Urza's Saga

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 *347* *348* *349* *350*	Land	Tap for 1 Green mana
Island *335* *336* *337* *338*	Land	Tap for 1 Blue mana
Mountain *343* *344* *345* *346*	Land	Tap for 1 Red mana
Plains *331* *332* *333* *334*	Land	Tap for 1 White mana
Swamp *339* *340* *341* *342*	Land	Tap for 1 Black mana

Special Land

Card Name	Spell Type	Ability
Gaea's Cradle	Legendary Land	Add G to your mana pool for each creature you control (Tap).
Phyrexian Tower	Legendary Land	Add one colorless mana to your mana pool (Tap). Add BB to your mana pool (Tap+Sacrifice a creature).
Serra's Sanctum	Legendary Land	Add W to your mana pool for each enchantment you control (Tap).
Shivan Gorge	Legendary Land	Add one colorless mana to your mana pool (Tap). Does 1 damage to each opponent (Tap+R2).
Thran Quarry	Land	Add one mana of any color to your mana pool (Tap). Sacrifice this card at end of turn if you control no creatures.
Tolarian Academy	Legendary Land	Add U to your mana pool for each artifact you control (Tap).
Blasted Landscape	Land	Cycling 2. Add one colorless mana to your mana pool (Tap).
Drifting Meadow	Land	Cycling 2. Enters play tapped. Add W to your mana pool (Tap).
Polluted Mire	Land	Cycling 2. Enters play tapped. Add B to your mana pool (Tap).
Remote Isle	Land	Cycling 2. Enters play tapped. Add U to your mana pool (Tap).
Slippery Karst	Land	Cycling 2. Enters play tapped. Add G to your mana pool (Tap).
Smoldering Crater	Land	Cycling 2. Enters play tapped. Add R to your mana pool (Tap).

Artifacts

Card Name	Spell Type	Cost	Ability
Barrin's Codex	Artifact	4	Draw one card for each counter on this card (Tap+4+Sacrifice this card). During your upkeep, you may put a counter on this card.
Chimeric Staff	Artifact	4	This card is an X/X artifact creature until end of turn (X).
Citanul Flute	Artifact	5	Search your library for a creature card with total casting cost of X or less, reveal it, put it into your hand, and shuffle (Tap+X).
Copper Gnomes	Artifact Creature	2	1/1. Put an artifact card from your hand into play (4+Sacrifice this card).
Fluctuator	Artifact	2	Cycling costs you up to 2 less to play.
Grafted Skullcap	Artifact	4	During your draw phase, draw an additional card. At the end of each of your turns, discard your hand.
Karn, Silver Golem	Legendary Artifact Creature	5	4/4. When this card blocks or becomes blocked, it gets -4/+4 until end of turn. Make a non-creature artifact into an artifact creature with power/toughness equal to its casting cost until end of turn (1).
Lifeline	Artifact	5	Whenever a creature is put into a graveyard and a creature is in play, return the creature from the graveyard to play at end of turn.
Lotus Blossom	Artifact	2	Add one mana for each counter on this card, all of one color, to your mana pool as a mana source (Tap+Sacrifice this card). During your upkeep, you may put a counter on this card.
Metrognome	Artifact	4	Put a 1/1 Gnome artifact creature token into play (Tap+4). When your opponent causes you to discard this card, put four 1/1 Gnome artifact creature tokens into play.
Mishra's Helix	Artifact	5	Tap X lands (Tap+X).
Noetic Scales	Artifact	4	During each player's upkeep, send to owner's hand each creature that player controls with power > # of cards in their hand.
Phyrexian Colossus	Artifact Creature	7	8/8, Cannot be blocked by fewer than three creatures. Does not untap as normal. Untap this card (Pay 8 life).
Phyrexian Processor	Artifact	4	Pay X life when this comes into play. Put a X/X Minion black creature token into play (Tap+4).
Purging Scythe	Artifact	5	During your upkeep, do 2 damage to the creature with the lowest toughness. You choose if there is more than one lowest creature.
Smokestack	Artifact	4	During your upkeep, you may put a counter on this card. During each player's upkeep, they sacrifice a permanent for each counter on this card.
Temporal Aperture	Artifact	2	Shuffle your library and reveal the top card (Tap+5). You can play this card this turn at no cost, with X=0, as if it was in your hand.
Umbilicus	Artifact	4	During each player's upkeep, they pay 2 life or send one of their permanents to owner's hand.
Whetstone	Artifact	3	Each player puts the top two cards of their library into their graveyard (3).
Cathodion	Artifact Creature	3	3/3. When this goes to the graveyard from play, add three colorless mana to your mana pool.
Claws of Gix	Artifact	0	Gain 1 life (1+Sacrifice a permanent).
Crystal Chimes	Artifact	3	Bring all enchantment cards from your graveyard to your hand (Tap+3+Sacrifice this card).
Dragon Blood	Artifact	3	Put a +1/+1 counter on a creature (Tap+3).
Endoskeleton	Artifact	2	Give a creature +0/+3 as long as this remains tapped (Tap+2). You may choose not to untap this card during your untap.
Hopping Automaton	Artifact Creature	3	2/2. –1/-1 and Flying until end of turn (0).
Mobile Fort	Artifact Creature	4	0/6, Wall. +3/-1 until end of turn and can attack as if it were not a wall (3). Use this ability only once a turn.
Pit Trap	Artifact	2	Bury a non-Flying attacking creature (Tap+2+Sacrifice this card).
Thran Turbine	Artifact	1	During your upkeep, you may add up to two colorless mana to your mana pool. This mana cannot be spent to play spells.
Urza's Armor	Artifact	6	Whenever a source assigns damage to you, reduce it by 1.
Voltaic Key	Artifact	1	Untap an artifact (Tap+1).
Wall of Junk	Artifact Creature	2	0/7, Wall. Whenever this card blocks, send it to owner's hand at end of combat.
Wirecat	Artifact Creature	4	4/3. Cannot attack or block if an enchantment is in play.
Worn Powerstone	Artifact	3	Enters play tapped. Add two colorless mana to your mana pool as a mana source (Tap).

