

Ardent Plea - 1WU
Enchantment (Uncommon)
Exalted
Cascade
#1/145

Aven Mimeomancer - 1WU
Creature - Bird Wizard (Rare)
Flying
At the beginning of your upkeep,
you may put a feather counter on
target creature. If you do, that
creature is 3/1 and has flying as
long as it has a feather counter on
it.
3/1
#2/145

Ethercaste Knight - WU
Artifact Creature - Human Knight
(Common)
Exalted
1/3
#3/145

Ethersworn Shieldmage - 1WU
Artifact Creature - Vedalken
Wizard (Common)
Flash
When Ethersworn Shieldmage
comes into play, prevent all
damage that would be dealt to
artifact creatures this turn.
2/2
#4/145

Fieldmist Borderpost - 1WU
Artifact (Common)
You may pay {1} and return a
basic land you control to its
owner's hand rather than pay
Fieldmist Borderpost's mana cost.
Fieldmist Borderpost comes into
play tapped.
{T}: Add {W} or {U} to your
mana pool.
#5/145

Filigree Angel - 5WWU
Artifact Creature - Angel (Rare)
Flying
When Filigree Angel comes into
play, you gain 3 life for each
artifact you control.
4/4
#6/145

Glassdust Hulk - 3WU
Artifact Creature - Golem
(Common)
Whenever another artifact comes
into play under your control,
Glassdust Hulk gets +1/+1 until
end of turn and is unblockable this
turn.
Cycling {wu}
3/4
#7/145

Meddling Mage - WU
Creature - Human Wizard (Rare)
As Meddling Mage comes into
play, name a nonland card.
The named card can't be played.
2/2
#8/145

Offering to Asha - 2WU
Instant (Common)
Counter target spell unless its
controller pays {4}. You gain 4
life.
#9/145

Sanctum Plowbeast - 4WU
Artifact Creature - Beast
(Common)
Defender
Plainscycling {2}, islandcycling
{2}
3/6
#10/145

Shield of the Righteous - WU
Artifact - Equipment (Uncommon)
Equipped creature gets +0/+2 and
has vigilance.
Whenever equipped creature
blocks a creature, that creature
doesn't untap during its controller's
next untap step.
Equip {2}
#11/145

Sovereigns of Lost Alara - 4WU
Creature - Spirit (Rare)
Exalted
Whenever a creature you control
attacks alone, you may search your
library for an Aura card that could
enchant it, put that card into play
attached to that creature, then
shuffle your library.
4/5
#12/145

Stormcaller's Boon - 2WU
Enchantment (Common)
Sacrifice Stormcaller's Boon:
Creatures you control gain flying
until end of turn.
Cascade
#13/145

Talon Trooper - 1WU
Creature - Bird Scout (Common)
Flying
2/3
#14/145

Unbender Tine - 2WU
Artifact (Uncommon)
{T}: Untap another target
permanent.
#15/145

Wall of Denial - 1WU
Creature - Wall (Uncommon)
Defender, flying, shroud
0/8
#16/145

Architects of Will - 2UB
Artifact Creature - Human Rogue
(Common)
When Architects of Will comes
into play, look at the top three
cards of target player's library, then
put them back in any order.
Cycling {ub}
3/3
#17/145

Brainbite - 2UB
Sorcery (Common)
Target opponent reveals his or her
hand. You choose a card from it.
That player discards that card.
Draw a card.
#18/145

Deny Reality - 3UB
Sorcery (Common)
Cascade
Return target permanent to its
owner's hand.
#19/145

Etherium Abomination - 3UB
Artifact Creature - Horror
(Common)
Unearth {1} {U} {B}
4/3
#20/145

Illusory Demon - 1UB
Creature - Demon Illusion
(Uncommon)
Flying
When you play a spell, sacrifice
Illusory Demon.
4/3
#21/145

Jhessian Zombies - 4UB
Creature - Human Zombie
(Common)
Islandcycling {2}, swampcycling
{2}
Fear
2/4
#22/145

Kathari Remnant - 2UB
Creature - Bird Skeleton
(Uncommon)
Flying
{B}: Regenerate Kathari Remnant.
Cascade
0/1
#23/145

