

## MTGDissected.com

### Modern Masters 2017

249 cards (101 commons, 80 uncommons, 53 rares, 15 mythics)

#### Keywords

◇ represents colorless mana

**Conspire** (As you cast this spell, you may tap two untapped creatures you control that share a color with it. When you do, copy it and you may choose a new target for the copy.)

**Flash** (You may cast this spell any time you could cast an instant.)

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

**Miracle C** (You may cast this card for its miracle cost when you draw it if it's the first card you drew this turn.)

**Overload C** (You may cast this spell for its overload cost. If you do, change its text by replacing all instances of "target" with "each.")

**Populate** (Create a token that's a copy of a creature token you control.)

**Scry N** (Look at the top N cards of your library, then put any number of them on the bottom of your library and the rest on top in any order.)

**Shroud** (This creature can't be the target of spells or abilities.)

**Soulbond** (You may pair this creature with another unpaired creature when either enters the battlefield. They remain paired for as long as you control both of them.)

**Unearth C** (C: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)

#### White (29)

#1: Attended Knight, 2W, Common

Creature - Human Knight, 2/2

First strike

When Attended Knight enters the battlefield, create a 1/1 white Soldier creature token.

#2: Banishing Stroke, 5W, Uncommon

Instant

Put target artifact, creature, or enchantment on the bottom of its owner's library.

Miracle W

#3: Blade Splicer, 2W, Rare  
Creature - Human Artificer, 1/1

When Blade Splicer enters the battlefield, create a 3/3 colorless Golem artifact creature token.

Golem creatures you control have first strike.

#4: Entreat the Angels, XXWW, Mythic  
Sorcery

Create X 4/4 white Angel creature tokens with flying.  
Miracle XWW

#5: Eyes in the Skies, 3W, Common

Instant

Create a 1/1 white Bird creature token with flying, then populate.

#6: Flickerwisp, 1WW, Uncommon

Creature - Elemental, 3/1  
Flying

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

#7: Gideon's Lawkeeper, W, Common

Creature - Human Soldier, 1/1

W, {T}: Tap target creature.

#8: Graceful Reprieve, 1W, Common

Instant

When target creature dies this turn, return that card to the battlefield under its owner's control.

#9: Intangible Virtue, 1W, Uncommon

Enchantment

Creature tokens you control get +1/+1 and have vigilance.

#10: Kor Hookmaster, 2W, Common

Creature - Kor Soldier, 2/2

When Kor Hookmaster enters the battlefield, tap target creature an opponent controls. That creature doesn't untap during its controller's next untap step.

#11: Kor Skyfisher, 1W, Common

Creature - Kor Soldier, 2/3  
Flying

When Kor Skyfisher enters the battlefield, return a permanent you control to its owner's hand.

#12: Lingering Souls, 2W, Uncommon

Sorcery

Create two 1/1 white Spirit creature tokens with flying.  
Flashback 1B

#13: Linvala, Keeper of Silence, 2WW, Mythic  
Legendary Creature - Angel, 3/4

Flying

Activated abilities of creatures your opponents control can't be activated.

#14: Lone Missionary, 1W, Common

Creature - Kor Monk, 2/1

When Lone Missionary enters the battlefield, you gain 4 life.

#15: Master Splicer, 3W, Uncommon

Creature - Human Artificer, 1/1

When Master Splicer enters the battlefield, create a 3/3 colorless Golem artifact creature token.  
Golem creatures you control get +1/+1.

#16: Momentary Blink, 1W, Common

Instant

Exile target creature you control, then return it to the battlefield under its owner's control.

Flashback 3U

#17: Path to Exile, W, Uncommon

Instant

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.

#18: Pitfall Trap, 2W, Common

Instant - Trap

If exactly one creature is attacking, you may pay W rather than pay Pitfall Trap's mana cost.

Destroy target attacking creature without flying.

#19: Ranger of Eos, 3W, Rare

Creature - Human Soldier, 3/2

When Ranger of Eos enters the battlefield, you may search your library for up to two creature cards with converted mana cost 1 or less, reveal them, and put them into your hand. If you do, shuffle your library.

#20: Restoration Angel, 3W, Rare

Creature - Angel, 3/4

Flash

Flying

When Restoration Angel enters the battlefield, you may exile target non-Angel creature you control, then return that card to the battlefield under your control.

#21: Rootborn Defenses, 2W, Common

Instant

Populate. Creatures you control gain indestructible until end of turn.

#22: Séance, 2WW, Rare  
Enchantment

At the beginning of each upkeep, you may exile target creature card from your graveyard. If you do, create a token that's a copy of that card, except it's a Spirit in addition to its other types. Exile it at the beginning of the next end step.

#23: Sensor Splicer, 4W, Common

Creature - Artificer, 1/1

When Sensor Splicer enters the battlefield, create a 3/3 colorless Golem artifact creature token.

Golem creatures you control have vigilance.

#24: Soul Warden, W, Common  
Creature - Human Cleric, 1/1  
Whenever another creature enters the battlefield, you gain 1 life.

#25: Stony Silence, 1W, Rare  
Enchantment  
Activated abilities of artifacts can't be activated.

#26: Terminus, 4WW, Rare  
Sorcery  
Put all creatures on the bottom of their owners' libraries.  
Miracle W

#27: Urbis Protector, 4WW, Uncommon  
Creature - Human Cleric, 1/1  
When Urbis Protector enters the battlefield, create a 4/4 white Angel creature token with flying.

#28: Wake the Reflections, W, Common  
Sorcery  
Populate.

