

Special Land

Card Name	Spell Type	Ability
Adarkar Wastes	Land	Tap for 1 blue or 1 white mana and take 1 damage -or- Tap for 1 colorless mana.
Brushland	Land	Tap for 1 green or 1 white mana and take 1 damage -or- Tap for 1 colorless mana.
Halls of Mist	Land	Creatures cannot attack if they attacked during their controller's last turn. Cumulative Upkeep=1 mana.
Karplusan Forest	Land	Tap for 1 green or 1 red mana and take 1 damage -or- Tap for 1 colorless mana.
Land Cap	Land	Tap for 1 blue or 1 white mana and put a counter on the land. It will not untap as normal if it has a counter. Remove a counter at the beginning of upkeep.
Lava Tubes	Land	Tap for 1 black or 1 red mana and put a counter on the land. It will not untap as normal if it has a counter. Remove a counter at the beginning of upkeep.
River Delta	Land	Tap for 1 black or 1 blue mana and put a counter on the land. It will not untap as normal if it has a counter. Remove a counter at the beginning of upkeep.
Sulfurous Springs	Land	Tap for 1 black or 1 red mana and take 1 damage -or- Tap for 1 colorless mana.
Timberline Ridge	Land	Tap for 1 green or 1 red mana and put a counter on the land. It will not untap as normal if it has a counter. Remove a counter at the beginning of upkeep.
Underground River	Land	Tap for 1 black or 1 blue mana and take 1 damage -or- Tap for 1 colorless mana.
Veldt	Land	Tap for 1 green or 1 white mana and put a counter on the land. It will not untap as normal if it has a counter. Remove a counter at the beginning of upkeep.
<i>Glacial Chasm</i>	Land	Sacrifice land when enters play. You cannot declare an attack, but all damage done to you is reduced to zero. Cumulative Upkeep=2 life.
<i>Ice Floe</i>	Land	Tap to tap a non-Flying creature which is attacking you. Creature does not untap as normal as long as this card is tapped. May choose not to untap this card during untap.

Artifacts (part 1 of 2)

Card Name	Spell Type	Cost	Ability
Aegis of the Meek	Artifact	3	Give a 1/1 creature +1/+2 until end of turn (Tap+1)
Amulet of Quoz	Artifact	6	During upkeep, flip a coin and the opponent calls it (Tap+ Sacrifice this card). Opponent may Ante another card to counter this. Loser of the toss loses the game. Opponent can counter effect by anteing an extra card. Only use in Ante games.
Celestial Sword	Artifact	6	Give +3/+3 to one of your creatures but bury it at end of turn. (Tap+3)
Crown of the Ages	Artifact	2	Move an enchantment from one creature to another legal creature (Tap+4). It acts as if newly cast.
Despotic Scepter	Artifact	1	Bury a permanent you own (Tap).
Elkin Bottle	Artifact	3	Take a card from your library and make it usable as if in your hand (Tap+3). You have until your next upkeep to use it or it is removed from the game.
Goblin Lyre	Artifact	3	Flip a coin and opponent calls it (Sacrifice this card). If you win, opponent takes 1 damage for each creature you have. If opponent wins, you take 1 damage for each creature they have.
Ice Cauldron	Artifact	4	Put a spell face up on this card along with a counter (Tap+X). Get back exact mana used to put on counter (Tap+remove counter). Mana can only be used to cast the spell on this card.
Infinite Hourglass	Artifact	4	Gives +1/+0 to all creatures for each counter on this card. Put a counter on this card during your upkeep. Players can pay 3 mana during any upkeep to remove a counter.
Jester's Cap	Artifact	4	Look through a player's library and remove any 3 cards from the game (Tap+2+Sacrifice this card)
Jester's Mask	Artifact	5	Enters play tapped. Look at a player's hand and library and choose a new hand of the same size for that player (Tap+1+Sacrifice this card)
Naked Singularity	Artifact	5	Mountains provide blue mana, Islands provide green mana, Forests provide black mana, Swamps provide white mana, and Plains provide red mana. Cumulative Upkeep=3 mana.
Pentagram of the Ages	Artifact	4	Prevent damage to you from one source (Tap+4)
Runed Arch	Artifact	3	Enters play tapped. Make X creatures of power<=2 unblockable until end of turn (Tap+X+Sacrifice this card).
Snow Fortress	Artifact Creature	5	0/4, Wall, +1/+0 (1), +0/+1 (1). Do 1 damage to a non-Flying creature attacking you (3).
Soldevi Golem	Artifact Creature	4	5/3. Does not untap as normal. Untap one of opponent's creatures during your upkeep to untap this card at the end of upkeep.
Staff of the Ages	Artifact	3	Stops all Landwalk abilities.
Time Bomb	Artifact	4	Do 1 damage to each player and creature for each counter on this card (Tap+1+Sacrifice this card). Put a counter on this card during your upkeep.
Vexing Arcanix	Artifact	4	Make a player name a card then draw from their library (Tap+3). If they draw the named card, it goes in their hand, else they take 2 damage and the card goes to their graveyard
Vibrating Sphere	Artifact	4	Your creatures have +2/+0 on your turn and -0/-2 on other turns.
<i>Adarkar Sentinel</i>	Artifact Creature	5	3/3, +0/+1 (1).
<i>Arcum's Sleigh</i>	Artifact	1	Make a creature not tap when attacking this turn (Tap+2). Only usable if defending player has Snow-Covered lands.
<i>Arcum's Weathervane</i>	Artifact	2	Make a Snow-Covered land be normal or a normal basic land be Snow-Covered (Tap+2). Change is permanent.
<i>Arcum's Whistle</i>	Artifact	3	Force a non-Wall creature which started the turn in the current player's side to attack or die (Tap+3) Opponent can counter this by paying the creature's casting cost in colorless mana.
<i>Baton of Morale</i>	Artifact	2	Give Banding to a creature until end of turn (2)
<i>Fyndhorn Bow</i>	Artifact	2	Give First Strike to a creature until end of turn (Tap+3)
<i>Hematite Talisman</i>	Artifact	2	Untap a permanent (3). Usable once when a red spell is cast.
<i>Icy Manipulator</i>	Artifact	4	Tap a land, artifact, or creature (Tap+1)
<i>Jeweled Amulet</i>	Artifact	0	Put a counter on if no counter (Tap+1). Get color of mana used to put on counter (Tap+remove counter).
<i>Lapis Lazuli Talisman</i>	Artifact	2	Untap a permanent (3). Usable once when a blue spell is cast.
<i>Malachite Talisman</i>	Artifact	2	Untap a permanent (3). Usable once when a green spell is cast.
<i>Nacre Talisman</i>	Artifact	2	Untap a permanent (3). Usable once when a white spell is cast.
<i>Onyx Talisman</i>	Artifact	2	Untap a permanent (3). Usable once when a black spell is cast.

