

Mirage

Expansion set for Magic: The Gathering

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Key:

Rare cards are in bold text
Uncommon cards are in italics.
 Common cards are in normal text

Basic Land

Card Name	Spell Type	Ability
Forest <i>waterfall</i> <i>open flowers down right</i> <i>closed flowers down right</i> <i>flowers down center</i>	Land	Tap for 1 Green mana
Island <i>palm tree</i> <i>rocks in foreground</i> <i>sunset / dark peak</i> <i>day / light peak</i>	Land	Tap for 1 Blue mana
Mountain <i>sunset / silhouette</i> <i>brown / desert</i> <i>green / forested</i> <i>purple / barren</i>	Land	Tap for 1 Red mana
Plains <i>zebras</i> <i>watering hole</i> <i>bird on rock</i> <i>water buffalo</i>	Land	Tap for 1 White mana
Swamp <i>yellow sunbeams</i> <i>gray cloudy</i> <i>orange rising sun</i> <i>blue moonlit</i>	Land	Tap for 1 Black mana

Special Land

Card Name	Spell Type	Ability
Teferi's Isle	Legendary Land	Phasing. Gain 2 Blue mana (Tap). Enters play tapped.
<i>Bad River</i>	Land	Enters play tapped. Bring a Swamp or Island from your library into play (Tap+ Sacrifice this card).
<i>Crystal Vein</i>	Land	Gain 1 colorless mana (Tap). Gain 2 colorless mana (Tap+ Sacrifice this card).
<i>Flood Plain</i>	Land	Enters play tapped. Bring an Island or Plains from your library into play (Tap+ Sacrifice this card).
<i>Grasslands</i>	Land	Enters play tapped. Bring a Forest or Plains from your library into play (Tap+ Sacrifice this card).
<i>Mountain Valley</i>	Land	Enters play tapped. Bring a Forest or Mountain from your library into play (Tap+ Sacrifice this card).
<i>Rocky Tar Pit</i>	Land	Enters play tapped. Bring a Swamp or Mountain from your library into play (Tap+ Sacrifice this card).

Artifacts

Card Name	Spell Type	Cost	Ability
Acidic Dagger	Artifact	4	Make a creature so any non-Wall it damages in combat this turn will be destroyed; use before defense is chosen (Tap+4). If the affected creature leaves play this turn, bury this card.
Amber Prison	Artifact	4	Tap an artifact, creature or land and it will not untap as normal as long as this is tapped (Tap+4). You can choose not to untap this during untap.
Amulet of Unmaking	Artifact	5	As a sorcery, remove an artifact, creature or land from the game (Tap+5+Remove this card from the game).
Bone Mask	Artifact	4	Prevent all damage to you from one source and remove 1 card from the top of your library from the game for each damage prevented. (Tap+2)
Cursed Totem	Artifact	2	No player may use creature abilities with an activation cost.
Grinning Totem	Artifact	4	Search opponent's library for a card and put that card in front of you (Tap+2+Sacrifice this card). You may play this card as if it were in your hand but it is buried if not played by the beginning of your next upkeep.
Lion's Eye Diamond	Artifact	0	Gain 3 mana of any one color as a mana source (Sacrifice this card and discard your hand).
Mangara's Tome	Artifact	5	Choose any 5 cards in your library, shuffle them, and put them under this card when it enters play. Instead of drawing a card, put the top card under this card into your hand (2). If you lose control of this card, remove all cards under it from the game.
Misers' Cage	Artifact	3	Does 2 damage to target opponent if they have 5 or more cards in hand at the end of their upkeep.
Paupers' Cage	Artifact	3	Does 2 damage to target opponent if they have 2 or less cards in hand at the end of their upkeep.
Phyrexian Dreadnought	Artifact Creature	1	12/12, Trample. Sacrifice any number of creatures with total power of 12 or more when it enters play or bury this card.
Razor Pendulum	Artifact	4	Does 2 damage to a player if they have 5 or less life at the end of their turn.
Teeka's Dragon	Artifact Creature	9	5/5, Flying, Trample, Rampage: 4. Counts as a Dragon.
Ventifact Bottle	Artifact	3	As a sorcery, put X counters onto this card (Tap+1X). If at the beginning of your main phase this card has counters on it, tap this card, remove all the counters, and gain X colorless mana where X= the number of counters removed.
<i>Basalt Golem</i>	Artifact Creature	5	2/4. Cannot be blocked by artifact creatures. When blocked by a creature, bury that creature at end of combat and give its controller a 0/2 Stone token artifact creature that counts as a Wall.
<i>Charcoal Diamond</i>	Artifact	2	Enters play tapped. Gain 1 Black mana as a mana source (Tap).
<i>Chariot of the Sun</i>	Artifact	3	Give a creature you control Flying and set its Toughness to 1 until end of turn (Tap+2).
<i>Crystal Golem</i>	Artifact Creature	4	3/3. Phases out at the end of your turn.
<i>Elixir of Vitality</i>	Artifact	4	Enters play tapped. Gain 4 life (Tap+Sacrifice this card). Gain 8 life (Tap+8+Sacrifice this card).
<i>Ersatz Gnomes</i>	Artifact Creature	3	1/1. Make a spell colorless (Tap). Make a permanent colorless until end of turn (Tap).
<i>Fire Diamond</i>	Artifact	2	Enters play tapped. Gain 1 Red mana as a mana source (Tap).
<i>Horrible Hordes</i>	Artifact Creature	3	2/2, Rampage: 1.
<i>Igneous Golem</i>	Artifact Creature	5	3/4. Trample until end of turn (2).
<i>Lead Golem</i>	Artifact Creature	5	3/5. If it attacks, it does not untap during your next untap phase.
<i>Mana Prism</i>	Artifact	3	Gain 1 colorless mana as a mana source (Tap). Gain 1 mana of any color as a mana source (Tap+1).
<i>Marble Diamond</i>	Artifact	2	Enters play tapped. Gain 1 White mana as a mana source (Tap).
<i>Moss Diamond</i>	Artifact	2	Enters play tapped. Gain 1 Green mana as a mana source (Tap).
<i>Patagia Golem</i>	Artifact Creature	4	2/3. Flying until end of turn (3).
<i>Phyrexian Vault</i>	Artifact	3	Draw a card (Tap+2+Sacrifice a creature).
<i>Sand Golem</i>	Artifact Creature	5	3/3. If an opponent's spell or effect causes you to discard this card, put it into play with a +1/+1 counter at end of turn.
<i>Sky Diamond</i>	Artifact	2	Enters play tapped. Gain 1 Blue mana as a mana source (Tap).
<i>Telim'Tor's Darts</i>	Artifact	2	Do 1 damage to a player (Tap+2).
<i>Unerring Sling</i>	Artifact	3	Do X damage to a Flying attacking or blocking creature where X = tapped creature's power (Tap+3+Tap one of your creatures).