Black Spells *(Part 1 of 2)*

Card Name	Spell Type	Cost	Ability
Abyssal Horror	Summon Horror	BB4	2/2, Flying. When this comes into play, make a player discard two cards of their choice.
Contamination	Enchantment	B2	When a land is tapped for mana, it produces B instead of its normal type and amount. During your upkeep, sacrifice a creature or sacrifice this card.
Darkest Hour	Enchantment	B	All creatures are black.
Dark Hatchling	Summon Horror	BB4	3/3, Flying. When this comes into play, bury a non-black creature.
Discordant Dirge	Enchantment	BB3	Look at opponent’s hand and make them discard up to one card for each counter on this card (B+Sacrifice this card). During your upkeep, you may put a counter on this card.
Eastern Paladin	Summon Knight	BB2	3/3. Destroy a green creature (Tap+BB).
Ill-Gotten Gains	Sorcery	BB2	All players discard their hands then bring any 3 cards from their graveyard to their hand. Remove this card from the game.
Lurking Evil	Enchantment	BBB	This card becomes a 4/4 Flying creature of type Horror (Pay half your life, rounded up).
Oppression	Enchantment	BB1	When a player successfully casts a spell, they discard a card.
Persecute	Sorcery	BB2	Choose a color. Look at a player's hand and make them discard all cards of that color.
Reprocess	Sorcery	BB2	Sacrifice any number of artifacts, creatures, and lands and draw a card for each one sacrificed this way.
Sleeper Agent	Summon Minion	B	3/3. When this comes into play, an opponent gains control of it. During controller’s upkeep, they take 2 damage.
Tainted AEther	Enchantment	BB2	When a creature comes into play, its controller sacrifices a creature or land.
Vebulid	Summon Horror	B	0/0. Enters play with one +1/+1 counter. During your upkeep, you may put a +1/+1 counter on this card. When this card attacks or blocks, destroy it at end of combat.
Western Paladin	Summon Knight	BB2	3/3. Destroy a white creature (Tap+BB).
Witch Engine	Summon Horror	B5	4/4, Swampwalk. Add BBBB to your mana pool as an instant and give an opponent control of this card (Tap).
Yawgmoth's Will	Sorcery	B2	Until end of turn, you may play cards in your graveyard as though they were in your hand. Cards put into your graveyard this turn are removed from the game instead.
Bereavement	Enchantment	B1	When a green creature is put into a graveyard from play, its controller discards a card of their choice.
Crazed Skirge	Summon Imp	B3	2/2, Flying. Not affected by summoning sickness.
Diabolic Servitude	Enchantment	B3	When this comes into play, bring creature card from your graveyard into play. When the creature goes to the graveyard, remove it from the game and send this to owner's hand. When this card leaves play, remove the chosen creature from the game.
Flesh Reaver	Summon Horror	B1	4/4. When this card successfully damages a creature or opponent, it does an equal amount of damage to you.
Mana Leech	Summon Worm	B2	1/1. Tap target land (Tap). As long as this card is tapped, that land does not untap as normal. You may choose not to untap this card during your untap phase.
No Rest for the Wicked	Enchantment	B1	Send all creature cards put into your graveyard this turn to your hand (Sacrifice this card).
Order of Yawgmoth	Summon Knight	BB2	2/2. Cannot be blocked except by artifact creatures and black creatures. When this card successfully damages a player, that player discards a card of their choice.
Parasitic Bond	Enchant Creature	B3	During the creature’s controller’s upkeep, do 2 damage to that player.
Planar Void	Enchantment	B	When a card is put into a graveyard, remove it from the game.
Priest of Gix	Summon Minion	B2	2/1. When this card comes into play, add BBB to your mana pool.
Rain of Filth	Instant	B	Your lands gain " Add B to your mana pool (Sacrifice this card)" until end of turn.
Reclusive Wight	Summon Minion	B3	4/4. During your upkeep, sacrifice this card if you control any other non-land permanents.
Sanguine Guard	Summon Knight	BB1	2/2, First Strike. Regenerate(B1).
Skirge Familiar	Summon Imp	B4	3/2, Flying. Add B to your mana pool as a mana source (Discard a card).
Spined Fluke	Summon Horror	B2	5/1. Regenerate (B). When this comes into play, sacrifice a creature.
Vampiric Embrace	Enchant Creature	BB2	Enchanted creature gets +2/+2 and gains flying. When a creature which enchanted creature successfully damaged this turn goes to the graveyard, put a +1/+1 counter on enchanted creature.
Victimize	Sorcery	B2	Sacrifice a creature, and put two creature cards from your graveyard into play tapped.
Vile Requiem	Enchantment	BB2	Bury one non-black creature for each counter on this card (B1+Sacrifice this card). During your upkeep, you may put a counter on this card.
Yawgmoth's Edict	Enchantment	B1	When your opponent successfully casts a white spell, they lose 1 life and you gain 1 life.

