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Rivals of Ixalan

191 cards (70 commons, 60 uncommons, 48 rares, 13 mythics)
+ 5 basic lands + 9
Planeswalker Deck cards

Keywords

◇ represents colorless mana

Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.)

Explore (Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on the creature, then put the card back or put it into your graveyard.)

Hexproof (This creature can't be the target of spells or abilities your opponents control.)

White (30)

#1: Baffling End, 1W, Uncommon
Enchantment
When Baffling End enters the battlefield, exile target creature an opponent controls with converted mana cost 3 or less.
When Baffling End leaves the battlefield, target opponent create a 3/3 green Dinosaur creature token with trample.

#2: Bishop of Binding, 3W, Rare
Creature - Vampire Cleric, 1/1
When Bishop of Binding enters the battlefield, exile target creature an opponent controls until Bishop of Binding leaves the battlefield. Whenever Bishop of Binding attacks, target Vampire gets +X/+X until end of turn, where X is the power of the exiled card.

#3: Blazing Hope, W, Uncommon
Instant
Exile target creature with power greater than or equal to your life total.

#4: Cleansing Ray, 1W, Common
Sorcery

Choose one -

- Destroy target Vampire.
- Destroy target enchantment.

#5: Divine Verdict, 3W, Common
Instant
Destroy target attacking or blocking creature.

#6: Everdawn Champion, 1WW, Uncommon
Creature - Human Soldier, 2/2
Prevent all combat damage that would be dealt to Everdawn Champion.

#7: Exultant Skymarcher, 1WW, Common
Creature - Vampire Soldier, 2/3
Flying

#8: Famished Paladin, 1W, Uncommon
Creature - Vampire Knight, 3/3
Famished Paladin doesn't untap during your untap step. Whenever you gain life, untap Famished Paladin.

#9: Forerunner of the Legion, 2W, Uncommon
Creature - Vampire Knight, 2/2
When Forerunner of the Legion enters the battlefield, you may search your library for a Vampire card, reveal it, then shuffle your library and put that card on top of it. Whenever another Vampire enters the battlefield under your control, target creature gets +1/+1 until end of turn.

#10: Imperial Ceratops, 4W, Uncommon
Creature - Dinosaur, 3/5
Enrage - Whenever Imperial Ceratops is dealt damage, you gain 2 life.

#11: Legion Conquistador, 2W, Common
Creature - Vampire Soldier, 2/2
When Legion Conquistador enters the battlefield, you may search your library for any number of cards named Legion Conquistador, reveal them, put them into your hand, then shuffle your library.

#12: Luminous Bonds, 2W, Common
Enchantment - Aura
Enchant creature
Enchanted creature can't attack or block.

#13: Majestic Helioporus, 3W, Uncommon
Creature - Dinosaur, 2/2
Flying
Whenever Majestic Helioporus attacks, another target Dinosaur you control gains flying until end of turn.

#14: Martyr of Dusk, 1W, Common
Creature - Vampire Soldier, 2/1
When Martyr of Dusk dies, create a 1/1 white Vampire creature token with lifelink.

#15: Moment of Triumph, W, Common
Instant
Target creature gets +2/+2 until end of turn. You gain 2 life.

#16: Paladin of Atonement, 1W, Rare
Creature - Vampire Knight, 1/1
At the beginning of each upkeep, if you lost life last turn, put a +1/+1 counter on Paladin of Atonement. When Paladin of Atonement dies, you gain life equal to its toughness.

#17: Pride of Conquerors, 1W, Uncommon
Instant
Ascend
Creatures you control get +1/+1 until end of turn. If you have the city's blessing, those creatures get +2/+2 until end of turn instead.

#18: Radiant Destiny, 2W, Rare
Enchantment
Ascend
As Radiant Destiny enters the battlefield, choose a creature type. Creatures you control of the chosen type get +1/+1. As long as you have the city's blessing, they also have vigilance.

#19: Raptor Companion, 1W, Common
Creature - Dinosaur, 3/1

#20: Sanguine Glorifier, 3W, Common
Creature - Vampire Cleric, 3/3
When Sanguine Glorifier enters the battlefield, put a +1/+1 counter on another target Vampire you control.

#21: Skymarcher Aspirant, W, Uncommon
Creature - Vampire Soldier, 2/1
Ascend
Skymarcher Aspirant has flying as long as you have the city's blessing.

#22: Slaughter the Strong, 1WW, Rare
Sorcery
Each player chooses any number of creatures he or she controls with total power 4 or less, then sacrifices all other creatures he or she controls.

#23: Snubhorn Sentry, W, Common
Creature - Dinosaur, 0/3
Ascend
Snubhorn Sentry gets +3/+0 as long as you have the city's blessing.

#24: Sphinx's Decree, 1W, Rare
Sorcery
Each opponent can't cast instant or sorcery spells during that player's next turn.

#25: Squire's Devotion, 2W, Common
Enchantment - Aura
Enchant creature
Enchanted creature gets +1/+1 and has lifelink. When Squire's Devotion enters the battlefield, create a 1/1 white Vampire creature token with lifelink.

