

Barium-140 3 ☹️



Sorcery **BQO**

Destroy target land.

Topdeck: 2 ☹️ (You may pay 2 ☹️ to put Barium-140 on top of your library. Play this ability only if Barium-140 is in your sidebar.)

Brett Allen 1/45

Beneficial Mutation 1 ☹️

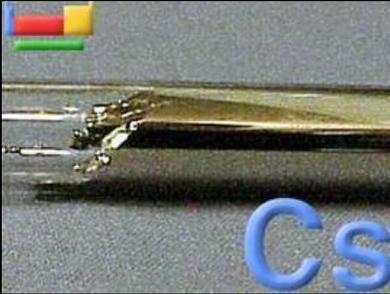


Enchantment — Aura **BQO**

Enchanted creature gets +1/+0, flying, and Spirit Link (Whenever enchanted creature deals damage, you gain that much life).

Brett Allen 2/45

Cesium-137 1 ☹️



Sorcery **BQO**

Target player loses 3 life.

Topdeck: 2 ☹️ (You may pay 2 ☹️ to put Cesium-137 on top of your library. Play this ability only if Cesium-137 is in your sidebar.)

Brett Allen 3/45

Cockatoad 3 ☹️



Creature — Mutant Frog Bird **BQO**

Frog-tongued (When this creature comes into play, draw a card. It can block as though it had flying.)

www.humandescent.com **2/3**

Brett Allen 4/45

Cool Cat 4 ☹️



Creature — Mutant Cat **BQO**

Awesome (This creature can't be blocked unless defending player pays 3 for each creature that blocks it. This cost is paid as blockers are declared.)

www.humandescent.com **4/3**

Brett Allen 5/45

Croc-hopper ☹️



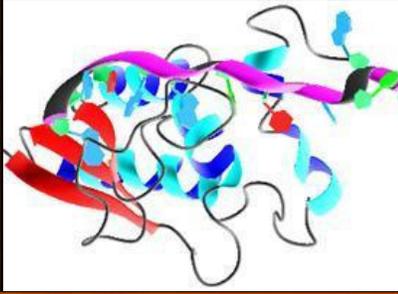
Creature — Mutant Crocodile Insect **BQO**

Pay 1 life: Croc-hopper gets +1/+0 and gains flying until the end of turn. You may play this ability at most once per turn.

www.humandescent.com **1/1**

Brett Allen 6/45

DNA Splicer 3 ☹️



Enchantment **EPD**

2 ☹️: Target creature loses a keyworded ability of your choice until end of turn. If it had that ability, then another target creature gains that ability until end of turn.

www.humandescent.com **4/1**

Brett Allen 7/45

Dogbird 2 ☹️



Creature — Mutant Bird Hound **BQO**

Flying

Apathetic (This creature doesn't untap during its controller's untap step. At the beginning of your upkeep, you may discard a card at random. If you do, untap this creature.)

www.humandescent.com **4/1**

Brett Allen 8/45

Duchess of the Orange Fur 2 ☹️



Legendary Creature — Mutant Cat Human **EPD**

Protection from orange.

All creatures gain haste.

www.humandescent.com **3/1**

Brett Allen 9/45

Elephantbird 4 ☹️



Creature — Mutant Elephant Bird BPO

Flying, trample

www.humandescent.com 3/3
Brett Allen 10/45

Fluoridation 4 ☹️



World Enchantment BPO

Creatures you control get +1/+0. Creatures your opponent controls get -1/-0.

