

Modern Masters 2015		0cc	1cc	2cc	3cc	4cc+
Colorless (5)	common	{r/p}: Gut Shot	1{w/p}: Apostle's Blessing			
	uncommon	{g/p}: Mutagenic Growth	1{b/p}{b/p}: Dismember			
	rare	{b/p}: Surgical Extraction				
White (6)	common			<b>Raise the Alarm</b>	Fortify	
				Mighty Leap		
				Otherworldly Journey		
	uncommon		Dispatch	Celestial Purge		
Blue (12)	common		Vapor Snag	Mana Leak	Steady Progress	
				XU: Repeal		
				Telling Time		
				Wings of Velis Vel		
	uncommon			Flashfreeze		
				Remand		
				1UU/UU with metalcraft: Stoic Rebuttal		
	rare			Hurkyl's Recall		1UUU: Cryptic Command
	mythic				<b>1UU: Vendilion Clique</b>	
Black (4)	common			Nameless Inversion	XBB: Death Denied	Instill Infection
					Grim Affliction	
Red (8)	common		Brute Force	Blades of Velis Vel		5R: Fiery Fall
			Burst Lightning	Smash to Smithereens		4R: Burst Lightning (kicked)
	uncommon		Lightning Bolt	Combust		
	mythic				XRR+Y: Comet Storm	
Green (5)	common	<b>3GG-convoke: Scatter the Seeds</b>	Vines of Vastwood	Plummet		5G: Sylvan Bounty
		2G-convoke: Sundering Vitae		GG: Vines of Vastwood (kicked)		
Multicolor (5)	uncommon			UB: Agony Warp	1UR: Electrolyze	2BR: Wrecking Ball
				GW: Sigil Blessing		
	rare					<b>1GUU: Mystic Snake</b>

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Colorless (5)	common	{r/p}: 1 dmg	1{w/p}: your A/C gets prot color			
	uncommon	{g/p}: +2/+2	1{b/p}{b/p}: -5/-5			
	rare	{b/p}: choose card in GY other than a basic land; search owner's GY, hand, and library for all cards with that name and exile them				
White (6)	common			<b>2 1/1 Soldiers</b>	your Cs get +2/+0, or your Cs get +0/+2	
				+2/+2 & flying		
				exile C; it returns to owner's control at EOT with a +1/+1 counter		
	uncommon		tap C; if metalcraft, exile that C	exile B/R permanent		
Blue (12)	common		bounce C; controller loses 1 life	counter unless controller pays 3	proliferate; draw 1	
				XU: bounce nonland with CMC X; draw 1		
				look at top 3 cards of your library; keep 1, put 1 back on top, and 1 on the bottom		
				C becomes 4/4 flyer that is all creature types		
	uncommon			counter R/G		
				counter and return that spell to owner's hand; draw 1		
				1UU-/UU with metalcraft: counter		
	rare			bounce all As owned by P		1UUU: choose 2: counter; bounce; tap opps' Cs; draw 1
	mythic				<b>1UU: 3/1 flyer; look at P's hand &amp; you may put a card from it on the bottom of their library; if you do, they draw 1</b>	
Black (4)	common			+3/-3 & loses all creature types	XBB: raise X Cs	-1/-1 counter; draw 1
					-1/-1 counter; proliferate	
Red (8)	common		+3/+3	0-2 Cs get +2/+0 & gain all creature types		5R: 5 dmg to C
			2 dmg	destroy A; 3 dmg to controller		4R: 4 dmg
	uncommon		3 dmg	uncounterable + unpreventable 5 dmg to W/U C		
	mythic				XRR+Y: X dmg to Y+1 C/Ps	
Green (5)	common	<b>3GG-convoke: 3 1/1 Saprolings</b>	hexproof	destroy flyer		5G: gain 8
		2G-convoke: destroy A/E		GG: +4/+4 & hexproof		
Multicolor (5)	uncommon			UB: C gets -3/-0; C gets -0/-3	1UR: 2 dmg to 1-2 C/Ps; draw 1	2BR: destroy C/L
				GW: +3/+3; your other Cs get +1/+1		
	rare					<b>1GUU: 2/2; counter</b>