Artifacts (part 2 of 2)

Card Name	Spell Type	Cost	Ability
<i>Pit Trap</i>	Artifact	2	Bury a non-Flying creature that is attacking you (Tap+2+ Sacrifice this card)
<i>Shield of the Ages</i>	Artifact	2	Prevent 1 damage to you (2)
<i>Skull Catapult</i>	Artifact	4	Do 2 damage to a creature or player (Tap+1+Sacrifice creature)
<i>Soldevi Simulacrum</i>	Artifact Creature	4	2/4, +1/+0 (1). Cumulative Upkeep=1 mana.
<i>Sunstone</i>	Artifact	3	No creatures deal damage in combat this turn (2+Sacrifice a Snow-Covered land)
<i>Urza's Bauble</i>	Artifact	0	Look at a random card in a player's hand (Tap+Sacrifice this card). Draw a card at the beginning of the next player's upkeep after using this ability.
<i>Walking Wall</i>	Artifact Creature	4	0/6, Wall. +3/-1 until end of turn and may attack this turn (3). Can only use ability once per turn. Cannot attack unless it started this turn under your control.
<i>Wall of Shields</i>	Artifact Creature	3	0/4, Wall, Bands
<i>War Chariot</i>	Artifact	3	Give a creature Trample until end of turn (Tap+3)
<i>Whalebone Glider</i>	Artifact	2	Give Flying until end of turn to a creature with power<=3 (Tap+2)
<i>Zuran Orb</i>	Artifact	0	Gain 2 life (Sacrifice a land)
<i>Barbed Sextant</i>	Artifact	1	Add 1 mana of any color to your pool (Tap+1+Sacrifice this card). Draw a card at the beginning of the next turn's upkeep after ability is used.

Multicolor Cards

Card Name	Spell Type	Cost	Ability
Altar of Bone	Sorcery	GW	Sacrifice a creature to bring a creature in your library into your hand.
Chromatic Armor	Enchant Creature	UW1	Creature is not damaged by sources of a single color. Put a counter on this card and pick the color when it is brought into play. Pay 1 mana for each counter and then add a counter to change the choice of colors.
Earthlink	Enchantment	BGR3	Players bury a land each time one of their creatures goes to the graveyard. Upkeep=2 mana.
Elemental Augury	Enchantment	BUR	Look at and reorder top 3 cards of a player's library (3)
Fiery Justice	Sorcery	GRW	Give an opponent 5 life then do 5 damage divided among any number of targets.
Flooded Woodlands	Enchantment	BU2	Players sacrifice a land each time they declare a green creature as an attacker.
Ghastly Flame	Enchantment	BR	Red and black spells and permanents are treated as colorless sources of damage.
Glaciers	Enchantment	UW2	All Mountains are changed to Plains. Upkeep=UW.
Merieke Ri Berit	Summon Legend	BUW	1/1. Tap to take control of a creature; Bury the creature if this card leaves play or is untapped. Lose control of creature if you lose control of this card. Does not untap as normal.
Monsoon	Enchantment	GR2	Players take 1 damage for each Island untapped at end of their turn and then taps the Islands.
Mountain Titan	Summon Titan	BR2	2/2. Put a +1/+1 counter on this card each time you cast a black spell this turn (RR1).
Reclamation	Enchantment	GW2	Must sacrifice a land to declare a black creature as an attacker.
Skeleton Ship	Summon Legend	BU3	0/3. Put a -1/-1 counter on a creature (Tap). Bury this card if you control no Islands.
Stormbind	Enchantment	GR1	Do 2 damage to a player or creature (2+Discard a random card)
Storm Spirit	Summon Spirit	UGW3	3/3, Flying. Do 2 damage to a creature (Tap).
<i>Centaur Archer</i>	Summon Centaur	GR1	3/2. Do 1 damage to a Flying creature (Tap).
<i>Diabolic Vision</i>	Sorcery	BU	Look at the top 5 cards of your library, keep 1 of them, and replace the others in any order.
<i>Essence Vortex</i>	Instant	BU1	Bury a creature unless controller pays the creature's toughness in life.
<i>Fire Covenant</i>	Instant	BR1	Pay X life to do X damage divided among any number of creatures.
<i>Fumarole</i>	Sorcery	BR3	Pay 3 life to destroy a land and a creature.
<i>Giant Trap Door Spider</i>	Summon Spider	GR1	2/3. Remove a creature which is attacking you from the game (Tap+GR+ Remove this card from the game)
<i>Hymn of Rebirth</i>	Sorcery	GW3	Bring a creature from any graveyard into play under your control.
<i>Kjeldoran Frostbeast</i>	Summon Frostbeast	GW3	2/4. All creatures blocking or blocked by this one are destroyed at the end of combat.
<i>Spectral Shield</i>	Enchant Creature	UW1	Creature gets +0/+2 and cannot be targeted by spells.
<i>Wings of Aesthir</i>	Enchant Creature	UW	Creature gets +1/+0, Flying, and First Strike.