Lich Lord of Unx - 1UB
Creature - Zombie Wizard (Rare)
{U} {B}, {T}: Put a 1/1 blue and
black Zombie Wizard creature
token into play.
{U} {U} {B} {B}: Target player
loses X life and puts the top X
cards of his or her library into his
or her graveyard where X is the
number of Zombies you control.
2/2
Illus. Dave Allsop
#24/145

Mask of Riddles - UB
Artifact - Equipment (Uncommon)
Equipped creature has fear.
Whenever equipped creature deals
combat damage to a player, you
may draw a card.
Equip {2}
#25/145

Mind Funeral - 1UB
Sorcery (Uncommon)
Target opponent reveals cards from
the top of his or her library until
four land cards are revealed. That
player puts all cards revealed this
way into his or her graveyard.
#26/145

Mistvein Borderpost - 1UB
Artifact (Common)
You may pay {1} and return a
basic land you control to its
owner's hand rather than pay
Mistvein Borderpost's mana cost.
Mistvein Borderpost comes into
play tapped.
{T}: Add {U} or {B} to your mana
pool.
#27/145

Nemesis of Reason - 3UB
Creature - Leviathan Horror (Rare)
Whenever Nemesis of Reason
attacks, defending player puts the
top ten cards of his or her library
into his or her graveyard.
3/7
#28/145

Soul Manipulation - 1UB
Instant (Common)
Choose one or both - Counter
target creature spell; and/or return
target creature card in your
graveyard to your hand.
#29/145

Soulquake - 3UUBB
Sorcery (Rare)
Return all creatures in play and all creature cards in graveyards to their owners' hands.
Illus. Warren Mahy
#30/145

Time Sieve - UB
Artifact (Rare)
{T}, Sacrifice five artifacts: Take an extra turn after this one.
#31/145

Vedalken Ghoul - UB
Artifact Creature - Zombie
Vedalken? (Common)
Whenever Vedalken Ghoul becomes blocked by a creature, that creature's controller loses 4 life.
1/1
#32/145

Anathemancer - 1BR
Creature - Zombie Wizard (Uncommon)
When Anathemancer comes into play, it deals damage to target player equal to the number of nonbasic lands that player controls.
Unearth {5} {B} {R}
2/2
#33/145

Bituminous Blast - 3BR
Instant (Uncommon)
Cascade (When you play this spell, remove cards from the top of your library from the game until you remove a nonland card that costs less. You may play it without paying its mana cost. Put the removed cards on the bottom in a random order.)
Bituminous Blast deals 4 damage to target creature.
#34/145

Breath of Malfegor - 4BR
Sorcery (Common)
Breath of Malfegor deals 5 damage to each opponent.
#35/145

Deathbringer Thoctar - 4BR
Creature - Zombie Beast (Rare)
Whenever another creature is put into a graveyard from play, you may put a +1/+1 counter on Deathbringer Thoctar.
Remove a +1/+1 counter from Deathbringer Thoctar:
Deathbringer Thoctar deals 1 damage to target creature or player.
3/3
#36/145

Defiler of Souls - 3BBR
Creature - Demon (Mythic Rare)
Flying
At the beginning of each player's upkeep, that player sacrifices a monocolored creature.
5/5
#37/145

Demonic Dread - 1BR
Sorcery (Common)
Cascade
Target creature can't block this turn.
#38/145

Demonspine Whip - BR
Artifact - Equipment (Uncommon)
{X}: Equipped creature gets +X/+0 until end of turn.
Equip {1}
Using a spine to break a slave's back appeals to the Grixis sense of irony.
#39/145

Igneous Pouncer - 4BR
Creature - Elemental (Common)
Haste
Swampcycling {2},
mountaincycling {2}
5/1
#40/145

Kathari Bomber - 1BR
Creature - Bird Shaman (Uncommon)
Flying
When Kathari Bomber deals combat damage to an opponent, sacrifice Kathari Bomber and put two 1/1 red Goblin creature tokens into play.
Unearth {3} {B} {R}
2/2
#41/145

Lightning Reaver - 3BR
Creature - Zombie Beast (Rare)
Fear, haste
Whenever Lightning Reaver deals combat damage to a player, put a charge counter on it.
At the end of your turn, Lightning Reaver deals damage equal to the number of charge counters on it to each opponent.
3/3
#42/145

