

ADVANCED CREATURE UPGRADES

(Unlocked by The New Era Packet)

The new ability must replace an existing ability.

Double Strike (This creature deals both first-strike and regular combat damage.)	Indestructible (Effects that say "destroy" don't destroy this.)	Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)	Battle Cry (Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.)
Annihilator 1 (Whenever this creature attacks, defending player sacrifices a permanent.)	Changeling (This card is every creature type at all times.)	Flash (You may cast this spell any time you could cast an instant.)	Bushido 1 (When this blocks or becomes blocked, it gets +1/+1 until end of turn.)
Evolve (Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)	Undying (When this creature dies, if it had no +1/+1 counters on it, return it to the battlefield under its owner's control with a +1/+1 counter on it.)	Unleash (You may have this creature enter the battlefield with a +1/+1 counter on it. It can't block as long as it has a +1/+1 counter on it.)	Bloodthirst 1 (If an opponent was dealt damage this turn, this creature enters the battlefield with a +1/+1 counter on it.)

PLANAR CHAOS UPGRADES

(Unlocked by the Planar Chaos packet)

Must replace mana symbols 1:1. If hybrid or Phyrexian, must replace a matching color.

				
				
				
				
				

SPELL UPGRADES

(Unlocked by the Storm packet.)

These upgrades can only be applied to certain kinds of spells.

If you pick Fuse, pick two cards of the same type, and put them together first.. (Yes, you should literally cut the cards and attach them together.)

CC = Casting Cost, CMC = Converted Mana Cost

Instants

<p>Split Second (As long as this spell is on the stack, players can't cast other spells or activate abilities that aren't mana abilities.)</p>	<p>Buyback 3xCMC (You may pay an additional 3x the Converted Mana Cost of the spell as you cast this spell. If you do, put this card into your hand as it resolves.)</p>	<p>Overload 2xCC (You may cast this spell for twice its casting cost. If you do, change its text by replacing all instances of "target" with "each")</p>
<p>Suspend 3 — 0 (Rather than cast this card from your hand, pay 0 and exile it with three time counters on it. At the beginning of your upkeep, remove a time counter. When you remove the last, cast it without paying its mana cost.)</p>	<p>Proliferate. (You choose any number of permanents and/or players with counters on them, then give each another counter of a kind already there.)</p>	<p>Replicate CC. (As an additional cost to play this spell, you may pay its Casting Cost any number of times. When you cast this spell, if a replicate cost was paid for it, copy it for each time its replicate cost was paid. If the spell has any targets, you may choose new targets for any number of the copies.)</p>
<p>Conspire (As you play this spell, you may tap two untapped creatures you control that share a color with it. When you do, copy it and you may choose a new target for the copy.)</p>	<p>Draw a card.</p>	<p>Scry 2. (Look at the top two cards of your library. Put any number of them on the bottom of your library and the rest on top in any order.)</p>

Sorceries

<p>Rebound (If you cast this spell from your hand, exile it as it resolves. At the beginning of your next upkeep, you may cast this card from exile without paying its mana cost.)</p>	<p>Flashback CC (You may cast this card from your graveyard for its casting cost. Then exile it.)</p>	<p>Delve (You may exile any number of cards from your graveyard as you cast this spell. It costs 1 less to cast for each card exiled this way.)</p>
<p>Cipher (Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of this card without paying its mana cost.)</p>	<p>Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)</p>	<p>Miracle (You may reveal this card from your hand as you draw it if it's the first card you've drawn this turn. When you reveal this card this way, you may cast it by paying its mana cost minus colorless mana rather than its mana cost.)</p>
<p>Retrace (You may cast this card from your graveyard by discarding a land card as an additional cost to cast it.)</p>	<p>Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)</p>	<p>Fuse (You may cast one or both halves of this card from your hand.)</p>

Enchantments

Totem Armor <i>(If enchanted permanent would be destroyed, instead remove all damage marked on it and destroy this Aura.)</i>	Convoke <i>(Each creature you tap while casting this spell reduces its cost by 1 or by one mana of that creature's color.)</i>
Flash <i>(You may cast this spell any time you could cast an instant.)</i>	Cycling 2 <i>(2, Discard this card: Draw a card.)</i>
Madness 0 <i>(If a player would discard this card, that player discards it, but may exile it instead of putting it into his or her graveyard. When this card is exiled this way, its owner may cast it by paying 0 rather than paying its mana cost. If that player doesn't, he or she puts this card into his or her graveyard.)</i>	Dredge 2 <i>(If you would draw a card, instead you may put exactly two cards from the top of your library into your graveyard. If you do, return this card from your graveyard to your hand. Otherwise, draw a card.)</i>

DRAWBACK STICKERS

(Unlocked by The Wall of Shame packet.)

Defender	Can't block	Can't attack or block alone.
Echo CC	When this creature enters the battlefield, lose 2 life.	Enters the battlefield tapped.
When this creature enters the battlefield, return a creature you control to your hand.	When this creature becomes the target of a spell or ability, sacrifice it.	Attacks each turn if able.