



MTGGOLDFISH

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Shadows over Innistrad

282 cards (105 commons, 100 uncommons, 59 rares, 18 mythics)

Keywords

◇ represents colorless mana

Delirium Special effect if there are four or more card types among cards in your graveyard.

Investigate (Put a colorless Clue artifact token onto the battlefield with "2, Sacrifice this artifact: Draw a card.")

Madness C (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)

Menace (This creature can't be blocked except by two or more creatures.)

Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)

Skulk (This creature can't be blocked by creatures with greater power.)

White (48)

#1: **Always Watching**, 1WW, Rare
Enchantment
Nontoken creatures you control get +1/+1 and have vigilance.

#2: **Angel of Deliverance**, 6WW, Rare
Creature - Angel, 6/6
Flying
Delirium - Whenever Angel of Deliverance deals damage, if there are four or more card types among cards in your graveyard, exile target creature an opponent controls.

#3: **Angelic Purge**, 2W, Common
Sorcery
As an additional cost to cast

Angelic Purge, sacrifice a permanent. Exile target artifact, creature, or enchantment.

#4: **Apothecary Geist**, 3W, Common
Creature - Spirit, 2/3
Flying
When Apothecary Geist enters the battlefield, if you control another Spirit, gain 3 life.

#5: **Archangel Avacyn**, 3WW, Mythic
Legendary Creature - Angel, 4/4
Flash Flying, vigilance
When Archangel Avacyn enters the battlefield, creatures you control gain indestructible until end of turn. When a non-Angel creature you control dies, transform Archangel Avacyn at the beginning of the next upkeep.

// **Avacyn, the Purifier** (Red)
Legendary
Creature - Angel, 6/5 Flying
When this creature transforms into Avacyn, the Purifier, it deals 3 damage to each other creature and each opponent.

#6: **Avacynian Missionaries**, 3W, Uncommon
Creature - Human Cleric, 3/3
At the beginning of your end step, if Avacynian Missionaries is equipped, transform it.

// **Lunarch Inquisitors** (White)
Creature - Human Cleric, 4/4
When this creature transforms into Lunarch Inquisitors, you may exile another target creature until Lunarch Inquisitors leaves the battlefield.

#7: **Bound by Moonsilver**, 2W, Uncommon
Enchantment - Aura
Enchant creature
Enchanted creature can't attack, block, or transform. Sacrifice another permanent: Attach Bound by Moonsilver to target creature. Activate this ability only any time you could cast a sorcery and only once each turn.

#8: **Bygone Bishop**, 2W, Rare
Creature - Spirit Cleric, 2/3
Flying
Whenever you cast a creature spell with converted mana cost 3 or less, investigate.

#9: **Cathar's Companion**, 2W, Common
Creature - Hound, 3/1
Whenever you cast a noncreature spell, Cathar's Companion gains indestructible until end of turn.

#10: **Chaplain's Blessing**, W, Common
Sorcery
You gain 5 life.

#11: **Dauntless Cathar**, 2W, Common
Creature - Human Soldier, 3/2
1W, Exile Dauntless Cathar from your graveyard: Put a 1/1 white Spirit creature token with flying onto the battlefield. Activate this ability only any time you could cast a sorcery.

#12: **Declaration in Stone**, 1W, Rare
Sorcery Exile target creature and all other creatures its controller controls with the same name as that creature. That player investigates for each nontoken creature exiled this way.

#13: **Descend upon the Sinful**, 4WW, Mythic
Sorcery Exile all creatures.
Delirium - Put a 4/4 white Angel creature token with flying onto the battlefield if there are four or more card types among cards in your graveyard.

#14: **Devilthorn Fox**, 1W, Common
Creature - Fox, 3/1

#15: **Drogskol Cavalry**, 5WW, Rare
Creature - Spirit Knight, 4/4
Flying
Whenever another Spirit enters the battlefield under your control, you gain 2 life.

3W: Put a 1/1 white Spirit creature token with flying onto the battlefield.

#16: **Eerie Interlude**, 2W, Rare
Instant
Exile any number of target creatures you control. Return those cards to the battlefield under their owner's control at the beginning of the next end step.

#17: **Emissary of the Sleepless**, 4W, Common
Creature - Spirit, 2/4
Flying
When Emissary of the Sleepless enters the battlefield, if a creature died this turn, put a 1/1 white Spirit creature token with flying onto the battlefield.

#18: **Ethereal Guidance**, 2W, Common
Sorcery
Creatures you control get +2/+1 until end of turn.

#19: **Expose Evil**, 1W, Common
Instant
Tap up to two target creatures. Investigate.

#20: **Gryff's Boon**, W, Uncommon
Enchantment - Aura
Enchant creature
Enchanted creature gets +1/+0 and has flying.
3W: Return Gryff's Boon from your graveyard to the battlefield attached to target creature. Activate this ability only any time you could cast a sorcery.

#21: **Hanweir Militia Captain**, 1W, Rare
Creature - Human Soldier, 2/2
At the beginning of your upkeep, if you control four or more creatures, transform Hanweir Militia Captain.

// **Westvale Cult Leader** (White)
Creature - Human Cleric, */*
Westvale Cult Leader's power and toughness are each equal to the number of creatures you control. At the beginning of your

end step, put a 1/1 white and black Human Cleric creature token onto the battlefield.

#22: **Hope Against Hope**, 2W, Uncommon
Enchantment - Aura
Enchant creature
Enchanted creature gets +1/+1 for each creature you control. As long as enchanted creature is a Human, it has first strike.

#23: **Humble the Brute**, 4W, Uncommon
Instant
Destroy target creature with power 4 or greater. Investigate.

#24: **Inquisitor's Ox**, 3W, Common
Creature - Ox, 2/5
Delirium - Inquisitor's Ox gets +1/+0 and has vigilance as long as there are four or more card types among cards in your graveyard.

#25: **Inspiring Captain**, 3W, Common
Creature - Human Knight, 3/3
When Inspiring Captain enters the battlefield, creatures you control get +1/+1 until end of turn.

#26: **Militant Inquisitor**, 2W, Common
Creature - Human Cleric, 2/3
Militant Inquisitor gets +1/+0 for each Equipment you control.

#27: **Moorland Drifter**, 1W, Common
Creature - Spirit, 2/2
Delirium - Moorland Drifter has flying as long as there are four or more card types among cards in your graveyard.

#28: **Nahiri's Machinations**, 1W, Uncommon
Enchantment
At the beginning of combat on your turn, target creature you control gains indestructible until end of turn.
1R: Nahiri's Machinations deals 1 damage to target blocking creature.

#29: **Nearheath Chaplain**, 3W, Uncommon
Creature - Human Cleric, 3/1

Lifelink
2W, Exile Nearheath Chaplain from your graveyard: Put two 1/1 white Spirit creature tokens with flying onto the battlefield. Activate this ability only any time you could cast a sorcery.

#30: **Not Forgotten**, 1W, Uncommon
Sorcery
Put target card from a graveyard on the top or bottom of its owner's library. Put a 1/1 white Spirit creature token with flying onto the battlefield.

#31: **Odric, Lunarch Marshal**, 3W, Rare
Legendary Creature - Human Soldier, 3/3
At the beginning of each combat, creatures you control gain first strike until end of turn if a creature you control has first strike. The same is true for flying, deathtouch, double strike, haste, hexproof, indestructible, lifelink, menace, reach, skulk, trample, and vigilance.

#32: **Open the Armory**, 1W, Uncommon
Sorcery
Search your library for an Aura or Equipment card, reveal it, and put it into your hand. Then shuffle your library.

#33: **Paranoid Parish-Blade**, 2W, Uncommon
Creature - Human Soldier, 3/2
Delirium - Paranoid Parish-Blade gets +1/+0 and has first strike as long as there are four or more card types among cards in your graveyard.