Black Spells *(Part 2 of 2)*

Card Name	Spell Type	Cost	Ability
Befoul	Sorcery	BB2	Bury a land or non-black creature.
Blood Vassal	Summon Thrull	B2	2/2. Add BB to your mana pool as a mana source (Sacrifice this card).
Bog Raiders	Summon Zombies	B2	2/2, Swampwalk.
Breach	Instant	B2	Give a creature +2/+0 until end of turn, and it cannot be blocked except by artifact creatures and black creatures this turn.
Cackling Fiend	Summon Zombie	BB2	2/1. When this comes into play, each opponent discards a card of their choice.
Carrion Beetles	Summon Insects	B	1/1. Remove up to 3 cards in one graveyard from the game (Tap+B).
Corrupt	Sorcery	B5	Do 1 damage to a creature or player for each swamp you control. Gain life equal to the successfully dealt damage.
Dark Ritual	Mana Source	B	Add BBB to your mana pool.
Despondency	Enchant Creature	B1	Enchanted creature gets -2/-0.
Duress	Sorcery	B	Look at an opponent's hand and make them discard a non-creature, non-land card.
Exhume	Sorcery	B1	Each player puts a creature card in his or her graveyard into play.
Expunge	Instant	B2	Cycling 2. Bury a non-artifact, non-black creature.
Hollow Dogs	Summon Hounds	B4	3/3. When this card attacks, it gets +2/+0 until end of turn.
Looming Shade	Summon Shade	B2	1/1. +1/+1 until end of turn (B).
Pestilence	Enchantment	BB2	Do 1 damage to each creature and player (B). At end of turn, sacrifice this card if no creatures are in play.
Phyrexian Ghoul	Summon Zombie	B2	2/2. +2/+2 until end of turn (Sacrifice a creature).
Ravenous Skirge	Summon Imp	B2	1/1, Flying. When this card attacks, it gets +2/+0 until end of turn.
Sicken	Enchant Creature	B	Cycling 2. Enchanted creature gets -1/-1.
Skittering Skirge	Summon Imp	BB	3/2, Flying. When you successfully cast a creature spell, sacrifice this card.
Unnerve	Sorcery	B3	Each of your opponents discards two cards of their choice.
Unworthy Dead	Summon Skeletons	B1	1/1. Regenerate (B).

