exiles the top card of his or her library. If it's a nonland card, you may cast it without paying its mana cost.	
Nissa, Ascended Animist					G	3GG[PG][PG]	7	Completed +1: Create an X/X green Phyrexian Horror creature token, where X is Nissa's loyalty. -1: Destroy target artifact or enchantment. -7: Until end of turn, creatures you control get +1/+1 for each forest you control and gain trample.	Token
Regal Force					G	4GGG	7	ETBs, draw a card for each green creature you control.	Draw
Ruinous Ultimatum	W		B	R		RRWWWB	7	Destroy all nonland permanents your opponents control.	Board Wipe
Sea Gate Restoration//Sea Gate, Reborn		U				4UUU	7	Draw cards equal to the number of cards in your hand plus one. You have no maximum hand size for the rest of the game. // ETBs tapped unless you pay 3 life. T: add U	Land
Thorn Mammoth					G	5GG	7	Whenever Thorn Mammoth or another creature enters the battlefield under your control, Thorn Mammoth fights up to one creature you don't control.	Removal

Zapandrel, Hunger Dominus				G	5GG	7	Reach At the beginning of each combat, double the P/T of each creature you control until end of turn. [PG][PG], Sac two other creatures: Put an indestructible counter on it.	
Zendikar Resurgent				G	5GG	7	Whenever you tap a land for mana, add one mana to your mana pool of any type that land produced. Whenever you cast a creature spell, draw a card.	Ramp
City on Fire			R		5RRR	8	Convoke If a source you control would deal dmg to a permanent or player, it deals triple instead	
Craterhoof Behemoth				G	5GGG	8	Haste ETBs, creatures you control gain trample and get +X/+X until end of turn, where X is the number of creatures you control.	
K'rrik, Son of Yawgmoth			B		4[PB][PB][PB][PB]	8	Lifelink For each B in a cost, you may pay 2 life rather than pay that mana cost. Whenever you cast a black spell, put a +1/+1 counter on it.	
Vanquish the Horde	W				6WW	8	This spell costs 1 less to cast for each creature on the battlefield. Destroy all creatures.	Board Wipe
Vilis, Broker of Blood			B		5BBB	8	Flying B, Pay 2 life: Target creature gets -1/-1 until end of turn. Whenever you lose life, draw that many cards.	Draw
Blasphemous Act			R		8R	9	This spell costs 1 less to cast for each creature on the battlefield. Blasphemous Act dealt 13 damage to each creature.	Board Wipe
Plague Wind			B		7BB	9	Destroy all creatures you don't control. They can't be regenerated.	Board Wipe
The Great Henge				G	7GG	9	This spell costs X less to cast, where X is the greatest power among creatures you control. T: Add GG. You gain 2 life. Whenever a nontoken creature enters the battlefield under your control, put a +1/+1 counter on it and draw a card.	Draw
Birgi, God of Storytelling//Harnfel, Horn of the Bounty			R		2R//4R	3//5	Whenever you cast a spell, add R. Until end of turn, you don't lose this mana as steps and phases end. Creatures you control can boast twice during each of your turns rather than once. // Discard a card: Exile the top two cards of your library. You may play those cards this turn.	Ramp
Awaken the Woods				G	XGG	X	Create X 1/1 green Forest Dryad land creature tokens.	Token
Blue Sun's Zenith		U			XUUU	X	Target player draws X cards. Shuffle this card into its owner's library.	Draw

Chord of Calling				G	XGGG	X	Convoke Search your library for a creature card with MV X or less and put it onto the battlefield. Shuffle.	Tutor
Curse of the Swine		U			XUU	X	Exile X target creatures. For each creature exiled this way, its controller creates a 2/2 green Boar creature token.	Removal
Exsanguinate			B		XBB	X	Each opponent loses X life. You gain life equal to the life lost this way.	Life Gain
Finale of Devastation				G	XGG	X	Search your library and/or graveyard for a creature with converted mana cost X or less and put it onto the battlefield. Shuffle. If X is 10 or more, creatures you control get +X/+X and gain haste until end of turn.	Tutor
Green Sun's Twilight				G	XG	X	Reveal the top X plus one cards of your library. Choose a creature card and/or a land card from among them. Put those cards into your hand and the rest on the bottom of your library in a random order. If X is 5 or more, instead put the chosen cards onto the battlefield or into your hand instead.	Tutor
Green Sun's Zenith				G	XG	X	Search your library for a green creature card with MV X or less, put it onto the battlefield, then shuffle. Shuffle this into its owners library.	Tutor
Heliod's Intervention	W				XWW	X	Choose one-- - Destroy X target artifacts and/or enchantments. - Target player gains twice X life.	Removal
Invasion of Ikorla//Zilortha, Apex of Ikorla				G	XGG	X	ETBs, search your library and/or graveyard for a non-human creature card with MV X or less and put it onto the battlefield, Shuffle. Defense: 6 // Reach For each non-Human creature you control, you may have that creature assign its combat damage as though it weren't blocked.	Recursion
Open the Way				G	XGG	X	X can't be greater than the number of players in the game. Reveal cards from the top of your library until you reveal X land cards. Put those land cards onto the battlefield tapped and the rest on the bottom of your library in a random order.	Ramp
Street Spasm				R	XR	X	Street Spasm deals X damage to target creature without flying that you don't control. Overload XXRR	Board Wipe
The Meathook Massacre			B		XBB	X	ETBs, each creature gets -X/-X until end of turn. Whenever a creature you control dies, each opponent loses 1 life. Whenever a creature an opponent controls dies, you gain 1 life.	Board Wipe

Torment of Hailfire			B			XBB	X	Repeat the following process X times. Each opponent loses 3 life unless that player sacrifices a nonland permanent or discards a card.	Sacrifice
Transcendent Message		U				XUUUU	X	Convoke Draw X cards.	Draw
Tyvar's Stand				G		XG	X	Target creature you control gets +X/+X and gains hexproof and indestructible until end of turn.	Protection
Villainous Wealth		U	B	G		XBGU	X	Target opponent exiles the top X cards of their library. You may cast any number of spells with converted mana cost X or less from among them without paying their mana costs.	Draw
Whir of Invention		U				XUUU	X	Improvise Search your library for an artifact card with converted mana cost X or less, put it onto the battlefield, then shuffle your library.	Tutor
White Sun's Twilight	W					XWW	X	You gain X life. Create X 1/1 colorless Phyrexian Mite artifact creature tokens with toxic 1 and "This creature can't block." If X is 5 or more, destroy all other creatures.	Token