#29: Youthful Knight, 1W, Common  
Creature - Human Knight, 2/1  
First strike

### **Blue (29)**

#30: Augur of Bolas, 1U, Common  
Creature - Merfolk Wizard, 1/3  
When Augur of Bolas enters the battlefield, look at the top three cards of your library. You may reveal an instant or sorcery card from among them and put it into your hand. Put the rest on the bottom of your library in any order.

#31: Azure Mage, 1U, Uncommon  
Creature - Human Wizard, 2/1  
3U: Draw a card.

#32: Cackling Counterpart, 1UU, Rare  
Instant  
Create a token that's a copy of target creature you control.  
Flashback 5UU

#33: Compulsive Research, 2U, Uncommon  
Sorcery  
Target player draws three cards. Then that player discards two cards unless he or she discards a land card.

#34: Crippling Chill, 2U, Common  
Instant  
Tap target creature. It doesn't untap during its controller's next untap step.  
Draw a card.

#35: Cyclonic Rift, 1U, Rare  
Instant  
Return target nonland permanent you don't control to its owner's hand.  
Overload 6U

#36: Deadeye Navigator, 4UU, Rare  
Creature - Spirit, 5/5  
Soulbond  
As long as Deadeye Navigator is paired with another creature, each of those creatures has "1U: Exile this creature, then return it to the battlefield under your control."

#37: Familiar's Ruse, UU, Uncommon  
Instant  
As an additional cost to cast Familiar's Ruse, return a creature you control to its owner's hand.  
Counter target spell.

#38: Forbidden Alchemy, 2U, Common  
Instant  
Look at the top four cards of your library. Put one of them into your hand and the rest into your graveyard.  
Flashback 6B

#39: Ghostly Flicker, 2U, Common  
Instant  
Exile two target artifacts, creatures, and/or lands you control, then return those cards to the battlefield under your control.

#40: Gifts Ungiven, 3U, Rare  
Instant  
Search your library for up to four cards with different names and reveal them. Target opponent chooses two of those cards. Put the chosen

cards into your graveyard and the rest into your hand. Then shuffle your library.

#41: Grasp of Phantoms, 3U, Common  
Sorcery  
Put target creature on top of its owner's library  
Flashback 7U

#42: Kraken Hatchling, U, Common  
Creature - Kraken, 0/4

#43: Mist Raven, 2UU, Common  
Creature - Bird, 2/2  
Flying  
When Mist Raven enters the battlefield, return target creature to its owner's hand.

#44: Mystical Teachings, 3U, Common  
Instant  
Search your library for an instant card or a card with flash, reveal it, and put it into your hand. Then shuffle your library.  
Flashback 5B

#45: Opportunity, 4UU, Uncommon  
Instant  
Target player draws four cards.

#46: Phantasmal Image, 1U, Rare  
Creature - Illusion, 0/0  
You may have Phantasmal Image enter the battlefield as a copy of any creature on the battlefield, except it's an Illusion in addition to its other types and it gains "When this creature becomes the target of a spell or ability, sacrifice it."

#47: Rewind, 2UU, Common  
Instant  
Counter target spell. Untap up to four lands.

#48: Sea Gate Oracle, 2U, Common  
Creature - Human Wizard, 1/3  
When Sea Gate Oracle enters the battlefield, look at the top two cards of your library. Put one of them into your hand and the other on the bottom of your library.

#49: Serum Visions, U, Uncommon  
Sorcery  
Draw a card. Scry 2.

#50: Snapcaster Mage, 1U, Mythic  
Creature - Human Wizard, 2/1  
Flash  
When Snapcaster Mage enters the battlefield, target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost.

#51: Spell Pierce, U, Common  
Instant  
Counter target noncreature spell unless its controller pays 2.

#53: Spire Monitor, 4U, Common  
Creature - Drake, 3/3  
Flash  
Flying

#53: Tandem Lookout, 2U, Common  
Creature - Human Scout, 2/1  
Soulbond  
As long as Tandem Lookout is paired with another creature, each of those creatures has "Whenever this creature deals damage to an opponent, draw a card."

#54: Temporal Mastery, 5UU, Mythic  
Sorcery  
Take an extra turn after this one. Exile Temporal Mastery.  
Miracle 1U

#55: Venser, Shaper Savant, 2UU, Rare  
Legendary Creature - Human Wizard, 2/2  
Flash  
When Venser, Shaper Savant enters the battlefield, return target spell or permanent to its owner's hand.

#56: Wall of Frost, 1UU, Uncommon  
Creature - Wall, 0/7  
Defender  
Whenever Wall of Frost blocks a creature, that creature doesn't untap during its controller's next untap step.

#57: Wing Splicer, 3U, Uncommon  
Creature - Human Artificer, 1/1  
When Wing Splicer enters the battlefield, create a 3/3 colorless Golem artifact creature token.  
Golem creatures you control have flying.

#58: Wingcrafter, U, Common  
Creature - Human Wizard, 1/1  
Soulbond  
As long as Wingcrafter is paired with another creature, both creatures have flying.

### **Black (29)**

#59: Abyssal Specter, 2BB, Uncommon  
Creature - Specter, 2/3  
Flying  
Whenever Abyssal Specter deals damage to a player, that player discards a card.

#60: Bone Splinters, B, Common  
Sorcery  
As an additional cost to cast Bone Splinters, sacrifice a creature.  
Destroy target creature.

#61: Corpse Connoisseur, 4B, Uncommon  
Creature - Zombie Wizard, 3/3  
When Corpse Connoisseur enters the battlefield, you may search your library for a creature card and put that card into your graveyard. If you do, shuffle your library.  
Unearth 3B

#62: Cower in Fear, 1BB, Common  
Instant  
Creatures your opponents control get -1/-1 until end of turn.

#63: Damnation, 2BB, Rare  
Sorcery  
Destroy all creatures. They can't be regenerated.