#34: **Pious Evangel**, 2W, Uncommon
Creature - Human Cleric, 2/2
Whenever Pious Evangel or another creature enters the battlefield under your control, you gain 1 life.
2, {T}, Sacrifice another permanent: Transform Pious Evangel.

// **Wayward Disciple** (Black)
Creature - Human Cleric, 2/4
Whenever Wayward Disciple or

another creature you control dies, target opponent loses 1 life and you gain 1 life.

#35: **Puncturing Light**, 1W, Common
Instant Destroy target attacking or blocking creature with power 3 or less.

#36: **Reaper of Flight Moonsilver**, 3WW, Uncommon
Creature - Angel, 3/3
Flying
Delirium - Sacrifice another creature: Reaper of Flight Moonsilver gets +2/+1 until end of turn. Activate this ability only if there are four or more card types among cards in your graveyard.

#37: **Silverstrike**, 3W, Uncommon
Instant
Destroy target attacking creature. You gain 3 life.

#38: **Spectral Shepherd**, 2W, Uncommon
Creature - Spirit, 2/2
Flying
1U: Return target Spirit you control to its owner's hand.

#39: **Stern Constable**, W, Common
Creature - Human Soldier, 1/1
{T}, Discard a card: Tap target creature.

#40: **Strength of Arms**, W, Common
Instant
Target creature gets +2/+2 until end of turn. If you control an Equipment, put a 1/1 white Human Soldier creature token onto the battlefield.

#41: **Survive the Night**, 2W, Common
Instant
Target creature gets +1/+0 and gains indestructible until end of turn. Investigate.

#42: **Tenacity**, 3W, Uncommon
Instant
Creatures you control get +1/+1 and gain lifelink until end of turn. Untap those creatures.

#43: **Thalia's Lieutenant**, 1W, Rare
Creature - Human Soldier, 1/1
When Thalia's Lieutenant enters the battlefield, put a +1/+1 counter on each other Human you control.
Whenever another Human enters the battlefield under your control, put a +1/+1 counter on Thalia's Lieutenant.

#44: **Thraben Inspector**, W, Common
Creature - Human Soldier, 1/2
When Thraben Inspector enters the battlefield, investigate.

#45: **Topplegeist**, W, Uncommon
Creature - Spirit, 1/1
Flying
When Topplegeist enters the battlefield, tap target creature an opponent controls.
Delirium - At the beginning of each opponent's upkeep, if there are four or more card types among cards in your graveyard, tap target creature that player controls.

#46: **Town Gossipmonger**, W, Uncommon
Creature - Human, 1/1
{T}, Tap an untapped creature you control: Transform Town Gossipmonger.

// **Incited Rabble** (Red)
Creature - Human, 2/3
Incited Rabble attacks each combat if able.
2: Incited Rabble gets +1/+0 until end of turn.

#47: **Unruly Mob**, 1W, Common
Creature - Human, 1/1
Whenever another creature you control dies, put a +1/+1 counter on Unruly Mob.

#48: **Vessel of Ephemera**, 1W, Common
Enchantment
2W, Sacrifice Vessel of Ephemera: Put two 1/1 white Spirit creature tokens with flying onto the battlefield.

Blue (48)

#49: **Aberrant Researcher**, 3U, Uncommon
Creature - Human Insect, 3/2

Flying
At the beginning of your upkeep, put the top card of your library into your graveyard. If it's an instant or sorcery card, transform Aberrant Researcher.

// **Perfect Form** (Blue)
Creature - Insect Horror, 5/4
Flying

#50: **Broken Concentration**, 1UU, Uncommon
Instant
Counter target spell.
Madness 3U

#51: **Catalog**, 2U, Common
Instant
Draw two cards, then discard a card.

#52: **Compelling Deterrence**, 1U, Uncommon
Instant
Return target nonland permanent to its owner's hand. Then that player discards a card if you control a Zombie.

#53: **Confirm Suspicions**, 3UU, Rare
Instant Counter target spell.
Investigate three times.

#54: **Daring Sleuth**, 1U, Uncommon
Creature - Human Rogue, 2/1
When you sacrifice a Clue, transform Daring Sleuth.

// **Bearer of Overwhelming Truths** (Blue)
Creature - Human Wizard, 3/2
Prowess
Whenever Bearer of Overwhelming Truths deals combat damage to a player, investigate.

#55: **Deny Existence**, 2U, Common
Instant Counter target creature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.

#56: **Drownyard Explorers**, 3U, Common
Creature - Human Wizard, 2/4
When Drownyard Explorers enters the battlefield, investigate.

#57: **Drunau Corpse Trawler**, 3U, Uncommon
Creature - Zombie, 1/1
When Drunau Corpse Trawler enters the battlefield, put a 2/2 black Zombie creature token onto the battlefield.
2B: Target Zombie gains deathtouch until end of turn.

#58: **Engulf the Shore**, 3U, Rare
Instant Return to their owners' hands all creatures with toughness less than or equal to the number of Islands you control.

#59: **Epiphany at the Drownyard**, XU, Rare
Instant Reveal the top X plus one cards of your library and separate them into two piles. An opponent chooses one of those piles. Put that pile into your hand and the rest into your graveyard.

#60: **Erdwal Illuminator**, 1U, Uncommon
Creature - Spirit, 1/3 Flying
Whenever you investigate for the first time each turn, investigate an additional time.

#61: **Essence Flux**, U, Uncommon
Instant
Exile target creature you control, then return that card to the battlefield under its owner's control. If it's a Spirit, put a +1/+1 counter on it.

#62: **Fleeting Memories**, 2U, Uncommon
Enchantment
When Fleeting Memories enters the battlefield, investigate.
Whenever you sacrifice a Clue, target player puts the top three cards of his or her library into his or her graveyard.

#63: **Forgotten Creation**, 3U, Rare
Creature - Zombie Horror, 3/3
Skulk
At the beginning of your upkeep, you may discard all the cards in your hand. If you do, draw that many cards.

#64: **Furtive Homunculus**, 1U, Common
Creature - Homunculus, 2/1
Skulk

#65: **Geralf's Masterpiece**, 3UU, Mythic
Creature - Zombie Horror, 7/7
Flying
Geralf's Masterpiece gets -1/-1 for each card in your hand.
3U, Discard three cards: Return Geralf's Masterpiece from your graveyard to the battlefield tapped.

#66: **Ghostly Wings**, 1U, Common
Enchantment - Aura
Enchant creature Enchanted creature gets +1/+1 and has flying.
Discard a card: Return enchanted creature to its owner's hand.

#67: **Gone Missing**, 4U, Common
Sorcery
Put target permanent on top of its owner's library. Investigate.

#68: **Invasive Surgery**, U, Uncommon
Instant
Counter target sorcery spell.
Delirium - If there are four or more card types among cards in your graveyard, search the graveyard, hand, and library of that spell's controller for any number of cards with the same name as that spell, exile those cards, then that player shuffles his or her library.

#69: **Jace, Unraveler of Secrets**, 3UU, Mythic Planeswalker - Jace, 5
1: Scry 1, then draw a card.
-2: Return target creature to its owner's hand.
-8: You get an emblem with "Whenever an opponent casts his or her first spell each turn, counter that spell."

#70: **Jace's Scrutiny**, 1U, Common
Instant
Target creature gets -4/-0 until end of turn. Investigate.

#71: **Just the Wind**, 1U, Common
Instant
Return target creature to its owner's hand.
Madness U

#72: **Lamplighter of Selhoff**, 4U, Common
Creature - Zombie Horror, 3/5
When Lamplighter of Selhoff enters the battlefield, if you control another Zombie, you may draw a card. If you do, discard a card.

