Rigo

Enslavement N *(When Creature enters the battlefield, choose a target creature an opponent controls. It has a base power of 0 and gains defender for the rest of the game.)*

Battalion - When Creature and at least two other creatures attack, effect.

Raid - When Creature enters the battlefield, effect. Or If a creature attacked this turn, effect

Dash {cost} *(You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step)*

Melody {cost}{t}(*UnTap another target creature you control: Draw a card. Activate this ability only any time you could play a sorcery)* Usually paired with an added effect.

Rise of The Slivers

Splintered Hivemind *(This creature doesn't receive boosts to power and toughness from other Sliver creatures you control)*

Melody {cost}{t}(*UnTap another target creature you control: Draw a card. Activate this ability only any time you could play a sorcery)* Usually paired with an added effect.

Enslavement N *(When Creature enters the battlefield, choose a target creature an opponent controls. It has a base power of 0 and gains defender for the rest of the game.)*

Energy counters - only used by a single legendary creature. Used to symbolize they are from the future. Only used for that creature's power

Dash {cost} *(You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step)*

Overwhelm - Whenever Creature and at least 5 other creatures attack, effect. Or If 6 or more creatures attacked this turn, effect.

<u>Battle For Rigo</u>

Devoid : Denotes a creature as being colorless, even if colored mana is used to cast it.

Ally creature type

Exalted *(Whenever a creature you control attacks alone, it gets +1/+1 until end of turn.)*

Enslavement N *(When Creature enters the battlefield, choose a target creature an opponent controls. It has a base power of 0 and gains defender for the rest of the game.)*

Overwhelm - Whenever Creature and at least 5 other creatures attack, effect. Or If 6 or more creatures attacked this turn, effect.

Melody {cost}{t}(*UnTap another target creature you control: Draw a card. Activate this ability only any time you could play a sorcery)* Usually paired with an added effect.

Dash {cost} *(You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step)*

<u>Siege of The Dead Continent</u>

Alliance - If you control this creature and a Creature Type 1, effect. Or If you control Creature Type 1 and Creature Type 2, effect.

Overwhelm - Whenever Creature and at least 5 other creatures attack, effect. Or If 6 or more creatures attacked this turn, effect.

Devoid : Denotes a creature as being colorless, even if colored mana is used to cast it.

Enslavement N *(When Creature enters the battlefield, choose a target creature an opponent controls. It has a base power of 0 and gains defender for the rest of the game.)*

Melody {cost}{t}(*UnTap another target creature you control: Draw a card. Activate this ability only any time you could play a sorcery)* Usually paired with an added effect.

Earth

Rage Mana : Energy like system that is quickly and easily built up over time.

Battle For Freedom

Rage Mana : Energy like system that is quickly and easily built up over time.

Corrinella

Augment-Mech {cost}{c}{c} *(Put an Augment counter onto Creature if it doesn't have an Augment counter on it. It becomes a colorless artifact creature cyborg in addition to its other types. Sacrifice Creature if it loses its augment counter.)*

Augment-Bio {cost}{c}{c} *(Put an Augment counter onto Creature if it doesn't have an Augment counter. Sacrifice Creature if it loses its augment counter.)*

Milina's Revolution

Augment-Mech {cost}{c}{c} *(Put an Augment counter onto Creature if it doesn't have an Augment counter on it. It becomes a colorless artifact creature cyborg in addition to its other types. Sacrifice Creature if it loses its augment counter.)*

Augment-Bio {cost}{c}{c} *(Put an Augment counter onto Creature if it doesn't have an Augment counter on it. Sacrifice Creature if it loses its augment counter.)*

Gakuren

Honkai: During your upkeep, add 1 Honkai to your Honkai Meter. Creatures can have boosts based on how much honkai you have. Non-honkai creatures will want to use honkai up to keep it low while honkai permanents will generate it faster so larger honkai permanents can do massive damage.

Zelthorn

Burst *(When this creature deals to another creature, put a viral counter onto it. When a creature with a viral counter dies, target opponent creates X 0/1 black Virus creature tokens with Burst where X is the number of viral counters on the creature.)* and When a creature bursts, effect.