Multicolor Cards

Card Name	Spell Type	Cost	Ability
Asmira, Holy Avenger	Summon Legend	GW2	2/3, Flying. Put a +1/+1 counter on this card at end of turn for each creature put into your graveyard that turn.
Benthic Djinn	Summon Djinn	BU2	5/3, IslandWalk. Lose 2 life during upkeep.
Cadaverous Bloom	Enchantment	BG3	Add 2 Green or 2 Black mana to your mana pool as a mana source (Remove a card in your hand from the game).
Circle of Despair	Enchantment	BW1	Prevent all damage to a creature or player from any one source (1+Sacrifice a creature).
Discordant Spirit	Summon Spirit	BR2	2/2. Gets a +1/+1 counter at end of opponent's turn for each damage done to you that turn. Remove all these counters at end of your turn.
Emberwilde Caliph	Summon Djinn	UR2	4/4, Flying, Trample. Must attack each turn if able. You lose 1 life for each damage the Caliph deals.
Energy Bolt	Sorcery	RWX	Do X damage to a player -or- give a player X life.
Frenetic Efreet	Summon Efreet	UR1	2/1, Flying. Flip a coin, and if it is in your favor this card phases out, otherwise it is buried (0).
Grim Feast	Enchantment	BG1	Whenever a creature is put into target opponent's graveyard from play, gain life equal to its toughness. Does 1 damage to you at the beginning of your upkeep.
Leering Gargoyle	Summon Gargoyle	UW1	2/2, Flying. Gets -2/+2 and loses Flying until end of turn (Tap).
Malignant Growth	Enchantment	UG3	During your upkeep, put a counter on this card. During target opponent's draw phase, they draw an extra card and take 1 damage for each counter on this card. Cumulative Upkeep=1.
Phyrexian Purge	Sorcery	BR2	Pay 3 life per target to destroy any number of creatures.
Purgatory	Enchantment	BW2	Whenever a summon card goes to your graveyard from play, put it under this card. During upkeep you may pay 4 and 2 life to bring any card under this card into play. If this card leaves play, remove all cards under it from the game.
Reflect Damage	Instant	RW3	Redirect all damage from one source to that source's controller.
Reparations	Enchantment	UW1	You may draw a card when opponent successfully casts a spell targeting you or a creature you control.
Rock Basilisk	Summon Basilisk	GR4	4/5. If blocks or is blocked by a non-Wall creature, destroy that creature at end of combat.
Sawback Manticore	Summon Manticore	GR3	2/4. Flying until end of turn (4). Do 2 damage to an attacking or blocking creature; use only once a turn and only if this card is attacking or blocking (1).
Unfulfilled Desires	Enchantment	BU1	Draw a card then discard a card. (1+1 life).
Warping Wurm	Summon Wurm	UG2	1/1, Phasing. Pay UG2 during upkeep or it phases out. It gets a +1/+1 counter when it phases in.
Wellspring	Enchant Land	GW1	Take control of the land when this enters play and at the beginning of each of your turns. Lose control of the land at the end of each of your turns.
<i>Delirium</i>	Instant	BR1	Play on an opponent's turn to tap a creature that player controls, and that creature deals and receives no damage in combat this turn, and that creature does its power in damage to its controller.
<i>Harbor Guardian</i>	Summon Guardian	UW2	3/4. Can block Flying creatures. If it attacks, defending player may draw a card.
<i>Haunting Apparition</i>	Summon Ghost	BU1	*2, Flying. Where *= 1 + # of green creature cards in target opponent's graveyard.
<i>Hazerider Drake</i>	Summon Drake	UW2	2/3, Flying, Protection from Red
<i>Jungle Troll</i>	Summon Troll	GR1	2/1. Regenerate (G-or-R).
<i>Kaervek's Purge</i>	Sorcery	BRX	Destroy a creature with casting cost of X and if the creature goes to the graveyard, its controller takes the creature's power in damage.
<i>Prismatic Boon</i>	Instant	UWX	Give X creatures Protection from a single color of choice until end of turn.
<i>Radiant Essence</i>	Summon Spirit	GW1	2/3. Gets +1/+2 if target opponent controls any black permanents.
<i>Savage Twister</i>	Sorcery	GRX	Do X damage to each creature.
<i>Sealed Fate</i>	Sorcery	BUX	Look at top X cards of an opponent's library, remove one of those cards from the game, then put the rest back on their library in any order.
<i>Shauku's Minion</i>	Summon Minion	BR1	2/2. Do 2 damage to a white creature (Tap+BR).
<i>Spatial Binding</i>	Enchantment	BU	Make a permanent unable to phase out until the beginning of your next upkeep (1 life).
<i>Vitalizing Cascade</i>	Instant	GWX	Gain X+3 life.
<i>Windreaper Falcon</i>	Summon Falcon	GR1	1/1, Flying, Protection from Blue.
<i>Zebra Unicorn</i>	Summon Unicorn	GW2	2/2. Gain 1 life for each damage it does.