Blue Spells *(Part 1 of 2)*

Card Name	Spell Type	Cost	Ability
Attunement	Enchantment	U2	Draw 3 cards, then discard 4 cards (Send this to owner's hand).
Back to Basics	Enchantment	U2	Non-basic lands do not untap as normal.
Barrin, Master Wizard	Summon Legend	UU1	1/1. Counts as a Wizard. Send a creature to owner's hand (2+Sacrifice a permanent).
Drifting Djinn	Summon Djinn	UU4	Cycling 2. 5/5, Flying. During your upkeep, pay U1 or sacrifice this.
Energy Field	Enchantment	U1	Prevent all damage dealt to you from sources you do not control. When a card is put into your graveyard, sacrifice this card.
Gilded Drake	Summon Drake	U1	3/3, Flying. When this comes into play, exchange control of this card for an opponent's creature or sacrifice this card.
Great Whale	Summon Whale	UU5	5/5. When this comes into play, untap up to 7 lands.
Imaginary Pet	Summon Illusion	U1	4/4. During your upkeep, if you have a card in hand, return this card to owner's hand.
Morphling	Summon Shapeshifter	UU3	3/3. Untap this(U). Flying until end of turn (U). +1/-1 until end of turn (1). -1/+1 until end of turn (1). Cannot be targeted by spells or abilities until end of turn (U).
Recantation	Enchantment	UU3	Send up to one permanent to owner's hand for each counter on this card (U+Sacrifice this card). During your upkeep, you may put a counter on this card.
Show and Tell	Sorcery	U2	Each player may put an artifact, creature, enchantment, or land card from their hand into play.
Somnophore	Summon Illusion	UU2	2/2, Flying. When this card successfully damages a player, tap one of that player's creatures and it does not untap as normal as long as this card is in play.
Stroke of Genius	Instant	U2X	Make a player draw X cards.
Sunder	Instant	UU3	Send all lands to owners' hands.
Time Spiral	Sorcery	UU4	Each player shuffles their graveyard and hand into their library, then draws 7 cards. Untap up to 6 lands. Remove this card from the game.
Veiled Crocodile	Enchantment	U2	When a player has no cards in hand, if this is an enchantment, it becomes a 4/4 creature of type Crocodile.
Zephid	Summon Illusion	UU4	3/4, Flying. Cannot be the target of spells or abilities.
Academy Researchers	Summon Wizards	UU1	2/2. When this comes into play, you may put an enchant creature card from your hand on this card.
Arcane Laboratory	Enchantment	U2	Each player can only play one spell each turn.
Confiscate	Enchant Permanent	UU4	You control enchanted permanent.
Douse	Enchantment	U2	Counter a red spell (U1).
Enchantment Alteration	Instant	U	Move an enchantment from one creature to another or from one land to another. The new location must be legal.
Exhaustion	Sorcery	U2	Make an opponent's creatures and lands not untap during their next untap phase.
Fog Bank	Summon Wall	U1	0/2, Flying, Wall. Does not deal or receive combat damage.
Hibernation	Instant	U2	Send all green permanents to owners' hands.
Lilting Refrain	Enchantment	U1	Counter a spell unless caster pays 1 mana for each counter on this card (Sacrifice this card). During your upkeep, you may put a counter on this card.
Lingering Mirage	Enchant Land	U1	Cycling 2. Enchanted land is an island.
Peregrine Drake	Summon Drake	U	2/3, Flying. When this comes into play, untap up to 5 lands.
Sandbar Serpent	Summon Serpent	U4	Cycling 2. 3/4.
Stern Proctor	Summon Wizard	UU	1/2. When this comes into play, send an artifact or enchantment to owner's hand.
Telepathy	Enchantment	U	Your opponents play with their hands revealed.
Turnabout	Instant	UU2	Tap or untap all artifacts, creatures, or lands target player controls.
Veiled Apparition	Enchantment	U1	When an opponent successfully casts a spell, if this is an enchantment, it becomes a 3/3 Flying creature of type Illusion with "During your upkeep, pay U1 or sacrifice this card" ability.
Veiled Sentry	Enchantment	U	When an opponent successfully casts a spell, if this is an enchantment, it becomes an X/X creature of type Illusion. X=the spell's casting cost.
Windfall	Sorcery	U2	Each player discards their hand and draws cards equal to the greatest number a player discarded this way.
Zephid's Embrace	Enchant Creature	UU2	Enchanted creature gets +2/+2, gains Flying, and cannot be the target of spells or abilities.

Blue Spells *(Part 2 of 2)*

Card Name	Spell Type	Cost	Ability
Annul	Interrupt	U	Counter an artifact or enchantment spell.
Catalog	Instant	U2	Draw 2 cards, then discard a card.
Cloak of Mists	Enchant Creature	U1	Enchanted creature is unblockable.
Coral Merfolk	Summon Merfolk	U1	2/1.
Curfew	Instant	U	Each player sends a creature they control to owner's hand.
Disruptive Student	Summon Wizard	U2	1/1. Counter a spell unless its caster pays 1 mana (Tap).
Hermetic Study	Enchant Creature	U1	The creature gains "Do 1 damage to a creature or player (Tap)."
Horseshoe Crab	Summon Crab	U2	1/3. Untap this card (U).
Launch	Enchant Creature	U1	The creature gains Flying.
Pendrell Drake	Summon Drake	U3	Cycling 2. 2/3, Flying.
Pendrell Flux	Enchant Creature	U1	The creature gains "During your upkeep, pay this creature's casting cost or sacrifice it."
Power Sink	Interrupt	UX	Counter a spell unless its caster pays X mana. If they do not, tap all mana-producing lands they control and empty their mana pool.
Power Taint	Enchant Enchantment	U1	Cycling 2. During the enchantment controller’s upkeep, they pay 2 mana or lose 2 life.
Rescind	Instant	UU1	Cycling 2. Send a permanent to owner's hand.
Rewind	Interrupt	UU2	Counter a spell. Untap up to 4 lands.
Sandbar Merfolk	Summon Merfolk	U	Cycling 2. 1/1.
Spire Owl	Summon Bird	U1	1/1, Flying. When this comes into play, look at the top 4 cards of your library and put them back in any order.
Tolarian Winds	Instant	U1	Discard all cards in your hand, then draw that many cards.
Veil of Birds	Enchantment	U	When an opponent successfully casts a spell, if this is an enchantment, it becomes a 1/1 Flying creature of type Bird.
Veiled Serpent	Enchantment	U2	Cycling 2. When an opponent successfully casts a spell, if this is an enchantment, it becomes a 4/4 creature of type Serpent that cannot attack unless defending player controls an island.
Wizard Mentor	Summon Wizard	U2	2/2. Send this card and a creature you control to owner's hand (Tap).

