

Coldsnap

Expansion set for Magic: The Gathering

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 This card list was created by Eric DeWall, based on a template originated by Stephen D' Angelo.

Coldsnap (expansion code: CSP) is the 3rd set in the Ice Age block. It was released on July 21, 2006 (more than ten years after the Ice Age and Alliances expansions). The expansion symbol is a group of icicles.

The set contains 155 cards, distributed as follows:

	Land	Artifact	Multicolor	Black	Blue	Green	Red	White	
Rare	2	3	5	6	6	6	6	6	40
<i>Uncommon</i>	6	4	5	8	8	8	8	8	55
Common	5	-	-	11	11	11	11	11	60
	13	7	10	25	25	25	25	25	155

Key: **Rare** cards (R) are shown in bold text.
Uncommon cards (U) are shown in italicized text.
 Common cards (C) are shown in normal text.
 Cards reprinted from a prior set are footnoted with prior set and rarity detail.

Land

Card Name	Spell Type	Ability
Dark Depths	Legendary Snow Land	Dark Depths comes into play with ten ice counters on it. ; 3: Remove an ice counter from Dark Depths. When Dark Depths has no ice counters on it, sacrifice it. If you do, put an indestructible legendary 20/20 black Avatar creature token with flying named Marit Lage into play.
Scrying Sheets	Snow Land	T: Add 1 to your mana pool. ; 1S, T: Look at the top card of your library. If that card is snow, you may reveal it and put it into your hand. (<i>S can be paid with one mana from a snow permanent.</i>)
<i>Arctic Flats</i>	Snow Land	Arctic Flats comes into play tapped. ; T: Add G or W to your mana pool.
<i>Boreal Shelf</i>	Snow Land	Boreal Shelf comes into play tapped. ; T: Add W or U to your mana pool.
<i>Frost Marsh</i>	Snow Land	Frost Marsh comes into play tapped. ; T: Add U or B to your mana pool.
<i>Highland Weald</i>	Snow Land	Highland Weald comes into play tapped. ; T: Add R or G to your mana pool.
<i>Mouth of Ronom</i>	Snow Land	T: Add 1 to your mana pool. ; 4S, T, Sacrifice Mouth of Ronom: Mouth of Ronom deals 4 damage to target creature. (<i>S can be paid with one mana from a snow permanent.</i>)
<i>Tresserhorn Sinks</i>	Snow Land	Tresserhorn Sinks comes into play tapped. ; T: Add B or R to your mana pool.
Snow-Covered Forest ¹	Basic Snow Land – Forest	[G]
Snow-Covered Island ¹	Basic Snow Land – Island	[U]
Snow-Covered Mountain ¹	Basic Snow Land – Mountain	[R]
Snow-Covered Plains ¹	Basic Snow Land – Plains	[W]
Snow-Covered Swamp ¹	Basic Snow Land – Swamp	[B]

¹ The snow-covered lands are reprinted from: Ice Age (Basic Land)

Artifacts

Card Name	Spell Type	Cost	Ability
Jester's Scepter	Artifact	3	When Jester's Scepter comes into play, remove the top five cards of target player's library from the game face down. You may look at those cards as long as they remain removed from the game. ; 2, T, Put a card removed from the game with Jester's Scepter into its owner's graveyard: Counter target spell if it has the same name as that card.
Phyrexian Soulgorger	Snow Artifact Creature - Construct	3	8/8. Cumulative upkeep - Sacrifice a creature. (At the beginning of your upkeep, put an age counter on this permanent, then sacrifice it unless you pay its upkeep cost for each age counter on it.)
Thrumming Stone	Legendary Artifact	5	Spells you control have Ripple 4. (Whenever you play a spell, you may reveal the top four cards of your library. You may play any revealed cards with the same name as the spell without paying their mana costs. Put the rest on the bottom of your library.)
<i>Coldsteel Heart</i>	Snow Artifact	2	Coldsteel Heart comes into play tapped. As Coldsteel Heart comes into play, choose a color. ; T: Add one mana of the chosen color to your mana pool.
<i>Mishra's Bauble</i>	Artifact	0	T, Sacrifice Mishra's Bauble: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.
<i>Phyrexian Ironfoot</i>	Snow Artifact Creature - Construct	3	3/4. Phyrexian Ironfoot doesn't untap during your untap step. ; 1S: Untap Phyrexian Ironfoot. (S can be paid with one mana from a snow permanent.)
<i>Phyrexian Snowcrusher</i>	Snow Artifact Creature - Juggernaut	6	6/5. Phyrexian Snowcrusher attacks each turn if able. 1S: Phyrexian Snowcrusher gets +1/+0 until end of turn. (S can be paid with one mana from a snow permanent.)

