1 Darksteel Citadel 1 Darksteel Citadel 1 Memnite 1 Memnite Artifact Creature - Construct 1/1 Artifact Creature - Construct Artifact Land Artifact Land 1/1 Indestructible; **c**: Add **1** to your MP. Indestructible; **c**: Add **1** to your MP. 2 Island 2 Mountain 2 Serum Visions 2 Serum Visions Basic Land - Island Basic Land - Mountain Sorcery Sorcerv 3 Mountain 3 Mountain Draw 1. Scrv 2. Draw 1. Scry 2. Basic Land - Mountain Basic Land - Mountain **2** 3 Atarka's Command 3 Atarka's Command 224 4 Huntmaster of the Fells 4 Huntmaster of the Fells Instant Instant Creature - Human Werewolf 2/2 Creature - Human Werewolf 2/2 Choose 2 -; • Your opps can't gain life this Choose 2 -; ● Your opps can't gain life this turn.; • ~ deals 3 to each opp.; • You may put turn.; • ~ deals 3 to each opp.; • You may put Transforms into Ravager of the Fells Transforms into Ravager of the Fells a land from your hand into play.; • Creatures [Creature - Werewolf, 4/4]; Whenever this [Creature - Werewolf, 4/4]; Whenever this a land from your hand into play.; • Creatures creature ETB or transforms into ~, put a 2/2 creature ETB or transforms into ~, put a 2/2 you control get +1/+1 and gain reach until you control get +1/+1 and gain reach until green Wolf creature tkn into play and you green Wolf creature tkn into play and you EOT. EOT. gain 2.; At each UPK, if no spells were cast gain 2.; At each UPK, if no spells were cast 1 🗫 4 Dark Confidant 1 🗬 last turn, transform ~.; // Trample; Whenever last turn, transform ~.; // Trample; Whenever 4 Dark Confidant this creature transforms into ~, it deals 2 to this creature transforms into ~, it deals 2 to Creature - Human Wizard Creature - Human Wizard 2/1 tgt opp and 2 dmg to <= 1 tgt creature that tgt opp and 2 dmg to <= 1 tgt creature that At your UPK, reveal the top card of your At your UPK, reveal the top card of your player controls.; At each UPK, if a player player controls.; At each UPK, if a player library and put it into your hand. You lose life library and put it into your hand. You lose life cast >= 2 spells last turn, transform \sim . cast ≥ 2 spells last turn, transform \sim . = its CMC. = its CMC. 0 1 **Ornithopter** 1 Blinkmoth Nexus 1 **Ornithopter** 1 Mox Opal Artifact Creature - Thopter 0/2 Artifact Creature - Thopter Land Legendary Artifact Flying Flying : Add • to your MP. Activate this ability e: Add 1 to your MP.; 1: ~ becomes a 1/1 only if metalcraft. 2 Serum Visions 2 Serum Visions Blinkmoth artifact creature with flying until 2 Spell Snare Sorcery Sorcery EOT. It's still a land.; 1, ©: Tgt Blinkmoth creature gets +1/+1 until EOT. Draw 1. Scry 2. Draw 1. Scry 2. Instant Counter tgt spell with CMC 2. 3 Atarka's Command 3 Atarka's Command 2 Island 22 Instant Instant 3 Eidolon of the Great Revel Basic Land - Island **Enchantment Creature - Spirit** Choose 2 -; • Your opps can't gain life this Choose 2 -; ● Your opps can't gain life this **3 Scalding Tarn** Whenever a player casts a spell with CMC turn.; • ~ deals 3 to each opp.; • You may put turn.; • ~ deals 3 to each opp.; • You may put ≤ 3 , ~ deals 2 to that player. a land from your hand into play.; • Creatures a land from your hand into play.; • Creatures Land you control get +1/+1 and gain reach until you control get +1/+1 and gain reach until 2 🗬 🥏 4 Olivia Voldaren • Pay 1 life, Sac ~: Tutor for an Island or EOT. EOT. Mountain and put it into play. Then shuffle. Legendary Creature - Vampire 3/3 1 🗬 4 Dark Confidant 4 Inquisition of Kozilek Flying; 12: ~ deals 1 to another tgt 4 Abrupt Decay Creature - Human Wizard 2/1 Sorcery creature. That creature becomes a Vampire in addition to its other types. Put a \oplus on \sim .; 3 At your UPK, reveal the top card of your Tgt player reveals his hand. You choose a ��: Gain control of tgt Vampire for as long ~ can't be countered.; Destroy tgt nonland nonland from it with CMC <= 3. That player library and put it into your hand. You lose life

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as you control ~.

