

**WHITE** : 37/37

**Auratouched Mage** 

Creature - Human Wizard

When Auratouched Mage comes into play, search your library for an Aura card that could enchant it. If Auratouched Mage is still in play, attach that Aura to it. Otherwise, reveal the Aura card and put it into your hand. Then shuffle your library.

3/3

Uncommon.

# 1/306

**Bathe in Light** 

Instant

*Radiance* - Choose a color. Target creature and each other creature that shares a color with it gain protection from the chosen color until end of turn.

Uncommon.

# 2/306

**Benevolent Ancestor** 

Creature - Spirit

*Defender*.



Prevent the next 1 damage that would be dealt to target creature or player this turn.

0/4

Common.

# 3/306

**Blazing Archon** 

Creature - Archon

*Flying*.

Creatures can't attack you.

5/6

Rare.

# 4/306

**Boros Fury-Shield** 

Instant

Prevent all combat damage that would be dealt by target attacking or blocking creature this turn. If  was spent to play Boros Fury-Shield, it deals damage to that creature's controller equal to the creature's power.

Common.

# 5/306

**Caregiver** 

Creature - Human Cleric



Sacrifice a creature: Prevent the next 1 damage that would be dealt to target creature or player this turn.

1/1

Common.

# 6/306

**Chant of Vitu-Ghazi** 

Instant

*Convoke*.

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

You gain 1 life for each damage prevented this way.

Uncommon.

# 7/306

**Concerted Effort** 

Enchantment

At the beginning of each player's upkeep, if a creature you control has flying, all creatures you control gain flying until end of turn. The same is true for fear, first strike, double strike, landwalk, protection, trample, and vigilance.

Rare.

# 8/306

**Conclave Equenaut** 

Creature - Human Soldier

*Convoke*, *Flying*.

3/3

Common.

# 9/306

**Conclave Phalanx** 

Creature - Human Soldier

*Convoke*.

When Conclave Phalanx comes into play, you gain 1 life for each creature you control.

2/4

Uncommon.

# 10/306

**Conclave's Blessing** 

Enchantment - Aura

Enchant creature

*Convoke*.

Enchanted creature gets +0/+2 for each other creature you control.

Common.

# 11/306

**Courier Hawk** 

Creature - Bird  
*Flying, vigilance.*  
1/2  
Common.  
# 12/306

**Devouring Light** 1\*\*

Instant  
*Convoke.*  
Remove target attacking or blocking creature from the game.  
Uncommon.  
# 13/306

**Divebomber Griffin** 3\*\*\*

Creature - Griffin  
*Flying.*  
 Sacrifice Divebomber Griffin: Divebomber Griffin deals 3 damage to target attacking or blocking creature.  
3/2  
Uncommon.  
# 14/306

**Dromad Purebred** 4\*\*

Creature - Beast  
Whenever Dromad Purebred is dealt damage, you gain 1 life.  
1/5  
Common.  
# 15/306



**Faith's Fetters** 3\*\*

Enchantment - Aura  
Enchant permanent  
When Faith's Fetters comes into play, you gain 4 life.  
Enchanted permanent's activated abilities can't be played unless they're mana abilities.  
If enchanted permanent is a creature, it can't attack or block.  
Common.  
# 16/306

**Festival of the Guildpact** X\*\*

Instant  
Prevent the next X damage that would be dealt to you this turn. Draw a card.  
Uncommon.  
# 17/306

**Flickerform** 1\*\*

Enchantment - Aura  
Enchant creature  
  Remove enchanted creature and all Auras attached to it from the game. At end of turn, return that card to play under its owner's control. If you do, return those Auras to play under their owners' control enchanting that creature.  
Rare.  
# 18/306

**Gate Hound** 2\*\*

Creature - Hound  
Creatures you control have vigilance as long as Gate Hound is enchanted.  
1/1  
Common.  
# 19/306

**Ghosts of the Innocent** 5\*\*\*

Creature - Spirit  
If a source would deal damage to a creature or player, it deals half that damage, rounded down, to that creature or player instead.  
4/5  
Rare.  
# 20/306

**Hour of Reckoning** 4\*\*\*\*

Sorcery  
*Convoke.*  
Destroy all non-token creatures.  
Rare.  
# 21/306

**Hunted Lammasu** 2\*\*\*

Creature - Lammasu  
*Flying.*  
When Hunted Lammasu comes into play, target opponent puts a 4/4 black Horror creature token into play.  
5/5  
Rare.  
# 22/306

**Leave No Trace** 1\*\*

Instant  
*Radiance* - Destroy target enchantment and each other enchantment that shares a color with it.  
Common.  
# 23/306

**Light of Sanction**  

Enchantment  
Prevent all damage that would be dealt to creatures you control by sources you control.  
Rare.  
# 24/306

**Loxodon Gatekeeper**  

Creature - Elephant Soldier  
Artifacts, creatures, and lands your opponents control come into play tapped.  
2/3  
Rare.  
# 25/306

**Nightguard Patrol**  

Creature - Human Soldier  
*First strike, vigilance.*  
2/1  
Common.  
# 26/306


**Oathsworn Giant**  

Creature - Giant Soldier  
*Vigilance.*  
Other creatures you control get +0/+2 and have vigilance.  
3/4  
Uncommon.  
# 27/306


**Sandsower**  

Creature - Spirit  
Tap three untapped creatures you control: Tap target creature.  
1/3  
Uncommon.  
# 28/306


**Screeching Griffin**  

Creature - Griffin  
*Flying.*  
: Target creature can't block Screeching Griffin this turn.  
2/2  
Common.  
# 29/306

**Seed Spark**  

Instant  
Destroy target artifact or enchantment. If  was spent to play Seed Spark, put two 1/1 green Saproling creature tokens into play.  
Uncommon.  
# 30/306



**Suppression Field**  

Enchantment  
Activated abilities cost  more to play unless they're mana abilities.  
Rare.  
# 31/306

**Three Dreams**  

Sorcery  
Search your Library for up to three Aura cards with different names, reveal them, and put them into your hand. Then shuffle your library.  
Rare.  
# 32/306



**Twilight Drover**  

Creature - Spirit  
Whenever a creature token leaves play, put a +1/+1 counter on Twilight Drover.  
 : Remove a +1/+1 counter from Twilight Drover: Put two 1/1 white Spirit creature tokens with flying into play.  
1/1  
Rare.  
# 33/306


**Veteran Armorer**  

Creature - Human Soldier  
Other creatures you control get +0/+1.  
2/2  
Common.  
# 34/306

**Votary of the Conclave** 

Creature - Human Soldier  
 : Regenerate **Votary of the Conclave**.  
1/1  
Common.  
# 35/306