Green Spells *(Part 1 of 2)*

Card Name	Spell Type	Cost	Ability
Abundance	Enchantment	GG2	Instead of drawing a card, you may choose land or non-land and reveal cards from your library until you reveal a card of the chosen kind. Put that card into your hand and put all other revealed cards on the bottom of your library in any order.
Argothian Enchantress	Summon Enchantress	G1	0/1. Cannot be the target of spells or abilities. When you successfully cast an enchantment spell, draw a card.
Argothian Wurm	Summon Wurm	G3	6/6, Trample. When this comes into play, any player may sacrifice a land to put this card on top of owner's library.
Child of Gaea	Summon Elemental	GGG3	7/7, Trample. Regenerate (G1). During your upkeep, pay GG or sacrifice this card.
Citanul Centaurs	Summon Centaurs	G3	Echo. 6/3. Cannot be the target of spells or abilities.
Citanul Hierophants	Summon Druids	G3	3/2. Each of your creatures gains "Add G to your mana pool as a mana source (Tap)."
Endless Wurm	Summon Wurm	GG3	9/9, Trample. During your upkeep, sacrifice an enchantment or sacrifice this card.
Exploration	Enchantment	G	You may play an additional land each turn.
Greater Good	Enchantment	GG2	Draw cards equal to the sacrificed creature's power, then discard 3 cards (Sacrifice a creature).
Greener Pastures	Enchantment	G2	During each player's upkeep, if they control more lands than any other player, they put a 1/1 green Saproling token into play under their control.
Hidden Herd	Enchantment	G	When an opponent plays a non-basic land, if this is an enchantment, it becomes a 3/3 creature of type Beast.
Hidden Predators	Enchantment	G	When an opponent controls a creature with power 4 or greater, if this is an enchantment, it becomes a 4/4 creature of type Beast.
Hidden Stag	Enchantment	G1	When an opponent plays a land, if this is an enchantment, it becomes a 3/2 creature of type Beast. When you play a land, if this is a creature, it becomes an enchantment.
Midsummer Revel	Enchantment	GG3	Put a 3/3 green Beast token into play for each counter on this card (G+Sacrifice this card). During your upkeep, you may put a counter on this card.
Sporogenesis	Enchantment	G3	When a creature with a fungus counter on it goes to the graveyard, put a 1/1 green Saproling token creature into play for each such fungus counter. During your upkeep, you may put a fungus counter on a non-token creature. When this card leaves play, remove all fungus counters from all creatures.
Vernal Bloom	Enchantment	G3	When a forest is tapped for mana, it produces an additional G.
Whirlwind	Sorcery	GG2	Destroy all Flying creatures.
Albino Troll	Summon Troll	G1	Echo. 3/3. Regenerate (G).
Anaconda	Summon Snake	G3	3/3, Swampwalk.
Argothian Elder	Summon Elf	G3	2/2. Untap 2 lands (Tap).
Blanchwood Armor	Enchant Creature	G2	The creature gets +X/+X, where X= # of forests you control.
Bull Hippo	Summon Hippo	G3	3/3, Islandwalk.
Carpet of Flowers	Enchantment	G	During your main phase, you may add up to X mana of one color to your mana pool, where X= # of islands an opponent controls.
Cradle Guard	Summon Treefolk	GG1	Echo. 4/4, Trample.
Crosswinds	Enchantment	G1	All Flying creatures get -2/-0.
Fecundity	Enchantment	G2	When a creature goes to the graveyard from play, its controller may draw a card.
Gaea's Embrace	Enchant Creature	GG2	The creature gets +3/+3 and Trample. Regenerate the creature (G).
Hawkeater Moth	Summon Insect	G3	1/2, Flying. Cannot be the target of spells or abilities.
Hidden Ancients	Enchantment	G1	When an opponent successfully casts an enchantment spell, if this is an enchantment, it becomes a 5/5 creature of type Treefolk.
Hidden Guerrillas	Enchantment	G	When an opponent successfully casts an artifact spell, if this is an enchantment, it becomes a 5/3 Trample creature of type Soldier.
Retaliation	Enchantment	G2	Each of your creatures gains "When a creature blocks it, this creature gets +1/+1 until end of turn."
Spreading Algae	Enchant Land	G	Play this only on a swamp. When the land becomes tapped, destroy that land. When this is put into a graveyard from play, send this card to owner's hand.
Titania's Boon	Sorcery	G3	Put a +1/+1 counter on each creature you control.
Titania's Chosen	Summon Elf	G2	1/1. When a player successfully casts a green spell, put a +1/+1 counter on this card.
Treefolk Seedlings	Summon Treefolk	G2	2/* where *= # of forests you control.
War Dance	Enchantment	G	Give a creature +1/+1 until end of turn for each counter on this card (Sacrifice this card). During your upkeep, you may put a counter on this card.

