

**Absorb in Light** 2\*\*



**Enchantment - Aura** 800

Enchant creature  
Prevent all damage dealt to enchanted creature.  
\*\*: Enchanted creature permanently gains protection from a color that shares a color with the color of damage prevented from Absorb in Light this turn.

Aclani Strong 1/45

**Essence of Dawn** 3\*



**Creature - Elemental** 800

Sacrifice an Island: Essence of Dawn gains flying until end of turn. Use this ability only once each turn.  
Sacrifice a Forest: Essence of Dawn gains +2/+2 and trample. Use this ability only once each turn.  
Forestcycling 2, Islandcycling 2

2/3

Aclani Strong 2/45

**Pussyfoot Unicorn** 2\*



**Creature - Unicorn** 800

Protection from black and red creatures.  
Discard Pussyfoot Unicorn: Add ♣ or ♠ to your mana pool.

2/2

Aclani Strong 3/45

**Rock Tortoise** 1\*\*



**Creature - Turtle** 800

When Rock Tortoise comes into play choose a color.  
2: Prevent the next 1 damage of the chosen color dealt to target creature or player.

2/3

Aclani Strong 4/45

**Elite Sabateur** 1



**Creature - Wizard** 800

Morph 2 (You may play this face down as a 2/2 creature for 3. Turn it face up at any time for its morph cost.)  
When Elite Sabateur is turned face up, counter target spell. If that spell is an instant or sorcery, you may then choose to sacrifice Elite Sabateur to put a copy of that spell on the stack.

1/1

Aclani Strong 5/45

**Essence of Storms** 3



**Creature - Elemental** 800

Sacrifice a Swamp: Essence of Storms gains +1/+0 and fear until end of turn. Use this ability only once each turn.  
Sacrifice a Plains: Essence of Storms gains +0/+3 until end of turn. Use this ability only once each turn.  
Swampcycling 2, Plainscycling 2

2/3

Aclani Strong 6/45

**Gloomwing Faerie** 1



**Creature - Faerie** 800

Flying, protection from creatures with flying  
Discard Gloomwing Faerie: Add ♣ or ♠ to your mana pool.

1/1

Aclani Strong 7/45

**Space-Time Rip** 3



**Sorcery** 800

All players first put two cards from their hand on top of their library. Then all players return two creatures they control to their owner's hand. Then all players return two lands they control to their owner's hand.

Aclani Strong 8/45

**Water Walking**



**Enchantment - Aura** 800

Enchant creature  
Enchanted creature gets +1/+1, Islandwalk, and "2: This creature can only be blocked by creatures with defender this turn."

Aclani Strong 9/45



**Arrogant Wraith** 1



**Creature - Spirit** 800

Arrogant Wraith's power and toughness are equal to 3 minus the number of creature cards in your graveyard.

Cycling 3 (3, Discard this card from your hand: Draw a card.)

Actua Strong 10/45

**Darkwallow Shade** 1



**Creature - Shade** 800

:Darkwallow Shade gets +1/+1 until end of the turn.

Pay 4 life: Put a +1/+1 counter on Darkwallow Shade. Darkwallow Shade gains fear until end of turn.

0/1

Actua Strong 11/45

**Essence of Dusk** 3



**Creature - Elemental** 800

Sacrifice an Island: Essence of Dusk gains flying until end of turn. Use this ability only once each turn.

Sacrifice a Mountain: Essence of Dusk gains +1/+1 and first strike until end of turn. Use this ability only once each turn.

Mountaincycling 2, Islandcycling 2

2/2

Actua Strong 12/45

**Maraud** 2



**Sorcery** 800

Kicker (You may pay an additional as you play this spell.)

Destroy target non-black creature. It can't be regenerated.

If you paid the kicker cost, you may gain control of all Auras on the target creature and choose another target creature to attach them to.

Actua Strong 13/45

**Deepmantle Ancient** 2



**Creature - Elemental** 800

Cumulative Upkeep — Put the top card of your library into your graveyard

Mountainwalk, trample

Deepmantle Ancient's power and toughness are equal to 6 minus the number of lands in your graveyard.

\*/

Actua Strong 14/45

**Deepmantle Forgers** 3



**Creature - Dwarf Warriors** 800

2, , Sacrifice two lands: Put two +1/+1 counters on target creature. Deepmantle Forgers deals 2 damage to you.

3/3

Actua Strong 15/45

**Essence of Heat** 4



**Creature - Elemental** 800

Sacrifice a Swamp: Essence of Heat gains +1/+0 and fear until end of turn. Use this ability only once per turn.

Sacrifice a Forest: Essence of Heat gains +2/+2 and trample. Use this ability only once per turn.

Swampcycling 2, Forestcycling 2

3/1

Actua Strong 16/45

**Ignite** X 2



**Sorcery** 800

As an additional cost to play Ignite you may sacrifice any number of Mountains.

Ignite deals X damage to target creature or player. Ignite deals 1 additional damage to that target for each mountain sacrificed.

Actua Strong 17/45

**Magic Missile** 2



**Sorcery** 800

Magic Missile deals 1d6 damage to target creature. (1d6 is the value from rolling one six-sided die.)

Actua Strong 18/45



**Rain of Tomes** 3 2 2



**Sorcery** 300

Each player takes turns removing cards from their hand from the game until both players choose not to remove anymore cards. For each card removed in this manner that player can choose to deal an amount of damage equal to the card's converted mana cost to a creature of that player's choice.

Adrian Strong 19/05

**Wilyhorned Ram** 2 2



**Creature - Ram** 300

**Flanking**  
 2: Target creature can't block Wilyhorned Ram this turn.  
 Discard Wilyhorned Ram: Add 2 or 2 to your mana pool.

2/2

Adrian Strong 20/05

**Cinderskin Underdweller** 2 2



**Creature - Lizard** 300

1: Cinderskin Underdweller can only be blocked by two or more creatures this turn.  
 2: Cinderskin Underdweller gets +1/+1 until end of turn. You may use this ability once per turn.  
 Discard Cinderskin Underdweller: Add \* or 2 to your mana pool.

1/1

Adrian Strong 21/05

**Essence of Growth** 1 2 2



**Creature - Elemental** 300

Sacrifice a Mountain: Essence of Growth gains +1/+1 and first strike until end of turn. Use this ability only once per turn.  
 Sacrifice a Plains: Essence of Growth gains +0/+3 until end of turn. Use this ability only once each turn.  
 Plainscycling 2, Mountaincycling 2

2/1

Adrian Strong 22/05

**Miracle Grow** 2



**Sorcery** 300

You may play an additional land this turn. Draw a card.

Adrian Strong 23/05

**Oliphant** 4 2 2



**Creature - Elephant** 300

Oliphant Comes into play with 2 fury counters.  
 2: Remove a fury counter from Oliphant: Oliphant and target creature gain +1/+1 and trample until end of turn. You may only use this ability once per turn.

5/5

Adrian Strong 24/05

**Vernal Emissary** 2



**Creature - Spirit** 300

Kicker 2 (You may pay an additional 2 as you play this spell.)  
 2: Add 1 to your mana pool.  
 If you paid the kicker cost, when Vernal Emissary it comes into play all opponents gains 3 life and Vernal Emissary has "2: Add 2 mana of any one color to your mana pool."

0/1

Adrian Strong 25/05

**Bloodmoon Rootwallariders** 2 2 2



**Legendary Creature - Human Rogues** 300

Double strike  
 When Bloodmoon Rootwallariders becomes blocked, it deals damage equal to it's power to target creature blocking it.  
 Discard your hand: Bloodmoon Rootwallariders gets +2/+0 until the end of turn. Sacrifice Bloodmoon Rootwallariders at the end of the turn. Use this ability at most once per turn.

1/1

Adrian Strong 26/05

**Denature** 2 2



**Instant** 300

Put a +1/+1 counter on target creature. That creature gains fear and protection from zombies.

Adrian Strong 27/05



**Dolbeer's Touch** 4 U R B G W



**Sorcery** BOO

Remove target permanent from the match. *(That player must sideboard in enough cards to meet the minimum deck requirements while sideboarding.)*

Admiral Strong 28/45

**Freeform** 2 U B W R G U R B G W



**Legendary Creature - Illusion** BOO

When Freeform comes into play, an opponent chooses a color. You may name any creature card with converted mana cost 4 or less of the chosen color. If you do, you lose life equal to the chosen creature's converted mana cost and Freeform becomes a copy of that creature.

**0/1**

Admiral Strong 29/45

**Lupine Charm** U R B G W



**Instant** BOO

Choose one - Target creature gains first strike until end of turn; put a 2/1 green and red Wolf creature token into play; or target creature gains +1/+1 and trample until end of turn.

Admiral Strong 30/45

**Maelstrom** X U B W R G U R B G W



**Instant** BOO

Kicker U, Discard a card from your hand *(You may pay an additional U, Discard a card from your hand as you play this spell.)*

If you paid the kicker cost, all creatures gain flying until end of turn.

Maelstrom deals X damage to each attacking creature with flying.

Admiral Strong 31/45

**Meteo** 4 U R B W R G U R B G W



**Sorcery** BOO

Meteo deals 4 damage to target creature. Then tap up to two other target creatures. Those creatures don't untap as normal during their controller's next untap step.

Admiral Strong 32/45

**Neutralize** \* R B G W



**Instant** BOO

Target permanent loses all non-mana abilities. If that permanent is a creature it becomes a 1/1.

Admiral Strong 33/45

**Osprey Charm** \* U B W R G U R B G W



**Instant** BOO

Choose one - Counter target creature spell; target creature gets +0/+2 and flying until end of turn; or put a 1/2 white and blue Bird creature token into play with flying.

Admiral Strong 34/45

**Serpent Charm** U B W R G U R B G W



**Instant** BOO

Choose one - Counter target instant spell; target creature gets +2/+0 and fear until end of turn; or put a 3/1 blue and black Serpent creature token into play with Islandhome.

Admiral Strong 35/45

**Slug Charm** R B G W R G U R B G W



**Instant** BOO

Choose one - Destroy target artifact; target creature can't block this turn; or put a 1/1 black and red Slug creature token into play with basiclandwalk.

Admiral Strong 36/45



**Solar Tempest** 4



**Sorcery** 800

Reveal the top 4 cards of your library. Choose any number of target non-land permanents with a converted mana cost equal to any of the revealed cards. Destroy those permanents. Shuffle your library.

Adam Strong 57/45

**Zebra Charm**



**Instant** 800

Choose one - Gain 5 life; target creature gets protection from creatures until end of turn; or put a 1/3 green and white Zebra creature token into play.

Adam Strong 58/45

**Alabaster Key** 1



**Artifact** 800

2 \*\*\*, ☼: Target creature gets protection from the color of your choice until end of turn.

2 \*\*\*, Sacrifice Alabaster Key: All creatures gain protection from the color of your choice until end of turn.

Adam Strong 59/45

**Animated Wargear** 4



**Artifact Creature - Machine** 800

**Kicker** 3

Animate Wargear comes into play with 3 +1/+1 counters.

3, Remove a +1/+1 counter from Animated Wargear: Animated Wargear gets +2/+0 Until end of turn

3, Remove a +1/+1 counter from Animated Wargear: Animated Wargear gets +0/+2 until end of turn

4, ☼: Put a +1/+1 counter on Animated Wargear

If you paid the kicker cost, all of Animated Wargear's activation costs are reduced by 2.

