

Abbrev.	field	¢	dmg.	tar.
Meaning	Battlefield	Creature	Damage	Target

Origins Instants				
Color	Mana Cost	Card	Rarity	Brief Card Text
White		Enshrouding Mist	/ c	Tar. ¢ gets +1/+1. Prevent all dmg. that would be dealt to it. If it's renowned, untap it
	1	Hallowed Moonlight	/ r	If a ¢ would enter the field and it wasn't cast, exile it instead. Draw a card
		Mighty Leap	/ c	Tar. ¢ gets +2/+2 and gains flying
		Celestial Flare	/ c	Tar. player sacrifices an attacking or blocking ¢
	5	Gideon's Phalanx	/ r	Put four 2/2 white Knight ¢ tokens with vigilance onto the field. Spell mastery- ¢ you control gain indestructible
Blue	1	Disperse	/ c	Return tar. nonland permanent to its owner's hand
		Negate	/ c	Counter tar. non¢ spell
		Psychic Rebuttal	/ u	Counter tar. instant or sorcery spell that targets you. Spell mastery- you may copy the spell countered this way. You may choose new targets for the copy
		Send to Sleep	/ c	Tap two tar. ¢. Spell mastery- those ¢ don't untap during their controllers next untap steps
		Turn to Frog	/ u	Tar. ¢ loses all abilities and becomes a blue Frog with base power and toughness 1/1
	2	Artificer's Epiphany	/ c	Draw two cards. If you control no artifacts, discard a card
		Calculated Dismissal	/ c	Counter tar. spell unless its controller pays 3. Spell mastery- scry 2
		Hydrolash	/ u	Attacking ¢ get -2/-0. Draw a card
	2	Bone to Ash	/ c	Counter tar. ¢ spell. Draw a card
X	Clash of Wills	/ u	Counter tar. spell unless its controller pays X	
Black		Touch of Moonglove	/ c	Tar. ¢ you control gets +1/+0 and gains deathtouch. Whenever a ¢ dealt dmg. by that ¢ dies this turn, its controller loses 2 life
	2	Dark Dabbling	/ c	Regenerate tar. ¢. Draw a card. Spell mastery- also regenerate each other ¢ you control
	3	Unholy Hunger	/ c	Destroy tar. ¢. Spell mastery- you gain 2 life.
	4	Cruel Revival	/ u	Destroy tar. non-Zombie ¢. It can't be regenerated. Return up to one tar. Zombie card from your graveyard to hand

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Red		Fiery Impulse	/ c	Deal 2 dmg. to tar ç. Spell mastery- deal 3 dmg. to that ç instead
		Titans Strength	/ c	Tar. ç gets +3/+1. Scry 1
	1	Fiery Conclusion	/ u	As an additional cost to cast, sacrifice a ç. Deal 5 dmg. to tar. ç
		Smash to Smithereens	/ c	Destroy tar. artifact. Deal 3 dmg. to that artifact's controller
	4	Chandra's Fury	/ c	Deal 4 dmg. to tar. player and 1 dmg. to each ç that player controls
	X	Ravaging Blaze	/ u	Deal X dmg. to tar. ç. Spell mastery- also deal X dmg. to that ç controller
Green		Aerial Volley	/ c	Deal 3 dmg. divided as you choose among one, two, or three tar. ç with flying
		Might of the Masses	/ c	Tar. ç gets +1/+1 for each ç you control
		Reclaim	/ c	Put tar. from your graveyard on top of your library
	1	Titanic Growth	/ c	Tar. ç gets +4/+4
		Plummet	/ c	Destroy tar. ç with flying
	2	Vine Snare	/ c	Prevent all combat dmg. that would be dealt by ç with power 4 or less

Origins Flash Spells			
Mana Cost	Card	Rarity	Stats/Abilities
1	Swift Reckoning	/ u	Spell mastery- this sorcery can be cast as though it had flash. Destroy tar. tapped ç
2	Mizzium Meddler	/ r	1/4; when it enters the battlefield, you may change a target of tar. spell or ability to Mizzium Meddler
1	Bounding Krasis	/ u	3/3; when it enters the battlefield, you may tap or untap tar. ç
(2)	Harbinger of the Tides	/ r	2/2; you may cast with flash if you pay 2 more. When it enters the battlefield you may return tar. tapped ç to its owner's hand
2	Thunderclap Wyvern	/ u	2/3; flyer, other ç you control with flying get +1/+1
3	Nivix Barrier	/ c	0/4; when it enters the battlefield, tar. attacking ç gets -4/-0
3	Hixus, Prison Warden	/ r	4/4; whenever a ç deals combat dmg. to you, if Hixus entered the battlefield this turn, exile that ç until Hixus leaves the battlefield