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Battle for Zendikar

249 cards (101 commons, 80 uncommons, 53 rares, 15 mythics) + 25 basic lands

Keywords

Awaken N - X (If you cast this spell for X, also put N +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.)

Devoid (This card has no color.)

Ingest (Whenever this creature deals combat damage to a player, that player exiles the top card of his or her library.)

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

Colorless (17)

Bane of Bala Ged, 7, Uncommon
Creature - Eldrazi, 7/5
Whenever Bane of Bala Ged attacks, defending player exiles two permanents he or she controls.

Blight Herder, 5, Rare
Creature - Eldrazi Processor, 4/5
When you cast Blight Herder, you may put two cards your opponents own from exile into their owners' graveyards. If you do, put three 1/1 colorless Eldrazi Scion creature tokens onto the battlefield. They have "Sacrifice this creature: Add 1 to your mana pool."

Breaker of Armies, 8, Uncommon
Creature - Eldrazi, 10/8
All creatures able to block Breaker of Armies do so.

Conduit of Ruin, 6, Rare
Creature - Eldrazi, 5/5
When you cast Conduit of Ruin, you may search your library for a colorless creature card with converted mana cost 7 or greater, reveal it, then shuffle your library and put that card on top of it.

The first creature spell you cast each turn costs 2 less to cast.

Deathless Behemoth, 6, Uncommon
Creature - Eldrazi, 6/6
Vigilance
Sacrifice two Eldrazi Scions: Return Deathless Behemoth from your graveyard to your hand. Activate this ability only any time you could cast a sorcery.

Desolation Twin, 10, Rare
Creature - Eldrazi, 10/10
When you cast Desolation Twin, put a 10/10 colorless Eldrazi creature token onto the battlefield.

Eldrazi Devastator, 8, Common
Creature - Eldrazi, 8/9
Trample

Endless One, X, Rare
Creature - Eldrazi, 0/0
Endless One enters the battlefield with X +1/+1 counters on it.

Gruesome Slaughter, 6, Rare
Sorcery
Until end of turn, colorless creatures you control gain "{T}: This creature deals damage equal to its power to target creature."

Kozilek's Channeler, 5, Common
Creature - Eldrazi, 4/4
{T}: Add 2 to your mana pool.

Oblivion Sower, 6, Mythic
Creature - Eldrazi, 5/8
When you cast Oblivion Sower, target opponent exiles the top four cards of his or her library, then you may put any number of land cards that player owns from exile onto the battlefield under your control.

Ruin Processor, 7, Common
Creature - Eldrazi Processor, 7/8
When you cast Ruin Processor, you may put a card an opponent owns from exile into that player's graveyard. If you do, you gain 5 life.

Scour from Existence, 7, Common
Instant
Exile target permanent.

Titan's Presence, 3, Uncommon
Instant
As an additional cost to cast Titan's Presence, reveal a colorless creature card from your hand.
Exile target creature if its power is less than or equal to the revealed card's power.

Ulamog, the Ceaseless Hunger, 10, Mythic
Legendary Creature - Eldrazi, 10/10
When you cast Ulamog, the Ceaseless Hunger, exile two target permanents.
Indestructible
Whenever Ulamog attacks, defending player exiles the top twenty cards of his or her library.

Ulamog's Despoiler, 6, Uncommon
Creature - Eldrazi Processor, 5/5
As Ulamog's Despoiler enters the battlefield, you may put two cards your opponents own from exile into their owners' graveyards. If you do, Ulamog's Despoiler enters the battlefield with four +1/+1 counters on it.

Void Winnower, 9, Mythic
Creature - Eldrazi, 11/9
Your opponent can't cast spells with even converted mana costs. (Zero is even.)
Your opponents can't block with creatures with even converted mana costs.

White (36)

Angel of Renewal, 5W, Uncommon
Creature - Angel Ally, 4/4
Flying
When Angel of Renewal enters the battlefield, you gain 1 life for each creature you control.

Angelic Gift, 1W, Common
Enchantment - Aura
Enchant creature
When Angelic Gift enters the battlefield, draw a card.
Enchanted creature has flying.

Cliffside Lookout, W, Common
Creature - Kor Scout Ally, 1/1
4W: Creatures you control get +1/+1 until end of turn.

Courier Griffin, 3W, Common
Creature - Griffin, 2/3
Flying
When Courier Griffin enters the battlefield, you gain 2 life.

Emeria Shepherd, 5WW, Rare
Creature - Angel, 4/4
Flying
Landfall - Whenever a land enters the battlefield under your control, you may return target nonland permanent card from your graveyard to your hand. If that land is a Plains, you may return that nonland permanent card to the battlefield instead.

Encircling Fissure, 2W, Uncommon
Instant
Prevent all combat damage that would be dealt this turn by creatures target opponent controls.
Awaken 2 - 4W

Expedition Envoy, W, Uncommon
Creature - Human Scout Ally, 2/1

Felidar Cub, 1W, Common
Creature - Cat Beast, 2/2
Sacrifice Felidar Cub: Destroy target enchantment.

Felidar Sovereign, 4WW, Rare
Creature - Cat Beast, 4/6
Vigilance, lifelink
At the beginning of your upkeep, if you have 40 or more life, you win the game.

Fortified Rampart, 1W, Common
Creature - Wall, 0/6
Defender

Ghostly Sentinel, 4W, Common
Creature - Kor Spirit, 3/3
Flying, vigilance

Gideon, Ally of Zendikar, 2WW, Mythic
Planeswalker - Gideon, 4
+1: Until end of turn, Gideon, Ally of Zendikar becomes a 5/5 Human Soldier Ally creature with indestructible

that's still a planeswalker.
Prevent all damage that would be dealt to him this turn.
0: Put a 2/2 white Knight Ally creature token onto the battlefield.

-4: You get an emblem with "Creatures you control get +1/+1."

Gideon's Reproach, 1W, Common
Instant
Gideon's Reproach deals 4 damage to target attacking or blocking creature.

Hero of Goma Fada, 4W, Rare
Creature - Human Knight Ally, 4/3
Rally - Whenever Hero of Goma Fada or another Ally enters the battlefield under your control, creatures you control gain indestructible until end of turn.

