























































































































































































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


























































<b>1 Blinkmoth Nexus</b> Land ☾: 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.	<b>1 Blinkmoth Nexus</b> Land ☾: 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.	<b>1 Blinkmoth Nexus</b> Land ☾: 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.	<b>1 Ornithopter</b> 0 Artifact Creature - Thopter 0/2 Flying
<b>2 Island</b> Basic Land - Island	<b>2 Island</b> Basic Land - Island	<b>2 Island</b> Basic Land - Island	<b>2 Cavern of Souls</b> Land As ~ ETB, choose a creature type.; ☾: Add 1 to your MP.; ☾: Add 1 to your MP. Spend this mana only to cast a creature of the chosen type, and that spell can't be countered.
<b>3 Wild Nacatl</b> 1/1 Creature - Cat Warrior ~ gets +1/+1 as long as you control a Mountain.; ~ gets +1/+1 as long as you control a Plains.	<b>3 Wild Nacatl</b> 1/1 Creature - Cat Warrior ~ gets +1/+1 as long as you control a Mountain.; ~ gets +1/+1 as long as you control a Plains.	<b>3 Wild Nacatl</b> 1/1 Creature - Cat Warrior ~ gets +1/+1 as long as you control a Mountain.; ~ gets +1/+1 as long as you control a Plains.	<b>3 Wooded Foothills</b> Land ☾, Pay 1 life, Sac ~: Tutor for a Mountain or Forest and put it into play. Then shuffle.
<b>4 Abrupt Decay</b> 2 Instant ~ can't be countered.; Destroy tgt nonland permanent with CMC <= 3.	<b>4 Blood Crypt</b> Land - Swamp Mountain As ~ ETB, you may pay 2 life. If you don't, ~ ETB tapped.	<b>4 Overgrown Tomb</b> Land - Swamp Forest As ~ ETB, you may pay 2 life. If you don't, ~ ETB tapped.	<b>4 Overgrown Tomb</b> Land - Swamp Forest As ~ ETB, you may pay 2 life. If you don't, ~ ETB tapped.
<b>1 Ornithopter</b> 0 Artifact Creature - Thopter 0/2 Flying	<b>1 Vault Skirge</b> 1 1 Artifact Creature - Imp 1/1 Flying; Lifelink	<b>1 Vault Skirge</b> 1 1 Artifact Creature - Imp 1/1 Flying; Lifelink	<b>1 Vault Skirge</b> 1 1 Artifact Creature - Imp 1/1 Flying; Lifelink
<b>2 Splinter Twin</b> 2 2 2 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."	<b>2 Splinter Twin</b> 2 2 2 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."	<b>2 Splinter Twin</b> 2 2 2 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."	<b>2 Splinter Twin</b> 2 2 2 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."
<b>3 Wooded Foothills</b> Land ☾, Pay 1 life, Sac ~: Tutor for a Mountain or Forest and put it into play. Then shuffle.	<b>3 Wooded Foothills</b> Land ☾, Pay 1 life, Sac ~: Tutor for a Mountain or Forest and put it into play. Then shuffle.	<b>3 Eidolon of the Great Revel</b> 2 2 Enchantment Creature - Spirit 2/2 Whenever a player casts a spell with CMC <= 3, ~ deals 2 to that player.	<b>3 Eidolon of the Great Revel</b> 2 2 Enchantment Creature - Spirit 2/2 Whenever a player casts a spell with CMC <= 3, ~ deals 2 to that player.
<b>4 Stomping Ground</b> Land - Mountain Forest As ~ ETB, you may pay 2 life. If you don't, ~ ETB tapped.	<b>4 Terminate</b> 2 Instant Destroy tgt creature. It can't be regenerated.	<b>4 Bloodstained Mire</b> Land ☾, Pay 1 life, Sac ~: Tutor for a Swamp or Mountain and put it into play. Then shuffle.	<b>4 Bloodstained Mire</b> Land ☾, Pay 1 life, Sac ~: Tutor for a Swamp or Mountain and put it into play. Then shuffle.

