Land

1. Urza’s Tower

Land — Urza’s Tower

Tap: Add (1) to your mana pool. If you control an Urza’s Mine and an Urza’s Power-Plant, add (3) to your mana pool instead.

2. Urza's Mine

Land — Urza’s Mine

Tap: Add (1) to your mana pool. If you control an Urza’s Power-Plant and an Urza’s Tower, add (2) to your mana pool instead.

3. Urza's Power Plant

Land — Urza’s Power-Plant

Tap: Add (1) to your mana pool. If you control an Urza’s Mine and an Urza’s Tower, add (2) to your mana pool instead.

4. Academy Ruins

Legendary Land

T: Add (1) to your mana pool.

(1) U , T: Put target artifact card in your graveyard on top of your library.

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[color=gray]

Artifacts

5. Myr Moonvessel (1)

Artifact Creature - Myr

When Myr Moonvessel is put into a graveyard from play, add (1) to your mana pool.

1/1

6. Myr Mindservant (1)

Artifact Creature - Myr

(2), T: Shuffle your library.

1/1

7. - 10. Myr Servitor (1) x4

Artifact Creature - Myr

At the beginning of your upkeep, if myr servitor is in play, each player returns all cards named myr servitor from his or her graveyard to play.

1/1

11. Alpha Myr (2)

Artifact Creature - Myr

2/1

12. Omega Myr (2)

Artifact Creature - Myr

1/2

13. Myr Retriever (2)

Artifact Creature - Myr

When Myr Retriever is put into a graveyard from play, return target artifact card from your graveyard to your hand.

1/1

14. Copper Myr (2)

Artifact Creature - Myr

T: Add {G} to your mana pool.

1/1

15. Gold Myr (2)

Artifact Creature - Myr

T: Add {W} to your mana pool.

1/1

16. Iron Myr (2)

Artifact Creature - Myr

T: Add {R} to your mana pool.

1/1

17. Leaden Myr (2)

Artifact Creature - Myr

T: Add {B} to your mana pool.

1/1

18. Silver Myr (2)

Artifact Creature - Myr

T: Add {U} to your mana pool.

1/1

19. Coretapper (2)

Artifact Creature – Myr

T: Put a charge counter on target artifact.

Sacrifice Coretapper: Put two charge counters on target artifact.

1/1

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-Mutated spell-

20. Myr Trapper (2)

Artifact Creature - Myr

(1), sacrifice Myr trapper: Deal one damage to each attacking creature. Prevent all damage those creatures would deal this turn.

2/1

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21. Genesis Chamber (2)

Artifact

Whenever a nontoken creature comes into play, if genesis chamber is untapped, that creature's controller puts a 1/1 myr artifact creature token into play.

22. Suntouched Myr (3)

Artifact Creature - Myr

Sunburst

0/0

23. Myr Adapter (3)

Artifact Creature - Myr

Myr Adapter gets +1/+1 for each equipment attached to it.

1/1

24. Myr Landshaper (3)

Artifact Creature - Myr

T: Target land becomes an artifact in addition to it's other types until end of turn.

1/1

25. Myr Quadropod (4)

Artifact Creature - Myr

(3): Switch Myr Quadropod's power and toughness until end of turn.

1/4

26. Lodestone Myr (4)

Artifact Creature - Myr

Trample

Tap an untapped artifact you control: Lodestone Myr gets +1/+1 until end of turn.

2/2

27. Myr Prototype (5)

Artifact Creature - Myr

At the beginning of your upkeep, put a +1/+1 counter on Myr Prototype.

Myr Prototype can't attack or block unless you pay (1) for each +1/+1 counter on it.

2/2

28. Myr Matrix (5)

Artifact

Myr Matrix is indestructible

All Myr get +1/+1.

(5): Put a 1/1 Myr artifact creature token into play.

29. Myr Incubator (6)

Artifact

(6), T, Sacrifice Myr Incubator: Search your library for any number of artifact cards, remove them from the game, then put that many 1/1 Myr artifact creature tokens into play. Then shuffle your library.