#26: Sun Sentinel, 1W, Common
Creature - Human Soldier, 2/2
Vigilance

#27: Sun-Crested Pterodon, 4W, Common
Creature - Dinosaur, 2/5
Flying
Sun-Crested Pterodon has vigilance as long as you control another Dinosaur.

#28: Temple Altisaur, 4W, Rare
Creature - Dinosaur, 3/4
If a source would deal damage to another Dinosaur you control, prevent all but 1 of that damage.

#29: Trapjaw Tyrant, 3WW, Mythic
Creature - Dinosaur, 5/5
Enrage - Whenever Trapjaw Tyrant is dealt damage, exile target creature an opponent controls until Trapjaw Tyrant leaves the battlefield.

#30: Zetalpa, Primal Dawn, 6WW, Rare
Legendary Creature - Elder Dinosaur, 4/8
Flying, double strike, vigilance, trample, indestructible

Blue (31)

#31: Admiral's Order, 1UU, Rare
Instant
Raid - If you attacked with a creature this turn, you may pay U rather than pay this spell's mana cost.
Counter target spell.

#32: Aquatic Incursion, 3U, Uncommon
Enchantment
When Aquatic Incursion enters the battlefield, create two 1/1 blue Merfolk creature tokens with hexproof.
3U: Target Merfolk can't be blocked this turn.

#33: Crafty Cutpurse, 3U, Rare
Creature - Human Pirate, 2/2
Flash
When Crafty Cutpurse enters the battlefield, each token that would be created under an opponent's control this turn is created your control instead.

#34: Crashing Tide, 2U, Common
Sorcery
Crashing Tide has flash as long as you control a Merfolk.
Return target creature to its owner's hand.
Draw a card.

#35: Curious Obsession, U, Uncommon
Enchantment - Aura

Enchant creature
Enchanted creature gets +1/+1 and has "Whenever this creature deals combat damage to a player, you may draw a card.
At the beginning of your end step, if you didn't attack with a creature this turn sacrifice Curious Obsession.

#36: Deadeye Rig-Hauler, 3U, Common
Creature - Human Pirate, 3/2
Raid - When Deadeye Rig-Hauler enters the battlefield, if you attacked with a creature this turn, you may return target creature to its owner's hand.

#37: Expel From Orazca, 1U, Uncommon
Instant
Ascend
Return target nonland permanent to its owner's hand. If you have the city's blessing, you may put that permanent on top of its owner's library instead.

#38: Flood of Recollection, UU, Uncommon
Sorcery
Return target instant or sorcery card from your graveyard to your hand. Exile Flood of Recollection.

#39: Hornswoggle, 2U, Uncommon
Instant
Counter target creature spell.
You create a colorless Treasure artifact token with "{T}, Sacrifice this artifact: Add one mana of any color to your mana pool."

#40: Induced Amnesia, 2U, Rare
Enchantment
When Induced Amnesia enters the battlefield, target player exiles all cards from his or her hand face down, then draws that many cards.
When Induced Amnesia is put into a graveyard from the battlefield, return the exiled cards to their owner's hand.

#41: Kitesail Corsair, 1U, Common
Creature - Human Pirate, 2/1
Kitesail Corsair has flying as long as it's attacking.

#42: Kumena's Awakening, 2UU, Rare
Enchantment
Ascend
At the beginning of your upkeep, each player draws a card. If you have the city's blessing, instead only you draw a card.

#43: Mist-Cloaked Herald, U, Common
Creature - Merfolk Warrior, 1/1
Mist-Cloaked Herald can't be blocked.

#44: Negate, 1U, Common
Instant
Counter target noncreature spell.

#45: Nezahal, Primal Tide, 5UU, Rare
Legendary Creature - Elder Dinosaur, 7/7
Nezahal, Primal Tide can't be countered.
You have no maximum hand size.
Whenever an opponent casts a noncreature spell, draw a card.
Discard three cards: Exile Nezahal. Return it to the battlefield tapped under its owner's control at the beginning of the next end step.

#46: Release to the Wind, 2U, Rare
Instant
Exile target nonland permanent. For as long as that card remains exiled, its owner may cast it without paying its mana cost.

#47: River Darter, 2U, Common
Creature - Merfolk Warrior, 2/3
River Darter can't be blocked by Dinosaurs.

#48: Riverwise Augur, 3U, Uncommon
Creature - Merfolk Wizard, 2/2
When Riverwise Augur enters the battlefield, draw three cards, then put two cards from your hand on top of your library in any order.

#49: Sailor of Means, 2U, Common
Creature - Human Pirate, 1/4

When Sailor of Means enters the battlefield, create a colorless Treasure artifact token with "{T}, Sacrifice this artifact: Add one mana of any color to your mana pool."

#50: Sea Legs, U, Common
Enchantment - Aura
Flash
Enchant creature
Enchanted creature gets +0/+2 as long as it's a Pirate. Otherwise, it gets -2/-0.

