

2 - Adding a basic land

Land	Number	W	U	B	R	G	C	Color density	ETBT	Fetch	Creature	Color density product	W density	U density	B density	R density	G density
Island	2		2					1				2	0	2	0	0	0
												0	0	0	0	0	0
												0	0	0	0	0	0
												0	0	0	0	0	0
												0	0	0	0	0	0
												0	0	0	0	0	0
												0	0	0	0	0	0
												0	0	0	0	0	0
												0	0	0	0	0	0
												0	0	0	0	0	0
Total land count	2																
Number of lands in each color		0	2	0	0	0	0										
Chance of color in first 7		0	0.3	0	0	0	0										
Chance of color in first 10		0	0.3	0	0	0	0										
Density in color		0	1	0	0	0	0										
Total ETBT lands	0																
Chance of ETBT in first 7	0																
Fetch count	0																
Creature count	0																

To add a land, simply type the name on the left, and then add a few other things. You'll need to type in:

The **Number** of that land in the deck

The colors provided by the land (note - you should type the number of the land here, too; the spreadsheet uses it for math later)

The **Color Density** of the land - that's how many colors it can provide all at once. A basic land has a density of 1. A traditional dual land, such as a Seachrome Coast, has a density of 2. A fetch land, such as an Arid Mesa, has density of 1 if it's going to get a basic, and 2 if it can fetch a dual (such as a Beta dual or a Ravnica shockland). An Alara-style triple land, such as Savage Lands, would have a density of three.

In this example, I've added in the first line, a basic land.

This deck runs 2 basic Islands.

3 - Adding dual lands and fetches

Land	Number	W	U	B	R	G	C	Color density	ETBT	Fetch	Creature	Color density product	W density	U density	B density	R density	G density
Island	2		2					1				2	0	2	0	0	0
Plains	4	4						1				4	4	0	0	0	0
Swamp	2			2				1				2	0	0	2	0	0
Creeping Tar Pit	4		4	4				2	4		4	8	0	8	8	0	0
Darkslick Shores	4		4	4				2				8	0	8	8	0	0
Glacial Fortress	3	3	3					2				6	6	6	0	0	0
Marsh Flats	4	4		4				1		4		4	4	0	4	0	0
Seachrome Coast	3	3	3					2				6	6	6	0	0	0
												0	0	0	0	0	0
												0	0	0	0	0	0
Total land count	26																
Number of lands in each color		14	16	14	0	0	0										
Chance of color in first 7		0.84	1	0.9	0	0	0										
Chance of color in first 10		0.93	1	0.9	0	0	0										
Density in color		0.77	1.2	0.8	0	0	0										
Total ETBT lands	4																
Chance of ETBT in first 7	0.38304																
Fetch count	4																
Creature count	4																

Here I'm adding in some dual lands and some fetch lands. Note that you can also enter numbers in the ETBT ("comes in tapped"), Fetch, and Creature columns. This has nothing to do with color depth or coverage, but the spreadsheet will do some calculations with these, or at least count them for you.

Note that you don't need to put anything in the final six columns, or in the Total land count or any other rows below the actual lands. The spreadsheet runs all of these calculations for you.

Down at the bottom you get **Number of lands in each color**, which reports on your color coverage, and **Density in color**, which will help you understand your deck's color depth.

I've also thrown in a rough estimate of how often you'll see an opening hand with an ETBT land.

All the numbers are calculated "live" as you edit the lands, so you can mess with your mana base and watch what this does to your coverage, depth, and other factors.