"Fluoridation is the most monstrously conceived and dangerous communist plot we have ever had to face."
— General Jack D. Ripper

www.humandescent.com 11/45
Brett Allen

Foxbird 2 ☹️



Creature — Mutant Bird Fox BPO

Flying

Rabid (*This creature has vigilance. It gets +2/+2 for each Aura attached to it.*)

www.humandescent.com 1/2
Brett Allen 12/45

Frogcat 2 ☹️



Creature — Mutant Frog Cat BPO

2 ☹️: Frogcat gains the keyworded ability of your choice that target creature has.

www.humandescent.com 2/2
Brett Allen 13/45

Gamma Blast 3 ☹️



Instant BPO

Destroy target non-mutant creature.

www.humandescent.com 14/45
Brett Allen

Gamma Cloak 3 ☹️



Enchantment — Aura BPO

Enchant permanent

Enchanted permanent loses all non-mana abilities. If the enchanted permanent leaves play, put X 1/1 green Saproling creature tokens into play, where X is its converted mana cost.

www.humandescent.com 15/45
Brett Allen

Ginger, Pack Leader 4 ☹️



Legendary Creature — Mutant Human Hound BPO

☹️: Gain control of target creature until the end of turn. Play this ability only on your own turn.

www.humandescent.com 3/3
Brett Allen 16/45

Glowbear 2 ☹️



Creature BPO

The Abyss (*At the beginning of each player's upkeep, destroy target nonartifact creature that player controls of his or her choice. It can't be regenerated.*)

www.humandescent.com 2/2
Brett Allen 17/45

Kittybird 2 ☹️



Creature — Mutant Cat Bird BPO

Flying

Insubordinate 2 (*At the end of your turn, this creature deals 2 damage to you unless it attacked this turn.*)

www.humandescent.com 2/3
Brett Allen 18/45

Mad Grab 3 ☠☠☠



Instant BPO

Gain control of all creatures until the end of turn. Play Mad Grab only after combat. When you draft Mad Grab, reveal it to all drafters. You get all the other cards in its pack, and you don't get to draft from further packs this round.

Brett Allen 19/45

Magical Beanie ☠☠



Enchantment — Aura BPO

Enchant creature
Enchanted creature gains Whirling.
(It gains protection from black, and at the end of turn, if it dealt damage to an opponent this turn, put a +1/+1 counter on it.)

Brett Allen 20/45

Mine Shaft 3 ☠☠☠



Enchantment — Aura BPO

Enchant land
You cannot be the target of spells or abilities. Mutants cannot attack you.

"Mr. President, we cannot allow a mine shaft gap!"
— General "Buck" Turgidson

Brett Allen 21/45

Minihoser 1 ☠☠☠



Instant BPO

Remove target card in a graveyard from the game, and target player shuffles their library. Draw a card.

Brett Allen 22/45

Mousebird 2 ☠☠☠



Creature — Mutant Bird Mouse BPO

Flying
Sacrifice a creature: Mousebird cannot be the target of spells or abilities until the end of turn.

www.humandescent.com
Brett Allen 23/45

2/2

Mutually Assured Destruction 4 ☠☠☠☠



Enchantment BPO

Sacrifice a land: Mutually Assured Destruction deals two damage to target creature or player. Any player may play this ability.

"Of course, the whole point of a Doomsday Machine is lost if you KEEP it a SECRET! Why didn't you tell the world, EH?"
— Doctor Strangelove

Brett Allen 24/45

Radioactive Aura 2 ☠☠☠☠



Enchantment BPO

All creatures get +1/+1 for each creature type they have.

Brett Allen 25/45

Rain Check 2 ☠☠☠



Instant BPO

Discard your hand. At the beginning of your next upkeep, draw 3 cards.
After you have drafted a card, if Rain Check is in your drafted cards, you may reveal it to all drafters and draft another card. If you do, add Rain Check to that pack.

Brett Allen 26/45

Roosterskeeter 1 ☠☠☠



Creature — Mutant Bird Insect BPO

Flying
☠: Target creature loses a keyworded ability of your choice until the end of turn.

www.humandescent.com
Brett Allen 27/45

1/2

Ruthenium-106 ↓ ☠



Sorcery BQO

Destroy target artifact.

Topdeck: 2 ☠ (You may pay 2 ☠ to put Ruthenium-106 on top of your library. Play this ability only if Ruthenium-106 is in your sidebar.)

Brett Allen 28/45

Shenanigans ☠



Sorcery BQO

Each player draws two cards, then discards two cards.