#51: Seafloor Oracle, 2UU, Rare
Creature - Merfolk Wizard, 2/3
Whenever a Merfolk you controls deals combat damage to a player, draw a card.

#52: Secrets of the Golden City, 1UU, Common
Sorcery
Ascend
Draw two cards. If you have the city's blessing, draw three cards instead.

#53: Silvergill Adept, 1U, Uncommon
Creature - Merfolk Wizard, 2/1
As an additional cost to cast Silvergill Adept, reveal a Merfolk card from your hand or pay 3.
When Silvergill Adept enters the battlefield, draw a card.

#54: Siren Reaver, 3U, Uncommon
Creature - Siren Pirate, 3/2
Raid - Siren Reaver costs 1 less to cast if you attacked with a creature this turn.
Flying

#55: Slippery Scoundrel, 2U, Uncommon
Creature - Human Pirate, 2/2
Ascend
As long as you have the city's blessing, Slippery Scoundrel has hexproof and can't be blocked.

#56: Soul of the Rapids, 3UU, Common
Creature - Elemental, 3/2
Flying
Hexproof

#57: Spire Winder, 3U, Common
Creature - Snake, 2/3

Flying
Ascend
Spire Winder gets +1/+1 as long as you have the city's blessing.

#58: Sworn Gaurdian, 1U, Common
Creature - Merfolk Warrior, 1/3

#59: Timestream Navigator, 1U, Mythic
Creature - Human Pirate Wizard, 1/1
Ascend
2UU, {T}, Put Timestream Navigator on the bottom of its owner's library: Take an extra turn after this one. Activate this ability only if you have the city's blessing.

#60: Warkite Marauder, 1U, Rare
Creature - Human Pirate, 2/1
Flying
Whenever Warkite Marauder attacks, target creature defending player controls loses all abilities and has base power and toughness 0/1 until end of turn.

#61: Waterknot, 1UU, Common
Enchantment - Aura
Enchant creature
When Waterknot enters the battlefield, tap enchanted creature.
Enchanted creature doesn't untap during its controller's untap step.

Black (30)

#62: Arterial Flow, 1BB, Uncommon
Sorcery
Each opponent discards two cards. If you control a Vampire, each opponent loses 2 life and you gain 2 life.

#63: Canal Monitor, 4B, Common
Creature - Lizard, 5/3

#64: Champion of Dusk, 3BB, Rare
Creature - Vampire Knight, 4/4
When Champion of Dusk enters the battlefield, you draw X cards and you lose X life, where X is the number of Vampires you control.

#65: Dark Inquiry, 2B, Common
Sorcery
Target opponent reveals his or her hand. You choose a nonland card from it. That player discards that card.

#66: Dead Man's Chest, 1B, Rare
Enchantment - Aura
Enchant creature an opponent controls
When enchanted creature dies, exile cards equal to its power from the top of its owner's library. You may cast nonland cards from among them for as long as they remain exiled, and you may spend mana as though it were mana of any type to cast those spells.

#67: Dinosaur Hunter, 1B, Common
Creature - Human Pirate, 2/2
Whenever Dinosaur Hunter deals damage to a Dinosaur, destroy that creature.

#68: Dire Fleet Poisoner, 1B, Rare
Creature - Human Pirate, 2/2
Flash
Deathtouch
When Dire Fleet Poisoner enters the battlefield, target attacking Pirate you control gets +1/+1 and gains deathtouch until end of turn.

#69: Dusk Charger, 3B, Common
Creature - Horse, 3/3
Ascend
Dusk Charger gets +2/+2 as long as you have the city's blessing.

#70: Dusk Legion Zealot, 1B, Common
Creature - Vampire Soldier, 1/1
When Dusk Legion Zealot enters the battlefield, you draw a card and you lose 1 life.

#71: Fathom Fleet Boarder, 2B, Common
Creature - Orc Pirate, 3/3
When Fathom Fleet Boarder enters the battlefield, you lose 2 life unless you control another Pirate.

#72: Forerunner of the Coalition, 2B, Uncommon

Creature - Human Pirate, 2/2
When Forerunner of the Coalition enters the battlefield, you may search your library for a Pirate card, reveal it, then shuffle your library and put that card on top of it.
Whenever another Pirate enters the battlefield under your control, each opponent loses 1 life.

#73: Golden Demise, 1BB, Uncommon
Sorcery
Ascend
All creatures get -2/-2 until end of turn. If you have the city's blessing, instead only creatures your opponents control get -2/-2 until end of turn.

#74: Grasping Scoundrel, B, Common
Creature - Human Pirate, 1/1
Grasping Scoundrel gets +1/+0 as long as it's attacking.

#75: Gruesome Fate, 2B, Common
Sorcery
Each opponent loses 1 life for each creature you control.

#76: Impale, 2BB, Common
Sorcery
Destroy target creature.

#77: Mastermind's Acquisition, 2BB, Rare
Sorcery
Choose one -
• Search your library for a card, put it into your hand, then shuffle your library.
• Choose a card you own from outside the game and put it into your hand.

