

WHITE GLOBAL

2. Solemnity

Players can't get counters.

Counters can't be put on artifacts, creatures, enchantments, or lands.

3. Crusade

As this becomes the global and at the beginning of each player's upkeep, roll a color die.

Creatures of the rolled color get +1/+1.

4. Banishing Light

As this becomes the global, each player chooses a different target nonland permanent. Exile those permanents until the global changes.

5. Contemplation

Whenever a player casts a spell, that player gains 1 life.

6. Zuran Orb

Sacrifice a land: You gain 2 life.

7. Ivory Mask

All players have shroud.

8. Pithing Needle

As this becomes the global, each player chooses a card name.

Activated abilities of non-commander sources with the chosen name can't be activated unless they're mana abilities.

9. Land Tax

At the beginning of your upkeep, if an opponent controls more lands than you, you may search your library for up to three basic land cards, reveal them, and put them into your hand. If you do, shuffle your library.

10. Nevermore

As this becomes the global, each player chooses a nonland card name.

Non-commander spells with the chosen names can't be cast.

11. Story Circle

As this becomes the global and at the beginning of each player's upkeep, roll a color die.

①: The next time a source of your choice of the rolled color would deal damage to you this turn, prevent that damage.

12. Humility

All creatures lose all abilities and have base power and toughness 1/1.

BLUE GLOBAL

2. Dovescape

Whenever a player casts a noncreature spell, counter that spell. That player creates X 1/1 white and blue Bird creature tokens with flying, where X is that spell's mana value.

3. Decree of Silence

As this becomes the global, put 1d6 counters on it.

Whenever a player casts a spell, counter that spell and remove a counter from this global. Then, if there are no counters remaining on this global, change the global.

4. Standstill

When a player casts a spell, if no other spells have been cast since this became the global, each of that player's opponents draws three cards, then change the global.

5. Memory Erosion

Whenever a player casts a spell, that player mills 1d6.

6. Vedalken Orrery

Players may cast spells as though they had flash.

7. Propaganda

Creatures can't attack unless their controller pays ② for each attacking creature.

8. Chalice of the Void

As this becomes the global, put 1d6 counters on it.

Players can't cast non-commander spells with mana value equal to the number of counters on this global.

9. Thought Reflection

If a player would draw a card, that player draws two cards instead.

10. Counterbalance

Whenever you cast a spell, the next player in the turn order reveals the top card of their library. Counter that spell if it has the same mana value as the revealed card.

11. Future Sight

Players play with the top card of their libraries revealed.

Players can play the top card of their libraries.

12. March of the Machines

Each noncreature artifact is an artifact creature with power and toughness equal to its mana value.

BLACK GLOBAL

2. Tainted Remedy

If a player would gain life, that player loses that much life instead.

3. Megrim

Whenever a player discards a card, Megrim deals 2 damage to that player.

4. Necrogen Mists

At the beginning of each player's upkeep, that player discards a card.

5. Planar Void

Whenever a card is put into a graveyard from anywhere, exile that card.

6. Library of Leng

Players have no maximum hand size.

If an effect causes a player to discard a card, that player discards it, but may put it on top of their library instead of into their graveyard.

7. Phyrexian Arena

At the beginning of each player's upkeep, that player draws a card and loses 1 life.

8. The Rack

At the beginning of each player's upkeep, The Rack deals X damage to that player, where X is 3 minus the number of cards in their hand.

9. Liability

Whenever a nontoken permanent is put into a player's graveyard from the battlefield, that player loses 1 life.

10. Underworld Dreams

Whenever a player draws a card, Underworld Dreams deals 1 damage to that player.

11. Mortuary

Whenever a creature dies, put that card on top of its owner's library.

12. Call to the Grave

At the beginning of each player's upkeep, that player sacrifices a creature.

At the beginning of each end step, if no creatures are on the battlefield, change the global.