**Wojek Apothecary**   
Creature - Human Cleric


*Radiance* - : Prevent the next 1 damage that would be dealt to target creature and each other creature that shares a color with it this turn.  
1/1  
Uncommon.  
# 36/306

**Wojek Siren** 

Instant  
*Radiance* - Target creature and each other creature that shares a color with it get +1/+1 until end of turn.  
Common.  
# 37/306


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**BLUE** : 39/39

**Belltower Sphinx** 

Creature - Sphinx  
*Flying*.  
Whenever a source deals damage to Belltower Sphinx, that source's controller puts that many cards from the top of his or her library into his or her graveyard.  
2/5  
Uncommon.  
# 38/306


**Cerulean Sphinx** 

Creature - Sphinx  
*Flying*.  
: Cerulean Sphinx's owner shuffles it into his or her library.  
5/5  
Rare.  
# 39/306

**Compulsive Research** 


Sorcery  
Target player draws three cards. Then that player discards two cards unless he or she discards a land card.  
Common.  
# 40/306

**Convolute** 


Instant  
Counter target spell unless its controller pays .  
Common.  
# 41/306


**Copy Enchantment** 

Enchantment  
As Copy Enchantment comes into play, you may choose an enchantment in play. If you do, Copy Enchantment comes into play as a copy of that enchantment.  
Rare.  
# 42/306

**Dizzy Spell** 

Instant  
Target creature gets -3/-0 until end of turn.

*Transmute*   
Common.  
# 43/306

**Drake Familiar** 

Creature - Drake  
*Flying*.  
When Drake Familiar comes into play, sacrifice it unless you return an enchantment in play to its owner's hand.  
2/1  
Common.  
# 44/306

**Dream Leash** 

Enchantment - Aura  
Enchant permanent  
You may play Dream Leash only on a tapped permanent.  
You control enchanted permanent.  
Rare.  
# 45/306

### Drift of Phantasms

Creature - Spirit  
Defender, flying.

Transmute   

0/5

Common.

# 46/306

### Ethereal Usher

Creature - Spirit



: Target creature is unblockable this turn.

Transmute   

2/3

Uncommon.

# 47/306

### Eye of the Storm

Enchantment

Whenever a player plays an instant or sorcery card, remove it from the game. Then that player copies each instant or sorcery card removed from the game with Eye of the Storm. For each copy, the player may play the copy without paying its mana cost.

Rare.

# 48/306

### Flight of Fancy

Enchantment - Aura

Enchant creature

When Flight of Fancy comes into play, draw two cards.

Enchanted creature has flying.

Common.

# 49/306

### Flow of Ideas

Sorcery

Draw a card for each Island you control.

Uncommon.

# 50/306

### Followed Footsteps

Enchantment - Aura

Enchant creature

At the beginning of your upkeep, put a creature token into play that's a copy of enchanted creature.

Rare.

# 51/306

### Grayscaled Gharial

Creature - Crocodile

Islandwalk.

1/1

Common.

# 52/306

### Grozoth




Creature - Leviathan

Defender.

When Grozoth comes into play, you may search your library for any number of cards that have converted mana cost 9, reveal them, and put them into your hand. If you do, shuffle your library.



: Grozoth loses defender until end of turn.

Transmute   

9/9

Rare.

# 53/306

### Halcyon Glaze

Enchantment

Whenever you play a creature spell, Halcyon Glaze becomes a 4/4 Illusion creature with flying until end of turn. It's still an enchantment.

Uncommon.

# 54/306

### Hunted Phantasm

Creature - Spirit


Hunted Phantasm is unblockable.


When Hunted Phantasm comes into play, put five 1/1 red Goblin creature tokens into play under target opponent's control.


4/6

Rare.  
# 55/306

**Induce Paranoia**     
Instant

Counter target spell. If  was spent to play Induce Paranoia, that spell's controller puts the top X cards of his or her library into his or her graveyard, where X is the spell's converted mana cost.  
Common.  
# 56/306

**Lore Broker**    
Creature - Human Rogue

: Each player draws a card, then discards a card.  
1/1  
Uncommon.  
# 57/306

**Mark of Eviction**   
Enchantment - Aura  
Enchant creature




At the beginning of your upkeep, return enchanted creature and all Auras attached to that creature to their owners' hands.  
Uncommon.  
# 58/306

**Mnemonic Nexus**    
Instant

Each player shuffles his or her graveyard into his or her library.  
Uncommon.  
# 59/306

**Muddle the Mixture**    
Instant

Counter target instant or sorcery spell.

*Transmute*     
Common.  
# 60/306

**Peel from Reality**  

Instant  
Return target creature you control and target creature you don't control to their owners' hands.  
Common.  
# 61/306

**Quickchange**  

Instant  
Target creature's color becomes the color or colors of your choice until end of turn.  
Draw a card.  
Common.  
# 62/306

**Remand**  

Instant  
Counter target spell. If you do, return that spell card to its owner's hand.  
Draw a card.  
Uncommon.  
# 63/306


**Snapping Drake**  


Creature - Drake  
*Flying*.  
3/2  
Common.  
# 64/306



**Spawnbroker**  


Creature - Human Wizard  
When Spawnbroker comes into play, you may exchange control of target creature you control and target creature an opponent controls with power less than or equal to your creature's power.  
1/1  
Rare.  
# 65/306



**Stasis Cell**    
Enchantment - Aura




Enchant creature  
Enchanted creature doesn't untap during its controller's untap step.  
: Attach Stasis Cell to target creature.  
Common.  
# 66/306


**Surveilling Sprite**   
Creature - Faerie Rogue  
*Flying.*  
When Surveilling Sprite is put into a graveyard from play, you may draw a card.  
1/1  
Common.  
# 67/306


**Tattered Drake**   
Creature - Zombie Drake  
*Flying.*  
: Regenerate Tattered Drake.  
2/2  
Common.  
# 68/306



**Telling Time**   
Instant  
Look at the top three cards of your library. Put one of those cards into your hand, one on top of your library, and one on the bottom of your library.  
Uncommon.  
# 69/306


**Terraformer**   
Creature - Human Wizard  
: Choose a basic land type. The land type of each land you control becomes that type until end of turn.  
2/2  
Common.  
# 70/306



**Tidewater Minion**   
Creature - Elemental  
*Defender.*  
: Tidewater Minion loses defender until end of turn.  
: Untap target permanent.  
4/4  
Uncommon.  
# 71/306

**Tunnel Vision**   
Sorcery  
Name a card. Target player reveals cards from the top of his or her library until the named card is revealed. If it is, that player puts the rest of the revealed cards into his or her graveyard and puts the named card on top of his or her library. Otherwise, the player shuffles his or her library.  
Rare.  
# 72/306