#64: Death's Shadow, B, Rare  
Creature - Avatar, 13/13  
Death's Shadow gets -X/-X, where X is your life total.

#65: Delirium Skeins, 2B, Common

Sorcery  
Each player discards three cards.

#66: Desecration Demon, 2BB, Rare  
Creature - Demon, 6/6  
Flying  
At the beginning of each combat, any opponent may sacrifice a creature. If a player does, tap Desecration Demon and put a +1/+1 counter on it.

#67: Dregscape Zombie, 1B, Common  
Creature - Zombie, 2/1  
Unearth B

#68: Entomber Exarch, 2BB, Uncommon  
Creature - Cleric, 2/2  
When Entomber Exarch enters the battlefield, choose one -  
• Return target creature card from your graveyard to your hand.  
• Target opponent reveals his or her hand, you choose a noncreature card from it, then that player discards that card.

#69: Extractor Demon, 4BB, Rare  
Creature - Demon, 5/5  
Flying  
Whenever another creature leaves the battlefield, you may have target player put the top two cards of his or her library into his or her graveyard.  
Unearth 2B

#70: Falkenrath Noble, 3B, Common  
Creature - Vampire, 2/2  
Flying  
Whenever Falkenrath Noble or another creature dies, target player loses 1 life and you gain 1 life.

#71: Gnawing Zombie, 1B, Common  
Creature - Zombie, 1/3  
1B, Sacrifice a creature:  
Target player loses 1 life and you gain 1 life.

#72: Griselbrand, 4BBBB, Mythic  
Legendary Creature - Demon, 7/7  
Flying, lifelink  
Pay 7 life: Draw seven cards.

#73: Grisly Spectacle, 2BB, Common  
Instant  
Destroy target nonartifact creature. Its controller puts a number of cards equal to that creature's power from the top of his or her library into his or her graveyard.

#74: Grixis Slavedriver, 5B, Common  
Creature - Zombie Giant, 4/4  
When Grixis Slavedriver leaves the battlefield, create a 2/2 black Zombie creature token.  
Unearth 3B

#75: Inquisition of Kozilek, B, Uncommon  
Sorcery  
Target player reveals his or her hand. You choose a nonland card from it with converted mana cost 3 or less. That player discards that card.

#76: Liliana of the Veil, 1BB, Mythic  
Planeswalker - Liliana, 3 +1: Each player discards a card.  
-2: Target player sacrifices a creature.  
-6: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of his or her choice.

#77: Mind Shatter, XBB, Rare  
Sorcery  
Target player discards X cards at random.

#78: Mortician Beetle, B, Common  
Creature - Insect, 1/1  
Whenever a player sacrifices a creature, you may put a +1/+1 counter on Mortician Beetle.

#79: Night Terrors, 2B, Common  
Sorcery  
Target player reveals his or her hand. You choose a nonland card from it. Exile that card.

#80: Ogre Jailbreaker, 3B, Common  
Creature - Ogre Rogue, 4/4  
Defender

Ogre Jailbreaker can attack as though it didn't have defender as long as you control a Gate.

#81: Pit Keeper, 1B, Common  
Creature - Human Wizard, 2/1  
When Pit Keeper enters the battlefield, if you have four or more creature cards in your graveyard, you may return target creature card from your graveyard to your hand.

#82: Recover, 2B, Common  
Sorcery  
Return target creature card from your graveyard to your hand.  
Draw a card.

#83: Seal of Doom, 2B, Uncommon  
Enchantment  
Sacrifice Seal of Doom:  
Destroy target nonblack creature. It can't be regenerated.

#84: Sever the Bloodline, 3B, Rare  
Sorcery  
Exile target creature and all other creatures with the same name as that creature.  
Flashback 5BB

#85: Unburial Rites, 4B, Uncommon  
Sorcery  
Return target creature card from your graveyard to the battlefield.  
Flashback 3W

#86: Vampire Aristocrat, 2B, Common  
Creature - Vampire Rogue, 2/2  
Sacrifice a creature: Vampire Aristocrat gets +2/+2 until end of turn.

#87: Vampire Nighthawk, 1BB, Uncommon  
Creature - Vampire Shaman, 2/3  
Flying, deathtouch, lifelink

### **Red (29)**

#88: Ancient Grudge, 1R, Uncommon  
Instant  
Destroy target artifact.  
Flashback G