Restore {cost}* (Return a permanent from your graveyard to the battlefield tapped.)
*Mana isn't the only option for the cost.

Medicate X {cost} : (*Remove a -1/-1 counter, a viral counter or a poison counter from X target creatures you control or yourself. Activate only as a sorcery.*)

Bolster N (*Choose a creature with the least toughness among creatures you control and put a +1/+1 counter on it.*)

Osage

Worship: When Creature enters the battlefield, choose a creature you control. This creature is worshipping chosen creature. Whenever a worshipped creature is dealt damage, prevent 1 damage for each creature worshiping it.

Conceal X (*Put the top card of your library face down as a 2/2 creature. Put X +1/+1 counters onto it. Turn it face up any time for its mana cost. Noncreature spells turned face up this way cost X less where X is the number of +1/+1 counters on it. Creatures keep the +1/+1 counters when turned face up.*)

Spiritize {cost} (*Exile this card from your graveyard. Create a token copy of it except that it is a spirit creature. Put 2 +1/+1 counters onto it.*)

Emerge {cost} (*You may cast this spell by sacrificing a creature and paying the emerge cost reduced by that creature's converted mana cost.*)

Pilgrimage (*Exile the top card of your library. If it is a land, put it into your hand. If it is a nonland card, you may cast it for X less where X is the converted mana cost of the pilgramaging creature.*) This ability is always on creatures.

Fanfare: When Creature or another nontoken creature enters the battlefield under your control, effect

Prestoria

Speciate N: Create a token copy of target creature you control with N +1/+1 counters on it.

Extinct: When this creature dies, if you control no other creatures with this creature type, effect.

Crypto Kronos

Sociology Faction: Benefit: Whenever an single, non-copied effect you control causes a creature you control and a creature an opponent controls to get an effect until end of turn, effect (effect cannot trigger benefit again so effects for benefit will work in your favor)

Astronomy/Astrology faction: Horoscope N: You may reveal the top N cards of your library. Exile one card and put the other cards on the bottom of your library in a random order. Create a X/X colorless constellation creature token with, "When this creature dies, return a card you control in exile to your hand." Where X is the number of cards you control in exile, or Scry N.

Pseudoscience faction: Jargon N: As long as you have N or more cards in your hand, effect.

Psychology faction: Bloodthirst 1 *(If an opponent was dealt damage this turn, this creature enters the battlefield with a +1/+1 counter on it.)*

Zoology faction: Diversity N: As long as you have N or more different creature types among creatures you control, effect.

Law Science faction: Imprison: Choose a creature an opponent controls. It cannot attack for as long as (source) is on the battlefield. For instants and sorceries, this is until the caster's next upkeep.

Economy Science faction: Toll N :When condition is met, create N artifact tokens called Coinage with, "Sacrifice: choose one: put a +1/+1 counter onto target creature you control, gain 2 life, or add one mana of any color to your mana pool."

Weather Science faction: Storm *(When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)*

medicine/botany science faction: Heal N *(Prevent 1 damage on up to N creatures)* Can activate effects on creatures and enchantments.

Paleontology faction: Excavate N: Create a 4/4 colorless Fossil creature token. Exile N cards from your graveyard to put N +1/+1 counters on the token.

Chemistry faction: Concoct- Sacrifice permanent 1 and permanent 2, effect. (faction creates a variety of tokens which will be used by concoct)

Evolution faction: Plate X *(Create a 0/0 green and blue cell creature token with Evolve. Put X +1/+1 counters onto it.)* Can activate abilities.

War Science faction: Restore {cost}* (Return a permanent from your graveyard to the battlefield tapped.) *Mana isn't the only option for the cost.

Pathology faction: Burst *(When this creature deals to another creature, put a viral counter onto it. When a creature with a viral counter dies, target opponent creates X 0/1 black Virus creature tokens with Burst where X is the number of viral counters on the creature.)* and When a creature bursts, effect.

Geology faction: Landfall - Whenever a land enters the battlefield under your control, effect.