Inspired Charge, 2WW, Common
Instant
Creatures you control get +2/+1 until end of turn.

Kitesail Scout, W, Common
Creature - Kor Scout, 1/1 Flying

Kor Bladewhirl, 1W, Uncommon
Creature - Kor Soldier Ally, 2/2
Rally - Whenever Kor Bladewhirl or another Ally enters the battlefield under your control, creatures you control gain first strike until end of turn.

Kor Castigator, 1W, Common
Creature - Kor Wizard Ally, 3/1
Kor Castigator can't be blocked by Eldrazi Scions.

Kor Entanglers, 4W, Uncommon
Creature - Kor Soldier Ally, 3/4
Rally - Whenever Kor Entanglers or another Ally enters the battlefield under your control, tap target creature an opponent controls.

Lantern Scout, 2W, Rare
Creature - Human Scout Ally, 3/2

Rally - Whenever Lantern Scout or another Ally enters the battlefield under your control, creatures you control gain lifelink until end of turn.

Lithomancer's Focus, W, Common
Instant
Target creature gets +2/+2 until end of turn. Prevent all damage that would be dealt to that creature this turn by colorless sources.

Makindi Patrol, 2W, Common
Creature - Human Knight Ally, 2/3
Rally - Whenever Makindi Patrol or another Ally enters the battlefield under your control, creatures you control gain vigilance until end of turn.

Ondu Greathorn, 3W, Common
Creature - Beast, 2/3
First strike
Landfall - Whenever a land enters the battlefield under your control, Ondu Greathorn gets +2/+2 until end of turn.

Ondu Rising, 1W, Uncommon
Sorcery
Whenever a creature attacks this turn, it gains lifelink until end of turn.
Awaken 4 - 4W

Planar Outburst, 3WW, Rare
Sorcery
Destroy all nonland creatures.
Awaken 4 - 5WWW

Quarantine Field, XXWW, Mythic
Enchantment
Quarantine Field enters the battlefield with X isolation counters on it.
When Quarantine Field enters the battlefield, for each isolation counter on it, exile up to one target nonland permanent an opponent controls until Quarantine Field leaves the battlefield.

Retreat to Emeria, 3W, Uncommon
Enchantment
Landfall - Whenever a land enters the battlefield under your control, choose one -
• Put a 1/1 white Kor Ally creature token onto the battlefield.

• Creatures you control get +1/+1 until end of turn.

Roil's Retribution, 3WW, Uncommon
Instant
Roil's Retribution deals 5 damage divided as you choose among any number of target attacking or blocking creatures.

Serene Steward, 1W, Uncommon
Creature - Human Cleric Ally, 2/2
Whenever you gain life, you may pay W. If you do, put a +1/+1 counter on target creature.

Shadow Glider, 2W, Common
Creature - Kor Soldier, 2/2 Flying

Sheer Drop, 2W, Common
Sorcery
Destroy target tapped creature.
Awaken 3 - 5W

Smite the Monstrous, 3W, Common
Instant
Destroy target creature with power 4 or greater.

Stasis Snare, 1WW, Uncommon
Enchantment
Flash
When Stasis Snare enters the battlefield, exile target creature an opponent controls until Stasis Snare leaves the battlefield. (That creature returns under its owner's control.)

Stone Haven Medic, 1W, Common
Creature - Kor Cleric, 1/3 W, {T}: You gain 1 life.

Tandem Tactics, 1W, Common
Instant
Up to two target creatures each get +1/+2 until end of turn. You gain 2 life.

Unified Front, 3W, Uncommon
Sorcery
Converge - Put a 1/1 white Kor Ally creature token onto the battlefield for each color of mana spent to cast Unified Front.

Blue (36)

Adverse Conditions, 3U, Uncommon
Instant
Devoid
Tap up to two target creatures. Those creatures don't untap during their controller's next untap step. Put a 1/1 colorless Eldrazi Scion creature token onto the battlefield. It has "Sacrifice this creature: Add 1 to your mana pool."

Anticipate, 1U, Common
Instant
Look at the top three cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order.

Benthic Infiltrator, 2U, Common
Creature - Eldrazi Drone, 1/4 Devoid
Ingest
Benthic Infiltrator can't be blocked.

Brilliant Spectrum, 3U, Common
Sorcery
Converge - Draw X cards, where X is the number of colors of mana spent to cast Brilliant Spectrum. Then discard two cards.

Cloud Manta, 3U, Common
Creature - Fish, 3/2 Flying

Clutch of Currents, U, Common
Sorcery
Return target creature to its owner's hand.
Awaken 3 - 4U

Coastal Discovery, 3U, Uncommon
Sorcery
Draw two cards.
Awaken 4 - 5U

Coralhelm Guide, 1U, Common
Creature - Merfolk Scout Ally, 2/1
4U: Target creature can't be blocked this turn.

Cryptic Cruiser, 3U, Uncommon
Creature - Eldrazi Processor, 3/3 Devoid

2U, Put a card an opponent owns from exile into that player's graveyard: Tap target creature.

Dampening Pulse, 3U, Uncommon
Enchantment
Creatures your opponents control get -1/-0.

Dispel, U, Common
Instant
Counter target instant spell.

Drowner of Hope, 5U, Rare
Creature - Eldrazi, 5/5
Devoid
When Drowner of Hope enters the battlefield, put two 1/1 colorless Eldrazi Scion creature tokens onto the battlefield. They have "Sacrifice this creature: Add 1 to your mana pool."
Sacrifice an Eldrazi Scion: Tap target creature.

Eldrazi Skyspawner, 2U, Common
Creature - Eldrazi Drone, 2/1
Devoid
Flying
When Eldrazi Skyspawner enters the battlefield, put a 1/1 colorless Eldrazi Scion creature token onto the battlefield. It has "Sacrifice this creature: Add 1 to your mana pool."

Exert Influence, 4U, Rare
Sorcery
Converge - Gain control of target creature if its power is less than or equal to the number of colors of mana spent to cast Exert Influence.