30. Myr Enforcer (7)

Artifact Creature - Myr

Affinity for artifacts

4/4

31. Ornithopter (0)

Artifact Creature - Thopter

Flying

0/2

32. Shield Sphere (0)

Artifact Creature - Wall

Defender (This creature can't attack.)

Whenever Shield Sphere blocks, put a -0/-1 counter on it.

0/6

33. Lotus Petal (0)

Artifact

Tap, Sacrifice Lotus Petal: Add one mana of any color to your mana pool.

34. Tablet of Epityr (1)

Artifact

Whenever an artifact you control is put into a graveyard from play, you may pay 1. If you do, you gain 1 life.

35. Sunbeam Spellbomb (1)

Artifact

( W ), Sacrifice Sunbeam Spellbomb: You gain 5 life.

(1), Sacrifice Sunbeam Spellbomb: Draw a card.

36. Glasses of Urza (1)

Artifact

T: Look at target player's hand.

37. Steel Wall (1)

Artifact Creature – Wall

Defender (This creature can't attack.)

0/4

38. Slagwurm Armor (1)

Artifact - Equipment

Equipped creature gets +0/+6.

Equip (3)

39. Urza's Chalice (1)

Artifact

Whenever a player plays an artifact spell, you may pay 1. If you do, you gain 1 life.

40. Darksteel Garrison (2)

Artifact - Fortification

Fortified land is indestructible.

Whenever fortified land becomes tapped, target creature gets +1/+1 until end of turn.

Fortify 3 (3: Attach to target land you control. Fortify only as a sorcery. This card comes into play unattached and stays in play if the land leaves play.)

41. Sun Droplet (2)

Artifact

Whenever you're dealt damage, put that many charge counters on Sun Droplet.

At the beginning of each upkeep, you may remove a charge counter from Sun Droplet. If you do, you gain 1 life.

42. Ebony Owl Netsuke (2)

Artifact

At the beginning of each opponent’s upkeep, if that player has seven or more cards in hand, Ebony Owl Netsuke deals 4 damage to him or her.

43. Copper Gnomes (2)

Artifact Creature - Gnome

(4), Sacrifice Copper Gnomes: Put an artifact card from your hand into play.

1/1

44. Power Conduit (2)

Artifact

T, Remove a counter from a permanent you control: Choose one - Put a charge counter on target artifact; or put a +1/+1 counter on target creature.

45. Spawning Pit (2)

Artifact

Sacrifice a creature: Put a charge counter on Spawning Pit.

(1), Remove two charge counters from Spawning Pit: Put a 2/2 Spawn artifact creature token into play.

46. Isochron Scepter (2)

Artifact

Imprint — When Isochron Scepter comes into play, you may remove an instant card with converted mana cost 2 or less in your hand from the game. (The removed card is imprinted on this artifact.)

2, T: You may copy the imprinted instant card. If you do, you may play the copy without paying its mana cost.

47. Candles of Leng (2)

Artifact

4, T: Reveal the top card of your library. If it has the same name as a card in your graveyard, put it into your graveyard. Otherwise, draw a card.

48. - 49. Cranial Plating (2) x2

Artifact – Equipment

Equipped creature gets +1/+0 for each artifact you control.

{B} {B} :Attach Cranial Plating to target creature you control.

Equip (1)

50. Howling Mine (2)

Artifact

At the beginning of each player's draw step, if Howling Mine is untapped, that player draws a card.

51. Winter Orb (2)

Artifact

As long as Winter Orb is untapped, players can't untap more than one land during their untap steps.

52. Ankh of Mishra (2)

Artifact

Whenever a land comes into play, Ankh of Mishra deals 2 damage to that land's controller.

53. Scrying Glass (2)

Artifact

(3), T: Choose a number greater than 0 and a color. Target opponent reveals his or her hand. If that opponent reveals exactly the chosen number of cards of the chosen color, you draw a card.

54. Copper Tablet (2)

Artifact

At the beginning of each player's upkeep, Copper Tablet deals 1 damage to that player.