#73: **Manic Scribe**, 1U, Uncommon
Creature - Human Wizard, 0/3
When Manic Scribe enters the battlefield, each opponent puts the top three cards of his or her library into his or her graveyard.
Delirium - At the beginning of each opponent's upkeep, if there are four or more card types among cards in your graveyard, that player puts the top three cards of his or her library into his or her graveyard.

#74: **Nagging Thoughts**, 1U, Common
Sorcery
Look at the top two cards of your library. Put one of them into your hand and the other into your graveyard.
Madness 1U

#75: **Nephalia Moondrakes**, 5UU, Rare
Creature - Drake, 5/5
Flying
When Nephalia Moondrakes enters the battlefield, target creature gains flying until end of turn.
4UU, Exile Nephalia Moondrakes from your graveyard: Creatures you control gain flying until end of turn.

#76: **Niblis of Dusk**, 2U, Common
Creature - Spirit, 2/1
Flying, Prowess

#77: **Ongoing Investigation**, 2U, Uncommon
Enchantment
Whenever one or more creatures you control deal combat damage

to a player, investigate.
1G, Exile a creature card from your graveyard: Investigate. You gain 2 life.

#78: Pieces of the Puzzle, 2U, Common
Sorcery
Reveal the top five cards of your library. Put up to two instant and/or sorcery cards from among them into your hand and the rest into your graveyard.

#79: Pore Over the Pages, 3UU, Uncommon
Sorcery
Draw three cards, untap up to two lands, then discard a card.

#80: Press for Answers, 1U, Common
Sorcery
Tap target creature. It doesn't untap during its controller's next untap step. Investigate.

#81: Rattlechains, 1U, Rare
Creature - Spirit, 2/1
Flash, Flying
When Rattlechains enters the battlefield, target Spirit gains hexproof until end of turn. You may cast Spirit spells as though they had flash.

#82: Reckless Scholar, 2U, Uncommon
Creature - Human Wizard, 2/1
{T}: Target player draws a card, then discards a card.

#83: Rise from the Tides, 5U, Uncommon
Sorcery
Put a 2/2 black Zombie creature token onto the battlefield tapped for each instant and sorcery card in your graveyard.

#84: Seagraf Skaab, 1U, Common
Creature - Zombie, 1/3

#85: Silburlind Snapper, 5U, Common
Creature - Turtle, 6/6
Silburlind Snapper can't attack unless you've cast a noncreature spell this turn.

#86: Silent Observer, 3U, Common
Creature - Spirit, 1/5
Flying

#87: Sleep Paralysis, 3U, Common
Enchantment - Aura
Enchant creature
When Sleep Paralysis enters the battlefield, tap enchanted creature. Enchanted creature doesn't untap during its controller's untap step.

#88: Startled Awake, 2UU, Mythic
Sorcery
Target opponent puts the top thirteen cards of his or her library into his or her graveyard.
3UU: Put Startled Awake from your graveyard onto the battlefield transformed. Activate this ability only any time you could cast a sorcery.

// **Persistent Nightmare** (Blue)
Creature - Nightmare, 1/1
Skulk
When Persistent Nightmare deals combat damage to a player, return it to its owner's hand.

#89: Stitched Mangler, 2U, Common
Creature - Zombie Horror, 2/3
Stitched Mangler enters the battlefield tapped. When Stitched Mangler enters the battlefield, tap target creature an opponent controls. That creature doesn't untap during its controller's next untap step.

#90: Stitchwing Skaab, 3U, Uncommon
Creature - Zombie Horror, 3/1
Flying
1U, Discard two cards: Return Stitchwing Skaab from your graveyard to the battlefield tapped.

#91: Stormrider Spirit, 4U, Common
Creature - Spirit, 3/3
Flash, Flying

#92: Thing in the Ice, 1U, Rare
Creature - Horror, 0/4
Defender
Thing in the Ice enters the battlefield with four ice counters

on it. Whenever you cast an instant or sorcery spell, remove an ice counter from Thing in the Ice. Then if it has no ice counters on it, transform it.

// **Awoken Horror** (Blue)
Creature - Kraken Horror, 7/8
When this creature transforms into Awoken Horror, return all non-Horror creatures to their owner's hands.

#93, Trail of Evidence, 2U, Uncommon
Enchantment
Whenever you cast an instant or sorcery spell, investigate.

#94: Uninvited Geist, 2U, Uncommon
Creature - Spirit, 2/2
Skulk
When Uninvited Geist deals combat damage to a player, transform it.

// **Unimpeded Tresspasser** (Blue)
Creature - Spirit, 3/3
Unimpeded Tresspasser can't be blocked.

#95: Vessel of Paramnesia, 1U, Common
Enchantment
U, Sacrifice Vessel of Paramnesia: Target player puts the top three cards of his or her library into his or her graveyard. Draw a card.

#96: Welcome to the Fold, 2UU, Rare
Sorcery
Madness XU
Gain control of target creature if its toughness is 2 or less. If Welcome to the Fold's madness cost was paid, instead gain control of that creature if its toughness is X or less.

Black (48)

#97: Accursed Witch, 3B, Uncommon
Creature - Human Shaman, 4/2
Spells your opponents cast that target Accursed Witch cost 1 less to cast. When Accursed Witch dies, return it to the battlefield transformed under your control attached to target opponent.

// **Infectious Curse** (Black)
Enchantment - Aura Curse
Enchant player
Spells you cast that target enchanted player cost 1 less to cast. At the beginning of enchanted player's upkeep, that player loses 1 life and you gain 1 life.

#98: Alms of the Vein, 2B, Common
Sorcery
Target opponent loses 3 life and you gain three life. Madness B

#99: Asylum Visitor, 1B, Rare
Creature - Vampire Wizard, 3/1
At the beginning of each player's upkeep, if that player has no cards in hand, you draw a card and you lose 1 life. Madness 1B

#100: Behind the Scenes, 2B, Uncommon
Enchantment
Creatures you control have skulk.
4W: Creatures you control get +1/+1 until end of turn.

#101: Behold the Beyond, 5BB, Mythic
Sorcery
Discard your hand. Search your library for three cards and put those cards into your hand. Then shuffle your library.

#102: Biting Rain, 2BB, Uncommon
Sorcery
All creatures get -2/-2 until end of turn. Madness 2B

#103: Call the Bloodline, 1B, Uncommon
Enchantment
1, Discard a card: Put a 1/1 black Vampire Knight creature token with lifelink onto the battlefield. Activate this ability only once each turn.

#104: Creeping Dread, 3B, Uncommon
Enchantment
At the beginning of your upkeep, each player discards a card. Each opponent who discarded a card that shares a card type with the card you discarded loses 3 life. (Players reveal the discarded cards simultaneously.)

#105: **Crow of Dark Tidings**, 2B, Common
Creature - Zombie Bird, 2/2
Flying

When Crow of Dark Tidings enters the battlefield or dies, put the top two cards of your library into your graveyard.

#106: **Dead Weight**, B, Common
Enchantment - Aura Enchant
creature Enchanted creature gets -2/-2.

#107: **Diregraf Colossus**, 2B, Rare
Creature - Zombie Giant, 2/2
Diregraf Colossus enters the battlefield with a +1/+1 counter on it for each Zombie card in your graveyard. Whenever you cast a Zombie spell, put a 2/2 black Zombie creature token onto the battlefield tapped.

#108: **Elusive Tormentor**, 2BB, Rare
Creature - Vampire Wizard, 4/4
1, Discard a card: Transform Elusive Tormentor.

// **Insidious Mist** (Blue)
Creature - Elemental, 0/1
Hexproof, indestructible
Insidious Mist can't block and can't be blocked. Whenever Insidious Mist attacks and isn't blocked, you may pay 2B. If you do, transform it.