#78: Mausoleum Harpy, 4B, Uncommon
Creature - Harpy, 3/3
Flying
Ascend
Whenever another creature you control dies, if you have the city's blessing, put a +1/+1 counter on Mausoleum Harpy.

#79: Moment of Craving, 1B, Common
Instant
Target creature gets -2/-2 until end of turn. You gain 2 life.

#80: Oathsworn Vampire, 1B, Uncommon
Creature - Vampire Knight, 2/2
Oathsworn Vampire enters the battlefield tapped. You may cast Oathsworn Vampire from your graveyard if you gained life this turn.

#81: Pitiless Plunderer, 3B, Uncommon
Creature - Human Pirate, 1/4
Whenever another creature you control dies, create a colorless Treasure artifact token with "{T}, Sacrifice this artifact: Add one mana of any color to your mana pool."

#82: Ravenous Chupacabra, 2BB, Uncommon
Creature - Beast Horror, 2/2
When Ravenous Chupacabra enters the battlefield, destroy target creature an opponent controls.

#83: Reaver Ambush, 2B, Uncommon
Instant
Exile target creature with power 3 or less.

#84: Recover, 2B, Common
Sorcery
Return target creature card from your graveyard to your hand.
Draw a card.

#85: Sadistic Skymarcher, 2B, Uncommon
Creature - Vampire Soldier, 2/2
As an additional cost to cast Sadistic Skymarcher, reveal a Vampire card from your hand or pay 1.
Flying, lifelink

#86: Tetzimoc, Primal Death, 4BB, Rare
Legendary Creature - Elder Dinosaur, 6/6
Deathtouch
B, Reveal Tetzimoc, Primal Death from your hand: Put a prey counter on target creature. Activate this ability only during your turn.
When Tetzimoc, Primal Death enters the battlefield, destroy each creature your opponents control with a prey counter on it.

#87: Tomb Robber, 2B, Rare
Creature - Human Pirate, 1/1
Menace
1, Discard a card: Tomb Robber explores.

#88: Twilight Prophet, 2BB, Mythic
Creature - Vampire Cleric, 2/4
Flying
Ascend
At the beginning of your upkeep, if you have the city's blessing, reveal the top card of your library and put it into your hand. Each opponent loses X life and you gain X life, where X is that card's converted mana cost.

#89: Vampire Revenant, 3B, Common
Creature - Vampire Spirit, 3/1
Flying

#90: Vona's Hunger, 2B, Rare
Instant
Ascend
Each opponent sacrifices a creature. If you have the city's blessing, instead each opponent sacrifices half the creatures he or she controls rounded up.

#91: Voracious Vampire, 2B, Common
Creature - Vampire Knight, 2/2
Menace
When Voracious Vampire enters the battlefield, target Vampire you control gets +1/+1 and gains menace until end of turn.

Red (30)

#92: Blood Sun, 2R, Rare
Enchantment
When Blood Sun enters the battlefield, draw a card. All lands lose all abilities except mana abilities.

#93: Bombard, 2R, Common
Instant
Bombard deals 4 damage to target creature.

#94: Brass's Bounty, 6R, Rare
Sorcery
For each land you control, create a colorless Treasure artifact token with "{T}", Sacrifice this artifact: Add

one mana of any color to your mana pool."

#95: Brazen Freebooter, 3R, Common
Creature - Human Pirate, 3/3
When Brazen Freebooter enters the battlefield, create a colorless Treasure artifact token with "{T}", sacrifice this artifact: Add one mana of any color to your mana pool."

#96: Buccaneer's Bravado, 1R, Common
Instant
Choose one -
• Target creature gets +1/+1 and gains first strike until end of turn.
• Target Pirate gets +1/+1 and gains double strike until end of turn.

#97: Charging Tuskodon, 3RR, Uncommon
Creature - Dinosaur, 4/4
Trample
If Charging Tuskodon would deal combat damage to a player, it deals double that damage to that player instead.

#98: Daring Buccaneer, R, Uncommon
Creature - Human Pirate, 2/2
As an additional cost to cast Daring Buccaneer, reveal a Pirate card from your hand or pay 2.

#99: Dire Fleet Daredevil, 1R, Rare
Creature - Human Pirate, 2/1
First strike
When Dire Fleet Daredevil enters the battlefield, exile target instant or sorcery card from an opponent's graveyard. You may cast that card this turn, and you may spend mana as though it were mana of any type to cast that spell. If that card would be put into a graveyard this turn, exile it instead.

#100: Etali, Primal Storm, 4RR, Rare
Legendary Creature - Elder Dinosaur, 6/6
Whenever Etali, Primal Storm attacks, exile the top card of each player's library, then you may cast any number of nonland cards exiled this way without paying their mana costs.

#101: Fanatical Firebrand, R, Common
Creature - Goblin Pirate, 1/1
Haste
{T}, Sacrifice Fanatical Firebrand: It deals 1 damage to target creature or player.

