1 **Island**
Basic Land - Island

2 **Emrakul, the Aeons Torn** 15
Legendary Creature - Eldrazi 15/15

~ can't be countered.; When you cast ~, take an extra turn after this 1.; Flying, protection from colored spells, annihilator 6; When ~ is put into a GY from anywhere, its owner shuffles his GY into his library.

3 **Thoughtseize**
Sorcery

Tgt player reveals his hand. You choose a nonland from it. That player discards it. You lose 2.

4 **Blood Crypt**
Land - Swamp Mountain

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

---

1 **Island**
Basic Land - Island

2 **Karn Liberated** 7
Planeswalker - Karn 6

+4: Tgt player exiles a card from his hand.; -3: Exile tgt permanent.; -14: Restart the game, leaving in exile all non-Aura permanent cards exiled with ~. Then put those cards into play under your control.

3 **Thoughtseize**
Sorcery

Tgt player reveals his hand. You choose a nonland from it. That player discards it. You lose 2.

4 **Deprive**
Instant

As an additional cost, bounce a land you control.; Counter tgt spell.

---

1 **Island**
Basic Land - Island

2 **Karn Liberated** 7
Planeswalker - Karn 6

+4: Tgt player exiles a card from his hand.; -3: Exile tgt permanent.; -14: Restart the game, leaving in exile all non-Aura permanent cards exiled with ~. Then put those cards into play under your control.

3 **Thoughtseize**
Sorcery

Tgt player reveals his hand. You choose a nonland from it. That player discards it. You lose 2.

4 **Mana Leak** 1
Instant

Counter tgt spell unless its controller pays 3.

---

1 **Island**
Basic Land - Island

2 **Karn Liberated** 7
Planeswalker - Karn 6

+4: Tgt player exiles a card from his hand.; -3: Exile tgt permanent.; -14: Restart the game, leaving in exile all non-Aura permanent cards exiled with ~. Then put those cards into play under your control.

3 **Verdant Catacombs**
Land

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

4 **Mana Leak** 1
Instant

Counter tgt spell unless its controller pays 3.

---

1 **Island**
Basic Land - Island

2 **Karn Liberated** 7
Planeswalker - Karn 6

+4: Tgt player exiles a card from his hand.; -3: Exile tgt permanent.; -14: Restart the game, leaving in exile all non-Aura permanent cards exiled with ~. Then put those cards into play under your control.

3 **Verdant Catacombs**
Land

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

4 **Rise**
Sorcery

Return tgt creature from a GY and tgt creature in play to their owners' hands.

---

1 **Cavern of Souls**
Land

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

2 **Urza's Tower**
Land - Urza's Tower

: Add 1 to your MP. If you control an Urza's Mine and an Urza's Power-Plant, add 3 to your MP instead.

3 **Abrupt Decay**
Instant

~ can't be countered.; Destroy tgt nonland permanent with CMC <= 3.

4 **Gurmag Angler** 6
Creature - Zombie Fish 5/5

Delve

---

1 **Cavern of Souls**
Land

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

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Instant

~ can't be countered.; Destroy tgt nonland permanent with CMC <= 3.

4 **Gurmag Angler** 6
Creature - Zombie Fish 5/5

Delve

---

1 **Master of Waves** 3
Creature - Merfolk Wizard 2/1

Protection from red; Elemental creatures you control get +1/+1.; When ~ ETB, put a number of 1/0 blue Elemental creature tkns into play = your devotion to blue.

2 **Urza's Tower**
Land - Urza's Tower

: Add 1 to your MP. If you control an Urza's Mine and an Urza's Power-Plant, add 3 to your MP instead.

3 **Godless Shrine**
Land - Plains Swamp

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

4 **Lightning Bolt**
Instant

~ deals 3 to tgt creature or player.

1 **Master of Waves** 3 {B}
Creature - Merfolk Wizard 2/1

Protection from red; Elemental creatures you control get +1/+1.; When ~ ETB, put a number of 1/0 blue Elemental creature tkns into play = your devotion to blue.

2 **Grove of the Burnwillows**
Land

{T}: Add {1} to your MP.; {T}: Add {R} or {G} to your MP. Each opp gains 1.

3 **Dark Confidant** 1{B}
Creature - Human Wizard 2/1

At your UPK, reveal the top card of your library and put it into your hand. You lose life = its CMC.

4 **Lightning Bolt** {R}
Instant

~ deals 3 to tgt creature or player.

1 **Master of Waves** 3 {B}
Creature - Merfolk Wizard 2/1

Protection from red; Elemental creatures you control get +1/+1.; When ~ ETB, put a number of 1/0 blue Elemental creature tkns into play = your devotion to blue.

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Land

{T}: Add {1} to your MP.; {T}: Add {R} or {G} to your MP. Each opp gains 1.

3 **Dark Confidant** 1{B}
Creature - Human Wizard 2/1

At your UPK, reveal the top card of your library and put it into your hand. You lose life = its CMC.

4 **Lightning Bolt** {R}
Instant

~ deals 3 to tgt creature or player.

1 **Master of the Pearl Trident** {B}{B}
Creature - Merfolk 2/2

Other Merfolk creatures you control get +1/+1 and have islandwalk.