Black Spells (Part 1 of 2)

Card Name	Spell Type	Cost	Ability
Dread Wight	Summon Wight	BB3	3/4. All creatures blocking or blocked by this one become tapped at end of combat and get a counter. Player can pay 4 mana to remove a counter from a creature. Creature will not untap as normal if it has a counter.
Flow of Maggots	Summon Insects	B2	2/2. Can only be blocked by Walls. Cumulative Upkeep=1 mana.
Gravebind	Instant	B	Make a creature unable to Regenerate this turn. Draw a card during the next player's upkeep.
Hecatomb	Enchantment	BB1	Sacrifice four creatures when enters play. Tap a Swamp to do 1 damage to a player or creature.
Infernal Darkness	Enchantment	BB2	All mana producing lands produce 1 black mana instead of their normal color. Cumulative Upkeep=1 life and 1 black mana.
Infernal Denizen	Summon Infernal Denizen	B7	5/7. Tap to take control of a creature. Sacrifice 2 Swamps during upkeep or tap this card and opponent takes control of one of your creatures of their choice. Creatures revert to their original controllers when this card leaves play.
Mind Whip	Enchant Creature	BB2	Pay 3 mana during creature controller's upkeep or creature becomes tapped and controller takes 2 damage.
Minion of Leshrac	Summon Demon	BBB4	5/5. Protection from Black. Destroy a land or creature (Tap). Sacrifice a creature during upkeep or take 5 damage. If damaged, tap this card.
Minion of Tevesh Szat	Summon Demon	BBB4	4/4. Give a creature +3/-2 until end of turn (Tap). Pay BB during upkeep or take 2 damage.
Necropotence	Enchantment	BBB	Skip your draw phase. Pay 1 life to put a card aside until the beginning of your discard phase, then it is added to your hand. If you discard a card, remove it from the game.
Oath of Lim-Dûl	Enchantment	B3	Draw a card (BB). Sacrifice a permanent or discard a card for each point of damage or loss of life you take. You cannot sacrifice this card to this effect.
Pox	Sorcery	BBB	All players lose 1/3 of their life, discard 1/3 of their hand, sacrifice 1/3 of their creatures, and sacrifice 1/3 of their lands. All fractions are rounded up.
Spoils of Evil	Interrupt	B2	Get 1 colorless mana and 1 life for each artifact or creature in an opponent's graveyard.
Spoils of War	Sorcery	BX	Put a +1/+1 counter on any creature for each creature or artifact in an opponent's graveyard. X is the number of counters to be placed.
Stromgald Cabal	Summon Knights	BB1	2/2. Counter a white spell (Tap+1 life).
<i>Abyssal Specter</i>	Summon Specter	BB2	2/3, Flying. Player discards 1 card of their choice if damaged by this creature.
<i>Ashen Ghoul</i>	Summon Ghoul	B3	3/1, May attack on turn it enters play. During upkeep you can pay B to return it to play at end of upkeep if there are at least 3 creatures on top of it in the graveyard.
<i>Dance of the Dead</i>	Enchant Dead Creature	B1	Bring a creature from any graveyard into play tapped with +1/+1. Creature does not untap as normal, controller may pay B1 to untap it at end of upkeep. Bury creature if this card leaves play.
<i>Demonic Consultation</i>	Instant	B	Name a card, remove top 6 cards in library from the game and then start drawing cards from your library until you find the named card or run out. Incorrect cards are removed from game.
<i>Drift of the Dead</i>	Summon Wall	B3	*/* where *= number of Snow-Covered lands you have, Wall.
<i>Hyalopterous Lemure</i>	Summon Lemure	B4	4/3. Flying and -1/-0 until end of turn (0)
<i>Icequake</i>	Sorcery	BB1	Destroy a land. Controller takes 1 damage if the land is Snow-Covered.
<i>Knight of Stromgald</i>	Summon Knight	BB	2/1, Protection from White. First Strike until end of turn (B). +1/+0 until end of turn (BB).
<i>Krovikan Elementalist</i>	Summon Wizard	BB	1/1. Give a creature +1/+0 (R2). Give one of your creatures Flying but bury it at end of turn (UU).
<i>Krovikan Vampire</i>	Summon Vampire	BB3	3/3. At end of turn, bring any creatures in graveyard that this creature damaged this turn into play under your control. Bury the creatures when this creature leaves play or your control.
<i>Leshrac's Rite</i>	Enchant Creature	B	Creature gets SwampWalk.
<i>Leshrac's Sigil</i>	Enchantment	BB	Each time a green spell is cast, you can pay BB to choose one of opponent's cards in hand to be discarded. Return this card to your hand (BB).

Black Spells (Part 2 of 2)

Card Name	Spell Type	Cost	Ability
<i>Lim Dûl's Hex</i>	Enchantment	B1	During your upkeep, all players pay B or pay 3 mana or take 1 damage.
<i>Mind Warp</i>	Sorcery	B3X	Make a player discard X cards of your choice.
<i>Mole Worms</i>	Summon Worms	B2	1/1. Tap to tap a land. Land does not untap as long as this card is tapped. May choose not to untap this card during untap.
<i>Stench of Evil</i>	Sorcery	BB2	Destroys all Plains. Players take 1 damage for each of their lands that is destroyed, but can pay 2 mana to prevent each point of damage.
<i>Withering Wisps</i>	Enchantment	BB1	Do 1 damage to all creatures and players (B); Cannot spend more than B per Snow-Covered Swamp you control. Bury if no creatures in play at end of turn.
Brine Shaman	Summon Cleric	B1	1/1. Give a creature +2/+2 until end of turn (Tap+Sacrifice a creature). Counter a summon spell (UU1+Sacrifice a creature)
Burnt Offering	Interrupt	B	Sacrifice a creature to get its casting cost as any combination of red and black mana.
Cloak of Confusion	Enchant Creature	B1	Play on one of your creatures. If not blocked, can choose to have creature deal no damage and instead have defender discard a card at random.
Dark Banishing	Instant	B2	Bury a non-black creature.
Dark Ritual	Interrupt	B	Gain 3 black mana.
Fear	Enchant Creature	BB	Creature is only blockable by black or artifact creatures.
Foul Familiar	Summon Spirit	B2	3/1. Cannot be used to block. Return this card to owner's hand (B+1 life).
Gangrenous Zombies	Summon Zombies	BB1	2/2. Do 1 damage to all creatures and players (Tap+Sacrifice this card). Does 2 damage if you have a Snow-Covered Swamp.
Gaze of Pain	Sorcery	B1	For each of your creatures that you attack with this turn and are not blocked, you can choose to have them not deal damage an instead to do their power in damage to a creature of choice.
Hoar Shade	Summon Shade	B3	1/2, +1/+1 (B)
Howl from Beyond	Instant	BX	Give a creature +X/+0 until end of turn.
Kjeldoran Dead	Summon Dead	B	3/1. Regenerate (B). Sacrifice a creature when this card enters play.
Krovikan Fetish	Enchant Creature	B2	Creature gets +1/+1. Draw a card during the player's upkeep following the turn this card enters play.
Legions of Lim-Dûl	Summon Zombies	BB1	2/3. Snow-Covered SwampWalk.
Lim-Dûl's Cohort	Summon Zombies	BB1	2/3. Creatures blocking or blocked by this one cannot Regenerate this turn.
Mind Ravel	Sorcery	B2	Make a player discard one card of their choice. Draw a card at the beginning of the next player's upkeep.
Moor Fiend	Summon Fiend	B3	3/3, Swampwalk
Norrith	Summon Imp	B3	1/1. Untap a blue creature (Tap). Force a non-Wall creature which started the turn in the current player's side to attack or die (Tap).
Pestilence Rats	Summon Rats	B2	*3 where *=number of Rats in play other than this one.
Seizures	Enchant Creature	B1	Creature's controller must pay 3 mana or take 3 damage each time the creature is tapped.
Songs of the Damned	Interrupt	B	Gain B for each creature in your graveyard.
Soul Burn	Sorcery	B2	Does 1 damage for each extra B or R spent in addition to the casting cost. You gain 1 life for each B spent this way. You cannot gain more life than the creature's toughness or player's life total.
Soul Kiss	Enchant Creature	B2	+2/+2 (B+1 life). Maximum of BBB in one turn.
Touch of Death	Sorcery	B2	Do 1 damage to a player. Gain 1 life. Draw a card at the beginning of the next turn's upkeep.