**Vedalken Dismissal**   
Creature - Vedalken Wizard  
When Vedalken Dismissal comes into play, put target creature on top of its owner's library.  
2/2  
Common.  
# 73/306







**Vedalken Entrancer**   
Creature - Vedalken Wizard  
: Target player puts the top two cards of his or her library into his or her graveyard.  
1/4  
Common.  
# 74/306



**Wizened Snitches**   
Creature - Faerie Rogue  
*Flying.*  
Players play with the top card of their libraries revealed.  
1/3  
Uncommon.  
# 75/306



**Zephyr Spirit**    
Creature - Spirit  
When Zephyr Spirit blocks, return it to its owner's hand.  
0/6  
Common.  
# 76/306



**BLACK** : 37/37


**Blood Funnel**    
Enchantment  
Noncreature spells you play cost  less to play.  
Whenever you play a noncreature spell, counter that spell unless you sacrifice a creature.  
Rare.  
# 77/306






**Brainspoil**     
Sorcery  
Destroy target creature that isn't enchanted. It can't be regenerated.  
*Transmute*     
Common.  
# 78/306






**Carrion Howler**    
Creature - Zombie Wolf  
Pay 1 life: Carrion Howler gets +2/-1 until end of turn.  
2/2  
Uncommon.  
# 79/306

**Clinging Darkness**    
Enchantment - Aura  
Enchant creature  
Enchanted creature gets -4/-1.  
Common.  
# 80/306

**Dark Confidant**    
Creature - Human Wizard  
At the beginning of your upkeep, reveal the top card of your library and put that card into your hand.  
You lose life equal to the converted mana cost.  
2/1  
Rare.  
# 81/306

**Darkblast**   
Instant  
Target creature gets -1/-1 until end of turn.  
*Dredge* 3  
Uncommon.  
# 82/306

**Dimir House Guard**    
Creature - Skeleton  
*Fear*.  
Sacrifice a creature: Regenerate Dimir House Guard.  
*Transmute*     
2/3  
Common.  
# 83/306

**Dimir Machinations**    
Sorcery  
Look at the top three cards of target player's library. Remove any number of those cards from the game, then put the rest back in any order.  
*Transmute*     
Uncommon.  
# 84/306

**Disembowel**  

Instant  
Destroy target creature with converted mana cost X.  
Common.  
# 85/306








**Empty the Catacombs**  

Sorcery  
Each player returns all creature cards from his or her graveyard to his or her hand.  
Rare.  
# 86/306

**Golgari Thug**  

Creature - Human Warrior  
When Golgari Thug is put into a graveyard from play, put target creature card in your graveyard on top of your library.  
*Dredge* 4.  
1/1  
Common.  
# 87/306

**Helldozer**    

Creature - Zombie Giant  
      : Destroy target land. If that land is nonbasic, untap Helldozer.  
6/5  
Rare.  
# 88/306

**Hex**   

Sorcery  
Destroy six target creatures.  
Rare.  
# 89/306

**Hunted Horror**  

Creature - Horror  
*Trample*.  
When Hunted Horror comes into play, put two 3/3 green Centaur creature tokens with protection from black into play under target opponent's control.  
7/7  
Rare.  
# 90/306

**Infectious Host**  

Creature - Zombie  
When Infectious Host is put into a graveyard from play, target player loses 2 life.  
1/1  
Common.  
# 91/306

**Keening Banshee**   

Creature - Spirit  
*Flying*.  
When Keening Banshee comes into play, target creature gets -2/-2 until end of turn.  
2/2  
Uncommon.  
# 92/306

**Last Gasp**  

Instant  
Target creature gets -3/-3 until end of turn.  
Common.  
# 93/306

**Mausoleum Turnkey**  

Creature - Ogre Rogue  
When Mausoleum Turnkey comes into play, return target creature card of an opponent's choice from your graveyard to your hand.  
3/2  
Uncommon.  
# 94/306

**Moonlight Bargain**   

Instant  
Look at the top five cards of your library. For each card, put that card into your graveyard unless you pay 2 life. Then put the rest into your hand.  
Rare.  
# 95/306

**Mortipede** 

Creature - Insect

: All creatures able to block Mortipede this turn do so.

4/1

Common.

# 96/306

**Necromantic Thirst** 

Enchantment - Aura

Enchant creature

Whenever enchanted creature deals combat damage to a player, you may return target creature card from your graveyard to your hand.

Common.

# 97/306

**Necroplasm** 

Creature - Ooze

At the beginning of your upkeep, put a +1/+1 counter on Necroplasm.

At the end of your turn, destroy each creature with converted mana cost equal to the number of +1/+1 counters on Necroplasm.

*Dredge 2*

1/1

Rare.

# 98/306

**Netherborn Phalanx** 

Creature - Horror

When Netherborn Phalanx comes into play, each opponent loses 1 life for each creature he or she controls.

*Transmute* 

2/4

Uncommon.

# 99/306

**Nightmare Void** 

Sorcery

Target player reveals his or her hand. Choose a card from it. That player discards that card.


*Dredge 2*

Uncommon.

# 100/306

**Ribbons of Night** 

Sorcery


Ribbons of Night deals 4 damage to target creature and you gain 4 life. If  was spent to play Ribbons of Night, draw a card.

Uncommon.

# 101/306

**Roofstalker Wight** 

Creature - Zombie

: Roofstalker Wight gains flying until end of turn.

2/1

Common.

# 102/306

**Sadistic Augermage** 

Creature - Human Wizard

When Sadistic Augermage is put into a graveyard from play, each player puts a card from his or her hand on top of his or her library.

3/1

Common.

# 103/306

**Sewerdeg** 

Creature - Spirit

*Swampwalk.*

Sacrifice Sewerdeg: Remove target card in a graveyard from the game.

3/3

Common.

# 104/306

**Shred Memory** 

Instant

Remove up to four target cards in a single graveyard from the game.

*Transmute* 

Common.

# 105/306


**Sins of the Past** 

Sorcery

Until end of turn, you may play target instant or sorcery card in your graveyard without paying its mana cost. If that card would be put into your graveyard this turn, remove it from the game instead. Remove Sins of the Past from the game.

Rare.

# 106/306

**Stinkweed Imp** 

Creature - Imp

*Flying.*

Whenever Stinkweed Imp deals combat damage to a creature, destroy that creature.

*Dredge 5.*

1/2

Common.


# 107/306

**Strands of Undeath** 

Enchantment - Aura

Enchant creature

When Strands of Undeath comes into play, target player discards two cards.