2 **Ancient Stirrings** {G}
Sorcery

Look at the top 5 cards of your library. You may reveal a colorless card from among them and put it into your hand. Then put the rest on the bottom of your library in any order.

3 **Dark Confidant** 1{B}
Creature - Human Wizard 2/1

At your UPK, reveal the top card of your library and put it into your hand. You lose life = its CMC.

4 **Lightning Bolt** {R}
Instant

~ deals 3 to tgt creature or player.

1 **Master of the Pearl Trident** {B}{B}
Creature - Merfolk 2/2

Other Merfolk creatures you control get +1/+1 and have islandwalk.

2 **Ancient Stirrings** {G}
Sorcery

Look at the top 5 cards of your library. You may reveal a colorless card from among them and put it into your hand. Then put the rest on the bottom of your library in any order.

3 **Inquisition of Kozilek** {B}
Sorcery

Tgt player reveals his hand. You choose a nonland from it with CMC <= 3. That player discards it.

4 **Serum Visions** {U}
Sorcery

Draw 1. Scry 2.

1 **Master of the Pearl Trident** {B}{B}
Creature - Merfolk 2/2

Other Merfolk creatures you control get +1/+1 and have islandwalk.

2 **Ancient Stirrings** {G}
Sorcery

Look at the top 5 cards of your library. You may reveal a colorless card from among them and put it into your hand. Then put the rest on the bottom of your library in any order.

3 **Inquisition of Kozilek** {B}
Sorcery

Tgt player reveals his hand. You choose a nonland from it with CMC <= 3. That player discards it.

4 **Serum Visions** {U}
Sorcery

Draw 1. Scry 2.

1 **Minamo, School at Water's Edge**
Legendary Land

{T}: Add {U} to your MP.; {U}, {T}: Untap tgt legendary permanent.

2 **Oblivion Stone** 3
Artifact

4, {T}: Put a fate counter on tgt permanent.; 5, {T}, Sac ~: Destroy each nonland permanent without a fate counter on it, then remove all fate counters from all permanents.

3 **Maelstrom Pulse** 1{B}{G}
Sorcery

Destroy tgt nonland permanent and all other permanents with the same name as that permanent.

4 **Serum Visions** {U}
Sorcery

Draw 1. Scry 2.

1 **Spreading Seas** 1{U}
Enchantment - Aura

Enchant land; When ~ ETB, draw 1.; Enchanted land is an Island.

2 **Oblivion Stone** 3
Artifact

4, {T}: Put a fate counter on tgt permanent.; 5, {T}, Sac ~: Destroy each nonland permanent without a fate counter on it, then remove all fate counters from all permanents.

3 **Maelstrom Pulse** 1{B}{G}
Sorcery

Destroy tgt nonland permanent and all other permanents with the same name as that permanent.

4 **Spell Snare** {U}
Instant

Counter tgt spell with CMC 2.

1 **Spreading Seas** 1
Enchantment - Aura

Enchant land; When ~ ETB, draw 1.; Enchanted land is an Island.

2 **Oblivion Stone** 3
Artifact

4, : Put a fate counter on tgt permanent.; 5, , Sac ~: Destroy each nonland permanent without a fate counter on it, then remove all fate counters from all permanents.

3 **Marsh Flats**
Land

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

4 **Spell Snare**
Instant

Counter tgt spell with CMC 2.

1 **Spreading Seas** 1
Enchantment - Aura

Enchant land; When ~ ETB, draw 1.; Enchanted land is an Island.

2 **Ugin, the Spirit Dragon** 8
Planeswalker - Ugin 7

+2: ~ deals 3 to tgt creature or player.; -X: Exile each permanent with CMC <= X that's >= 1 colors.; -10: You gain 7, draw 7, then put <= 7 permanent cards from your hand into play.

3 **Marsh Flats**
Land

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

4 **Island**
Basic Land - Island

1 **Spreading Seas** 1
Enchantment - Aura

Enchant land; When ~ ETB, draw 1.; Enchanted land is an Island.

2 **Ugin, the Spirit Dragon** 8
Planeswalker - Ugin 7

+2: ~ deals 3 to tgt creature or player.; -X: Exile each permanent with CMC <= X that's >= 1 colors.; -10: You gain 7, draw 7, then put <= 7 permanent cards from your hand into play.

3 **Marsh Flats**
Land

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

4 **Island**
Basic Land - Island

1 **Vapor Snag**
Instant

Bounce tgt creature. Its controller loses 1.

2 **Wurmcoil Engine** 6
Artifact Creature - Wurm 6/6

Deathtouch, lifelink; When ~ dies, put a 3/3 colorless Wurm artifact creature tkn with deathtouch and a 3/3 colorless Wurm artifact creature tkn with lifelink into play.

3 **Scavenging Ooze** 1
Creature - Ooze 2/2

: Exile tgt card from a GY. If it was a creature, put a ⊕ on ~ and you gain 1.

4 **Island**
Basic Land - Island

1 **Vapor Snag**
Instant

Bounce tgt creature. Its controller loses 1.

2 **Wurmcoil Engine** 6
Artifact Creature - Wurm 6/6

Deathtouch, lifelink; When ~ dies, put a 3/3 colorless Wurm artifact creature tkn with deathtouch and a 3/3 colorless Wurm artifact creature tkn with lifelink into play.