Guardian of Tazeem, 3UU, Rare
Creature - Sphinx, 4/5
Flying
Landfall - Whenever a land enters the battlefield under your control, tap target creature an opponent controls. If that land is an Island, that creature doesn't untap during its controller's next untap step.

Halimar Tidecaller, 2U, Uncommon
Creature - Human Wizard Ally, 2/3
When Halimar Tidecaller enters the battlefield, you may return target card with awaken

from your graveyard to your hand.
Land creatures you control have flying.

Horribly Awry, 1U, Uncommon
Instant
Devoid
Counter target creature spell with converted mana cost 4 or less. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.

Incubator Drone, 3U, Common
Creature - Eldrazi Drone, 2/3
Devoid
When Incubator Drone enters the battlefield, put a 1/1 colorless Eldrazi Scion creature token onto the battlefield. It has "Sacrifice this creature: Add 1 to your mana pool."

Mist Intruder, 1U, Common
Creature - Eldrazi Drone, 1/2
Devoid
Flying
Ingest

Murk Strider, 3U, Common
Creature - Eldrazi Processor, 3/2
Devoid
When Murk Strider enters the battlefield, you may put a card an opponent owns from exile into that player's graveyard. If you do, return target creature to its owner's hand.

Oracle of Dust, 4U, Common
Creature - Eldrazi Processor, 3/5
Devoid
2, Put a card an opponent owns from exile into that player's graveyard: Draw a card, then discard a card.

Part the Waterveil, 4UU, Mythic
Sorcery
Take an extra turn after this one. Exile Part the Waterveil.
Awaken 6 - 6UUU

Prism Array, 4U, Rare
Enchantment
Converge - Prism Array enters the battlefield with a crystal counter on it for each color of mana spent to cast it.

Remove a crystal counter from Prism Array: Tap target creature.
WUBRG: Scry 3.

Retreat to Coralhel, 2U, Uncommon
Enchantment
Landfall - Whenever a land enters the battlefield under your control, choose one -
• You may tap or untap target creature.
• Scry 1.

Roilmage's Trick, 3U, Common
Instant
Converge - Creatures your opponents control get -X/-0 until end of turn, where X is the number of colors of mana spent to cast Roilmage's Trick.
Draw a card.

Ruination Guide, 2U, Uncommon
Creature - Eldrazi Drone, 3/2
Devoid
Ingest
Other colorless creatures you control get +1/+0.

Rush of Ice, U, Common
Sorcery
Tap target creature. It doesn't untap during its controller's next untap step.
Awaken 3 - 4U

Salvage Drone, U, Common
Creature - Eldrazi Drone, 1/1
Devoid
Ingest
When Salvage Drone dies, you may draw a card. If you do, discard a card.

Scatter to the Winds, 1UU, Rare
Instant
Counter target spell.
Awaken 3 - 4UU

Spell Shrivel, 2U, Common
Instant
Devoid
Counter target spell unless its controller pays 4. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.

Tide Drifter, 1U, Uncommon
Creature - Eldrazi Drone, 0/5
Devoid
Other colorless creatures you control get +0/+1.

Tightening Coils, 1U, Common
Enchantment - Aura
Enchant creature
Enchanted creature gets -6/-0 and loses flying.

Ugin's Insight, 3UU, Rare
Sorcery
Scry X, where X is the highest converted mana cost among permanents you control, then draw three cards.

Ulamog's Reclaimer, 4U, Uncommon
Creature - Eldrazi Processor, 2/5
Devoid
When Ulamog's Reclaimer enters the battlefield, you may put a card an opponent owns from exile into that player's graveyard. If you do, return target instant or sorcery card from your graveyard to your hand.

Wave-Wing Elemental, 5U, Common
Creature - Elemental, 3/4
Flying
Landfall - Whenever a land enters the battlefield under your control, Wave-Wing Elemental gets +2/+2 until end of turn.

Windrider Patrol, 3UU, Uncommon
Creature - Merfolk Wizard, 4/3
Flying
Whenever Windrider Patrol deals combat damage to a player, scry 2.

Black (37)
Altar's Reap, 1B, Common
Instant
As an additional cost to cast Altar's Reap, sacrifice a creature.
Draw two cards.

Bloodbond Vampire, 2BB, Uncommon
Creature - Vampire Shaman Ally, 3/3
Whenever you gain life, put a +1/+1 counter on Bloodbond Vampire.

Bone Splinters, B, Common
Sorcery
As an additional cost to cast Bone Splinters, sacrifice a creature.

