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Dominaria

249 cards (101 commons, 80 uncommons, 53 rares, 15 mythics)
+ 20 basic lands + 11 Planeswalker Deck & box promo cards

Keywords

◇ represents colorless mana

Hexproof (This creature can't be the target of spells or abilities your opponents control.)

Hexproof from C (This creature can't be the target of C spells or abilities your opponents control.)

Historic (Artifacts, legendaries, and Sagas are historic.)

Kicker X (You may pay X in addition to any other costs as you cast this spell.)

Legendary Sorcery (You may cast a legendary sorcery only if you control a legendary creature or planeswalker.)

Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)

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.)

Colorless (1)

#1: Karn, Scion of Urza, 4, Mythic
Legendary Planeswalker - Karn, 5
+1: Reveal the top two cards of your library. An opponent chooses one of them. Put that card into your hand and exile the other with a silver counter on it.
-1: Put a card you own with a silver counter on it from exile into your hand.
-2: Create a 0/0 colorless Construct artifact creature token with "This creature gets +1/+1 for each artifact you control."

White (38)

#2: Adamant Will, 1W, Common
Instant
Target creature gets +2/+2 and gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)

#3: Aven Sentry, 3W, Common
Creature - Bird Soldier, 3/2 Flying

#4: Baird, Steward of Argive, 2WW, Uncommon
Legendary Creature - Human Soldier, 2/4
Vigilance
Creatures can't attack you or a planeswalker you control unless their controller pays 1 for each of those creatures.

#5: Benalish Honor Guard, 1W, Common
Creature - Human Knight, 2/2
Benalish Honor Guard gets +1/+0 for each legendary creature you control.

#6: Benalish Marshal, WWW, Rare
Creature - Human Knight, 3/3
Other creatures you control get +1/+1.

#7: Blessed Light, 4W, Common
Instant
Exile target creature or enchantment.

#8: Board the Weatherlight, 1W, Uncommon
Sorcery
Look at the top five cards of your library. You may reveal a historic card from among them and put it into your hand. Put the rest on the bottom of your library in random order.

#9: Call the Cavalry, 3W, Common
Sorcery
Create two 2/2 white Knight creature tokens with vigilance.

#10: Charge, W, Common
Instant
Creatures you control get +1/+1 until end of turn.

#11: D'Avenant Trapper, 2W, Common
Creature - Human Archer, 3/2
Whenever you cast a historic spell, tap target creature an opponent controls.

#12: Danitha Capashen, Paragon, 2W, Uncommon
Legendary Creature - Human Knight, 2/2
First strike, vigilance, lifelink
Aura and Equipment spells you cast cost 1 less to cast.

#13: Daring Archaeologist, 3W, Rare
Creature - Human Artificer, 3/3
When Daring Archaeologist enters the battlefield, you may return target artifact card from your graveyard to your hand.
Whenever you cast a historic spell, put a +1/+1 counter on Daring Archaeologist.

#14: Dauntless Bodyguard, W, Uncommon
Creature - Human Knight, 2/1
As Dauntless Bodyguard enters the battlefield, choose another creature you control.
Sacrifice Dauntless Bodyguard: The chosen creature gains indestructible until end of turn.

#15: Dub, 2W, Common
Enchantment - Aura
Enchant creature
Enchanted creature gets +2/+2, has first strike, and is a Knight in addition to its other types.

#16: Evra, Halcyon Witness, 4WW, Rare
Legendary Creature - Avatar, 4/4
Lifelink
4: Exchange your life total with Evra, Halcyon Witness's power.

#17: Excavation Elephant, 4W, Common
Creature - Elephant, 3/5
Kicker 1W
When Excavation Elephant enters the battlefield, if it was kicked, return target artifact card from your graveyard to your hand.

#18: Fall of the Thran, 5W, Rare
Enchantment - Saga
I - Destroy all lands.
II, III - Each player returns two land cards from their graveyard to the battlefield.

#19: Gideon's Reproach, 1W, Common
Instant
Gideon's Reproach deals 4 damage to target attacking or blocking creature.

#20: Healing Grace, W, Common
Instant
Prevent the next 3 damage that would be dealt to any target this turn by a source of your choice. You gain 3 life.

#21: History of Benalia, 1WW, Mythic
Enchantment - Saga
I, II - Create a 2/2 white Knight creature token with vigilance.
III - Knights you control get +2/+1 until end of turn.

#22: Invoke the Divine, 2W, Common
Instant
Destroy target artifact or enchantment. You gain 4 life.

#23: Knight of Grace, 1W, Uncommon
Creature - Human Knight, 2/2
First strike
Hexproof from black
Knight of Grace gets +1/+0 as long as any player controls a black permanent.

#24: Knight of New Benalia, 1W, Common
Creature - Human Knight, 3/1

#25: Kwende, Pride of Femeref, 3W, Uncommon
Legendary Creature - Human Knight, 2/2
Double strike
Creatures you control with first strike have double strike.

#26: Lyra Dawnbringer, 3WW, Mythic
Legendary Creature - Angel, 5/5
Flying, first strike, lifelink
Other Angels you control get +1/+1 and have lifelink.

#27: Mesa Unicorn, 1W, Common
Creature - Unicorn, 2/2
Lifelink

#28: On Serra's Wings, 3W, Uncommon
Legendary Enchantment - Aura
Enchant creature
Enchanted creature is legendary, gets +1/+1, and has flying, vigilance, and lifelink.

#29: Pegasus Courser, 2W, Common
Creature - Pegasus, 1/3
Flying
Whenever Pegasus Courser attacks, another target attacking creature gains flying until end of turn.

#30: Sanctum Spirit, 3W, Uncommon
Creature - Spirit, 3/2
Lifelink
Discard a historic card: Sanctum Spirit gains indestructible until end of turn.

#31: Seal Away, 1W, Uncommon
Enchantment
Flash
When Seal Away enters the battlefield, exile target tapped creature an opponent controls until Seal Away leaves the battlefield.

#32: Sergeant-at-Arms, 2W, Common
Creature - Human Soldier, 2/3
Kicker 2W
When Sergeant-at-Arms enters the battlefield, if it was kicked, create two 1/1 white Soldier creature tokens.

