Urza's Legacy

Expansion set for Magic: The Gathering

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Key:

Rare cards (R) are shown in bold text.
Uncommon cards (U) are shown in italicized text.
Common cards (C) are shown in normal text.

Each booster pack contains 1 rare, 3 uncommon, and 11 common.

Every card in the set has a normal version and a foil version.
Rare foil cards appear in a rare slot in one out of every 40 booster packs.
Uncommon foil cards appear in an uncommon slot in one out of every 20 booster packs.
Common foil cards appear in a common slot in one out of every 12 booster packs.

Land:

Card Name	Spell Type	Ability
Faerie Conclave	Land	Faerie Conclave comes into play tapped. ; Tap: Add one blue mana to your mana pool. ; 1U: Faerie Conclave becomes a 2/1 blue creature with flying until end of turn. This creature still counts as a land.
Forbidding Watchtower	Land	Forbidding Watchtower comes into play tapped. ; Tap: Add one white mana to your mana pool. ; 1W: Forbidding Watchtower becomes a 1/5 white creature until end of turn. This creature still counts as a land.
Ghitu Encampment	Land	Ghitu Encampment comes into play tapped. ; Tap: Add one red mana to your mana pool. ; 1R: Ghitu Encampment becomes a 2/1 red creature with first strike until end of turn. This creature still counts as a land.
Spawning Pool	Land	Spawning Pool comes into play tapped. ; Tap: Add one black mana to your mana pool. ; 1B: Spawning Pool becomes a 1/1 black creature with "B: Regenerate this creature" until end of turn. This creature still counts as a land.
Treetop Village	Land	Treetop Village comes into play tapped. ; Tap: Add one green mana to your mana pool. ; 1G: Treetop Village becomes a 3/3 green creature with trample until end of turn. This creature still counts as a land.

Artifacts:

Card Name	Spell Type	Cost	Ability
Beast of Burden	Artifact Creature	6	*/*. Beast of Burden has power and toughness each equal to the total number of creatures in play.
Crawlspace	Artifact	3	No more than two creatures can attack you each combat.
Damping Engine	Artifact	4	A player who controls more permanents than any other cannot play lands or artifact, creature, or enchantment spells. That player may sacrifice a permanent to ignore this effect until end of turn.
Defense Grid	Artifact	2	During each player's turn, spells played by another player cost an additional 3.
Grim Monolith	Artifact	2	Grim Monolith does not untap during your untap phase. ; Tap: Add three colorless mana to your mana pool. Play this ability as a mana source. ; 4: Untap Grim Monolith.
Iron Maiden	Artifact	3	During each of your opponents' upkeeps, Iron Maiden deals 1 damage to that player for each card more than four in his or her hand.
Memory Jar	Artifact	5	Tap, Sacrifice Memory Jar: Each player sets aside his or her hand, face down, and draws seven cards. At end of turn, each player discards his or her hand and returns to his or her hand each card he or she set aside this way.
Quicksilver Amulet	Artifact	4	4,Tap: Choose a creature card in your hand and put that creature into play.
Ring of Gix	Artifact	3	Echo. 1,Tap: Tap target artifact, creature, or land.
Scrapheap	Artifact	3	Whenever an artifact or enchantment is put into your graveyard from play, gain 1 life.
Thran Lens	Artifact	2	All permanents are colorless.
Thran Weaponry	Artifact	4	Echo. You may choose not to untap Thran Weaponry during your untap phase. ; 2,Tap: All creatures get +2/+2 as long as Thran Weaponry remains tapped.
Urza's Blueprints	Artifact	6	Echo. Tap: Draw a card.
Wheel of Torture	Artifact	3	During each of your opponents' upkeeps, Wheel of Torture deals 1 damage to that player for each card fewer than three in his or her hand.
Angel's Trumpet	Artifact	3	Attacking does not cause creatures to tap. ; At the end of each player's turn, tap all untapped creatures he or she controls that did not attack this turn. Angel's Trumpet deals 1 damage to that player for each creature tapped this way.
Jhoira's Toolbox	Artifact Creature	2	1/1. 2: Regenerate target artifact creature.
Thran War Machine	Artifact Creature	4	4/5, Echo. Thran War Machine attacks each turn if able.
Ticking Gnomes	Artifact Creature	3	3/3, Echo. Sacrifice Ticking Gnomes: Ticking Gnomes deals 1 damage to target creature or player.