#109: **Ever After**, 4BB, Rare
Sorcery
Return up to two target creatures from your graveyard to the battlefield. Each of those creatures is a black Zombie in addition to its other colors and types. Put Ever After on the bottom of its owner's library.

#110: **Farbog Revenant**, 2B, Common
Creature - Spirit, 1/3
Skulk, Lifelink

#111: **From Under the Floorboards**, 3BB, Rare
Sorcery
Madness XBB
Put three 2/2 black Zombie creature tokens onto the battlefield tapped and you gain 3 life. If From Under the

Floorboards's madness cost was paid, instead put X of those tokens onto the battlefield tapped and you gain X life.

#112: **Ghoulcaller's Accomplice**, 1B, Common
Creature - Human Rogue, 2/2
3B, Exile Ghoulcaller's Accomplice from your graveyard: Put a 2/2 black Zombie creature token onto the battlefield. Activate this ability only any time you could cast a sorcery.

#113: **Ghoulsteed**, 4B, Uncommon
Creature - Zombie Horse, 4/4
2B, Discard two cards: Return Ghoulsteed from your graveyard to the battlefield tapped.

#114: **Gisa's Bidding**, 2BB, Uncommon
Sorcery
Put two 2/2 black Zombie creature tokens onto the battlefield.
Madness 2B

#115: **Grotesque Mutation**, 1B, Common
Instant
Target creature gets +3/+1 and gains lifelink until end of turn.

#116: **Heir of Falkenrath**, 1B, Uncommon
Creature - Vampire, 2/1
Discard a card: Transform Heir of Falkenrath. Activate this ability only once each turn.

// **Heir to the Night** (Black)
Creature - Vampire Berserker, 3/2
Flying

#117: **Hound of the Farbogs**, 4B, Common
Creature - Zombie Hound, 5/3
Delirium - Hound of the Farbogs has menace as long as there are four or more card types among cards in your graveyard.

#118: **Indulgent Aristocrat**, B, Uncommon
Creature - Vampire, 1/1
Lifelink
2, Sacrifice a creature: Put a +1/+1 counter on each Vampire you control.

#119: **Kindly Stranger**, 2B, Uncommon
Creature - Human, 2/3
Delirium - 2B: Transform Kindly Stranger. Activate this ability only if there are four or more card types among cards in your graveyard.

// **Demon-Possessed Witch** (Black)
Creature - Human Shaman, 4/3
When this creature transforms into Demon-Possessed Witch, you may destroy target creature.

#120: **Liliana's Indignation**, XB, Uncommon
Sorcery
Put the top X cards of your library into your graveyard. Target player loses 2 life for each creature card put into your graveyard this way.

#121: **Macabre Waltz**, 1B, Common
Sorcery
Return up to two target creature cards from your graveyard to your hand, then discard a card.

#122: **Markov Dreadknight**, 3BB, Rare
Creature - Vampire Knight, 3/3
Flying
2B, Discard a card: Put two +1/+1 counters on Markov Dreadknight.

#123: **Merciless Resolve**, 2B, Common
Instant
As an additional cost to cast Merciless Resolve, sacrifice a creature or land. Draw two cards.

#124: **Mindwrack Demon**, 2BB, Mythic
Creature - Demon, 4/5
Flying, trample
When Mindwrack Demon enters the battlefield, put the top four cards of your library into your graveyard.
Delirium - At the beginning of your upkeep, you lose 4 life unless there are four or more card types among cards in your graveyard.

#125: **Morkut Necropod**, 5B, Uncommon
Creature - Slug Horror, 7/7
Menace

Whenever Morkut Necropod attacks or blocks, sacrifice another creature or land.

#126: **Murderous Compulsion**, 1B, Common
Sorcery
Destroy target tapped creature.
Madness 1B

#127: **Olivia's Bloodsworn**, 1B, Uncommon
Creature - Vampire Soldier, 2/1
Flying Olivia's Bloodsworn can't block.
R: Target Vampire gains haste until end of turn.

#128: **Pale Rider of Trostad**, 1B, Uncommon
Creature - Spirit, 3/3
Skulk
When Pale Rider of Trostad enters the battlefield, discard a card.

#129: **Pick the Brain**, 2B, Uncommon
Sorcery
Target opponent reveals his or her hand. You choose a nonland card from it and exile that card.
Delirium - If there are four or more card types among cards in your graveyard, search that player's graveyard, hand, and library for any number of cards with the same name as the exiled card, exile those cards, then that player shuffles his or her library.

#130: **Rancid Rats**, 1B, Common
Creature - Zombie Rat, 1/1
Skulk, Deathtouch

#131: **Relentless Dead**, BB, Mythic
Creature - Zombie, 2/2
Menace
When Relentless Dead dies, you may pay B. If you do, return it to its owner's hand.
When Relentless Dead dies, you may pay X. If you do, return another target Zombie creature card with converted mana cost X from your graveyard to the battlefield.

#132: **Rottenheart Ghoul**, 3B, Common
Creature - Zombie, 2/4
When Rottenheart Ghoul dies, target player discards a card.

#133: **Sanitarium Skeleton**, B, Common
Creature - Skeleton, 1/2
2B: Return Sanitarium Skeleton from your graveyard to your hand.

#134: **Shamble Back**, B, Common
Sorcery
Exile target creature card from a graveyard. Put a 2/2 black Zombie creature token onto the battlefield. You gain 2 life.

#135: **Sinister Concoction**, B, Uncommon
Enchantment
B, Pay 1 life, Put the top card of your library into your graveyard, Discard a card, Sacrifice Sinister Concoction: Destroy target creature.

#136: **Stallion of Ashmouth**, 3B, Common
Creature - Nightmare Horse, 3/3
Delirium - 1B: Stallion of Ashmouth gets +1/+1 until end of turn. Activate this ability only if there are four or more card types among cards in your graveyard

#137: **Stromkirk Mentor**, 3B, Common
Creature - Vampire Soldier, 4/2
When Stromkirk Mentor enters the battlefield, put a +1/+1 counter on another target Vampire you control.

#138: **Throttle**, 4B, Common
Instant
Target creature gets -4/-4 until end of turn.

#139: **To the Slaughter**, 2B, Rare
Instant
Target player sacrifices a creature or planeswalker.
Delirium - If there are four or more card types among cards in your graveyard, instead that player sacrifices a creature and a planeswalker.

#140: **Tooth Collector**, 2B, Uncommon
Creature - Human Rogue, 3/2
When Tooth Collector enters the battlefield, target creature an opponent controls gets -1/-1 until end of turn.
Delirium - At the beginning of each opponent's upkeep, if there are four or more card types among cards in your graveyard, target creature that player controls gets -1/-1 until end of turn.

#141: **Triskaidekaphobia**, 3B, Rare
Enchantment
At the beginning of your upkeep, choose one -
• Each player with exactly 13 life loses the game, then each player gains 1 life.
• Each player with exactly 13 life loses the game, then each player loses 1 life.

#142: **Twins of Maurer Estate**, 4B, Common
Creature - Vampire, 3/5
Madness 2B

#143: **Vampire Noble**, 2B, Common
Creature - Vampire, 3/2

#144: **Vessel of Malignity**, 1B, Common
Enchantment
1B, Sacrifice Vessel of Malignity: Target opponent exiles two cards from his or her hand. Activate this ability only any time you could cast a sorcery.

Red (48)

#145: **Avacyn's Judgment**, 1R, Rare
Sorcery
Madness XR
Avacyn's Judgment deals 2 damage divided as you choose among any number of target creatures and/or players. If Avacyn's Judgment's madness cost was paid, it deals X damage divided as you choose among those creatures and/or players instead.