- #89: Battle-Rattle Shaman, 3R, Common  
Creature - Goblin Shaman, 2/2  
At the beginning of combat on your turn, you may have target creature get +2/+0 until end of turn.
- #90: Blood Moon, 2R, Rare  
Enchantment  
Nonbasic lands are Mountains.
- #91: Bonfire of the Damned, XXR, Mythic  
Sorcery  
Bonfire of the Damned deals X damage to target player and each creature he or she controls.  
Miracle XR
- #92: Chandra's Outrage, 2RR, Common  
Instant  
Chandra's Outrage deals 4 damage to target creature and 2 damage to that creature's controller.
- #93: Dragon Fodder, 1R, Common  
Sorcery  
Create two 1/1 red Goblin creature tokens.
- #94: Dynacharge, R, Common  
Instant  
Target creature you control gets +2/+0 until end of turn.  
Overload 2R
- #95: Goblin Assault, 2R, Uncommon  
Enchantment  
At the beginning of your upkeep, create a 1/1 red Goblin creature token with haste.  
Goblin creatures attack each turn if able.
- #96: Goblin Guide, R, Rare  
Creature - Goblin Scout, 2/2  
Haste  
Whenever Goblin Guide attacks, defending player reveals the top card of his or her library. If it's a land card, that player puts it into his or her hand.
- #97: Hanweir Lancer, 2R, Common  
Creature - Human Knight, 2/2  
Soulbond
- As long as Hanweir Lancer is paired with another creature, both creatures have first strike.
- #98: Hellrider, 2RR, Rare  
Creature - Devil, 3/3  
Haste  
Whenever a creature you control attacks, Hellrider deals 1 damage to defending player.
- #99: Madcap Skills, 1R, Common  
Enchantment - Aura  
Enchant creature  
Enchanted creature gets +3/+0 and has menace.
- #100: Magma Jet, 1R, Common  
Instant  
Magma Jet deals 2 damage to target creature or player. Scry 2.
- #101: Mizzium Mortars, 1R, Rare  
Sorcery  
Mizzium Mortars deals 4 damage to target creature you don't control.  
Overload 3RRR
- #102: Mogg Flunkies, 1R, Common  
Creature - Goblin, 3/3  
Mogg Flunkies can't attack or block alone.
- #103: Molten Rain, 1RR, Uncommon  
Sorcery  
Destroy target land. If that land was nonbasic, Molten Rain deals 2 damage to the land's controller.
- #104: Mudbutton Torchrigger, 2R, Common  
Creature - Goblin Warrior, 1/1  
When Mudbutton Torchrigger dies, it deals 3 damage to target creature or player.
- #105: Past in Flames, 3R, Mythic  
Sorcery  
Each instant and sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost.  
Flashback 4R
- #106: Pyrewild Shaman, 2R, Uncommon  
Creature - Goblin Shaman, 3/1  
Bloodrush - 1R, Discard  
Pyrewild Shaman: Target attacking creature gets +3/+1 until end of turn.  
Whenever one or more creatures you control deal combat damage to a player, if Pyrewild Shaman is in your graveyard, you may pay 3. If you do, return Pyrewild Shaman to your hand.
- #107: Pyroclasm, 1R, Uncommon  
Sorcery  
Pyroclasm deals 2 damage to each creature.
- #108: Pyromancer Ascension, 1R, Rare  
Enchantment  
Whenever you cast an instant or sorcery spell that has the same name as a card in your graveyard, you may put a quest counter on Pyromancer Ascension.  
Whenever you cast an instant or sorcery spell while Pyromancer Ascension has two or more quest counters on it, you may copy that spell. You may choose new targets for the copy.
- #109: Rubblebelt Maaka, 3R, Common  
Creature - Cat, 3/3  
Bloodrush - R, Discard  
Rubblebelt Maaka: Target attacking creature gets +3/+3 until end of turn.
- #110: Scorched Rusalka, R, Common  
Creature - Spirit, 1/1  
R, Sacrifice a creature: Scorched Rusalka deals 1 damage to target player.
- #111: Scourge Devil, 4R, Common  
Creature - Devil, 3/3  
When Scourge Devil enters the battlefield, creatures you control get +1/+0 until end of turn.  
Unearth 2R
- #112: Skirsdag Cultist, 2RR, Uncommon  
Creature - Human Shaman, 2/2  
R, {T}, Sacrifice a creature: Skirsdag Cultist deals 2 damage to target creature or player.
- #113: Thunderous Wrath, 4RR, Common  
Instant  
Thunderous Wrath deals 5 damage to target creature or player.  
Miracle R
- #114: Traitorous Instinct, 3R, Common  
Sorcery  
Gain control of target creature until end of turn. Untap that creature. Until end of turn, it gets +2/+0 and gains haste.
- #115: Vithian Stinger, 2R, Uncommon  
Creature - Human Shaman, 0/1  
{T}: Vithian Stinger deals 1 damage to target creature or player.  
Unearth 1R
- #116: Zealous Conscripts, 4R, Rare  
Creature - Human Warrior, 3/3  
Haste  
When Zealous Conscripts enters the battlefield, gain control of target permanent until end of turn. Untap that permanent. It gains haste until end of turn.

### **Green (29)**

- #117: Arachnus Spinner, 5G, Uncommon  
Creature - Spider, 5/7  
Reach  
Tap an untapped Spider you control: Search your graveyard and/or library for a card named Arachnus Web and put it onto the battlefield attached to target creature. If you search your library this way, shuffle it.
- #118: Arachnus Web, 2G, Common  
Enchantment - Aura  
Enchant creature  
Enchanted creature can't attack or block, and its activated abilities can't be activated.  
At the beginning of the end step, if enchanted creature's power is 4 or greater, destroy Arachnus Web.

#119: Avacyn's Pilgrim, G, Common  
Creature - Human Monk, 1/1  
{T}: Add W to your mana pool.

#120: Baloth Cage Trap, 3GG, Uncommon  
Instant - Trap  
If an opponent had an artifact enter the battlefield under his or her control this turn, you may pay 1G rather than pay Baloth Cage Trap's mana cost.  
Create a 4/4 green Beast creature token.

#121: Call of the Herd, 2G, Rare  
Sorcery  
Create a 3/3 green Elephant creature token.  
Flashback 3G

#122: Craterhoof Behemoth, 5GGG, Mythic  
Creature - Beast, 5/5  
Haste  
When Craterhoof Behemoth enters the battlefield, creatures you control gain trample and get +X/+X until end of turn, where X is the number of creatures you control.

#123: Death-Hood Cobra, 1G, Common  
Creature - Snake, 2/2  
1G: Death-Hood Cobra gains reach until end of turn.  
1G: Death-Hood Cobra gains deathtouch until end of turn.

#124: Druid's Deliverance, 1G, Common  
Instant  
Prevent all combat damage that would be dealt to you this turn. Populate.

#125: Explore, 1G, Common  
Sorcery  
You may play an additional land this turn.  
Draw a card.