Black Spells:

		Card Name	Spell Type	Cost	Ability
		Brink of Madness	Enchantment	BB2	During your upkeep, if you have no cards in hand, sacrifice Brink of Madness and target opponent discards his or her hand.
		Eviscerator	Summon Horror	BB3	5/5, Protection from white. When Eviscerator comes into play, lose 5 life.
		Lurking Skirge	Enchantment	B1	When a creature is put into one of your opponents' graveyards, if Lurking Skirge is an enchantment, Lurking Skirge becomes a 3/2 creature with flying that counts as an Imp.
		No Mercy	Enchantment	BB2	Whenever a creature successfully deals damage to you, destroy it.
		Phyrexian Plaguelord	Summon Carrier	BB3	4/4. Tap, Sacrifice Phyrexian Plaguelord: Target creature gets -4/-4 until end of turn. ; Sacrifice a creature: Target creature gets -1/-1 until end of turn.
		Subversion	Enchantment	BB2	During your upkeep, each of your opponents loses 1 life. Gain 1 life for each 1 life lost this way.
		Bone Shredder	Summon Minion	B2	1/1, Flying, Echo. When Bone Shredder comes into play, destroy target nonartifact, nonblack creature.
		Engineered Plague	Enchantment	B2	When Engineered Plague comes into play, choose a creature type. ; All creatures of the chosen type get -1/-1.
		Phyrexian Defiler	Summon Carrier	BB2	3/3. Tap, Sacrifice Phyrexian Defiler: Target creature gets -3/-3 until end of turn.
		Phyrexian Reclamation	Enchantment	B	1B,Pay 2 life: Return target creature card from your graveyard to your hand.
		Rank and File	Summon Zombies	BB2	3/3. When Rank and File comes into play, all green creatures get -1/-1 until end of turn.
		Tethered Skirge	Summon Imp	B2	2/2, Flying. Whenever Tethered Skirge becomes the target of a spell or ability, lose 1 life.
		Treacherous Link	Enchant Creature	B1	Redirect to its controller all damage dealt to enchanted creature.
		Fog of Gnats	Summon Insects	BB	1/1, Flying. B: Regenerate Fog of Gnats.
		Giant Cockroach	Summon Insect	B3	4/2.
		Ostracize	Sorcery	B	Look at target opponent's hand and choose a creature card there. That player discards that card.
		Phyrexian Broodlings	Summon Minions	BB1	2/2. 1,Sacrifice a creature: Put a +1/+1 counter on Phyrexian Broodlings.
		Phyrexian Debaser	Summon Carrier	B3	2/2, Flying. Tap, Sacrifice Phyrexian Debaser: Target creature gets -2/-2 until end of turn.
		Phyrexian Denouncer	Summon Carrier	B1	1/1. Tap, Sacrifice Phyrexian Denouncer: Target creature gets -1/-1 until end of turn.
		Plague Beetle	Summon Insect	B	1/1, Swampwalk.
		Sick and Tired	Instant	B2	Two target creatures each get -1/-1 until end of turn.
		Sleeper's Guile	Enchant Creature	B2	Enchanted creature cannot be blocked except by artifact creatures and black creatures. ; When Sleeper's Guile is put into a graveyard from play, return Sleeper's Guile to owner's hand.
		Swat	Instant	BB1	Cycling 2. Destroy target creature with power 2 or less.
		Unearth	Sorcery	B	Cycling 2. Choose target creature card in your graveyard with total casting cost 3 or less and put that creature into play.