Multicolor Spells

Card Name	Spell Type	Cost	Ability
Diamond Faerie	Snow Creature - Faerie	2GWU	3/3, Flying. 1S: Snow creatures you control get +1/+1 until end of turn. (S can be paid with one mana from a snow permanent.)
Garza Zol, Plague Queen	Legendary Creature - Vampire	4UBR	5/5, Flying, Haste. Whenever a creature dealt damage by Garza Zol, Plague Queen this turn is put into a graveyard, put a +1/+1 counter on Garza Zol. ; Whenever Garza Zol deals combat damage to a player, you may draw a card.
Sek'Kuar, Deathkeeper	Legendary Creature - Orc Shaman	2BRG	4/3. Whenever another nontoken creature you control is put into a graveyard from play, put a 3/1 black and red Graveborn creature token with haste into play.
Tamanoa	Creature - Spirit	RGW	2/4. Whenever a noncreature source you control deals damage, you gain that much life.
Zur the Enchanter	Legendary Creature - Human Wizard	1WUB	1/4, Flying. Whenever Zur the Enchanter attacks, you may search your library for an enchantment card with converted mana cost 3 or less and put it into play. If you do, shuffle your library.
<i>Blizzard Specter</i>	Snow Creature - Specter	2UB	2/3, Flying. Whenever Blizzard Specter deals combat damage to a player, choose one - That player returns a permanent he or she controls to its owner's hand; or that player discards a card.
<i>Deepfire Elemental</i>	Creature - Elemental	4BR	4/4. XX1: Destroy target artifact or creature with converted mana cost X.
<i>Juniper Order Ranger</i>	Creature - Human Knight	3GW	2/4. Whenever another creature comes into play under your control, put a +1/+1 counter on that creature and a +1/+1 counter on Juniper Order Ranger.
<i>Vanish into Memory</i>	Instant	2WU	Remove target creature from the game. You draw cards equal to that creature's power. At the beginning of your next upkeep, return that card to play under its owner's control. If you do, discard cards equal to its toughness.
<i>Wilderness Elemental</i>	Creature - Elemental	1RG	*3, Trample. Wilderness Elemental's power is equal to the number of nonbasic lands your opponents control.