3 **Scavenging Ooze** 1
Creature - Ooze 2/2

: Exile tgt card from a GY. If it was a creature, put a ⊕ on ~ and you gain 1.

4 **Mountain**
Basic Land - Mountain

1 **Vapor Snag**
Instant

Bounce tgt creature. Its controller loses 1.

2 **Wurmcoil Engine** 6
Artifact Creature - Wurm 6/6

Deathtouch, lifelink; When ~ dies, put a 3/3 colorless Wurm artifact creature tkn with deathtouch and a 3/3 colorless Wurm artifact creature tkn with lifelink into play.

3 **Scavenging Ooze** 1
Creature - Ooze 2/2

: Exile tgt card from a GY. If it was a creature, put a ⊕ on ~ and you gain 1.

4 **Swamp**
Basic Land - Swamp

1 **Island**
Basic Land - Island

2 **Grove of the Burnwillows**
Land

: Add 1 to your MP.; : Add or to your MP. Each opp gains 1.

3 **Liliana of the Veil** 1
Planeswalker - Liliana 3

+1: Each player discards 1.; -2: Tgt player sacs a creature.; -6: Separate all permanents tgt player controls into 2 piles. That player sacs all permanents in the pile of his choice.

4 **Polluted Delta**
Land

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

1 **Island**
Basic Land - Island

2 **Sylvan Scrying** 1
Sorcery

Tutor for a land, reveal it, and put it into your hand. Then shuffle.

3 **Liliana of the Veil** 1
Planeswalker - Liliana 3

+1: Each player discards 1.; -2: Tgt player sacs a creature.; -6: Separate all permanents tgt player controls into 2 piles. That player sacs all permanents in the pile of his choice.

4 **Polluted Delta**
Land

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

1 **Island**
Basic Land - Island

2 **Sylvan Scrying** 1G
Sorcery

Tutor for a land, reveal it, and put it into your hand. Then shuffle.

3 **Liliana of the Veil** 1BB
Planeswalker - Liliana 3

+1: Each player discards 1.; -2: Tgt player sacs a creature.; -6: Separate all permanents tgt player controls into 2 piles. That player sacs all permanents in the pile of his choice.

4 **Polluted Delta**
Land

T, Pay 1 life, Sac ~: Tutor for an Island or Swamp and put it into play. Then shuffle.

---

1 **Island**
Basic Land - Island

2 **Sylvan Scrying** 1G
Sorcery

Tutor for a land, reveal it, and put it into your hand. Then shuffle.

3 **Liliana of the Veil** 1BB
Planeswalker - Liliana 3

+1: Each player discards 1.; -2: Tgt player sacs a creature.; -6: Separate all permanents tgt player controls into 2 piles. That player sacs all permanents in the pile of his choice.

4 **Polluted Delta**
Land

T, Pay 1 life, Sac ~: Tutor for an Island or Swamp and put it into play. Then shuffle.

---

1 **Island**
Basic Land - Island

2 **Sylvan Scrying** 1G
Sorcery

Tutor for a land, reveal it, and put it into your hand. Then shuffle.

3 **Slaughter Pact** 0
Instant

Destroy tgt nonblack creature.; At the beginning of your next UPK, pay 2B. If you don't, you lose the game.

4 **Creeping Tar Pit**
Land

~ ETB tapped.; T: Add U or B to your MP.; 1UB: ~ becomes a 3/2 blue and black Elemental creature until EOT and can't be blocked this turn. It's still a land.

---

1 **Dismember** 1PP
Instant

Tgt creature gets -5/-5 until EOT.

2 **Pyroclasm** 1R
Sorcery

~ deals 2 to each creature.

3 **Tarmogoyf** 1G
Creature - Lhurgoyf */1+*

~'s power = the number of card types among cards in all GYs and its toughness = that number + 1.

4 **Creeping Tar Pit**
Land

~ ETB tapped.; T: Add U or B to your MP.; 1UB: ~ becomes a 3/2 blue and black Elemental creature until EOT and can't be blocked this turn. It's still a land.

---

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Instant

Tgt creature gets -5/-5 until EOT.

2 **Pyroclasm** 1R
Sorcery

~ deals 2 to each creature.

3 **Tarmogoyf** 1G
Creature - Lhurgoyf */1+*

~'s power = the number of card types among cards in all GYs and its toughness = that number + 1.

4 **Kolaghan's Command** 1BR
Instant

Choose 2 -; ● Return tgt creature from your GY to your hand.; ● Tgt player discards 1.; ● Destroy tgt artifact.; ● ~ deals 2 to tgt creature or player.

---

1 **Oboro, Palace in the Clouds**
Legendary Land

T: Add U to your MP.; 1: Bounce ~.

2 **Forest**
Basic Land - Forest

3 **Tarmogoyf** 1G
Creature - Lhurgoyf */1+*

~'s power = the number of card types among cards in all GYs and its toughness = that number + 1.

4 **Kolaghan's Command** 1BR
Instant

Choose 2 -; ● Return tgt creature from your GY to your hand.; ● Tgt player discards 1.; ● Destroy tgt artifact.; ● ~ deals 2 to tgt creature or player.