Blue Spells:

Card Name	Spell Type	Cost	Ability
Anthroplasm	Summon Shapeshifter	UU2	0/0. Anthroplasm comes into play with two +1/+1 counters on it. ; X,Tap: Remove all +1/+1 counters from Anthroplasm and put X +1/+1 counters on it.
Archivist	Summon Wizard	UU2	1/1. Tap: Draw a card.
Delusions of Mediocrity	Enchantment	U3	When Delusions of Mediocrity comes into play, gain 10 life. ; When Delusions of Mediocrity leaves play, lose 10 life.
Fleeting Image	Summon Illusion	U2	2/1, Flying. 1U: Return Fleeting Image to owner's hand.
Palinchron	Summon Illusion	UU5	4/5, Flying. When Palinchron comes into play, untap up to seven lands. ; 2UU: Return Palinchron to owner's hand.
Second Chance	Enchantment	U2	During your upkeep, if you have 5 or less life, sacrifice Second Chance and take an extra turn after this one.
King Crab	Summon Crab	UU4	4/5. 1U,Tap: Put target green creature on top of owner's library.
Levitation	Enchantment	UU2	All creatures you control gain flying.
Opportunity	Instant	UU4	Target player draws four cards.
Raven Familiar	Summon Bird	U2	1/2, Flying, Echo. When Raven Familiar comes into play, look at the top three cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order.
Rebuild	Instant	U2	Cycling 2. Return all artifacts to owners' hands.
Tinker	Sorcery	U2	At the time you play Tinker, sacrifice an artifact. ; Search your library for an artifact card and put that artifact into play. Shuffle your library afterward.
Walking Sponge	Summon Sponge	U1	1/1. Tap: Target creature loses flying, first strike, or trample until end of turn.
Aura Flux	Enchantment	U2	Each other enchantment gains "During your upkeep, pay 2 or sacrifice this enchantment."
Bouncing Beebles	Summon Beebles	U2	2/2. Bouncing Beebles is unblockable if defending player controls an artifact.
Cloud of Faeries	Summon Faeries	U1	1/1, Flying. Cycling 2. When Cloud of Faeries comes into play, untap up to two lands.
Frantic Search	Instant	U2	Draw two cards, then choose and discard two cards. Untap up to three lands.
Intervene	Interrupt	U	Counter target spell that targets a creature.
Miscalculation	Interrupt	U1	Cycling 2. Counter target spell unless its caster pays an additional 2.
Slow Motion	Enchant Creature	U2	During the upkeep of enchanted creature's controller, that player pays 2 or sacrifices that creature. ; When Slow Motion is put into a graveyard from play, return Slow Motion to owner's hand.
Snap	Instant	U1	Return target creature to owner's hand. Untap up to two lands.
Thornwind Faeries	Summon Faeries	UU1	1/1, Flying. Tap: Thornwind Faeries deals 1 damage to target creature or player.
Vigilant Drake	Summon Drake	U4	3/3, Flying. 2U: Untap Vigilant Drake.
Weatherseed Faeries	Summon Faeries	U2	2/1, Flying, Protection from Red.

Green Spells:

		Card Name	Spell Type	Cost	Ability
		Defense of the Heart	Enchantment	G3	During your upkeep, if one of your opponents controls three or more creatures, sacrifice Defense of the Heart, search your library for up to two creature cards, and put those creatures into play. Shuffle your library afterward.
		Deranged Hermit	Summon Elf	GG3	1/1, Echo. When Deranged Hermit comes into play, put four Squirrel tokens into play. Treat these tokens as 1/1 green creatures. ; All Squirrels get +1/+1.
		Hidden Gibbons	Enchantment	G	When one of your opponents successfully casts an instant or interrupt spell, if Hidden Gibbons is an enchantment, Hidden Gibbons becomes a 4/4 creature that counts as an Ape.
		Might of Oaks	Instant	G3	Target creature gets +7/+7 until end of turn.
		Multani, Maro-Sorceror	Summon Legend	GG4	*/*. Multani has power and toughness each equal to the total number of cards in all players' hands. ; Multani cannot be the target of spells or abilities.
		Weatherseed Treefolk	Summon Treefolk	GGG2	5/3, Trample. When Weatherseed Treefolk is put into a graveyard from play, return Weatherseed Treefolk to owner's hand.
		Bloated Toad	Summon Toad	G2	2/2, Protection from blue. Cycling 2.
		Darkwatch Elves	Summon Elves	G2	2/2, Protection from black. Cycling 2.
		Gang of Elk	Summon Beasts	G5	5/4. Whenever a creature blocks it, Gang of Elk gets +2/+2 until end of turn.
		Harmonic Convergence	Instant	G2	Return all enchantments to top of owners' libraries.
		Lone Wolf	Summon Wolf	G2	2/2. You may have Lone Wolf deal combat damage to defending player instead of to creatures blocking it.
		Multani's Presence	Enchantment	G	Whenever a spell you play is countered, draw a card.
		Wing Snare	Sorcery	G2	Destroy target creature with flying.
		Crop Rotation	Instant	G	At the time you play Crop Rotation, sacrifice a land. ; Search your library for a land card and put that land into play. Shuffle your library afterwards.
		Multani's Acolyte	Summon Elf	GG	2/1, Echo. When Multani's Acolyte comes into play, draw a card.
		Rancor	Enchant Creature	G	Enchanted creature gains +2/+0 and trample. ; When Rancor is put into a graveyard from play, return Rancor to owner's hand.
		Repopulate	Instant	G1	Cycling 2. Shuffle all creature cards from target player's graveyard into that player's library.
		Silk Net	Instant	G	Target creature gets +1/+1 and can block creatures with flying until end of turn.
		Simian Grunts	Summon Apes	G2	3/4, Echo. You may play Simian Grunts any time you could play an instant.
		Treefolk Mystic	Summon Treefolk	G3	2/4. Whenever a creature blocks or is blocked by Treefolk Mystic, destroy all enchantments on that creature.
		Weatherseed Elf	Summon Elf	G	1/1. Tap: Target creature gains forestwalk until end of turn.
		Yavimaya Granger	Summon Elf	G2	2/2, Echo. When Yavimaya Grander comes into play, you may search your library for a basic land card and put that land into play tapped. Shuffle your library afterward.
		Yavimaya Scion	Summon Treefolk	G4	4/4, Protection from Artifacts.
		Yavimaya Wurm	Summon Wurm	GG4	6/4, Trample.