#146: **Bloodmad Vampire**, 2R, Common
Creature - Vampire Berserker, 4/1
Whenever Bloodmad Vampire

deals combat damage to a player, put a +1/+1 counter on it.
Madness 1R

#147: **Breakneck Rider**, 1RR, Uncommon
Creature - Human Scout Werewolf, 3/3
At the beginning of each upkeep, if no spells were cast last turn, transform Breakneck Rider.

// **Neck Breaker** (Red) Creature - Werewolf, 4/3
Attacking creatures you control get +1/+0 and have trample. At the beginning of each upkeep, if a player cast two or more spells last turn, transform Neck Breaker.

#148: **Burn from Within**, XR, Rare
Sorcery
Burn from Within deals X damage to target creature or player.
If a creature is dealt damage this way, it loses indestructible until end of turn. If that creature would die this turn, exile it instead.

#149: **Convicted Killer**, 2R, Common
Creature - Human Werewolf, 2/2
At the beginning of each upkeep, if no spells were cast last turn, transform Convicted Killer.

// **Branded Howler** (Red) Creature - Werewolf, 4/4
At the beginning of each upkeep, if a player cast two or more spells last turn, transform Branded Howler.

#150: **Dance with Devils**, 3R, Uncommon
Instant
Put two 1/1 red Devil creature tokens onto the battlefield. They have "When this creature dies, it deals 1 damage to target creature or player."

#151: **Devil's Playground**, 4RR, Rare
Sorcery
Put four 1/1 red Devil creature tokens onto the battlefield. They have "When this creature dies, it deals 1 damage to target creature or player."

#152: **Dissension in the Ranks**, 3RR, Uncommon
Instant
Target blocking creature fights another target blocking creature.

#153: **Dual Shot**, R, Common
Instant
Dual Shot deals 1 damage to each of up to two target creatures.

#154: **Ember-Eye Wolf**, 1R, Common
Creature - Wolf, 1/2
Haste 1R: Ember-Eye Wolf gets +2/+0 until end of turn.

#155: **Falkenrath Gorger**, R, Rare
Creature - Vampire Berserker, 2/1
Each Vampire creature card you own that isn't on the battlefield has madness. The madness cost is equal to its mana cost.

#156: **Fiery Temper**, 1RR, Common
Instant
Fiery Temper deals 3 damage to target creature or player.
Madness R

#157: **Flameblade Angel**, 4RR, Rare
Creature - Angel, 4/4
Flying
Whenever a source an opponent controls deals damage to you or a permanent you control, you may have Flameblade Angel deal 1 damage to that source's controller.

#158: **Gatstaf Arsonists**, 4R, Common
Creature - Human Werewolf, 5/4
At the beginning of each upkeep, if no spells were cast last turn, transform Gatstaf Arsonists.

// **Gatstaf Ravagers** (Red) Creature - Werewolf, 6/5
Menace
At the beginning of each upkeep, if a player cast two or more spells last turn, transform Gatstaf Ravagers.

#159: **Geier Reach Bandit**, 2R, Rare
Creature - Human Rogue Werewolf, 3/2
Haste

At the beginning of each upkeep, if no spells were cast last turn, transform Geier Reach Bandit.

// **Vildin-Pack Alpha** (Red)

Creature - Werewolf, 4/3

Whenever a Werewolf enters the battlefield under your control, you may transform it. At the beginning of each upkeep, if a player cast two or more spells last turn, transform Vildin-Pack Alpha.

#160: **Geistblast**, 2R,

Uncommon

Instant

Geistblast deals 2 damage to target creature or player.

2U, Exile Geistblast from your graveyard: Copy target instant or sorcery spell you control. You may choose new targets for the copy.

#161: **Gibbering Fiend**, 1R,

Uncommon

Creature - Devil, 2/1

When Gibbering Fiend enters the battlefield, it deals 1 damage to each opponent.

Delirium - At the beginning of each opponent's upkeep, if there are four or more card types among cards in your graveyard, Gibbering Fiend deals 1 damage to that player.

#162: **Goldnight Castigator**,

2RR, Mythic

Creature - Angel, 4/9

Flying, haste

If a source would deal damage to you, it deals double that damage to you instead. If a source would deal damage to Goldnight Castigator, it deals double that damage to Goldnight Castigator instead.

#163: **Harness the Storm**, 2R,

Rare

Enchantment

Whenever you cast an instant or sorcery spell from your hand, you may cast target card with the same name as that spell from your graveyard. (You still pay its costs.)

#164: **Howlpack Wolf**, 2R,

Common

Creature - Wolf, 3/3

Howlpack Wolf can't block unless you control another Wolf or Werewolf.

#165: **Hulking Devil**, 3R,

Common

Creature - Devil, 5/2

#166: **Incorrigible Youths**, 3RR,

Uncommon

Creature - Vampire, 4/3

Haste

Madness 2R

#167: **Inner Struggle**, 3R,

Uncommon

Instant

Target creature deals damage to itself equal to its power.

#168: **Insolent Neonate**, R,

Common

Creature - Vampire, 1/1

Menace

Discard a card, Sacrifice Insolent Neonate: Draw a card.

#169: **Kessig Forgemaster**, 1R,

Uncommon

Creature - Human Shaman

Werewolf, 2/1

Whenever Kessig Forgemaster blocks or becomes blocked by a creature, Kessig Forgemaster deals 1 damage to that creature. At the beginning of each upkeep, if no spells were cast last turn, transform Kessig Forgemaster

// **Flameheart Werewolf** (Red)

Creature - Werewolf, 3/2

Whenever Flameheart Werewolf blocks or becomes blocked by a creature, Flameheart Werewolf deals 2 damage to that creature. At the beginning of each upkeep, if a player cast two or more spells last turn, transform Flameheart Werewolf.

#170: **Lightning Axe**, R,

Uncommon

Instant

As an additional cost to cast Lightning Axe, discard a card or pay 5. Lightning Axe deals 5 damage to target creature.

#171: **Mad Prophet**, 3R,

Uncommon

Creature - Human Shaman, 2/2

Haste

{T}, Discard a card: Draw a card.

#172: **Magmatic Chasm**, 1R,

Common

Sorcery

Creatures without flying can't block this turn.

#173: **Malevolent Whispers**, 3R,

Uncommon

Sorcery

Gain control of target creature until end of turn. Untap that creature. It gets +2/+0 and gains haste until end of turn.

Madness 3R

#174: **Pyre Hound**, 3R, Common

Creature - Elemental Hound, 2/3

Trample

Whenever you cast an instant or sorcery spell, put a +1/+1 counter on Pyre Hound.

#175: **Ravenous Bloodseeker**,

1R, Uncommon

Creature - Vampire Berserker, 1/3

Discard a card: Ravenous Bloodseeker gets +2/-2 until end of turn.

#176: **Reduce to Ashes**, 4R,

Common

Sorcery

Reduce to Ashes deals 5 damage to target creature. If that creature would die this turn, exile it instead.

#177: **Rush of Adrenaline**, R,

Common

Instant

Target creature gets +2/+1 and gains trample until end of turn.

#178: **Sanguinary Mage**, 1R,

Common

Creature - Vampire Wizard, 1/3

Prowess

#179: **Scourge Wolf**, RR, Rare

Creature - Wolf Horror, 2/2

First strike

Delirium - Scourge Wolf has double strike as long as there are four or more card types among cards in your graveyard.

#180: **Senseless Rage**, 1R,

Common

Enchantment - Aura

Enchant creature

Enchanted creature gets +2/+2.

Madness 1R

#181: **Sin Prodder**, 2R, Rare

Creature - Devil, 3/2

Menace

At the beginning of your upkeep, reveal the top card of your library. Any opponent may have you put that card into your graveyard. If a player does, Sin Prodder deals damage to that player equal to that card's converted mana cost. Otherwise, put that card into your hand.

