Rules

The mana symbols are:

- The primary colored mana symbols, {W}, {U}, {B}, {R}, and {G};
- The colorless mana symbol, {C};
- The numerical symbols, {0}, {1}, {2}, {3}, {4}, and so on;
- The variable symbol, {X};
- The hybrid symbols, {W/U}, {W/B}, {U/B}, {U/R}, {B/R}, {B/G}, {R/W}, {R/G}, {G/W}, and {G/U};
- The monocolored hybrid symbols, {2/W}, {2/U}, {2/B}, {2/R}, and {2/G};
- The Phyrexian mana symbols, {W/P}, {U/P}, {B/P}, {R/P}, and {G/P};
- The hybrid Phyrexian symbols, {W/P}, {W/P}, {U/P}, {U/P}, {B/P}, {B/P}, {R/P}, {R/P}, {G/P}, and {G/P}; and
- The snow mana symbol, {S}.

The tap symbol is {T}.

The untap symbol is {Q}.

Cards

Prism Array
{4}
Enchantment
Converge—Prism Array enters the battlefield with a crystal counter on it for each color of mana spent to cast it.
Remove a crystal counter from Prism Array: Tap target creature.
{W}{U}{B}{R}{G}: Scry 3.
Battle for Zendikar Card 81—Rare

General Tazri
{4}{W}
Legendary Creature—Human Ally
When General Tazri enters the battlefield, you may search your library for an Ally creature card, reveal it, put it into your hand, then shuffle.
{W}{U}{B}{R}{G}: Ally creatures you control get +*X*/+*X* until end of turn, where *X* is the number of colors among those creatures.
Oath of the Gatewatch Card 19—Mythic Rare

Niv-Mizzet Reborn
{W}{U}{B}{R}{G}
Legendary Creature—Dragon Avatar
6/6
Flying
When Niv-Mizzet Reborn enters the battlefield, reveal the top ten cards of your library. For each color pair, choose a card that's exactly those colors from among them. Put the chosen cards into your hand and the rest on the bottom of your library in a random order.
War of the Spark Card 208—Mythic Rare

Golos, Tireless Pilgrim
{5}
Legendary Artifact Creature—Scout
3/5
When Golos, Tireless Pilgrim, enters the battlefield, you may search your library for a land card, put that card onto the battlefield tapped, then shuffle.
{2}{W}{U}{B}{R}{G}: Exile the top three cards of your library. You may play them this turn without paying their mana costs.
Core Set 2020 Card 226—Rare

Jegantha, the Wellspring
{4}{G/P}
Legendary Creature—Elemental Elk
5/5
Companion—No card in your starting deck has more than one of the same mana symbol in its mana cost.
{T}: Add {W}{U}{B}{R}{G}. This mana can't be spent to pay generic mana costs.
Ikoria: Lair of Behemoths Card 222—Rare

Niv-Mizzet, Guildpact
{W}{U}{B}{R}{G}
Legendary Creature—Dragon Avatar
6/6
Flying, hexproof from multicolored
Whenever Niv-Mizzet, Guildpact, deals combat damage to a player, it deals *X* damage to any target, target player draws *X* cards, and you gain *X* life, where *X* is the number of different color pairs among permanents you control that are exactly two colors.
Murders at Karlov Manor Card 220—Rare

Angel of Serenity
4 ☀ ☀ ☀
Creature—Angel
5/6
Flying
When Angel of Serenity enters the battlefield, you may exile up to three other target creatures from the battlefield and/or creature cards from graveyards.
When Angel of Serenity leaves the battlefield, return the exiled cards to their owners' hands.
Return to Ravnica Card 1—Mythic Rare

Abrupt Decay
💀 🌳
Instant
This spell can't be countered.
Destroy target nonland permanent with mana value 3 or less.
The Izzet quickly suspended their policy of lifetime guarantees.
Return to Ravnica Card 141—Rare

Archon of the Triumvirate
5 ☀ 💧
Creature—Archon
4/5
Flying
Whenever Archon of the Triumvirate attacks, detain up to two target nonland permanents your opponents control.
Return to Ravnica Card 142—Rare