Black Spells

Card Name	Spell Type	Cost	Ability
Garza's Assassin	Creature - Human Assassin	BBB	2/2. Sacrifice Garza's Assassin: Destroy target nonblack creature. ; Recover - Pay half your life, rounded up. (When another creature is put into your graveyard from play, you may pay half your life, rounded up. If you do, return this card from your graveyard to your hand. Otherwise, remove this card from the game.)
Haakon, Stromgald Scourge	Legendary Creature - Zombie Knight	1BB	3/3. You may play Haakon, Stromgald Scourge from your graveyard, but not from anywhere else. ; As long as Haakon is in play, you may play Knight cards from your graveyard. ; When Haakon is put into a graveyard from play, you lose 2 life.
Herald of Leshrac	Creature - Avatar	6B	2/4, Flying. Cumulative upkeep - Gain control of a land you don't control. ; Herald of Leshrac gets +1/+1 for each land you control but don't own. ; When Herald of Leshrac leaves play, each player gains control of each land he or she owns that you control.
Phyrexian Etchings	Enchantment	BBB	Cumulative upkeep B (At the beginning of your upkeep, put an age counter on this permanent, then sacrifice it unless you pay its upkeep cost for each age counter on it.) At the end of your turn, draw a card for each age counter on Phyrexian Etchings. When Phyrexian Etchings is put into a graveyard from play, you lose 2 life for each age counter on it.
Soul Spike	Instant	5BB	You may remove two black cards in your hand from the game rather than pay Soul Spike's mana cost. Soul Spike deals 4 damage to target creature or player and you gain 4 life.
Void Maw	Creature - Horror	4BB	4/5, Trample. If another creature would be put into a graveyard from play, remove it from the game instead. ; Put a card removed from the game with Void Maw into its owner's graveyard: Void Maw gets +2/+2 until end of turn.
<i>Balduvian Fallen</i>	Creature - Zombie	3B	3/5. Cumulative upkeep 1 (At the beginning of your upkeep, put an age counter on this permanent, then sacrifice it unless you pay its upkeep cost for each age counter on it.) ; Whenever Balduvian Fallen's cumulative upkeep is paid, it gets +1/+0 until end of turn for each B or R spent this way.
<i>Deathmark</i>	Sorcery	B	Destroy target green or white creature.
<i>Gristle Grinner</i>	Creature - Zombie	4B	3/3. Whenever a creature is put into a graveyard from play, Gristle Grinner gets +2/+2 until end of turn.
<i>Krovikan Rot</i>	Instant	2B	Destroy target creature with power 2 or less. ; Recover 1BB (When a creature is put into your graveyard from play, you may pay 1BB. If you do, return this card from your graveyard to your hand. Otherwise, remove this card from the game.)
<i>Phobian Phantasm</i>	Creature - Illusion	1BB	3/3, Flying, Fear. Cumulative Upkeep B (At the beginning of your upkeep, put an age counter on this permanent, then sacrifice it unless you pay its upkeep cost for each age counter on it.)
<i>Rime Transfusion</i>	Snow Enchantment - Aura	1B	Enchant creature. Enchanted creature gets +2/+1 and has "S: This creature can't be blocked this turn except by snow creatures." (S can be paid with one mana from a snow permanent.)
<i>Stromgald Crusader</i>	Creature - Zombie Knight	BB	2/1, Protection from white. B: Stromgald Crusader gains flying until end of turn. ; BB: Stromgald Crusader gets +1/+0 until end of turn.
<i>Tresserhorn Skyknight</i>	Creature - Zombie Knight	5BB	5/3, Flying. Prevent all damage that would be dealt to Tresserhorn Skyknight by creatures with first strike.
<i>Chill to the Bone</i>	Instant	3B	Destroy target nonsnow creature.
<i>Chilling Shade</i>	Snow Creature - Shade	2B	1/1, Flying. S: Chilling Shade gets +1/+1 until end of turn. (S can be paid with one mana from a snow permanent.)
<i>Disciple of Tevesh Szat</i>	Creature - Human Cleric	2BB	3/1. T: Target creature gets -1/-1 until end of turn. ; 4BB, T, Sacrifice Disciple of Tevesh Szat: Target creature gets -6/-6 until end of turn.
<i>Feast of Flesh</i>	Sorcery	B	Feast of Flesh deals X damage to target creature and you gain X life, where X is 1 plus the number of cards named Feast of Flesh in all graveyards.
<i>Grim Harvest</i>	Instant	1B	Return target creature card from your graveyard to your hand. Recover 2B (When a creature is put into your graveyard from play, you may pay 2B. If you do, return this card from your graveyard to your hand. Otherwise, remove this card from the game.)
<i>Gutless Ghoul</i>	Snow Creature - Zombie	2B	2/2. 1, Sacrifice a creature: You gain 2 life.
<i>Krovikan Scoundrel</i>	Creature - Human Rogue	1B	2/1.
<i>Martyr of Bones</i>	Creature - Human Wizard	B	1/1. 1, Reveal X black cards from your hand, Sacrifice Martyr of Bones: Remove up to X target cards in a single graveyard from the game.
<i>Rimebound Dead</i>	Snow Creature - Skeleton	B	1/1. S: Regenerate Rimebound Dead. (S can be paid with one mana from a snow permanent.)
<i>Surging Dementia</i>	Sorcery	1B	Ripple 4 (When you play this spell, you may reveal the top four cards of your library. You may play any revealed cards with the same name as this spell without paying their mana costs. Put the rest on the bottom of your library.) ; Target player discards a card.
<i>Zombie Musher</i>	Snow Creature - Zombie	3B	2/3, Snow landwalk. S: Regenerate Zombie Musher. (S can be paid with one mana from a snow permanent.)