Destroy target creature.	Landfall - Whenever a land enters the battlefield under your control, Geyserfield Stalker gets +2/+2 until end of turn.	Whenever you gain life, Malakir Familiar gets +1/+1 until end of turn.	Destroy target creature or planeswalker. Awaken 4 - 5BB
Carrier Thrall, 1B, Uncommon Creature - Vampire, 2/1 When Carrier Thrall dies, put a 1/1 colorless Eldrazi Scion creature token onto the battlefield. It has "Sacrifice this creature. Add 1 to your mana pool."	Grave Birthing, 2B, Common Instant Devoid Target opponent exiles a card from his or her graveyard. You put a 1/1 colorless Eldrazi Scion creature token onto the battlefield. It has "Sacrifice this creature: Add 1 to your mana pool." Draw a card.	Mind Raker, 3B, Common Creature - Eldrazi Processor, 3/3 Devoid When Mind Raker enters the battlefield, you may put a card an opponent owns from exile into that player's graveyard. If you do, each opponent discards a card.	Silent Skimmer, 3B, Common Creature - Eldrazi Drone, 0/4 Devoid Flying Whenever Silent Skimmer attacks, defending player loses 2 life.
Complete Disregard, 2B, Common Instant Devoid Exile target creature with power 3 or less.	Grip of Desolation, 4BB, Uncommon Instant Devoid Exile target creature and target land.	Mire's Malice, 3B, Common Sorcery Target opponent discards two cards. Awaken 3 - 5B	Skitterskin, 3B, Uncommon Creature - Eldrazi Drone, 4/3 Devoid Skitterskin can't block. 1B: Regenerate Skitterskin. Activate this ability only if you control another colorless creature.
Culling Drone, 1B, Common Creature - Eldrazi Drone, 2/2 Devoid Ingest	Guul Draz Overseer, 4BB, Rare Creature - Vampire, 3/4 Flying Landfall - Whenever a land enters the battlefield under your control, other creatures you control get +1/+0 until end of turn. If that land is a Swamp, those creatures get +2/+0 until end of turn instead.	Nirkana Assassin, 2B, Common Creature - Vampire Assassin Ally, 2/3 Whenever you gain life, Nirkana Assassin gains deathtouch until end of turn.	Sludge Crawler, B, Common Creature - Eldrazi Drone, 1/1 Devoid Ingest 2: Sludge Crawler gets +1/+1 until end of turn.
Defiant Bloodlord, 5BB, Rare Creature - Vampire, 4/5 Flying Whenever you gain life, target opponent loses that much life.	Hagra Sharpshooter, 2B, Uncommon Creature - Human Assassin Ally, 2/2 4B: Target creature gets -1/-1 until end of turn.	Ob Nixilis Reignited, 3BB, Mythic Planeswalker - Nixilis, 5 +1: You draw a card and you lose 1 life. -3: Destroy target creature. -8: Target opponent gets an emblem with "Whenever a player draws a card, you lose 2 life."	Smothering Abomination, 2BB, Rare Creature - Eldrazi, 4/3 Devoid Flying At the beginning of your upkeep, sacrifice a creature. Whenever you sacrifice a creature, draw a card.
Demon's Grasp, 4B, Common Sorcery Target creature gets -5/-5 until end of turn.	Kalastria Healer, 1B, Common Creature - Vampire Cleric Ally, 1/2 Rally - Whenever Kalastria Healer or another Ally enters the battlefield under your control, each opponent loses 1 life and you gain 1 life.	Painful Truths, 2B, Rare Sorcery Converge - You draw X cards and you lose X life, where X is the number of colors of mana spent to cast Painful Truths.	Swarm Surge, 2B, Common Sorcery Devoid Creatures you control get +2/+0 until end of turn. Colorless creatures you control also gain first strike until end of turn.
Dominator Drone, 2B, Common Creature - Eldrazi Drone, 3/2 Devoid Ingest When Dominator Drone enters the battlefield, if you control another colorless creature, each opponent loses 2 life.	Kalastria Nightwatch, 4B, Common Creature - Vampire Warrior Ally, 4/5 Whenever you gain life, Kalastria Nightwatch gains flying until end of turn.	Retreat to Hagra, 2B, Uncommon Enchantment Landfall - Whenever a land enters the battlefield under your control, choose one - • Target creature gets +1/+0 and gains deathtouch until end of turn. • Each opponent loses 1 life and you gain 1 life.	Transgress the Mind, 1B, Uncommon Sorcery Devoid Target player reveals his or her hand. You choose a card from it with converted mana cost 3 or greater and exile that card.
Drana, Liberator of Malakir, 1BB, Mythic Legendary Creature - Vampire Ally, 2/3 Flying, first strike Whenever Drana, Liberator of Malakir deals combat damage to a player, put a +1/+1 counter on each attacking creature you control.	Malakir Familiar, 2B, Uncommon Creature - Bat, 2/1 Flying, deathtouch	Rising Miasma, 3B, Uncommon Sorcery All creatures get -2/-2 until end of turn. Awaken 3 - 5BB	Vampiric Rites, B, Uncommon Enchantment 1B, Sacrifice a creature: You gain 1 life and draw a card.
Dutiful Return, 3B, Common Sorcery Return up to two target creature cards from your graveyard to your hand.		Ruinous Path, 1BB, Rare Sorcery	Voracious Null, 2B, Common Creature - Zombie, 2/2 1B, Sacrifice another creature: Put two +1/+1 counters on Voracious Null. Activate this
Geyserfield Stalker, 4B, Common Creature - Elemental, 3/2 Menace (This creature can't be blocked except by two or more creatures.)			

ability only any time you could cast a sorcery.

Wasteland Strangler, 2B, Rare
Creature - Eldrazi Processor,
3/2

Devoid
When Wasteland Strangler enters the battlefield, you may put a card an opponent owns from exile into that player's graveyard. If you do, target creature gets -3/-3 until end of turn.

Zulaport Cutthroat, 1B, Uncommon
Creature - Human Rogue Ally, 1/1
Whenever Zulaport Cutthroat or another creature you control dies, each opponent loses 1 life and you gain 1 life.

Red (36)

Akoum Firebird, 2RR, Mythic
Creature - Phoenix, 3/3
Flying, haste
Akoum Firebird attacks each turn if able.
Landfall - Whenever a land enters the battlefield under your control, you may pay 4RR. If you do, return Akoum Firebird from your graveyard to the battlefield.

Akoum Hellkite, 4RR, Rare
Creature - Dragon, 4/4
Flying
Landfall - Whenever a land enters the battlefield under your control, Akoum Hellkite deals 1 damage to target creature or player. If that land is a Mountain, Akoum Hellkite deals 2 damage to that creature or player instead.

Akoum Stonewaker, 1R, Uncommon
Creature - Human Shaman, 2/1
Landfall - Whenever a land enters the battlefield under your control, you may pay 2R. If you do, put a 3/1 red Elemental creature token with trample and haste onto the battlefield. Exile that token at the beginning of the next end step.

Barrage Tyrant, 4R, Rare
Creature - Eldrazi, 5/3
Devoid
2R, Sacrifice another colorless creature: Barrage

Tyrant deals damage equal to the sacrificed creature's power to target creature or player.

Belligerent Whiptail, 3R, Common
Creature - Wurm, 4/2
Landfall - Whenever a land enters the battlefield under your control, Belligerent Whiptail gains first strike until end of turn.

Boiling Earth, 1R, Common
Sorcery
Boiling Earth deals 1 damage to each creature your opponents control.
Awaken 4 - 6R

Chasm Guide, 3R, Uncommon
Creature - Goblin Scout Ally, 3/2
Rally - Whenever Chasm Guide or another Ally enters the battlefield under your control, creatures you control gain haste until end of turn.