<b>1 Vault Skirge</b>  1/1 Artifact Creature - Imp Flying; Lifelink	<b>1 Arcbound Ravager</b>  0/0 Artifact Creature - Beast Sac an artifact: Put a  on ~.; Modular 1	<b>1 Arcbound Ravager</b>  0/0 Artifact Creature - Beast Sac an artifact: Put a  on ~.; Modular 1	<b>1 Arcbound Ravager</b>  0/0 Artifact Creature - Beast Sac an artifact: Put a  on ~.; Modular 1
<b>2 Vendilion Clique</b>  3/1 Legendary Creature - Faerie Wizard 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.	<b>2 Desolate Lighthouse</b> Land  : Add  to your MP.;  ,  : Loot.	<b>2 Pestermite</b>  2/1 Creature - Faerie Rogue Flash; Flying; When ~ ETB, you may tap or untap tgt permanent.	<b>2 Pestermite</b>  2/1 Creature - Faerie Rogue Flash; Flying; When ~ ETB, you may tap or untap tgt permanent.
<b>3 Eidolon of the Great Revel</b>  2/2 Enchantment Creature - Spirit Whenever a player casts a spell with CMC <= 3, ~ deals 2 to that player.	<b>3 Grim Lavamancer</b>  1/1 Creature - Human Wizard  ,  , Exile 2 cards from your GY: ~ deals 2 to tgt creature or player.	<b>3 Grim Lavamancer</b>  1/1 Creature - Human Wizard  ,  , Exile 2 cards from your GY: ~ deals 2 to tgt creature or player.	<b>3 Lightning Helix</b>  Instant ~ deals 3 to tgt creature or player and you gain 3.
<b>4 Dark Confidant</b>  2/1 Creature - Human Wizard At your UPK, reveal the top card of your library and put it into your hand. You lose life = its CMC.	<b>4 Kolaghan's Command</b>  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.	<b>4 Kolaghan's Command</b>  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.	<b>4 Liliana of the Veil</b>  Planeswalker - Liliana 3 +1: Each player discards 1.; -2: Tgt player saps a creature.; -6: Separate all permanents tgt player controls into 2 piles. That player saps all permanents in the pile of his choice.
<b>1 Arcbound Ravager</b>  0/0 Artifact Creature - Beast Sac an artifact: Put a  on ~.; Modular 1	<b>1 Etched Champion</b>  2/2 Artifact Creature - Soldier ~ has protection from all colors as long as metalcraft.	<b>1 Etched Champion</b>  2/2 Artifact Creature - Soldier ~ has protection from all colors as long as metalcraft.	<b>1 Etched Champion</b>  2/2 Artifact Creature - Soldier ~ has protection from all colors as long as metalcraft.
<b>2 Roast</b>   Sorcery ~ deals 5 to tgt creature without flying.	<b>2 Spell Pierce</b>  Instant Counter tgt noncreature unless its controller pays  .	<b>2 Steam Vents</b> Land - Island Mountain As ~ ETB, you may pay 2 life. If you don't, ~ ETB tapped.	<b>2 Steam Vents</b> Land - Island Mountain As ~ ETB, you may pay 2 life. If you don't, ~ ETB tapped.
<b>3 Lightning Helix</b>  Instant ~ deals 3 to tgt creature or player and you gain 3.	<b>3 Rift Bolt</b>  Sorcery ~ deals 3 to tgt creature or player.; Suspend 1- 	<b>3 Rift Bolt</b>  Sorcery ~ deals 3 to tgt creature or player.; Suspend 1- 	<b>3 Rift Bolt</b>  Sorcery ~ deals 3 to tgt creature or player.; Suspend 1- 
<b>4 Liliana of the Veil</b>  Planeswalker - Liliana 3 +1: Each player discards 1.; -2: Tgt player saps a creature.; -6: Separate all permanents tgt player controls into 2 piles. That player saps all permanents in the pile of his choice.	<b>4 Liliana of the Veil</b>  Planeswalker - Liliana 3 +1: Each player discards 1.; -2: Tgt player saps a creature.; -6: Separate all permanents tgt player controls into 2 piles. That player saps all permanents in the pile of his choice.	<b>4 Liliana of the Veil</b>  Planeswalker - Liliana 3 +1: Each player discards 1.; -2: Tgt player saps a creature.; -6: Separate all permanents tgt player controls into 2 piles. That player saps all permanents in the pile of his choice.	<b>4 Raging Ravine</b> Land ~ ETB tapped.;  : Add  or  to your MP.;  : Until EOT, ~ becomes a 3/3 red and green Elemental creature with "Whenever this creature attacks, put a  on it." It's still a land.