0/0

Adam Strong 60/45

**Darkiron Key** 1



**Artifact** 800

☼, 2 ☼, Sacrifice a land: Destroy target land.

5 ☼☼, Sacrifice Darkiron Key: Destroy all lands.

Adam Strong 61/45

**Glacial Key** 1



**Artifact** 800

2 ☼☼, ☼: Tap target creature

4 ☼☼☼, Sacrifice Glacial Key: Tap all creatures.

Adam Strong 62/45

**Necropolis Key** 1



**Artifact** 800

3 ☼☼, ☼: Remove a creature card in your graveyard from the game, put a 1/1 black Spirit creature token into play under your control.

4 ☼☼☼, Sacrifice Necropolis Key: Remove all creature cards in all graveyards from the game. Put a 1/1 black Spirit creature token into play under your control for each creature card removed this way.

Adam Strong 63/45

**Truesight Diamond** 2



**Artifact** 800

☼, Reveal your hand: Add 1 mana of any color to your mana pool.

Adam Strong 64/45

**Verdant Key** 1



**Artifact** 800

☼, ☼: Untap target creature.

☼☼, Sacrifice Verdant Key: Untap all creatures you control.

Adam Strong 65/45



**Circle of Protection: BO** 1\*



**Enchantment** BOO

1: The next time target creature with more than 3 toughness would deal damage to you this turn, prevent that damage.

Brett Allen (card name is an Unlaiged reject) 1/45

**Crayolageddon** 3\*



**Sorcery** BOO

Destroy all permanents that share a color with the colors of mana used to cast Crayolageddon.

Brett Allen 2/45

**Footman Gerald** 3\*



**(Placeholder)** BOO

*(This card appears on a later page.)*

Brett Allen 3/45

**Kami of Cold Stone** 3\*



**Creature — Spirit** BOO

0: Kami of Cold Stone becomes the color of your choice until the end of turn.  
 1: Kami of Cold Stone gains bushido 1 until the end of turn if it doesn't already have bushido.  
 1: Kami of Cold Stone gains flying until the end of turn.  
 1: Kami of Cold Stone gains first strike until the end of turn.

1/4

Brett Allen 4/45

**Look at Me, I'm Accounts Receivable** \*



**Enchantment** BOO

Creatures whose power is greater than their toughness do not untap during their controller's upkeep.

Brett Allen (card name is an Unlaiged reject) 5/45

**Plowshares to Swords** \*



**Instant** BOO

Put a creature owned by any player that has been removed from the game into play under your control. You lose life equal to that creature's power.

Brett Allen 6/45

**Wave of Incontinence** X\*



**Instant** BOO

X target creatures can't attack this turn.  
 Draw a card.

Brett Allen (card name is an Unlaiged reject) 7/45

**Blue Zoo Forever** ♠♠



**Creature — Flying-Men** BOO

Flying  
 At the beginning of your upkeep, put a -1/-1 counter on Blue Zoo Forever.

4/4

Brett Allen 8/45

**Celery Stalker** 2♠♠



**Creature — Plant Illusion** BOO

2♠♠: Celery Stalker gets +2/+2 and gains flying until the end of turn.  
 When Celery Stalker deals damage to an opponent, that player gets a poison counter. (A player with ten or more poison counters loses the game.)

1/1

Brett Allen (card name is an Unlaiged reject) 9/45



**Cool Cucumber** 3



**Creature — Plant** BOO

**Flying**

Cool Cucumber has the activated abilities of all other permanents in play.

1/1

Brett Allen 10/95

**Oh Snap!** 2



**Instant** BOO

Remove target creature from the game. At the end of the turn, return that creature to its owner's hand and untap up to three lands.

Brett Allen 11/95

**Scholar Gezarro** 3



**(Placeholder)** BOO

*(This card appears on a later page.)*

Brett Allen 12/95

**Teller of Time** 3



**Creature — Spirit** BOO

**Flying**

Whenever you would draw a card, instead look at the top three cards of your library. Put one of those cards into your hand, one on top of your library, and one on the bottom of your library.

2/2

Brett Allen 13/95

**Time Out**



**Instant** BOO

Time Out may only be played during your own turn. End the turn.

Brett Allen 14/95

**Chimney Pimp** 3



**Creature — Imp Pimp** BOO

**Flying**

When Chimney Pimp is put into a graveyard from play, put another target creature in any graveyard into play.

1/2

Brett Allen (card name is an Unlicensed project) 15/95

**Dork Confidant** 1



**Creature — Human Wizard** BOO

At the beginning of your upkeep, reveal a card at random from your hand. You lose life equal to its converted mana cost.

3/2

Brett Allen 16/95

**Grzth Imp** 3



**(Placeholder)** BOO

*(This card appears on a later page.)*

Brett Allen 17/95

**Hugs-a-lot Demon** 3



**Creature — Demon** BOO

At the beginning of your upkeep, target creature you control gets -3/-3 until the end of turn.

☞: Target creature gets -3/-3 until the end of turn.

5/3

Brett Allen (card name is an Unlicensed project) 18/95



**Nekratater** 2 ☠☠



**Creature — Plant Assassin** 300

When Nekratater comes into play, destroy target nonartifact, nonblack creature. That creature can't be regenerated.

When Nekratater deals damage to an opponent, that player gets a poison counter. (A player with ten or more poison counters loses the game.)

Phil Foglio  
Brett Allen (card name is an Unlicensed copy) 19/45

1/2

**Rutabaga of the Night** 3 ☠☠



**Creature — Plant Demon Spirit** 300

Flying, trample, haste, protection from black

When Rutabaga of the Night deals damage to an opponent, that player gets a poison counter. (A player with ten or more poison counters loses the game.)

Heather Hudson  
Brett Allen (card name is an Unlicensed copy) 20/45

1/4

**¿Quién es más macho?** ☠



**Instant** 300

Choose two target creatures. Destroy the one with the lowest power. It can't be regenerated. If their power is the same, do nothing.

Juzám es un poco más macho.

Brett Allen 21/45

**Fire Flower** 2 ☠



**Enchantment — Aura** 300

Enchant creature

Enchanted creature has "☠: This creature deals 2 damage to target creature."

Brett Allen 22/45

**Flaming Napalm Flamingos** 1 ☠



**Creature — Bird** 300

Flying

☠, Sacrifice Flaming Napalm Flamingos: Flaming Napalm Flamingos deal 2 damage to target creature.

☠ 2, ☠, Sacrifice Flaming Napalm Flamingos: Destroy target land.

Brett Allen 23/45

1/1

**Goblin CPA** 1 ☠



**Creature — Goblin Advisor** 300

☠: Draw a card, then discard two cards.

Brett Allen 24/45

1/2

**Graz the Flame-Wielder** 2



(Placeholder) 300

(This card appears on a later page.)

Brett Allen 25/45

**Kobold Ninja** 0



**Creature — Kobold Ninja** 300

Kobold Ninja is red.

Ninjitsu 1 ☠

If Kobold Ninja is played using Ninjitsu, put a +1/+1 counter on it.

Whenever Kobold Ninja deals combat damage to a player, deal 2 damage to target creature or player.

Brett Allen (card name is an Unlicensed copy) 26/45

0/1

**Mad Beetdown** 2 ☠☠



**Sorcery** 300

Put four 1/1 red Plant creature tokens with haste and "When this creature deals damage to an opponent, that player gets a poison counter" into play. Remove them from the game at end of turn.

Mike Raabe  
Brett Allen (card name is an Unlicensed copy) 27/45



**Squizzle, Goblin Nabizzle** 3



Legendary Creature — Goblin 800

At the beginning of your upkeep, if Squizzle, Goblin Nabizzle is in your graveyard, you may return Squizzle to your hand.

2/2

David Allen (card name is an Unlabeled object) 28/45

**Bulimic Baloth** 2



Creature — Beast 800

, pay 4 life: Put a 3/3 green Beast token creature into play.

4/4

David Allen 29/45

**Elves of Shallow Shadow**



Creature — Elf Druid 800

: Add to your mana pool. Elves of Shallow Shadow deals 1 damage to you.

Cast out of the Conclave generations ago, these elves found a home in the tranquil kiddie pools of The Simic Combine.

1/1

David Allen 30/45

**Goro the Planter** 3



(Placeholder) 800

(This card appears on a later page.)

David Allen 31/45

**Mild Mongrel** 1



Creature — Hound 800

Discard a card: Mild Mongrel gets -1/-1 and becomes the color of your choice until end of turn. Any player may play this ability.

3/3

David Allen (card name is an Unlabeled object) 32/45

**Order of the Taco Bell®** 1



Instant 800

Tap target creature. That creature gets +4/+3 until the end of turn.

David Allen 33/45

**Swarm of Pickles** 3



Creature — Plant 800

Swarm of Pickles has power equal to the number of non-basic lands in play. When Swarm of Pickles deals damage to an opponent, that player gets a poison counter. (A player with ten or more poison counters loses the game.)

\*2

**Ron Spencer**

David Allen (card name is an Unlabeled object) 34/45

**Trophy Collector** 2



Creature — Human Archer 800

1 : Put a suction counter on target artifact. If that artifact has suction counters equal to or greater than its casting cost, destroy it.

If an artifact with a suction counter on it goes to the graveyard, put a +1/+1 counter on Trophy Collector.

2/3

David Allen 35/45

**Arcbound Noah** 5



Artifact Creature 800

Islandwalk

Modular 3 (This comes into play with 3 +1/+1 counters on it. When it's put into a graveyard, you may put its +1/+1 counters on target artifact creature.)

0/0

David Allen (card name is an Unlabeled object) 36/45



**Chromatic Sphere of Resistance** 3



**Artifact** 800

3, ♣, sacrifice Chromatic Sphere of Resistance: Add three mana of any combination of colors to your mana pool.

When Chromatic Sphere of Resistance goes to the graveyard from play, draw a card.

All spells cost an additional 1 to play.

Peter Allen 37/45

**Millstoned** 3



**Artifact** 800

3, ♣: Put the top 3 cards of target player's library into their graveyard.

You cannot attack.

Peter Allen 38/45

**Mishra's Bling Bling** 3



**Artifact — Equipment** 800

**Equip 3**

Equipped creature gets +1/+0 and can only be blocked by walls.

Peter Allen (card name: mean 0 (damaged) mean) 39/45

**Socks of Weil** 1



**Legendary Artifact — Equipment** 800

**Equip 1**

Equipped creature gains vigilance and haste.

Peter Allen 40/45

**Spam Golem** 4



**Artifact Creature — Golem** 800

At the beginning of your upkeep, put the top card of your library into your graveyard.

You can't lose the game by having too many poison counters.

3/3

Peter Allen 41/45

**Wall of Cookies** 2



**Artifact Creature — Wall** 800

**Defender** (*This creature can't attack.*).

Whenever a creature is blocked by Wall of Cookies, put a +0/+1 counter on that creature.

2/6

Peter Allen (card name: mean 0 (damaged) mean) 42/45

**Yawgmooth's Turkey Baster** 3



**Artifact** 800

Pay 2 life: Tap target creature.