#182: **Skin Invasion**, R,

Uncommon

Enchantment - Aura

Enchant creature

Enchanted creature attacks each combat if able. When enchanted creature dies, return Skin Invasion to the battlefield transformed under your control.

// **Skin Shedder** (Red)

Creature - Insect Horror, 3/4

#183: **Spiteful Motives**, 3R,

Uncommon

Enchantment - Aura

Flash

Enchant creature

Enchanted creature gets +3/+0 and has first strike.

#184: **Stensia Masquerade**, 2R,

Uncommon

Enchantment

Attacking creatures you control have first strike.

Whenever a Vampire you control deals combat damage to a player, put a +1/+1 counter on it.

Madness 2R

#185: **Structural Distortion**, 3R,

Common

Sorcery

Exile target artifact or land.

Structural Distortion deals 2 damage to that permanent's controller.

#186: **Tormenting Voice**, 1R,

Common

Sorcery

As an additional cost to cast Tormenting Voice, discard a card. Draw two cards.

#187: **Ulrich's Kindred**, 2R,

Uncommon

Creature - Wolf, 3/2

Trample

3G: Target attacking Wolf or Werewolf gains indestructible until end of turn.

#188: **Uncaged Fury**, 2R, Common
Instant
Target creature gets +1/+1 and gains double strike until end of turn.

#189: **Vessel of Volatility**, 1R, Common
Enchantment
1R, Sacrifice Vessel of Volatility: Add RRRR to your mana pool.

#190: **Village Messenger**, R, Uncommon
Creature - Human Werewolf, 1/1 Haste
At the beginning of each upkeep, if no spells were cast last turn, transform Village Messenger.

// **Moonrise Intruder** (Red)
Creature - Werewolf, 2/2 Menace
At the beginning of each upkeep, if a player cast two or more spells last turn, transform Moonrise Intruder.

#191: **Voldaren Duelist**, 3R, Common
Creature - Vampire Warrior, 3/2 Haste
When Voldaren Duelist enters the battlefield, target creature can't block this turn.

#192: **Wolf of Devil's Breach**, 3RR, Mythic
Creature - Elemental Wolf, 5/5
Whenever Wolf of Devil's Breach attacks, you may pay 1R and discard a card. If you do, Wolf of Devil's Breach deals damage to target creature or planeswalker equal to the discarded card's converted mana cost.

Green (48)

#193: **Aim High**, 1G, Common
Instant
Untap target creature. It gets +2/+2 and gains reach until end of turn.

#194: **Autumnal Gloom**, 2G, Uncommon
Enchantment
B: Put the top card of your library

into your graveyard.
Delirium - At the beginning of your end step, if there are four or more card types among cards in your graveyard, transform Autumnal Gloom.

// **Ancient of the Equinox** (Green)
Creature - Treefolk, 4/4 Trample, hexproof

#195: **Briarbridge Patrol**, 3G, Uncommon
Creature - Human Warrior, 3/3
Whenever Briarbridge Patrol deals damage to one or more creatures, investigate.
At the beginning of each end step, if you sacrificed three or more Clues this turn, you may put a creature card from your hand onto the battlefield.

#196: **Byway Courier**, 2G, Common
Creature - Human Scout, 3/2
When Byway courier dies, investigate.

#197: **Clip Wings**, 1G, Common
Instant
Each opponent sacrifices a creature with flying.

#198: **Confront the Unknown**, G, Common
Instant
Investigate, then target creature gets +1/+1 until end of turn for each Clue you control.

#199: **Crawling Sensation**, 2G, Uncommon
Enchantment
At the beginning of your upkeep, you may put the top two cards of your library into your graveyard. Whenever one or more land cards are put into your graveyard from anywhere for the first time each turn, put a 1/1 green Insect creature token onto the battlefield.

#200: **Cryptolith Rite**, 1G, Rare
Enchantment
Creatures you control have "{T}: Add one mana of any color to your mana pool."

#201: **Cult of the Waxing Moon**, 4G, Uncommon
Creature - Human Shaman, 5/4
Whenever a permanent you control transforms into a non-Human creature, put a 2/2 green Wolf creature token onto the battlefield.

#202: **Deathcap Cultivator**, 1G, Rare
Creature - Human Druid, 2/1 {T}: Add B or G to your mana pool.
Delirium - Deathcap Cultivator has deathtouch as long as there are four or more card types among cards in your graveyard.

#203: **Duskwatch Recruiter**, 1G, Uncommon
Creature - Human Warrior Werewolf, 2/2
2G: Look at the top three cards of your library. You may reveal a creature card from among them and put it into your hand. Put the rest on the bottom of your library in any order.
At the beginning of each upkeep, if no spells were cast last turn, transform Duskwatch Recruiter.

// **Krallenhorde Howler** (Green)
Creature - Werewolf, 3/3
Creature spells you cast cost 1 less to cast.
At the beginning of each upkeep, if a player cast two or more spells last turn, transform Krallenhorde Howler.

#204: **Equestrian Skill**, 3G, Common
Enchantment - Aura
Enchant creature
Enchanted creature gets +3/+3.
As long as enchanted creature is a Human, it has trample.

#205: **Fork in the Road**, 1G, Common
Sorcery
Search your library for up to two basic land cards and reveal them. Put one into your hand and the other into your graveyard. Then shuffle your library.

#206: **Gloomwidow**, 2G, Uncommon
Creature - Spider, 3/3

Reach
Gloomwidow can block only creatures with flying.

#207: **Graf Mole**, 2G, Uncommon
Creature - Mole Beast, 2/4
Whenever you sacrifice a Clue, you gain 3 life.

#208: **Groundskeeper**, G, Uncommon
Creature - Human Druid, 1/1
1G: Return target basic land card from your graveyard to your hand.

#209: **Hermit of the Natterknolls**, 2G, Uncommon
Creature - Human Werewolf, 2/3
Whenever an opponent casts a spell during your turn, draw a card.
At the beginning of each upkeep, if no spells were cast last turn, transform Hermit of the Natterknolls.

// **Lone Wolf of the Natterknolls** (Green)
Creature - Werewolf, 3/5
Whenever an opponent casts a spell during your turn, draw two cards.
At the beginning of each upkeep, if a player cast two or more spells last turn, transform Lone Wolf of the Natterknolls.

#210: **Hinterland Logger**, 1G, Common
Creature - Human Werewolf, 2/1
At the beginning of each upkeep, if no spells were cast last turn, transform Hinterland Logger.

// **Timber Shredder** (Green)
Creature - Werewolf, 4/2 Trample
At the beginning of each upkeep, if a player cast two or more spells last turn, transform Timber Shredder.

#211: **Howlpack Resurgence**, 2G, Uncommon
Enchantment Flash Each
creature you control that's a Wolf or a Werewolf gets +1/+1 and has trample.

#212: **Inexorable Blob**, 2G, Rare
Creature - Ooze, 3/3
Delirium - Whenever Inexorable Blob attacks, if there are four or more card types among cards in

your graveyard, put a 3/3 green Ooze creature token onto the battlefield tapped and attacking.

#213: **Intrepid Provisioner**, 3G, Common
 Creature - Human Scout, 3/3 Trample
 When Intrepid Provisioner enters the battlefield, another target Human you control gets +2/+2 until end of turn.

#214: **Kessig Dire Swine**, 4GG, Common
 Creature - Boar Horror, 6/6
 Delirium - Kessig Dire Swine has trample as long as there are four or more card types among cards in your graveyard.

#215: **Lambholt Pacifist**, 1G, Uncommon
 Creature - Human Shaman Werewolf, 3/3
 Lambholt Pacifist can't attack unless you control a creature with power 4 or greater. At the beginning of each upkeep, if no spells were cast last turn, transform Lambholt Pacifist.