<p><b>1 Mox Opal</b> <span>0</span></p> <p>Legendary Artifact</p> <p>☞: Add  to your MP. Activate this ability only if metalcraft.</p>	<p><b>1 Mox Opal</b> <span>0</span></p> <p>Legendary Artifact</p> <p>☞: Add  to your MP. Activate this ability only if metalcraft.</p>	<p><b>1 Inkmoth Nexus</b></p> <p>Land</p> <p>☞: Add <span>1</span> to your MP.; <span>1</span>: ~ becomes a 1/1 Blinkmoth artifact creature with flying and infect until EOT. It's still a land.</p>	<p><b>1 Inkmoth Nexus</b></p> <p>Land</p> <p>☞: Add <span>1</span> to your MP.; <span>1</span>: ~ becomes a 1/1 Blinkmoth artifact creature with flying and infect until EOT. It's still a land.</p>
<p><b>2 Steam Vents</b></p> <p>Land - Island Mountain</p> <p>As ~ ETB, you may pay 2 life. If you don't, ~ ETB tapped.</p>	<p><b>2 Stomping Ground</b></p> <p>Land - Mountain Forest</p> <p>As ~ ETB, you may pay 2 life. If you don't, ~ ETB tapped.</p>	<p><b>2 Scalding Tarn</b></p> <p>Land</p> <p>☞, Pay 1 life, Sac ~: Tutor for an Island or Mountain and put it into play. Then shuffle.</p>	<p><b>2 Scalding Tarn</b></p> <p>Land</p> <p>☞, Pay 1 life, Sac ~: Tutor for an Island or Mountain and put it into play. Then shuffle.</p>
<p><b>3 Rift Bolt</b> <span>2</span>  </p> <p>Sorcery</p> <p>~ deals 3 to tgt creature or player.; Suspend 1-</p>	<p><b>3 Sacred Foundry</b></p> <p>Land - Mountain Plains</p> <p>As ~ ETB, you may pay 2 life. If you don't, ~ ETB tapped.</p>	<p><b>3 Monastery Swiftspear</b> <span>1/2</span> </p> <p>Creature - Human Monk</p> <p>Haste; Prowess</p>	<p><b>3 Monastery Swiftspear</b> <span>1/2</span> </p> <p>Creature - Human Monk</p> <p>Haste; Prowess</p>
<p><b>4 Raging Ravine</b></p> <p>Land</p> <p>~ ETB tapped.; ☞: Add  or  to your MP.; <span>2</span>   : Until EOT, ~ becomes a 3/3 red and green Elemental creature with "Whenever this creature attacks, put a ⊕ on it." It's still a land.</p>	<p><b>4 Raging Ravine</b></p> <p>Land</p> <p>~ ETB tapped.; ☞: Add  or  to your MP.; <span>2</span>   : Until EOT, ~ becomes a 3/3 red and green Elemental creature with "Whenever this creature attacks, put a ⊕ on it." It's still a land.</p>	<p><b>4 Thoughtseize</b> </p> <p>Sorcery</p> <p>Tgt player reveals his hand. You choose a nonland from it. That player discards it. You lose 2.</p>	<p><b>4 Verdant Catacombs</b></p> <p>Land</p> <p>☞, Pay 1 life, Sac ~: Tutor for a Swamp or Forest and put it into play. Then shuffle.</p>
<p><b>1 Inkmoth Nexus</b></p> <p>Land</p> <p>☞: Add <span>1</span> to your MP.; <span>1</span>: ~ becomes a 1/1 Blinkmoth artifact creature with flying and infect until EOT. It's still a land.</p>	<p><b>1 Inkmoth Nexus</b></p> <p>Land</p> <p>☞: Add <span>1</span> to your MP.; <span>1</span>: ~ becomes a 1/1 Blinkmoth artifact creature with flying and infect until EOT. It's still a land.</p>	<p><b>1 Welding Jar</b> <span>0</span></p> <p>Artifact</p> <p>Sac ~: Regenerate tgt artifact.</p>	<p><b>1 Island</b></p> <p>Basic Land - Island</p>
<p><b>2 Scalding Tarn</b></p> <p>Land</p> <p>☞, Pay 1 life, Sac ~: Tutor for an Island or Mountain and put it into play. Then shuffle.</p>	<p><b>2 Snapcaster Mage</b> <span>1</span> </p> <p>Creature - Human Wizard</p> <p>Flash; When ~ ETB, tgt instant or sorcery in your GY gains flashback until EOT. The flashback cost = its mana cost.</p>	<p><b>2 Cryptic Command</b> <span>1</span>    </p> <p>Instant</p> <p>Choose 2 -; • Counter tgt spell.; • Bounce tgt permanent.; • Tap all creatures your opps control.; • Draw 1.</p>	<p><b>2 Cryptic Command</b> <span>1</span>    </p> <p>Instant</p> <p>Choose 2 -; • Counter tgt spell.; • Bounce tgt permanent.; • Tap all creatures your opps control.; • Draw 1.</p>
<p><b>3 Monastery Swiftspear</b> <span>1/2</span> </p> <p>Creature - Human Monk</p> <p>Haste; Prowess</p>	<p><b>3 Mountain</b></p> <p>Basic Land - Mountain</p>	<p><b>3 Arid Mesa</b></p> <p>Land</p> <p>☞, Pay 1 life, Sac ~: Tutor for a Mountain or Plains and put it into play. Then shuffle.</p>	<p><b>3 Arid Mesa</b></p> <p>Land</p> <p>☞, Pay 1 life, Sac ~: Tutor for a Mountain or Plains and put it into play. Then shuffle.</p>
<p><b>4 Verdant Catacombs</b></p> <p>Land</p> <p>☞, Pay 1 life, Sac ~: Tutor for a Swamp or Forest and put it into play. Then shuffle.</p>	<p><b>4 Verdant Catacombs</b></p> <p>Land</p> <p>☞, Pay 1 life, Sac ~: Tutor for a Swamp or Forest and put it into play. Then shuffle.</p>	<p><b>4 Verdant Catacombs</b></p> <p>Land</p> <p>☞, Pay 1 life, Sac ~: Tutor for a Swamp or Forest and put it into play. Then shuffle.</p>	<p><b>4 Wooded Foothills</b></p> <p>Land</p> <p>☞, Pay 1 life, Sac ~: Tutor for a Mountain or Forest and put it into play. Then shuffle.</p>

<b>1 Memnite</b>  0 Artifact Creature - Construct 1/1	<b>1 Mox Opal</b>  0 Legendary Artifact  : Add  to your MP. Activate this ability only if metalcraft.	<b>1 Signal Pest</b>  1 Artifact Creature - Pest 0/1 Battle cry; ~ can't be blocked except by creatures with flying or reach.	<b>1 Signal Pest</b>  1 Artifact Creature - Pest 0/1 Battle cry; ~ can't be blocked except by creatures with flying or reach.