Blue Spells

Card Name	Spell Type	Cost	Ability
Arcum Dagsson	Legendary Creature – Human Artificer	3U	2/2. T: Target artifact creature's controller sacrifices it. That player may search his or her library for a noncreature artifact card, put it into play, then shuffle his or her library.
Commandeer	Instant	5UU	You may remove two blue cards in your hand from the game rather than pay Commandeer's mana cost. Gain control of target noncreature spell. You may choose new targets for it. <i>(If that spell is an artifact or enchantment, the permanent comes into play under your control.)</i>
Heidar, Rimewind Master	Legendary Creature – Human Wizard	4U	3/3. 2, T: Return target permanent to its owner's hand. Play this ability only if you control four or more snow permanents.
Jokulmorder	Creature – Leviathan	4UUU	12/12, Trample. Jokulmorder comes into play tapped. ; When Jokulmorder comes into play, sacrifice it unless you sacrifice five lands. ; Jokulmorder doesn't untap during your untap step. ; Whenever you play an Island, you may untap Jokulmorder.
Rimefeather Owl	Snow Creature – Bird	5UU	*/*. Flying. Rimefeather Owl's power and toughness are each equal to the number of snow permanents in play. ; 1S: Put an ice counter on target permanent. ; Permanents with ice counters on them are snow.
Vexing Sphinx	Creature – Sphinx	1UU	4/4, Flying. Cumulative upkeep – Discard a card. <i>(At the beginning of your upkeep, put an age counter on this permanent, then sacrifice it unless you pay its upkeep cost for each age counter on it.)</i> ; When Vexing Sphinx is put into a graveyard from play, draw a card for each age counter on it.
<i>Adarkar Windform</i>	Snow Creature – Illusion	4U	3/3, Flying. 1S: Target creature loses flying until end of turn. <i>(S can be paid with one mana from a snow permanent.)</i>
<i>Balduvian Frostwaker</i>	Creature – Human Wizard	2U	1/1. U, T: Target snow land becomes a 2/2 blue Elemental creature with flying. It's still a land.
<i>Controvert</i>	Instant	2UU	Counter target spell. ; Recover 2UU <i>(When a creature is put into your graveyard from play, you may pay 2UU. If you do, return this card from your graveyard to your hand. Otherwise, remove this card from the game.)</i>
<i>Counterbalance</i>	Enchantment	UU	Whenever an opponent plays a spell, you may reveal the top card of your library. If you do, counter that spell if it has the same converted mana cost as the revealed card.
<i>Flashfreeze</i>	Instant	1U	Counter target red or green spell.
<i>Krovikan Whispers</i>	Enchantment – Aura	3U	Enchant creature. Cumulative upkeep U or B. ; You control enchanted creature. ; When Krovikan Whispers is put into a graveyard from play, you lose 2 life for each age counter on it.
<i>Perilous Research</i>	Instant	1U	Draw two cards, then sacrifice a permanent.
<i>Rimewind Cryomancer</i>	Creature – Human Wizard	3U	2/3. 1, T: Counter target activated ability. Play this ability only if you control four or more snow permanents. <i>(Mana abilities can't be targeted.)</i>
Drelnoch	Creature – Yeti Mutant	4U	3/3. Whenever Drelnoch becomes blocked, you may draw two cards.
Frost Raptor	Snow Creature – Bird	2U	2/2, Flying. SS: Frost Raptor can't be the target of spells or abilities this turn. <i>(S can be paid with one mana from a snow permanent.)</i>
Frozen Solid²	Enchantment – Aura	1UU	Enchant creature. Enchanted creature doesn't untap during its controller's untap step. ; When damage is dealt to enchanted creature, destroy it.
Krovikan Mist	Creature – Illusion	1U	*/*. Flying. Krovikan Mist's power and toughness are each equal to the number of Illusions in play.
Martyr of Frost	Creature – Human Wizard	U	1/1. 2, Reveal X blue cards from your hand, Sacrifice Martyr of Frost: Counter target spell unless its controller pays X.
Rimewind Taskmage	Creature – Human Wizard	1U	1/2. 1, T: Tap or untap target permanent. Play this ability only if you control four or more snow permanents.
Ronom Serpent	Snow Creature – Serpent	5U	5/6. Ronom Serpent can't attack unless defending player controls a snow land. ; When you control no snow lands, sacrifice Ronom Serpent.
Rune Snag	Instant	1U	Counter target spell unless its controller pays 2 plus an additional 2 for each card named Rune Snag in each graveyard.
Surging Æther	Instant	3U	Ripple 4 <i>(When you play this spell, you may reveal the top four cards of your library. You may play any revealed cards with the same name as this spell without paying their mana costs. Put the rest on the bottom of your library.)</i> ; Return target permanent to its owner's hand.
Survivor of the Unseen	Creature – Human Wizard	2U	2/1. Cumulative upkeep 2 <i>(At the beginning of your upkeep, put an age counter on this permanent, then sacrifice it unless you pay its upkeep cost for each age counter on it.)</i> ; T: Draw two cards, then put a card from your hand on top of your library.
Thermal Flux	Instant	U	Choose one – Target nonsnow permanent becomes snow until end of turn; or target snow permanent isn't snow until end of turn. ; Draw a card at the beginning of the next turn's upkeep.