Blue Spells (Part 1 of 2)

Card Name	Spell Type	Cost	Ability
Deflection	Interrupt	U3	Change the target of a spell with one target to a new legal choice.
Icy Prison	Enchantment	UU	Remove a creature from the game until this card leaves play. This card is destroyed during your upkeep unless a player pays 3 mana to prevent it.
Illusionary Presence	Summon Illusion	UU1	2/2. During your upkeep, gains a Landwalk ability of choice until end of turn. Cumulative Upkeep=U.
Illusions of Grandeur	Enchantment	U3	Gain 20 life when brought into play and lose 20 when it leaves play. Cumulative Upkeep=2 mana.
Magus of the Unseen	Summon Wizard	U1	1/1. Take control of an artifact until end of turn and get it untapped (Tap+U1). If it is an artifact creature, it can attack or use abilities that require tapping in the cost during this turn. Creature becomes tapped when you lose control of it.
Mesmeric Trance	Enchantment	UU1	Discard and then draw a card (U). Cumulative Upkeep=1 mana.
Musician	Summon Mage	U2	1/3. Put a counter on a creature (Tap). Creature's controller must pay 1 mana for each counter during upkeep or bury the creature. Cumulative Upkeep=1 mana.
Mystic Might	Enchant Land	U	Play on one of your lands. Tap the land to give a creature +2/+2 until end of turn. Cumulative Upkeep=U1.
Polar Kraken	Summon Kraken	UUU8	11/11, Trample. Cumulative Upkeep=Sacrifice a land.
Reality Twist	Enchantment	UUU	Mountains provide white mana, Forests provide black mana, Swamps provide green mana, and Plains provide red mana. Cumulative Upkeep=UU1
Shyft	Summon Shyft	U4	4/2. During your upkeep, you can change the color of this card to any color or combination of colors.
Sibilant Spirit	Summon Spirit	U5	5/6, Flying. Defending player can draw a card when this card attacks.
Winter's Chill	Instant	UX	Play during combat before blockers are chosen to select X attacking creatures. For each creature, attacking player can pay 2 mana to prevent the effect, pay 1 mana to have the creature deal and receive no damage, or not pay and combat is normal but creature is destroyed at end of combat. X must be less than or equal to the number of Snow-Covered lands you have.
Wrath of Marit Lage	Enchantment	UU3	Red creatures do not untap as normal. Tap all red creatures when this is brought into play.
Zur's Weirding	Enchantment	U3	All players play with open hands. Players may pay 2 life to force a player to discard a just-drawn card.
<i>Balduvian Conjurer</i>	Summon Wizard	U1	0/2. Turn a Snow Covered land into a 2/2 creature until end of turn (Tap).
<i>Binding Grasp</i>	Enchant Creature	U3	You take control of creature. Creature gets +0/+1. Upkeep=U1.
<i>Breath of Dreams</i>	Enchantment	UU2	Green creatures have a Cumulative Upkeep of 1 mana. Cumulative Upkeep=U.
<i>Dreams of the Dead</i>	Enchantment	U3	Bring a white or black creature from your graveyard into play (U1). Creature has a Cumulative Upkeep of 2 mana and it is removed from the game if it leaves play.
<i>Force Void</i>	Interrupt	U2	Counters a spell unless its caster pays 1 mana. Draw a card during the next player's upkeep.
<i>Glacial Wall</i>	Summon Wall	U2	0/7, Wall
<i>Iceberg</i>	Enchantment	UUU	Gain 1 colorless mana (remove a counter). Put X counters on this card when it is brought into play. Put a counter on this card (3).
<i>Illusionary Terrain</i>	Enchantment	UU	Change all basic lands of one type to another type. Cumulative Upkeep=2 mana.
<i>Phantasmal Mount</i>	Summon Phantasm	U1	1/1, Flying. Give one of your creatures with toughness <3 +1/+1 and Flying until end of turn (Tap). If either this card or the creature leaves play this turn, bury the other.
<i>Sea Spirit</i>	Summon Spirit	U4	2/3, +1/+0 (U)
<i>Silver Erne</i>	Summon Erne	U3	2/2, Flying, Trample
<i>Sleight of Mind</i>	Interrupt	U	Change all color type references on one spell or permanent.
<i>Soldevi Machinist</i>	Summon Wizard	U1	1/1. Gain 2 colorless mana which can only be used to pay for artifact activation (Tap).
<i>Soul Barrier</i>	Enchantment	U2	Targeted opponent must pay 2 mana or take 2 damage each time they cast a summon spell.
<i>Thunder Wall</i>	Summon Wall	UU1	0/2, Wall, Flying. +1/+1 (U).
<i>Updraft</i>	Instant	U1	Creature gets Flying until end of turn. Draw a card at the beginning of the next turn.
<i>Wind Spirit</i>	Summon Spirit	U4	3/2, Flying, Cannot be blocked by only one creature.