---

1 **Island**
Basic Land - Island

2 **Pyroclasm** 1R
Sorcery

~ deals 2 to each creature.

3 **Tarmogoyf** 1G
Creature - Lhurgoyf */1+*

~'s power = the number of card types among cards in all GYs and its toughness = that number + 1.

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Instant

Choose 2 -; ● Return tgt creature from your GY to your hand.; ● Tgt player discards 1.; ● Destroy tgt artifact.; ● ~ deals 2 to tgt creature or player.

---

1 **Island**
Basic Land - Island

2 **Pyroclasm** 1R
Sorcery

~ deals 2 to each creature.

3 **Thoughtseize** B
Sorcery

Tgt player reveals his hand. You choose a nonland from it. That player discards it. You lose 2.

4 **Vendilion Clique** 1UU
Legendary Creature - Faerie Wizard 3/1

Flash; Flying; When ~ ETB, look at tgt player's hand. You may choose a nonland from it. If you do, that player reveals the chosen card, puts it on the bottom of his library, then draws a card.

1 **Æther Vial** {1}
Artifact

At your UPK, you may put a {charge} on ~.; {T}: You may put a creature with CMC = the number of {charge} on ~ from your hand into play.

2 **Expedition Map** {1}
Artifact

{2}, {T}, Sac ~: Tutor for a land, reveal it, and put it into your hand. Then shuffle.

3 **Twilight Mire**
Land

{T}: Add {1} to your MP.; {G}, {T}: Add {B}{B}, {B}{G}, or {G}{G} to your MP.

4 **Scalding Tarn**
Land

{T}, Pay 1 life, Sac ~: Tutor for an Island or Mountain and put it into play. Then shuffle.

1 **Æther Vial** {1}
Artifact

At your UPK, you may put a {charge} on ~.; {T}: You may put a creature with CMC = the number of {charge} on ~ from your hand into play.

2 **Expedition Map** {1}
Artifact

{2}, {T}, Sac ~: Tutor for a land, reveal it, and put it into your hand. Then shuffle.

3 **Urborg, Tomb of Yawgmoth**
Legendary Land

Each land is a Swamp in addition to its other land types.

4 **Scalding Tarn**
Land

{T}, Pay 1 life, Sac ~: Tutor for an Island or Mountain and put it into play. Then shuffle.

1 **Æther Vial** {1}
Artifact

At your UPK, you may put a {charge} on ~.; {T}: You may put a creature with CMC = the number of {charge} on ~ from your hand into play.

2 **Expedition Map** {1}
Artifact

{2}, {T}, Sac ~: Tutor for a land, reveal it, and put it into your hand. Then shuffle.

3 **Dismember** {1}{Φ}{Φ}
Instant

Tgt creature gets -5/-5 until EOT.

4 **Scalding Tarn**
Land

{T}, Pay 1 life, Sac ~: Tutor for an Island or Mountain and put it into play. Then shuffle.

1 **Æther Vial** {1}
Artifact

At your UPK, you may put a {charge} on ~.; {T}: You may put a creature with CMC = the number of {charge} on ~ from your hand into play.

2 **Relic of Progenitus** {1}
Artifact

{T}: Tgt player exiles a card from his GY.; {1}, Exile ~: Exile all cards from all GYs. Draw 1.

3 **Dismember** {1}{Φ}{Φ}
Instant

Tgt creature gets -5/-5 until EOT.

4 **Snapcaster Mage** {1}{U}
Creature - Human Wizard 2/1

Flash; When ~ ETB, tgt instant or sorcery in your GY gains flashback until EOT. The flashback cost = its mana cost.

1 **Harbinger of the Tides** {U}{U}
Creature - Merfolk Wizard 2/2

You may cast ~ as though it had flash if you pay {2} more to cast it.; When ~ ETB, you may bounce tgt tapped creature an opp controls.

2 **Relic of Progenitus** {1}
Artifact

{T}: Tgt player exiles a card from his GY.; {1}, Exile ~: Exile all cards from all GYs. Draw 1.

3 **Go for the Throat** {1}{B}
Instant

Destroy tgt nonartifact creature.

4 **Snapcaster Mage** {1}{U}
Creature - Human Wizard 2/1

Flash; When ~ ETB, tgt instant or sorcery in your GY gains flashback until EOT. The flashback cost = its mana cost.

1 **Harbinger of the Tides** {U}{U}
Creature - Merfolk Wizard 2/2

You may cast ~ as though it had flash if you pay {2} more to cast it.; When ~ ETB, you may bounce tgt tapped creature an opp controls.

2 **Relic of Progenitus** {1}
Artifact

{T}: Tgt player exiles a card from his GY.; {1}, Exile ~: Exile all cards from all GYs. Draw 1.

3 **Forest**
Basic Land - Forest

4 **Snapcaster Mage** {1}{U}
Creature - Human Wizard 2/1

Flash; When ~ ETB, tgt instant or sorcery in your GY gains flashback until EOT. The flashback cost = its mana cost.

1 **Harbinger of the Tides** {U}{U}
Creature - Merfolk Wizard 2/2

You may cast ~ as though it had flash if you pay {2} more to cast it.; When ~ ETB, you may bounce tgt tapped creature an opp controls.