When you draft this card, reveal it to all drafters and draft another card from its pack. Then return a previously-drafted card to the pack.

Brett Allen 29/45

Sparrownaut 4 ☠



Creature — Bird Mutant BPO

Juggernaut (This creature attacks each turn if able, and it can't be blocked by walls.)

www.humandescent.com 4/4

Brett Allen 30/45

Strontium-90 ☠



Sorcery BQO

Destroy target enchantment.

Topdeck: 2 ☠ (You may pay 2 ☠ to put Strontium-90 on top of your library. Play this ability only if Strontium-90 is in your sidebar.)

Brett Allen 31/45

Tabby of the Pale Fur 2 ☠



Legendary Creature — Mutant Cat Human BPO

Sadistic (Whenever a creature is put into a graveyard from play, put a +1/+1 counter on this creature.)

www.humandescent.com 1/1

Brett Allen 32/45

Tang ↓ ☠



Instant BQO

Add ☠ to your mana pool for each creature you control.

Brett Allen 33/45

Toucows 3 ☠



Creature — Mutant Cow Bird BPO

Damage doesn't get removed from creatures during cleanup.

www.humandescent.com 1/7

Brett Allen 34/45

Vanillacide ↓ ☠



Instant BQO

Destroy target creature that has no abilities. It can't be regenerated.

Brett Allen 35/45

Wack World 4 ☠☠



Sorcery BPO

All creatures in play become lands and stop being creatures. They have basic land types corresponding to their old colors. Mark the affected permanents with counters.

Brett Allen 36/45

Zebaroo 3 ☹️



Creature — Mutant Kangaroo Zebra BQO

Preemptive strike (*At the beginning of each opponent's combat step, tap this creature. If you do, it deals its power in damage to target creature your opponent controls without defender.*)

1/2

Brett Allen 37/45

Zirconium-95 2 ☹️



Sorcery BQO

Return target permanent to its owner's hand.

Topdeck: 2 ☹️ (*You may pay 2 ☹️ to put Zirconium-95 on top of your library. Play this ability only if Zirconium-95 is in your sideboard.*)

1/2

Brett Allen 38/45

Bearhive 1 ☹️



Creature — Mutant Bear BQO

The Hive (*This creature has "5, ♣️: Put a 1/1 Wasp artifact creature token with flying into play."*)

2/2

Brett Allen 39/45

Darkbear 2 ☹️



Creature — Mutant Bear BQO

The Fallen (*At the beginning of your upkeep, this creature deals 1 damage to each opponent it has dealt damage to this game.*)

2/2

Brett Allen 40/45

Merbear 1 ☹️



Creature — Mutant Bear BQO

The Wretched (*At end of combat, gain control of all creatures blocking this creature for as long as you control this creature.*)

2/2

www.humandescent.com
Brett Allen 41/45

Raging Bear 2 ☹️



Creature — Mutant Bear BQO

The Brute (*This creature gets +1/+0 and has "2222: Regenerate this creature."*)

1/2

Brett Allen 42/45

Wisebear 1 ☹️



Creature — Mutant Bear BQO

The Tabernacle at Pendrell Vale (*All creatures have "At the beginning of your upkeep, sacrifice this creature unless you pay 1."*)

2/2

www.humandescent.com
Brett Allen 43/45

Unexploded Warhead X



Artifact BQO

Unexploded Warhead comes into play tapped with X charge counters on it.

♣️, sacrifice Unexploded Warhead: Destroy all non-land permanents whose converted casting cost is equal to the number of charge counters on Unexploded Warhead.

♣️: Add or remove a charge counter from Unexploded Warhead.

1/2

Brett Allen 44/45

Fallout Zone



Legendary Land BQO

♣️: Add ☹️ to your mana pool.

Topdeck: 3 life (*You may pay 3 life to put Fallout Zone on top of your library. Play this ability only if Fallout Zone is in your sideboard.*)

1/2

Brett Allen 45/45

Flagbearer's Honor 2*



Enchantment BQO

If an opponent plays a spell or ability that could target you, that player chooses you as a target.