#126: Fists of Ironwood, 1G, Common  
Enchantment - Aura  
Enchant creature  
When Fists of Ironwood enters the battlefield, create two 1/1 green Saproling creature tokens.  
Enchanted creature has trample.

#127: Gaea's Anthem, 1GG, Uncommon  
Enchantment  
Creatures you control get +1/+1.

#128: Harmonize, 2GG, Uncommon  
Sorcery  
Draw three cards.

#129: Hungry Spriggan, 2G, Common  
Creature - Goblin Warrior, 1/1  
Trample  
Whenever Hungry Spriggan attacks, it gets +3/+3 until end of turn.

#130: Might of Old Krosa, G, Uncommon  
Instant  
Target creature gets +2/+2 until end of turn. If you cast this spell during your main phase, that creature gets +4/+4 until end of turn instead.

#131: Penumbra Spider, 2GG, Common  
Creature - Spider, 2/4  
Reach  
When Penumbra Spider dies, create a 2/4 black Spider creature token with reach.

#132: Primal Command, 3GG, Rare  
Sorcery  
Choose two -  
• Target player gains 7 life.  
• Put target noncreature permanent on top of its owner's library.  
• Target player shuffles his or her graveyard into his or her library.  
• Search your library for a creature card, reveal it, put it into your hand, then shuffle your library.

#133: Revive, 1G, Common  
Sorcery  
Return target green card from your graveyard to your hand.

#134: Scavenging Ooze, 1G, Rare  
Creature - Ooze, 2/2  
G: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on Scavenging Ooze and you gain 1 life.

#135: Seal of Primordium, 1G, Common  
Enchantment  
Sacrifice Seal of Primordium: Destroy target artifact or enchantment.

#136: Slaughterhorn, 2G, Common  
Creature - Beast, 3/2  
Bloodrush - G, Discard  
Slaughterhorn: Target attacking creature gets +3/+2 until end of turn.

#137: Slime Molding, XG, Common  
Sorcery  
Create an X/X green Ooze creature token.

#138: Strength in Numbers, 1G, Common  
Instant  
Until end of turn, target creature gains trample and gets +X/+X, where X is the number of attacking creatures.

#139: Summoning Trap, 4GG, Rare  
Instant - Trap  
If a creature spell you cast this turn was countered by a spell or ability an opponent controlled, you may pay 0 rather than pay Summoning Trap's mana cost.  
Look at the top seven cards of your library. You may put a creature card from among them onto the battlefield. Put the rest on the bottom of your library in any order.

#140: Sylvan Ranger, 1G, Common  
Creature - Elf, 1/1  
When Sylvan Ranger enters the battlefield, you may search your library for a basic land card, reveal it, put it into your hand, then shuffle your library.

#141: Tarmogoyf, 1G, Mythic  
Creature - Lhurgoyf, \*/1+\*  
Tarmogoyf's power is equal to the number of card types among cards in all graveyards and its toughness is equal to that number plus 1.

#142: Thornscape Battlemage, 2G, Uncommon  
Creature - Elf Wizard, 2/2

Kicker R and/or W (You may pay an additional R and/or W as you cast this spell.)  
When Thornscape Battlemage enters the battlefield, if it was kicked with its R kicker, it deals 2 damage to target creature or player.  
When Thornscape Battlemage enters the battlefield, if it was kicked with its W kicker, destroy target artifact.

#143: Thragtusk, 4G, Rare  
Creature - Beast, 5/3  
When Thragtusk enters the battlefield, you gain 5 life.  
When Thragtusk leaves the battlefield, create a 3/3 green Beast creature token.

#144: Ulvenwald Tracker, G, Rare  
Creature - Human Shaman, 1/1  
1G, {T}: Target creature you control fights another target creature.

#145: Vital Splicer, 3G, Uncommon  
Creature - Human Artificer, 1/1  
When Vital Splicer enters the battlefield, create a 3/3 colorless Golem artifact creature token.  
1: Regenerate target Golem you control.

### **Multicolor (59)**

#146: Abrupt Decay, BG, Rare  
Instant  
Abrupt Decay can't be countered by spells or abilities.  
Destroy target nonland permanent with converted mana cost 3 or less.

#147: Advent of the Wurm, 1GGW, Rare  
Instant  
Create a 5/5 green Wurm creature token with trample.

#148: Aethermage's Touch, 2WU, Rare  
Instant  
Reveal the top four cards of your library. You may put a creature card from among them onto the battlefield. It gains "At the beginning of your end step, return this creature to its owner's hand."

Then put the rest of the cards revealed this way on the bottom of your library in any order.

#149: Agent of Masks, 3WB, Uncommon  
Creature - Human Advisor, 2/3  
At the beginning of your upkeep, each opponent loses 1 life. You gain life equal to the life lost this way.

#150: Agony Warp, UB, Common  
Instant  
Target creature gets -3/-0 until end of turn.  
Target creature gets -0/-3 until end of turn.

#151: Auger Spree, 1BR, Common  
Instant  
Target creature gets +4/+4 until end of turn.

#152: Bronzebeak Moa, 2GW, Uncommon  
Creature - Bird, 2/2  
Whenever another creature enters the battlefield under your control, Bronzebeak Moa gets +3/+3 until end of turn.

#153: Broodmate Dragon, 3BRG, Rare  
Creature - Dragon, 4/4 Flying  
When Broodmate Dragon enters the battlefield, create a 4/4 red Dragon creature token with flying.

#154: Call of the Conclave, GW, Common  
Sorcery  
Create a 3/3 green Centaur creature token.

#155: Carnage Gladiator, 2BR, Uncommon  
Creature - Skeleton Warrior, 4/2  
Whenever a creature blocks, that creature's controller loses 1 life.  
1BR: Regenerate Carnage Gladiator.