Peter Allen

**Mirrorvale**



**Land** 800

As Mirrorvale comes into play, choose a land in play. If you do, Mirrorvale comes into play tapped as a copy of that land.

Peter Allen 44/45

**Splashing Pool**



**Land** 800

♣: Add one mana to your mana pool of any color that other lands you control cannot produce.

Peter Allen 45/45



**Grzth Imp** 3

**Grzth Fiend** **Grzth Egg**

**Grzth Terrorizer**

Grzth Imp : Target creature gets -1/-1 until the end of turn.

Grzth Egg : Destroy target non-black, non-artifact creature.

Grzth Fiend : Fear

Grzth Terrorizer : Defender

Grzth Imp 1/2

Grzth Egg 0/2

Grzth Fiend 2/2

Grzth Terrorizer 3/2

Brett Allen (17/45)

If Grzth would become tapped, instead rotate this card 90° clockwise.

Tapping Grzth can't be used to pay more than one cost per turn. *(Tapping a creature when it's declared as an attacker isn't a cost.)*

**Creature — Demon** 800

**Goro the Planter** 3

**Goro the Fertilizer** **Goro the Nurturer**

**Goro the Vitalizer**

Goro the Planter : Target creature gets +1/+1 until the end of turn.

Goro the Fertilizer : When Goro the Fertilizer is put into a graveyard from play, you may put a +1/+1 counter on target creature.

Goro the Nurturer : All creatures you control get +2/+2 and trample until the end of turn.

Goro the Vitalizer : Trample

Goro the Planter 3/1

Goro the Fertilizer 3/0

Goro the Nurturer 3/2

Goro the Vitalizer 3/3

Brett Allen (31/45)

If Goro would become tapped, instead rotate this card 90° clockwise.

Tapping Goro can't be used to pay more than one cost per turn. *(Tapping a creature when it's declared as an attacker isn't a cost.)*

**Creature — Human Druid** 800

**Graz the Flame-Wielder** 3

**Graz the Smoldering** **Graz the Incinerator**

**Graz the Inferno**

Graz the Flame-Wielder : Deal 1 damage to target creature or player.

Graz the Smoldering : Deal 2 damage to target creature or player.

Graz the Incinerator : Deal 1 damage to target creature or player.

Graz the Inferno : First strike

Graz the Flame-Wielder 1/1

Graz the Smoldering 0/1

Graz the Incinerator 2/2

Graz the Inferno 3/2

Brett Allen (25/45)

If Graz would become tapped, instead rotate this card 90° clockwise.

Tapping Graz can't be used to pay more than one cost per turn. *(Tapping a creature when it's declared as an attacker isn't a cost.)*

**Creature — Goblin** 800

**Scholar Gezarro** 3

**Gezarro the One-tooth** **Scrollmaster Gezarro**

**High Wizard Gezarro**

Scholar Gezarro : Untap target creature.

Gezarro the One-tooth : You can't play spells.

Scrollmaster Gezarro : Flying

High Wizard Gezarro : Draw three cards.

Scholar Gezarro 1/1

Gezarro the One-tooth 0/1

Scrollmaster Gezarro 1/2

High Wizard Gezarro 3/1

Brett Allen (12/45)

If Gezarro would become tapped, instead rotate this card 90° clockwise.

Tapping Gezarro can't be used to pay more than one cost per turn. *(Tapping a creature when it's declared as an attacker isn't a cost.)*

**Creature — Human Wizard** 800

**Footman Gerald** 3

**Peasant Gerald** **Lieutenant Gerald**

**General Gerald**

Footman Gerald : Deal 1 damage to target attacking creature.

Peasant Gerald : Vigilance

Lieutenant Gerald : Double strike

General Gerald : Remove target attacking creature from the game.

Footman Gerald 1/2

Peasant Gerald 0/2

Lieutenant Gerald 2/2

General Gerald 3/2

Brett Allen (3/45)

If Gerald would become tapped, instead rotate this card 90° clockwise.

Tapping Gerald can't be used to pay more than one cost per turn. *(Tapping a creature when it's declared as an attacker isn't a cost.)*

**Creature — Human Soldier** 800



**Dumbo** 1\*



**Legendary Creature — Elephant** 300

♦ : Dumbo gains flying until end of turn.

*"Use the magic feather."*

2/2

Christian "Treat" Roberts 1/45

**Elephant Ambush** 4\*\*



**Instant** 300

Remove two target attacking creatures from the game.

*"Now that's an elephant ambush done right!"*

Christian "Treat" Roberts 2/45

**Fun fun for everyone** 1\*



**Enchantment — Aura** 300

Enchant permanent

Non-mana abilities of enchanted permanent may be played by either player.

*"I'm pretty sure I had priority..."*

Christian "Treat" Roberts 3/45

**Loxodon Meddler** 2\*\*



**Creature** 300

1\*, ♣ : Tap target non-elephant creature.

1\*, ♣ : Tap an untapped elephant you control: untap Loxodon Meddler.

2/3

Christian "Treat" Roberts 4/45

**Pachyderm Angel** 4\*\*\*



**Creature — Elephant Angel** 300

Flying, trample

Whenever a creature becomes blocked by Pachyderm Angel, its toughness becomes 1 until end of turn.

6/6

Christian "Treat" Roberts 5/45

**White Mouse** \*



**Creature — Mouse** 300

Elephants lose all abilities and can't attack or block unless their controller pays 3.

*"Squeek!"*

1/1

Christian "Treat" Roberts 6/45

**Elephant Illusionist** 3♦



**Creature — Elephant** 300

♦♦♦ : Remove target elephant from the game. Return it to play at end of turn.

1♦ : Until end of turn target creature becomes an elephant in addition to its other creature types.

*"Abrica dabra!"*

2/2

Christian "Treat" Roberts 7/45

**Mindless Thought** ♦



**Sorcery** 300

Discard your hand. Then draw 3 cards. Then discard a card.

Christian "Treat" Roberts 8/45

**Pachyderm Shapeshifter** 4♦♦



**Creature — Elephant Shapeshifter** 300

As Pachyderm Shapeshifter comes into play chose a creature in play.

Pachyderm Shapeshifter comes into play as a copy of the chosen creature but retains its power and toughness.

*"An elephant is still 4 tons even if it looks like a cagle."*

4/4

Christian "Treat" Roberts 9/45



**Rodent Infiltrator** 2



**Creature — Mouse** BOO

Elephantwalk (*If an opponent controls an elephant, Rodent Infiltrator is unblockable.*)

2/2

Christian "Treat" Robertson 10/45

**Rodentia Spy Network** 3



**Enchantment** BOO

Opponents play with the top card of their library revealed. You may play cards from the top of your opponents' libraries as though they were in your hand.

Christian "Treat" Robertson 11/45

**Unrender** 3



**Instant** BOO

Affinity for instants and sorceries (*For each instant or sorcery on the stack, this cost 1 less.*)

Counter target spell.

Christian "Treat" Robertson 12/45

**Elephant Assassin** 3



**Creature — Elephant** BOO

When Elephant Assassin comes into play, target creature gets +1/-1 until end of turn.

"Elephants aren't very good assassins."

3/1

Christian "Treat" Robertson 13/45

**Elephant Overlord** 3



**Creature — Elephant** BOO

☠☠☠, ☹: Destroy target elephant creature.

♣♣, Sacrifice an elephant: Destroy target non-elephant creature.

4/4

Christian "Treat" Robertson 14/45

**Elephant Stampede** 3



**Sorcery** BOO

All creatures get -2/-2 until end of turn. At the beginning of your next combat step all elephants get +1/+1 until end of turn.

"Hooves!"

Christian "Treat" Robertson 15/45

**Oliphaunt** 5



**Creature — Elephant** BOO

At the beginning of your upkeep Oliphaunt deals 2 damage to each creature and each player.

When Oliphaunt is put into a graveyard from play, Oliphaunt deals 2 damage to each creature without flying and each player.

6/6

Christian "Treat" Robertson 16/45

**Screaming Mice** 3



**Creature — Mouse** BOO

As an additional cost to play Screaming Mice target opponent draws three cards. When Screaming Mice comes into play, target player discards 2 cards at random, then discards 2 cards.

Fear, protection from elephants

2/1

Christian "Treat" Robertson 17/45

**Undertunneled** 2



**Instant** BOO

As an additional cost to play Undertunneled remove 2 cards in any one graveyard from the game.

Destroy target creature without flying. It can't be regenerated.

"Some say the mice did it."

Christian "Treat" Robertson 18/45



**Angry Elephant** 5



**Creature — Elephant** 300

Trample, haste

When Angry Elephant comes into play destroy target land.

When Angry Elephant comes into play destroy target artifact.

When Angry Elephant comes into play it deals 3 damage to target creature or player.

6/4

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**Cattleprod** 1



**Instant** 300

Cattleprod deals 2 damage to target creature. If that creature is non-human, it must attack this turn if able. If that creature is human, it may not attack this turn.

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**Elephant King** 3



**Creature — Elephant** 300

☹☹☹: All elephants gain banding and trample until end of turn.

4/4

© Jonathan "Tikal" Robinson 21/95

**Elephant Skin** 2



**Enchantment — Aura** 300

Enchant creature

Enchanted creature becomes an elephant and gets +2/+2 and trample.

© Jonathan "Tikal" Robinson 22/95

**Loxodon Pansy** 2



**Creature — Elephant** 300

Loxodon Pansy can't attack or block if an opponent controls an untapped creature or land.

Remove Loxodon Pansy from the game add 2 to your mana pool. Play this ability only if Loxodon Pansy is in your hand.

4/4

© Jonathan "Tikal" Robinson 23/95

**Mahout** 2



**Creature — Human** 300

Bands with elephants.

♣: Target elephant gets +1/+1 until end of turn. Play this ability no more than once each turn.

2/2

© Jonathan "Tikal" Robinson 24/95

**Elephant Gardener** 1



**Creature — Elephant** 300

As an additional cost to play Elephant Gardener, sacrifice a forest.

☹, Remove a forest from your graveyard: Search your deck for a basic land and put it into play tapped.

☹, Sacrifice a forest: untap target land.

3/2

© Jonathan "Tikal" Robinson 25/95

**Elephant Tactics** 1



**Instant** 300

Target creature gets +3/+3 and trample until end of turn.

If an ability controlled by an opponent causes you to discard Elephant Tactics, you may remove it from the game. As long as it remains removed from the game you may play it at though it was in your hand without paying its mana cost.

© Jonathan "Tikal" Robinson 26/95

**Elephant's Memory** 6



**Sorcery** 300

Return all cards from your graveyard to your hand.

"An elephant never forgets".

© Jonathan "Tikal" Robinson 27/95



**Lazy Elephant** 



**Creature — Elephant** **BOO**

Lazy Elephant can't attack or block.

⚡: Lazy Elephant can and must attack or block this turn. Any player may play this ability.

♠: Lazy Elephant can't attack or block this turn. Any player may play this ability.

♣♣♣: Lazy Elephant loses all abilities until end of turn.

**3/3**

Christian "Treu" Robertson 28/45

**Pachyderm Skywatcher** 



**Creature — Elephant** **BOO**

Pachyderm Skywatcher may block as though it had flying.