Crumble to Dust, 3R, Uncommon
Sorcery
Devoid
Exile target nonbasic land. Search its controller's graveyard, hand and library for any number of cards with the same name as that land and exile them. Then that player shuffles his or her library.

Dragonmaster Outcast, R, Mythic
Creature - Human Shaman, 1/1
At the beginning of your upkeep, if you control six or more lands, put a 5/5 red Dragon creature token with flying onto the battlefield.

Firemantle Mage, 2R, Uncommon
Creature - Human Shaman Ally, 2/2
Rally - Whenever Firemantle Mage or another Ally enters the battlefield under your control, creatures you control gain menace until end of turn. (A creature with menace can't be blocked except by two or more creatures.)

Goblin War Paint, 1R, Common
Enchantment - Aura

Enchant creature
Enchanted creature gets +2/+2 and has haste.

Kozilek's Sentinel, 1R, Common
Creature - Eldrazi Drone, 1/4
Devoid
Whenever you cast a colorless spell, Kozilek's Sentinel gets +1/+0 until end of turn.

Lavastep Raider, R, Common
Creature - Goblin Warrior, 1/2
2R: Lavastep Raider gets +2/+0 until end of turn.

Makindi Sliderunner, 1R, Common
Creature - Beast, 2/1
Trample
Landfall - Whenever a land enters the battlefield under your control, Makindi Sliderunner gets +1/+1 until end of turn.

Molten Nursery, 2R, Uncommon
Enchantment
Devoid
Whenever you cast a colorless spell, Molten Nursery deals 1 damage to target creature or player.

Nettle Drone, 2R, Common
Creature - Eldrazi Drone, 3/1
Devoid
{T}: Nettle Drone deals 1 damage to each opponent. Whenever you cast a colorless spell, untap Nettle Drone.

Ondu Champion, 2RR, Common
Creature - Minotaur Warrior Ally, 4/3
Rally - Whenever Ondu Champion or another Ally enters the battlefield under your control, creatures you control gain trample until end of turn.

Outnumber, R, Common
Instant
Outnumber deals damage to target creature equal to the number of creatures you control.

Processor Assault, 1R, Uncommon
Sorcery
Devoid
As an additional cost to cast Processor Assault, put a card

an opponent owns from exile into that player's graveyard. Processor Assault deals 5 damage to target creature.

Radiant Flames, 2R, Rare
Sorcery
Converge - Radiant Flames deals X damage to each creature, where X is the number of colors of mana spent to cast Radiant Flames.

Reckless Cohort, 1R, Common
Creature - Human Warrior Ally, 2/2
Reckless Cohort attacks each combat if able unless you control another Ally.

Retreat to Valakut, 2R, Uncommon
Enchantment
Landfall - Whenever a land enters the battlefield under your control, choose one -
• Target creature gets +2/+0 until end of turn.
• Target creature can't block this turn.

Rolling Thunder, XRR, Uncommon
Sorcery
Rolling Thunder deals X damage divided as you choose among any number of target creatures and/or players.

Serpentine Spike, 5RR, Rare
Sorcery
Devoid
Serpentine Spike deals 2 damage to target creature, 3 damage to another target creature, and 4 damage to a third target creature. If a creature dealt damage this way would die this turn, exile it instead.

Shatterskull Recruit, 3RR, Common
Creature - Giant Warrior Ally, 4/4
Menace (This creature can't be blocked except by two or more creatures.)

Stonefury, 3RR, Common
Instant
Stonefury deals damage to target creature equal to the number of lands you control.

Sure Strike, 1R, Common
Instant

Target creature gets +3/+0 and gains first strike until end of turn.

Touch of the Void, 2R, Common
Sorcery
Devoid
Touch of the Void deals 3 damage to target creature or player. If a creature dealt damage this way would die this turn, exile it instead.

Tunneling Geopede, 2R, Uncommon
Creature - Insect, 3/2
Landfall - Whenever a land enters the battlefield under your control, Tunneling Geopede deals 1 damage to each opponent.

Turn Against, 4R, Uncommon
Instant
Devoid
Gain control of target creature until end of turn. Untap that creature. It gains haste until end of turn.

Valakut Invoker, 2R, Common
Creature - Human Shaman, 2/3
8: Valakut Invoker deals 3 damage to target creature or player.

Valakut Predator, 2R, Common
Creature - Elemental, 2/2
Landfall - Whenever a land enters the battlefield under your control, Valakut Predator gets +2/+2 until end of turn.

Vestige of Emrakul, 3R, Common
Creature - Eldrazi Drone, 3/4
Devoid
Trample

Vile Aggregate, 2R, Uncommon
Creature - Eldrazi Drone, */5
Devoid
Vile Aggregate's power is equal to the number of colorless creatures you control.
Trample
Ingest

Volcanic Upheaval, 3R, Common
Instant
Destroy target land.

Zada, Hedron Grinder, 3R, Rare
Legendary Creature - Goblin Ally, 3/3
Whenever you cast an instant or sorcery spell that targets only Zada, Hedron Grinder, copy that spell for each other creature you control that the spell could target. Each copy targets a different one of those creatures.

Green (36)
Beastcaller Savant, 1G, Rare
Creature - Elf Shaman Ally, 1/1
Haste
{T}: Add one mana of any color to your mana pool.
Spend this mana only to cast a creature spell.

Blisterpod, G, Common
Creature - Eldrazi Drone, 1/1
Devoid
When Blisterpod dies, put a 1/1 colorless Eldrazi Scion creature token onto the battlefield. It has "Sacrifice this creature: Add 1 to your mana pool."

Brood Monitor, 4GG, Uncommon
Creature - Eldrazi Drone, 3/3
Devoid
When Brood Monitor enters the battlefield, put three 1/1 colorless Eldrazi Scion creature tokens onto the battlefield. They have "Sacrifice this creature: Add 1 to your mana pool."

Broodhunter Wurm, 3G, Common
Creature - Wurm, 4/3

Call the Scions, 2G, Common
Sorcery
Devoid
Put two 1/1 colorless Eldrazi Scion creature tokens onto the battlefield. They have "Sacrifice this creature: Add 1 to your mana pool."