55. Demon’s Horn (2)

Artifact

Whenever a player plays a black spell, you may gain 1 life.

56. Energy Chamber (2)

Artifact

At the beginning of your upkeep, choose one - Put a +1/+1 counter on target artifact creature; or put a charge counter on target noncreature artifact.

57. Braidwood Cup (3)

Artifact

T: You gain 1 life.

58. Worn Powerstone (3)

Artifact

Worn Powerstone comes into play tapped.

T: Add (2) to your mana pool.

59. Barbed Wire (3)

Artifact

At the beginning of each player’s upkeep, Barbed Wire deals 1 damage to that player.

(2) : Prevent the next 1 damage that would be dealt by Barbed Wire this turn.

60. Sculpting Steel (3)

Artifact

As Sculpting Steel comes into play, you may choose an artifact in play. If you do, Sculpting Steel comes into play as a copy of that artifact.

61. Thunderstaff (3)

Artifact

If Thunderstaff is untapped and a creature would deal combat damage to you, prevent 1 of that damage.

(2), T: Attacking creatures get +1/+0 until end of turn.

62. Lightning Coils (3)

Artifact

Whenever a nontoken creature you control is put into a graveyard from play, put a charge counter on Lightning Coils. At the beginning of your upkeep, if Lightning Coils has five or more charge counters on it, remove all of them from it and put that many 3/1 red Elemental creature tokens with haste into play. Remove them from the game at end of turn.

63. Mana Web (3)

Artifact

Whenever a land an opponent controls is tapped for mana, tap all lands that player controls that can produce any type of mana that land could produce.

64. Urza’s Incubator (3)

Artifact

As Urza’s Incubator comes into play, choose a creature type.

Creature spells of the chosen type cost (2) less to play.

65. Wheel of Torture (3)

Artifact

At the beginning of each opponent's upkeep, Wheel of Torture deals 1 damage to that player for each card fewer than three in his or her hand.

66. Iron Maiden (3)

Artifact

At the beginning of each opponent's upkeep, Iron Maiden deals 1 damage to that player for each card more than four in his or her hand.

67. Forcefield (3)

Artifact

(1): Prevent all but 1 combat damage that would be dealt this turn by target unblocked creature attacking you.

68. Sword of Light and Shadow (3)

Artifact - Equipment

Equipped creature gets +2/+2 and has protection from white and from black.

Whenever equipped creature deals combat damage to a player, you gain 3 life and you may return up to one target creature card from your graveyard to your hand.

Equip 2

69. Skeleton Shard (3)

Artifact

(3), T or ( B ), T: Return target artifact creature card from your graveyard to your hand.

70. Whispersilk Cloak (3)

Artifact – Equipment

Equipped creature is unblockable and can't be the target of spells or abilities.

Equip (2)

71. Chimeric Egg (3)

Artifact

Whenever an opponent plays a nonartifact spell, put a charge counter on Chimeric Egg.

Remove three charge counters from Chimeric Egg: Chimeric Egg becomes a 6/6 artifact creature with trample until end of turn.

72. Scrapheap (3)

Artifact

Whenever an artifact or enchantment is put into your graveyard from play, you gain 1 life.

73. Skullmead Cauldron (4)

Artifact

T: You gain 1 life.

T, Discard a card: You gain 3 life.

74. Helm of Kaldra (3)

Legendary Artifact - Equipment

Equipped creature has first strike, trample, and haste.

1: If you control Equipment named Helm of Kaldra, Sword of Kaldra, and Shield of Kaldra, put a legendary 4/4 colorless Avatar creature token named Kaldra into play and attach those Equipment to it.

Equip (2)

75. Shield of Kaldra (4)

Legendary Artifact - Equipment

Equipment named Sword of Kaldra, Shield of Kaldra, and Helm of Kaldra are indestructible.

Equipped creature is indestructible. ("Destroy" effects and lethal damage don't destroy it.)

Equip (4)

76. Sword of Kaldra (4)

Legendary Artifact - Equipment

Equipped creature gets +5/+5.

Whenever equipped creature deals damage to a creature, remove that creature from the game.