**3/4**

Christian "Treu" Robertson 29/45

**Pachyderm of Paradise** 



**Creature — Elephant** **BOO**

⚡: Add 1 mana of any color to your mana pool.

**3/3**

Christian "Treu" Robertson 30/45

**Aurasmasher** 



**Creature — Elephant** **BOO**

As an additional cost to play Aurasmasher, destroy target enchantment.

You may play Aurasmasher whenever you could play an instant.

**2/3**

Christian "Treu" Robertson 31/45

**Bitter Tears** 



**Sorcery** **BOO**

Target player discards a card. Bitter Tears does damage equal to the discarded card's converted mana cost to target creature or player.

*"There's nothing more interesting than crying constantly."*

**32/45**

Christian "Treu" Robertson 32/45

**Fire and Water** 



**Instant** **BOO**

Counter target spell with converted mana cost  $\times$ .

Deal damage to target creature equal to the amount of ⚡ spent to play  $\times$ .

Tap or untap target creature with converted mana cost less than or equal to the amount of ⚡ spent to play  $\times$ .

**33/45**

Christian "Treu" Robertson 33/45

**Freak of Nature** 



**Legendary Creature — Elephant** **BOO**

Freak of Nature has all creature types.

Trample, vigilance, haste, flying

Remove Freak of Nature from the game add one mana of any color to your mana pool. Play this ability only if Freak of Nature is in your hand.

**10/2**

Christian "Treu" Robertson 34/45

**Protective Mother's Ire** 



**Instant** **BOO**

Return target creature to its owner's hand.

Put a 1/1 baby elephant creature token into play.

**35/45**

Christian "Treu" Robertson 35/45

**Psychotic Episode** 



**Instant** **BOO**

As an additional cost to play Psychotic Episode, counter target spell.

Return a card of your choice in an opponent's graveyard to their hand.

Draw a card.

*"I'm confused... did I get card advantage?"*

**36/45**

Christian "Treu" Robertson 36/45



**Pygmy Elephant** 



**Creature — Elephant** **BOO**

Haste  
Pygmy Elephant can't be blocked except by mice.

**1/1**

Christian "Trea" Robertson 37/45

**Skinless Elephant** 



**Creature — Elephant Zombie** **BOO**

 : Regenerate Skinless Elephant and put a -1/-1 counter on it.

*"I never forget anything... hey!! Give back my epidermis."*

**4/3**

Christian "Trea" Robertson 38/45

**Slithertrunk Elephant** 



**Creature — Elephant Snake** **BOO**

Triplestrike

*Having a snake on your nose... how lucky.*

**2/3**

Christian "Trea" Robertson 39/45

**Wall of Ivory** 



**Creature — Wall** **BOO**

Defender  
When Wall of Ivory comes into play, draw a card for each elephant card in your graveyard.

*"It keeps the poachers out... hey, wait a sec! Give back our wall!"*

**1/4**

Christian "Trea" Robertson 40/45

**White Elephant** 



**Creature — Elephant** **BOO**

Trample  
At the beginning of your upkeep, sacrifice a creature you control.  
Prevent all damage that would be dealt to White Elephant.

*"Too much of a good thing."*

**6/6**

Christian "Trea" Robertson 41/45

**Elephant Figurine** 



**Artifact Creature — Elephant** **BOO**

*"IT'S A STATUE!... it's a statue."*

**1/1**

Christian "Trea" Robertson 42/45

**Nightshade Lotus** 



**Artifact** **BOO**

Sacrifice Nightshade Lotus: Add 2 mana of any one color to your mana pool.

Whenever Nightshade Lotus is put into a graveyard from play, target player discards a card.

Christian "Trea" Robertson 43/45

**Scrodtact's Disk** 



**Artifact** **BOO**

Scrodtact's Disk comes into play tapped.

 : Destroy all artifacts and enchantments, then Scrodtact's Disk deals 1 damage to each creature for each artifact or enchantment destroyed in this way.

Christian "Trea" Robertson 44/45

**Republican Party Headquarters**



**Land** **BOO**

: Add 1 to your mana pool.  
Activated abilities of elephants may be played by any player.

Christian "Trea" Robertson 45/45



**Divine Hammer** \*\*



Instant BOO

Divine Hammer deals 4 damage to target attacking or blocking creature.

Dan Dismant 1/45

**Evangelist** 2\*



Creature — Human Cleric BOO

When Evangelist comes into play, return all enchantments and artifacts to their owner's hands.

2/2

Dan Dismant 2/45

**Forced Nirvana** \*



Instant BOO

Remove target creature from the game. Skip your next turn.

Dan Dismant 3/45

**Guardian Cherub** 4\*\*



Creature — Angel Baby BOO

Flying (This creature can't be blocked except by creatures with flying.)

Return Guardian Cherub to its owner's hand: Prevent all damage that would be dealt by one source this turn.

3/2

Dan Dismant 4/45

**Hatists** 1\*



Creature — Human Wizard BOO

Hatists gets -1/-1 for each white creature in play.

Hatists gets +1/+1 for each nonwhite creature in play.

1/2

Dan Dismant 5/45

**Sister Surround** 4\*



Legendary Creature — Human Cleric BOO

Vigilance

☞: Sister Surround deals 2 damage to target attacking or blocking creature.

3/4

Dan Dismant 6/45

**Taxman** \*



Creature — Human Minion BOO

At the beginning of your upkeep, target player loses 1 life, then you gain 1 life.

0/1

Dan Dismant 7/45

**Aviation School** 2



Enchantment - Aura BOO

Target land gains "☞: Target creature gains flying until end of turn."

When Aviation School comes into play, draw a card.

Dan Dismant 8/45

**Blistering Barnacles** 1



Creature — Barnacles BOO

Defender (This creature can't attack.)

☞: Blistering Barnacles deals 1 damage to target blocked creature.

0/3

Dan Dismant 9/45



**Brainwashers** 2



**Creature — Illusion** 800

Prevent all damage that would be dealt to Brainwashers by blocking creatures.

3/1

Dan Dierma 10/45

**Last Goodbye** 3



**Enchantment** 800

When Last Goodbye comes into play, name a creature. Return all creatures with that name to their owner's hand. Creatures with that name may not be played.

Dan Dierma 11/45

**Mana Detonation**



**Instant** 800

Counter target spell. The controller of that spell may add up to 5 mana of any color to their mana pool.

Dan Dierma 12/45

**Myxmotosis** 3



**Legendary Creature — Djinn** 800

Flying

- ☞: Tap target permanent.
- ☞: Untap target permanent.
- ☞☞☞: Untap Myxmotosis.

4/4

Dan Dierma 13/45

**Wave of Babies** 2



**Creature — Elemental Baby** 800

You may play Wave of Babies any time you could play an instant.

☞, Sacrifice Wave of Babies: Return all tapped creatures to their owner's hand.

2/2

Dan Dierma 14/45

**Aspiring Sociopath** 1



**Creature — Human Townsfolk** 800

☞: Destroy target creature with toughness 1.

1/1

Dan Dierma 15/45

**Blind Panic** 2



**Sorcery** 800

All creatures gain fear until end of turn. At end of turn, all creatures that attacked or blocked this turn are destroyed.

Dan Dierma 16/45

**Debauchery** 5



**Instant** 800

All nonwhite, nonbaby creatures get -3/-3 until end of turn.

Dan Dierma 17/45

**Motherless Bastard** 3



**Creature — Zombie Baby** 800

Any player may pay ☞☞☞ or 13 life to destroy Motherless Bastard.

"All it wants is to be loved."

6/6

Dan Dierma 18/45



**Ransack the Sanctified** 



**Sorcery** **BOO**

As an additional cost to play Ransack the Sanctified, sacrifice 2 lands.

Return target creature in any graveyard to play under your control.

Don Dini/jan 19/45

**The Fabulous Ones** 



**Creature — Abomination** **BOO**

The Fabulous Ones are indestructible unless they have received combat damage this turn.

**3/3**

Don Dini/jan 20/45

**Three Time Loser** 



**Creature — Zombie** **BOO**

If Three Time Loser would be put into the graveyard from as a result of lethal damage, instead put a Loser counter on it and remove all damage from it. If Three Time Loser has 3 or more Loser counters, sacrifice it.

**2/1**

Don Dini/jan 21/45

**Conflagration** 



**Instant** **BOO**

Conflagration deals 5 damage divided among any number of target creatures and/or players, and 7 damage to you.

Don Dini/jan 22/45

**Nihilistic Seraph** 



**Creature — Angel** **BOO**

Flying


Nihilistic Seraph does not untap during your untap step.

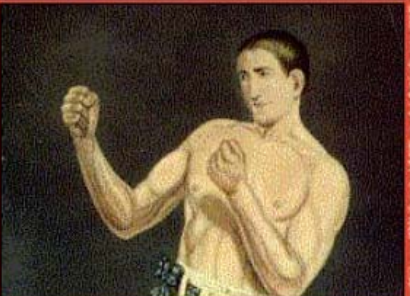
If Nihilistic Seraph is dealt damage, untap it.

**1** : Deal 1 damage to each creature.

**5/3**

Don Dini/jan 23/45

**Prizefighter** 



**Creature — Human Warrior** **BOO**

Provoke (When this creature attacks, you may have target creature defending player controls untap and block it if able.)

**2/6**

Don Dini/jan 24/45

**Red Morning Light** 



**Enchantment** **BOO**

Damage cannot be prevented.

Draw a card when Red Morning Light comes into play.

Don Dini/jan 25/45

**Short Circuit** 



**Instant** **BOO**

Destroy target artifact. Deal damage equal to that artifact's converted mana cost to all creatures and players.

Don Dini/jan 26/45

**Spitfire** 



**Creature — Beast** **BOO**

*"It chose flame over flight."*

**6/1**

Don Dini/jan 27/45



**Vaporizer** 2 2



**Creature — Elemental Baby** **BOO**

3 2, Sacrifice Vaporizer: Destroy all tapped lands.

**1/1**

Dan Dierma 28/45

**Boris** 3 1



**Legendary Creature — Spider** **BOO**

Boris may block as though it had flying.

Whenever a creature dealt damage by Boris this turn is put into the graveyard, put a +1/+1 counter on Boris.

**2/3**

Dan Dierma 29/45

**Bulldog Skin** 1



**Enchantment - Aura** **BOO**

Enchant creature

Enchanted creature gets +3/+4.

If enchanted creature is the target of a spell or ability, destroy Bulldog Skin.

Dan Dierma 30/45

**Dead Leaves** 1



**Sorcery** **BOO**

As an additional cost to play Dead Leaves, sacrifice a land.

Search through your library, choose up to 3 lands and put them in your hand.

Dan Dierma 31/45

**Panda Cub** 1 1



**Creature — Bear Baby** **BOO**

Gets +1/+0 if opponent is overwhelmed by the cuteness. If they lie and say they aren't, feel free to punch them in the face, because they're a big fat liar.

**2/2**

Dan Dierma 32/45

**Queen of the Populists** 5 1 1



**Creature — Avatar** **BOO**

Tap two nonbaby creatures you control: Put a green 1/1 baby token into play.

**5/5**

Dan Dierma 33/45

**Wolf Among Wolves** 3 1 1



**Creature — Wolf Lord** **BOO**

1: Destroy target creature with power 4 or greater.