² Frozen Solid is reprinted from: Scourge (C)

Green Spells

Card Name	Spell Type	Cost	Ability
Allosaurus Rider	Creature - Elf Warrior	5GG	1+*/1+*. You may remove two green cards in your hand from the game rather than pay Allosaurus Rider's mana cost. ; Allosaurus Rider's power and toughness are each equal to 1 plus the number of lands you control.
Brooding Saurian	Creature - Lizard	2GG	4/4. At the end of each turn, each player gains control of all nontoken permanents he or she owns.
Hibernation's End	Enchantment	4G	Cumulative upkeep 1 ; Whenever you pay Hibernation's End's cumulative upkeep, you may search your library for a creature card with converted mana cost equal to the number of age counters on Hibernation's End and put it into play. If you do, shuffle your library.
Ohran Viper	Snow Creature - Snake	1GG	1/3. Whenever Ohran Viper deals combat damage to a creature, destroy that creature at end of combat. ; Whenever Ohran Viper deals combat damage to a player, you may draw a card.
Panglacial Wurm	Creature - Wurm	5GG	9/5, Trample. While you're searching your library, you may play Panglacial Wurm from your library.
Shape of the Wiitigo	Enchantment - Aura	3GGG	Enchant creature. When Shape of the Wiitigo comes into play, put six +1/+1 counters on enchanted creature. ; At the beginning of your upkeep, put a +1/+1 counter on enchanted creature if it attacked or blocked since your last upkeep. Otherwise, remove a +1/+1 counter from it.
<i>Arctic Nishoba</i>	Creature - Cat Warrior	5G	6/6, Trample. Cumulative upkeep G or W (At the beginning of your upkeep, put an age counter on this permanent, then sacrifice it unless you pay its upkeep cost for each age counter on it.) ; When Arctic Nishoba is put into a graveyard from play, you gain 2 life for each age counter on it.
<i>Freyalise's Radiance</i>	Enchantment	1G	Cumulative upkeep 2 (At the beginning of your upkeep, put an age counter on this permanent, then sacrifice it unless you pay its upkeep cost for each age counter on it.) Snow permanents don't untap during their controllers' untap steps.
<i>Karplusan Strider</i>	Creature - Yeti	3G	3/4. Karplusan Strider can't be the target of blue or black spells.
<i>Mystic Melting</i>	Instant	3G	Destroy target artifact or enchantment. ; Draw a card at the beginning of the next turn's upkeep.
<i>Resize</i>	Instant	1G	Target creature gets +3/+3 until end of turn. ; Recover 1G (When a creature is put into your graveyard from play, you may pay 1G. If you do, return this card from your graveyard to your hand. Otherwise, remove this card from the game.)
<i>Rimehorn Aurochs</i>	Snow Creature - Aurochs	4G	3/3, Trample. Whenever Rimehorn Aurochs attacks, it gets +1/+0 until end of turn for each other attacking Aurochs. ; 2S: Target creature blocks target creature this turn if able. (S can be paid with one mana from a snow permanent.)
<i>Sheltering Ancient</i>	Creature - Treefolk	1G	5/5, Trample. Cumulative upkeep - Put a +1/+1 counter on a creature an opponent controls. (At the beginning of your upkeep, put an age counter on this permanent, then sacrifice it unless you pay its upkeep cost for each age counter on it.)
<i>Steam Spitter</i>	Creature - Spider	4G	1/5. Steam Spitter can block as though it had flying. ; R: Steam Spitter gets +1/+0 until end of turn.
Aurochs Herd	Creature - Aurochs	5G	4/4, Trample. When Aurochs Herd comes into play, you may search your library for an Aurochs card, reveal it, and put it into your hand. If you do, shuffle your library. ; Whenever Aurochs Herd attacks, it gets +1/+0 until end of turn for each other attacking Aurochs.
Boreal Centaur	Snow Creature - Centaur Warrior	1G	2/2. S: Boreal Centaur gets +1/+1 until end of turn. Play this ability only once each turn. (S can be paid with one mana from a snow permanent.)
Boreal Druid	Snow Creature - Elf Druid	G	1/1. T: Add 1 to your mana pool.
Bull Aurochs	Creature - Aurochs	1G	2/1, Trample. Whenever Bull Aurochs attacks, it gets +1/+0 until end of turn for each other attacking Aurochs.
Frostweb Spider	Snow Creature - Spider	2G	1/3. Frostweb Spider can block as though it had flying. ; Whenever Frostweb Spider blocks a creature with flying, put a +1/+1 counter on Frostweb Spider at end of combat.
Into the North	Sorcery	1G	Search your library for a snow land card and put it into play tapped. Then shuffle your library.
Martyr of Spores	Creature - Human Shaman	G	1/1. 1, Reveal X green cards from your hand, Sacrifice Martyr of Spores: Target creature gets +X/+X until end of turn.
Ronom Hulk	Creature - Beast	4G	5/6, Protection from snow. Cumulative Upkeep 1 (At the beginning of your upkeep, put an age counter on this permanent, then sacrifice it unless you pay its upkeep cost for each age counter on it.)
Simian Brawler	Creature - Ape Warrior	3G	3/3. Discard a land card: Simian Brawler gets +1/+1 until end of turn.
Sound the Call	Sorcery	2G	Put a 1/1 green Wolf creature token into play with "This creature gets +1/+1 for each card named Sound the Call in each graveyard."
Surging Might	Enchantment - Aura	2G	Enchant creature. Enchanted creature gets +2/+2. ; Ripple 4 (When you play this spell, you may reveal the top four cards of your library. You may play any revealed cards with the same name as this spell without paying their mana costs. Put the rest on the bottom of your library.)