Blue Spells (Part 2 of 2)

Card Name	Spell Type	Cost	Ability
Arnjlot's Ascent	Enchantment	UU1	Give a creature Flying until end of turn (1). Cumulative Upkeep=U.
Balduvian Shaman	Summon Cleric	U	1/1. Change color references on a white enchantment you control which does not have a Cumulative Upkeep to a different color and give it a Cumulative Upkeep of 1 mana (Tap).
Brainstorm	Instant	U	Draw three cards, then put two cards on top of your library in any order.
Clairvoyance	Instant	U	Look at a player's hand. Draw a card during the next player's upkeep.
Counterspell	Interrupt	UU	Counters a spell.
Enervate	Instant	U1	Tap a creature, artifact, or land. Draw a card at the beginning of the next player's upkeep.
Errant Minion	Enchant Creature	U2	Creature's controller takes 2 damage during upkeep but can pay 1 mana for each damage to be prevented.
Essence Flare	Enchant Creature	U	Creature gets +2/+0. Put a -0/-1 counter on it each upkeep. Counters remain even if enchantment is removed.
Hydroblast	Interrupt	U	Counter a red spell or destroy a red permanent.
Illusionary Forces	Summon Illusion	U3	4/4, Flying. Cumulative Upkeep=U.
Illusionary Wall	Summon Wall	U4	7/4, Wall, Flying, First Strike. Cumulative Upkeep=U.
Infuse	Instant	U2	Untap a creature, artifact, or land. Draw a card during the next player's upkeep.
Krovikan Sorcerer	Summon Wizard	U2	1/1. Discard a card then draw a card (Tap). Draw 2 cards and keep one if the discarded card was black.
Mistfolk	Summon Mistfolk	UU	1/2. Counter a spell targeting this card (U).
Mystic Remora	Enchantment	U	You may draw a card whenever targeted opponent casts a non-creature spell, unless they pay 4 mana. Cumulative Upkeep=1 mana.
Portent	Sorcery	U	Look at top 3 cards of a player's library and either put them back in any order or shuffle the whole library. Draw a card at the beginning of the next turn's upkeep.
Power Sink	Interrupt	UX	Opponent pays X mana or spell is countered; Must try to pay using all lands and mana pool.
Ray of Command	Instant	U3	Take control of a creature until end of turn and make it be untapped. It can attack or use abilities that require tapping in the cost this turn. Creature becomes tapped when you lose control.
Ray of Erasure	Instant	U	Opponent puts 1 card from top of library into graveyard. Draw a card during the next player's upkeep.
Snow Devil	Enchant Creature	U1	Gives creature Flying. If you have Snow-Covered lands, it also gets First Strike when blocking.
Snowfall	Enchantment	U2	Islands can produce an extra U and Snow-Covered Islands can produce an extra U or UU which can only be used to pay Cumulative Upkeep. Cumulative Upkeep=U.
Word of Undoing	Instant	U	Send a creature to its owner's hand. White enchantments you own on the creature go to your hand.
Zuran Enchanter	Summon Wizard	U1	1/1. During your turn, make a player discard a card of their choice (Tap+B2).
Zuran Spellcaster	Summon Wizard	U2	1/1. Do 1 damage to a player or creature (Tap).

Green Spells (part 1 of 2)

Card Name	Spell Type	Cost	Ability
Blizzard	Enchantment	GG	Flying creatures do not untap as normal. Can only be cast if you have a Snow-Covered land. Cumulative Upkeep=2 mana.
Elder Druid	Summon Cleric	G3	2/2. Tap or untap a land, creature or artifact (Tap+G3)
Forbidden Lore	Enchant Land	G2	Tap the land to give a creature +2/+1 until end of turn.
Freyalise's Winds	Enchantment	GG2	All permanents take two turns to untap.
Fyndhorn Pollen	Enchantment	G2	Gives all creatures -1/-0. Give all creatures -1/-0 until end of turn (G1). Cumulative Upkeep=1 mana.
Hot Springs	Enchant Land	G1	Play on one of your lands. Tap the land to prevent 1 damage to a player or creature.
Lhurgoyf	Summon Lhurgoyf	GG2	*/1+* where *=number of creatures in all graveyards.
Pale Bears	Summon Bears	G2	2/2, IslandWalk
Pygmy Allosaurus	Summon Dinosaur	G2	2/2, SwampWalk
Ritual of Subdual	Enchantment	GG4	All lands now provide colorless mana instead of their normal mana. Cumulative Upkeep=2 mana.
Snowblind	Enchant Creature	G3	Gives creature -X/-X where X is the number of Snow-Covered lands its controller has. When it attacks, X is the number of Snow-Covered lands the defender has. Will not reduce creature toughness below 1.
Stampede	Instant	GG1	Gives all attacking creatures Trample and +1/+0 until end of turn.
Stunted Growth	Instant	GG3	Make a player put 3 cards of choice from their hand on top of their library in any order.
Trailblazer	Instant	GG2	Make a creature unblockable until end of turn.
Wiitigo	Summon Wiitigo	GGG3	0/0. Gets six +1/+1 counters when brought into play. Gets a +1/+1 counter during your upkeep if it blocked or was blocked since last upkeep, otherwise remove a counter.
<i>Fanatical Fever</i>	Instant	GG2	Creature gets +3/+0 and Trample until end of turn.
<i>Forgotten Lore</i>	Sorcery	G	Opponent picks a card in your graveyard to come into your hand. You can pay G as many times as you want to make them pick a different card.
<i>Freyalise's Charm</i>	Enchantment	GG	Each time a black spell is cast, you can pay GG to draw a card. Return this card to your hand (GG).
<i>Freyalise Supplicant</i>	Summon Cleric	G1	1/1. Do one half of a red or white creature's power rounded down in damage to any target (Tap+Sacrifice the creature)
<i>Fyndhorn Elder</i>	Summon Elves	G2	1/1. Add GG to your mana pool (Tap).
<i>Hurricane</i>	Sorcery	GX	Do X damage to each player and Flying creatures.
<i>Joh'tull Wurm</i>	Summon Wurm	G5	6/6. Gets -2/-1 until end of turn for each creature past the first one assigned to block it.
<i>Lure</i>	Enchant Creature	GG1	All creatures able to block this creature must do so.
<i>Maddening Wind</i>	Enchant Creature	G2	Creature's controller takes 2 damage during upkeep. Cumulative Upkeep=G.
<i>Nature's Lore</i>	Sorcery	G1	Bring a Forest from your library into play. Does not count toward your land limit. Shuffle.
<i>Thermokarst</i>	Sorcery	GG1	Destroy a land. Gain 1 life if land is Snow-Covered.
<i>Thoughtleech</i>	Enchantment	GG	Gain 1 life each time target opponent's Islands are tapped.
<i>Touch of Vitae</i>	Instant	G2	Target creature may untap once during this turn in addition to the untap phase. May attack or use ability requiring a tap during turn it enters play. Draw a card during the next player's upkeep.
<i>Venomous Breath</i>	Instant	G3	Destroys all creatures at the end of combat that blocked or were blocked by the target creature.
<i>Wall of Pine Needles</i>	Summon Wall	G3	3/3, Wall, Regenerate (G)
<i>Whiteout</i>	Instant	G1	All creatures lose Flying until end of turn. Return this card from your graveyard to your hand (Sacrifice a Snow-Covered land)
<i>Yavimaya Gnats</i>	Summon Insects	G2	0/1, Flying, Regenerate(G)