**6/3**

Dan Dierma 34/45

**Yoshimi, Battler of Robots** 2 1



**Legendary Creature — Human Soldie** **BOO**

Protection from artifacts

At the beginning of your upkeep, pay 1 or sacrifice Yoshimi, Battler of Robots.

**4/3**

Dan Dierma 35/45

**Blazing Arrow** 2 1



**Instant** **BOO**

Target creature gains +2/+0 and first strike until end of turn.

Blazing Arrow deals 1 damage to that creature.

Dan Dierma 36/45



**Masters of War** 4



**Creature — Human Soldier** 300

Haste (This creature may attack and  the turn it comes under your control.)

First strike (This creature deals damage before creatures without first strike.)

6/2

Dan Dismant 37/45

**Praise Chorus** 2



**Creature — Spirit** 300

: Untap target creature. That creature may not attack or block this turn.

1/3

Dan Dismant 38/45

**Old Master Painter** 2



**Artifact Creature** 300

1: Add one mana of any color to your mana pool.

1: Old Master Painter becomes the color of your choice until end of turn.

"Let's put a happy little tree in this valley."

2/1

Dan Dismant 39/45

**Pink Robots** 4



**Artifact Creature** 300

Creatures dealt damage by Pink Robots become artifacts.

2/4

Dan Dismant 40/45

**Middle of Nowhere**



**Land** 300

: Add  to your mana pool.

, 3 : Remove target creature you control from the game. At end of turn, return that creature to play.

Dan Dismant 41/45

**Smithsonian Institute of Rhyme**



**Land** 300

: Add 1 to your mana pool.

: Smithsonian Institute of Rhyme becomes a copy of target land.

"Yo yo yo yo yo yo yo check it out."

Dan Dismant 42/45

**Speed Lab**



**Land** 300

: Add  to your mana pool.

: Target creature you control gains haste until end of turn. Destroy that creature at end of turn.

Dan Dismant 43/45

**Telephasic Workshop**



**Land** 300

: Add  to your mana pool.

: Target creature you control is unblockable until end of turn. Destroy that creature at end of turn.

Dan Dismant 44/45

**The Dirty Ground**



**Land** 300

: Add  to your mana pool.

, Sacrifice a creature: regenerate target creature.

Dan Dismant 45/45



**Another Salvation** 2\*



**Enchantment** 800

When Another Salvation comes into play, gain 5 life.

At the beginning of your upkeep, return Another Salvation to your hand.

Eric Rembour 1/45

**Explorer's Gift** \*



**Enchantment** 800

When Explorer's Gift comes into play, search your library for up to three basic land cards, reveal them, then put them into your hand. Then shuffle your library.

At the beginning of your upkeep, Explorer's Gift deals 1 damage to you.

Eric Rembour 2/45

**Napping Loxodon** 2\*



**Enchantment** 800

Whenever a player plays a spell, if Napping Loxodon is an enchantment, it becomes a 2/5 Elephant creature until end of turn.

*"Look at him. He's adorable."*  
- Fartsmeller, goblin zookeeper, last words

Eric Rembour 3/45

**Restitute** 3\*



**Sorcery** 800

Sacrifice any number of enchantments. Then put that many enchantments from your graveyard into play.

Eric Rembour 4/45

**Shine a Light** 1\*



**Instant** 800

Destroy target enchantment. Gain 3 life.

Eric Rembour 5/45

**Soothing Cloud** 3\*



**Enchantment** 800

1\*, Put the top two cards of your library into your graveyard: Prevent the next 1 damage that would be dealt to target creature or player this turn.

When Soothing Cloud leaves play, draw a card.

Eric Rembour 6/45

**Sunburnt Redeemer** 2\*



**Creature — Human Cleric** 800

☞, Remove target card in an opponent's graveyard from the game: Prevent the next 1 damage that would be dealt to target creature or player this turn.

*Most often, the redeemers cover their faces with paper bags to keep from frightening the soldiers they're mending.*

1/2

Eric Rembour 7/45

**Aldabra Tortoise** 2



**Creature — Turtle** 800

Any creature blocked by Aldabra Tortoise get -2/-0 until end of turn.

1/3

Eric Rembour 8/45

**Another Time** 3



**Enchantment** 800

When Another Time comes into play, return target permanent to its owner's hand.

At the beginning of your upkeep, return Another Time to your hand.

Eric Rembour 9/45



Can I? ... Thanks. 3



Enchantment 800

1, Put the top two cards of your library into your graveyard: Gain control of target permanent until end of turn.

When Can I? ... Thanks. leaves play, draw a card.

Eric Remouder 10/45

Napping Pterodactyl 1



Enchantment 800

Whenever a player plays a spell, if Napping Pterodactyl is an enchantment, it becomes a 2/3 Pterodactyl creature with flying until end of turn.

Eric Remouder 11/45

Perpetual Musing 1



Enchantment 800

At the end of your turn, draw a card.

At the beginning of your upkeep, return Perpetual Musing to its owner's hand.

Eric Remouder 12/45

Sage's Gift 1



Enchantment 800

When Sage's Gift comes into play, draw three cards then discard a card.

At the beginning of your upkeep, Sage's Gift deals 1 damage to you.

Eric Remouder 13/45

Tagging Pterodactyl 3



Creature — Pterodactyl Rogue 800

Flying (*This creature can't be blocked except by creatures with flying.*)

, Remove target card in an opponent's graveyard from the game: Tap or untap target creature.

2/1

Eric Remouder 14/45

Another Casualty 4



Enchantment 800

When Another Casualty comes into play, destroy target non-black creature and you lose 2 life.

At the beginning of your upkeep, return Another Casualty to your hand.

Eric Remouder 15/45

Aura-Starved Zombie 2



Creature — Zombie 800

At the beginning of your upkeep sacrifice Aura-Starved Zombie unless you sacrifice an enchantment or remove an enchantment in your graveyard from the game.

"Brains.... Must eat bra.... what?"

4/3

Eric Remouder 16/45

Mindcarver's Gift 2



Enchantment 800

When Mindcarver's Gift comes into play, target opponent reveals his or her hand. Choose two noncreature, nonland cards from it. That player discards those cards.

At the beginning of your upkeep, Mindcarver's Gift deals 1 damage to you.

Eric Remouder 17/45

Napping Chinchilla



Enchantment 800

Whenever a player plays a spell, if Napping Chinchilla is an enchantment, it becomes a 2/1 Chinchilla creature with fear until end of turn.

"OH! Look at THIS guy! And he thought the elephant was cute!"

-Toemuncher, goblin zookeeper, last words.

Eric Remouder 18/45



**No Pain, No Gain** 2



**Enchantment** 800

Whenever you're dealt damage, put that many pain counters on No Pain, No Gain. At the end of your turn you may remove any number of pain counters. For each pain counter you remove in this way put the top card of your library into your graveyard, pay  $\text{♠}$ , and draw a card. Then remove all pain counters from No Pain, No Gain. (*Loss of life is not damage.*)

Eric Reiszner 19/15

**Rot Devourer** 2



**Creature — Zombie** 800

Remove target card in an opponent's graveyard from the game: Add  $\text{♠}$  to your mana pool.

2/2

Eric Reiszner 20/15

**We Got Back the Plague** 3



**Enchantment** 800

1  $\text{♠}$ , Discard a non-land card, sacrifice a creature: We Got Back the Plague deals 2 damage to all creatures controlled by target opponent.

Eric Reiszner 21/15

**Another Immolation** 4



**Enchantment** 800

When Another Immolation comes into play, it deals 3 damage to target creature.

At the beginning of your upkeep, return Another Immolation to your hand.

Eric Reiszner 22/15

**Dumbstruck Ogre** 2



**Creature — Ogre Warmonger** 800

Dumbstruck Ogre attacks each turn if able.

Dumbstruck Ogre gets -1/-1 for each enchantment in play.

"War. Love war. Heh. Mah hand is FA-sciiatin'. I got FIVE fingers!"

4/4

Eric Reiszner 23/15

**Gravedigger Goblin** 3



**Creature — Goblin Wizard** 800

1  $\text{♠}$ , Remove target card in an opponent's graveyard from the game: Gravedigger Goblin deals 1 damage to target creature or player and 1 damage to itself.

1/3

Eric Reiszner 24/15

**Napping Goblin** 1



**Enchantment** 800

Whenever a player plays a spell, if Napping Goblin is an enchantment, it becomes a 3/2 Goblin creature until end of turn.

Eric Reiszner 25/15

**Newly Fast** 2



**Enchantment** 800

Put the top 2 cards of your library into your graveyard: Target creature gains haste until end of turn.

When Newly Fast leaves play, draw a card.

Eric Reiszner 26/15

**Riftmaker's Gift** 1



**Enchantment** 800

When Riftmaker's Gift comes into play, destroy target non-mountain land.

At the beginning of your upkeep, Riftmaker's Gift does 1 damage to you.

Eric Reiszner 27/15



**Spring Cleaning** 3 2 2



**Sorcery** 800

Choose a creature, an artifact, an enchantment, and a land controlled by an opponent. That opponent does the same for you. Remove all permanents not chosen from the game.

Eric Remouet 28/45

**Another Zebra** 3 2 2



**Enchantment** 800

When Another Zebra comes into play, put a 3/3 green Zebra token into play under your control.

At the beginning of your upkeep, return Another Zebra to your hand.

*Zelda looks lonely.*

Eric Remouet 29/45

**Aurabane Zebra** 1 2 2



**Creature — Zebra** 800

1 ♣, Pay 1 life: Destroy target enchantment.

2/3

Eric Remouet 30/45

**Napping Zebra** 2 2 2



**Enchantment** 800

Whenever a player plays a spell, if Napping Zebra is an enchantment, it becomes a 4/3 Zebra creature until end of turn.

Eric Remouet 31/45

**Sanctioning Zebra** 3 2 2



**Creature — Zebra** 800

Trample (If all the creatures blocking this creature receive lethal damage, remaining damage can be assigned to the defending player.)

♣, Remove target card in an opponent's graveyard from the game: Another target creature gets +1/+1 until end of turn.

3/2

Eric Remouet 32/45

**Shepherd's Gift** 1 2 2



**Enchantment** 800

When Shepherd's Gift comes into play, search your library for a creature with converted mana cost 3 or less and put that creature into play under your control.

At the beginning of your upkeep Shepherd's Gift deals 1 damage to you.

Eric Remouet 33/45

**The Power of One** 2 2 2



**Enchantment** 800

If at any time you control only one creature, that creature gains +4/+4, trample, and cannot be blocked by only one creature.

Eric Remouet 34/45

**Zebra Recruitment Grounds** 2 2 2



**Enchantment** 800

2 ♣♣, Put the top two cards of your library into the graveyard: Reveal the top two cards of your library. Put all creature cards into your hand and all others into your graveyard. Play this ability as a sorcery.

When Zebra Recruitment Grounds leaves play, draw a card.

Eric Remouet 35/45

**Aura-Feeding Zombie** 2 2 2



**Creature — Zombie** 800

♣, Sacrifice an enchantment: Aura-Feeding Zombie deals 2 damage to target creature or player.

♣, Sacrifice Aura-Feeding Zombie, Sacrifice an enchantment: Put target creature card from a graveyard into play under your control.