Earthen Arms, 1G, Common
Sorcery
Put two +1/+1 counters on target permanent.
Awaken 4 - 6G

Eyeless Watcher, 3G, Common
Creature - Eldrazi Drone, 1/1
Devoid

When Eyeless Watcher enters the battlefield, put two 1/1 colorless Eldrazi Scion creature tokens onto the battlefield. They have "Sacrifice this creature: Add 1 to your mana pool."

From Beyond, 3G, Rare
Enchantment
Devoid
At the beginning of your upkeep, put a 1/1 colorless Eldrazi Scion creature token onto the battlefield. It has "Sacrifice this creature: Add 1 to your mana pool."
1G, Sacrifice From Beyond: Search your library for an Eldrazi card, reveal it, put it into your hand, then shuffle your library.

Giant Mantis, 3G, Common
Creature - Insect, 2/4
Reach

Greenwarden of Murasa, 4GG, Mythic
Creature - Elemental, 5/4
When Greenwarden of Murasa enters the battlefield, you may return target card from your graveyard to your hand.
When Greenwarden of Murasa dies, you may exile it. If you do, return target card from your graveyard to your hand.

Infuse with the Elements, 3G, Uncommon
Instant
Converge - Put X +1/+1 counters on target creature, where X is the number of colors of mana spent to cast Infuse with the Elements.
That creature gains trample until end of turn.

Jaddi Offshoot, G, Uncommon
Creature - Plant, 0/3
Defender
Landfall - Whenever a land enters the battlefield under your control, you gain 1 life.

Lifespring Druid, 2G, Common
Creature - Elf Druid, 2/1
{T}: Add one mana of any color to your mana pool.

Murasa Ranger, 3G, Uncommon

Creature - Human Warrior, 3/3
Landfall - Whenever a land enters the battlefield under your control, you may pay 3G. If you do, put two +1/+1 counters on Murasa Ranger.

Natural Connection, 2G, Common
Instant
Search your library for a basic land card, put it onto the battlefield tapped, then shuffle your library.

Nissa's Renewal, 5G, Rare
Sorcery
Search your library for up to three basic land cards, put them onto the battlefield tapped, then shuffle your library. You gain 7 life.

Oran-Rief Hydra, 4GG, Rare
Creature - Hydra, 5/5
Trample
Landfall - Whenever a land enters the battlefield under your control, put a +1/+1 counter on Oran-Rief Hydra. If that land is a Forest, put two +1/+1 counters on Oran-Rief Hydra instead.

Oran-Rief Invoker, 1G, Common
Creature - Human Shaman, 2/2
8: Oran-Rief Invoker gets +5/+5 and gains trample until end of turn.

Plated Crusher, 4GGG, Uncommon
Creature - Beast, 7/6
Trample, hexproof

Plummet, 1G, Common
Instant
Destroy target creature with flying.

Reclaiming Vines, 2GG, Common
Sorcery
Destroy target artifact, enchantment, or land.

Retreat to Kazandu, 2G, Uncommon
Enchantment
Landfall - Whenever a land enters the battlefield under your control, choose one -
• Put a +1/+1 counter on target creature.
• You gain 2 life.

Rot Shambler, 1G,
Uncommon
Creature - Fungus, 1/1
Whenever another creature
you control dies, put a +1/+1
counter on Rot Shambler.

Scythe Leopard, G,
Uncommon
Creature - Cat, 1/1
Landfall - Whenever a land
enters the battlefield under
your control, Scythe Leopard
gets +1/+1 until end of turn.

Seek the Wilds, 1G, Common
Sorcery
Look at the top four cards of
your library. You may reveal
a creature or land card from
among them and put it into
your hand. Put the rest on the
bottom of your library in any
order.

Snapping Gnarlid, 1G,
Common
Creature - Beast, 2/2
Landfall - Whenever a land
enters the battlefield under
your control, Snapping
Gnarlid gets +1/+1 until end
of turn.

Swell of Growth, 1G,
Common
Instant
Target creature gets +2/+2
until end of turn. You may put
a land card from your hand
onto the battlefield.

Sylvan Scrying, 1G,
Uncommon
Sorcery
Search your library for a land
card, reveal it, and put it into
your hand. Then shuffle your
library.

Tajuru Beastmaster, 5G,
Common
Creature - Elf Warrior Ally,
5/5
Rally - Whenever Tajuru
Beastmaster or another Ally
creature enters the battlefield
under your control, creatures
you control get +1/+1 until
end of turn.

Tajuru Stalwart, 2G, Common
Creature - Elf Scout Ally, 0/1
Converge - Tajuru Stalwart
enters the battlefield with a
+1/+1 counter on it for each
color of mana spent to cast it.

Tajuru Warcaller, 3GG,
Uncommon
Creature - Elf Warrior Ally,
2/1
Rally - Whenever Tajuru
Warcaller or another Ally
enters the battlefield under
your control, creatures you
control get +2/+2 until end of
turn.

Territorial Baloth, 4G,
Common
Creature - Beast, 4/4
Landfall - Whenever a land
enters the battlefield under
your control, Territorial
Baloth gets +2/+2 until end of
turn.

Undergrowth Champion,
1GG, Mythic
Creature - Elemental, 2/2
If damage would be dealt to
Undergrowth Champion while
it has a +1/+1 counter on it,
prevent that damage and
remove a +1/+1 counter from
Undergrowth Champion.
Landfall - Whenever a land
enters the battlefield under
your control, put a +1/+1
counter on Undergrowth
Champion.

Unnatural Aggression, 2G,
Common
Instant
Devoid
Target creature you control
fights target creature an
opponent controls. If the
creature an opponent controls
would die this turn, exile it
instead.

Void Attendant, 2G,
Uncommon
Creature - Eldrazi Processor,
2/3
Devoid
1G, Put a card an opponent
owns from exile into that
player's graveyard: Put a 1/1
colorless Eldrazi Scion
creature token onto the
battlefield. It has "Sacrifice
this creature: Add 1 to your
mana pool."