#156: Centaur Healer, 1GW, Common  
Creature - Centaur Cleric, 3/3  
When Centaur Healer enters the battlefield, you gain 3 life.

#157: Coiling Oracle, GU, Common  
Creature - Snake Elf Druid, 1/1  
When Coiling Oracle enters the battlefield, reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put that card into your hand.

#158: Cruel Ultimatum, UUBBRR, Rare  
Sorcery  
Target opponent sacrifices a creature, discards three cards, then loses 5 life. You return a creature card from your graveyard to your hand, draw three cards, then gain 5 life.

#159: Deputy of Acquittals, WU, Common  
Creature - Human Wizard, 2/2  
Flash  
When Deputy of Acquittals enters the battlefield, you may return another target creature you control to its owner's hand.

#160: Dinrova Horror, 4UB, Common  
Creature - Horror, 4/4  
When Dinrova Horror enters the battlefield, return target permanent to its owner's hand, then that player discards a card.

#161: Domri Rade, 1RG, Mythic  
Planeswalker - Domri, 3 +1: Look at the top card of your library. If it's a creature card, you may reveal it and put it into your hand.  
-2: Target creature you control fights another target creature.  
-7: You get an emblem with "Creatures you control have double strike, trample, hexproof, and haste."

#162: Evil Twin, 2UB, Rare  
Creature - Shapeshifter, 0/0  
You may have Evil Twin enter the battlefield as a copy of any creature on the battlefield except it gains "UB, {T}: Destroy target creature with the same name as this creature."

#163: Falkenrath Aristocrat, 2BR, Rare  
Creature - Vampire, 4/1

Flying, haste  
Sacrifice a creature:  
Falkenrath Aristocrat gains indestructible until end of turn. If the sacrificed creature was a Human, put a +1/+1 counter on Falkenrath Aristocrat.

#164: Fiery Justice, RGW, Rare  
Sorcery  
Fiery Justice deals 5 damage divided as you choose among any number of target creatures and/or players.  
Target opponent gains 5 life.

#165: Ghor-Clan Rampager, 2RG, Uncommon  
Creature - Beast, 4/4 Trample  
Bloodrush - RG, Discard  
Ghor-Clan Rampager: Target attacking creature gets +4/+4 and gains trample until end of turn.

#166: Goblin Electromancer, UR, Common  
Creature - Goblin Wizard, 2/2  
Instant and sorcery spells you cast cost 1 less to cast.

#167: Golgari Germination, 1BG, Uncommon  
Enchantment  
Whenever a nontoken creature you control dies, create a 1/1 green Saproling creature token.

#168: Golgari Rotwurm, 3BG, Common  
Creature - Wurm, 5/4 B, Sacrifice a creature:  
Target player loses 1 life.

#169: Ground Assault, RG, Common  
Sorcery  
Ground Assault deals damage to target creature equal to the number of lands you control.

#170: Gruul War Chant, 2RG, Uncommon  
Enchantment  
Attacking creatures you control get +1/+0 and have menace.

#171: Izzet Charm, UR, Uncommon  
Instant  
Choose one -

- Counter target noncreature spell unless its controller pays 2.
- Izzet Charm deals 2 damage to target creature.
- Draw two cards, then discard two cards.

#172: Kathari Bomber, 1BR, Common  
Creature - Bird Shaman, 2/2 Flying  
When Kathari Bomber deals combat damage to a player, create two 1/1 red Goblin creature tokens and sacrifice Kathari Bomber.  
Unearth 3BR

#173: Moroi, 2UB, Uncommon  
Creature - Vampire, 4/4 Flying  
At the beginning of your upkeep, you lose 1 life.

#174: Mystic Genesis, 2GUU, Uncommon  
Instant  
Counter target spell. Create an X/X green Ooze creature token, where X is that spell's converted mana cost.

#175: Niv-Mizzet, Dracogenius, 2UURR, Rare  
Legendary Creature - Dragon Wizard, 5/5  
Flying  
Whenever Niv-Mizzet, Dracogenius deals damage to a player, you may draw a card.  
UR: Niv-Mizzet, Dracogenius deals 1 damage to target creature or player.

#176: Obzedat, Ghost Council, 1WWBB, Rare  
Legendary Creature - Spirit Advisor, 5/5  
When Obzedat, Ghost Council enters the battlefield, target opponent loses 2 life and you gain 2 life.  
At the beginning of your end step, you may exile Obzedat. If you do, return it to the battlefield under its owner's control at the beginning of your next upkeep. It gains haste.

#177: Olivia Voldaren, 2BR, Mythic  
Legendary Creature - Vampire, 3/3 Flying

1R: Olivia Voldaren deals 1 damage to another target creature. That creature becomes a Vampire in addition to its other types. Put a +1/+1 counter on Olivia Voldaren.  
3BB: Gain control of target Vampire for as long as you control Olivia Voldaren.

#178: Pilfered Plans, 1UB, Common  
Sorcery  
Target player puts the top two cards of his or her library into his or her graveyard. Draw two cards.

#179: Putrefy, 1BG, Uncommon  
Instant  
Destroy target artifact or creature. It can't be regenerated.

#180: Rhox War Monk, GWU, Uncommon  
Creature - Rhino Monk, 3/4  
Lifelink

#181: Sedraxia Specter, UBR, Uncommon  
Creature - Specter, 3/2  
Flying  
Whenever Sedraxia Specter deals combat damage to a player, that player discards a card.  
Unearth 1B

#182: Simic Sky Swallower, 5GU, Rare  
Creature - Leviathan, 6/6  
Flying, trample  
Shroud

#183: Sin Collector, 1WB, Uncommon  
Creature - Human Cleric, 2/1  
When Sin Collector enters the battlefield, target opponent reveals his or her hand. You choose an instant or sorcery card from it and exile that card.