2/3

Eric Remouet 36/45



**Circle-Dream Zebra** 2



**Creature — Zebra** 100

When Circle-Dream Zebra comes into play, destroy target enchantment. Then target player chooses an enchantment in his or her graveyard and returns that card to play under their control.

1/3

Eric Reinsouir 57/45

**Cloud-Prayer Faeries** 1



**Creature — Faerie** 100

Flying (This creature can't be blocked except by creatures with flying.)  
When Cloud-Prayer Faeries comes into play return target enchantment to its owner's hand.

"Aren't faeries supposed to be cute or pretty or something?"  
-Arno, Kjeldoran Explorer

2/1

Eric Reinsouir 58/45

**Glory-Leech Pterodactyl** 3



**Creature — Pterodactyl** 100

Flying (This creature can't be blocked except by creatures with flying.)  
When Glory-Leech Pterodactyl comes into play each player loses 1 life and discards a card for each each enchantment they control.

2/3

Eric Reinsouir 59/45

**Hammer-Flailing Troll** 3



**Creature — Troll Moron** 100

When Hammer-Flailing Troll comes into play destroy target artifact, enchantment or land.

3/1

Eric Reinsouir 60/45

**Balut** 2



**Artifact** 100

Balut comes into play with 1 birth counter on it.  
2: Put a birth counter on Balut. If Balut has four or more birth counters on it, sacrifice it.  
Sacrifice Balut: Target creature gets -X/-X until end of turn where X is the number of birth counters on Balut.

Eric Reinsouir 61/45

**Glass Onion** 2



**Artifact** 100

Sacrifice an enchantment: Gain 2 life.  
3, Sacrifice Glass Onion: Return an enchantment from your graveyard to your hand and draw a card.

Coo-Ku-Ca-Choo  
-Inscription

Eric Reinsouir 62/45

**Junk Cannon** 3



**Artifact** 100

4, Sacrifice Junk Cannon, Remove X cards in an opponent's graveyard from the game: Junk Cannon deals X damage to target creature or player.

Eric Reinsouir 63/45

**Illuminated Path**



**Land** 100

: Add 1 to your mana pool.  
4, , Put the top two cards of your library into your graveyard, Sacrifice Illuminated Path: Put target enchantment in your graveyard into play under your control.

Eric Reinsouir 64/45

**Virus Road**



**Land** 100

When Virus Road comes into play, it deals 1 damage to each creature you control.  
3, , Sacrifice a creature: Virus Road deals 1 damage to target opponent and all creatures he or she controls.  
: Add 1 to your mana pool.

Eric Reinsouir 65/45



**Aurora, Angel of Light** 4\*



**Legendary Creature — Angel** 800

Flying

1\*: Target creature you control gains protection from the color of your choice until end of turn.

2\*: X target creatures you control gain protection from the color of your choice until end of turn.

4/4

Mike Thompson 1/45

**Breaching the Fortress** 1\*



**Instant** 800

Kicker \* and/or 2\*

Target creature gets +1/+1 and first strike until end of turn.

If you paid the \* kicker cost, another target creature gets +1/+1 and first strike until end of turn.

If you paid the 2\* kicker cost, all creatures you control get an additional +2/+2 until end of turn.

Mike Thompson 2/45

**End of an Era** 1\*



**Enchantment** 800

When End of an Era comes into play, remove all legendary permanents from the game. Legendary spells may not be played and players may not play legendary lands.

*"All good things must come to an end."*  
-Aurora, Angel of Light

Mike Thompson 3/45

**Hero of Honor** \*



**Creature — Soldier** 800

When Hero of Honor comes into play, choose a color.

Hero of Honor has protection from the chosen color.

2/2

Mike Thompson 4/45

**Honorable Discharge** 1\*



**Instant** 800

Remove target creature from the game. That creature's controller gains life equal to it's power.

Mike Thompson 5/45

**Knight of Horvath** 2\*



**Creature — Knight** 800

When Knight of Horvath comes into play, destroy target artifact or enchantment.

Morph 1 (You may play this face down as a 2/2 creature for 1. Turn it face up at any time for its morph cost.)

When Knight of Horvath is turned face up, target player sacrifices a creature.

2/2

Mike Thompson 6/45

**Palace Guardians** 3\*



**Creature — Knights** 800

First Strike

: Palace Guardians deals 1 damage to target attacking or blocking creature.

*"You'd think that since we had a pegasus we could fly, right?"*  
-Tomlor, Palace Guardian

2/2

Mike Thompson 7/45

**Apprentice of Insight** X



**Creature — Human Wizard** 800

When Apprentice of Insight comes into play, draw X cards. For each card drawn this way, discard a card from your hand unless you sacrifice a permanent.

: Look at the top three cards of your library, then put them back in any order.

1, : Shuffle your library.

*You're never too old for wizard school.*

1/2

Mike Thompson 8/45

**Evanescence** 1



**Enchantment** 800

1, Sacrifice a land: Remove target creature from the game. At end of turn, return that creature to play under its owner's control.

**POOF!**

Mike Thompson 9/45



**Mind Meld** 



**Sorcery**  **800**

Each player chooses a creature another player controls. Players may pay **X** to gain control of the creature they chose where **X** is the converted mana cost of that creature.

Mike Thompson 10/45

**Psychokinesis** 



**Sorcery**  **800**

Look at the top 5 cards of target opponent's library. Remove one of those cards from the game face down and put the rest on the bottom of that player's library in any order. You may play the removed card as though it were in your hand.

Cycling  (2, Discard this card from your hand: Draw a card.)

Mike Thompson 11/45

**Silver Djinn** 



**Creature — Djinn**  **800**

**Flying**

2, Sacrifice Silver Djinn: You take another turn after this one.

*You only have two wishes left.*

**4/4**

Mike Thompson 12/45

**Wind Strider** 



**Creature — Faerie**  **800**

**Flying**

*You will feel the Wind Strider before you hear it... after that, you won't be hearing ever again.*

**2/2**

Mike Thompson 13/45

**Wizard of Horvath** 



**Creature — Wizard**  **800**

When Wizard of Horvath comes into play, draw a card.

Morph  (2) (You may play this face down as a 2/2 creature for 3. Turn it face up at any time for its morph cost.)

When Wizard of Horvath is turned face up, it deals 2 damage to target creature.

**2/2**

Mike Thompson 14/45

**Demon of Horvath** 



**Creature — Demon**  **800**

When Demon of Horvath comes into play, target player discards a card at random.

Morph  (2) (You may play this face down as a 2/2 creature for 3. Turn it face up at any time for its morph cost.)

When you turn Demon of Horvath face up, target land becomes a 4/4 green creature with trample until end of turn.

**2/2**

Mike Thompson 15/45

 **Hire the Horde** 



**Sorcery**  **800**

For each creature card in your graveyard, put a 2/2 black Zombie creature token into play under your control.

Flashback  (1), Remove 3 creature cards in your graveyard from the game (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

Mike Thompson 16/45

**Horrify** 



**Instant**  **800**

Destroy target non-black creature with converted mana cost 3 or less. That creature's controller loses life equal to its toughness.

Mike Thompson 17/45

**Intoxicate** 



**Sorcery — Hybrid**  **800**

Hybrid: Instant 

Kicker  and/or 

Target creature gets -1/-1 until end of turn.

If you paid the  kicker, that creature gets an additional -2/-2 until end of turn.

If you paid the  kicker, that creature gets an additional -2/-2 until end of turn.

Mike Thompson 18/45



**Servant of Tasadar** (1 skull)



**Creature — Minion** 100

1 skull: Each player discards a card. Play this ability only when you could play a sorcery.

Sacrifice **Servant of Tasadar**: Target player discards a card.

2/2

Mike Thompson 19/45

**Tasadar, Minion of Darkness** (4 skulls)



**Legendary Creature — Demon** 100

X skulls, 1 skull: Target creature gets -X/-X until end of turn.

X skulls, 1 skull: Return target creature with power equal to or less than X from any graveyard to play under your control.

4/4

Mike Thompson 20/45

**Underworld Vampire** (2 skulls)



**Creature — Vampire** 100

Flying

When **Underworld Vampire** comes into play, you lose 3 life.

Whenever **Underworld Vampire** deals combat damage to a player, put a +1/+1 counter on **Underworld Vampire**.

Whenever a creature dealt damage by **Underworld Vampire** this turn is put into a graveyard, put a +1/+1 counter on **Underworld Vampire**.

3/3

Mike Thompson 21/45

**Agent of Horvath** (2 skulls)



**Creature — Soldier** 100

When **Agent of Horvath** comes into play, destroy target land.

Morph 1\*\*\* (You may play this face down as a 2/2 creature for 3. Turn it face up at any time for its morph cost.)

When **Agent of Horvath** is turned face up, target creature gains +1/+1 and first strike until end of turn.

2/2

Mike Thompson 22/45

**Devastating Twisters** (3 skulls)



**Enchantment** 100

When **Devastating Twisters** comes into play, sacrifice a land.

2, Sacrifice a land: **Devastating Twisters** deals 2 damage to target creature.

Mike Thompson 23/45

**Dragon Hatchling** (1 skull)



**Creature — Dragon** 100

Evolving 3 (This creature comes into play with 3 evolution counters on it. At the beginning of your upkeep pay 1 for each counter on it, then remove a counter. If you don't, sacrifice this creature.)

When there are no evolution counters on **Dragon Hatchling**, it gets +3/+3 and flying.

2/2

Mike Thompson 24/45

**Dragonmaster's Rage** (X skulls)



**Sorcery** 100

Buyback X (If you pay an additional X as you play this spell, put it into your hand instead of your graveyard as part of the spell's resolution.)

**Dragonmaster's Rage** deals X damage to each creature.

Mike Thompson 25/45

**Goblin Fire Handler** (2 skulls)



**Creature — Goblin** 100

Sacrifice **Goblin Fire Handler**: **Goblin Fire Handler** deals 1 damage to target creature or player.

2/2

Mike Thompson 26/45

**Lightning Strike** (2 skulls)



**Instant** 100

**Lightning Strike** deals 3 damage to target creature. If that creature has flying, **Lightning Strike** deals 4 damage instead.

Flashback 3\*\*\*\* (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

*Lightning never strikes twice... or does it?*

Mike Thompson 27/45



**Loki, Dragon of the Storm** 4 2 2



**Legendary Creature — Dragon** 800

**Flying**

2: Loki, Dragon of the Storm deals 1 damage to target creature and 1 damage to itself.

1 2: Loki, Dragon of the Storm gets +1/+1 until end of turn.

4/4

Mike Thompson 28/15

**Adrenaline Rush** 1



**Sorcery — Hybrid** 800

Hybrid: Instant 2 2

Kicker 2 2

Target creature gets +3/+3 and trample until end of turn.

If you paid the kicker cost, instead this comes into play as an Enchant Creature card on the targetted creature that says "Enchanted creature gains +3/+3 and trample."

Mike Thompson 29/15

**Druid of Horvath** 2 2 2



**Creature — Druid** 800

When Druid of Horvath comes into play, put a +1/+1 counter on target creature.

Morph 1 1 1 (You may play this face down as a 2/2 creature for 3. Turn it face up at any time for its morph cost.)

When Druid of Horvath is turned face up, return target creature to its owner's hand.