Green Spells *(Part 2 of 2)*

Card Name	Spell Type	Cost	Ability
Acridian	Summon Insect	G1	Echo. 2/4.
Argothian Swine	Summon Boars	G3	3/3, Trample.
Blanchwood Treefolk	Summon Treefolk	G4	4/5.
Cave Tiger	Summon Cat	G2	2/2. When a creature blocks this card, it gets +1/+1 until end of turn.
Elvish Herder	Summon Elf	G	1/1. Give a creature Trample until end of turn (G).
Elvish Lyrist	Summon Elf	G	1/1. Destroy an enchantment (Tap+G+Sacrifice this card).
Fertile Ground	Enchant Land	G1	When the land is tapped for mana, it produces an additional one mana of any color.
Fortitude	Enchant Creature	G1	Regenerate the creature (Sacrifice a forest). When this is put into a graveyard from play, send this to owner's hand.
Gaea's Bounty	Sorcery	G2	Search your library for up to 2 forest cards, reveal them, put them into your hand, and shuffle.
Gorilla Warrior	Summon Ape	G2	3/2.
Hidden Spider	Enchantment	G	When an opponent successfully casts a creature with flying, if this is an enchantment, it becomes a 3/5 creature of type Spider that can block creatures with flying.
Hush	Sorcery	G3	Cycling 2. Destroy all enchantments.
Lull	Instant	G1	Cycling 2. Creatures deal no combat damage this turn.
Pouncing Jaguar	Summon Cat	G	Echo. 2/2.
Priest of Titania	Summon Elf	G1	1/1. Add G to your mana pool as a mana source for each Elf in play (Tap).
Rejuvenate	Sorcery	G3	Cycling 2. Gain 6 life.
Symbiosis	Instant	G1	Give two creatures +2/+2 until end of turn.
Treetop Rangers	Summon Elves	G2	2/2. Cannot be blocked except by Flying creatures.
Venomous Fangs	Enchant Creature	G2	When the creature successfully damages a creature, destroy the damaged creature.
Wild Dogs	Summon Hounds	G	Cycling 2. 2/1. During your upkeep, if a player has more life than any other, that player gains control of this card.
Winding Wurm	Summon Wurm	G4	Echo. 6/6.

Red Spells *(Part 1 of 2)*

Card Name	Spell Type	Cost	Ability
Antagonism	Enchantment	R3	During each player's discard phase, do 2 damage to that player unless one of their opponents was successfully damaged that turn.
Bedlam	Enchantment	RR2	Creatures cannot block.
Brand	Instant	R	Cycling 2. Gain control of all permanents you own.
Bulwark	Enchantment	RR3	During your upkeep, do 1 damage to an opponent for each card in your hand greater than the number of cards in that player's hand.
Crater Hellion	Summon Beast	RR4	Echo. 6/6. When this comes into play, do 4 damage to each other creature.
Electryte	Summon Beast	RR3	3/3. When this successfully deals combat damage to defending player, it deals damage equal to its power to each blocking creature.
Fault Line	Instant	RRX	Do X damage to each player and non-Flying creature.
Gamble	Sorcery	R	Search your library for a card, put that card into your hand, discard a card at random, then shuffle.
Lightning Dragon	Summon Dragon	RR2	Echo. 4/4, Flying. +1/+0 until end of turn (R).
Okk	Summon Goblin	R1	4/4. Cannot attack or block unless a creature with greater power also does so.
Rumbling Crescendo	Enchantment	RR3	Destroy up to one land for each counter on this card (R+Sacrifice this card). During your upkeep, you may put a counter on this card.
Scoria Wurm	Summon Wurm	R4	7/7. During your upkeep, flip a coin. If you lose the flip, send this card to owner's hand.
Shivan Hellkite	Summon Dragon	RR5	5/5, Flying. Do 1 damage to a creature or player (R1).
Sneak Attack	Enchantment	R3	Put a creature card from your hand into play, but sacrifice it at end of turn (R). The creature is unaffected by summoning sickness.
Sulfuric Vapors	Enchantment	R3	When a red spell deals damage, it deals 1 additional damage.
Viashino Sandswimmer	Summon Viashino	RR2	3/2. Flip a coin. If you win the flip, return this to owner's hand, else sacrifice this card (R).
Wildfire	Sorcery	RR4	Each player sacrifices 4 lands, then do 4 damage to each creature.
Acidic Soil	Sorcery	R2	Do 1 damage to each player for each land he or she controls.
Destructive Urge	Enchant Creature	RR1	When the creature successfully deals combat damage to a player, that player sacrifices a land.
Disorder	Sorcery	R1	Do 2 damage to each white creature and to each player who controls a white creature.
Fire Ants	Summon Insects	R2	2/1. Do 1 damage to each other non-Flying creature (Tap).
Goblin Cadets	Summon Goblins	R	2/1. When this blocks or becomes blocked, remove this from combat and give control of it to an opponent.
Goblin Lackey	Summon Goblin	R	1/1. When this successfully deals damage to a player, you may put a Goblin card from your hand into play.
Goblin Offensive	Sorcery	RR1X	Put X 1/1 red Goblin creature tokens into play.
Guma	Summon Cat	R2	2/2, Protection from Blue.
Jagged Lightning	Sorcery	RR3	Do 3 damage to a creature and 3 damage to another creature.
Meltdown	Sorcery	RX	Destroy each artifact with total casting cost X or less.
Outmaneuver	Instant	RX	X target blocked creatures deal combat damage to defending player instead of to blocking creatures this turn.
Rain of Salt	Sorcery	RR4	Destroy two lands.
Scald	Enchantment	R1	When a player taps an island for mana, do 1 damage to that player.
Shivan Raptor	Summon Lizard	R2	Echo. 3/1, First Strike, Not affected by summoning sickness.
Shiv's Embrace	Enchant Creature	RR2	The creature gets +2/+2 and Flying. The creature gets +1/+0 until end of turn (R).
Steam Blast	Sorcery	R2	Do 2 damage to each creature and player.
Thundering Giant	Summon Giant	RR3	4/3, Not affected by summoning sickness.
Torch Song	Enchantment	R2	Do X damage to a creature or player, where X= # of counters on this card (R2+Sacrifice this card). During your upkeep, you may put a counter on this card.
Vug Lizard	Summon Lizard	RR1	Echo. 3/4, Mountainwalk.