<b>2 Remand</b>  6 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.	<b>2 Remand</b>  6 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.	<b>2 Remand</b>  6 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.	<b>2 Remand</b>  6 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.
<b>3 Arid Mesa</b> Land  Pay 1 life, Sac ~: Tutor for a Mountain or Plains and put it into play. Then shuffle.	<b>3 Arid Mesa</b> Land  Pay 1 life, Sac ~: Tutor for a Mountain or Plains and put it into play. Then shuffle.	<b>3 Bloodstained Mire</b> Land  Pay 1 life, Sac ~: Tutor for a Swamp or Mountain and put it into play. Then shuffle.	<b>3 Bloodstained Mire</b> Land  Pay 1 life, Sac ~: Tutor for a Swamp or Mountain and put it into play. Then shuffle.
<b>4 Wooded Foothills</b> Land  Pay 1 life, Sac ~: Tutor for a Mountain or Forest and put it into play. Then shuffle.	<b>4 Terminate</b>   Instant Destroy tgt creature. It can't be regenerated.	<b>4 Terminate</b>   Instant Destroy tgt creature. It can't be regenerated.	<b>4 Lightning Bolt</b>  Instant ~ deals 3 to tgt creature or player.
<b>1 Signal Pest</b>  1 Artifact Creature - Pest 0/1 Battle cry; ~ can't be blocked except by creatures with flying or reach.	<b>1 Signal Pest</b>  1 Artifact Creature - Pest 0/1 Battle cry; ~ can't be blocked except by creatures with flying or reach.	<b>1 Spellskite</b>  2 Artifact Creature - Horror 0/4  : Change a tgt of tgt spell or ability to ~.	<b>1 Springleaf Drum</b>  1 Artifact  Tap an untapped creature you control: Add  to your MP.
<b>2 Snapcaster Mage</b>  6 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.	<b>2 Snapcaster Mage</b>  6 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.	<b>2 Snapcaster Mage</b>  6 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.	<b>2 Sulfur Falls</b> Land ~ ETB tapped unless you control an Island or a Mountain.;  Add  or  to your MP.
<b>3 Boros Charm</b>    Instant Choose 1 -; • ~ deals 4 to tgt player.; • Permanents you control gain indestructible until EOT.; • Tgt creature gains double strike until EOT.	<b>3 Boros Charm</b>    Instant Choose 1 -; • ~ deals 4 to tgt player.; • Permanents you control gain indestructible until EOT.; • Tgt creature gains double strike until EOT.	<b>3 Boros Charm</b>    Instant Choose 1 -; • ~ deals 4 to tgt player.; • Permanents you control gain indestructible until EOT.; • Tgt creature gains double strike until EOT.	<b>3 Boros Charm</b>    Instant Choose 1 -; • ~ deals 4 to tgt player.; • Permanents you control gain indestructible until EOT.; • Tgt creature gains double strike until EOT.
<b>4 Lightning Bolt</b>  Instant ~ deals 3 to tgt creature or player.	<b>4 Lightning Bolt</b>  Instant ~ deals 3 to tgt creature or player.	<b>4 Lightning Bolt</b>  Instant ~ deals 3 to tgt creature or player.	<b>4 Forest</b> Basic Land - Forest











































































<b>1 Springleaf Drum</b>  1 Artifact  Tap an untapped creature you control: Add  to your MP.	<b>1 Springleaf Drum</b>  1 Artifact  Tap an untapped creature you control: Add  to your MP.	<b>1 Springleaf Drum</b>  1 Artifact  Tap an untapped creature you control: Add  to your MP.	<b>1 Steel Overseer</b>  2 Artifact Creature - Construct 1/1  Put a  on each artifact creature you control.
<b>2 Sulfur Falls</b> Land ~ ETB tapped unless you control an Island or a Mountain.;  Add  or  to your MP.	<b>2 Sulfur Falls</b> Land ~ ETB tapped unless you control an Island or a Mountain.;  Add  or  to your MP.	<b>2 Lightning Bolt</b>  Instant ~ deals 3 to tgt creature or player.	<b>2 Lightning Bolt</b>  Instant ~ deals 3 to tgt creature or player.