2/2

Mike Thompson 30/15

**Emerald Serpents** 1 1 1



**Creature — Serpents** 800

Evolving 3 (This creature comes into play with 3 evolution counters on it. At the beginning of your upkeep pay 1 for each counter on it, then remove a counter. If you don't, sacrifice this creature.)

When there are no evolution counters on Emerald Serpents, it gets +2/+2 and trample.

3/3

Mike Thompson 31/15

**Gorgoth, Beast of Rampage** 4 2 2



**Legendary Creature — Beast** 800

**Trample**

1: Gorgoth, Beast of Rampage gets +1/-1 until end of turn.

X 2 2: Target creature with power 3 or less gets +X/+X until end of turn.

4/4

Mike Thompson 32/15

**Lion Cub** 2 2



**Creature — Cat** 800

1 2: Lion Cub gets +1/+1 until end of turn.

"Are you food??"

2/2

Mike Thompson 33/15

**Petrify** 2 2



**Enchantment — Aura** 800

Enchant creature

Enchanted creature is a 0/3 with defender.

Enchanted creature has no creature type.

Enchanted creature has no abilities except defender.

Mike Thompson 34/15

**Prismatic Paradise** 1 2



**Enchantment** 800

At the beginning of your upkeep, add one mana of any color to your mana pool. Until end of turn, this mana doesn't empty from your mana pool as phases end.

Mike Thompson 35/15

**Alpha Male** 3 2 2



**Creature — Wolf** 800

When Alpha Male comes into play choose from first strike, Forestwalk, or protection from White.

All other creatures you control gain the chosen ability.

4/4

Mike Thompson 36/15



**Cold Front** 1  



**Enchantment** 800

All creatures come into play tapped with a stasis counter on them. Creatures with stasis counters on them do not untap during their controller's untap step. At the beginning of each player's upkeep, remove all stasis counters from creatures that player controls.

Mike Thompson 37/45

**Lost in Journey**  



**Instant** 800

Search your library for any 3 cards, put them into your hand, then shuffle your library.

Reveal your hand to an opponent. That player chooses 2 cards from your hand and removes them from the game.

Mike Thompson 38/45

**Mountain Lion** 1 



**Creature — Lion** 800

: Mountain Lion gains Mountainwalk until end of turn.

: Regenerate Mountain Lion.

2/2

Mike Thompson 39/45

**Rising from the Ashes**  



**Instant** 800

As an additional cost to play Rising from the Ashes, sacrifice a Swamp plus a Mountain and/or discard a card.

If you sacrificed a Swamp and a Mountain, return target creature card from your graveyard to play.

If you discarded a card, destroy target creature. It can't be regenerated.

Mike Thompson 40/45

**Helm of Psychosis** 3



**Artifact — Equipment** 800

Equipped creature gets +2/-1. Whenever damage is dealt to equipped creature, reduce that damage by 2. You lose 2 life whenever damage is prevented this way.

At the beginning of your upkeep, if Helm of Psychosis is attached to a creature you control, attach it to another creature you control.

Equip 

Mike Thompson 41/45

**Stone Guardian** 5



**Artifact Creature — Dragon** 800

Flying

: Stone Guardian gets -3/+3 until end of turn.

3/3

Mike Thompson 42/45

**City of Chaos**



**Land** 800

When City of Chaos comes into play, choose a color.

: Add one mana of the chosen color to your mana pool.

Mike Thompson 43/45

**Dragon's Lair**



**Land** 800

: Add  to your mana pool.

, : Target creature gains ": +1/+0 until end of turn."

 , : Target dragon gains double strike until end of turn.

Mike Thompson 44/45

**Temple of Horvath**



**Legendary Land** 800

, : Sacrifice a land: Search your library for a basic land card and put it into play tapped. Then shuffle your library.

Mike Thompson 45/45



**Absorb and Amplify** 1\*



**Instant** **BOO**

Prevent 3 damage to target creature. For each damage prevented in this way, that creature gains +2/+2 until end of turn.

Noah Weil 1/45

**Banner of Resolve** 4\*\*



**Enchantment** **BOO**

Creatures you control get +3/+3.

Noah Weil 2/45

**Call For Equity** 1\*\*



**Sorcery** **BOO**

As an additional cost to play Call For Equity, sacrifice 3 creatures. Destroy all non-white creatures in play.

Noah Weil 3/45

**Cloisterize** 3\*\*



**Instant** **BOO**

Remove X target attacking creatures from the game. For each creature removed in this way, remove a creature you control of your opponent's choice from the game. X cannot be greater than the number of creatures you control.

Noah Weil 4/45

**Cupid, Lust Maker God** 2\*\*



**Creature — Legend Romantic(?) God** **BOO**

☞: Remove target attacking creature and target blocking creature from the game if that attacking creature is being blocked by that blocking creature

2/2

Noah Weil 5/45

**Decree of Retribution** 2\*\*



**Instant** **BOO**

Until end of turn, whenever target creature deals damage, Decree of Retribution deals 2 damage to that creature and that creature's controller for each point of damage dealt by that creature.

Noah Weil 6/45

**Essence of Talon** 3\*



**Creature — Bird Spirit** **BOO**

Flying, first strike

☞: Target creature gains first strike until end of turn.

2/3

Noah Weil 7/45

**Altered Perspectives** 2



**Instant** **BOO**

Up to two target creatures switch power and toughness until end of turn. (For example, if two targets were 2/4 and 1/3, they would become 4/2 and 3/1).

Noah Weil 8/45

**Fatty McFatFat** 1



**Creature — Blimp** **BOO**

Flying

3/1

Noah Weil 9/45



**Gaping Void** 4



**Sorcery** 800

As an additional cost to play Gaping Void, return two creatures you control with power 3 or greater to your hand.

Return all of target player's creatures to his or her hand.

Neah Weil 10/45

**Hindenburg** 3



**Creature — Blimp** 800

Flying

2, Sacrifice Hindenburg: Hindenburg deals 2 damage to each creature without flying.

2/2

Neah Weil 11/45

**Isolationist Sorcerer** 4



**Creature — Human Wizard** 800

When Isolationist Sorcerer comes into play, you may return any number of creatures you control to their owner's hand.

3/4

Neah Weil 12/45

**Posiedon, God of Sea and Storm** 4



**Creature — Legend Swimmer God** 800

♦ ♦ : Target creature you control gains flying until the end of turn.

♦ ♦ : Target creature you control gains islandwalk until the end of turn.

♦ ♦ ♦ ♦ : Choose new target or targets for target spell that targets at least one permanent you control.

4/4

Neah Weil 13/45

**Spell Lance** 1



**Instant** 800

Choose one: Counter target non-creature spell and return target creature an opponent controls to owner's hand OR counter target creature spell and return target creature you control to owner's hand

Neah Weil 14/45

**Brainless Envy** 2



**Sorcery** 800

As an additional cost to play Brainless Envy, discard 3 cards.

Target player discards his or her hand.

Neah Weil 15/45

**Hades, God of Death** 4



**Creature — Legend Undertaker God** 800

♦ ♦ ♦ 1 ♦ : Destroy target non-black creature and put a 0/1 Soul creature token into play. Use this ability only during your turn.

Hades, God of Death gets +1/+1 for each Soul in play.

3/3

Neah Weil 16/45

**Harsh Recall** ♦ ♦



**Sorcery** 800

Target player draws 3 cards. You lose 6 life.

Neah Weil 17/45

**Hubris** 2



**Sorcery** 800

Destroy target creature. It can't be regenerated. You lose 1 life for each mana in that creature's converted mana cost.

Neah Weil 18/45



**Marrow Extraction** 2 1 1



**Instant** BOO

Destroy target creature whose combined power and toughness equals X.  
Draw a card.

Neah Weil 19/45

**Mind Suck** 2 1 1



**Sorcery** BOO

At the end of target player's turn, that player discards 3 cards.

Neah Weil 20/45

**Rolling Ooze** 1 1 1



**Creature — Ooze** BOO

Rolling Ooze can't block.

3/3

Neah Weil 21/45

**Tormenting Spirit** 1 1 1



**Creature — Soul** BOO

Whenever Tormenting Spirit deals combat damage to a creature, target player loses 1 life.

1/2

Neah Weil 22/45

**Zombie Claws** 3 1 1



**Creature — Zombie** BOO

Fear

3/1

Neah Weil 23/45

**Any Means Necessary** 3 1 1



**Sorcery** BOO

Any Means Necessary deals 5 damage to target creature or player and 3 damage to you.

Neah Weil 24/45

**Goblin Skater** 2 2 1



**Creature — Goblin** BOO

First strike, haste  
Goblin Skater attacks each turn if able.

2/1

Neah Weil 25/45

**Hephaestus, Forger God** 3 2 2



**Creature — Legend Artisan God** BOO

Hephaestus, Forger God comes into play tapped.  
2 2 1 1: Target creatures gets a +2/+2 counter and is an Ingot. (This effect does not end at the end of turn)

4/3

Neah Weil 26/45

**Rain and Rust** 3 2 2



**Sorcery** BOO

Destroy target artifact and target land. (You can choose one artifact land to fulfill both targets, but if they're playing artifact lands, you can probably do better.)

Neah Weil 27/45



**Rippling Crescendo** 3 2 2



**Sorcery** 800

As an addition cost to play Rippling Crescendo, sacrifice a land.  
Target player sacrifices 2 lands.

Neahu Weir 28/45

**Slippery Jacks** 2 2



**Creature — Ingot** 800

Defender  
Slippery Jacks blocks if able.  
At the end of any turn in which Slippery Jacks blocks, Slippery Jacks deals 2 damage to you.

2/4

Neahu Weir 29/45

**Zeus, King of the Gods** 5 2 2 2



**Creature — Legend Ruler God** 800

All Gods in play get +1/+1.  
2 2 2 2 2: Zeus, King of the Gods deals 4 damage to target creature or player.  
2 2 2 2 2: Zeus, King of the Gods deals 3 damage to target creature or player.

4/4

Neahu Weir 30/45

**Cheese-Frantic Mice** 2 2 2



**Creature — Mice** 800

Trample

4/2

Neahu Weir 31/45

**Cone of Vitamins** 3 2 2



**Instant** 800

Target creature gets +3/+3 until end of turn. Another target creature gets +2/+2 until end of turn. Another target creature gets +1/+1 until end of turn.

Neahu Weir 32/45

**Dionysus, Bacchian God** 2 2 2



**Creature — Legend Drunkard God** 800

All creatures you control get +1/+0 and trample.

2/3

Neahu Weir 33/45

**Monkey Shiners** 2



**Creature — Ape** 800

When Monkey Shiners comes into play, sacrifice a permanent you control.

3/2

Neahu Weir 34/45

**Set The Path** 2 2



**Instant** 800

As an additional cost to play Set The Path, sacrifice an artifact or enchantment you control.  
Destroy any number of target artifacts or enchantments.

Neahu Weir 35/45

**Shamanic Hopeful** 2



**Creature — Elf Shaman** 800

: Add one mana of any color to your mana pool. Shamanic Hopeful does not untap as normal during your next untap step.

1/1

Neahu Weir 36/45



**Swarm of Bees** 3



**Creature — Insect** 800

**Flying**

During your upkeep Swarm of Bees deals 1 damage to target creature or player and you gain 2 life.