: Regenerate enchanted creature.

Common.

# 108/306

**Thoughtpicker Witch** 

Creature - Human Wizard

: Sacrifice a creature: Look at the top two cards of target opponent's library, then remove one of them from the game.


1/1

Common.

# 109/306

**Undercity Shade** 

Creature - Shade

*Fear*: Undercity Shade gets +1/+1 until end of turn.

1/1


Uncommon.

# 110/306

**Vigor Mortis** 

Sorcery

Return target creature card from your graveyard to play.

If any  was spent to play this spell, that creature comes into play with a +1/+1 counter on it.

Uncommon.

# 111/306

**Vindictive Mob** 

Creature - Human Berserker

When Vindictive Mob comes into play, sacrifice a creature.

Vindictive Mob can't be blocked by Saprolings.

5/5

Uncommon.

# 112/306

**Woebringer Demon** 

Creature - Demon

*Flying*

At the beginning of each player's upkeep, that player sacrifices a creature. If the player can't, sacrifice Woebringer Demon.


4/4

Rare.

# 113/306

**RED** : 39/39**Barbarian Riftcutter** 

Creature - Human Barbarian

: Sacrifice Barbarian Riftcutter: Destroy target land.


3/3

Common.

# 114/306

**Blockbuster**   

Enchantment

**1**  Sacrifice Blockbuster: Blockbuster deals 3 damage to each tapped creature and each player.

Uncommon.

# 115/306

**Breath of Fury**   

Enchantment - Aura

Enchant creature you control

When enchanted creature deals combat damage to a player, sacrifice it and attach Breath of Fury to a creature you control. If you do, untap all creatures you control and after this phase, there is an additional combat phase.

Rare.

# 116/306

**Char**  

Instant

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

Rare.

# 117/306

**Cleansing Beam**  

Instant

*Radiance* - Cleansing Beam deals 2 damage to target creature and each other creature that shares a color with it.

Uncommon.

# 118/306

**Coalhauler Swine**   

Creature - Beast

Whenever Coalhauler Swine is dealt damage, it deals that much damage to each player.

4/4

Common.

# 119/306

**Dogpile**  

Instant

Dogpile deals damage to target creature or player equal to the number of attacking creatures you control.

Common.

# 120/306

**Excruciator**   

Creature - Avatar

Damage that would be dealt by Excruciator can't be prevented.

7/7

Rare.

# 121/306

**Fiery Conclusion**  

Instant

As an additional cost to play Fiery Conclusion, sacrifice a creature.


Fiery Conclusion deals 5 damage to target creature.

Common.

# 122/306

**Flame Fusillade**  

Sorcery


Until end of turn, permanents you control gain : This permanent deals 1 damage to target creature or player.".

Rare.

# 123/306

**Flash Conscriptio**  

Instant

Untap target creature and gain control of it until end of the turn. That creature gains haste until end of turn. If  was spent to play Flash Conscriptio, the creature gains "Whenever this creature deals combat damage, you gain that much life." until end of turn.

Uncommon.

# 124/306

**Frenzied Goblin** 

Creature - Goblin Berserker

Whenever Frenzied Goblin attacks, you may pay . If you do, target creature can't block this turn.

1/1

Uncommon.

# 125/306

**Galvanic Arc**  

Enchantment - Aura  
Enchant creature

When Galvanic Arc comes into play, it deals 3 damage to target creature or player.  
Enchanted creature has first strike.


Common.  
# 126/306

**Goblin Fire Fiend**  

Creature - Goblin Berserker

*Haste.*

Defending player blocks Goblin Fire Fiend if able.

: Goblin Fire Fiend gets +1/+0 until end of turn.

1/1  
Common.  
# 127/306

**Goblin Spelunkers**  


Creature - Goblin Warrior

*Mountainwalk.*

2/2  
Common.  
# 128/306

**Greater Forgeling**   


Creature - Elemental

: Greater Forgeling gets +3/-3 until end of turn.

3/4  
Uncommon.  
# 129/306

**Hammerfist Giant**   

Creature - Giant Warrior

: Hammerfist Giant deals 4 damage to each creature without flying and each player.

5/4  
Rare.  
# 130/306

**Hunted Dragon**   

Creature - Dragon

Flying, haste

When Hunted Dragon comes into play, put three 2/2 white Knight creature tokens with first strike into play under target opponent's control.

6/6  
Rare.  
# 131/306

**Incite Hysteria**  

Sorcery

*Radiance* - Creatures that share a color with target creature can't block this turn.

Common.  
# 132/306

**Indentured Oaf**  

Creature - Ogre Warrior

Prevent all damage that Indentured Oaf would deal to red creatures.

4/3  
Uncommon.  
# 133/306

**Infuriate**  

Enchantment - Aura

Enchant creature

Enchanted creature has "At the end of your turn, sacrifice this creature unless it attacked this turn."

Uncommon.  
# 134/306

**Mindmoil**  

Enchantment

Whenever you play a spell, put the cards in your hand on the bottom of your library in any order, then draw that many cards.

Rare.  
# 135/306

**Molten Sentry**  

Creature - Elementa

As Molten Sentry comes into play, flip a coin. If the coin comes up heads, Molten Sentry comes into play as a 5/2 creature with haste. If it comes up tails, Molten Sentry comes into play as a 2/5 creature with defender.


\*/\*

Rare.

# 136/306

### Ordruun Commando

Creature - Minotaur Soldier

: Prevent the next 1 damage that would be dealt to Ordruun Commando this turn.

4/1

Common.

# 137/306

### Rain of Embers

Sorcery

Rain of Embers deals 1 damage to each creature and each player.

Common.

# 138/306

### Reroute

Instant

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

Draw a card.


Uncommon.

# 139/306

### Sabertooth Alley Cat

Creature - Cat

Sabertooth Alley Cat attacks each turn if able.

: Sabertooth Alley Cat can't be blocked this turn except by creatures with defender.

2/1

Common.

# 140/306

### Seismic Spike

Sorcery

Destroy target land. Add  to your mana pool.

Common.

# 141/306

### Sell-Sword Brute

Creature - Human Mercenary

When Sell-Sword Brute is put into a graveyard from play, it deals 2 damage to you.

2/2

Common.

# 142/306

### Smash

Instant

Destroy target artifact.

Draw a card.

Common.

# 143/306

### Sparkmage Apprentice

Creature - Human Wizard

When Sparkmage Apprentice comes into play, it deals 1 damage to target creature or player.

1/1

Common.

# 144/306

### Stoneshaker Shaman

Creature - Human Shaman

At the end of each player's turn, that player sacrifices an untapped land.

1/1

Uncommon.