Monstrous Carabid - 3BR
Creature - Insect (Common)
Monstrous Carabid attacks each turn if able.
Cycling {br}
4/4
#43/145

Sanity Gnawers - 1BR
Creature - Zombie Rat (Common)
When Sanity Gnawers comes into play, target opponent discards a card at random.
1/1
#44/145

Singe-Mind Ogre - 2BR
Creature - Ogre Mutant (Common)
When Singe-Mind Ogre comes into play, target player reveals a card at random from his or her hand.
Singe-Mind Ogre deals damage to that player equal to that card's converted mana cost.
3/2
#45/145

Terminate - BR
Instant (Common)
Destroy target creature. It can't be regenerated.
#46/145

Thought Hemorrhage - 2BR
Sorcery (Rare)
Name a nonland card. Target player reveals his or her hand.
Thought Hemorrhage deals 3 damage to that player for each card with that name revealed this way.
Search that player's graveyard, hand, and library for all cards with that name and remove them from the game. Then that player shuffles his or her library.
#47/145

Veinfire Borderpost - 1BR
Artifact (Common)
You may pay {1} and return a basic land you control to its owner's hand rather than pay Veinfire Borderpost's mana cost.
Veinfire Borderpost comes into play tapped.
{T}: Add {B} or {R} to your mana pool.
#48/145

Blitz Hellion - 3RG
Creature - Hellion (Rare)
Trample, haste
At end of turn, Blitz Hellion's owner shuffles it into his or her library.
7/7
#49/145

Bloodbraid Elf - 2RG
Creature - Elf Berserker (Uncommon)
Haste
Cascade (When you play this spell, remove cards from the top of your library from the game until you reveal a nonland card that costs less. You may play it without paying its mana cost. Put the removed cards on the bottom in a random order.
3/2
#50/145

Colossal Might - RG
Instant (Common)
Target creature gets +4/+2 and gains trample until end of turn.
#51/145

Deadshot Minotaur - 3RG
Creature - Minotaur (Common)
When Deadshot Minotaur comes into play, it deals 3 damage to target creature with flying.
Cycling {rg}
3/4
#52/145

Dragon Broodmother - 2RRRG
Creature - Dragon (Mythic Rare)
Flying
At the beginning of each upkeep, put a 1/1 red and green Dragon creature token with flying and devour 2 into play. *(As the token comes into play, you may sacrifice any number of creatures. It comes into play with twice that many +1/+1 counters on it.)*
4/4
#53/145

Firewild Borderpost - 1RG
Artifact (Common)
You may pay {1} and return a basic land you control to its owner's hand rather than pay Firewild Borderpost's mana cost. Firewild Borderpost comes into play tapped.
{T}: Add {R} or {G} to your mana pool.
#54/145

Godtracker of Jund - 1RG
Creature - Elf Shaman (Common)
Whenever a creature with power 5 or greater comes into play under your control, put a +1/+1 counter on Godtracker of Jund.
2/2
#55/145

Gorger Wurm - 3RG
Creature - Wurm (Common)
Devour 1
5/5
#56/145

Mage Slayer - 1RG
Artifact - Equipment (Uncommon)
Whenever equipped creature attacks, it deals damage equal to its power to defending player.
Equip {3}
#57/145

Predatory Advantage - 3RG
Enchantment (Rare)
At the end of each opponent's turn, if that player didn't play a creature spell this turn, put a 2/2 green Lizard creature token into play.
#58/145

Rhox Brute - 2RG
Creature - Rhino ?? (Common)
4/4
#59/145

Spellbreaker Behemoth - 1RGG
Creature - Beast (Rare)
Spellbreaker Behemoth can't be countered.
Creature spells you control with power 5 or greater can't be countered.
5/5
#60/145

Valley Rannet - 4RG
Creature - Beast (Common)
Mountaincycling {2}, forestcycling {2}
6/3
#61/145

Vengeful Rebirth - 4RG
Sorcery (Uncommon)
Return a card from your graveyard to your hand. If it's a nonland card, Vengeful Rebirth deals damage equal to that card's converted card mana cost to target creature or player.
Remove Vengeful Rebirth from the game.
#62/145