Black Spells (Part 1 of 2)

Card Name	Spell Type	Cost	Ability
Abyssal Hunter	Summon Hunter	B3	1/1. Tap a creature and do this card's power in damage to that creature (Tap+B).
Ashen Powder	Sorcery	BB2	Bring a creature from opponent's graveyard into play under your control.
Carrion	Instant	BB1	Sacrifice a creature to put X 0/1 black Maggot creature tokens into play. X = power of sacrificed creature.
Catacomb Dragon	Summon Dragon	BB4	4/4, Flying. Non-artifact, non-Dragon creatures that block this card have their power halved, rounded up, until end of turn.
Forbidden Crypt	Enchantment	BB3	Whenever you are to draw a card, choose a card in your graveyard instead, and if you cannot you lose the game. Whenever a card goes to your graveyard, remove it from the game.
Forsaken Wastes	Enchant World	B2	Players cannot gain life. Each player loses 1 life during their upkeep. If targeted by a successfully cast spell, the spell's caster loses 5 life.
Harbinger of Night	Summon Spirit	BB2	2/3. During your upkeep, put a -1/-1 counter on each creature.
Infernal Contract	Sorcery	BBB	Pay half your life, rounded up, to draw 4 cards.
Phyrexian Tribute	Sorcery	B2	Sacrifice 2 creatures to destroy an artifact.
Purraj of Urborg	Summon Legend	BB3	2/3. First Strike when attacking. Put a +1/+1 counter on this card; use when a black spell is cast and only once per spell (B).
Shallow Grave	Instant	B1	Bring top creature card from your graveyard into play without summoning sickness. Remove this creature from the game at end of any turn.
Shauku, Endbringer	Summon Legend	BB5	5/5, Flying. Cannot attack if there is another creature in play. Lose 3 life during upkeep. Remove a creature from the game and give this card a +1/+1 counter (Tap).
Spirit of the Night	Summon Legend	BBB6	6/5, Flying, Trample, Protection from Black. First Strike when attacking. Not affected by summoning sickness.
Tainted Specter	Summon Specter	B3	2/2, Flying. As a sorcery, make a player choose to discard a card or put it on top of their library (BB1). If the card is discarded, do 1 damage to each player and creature.
Tombstone Stairwell	Enchant World	BB2	During each upkeep, all players put one 2/2 black Tombspawn token creature without summoning sickness that counts as a Zombie into play for each summon card in their graveyard. Bury all these tokens at end of turn or if this card leaves play. Cumulative Upkeep=B1.
<i>Barbed-Back Wurm</i>	Summon Wurm	B4	4/3. Give a green creature blocking this one -1/-1 until end of turn (B).
<i>Blighted Shaman</i>	Summon Cleric	B1	1/1. Give a creature +2/+2 until end of turn (Tap+Sacrifice a creature). Give a creature +1/+1 until end of turn (Tap+Sacrifice a Swamp).
<i>Crypt Cobra</i>	Summon Cobra	B3	3/3. If attacks and is not blocked, defender gets a Poison counter.
<i>Dread Specter</i>	Summon Specter	B3	2/2. Destroy at end of combat any non-black creature that blocks or is blocked by this one.
<i>Kaervek's Hex</i>	Sorcery	B3	Does 1 damage to each non-black creature, and an additional 1 damage to each green creature.
<i>Mire Shade</i>	Summon Shade	B1	1/1. Put a +1/+1 counter on this card as a sorcery (B+Sacrifice a Swamp)
<i>Nocturnal Raid</i>	Instant	BB2	Give all Black creatures +2/+0 until end of turn.
<i>Painful Memories</i>	Sorcery	B1	Look at an opponent's hand and put one of their cards on top of their library.
<i>Ravenous Vampire</i>	Summon Vampire	BB3	3/3, Flying. During upkeep, sacrifice a non-artifact creature and put a +1/+1 counter on this card -or- tap this card.
<i>Reign of Terror</i>	Sorcery	BB3	Bury all white creatures or all green creatures and lose 2 life for each creature put into the graveyard this way.
<i>Soul Rend</i>	Instant	B1	Bury creature if it is white. Draw a card at the beginning of the next turn's upkeep.
<i>Stupor</i>	Sorcery	B2	Opponent discards a card at random then chooses another one to discard.
<i>Withering Boon</i>	Interrupt	B1	Pay 3 life to counter a summon spell.
<i>Zombie Mob</i>	Summon Zombies	BB2	2/0. Enters play with a +1/+1 counter for each summon card in your graveyard, and it removes all those cards from the game.

Black Spells (Part 2 of 2)