#33: Serra Angel, 3WW, Uncommon
Creature - Angel, 4/4
Flying, vigilance

#34: Serra Disciple, 1W, Common
Creature - Bird Cleric, 1/1
Flying, first strike
Whenever you cast a historic spell, Serra Disciple gets +1/+1 until end of turn.

#35: Shalai, Voice of Plenty, 3W, Rare

Legendary Creature - Angel, 3/4
Flying
You, planeswalkers you control, and other creatures you control have hexproof.
4GG: Put a +1/+1 counter on each creature you control.

#36: Teshar, Ancestor's Apostle, 3W, Rare
Legendary Creature - Bird Cleric, 2/2
Flying
Whenever you cast a historic spell, return target creature card with converted mana cost 3 or less from your graveyard to the battlefield.

#37: Tragic Poet, W, Common
Creature - Human, 1/1 {T}, Sacrifice Tragic Poet: Return target enchantment card from your graveyard to your hand.

#38: Triumph of Gerrard, 1W, Uncommon
Enchantment - Saga
I, II - Put a +1/+1 counter on target creature you control with the greatest power.
III - Target creature you control with the greatest power gains flying, first strike, and lifelink until end of turn.

#39: Urza's Ruinous Blast, 4W, Rare
Legendary Sorcery
Exile all nonland permanents that aren't legendary.

Blue (37)

#40: Academy Drake, 2U, Common
Creature - Drake, 2/2
Kicker 4
Flying
If Academy Drake was kicked, it enters the battlefield with two +1/+1 counters on it.

#41: Academy Journeymage, 4U, Common
Creature - Human Wizard, 3/2
This spell costs 1 less to cast if you control a Wizard.
When Academy Journeymage enters the battlefield, return target creature an opponent controls to its owner's hand.

#42: The Antiquities War, 3U, Rare
Enchantment - Saga
I, II - Look at the top five cards of your library. You may reveal an artifact card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.
III - Artifacts you control become artifact creatures with base power and toughness 5/5 until end of turn.

#43: Arcane Flight, U, Common
Enchantment - Aura
Enchant creature
Enchanted creature gets +1/+1 and has flying

#44: Artificer's Assistant, U, Common
Creature - Bird, 1/1
Flying
Whenever you cast a historic spell, scry 1.

#45: Befuddle, 2U, Common
Instant
Target creature gets -4/-0 until end of turn.
Draw a card.

#46: Blink of an Eye, 1U, Common
Instant
Kicker 1U
Return target nonland permanent to its owner's hand. If this spell was kicked, draw a card.

#47: Cloudreader Sphinx, 4U, Common
Creature - Sphinx, 3/4
Flying
When Cloudreader Sphinx enters the battlefield, scry 2.

#48: Cold-Water Snapper, 5U, Common
Creature - Turtle, 4/5
Hexproof

#49: Curator's Ward, 2U, Uncommon
Enchantment - Aura
Enchant permanent
Enchanted permanent has hexproof.
When enchanted permanent leaves the battlefield, if it was historic, draw two cards.

#50: Deep Freeze, 2U, Common
Enchantment - Aura
Enchant creature
Enchanted creature has base power and toughness 0/4, has defender, loses all other abilities, and is a blue Wall in addition to its other colors and types.

#51: Diligent Excavator, 1U, Uncommon
Creature - Human Artificer, 1/3
Whenever you cast a historic spell, target player puts the top two cards of their library into their graveyard.

#52: Divination, 2U, Common
Sorcery
Draw two cards.

#53: Homarid Explorer, 3U, Common
Creature - Homarid Scout, 3/3
When Homarid Explorer enters the battlefield, target player puts the top four cards of their library into their graveyard.

#54: In Bolas's Clutches, 4UU, Uncommon
Legendary Enchantment - Aura
Enchant permanent
You control enchanted permanent.
Enchanted permanent is legendary.

#55: Karn's Temporal Sundering, 4UU, Rare
Legendary Sorcery
Target player takes an extra turn after this one. Return up to one target nonland permanent to its owner's hand. Exile Karn's Temporal Sundering.

#56: Merfolk Trickster, UU, Uncommon
Creature - Merfolk Wizard, 2/2
Flash
When Merfolk Trickster enters the battlefield, tap target creature an opponent controls. It loses all abilities until end of turn.

#57: The Mirari Conjecture, 4U, Rare
Enchantment - Saga

I - Return target instant card from your graveyard to your hand.
II - Return target sorcery card from your graveyard to your hand.

III - Until end of turn, whenever you cast an instant or sorcery spell, copy it. You may choose new targets for the copy.

#58: Naban, Dean of Iteration, 1U, Rare
Legendary Creature - Human Wizard, 2/1
If a Wizard entering the battlefield under your control causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time.

#59: Naru Meha, Master Wizard, 2UU, Mythic
Legendary Creature - Human Wizard, 3/3
Flash
When Naru Meha, Master Wizard enters the battlefield, copy target instant or sorcery spell you control. You may choose new targets for the copy.
Other Wizards you control get +1/+1.

#60: Opt, U, Common
Instant
Scry 1.
Draw a card.

#61: Precognition Field, 3U, Rare
Enchantment
You may look at the top card of your library. (You may do this at any time.)
You may cast the top card of your library if it's an instant or sorcery card.
3: Exile the top card of your library.

#62: Relic Runner, 1U, Common
Creature - Human Rogue, 2/1
Relic Runner can't be blocked if you've cast a historic spell this turn.

#63: Rescue, U, Common
Instant
Return target permanent you control to its owner's hand.

#64: Sage of Lat-Nam, 1U, Uncommon
Creature - Human Artificer, 1/2
{T}, Sacrifice an artifact:
Draw a card.

#65: Sentinel of the Pearl Trident, 4U, Uncommon
Creature - Merfolk Soldier, 3/3
Flash
When Sentinel of the Pearl Trident enters the battlefield, you may exile target historic permanent you control. If you do, return that card to the battlefield under its owner's control at the beginning of the next end step.