<b>3 Goblin Guide</b>  2/2 Creature - Goblin Scout Haste; Whenever ~ attacks, defending player reveals the top card of his library. If it's a land, that player puts it into his hand.	<b>3 Goblin Guide</b>  2/2 Creature - Goblin Scout Haste; Whenever ~ attacks, defending player reveals the top card of his library. If it's a land, that player puts it into his hand.	<b>3 Goblin Guide</b>  2/2 Creature - Goblin Scout Haste; Whenever ~ attacks, defending player reveals the top card of his library. If it's a land, that player puts it into his hand.	<b>3 Goblin Guide</b>  2/2 Creature - Goblin Scout Haste; Whenever ~ attacks, defending player reveals the top card of his library. If it's a land, that player puts it into his hand.
<b>4 Swamp</b> Basic Land - Swamp	<b>4 Swamp</b> Basic Land - Swamp	<b>4 Blackcleave Cliffs</b> Land ~ ETB tapped unless you control <= 2 other lands.;  Add  or  to your MP.	<b>4 Blackcleave Cliffs</b> Land ~ ETB tapped unless you control <= 2 other lands.;  Add  or  to your MP.
<b>1 Steel Overseer</b>  2 Artifact Creature - Construct 1/1  Put a  on each artifact creature you control.	<b>1 Steel Overseer</b>  2 Artifact Creature - Construct 1/1  Put a  on each artifact creature you control.	<b>1 Darksteel Citadel</b> Artifact Land Indestructible;  Add  to your MP.	<b>1 Darksteel Citadel</b> Artifact Land Indestructible;  Add  to your MP.
<b>2 Lightning Bolt</b>  Instant ~ deals 3 to tgt creature or player.	<b>2 Peek</b>  Instant Look at tgt player's hand.; Draw 1.	<b>2 Dispel</b>  Instant Counter tgt instant.	<b>2 Lightning Bolt</b>  Instant ~ deals 3 to tgt creature or player.
<b>3 Searing Blaze</b>   Instant ~ deals 1 to tgt player and 1 dmg to tgt creature that player controls.; Landfall - ~ deals 3 to that player and 3 dmg to that creature instead.	<b>3 Searing Blaze</b>   Instant ~ deals 1 to tgt player and 1 dmg to tgt creature that player controls.; Landfall - ~ deals 3 to that player and 3 dmg to that creature instead.	<b>3 Bloodstained Mire</b> Land  Pay 1 life, Sac ~: Tutor for a Swamp or Mountain and put it into play. Then shuffle.	<b>3 Bloodstained Mire</b> Land  Pay 1 life, Sac ~: Tutor for a Swamp or Mountain and put it into play. Then shuffle.
<b>4 Blackcleave Cliffs</b> Land ~ ETB tapped unless you control <= 2 other lands.;  Add  or  to your MP.	<b>4 Blackcleave Cliffs</b> Land ~ ETB tapped unless you control <= 2 other lands.;  Add  or  to your MP.	<b>4 Tasigur, the Golden Fang</b>  5 Legendary Creature - Human Shaman 4/5 Delve;    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.	<b>4 Treetop Village</b> Land ~ ETB tapped.;  Add  to your MP.;   : ~ becomes a 3/3 green Ape creature with trample until EOT. It's still a land.
















<b>1 Cranial Plating</b>  Artifact - Equipment Equipped creature gets +1/+0 for each artifact you control.;  : Attach ~ to tgt creature you control.; Equip 	<b>1 Cranial Plating</b>  Artifact - Equipment Equipped creature gets +1/+0 for each artifact you control.;  : Attach ~ to tgt creature you control.; Equip 	<b>1 Cranial Plating</b>  Artifact - Equipment Equipped creature gets +1/+0 for each artifact you control.;  : Attach ~ to tgt creature you control.; Equip 	<b>1 Cranial Plating</b>  Artifact - Equipment Equipped creature gets +1/+0 for each artifact you control.;  : Attach ~ to tgt creature you control.; Equip 
<b>2 Deceiver Exarch</b>   Creature - Cleric <span style="float: right;">1/4</span> Flash; When ~ ETB, choose 1 -; • Untap tgt permanent you control.; • Tap tgt permanent an opp controls.	<b>2 Deceiver Exarch</b>   Creature - Cleric <span style="float: right;">1/4</span> Flash; When ~ ETB, choose 1 -; • Untap tgt permanent you control.; • Tap tgt permanent an opp controls.	<b>2 Deceiver Exarch</b>   Creature - Cleric <span style="float: right;">1/4</span> Flash; When ~ ETB, choose 1 -; • Untap tgt permanent you control.; • Tap tgt permanent an opp controls.	<b>2 Deceiver Exarch</b>   Creature - Cleric <span style="float: right;">1/4</span> Flash; When ~ ETB, choose 1 -; • Untap tgt permanent you control.; • Tap tgt permanent an opp controls.