Card Name	Spell Type	Cost	Ability
Binding Agony	Enchant Creature	B1	Does 1 damage to creature's controller for each damage done to creature.
Bone Harvest	Instant	B2	Put any number of creatures in your graveyard on top of your library. Draw a card at the beginning of the next turn's upkeep.
Breathstealer	Summon Night Stalker	B2	2/2. +1/-1 until end of turn (B).
Cadaverous Knight	Summon Knight	B2	2/2, Flanking. Regenerate (BB1).
Choking Sands	Sorcery	BB1	Destroy a non-Swamp land. Do 2 damage to its controller if land is not a basic land.
Dark Banishing	Instant	B2	Bury a non-black creature.
Dark Ritual	Mana Source	B	Add BBB to your mana pool.
Dirtwater Wraith	Summon Wraith	B3	1/3, SwampWalk. +1/+0 until end of turn (B).
Drain Life	Sorcery	B1	Does X damage to target and gives X life to caster, where X is the amount of additional Black mana spent. Cannot gain more than creature's toughness or player's life.
Ebony Charm	Instant	B	Choose one: Opponent loses 1 life and you gain 1 life -or- remove 3 cards in any player's graveyard from the game -or- make a creature blockable only by black or artifact creatures this turn.
Enfeeblement	Enchant Creature	BB	Gives creature -2/-2.
Feral Shadow	Summon Night Stalker	B2	2/1, Flying.
Fetid Horror	Summon Shade	B3	1/2. +1/+1 until end of turn (B).
Gravebane Zombie	Summon Zombie	B3	3/2. If put into the graveyard from play, put it on top of its owner's library.
Grave Servitude	Enchant Creature	B1	Gives creature +3/-1 and makes it black. May be played as an Instant, but this is buried at end of turn.
Restless Dead	Summon Skeletons	B1	1/1. Regenerate (B).
Sewer Rats	Summon Rats	B	1/1. +1/+0 until end of turn; cannot spend more than BBB this way each turn (B+1 life).
Shadow Guildmage	Summon Wizard	B	1/1. Put one of your creatures on its owner's library (Tap+U). Do 1 damage to a creature or player and 1 to you (Tap+R).
Skulking Ghost	Summon Ghost	B1	2/1, Flying. Bury this if it is targeted by a spell or effect.
Soulshriek	Instant	B	Give a creature you control +X/+0 until end of turn and bury creature at end of turn. X= # of creatures in your graveyard.
Urborg Panther	Summon Night Stalker	B2	2/2. Destroy a creature blocking this one (B+Sacrifice this card). Bring Spirit of the Night from your library into play (Sacrifice this card + Sacrifice Feral Shadow + Sacrifice Breathstealer)
Wall of Corpses	Summon Wall	B1	0/2. Destroy creature blocked by this one (B+Sacrifice this card).

Blue Spells (Part 1 of 2)

Card Name	Spell Type	Cost	Ability
Ancestral Memories	Sorcery	UUU2	Look at top 7 cards of your library. Keep 2 and put the others in your graveyard.
Bazaar of Wonders	Enchant World	UU3	Remove all cards in graveyards from the game when this enters play. Whenever a spell is played, counter it if a card with the same name is in play or in any graveyard.
Daring Apprentice	Summon Wizard	UU1	1/1. Counter a spell (Tap+Sacrifice this card).
Energy Vortex	Enchantment	UU3	During your upkeep, put X counters on this card (X). At beginning of your upkeep, remove all these counters. During target opponent's upkeep they pay 1 mana for each counter on this card or takes 3 damage.
Flash	Instant	U1	Put a creature card from your hand into play, and either pay its casting cost reduced by up to 2 colorless mana or bury the creature.
Hakim, Loreweaver	Summon Legend	UU3	2/4, Flying. Destroy all enchantments on this card (Tap+UU). During upkeep if there are no enchantments on this card, play an enchantment from your graveyard onto him (UU).
Kukemssa Pirates	Summon Pirates	U3	2/2. If attacks and is not blocked, may deal no damage to take control of an artifact defending player controls.
Mist Dragon	Summon Dragon	UU4	4/4. Flying (0). Loses Flying (0). Phases out (UU3).
Political Trickery	Sorcery	U2	Exchange control of a land you control for one of an opponent's.
Polymorph	Sorcery	U3	Bury a creature, then its controller reveals cards from their library until they reveal a creature. The creature is put into play and all other revealed cards are shuffled back into their library.
Prismatic Lace	Instant	U	Change a permanent to be of all the colors of your choice.
Psychic Transfer	Sorcery	U4	Exchange life totals with another player if you have at least 1 life and the difference between your life totals is 5 or less.
Shimmer	Enchantment	UU2	Choose a land type when played. Lands of that type gain Phasing.
Taniwha	Summon Legend	UU3	7/7, Phasing, Trample. All your lands phase out at the beginning of your upkeep.
Teferi's Imp	Summon Imp	U2	1/1, Flying, Phasing. Discard a card when it phases out. Draw a card when it phases in.
<i>Cerulean Wyvern</i>	Summon Wyvern	U4	3/3, Flying, Protection from Green.
<i>Coral Fighters</i>	Summon Merfolk	U1	1/1. If it attacks and is not blocked, look at the top card of the defender's library and put it on top or bottom of the library.
<i>Dissipate</i>	Interrupt	UU1	Counter a spell and remove it from the game.
<i>Ether Well</i>	Instant	U3	Put a creature in play on top of owner's library, or if it is red you may put it on the bottom of the library.
<i>Floodgate</i>	Summon Wall	U3	0/5, Wall. Bury this card if it gains Flying. If it leaves play, do 1 damage to each non-blue creature without Flying for each 2 Islands you control.
<i>Harmattan Efreet</i>	Summon Efreet	UU2	2/2, Flying. Give a creature Flying until end of turn (UU1).
<i>Meddle</i>	Interrupt	U1	Change the target of a spell which targets a single creature to a new legal target.
<i>Mind Bend</i>	Instant	U	Change the text of a permanent by replacing all instances of one color word or basic land type with another.
<i>Mind Harness</i>	Enchant Creature	U	Play on a red or green creature to gain control of it. Cumulative Upkeep= 1 mana.
<i>Mystical Tutor</i>	Instant	U	Find an instant, interrupt, mana source or sorcery in your library, show it to all players, shuffle your library, then put the card on top of your library.
<i>Suq'Ata Firewalker</i>	Summon Wizard	UU1	0/1. Cannot be targeted by red spells or effects. Do 1 damage to a creature or player (Tap).
<i>Tidal Wave</i>	Instant	U2	Put a 5/5 blue Wave creature token that counts as a Wall into play. Bury this token at end of turn.
<i>Vaporous Djinn</i>	Summon Djinn	UU2	3/4, Flying. Pay UU during upkeep or it phases out.
<i>Wave Elemental</i>	Summon Elemental	UU2	2/3. Tap up to three non-flying creatures (Tap+U+Sacrifice this card).