#66: Slinn Voda, the Rising Deep, 6UU, Uncommon
Legendary Creature - Leviathan, 8/8
Kicker 1U
When Slinn Voda, the Rising Deep enters the battlefield, if it was kicked, return all creatures to their owners' hands except for Merfolk, Krakens, Leviathans, Octopuses, and Serpents.

#67: Syncopate, XU, Common
Instant
Counter target spell unless its controller pays X. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.

#68: Tempest Djinn, UUU, Rare
Creature - Djinn, 0/4
Flying
Tempest Djinn gets +1/+0 for each basic Island you control.

#69: Tetsuko Umezawa, Fugitive, 1U, Uncommon
Legendary Creature - Human Rogue, 1/3
Creatures you control with power or toughness 1 or less can't be blocked.

#70: Time of Ice, 3U, Uncommon
Enchantment - Saga
I, II - Tap target creature an opponent controls. It doesn't untap during its controller's untap step for as long as you control Time of Ice.
III - Return all tapped creatures to their owners' hands.

#71: Tolarian Scholar, 2U, Common
Creature - Human Wizard, 2/3

#72: Unwind, 2U, Common
Instant
Counter target noncreature spell. Untap up to three lands.

#73: Vodalian Arcanist, 1U, Common
Creature - Merfolk Wizard, 1/3
{T}: Add \diamond . Spend this mana only to cast an instant or sorcery spell.

#74: Weight of Memory, 3UU, Uncommon
Sorcery
Draw three cards. Target player puts the top three cards of their library into their graveyard.

#75: Wizard's Retort, 1UU, Uncommon
Instant
This spell costs 1 less to cast if you control a Wizard.
Counter target spell.

#76: Zahid, Djinn of the Lamp, 4UU, Rare
Legendary Creature - Djinn, 5/6
You may pay 3U and tap an untapped artifact you control rather than pay this spell's mana cost.
Flying

Black (38)
#77: Blessing of Belzenlok, B, Common
Instant
Target creature gets +2/+1 until end of turn. If it's legendary it also gains lifelink until end of turn.

#78: Cabal Evangel, 1B, Common
Creature - Human Cleric, 2/2

#79: Cabal Paladin, 3B, Common
Creature - Human Knight, 4/2
Whenever you cast a historic spell, Cabal Paladin deals 2 damage to each opponent.

#80: Caligo Skin-Witch, 1B, Common
Creature - Human Wizard, 1/3

Kicker 3B
When Caligo Skin-Witch enters the battlefield, if it was kicked, each opponent discards two cards.

#81: Cast Down, 1B, Uncommon
Instant
Destroy target nonlegendary creature.

#82: Chainer's Torment, 3B, Uncommon
Enchantment - Saga
I, II - Chainer's Torment deals 2 damage to each opponent and you gain 2 life.
III - Create an X/X black Nightmare Horror creature token, where X is half your life total, rounded up. It deals X damage to you.

#83: Dark Bargain, 3B, Common
Instant
Look at the top three cards of your library. Put two of them into your hand and the other into your graveyard. Dark Bargain deals 2 damage to you.

#84: Deathbloom Thallid, 2B, Common
Creature - Fungus, 3/2
When Deathbloom Thallid dies, create a 1/1 green Saproling creature token.

#85: Demonic Vigor, B, Common
Enchantment - Aura
Enchant creature
Enchanted creature gets +1/+1.
When enchanted creature dies, return that card to its owner's hand.

#86: Demonlord Belzenlok, 4BB, Mythic
Legendary Creature - Elder Demon, 6/6
Flying, trample
When Demonlord Belzenlok enters the battlefield, exile cards from the top of your library until you exile a nonland card, then put that card into your hand. If the card's converted mana cost is 4 or greater, repeat this process. Demonlord Belzenlok deals 1 damage to you for each card put into your hand this way.