Green Spells (part 2 of 2)

Card Name	Spell Type	Cost	Ability
Aurochs	Summon Aurochs	G3	2/3, Trample. Gets +1/+0 until end of turn when attacking for each other Aurochs that attacks.
Balduvian Bears	Summon Bears	G1	2/2
Brown Ouphe	Summon Ouphe	G	1/1. Counter effect of an artifact with an activation cost (Tap+G1).
Chub Toad	Summon Toad	G2	1/1. Gets +2/+2 until end of turn when blocking or blocked.
Dire Wolves	Summon Wolves	G2	2/2, Bands if you control any Plains
Earthlore	Enchant Land	G	Play on one of your lands. Tap the land to give a blocking creature +1/+2 until end of turn.
Essence Filter	Sorcery	GG1	Destroy all enchantments or destroy all non-white enchantments.
Folk of the Pines	Summon Dryads	G4	2/5, +1/+0 (G1)
Foxfire	Instant	G2	Untap an attacking creature, and the creature does not deal or receive damage during combat. Draw a card at the beginning of the next turn's upkeep.
Fyndhorn Brownie	Summon Brownie	G2	1/1. Untap a creature (Tap+G2).
Fyndhorn Elves	Summon Elves	G	1/1. Add G to your mana pool (Tap).
Giant Growth	Instant	G	Creature gets +3/+3 until end of turn.
Gorilla Pack	Summon Gorilla Pack	G2	3/3. Cannot attack if defender controls no Forests. Bury it if you control no Forests.
Juniper Order Druid	Summon Cleric	G2	1/1. Untap a land (Tap).
Pyknite	Summon Pyknite	G2	1/1. Draw a card during the next player's upkeep after this card enters play.
Regeneration	Enchant Creature	G1	Gives creature Regenerate(G)
Rime Dryad	Summon Dryad	G	1/2, Snow-Covered ForestWalk
Scaled Wurm	Summon Wurm	G7	7/6
Shambling Strider	Summon Strider	GG4	5/5, +1/-1 (RG)
Tarpan	Summon Tarpan	G	1/1. Gain 1 life when goes to the graveyard from play.
Tinder Wall	Summon Wall	G	0/3, Wall. Do 2 damage to a creature this one is blocking (R+Sacrifice this card). Add RR to your mana pool (Sacrifice this card).
Wild Growth	Enchant Land	G	Gives you one extra green mana when land is tapped for mana.
Woolly Mammoths	Summon Mammoths	GG1	3/2, Trample if you control any Snow-Covered lands.
Woolly Spider	Summon Spider	GG1	2/3, Can block Flying creatures. Gets +0/+2 until end of turn when blocks a Flying creature.

Red Spells (Part 1 of 2)

Card Name	Spell Type	Cost	Ability
Balduvian Hydra	Summon Hydra	RRX	0/1. Prevent 1 damage to this creature (remove a counter). Enters play with X +1/+0 counters. During upkeep, put a +1/+0 counter on this card (RRR).
Brand of Ill Omen	Enchant Creature	R3	Controller of creature cannot cast any summon spells. Cumulative Upkeep=R.
Chaos Lord	Summon Lord	RRR4	7/7, First Strike. May attack on turn you get control of it except when it is first brought into play. During your upkeep, if there are an even number of cards in play give control of this card to another player.
Chaos Moon	Enchantment	R3	During each player's upkeep count the number of cards in play. If there are an odd number of cards in play, all red creatures get +1/+1 and Mountains provide an extra R when tapped for mana until end of turn. If there are an even number, all red creatures get -1/-1 and Mountains provide colorless mana instead of their normal mana until end of turn.
Curse of Marit Lage	Enchantment	RR3	Islands do not untap as normal during untap phase. Tap all Islands when this is brought into play.
Dwarven Armory	Enchantment	RR2	During upkeep, put a +2/+2 counter on a creature (2+Sacrifice a land)
Game of Chaos	Sorcery	RRR	Flip a coin and opponent calls it. Winner gains 1 life, loser loses 1 life. Game continues as long as winner of round wants to go on. Double the stakes in life and damage each round.
Glacial Crevasses	Enchantment	R2	No creatures deal damage in combat this turn (Sacrifice a Snow-Covered Mountain)
Jokulhaups	Sorcery	RR4	Bury all creatures, lands, and artifacts.
Karplusan Yeti	Summon Yeti	RR3	3/3. Do this creature's power in damage to a creature and that creature's power in damage to this creature (Tap).
Márton Stromgald	Summon Legend	RR2	1/1. Gives all creatures attacking with him +X/+X. Give all blockers blocking with him +X/+X. X is the number of creatures with him. Does not give himself the bonus.
Mudslide	Enchantment	R2	Non-Flying creatures do not untap during their controller's untap phase. During upkeep, a player may pay 2 mana to untap one of their non-Flying creatures at the end of upkeep.
Orcish Librarian	Summon Orc	R1	1/1. Take 8 cards from your library, remove 4 from the game, and put the others back on the library in any order (Tap+R)
Orcish Squatters	Summon Orcs	R4	2/3. If attacks and is not blocked, you can choose to take control of one of opponent's lands instead of doing damage. You lose control of these lands when this card leaves your control.
Total War	Enchantment	R3	When a player attacks, destroy all untapped non-Wall creatures that started the turn on that player's side and which do not attack.
<i>Aggression</i>	Enchant Creature	R2	Gives a non-Wall creature Trample and First Strike. Creature is destroyed if it does not attack during its controller's turn.
<i>Anarchy</i>	Sorcery	RR2	Destroys all white permanents.
<i>Avalanche</i>	Sorcery	RR2X	Destroys X Snow-Covered lands.
<i>Conquer</i>	Enchant Land	RR3	Take control of a land.
<i>Flame Spirit</i>	Summon Spirit	R4	2/3, +1/+0 (R).
<i>Goblin Mutant</i>	Summon Goblin	RR2	5/3, Trample. Cannot attack if defending player has an untapped creature of power>2. Cannot block creatures of power>2.
<i>Goblin Snowman</i>	Summon Goblins	R3	1/1. Does not deal or receive damage when blocking. Do 1 damage to creature it is blocking (Tap).
<i>Karplusan Giant</i>	Summon Giant	R6	3/3. Tap one of your Snow-Covered lands to give this creature +1/+1 until end of turn.
<i>Melee</i>	Instant	R4	Play on your turn during combat before defense is chosen to let you make all choices about which creatures block which attackers. Any unblocked attackers are untapped and considered to not have attacked at all.
<i>Melting</i>	Enchantment	R3	Changes all Snow-Covered lands to non-Snow-Covered lands.
<i>Orcish Cannoneers</i>	Summon Orcs	RR1	1/3. Do 2 damage to a target and 3 damage to you (Tap).
<i>Orcish Healer</i>	Summon Cleric	RR	1/1. Make a creature unable to Regenerate until end of turn (Tap+RR). Regenerate a green or black creature (Tap+RGG -or- Tap+RBB)