Blue Spells (Part 2 of 2)

Card Name	Spell Type	Cost	Ability
Azimaet Drake	Summon Drake	U2	1/3, Flying. +1/+0 until end of turn; cannot spend more than U on this each turn (U).
Bay Falcon	Summon Falcon	U1	1/1, Flying, Does not tap when attacking.
Boomerang	Instant	UU	Send a permanent to its owner's hand.
Cloak of Invisibility	Enchant Creature	U	Gives creature Phasing, and it can only be blocked by Walls.
Dream Cache	Sorcery	U2	Draw 3 cards then put 2 cards on top or bottom of your library.
Dream Fighter	Summon Soldier	U2	1/1. Whenever blocked or blocking a creature, this card and that creature phase out.
Jolt	Instant	U2	Tap or untap a creature, artifact or land. Draw a card at the beginning of the next turn's upkeep.
Kukemssa Serpent	Summon Serpent	U3	4/3, IslandHome. Change an opponent's land into an Island until end of turn (U+Sacrifice an Island).
Memory Lapse	Interrupt	U1	Counter a spell, but put the spell on top of its owner's library.
Merfolk Raiders	Summon Merfolk	U1	2/3, Phasing, IslandWalk.
Merfolk Seer	Summon Merfolk	U2	2/2. Draw a card; use only when this card is put into the graveyard from play (U1).
Power Sink	Interrupt	UX	Caster of a spell spends X mana or the spell is countered; Must try to pay using all lands and mana pool.
Ray of Command	Instant	U3	Take control of a creature opponent controls until end of turn and make it be untapped. It does not have summoning sickness. Creature becomes tapped when you lose control of it at end of turn.
Reality Ripple	Instant	U1	Make a creature, land or artifact phase out.
Sandbar Crocodile	Summon Crocodile	U4	6/5, Phasing.
Sapphire Charm	Instant	U	Choose one: Make a player draw a card at the beginning of the next turn's upkeep -or- make an opponent's creature phase out -or- give a creature Flying until end of turn.
Sea Scryer	Summon Merfolk	U1	1/1. Gain 1 colorless mana as a mana source (Tap). Gain 1 Blue mana as a mana source (Tap+1).
Shaper Guildmage	Summon Wizard	U	1/1. Give a creature First Strike until end of turn (Tap+W). Give a creature +1/+0 until end of turn (Tap+B).
Soar	Enchant Creature	U1	Creature gets +0/+1 and Flying. May be played as an Instant, but this is buried at end of turn.
Teferi's Curse	Enchant Permanent	U1	Play only on an artifact or creature. It gets Phasing.
Teferi's Drake	Summon Drake	U2	3/2, Flying, Phasing
Thirst	Enchant Creature	U2	Creature becomes tapped when this enters play and does not untap as normal. Pay U during upkeep or this is buried.

Green Spells (Part 1 of 2)

Card Name	Spell Type	Cost	Ability
Afiya Grove	Enchantment	G1	Enters play with three +1/+1 counters. During upkeep, put one of these counters on a creature. Bury this card if it has no counters.
Brushwagg	Summon Brushwagg	GG1	3/2. Gets -2/+2 until end of turn if it blocks or is blocked.
Canopy Dragon	Summon Dragon	GG4	4/4, Trample. Flying and loses Trample until end of turn (G1).
Cycle of Life	Enchantment	GG1	A creature you summoned this turn becomes 0/1 until the beginning of your next upkeep, at which time it gains a +1/+1 counter (Return this card to owner's hand).
Early Harvest	Instant	GG1	Make a player untap all their basic lands.
Hall of Gemstone	Enchant World	GG1	During each player's upkeep, they choose a color and all mana producing lands make mana of that color instead of their normal colors.
Jungle Patrol	Summon Soldiers	G3	3/2. Put a 0/1 green Wood token creature that counts as a Wall into play (Tap+G1). Gain 1 Red mana as a mana source (Sacrifice a Wood token).
Lure of Prey	Instant	GG2	Play if an opponent successfully cast a summon spell this turn. Put a green summon card from your hand into play.
Maro	Summon Nature Spirit	GG2	*/# where * = # of cards in your hand.
Mindbender Spores	Summon Wall	G2	0/1, Flying, Wall. When it blocks a creature, put 4 counters on that creature. Creature does not untap during untap as long as it has any counters on it. Remove a counter during each of the creature's controller's untap phases.
Natural Balance	Sorcery	GG2	Players with more than 5 lands sacrifice lands until they have just 5. Players with less than 5 lands may bring enough basic lands from their library into play to bring them to 5 lands.
Preferred Selection	Enchantment	GG2	At the beginning of your draw phase, look at the top 2 cards of your library and put one of them on the bottom of your library, or you may pay GG2 and sacrifice this card to draw that card.
Seeds of Innocence	Sorcery	GG1	Bury all artifacts. Players gain life equal to the casting costs of their artifacts which are buried.
Uktabi Wildcats	Summon Wildcats	G4	*/# where * = # of Forests you control. Regenerate (G+Sacrifice a Forest).
Waiting in the Weeds	Sorcery	GG1	Each player puts X 1/1 green Cat token creatures into play under their control. X = # of untapped Forests they control.
<i>Barbed Foliage</i>	Enchantment	GG2	Creatures that attack you lose Flanking until end of turn. Does 1 damage to each non-Flying creature that attacks you.
<i>Decomposition</i>	Enchant Creature	G1	Play on a black creature to give it a Cumulative Upkeep of 1 life. Its controller loses 2 life if the creature goes to the graveyard.
<i>Fallow Earth</i>	Sorcery	G2	Put a land on top of its owner's library.
<i>Femeref Archers</i>	Summon Archers	G2	2/2. Do 4 damage to an attacking Flying creature (Tap)
<i>Foratog</i>	Summon Atog	G2	1/2. +2/+2 until end of turn (G+Sacrifice a Forest).
<i>Karoo Meerkat</i>	Summon Meerkat	G1	2/1, Protection from Blue.
<i>Locust Swarm</i>	Summon Swarm	G3	1/1, Flying. Regenerate (G). Untap this card; use only once each turn (G).
<i>Nettletooth Djinn</i>	Summon Djinn	G3	4/4. Does 1 damage to you during your upkeep.
<i>Roots of Life</i>	Enchantment	GG1	Choose Islands or Swamps when played. Gain 1 life whenever a land of the chosen type controlled by target opponent is tapped.
<i>Superior Numbers</i>	Sorcery	GG	Do 1 damage to a creature for each creature you control in excess of the number of creatures target opponent controls.
<i>Tropical Storm</i>	Sorcery	GX	Do X damage to each Flying creature and 1 damage to each blue creature.
<i>Unseen Walker</i>	Summon Dryad	G1	1/1, ForestWalk. Give a creature ForestWalk until end of turn (GG1).
<i>Unyaro Bee Sting</i>	Sorcery	G3	Do 2 damage to a creature or player.
<i>Worldly Tutor</i>	Instant	G	Find a creature card in your library, show it to all players, shuffle the library and then put the card on top of the library.