= its CMC.

discards it.

permanent with $CMC \le 3$.

0/2

1Φ

1/1

222

22

2/2

1 Blinkmoth Nexus

Land

c: Add 1 to your MP.; 1: ~ becomes a 1/1 Blinkmoth artifact creature with flying until EOT. It's still a land.; 1, ©: Tgt Blinkmoth creature gets +1/+1 until EOT.

2 Island

Basic Land - Island

3 Wild Nacatl

Creature - Cat Warrior

~ gets +1/+1 as long as you control a Mountain.; ~ gets +1/+1 as long as you control a Plains.

4 Abrupt Decay

1 Ornithopter

Artifact Creature - Thopter

Flying

~ can't be countered.; Destroy tgt nonland permanent with $CMC \le 3$.

creature gets +1/+1 until EOT.

1/1

P

0

0/2

222

2 Island

Land

Basic Land - Island

1 Blinkmoth Nexus

3 Wild Nacatl

Creature - Cat Warrior

~ gets +1/+1 as long as you control a Mountain.; ~ gets +1/+1 as long as you control a Plains.

e: Add 1 to your MP.; 1: ~ becomes a 1/1

Blinkmoth artifact creature with flying until

EOT. It's still a land.; 1, ©: Tgt Blinkmoth

4 Blood Crypt

Land - Swamp Mountain

As ~ ETB, you may pay 2 life. If you don't, ~ ETB tapped.

1 Vault Skirge

Artifact Creature - Imp

2 Splinter Twin

Enchantment - Aura

Enchant creature: Enchanted creature has '®: Put a tkn that's a copy of this creature into play. That tkn has haste. Exile it at the beginning of the next end step."

3 Wooded Foothills

Land

Pay 1 life, Sac ~: Tutor for a Mountain or Forest and put it into play. Then shuffle.

4 Stomping Ground

Land - Mountain Forest

As ~ ETB, you may pay 2 life. If you don't, ~ ETB tapped.

Flying; Lifelink

2 Splinter Twin

Enchantment - Aura

Enchant creature; Enchanted creature has "c: Put a tkn that's a copy of this creature into play. That tkn has haste. Exile it at the beginning of the next end step."

3 Wooded Foothills

Land

• Pay 1 life, Sac ~: Tutor for a Mountain or Forest and put it into play. Then shuffle.

4 Terminate

Instant

Destroy tgt creature. It can't be regenerated.

1 Blinkmoth Nexus

Land

C: Add 1 to your MP.: 1: ~ becomes a 1/1 Blinkmoth artifact creature with flying until EOT. It's still a land.; 1, ©: Tgt Blinkmoth creature gets +1/+1 until EOT.

2 Island

1/1

10

1/1

222

Basic Land - Island

3 Wild Nacatl

Creature - Cat Warrior

~ gets +1/+1 as long as you control a Mountain.; \sim gets +1/+1 as long as you control a Plains.

4 Overgrown Tomb

Land - Swamp Forest

As ~ ETB, you may pay 2 life. If you don't, ~ ETB tapped.

1 Vault Skirge

Artifact Creature - Imp

Flying; Lifelink

2 Splinter Twin

Enchantment - Aura

Enchant creature; Enchanted creature has "@ Put a tkn that's a copy of this creature into play. That tkn has haste. Exile it at the beginning of the next end step."

3 Eidolon of the Great Revel

Enchantment Creature - Spirit

Whenever a player casts a spell with CMC ≤ 3 , ~ deals 2 to that player.

4 Bloodstained Mire

Land

P

Pay 1 life, Sac ~: Tutor for a Swamp or Mountain and put it into play. Then shuffle.

1 Ornithopter

Artifact Creature - Thopter

Flying

2 Cavern of Souls

Land

As ~ ETB, choose a creature type.; ©: Add 1 to your MP.; C: Add to your MP. Spend this mana only to cast a creature of the chosen type, and that spell can't be countered.

