

MTGDissected.com Dominaria

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Guilds of Ravnica
259 cards (111 commons, 80
uncommons, 53 rares, 15
mythics)
+ 5 basic lands + 9
Planeswalker Deck & box
promo cards

Keywords

◇ represents colorless mana

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for 1 or one mana of that creature's color.)

Fight (When two creatures fight, each deals damage equal to its power to the other.)

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

Indestructible (Damage and effects that say "destroy" don't destroy this creature.)

Jump-start (You may cast this card from your graveyard by discarding a card in addition to paying its other costs. Then exile this card.)

Menace (This creature can't be blocked except by two or more creatures.)

Mentor (Whenever this creature attacks, put a +1/+1 counter on target attacking creature with lesser power.)

Surveil N (Look at the top N cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)

White (30)

#1: Blade Instructor, 2W, Common
Creature - Human Soldier, 3/1
Mentor

#2: Bounty Agent, 1W, Rare
Creature - Human Soldier, 2/2
Vigilance
{T}, Sacrifice Bounty Agent:
Destroy target legendary

permanent that's an artifact, creature, or enchantment.

#3: Candlelight Vigil, 3W, Common
Enchantment - Aura
Enchant creature
Enchanted creature gets +3/+2 and has vigilance.

#4: Citywide Bust, 1WW, Rare
Sorcery
Destroy all creatures with toughness 4 or greater.

#5: Collar the Culprit, 3W, Common
Instant
Destroy target creature with toughness 4 or greater.

#6: Conclave Tribunal, 3W, Uncommon
Enchantment
Convoke
When Conclave Tribunal enters the battlefield, exile target nonland permanent an opponent controls until Conclave Tribunal leaves the battlefield.

#7: Crush Contraband, 3W, Uncommon
Instant
Choose one or both -
• Exile target artifact.
• Exile target enchantment.

#8: Dawn of Hope, 1W, Rare
Enchantment
Whenever you gain life, you may pay 2. If you do, draw a card.
3W: Create a 1/1 white Soldier creature token with lifelink.

#9: Demotion, W, Uncommon
Enchantment - Aura
Enchant creature
Enchanted creature can't block, and its activated abilities can't be activated.

#10: Divine Visitation, 3WW, Mythic
Enchantment
If one or more creature tokens would be created under your control, that many 4/4 white Angel creature tokens with flying and vigilance are created instead.

#11: Flight of Equenauts, 7W, Uncommon

Creature - Human Knight, 4/5
Convoke
Flying

#12: Gird for Battle, W, Uncommon
Sorcery
Put a +1/+1 counter on each of up to two target creatures.

#13: Haazda Marshal, W, Uncommon
Creature - Human Soldier, 1/1
Whenever Haazda Marshal and at least two other creatures attack, create a 1/1 white Soldier creature token with lifelink.

#14: Healer's Hawk, W, Common
Creature - Bird, 1/1
Flying, lifelink

#15: Hunted Witness, W, Common
Creature - Human, 1/1
When Hunted Witness dies, create a 1/1 white Soldier creature token with lifelink.

#16: Inspiring Unicorn, 2WW, Uncommon
Creature - Unicorn, 2/2
Whenever Inspiring Unicorn attacks, creatures you control get +1/+1 until end of turn.

#17: Intrusive Packbeast, 4W, Common
Creature - Beast, 3/3
Vigilance
When Intrusive Packbeast enters the the battlefield, tap up to two target creatures your opponents control.

#18: Ledev Guardian, 3W, Common
Creature - Human Knight, 2/4
Convoke

#19: Light of the Legion, 4WW, Rare
Creature - Angel, 5/5
Flying
Mentor
When Light of the Legion dies, put a +1/+1 counter on each white creature you control.

#20: Loxodon Restorer, 4WW, Common
Creature - Elephant Cleric, 3/4

Convoke
When Loxodon Restorer enters the battlefield, you gain 4 life.

#21: Luminous Bonds, 2W, Common
Enchantment - Aura
Enchant creature
Enchanted creature can't attack or block.

#22: Parhelion Patrol, 3W, Common
Creature - Human Knight, 2/3
Flying, vigilance
Mentor

#23: Righteous Blow, W, Common
Instant
Righteous Blow deals 2 damage to target attacking or blocking creature.

#24: Roc Charger, 2W, Uncommon
Creature - Bird, 1/3
Flying
Whenever Roc Charger attacks, target attacking creature without flying gains flying until end of turn.

#25: Skyline Scout, 1W, Common
Creature - Human Scout, 2/1
Whenever Skyline scout attacks, you may pay 1W. If you do, it gains flying until end of turn.

#26: Sunhome Stalwart, 1W, Uncommon
Creature - Human Soldier, 2/2
First strike
Mentor

#27: Sworn Companions, 2W, Common
Sorcery
Create two 1/1 white Soldier creature tokens with lifelink.

#28: Take Heart, W, Common
Instant
Target creature gets +2/+2 until end of turn. You gain 1 life for each attacking creature you control.

#29: Tenth District Guard, 1W, Common
Creature - Human Soldier, 2/2

When Tenth District Guard enters the battlefield, target creature gets +0/+1 until end of turn.

#30: Venerated Loxodon, 4W, Rare
Creature - Elephant Cleric, 4/4

Convoke
When Venerated Loxodon enters the battlefield, put a +1/+1 counter on each creature that convoked it.

Blue (30)

#31: Capture Sphere, 3U, Common
Enchantment - Aura
Flash
Enchant creature
When Capture Sphere enters the battlefield, tap enchanted creature.
Enchanted creature doesn't untap during its controller's untap step.

#32: Chemister's Insight, 3U, Uncommon
Instant
Draw two cards.
Jump-start

#33: Citywatch Sphinx, 5U, Uncommon
Creature - Sphinx, 5/4
Flying
When Citywatch Sphinx dies, surveil 2.

#34: Dazzling Lights, U, Common
Instant
Target creature gets -3/-0 until end of turn.
Surveil 2.

#35: Devious Cover-Up, 2UU, Common
Instant
Counter target spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.
You may shuffle up to four target cards from your graveyard into your library.

#36: Dimir Informant, 2U, Common
Creature - Human Rogue, 1/4
When Dimir Informant enters the battlefield, surveil 2.