Violent Outburst - 1RG
Instant (Common)
Cascade
Creatures you control get +1/+0 until end of turn.
#63/145

Vithian Renegades - 1RG
Creature - Human Shaman (Uncommon)
When Vithian Renegades comes into play, destroy target artifact.
3/2
#64/145

Behemoth Sledge - 1GW
Artifact - Equipment (Uncommon)
Equipped creature gets +2/+2 and has lifelink and trample.
Equip {3}
#65/145

Captured Sunlight - 2GW
Sorcery (Common)
Cascade
You gain 4 life.
#66/145

Dauntless Escort - 1GW
Creature - Rhox Soldier (Rare)
Sacrifice Dauntless Escort:
Creatures you control are indestructible this turn.
3/3
#67/145

Enlisted Wurm - 4GW
Creature - Wurm (Uncommon)
Cascade
5/5
#68/145

Grizzled Leotau - GW
Creature - Cat (Common)
1/5
#69/145

Knight of New Alara - 2GW
Creature - Human Knight (Rare)
Each other multicolored creature you control gets +1/+1 for each of its colors.
2/2
#70/145

Knotvine Paladin - GW
Creature - Human Knight (Rare)
Whenever Knotvine Paladin attacks, it gets +1/+1 until end of turn for each untapped creature you control.
2/2
#71/145

Leonin Armorguard - 2GW
Creature - Cat Soldier (Common)
When Leonin Armorguard comes into play, creatures you control get +1/+1 until end of turn.
3/3
#72/145

Mycoid Shepherd - 1GGW
Creature - Fungus (Rare)
Whenever Mycoid Shepherd or another creature you control with power 5 or greater is put into a graveyard from play, you may gain 5 life.
5/4
#73/145

Pale Recluse - 4GW
Creature - Spider (Common)
Reach
Forestcycling {2}, plainscycling {2}
4/5
#74/145

Qasali Pridemage - GW
Creature - Cat Wizard (Common)
Exalted
{1}, Sacrifice Qasali Pridemage:
Destroy target artifact or enchantment.
2/2
#75/145

Reborn Hope - GW
Sorcery (Uncommon)
Return target multicolored card from your graveyard to your hand.
#76/145

Sigil Captain - 1GWW
Creature - Rhino Soldier (Uncommon)
Whenever a creature comes into play under your control, if that creature is 1/1, put two +1/+1 counters on it.
3/3
#77/145

Sigil of the Nayan Gods - 1GW
Enchantment - Aura (Common)
Enchant creature
Enchanted creature gets +1/+1 for each creature you control.
Cycling {gw}
#78/145

Sigiled Behemoth - 4GW
Creature - Beast (Common)
Exalted
5/4
#79/145

Wildfield Borderpost - 1GW
Artifact (Common)
You may pay {1} and return a basic land you control to its owner's hand rather than pay Wildfield Borderpost's mana cost. Wildfield Borderpost comes into play tapped.
{T}: Add {G} or {W} to your mana pool.
Illus. Zoltan Boros & Gabor Szikszai
#80/145

Identity Crisis - 2WWBB
Sorcery (Rare)
Remove all cards in target player's hand and graveyard from the game.
#81/145

Necromancer's Covenant - 3WBB
Enchantment (Rare)
When Necromancer's Covenant comes into play, remove all creature cards in target player's graveyard from the game, then put a 2/2 black Zombie creature token into play for each card removed this way.
Zombies you control have lifelink.
#82/145

Tainted Sigil - 1WB
Artifact (Uncommon)
{T}: Sacrifice Tainted Sigil: You gain life equal to the total life lost by all players this turn. (Damage causes loss of life.)
#83/145

Vectis Dominator - 1WB
Artifact Creature - Human Wizard (Common)
{T}: Tap target creature unless its controller pays 2 life.
0/2
#84/145

Zealous Persecution - WB
Instant (Uncommon)
Until end of turn, creatures you control get +1/+1 and creatures target opponent controls get -1/-1.
#85/145