Woodland Wanderer, 3G,
Rare
Creature - Elemental, 2/2
Vigilance, trample
Converge - Woodland
Wanderer enters the
battlefield with a +1/+1
counter on it for each color of
mana spent to cast it.

Multicolor (23)

Angelic Captain, 3RW, Rare
Creature - Angel Ally, 4/3
Flying
Whenever Angelic Captain
attacks, it gets +1/+1 until end
of turn for each other
attacking Ally.

Bring to Light, 3GU, Rare
Sorcery
Converge - Search your
library for a creature, instant,
or sorcery card with converted
mana cost less than or equal
to the number of colors of
mana spent to cast Bring to
Light, exile that card, then
shuffle your library. You may
cast that card without paying
its mana cost.

Brood Butcher, 3BG, Rare
Creature - Eldrazi Drone, 3/3
Devoid
When Brood Butcher enters
the battlefield, put a 1/1
colorless Eldrazi Scion
creature token onto the
battlefield. It has "Sacrifice
this creature: Add 1 to your
mana pool."
BG, Sacrifice a creature:
Target creature gets -2/-2 until
end of turn.

Brutal Expulsion, 2UR, Rare
Instant
Devoid
Choose one or both -
• Return target spell or
creature to its owner's hand.
• Brutal Expulsion deals 2
damage to target creature or
planeswalker. If that
permanent would be put into a
graveyard this turn, exile it
instead.

Catacomb Sifter, 1BG,
Uncommon
Creature - Eldrazi Drone, 2/3
Devoid
When Catacomb Sifter enters
the battlefield, put a 1/1
colorless Eldrazi Scion
creature token onto the
battlefield. It has "Sacrifice
this creature: Add 1 to your
mana pool."
Whenever another creature
you control dies, scry 1.

Drana's Emissary, 1WB,
Uncommon
Creature - Vampire Cleric
Ally, 2/2
Flying

At the beginning of your
upkeep, each opponent loses 1
life and you gain 1 life.

Dust Stalker, 2BR, Rare
Creature - Eldrazi, 5/3
Devoid
Haste
At the beginning of each end
step, if you control no other
colorless creatures, return
Dust Stalker to its owner's
hand.

Fathom Feeder, UB, Rare
Creature - Eldrazi Drone, 1/1
Devoid
Deathtouch
Ingest
3UB: Draw a card. Each
opponent exiles the top card
of his or her library.

Forerunner of Slaughter, BR,
Uncommon
Creature - Eldrazi Drone, 3/2
Devoid
1: Target colorless creature
gains haste until end of turn.

Grove Rumbler, 2RG,
Uncommon
Creature - Elemental, 3/3
Trample
Landfall - Whenever a land
enters the battlefield under
your control, Grove Rumbler
gets +2/+2 until end of turn.

Grovetender Druids, 2GW,
Uncommon
Creature - Elf Druid Ally, 3/3
Rally - Whenever
Grovetender Druids or
another Ally enters the
battlefield under your control,
you may pay 1. If you do, put
a 1/1 green Plant creature
token onto the battlefield.

Herald of Kozilek, 1UR,
Uncommon
Creature - Eldrazi Drone, 2/4
Devoid
Colorless spells you cast cost
1 less to cast.

Kiora, Master of the Depths,
2GU, Mythic
Planeswalker - Kiora, 4
+1: Untap up to one target
creature and up to one target
land.
-2: Reveal the top four cards
of your library. You may put a
creature card and/or a land
card from among them into
your hand. Put the rest into
your graveyard.

-8: You get an emblem with "Whenever a creature enters the battlefield under your control, you may have it fight target creature." Then put three 8/8 blue Octopus creature tokens onto the battlefield.

March from the Tomb, 3WB, Rare
Sorcery
Return any number of target Ally creature cards with total converted mana cost 8 or less from your graveyard to the battlefield.

Munda, Ambush Leader, 2RW, Rare
Legendary Creature - Kor Ally, 3/4
Haste
Rally - Whenever Munda, Ambush Leader or another Ally enters the battlefield under your control, you may look at the top four cards of your library. If you do, reveal any number of Ally cards from among them, then put those cards on top of your library in any order and the rest on the bottom in any order.

Noyan Dar, Roil Shaper, 3WU, Rare
Legendary Creature - Merfolk Ally, 4/4
Whenever you cast an instant or sorcery spell, you may put three +1/+1 counters on target land you control. If you do, that land becomes a 0/0 Elemental creature with haste that's still a land.

Omnath, Locus of Rage, 3RRGG, Mythic
Legendary Creature - Elemental, 5/5
Landfall - Whenever a land enters the battlefield under your control, put a 5/5 red and green Elemental creature token onto the battlefield. Whenever Omnath, Locus of Rage or another Elemental you control dies, Omnath deals 3 damage to target creature or player.

Resolute Blademaster, 3RW, Uncommon
Creature - Human Soldier Ally, 2/2
Rally - Whenever Resolute Blademaster or another Ally

enters the battlefield under your control, creatures you control gain double strike until end of turn.

Roil Spout, 1WU, Uncommon
Sorcery
Put target creature on top of its owner's library.
Awaken 4 - 4WU

Sire of Stagnation, 4UB, Mythic
Creature - Eldrazi, 5/7
Devoid
Whenever a land enters the battlefield under an opponent's control, that player exiles the top two cards of his or her library and you draw two cards.

Skyrider Elf, XGU, Uncommon
Creature - Elf Warrior Ally, 0/0
Flying
Converge - Skyrider Elf enters the battlefield with a +1/+1 counter on it for each color of mana spent to cast it.

Ulamog's Nullifier, 2UB, Uncommon
Creature - Eldrazi Processor, 2/3
Devoid
Flash
Flying
When Ulamog's Nullifier enters the battlefield, you may put two cards your opponents own from exile into their owners' graveyards. If you do, counter target spell.

Veteran Warleader, 1GW, Rare
Creature - Human Soldier Ally, */*
Veteran Warleader's power and toughness are each equal to the number of creatures you control.
Tap another untapped Ally you control: Veteran Warleader gains your choice of first strike, vigilance, or trample until end of turn.