3 Wooded Footbills

Land

Pay 1 life, Sac ~: Tutor for a Mountain or Forest and put it into play. Then shuffle.

4 Overgrown Tomb

Land - Swamp Forest

As ~ ETB, you may pay 2 life. If you don't, ~ ETB tapped.

1 Vault Skirge

Artifact Creature - Imp Flying; Lifelink

2 Splinter Twin

Enchantment - Aura

Enchant creature: Enchanted creature has "C: Put a tkn that's a copy of this creature into play. That tkn has haste. Exile it at the beginning of the next end step."

3 Eidolon of the Great Revel

Enchantment Creature - Spirit

Whenever a player casts a spell with CMC ≤ 3 , \sim deals 2 to that player.

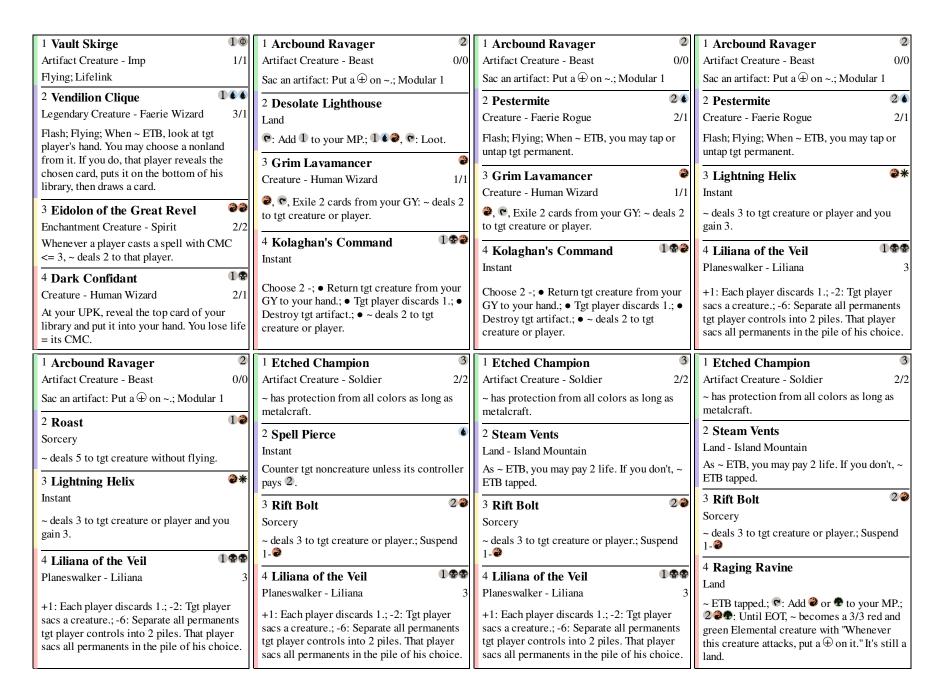
4 Bloodstained Mire

Land

22

• Pay 1 life, Sac ~: Tutor for a Swamp or Mountain and put it into play. Then shuffle.

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1 Mox Opal Legendary Artifact **c**: Add **o** to your MP. Activate this ability only if metalcraft. 2 Steam Vents Land - Island Mountain As ~ ETB, you may pay 2 life. If you don't, ~ ETB tapped. 3 Rift Bolt Sorcery ~ deals 3 to tgt creature or player.; Suspend 4 Raging Ravine ~ ETB tapped.; 🖭 Add 🤣 or 🗣 to your MP.; 220: Until EOT. ~ becomes a 3/3 red and

Pay 1 life, Sac ~: Tutor for a Swamp or

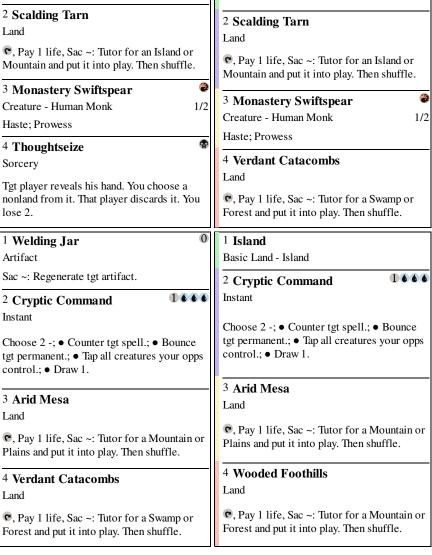
Forest and put it into play. Then shuffle.