0/1

Neali Weil 57/45

**Brothers' Reunion**



**Sorcery** 800

Remove target creature or target land you control from the game. Then, destroy all creatures in play. For each creature destroyed in this way, each player sacrifices a land. At end of turn, return the removed permanent to play under its owner's control.

Neali Weil 58/45

**Fire Serpent** 3



**Creature — Snake** 800

**Swampwalk**

When Fire Serpent comes into play, Fire Serpent deals 2 damage to target creature.

When Fire Serpent leaves play, Fire Serpent deals 2 damage to target creature.

2/2

Neali Weil 59/45

**Shackles Off Casting Casting**



**Sorcery** 800

Destroy up to 2 target artifacts or enchantments. Lose 2 life.

Neali Weil 40/45

**Super Lucky Charm**



**Instant** 800

Choose two: Counter target spell; or do 3 damage to target creature or player; or put a 3/3 white Angel creature token into play that has flying; or target creature gets +4/+4 and trample until end of turn; or destroy target creature.

Neali Weil 41/45

**Ambrosia** 5



**Artifact** 800

**☞, Sacrifice Ambrosia:** Target creature gains +3/+3 and is God in addition to other creature types.

Neali Weil 42/45

**Blood Golem** 5



**Artifact Creature — Golem** 800

When Blood Golem is put into a graveyard from play, you lose 4 life.

4/4

Neali Weil 43/45

**Golden Egg** 3



**Artifact Creature — Egg** 800

At the end of each turn, put a 4/4 colorless Ingot into play under your control. When Golden Egg is put into a graveyard from play, remove all Ingots from the game.

0/0

Neali Weil 44/45

**Oceanic Vein**



**Legendary Land** 800

**☞:** Add 1 to your mana pool

**☞, Sacrifice Oceanic Vein:** All Islands in play produce an additional when tapped for mana until end of turn.

Neali Weil 45/45



**Aven Javelineer** 2\*\*



**Creature — Bird Soldier** 300

Aven Javelineer comes into play with a javelin counter on it.  
 Flying (This creature can't be blocked except by creatures with flying.)  
 ☹, Remove a javelin counter from Aven Javelineer: Aven Javelineer deals 2 damage to target creature.

2/2

Ricky Boyes 1/45

**Cannon Fodder** \*



**Creature — Human Soldier** 300

Sacrifice Cannon Fodder: Prevent the next 2 damage that would be dealt to target creature or player this turn.

"Hey sarge whats up with these red shirts"

1/1

Ricky Boyes 2/45

**Jack of All Trades** 2\*



**Creature — Human Mercenary** 300

\*\* : Choose flying, first strike, vigilance, or provoke. Jack of All Trades gains that ability until end of turn.

If you need help and you can find them maybe you can hire the A-Team.

2/2

Ricky Boyes 3/45

**Protective Ray** X\*



**Instant** 300

Choose one - Remove target attacking creature with power X or less from the game; or prevent the next X damage that would be dealt to target creature or player this turn.

Ricky Boyes 4/45

**Rematerialize** 1\*



**Sorcery** 300

Return target card you own from the removed from game zone to your hand.

Ricky Boyes 5/45

**Bird o' War** 4



**Creature — Bird Warrior** 300

Flying (This creature can't be blocked except by creatures with flying.)  
 When Bird o' War comes into play return target creature to its owners hand.

2/2

Ricky Boyes 6/45

**Collision** ♠



**Instant** 300

Counter two target spells.

Nobody ever sees it coming.

Ricky Boyes 7/45

**Copy Permanent** 3



**Permanent** 300

(Play a permanent when you could play a sorcery)  
 As Copy Permanent comes into play, you may choose a permanent in play. If you do, Copy Permanent comes into play as a copy of that permanent. If you don't choose a permanent put Copy Permanent in your graveyard.

Ricky Boyes 8/45

**Reconsider** X



**Instant** 300

Choose one - Counter target spell unless its controller pays X; or look at the top X cards of your library and put one of them into your hand and the rest on the bottom of your library.

Ricky Boyes 9/45



**Spelleater Drake** 2



**Creature — Drake** 800

Flying (*This creature can't be blocked except by creatures with flying.*)

Discard a card: Spelleater Drake gets +3/+0 until end of turn. Play this ability only once per turn.

0/3

Ricky Boyes 10/45

**Blastoderm Zombie** 2



**Creature — Zombie Beast** 800

When Blastoderm Zombie is the target of a spell or ability sacrifice a creature if Blastoderm Zombie is still in play

☠:Regenerate Blastoderm Zombie

5/5

Ricky Boyes 11/45

**Censor**



**Sorcery** 800

Target player draws a card. That player reveals their hand. Choose a card other than a basic land from it. That player discards that card.

Ricky Boyes 12/45

**Dissect** X



**Sorcery** 800

Choose one - Destroy target creature with converted mana cost X; or remove X target cards in graveyards from the game.

Ricky Boyes 13/45

**Ebon Knight**



**Creature — Zombie Knight** 800

Fear (*This creature can't be blocked except by black and/or artifact creatures.*)

Protection from green

2/2

Ricky Boyes 14/45

**Mad Insane Necromancer** 3



**Creature — Zombie Wizard** 800

When Mad Insane Necromancer comes into play each player chooses a creature in an opponent's graveyard and puts it into play under their control.

2/2

Ricky Boyes 15/45

**Chinese Fire Drill** 1



**Instant** 800

Reorder all spells and abilities on the stack.

Ricky Boyes 16/45

**Incinerator** 3



**Creature — Human Barbarian Berserker** 800

Sacrifice Incinerator: Incinerator deals 3 damage to target creature or player. A creature dealt damage this way can't be regenerated this turn.

3/3

Ricky Boyes 17/45

**Melt** X



**Sorcery** 800

Choose one - Melt deals X damage to target creature; or destroy target artifact with converted mana cost X

Ricky Boyes 18/45



**Raging Gnat** 2



Creature — Insect **BOO**

Flying (*This creature can't be blocked except by creatures with flying.*)

Haste (*This creature may attack and ☹ the turn it comes under your control.*)

1/1

Ricky Boyes 19/45

**Red Knight** 2



Creature — Orc Knight **BOO**

Flanking (*Whenever a creature without flanking blocks this creature, it gets -1/-1 until end of turn.*)

Protection from white

2/2

Ricky Boyes 20/45

**Enforcer of Fairness** 1



Creature — Smurf Monk **BOO**

Spells and abilities can't cause players to draw cards. (*Players still draw a card at the beginning of their draw step*)

If a card would be put into a player's hand from their library put the card in their graveyard instead.

2/2

Ricky Boyes 21/45

**Land Elemental** 4



Creature — Elemental **BOO**

When Land Elemental comes into play search your library for a forest card and a basic land card and put them into play tapped.

3/4

Ricky Boyes 22/45

**Resist Counter**



Instant **BOO**

Target spell can't be countered this turn.

*Getting closer to pyroblast; still not as good.*

Ricky Boyes 23/45

**Squirrel Herder** 2



Creature — Elf Townsfolk **BOO**

When Squirrel Herder comes into play put a 1/1 green Squirrel creature token into play.

2/2

Ricky Boyes 24/45

**Strength of All, Strength of One** X



Instant **BOO**

Choose one - X target creatures get +1/+1 until end of turn; or target creature gets +X/+X until end of turn.

Ricky Boyes 25/45

**Ambidexterity** 2



Enchantment — Aura **BOO**

Enchant creature

Enchanted creature has double strike (*This creature deals both first strike and regular combat damage.*)

Ricky Boyes 26/45

**Countertwister** 2



Instant **BOO**

Choose one - Counter target spell; or destroy target permanent.

*You can even cut a tin can with it.*

Ricky Boyes 27/45



**Death and Rebirth** 3 \* \* \*



**Sorcery** 800

Target player sacrifices a creature. If he does that player chooses a creature in your graveyard, put that creature into play under your control.

Ricky Boyes 28/45

**Defeat** \* \* \* \*



**Instant** 800

Counter target spell.  
Draw a card.

Ricky Boyes 29/45

**Devour** \* \* \* \*



**Sorcery** 800

Target player sacrifices 2 creatures.

Ricky Boyes 30/45

**Guard Shield** \* \* \* \*



**Enchantment** 800

Prevent all damage that would be dealt to you.

Ricky Boyes 31/45

**Jayne Cobb's Loyalty** 3 \* \* \*



**Enchantment — Aura** 800

Enchant creature  
You may play Jayne Cobb's Loyalty whenever you could play an instant.  
When Jayne Cobb's Loyalty comes into play untap enchanted creature.  
You control enchanted creature.

Ricky Boyes 32/45

**Magic Missile** \* \* \* \*



**Instant** 800

Magic Missile deals 5 damage to target creature or player.

Ricky Boyes 33/45

**Nature's Exile** \* \* \* \*



**Creature — Beast** 800

Trample

6/6

Ricky Boyes 34/45

**Powder Beast** 2 \* \* \*



**Creature — Beast** 800

When Powder Beast comes into play destroy all artifacts, creatures and enchantments with converted mana cost 2 or less.

3/3

Ricky Boyes 35/45

**Apology Diamond** 2



**Artifact** 800

Apology Diamond comes into play tapped.  
\* : Add one mana of any color to your mana pool.  
*Say it with DeBeers.*

Ricky Boyes 36/45



**Apology Myr** 2



Artifact Creature — Myr 300

*It's no guildmage.*

2/2

Ricky Boyes 37/45

**Land Man**



Land Creature — Elemental 300

(Land Man isn't a spell.)  
(Land Man is affected by summoning sickness.)

☾: Add 1 to your mana pool.

1/1

Ricky Boyes 38/45

**Apology Grove**



Land 300

☾: Add 1 to your mana pool.  
☾: Add one mana of any color to your mana pool. Apology Grove doesn't untap during your next untap phase.

Ricky Boyes 39/45

**Dank Swamp**



Land — Swamp 300

Dank Swamp comes into play tapped.

When Dank Swamp comes into play you may pay 1 ☼. If you do, target player discards a card.

Ricky Boyes 40/45

**Flat Plains**



Land — Plains 300

Flat Plains comes into play tapped.

When Flat Plains comes into play you may pay 2 ☼. If you do, destroy target enchantment.

Ricky Boyes 41/45

**Remote Outback**



Land 300

☾: Add 1 to your mana pool.  
3, ☾: Destroy target nonbasic land. That land's controller reveals cards from the top of their deck until they reveal a basic land, put that land into play and shuffle all other revealed cards into their owner's library.

Ricky Boyes 42/45

**Rocky Mountain**



Land — Mountain 300

Rocky Mountain comes into play tapped.

When Rocky Mountain comes into play you may pay 2 ☼. If you do, Rocky Mountain deals two damage to target creature or player.

Ricky Boyes 43/45

**Wet Island**



Land — Island 300

Wet Island comes into play tapped.

When Wet Island comes into play you may pay 1 ☼. If you do, draw a card.

Ricky Boyes 44/45

**Wooded Forest**



Land — Forest 300

Wooded Forest comes into play tapped.

When Wooded Forest comes into play you may pay 1 ☼. If you do, put a 1/1 green elf token into play.

Ricky Boyes 45/45