<p>#87: Divest, B, Common Sorcery Target player reveals their hand. You choose an artifact or creature card from it. That player discards that card.</p>	<p>When Josu Vess, Lich Knight enters the battlefield, if it was kicked, create eight 2/2 black Zombie Knight creature tokens with menace.</p>	<p>#101: Rat Colony, 1B, Common Creature - Rat, 2/1 Rat Colony gets +1/+0 for each other Rat you control. A deck can have any number of cards named Rat Colony.</p>	<p>each creature sacrificed this way. When Torgaar, Famine Incarnate enters the battlefield, up to one target player's life total becomes half their starting life total, rounded down.</p>
<p>#88: Dread Shade, BBB, Rare Creature - Shade, 3/3 B: Dread Shade gets +1/+1 until end of turn.</p>	<p>#96: Kazarov, Sengir Pureblood, 5BB, Rare Legendary Creature - Vampire, 4/4 Flying Whenever a creature an opponent controls is dealt damage, put a +1/+1 counter on Kazarov, Sengir Pureblood. 3R: Kazarov deals 2 damage to target creature.</p>	<p>#102: Rite of Belzenlok, 2BB, Rare Enchantment - Saga I, II - Create two 0/1 black Cleric creature tokens. III - Create a 6/6 black Demon creature token with flying, trample, and "At the beginning of your upkeep, sacrifice another creature. If you can't, this creature deals 6 damage to you."</p>	<p>#109: Urgoros, the Empty One, 4BB, Uncommon Legendary Creature - Specter, 4/3 Flying Whenever Urgoros, the Empty One deals combat damage to a player, that player discards a card at random. If the player can't, you draw a card.</p>
<p>#89: Drudge Sentinel, 2B, Common Creature - Skeleton Warrior, 2/1 3: Tap Drudge Sentinel. It gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)</p>	<p>#97: Knight of Malice, 1B, Uncommon Creature - Human Knight, 2/2 First strike Hexproof from white Knight of Malice gets +1/+0 as long as any player controls a white permanent.</p>	<p>#103: Settle the Score, 2BB, Uncommon Sorcery Exile target creature. Put two loyalty counters on a planeswalker you control.</p>	<p>#110: Vicious Offering, 1B, Common Instant Kicker-Sacrifice a creature. (You may sacrifice a creature in addition to any other costs as you cast this spell.) Target creature gets -2/-2 until end of turn. If this spell was kicked, that creature gets -5/-5 until end of turn instead.</p>
<p>#90: The Eldest Reborn, 4B, Uncommon Enchantment - Saga I - Each opponent sacrifices a creature or planeswalker. II - Each opponent discards a card. III - Put target creature or planeswalker card from a graveyard onto the battlefield under your control.</p>	<p>#98: Lich's Mastery, 3BBB, Rare Legendary Enchantment Hexproof You can't lose the game. Whenever you gain life, draw that many cards. Whenever you lose life, for each 1 life you lost, exile a permanent you control or a card from your hand or graveyard. When Lich's Mastery leaves the battlefield, you lose the game.</p>	<p>#104: Soul Salvage, 2B, Common Sorcery Return up to two target creature cards from your graveyard to your hand.</p>	<p>#111: Whisper, Blood Liturgist, 3B, Uncommon Legendary Creature - Human Cleric, 2/2 {T}, Sacrifice two creatures: Return target creature card from your graveyard to the battlefield.</p>
<p>#91: Eviscerate, 3B, Common Sorcery Destroy target creature.</p>	<p>#92: Feral Abomination, 5B, Common Creature - Thrull, 5/5 Deathtouch</p>	<p>#105: Stronghold Confessor, B, Common Creature - Human Cleric, 1/1 Kicker 3 Menace If Stronghold Confessor was kicked, it enters the battlefield with two +1/+1 counters on it.</p>	<p>#112: Windgrace Acolyte, 4B, Common Creature - Cat Warrior, 3/2 Flying</p>
<p>#93: Final Parting, 3BB, Uncommon Sorcery Search your library for two cards. Put one into your hand and the other into your graveyard. Then shuffle your library.</p>	<p>#99: Lingering Phantom, 5B, Uncommon Creature - Spirit, 5/4 Whenever you cast a historic spell, you may pay B. If you do, return Lingering Phantom from your graveyard to your hand.</p>	<p>#106: Thallid Omnivore, 3B, Common Creature - Fungus, 3/3 1, Sacrifice another creature: Thallid Omnivore gets +2/+2 until end of turn. If a Saproling was sacrificed this way, you gain 2 life.</p>	<p>When Windgrace Acolyte enters the battlefield, put the top three cards of your library into your graveyard and you gain 3 life.</p>
<p>#94: Fungal Infection, B, Common Instant Target creature gets -1/-1 until end of turn. Create a 1/1 green Saproling creature token.</p>	<p>#100: Phyrexian Scriptures, 2BB, Mythic Enchantment - Saga I - Put a +1/+1 counter on up to one target creature. That creature becomes an artifact in addition to its other types. II - Destroy all nonartifact creatures. III - Exile all cards from all opponents' graveyards.</p>	<p>#107: Thallid Soothsayer, 3B, Uncommon Creature - Fungus, 2/3 2, Sacrifice a creature: Draw a card.</p>	<p>#113: Yargle, Glutton of Urborg, 4B, Uncommon Legendary Creature - Frog Spirit, 9/3</p>
<p>#95: Josu Vess, Lich Knight, 2BB, Rare Legendary Creature - Zombie Knight, 4/5 Kicker 5B Menace</p>		<p>#108: Torgaar, Famine Incarnate, 6BB, Rare Legendary Creature - Avatar, 7/6 As an additional cost to cast this spell, you may sacrifice any number of creatures. This spell costs 2 less to cast for</p>	<p>#114: Yawgmoth's Vile Offering, 4B, Rare Legendary Sorcery Put up to one target creature or planeswalker card from a graveyard onto the battlefield under your control. Destroy up to one target creature or planeswalker. Exile Yawgmoth's Vile Offering.</p>

Red (38)

#115: Bloodstone Goblin, 1R, Common
Creature - Goblin Warrior, 2/2

Whenever you cast a spell, if that spell was kicked, Bloodstone Goblin gets +1/+1 and gains menace until end of turn. (It can't be blocked except by two or more creatures.)

#116: Champion of the Flame, 1R, Uncommon
Creature - Human Warrior, 1/1
Trample
Champion of the Flame gets +2/+2 for each Aura and Equipment attached to it.

#117: Fervent Strike, R, Common
Instant
Target creature gets +1/+0 and gains first strike and haste until end of turn.

#118: Fiery Intervention, 4R, Common
Sorcery
Choose one -
* Fiery Intervention deals 5 damage to target creature.
* Destroy target artifact.

#119: Fight with Fire, 2R, Uncommon
Sorcery
Kicker 5R
Fight with Fire deals 5 damage to target creature. If this spell was kicked, it deals 10 damage divided as you choose among any number of targets instead. (Those targets can include players and planeswalkers.)

#120: Fire Elemental, 3RR, Common
Creature - Elemental, 5/4

#121: Firefist Adept, 4R, Uncommon
Creature - Human Wizard, 3/3
When Firefist Adept enters the battlefield, it deals X damage to target creature an opponent controls, where X is the number of Wizards you control.

#122: The First Eruption, 2R, Rare
Enchantment - Saga

I - The First Eruption deals 1 damage to each creature without flying.
II - Add RR.
III - Sacrifice a Mountain. If you do, The First Eruption deals 3 damage to each creature.

#123: The Flame of Keld, 1R, Uncommon
Enchantment - Saga
I - Discard your hand.
II - Draw two cards.
III - If a red source you control would deal damage to a permanent or player this turn, it deals that much damage plus 2 to that permanent or player instead.

#124: Frenzied Rage, 1R, Common
Enchantment - Aura
Enchantment creature
Enchanted creature gets +2/+1 and has menace. (It can't be blocked except by two or more creatures.)

#125: Ghitu Chronicler, 1R, Common
Creature - Human Wizard, 1/3
Kicker 3R
When Ghitu Chronicler enters the battlefield, if it was kicked, return target instant or sorcery card from your graveyard to your hand.

#126: Ghitu Journeymage, 2R, Common
Creature - Human Wizard, 3/2
When Ghitu Journeymage enters the battlefield, if you control another Wizard, Ghitu Journeymage deals 2 damage to each opponent.

#127: Ghitu Lavarunner, R, Common
Creature - Human Wizard, 1/2
As long as there are two or more instant and/or sorcery cards in your graveyard, Ghitu Lavarunner gets +1/+0 and has haste.