#37: Disdainful Stroke, 1U, Common
Instant

Counter target spell with converted mana cost 4 or greater.

#38: Dream Eater, 4UU, Mythic
Creature - Nightmare Sphinx, 4/3
Flash
Flying
When Dream Eater enters the battlefield, surveil 4. When you do, you may return target nonland permanent an opponent controls to its owner's hand.

#39: Drowned Secrets, 1U, Rare
Enchantment
Whenever you cast a blue spell, target player puts the top two cards of their library into their graveyard.

#40: Enhanced Surveillance, 1U, Uncommon
Enchantment
You may look at an additional two cards each time you surveil.
Exile Enhanced Surveillance: Shuffle your graveyard into your library.

#41: Guild Summit, 2U, Uncommon
Enchantment
When Guild Summit enters the battlefield, you may tap any number of untapped Gates you control. Draw a card for each Gate tapped this way.
Whenever a Gate enters the battlefield under your control, draw a card.

#42: Leapfrog, 2U, Common
Creature - Frog, 3/1
Leapfrog has flying as long as you've cast an instant or sorcery spell this turn.

#43: Maximize Altitude, U, Common
Sorcery
Target creature gets +1/+1 and gains flying until end of turn.
Jump-start

#44: Mission Briefing, UU, Rare
Instant
Surveil 2, then choose an instant or sorcery card in your graveyard. You may cast that card this turn. If that

card would be put into your graveyard this turn, exile it instead.

#45: Murmuring Mystic, 3U, Uncommon
Creature - Human Wizard, 1/5
Whenever you cast an instant or sorcery spell, create a 1/1 blue Bird Illusion creature token with flying.

#46: Muse Drake, 3U, Common
Creature - Drake, 1/3
Flying
When Muse Drake enters the battlefield, draw a card.

#47: Narcomoeba, 1U, Rare
Creature - Illusion, 1/1
Flying
When Narcomoeba is put into your graveyard from your library, you may put it onto the battlefield.

#48: Nightveil Sprite, 1U, Uncommon
Creature - Faerie Rogue, 1/2
Flying
Whenever Nightveil Sprite attacks, surveil 1.

#49: Omnipell Adept, 4U, Rare
Creature - Human Wizard, 3/4
2U, {T}: You may cast an instant or sorcery card from your hand without paying its mana cost.

#50: Passwall Adept, 1U, Common
Creature - Human Wizard, 1/3
2U: Target creature can't be blocked this turn.

#51: Quasiduplicate, 1UU, Rare
Sorcery
Create a token that's a copy of target creature you control.
Jump-start

#52: Radical Idea, 1U, Common
Instant
Draw a card.
Jump-start

#53: Selective Snare, XU, Uncommon
Sorcery

Return X target creatures of the creature type of your choice to their owner's hand

#54: Sinister Sabotage, 1UU, Uncommon
Instant
Counter target spell.
Surveil 1.

#55: Thoughtbound Phantasm, U, Uncommon
Creature - Spirit, 2/2
Defender
Whenever you surveil, put a +1/+1 counter on Thoughtbound Phantasm. As long as Thoughtbound Phantasm has three or more +1/+1 counters on it, it can attack as though it didn't have defender.

#56: Unexplained Disappearance, 1U, Common
Instant
Return target creature to its owner's hand.
Surveil 1.

#57: Vedalken Mesmerist, 1U, Common
Creature - Vedalken Wizard, 2/1
Whenever Vedalken Mesmerist attacks, target creature an opponent controls gets -2/-0 until end of turn.

#58: Wall of Mist, 1U, Common
Creature - Wall, 0/5
Defender

#59: Watcher in the Mist, 3UU, Common
Creature - Spirit, 3/4
Flying
When Watcher in the Mist enters the battlefield, surveil 2.

#60: Wishcoin Crab, 3U, Common
Creature - Crab, 2/5

Black (30)

#61: Barrier of Bones, B, Common
Creature - Skeleton Wall, 0/3
Defender
When Barrier of Bones enters the battlefield, surveil 1.