<b>3 Sacred Foundry</b> Land - Mountain Plains As ~ ETB, you may pay 2 life. If you don't, ~ ETB tapped.	<b>3 Stomping Ground</b> Land - Mountain Forest As ~ ETB, you may pay 2 life. If you don't, ~ ETB tapped.	<b>3 Stomping Ground</b> Land - Mountain Forest As ~ ETB, you may pay 2 life. If you don't, ~ ETB tapped.	<b>3 Lava Spike</b>  Sorcery - Arcane ~ deals 3 to tgt player.
<b>4 Inquisition of Kozilek</b>  Sorcery Tgt player reveals his hand. You choose a nonland from it with CMC <= 3. That player discards it.	<b>4 Inquisition of Kozilek</b>  Sorcery Tgt player reveals his hand. You choose a nonland from it with CMC <= 3. That player discards it.	<b>4 Inquisition of Kozilek</b>  Sorcery Tgt player reveals his hand. You choose a nonland from it with CMC <= 3. That player discards it.	<b>4 Maelstrom Pulse</b>    Sorcery Destroy tgt nonland permanent and all other permanents with the same name as that permanent.
<b>1 Galvanic Blast</b>   Instant ~ deals 2 to tgt creature or player.; ~ deals 4 to that creature or player instead if metalcraft.	<b>1 Galvanic Blast</b>   Instant ~ deals 2 to tgt creature or player.; ~ deals 4 to that creature or player instead if metalcraft.	<b>1 Galvanic Blast</b>   Instant ~ deals 2 to tgt creature or player.; ~ deals 4 to that creature or player instead if metalcraft.	<b>1 Galvanic Blast</b>   Instant ~ deals 2 to tgt creature or player.; ~ deals 4 to that creature or player instead if metalcraft.
<b>2 Electrolyze</b>    Instant ~ deals 2 divided as you choose among 1 or 2 tgt creatures and/or players.; Draw 1.	<b>2 Electrolyze</b>    Instant ~ deals 2 divided as you choose among 1 or 2 tgt creatures and/or players.; Draw 1.	<b>2 Flooded Strand</b> Land  Pay 1 life, Sac ~: Tutor for a Plains or Island and put it into play. Then shuffle.	<b>2 Misty Rainforest</b> Land  Pay 1 life, Sac ~: Tutor for a Forest or Island and put it into play. Then shuffle.
<b>3 Lava Spike</b>   Sorcery - Arcane ~ deals 3 to tgt player.	<b>3 Lava Spike</b>   Sorcery - Arcane ~ deals 3 to tgt player.	<b>3 Lava Spike</b>   Sorcery - Arcane ~ deals 3 to tgt player.	<b>3 Lightning Bolt</b>   Instant ~ deals 3 to tgt creature or player.
<b>4 Scavenging Ooze</b>   Creature - Ooze <span style="float: right;">2/2</span>  : Exile tgt card from a GY. If it was a creature, put a ⊕ on ~ and you gain 1.	<b>4 Scavenging Ooze</b>   Creature - Ooze <span style="float: right;">2/2</span>  : Exile tgt card from a GY. If it was a creature, put a ⊕ on ~ and you gain 1.	<b>4 Scavenging Ooze</b>   Creature - Ooze <span style="float: right;">2/2</span>  : Exile tgt card from a GY. If it was a creature, put a ⊕ on ~ and you gain 1.	<b>4 Tarmogoyf</b>   Creature - Lhurgoyf <span style="float: right;">*/1+*</span> ~'s power = the number of card types among cards in all GYs and its toughness = that number + 1.



<b>1 Glimmervoid</b> Land At the beginning of the end step, if you control no artifacts, sac ~.; ☹: Add ⬛ to your MP.	<b>1 Glimmervoid</b> Land At the beginning of the end step, if you control no artifacts, sac ~.; ☹: Add ⬛ to your MP.	<b>1 Glimmervoid</b> Land At the beginning of the end step, if you control no artifacts, sac ~.; ☹: Add ⬛ to your MP.	<b>1 Master of Etherium</b> 2⬛ Artifact Creature - Vedalken Wizard */* ~'s power and toughness = the number of artifacts you control.; Other artifact creatures you control get +1/+1.
<b>2 Misty Rainforest</b> Land ☹, Pay 1 life, Sac ~: Tutor for a Forest or Island and put it into play. Then shuffle.	<b>2 Misty Rainforest</b> Land ☹, Pay 1 life, Sac ~: Tutor for a Forest or Island and put it into play. Then shuffle.	<b>2 Misty Rainforest</b> Land ☹, Pay 1 life, Sac ~: Tutor for a Forest or Island and put it into play. Then shuffle.	<b>2 Scalding Tarn</b> Land ☹, Pay 1 life, Sac ~: Tutor for an Island or Mountain and put it into play. Then shuffle.