Green Spells (Part 2 of 2)

Card Name	Spell Type	Cost	Ability
Armor of Thorns	Enchant Creature	G1	Creature gets +2/+2. Play only on a non-black creature. May be played as an Instant, but bury this at end of turn.
Crash of Rhinos	Summon Rhinos	GG6	8/4, Trample.
Fog	Instant	G	Creatures deal no damage in combat this turn.
Giant Mantis	Summon Mantis	G3	2/4, Can block Flying creatures.
Gibbering Hyenas	Summon Hyenas	G2	3/2. Cannot block black creatures.
Granger Guildmage	Summon Wizard	G	1/1. Give a creature First Strike until end of turn (Tap+W). Do 1 damage to a creature or player and 1 damage to you (Tap+R).
Jorrael's Centaur	Summon Centaur	GG1	2/2, Flanking. Cannot be the target of spells or effects.
Jungle Wurm	Summon Wurm	GG3	5/5. Gets -1/-1 for each creature assigned to block it after the first.
Mtenda Lion	Summon Lion	G	2/1. Defending player may pay U to prevent it from dealing damage in combat when it attacks.
Quirion Elves	Summon Elves	G1	1/1. Choose a color when it enters play. Gain 1 Green mana (Tap). Gain 1 mana of the chosen color (Tap).
Rampant Growth	Sorcery	G1	Bring a basic land from your library into play tapped.
Regeneration	Enchant Creature	G1	Regenerate enchanted creature (G).
Sabertooth Cobra	Summon Cobra	G2	2/2. If it damages a player, they get a Poison counter. The player gets a second Poison counter if they don't pay 2 mana before the end of their next upkeep.
Sandstorm	Instant	G	Do 1 damage to each attacking creature.
Seedling Charm	Instant	G	Choose one: Regenerate a green creature -or- Send a creature enchantment to its owner's hand -or- Give a creature Trample until end of turn.
Serene Heart	Instant	G1	Destroy all local enchantments.
Stalking Tiger	Summon Tiger	G3	3/3. Cannot be blocked by more than one creature.
Tranquil Domain	Instant	G1	Destroy all global enchantments.
Uktabi Faerie	Summon Faerie	G1	1/1, Flying. Destroy an artifact (G3+Sacrifice this card).
Village Elder	Summon Druid	G	1/1. Regenerate a creature (Tap+G+Sacrifice a Forest).
Wall of Roots	Summon Wall	G1	0/5. Gain 1 Green mana as a mana source; use only once each turn (Put a -0/-1 counter on this card).
Wild Elephant	Summon Elephant	G3	3/3, Trample.

Red Spells (Part 1 of 2)