#62: Bartizan Bats, 3B, Common
Creature - Bat, 3/1
Flying

- #63: Blood Operative, 1BB, Rare
Creature - Vampire Assassin, 3/1
Lifelink
When Blood Operative enters the battlefield, you may exile target card from a graveyard. Whenever you surveil, if Blood Operative is in your graveyard, you may pay 3 life. If you do, return Blood Operative to your hand.
- #64: Burglar Rat, 1B, Common
Creature - Rat, 1/1
When Burglar Rat enters the battlefield, each opponent discards a card.
- #65: Child of Night, 1B, Common
Creature - Vampire, 2/1
Lifelink
- #66: Creeping Chill, 3B, Uncommon
Sorcery
Creeping Chill deals 3 damage to each opponent and you gain 3 life.
When Creeping Chill is put into your graveyard from your library, you may exile it. If you do, Creeping Chill deals 3 damage to each opponent and you gain 3 life.
- #67: Dead Weight, B, Common
Enchantment - Aura
Enchant creature
Enchanted creature gets -2/-2.
- #68: Deadly Visit, 3BB, Common
Sorcery
Destroy target creature.
Surveil 2.
- #69: Doom Whisperer, 3BB, Mythic
Creature - Nightmare Demon, 6/6
Flying, trample
Pay 2 life: Surveil 2.
- #70: Douser of Lights, 4B, Common
Creature - Horror, 4/5
- #71: Gruesome Menagerie, 3BB, Rare
Sorcery
Choose a creature card with converted mana cost 1 in your graveyard, then do the same for creature cards with
- converted mana costs 2 and 3. Return those cards to the battlefield.
- #72: Hired Poisoner, B, Common
Creature - Human Assassin, 1/1
Deathtouch
- #73: Kraul Swarm, 4B, Uncommon
Creature - Insect Warrior, 4/1 Flying
2B, Discard a creature card: Return Kraul Swarm from your graveyard to your hand.
- #74: Lotleth Giant, 6B, Uncommon
Creature - Zombie Giant, 6/5
Undergrowth - When Lotleth Giant enters the battlefield, it deals 1 damage to target opponent for each creature card in your graveyard.
- #75: Mausoleum Secrets, 1B, Rare
Instant
Undergrowth - Search your library for a black card with converted mana cost less than or equal to the number of creature cards in your graveyard, reveal it, put it into your hand, then shuffle your library.
- #76: Mephitic Vapors, 2B, Common
Sorcery
All creatures get -1/-1 until end of turn.
Surveil 2.
- #77: Midnight Reaper, 2B, Rare
Creature - Zombie Knight, 3/2
Whenever a nontoken creature you control dies, Midnight Reaper deals 1 damage to you and you draw a card.
- #78: Moodmark Painter, 2BB, Common
Creature - Human Shaman, 2/3
Undergrowth - When Moodmark Painter enters the battlefield, target creature gains menace and gets +X/+0 until end of turn, where X is the number of creature cards in your graveyard.
- #79: Necrotic Wound, B, Uncommon
Instant
Undergrowth - Target creature gets -X/-X until end of turn, where X is the number of creature cards in your graveyard. If that creature would die this turn, exile it instead.
- #80: Never Happened, 2B, Common
Sorcery
Target opponent reveals their hand. You choose a nonland card from that player's graveyard or hand and exile it.
- #81: Pilfering Imp, B, Uncommon
Creature - Imp, 1/1 Flying
1B, {T}, Sacrifice Pilfering Imp: Target opponent reveals their hand. You choose a nonland card from it. That player discards that card. Activate this ability only any time you could cast a sorcery.
- #82: Plaguecrafter, 2B, Uncommon
Creature - Human Shaman, 3/2
When Plaguecrafter enters the battlefield, each player sacrifices a creature or planeswalker. Each player who can't discards a card.
- #83: Price of Fame, 3B, Uncommon
Instant
This spell costs 2 less to cast if it targets a legendary creature.
Destroy target creature.
Surveil 2.
- #84: Ritual of Soot, 2BB, Rare
Sorcery
Destroy all creatures with converted mana cost 3 or less.
- #85: Severed Strands, 1B, Common
Sorcery
As an additional cost to cast this spell, sacrifice a creature. You gain life equal to the sacrificed creature's toughness. Destroy target creature an opponent controls.
- #86: Spinal Centipede, 2B, Common
Creature - Insect, 3/2
When Spinal Centipede dies, put a +1/+1 counter on target creature you control.
- #87: Undercity Necrolisk, 3B, Uncommon
Creature - Zombie Lizard, 3/3
1, Sacrifice another creature: Put a +1/+1 counter on Undercity Necrolisk. It gains menace until end of turn. Activate this ability only any time you could cast a sorcery.
- #88: Veiled Shade, 2B, Common
Creature - Shade, 2/2
1B: Veiled Shade gets +1/+1 until end of turn.
- #89: Vicious Rumors, B, Common
Sorcery
Vicious Rumors deals 1 damage to each opponent. Each opponent discards a card, then puts the top card of their library into their graveyard. You gain 1 life.
- #90: Whispering Snitch, 1B, Uncommon
Creature - Vampire Rogue, 1/3
Whenever you surveil for the first time each turn, Whispering Snitch deals 1 damage to each opponent and you gain 1 life.

Red (30)

- #91: Arclight Phoenix, 3R, Mythic
Creature - Phoenix, 3/2
Flying, haste
At the beginning of combat on your turn, if you've cast three or more instant and sorcery spells this turn, return Arclight Phoenix from your graveyard to the battlefield.
- #92: Barging Sergeant, 4R, Common
Creature - Minotaur Soldier, 4/2
Haste
Mentor
- #93: Book Devourer, 5R, Uncommon
Creature - Beast, 4/5
Trample
Whenever Book Devourer deals combat damage to a

player, you may discard all the cards in your hand. If you do, draw that many cards.

#94: Command the Storm, 4R, Common
Instant
Command the Storm deals 5 damage to target creature.

#95: Cosmotronic Wave, 3R, Common
Sorcery
Cosmotronic Wave deals 1 damage to each creature your opponents control. Creatures your opponents control can't block this turn.

#96: Direct Current, 1RR, Common
Sorcery
Direct Current deals 2 damage to any target.
Jump-start

#97: Electrostatic Field, 1R, Uncommon
Creature - Wall, 0/4
Defender
Whenever you cast an instant or sorcery spell, Electrostatic Field deals 1 damage to each opponent.

#98: Erratic Cyclops, 3R, Rare
Creature - Cyclops Shaman, 0/8
Trample
Whenever you cast an instant or sorcery spell, Erratic Cyclops gets +X/+0 until end of turn, where X is that spell's converted mana cost.

#99: Experimental Frenzy, 3R, Rare
Enchantment
You may look at the top card of your library any time. You may play the top card of your library. You can't play cards from your hand.
3R: Destroy Experimental Frenzy.

#100: Fearless Halberdier, 2R, Common
Creature - Human Warrior, 3/2

#101: Fire Urchin, 1R, Common
Creature - Elemental, 1/3
Trample

Whenever you cast an instant or sorcery spell, Fire Urchin gets +1/+0 until end of turn.

#102: Goblin Banneret, R, Uncommon
Creature - Goblin Soldier, 1/1
Mentor
1R: Goblin Banneret gets +2/+0 until end of turn.

#103: Goblin Cratermaker, 1R, Uncommon
Creature - Goblin Warrior, 2/2
1, Sacrifice Goblin
Cratermaker: Choose one -
• Goblin Cratermaker deals 2 damage to target creature.
• Destroy target colorless nonland permanent.

#104: Goblin Locksmith, 1R, Common
Creature - Goblin Rogue, 2/1
Whenever Goblin Locksmith attacks, creatures with defender can't block this turn.

#105: Gravitic Punch, 3R, Common
Sorcery
Target creature you control deals damage equal to its power to target player.
Jump-start

#106: Hellkite Whelp, 4R, Uncommon
Creature - Dragon, 3/3
Flying
Whenever Hellkite Whelp attacks, it deals 1 damage to target creature defending player controls.

#107: Inescapable Blaze, 4RR, Uncommon
Instant
This spell can't be countered. Inescapable Blaze deals 6 damage to any target.

#108: Lava Coil, 1R, Uncommon
Sorcery
Lava Coil deals 4 damage to target creature. If that creature would die this turn, exile it instead.