2 **Urza's Mine**
Land - Urza's Mine

{T}: Add {1} to your MP. If you control an Urza's Power-Plant and an Urza's Tower, add {2} to your MP instead.

3 **Forest**
Basic Land - Forest

4 **Snapcaster Mage** {1}{U}
Creature - Human Wizard 2/1

Flash; When ~ ETB, tgt instant or sorcery in your GY gains flashback until EOT. The flashback cost = its mana cost.

1 **Mutavault**
Land

{T}: Add {1} to your MP.; {1}: ~ becomes a 2/2 creature with all creature types until EOT. It's still a land.

2 **Eye of Ugin**
Legendary Land

Colorless Eldrazi spells you cast cost {2} less to cast.; {7}, {T}: Tutor for a colorless creature, reveal it, and put it into your hand. Then shuffle.

3 **Swamp**
Basic Land - Swamp

4 **Sulfur Falls**
Land

~ ETB tapped unless you control an Island or a Mountain.; {T}: Add {U} or {R} to your MP.

1 **Mutavault**
Land

: Add 1 to your MP.; 1: ~ becomes a 2/2 creature with all creature types until EOT. It's still a land.

2 **Ghost Quarter**
Land

: Add 1 to your MP.; , Sac ~: Destroy tgt land. Its controller may tutor for a basic, put it into play, then shuffle his library.

3 **Swamp**
Basic Land - Swamp

4 **Sulfur Falls**
Land

~ ETB tapped unless you control an Island or a Mountain.; : Add or to your MP.

1 **Relic of Progenitus** 1
Artifact

: Tgt player exiles a card from his GY.; 1, Exile ~: Exile all cards from all GYs. Draw 1.

2 **Ulamog, the Infinite Gyre** 11
Legendary Creature - Eldrazi 10/10

When you cast ~, destroy tgt permanent.; Indestructible; Annihilator 4; When ~ is put into a GY from anywhere, its owner shuffles his GY into his library.

3 **Abrupt Decay**
Instant

~ can't be countered.; Destroy tgt nonland permanent with CMC <= 3.

4 **Steam Vents**
Land - Island Mountain

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

1 **Relic of Progenitus** 1
Artifact

: Tgt player exiles a card from his GY.; 1, Exile ~: Exile all cards from all GYs. Draw 1.

2 **Chromatic Sphere** 1
Artifact

1, , Sac ~: Add to your MP. Draw 1.

3 **Ghost Quarter**
Land

: Add 1 to your MP.; , Sac ~: Destroy tgt land. Its controller may tutor for a basic, put it into play, then shuffle his library.

4 **Steam Vents**
Land - Island Mountain

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

1 **Silvergill Adept**
Creature - Merfolk Wizard 2/1

As an additional cost, reveal a Merfolk from your hand or pay 3.; When ~ ETB, draw 1.

2 **Chromatic Sphere** 1
Artifact

1, , Sac ~: Add to your MP. Draw 1.

3 **Ghost Quarter**
Land

: Add 1 to your MP.; , Sac ~: Destroy tgt land. Its controller may tutor for a basic, put it into play, then shuffle his library.

4 **Terminate**
Instant

Destroy tgt creature. It can't be regenerated.

1 **Silvergill Adept**
Creature - Merfolk Wizard 2/1

As an additional cost, reveal a Merfolk from your hand or pay 3.; When ~ ETB, draw 1.

2 **Chromatic Sphere** 1
Artifact

1, , Sac ~: Add to your MP. Draw 1.

3 **Tasigur, the Golden Fang** 5
Legendary Creature - Human Shaman 4/5

Delve; 2: Put the top 2 cards of your library into your GY, then return a nonland of an opp's choice from your GY to your hand.

4 **Terminate**
Instant

Destroy tgt creature. It can't be regenerated.

1 **Silvergill Adept**
Creature - Merfolk Wizard 2/1

As an additional cost, reveal a Merfolk from your hand or pay 3.; When ~ ETB, draw 1.

2 **Grove of the Burnwillows**
Land

: Add 1 to your MP.; : Add or to your MP. Each opp gains 1.

3 **Tasigur, the Golden Fang** 5
Legendary Creature - Human Shaman 4/5

Delve; 2: Put the top 2 cards of your library into your GY, then return a nonland of an opp's choice from your GY to your hand.

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Destroy tgt creature. It can't be regenerated.

1 **Silvergill Adept**
Creature - Merfolk Wizard 2/1

As an additional cost, reveal a Merfolk from your hand or pay 3.; When ~ ETB, draw 1.

2 **Chromatic Sphere** 1
Artifact

1, , Sac ~: Add to your MP. Draw 1.

3 **Ghost Quarter**
Land

: Add 1 to your MP.; , Sac ~: Destroy tgt land. Its controller may tutor for a basic, put it into play, then shuffle his library.

4 **Terminate**
Instant

Destroy tgt creature. It can't be regenerated.

1 **Cursecatcher**
Creature - Merfolk Wizard 1/1

Sac ~: Counter tgt instant or sorcery unless its controller pays 1.

2 **Urza's Mine**
Land - Urza's Mine

: Add 1 to your MP. If you control an Urza's Power-Plant and an Urza's Tower, add 2 to your MP instead.