Card Name	Spell Type	Cost	Ability
Barreling Attack	Instant	RR2	Give a creature Trample until end of turn and +1/+1 until end of turn for each creature that blocks it.
Chaosphere	Enchant World	R2	Creatures with Flying cannot block non-Flying creatures. Creatures without Flying may block Flying creatures.
Crimson Hellkite	Summon Dragon	RRR6	6/6, Flying. Deals X damage to a creature (Tap+X, where X is only Red mana).
Emberwilde Djinn	Summon Djinn	RR2	5/4, Flying. Each player may pay RR or 2 life during their upkeep to take control of this card.
Final Fortune	Instant	RR	Take an extra turn after this one, but you lose the game at the end of that turn.
Hammer of Bogarden	Sorcery	RR1	Do 3 damage to a creature or player. During your upkeep, if this card is in your graveyard, return it to your hand (RRR2).
Hivis of the Scale	Summon Legend	RR3	3/4. Take control of a Dragon (Tap). If he untaps or you lose control of him, lose control of the Dragon. You may choose not to untap this card during untap.
Illicit Auction	Sorcery	RR3	Players bid life for control of a creature. Caster starts bidding at zero life.
Reckless Embermage	Summon Wizard	R3	2/2. Do 1 damage to a creature or player and 1 damage to itself (R1).
Subterranean Spirit	Summon Elemental	RR3	3/3, Protection from Red. Do 1 damage to each non-Flying creature (Tap).
Telim'Tor	Summon Legend	R4	2/2, Flanking. If he attacks, all Flanking attackers gain +1/+1 until end of turn.
Telim'Tor's Edict	Instant	R	Remove a card you own or control from the game. Draw a card at the beginning of the next turn's upkeep.
Torrent of Lava	Sorcery	RRX	Do X damage to each non-Flying creature, but each creature gains the ability "Prevent 1 damage to this creature from Torrent of Lava (Tap)".
Volcanic Dragon	Summon Dragon	RR4	4/4, Flying. Not affected by summoning sickness.
Zirilan of the Claw	Summon Legend	RR3	3/4. Bring a Dragon from your library into play without summoning sickness, then remove it from the game at the end of the turn (Tap+RR1).
<i>Aleatory</i>	Instant	R1	Play before defense is chosen. Flip a coin and give a creature +1/+1 until end of turn if you win the toss. Draw a card at the beginning of the next turn's upkeep.
<i>Blind Fury</i>	Instant	RR2	All creatures lose Trample until end of turn. All combat damage done to creatures this turn is doubled.
<i>Burning Palm Efreet</i>	Summon Efreet	RR2	2/2. Do 2 damage to a Flying creature and it loses Flying until end of turn (RR1).
<i>Cinder Cloud</i>	Instant	RR3	Destroy a creature. If a white creature goes to the graveyard this way, do its power in damage to its controller.
<i>Consuming Ferocity</i>	Enchant Creature	R1	Play on a non-Wall creature. Creature gets +1/+0. Put a +1/+0 counter on the creature during upkeep. If the creature has 3 of these counters on it at the end of upkeep, bury the creature and do the creature's power in damage to its controller.
<i>Crimson Roc</i>	Summon Roc	R4	2/2, Flying. Gets +1/+0 and First Strike until end of turn when it blocks a non-Flyer.
<i>Dwarven Miner</i>	Summon Dwarf	R1	1/2. Destroy a non-basic land (Tap+R2).
<i>Flame Elemental</i>	Summon Elemental	RR2	3/2. Do its power in damage to a creature (Tap+R+Sacrifice this card).
<i>Goblin Scouts</i>	Sorcery	RR3	Put three 1/1 red MountainWalk Goblin Scout token creatures that count as Goblins into play.
<i>Goblin Soothsayer</i>	Summon Goblin	R	1/1. Give all red creatures +1/+1 this turn (Tap+R+Sacrifice a Goblin).
<i>Reign of Chaos</i>	Sorcery	RR2	Destroy a Plains and a white creature -or- destroy an Island and a blue creature.
<i>Sirocco</i>	Instant	R1	Make a player show their hand to all players. For each blue interrupt they have, they may pay 4 life or discard that card.
<i>Volcanic Geyser</i>	Instant	RRX	Do X damage to a creature or player.
<i>Wildfire Emissary</i>	Summon Efreet	R3	2/4, Protection from White. +1/+0 until end of turn (R1).

Red Spells (Part 2 of 2)

Card Name	Spell Type	Cost	Ability
Agility	Enchant Creature	R1	Creature gets +1/+1 and Flanking.
Armorer Guildmage	Summon Wizard	R	1/1. Give a creature +1/+0 until end of turn (Tap+B). Give a creature +0/+1 until end of turn (Tap+G).
Blistering Barrier	Summon Wall	R2	5/2, Wall.
Builder's Bane	Sorcery	RXX	Destroy X artifacts. Does 1 damage to the artifact's controller for each one that goes to the graveyard.
Burning Shield Askari	Summon Knight	R2	2/2, Flanking. First Strike until end of turn (RR).
Chaos Charm	Instant	R	Choose one: Make a creature not be affected by summoning sickness this turn -or- Do 1 damage to a creature -or- destroy a Wall.
Dwarven Nomad	Summon Dwarf	R2	1/1. Make a creature with power <= 2 unblockable this turn (Tap).
Ekundu Cyclops	Summon Cyclops	R3	3/4. Must attack if any of your other creatures attack.
Firebreathing	Enchant Creature	R	Give enchanted creature +1/+0 until end of turn (R).
Flare	Instant	R2	Do 1 damage to a creature or player. Draw a card at the beginning of the next turn's upkeep.
Goblin Elite Infantry	Summon Goblin	R1	2/2. Gets -1/-1 until end of turn if it blocks or is blocked.
Goblin Tinkerer	Summon Goblin	R1	1/2. Destroy an artifact and do that artifact's casting cost in damage to this card (Tap+R).
Incinerate	Instant	R1	Do 3 damage to a creature or player. A creature damaged by this cannot regenerate this turn.
Kaervek's Torch	Sorcery	RX	Do X damage to a creature or player. Interrupts that target this cost an additional 2 mana to cast.
Lightning Reflexes	Enchant Creature	R1	Creature gets +1/+0 and First Strike. May be played as an Instant, but bury this at end of turn.
Pyric Salamander	Summon Salamander	R1	1/1. +1/+0 until end of turn and bury this at end of turn (R).
Raging Spirit	Summon Spirit	R3	3/3. Becomes colorless until end of turn (2).
Searing Spear Askari	Summon Knight	R2	2/2, Flanking. Cannot be blocked by only one creature this turn (R1).
Spitting Earth	Sorcery	R1	Does X damage to a creature where X = # of Mountains you control.
Stone Rain	Sorcery	R2	Destroy a land.
Talruum Minotaur	Summon Minotaur	RR2	3/3. Unaffected by summoning sickness.
Viashino Warrior	Summon Viashino	R3	4/2.

White Spells (Part 1 of 2)