# 145/306

### Surge of Zeal

Instant

*Radiance* - Target creature and each other creature that shares a color with it gain haste until end of turn

Common.

# 146/306

**Torpid Moloch** 


Creature - Lizard  
Defender

Sacrifice three lands: Torpid Moloch loses defender until end of turn.

3/2  
Common.  
# 147/306

**Viashino Fangtail** 


Creature - Viashino Warrior

: Viashino Fangtail deals 1 damage to target creature or player.

3/3  
Common.  
# 148/306

**Viashino Slasher** 

Creature - Viashino Warrior

: Viashino Slasher gets +1/-1 until end of turn.

1/2  
Common.  
# 149/306

**War-Torch Goblin** 

Creature - Goblin Warrior

: Sacrifice War-Torch Goblin: War-Torch Goblin deals 2 damage to target blocking creature.

1/1  
Common.  
# 150/306

**Warp World** 


Sorcery

Each player shuffles all permanents he or she owns into his or her library, then reveals that many cards from the top of his or her library. Each player puts all artifact, creature, and land cards revealed this way into play, then puts all enchantment cards revealed this way into play, then puts the rest on the bottom of his or her library in any order.

Rare.  
# 151/306

**Wojek Embermage** 

Creature - Human Wizard

*Radiance* - : Wojek Embermage deals 1 damage to target creature and each other creature that shares a color with it.


1/2  
Uncommon.  
# 152/306

**GREEN** : 37/37

**Birds of Paradise** 

Creature - Bird

*Flying*.

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

0/1  
Rare.  
# 153/306

**Bramble Elemental** 

Creature - Elemental

Whenever an Aura becomes attached to Bramble Elemental, put two 1/1 green Saproling creature tokens into play.

4/4  
Common.  
# 154/306

**Carven Caryatid** 

Creature - Spirit

*Defender*

When Carven Caryatid comes into play, draw a card.

2/5  
Uncommon.  
# 155/306

## Chord of Calling

Instant

Convoke.

Search your library for a creature card with converted mana cost X or less and put it into play. Then shuffle your library.

Rare.

# 156/306

## Civic Wayfinder

Creature - Elf Warrior Druid

When Civic Wayfinder comes into play, you may search your library for a basic land card, reveal it, and put it into your hand. If you do, shuffle your library.

2/2

Common.

# 157/306

## Doubling Season

Enchantment

If an effect would put one or more tokens into play under your control, it puts twice that many into play instead. If an effect would place one or more counters on a permanent you control, it places twice that many on that permanent instead.

Rare.

# 158/306

## Dowsing Shaman

Creature - Centaur Shaman

: Return target enchantment card from your graveyard to your hand.

3/4

Uncommon.

# 159/306

## Dryad's Caress

Instant

You gain 1 life for each creature in play. If any was spent to play Dryad's Caress, untap all creatures you control.

Common.

# 160/306

## Elves of Deep Shadow

Creature - Elf

: Add to your mana pool. Elves of Deep Shadow deals 1 damage to you.

1/1

Common.

# 161/306

## Elvish Skysweeper

Creature - Elf Warrior

: Sacrifice a creature: Destroy target creature with flying.

1/1

Common.

# 162/306

## Farseek

Sorcery

Search your library for a Plains, Island, Swamp, or Mountain card and put it into play tapped. Then shuffle your library.

Common.

# 163/306

## Fists of Ironwood

Enchantment - Aura

Enchant creature

When Fists of Ironwood comes into play, put two 1/1 green Saproling creature tokens into play.

Enchanted creature has trample.

Common.

# 164/306

## Gather Courage

Instant

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

Convoke.

Uncommon.

# 165/306

## Golgari Brownscale

Creature - Lizard

When Golgari Brownscale is put into your hand from your graveyard, you gain 2 life.

*Dredge 2*

2/3

Common.

# 166/306

### Golgari Grave-Troll

Creature - Skeleton Troll

Golgari Grave-Troll comes into play with a +1/+1 counter on it for each creature card in your graveyard.



Remove a +1/+1 counter from Golgari Grave-Troll: Regenerate Golgari Grave-Troll.

*Dredge 6*

0/0

Rare.

# 167/306

### Goliath Spider

Creature - Spider

Goliath Spider can block as though it had flying.

7/6

Uncommon.

# 168/306

### Greater Mossdog

Creature - Hound

*Dredge 3*

3/3

Common.

# 169/306

### Hunted Troll

Creature - Troll Warrior

When Hunted Troll comes into play, put four 1/1 blue faerie tokens with flying into play under the control of target opponent.



Regenerate Hunted Troll.

8/4

Rare.

# 170/306

### Ivy Dancer

Creature - Dryad Shaman



Target creature gains forestwalk until end of turn.

1/2

Uncommon.

# 171/306

### Life from the Loam

Sorcery

Return up to three target land cards from your graveyard to your hand.

*Dredge 4*

Rare.

# 172/306

### Moldervine Cloak

Enchantment - Aura

Enchant creature

Enchanted creature gets +3/+3.

*Dredge 2*

Uncommon.

# 173/306

### Nullmage Shepherd

Creature - Elf Shaman

Tap four untapped creatures you control: Destroy target artifact or enchantment.

2/4

Uncommon.

# 174/306

### Overwhelm

Sorcery

*Convoke.*


Creatures you control get +3/+3 until end of turn.





Uncommon.



# 175/306





### Perilous Forays





Enchantment




 Sacrifice a creature: Search your library for a land card with a basic land type and put it into play tapped. Then shuffle your library.  
Uncommon.  
# 176/306




**Primordial Sage**   
Creature - Spirit  
Whenever you play a creature spell, you may draw a card.  
4/5  
Rare.  
# 177/306






**Recollect**   
Sorcery  
Return target card from your graveyard to your hand.  
Uncommon.  
# 178/306





**Rolling Spoil**   
Sorcery  
Destroy target land. If any  was spent to play Spoiling, all creatures get -1/-1 until end of turn.  
Uncommon.  
# 179/306



**Root-Kin Ally**   
Creature - Elemental Warrior  
*Convoke.*  
Tap two untapped creatures you control: Root-Kin Ally gets +2/+2 until end of turn.  
3/3  
Uncommon.  
# 180/306




**Scatter the Seeds**   
Instant  
Put three 1/1 green Saproling creature tokens into play.  
*Convoke.*  
Common.  
# 181/306

**Scion of the Wild**   
Creature - Avatar  
Scion of the Wild's power and toughness are each equal to the number of creatures you control.  
\*/\*  
Rare.  
# 182/306

**Siege Wurm**   
Creature - Wurm  
*Trample, Convoke.*  
5/5  
Common.  
# 183/306

**Stone-Seeder Hierophant**   
Creature - Human Druid  
Whenever a land comes into play under your control, untap Stone-Seeder Hierophant.  
: Untap target land.  
1/1  
Common.  
# 184/306

**Sundering Vitae**   
Instant  
*Convoke.*  
Destroy target artifact or enchantment.  
Common.  
# 185/306

**Transluminant**   
Creature - Dryad Shaman  
 Sacrifice Transluminant: Put a 1/1 white Spirit creature token with flying into play at end of turn.  
2/2  
Uncommon.  
# 186/306

**Trophy Hunter** 

Creature - Human Archer



Trophy Hunter deals 1 damage to target creature with flying.