1 Mox Opal

Legendary Artifact

1 Inkmoth Nexus Land **c**: Add 1 to your MP.; 1: ~ becomes a 1/1 Blinkmoth artifact creature with flying and infect until EOT. It's still a land. 2 Scalding Tarn Land 3 Monastery Swiftspear Creature - Human Monk Haste: Prowess 4 Thoughtseize Sorcerv lose 2. 1 Welding Jar Artifact Sac ~: Regenerate tgt artifact. 2 Cryptic Command Instant 16 control.: • Draw 1. 3 Arid Mesa Land



1 Inkmoth Nexus

c: Add 1 to your MP.; 1: ~ becomes a 1/1

Blinkmoth artifact creature with flying and

infect until EOT. It's still a land.

Land

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Land

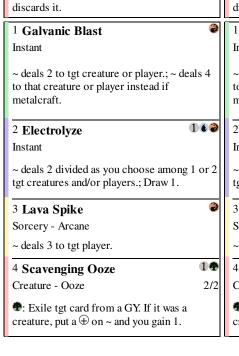
Pay 1 life, Sac ~: Tutor for a Swamp or

Forest and put it into play. Then shuffle.





1 Cranial Plating Artifact - Equipment Equipped creature gets +1/+0 for each artifact you control.; Attach ~ to tgt creature you control.; Equip 1 26 2 Deceiver Exarch Creature - Cleric Flash: When ~ ETB, choose 1 -: ● Untap tgt permanent you control.; • Tap tgt permanent an opp controls. 3 Sacred Foundry Land - Mountain Plains As ~ ETB, you may pay 2 life. If you don't, ~ ETB tapped. 4 Inquisition of Kozilek Sorcery Tgt player reveals his hand. You choose a nonland from it with CMC \leq 3. That player









1 Cranial Plating

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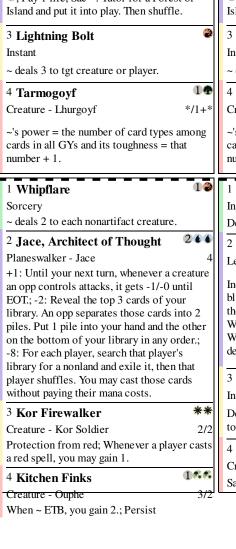
1 Cranial Plating

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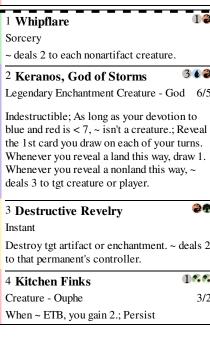
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Land Land Instant 4 Tarmogoyf number + 1. 1 Whipflare Sorcery









1 Glimmervoid

2 Misty Rainforest

3 Lightning Bolt

4 Tarmogoyf

number + 1.

Creature - Lhurgoyf

At the beginning of the end step, if you

Pay 1 life, Sac ~: Tutor for a Forest or

Island and put it into play. Then shuffle.

~ deals 3 to tgt creature or player.

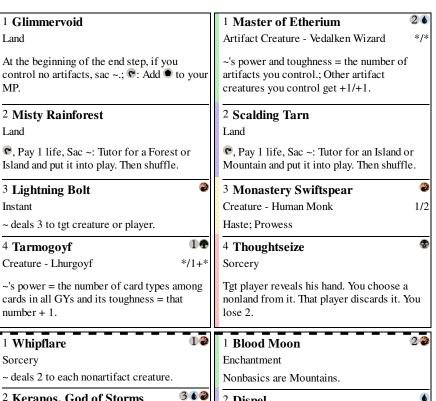
cards in all GYs and its toughness = that

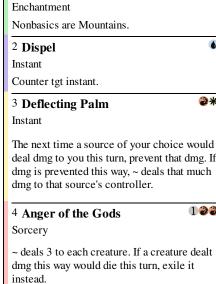
Land

Land

Instant

2





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