Cloven Casting - 5UR
Enchantment (Rare)
Whenever you play a multicolored instant or sorcery spell, you may pay {1}. If you do, copy that spell. You may choose new targets for the copy.
#86/145

Double Negative - UUR
Instant (Uncommon)
Counter up to two target spells.
#87/145

Magefire Wings - UR
Enchantment - Aura (Common)
Enchant creature
Enchanted creature gets +2/+0 and has flying.
#88/145

Skyclaw Thrash - 3UR
Artifact Creature - Viashino Warrior (Uncommon)
Whenever Skyclaw Thrash attacks, flip a coin. If you win the flip, Skyclaw Thrash gets +1/+1 and gains flying until end of turn.
4/4
#89/145

Spellbound Dragon - 3UR
Creature - Dragon (Rare)
Flying.
Whenever Spellbound Dragon attacks, draw a card, then discard a card. Spellbound Dragon gets +X/+0 until end of turn, where X is the discarded card's converted mana cost.
3/5
#90/145

Lord of Extinction - 3BG
Creature - Elemental (Mythic Rare)
Lord of Extinction's power and toughness are each equal to the number of cards in all graveyards.
*/
Illus. Izzy
#91/145

Maelstrom Pulse - 1BG
Sorcery (Rare)
Destroy target nonland permanent and all permanents with the same name as that permanent.
Illus. Anthony Francisco
#92/145

Marrow Chomper - 3BG
Creature - Zombie Lizard (Uncommon)
Devour 2
When Marrow Chomper comes into play, you gain 2 life for each creature it devoured.
3/3
#93/145

Morbid Bloom - 4BG
Sorcery (Uncommon)
Remove target creature card in a graveyard from the game, then put X 1/1 green Saproling creature tokens into play, where X is the removed card's toughness.
#94/145

Putrid Leech - BG
Creature - Leech (Common)
Pay 2 life: Putrid Leech gets +2/+2 until end of turn. Play this ability only once each turn.
2/2
#95/145

Cerodon Yearling - RW
Creature - Beast (Common)
Vigilance, haste
2/2
#96/145

Fight to the Death - RW
Instant (Rare)
Destroy all blocking creatures and all blocked creatures.
#97/145

Glory of Warfare - 2RW
Enchantment (Rare)
As long as it's your turn, creatures you control get +2/+0.
As long as it's not your turn, creatures you control get +0/+2.
#98/145

Intimidation Bolt - 1RW
Instant (Uncommon)
Intimidation Bolt deals 3 damage to target creature. Other creatures can't attack this turn.
#99/145

Stun Sniper - RW
Creature - Human Archer (Uncommon)
{1}, {T}: Stun Sniper deals 1 damage to target creature. Tap that creature.
1/1
#100/145

Lorescale Coatl - 1GU
Creature - Snake (Uncommon)
Whenever you draw a card, you may put a +1/+1 counter on Lorescale Coatl.
2/2
#101/145

Nulltread Gargantuan - 1GU
Creature - Beast (Uncommon)
When Nulltread Gargantuan comes into play, put a creature you control on top of its owner's library.
5/6
#102/145

Sages of the Anima - 3GU
Creature - Elf Wizard (Rare)
If you would draw a card, instead reveal the top three cards of your library. Put all creature cards revealed this way into your hand and the rest on the bottom of your library in any order.
3/4
Illus. Kev Walker
#103/145

Vedalken Heretic - GU
Creature - Vedalken Shaman (Rare)
Whenever Vedalken Heretic deals damage to an opponent, you may draw a card.
1/1
#104/145

Winged Coatl - 1GU
Creature - Snake (Common)
Flash
Flying, deathtouch
1/1
#105/145

Enigma Sphinx - 4WUB
Artifact Creature - Sphinx (Rare)
Flying
When Enigma Sphinx is put into your graveyard from play, put it into your library third from the top.
Cascade (*When you play this spell, remove cards from the top of your library from the game until you reveal a nonland card that costs less. You may play it without paying its mana cost. Put the removed cards on the bottom in a random order.*)
5/4
Illus. Chris Rahn
#106/145

Esper Sojourners - WUB
Artifact Creature - Human Wizard? (Common)
When you cycle Esper Sojourners or it's put into a graveyard from play, you may tap or untap target permanent.
Cycling {2} {U}
2/3
#107/145