#109: Legion Warboss, 2R, Rare
Creature - Goblin Soldier, 2/2
Mentor
At the beginning of combat on your turn, create a 1/1 red Goblin creature token. That creature gains haste until end

of turn and attacks this combat if able.

#110: Maniacal Rage, 1R, Common
Enchantment - Aura
Enchant creature
Enchanted creature gets +2/+2 and can't block.

#111: Maximize Velocity, R, Common
Sorcery
Target creature gets +1/+1 and gains haste until end of turn.
Jump-start

#112: Ornery Goblin, 1R, Common
Creature - Goblin Warrior, 2/1
Whenever Ornery Goblin blocks or becomes blocked by a creature, Ornery Goblin deals 1 damage to that creature.

#113: Risk Factor, 2R, Rare
Instant
Target opponent may have Risk Factor deal 4 damage to them. If that player doesn't, you draw three cards.
Jump-start

#114: Rubblebelt Boar, 3R, Common
Creature - Boar, 3/3
When Rubblebelt Boar enters the battlefield, target creature gets +2/+0 until end of turn.

#115: Runaway Steam-Kin, 1R, Rare
Creature - Elemental, 1/1
Whenever you cast a red spell, if Runaway Steam-Kin has fewer than three +1/+1 counters on it, put a +1/+1 counter on Runaway Steam-Kin.
Remove three +1/+1 counters from Runaway Steam-Kin: Add RRR.

#116: Smelt-Ward Minotaur, 2R, Uncommon
Creature - Minotaur Warrior, 2/3
Whenever you cast an instant or sorcery spell, target creature an opponent controls can't block this turn.

#117: Street Riot, 4R, Uncommon
Enchantment

As long as it's your turn, creatures you control get +1/+0 and have trample.

#118: Sure Strike, 1R, Common
Instant
Target creature gets +3/+0 and gains first strike until end of turn.

#119: Torch Courier, R, Common
Creature - Goblin, 1/1
Haste
Sacrifice Torch Courier: Another target creature gains haste until end of turn.

#120: Wojek Bodyguard, 2R, Common
Creature - Human Soldier, 3/3
Mentor
Wojek Bodyguard can't attack or block alone.

Green (30)

#121: Affectionate Indrik, 5G, Uncommon
Creature - Beast, 4/4
When Affectionate Indrik enters the battlefield, you may have it fight target creature you don't control.

#122: Arboretum Elemental, 7GG, Uncommon
Creature - Elemental, 7/5
Convoke
Hexproof

#123: Beast Whisperer, 2GG, Rare
Creature - Elf Druid, 2/3
Whenever you cast a creature spell, draw a card.

#124: Bounty of Might, 4GG, Rare
Instant
Target creature gets +3/+3 until end of turn.
Target creature gets +3/+3 until end of turn.
Target creature gets +3/+3 until end of turn.

#125: Circuitous Route, 3G, Uncommon
Sorcery
Search your library for up to two basic land cards and/or Gate cards, put them onto the battlefield tapped, then shuffle your library.

#126: Crushing Canopy, 2G, Common

Instant Choose one - • Destroy target creature with flying. • Destroy target enchantment.	#134: Ironshell Beetle, 1G, Common Creature - Insect, 1/1 When Ironshell Beetle enters the battlefield, put a +1/+1 counter on target creature.	#141: Pelt Collector, G, Rare Creature - Elf Warrior, 1/1 Whenever another creature you control enters the battlefield or dies, if that creature's power is greater than Pelt Collector's, put a +1/+1 counter on Pelt Collector. As long as Pelt Collector has three or more +1/+1 counters on it, it has trample.	#148: Vivid Revival, 4G, Rare Sorcery Return up to three target multicolored cards from your graveyard to your hand. Exile Vivid Revival.
#127: Devkarin Dissident, 1G, Common Creature - Elf Warrior, 2/2 4G: Devkarin Dissident gets +2/+2 until end of turn.	#135: Kraul Foragers, 4G, Common Creature - Insect Scout, 4/4 Undergrowth - When Kraul Foragers enters the battlefield, you gain 1 life for each creature card in your graveyard.	#142: Portcullis Vine, G, Common Creature - Plant Wall, 0/3 Defender 2, {T}, Sacrifice a creature with defender: Draw a card.	#149: Wary Okapi, 2G, Common Creature - Antelope, 3/2 Vigilance
#128: District Guide, 2G, Uncommon Creature - Elf Scout, 2/2 When District Guide enters the battlefield, you may search your library for a basic land card or Gate card, reveal it, put it into your hand, then shuffle your library.	#136: Kraul Harpooner, 1G, Uncommon Creature - Insect Warrior, 3/2 Reach Undergrowth - When Kraul Harpooner enters the battlefield, choose up to one target creature with flying you don't control. Kraul Harpooner gets +X/+0 until end of turn, where X is the number of creature cards in your graveyard, then you may have Kraul Harpooner fight that creature.	#143: Prey Upon, G, Common Sorcery Target creature you control fights target creature you don't control.	#150: Wild Ceratok, 3G, Common Creature - Rhino, 4/3
#129: Generous Stray, 2G, Common Creature - Cat, 1/2 When Generous Stray enters the battlefield, draw a card.	#137: Might of the Masses, G, Uncommon Instant Target creature gets +1/+1 until end of turn for each creature you control.	#144: Siege Wurm, 5GG, Common Creature - Wurm, 5/5 Convoke Trample	Multicolor (65) #151: Artful Takedown, 2UB, Common Instant Choose one or both - • Tap target creature. • Target creature gets -2/-4 until end of turn.
#130: Golgari Raiders, 3G, Uncommon Creature - Elf Warrior, 0/0 Haste Undergrowth - Golgari Raiders enters the battlefield with a +1/+1 counter on it for each creature card in your graveyard.	#138: Nullhide Ferox, 2GG, Mythic Creature - Beast, 6/6 Hexproof You can't cast noncreature spells. 2: Nullhide Ferox loses all abilities until end of turn. Any player may activate this ability. If a spell or ability an opponent controls causes you to discard Nullhide Ferox, put it onto the battlefield instead of putting it into your graveyard.	#145: Sprouting Renewal, 2G, Uncommon Sorcery Convoke Choose one - • Create a 2/2 green and white Elf Knight creature token with vigilance. • Destroy target artifact or enchantment.	#152: Assassin's Trophy, BG, Rare Instant Destroy target permanent an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle their library.
#131: Grappling Sundew, 1G, Uncommon Creature - Plant, 0/4 Defender, reach 4G: Grappling Sundew gains indestructible until end of turn.	#139: Pack's Favor, 2G, Common Instant Convoke Target creature gets +3/+3 until end of turn.	#146: Urban Utopia, 1G, Common Enchantment - Aura Enchant land When Urban Utopia enters the battlefield, draw a card. Enchanted land has "{T}": Add one mana of any color."	#153: Aurelia, Exemplar of Justice, 2RW, Mythic Legendary Creature - Angel, 2/5 Flying Mentor At beginning of combat on your turn, choose up to one target creature you control. Until end of turn, that creature gets +2/+0, gains trample if it's red, and gains vigilance if it's white.
#132: Hatchery Spider, 5GG, Rare Creature - Spider, 5/7 Reach Undergrowth - When you cast this spell, reveal the top X cards of your library, where X is the number of creature cards in your graveyard. You may put a green permanent card with converted mana cost X or less from among them onto the battlefield. Put the rest on the bottom of your library in a random order.	#140: Pause for Reflection, 2G, Common Instant Convoke Prevent all combat damage that would be dealt this turn.	#147: Vigorspore Wurm, 5G, Common Creature - Wurm, 6/4 Undergrowth - When Vigorspore Wurm enters the battlefield, target creature gains vigilance and gets +X/+X until end of turn, where X is the number of creature cards in your graveyard. Vigorspore Wurm can't be blocked by more than one creature.	#154: Beacon Bolt, 1UR, Uncommon Sorcery Beacon Bolt deals damage to target creature equal to the total number of instant and sorcery cards you own in exile and in your graveyard. Jump-start
#133: Hitchclaw Recluse, 2G, Common Creature - Spider, 1/4 Reach			#155: Beamsplitter Mage, UR, Uncommon Creature - Veldalken Wizard, 2/2 Whenever you cast an instant or sorcery spell that targets only Beamsplitter Mage, if you control one or more other creatures that spell could