#128: Goblin Barrage, 3R, Uncommon
Sorcery
Kicker-Sacrifice an artifact or Goblin. (You may sacrifice an artifact or Goblin in addition to any other costs as you cast this spell.)

Goblin Barrage deals 4 damage to target creature. If this spell was kicked, it also deals 4 damage to target player or planeswalker.

#129: Goblin Chainwhirler, RRR, Rare
Creature - Goblin Warrior, 3/3
First strike
When Goblin Chainwhirler enters the battlefield, it deals 1 damage to each opponent and each creature and planeswalker they control.

#130: Goblin Warchief, 1RR, Uncommon
Creature - Goblin Warrior, 2/2
Goblin spells you cast cost 1 less to cast.
Goblins you control have haste.

#131: Haphazard Bombardment, 5R, Rare
Enchantment
When Haphazard Bombardment enters the battlefield, choose four nonenchantment permanents you don't control and put an aim counter on each of them. At the beginning of your end step, if two or more permanents you don't control have an aim counter on them, destroy one of those permanents at random.

#132: Jaya Ballard, 2RRR, Mythic
Legendary Planeswalker - Jaya, 5
+1: Add RRR. Spend this mana only to cast instant or sorcery spells.
+1: Discard up to three cards, then draw that many cards.
-8: You get an emblem with "You may cast instant and sorcery cards from your graveyard. If a card cast this way would be put into your graveyard, exile it instead."

#133: Jaya's Immolating Inferno, XRR, Rare
Legendary Sorcery
Jaya's Immolating Inferno deals X damage to each of up to three targets.

#134: Keldon Overseer, 2R, Common
Creature - Human Warrior, 3/1

Kicker 3R
Haste
When Keldon Overseer enters the battlefield, if it was kicked, gain control of target creature until end of turn. Untap that creature. It gains haste until end of turn.

#135: Keldon Raider, 2RR, Common
Creature - Human Warrior, 4/3
When Keldon Raider enters the battlefield, you may discard a card. If you do, draw a card.

#136: Keldon Warcaller, 1R, Common
Creature - Human Warrior, 2/2
Whenever Keldon Warcaller attacks, put a lore counter on target Saga you control.

#137: Orcish Vandal, 1R, Uncommon
Creature - Orc Warrior, 1/1 {T}, Sacrifice an artifact:
Orcish Vandal deals 2 damage to any target.

#138: Radiating Lightning, 3R, Common
Instant
Radiating Lightning deals 3 damage to target player and 1 damage to each creature that player controls.

#139: Rampaging Cyclops, 3R, Common
Creature - Cyclops, 4/4
Rampaging Cyclops gets -2/-0 as long as two or more creatures are blocking it.

#140: Run Amok, 1R, Common
Instant
Target attacking creature gets +3/+3 and gains trample until end of turn.

#141: Seismic Shift, 3R, Common
Sorcery
Destroy target land. Up to two target creatures can't block this turn.

#142: Shivan Fire, R, Common
Instant
Kicker 4
Shivan Fire deals 2 damage to target creature. If this spell

was kicked, it deals 4 damage to that creature instead.

#143: Siege-Gang Commander, 3RR, Rare
Creature - Goblin, 2/2
When Siege-Gang Commander enters the battlefield, create three 1/1 red Goblin creature tokens. 1R, Sacrifice a Goblin: Siege-Gang Commander deals 2 damage to any target.

#144: Skirk Prospector, R, Common
Creature - Goblin, 1/1
Sacrifice a Goblin: Add R.

#145: Skizzik, 3R, Uncommon
Creature - Elemental, 5/3
Kicker R
Trample, haste
At the beginning of the end step, if Skizzik wasn't kicked, sacrifice it.

#146: Squee, the Immortal, 1RR, Rare
Legendary Creature - Goblin, 2/1
You may cast Squee, the Immortal from your graveyard or from exile.

#147: Two-Headed Giant, 2RR, Rare
Creature - Giant Warrior, 4/4
Whenever Two-Headed Giant attacks, flip two coins. If both coins come up heads, Two-Headed Giant gains double strike until end of turn. If both coins come up tails, Two-Headed Giant gains menace until end of turn.

#148: Valduke, Keeper of the Flame, 2R, Uncommon
Legendary Creature - Human Shaman, 3/2
At the beginning of combat on your turn, for each Aura and Equipment attached to Valduke, Keeper of the Flame, create a 3/1 red Elemental creature token with trample and haste. Exile those tokens at the beginning of the next end step.

#149: Verix Bladewing, 2RR, Mythic
Legendary Creature - Dragon, 4/4
Kicker 3
Flying

When Verix Bladewing enters the battlefield, if it was kicked, create Karox Bladewing, a legendary 4/4 red Dragon creature token with flying.

#150: Warcry Phoenix, 3R, Uncommon
Creature - Phoenix, 2/2
Flying, haste
Whenever you attack with three or more creatures, you may pay 2R. If you do, return Warcry Phoenix from your graveyard to the battlefield tapped and attacking.

#151: Warlord's Fury, R, Common
Sorcery
Creatures you control gain first strike until end of turn. Draw a card.

#152: Wizard's Lightning, 2R, Uncommon
Instant
This spell costs 2 less to cast if you control a Wizard. Wizard's Lightning deals 3 damage to any target.

Green (37)

#153: Adventurous Impulse, G, Common
Sorcery
Look at the top three cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in any order.

#154: Ancient Animus, 1G, Common
Instant
Put a +1/+1 counter on target creature you control if it's legendary. Then it fights target creature an opponent controls. (Each deals damage equal to its power to the other.)

#155: Arbor Armament, G, Common
Instant
Put a +1/+1 counter on target creature. That creature gains reach until end of turn.

#156: Baloth Gorger, 2GG, Common
Creature - Beast, 4/4
Kicker 4

If Baloth Gorger was kicked, it enters the battlefield with three +1/+1 counters on it.

#157: Broken Bond, 1G, Common
Sorcery
Destroy target artifact or enchantment. You may put a land card from your hand onto the battlefield.