Red Spells (Part 2 of 2)

Card Name	Spell Type	Cost	Ability
<i>Pyroclasm</i>	Sorcery	R1	Does 2 damage to all creatures.
<i>Stone Spirit</i>	Summon Spirit	R4	4/3. Cannot be blocked by Flying creatures.
<i>Vertigo</i>	Instant	R	Do 2 damage to a Flying creature and the creature loses Flying until end of turn.
<i>Wall of Lava</i>	Summon Wall	RR1	1/3, Wall, +1/+1 (R)
<i>Word of Blasting</i>	Instant	R1	Bury a Wall and do its casting cost in damage to the Wall's controller.
Balduvian Barbarians	Summon Barbarians	RR1	3/2
Barbarian Guides	Summon Barbarians	R2	1/2. Give one of your creatures a Snow-Covered Landwalk of choice but it is sent to owner's hand at the end of turn (Tap+R2).
Battle Frenzy	Instant	R2	Gives all non-green creatures +1/+0 until end of turn and all green creatures +1/+1 until end of turn.
Bone Shaman	Summon Giant	RR2	3/3. Creature damaged by this card cannot Regenerate this turn (B).
Errantry	Enchant Creature	R1	Creature gets +3/+0. No other creatures can attack if this creature does.
Flare	Instant	R2	Do 1 damage to any target. Draw a card during the next player's upkeep.
Goblin Sappers	Summon Goblins	R1	1/1. Make one of your creatures unblockable but destroy it and the Sappers at end of combat (Tap+RR). Make one of your creatures unblockable but destroy the creature at end of combat (Tap+RRRR).
Goblin Ski Patrol	Summon Goblins	R1	1/1. Gets Flying and +2/+0 but destroy it at end of turn (R1). Can only use the ability once per turn and only if you have a Snow-Covered Mountain.
Grizzled Wolverine	Summon Wolverine	RR1	2/2. Gets +2/+0 until end of turn if blocked (R). Can only use ability once per turn
Imposing Visage	Enchant Creature	R	Creature cannot be blocked by only one creature.
Incinerate	Instant	R1	Does 3 damage to a player or creature and the creature cannot Regenerate this turn.
Lava Burst	Sorcery	RX	Does X damage to a player or creature. Damage cannot be prevented or redirected.
Meteor Shower	Sorcery	RXX	Does X+1 damage divided any way you want among any number of players and creatures.
Mountain Goat	Summon Goat	R	1/1, MountainWalk
Orcish Conscripts	Summon Orcs	R	2/2. Cannot attack or block unless 2 other creatures also attack or block.
Orcish Farmer	Summon Orc	RR1	2/2. Change a land into a Swamp until its controller's next untap (Tap).
Orcish Lumberjack	Summon Orc	R	1/1. Add 3 mana of any combination of red and green to your mana pool (Tap+Sacrifice a Forest).
Panic	Instant	R	Play during combat before defense is chosen to make a creature unable block this turn. Draw a card at the beginning of the next turn's upkeep.
Pyroblast	Interrupt	R	Counter a blue spell or destroy a blue permanent.
Sabretooth Tiger	Summon Tiger	R2	2/1, First Strike
Shatter	Instant	R1	Destroys an artifact.
Stonehands	Enchant Creature	R2	Creature gets +0/+2. +1/+0 (R).
Stone Rain	Sorcery	R2	Destroys a land.
Tor Giant	Summon Giant	R3	3/3

White Spells (part 1 of 2)