Red Spells *(Part 2 of 2)*

		Card Name	Spell Type	Cost	Ability
		Arc Lightning	Sorcery	R2	Do 3 damage divided as you choose among any number of creatures and/or players.
		Bravado	Enchant Creature	R1	The creature gets +1/+1 for each other creature you control.
		Dromosaur	Summon Lizard	R2	2/3. When this blocks or becomes blocked, it gets +2/-2 until end of turn.
		Falter	Instant	R1	Non-Flying creatures cannot block this turn.
		Fiery Mantle	Enchant Creature	R1	The creature gets +1/+0 until end of turn (R). When this is put into a graveyard from play, send it to owner's hand.
		Goblin Matron	Summon Goblin	R2	1/1. When this comes into play, you may search your library for a Goblin card, reveal that card, put it into your hand, and shuffle.
		Goblin Patrol	Summon Goblins	R	Echo. 2/1.
		Goblin Raider	Summon Goblin	R1	2/2. Cannot block.
		Goblin Spelunkers	Summon Goblins	R2	2/2, Mountainwalk.
		Goblin War Buggy	Summon Goblin	R1	Echo. 2/2, Not affected by summoning sickness.
		Headlong Rush	Instant	R1	All attacking creatures gain First Strike until end of turn.
		Heat Ray	Instant	RX	Do X damage to target creature.
		Lay Waste	Sorcery	R3	Cycling 2. Destroy a land.
		Raze	Sorcery	R	At the time you play this card, sacrifice a land. Destroy a land.
		Reflexes	Enchant Creature	R	The creature gains First Strike.
		Retromancer	Summon Viashino	RR2	3/3. When this is the target of a spell or ability, it does 3 damage to that spell or ability's controller.
		Scrap	Instant	R2	Cycling 2. Destroy an artifact.
		Shower of Sparks	Instant	R	Do 1 damage to a creature and 1 damage to a player.
		Viashino Outrider	Summon Viashino	R2	Echo. 4/3.
		Viashino Runner	Summon Viashino	R3	3/2. Cannot be blocked by only one creature.
		Viashino Weaponsmith	Summon Viashino	R3	2/2. When a creature blocks it, this card gets +2/+2 until end of turn.