#184: Skyknight Legionnaire, 1RW, Common  
Creature - Human Knight, 2/2  
Flying, haste

#185: Soul Manipulation, 1UB, Uncommon  
Instant  
Choose one or both -  
• Counter target creature spell.

• Return target creature card from your graveyard to your hand.

#186: Soul Ransom, 2UB, Uncommon  
Enchantment - Aura  
Enchant creature  
You control enchanted creature.  
Discard two cards: Soul Ransom's controller sacrifices it, then draws two cards. Only any opponent may activate this ability.

#187: Sphinx's Revelation, XWUU, Mythic  
Instant  
You gain X life and draw X cards.

#188: Spike Jester, BR, Common  
Creature - Goblin Warrior, 3/1  
Haste

#189: Sprouting Thrinox, BRG, Uncommon  
Creature - Lizard, 3/3  
When Sprouting Thrinox dies, create three 1/1 green Saproling creature tokens.

#190: Stoic Angel, 1GWU, Rare  
Creature - Angel, 3/4  
Flying, vigilance  
Players can't untap more than one creature during their untap steps.

#191: Sunhome Guildmage, RW, Uncommon  
Creature - Human Wizard, 2/2

1RW: Creatures you control get +1/+0 until end of turn.  
2RW: Create a 1/1 red and white Soldier creature token with haste.

#192: Talon Trooper, 1WU, Common  
Creature - Bird Scout, 2/3  
Flying

#193: Teleportal, UR, Uncommon  
Sorcery  
Target creature you control gets +1/+0 until end of turn and can't be blocked this turn.  
Overload 3UR

#194: Terminate, BR, Uncommon  
Instant

Destroy target creature. It can't be regenerated.

#195: Thundersong Trumpeter, RW, Uncommon  
Creature - Human Soldier, 2/1  
{T}: Target creature can't attack or block this turn.

#196: Tower Gargoyle, 1WUB, Uncommon  
Artifact Creature - Gargoyle, 4/4  
Flying

#197: Unflinching Courage, 1GW, Uncommon  
Enchantment - Aura  
Enchant creature  
Enchanted creature gets +2/+2 and has trample and lifelink.

#198: Urban Evolution, 3GU, Uncommon  
Sorcery  
Draw three cards. You may play an additional land this turn.

#199: Vanish into Memory, 2WU, Uncommon  
Instant  
Exile target creature. You draw cards equal to that creature's power. At the beginning of your next upkeep, return that card to the battlefield under its owner's control. If you do, discard cards equal to that creature's toughness.

#200: Voice of Resurgence, GW, Mythic  
Creature - Elemental, 2/2  
Whenever an opponent casts a spell during your turn or when Voice of Resurgence dies, create a green and white Elemental creature token with "This creature's power and toughness are each equal to the number of creatures you control."

#201: Wall of Denial, 1WU, Uncommon  
Creature - Wall, 0/8  
Defender, flying  
Shroud

#202: Wayfaring Temple, 1GW, Uncommon  
Creature - Elemental, \*/\*  
Wayfaring Temple's power and toughness are each equal

to the number of creatures you control.  
Whenever Wayfaring Temple deals combat damage to a player, populate.

#203: Woolly Thoctar, RGW, Uncommon  
Creature - Beast, 5/4

#204: Zur the Enchanter, 1WUB, Rare  
Legendary Creature - Human Wizard, 1/4  
Flying  
Whenever Zur the Enchanter attacks, you may search your library for an enchantment card with converted mana cost 3 or less and put it onto the battlefield. If you do, shuffle your library.

### **Hybrid (10)**

#205: Aethertow, 3(W/U), Common  
Instant  
Put target attacking or blocking creature on top of its owner's library.  
Conspire

#206: Boros Reckoner, (R/W)(R/W)(R/W), Rare  
Creature - Minotaur Wizard, 3/3  
Whenever Boros Reckoner is dealt damage, it deals that much damage to target creature or player.  
(R/W): Boros Reckoner gains first strike until end of turn.

#207: Burning-Tree Emissary, (R/G)(R/G), Common  
Creature - Human Shaman, 2/2  
When Burning-Tree Emissary enters the battlefield, add RG to your mana pool.

#208: Giantbaiting, 2(R/G), Common  
Sorcery  
Create a 4/4 red and green Giant Warrior creature token with haste. Exile it at the beginning of the next end step.  
Conspire

#209: Gift of Orzhova, 1(W/B)(W/B), Common  
Enchantment - Aura  
Enchant creature

Enchanted creature gets +1/+1 and has flying and lifelink.

#210: Mistmeadow Witch, 1(W/U), Uncommon  
Creature - Kithkin Wizard, 1/1  
2WU: Exile target creature. Return that card to the battlefield under its owner's control at the beginning of the next end step.

#211: Sundering Growth, (G/W)(G/W), Common  
Instant  
Destroy target artifact or enchantment, then populate.

#212: Tattermunge Witch, 1(R/G), Uncommon  
Creature - Goblin Shaman, 2/1  
RG: Each blocked creature gets +1/+0 and gains trample until end of turn.

#213: Torrent of Souls, 4(B/R), Uncommon  
Sorcery  
Return up to one target creature card from your graveyard to the battlefield if B was spent to cast Torrent of Souls. Creatures target player controls get +2/+0 and gain haste until end of turn if R was spent to cast Torrent of Souls. (Do both if BR was spent.)