3 **Treetop Village**
Land

~ ETB tapped.; : Add to your MP.; 1: ~ becomes a 3/3 green Ape creature with trample until EOT. It's still a land.

4 **Thought Scour**
Instant

Tgt player puts the top 2 cards of his library into his GY.; Draw 1.

1 **Cursecatcher** {B}
Creature - Merfolk Wizard 1/1
Sac ~: Counter tgt instant or sorcery unless its controller pays {1}.

2 **Urza's Mine**
Land - Urza's Mine
{T}: Add {1} to your MP. If you control an Urza's Power-Plant and an Urza's Tower, add {2} to your MP instead.

3 **Treetop Village**
Land
~ ETB tapped.; {T}: Add {G} to your MP.; {1}{G}: ~ becomes a 3/3 green Ape creature with trample until EOT. It's still a land.

4 **Thought Scour** {B}
Instant
Tgt player puts the top 2 cards of his library into his GY.; Draw 1.

1 **Cursecatcher** {B}
Creature - Merfolk Wizard 1/1
Sac ~: Counter tgt instant or sorcery unless its controller pays {1}.

2 **Urza's Mine**
Land - Urza's Mine
{T}: Add {1} to your MP. If you control an Urza's Power-Plant and an Urza's Tower, add {2} to your MP instead.

3 **Lingering Souls** {2}{W}
Sorcery
Put 2 1/1 white Spirit creature tkns with flying into play.; Flashback {1}{B}

4 **Cryptic Command** {1}{U}{U}{U}
Instant
Choose 2 -; ● Counter tgt spell.; ● Bounce tgt permanent.; ● Tap all creatures your opps control.; ● Draw 1.

1 **Cursecatcher** {B}
Creature - Merfolk Wizard 1/1
Sac ~: Counter tgt instant or sorcery unless its controller pays {1}.

2 **Urza's Power Plant**
Land - Urza's Power-Plant
{T}: Add {1} to your MP. If you control an Urza's Mine and an Urza's Tower, add {2} to your MP instead.

3 **Lingering Souls** {2}{W}
Sorcery
Put 2 1/1 white Spirit creature tkns with flying into play.; Flashback {1}{B}

4 **Cryptic Command** {1}{U}{U}{U}
Instant
Choose 2 -; ● Counter tgt spell.; ● Bounce tgt permanent.; ● Tap all creatures your opps control.; ● Draw 1.

1 **Lord of Atlantis** {B}{B}
Creature - Merfolk 2/2
Other Merfolk creatures get +1/+1 and have islandwalk.

2 **Urza's Power Plant**
Land - Urza's Power-Plant
{T}: Add {1} to your MP. If you control an Urza's Mine and an Urza's Tower, add {2} to your MP instead.

3 **Lingering Souls** {2}{W}
Sorcery
Put 2 1/1 white Spirit creature tkns with flying into play.; Flashback {1}{B}

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Instant
Choose 2 -; ● Counter tgt spell.; ● Bounce tgt permanent.; ● Tap all creatures your opps control.; ● Draw 1.

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Other Merfolk creatures get +1/+1 and have islandwalk.

2 **Urza's Power Plant**
Land - Urza's Power-Plant
{T}: Add {1} to your MP. If you control an Urza's Mine and an Urza's Tower, add {2} to your MP instead.

3 **Lingering Souls** {2}{W}
Sorcery
Put 2 1/1 white Spirit creature tkns with flying into play.; Flashback {1}{B}

4 **Remand** {1}{U}
Instant
Counter tgt spell. If that spell is countered this way, put it into its owner's hand instead of into that player's GY.; Draw 1.

1 **Lord of Atlantis** {B}{B}
Creature - Merfolk 2/2
Other Merfolk creatures get +1/+1 and have islandwalk.

2 **Urza's Power Plant**
Land - Urza's Power-Plant
{T}: Add {1} to your MP. If you control an Urza's Mine and an Urza's Tower, add {2} to your MP instead.

3 **Overgrown Tomb**
Land - Swamp Forest
As ~ ETB, you may pay 2 life. If you don't, ~ ETB tapped.

4 **Tasigur, the Golden Fang** {5}{B}
Legendary Creature - Human Shaman 4/5
Delve; {2}{U}{U}: Put the top 2 cards of your library into your GY, then return a nonland of an opp's choice from your GY to your hand.

1 **Lord of Atlantis** {B}{B}
Creature - Merfolk 2/2
Other Merfolk creatures get +1/+1 and have islandwalk.

2 **Urza's Tower**
Land - Urza's Tower
{T}: Add {1} to your MP. If you control an Urza's Mine and an Urza's Power-Plant, add {3} to your MP instead.

3 **Overgrown Tomb**
Land - Swamp Forest
As ~ ETB, you may pay 2 life. If you don't, ~ ETB tapped.

4 **Tasigur, the Golden Fang** {5}{B}
Legendary Creature - Human Shaman 4/5
Delve; {2}{U}{U}: Put the top 2 cards of your library into your GY, then return a nonland of an opp's choice from your GY to your hand.

1 **Merrow Reejerey** {2}{G}
Creature - Merfolk Soldier 2/2
Other Merfolk creatures you control get +1/+1.; Whenever you cast a Merfolk spell, you may tap or untap tgt permanent.