Red Spells

Card Name	Spell Type	Cost	Ability
Braid of Fire	Enchantment	1R	Cumulative upkeep - Add R to your mana pool. (<i>At the beginning of your upkeep, put an age counter on this permanent, then sacrifice it unless you pay its upkeep cost for each age counter on it.</i>)
Fury of the Horde	Sorcery	5RR	You may remove two red cards in your hand from the game rather than pay Fury of the Horde's mana cost. ; Untap all creatures that attacked this turn. After this main phase, there is an additional combat phase followed by an additional main phase.
Karplusan Minotaur	Creature - Minotaur Warrior	2RR	3/3. Cumulative upkeep - Flip a coin. ; Whenever you win a coin flip, Karplusan Minotaur deals 1 damage to target creature or player. ; Whenever you lose a coin flip, Karplusan Minotaur deals 1 damage to target creature or player of an opponent's choice.
Lightning Serpent	Creature - Elemental Serpent	XR	2/1, Trample, Haste. Lightning Serpent comes into play with X +1/+0 counters on it. ; At end of turn, sacrifice Lightning Serpent.
Lovisa Coldeyes	Legendary Creature - Human Lord	3RR	3/3. Barbarians, Warriors, and Berserkers get +2/+2 and have haste.
Rimescale Dragon	Snow Creature - Dragon	5RR	5/5, Flying. 2S: Tap target creature and put an ice counter on it. (<i>S can be paid with one mana from a snow permanent.</i>) ; Creatures with ice counters on them don't untap during their controllers' untap steps.
<i>Balduvian Rage</i>	Instant	XR	Target attacking creature gets +X/+0 until end of turn. ; Draw a card at the beginning of the next turn's upkeep.
<i>Balduvian Warlord</i>	Creature - Human Barbarian	3R	3/2. T: Remove target blocking creature from combat. Creatures it blocked that no other creature blocked this combat become unblocked, then it blocks an attacking creature of your choice. Play this ability only during the declare blockers step.
<i>Cryoclast</i>	Sorcery	2R	Destroy target Plains or Island. Cryoclast deals 3 damage to that land's controller.
<i>Earthen Goo</i>	Creature - Ooze	2R	2/2, Trample. Cumulative upkeep R or G (<i>At the beginning of your upkeep, put an age counter on this permanent, then sacrifice it unless you pay its upkeep cost for each age counter on it.</i>) ; Earthen Goo gets +1/+1 for each age counter on it.
<i>Greater Stone Spirit</i>	Creature - Elemental Spirit	4RR	4/4. Greater Stone Spirit can't be blocked by creatures with flying. ; 2R: Until end of turn, target creature gets +0/+2 and gains "R: This creature gets +1/+0 until end of turn."
<i>Lightning Storm</i>	Instant	1RR	Lightning Storm deals X damage to target creature or player, where X is 3 plus the number of charge counters on it. ; Discard a land card: Put two charge counters on Lightning Storm. You may choose a new target for it. Any player may play this ability but only if Lightning Storm is on the stack.
<i>Magmatic Core</i>	Enchantment	2RR	Cumulative upkeep 1 (<i>At the beginning of your upkeep, put an age counter on this permanent, then sacrifice it unless you pay its upkeep cost for each age counter on it.</i>) ; At the end of your turn, Magmatic Core deals X damage divided as you choose among any number of target creatures, where X is the number of age counters on it.
<i>Stalking Yeti</i>	Snow Creature - Yeti	2RR	3/3. When Stalking Yeti comes into play, if it's in play, it deals damage equal to its power to target creature an opponent controls and that creature deals damage equal to its power to Stalking Yeti. ; 2S: Return Stalking Yeti to its owner's hand. Play this ability only any time you could play a sorcery. (<i>S can be paid with one mana from a snow permanent.</i>)
Goblin Furrier	Creature - Goblin Warrior	1R	2/2. Prevent all damage that Goblin Furrier would deal to snow creatures.
Goblin Rimerunner	Snow Creature - Goblin Warrior	2R	2/2. T: Target creature can't block this turn. ; S: Goblin Rimerunner gains haste until end of turn. (<i>S can be paid with one mana from a snow permanent.</i>)
Icefall	Sorcery	2RR	Destroy target artifact or land. ; Recover RR (<i>When a creature is put into your graveyard from play, you may pay RR. If you do, return this card from your graveyard to your hand. Otherwise, remove this card from the game.</i>)
Karplusan Wolverine	Snow Creature - Beast	R	1/1. Whenever Karplusan Wolverine becomes blocked, you may have it deal 1 damage to target creature or player.
Martyr of Ashes	Creature - Human Shaman	R	1/1. 2, Reveal X red cards from your hand, Sacrifice Martyr of Ashes: Martyr of Ashes deals X damage to each creature without flying.
Ohran Yeti	Snow Creature - Yeti	3R	3/3. 2S: Target snow creature gains first strike until end of turn. (<i>S can be paid with one mana from a snow permanent.</i>)
Orcish Bloodpainter	Creature - Orc Shaman	2R	2/1. T, Sacrifice a creature: Orcish Bloodpainter deals 1 damage to target creature or player.
Rite of Flame	Sorcery	R	Add RR to your mana pool, then add R to your mana pool for each card named Rite of Flame in each graveyard.
Skred	Instant	R	Skred deals damage to target creature equal to the number of snow permanents you control.
Surging Flame	Instant	1R	Ripple 4 (<i>When you play this spell, you may reveal the top four cards of your library. You may play any revealed cards with the same name as this spell without paying their mana costs. Put the rest on the bottom of your library.</i>) ; Surging Flame deals 2 damage to target creature or player.
Thermopod	Snow Creature - Slug	4R	4/3. S: Thermopod gains haste until end of turn. (<i>S can be paid with one mana from a snow permanent.</i>) ; Sacrifice a creature: Add R to your mana pool.