Red Spells:

Card Name	Spell Type	Cost	Ability
Goblin Welder	Summon Goblin	R	1/1. Tap: Exchange target artifact a player controls for target artifact card in that player's graveyard.
Impending Disaster	Enchantment	R1	During your upkeep, if there are seven or more lands in play, sacrifice Impending Disaster and destroy all lands.
Molten Hydra	Summon Hydra	R1	1/1. 1RR: Put a +1/+1 counter on Molten Hydra. ; Tap, Remove all +1/+1 counters on Molten Hydra: Molten Hydra deals 1 damage to target creature or player for each +1/+1 counter removed in this way.
Pyromancy	Enchantment	RR2	3,Discard a card at random: Pyromancy deals to target creature or player an amount of damage equal to the total casting cost of the discarded card.
Rivalry	Enchantment	R2	During each player's upkeep, if that player controls more lands than any other, Rivalry deals 2 damage to him or her.
Shivan Phoenix	Summon Phoenix	RR4	3/4, Flying. When Shivan Phoenix is put into a graveyard from play, return Shivan Phoenix to owner's hand.
Avalanche Riders	Summon Nomads	R3	2/2, Echo. Avalanche Riders is unaffected by summoning sickness. ; When Avalance Riders comes into play, destroy target land.
Ghitu Fire-Eater	Summon Nomad	R2	2/2. Tap, Sacrifice Ghitu Fire-Eater: Ghitu Fire-Eater deals damage equal to its power to target creature or player.
Ghitu War Cry	Enchantment	R2	R: Target creature gets +1/+0 until end of turn.
Last-Ditch Effort	Instant	R	Sacrifice X creatures. Last-Ditch Effort deals X damage to target creature or player.
Rack and Ruin	Instant	R2	Destroy two target artifacts.
Viashino Cutthroat	Summon Viashino	RR2	5/3. Viashino Cutthroat is unaffected by summoning sickness. ; At end of turn, return Viashino Cutthroat to owner's hand.
Viashino Heretic	Summon Viashino	R2	1/3. 1R,Tap: Destroy target artifact. Viashino Heretic deals to that artifact's controller damage equal to the artifact's total casting cost.
About Face	Instant	R	Switch target creature's power and toughness until end of turn. Effects that alter the creature's power alter its toughness instead, and vice versa, this turn.
Defender of Chaos	Summon Knight	R2	2/1, Protection from White. You may play Defender of Chaos any time you could play an instant.
Ghitu Slinger	Summon Nomad	R2	2/2, Echo. When Ghitu Slinger comes into play, it deals 2 damage to target creature or player.
Goblin Medics	Summon Goblins	R2	1/1. Whenever Goblin Medics becomes tapped, it deals 1 damage to target creature or player.
Granite Grip	Enchant Creature	R2	Enchanted creature gets +1/+0 for each mountain you control.
Lava Axe	Sorcery	R4	Lava Axe deals 5 damage to target player.
Parch	Instant	R1	Choose one - Parch deals 2 damage to target creature or player; or Parch deals 4 damage to target blue creature.
Pygmy Pyrosaur	Summon Lizard	R1	1/1. Pygmy Pyrosaur cannot block. ; R: Pygmy Pyrosaur gets +1/+0 until end of turn.
Sluggishness	Enchant Creature	R1	Enchanted creature cannot block. ; When Sluggishness is put into a graveyard from play, return Sluggishness to owner's hand.
Viashino Bey	Summon Viashino	RR2	4/3. When Viashino Bey attacks, all creatures you control attack if able.
Viashino Sandscout	Summon Viashino	R1	2/1. Viashino Sandscout is unaffected by summoning sickness. ; At end of turn, return Viashino Sandscout to owner's hand.