#158: Corrosive Ooze, 1G, Common
Creature - Ooze, 2/2
Whenever Corrosive Ooze blocks or becomes blocked by an equipped creature, destroy all Equipment attached to that creature at end of combat.

#159: Elfhome Druid, 1G, Uncommon
Creature - Elf Druid, 0/2
{T}: Add G.
{T}: Add GG. Spend this mana only to cast kicked spells.

#160: Fungal Plots, 1G, Uncommon
Enchantment
1G, Exile a creature card from your graveyard: Create a 1/1 green Saproling creature token. Sacrifice two Saprolings: You gain 2 life and draw a card.

#161: Gaea's Blessing, 1G, Uncommon
Sorcery
Target player shuffles up to three target cards from their graveyard into their library. Draw a card. When Gaea's Blessing is put into your graveyard from your library, shuffle your graveyard into your library.

#162: Gaea's Protector, 3G, Common
Creature - Elemental Warrior, 4/2
Gaea's Protector must be blocked if able.

#163: Gift of Growth, 1G, Common
Instant
Kicker 2
Untap target creature. It gets +2/+2 until end of turn. If this spell was kicked, that creature gets +4/+4 until end of turn instead.

#164: Grow from the Ashes, 2G, Common
Sorcery
Kicker 2
Search your library for a basic land card, put it onto the battlefield, then shuffle your library. If this spell was kicked, instead search your library for two basic land cards, put them onto the battlefield, then shuffle your library.

#165: Grunn, the Lonely King, 4GG, Uncommon
Legendary Creature - Ape Warrior, 5/5
Kicker 3
If Grunn, the Lonely King was kicked, it enters the battlefield with five +1/+1 counters on it. Whenever Grunn attacks alone, double its power and toughness until end of turn.

#166: Kamahl's Druidic Vow, XGG, Rare
Legendary Sorcery
Look at the top X cards of your library. You may put any number of land and/or legendary permanent cards with converted mana cost X or less from among them onto the battlefield. Put the rest into your graveyard.

#167: Krosan Druid, 2G, Common
Creature - Centaur Druid, 2/3
Kicker 4G
When Krosan Druid enters the battlefield, if it was kicked, you gain 10 life.

#168: Llanowar Elves, G, Common
Creature - Elf Druid, 1/1
{T}: Add G.

#169: Llanowar Envoy, 2G, Common
Creature - Elf Scout, 3/2
1G: Add one mana of any color.

#170: Llanowar Scout, 1G, Common
Creature - Elf Scout, 1/3
{T}: You may put a land card from your hand onto the battlefield.

#171: Mammoth Spider, 4G, Common
Creature - Spider, 3/5
Reach

#172: Marwyn, the Nurturer, 2G, Rare
Legendary Creature - Elf
Druid, 1/1
Whenever another Elf enters the battlefield under your control, put a +1/+1 counter on Marwyn, the Nurturer.
{T}: Add an amount of G equal to Marwyn's power.

#173: The Mending of Dominaria, 3GG, Rare
Enchantment - Saga
I, II - Put the top two cards of your library into your graveyard, then you may return a creature card from your graveyard to your hand.
III - Return all land cards from your graveyard to the battlefield, then shuffle your graveyard into your library.

#174: Multani, Yavimaya's Avatar, 4GG, Mythic
Legendary Creature - Elemental Avatar, 0/0
Reach, trample
Multani, Yavimaya's Avatar gets +1/+1 for each land you control and each land card in your graveyard.
1G, Return two lands you control to their owner's hand: Return Multani from your graveyard to your hand.

#175: Nature's Spiral, 1G, Uncommon
Sorcery
Return target permanent card from your graveyard to your hand.

#176: Pierce the Sky, 1G, Common
Instant
Pierce the Sky deals 7 damage to target creature with flying.

#177: Primordial Wurm, 4GG, Common
Creature - Wurm, 7/6

#178: Saproling Migration, 1G, Common
Sorcery
Kicker 4
Create two 1/1 green Saproling creature tokens. If this spell was kicked, create four of those tokens instead.

#179: Song of Freyalise, 1G, Uncommon
Enchantment - Saga

I, II - Until your next turn, creatures you control gain "{T}: Add one mana of any color."
III - Put a +1/+1 counter on each creature you control. Those creatures gain vigilance, trample, and indestructible until end of turn.

#180: Spore Swarm, 3G, Uncommon
Instant
Create three 1/1 green Saproling creature tokens.

#181: Sporecrown Thallid, 1G, Uncommon
Creature - Fungus, 2/2
Each other creature you control that's a Fungus or Saproling gets +1/+1.

#182: Steel Leaf Champion, GGG, Rare
Creature - Elf Knight, 5/4
Steel Leaf Champion can't be blocked by creatures with power 2 or less.

#183: Sylvan Awakening, 2G, Rare
Sorcery
Until your next turn, all lands you control become 2/2 Elemental creatures with reach, indestructible, and haste. They're still lands.

#184: Territorial Allosaurus, 2GG, Rare
Creature - Dinosaur, 5/5
Kicker 2G
When Territorial Allosaurus enters the battlefield, if it was kicked, it fights another target creature.

#185: Thorn Elemental, 5GG, Uncommon
Creature - Elemental, 7/7
You may have Thorn Elemental assign its combat damage as though it weren't blocked.

#186: Untamed Kavv, 1G, Uncommon
Creature - Kavv, 2/2
Kicker 3
Vigilance, trample
If Untamed Kavv was kicked, it enters the battlefield with three +1/+1 counters on it.

#187: Verdant Force, 5GGG, Rare
Creature - Elemental, 7/7

At the beginning of each upkeep, create a 1/1 green Saproling creature token.

#188: Wild Onslaught, 3G, Uncommon
Instant
Kicker 4
Put a +1/+1 counter on each creature you control. If this spell was kicked, put two +1/+1 counters on each creature you control instead.

#189: Yavimaya Sapherd, 2G, Common
Creature - Fungus, 2/2
When Yavimaya Sapherd enters the battlefield, create a 1/1 green Saproling creature token.

Multicolored (19)

#190: Adeliz, the Cinder Wind, 1UR, Uncommon
Legendary Creature - Human Wizard, 2/2
Flying, haste
Whenever you cast an instant or sorcery spell, Wizards you control get +1/+1 until end of turn.