<b>3 Lightning Bolt</b> 2⬛ Instant ~ deals 3 to tgt creature or player.	<b>3 Lightning Bolt</b> 2⬛ Instant ~ deals 3 to tgt creature or player.	<b>3 Lightning Bolt</b> 2⬛ Instant ~ deals 3 to tgt creature or player.	<b>3 Monastery Swiftspear</b> 2⬛ Creature - Human Monk 1/2 Haste; Prowess
<b>4 Tarmogoyf</b> 1⬛ Creature - Lhurgoyf */1+* ~'s power = the number of card types among cards in all GYs and its toughness = that number + 1.	<b>4 Tarmogoyf</b> 1⬛ Creature - Lhurgoyf */1+* ~'s power = the number of card types among cards in all GYs and its toughness = that number + 1.	<b>4 Tarmogoyf</b> 1⬛ Creature - Lhurgoyf */1+* ~'s power = the number of card types among cards in all GYs and its toughness = that number + 1.	<b>4 Thoughtseize</b> 5⬛ Sorcery Tgt player reveals his hand. You choose a nonland from it. That player discards it. You lose 2.
<b>1 Whiplare</b> 1⬛ Sorcery ~ deals 2 to each nonartifact creature.	<b>1 Wear</b> 1⬛ Instant Destroy tgt artifact.; Fuse	<b>1 Whiplare</b> 1⬛ Sorcery ~ deals 2 to each nonartifact creature.	<b>1 Blood Moon</b> 2⬛ Enchantment Nonbasics are Mountains.
<b>2 Jace, Architect of Thought</b> 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.	<b>2 Keranos, God of Storms</b> 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.	<b>2 Keranos, God of Storms</b> 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.	<b>2 Dispel</b> 4⬛ Instant Counter tgt instant.
<b>3 Kor Firewalker</b> * Creature - Kor Soldier 2/2 Protection from red; Whenever a player casts a red spell, you may gain 1.	<b>3 Destructive Revelry</b> 2⬛ Instant Destroy tgt artifact or enchantment. ~ deals 2 to that permanent's controller.	<b>3 Destructive Revelry</b> 2⬛ Instant Destroy tgt artifact or enchantment. ~ deals 2 to that permanent's controller.	<b>3 Deflecting Palm</b> 2⬛* Instant The next time a source of your choice would deal dmg to you this turn, prevent that dmg. If dmg is prevented this way, ~ deals that much dmg to that source's controller.
<b>4 Kitchen Finks</b> 1⬛ Creature - Ouphe 3/2 When ~ ETB, you gain 2.; Persist	<b>4 Fulminator Mage</b> 1⬛ Creature - Elemental Shaman 2/2 Sac ~: Destroy tgt nonbasic.	<b>4 Kitchen Finks</b> 1⬛ Creature - Ouphe 3/2 When ~ ETB, you gain 2.; Persist	<b>4 Anger of the Gods</b> 1⬛ Sorcery ~ deals 3 to each creature. If a creature dealt dmg this way would die this turn, exile it instead.



<p><b>1 Dismember</b>   </p> <p>Instant</p> <p>Tgt creature gets -5/-5 until EOT.</p> <hr/> <p><b>2 Negate</b>  </p> <p>Instant</p> <p>Counter tgt noncreature.</p> <hr/> <p><b>3 Deflecting Palm</b>   </p> <p>Instant</p> <p>The next time a source of your choice would deal dmg to you this turn, prevent that dmg. If dmg is prevented this way, ~ deals that much dmg to that source's controller.</p> <hr/> <p><b>4 Duress</b> </p> <p>Sorcery</p> <p>Tgt opp reveals his hand. You choose a noncreature, nonland from it. That player discards it.</p>	<p><b>1 Ancient Grudge</b>  </p> <p>Instant</p> <p>Destroy tgt artifact.; Flashback </p> <hr/> <p><b>2 Teferi, Mage of Zhalfir</b>    </p> <p>Legendary Creature - Human Wizard 3/4</p> <p>Flash; Creature cards you own that aren't in play have flash.; Each opp can cast spells only any time he or she could cast a sorcery.</p> <hr/> <p><b>3 Skullcrack</b>  </p> <p>Instant</p> <p>Players can't gain life this turn. Damage can't be prevented this turn. ~ deals 3 to tgt player.</p> <hr/> <p><b>4 Fulminator Mage</b>   </p> <p>Creature - Elemental Shaman 2/2</p> <p>Sac ~: Destroy tgt nonbasic.</p>	<p><b>1 Ancient Grudge</b>  </p> <p>Instant</p> <p>Destroy tgt artifact.; Flashback </p> <hr/> <p><b>2 Ancient Grudge</b>  </p> <p>Instant</p> <p>Destroy tgt artifact.; Flashback </p> <hr/> <p><b>3 Searing Blaze</b>  </p> <p>Instant</p> <p>~ deals 1 to tgt player and 1 dmg to tgt creature that player controls.; Landfall - ~ deals 3 to that player and 3 dmg to that creature instead.</p> <hr/> <p><b>4 Anger of the Gods</b>   </p> <p>Sorcery</p> <p>~ deals 3 to each creature. If a creature dealt dmg this way would die this turn, exile it instead.</p>	<p><b>1 Etched Champion</b> </p> <p>Artifact Creature - Soldier 2/2</p> <p>~ has protection from all colors as long as metalcraft.</p> <hr/> <p><b>2 Roast</b>  </p> <p>Sorcery</p> <p>~ deals 5 to tgt creature without flying.</p> <hr/> <p><b>3 Destructive Revelry</b>   </p> <p>Instant</p> <p>Destroy tgt artifact or enchantment. ~ deals 2 to that permanent's controller.</p> <hr/> <p><b>4 Golgari Charm</b>   </p> <p>Instant</p> <p>Choose 1 -; • All creatures get -1/-1 until EOT.; • Destroy tgt enchantment.; • Regenerate each creature you control.</p>