// **Lambholt Butcher** (Green)
 Creature - Werewolf, 4/4
 At the beginning of each upkeep, if a player cast two or more spells last turn, transform Lambholt Butcher.

#216: **Loam Dryad**, G, Common
 Creature - Dryad Horror, 1/2 {T}, Tap an untapped creature you control: Add one mana of any color to your mana pool.

#217: **Might Beyond Reason**, 3G, Common
 Instant
 Put two +1/+1 counters on target creature.
 Delirium - Put three +1/+1 counters on that creature instead if there are four or more card types among cards in your graveyard.

#218: **Moldgraf Scavenger**, 1G, Common
 Creature - Fungus, 0/4
 Delirium - Moldgraf Scavenger gets +3/+0 as long as there are four or more card types among cards in your graveyard.

#219: **Moonlight Hunt**, 1G, Uncommon
 Instant
 Choose target creature you don't control. Each creature you control that's a Wolf or a Werewolf deals damage equal to its power to that creature.

#220: **Obsessive Skinner**, 1G, Uncommon
 Creature - Human Rogue, 1/1
 When Obsessive Skinner enters the battlefield, put a +1/+1 counter on target creature.
 Delirium - At the beginning of each opponent's upkeep, if there are four or more card types among cards in your graveyard, put a +1/+1 counter on target creature.

#221: **Pack Guardian**, 2GG, Uncommon
 Creature - Wolf Spirit, 4/3 Flash
 When Pack Guardian enters the battlefield, you may discard a land card. If you do, put a 2/2 green Wolf creature token onto the battlefield.

#222: **Quilled Wolf**, 1G, Common
 Creature - Wolf, 2/2
 5G: Quilled Wolf gets +4/+4 until end of turn.

#223: **Rabid Bite**, 1G, Common
 Sorcery
 Target creature you control deals damage equal to its power to target creature you don't control.

#224: **Root Out**, 2G, Common
 Sorcery
 Destroy target artifact or enchantment. Investigate.

#225: **Sage of Ancient Lore**, 4G, Rare
 Creature - Human Shaman Werewolf, */*
 Sage of Ancient Lore's power and toughness are each equal to the number of cards in your hand. When Sage of Ancient Lore enters the battlefield, draw a card. At the beginning of each upkeep, if no spells were cast last turn, transform Sage of Ancient Lore.

// **Werewolf of Ancient Hunger** (Green)
 Creature - Werewolf, */*
 Vigilance, trample
 Werewolf of Ancient Hunger's power and toughness are each equal to the total number of cards in all players' hands.

At the beginning of each upkeep, if a player cast two or more spells last turn, transform Werewolf of Ancient Hunger.

#226: **Seasons Past**, 4GG, Mythic
 Sorcery
 Return any number of cards with different converted mana costs from your graveyard to your hand. Put Seasons Past on the bottom of its owner's library.

#227: **Second Harvest**, 2GG, Rare
 Instant
 For each token you control, put a token onto the battlefield that's a copy of that permanent.

#228: **Silverfur Partisan**, 2G, Rare
 Creature - Wolf Warrior, 2/2 Trample
 Whenever a Wolf or Werewolf you control becomes the target of an instant or sorcery spell, put a 2/2 green Wolf creature token onto the battlefield.

#229: **Solitary Hunter**, 3G, Common
 Creature - Human Warrior Werewolf, 3/4
 At the beginning of each upkeep, if no spells were cast last turn, transform Solitary Hunter.

// **One of the Pack** (Green)
 Creature - Werewolf, 5/6
 At the beginning of each upkeep, if a player cast two or more spells last turn, transform One of the Pack.

#230: **Soul Swallower**, 2GG, Rare
 Creature - Wurm, 3/3 Trample
 Delirium - At the beginning of your upkeep, if there are four or more card types among cards in your graveyard, put three +1/+1 counters on Soul Swallower.

#231: **Stoic Builder**, 2G, Common
 Creature - Human, 2/3
 When Stoic Builder enters the battlefield, you may return target land card from your graveyard to your hand.

#232: **Thornhide Wolves**, 4G, Common
 Creature - Wolf, 4/5

#233: **Tireless Tracker**, 2G, Rare
 Creature - Human Scout, 3/2
 Whenever a land enters the battlefield under your control, investigate. Whenever you sacrifice a Clue, put a +1/+1 counter on Tireless Tracker.

#234: **Traverse the Ulvenwald**, G, Rare
 Sorcery
 Search your library for a basic land card, reveal it, put it into your hand, then shuffle your library.
 Delirium - If there are four or more card types among cards in your graveyard, instead search your library for a creature or land card, reveal it, put it into your hand, then shuffle your library.

#235: **Ulvenwald Hydra**, 4GG, Mythic
 Creature - Hydra, */* Reach
 Ulvenwald Hydra's power and toughness are each equal to the number of lands you control. When Ulvenwald Hydra enters the battlefield, you may search your library for a land card, put it onto the battlefield tapped, then shuffle your library.

#236: **Ulvenwald Mysteries**, 2G, Uncommon
 Enchantment
 Whenever a nontoken creature you control dies, investigate. Whenever you sacrifice a Clue, put a 1/1 white Human Soldier creature token onto the battlefield.

#237: **Vessel of Nascency**, G, Common
 Enchantment
 1G, Sacrifice Vessel of Nascency: Reveal the top four cards of your library. You may put an artifact, creature, enchantment, land, or

planeswalker card from among them into your hand. Put the rest into your graveyard.

#238: **Veteran Cathar**, 1G, Uncommon
Creature - Human Soldier, 2/2
3W: Target Human gains double strike until end of turn.

#239: **Watcher in the Web**, 4G, Common
Creature - Spider, 2/5
Reach
Watcher in the Web can block an additional seven creatures each combat.

#240: **Weirding Wood**, 2G, Uncommon
Enchantment - Aura
Enchant land
When Weirding Wood enters the battlefield, investigate.
Enchanted land has "{T}: Add two mana of any one color to your mana pool."

Multicolor (11)

#241: **Altered Ego**, X2GU, Rare
Creature - Shapeshifter, 0/0
Altered Ego can't be countered.
You may have Altered Ego enter the battlefield as a copy of any creature on the battlefield, except it enters with X additional +1/+1 counters on it.

#242: **Anguished Unmaking**, 1WB, Rare
Instant
Exile target nonland permanent.
You lose 3 life.

#243: **Arlinn Kord**, 2RG, Mythic
Planeswalker - Arlinn, 3
+1: Until end of turn, up to one target creature gets +2/+2 and gains vigilance and haste.
0: Put a 2/2 green Wolf creature token onto the battlefield.
Transform Arlinn Kord.

// **Arlinn, Embraced by the Moon** (Red/Green)
Planeswalker - Arlinn
+1: Creatures you control get +1/+1 and gain trample until end of turn.
-1: Arlinn, Embraced by the Moon deals 3 damage to target creature or player. Transform Arlinn, Embraced by the Moon.

-6: You get an emblem with "Creatures you control have haste and '{T}': This creature deals damage equal to its power to target creature or player."

#244: **Fevered Visions**, 1UR, Rare
Enchantment
At the beginning of each player's end step, that player draws a card. If that player is your opponent and has four or more cards in hand, Fevered Visions deals 2 damage to him or her.

#245: **The Gitrog Monster**, 3BG, Mythic
Legendary Creature - Frog
Horror, 6/6
Deathtouch
At the beginning of your upkeep, sacrifice The Gitrog Monster unless you sacrifice a land.
You may play an additional land on each of your turns.
Whenever one or more land cards are put into your graveyard from anywhere, draw a card.

#246: **Invocation of Saint Traft**, 1WU, Rare
Enchantment - Aura
Enchant creature
Enchanted creature has "Whenever this creature attacks, put a 4/4 white Angel creature token with flying onto the battlefield tapped and attacking.
Exile that token at end of combat."