#191: Arvad the Cursed, 3WB, Uncommon
Legendary Creature - Vampire Knight, 3/3
Deathtouch, lifelink
Other legendary creatures you control get +2/+2.

#192: Aryel, Knight of Windgrace, 2WB, Rare
Legendary Creature - Human Knight, 4/4
Vigilance
2W, {T}: Create a 2/2 white Knight creature token with vigilance.
B, {T}, Tap X untapped Knights you control: Destroy target creature with power X or less.

#193: Darigaaz Reincarnated, 4BRG, Mythic
Legendary Creature - Dragon, 7/7
Flying, trample, haste
If Darigaaz Reincarnated would die, instead exile it with three egg counters on it. At the beginning of your upkeep, if Darigaaz is exiled with an egg counter on it, remove an egg counter from it. Then if Darigaaz has no egg counters on it, return it to the battlefield.

#194: Garna, the Bloodflame, 3BR, Uncommon
Legendary Creature - Human Warrior, 3/3
Flash
When Garna, the Bloodflame enters the battlefield, return to your hand all creature cards in your graveyard that were put there from anywhere this turn. Other creatures you control have haste.

#195: Grand Warlord Radha, 2RG, Rare
Legendary Creature - Elf Warrior, 3/4
Haste
Whenever one or more creatures you control attack, add that much mana in any combination of R and/or G. Until end of turn, you don't lose this mana as steps and phases end.

#196: Hallar, the Firefletcher, 1RG, Uncommon
Legendary Creature - Elf Archer, 3/3
Trample
Whenever you cast a spell, if that spell was kicked, put a +1/+1 counter on Hallar, the Firefletcher, then Hallar deals damage equal to the number of +1/+1 counters on it to each opponent.

#197: Jhoira, Weatherlight Captain, 2UR, Mythic
Legendary Creature - Human Artificer, 3/3
Whenever you cast a historic spell, draw a card.

#198: Jodah, Archmage Eternal, 1URW, Rare
Legendary Creature - Human Wizard, 4/3
Flying
You may pay WUBRG rather than pay the mana cost for spells that you cast.

#199: Muldrotha, the Gravetide, 3BGU, Mythic
Legendary Creature - Elemental Avatar, 6/6
During each of your turns, you may play up to one permanent card of each permanent type from your graveyard. (If a card has multiple permanent types, choose one as you play it.)

- #200: Oath of Teferi, 3WU, Rare
 Legendary Enchantment
 When Oath of Teferi enters the battlefield, exile another target permanent you control. Return it to the battlefield under its owner's control at the beginning of the next end step.
 You may activate the loyalty abilities of planeswalkers you control twice each turn rather than only once.
- #201: Primevals' Glorious Rebirth, 5WB, Rare
 Legendary Sorcery
 Return all legendary permanent cards from your graveyard to the battlefield.
- #202: Raff Capashen, Ship's Mage, 2WU, Uncommon
 Legendary Creature - Human Wizard, 3/3
 Flash
 Flying
 You may cast historic spells as though they had flash.
- #203: Rona, Disciple of Gix, 1UB, Uncommon
 Legendary Creature - Human Artificer, 2/2
 When Rona, Disciple of Gix enters the battlefield, you may exile target historic card from your graveyard.
 You may cast nonland cards exiled with Rona.
 4, {T}: Exile the top card of your library.
- #204: Shanna, Sisay's Legacy, GW, Uncommon
 Legendary Creature - Human Warrior, 0/0
 Shanna, Sisay's Legacy can't be the target of abilities your opponents control.
 Shanna gets +1/+1 for each creature you control.
- #205: Slimefoot, the Stowaway, 1BG, Uncommon
 Legendary Creature - Fungus, 2/3
 Whenever a Saproling you control dies, Slimefoot, the Stowaway deals 1 damage to each opponent and you gain 1 life.
 4: Create a 1/1 green Saproling creature token.
- #206: Tatyova, Benthic Druid, 3GU, Uncommon
 Legendary Creature - Merfolk Druid, 3/3
 Whenever a land enters the battlefield under your control, you gain 1 life and draw a card.
- #207: Teferi, Hero of Dominaria, 3WU, Mythic
 Legendary Planeswalker - Teferi, 4
 +1: Draw a card. At the beginning of the next end step, untap two lands.
 -3: Put target nonland permanent into its owner's library third from the top.
 -8: You get an emblem with "Whenever you draw a card, exile target permanent an opponent controls."
- #208: Tiana, Ship's Caretaker, 3RW, Uncommon
 Legendary Creature - Angel Artificer, 3/3
 Flying, first strike
 Whenever an Aura or Equipment you control is put into a graveyard from the battlefield, you may return that card to its owner's hand at the beginning of the next end step.
- Artifact (29)**
- #209: Aesthir Glider, 3, Common
 Artifact Creature - Bird Construct, 2/1
 Flying
 Aesthir Glider can't block.
- #210: Amaranthine Wall, 4, Uncommon
 Artifact Creature - Wall, 0/6 Defender
 2: Amaranthine Wall gains indestructible until end of turn.
- #211: Blackblade Reforged, 2, Rare
 Legendary Artifact - Equipment
 Equipped creature gets +1/+1 for each land you control.
 Equip legendary creature 3 Equip 7
- #212: Bloodtallow Candle, 1, Common
 Artifact
 6, {T}, Sacrifice Bloodtallow Candle: Target creature gets -5/-5 until end of turn.
- #213: Damping Sphere, 2, Uncommon
 Artifact
 If a land is tapped for two or more mana, it produces ◇ instead of any other type and amount.
 Each spell a player casts costs 1 more to cast for each other spell that player has cast this turn.
- #214: Forebear's Blade, 3, Rare
 Artifact - Equipment
 Equipped creature gets +3/+0 and has vigilance and trample.
 Whenever equipped creature dies, attach Forebear's Blade to target creature you control.
 Equip 3
- #215: Gilded Lotus, 5, Rare
 Artifact
 {T}: Add three mana of any one color.
- #216: Guardians of Koilos, 5, Common
 Artifact Creature - Construct, 4/4
 When Guardians of Koilos enters the battlefield, you may return another target historic permanent you control to its owner's hand.
- #217: Helm of the Host, 4, Rare
 Legendary Artifact - Equipment
 At the beginning of combat on your turn, create a token that's a copy of equipped creature, except the token isn't legendary if equipped creature is legendary. That token gains haste.
 Equip 5
- #218: Howling Golem, 3, Uncommon
 Artifact Creature - Golem, 2/3
 Whenever Howling Golem attacks or blocks, each player draws a card.
- #219: Icy Manipulator, 4, Uncommon
 Artifact
 1, {T}: Tap target artifact, creature, or land.
- #220: Jhoira's Familiar, 4, Uncommon
 Artifact Creature - Bird, 2/2
 Flying
 Historic spells you cast cost 1 less to cast.
- #221: Jousting Lance, 2, Common
 Artifact - Equipment
 Equipped creature gets +2/+0.
 As long as it's your turn, equipped creature has first strike.
 Equip 3
- #222: Juggernaut, 4, Uncommon
 Artifact Creature - Juggernaut, 5/3
 Juggernaut attacks each combat if able.
 Juggernaut can't be blocked by Walls.
 Equip 3
- #223: Mishra's Self-Replicator, 5, Rare
 Artifact Creature - Assembly-Worker, 2/2
 Whenever you cast a historic spell, you may pay 1. If you do, create a token that's a copy of Mishra's Self-Replicator.
- #224: Mox Amber, 0, Mythic
 Legendary Artifact
 {T}: Add one mana of any color among legendary creatures and planeswalkers you control.
- #225: Navigator's Compass, 1, Common
 Artifact
 When Navigator's Compass enters the battlefield, you gain 3 life.
 {T}: Until end of turn, target land you control becomes the basic land type of your choice in addition to its other types.
- #226: Pardic Wanderer, 6, Common
 Artifact Creature - Golem, 5/5
 Trample
- #227: Powerstone Shard, 3, Common
 Artifact
 {T}: Add ◇ for each artifact you control named Powerstone Shard.
- #228: Shield of the Realm, 2, Uncommon
 Artifact - Equipment
 If a source would deal damage to equipped creature, prevent 2 of that damage.
 Equip 1