Whenever a creature with flying dealt damage by Trophy Hunter this turn is put into a graveyard, put a +1/+1 counter on Trophy Hunter.

2/3

Uncommon.

# 187/306

**Ursapine** 

Creature - Beast



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

3/3

Rare.

# 188/306

**Vinelasher Kudzu** 

Creature - Plant

Whenever a land comes into play under your control, put a +1/+1 counter on Vinelasher Kudzu.

1/1

Rare.

# 189/306

**MULTI** : 52/52**Agrus Kos, Wojek Veteran** 

Legendary Creature - Human Soldier

Whenever Agrus Kos, Wojek Veteran attacks, attacking red creatures get +2/+0 and attacking white creatures get +0/+2 until end of turn.

3/3

Rare.

# 190/306

**Autochthon Wurm** 

Creature - Wurm

*Convoke, Trample.*

9/14

Rare.

# 191/306

**Bloodbond March** 

Enchantment

Whenever a creature spell is played, each player returns all cards with the same name as that spell from his or her graveyard to play.

Rare.

# 192/306

**Boros Swiftblade** 

Creature - Human Soldier

*Double strike.*

1/2

Uncommon.

# 193/306

**Brightflame** 

Sorcery

*Radiance* - Brightflame deals X damage to target creature and each other creature that shares a color with it. You gain life equal to the damage dealt this way.

Rare.

# 194/306

**Chorus of the Conclave** 

Legendary Creature - Dryad Lord

*Forestwalk.*

As an additional cost to play creature spells, you may pay any amount of mana. If you do, that creature comes into play with that many additional +1/+1 counters on it.

3/8

Rare.

# 195/306

**Circu, Dimir Lobotomist** 

Legendary Creature - Human Wizard

Whenever you play a blue spell, remove the top card of target player's library from the game.

Whenever you play a black spell, remove the top card of target player's library from the game.

Your opponents can't play nonland cards with the same name as a card removed from the game with Circu, Dimir Lobotomist.

2/3

Rare.

# 196/306

**Clutch of the Undercity**

Instant

Return target permanent to its owner's hand. Its controller loses 3 life.

**Transmute** Uncommon.  
# 197/306**Congregation at Dawn**

Instant

Search your library for up to three creature cards and reveal them. Shuffle your library, then put those cards on top of it in any order.

Uncommon.  
# 198/306**Consult the Necrosages**

Sorcery

Choose one - Target player draws two cards; or target player discards two cards.

Common.  
# 199/306**Dark Heart of the Wood**

Enchantment

Sacrifice a Forest: You gain 3 life.

Uncommon.  
# 200/306**Dimir Cutpurse**

Creature - Spirit

Whenever Dimir Cutpurse deals combat damage to a player, that player discards a card and you draw a card.

2/2  
Rare.  
# 201/306**Dimir Doppelganger**

Creature - Shapeshifter

: Remove target creature card in a graveyard from the game. Dimir Doppelganger becomes a copy of that card and gains this ability.

0/2  
Rare.  
# 202/306**Dimir Infiltrator**

Creature - Spirit

Dimir Infiltrator is unblockable.

**Transmute** 1/3  
Common.  
# 203/306**Drooling Grootion**

Creature - Beast

: Sacrifice a creature: Target creature gets +2/+2 until end of turn. Another target creature gets -2/-2 until end of turn.

4/3  
Uncommon.  
# 204/306**Firemane Angel**

Creature - Angel

*Flying, first strike.*

At the beginning of your upkeep, if Firemane Angel is in your graveyard or in play, you gain 1 life.

: Return Firemane Angel from your graveyard to play. Play this ability only during your upkeep.


4/3  
Rare.  
# 205/306**Flame-Kin Zealot**


Creature - Elemental Berserker



When Flame-Kin Zealot comes into play, creatures you control get +1/+1 and gain haste until end of turn.



2/2  
Uncommon.  
# 206/306**Glare of Subdual**


Enchantment  
Tap an untapped creature you control: Tap target artifact or creature.  
Rare.  
# 207/306


**Glimpse the Unthinkable**   
Sorcery  
Target player puts the top 10 cards from his or her library into his or her graveyard.  
Rare.  
# 208/306



**Golgari Germination**   
Enchantment  
Whenever a nontoken creature you control is put into a graveyard from play, put a 1/1 green Saproling creature token into play.  
Uncommon.  
# 209/306


**Golgari Rotwurm**   
Creature - Zombie Wurm  
, Sacrifice a creature: Target player loses 1 life.  
5/4  
Common.  
# 210/306


**Grave-Shell Scarab**   
Creature - Insect  
*Dredge* 1  
, Sacrifice Grave-Shell Scarab: Draw a card.  
4/4  
Rare.  
# 211/306



**Guardian of Vitu-Ghazi**   
Creature - Elemental  
*Convoke, vigilance.*  
4/7  
Common.  
# 212/306

**Lightning Helix**   
Instant  
Lightning Helix deals 3 damage to target creature or player and you gain 3 life.  
Uncommon.  
# 213/306

**Loxodon Hierarch**   
Creature - Elephant Cleric  
When Loxodon Hierarch comes into play, gain 4 life.  
, Sacrifice Loxodon Hierarch : Regenerate all creatures you control.  
4/4  
Rare.  
# 214/306

**Mindleech Mass**   
Creature - Horror  
*Trample.*  
Whenever Mindleech Mass deals combat damage to a player, you may look at that player's hand. If you do, you may play a nonland card in it without paying that card's mana cost.  
6/6  
Rare.  
# 215/306

**Moroii**   
Creature - Vampire  
*Flying.*  
At the beginning of your upkeep, you lose 1 life.  
4/4  
Uncommon.  
# 216/306

**Perplex**   
Instant  
Counter target spell unless its controller discards his or her hand.  
*Transmute* 

Common.  
# 217/306

**Phytohydra**

Creature - Plant Hydra  
If damage would be dealt to Phytohydra, put that many +1/+1 counters on it instead.  
1/1  
Rare.  
# 218/306