target, choose one of those creatures. Copy that spell. The copy targets the chosen creature.

#156: Boros Challenger, RW, Uncommon
Creature - Human Soldier, 2/3
Mentor
2RW: Boros Challenger gets +1/+1 until end of turn.

#157: Camaraderie, 4GW, Rare
Sorcery
You gain X life and draw X cards, where X is the number of creatures you control. Creatures you control get +1/+1 until end of turn.

#158: Centaur Peacemaker, 1GW, Common
Creature - Centaur Cleric, 3/3
When Centaur Peacemaker enters the battlefield, each player gains 4 life.

#159: Chance for Glory, 1RW, Mythic
Instant
Creatures you control gain indestructible. Take an extra turn after this one. At the beginning of that turn's end step, you lose the game.

#160: Charnel Troll, 1BG, Rare
Creature - Troll, 4/4
Trample
At the beginning of your upkeep, exile a creature card from your graveyard. If you do, put a +1/+1 counter on Charnel Troll. Otherwise, sacrifice it.
BG, Discard a creature card: Put a +1/+1 counter on Charnel Troll.

#161: Conclave Cavalier, GGWW, Uncommon
Creature - Centaur Knight, 4/4
Vigilance
When Conclave Cavalier dies, create two 2/2 green and white Elf Knight creature tokens with vigilance.

#162: Conclave Guildmage, GW, Uncommon
Creature - Elf Cleric, 2/2
G, {T}: Creatures you control gain trample until end of turn.

5W, {T}: Create a 2/2 green and white Elf Knight creature token with vigilance.

#163: Crackling Drake, UURR, Uncommon
Creature - Drake, */4
Flying
Crackling Drake's power is equal to the total number of instant and sorcery cards you own in exile and in your graveyard.
When Crackling Drake enters the battlefield, draw a card.

#164: Darkblade Agent, 1UB, Common
Creature - Human Assassin, 2/3
As long as you've surveilled this turn, Darkblade Agent has deathtouch and "Whenever this creature deals combat damage to a player, you draw a card."

#165: Deafening Clarion, 1RW, Rare
Sorcery
Choose one or both -
• Deafening Clarion deals 3 damage to each creature.
• Creatures you control gain lifelink until end of turn.

#166: Dimir Spybug, UB, Uncommon
Creature - Insect, 1/1
Flying
Menace
Whenever you surveil, put a +1/+1 counter on Dimir Spybug.

#167: Disinformation Campaign, 1UB, Uncommon
Enchantment
When Disinformation Campaign enters the battlefield, you draw a card and each opponent discards a card.
Whenever you surveil, return Disinformation Campaign to its owner's hand.

#168: Emmara, Soul of the Accord, GW, Rare
Legendary Creature - Elf Cleric, 2/2
Whenever Emmara, Soul of the Accord becomes tapped, create a 1/1 white Soldier creature token with lifelink.

#169: Erstwhile Trooper, 1BG, Common

Creature - Zombie Soldier, 2/2
Discard a creature card: Erstwhile Trooper gets +2/+2 and gains trample until end of turn. Activate this ability only once each turn.

#170: Etrata, the Silencer, 2UB, Rare
Legendary Creature - Vampire Assassin, 3/5
Etrata, the Silencer can't be blocked.
Whenever Etrata deals combat damage to a player, exile target creature that player controls and put a hit counter on that card. That player loses the game if they own three or more exiled cards with hit counters on them. Etrata's owner shuffles Etrata into their library.

#171: Firemind's Research, UR, Rare
Enchantment
Whenever you cast an instant or sorcery spell, put a charge counter on Firemind's Research.
1U, Remove two charge counters from Firemind's Research: Draw a card.
1R, Remove five charge counters from Firemind's Research: It deals 5 damage to any target.

#172: Garrison Sergeant, 3RW, Common
Creature - Viashino Soldier, 3/3
Garrison Sergeant has double strike as long as you control a Gate.

#175: Glowspore Shaman, BG, Uncommon
Creature - Elf Shaman, 3/1
When Glowspore Shaman enters the battlefield, put the top three cards of your library into your graveyard. You may put a land card from your graveyard on top of your library.