Card Name	Spell Type	Cost	Ability
Auspicious Ancestor	Summon Ancestor	W3	2/3. Gain 3 life if goes to the graveyard from play. Gain 1 life if a white spell is cast; use once for each spell (1).
Celestial Dawn	Enchantment	WW1	All non-lands you own that are not in play are white. All non-land permanents you control are white. All lands you control are Plains. All colored mana symbols in all costs on these cards and permanents are white mana symbols.
Divine Retribution	Instant	W1	Do X damage to an attacking creature, where X= # of attacking creatures.
Ethereal Champion	Summon Avatar	WWW2	3/4. Prevent 1 damage to this card (1 life).
Jabari's Influence	Instant	WW3	Play after combat to take control of a non-artifact, non-black creature that attacked you this turn and put a -1/-0 counter on it.
Null Chamber	Enchant World	W3	You and opponent each name one non-basic land card. Those cards cannot be played.
Pearl Dragon	Summon Dragon	WW4	4/4, Flying. +0/+1 until end of turn (W1).
Rashida Scalebane	Summon Legend	WW3	3/4. Bury an attacking or blocking Dragon and gain life equal to its power (Tap).
Sacred Mesa	Enchantment	W2	Put a 1/1 white Flying Wild Pegasus token that counts as a Pegasus into play (W1). During upkeep, sacrifice a Pegasus or bury this card.
Sidar Jabari	Summon Legend	W3	2/2, Flanking. If he attacks, tap a creature the defending player controls.
Soul Echo	Enchantment	WWX	Put X counters on it when played. You do not lose the game as a result of having less than 1 life. At the beginning of your upkeep bury it if no counters on it, otherwise target opponent may choose that until your next upkeep damage is normal or that it causes counters to be removed from this card instead.
Spectral Guardian	Summon Guardian	WW2	2/3. While this is untapped, non-creature artifacts cannot be targeted by spells or effects.
Sunweb	Summon Wall	W3	5/6, Flying. Cannot block creatures of power <= 2.
Yare	Instant	W2	Give a defending player's creature +0/+3 until end of turn and that creature may block up to 3 creatures.
Zuberi, Golden Feather	Summon Legend	W4	3/3, Flying. Counts as a Griffin. Gives +1/+1 to all other Griffins.
<i>Afterlife</i>	Instant	W2	Bury a creature and give its controller a 1/1 white Flying Essence token creature.
<i>Blinding Light</i>	Sorcery	W2	Tap all non-white creatures.
<i>Enlightened Tutor</i>	Instant	W	Find an artifact or enchantment card in your library, show it to all players, shuffle the library, and put the card on top of it.
<i>Favorable Destiny</i>	Enchant Creature	W1	Gives +1/+2 to creature if it is white. As long as creature's controller controls at least one other creature, this one cannot be the target of spells or effects.
<i>Illumination</i>	Interrupt	WW	Counter an artifact or enchantment spell but give its caster life equal to the spell's cost.
<i>Iron Tusk Elephant</i>	Summon Elephant	W4	3/3, Trample.
<i>Mangara's Blessing</i>	Instant	W2	Gain 5 life. If an opponent's spell or effect causes you to discard this card, gain 2 life and at end of turn return this card to your hand.
<i>Mangara's Equity</i>	Enchantment	W1	Choose black or red when playing this card. For each 1 damage done by a creature of that color to you or a white creature you control, that creature takes 1 damage. Pay W1 during upkeep or bury this card.
<i>Melesse Spirit</i>	Summon Angel	WW3	3/3, Flying, Protection from Black.
<i>Mtenda Griffin</i>	Summon Griffin	W3	2/2, Flying. During upkeep, send this card to owner's hand and also return a target Griffin in your graveyard to your hand (Tap+W).
<i>Shadowbane</i>	Instant	W1	Prevent all damage from one source to you or a creature you control. If the source is black, gain 1 life for each damage prevented in this way.
<i>Unyaro Griffin</i>	Summon Griffin	W3	2/2, Flying. Counter a red spell that will do damage to you or a creature you control (Sacrifice this card).
<i>Vigilant Martyr</i>	Summon Martyr	W	1/1. Regenerate a creature (Sacrifice this card). Counter a spell that targets an enchantment in play (Tap+WW+Sacrifice this card).
<i>Zhalfirin Commander</i>	Summon Knight	W2	2/2, Flanking. Give a Knight +1/+1 until end of turn (WW1).

White Spells (Part 2 of 2)

Card Name	Spell Type	Cost	Ability
Alarum	Instant	W1	Give a non-attacking creature +1/+3 until end of turn and untap it.
Benevolent Unicorn	Summon Unicorn	W1	1/2. Damage assigned by spells is reduced by one.
Civic Guildmage	Summon Wizard	W	1/1. Give a creature +0/+1 until end of turn (Tap+G). Put a creature you control onto owner's library. (Tap+U).
Dazzling Beauty	Instant	W2	Make an unblocked creature be considered blocked. Play only when defense is chosen. Draw a card at the beginning of the next turn's upkeep.
Disempower	Instant	W1	Put an artifact or enchantment on top of owner's library.
Disenchant	Instant	W1	Destroy an artifact or enchantment.
Divine Offering	Instant	W1	Destroy an artifact and gain life equal to its casting cost.
Ekundu Griffin	Summon Griffin	W3	2/2, Flying, First Strike.
Femeref Healer	Summon Cleric	W1	1/1. Prevent 1 damage (Tap).
Femeref Knight	Summon Knight	W2	2/2, Flanking. Does not tap when attacking this turn (W).
Femeref Scouts	Summon Scouts	W2	1/4.
Healing Salve	Instant	W	Make a player gain 3 life -or- prevent up to 3 damage.
Ivory Charm	Instant	W	Choose one: Give all creatures -2/-0 until end of turn -or- Prevent 1 damage -or- tap a creature.
Mtenda Herder	Summon Scout	W	1/1, Flanking.
Noble Elephant	Summon Elephant	W3	2/2, Banding, Trample.
Pacifism	Enchant Creature	W1	Creature cannot attack or block.
Prismatic Circle	Enchantment	W2	Choose a color when played. Prevent all damage from one source of that color (1). Cumulative Upkeep=1 mana.
Ritual of Steel	Enchant Creature	W2	Creature gets +0/+2. Draw a card at the beginning of the next turn's upkeep.
Teremko Griffin	Summon Griffin	W3	2/2, Banding, Flying.
Wall of Resistance	Summon Wall	W1	0/3, Flying. Gets a +0/+1 counter at the end of any turn in which it is dealt damage.
Ward of Lights	Enchant Creature	WW	Creature gets Protection from a Color chosen when played. This Protection will not bury this card. May be played as an Instant, but bury this at end of turn.
Zhalfirin Knight	Summon Knight	W2	2/2, Flanking. First Strike until end of turn (WW).