White Spells:

Card Name	Spell Type	Cost	Ability
Adarkar Valkyrie	Snow Creature - Angel	4WW	4/5, Flying, Vigilance. T: When target creature other than Adarkar Valkyrie is put into a graveyard this turn, return that card to play under your control.
Cover of Winter	Snow Enchantment	2W	Cumulative upkeep S (<i>S can be paid with one mana from a snow permanent.</i>) ; If a creature would deal combat damage to you and/or one or more creatures you control, prevent X of that damage, where X is the number of age counters on Cover of Winter. ; S: Put an age counter on Cover of Winter.
Darien, King of Kjeldor	Legendary Creature - Human Lord	4WW	3/3. Whenever you're dealt damage, you may put that many 1/1 white Soldier creature tokens into play.
Field Marshal	Creature - Human Soldier	1WW	2/2. Other Soldiers get +1/+1 and have first strike.
Sunscur	Sorcery	5WW	You may remove two white cards in your hand from the game rather than pay Sunscur's mana cost. ; Destroy all creatures.
Woolly Razorback	Creature - Beast	2WW	7/7. Woolly Razorback comes into play with three ice counters on it. ; As long as Woolly Razorback has an ice counter on it, it has defender and any combat damage it would deal is prevented. ; Whenever Woolly Razorback blocks, remove an ice counter from it.
<i>Glacial Plating</i>	Snow Enchantment - Aura	2WW	Enchant creature. Cumulative upkeep S (<i>At the beginning of your upkeep, put an age counter on this permanent, then sacrifice it unless you pay its upkeep cost for each age counter on it. S can be paid with one mana from a snow permanent.</i>) ; Enchanted creature gets +3/+3 for each age counter on Glacial Plating.
<i>Jotun Grunt</i>	Creature - Giant Soldier	1W	4/4. Cumulative upkeep - Put two cards in a single graveyard on the bottom of their owner's library. (<i>At the beginning of your upkeep, put an age counter on this permanent, then sacrifice it unless you pay its upkeep cost for each age counter on it.</i>)
<i>Jotun Owl Keeper</i>	Creature - Giant	2W	3/3. Cumulative upkeep W or U (<i>At the beginning of your upkeep, put an age counter on this permanent, then sacrifice it unless you pay its upkeep cost for each age counter on it.</i>) ; When Jotun Owl Keeper is put into a graveyard from play, put a 1/1 white Bird creature token with flying into play for each age counter on it.
<i>Kjeldoran Gargoyle</i>	Creature - Gargoyle	5W	3/3, Flying, First strike. Whenever Kjeldoran Gargoyle deals damage, you gain that much life.
<i>Luminesce</i>	Instant	W	Prevent all damage that black and/or red sources would deal this turn.
<i>Ursine Fylgja</i>	Creature - Spirit Bear	4W	3/3. Ursine Fylgja comes into play with four healing counters on it. ; Remove a healing counter from Ursine Fylgja: Prevent the next 1 damage that would be dealt to Ursine Fylgja this turn. ; 2W: Put a healing counter on Ursine Fylgja.