#214: Wort, the Raidmother, 4(R/G)(R/G), Rare  
Legendary Creature - Goblin Shaman, 3/3  
When Wort, the Raidmother enters the battlefield, create two 1/1 red and green Goblin Warrior creature tokens. Each red or green instant or sorcery spell you cast has conspire.

#### **Artifact (13)**

#215: Azorius Signet, 2, Uncommon  
Artifact  
1, {T}: Add WU to your mana pool.

#216: Basilisk Collar, 1, Rare  
Artifact - Equipment  
Equipped creature has deathtouch and lifelink.  
Equip 2

#217: Boros Signet, 2, Uncommon

Artifact  
1, {T}: Add RW to your mana pool.

#218: Damping Matrix, 3, Rare  
Artifact  
Activated abilities of artifacts and creatures can't be activated unless they're mana abilities.

#219: Dimir Signet, 2, Uncommon  
Artifact  
1, {T}: Add UB to your mana pool.

#220: Golgari Signet, 2, Uncommon  
Artifact  
1, {T}: Add BG to your mana pool.

#221: Grafdigger's Cage, 1, Rare  
Artifact  
Creature cards can't enter the battlefield from graveyards or libraries. Players can't cast cards in graveyards or libraries.

#222: Gruul Signet, 2, Uncommon  
Artifact  
1, {T}: Add RG to your mana pool.

#223: Izzet Signet, 2, Uncommon  
Artifact  
1, {T}: Add UR to your mana pool.

#224: Orzhov Signet, 2, Uncommon  
Artifact  
1, {T}: Add WB to your mana pool.

#225: Rakdos Signet, 2, Uncommon  
Artifact  
1, {T}: Add BR to your mana pool.

#226: Selesnya Signet, 2, Uncommon  
Artifact  
1, {T}: Add GW to your mana pool.

#227: Simic Signet, 2, Uncommon  
Artifact  
1, {T}: Add GU to your mana pool.

#### **Land (22)**

#228: Arcane Sanctum, Uncommon  
Land  
Arcane Sanctum enters the battlefield tapped.  
{T}: Add W, U, or B to your mana pool.

#229: Arid Mesa, Rare  
Land  
{T}, Pay 1 life, Sacrifice Arid Mesa: Search your library for a Mountain or Plains card and put it onto the battlefield. Then shuffle your library.

#230: Azorius Guildgate, Common  
Land - Gate  
Azorius Guildgate enters the battlefield tapped.  
{T}: Add W or U to your mana pool.

#231: Boros Guildgate, Common  
Land - Gate  
Boros Guildgate enters the battlefield tapped.  
{T}: Add R or W to your mana pool.

#232: Cavern of Souls, Mythic  
Land  
As Cavern of Souls enters the battlefield, choose a creature type.  
{T}: Add  $\diamond$  to your mana pool.  
{T}: Add one mana of any color to your mana pool. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.

#233: Crumbling Necropolis, Uncommon  
Land  
Crumbling Necropolis enters the battlefield tapped.  
{T}: Add U, B, or R to your mana pool.

#234: Dimir Guildgate, Common  
Land - Gate  
Dimir Guildgate enters the battlefield tapped.  
{T}: Add U or B to your mana pool.

#235: Golgari Guildgate, Common  
Land - Gate

Golgari Guildgate enters the battlefield tapped.  
{T}: Add B or G to your mana pool.

#236: Gruul Guildgate, Common  
Land - Gate  
Gruul Guildgate enters the battlefield tapped.  
{T}: Add R or G to your mana pool.

#237: Izzet Guildgate, Common  
Land - Gate  
Izzet Guildgate enters the battlefield tapped.  
{T}: Add U or R to your mana pool.

#238: Jungle Shrine, Uncommon  
Land  
Jungle Shrine enters the battlefield tapped.  
{T}: Add R, G, or W to your mana pool.

#239: Marsh Flats, Rare  
Land  
{T}, Pay 1 life, Sacrifice Marsh Flats: Search your library for a Plains or Swamp card and put it onto the battlefield. Then shuffle your library.

#240: Misty Rainforest, Rare  
Land  
{T}, Pay 1 life, Sacrifice Misty Rainforest: Search your library for a Forest or Island card and put it onto the battlefield. Then shuffle your library.

#241: Orzhov Guildgate, Common  
Land - Gate  
Orzhov Guildgate enters the battlefield tapped.  
{T}: Add W or B to your mana pool.

#242: Rakdos Guildgate, Common  
Land - Gate  
Rakdos Guildgate enters the battlefield tapped.  
{T}: Add B or R to your mana pool.

#243: Savage Lands, Uncommon  
Land  
Savage Lands enters the battlefield tapped.

{T}: Add B, R, or G to your mana pool.

#244: Scalding Tarn, Rare  
Land

{T}, Pay 1 life, Sacrifice  
Scalding Tarn: Search your library for an Island or Mountain card and put it onto the battlefield. Then shuffle your library.

#245: Seaside Citadel,  
Uncommon  
Land

Seaside Citadel enters the battlefield tapped.  
{T}: Add G, W, or U to your mana pool.

#246: Selesnya Guildgate,  
Common  
Land - Gate

Selesnya Guildgate enters the battlefield tapped.  
{T}: Add G or W to your mana pool.

#247: Shimmering Grotto,  
Common  
Land

{T}: Add  $\diamond$  to your mana pool.  
1, {T}: Add one mana of any color to your mana pool.

#248: Simic Guildgate,  
Common  
Land - Gate

Simic Guildgate enters the battlefield tapped.  
{T}: Add G or U to your mana pool.

#249: Verdant Catacombs,  
Rare  
Land

{T}, Pay 1 life, Sacrifice  
Verdant Catacombs: Search your library for a Swamp or Forest card and put it onto the battlefield. Then shuffle your library.