#102: Forerunner of the Empire, 3R, Uncommon
Creature - Human Soldier, 1/3
When Forerunner of the Empire enters the battlefield, you may search your library for a Dinosaur card, reveal it, then shuffle your library and put that card on top of it. Whenever a Dinosaur enters the battlefield under your control, you may have Forerunner of the Empire deal 1 damage to each creature.

#103: Form of the Dinosaur, 4RR, Rare
Enchantment
When Form of the Dinosaur enters the battlefield, your life total becomes 15. At the beginning of your upkeep, Form of the Dinosaur deals 15 damage to target creature an opponent controls and that creature deals damage equal to its power to you.

#104: Frilled Deathspitter, 2R, Common
Creature - Dinosaur, 3/2
Enrage - Whenever Frilled Deathspitter is dealt damage, it deals 2 damage to target opponent.

#105: Goblin Trailblazer, 1R, Common
Creature - Goblin Pirate, 2/1
Menace

#106: Mutiny, R, Common
Sorcery
Target creature an opponent controls deals damage equal to its power to another target creature that player controls.

#107: Needletooth Raptor, 3R, Uncommon
Creature - Dinosaur, 2/2
Enrage - Whenever Needletooth Raptor is dealt damage, it deals 5 damage to target creature an opponent controls.

#108: Orazca Raptor, 2RR, Common
Creature - Dinosaur, 3/4

#109: Pirate's Pillage, 3R, Uncommon
Sorcery
As an additional cost to cast Pirate's Pillage, discard a card. Draw two cards and create two colorless Treasure artifacts with "{T}", Sacrifice this artifact: Add one mana of any color to your mana pool."

#110: Reckless Rage, R, Uncommon
Instant
Reckless Rage deals 4 damage to target creature you don't control and 2 damage to target creature you control.

#111: Rekindling Phoenix, 2RR, Mythic
Creature - Phoenix, 4/3
Flying
When Rekindling Phoenix dies, create a 0/1 red Elemental creature token with "At the beginning of your upkeep, sacrifice this creature and return target card named Rekindling Phoenix from your graveyard to the battlefield. It gains haste until end of turn."

#112: See Red, 1R, Uncommon
Enchantment - Aura
Enchant creature
Enchanted creature gets +2/+1 and has first strike. At the beginning of your end step, if you didn't attack with a creature this turn, sacrifice See Red.

#113: Shake the Foundations, 2R, Uncommon
Instant
Shake the Foundations deals 1 damage to each creature without flying. Draw a card.

#114: Shatter, 1R, Common
Instant
Destroy target artifact.

#115: Silverclad Ferocidons, 5RR, Rare
Creature - Dinosaur, 8/5
Enrage - Whenever Silverclad Ferocidons is dealt damage, each opponent sacrifices a permanent.