2 **Chromatic Star** {1}
Artifact
{1}, {T}, Sac ~: Add {W} to your MP.; When ~ is put into a GY from the battlefield, draw 1.

3 **Verdant Catacombs**
Land
{T}, Pay 1 life, Sac ~: Tutor for a Swamp or Forest and put it into play. Then shuffle.

4 **Thought Scour** {B}
Instant
Tgt player puts the top 2 cards of his library into his GY.; Draw 1.

1 **Merrow Reejerey** 2
Creature - Merfolk Soldier 2/2

Other Merfolk creatures you control get +1/+1.; Whenever you cast a Merfolk spell, you may tap or untap tgt permanent.

2 **Chromatic Star** 1
Artifact

1, , Sac ~: Add to your MP.; When ~ is put into a GY from the battlefield, draw 1.

3 **Verdant Catacombs**
Land

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

4 **Thought Scour**
Instant

Tgt player puts the top 2 cards of his library into his GY.; Draw 1.

1 **Merrow Reejerey** 2
Creature - Merfolk Soldier 2/2

Other Merfolk creatures you control get +1/+1.; Whenever you cast a Merfolk spell, you may tap or untap tgt permanent.

2 **Chromatic Star** 1
Artifact

1, , Sac ~: Add to your MP.; When ~ is put into a GY from the battlefield, draw 1.

3 **Windswept Heath**
Land

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

4 **Watery Grave**
Land - Island Swamp

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

1 **Mutavault**
Land

: Add 1 to your MP.; 1: ~ becomes a 2/2 creature with all creature types until EOT. It's still a land.

2 **Chromatic Star** 1
Artifact

1, , Sac ~: Add to your MP.; When ~ is put into a GY from the battlefield, draw 1.

3 **Windswept Heath**
Land

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

4 **Watery Grave**
Land - Island Swamp

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

1 **Mutavault**
Land

: Add 1 to your MP.; 1: ~ becomes a 2/2 creature with all creature types until EOT. It's still a land.

2 **Expedition Map** 1
Artifact

2, , Sac ~: Tutor for a land, reveal it, and put it into your hand. Then shuffle.

3 **Temple Garden**
Land - Forest Plains

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

4 **Scalding Tarn**
Land

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

1 **Dispel**
Instant
Counter tgt instant.

2 **Crucible of Worlds** 3
Artifact
You may play lands from your GY.

3 **Go for the Throat** 1
Instant
Destroy tgt nonartifact creature.

4 **Jace, Architect of Thought** 2
Planeswalker - Jace 4
+1: Until your next turn, whenever a creature an opp controls attacks, it gets -1/-0 until EOT.; -2: Reveal the top 3 cards of your library. An opp separates those cards into 2 piles. Put 1 pile into your hand and the other on the bottom of your library in any order.; -8: For each player, search that player's library for a nonland and exile it, then that player shuffles. You may cast those cards without paying their mana costs.

1 **Spellskite** 2
Artifact Creature - Horror 0/4
: Change a tgt of tgt spell or ability to ~.

2 **Boil** 3
Instant
Destroy all Islands.

3 **Fulminator Mage** 1
Creature - Elemental Shaman 2/2
Sac ~: Destroy tgt nonbasic.

4 **Keranos, God of Storms** 3
Legendary Enchantment Creature - God 6/5

Indestructible; As long as your devotion to blue and red is < 7, ~ isn't a creature.; Reveal the 1st card you draw on each of your turns. Whenever you reveal a land this way, draw 1. Whenever you reveal a nonland this way, ~ deals 3 to tgt creature or player.

1 **Kira, Great Glass-Spinner** 1
Legendary Creature - Spirit 2/2

Flying; Creatures you control have "Whenever this creature becomes the tgt of a spell or ability for the 1st time in a turn, counter that spell or ability."

2 **Nature's Claim**
Instant

Destroy tgt artifact or enchantment. Its controller gains 4.

3 **Damnation** 2
Sorcery

Destroy all creatures. They can't be regenerated.

4 **Spellskite** 2
Artifact Creature - Horror 0/4
: Change a tgt of tgt spell or ability to ~.

1 **Tectonic Edge**
Land

: Add 1 to your MP.; 1, , Sac ~: Destroy tgt nonbasic. Activate this ability only if an opp controls >= 4 lands.

2 **Nature's Claim**
Instant

Destroy tgt artifact or enchantment. Its controller gains 4.

3 **Darkblast**
Instant

Tgt creature gets -1/-1 until EOT.; Dredge 3

4 **Dispel**
Instant

Counter tgt instant.

1 **Tidebinder Mage** UU
Creature - Merfolk Wizard 2/2

When ~ ETB, tap tgt red or green creature an opp controls. That creature doesn't untap during its controller's untap step for as long as you control ~.

2 **Nature's Claim** G
Instant

Destroy tgt artifact or enchantment. Its controller gains 4.

3 **Deglamer** 1G
Instant

Choose tgt artifact or enchantment. Its owner shuffles it into his library.

4 **Dispel** U
Instant

Counter tgt instant.