<p><b>1 Spell Pierce</b> </p> <p>Instant</p> <p>Counter tgt noncreature unless its controller pays 2.</p> <hr/> <p><b>2 Spellskite</b> </p> <p>Artifact Creature - Horror 0/4</p> <p>: Change a tgt of tgt spell or ability to ~.</p> <hr/> <p><b>3 Kor Firewalker</b>  </p> <p>Creature - Kor Soldier 2/2</p> <p>Protection from red; Whenever a player casts a red spell, you may gain 1.</p> <hr/> <p><b>4 Obstinate Baloth</b>   </p> <p>Creature - Beast 4/4</p> <p>When ~ ETB, you gain 4.; If a spell or ability an opp controls causes you to discard ~, put it into play instead of putting it into your GY.</p>	<p><b>1 Spellskite</b> </p> <p>Artifact Creature - Horror 0/4</p> <p>: Change a tgt of tgt spell or ability to ~.</p> <hr/> <p><b>2 Blood Moon</b>  </p> <p>Enchantment</p> <p>Nonbasics are Mountains.</p> <hr/> <p><b>3 Destructive Revelry</b>   </p> <p>Instant</p> <p>Destroy tgt artifact or enchantment. ~ deals 2 to that permanent's controller.</p> <hr/> <p><b>4 Obstinate Baloth</b>   </p> <p>Creature - Beast 4/4</p> <p>When ~ ETB, you gain 4.; If a spell or ability an opp controls causes you to discard ~, put it into play instead of putting it into your GY.</p>	<p><b>1 Grafdigger's Cage</b> </p> <p>Artifact</p> <p>Creature cards can't ETB from GYs or libraries.; Players can't cast cards in GYs or libraries.</p> <hr/> <p><b>2 Blood Moon</b>  </p> <p>Enchantment</p> <p>Nonbasics are Mountains.</p> <hr/> <p><b>3 Anger of the Gods</b>   </p> <p>Sorcery</p> <p>~ deals 3 to each creature. If a creature dealt dmg this way would die this turn, exile it instead.</p> <hr/> <p><b>4 Choke</b>  </p> <p>Enchantment</p> <p>Islands don't untap during their controllers' untap steps.</p>	<p><b>1 Thoughtseize</b> </p> <p>Sorcery</p> <p>Tgt player reveals his hand. You choose a nonland from it. That player discards it. You lose 2.</p> <hr/> <p><b>2 Dispel</b> </p> <p>Instant</p> <p>Counter tgt instant.</p> <hr/> <p><b>3 Anger of the Gods</b>   </p> <p>Sorcery</p> <p>~ deals 3 to each creature. If a creature dealt dmg this way would die this turn, exile it instead.</p> <hr/> <p><b>4 Choke</b>  </p> <p>Enchantment</p> <p>Islands don't untap during their controllers' untap steps.</p>

<b>1 Thoughtseize</b>  Sorcery  Tgt player reveals his hand. You choose a nonland from it. That player discards it. You lose 2.	<b>1 Torpor Orb</b>  Artifact  Creatures entering the battlefield don't cause abilities to trigger.	<b>1 Ancient Grudge</b>  Instant  Destroy tgt artifact.; Flashback 
<b>2 Ancient Grudge</b>  Instant  Destroy tgt artifact.; Flashback 	<b>2 Anger of the Gods</b>  Sorcery  ~ deals 3 to each creature. If a creature dealt dmg this way would die this turn, exile it instead.	<b>2 Anger of the Gods</b>  Sorcery  ~ deals 3 to each creature. If a creature dealt dmg this way would die this turn, exile it instead.
<b>3 Path to Exile</b>  Instant  Exile tgt creature. Its controller may tutor for a basic, put it into play tapped, then shuffle his library.	<b>3 Path to Exile</b>  Instant  Exile tgt creature. Its controller may tutor for a basic, put it into play tapped, then shuffle his library.	<b>3 Skullcrack</b>  Instant  Players can't gain life this turn. Damage can't be prevented this turn. ~ deals 3 to tgt player.
<b>4 Ancient Grudge</b>  Instant  Destroy tgt artifact.; Flashback 	<b>4 Fulminator Mage</b>  Creature - Elemental Shaman <span>2/2</span>  Sac ~: Destroy tgt nonbasic.	<b>4 Fulminator Mage</b>  Creature - Elemental Shaman <span>2/2</span>  Sac ~: Destroy tgt nonbasic.