<p>#116: Stampeding Horncrest, 4R, Common Creature - Dinosaur, 4/4 Stampeding Horncrest has haste as long as you control another Dinosaur.</p> <p>#117: Storm Fleet Swashbuckler, 1R, Uncommon Creature - Human Pirate, 2/2 Ascend Storm Fleet Swashbuckler has double strike as long as you have the city's blessing.</p> <p>#118: Sun-Collared Raptor, 1R, Common Creature - Dinosaur, 1/2 Trample 2R: Sun-Collared Raptor gets +3/+0 until end of turn.</p> <p>#119: Swaggering Corsair, 2R, Common Creature - Human Pirate, 2/2 Raid - Swaggering Corsair enters the battlefield with a +1/+1 counter on it if you attacked with a creature this turn.</p> <p>#120: Tilonali's Crown, 1R, Common Enchantment - Aura Enchant creature When Tilonali's Crown enters the battlefield, it deals 1 damage to enchanted creature. Enchanted creature gets +3/+0 and has trample.</p> <p>#121: Tilonalli's Summoner, 1R, Rare Creature - Human Shaman, 1/1 Ascend Whenever Tilonalli's Summoner attacks, you may pay XR. If you do, create X 1/1 red Elemental creature tokens that are tapped and attacking. At the beginning of the next end step, exile those tokens unless you have the city's blessing.</p> <p><u>Green (30)</u> #122: Aggressive Urge, 1G, Common Instant Target creature gets +1/+1 until end of turn. Draw a card.</p> <p>#123: Cacophodon, 3G, Uncommon</p>	<p>Creature - Dinosaur, 2/5 Enrage - Whenever Cacophodon is dealt damage, untap target permanent.</p> <p>#124: Cherished Hatchling, 1G, Uncommon Creature - Dinosaur, 2/1 When Cherished Hatchling dies, you may cast Dinosaur spells this turn as though they had flash, and whenever you cast a Dinosaur spell this turn, it gains "When this creature enters the battlefield, you may have it fight another target creature."</p> <p>#125: Colossal Dreadmaw, 4GG, Common Creature - Dinosaur, 6/6 Trample</p> <p>#126: Crested Herdcaller, 3GG, Uncommon Creature - Dinosaur, 3/3 Trample When Crested Herdcaller enters the battlefield, create a 3/3 green Dinosaur creature token with trample.</p> <p>#127: Deeproot Elite, 1G, Rare Creature - Merfolk Warrior, 1/1 Whenever another Merfolk enters the battlefield under your control, put a +1/+1 counter on target Merfolk you control.</p> <p>#128: Enter the Unknown, G, Uncommon Sorcery Target creature you control explores. You may play an additional land this turn.</p> <p>#129: Forerunner of the Heralds, 3G, Uncommon Creature - Merfolk Scout, 3/2 When Forerunner of the Heralds enters the battlefield, you may search your library for a Merfolk card, reveal it, then shuffle your library and put that card on top of it. Whenever another Merfolk enters the battlefield under your control, put a +1/+1 counter on Forerunner of the Heralds.</p> <p>#130: Ghalta, Primal Hunger, 10GG, Rare Legendary Creature - Elder Dinosaur, 12/12</p>	<p>Ghalta, Primal Hunger costs X less to cast, where X is the total power of creatures you control. Trample</p> <p>#131: Giltgrove Stalker, 1G, Common Creature - Merfolk Warrior, 2/1 Giltgrove Stalker can't be blocked by creatures with power 2 or less.</p> <p>#132: Hardy Veteran, 1G, Common Creature - Human Warrior, 2/2 As long as it's your turn, Hardy Veteran gets +0/+2.</p> <p>#133: Hunt the Weak, 3G, Common Sorcery Put a +1/+1 counter on target creature you control. Then that creature fights target creature you don't control. (Each deals damage equal to its power to the other.)</p> <p>#134: Jade Bearer, G, Common Creature - Merfolk Shaman, 1/1 When Jade Bearer enters the battlefield, put a +1/+1 counter on another target Merfolk you control.</p> <p>#135: Jadecraft Artisan, 3G, Common Creature - Merfolk Shaman, 3/3 When Jadecraft Artisan enters the battlefield, target creature gets +2/+2 until end of turn.</p> <p>#136: Jadelight Ranger, 1GG, Rare Creature - Merfolk Scout, 2/1 When Jadelight Ranger enters the battlefield it explores, then it explores again.</p> <p>#137: Jungleborn Pioneer, 2G, Common Creature - Merfolk Scout, 2/2 When Jungleborn Pioneer enters the battlefield, create a 1/1 blue Merfolk creature token with hexproof.</p> <p>#138: Knight of the Stampede, 3G, Common Creature - Human Knight, 2/4</p>	<p>Dinosaur spells you cast cost 2 less to cast.</p> <p>#139: Naturalize, 1G, Common Instant Destroy target artifact or enchantment.</p> <p>#140: Orazca Frillback, 2G, Common Creature - Dinosaur, 4/2</p> <p>#141: Overgrown Armasaur, 3GG, Common Creature - Dinosaur, 4/4 Enrage - Whenever Overgrown Armasaur is dealt damage, create a 1/1 green Saproling creature token.</p> <p>#142: Path to Discovery, 3G, Rare Enchantment Whenever a creature enters the battlefield under your control, it explores.</p> <p>#143: Plummet, 1G, Common Instant Destroy target creature with flying.</p> <p>#144: Polyraptor, 6GG, Mythic Creature - Dinosaur, 5/5 Enrage - Whenever Polyraptor is dealt damage, create a token that is a copy of Polyraptor.</p> <p>#145: Strength of the Pack, 4GG, Uncommon Sorcery Put two +1/+1 counters on each creature you control.</p> <p>#146: Swift Warden, 1GG, Uncommon Creature - Merfolk Warrior, 3/3 Flash When Swift Warden enters the battlefield, target Merfolk you control gains hexproof until end of turn.</p> <p>#147: Tendershoot Dryad, 4G, Rare Creature - Dryad, 2/2 Ascend At the beginning of each upkeep, create a 1/1 green Saproling creature token. Saprolings you control get +2/+2 as long as you have the city's blessing.</p>
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#148: Thrashing Brontodon, 1GG, Uncommon
Creature - Dinosaur, 3/4
1, Sacrificing Thrashing Brontodon: Destroy target artifact or enchantment.

#149: Thunderherd Migration, 1G, Uncommon
Sorcery
As an additional cost to cast Thunderherd Migration, reveal a Dinosaur card from your hand or pay 1. Search your library for a basic land card, put it onto the battlefield tapped, then shuffle your library.

#150: Wayward Swordtooth, 2G, Rare
Creature - Dinosaur, 5/5
Ascend
You may play an additional land on each of your turns. Wayward Swordtooth can't attack or block unless you have the city's blessing.

#151: World Shaper, 3G, Rare
Creature - Merfolk Shaman, 3/3
Whenever World Shaper attacks, you may put the top three cards of your library into your graveyard. When World Shaper dies, put all land cards from your graveyard onto the battlefield tapped.

Multicolor (23)

#152: Angrath, the Flame-Chained, 3BR, Mythic
Legendary Planeswalker - Angrath, 4
+1: Each opponent discards a card and loses 2 life.
-3: Gain control of target creature until end of turn. Untap it. It gains haste until end of turn. Sacrifice it at the beginning of the next end step if it has converted mana cost 3 or less.
-8: Each opponent loses life equal to the number of cards in his or her graveyard.