White Spells *(Part 1 of 2)*

Card Name	Spell Type	Cost	Ability
Angelic Chorus	Enchantment	WW3	When a creature comes into play under your control, gain life equal to that creature's toughness.
Catastrophe	Sorcery	WW4	Bury all lands or all creatures.
Elite Archers	Summon Soldiers	W5	3/3. Do 3 damage to an attacking or blocking creature (Tap).
Faith Healer	Summon Cleric	W1	1/1. Gain life equal to the sacrificed enchantment's total casting cost (Sacrifice an enchantment).
Glorious Anthem	Enchantment	WW1	All your creatures get +1/+1.
Herald of Serra	Summon Angel	WW2	Echo. 3/4, Flying.
Intrepid Hero	Summon Soldier	W2	1/1. Destroy a creature with power 4 or greater (Tap).
Opal Archangel	Enchantment	W4	When an opponent successfully casts a creature spell, if this is an enchantment, it becomes a 5/5 Flying creature of type Angel which does not tap when attacking.
Opal Titan	Enchantment	WW2	When an opponent successfully casts a creature spell, if this is an enchantment, it becomes a 4/4 creature of type Giant with protection from each of that spell's colors.
Pariah	Enchant Creature	W2	Redirect to enchanted creature all damage dealt to you.
Planar Birth	Sorcery	W1	Put all basic lands from all graveyards into play under their owners' control, tapped.
Remembrance	Enchantment	W3	When a non-token creature you control is put into a graveyard, you may search your library for a copy of that creature card, reveal the card, put it into your hand, and shuffle.
Rune of Protection: Lands	Enchantment	W1	Cycling 2. Prevent all damage to you from a land source (W).
Serra Avatar	Summon Avatar	WWW4	*/* where *= your life total. When this is put into a graveyard, shuffle it into owner's library.
Serra's Liturgy	Enchantment	WW2	Destroy up to one artifact or enchantment for each counter on this card (W+Sacrifice this card). During your upkeep, you may put a counter on this card.
Soul Sculptor	Summon Townsfolk	W2	1/1. Make a creature become an enchantment and lose all abilities until a player successfully casts a creature spell (Tap+W1).
Worship	Enchantment	W3	Damage that would reduce your life total to less than 1 instead reduces it to 1 if you control a creature.
Absolute Grace	Enchantment	W1	All creatures gain Protection from Black.
Absolute Law	Enchantment	W1	All creatures gain Protection from Red.
Clear	Instant	W1	Cycling 2. Destroy target enchantment.
Defensive Formation	Enchantment	W	Instead of the attacking player, you choose how creatures attacking you assign combat damage.
Humble	Instant	W1	Make a creature lose all abilities and become a 0/1 creature until end of turn.
Monk Idealist	Summon Cleric	W2	2/2. When this comes into play, bring an enchantment card from your graveyard to your hand.
Opal Acrolith	Enchantment	W2	When an opponent successfully casts a creature spell, if this is an enchantment, it becomes a 2/4 creature of type Guardian. This card becomes an enchantment (0).
Presence of the Master	Enchantment	W3	When a player plays an enchantment spell, counter it.
Redeem	Instant	W1	Prevent all damage to one or two creatures.
Rune of Protection: Artifacts	Enchantment	W1	Cycling 2. Prevent all damage to you from an artifact source (W).
Sanctum Guardian	Summon Soldier	WW1	1/4. Prevent all damage to a creature or player from one source (Sacrifice this card).
Seasoned Marshal	Summon Soldier	WW2	2/2. When this card attacks, you may tap a creature.
Serra's Embrace	Enchant Creature	WW2	The creature gets +2/+2 and Flying. Attacking does not cause the creature to tap.
Serra's Hymn	Enchantment	W	Prevent up to X damage divided between any number of creatures and players, where X= # of counters on this card (Sacrifice this card). During your upkeep, you may put a counter on this card.
Shimmering Barrier	Summon Wall	W1	Cycling 2. 1/3, Wall, First Strike.
Songstitcher	Summon Cleric	W	1/1. Make an attacking Flying creature deal no combat damage this turn (W1).
Voice of Grace	Summon Angel	W3	2/2, Flying, Protection from Black
Voice of Law	Summon Angel	W3	2/2, Flying, Protection from Red
Waylay	Instant	W2	Put three 2/2 white Knight creatures tokens into play. Remove them from the game at end of turn.

White Spells *(Part 2 of 2)*

Card Name	Spell Type	Cost	Ability
Angelic Page	Summon Spirit	W1	1/1, Flying. Give an attacking or blocking creature +1/+1 until end of turn (Tap).
Brilliant Halo	Enchant Creature	W1	The creature gets +1/+2. When this is put into a graveyard from play, send it to owner's hand.
Congregate	Instant	W3	A player gains 2 life for each creature in play.
Disciple of Grace	Summon Cleric	W1	Cycling 2. 1/2, Protection from Black.
Disciple of Law	Summon Cleric	W1	Cycling 2. 1/2, Protection from Red.
Disenchant	Instant	W1	Destroy an artifact or enchantment.
Healing Salve	Instant	W	Choose one - A player gains 3 life; or prevent up to 3 damage to a creature or player.
Monk Realist	Summon Cleric	W1	1/1. When this comes into play, destroy target enchantment.
Opal Caryatid	Enchantment	W	When an opponent successfully casts a creature spell, if this is an enchantment, it becomes a 2/2 creature of type Soldier.
Opal Gargoyle	Enchantment	W1	When an opponent successfully casts a creature spell, if this is an enchantment, it becomes a 2/2 Flying creature of type Gargoyle.
Pacifism	Enchant Creature	W1	The creature cannot attack or block.
Path of Peace	Sorcery	W3	Destroy a creature. That creature's owner gains 4 life.
Pegasus Charger	Summon Pegasus	W2	2/1, Flying, First Strike.
Rune of Protection: Black	Enchantment	W1	Cycling 2. Prevent all damage to you from a black source (W).
Rune of Protection: Blue	Enchantment	W1	Cycling 2. Prevent all damage to you from a blue source (W).
Rune of Protection: Green	Enchantment	W1	Cycling 2. Prevent all damage to you from a green source (W).
Rune of Protection: Red	Enchantment	W1	Cycling 2. Prevent all damage to you from a red source (W).
Rune of Protection: White	Enchantment	W1	Cycling 2. Prevent all damage to you from a white source (W).
Sanctum Custodian	Summon Cleric	W2	1/2. Prevent up to 2 damage to a creature or player (Tap).
Serra Zealot	Summon Soldier	W	1/1, First Strike.
Silent Attendant	Summon Cleric	W2	0/2. Gain 1 life (Tap).