

Magic Origins		1cc	2cc	3cc	4cc	5cc+
White (7)	common	Enshrouding Mist	WW: Celestial Flare			
			Mighty Leap			
	uncommon		w/ spell mastery: Swift Reckoning			
	rare		Hallowed Moonlight			3WW: Hixus, Prison Warden
						5WW: Gideon's Phalanx
Blue (13)	common		Disperse	Artificer's Epiphany	2UU: Bone to Ash	
			Negate	Calculated Dismissal	Nivix Barrier	
			Send to Sleep			
	uncommon		XU: Clash of Wills	Hydrolash		
			Psychic Rebuttal			
			Turn to Frog			
	rare			Mizzium Meddler	2UU: Harbinger of the Tides	
Black (4)	common	Touch of Moonglove		Dark Dabbling		3BB: Unholy Hunger
	uncommon					Cruel Revival
Red (6)	common	Fiery Impulse	Smash to Smithereens			Chandra's Fury
		Titan's Strength				
	uncommon		+sac C: Fiery Conclusion	XRR: Ravaging Blaze		
Green (5)	common	Aerial Volley	Titanic Growth	Vine Snare		
		Might of the Masses				
		Reclaim				
Multicolor (2)	uncommon			1GU: Bounding Krasis	2WU: Thunderclap Wyvern	

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White (7)	common	+1/+1 & prevent all dmg to C (& untap if renowned)	WW: P sacs an attkr/blk			
			+2/+2 & flying			
	uncommon		w/ spell mastery: destroy tapped C			
	rare		until EOT, exile Cs that would enter play that weren't cast & draw 1			3WW: 4/4, ETB: all Cs that deal combat dmg to you this turn are exiled until ~ leaves play
						5WW: 4 2/2's (w/ spell mastery, your Cs are also indestructible this turn)
Blue (13)	common		bounce non-L	draw 2; if you control no A's, discard 1	2UU: counter C & draw 1	
			counter non-C	counter unless controller pays 3 (w/ spell mastery, also scry 2)	0/4 defender, ETB: attkr gets -4/-0	
			tap 1-2 Cs (w/ spell mastery, freeze them)			
	uncommon		XU: counter unless controller pays X	attkrs get -2/-0 & draw 1		
			counter I/S that targets you (w/ spell mastery, you may also Fork it)			
			C becomes 1/1 blue Frog with no abilities			
	rare			1/4, ETB: you may change a spell/ability's target to ~	2UU: 2/2, bounce tapped C	
Black (4)	common	+1/+0 & deathtouch; whenever it deals dmg to a C and that C dies this turn, that C's controller loses 2 life		regen C & draw 1 (w/ spell mastery, regen all your C's)		3BB: destroy C (w/ spell mastery, also gain 2)
	uncommon					bury non-Zombie C; raise 1 Zombie
Red (6)	common	2 dmg to C (w/ spell mastery, 3 dmg to C instead)	destroy A & deal 3 dmg to its controller			4 dmg to P & 1 dmg to each of their C's
		+3/+1 & scry 1				
	uncommon		+sac C: 5 dmg to C	XRR: X dmg to C (w/ spell master, also deal X dmg to C's controller)		
Green (5)	common	3 dmg to 1-3 flyers	+4/+4	Fog all C's with P <= 4		
		+N/+N where N=# your C's				
		put C from GY on top of your library				
Multicolor (2)	uncommon			1GU: 3/3, ETB: tap/untap C	2WU: 2/3 flyer, your other flyers get +1/+1	