Etherwrought Page - 1WUB
Artifact (Uncommon)
At the beginning of your upkeep, choose one - You gain 2 life; or look at the top card of your library, then you may put that card into your graveyard; or each opponent loses 1 life.
#108/145

Sen Triplets - 2WUB
Legendary Artifact Creature - Human Wizard (Mythic Rare)
At the beginning of your upkeep, choose target opponent. This turn, that player can't play spells or activated abilities and plays with his or her hand revealed. You can play cards from that player's hand this turn.
3/3
#109/145

Sphinx of the Steel Wind - 5WUB
Artifact Creature - Sphinx (Mythic Rare)
Flying, first strike, vigilance, lifelink, protection from red and from green
6/6
#110/145

Drastic Revelation - 2UBR
Sorcery (Uncommon)
Discard your hand. Draw seven cards, then discard three cards at random.
Every disaster holds mystery, for lack of sane witness.
#111/145

Grixis Sojourners - 1UBR
Creature - Zombie Wizard (Common)
When you cycle Grixis Sojourners or it's put into a graveyard from play, you may remove target card in a graveyard from the game.
Cycling {2} {B}
4/3
#112/145

Thraximundar - 4UBR
Legendary Creature - Zombie Assassin (Mythic Rare)
Haste
Whenever Thraximundar attacks, defending player sacrifices a creature.
Whenever a player sacrifices a creature, you may put a +1/+1 counter on Thraximundar.
6/6
Illus. Raymond Swanland
#113/145

Unscythe, Killer of Kings - UBRR
Legendary Artifact - Equipment (Rare)
Equipped creature gets +3/+3 and has first strike.
Whenever a creature dealt damage by equipped creature this turn is put into a graveyard, you may remove that card from the game. If you do, put a 2/2 black Zombie creature token into play.
Equip {2}
Illus. Karl Kopinski
#114/145

Dragon Appeasement - 3BRG
Enchantment (Uncommon)
Skip your draw step.
Whenever you sacrifice a creature, you may draw a card.
#115/145

Jund Sojourners - BRG
Creature - Viashino Warrior (Common)
When you cycle Jund Sojourners or it is put into a graveyard from play, Jund Sojourners deals 1 damage to target creature or player.
Cycling {2} {R}
3/2
#116/145

Karrthus, Tyrant of Jund - 4BRG
Legendary Creature - Dragon (Mythic Rare)
Flying, haste
When Karrthus, Tyrant of Jund comes into play, gain control of all Dragon creatures in play and untap them.
Dragon creatures you control have haste.
7/7
#117/145

Lavalanche - XBRG
Sorcery (Rare)
Lavalanche deals X damage to target player and each creature he or she controls.
Alara's burning blood cannot be contained by mere earth and stone.
Illus. Steve Argyle
#118/145

Madrush Cyclops - 1BRG
Creature - Cyclops Warrior (Rare)
Creatures you control have haste.
Death comes in the blink of an eye.
3/4
Illus. Wayne Reynolds
#119/145

Gloryscale Viashino - 1RGW
Creature - Viashino Soldier (Uncommon)
Whenever you play a multicolored spell, Gloryscale Viashino gets +3/+3 until end of turn.
3/3
#120/145

Mayael's Aria - RGW
Enchantment (Rare)
At the beginning of your upkeep, put a +1/+1 counter on each creature you control if you control a creature with power 5 or greater.
Then you gain 10 life if you control a creature with power 10 or greater. Then you win the game if you control a creature with power 20 or greater.
#121/145

Naya Sojourners - 2RGW
Creature - Elf Shaman (Common)
When you cycle Naya Sojourners or it is put into a graveyard from play, put a +1/+1 counter on target creature
Cycling {2} {G}
5/3
#122/145

Retaliator Griffin - 1RGW
Creature - Griffin (Rare)
Flying
Whenever a source an opponent controls deals damage to you, you may put that many +1/+1 counters on Retaliator Griffin.
2/2
#123/145

Uril, the Miststalker - 2RGW
Legendary Creature - Beast (Mythic Rare)
Uril, the Miststalker can't be the target of spells or abilities your opponents control.
Uril gets +2/+2 for each Aura attached to it.
5/5
#124/145