#247: **Nahiri, the Harbinger**, 2RW, Mythic
Planeswalker - Nahiri, 4
+2: You may discard a card. If you do, draw a card.
-2: Exile target enchantment, tapped artifact, or tapped creature.
-8: Search your library for an artifact or creature card, put it onto the battlefield, then shuffle your library. It gains haste. Return it to your hand at the beginning of the next end step.

#248: **Olivia, Mobilized for War**, 1BR, Mythic
Legendary Creature - Vampire Knight, 3/3
Flying
Whenever another creature

enters the battlefield under your control, you may discard a card. If you do, put a +1/+1 counter on that creature, it gains haste until end of turn, and it becomes a Vampire in addition to its other types.

#249: **Prized Amalgam**, 1UB, Rare
Creature - Zombie, 3/3
Whenever a creature enters the battlefield, if it entered from your graveyard or you cast it from your graveyard, return Prized Amalgam from your graveyard to the battlefield tapped at the beginning of the next end step.

#250: **Sigarda, Heron's Grace**, 3GW, Mythic
Legendary Creature - Angel, 4/5
Flying
You and Humans you control have hexproof.
2, Exile a card from your graveyard: Put a 1/1 white Human Soldier creature token onto the battlefield.

#251: **Sorin, Grim Nemesis**, 4WB, Mythic
Planeswalker - Sorin
+1: Reveal the top card of your library and put that card into your hand. Each opponent loses life equal to its converted mana cost.
-X: Sorin, Grim Nemesis deals X damage to target creature or planeswalker and you gain X life.
-9: Put a number of 1/1 black Vampire Knight creature tokens with lifelink onto the battlefield equal to the highest life total among all players.

Artifact (18)

#252: **Brain in a Jar**, 2, Rare
Artifact
1, {T}: Put a charge counter on Brain in a Jar, then you may cast an instant or sorcery card with converted mana cost equal to the number of charge counters on Brain in a Jar from your hand without paying its mana cost.
3, {T}: Remove X charge counters from Brain in a Jar: Scry X.

#253: **Corrupted Grafstone**, 2, Rare
Artifact
Corrupted Grafstone enters the

battlefield tapped.
{T}: Choose a color of a card in your graveyard. Add one mana of that color to your mana pool.

#254: **Epitaph Golem**, 5, Uncommon
Artifact Creature - Golem, 3/5
2: Put target card from your graveyard on the bottom of your library.

#255: **Explosive Apparatus**, 1, Common
Artifact
3, {T}, Sacrifice Explosive Apparatus: Explosive Apparatus deals 2 damage to target creature or player.

#256: **Harvest Hand**, 3, Uncommon
Artifact Creature - Scarecrow, 2/2
When Harvest Hand dies, return it to the battlefield transformed under your control.

// **Scrounged Scythe** (Colorless)
Artifact - Equipment
Equipped creature gets +1/+1. As long as equipped creature is a Human, it has menace.
Equip 2

#257: **Haunted Cloak**, Uncommon
Artifact - Equipment
Equipped creature has vigilance, trample, and haste.
Equip 1

#258: **Magnifying Glass**, 3, Uncommon
Artifact
{T}: Add \diamond to your mana pool.
4, {T}: Investigate.

#259: **Murderer's Axe**, 4, Uncommon
Artifact - Equipment
Equipped creature gets +2/+2.
Equip - Discard a card.

#260: **Neglected Heirloom**, 1, Uncommon
Artifact - Equipment
Equipped creature gets +1/+1.
When equipped creature transforms, transform Neglected Heirloom.
Equip 1

// **Ashmouth Blade** (Colorless)
Artifact - Equipment
Equipped creature gets +3/+3 and has first strike.
Equip 3

#261: **Runaway Carriage**, 4, Uncommon
Artifact Creature - Construct, 5/6 Trample
When Runaway Carriage attacks or blocks, sacrifice it at end of combat.

#262: **Shard of Broken Glass**, 1, Common
Artifact - Equipment
Equipped creature gets +1/+0. Whenever equipped creature attacks, you may put the top two cards of your library into your graveyard.
Equip 1

#263: **Skeleton Key**, 1, Uncommon
Artifact - Equipment
Equipped creature has skulk. Whenever equipped creature deals damage to a player, you may draw a card. If you do, discard a card.
Equip 2

#264: **Slayer's Plate**, 3, Rare
Artifact - Equipment
Equipped creature get +4/+2. Whenever equipped creature dies, if it was a Human, put a 1/1 white Spirit creature token with flying onto the battlefield.
Equip 3

#265: **Tamiyo's Journal**, 5, Rare
Legendary Artifact
At the beginning of your upkeep, investigate.
{T}, Sacrifice three Clues: Search your library for a card and put that card into your hand. Then shuffle your library.

#266: **Thraben Gargoyle**, 1, Uncommon
Artifact Creature - Gargoyle, 2/2 Defender
6: Transform Thraben Gargoyle.

// **Stonewing Antagonizer**
Artifact Creature - Gargoyle Horror, 4/2 Flying

#267: **True-Faith Censer**, 2, Common
Artifact - Equipment Equipped creature gets +1/+1 and has vigilance. As long as equipped creature is a Human, it gets an addition +1/+0.
Equip 2

#268: **Wicker Witch**, 3, Common
Artifact Creature - Scarecrow, 3/1

#269: **Wild-Field Scarecrow**, 3, Uncommon
Artifact Creature - Scarecrow, 1/4 Defender
2, Sacrifice Wild-Field Scarecrow: Search your library for up to two basic lands, reveal them, and put them into your hand. Then shuffle your library.

Land (13)

#270: **Choked Estuary**, Rare
Land
As Choked Estuary enters the battlefield, you may reveal an Island or Swamp card from your hand. If you don't, Choked Estuary enters the battlefield tapped.
{T}: Add U or B to your mana pool.

#271: **Drownyard Temple**, Rare
Land
{T}: Add \diamond to your mana pool.
3: Return Drownyard Temple from your graveyard to the battlefield tapped.

#272: **Foreboding Ruins**, Rare
Land
As Foreboding Ruins enters the battlefield, you may reveal a Swamp or Mountain card from your hand. If you don't, Foreboding Ruins enters the battlefield tapped.
{T}: Add B or R to your mana pool.

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

#274: **Fortified Village**, Rare
Land
As Fortified Village enters the battlefield, you may reveal a Forest or Plains card from your hand. If you don't, Fortified Village enters the battlefield tapped.
{T}: Add G or W to your mana pool.

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

#276: **Game Trail**, Rare
Land
As Game Trail enters the battlefield, you may reveal a Mountain or Forest card from your hand. If you don't, Game Trail enters the battlefield tapped.
{T}: Add R or G to your mana pool.

#277: **Highland Lake**, Uncommon
Land
Highland Lake enters the

battlefield tapped.
{T}: Add U or R to your mana pool.

#278: **Port Town**, Rare
Land
As Port Town enters the battlefield, you may reveal a Plains or Island card from your hand. If you don't, Port Town enters the battlefield tapped.
{T}: Add W or U to your mana pool.

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

#280: **Warped Landscape**, Common
Land
{T}: Add \diamond to your mana pool.
2, {T}, Sacrifice Warped Landscape: Search your library for a basic land card and put it onto the battlefield tapped. Then shuffle your library.

#281: **Westvale Abbey**, Rare
Land
{T}: Add \diamond to your mana pool.
5, {T}, Pay 1 life: Put a 1/1 white and black Human Cleric creature token onto the battlefield.
5, {T}, Sacrifice five creatures: Transform Westvale Abbey, then untap it.

// **Ormendahl, Profane Prince** (Black)
Legendary Creature - Demon, 9/7 Flying, lifelink, indestructible, haste

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