#153: Atzocan Seer, 1GW, Uncommon
Creature - Human Druid, 2/3
{T}: Add one mana of any color to your manan pool. Sacrifice Atzocan Seer: Return target Dinosaur card from your graveyard to your hand.

#154: Azor, the Lawbringer, 2WWUU, Mythic
Legendary Creature - Sphinx, 6/6
Flying
When Azor, the Lawbringer enters the battlefield, each opponent can't cast instant or sorcery spells during that player's next turn.
Whenever Azor attacks, you may pay XWUU. If you do, you gain X life and draw X cards.

#155: Deadeye Brawler, 2UB, Uncommon
Creature - Human Pirate, 2/4
Deathtouch
Ascend
Whenever Deadeye Brawler deals combat damage to a player, if you have the city's blessing, draw a card.

#156: Dire Fleet Neckbreaker, 2BR, Uncommon
Creature - Orc Pirate, 3/2
Attacking Pirates you control get +2/+0.

#157: Elenda, the Dusk Rose, 2WB, Mythic
Legendary Creature - Vampire Knight, 1/1
Lifelink
Whenever another creature dies, put a +1/+1 counter on Elenda, the Dusk Rose. When Elenda dies, create X 1/1 white Vampire creature tokens with lifelink, where X is Elenda's power

#158: Hadana's Climb, 1GU, Rare
Legendary Enchantment
At the beginning of combat on your turn, put a +1/+1 counter on target creature you control. Then if that creature has three or more +1/+1 counters on it, transform Hadana's Climb.
//
Winged Temple of Orazca
Legendary Land
(Transforms from Hadana's Climb.)
{T}: Add one mana of any color to your mana pool.
1GU, {T}: Target creature you control gains flying and gets +X/+X until end of turn, where X is its power.

#159: Huatli, Radiant Champion, 2GW, Mythic
Legendary Planeswalker - Huatli, 3
+1: Put a loyalty counter on Huatli, Radiant Champion for each creature you control.
-1: Target creature gets +X/+X until end of turn, where X is the number of creatures you control.
-8: You get an emblem with "Whenever a creature enters the battlefield under your control, you may draw a card."

#160: Journey to Eternity, 1BG, Rare
Legendary Enchantment - Aura
Enchant creature you control
When enchanted creature dies, return it to the battlefield under your control, then return Journey to Eternity to the battlefield transformed under your control.
//
Atzal, Cave of Eternity
Legendary Land
(Transforms from Journey to Eternity.)
{T}: Add one mana of any color to your mana pool.
3BG, {T}: Return target creature card from your graveyard to the battlefield.

#161: Jungle Creeper, 1BG, Uncommon
Creature - Elemental, 3/3
3BG: Return Jungle Creeper from your graveyard to your hand.

#162: Kumena, Tyrant of Orazca, 1GU, Mythic
Legendary Creature - Merfolk Shaman, 2/4
Tap another untapped Merfolk you control: Kumena, Tyrant of Orazca can't be blocked this turn. Tap three untapped Merfolk you control: Draw a card. Tap five untapped Merfolk you control: Put a +1/+1 counter on each Merfolk you control.

#163: Legion Lieutenant, WB, Uncommon
Creature - Vampire Knight, 2/2
Other Vampires you control get +1/+1.

#164: Merfolk Mistbinder, GU, Uncommon
Creature - Merfolk Shaman, 2/2
Other Merfolk you control get +1/+1.

#165: Path of Mettle, RW, Rare
Legendary Enchantment
When Path of Mettle enters the battlefield, it deals 1 damage to each creature that doesn't have first strike, double strike, vigilance, or haste.
Whenever you attack with at least two creatures that have first strike, double strike, vigilance, and/or haste, transform Path of Mettle.
//
Metzali, Tower of Triumph
Legendary Land
(Transforms from Path of Mettle.)
{T}: Add one mana of any color to your mana pool.
1R, {T}: Metzali, Tower of Triumph deals 2 damage to each opponent.
2W, {T}: Choose a creature at random that attacked this turn. Destroy that creature.

#166: Profane Procession, 1WB, Rare
Legendary Enchantment
3WB: Exile target creature. Then if there are three or more cards exiled with Profane Procession, transform it.
//
Tomb of the Dusk Rose
Legendary Land
(Transforms from Profane Procession.)
{T}: Add one mana of any color to your mana pool.
2WB, {T}: Put a creature card exiled with this permanent onto the battlefield under your control.

#167: Protean Raider, 1UR, Rare
Creature - Shapeshifter Pirate, 2/2
Raid - If you attacked with a creature this turn, you may have Protean Raider enter the battlefield as a copy of any creature on the battlefield.

#168: Raging Regisaur, 2RG, Uncommon
Creature - Dinosaur, 4/4

Whenever Raging Regisaur attacks, it deals 1 damage to target creature or player.

#169: Relentless Raptor, RW, Uncommon
Creature - Dinosaur, 3/3
Vigilance
Relentless Raptor attacks or blocks each combat if able.