White Spells:

Card Name	Spell Type	Cost	Ability
Blessed Reversal	Instant	W1	For each attacking creature, gain 3 life.
Karmic Guide	Summon Spirit	WW3	2/2, Flying, Protection from Black, Echo. When Karmic Guide comes into play, choose target creature card in your graveyard and put that creature into play.
Opal Avenger	Enchantment	W2	When you have 10 life or less, if Opal Avenger is an enchantment, Opal Avenger becomes a 3/5 creature that counts as a Guardian.
Planar Collapse	Enchantment	W1	During your upkeep, if there are four or more creatures in play, sacrifice Planar Collapse and destroy all creatures. Those creatures cannot be regenerated this turn.
Purify	Sorcery	WW3	Destroy all artifacts and enchantments in play.
Radiant, Archangel	Summon Legend	WW3	3/3, Flying, Radiant counts as an Angel. ; Attacking does not cause Radiant to tap. ; Radiant gets +1/+1 for each other creature with flying in play.
Hope and Glory	Instant	W1	Untap two target creatures. Each of them gets +1/+1 until end of turn.
Knighthood	Enchantment	W2	All creatures you control gain first strike.
Martyr's Cause	Enchantment	W2	Sacrifice a creature: Prevent all damage to a creature or player from one source.
Mother of Runes	Summon Cleric	W	1/1. Tap: Target creature you control gains protection from a color of your choice until end of turn.
Peace and Quiet	Instant	W1	Destroy two target enchantments.
Radiant's Dragoons	Summon Soldiers	W3	2/5, Echo. When Radiant's Dragoons comes into play, gain 5 life.
Sustainer of the Realm	Summon Angel	WW2	2/3, Flying. Whenever Sustainer of the Realm blocks, it gets +0/+2 until end of turn.
Angelic Curator	Summon Spirit	W1	1/1, Flying, Protection from Artifacts.
Burst of Energy	Instant	W	Untap target permanent.
Cessation	Enchant Creature	W2	Enchanted creature cannot attack. ; When Cessation is put into a graveyard from play, return Cessation to owner's hand.
Defender of Law	Summon Knight	W2	2/1, Protection from Red. You may play Defender of Law any time you could play an instant.
Devout Harpist	Summon Townsfolk	W	1/1. Tap: Destroy target creature enchantment.
Erase	Instant	W	Remove target enchantment from the game.
Expendable Troops	Summon Soldiers	W1	2/1. Tap, Sacrifice Expendable Troops: Expendable Troops deals 2 damage to target attacking or blocking creature.
Iron Will	Instant	W	Cycling 2. Target creature gets +0/+4 until end of turn.
Opal Champion	Enchantment	W2	When one of your opponents successfully casts a creature spell, if Opal Champion is an enchantment, Opal Champion becomes a 3/3 creature with first strike that counts as a Knight.
Radiant's Judgement	Instant	W2	Cycling 2. Destroy target creature with power 4 or greater.
Tragic Poet	Summon Townsfolk	W	1/1. Tap, Sacrifice Tragic Poet: Return target enchantment card from your graveyard to your hand.