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

#175: Gulgari Findbroker, BBGG, Uncommon
Creature - Elf Shaman, 3/4

When Gulgari Findbroker enters the battlefield, return target permanent card from your graveyard to your hand.

#176: Hammer Dropper, 2RW, Common
Creature - Giant Soldier, 5/2
Mentor

#177: House Guildmage, UB, Uncommon
Creature - Human Wizard, 2/2
1U, {T}: Target creature doesn't untap during its controller's next untap step.
2B, {T}: Surveil 2.

#178: Hypothesizzle, 3UR, Common
Instant
Draw two cards. Then you may discard a nonland card. When you do, Hypothesizzle deals 4 damage to target creature.

#179: Ionize, 1UR, Rare
Instant
Counter target spell. Ionize deals 2 damage to that spell's controller.

#180: Izeni, Thousand-Eyed, 2BBGG, Rare
Legendary Creature - Elf Shaman, 2/3
Undergrowth - When Izeni, Thousand-Eyed enters the battlefield, create a 1/1 black and green Insect creature token for each creature card in your graveyard.
BG, Sacrifice another creature: You gain 1 life and draw a card.

#181: Join Shields, 3GW, Uncommon
Instant
Untap all creatures you control. They gain hexproof and indestructible until end of turn.

#182: Justice Strike, RW, Uncommon
Instant
Target creature deals damage to itself equal to its power.

#183: Knight of Autumn, 1GW, Rare
Creature - Dryad Knight, 2/1
When Knight of Autumn enters the battlefield, choose one -

- Put two +1/+1 counters on Knight of Autumn.
- Destroy target artifact or enchantment.
- You gain 4 life.

#184: Lazav, the Multifarious, UB, Mythic Legendary Creature - Shapeshifter, 1/3
When Lazav, the Multifarious enters the battlefield, surveil 1.
X: Lazav, the Multifarious becomes a copy of target creature card in your graveyard with converted mana cost X, except its name is Lazav, the Multifarious, it's legendary in addition to its other types, and it has this ability.

#185: League Guildmage, UR, Uncommon
Creature - Human Wizard, 2/2
3U, {T}: Draw a card.
XR, {T}: Copy target instant or sorcery spell you control with converted mana cost X. You may choose new targets for the copy.

#186: Ledev Champion, 1GW, Uncommon
Creature - Elf Knight, 2/2
Whenever Ledev Champion attacks, you may tap any number of untapped creatures you control. Ledev Champion gets +1/+1 until end of turn for each creature tapped this way.
3GW: Create a 1/1 white Soldier creature token with lifelink.

#187: Legion Guildmage, RW, Uncommon
Creature - Human Wizard, 2/2
5R, {T}: Legion Guildmage deals 3 damage to each opponent.
2W, {T}: Tap another target creature.

#188: March of the Multitudes, XGWW, Mythic Instant
Convoke
Create X 1/1 white Soldier creature tokens with lifelink.

#189: Mnemonic Betrayal, 1UB, Mythic Sorcery

Exile all cards from all opponents' graveyards. You may cast those cards this turn, and you may spend mana as though it were mana of any type to cast those spells. At the beginning of the next end step, if any of those cards remain exiled, return them to their owners' graveyards.
Exile Mnemonic Betrayal.

#190: Molderhulk, 7BG, Uncommon
Creature - Fungus Zombie, 6/6
Undergrowth - This spell costs 1 less to cast for each creature card in your graveyard.
When Molderhulk enters the battlefield, return target land card from your graveyard to the battlefield.

#191: Nightveil Predator, UUBB, Uncommon
Creature - Vampire, 3/3
Flying, deathtouch
Hexproof

#192: Niv-Mizzet, Parun, UUURRR, Rare
Legendary Creature - Dragon Wizard, 5/5
This spell can't be countered.
Flying
Whenever you draw a card, Niv-Mizzet, Parun deals 1 damage to any target.
Whenever a player casts an instant or sorcery spell, you draw a card.

#193: Notion Rain, 1UB, Common
Sorcery
Surveil 2, then draw two cards. Notion Rain deals 2 damage to you.

#194: Ochran Assassin, 1BG, Uncommon
Creature - Elf Assassin, 1/1
Deathtouch
All creatures able to block Ochran Assassin do so.

#195: Ral, Izzet Viceroy, 3UR, Mythic
Legendary Planeswalker - Ral, 5
+1: Look at the top two cards of your library. Put one of them into your hand and the other into your graveyard.
-3: Ral, Izzet Viceroy deals damage to target creature

equal to the total number of instant and sorcery cards you own in exile and in your graveyard.
-8: You get an emblem with "Whenever you cast an instant or sorcery spell, this emblem deals 4 damage to any target and you draw two cards."

#196: Rhizome Lurcher, 2BG, Common
Creature - Fungus Zombie, 2/2
Undergrowth - Rhizome Lurcher enters the battlefield with a number of +1/+1 counters on it equal to the number of creature cards in your graveyard.

#197: Rosemane Centaur, 3GW, Common
Creature - Centaur Soldier, 4/4
Convoke
Vigilance

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

#199: Sonic Assault, 1UR, Common
Instant
Tap target creature. Sonic Assault deals 2 damage to that creature's controller.
Jump-start

#200: Sumala Woodshaper, 2GW, Common
Creature - Elf Druid, 2/1
When Sumala Woodshaper enters the battlefield, look at the top four cards of your library. You may reveal a creature or enchantment card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

#201: Swarm Guildmage, BG, Uncommon
Creature - Elf Shaman, 2/2
4B, {T}: Creatures you control get +1/+0 and gain menace until end of turn.
1G, {T}: You gain 2 life.

#202: Swathcutter Giant, 4RW, Uncommon
Creature - Giant Soldier, 5/5
Vigilance

Whenever Swathcutter Giant attacks, it deals 1 damage to each creature defending player controls.

#203: Swiftblade Vindicator, RW, Rare
Creature - Human Soldier, 1/1
Double strike, vigilance, trample

#204: Tajic, Legion's Edge, 1RW, Rare
Legendary Creature - Human Soldier, 3/2
Haste
Mentor
Prevent all noncombat damage that would be dealt to other creatures you control.
RW: Tajic, Legion's Edge gains first strike until end of turn

#205: Thief of Sanity, 1UB, Rare
Creature - Specter, 2/2
Flying
Whenever Thief of Sanity deals combat damage to a player, look at the top three cards of that player's library, exile one of them face down, then put the rest into their graveyard. For as long as that card remains exiled, you may look at it, you may cast it, and you may spend mana as though it were mana of any type to cast that spell.