#170: Resplendent Griffin, 1WU, Uncommon
Creature - Griffin, 2/2
Flying
Ascend
Whenever Resplendent Griffin attacks, if you have the city's blessing, put a +1/+1 counter on it.

#171: Sieghorn Ceratops, GW, Rare
Creature - Dinosaur, 2/2
Enrage - Whenever Sieghorn Ceratops is dealt damage, put two +1/+1 counters on it. (It must survive the damage to get the counters.)

#172: Storm Fleet Sprinter, 1UR, Uncommon
Creature - Human Pirate, 2/2
Haste
Storm Fleet Sprinter can't be blocked.

#173: Storm the Vault, 2UR, Rare
Legendary Enchantment
Whenever one or more creatures you control deal combat damage to a player, create a colorless Treasure artifact token with "{T}", Sacrifice this artifact: Add one mana of any color to your mana pool."
At the beginning of your end step, if you control five or more artifacts, transform Storm the Vault.

//
Vault of Catlacan
Legendary Land
(Transforms from Storm the Vault.)
{T}: Add one mana of any color to your mana pool.
{T}: Add U to your mana pool for each artifact you control.

#174: Zacama, Primal Calamity, 6RGW, Mythic
Legendary Creature - Elder Dinosaur, 9/9
Vigilance, reach, trample

When Zacama, Primal Calamity enters the battlefield, if you cast it, untap all lands you control.
2R: Zacama deals 3 damage to target creature.
2G: Destroy target artifact or enchantment.
2W: You gain 3 life.

Artifact (10)

#175: Awakened Amalgam, 4, Rare
Artifact Creature - Golem, */*
Awakened Amalgam's power and toughness are each equal to the number of differently named lands you control.

#176: Azor's Gateway, 2, Mythic
Legendary Artifact
1, {T}: Draw a card, then exile a card from your hand. If cards with five or more different converted mana costs are exiled with Azor's Gateway, you gain 5 life, untap Azor's Gateway, and transform it.

//
Sanctum of the Sun
Legendary Land
(Transforms from Azor's Gateway.)
{T}: Add X mana of any one color to your mana pool, where X is your life total.

#177: Captain's Hook, 3, Rare
Artifact - Equipment
Equipped creature gets +2/+0, has menace, and is a Pirate in addition to its other creature types.
Whenever Captain's Hook becomes unattached from a permanent, destroy that permanent.
Equip 1

#178: Gleaming Barrier, 2, Common
Artifact Creature - Wall, 0/4
Defender
When Gleaming Barrier dies, create a colorless Treasure artifact token with "{T}", Sacrifice this artifact: Add one mana of any color to your mana pool."

#179: Golden Guardian, 4, Rare
Artifact Creature - Golem, 4/4
Defender

2: Golden Guardian fights another target creature you control. When Golden Guardian dies this turn, return it to the battlefield transformed under your control.
//
Gold-Forge Garrison
Land
(Transforms from Golden Guardian.)
{T}: Add two mana of any one color to your mana pool.
4, {T}: Create a 4/4 colorless Golem artifact creature token.

#180: The Immortal Sun, 6, Mythic
Legendary Artifact
Players can't activate planeswalkers' loyalty abilities.
At the beginning of your draw step, draw an additional card.
Spells you cast cost 1 less to cast.
Creatures you control get +1/+1.

#181: Orazca Relic, 3, Common
Artifact
Ascend
{T}: Add ◇ to your mana pool.
{T}, Sacrifice Orazca Relic: You gain 3 life and draw a card. Activate this ability only if you have the city's blessing.

#182: Silent Gravestone, 1, Rare
Artifact
Cards in graveyards can't be the targets of spells or abilities.
4, {T}: Exile Silent Gravestone and all cards from all graveyards. Draw a card.

#183: Strider Harness, 3, Common
Artifact - Equipment
Equipped creature gets +1/+1 and has haste.
Equip 1

#184: Traveler's Amulet, 1, Common
Artifact
1, Sacrifice Traveler's Amulet: Search your library for a basic land card, reveal it, put it into your hand, then shuffle your library.

Land (7)

#185: Arch of Orazca, Rare
Land
Ascend
{T}: Add ◇ to your mana pool.
5, {T}: Draw a card. Activate this ability only if you have the city's blessing.

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

#187: Forsaken Sanctuary, Uncommon
Land
Forsaken Sanctuary enters the battlefield tapped.
{T}: Add W or B to your mana pool.

#188: Foul Orchard, Uncommon
Land
Foul Orchard enters the battlefield tapped.
{T}: Add B or G to your mana pool.

#189: Highland Lake, Uncommon
Land
Highland Lake enters the battlefield tapped.
{T}: Add U or R to your mana pool.

#190: Stone Quarry, Uncommon
Land
Stone Quarry enters the battlefield tapped.
{T}: Add R or W to your mana pool.

#191: Woodland Stream, Uncommon
Land
Woodland Stream enters the battlefield tapped.
{T}: Add G or U to your mana pool.