#229: Short Sword, 1, Common
Artifact - Equipment
Equipped creature gets +1/+1.
Equip 1

#230: Skittering Surveyor, 3, Common
Artifact Creature - Construct, 1/2
When Skittering Surveyor enters the battlefield, you may search your library for a basic land card, reveal it, put it into your hand, then shuffle your library.

#231: Sorcerer's Wand, 1, Uncommon
Artifact - Equipment
Equipped creature has "{T}: This creature deals 1 damage to target player or planeswalker. If this creature is a Wizard, it deals 2 damage to that player or planeswalker instead."
Equip 3

#232: Sparring Construct, 1, Common
Artifact Creature - Construct, 1/1
When Sparring Construct dies, put a +1/+1 counter on target creature you control.

#233: Thran Temporal Gateway, 4, Rare
Legendary Artifact
4, {T}: You may put a historic permanent card from your hand onto the battlefield.

#234: Traxos, Scourge of Kroog, 4, Rare
Legendary Artifact Creature - Construct, 7/7
Trample
Traxos, Scourge of Kroog enters the battlefield tapped and doesn't untap during your untap step.
Whenever you cast a historic spell, untap Traxos.

#235: Urza's Tome, 2, Uncommon
Artifact
3, {T}: Draw a card. Then discard a card unless you exile a historic card from your graveyard.

#236: Voltaic Servant, 2, Common

Artifact Creature - Construct, 1/3
At the beginning of your end step, untap target artifact.

#237: Weatherlight, 4, Mythic
Legendary Artifact - Vehicle, 4/5
Flying
Whenever Weatherlight deals combat damage to a player, look at the top five cards of your library. You may reveal a historic card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.
Crew 3

Land (12)

#238: Cabal Stronghold, Rare
Land
{T}: Add ◇.
3, {T}: Add B for each basic Swamp you control.

#239: Clifftop Retreat, Rare
Land
Clifftop Retreat enters the battlefield tapped unless you control a Mountain or a Plains.
{T}: Add R or W.

#240: Hinterland Harbor, Rare
Land
Hinterland Harbor enters the battlefield tapped unless you control a Forest or an Island.
{T}: Add G or U.

#241: Isolated Chapel, Rare
Land
Isolated Chapel enters the battlefield tapped unless you control a Plains or a Swamp.
{T}: Add W or B.

#242: Memorial to Folly, Uncommon
Land
Memorial to Folly enters the battlefield tapped.
{T}: Add B.
2B, {T}, Sacrifice Memorial to Folly: Return target creature card from your graveyard to your hand.

#243: Memorial to Genius, Uncommon
Land
Memorial to Genius enters the battlefield tapped.
{T}: Add U.

4U, {T}, Sacrifice Memorial to Genius: Draw two cards.

#244: Memorial to Glory, Uncommon
Land
Memorial to Glory enters the battlefield tapped.
{T}: Add W.
3W, {T}, Sacrifice Memorial to Glory: Create two 1/1 white Soldier creature tokens.

#245: Memorial to Unity, Uncommon
Land
Memorial to Unity enters the battlefield tapped.
{T}: Add G.
2G, {T}, Sacrifice Memorial to Unity: Look at the top five cards of your library. You may reveal a creature card from among them and put it into your hand. Then put the rest on the bottom of your library in a random order.

#246: Memorial to War, Uncommon
Land
Memorial to War enters the battlefield tapped.
{T}: Add R.
4R, {T}, Sacrifice Memorial to War: Destroy target land.

#247: Sulfur Falls, Rare
Land
Sulfur Falls enters the battlefield tapped unless you control an Island or a Mountain.
{T}: Add U or R.

#248: Woodland Cemetery, Rare
Land
Woodland Cemetery enters the battlefield tapped unless you control a Swamp or a Forest.
{T}: Add B or G.

#249: Zhalfirin Void, Uncommon
Land
When Zhalfirin Void enters the battlefield, scry 1.
{T}: Add ◇.