Bant Sojourners - 1GWU
Creature - Human Soldier (Common)
When you cycle Bant Sojourners or it's put into a graveyard from play, you may put a 1/1 white Soldier creature token into play.
Cycling {2} {W}
2/4
#125/145

Finest Hour - 2GWU
Enchantment (Rare)
Exalted
Whenever a creature you control attacks alone, if it's the first combat phase of the turn, untap that creature. After this phase, there is an additional combat phase.
#126/145

Flurry of Wings - GWU
Instant (Uncommon)
Put X 1/1 white Bird Soldier creature tokens with flying into play, where X is the number of attacking creatures.
#127/145

Jenara, Asura of War - GWU
Legendary Creature - Angel (Mythic Rare)
Flying
{1} {W}: Put a +1/+1 counter on Jenara, Asura of War.
Wounded soldiers looked up, grateful for her appearance. But she passed over them, her eyes firmly on their foe.
3/3
#128/145

Wargate - XGWU
Sorcery (Rare)
Search your library for a permanent card with converted mana cost X or less and put it into play. Then shuffle your library.
#129/145

Maelstrom Nexus - WUBRG
Enchantment (Mythic Rare)
The first spell you play each turn has cascade.
#130/145

Arsenal Thresher - 2{wb}U
Artifact Creature - Construct
(Common)
As Arsenal Thresher comes into play, reveal any number of artifact cards from your hand. Arsenal Thresher comes into play with a +1/+1 counter on it for each card revealed this way.
2/2
#131/145

Esper Stormblade - {wb}U
Artifact Creature - Vedalken Wizard (Common)
As long as you control another multicolored permanent, Esper Stormblade gets +1/+1 and has flying.
2/1
#132/145

Thopter Foundry - {wb}U
Artifact (Uncommon)
{1}, Sacrifice a nontoken artifact creature: Put a 1/1 blue Thopter artifact creature token with flying into play. You gain 1 life.
#133/145

Grixis Grimblade - {ru}B
Creature - Zombie Warrior (Common)
As long as you control another multicolored permanent, Grixis Grimblade gets +1/+1 and has deathtouch.
2/1
#134/145

Sewn-Eye Drake - 2{ur}B
Creature - Zombie Drake (Common)
Flying, haste
3/1
#135/145

Slave of Bolas - 3{ru}B
Sorcery (Uncommon)
Gain control of target creature. Untap that creature. It gains haste until end of turn. Sacrifice that creature at end of turn.
#136/145

Giant Ambush Beetle - 3{bg}R
Creature - Insect (Uncommon)
Haste
When Giant Ambush Beetle comes into play, you may have target creature block it this turn if able.
4/3
#137/145

Jund Hackblade - {BG}R
Creature - Goblin Berserker (Common)
As long as you control another multicolored permanent, Jund Hackblade gets +1/+1 and has haste.
2/1
#138/145

Sangrite Backlash - {bg}R
Enchantment - Aura (Common)
Enchant creature
Enchanted creature gets +3/-3.
#139/145

Marisi's Twinclaws - 2{rw}G
Creature - Cat Warrior (Uncommon)
Double strike
2/4
#140/145

Naya Hushblade - {wr}G
Creature - Elf Rogue (Common)
As long as you control another multicolored permanent, Naya Hushblade gets +1/+1 and has shroud.
2/1
#141/145

Trace of Abundance - {rw}G
Enchantment - Aura (Common)
Enchant land
Enchanted land has shroud.
Whenever enchanted land is tapped for mana, you may add one mana of any color to your mana pool.
#142/145

Bant Sureblade - {gu}W
Creature - Human Soldier (Common)
As long as you control another multicolored permanent, Bant Sureblade gets +1/+1 and has first strike.
2/1
#143/145

Crystallization - {gu}W
Enchantment - Aura (Common)
Enchant creature
Enchanted creature can't attack or block.
Whenever enchanted creature becomes the target of a spell or ability, remove it from the game.
#144/145

Messenger Falcons - 2{gu}W
Creature - Bird (Uncommon)
Flying
When Messenger Falcons comes into play, draw a card.
2/2
#145/145