Equip (4)

77. Arcbound Crusher (4)

Artifact Creature

Trample

Whenever another artifact comes into play, put a +1/+1 counter on Arcbound Crusher.

Modular 1

0/0

78. Thran Dynamo (4) x4

Artifact

T: Add (3) to your mana pool.

79. Icy Manipulator (4)

Artifact

(1), T: Tap target artifact, creature, or land.

80. Nevinyrral's Disk (4)

Artifact

Nevinyrral's Disk comes into play tapped.

(1), T: Destroy all artifacts, creatures, and enchantments.

81. Metrognome (4)

Artifact

When a spell or ability an opponent controls causes you to discard Metrognome, put four 1/1 Gnome artifact creature tokens into play.

(4), T: Put a 1/1 Gnome artifact creature token into play.

82. Stuffy Doll (5)

Artifact Creature - Construct

As Stuffy Doll comes into play, choose a player.

Stuffy Doll is indestructible.

Whenever damage is dealt to Stuffy Doll, it deals that much damage to the chosen player.

T: Stuffy Doll deals 1 damage to itself.

0/1

83. Coat of Arms (5)

Artifact

Each creature gets +1/+1 for each other creature in play that shares a creature type with it.

84. Pariah's Shield (5)

Artifact - Equipment

All damage that would be dealt to you is dealt to equipped creature instead.

Equip (3)

85. Ring of Immortals (5)

Artifact

(3), T: Counter target instant or Aura spell that targets a permanent you control.

86. Gilded Lotus (5)

Artifact

T: Add three mana of any one color to your mana pool.

87. Panoptic Mirror (5)

Artifact

Imprint - ( X ), T: You may remove an instant or sorcery card with converted mana cost X in your hand from the game. (That card is imprinted on this artifact.)

At the beginning of your upkeep, you may copy an imprinted instant or sorcery card. If you do, you may play the copy without paying its mana cost.

88. Darksteel Forge (9) [ritual spell]

Artifact

Artifacts you control are indestructible. ("Destroy" effects and lethal damage don't destroy them.)[/color]

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Black Spells

89. Word of Command ( B B )

Instant

Look at target opponent's hand and choose a card from it. That player plays that card with his or her own mana, but you make all decisions it calls for. The player is required only to use mana in his or her mana pool and mana that can be drawn from lands.

90. Terror ( (1) B )

Instant

Destroy target nonartifact, nonblack creature. It can’t be regenerated.

91. Shred Memory ( (1) B )

Instant

Remove up to four target cards in a single graveyard from the game.

Transmute ( (1) B B )

92. Rend Flesh (2 {B} )

Instant — Arcane

Destroy target non-Spirit creature.

93. Damnation ( 2 B B )

Sorcery

Destroy all creatures. They can't be regenerated.

94. Temporal Extortion ( B B B B )

Sorcery

When you play Temporal Extortion, any player may pay half his or her life, rounded up. If a player does, counter Temporal Extortion.

Take an extra turn after this one.

95. Guardian Beast ( 3 B )

Creature - Guardian

As long as Guardian Beast is untapped, noncreature artifacts you control can't be enchanted, they're indestructible, and other players can't gain control of them.

2/4

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[color=red] Red Spells

96. Lightning Bolt ( R ) x2

Instant

Lightning Bolt deals 3 damage to target creature or player.

97. Squee, Goblin Nabob ( 2 R )

Legendary Creature - Goblin

At the beginning of your upkeep, if Squee, Goblin Nabob is in your graveyard, you may return Squee to your hand.

1/1[/color]

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[color=orange] White Spells (using orange for white since white letters don't tend to show up well on a white or near white background.)

98. Ethereal Haze ( W )

Instant — Arcane

Prevent all damage that would be dealt by creatures this turn.

99. Hope Charm ( W )

Instant

Choose one — Target creature gains first strike until end of turn; or target player gains 2 life; or destroy target Aura.

100. Ivory Mask ( (2) W W )

Enchantment

You can’t be the target of spells and abilities.

[/color]