RED GLOBAL

2. Blood Sun

All lands lose all abilities except mana abilities.

3. Mana Flare

Whenever a player taps a land for mana, that player adds one mana of any type that land produced.

4. Bedlam

Creatures can't block.

5. Goblin Bombardment

Sacrifice a creature: Goblin Bombardment deals 1 damage to any target.

6. Ankh of Mishra

Whenever a land enters the battlefield, Ankh of Mishra deals 2 damage to that land's controller.

7. Mass Hysteria

All creatures have haste.

8. Bottled Cloister

At the beginning of each player's end step, that player exiles their hand face down.

At the beginning of each player's upkeep, that player returns all cards they own exiled with this global to their hand, then draws a card.

When the global changes, each player returns all cards they own exiled with this global to their hand.

9. Sulfuric Vortex

Players can't gain life.

At the beginning of each player's upkeep, Sulfuric Vortex deals 2 damage to that player.

10. Knollspine Invocation

⊗, Discard a card with mana value X: Knollspine Invocation deals X damage to any target.

11. Furnace of Rath

If a source would deal damage to a permanent or player, it deals double that damage to that permanent or player instead.

12. Grand Melee

All creatures attack each combat if able.

All creatures block each combat if able.

GREEN GLOBAL

2. Oath of Druids

At the beginning of your upkeep, if an opponent controls more creatures than you do, you may reveal cards from the top of your library until you reveal a creature card. If you do, put that card onto the battlefield and all other cards revealed this way into your graveyard.

3. Aura Shards

Whenever a creature enters the battlefield, its controller may destroy target artifact or enchantment.

4. Awakening

At the beginning of each upkeep, untap all creatures and lands.

5. Dueling Grounds

No more than one creature can attack each combat.
No more than one creature can block each combat.

6. Horn of Greed

Whenever a player plays a land, that player draws a card.

7. Exploration

Each player may play an additional land on each of their turns.

8. Crucible of Worlds

Players may play land cards from their graveyards.

9. Path of Discovery

Whenever a creature enters the battlefield, it explores. *(Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on the creature, then put the card back or put it into your graveyard.)*

10. City of Solitude

Players can cast spells and activate abilities only during their own turns.

11. Squandered Resources

Sacrifice a land: Add one mana of any color.

12. Nature's Revolt

All lands are 2/2 creatures with haste that are still lands.

COLORLESS GLOBAL

2. Storage Matrix

Each player chooses artifact, creature, or land during their untap step. That player can untap only permanents of the chosen type this step.

3. Weathered Runestone

Permanent cards in graveyards and libraries can't enter the battlefield.

Players can't cast spells from graveyards or libraries.

4. Fixed Timesifter

As your turn ends, choose an opponent at random. Each player between you and that player in the turn order skips their next turn.

5. Mesmeric Orb

Whenever a permanent becomes untapped, that permanent's controller mills a card.

6. Slot Machine

At the beginning of your chaos step, you lose 2 life. Then roll three color dice. On a triple, you gain 20 life and draw seven cards. Otherwise, on a pair, you gain 5 life and draw a card. Otherwise, nothing happens.

7. The Middle

As this becomes the global and at the beginning of each player's upkeep, the active player draws a card, then exiles a card from their hand.

Players can play face up exiled cards. *(This includes cards they don't own and cards exiled by other means. Exiled cards are face up unless the effect that exiled them specified otherwise.)*

8. The Vortex

Each player rolls chaos an additional time on their chaos step.

9. Mana Flood

All colored permanents have “: Add one mana of one of this permanent's colors.”

All colorless permanents have “: Add .

10. Crumbling Sanctuary

If damage would be dealt to a player, that player exiles that many cards from the top of their library instead.

11. Eon Hub

Players skip their upkeep steps.

12. Attack of the Clones

The legend rule doesn't apply.

Whenever a creature enters the battlefield, each other creature becomes a copy of that creature until the global changes.