Artifact (6)

Aligned Hedron Network, 4, Rare
Artifact
When Aligned Hedron Network enters the battlefield, exile all creatures with power 5 or greater until Aligned Hedron Network leaves the

battlefield. (Those creatures return under their owners' control.)

Hedron Archive, 4, Uncommon
Artifact
{T}: Add 2 to your mana pool.
2, {T}, Sacrifice Hedron Archive: Draw two cards.

Hedron Blade, 1, Common
Artifact - Equipment
Equipped creature gets +1/+1.
Whenever equipped creature becomes blocked by one or more colorless creatures, it gains deathtouch until end of turn.
Equip 2

Pathway Arrows, 1, Uncommon
Artifact - Equipment
Equipped creature has "2, {T}: This creature deals 1 damage to target creature. If a colorless creature is dealt damage this way, tap it."
Equip 2

Pilgrim's Eye, 3, Uncommon
Artifact Creature - Thopter, 1/1
Flying
When Pilgrim's Eye enters the battlefield, you may search your library for a basic land card, reveal it, put it into your hand, then shuffle your library.

Slab Hammer, 2, Uncommon
Artifact - Equipment
Whenever equipped creature attacks, you may return a land you control to its owner's hand. If you do, the creature gets +2/+2 until end of turn.
Equip 2

Land (22)

Ally Encampment, Rare
Land
{T}: Add 1 to your mana pool.
{T}: Add one mana of any color to your mana pool.
Spend this mana only to cast an Ally spell.
1, {T}, Sacrifice Ally Encampment: Return target Ally you control to its owner's hand.

Blighted Cataract, Uncommon
Land

{T}: Add 1 to your mana pool.
5U, {T}, Sacrifice Blighted Cataract: Draw two cards.

Blighted Fen, Uncommon
Land
{T}: Add 1 to your mana pool.
4B, {T}, Sacrifice Blighted Fen: Target opponent sacrifices a creature.

Blighted Gorge, Uncommon
Land
{T}: Add 1 to your mana pool.
4R, {T}, Sacrifice Blighted Gorge: Blighted Gorge deals 2 damage to target creature or player.

Blighted Steppe, Uncommon
Land
{T}: Add 1 to your mana pool.
3W, {T}, Sacrifice Blighted Steppe: You gain 2 life for each creature you control.

Blighted Woodland, Uncommon
Land
{T}: Add 1 to your mana pool.
3G, {T}, Sacrifice Blighted Woodland: Search your library for up to two basic land cards and put them onto the battlefield tapped. Then shuffle your library.

Canopy Vista, Rare
Land - Forest Plains
({T}: Add G or W to your mana pool.)
Canopy Vista enters the battlefield tapped unless you control two or more basic lands.

Cinder Glade, Rare
Land - Mountain Forest
({T}: Add R or G to your mana pool.)
Cinder Glade enters the battlefield tapped unless you control two or more basic lands.

Evolving Wilds, Common
Land
{T}, Sacrifice Evolving Wilds: Search your library for a basic land card and put it onto the battlefield tapped. Then shuffle your library.

Fertile Thicket, Common Land
 Fertile Thicket enters the battlefield tapped.
 When Fertile Thicket enters the battlefield, you may look at the top five cards of your library. If you do, reveal up to one basic land card from among them, then put that card on top of your library and the rest on the bottom in any order.
 {T}: Add G to your mana pool.

Looming Spires, Common Land
 Looming Spires enters the battlefield tapped.
 When Looming Spires enters the battlefield, target creature gets +1/+1 and gains first strike until end of turn.
 {T}: Add R to your mana pool.

Lumbering Falls, Rare Land
 Lumbering falls enters the battlefield tapped.
 {T}: Add G or U to your mana pool.
 2GU: Lumbering Falls becomes a 3/3 green and blue Elemental creature with hexproof until end of turn. It's still a land.

Mortuary Mire, Common Land
 Mortuary Mire enters the battlefield tapped.
 When Mortuary Mire enters the battlefield, you may put target creature card from your graveyard on top of your library.
 {T}: Add B to your mana pool.

Prairie Stream, Rare Land - Plains Island
 ({T}: Add W or U to your mana pool.)
 Prairie Stream enters the battlefield tapped unless you control two or more basic lands.

Sanctum of Ugin, Rare Land
 {T}: Add 1 to your mana pool.
 Whenever you cast a colorless spell with converted mana cost 7 or greater, you may sacrifice Sanctum of Ugin. If you do, search your library for

a colorless creature card, reveal it, put it into your hand, then shuffle your library.

Sandstone Bridge, Common Land
 Sandstone Bridge enters the battlefield tapped.
 When Sandstone Bridge enters the battlefield, target creature gets +1/+1 and gains vigilance until end of turn.
 {T}: Add W to your mana pool.

Shambling Vent, Rare Land
 Shambling Vent enters the battlefield tapped.
 {T}: Add W or B to your mana pool.
 1WB: Shambling Vent becomes a 2/3 white and black Elemental creature with lifelink until end of turn. It's still a land.

Shrine of the Forsaken Gods, Rare Land
 {T}: Add 1 to your mana pool.
 {T}: Add 2 to your mana pool. Spend this mana only to cast colorless spells. Activate this ability only if you control seven or more lands.

Skyline Cascade, Common Land
 Skyline Cascade enters the battlefield tapped.
 When Skyline Cascade enters the battlefield, target creature an opponent controls doesn't untap during its controller's next untap step.
 {T}: Add U to your mana pool.

Smoldering Marsh, Rare Land - Swamp Mountain
 ({T}: Add B or R to your mana pool.)
 Smoldering Marsh enters the battlefield tapped unless you control two or more basic lands.

Spawning Bed, Uncommon Land
 {T}: Add 1 to your mana pool.
 6, {T}, Sacrifice Spawning Bed: Put three 1/1 colorless Eldrazi Scion creature tokens onto the battlefield. They have "Sacrifice this creature: Add 1 to your mana pool."

Sunken Hollow, Rare Land - Island Swamp
 ({T}: Add U or B to your mana pool.)
 Sunken Hollow enters the battlefield tapped unless you control two or more basic lands.