#206: Thought Erasure, UB, Uncommon
Sorcery
Target opponent reveals their hand. You choose a nonland card from it. That player discards that card.
Surveil 1.

#207: Thousand-Year Storm, 4UR, Mythic
Enchantment
Whenever you cast an instant or sorcery spell, copy it for each other instant and sorcery spell you've cast before it this turn. You may choose new targets for the copies.

#208: Trostani Discordant, 3GW, Mythic
Legendary Creature - Dryad, 1/4
Other creatures you control get +1/+1.

When Trostani Discordant enters the battlefield, create two 1/1 white Soldier creature tokens with lifelink. At the beginning of your end step, each player gains control of all creatures they own.

#209: Truefire Captain, RRWW, Uncommon
Creature - Human Knight, 4/3
Mentor
Whenever Truefire Captain is dealt damage, it deals that much damage to target player.

#210: Undercity Uprising, 2BG, Common
Sorcery
Creatures you control gain deathtouch until end of turn. Then target creature you control fights target creature you don't control.

#211: Underrealm Lich, 3BG, Mythic
Creature - Zombie Elf Shaman, 4/3
If you would draw a card, instead look at the top three cards of your library, then put one into your hand and the rest into your graveyard. Pay 4 life: Underrealm Lich gains indestructible until end of turn. Tap it.

#212: Unmoored Ego, 1UB, Rare
Sorcery
Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. That player shuffles their library, then draws a card for each card exiled from their hand this way.

#213: Vraska, Golgari Queen, 2BG, Mythic
Legendary Planeswalker - Vraska, 4
+2: You may sacrifice another permanent. If you do, you gain 1 life and draw a card.
-3: Destroy target nonland permanent with converted mana cost 3 or less.
-9: You get an emblem with "Whenever a creature you control deals combat damage

to a player, that player loses the game."

#214: Wee Dragonauts, 1UR, Uncommon
Creature - Faerie Wizard, 1/3 Flying
Whenever you cast an instant or sorcery spell, Wee Dragonauts gets +2/+0 until end of turn.

#215: Worldsoul Colossus, XGW, Uncommon
Creature - Elemental, 0/0 Convoke
Worldsoul Colossus enters the battlefield with X +1/+1 counters on it.

Hybrid (5)

#216: Fresh-Faced Recruit, 1(R/W), Common
Creature - Human Soldier, 2/1
As long as it's your turn, Fresh-Faced Recruit has first strike.

#217: Piston-Fist Cyclops, 1(U/R)(U/R), Common
Creature - Cyclops, 4/3 Defender
As long as you've cast an instant or sorcery spell this turn, Piston-Fist Cyclops can attack as though it didn't have defender.

#218: Pitiless Gorgon, 1(B/G)(B/G), Common
Creature - Gorgon, 2/2 Deathtouch

#219: Vernadi Shieldmate, 1(G/W), Common
Creature - Human Soldier, 2/2
Vigilance

#220: Whisper Agent, 1(U/B)(U/B), Common
Creature - Human Rogue, 3/2 Flash
When Whisper Agent enters the battlefield, surveil 1.

Split cards (10)

#221: Assure // Assemble, (G/W)(G/W) // 4GW, Rare
Instant
Put a +1/+1 counter on target creature. That creature gains indestructible until end of turn.
//
Create three 2/2 green and white Elf Knight creature tokens with vigilance.

#222: Connive // Concoct, 2(U/B)(U/B) // 3UB, Rare
Sorcery
Gain control of target creature with power 2 or less.
//
Surveil 3, then return a creature card from your graveyard to the battlefield.

#223: Discovery // Dispersal, 1(U/B) // 3UB, Uncommon
Sorcery // Instant
Surveil 2, then draw a card.
//
Each opponent returns a nonland permanent they control with the highest converted mana cost among permanents they control to its owner's hand, then discards a card.

#224: Expansion // Explosion, (U/R)(U/R) // XUURR, Rare
Instant
Copy target instant or sorcery spell with converted mana cost 4 or less. You may choose new targets for the copy.
//
Explosion deals X damage to any target. Target player draws X cards.

#225: Find // Finality, (B/G)(B/G) // 4BG, Rare
Sorcery
Return up to two target creature cards from your graveyard to your hand.
//
You may put two +1/+1 counters on a creature you control. Then all creatures get -4/-4 until end of turn.

#226: Flower // Flourish, (G/W) // 4GW, Uncommon
Sorcery
Search your library for a basic Forest or Plains card, reveal it, put it into your hand, then shuffle your library.
//
Creatures you control get +2/+2 until end of turn.

#227: Integrity // Intervention, (R/W) // 2RW, Uncommon
Instant
Target creature gets +2/+2 until end of turn.
//

Intervention deals 3 damage to any target and you gain 3 life.

#228: Invert // Invent, (U/R) // 4UR, Uncommon
Instant
Switch the power and toughness of each of up to two target creatures.
//
Search your library for an instant card and/or a sorcery card, reveal them, put them into your hand, then shuffle your library.

#229: Response // Resurgence, (R/W)(R/W) // 3RW, Rare
Instant // Sorcery
Response deals 5 damage to target attacking or blocking creature.
//
Creatures you control gain first strike and vigilance until end of turn. After this main phase, there is an additional combat phase followed by an additional main phase.

#230: Status // Statue, (B/G) // 2BG, Uncommon
Instant
Target creature gets +1/+1 and gains deathtouch until end of turn.
//
Destroy target artifact, creature, or enchantment.

Artifact (12)

#231: Boros Locket, 3, Common
Artifact
{T}: Add R or W.
(R/W)(R/W)(R/W)(R/W), {T}, Sacrifice Boros Locket: Draw two cards.

#232: Chamber Sentry, X, Rare
Artifact Creature - Construct, 0/0
Chamber Sentry enters the battlefield with a +1/+1 counter on it for each color of mana spent to cast it. X, {T}, Remove X +1/+1 counters from Chamber Sentry: It deals X damage to any target.
WUBRG: Return Chamber Sentry from your graveyard to your hand.