**Pollenbright Wings**

Enchantment - Aura  
Enchanted creature has flying.  
Whenever enchanted creature deals combat damage to a player, put that many 1/1 green Saproling creature tokens into play.  
Uncommon.  
# 219/306

**Psychic Drain**

Sorcery  
Target player puts the top X cards of his or her library into his or her graveyard and you gain X life.  
Uncommon.  
# 220/306

**Putrefy**

Instant  
Destroy target Artifact or Creature. It can't be regenerated.  
Uncommon.  
# 221/306

**Rally the Righteous**

Instant  
*Radiance* - Untap target creature and each other creature that shares a color with it. Those creatures get +2/+0 until end of turn.  
Common.  
# 222/306

**Razia's Purification**

Sorcery  
Each player chooses three permanents he or she controls, then sacrifices the rest.  
Rare.  
# 223/306

**Razia, Boros Archangel**

Legendary Creature - Angel  
*Flying, Vigilance, Haste.*  
: The next 3 damage that would be dealt to target creature you control this turn is dealt to target creature instead.  
6/3  
Rare.  
# 224/306

**Savra, Queen of the Golgari**

Legendary Creature - Elf Shaman  
Whenever you sacrifice a black creature, you may pay 2 life. If you do, each other player sacrifices a creature.  
Whenever you sacrifice a green creature, you may gain 2 life.  
2/3  
Rare.  
# 225/306

**Searing Meditation**



Enchantment  
Whenever you gain life, you may pay . If you do, Searing Meditation deals 2 damage to target creature or player.  
Rare.  
# 226/306





**Seeds of Strength**




Instant  
Target creature gets +1/+1 until end of turn.  
Target creature gets +1/+1 until end of turn.  
Target creature gets +1/+1 until end of turn.  
Common.  
# 227/306









**Selesnya Evangel**

Creature - Elf Shaman






  Tap an untapped creature you control: Put a 1/1 green Saproling creature token into play.  
1/2  
Common.  
# 228/306






**Selesnya Sagittars**      
Creature - Elf Archer  
Selesnya Sagittars can block as though it had flying.  
Selesnya Sagittars can block an additional creature.  
2/5  
Uncommon.  
# 229/306





**Shambling Shell**     
Creature - Plant Zombie  
Sacrifice Shambling Shell: Put a +1/+1 counter on target creature.  
*Dredge 3*  
3/1  
Common.  
# 230/306






**Sisters of Stone Death**       
Legendary Creature - Gorgon  
: Target creature blocks Sisters of Stone Death this turn if able.  
: Remove from the game target creature blocking or blocked by Sisters of Stone Death.  
: Put a creature card removed from the game with Sisters of Stone Death into play under your control.  
7/5  
Rare.  
# 231/306




**Skyknight Legionnaire**      
Creature - Human Knight  
*Flying, Haste.*  
2/2  
Uncommon.  
# 232/306

**Sunhome Enforcer**      
Creature - Giant Soldier  
Whenever Sunhome Enforcer deals combat damage, you gain that much life.  
: Sunhome Enforcer gets +1/+0 until end of turn.  
2/4  
Uncommon.  
# 233/306

**Szadek, Lord of Secrets**       
Legendary Creature - Vampire  
*Flying.*  
If Szadek, Lord of Secrets would deal combat damage to a player, instead put that many +1/+1 counters on Szadek and that player puts that many cards from the top of his or her library into his or her graveyard.  
5/5  
Rare.  
# 234/306

**Thundersong Trumpeter**     
Creature - Human Soldier  
: Target creature can't attack or block this turn.  
2/1  
Common.  
# 235/306

**Tolsimir Wolfblood**      
Legendary Creature - Elf Warrior  
Other green creatures you control get +1/+1.  
Other white creatures you control get +1/+1.  
: Put a legendary 2/2 green and white Wolf creature token named Voja into play.  
3/4  
Rare.  
# 236/306

**Twisted Justice**     
Sorcery  
Target player sacrifices a creature. You draw cards equal to that creature's power.  
Uncommon.

# 237/306

**Vulturous Zombie** 

Creature - Plant Zombie

*Flying.*

Whenever a card is put into an opponent's graveyard from anywhere, put a +1/+1 counter on Vulturous Zombie.

3/3

Rare.

# 238/306

**Watchwolf** 

Creature - Wolf


3/3

Uncommon.

# 239/306

**Woodwraith Corrupter** 

Creature - Elemental Horror

: Target Forest becomes a 4/4 black and green Elemental Horror creature. It's still a land.

3/6

Rare.

# 240/306

**Woodwraith Strangler** 

Creature - Plant Zombie

Remove a creature card in your graveyard from the game: Regenerate Woodwraith Strangler.

2/2


Common.


# 241/306

**DOUBLE MANA** : 12/12

**Boros Guildmage** 

Creature - Human Wizard

: Target creature gains haste until end of turn.

: Target creature gains first strike until end of turn.

2/2

Uncommon.

# 242/306

**Boros Recruit** 

Creature - Goblin Soldier

*First strike.*

1/1

Common.

# 243/306

**Centaur Safeguard** 

Creature - Centaur Warrior

When Centaur Safeguard is put into a graveyard from play, target player gains 3 life.


3/1


Common.

# 244/306

**Dimir Guildmage** 

Creature - Human Wizard

: Target player draws a card. Play this ability only any time you could play a sorcery..

: Target player discards a card. Play this ability only any time you could play a sorcery.

2/2

Uncommon.

# 245/306

**Gaze of the Gorgon** 

Instant

Regenerate target creature. At end of combat, destroy all creatures that blocked or were blocked by that creature this turn.

Common.

# 246/306

### Gleancrawler

Creature - Insect Horror  
Trample

At the end of your turn, return to your hand all creature cards put into your graveyard from play this turn.

6/6

Rare.

# 247/306

### Golgari Guildmage

Creature - Elf Wizard



Sacrifice a creature: Put target creature card from your graveyard into your hand.



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

2/2

Uncommon.

# 248/306

### Lurking Informant

Creature - Human Rogue



Look at the top card of target player's library. You may put that card into that player's graveyard.

1/2

Common.

# 249/306

### Master Warcraft

Instant

Play Master Warcraft only before attackers are declared.

You choose which creatures attack this turn. You choose how each creature blocks this turn.

Rare.

# 250/306

### Privaledge Position

Enchantment

Other permanents you control can't be the target of spells or abilities opponents control.

Rare.

# 251/306

### Selesnya Guildmage

Creature - Elf Wizard



Put a 1/1 green Saproling creature token into play.



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

2/2

Uncommon.