<i>Wall of Shards</i>	Snow Creature - Wall	1W	1/8, Defender, Flying. Cumulative upkeep - An opponent gains 1 life. (<i>At the beginning of your upkeep, put an age counter on this permanent, then sacrifice it unless you pay its upkeep cost for each age counter on it.</i>)
<i>White Shield Crusader</i>	Creature - Human Knight	WW	2/1, Protection from black. W: White Shield Crusader gains flying until end of turn. ; WW: White Shield Crusader gets +1/+0 until end of turn.
<i>Boreal Griffin</i>	Snow Creature - Griffin	3WW	3/2, Flying. S: Boreal Griffin gains first strike until end of turn. (<i>S can be paid with one mana from a snow permanent.</i>)
<i>Gelid Shackles</i>	Snow Enchantment - Aura	W	Enchant creature. Enchanted creature can't block and its activated abilities can't be played. ; S: Enchanted creature gains defender until end of turn. (<i>S can be paid with one mana from a snow permanent.</i>)
<i>Kjeldoran Javelineer</i>	Creature - Human Soldier	W	1/2. Cumulative Upkeep 1 (<i>At the beginning of your upkeep, put an age counter on this permanent, then sacrifice it unless you pay its upkeep cost for each age counter on it.</i>) ; T: Kjeldoran Javelineer deals damage to target attacking or blocking creature equal to the number of age counters on Kjeldoran Javelineer.
<i>Kjeldoran Outrider</i>	Creature - Human Soldier	1W	2/2. W: Kjeldoran Outrider gets +0/+1 until end of turn.
<i>Kjeldoran War Cry</i>	Instant	1W	Creatures you control get +X/+X until end of turn, where X is 1 plus the number of cards named Kjeldoran War Cry in all graveyards.
<i>Martyr of Sands</i>	Creature - Human Cleric	W	1/1. 1, Reveal X white cards from your hand, Sacrifice Martyr of Sands: You gain three times X life.
<i>Ronom Unicorn</i>	Creature - Unicorn	1W	2/2. Sacrifice Ronom Unicorn: Destroy target enchantment.
<i>Squall Drifter</i>	Snow Creature - Elemental	1W	1/1, Flying. W, T Tap target creature.
<i>Sun's Bounty</i>	Instant	1W	You gain 4 life. ; Recover 1W (<i>When a creature is put into your graveyard from play, you may pay 1W. If you do, return this card from your graveyard to your hand. Otherwise, remove this card from the game.</i>)
<i>Surging Sentinels</i>	Creature - Human Soldier	2W	2/1, First strike. Ripple 4 (<i>When you play this spell, you may reveal the top four cards of your library. You may play any revealed cards with the same name as this spell without paying their mana costs. Put the rest on the bottom of your library.</i>)
<i>Swift Maneuver</i>	Instant	1W	Prevent the next 2 damage that would be dealt to target creature or player this turn. ; Draw a card at the beginning of the next turn's upkeep.