Card Name	Spell Type	Cost	Ability
Blinking Spirit	Summon Blinking Spirit	W3	2/2. Return this card to owner's hand (0).
Call to Arms	Enchantment	W1	Pick a color when enters play. Gives all white creatures +1/+1. Bury this card if opponent does not control more cards of that color than any other color.
Caribou Range	Enchant Land	WW2	Play on one of your lands. Put a 0/1 Caribou white creature token into play (WW+Tap the land). Gain 1 life (Sacrifice a Caribou).
Enduring Renewal	Enchantment	WW2	You play with an open hand. If you draw a creature from your library, discard it. If a creature goes to your graveyard from play, take it into your hand.
Energy Storm	Enchantment	W1	Damage from instants, interrupts and sorceries is reduced to zero and Flying creatures do not untap as normal. Cumulative Upkeep=1 mana.
Formation	Instant	W1	Creature gets Banding until end of turn. Draw a card during the next player's upkeep.
General Jarkeld	Summon Legend	W3	1/2. During combat after defense is chosen, switch the blockers on two attacking creatures (Tap).
Kjeldoran Knight	Summon Knight	WW	1/1, Bands, +1/+0 (W1), +0/+2 (WW).
Kjeldoran Phalanx	Summon Soldiers	W5	2/5, Bands, First Strike
Kjeldoran Royal Guard	Summon Soldiers	WW3	2/5. Redirect all damage done to you from unblocked creatures to this card (Tap).
Lightning Blow	Instant	W1	Creature gets First Strike until end of turn. Draw a card during the next player's upkeep.
Lost Order of Jarkeld	Summon Knights	WW2	1+*/1+* where *=number of creatures target opponent controls.
Mercenaries	Summon Mercenaries	W3	3/3. A player may pay 4 mana to prevent Mercenaries from doing damage to them.
Order of the Sacred Torch	Summon Paladin	WW1	2/2. Counters a black spell (Tap+1 life).
Seraph	Summon Angel	W6	4/4, Flying. At end of turn, bring any creatures in graveyard that this creature damaged this turn into play under your control. Bury the creatures when you lose control of this creature.
<i>Battle Cry</i>	Instant	W2	Untaps all white creatures you control. Gives +0/+1 until end of turn to any creature that blocks this turn.
<i>Black Scarab</i>	Enchant Creature	W	Creature gets +2/+2 if any opponent controls any black cards. Creature cannot be blocked by black creatures.
<i>Blue Scarab</i>	Enchant Creature	W	Creature gets +2/+2 if any opponent controls any blue cards. Creature cannot be blocked by blue creatures.
<i>Cold Snap</i>	Enchantment	W2	During their upkeep, each player takes 1 damage for each Snow-Covered land they control. Cumulative Upkeep=2 mana.
<i>Drought</i>	Enchantment	WW2	For each B in a spell or effect's cost, you must sacrifice a Swamp. Upkeep=WW.
<i>Green Scarab</i>	Enchant Creature	W	Creature gets +2/+2 if any opponent controls any green cards. Creature cannot be blocked by green creatures.
<i>Hallowed Ground</i>	Enchantment	W1	Return a non-Snow-Covered land you control to its owner's hand (WW).
<i>Hipparion</i>	Summon Hipparion	W1	1/3. May not block a creature of power>=3 unless you pay 1 mana.
<i>Justice</i>	Enchantment	WW2	Does 1 damage to creature's controller or spell's caster for each point of damage done by a red spell or creature. This amount is not reduced if the original damage is prevented. Upkeep=WW.
<i>Kjeldoran Elite Guard</i>	Summon Soldier	W3	2/2. Give a creature being declared as attacker or blocker +2/+2 until end of turn (Tap). If the creature leaves play this turn, bury this card.
<i>Kjeldoran Skycaptain</i>	Summon Soldier	W4	2/2, Flying, First Strike, Bands
<i>Order of the White Shield</i>	Summon Knights	WW	2/1, Protection from Black. First Strike until end of turn (W). +1/+0 (WW).
<i>Red Scarab</i>	Enchant Creature	W	Creature gets +2/+2 if any opponent controls any red cards. Creature cannot be blocked by red creatures.
<i>Sacred Boon</i>	Instant	W1	Prevent up to 3 damage to a creature. At the end of the turn, put a +0/+1 counter on the creature for each damage prevented.
<i>Snow Hound</i>	Summon Dog	W2	1/1. Return this card and a blue or green creature you control to their owner's hands (Tap+1)
<i>Swords to Plowshares</i>	Instant	W	Give creature's power in life to controller of creature, which then leaves the game.
<i>White Scarab</i>	Enchant Creature	W	Creature gets +2/+2 if any opponent controls any white cards. Creature cannot be blocked by white creatures.

White Spells (part 2 of 2)

Card Name	Spell Type	Cost	Ability
Adarkar Unicorn	Summon Unicorn	WW1	2/2. Add U1 or U to your mana pool which can only be used for Cumulative Upkeep (Tap).
Arctic Foxes	Summon Foxes	W1	1/1. Cannot be blocked by creatures of power>1 if defender controls Snow-Covered lands.
Arenson's Aura	Enchantment	W2	Destroy an enchantment (W+Sacrifice an enchantment). Counter an enchantment (UU3).
Armor of Faith	Enchant Creature	W	Creature gets +1/+1. +0/+1 (W).
Blessed Wine	Instant	W1	Gain 1 life. Draw a card at the beginning of the next turn's upkeep.
Circle of Protection: Black	Enchantment	W1	Prevent damage from a black source.
Circle of Protection: Blue	Enchantment	W1	Prevent damage from a blue source.
Circle of Protection: Green	Enchantment	W1	Prevent damage from a green source.
Circle of Protection: Red	Enchantment	W1	Prevent damage from a red source.
Circle of Protection: White	Enchantment	W1	Prevent damage from a white source.
Cooperation	Enchant Creature	W2	Creature gets Banding.
Death Ward	Instant	W	Regenerate a creature.
Disenchant	Instant	W1	Destroy an enchantment or artifact.
Elvish Healer	Summon Cleric	W2	1/2. Prevent 1 damage to a player or non-green creature or 2 damage to a green creature (Tap).
Fylgja	Enchant Creature	W	Enters play with 4 counters. Prevent 1 damage (Remove a counter). Add a counter (W2).
Heal	Instant	W	Prevent 1 damage to a player or creature. Draw a card at the beginning of the next turn's upkeep.
Kelsinko Ranger	Summon Ranger	W	1/1. Give a green creature First Strike until end of turn (W1).
Kjeldoran Guard	Summon Soldier	W1	1/1. Give a creature being declared as an attacker or blocker +1/+1 until end of turn (Tap). If the creature leaves play this turn, bury this card. Ability cannot be used if defender controls Snow-Covered lands.
Kjeldoran Skyknight	Summon Soldier	W2	1/1, Flying, Bands, First Strike
Kjeldoran Warrior	Summon Hero	W	1/1, Bands
Prismatic Ward	Enchant Creature	W1	Choose a color when cast and all damage of that color done to the creature is reduced to zero.
Rally	Instant	WW	Gives all blocking creatures +1/+1 until end of turn.
Shield Bearer	Summon Soldier	W1	0/3, Bands
Warning	Instant	W	Make an attacking creature deal no damage in combat.