# 252/306

### Shadow of Doubt

Instant

Players can't search libraries this turn.

Draw a card.

Rare.

# 253/306

## **ARTIFACTS** : 21/21

### Bloodletter Quill

Artifact



Put a blood counter on Bloodletter Quill: Draw a card, then lose 1 life for each blood counter on Bloodletter Quill.



Remove a blood counter from Bloodletter Quill.

Rare.

# 254/306

### Boros Signet

Artifact



Add  to your mana pool.

Common.

# 255/306

**Bottled Cloister** 

Artifact

At the beginning of each opponent's upkeep, remove your hand from the game face down.

At the beginning of your upkeep, return all cards removed from the game with Bottled Cloister to your hand, then draw a card.

Rare.

# 256/306

**Cloudstone Curio** 

Artifact

Whenever a nonartifact permanent comes into play under your control, you may return another permanent you control that shares a permanent type with it to its owner's hand.

Rare.

# 257/306

**Crown of Convergence** 

Artifact

Play with the top card of your library revealed.

As long as the top card of your library is a creature card, creatures you control that share a color with that card get +1/+1.



: Put the top card of your library on the bottom of your library.

Rare.

# 258/306

**Cyclopean Snare** 

Artifact



: Tap target creature, then return Cyclopean Snare to its owner's hand.

Uncommon.

# 259/306

**Dimir Signet** 

Artifact

: Add  to your mana pool.

Common.

# 260/306

**Glass Golem** 

Artifact Creature - Golem

6/2

Uncommon.

# 261/306

**Golgari Signet** 

Artifact

: Add  to your mana pool.

Common.

# 262/306

**Grifter's Blade** 

Artifact - Equipment

You may play Grifter's Blade any time you could play an instant.

Grifter's Blade comes into play equipping a creature of your choice you control.

Equipped creature gets +1/+1.



Equip

Uncommon.

# 263/306

**Junktroller** 

Artifact Creature - Golem

Defender



: Put target card in a graveyard on the bottom of its owner's library.

0/6

Uncommon.

# 264/306

**Leashling** 

Artifact Creature - Golem

Put a card in your hand on top of your library: Return Leashling to its owner's hand.

3/3

Uncommon.

# 265/306

**Nullstone Gargoyle** 

Artifact Creature - Gargoyle

Flying

Whenever the first noncreature spell each turn is played, counter that spell.

4/5

Rare.

# 266/306

**Pariah's Shield** 

Artifact - Equipment

All damage that would be dealt to you is dealt to equipped creature instead.

*Equip* 

Rare.

# 267/306

**Peregrine Mask** 

Artifact - Equipment

Equipped creature has defender, flying, and first strike.

*Equip* 

Uncommon.

# 268/306

**Plague Boiler** 

Artifact

At the beginning of your upkeep, put a plague counter on Plague Boiler.

   : Put a plague counter on Plague Boiler or remove a plague counter from it.

When Plague Boiler has three or more plague counters on it, sacrifice it. If you do, destroy all nonland permanents.

Rare.

# 269/306

**Selesnya Signet** 

Artifact


  : Add   to your mana pool.

Common.

# 270/306

**Spectral Searchlight** 

Artifact

 : Choose a player. That player adds one mana of any color he or she chooses to his or her mana pool.




Uncommon.

# 271/306

**Sunforger** 

Artifact - Equipment

Equipped creature gets +4/+0

   , Unattach Sunforger: Search your library for a red or white instant card with converted mana cost 4 or less and play that card without paying its mana cost. Then shuffle your library.*Equip* 



Rare.

# 272/306

**Terrarion** 

Artifact

Terrarion comes into play tapped.

  , Sacrifice Terrarion: Add two mana of any combination of colors to your mana pool.


When Terrarion is put into a graveyard from play, draw a card.

Common.

# 273/306

**Voyager Staff** 

Artifact

 , Sacrifice Voyager Staff: Remove target creature from the game. Return that creature to play under its owner's control at end of turn.

Uncommon.

# 274/306

**Boros Garrison**

Land

Boros Garrison comes into play tapped.

When Boros Garrison comes into play, return a land you control to its owner's hand.

 : Add to   your mana pool.

Common.  
# 275/306

#### Dimir Aqueduc

Land  
Dimir Aqueduc comes into play tapped.  
When Dimir Aqueduc comes into play, return a land you control to its owner's hand.  
: Add to your mana pool.  
Common.  
# 276/306

#### Duskmantle, House of Shadow

Land  
: Add to your mana pool.  
 : Target player puts the top card of his or her library into his or her graveyard.  
Uncommon.  
# 277/306

#### Golgari Rot Farm

Land  
Golgari Rot Farm comes into play tapped.  
When Golgari Rot Farm comes into play, return a land you control to its owner's hand.  
: Add to your mana pool.  
Common.  
# 278/306

#### Overgrown Tomb

Land - Swamp Forest  
(, add or to your mana pool.)  
As Overgrown Tomb comes into play, you may pay 2 life. If you don't, Overgrown Tomb comes into play tapped instead.  
Rare.  
# 279/306

#### Sacred Foundry

Land - Mountain Plains  
(, add or to your mana pool.)  
As Sacred Foundry comes into play, you may pay 2 life. If you don't, Sacred Foundry comes into play tapped instead.  
Rare.  
# 280/306

#### Selesnya Sanctuary

Land  
Selesnya Sanctuary comes into play tapped.  
When Selesnya Sanctuary comes into play, return a land you control to its owner's hand.  
: Add to your mana pool.  
Common.  
# 281/306

### [Sunhome, Fortress of the Legion](#)

Land  
: Add to your mana pool.  
 : Target creature gains double strike until end of turn.  
Uncommon.  
# 282/306

#### Svogthos, the Restless Tomb


Land  
: Add to your mana pool.  
 : Until end of turn, Svogthos, the Restless Tomb becomes a black and green Plant Zombie creature with "This creature's power and toughness are each equal to the number of creature cards in your graveyard." It's still a land.  
Uncommon.  
# 283/306

### [Temple Garden](#)

Land - Forest Plains  
(, add or to your mana pool.)  
As Temple Garden comes into play, you may pay 2 life. If you don't, Temple Garden comes into play tapped instead.  
Rare.  
# 284/306






#### Vitu-Ghazi, the City-Tree

Land  
: Add to your mana pool.

: Put a 1/1 green Saproling creature token into play.  
Uncommon.  
# 285/306

**Watery Grave**

Land - Island Swamp

( or  or , add  or  to your mana pool.)

As Watery Grave comes into play, you may pay 2 life. If you don't, Watery Grave comes into play tapped instead.

Rare.  
# 286/306