#233: Chromatic Lantern, 3, Rare

Artifact

Lands you control have "{T}": Add one mana of any color."
{T}: Add one mana of any color.

#234: Dimir Locket, 3, Common
Artifact
{T}: Add U or B.
(U/B)(U/B)(U/B)(U/B), {T}, Sacrifice Dimir Locket: Draw two cards.

#235: Gatekeeper Gargoyle, 6, Uncommon
Artifact Creature - Gargoyle, 3/3
Flying
Gatekeeper Gargoyle enters the battlefield with a +1/+1 counter on it for each Gate you control.

#236: Glaive of the Guildpact, 2, Uncommon
Artifact - Equipment
Equipped creature gets +1/+0 for each Gate you control and has vigilance and menace. Equip 3 (3: Attach to target creature you control. Equip only as a sorcery.)

#237: Golgari Locket, 3, Common
Artifact
{T}: Add B or G.
(B/G)(B/G)(B/G)(B/G), {T}, Sacrifice Golgari Locket: Draw two cards.

#238: Izzet Locket, 3, Common
Artifact
{T}: Add U or R.
(U/R)(U/R)(U/R)(U/R), {T}, Sacrifice Izzet Locket: Draw two cards.

#239: Rampaging Monument, 4, Uncommon
Artifact Creature - Cleric, 0/0
Trample
Rampaging Monument enters the battlefield with three +1/+1 counters on it. Whenever you cast a multicolored spell, put a +1/+1 counter on Rampaging Monument.

#240: Selesnya Locket, 3, Common
Artifact
{T}: Add G or W.
(G/W)(G/W)(G/W)(G/W), {T}, Sacrifice Selesnya Locket: Draw two cards.

#241: Silent Dart, 1, Uncommon
Artifact
4, {T}, Sacrifice Silent Dart: It deals 3 damage to target creature.

#242: Wand of Vertebrae, 1, Uncommon
Artifact
{T}: Put the top card of your library into your graveyard.
2, {T}, Exile Wand of Vertebrae: Shuffle up to five target cards from your graveyard into your library.

Land (17)

#243/244: Boros Guildgate, Common
Land - Gate
Boros Guildgate enters the battlefield tapped.
{T}: Add R or W.

#245/246: Dimir Guildgate, Common
Land - Gate
Dimir Guildgate enters the battlefield tapped.
{T}: Add U or B.

#247: Gateway Plaza, Common
Land - Gate
Gateway Plaza enters the battlefield tapped.
When Gateway Plaza enters the battlefield, sacrifice it unless you pay 1.
{T}: Add one mana of any color.

#248/249: Golgari Guildgate, Common
Land - Gate
Golgari Guildgate enters the battlefield tapped.
{T}: Add B or G.

#250: Guildmages' Forum, Rare
Land
{T}: Add ◇
1, {T}: Add one many of any color. If that mana is spent on a multicolored creature spell, that creature enters the battlefield with an additional +1/+1 counter on it.

#251/252: Izzet Guildgate, Common
Land - Gate
Izzet Guildgate enters the battlefield tapped.
{T}: Add U or R.

#253: Overgrown Tomb, Rare
Land - Swamp Forest
(T): Add B or G.
As Overgrown Tomb enters the battlefield, you may pay 2 life. If you don't, it enters the battlefield tapped.

#254: Sacred Foundry, Rare
Land - Mountain Plains
(T): Add R or W.
As Sacred Foundry enters the battlefield, you may pay 2 life. If you don't, it enters the battlefield tapped.

#255/256: Selesnya Guildgate, Common
Land - Gate
Selesnya Guildgate enters the battlefield tapped.
{T}: Add G or W.

#257: Steam Vents, Rare
Land - Island Mountain
(T): Add U or R.
As Steam Vents enters the battlefield, you may pay 2 life. If you don't, it enters the battlefield tapped.

#258: Temple Garden, Rare
Land - Forest Plains
(T): Add G or W.
As Temple Garden enters the battlefield, you may pay 2 life. If you don't, it enters the battlefield tapped.

#259: Watery Grave, Rare
Land - Island Swamp
(T): Add U or B.
As Watery Grave enters the battlefield, you may pay 2 life. If you don't, it enters the battlefield tapped.

Not in booster packs (9)

#265: Ral, Caller of Storms, 4UR
Legendary Planeswalker - Ral, 4
+1: Draw a card.
-2: Ral, Caller of Storms deals 3 damage divided as you choose among one, two, or three targets,
-7: Draw seven cards. Ral, Caller of Storms deals 7 damage to each creature your opponents control.

#266: Ral's Dispersal, 3UU
Instant
Return target creature to its owner's hand. You may search your library and/or graveyard for a card named

Ral, Caller of Storms, reveal it, and put it into your hand. If you search your library this way, shuffle it.

#267: Precision Bolt, 2R
Sorcery
Precision Bolt deals 3 damage to any target.

#268: Ral's Staticaster, 2UR
Creature - Viashino Wizard, 3/3
Trample
Whenever Ral's Staticaster attacks, if you control a Ral planeswalker, Ral's Staticaster gets +1/+0 for each card in your hand until end of turn.

#269: Vraska, Regal Gorgon, 5BG
Legendary Planeswalker - Vraska, 5
+2: Put a +1/+1 counter on up to one target creature. That creature gains menace until end of turn.
-3: Destroy target creature.
-10: For each creature card in your graveyard, put a +1/+1 counter on each creature you control.

#270: Kraul Raider, 2B
Creature - Insect Warrior, 2/3
Menace

#271: Attendant of Vraska, 1BG
Creature - Zombie Soldier, 3/3
When Attendant of Vraska dies, if you control a Vraska planeswalker, you gain life equal to Attendant of Vraska's power.

#272: Vraska's Stoneglare, 4BG
Sorcery
Destroy target creature. You gain life equal to its toughness. You may search your library and/or graveyard for a card named Vraska, Regal Gorgon, reveal it, and put it into your hand. If you search your library this way, shuffle it.

#273: Impervious Greatwurm, 7GGG
Creature - Wurm
Convoke
Indestructible