1 **Tidebinder Mage** UU
Creature - Merfolk Wizard 2/2

When ~ ETB, tap tgt red or green creature an opp controls. That creature doesn't untap during its controller's untap step for as long as you control ~.

2 **Nature's Claim** G
Instant

Destroy tgt artifact or enchantment. Its controller gains 4.

3 **Feed the Clan** 1G
Instant

You gain 5.; You gain 10 instead if ferocious.

4 **Flashfreeze** 1U
Instant

Counter tgt red or green spell.

1 **Hurkyl's Recall** 1U
Instant

Return all artifacts tgt player owns to his hand.

2 **Slaughter Games** 2BR
Sorcery

~ can't be countered.; Name a nonland. Search tgt opp's GY, hand, and library for any number of cards with that name and exile them. Then that player shuffles.

3 **Feed the Clan** 1G
Instant

You gain 5.; You gain 10 instead if ferocious.

4 **Fulminator Mage** 1RR
Creature - Elemental Shaman 2/2

Sac ~: Destroy tgt nonbasic.

1 **Hurkyl's Recall** 1U
Instant

Return all artifacts tgt player owns to his hand.

2 **Slaughter Games** 2BR
Sorcery

~ can't be countered.; Name a nonland. Search tgt opp's GY, hand, and library for any number of cards with that name and exile them. Then that player shuffles.

3 **Thrun, the Last Troll** 2GG
Legendary Creature - Troll Shaman 4/4

~ can't be countered.; Hexproof; 1G: Regenerate ~.

4 **Fulminator Mage** 1RR
Creature - Elemental Shaman 2/2

Sac ~: Destroy tgt nonbasic.

1 **Hurkyl's Recall** 1U
Instant

Return all artifacts tgt player owns to his hand.

2 **Rending Volley** R
Instant

~ can't be countered.; ~ deals 4 to tgt white or blue creature.

3 **Golgari Charm** BG
Instant

Choose 1 -; ● All creatures get -1/-1 until EOT.; ● Destroy tgt enchantment.; ● Regenerate each creature you control.

4 **Negate** 1U
Instant

Counter tgt noncreature.

1 **Spell Pierce** U
Instant

Counter tgt noncreature unless its controller pays 2.

2 **Relic of Progenitus** 1
Artifact

1: Tgt player exiles a card from his GY.; 1, Exile ~: Exile all cards from all GYs. Draw 1.

3 **Fulminator Mage** 1RR
Creature - Elemental Shaman 2/2

Sac ~: Destroy tgt nonbasic.

4 **Anger of the Gods** 1RR
Sorcery

~ deals 3 to each creature. If a creature dealt dmg this way would die this turn, exile it instead.

1 **Spell Pierce** U
Instant

Counter tgt noncreature unless its controller pays 2.

2 **Thragtusk** 4G
Creature - Beast 5/3

When ~ ETB, you gain 5.; When ~ leaves play, put a 3/3 green Beast creature tkn into play.

3 **Fulminator Mage** 1RR
Creature - Elemental Shaman 2/2

Sac ~: Destroy tgt nonbasic.

4 **Anger of the Gods** 1RR
Sorcery

~ deals 3 to each creature. If a creature dealt dmg this way would die this turn, exile it instead.

1 **Spell Pierce** U
Instant

Counter tgt noncreature unless its controller pays 2.

2 **Spellskite** 2
Artifact Creature - Horror 0/4

Φ: Change a tgt of tgt spell or ability to ~.

3 **Duress** B
Sorcery

Tgt opp reveals his hand. You choose a noncreature, nonland from it. That player discards it.

4 **Engineered Explosives** X
Artifact

Sunburst; 2, Sac ~: Destroy each nonland permanent with CMC = the number of ⚡ on ~.

1 **Spellskite** 2
Artifact Creature - Horror 0/4
Φ: Change a tgt of tgt spell or ability to ~.

2 **Spellskite** 2
Artifact Creature - Horror 0/4
Φ: Change a tgt of tgt spell or ability to ~.

3 **Engineered Explosives** X
Artifact

Sunburst; 2, Sac ~: Destroy each nonland permanent with CMC = the number of ⚡ on ~.

4 **Izzet Staticaster** 1 U R
Creature - Human Wizard 0/3

Flash; Haste; R: ~ deals 1 to tgt creature and each other creature with the same name as that creature.

1 **Hibernation** 2 U
Instant

Return all green permanents to their owners' hands.

2 **Rending Volley** R
Instant

~ can't be countered.; ~ deals 4 to tgt white or blue creature.

3 **Thragtusk** 4 G
Creature - Beast 5/3

When ~ ETB, you gain 5.; When ~ leaves play, put a 3/3 green Beast creature tkn into play.

4 **Damnation** 2 B B
Sorcery

Destroy all creatures. They can't be regenerated.

1 **Hibernation** 2 U
Instant

Return all green permanents to their owners' hands.

2 **Rending Volley** R
Instant

~ can't be countered.; ~ deals 4 to tgt white or blue creature.

3 **Thragtusk** 4 G
Creature - Beast 5/3

When ~ ETB, you gain 5.; When ~ leaves play, put a 3/3 green Beast creature tkn into play.

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Artifact Creature - Horror 0/4
Φ: Change a tgt of tgt spell or ability to ~.