Brian Wong 1/45

Glaring Gargoyle 3**



Creature — Gargoyle BQO

Flying

While Glaring Gargoyle is untapped, other creatures get -1/-0.

2/5

Brian Wong 2/45

Lynch *



Sorcery BQO

As an additional cost to play Lynch, tap three untapped creatures you control.

Destroy target creature.

Brian Wong 3/45

People's Champion 1**



Creature — Soldier BQO

People's Champion can't be blocked by more than one creature.

Whenever a creature dealt damage by People's Champion this turn is put into a graveyard, put a +1/+1 counter on People's Champion.

2/3

Brian Wong 4/45

Raise the Terror Alert! 3*



Enchantment BQO

Whenever a player plays a noncreature spell, each of that player's opponents removes target creature they control from the game. Return that creature to play at the end of the turn.

Brian Wong 5/45

Unbridled Falcon 1*



Creature — Bird BQO

Flying, Provoke

⚡: Unbridled Falcon loses flying until end of turn.

*Turning and turning in the widening gyre
The falcon cannot hear the falconer
—William Butler Yeats, "The Second Coming"*

1/2

Brian Wong 6/45

Battle of Superficiality 3



Enchantment BQO

At the beginning of your upkeep, if you have one or fewer cards in your library, you win the game.

The wizard who reads a thousand books is powerful. The wizard who conditions is radiant.

Brian Wong 7/45

Cephalid Crook 2



Creature — Cephalid BQO

Cephalid Crook does not untap during your untap step.

⚡: Target player draws a card, then discards a card.

Discard a card: Untap Cephalid Crook

2/1

Brian Wong 8/45

Confangle 1



Instant BQO

Counter target spell if its converted mana cost is greater than the number of lands you control.

Brian Wong 9/45

Deepwater Lurker 3

Creature — Beast BQQ

Imprint — When Deepwater Lurker comes into play, you may remove a land card you control from the game. *(The removed card is imprinted on this creature.)*

Deepwater Lurker has landwalk of the imprinted land's land types.

3/1

Brian Wong 10/45

Thieving Seagull 1

Creature — Bird BQQ

Flying

Whenever Thieving Seagull deals damage to an opponent, put a thievery counter on Thieving Seagull.

Remove two thievery counters from Thieving Seagull: Draw a card.

1/1

Brian Wong 11/45

Trained Drake 4

Creature — Drake BQQ

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

Creatures without flying can't attack you.

*"They laugh, They Touch, They play.
Soaring higher and higher
Til the Earth is but a dot."*

3/1

Brian Wong 12/45

Endless Giant Cockroaches 4

Creature — Insect BQQ

When Endless Giant Cockroaches is put into a graveyard from play, return Endless Giant Cockroaches to owner's hand.

4/2

Brian Wong 13/45

Form of the Skulking Ghost 1

Enchantment BQQ

At the beginning of your upkeep, Form of the Skulking Ghost deals 2 damage to target creature or player.

At the end of each turn, your life total becomes 1.

Creatures without flying can't attack you.

If you are the target of a spell or ability, you lose the game.

Being dead has never been this easy.

Brian Wong 14/45

Heartburn 2

Sorcery BQQ

Spend only black and/or red mana on X.

Heartburn deals X damage to target creature or player. You lose life equal to the damage dealt, but not more than the amount of \black spent on X.

Brian Wong 15/45

Nightmare Elemental 2

Creature — Elemental BQQ

When Nightmare Elemental comes into play, choose an opponent.

Nightmare Elemental has power and toughness equal to the number of cards in that opponent's graveyard.

At the beginning of your upkeep, return a card from that opponent's graveyard to their hand.

**/*

Brian Wong 16/45

Play Dead 2

Instant BQQ

Choose two target creatures controlled by one player. That player sacrifices one of those creatures.

Brian Wong 17/45

Ritual of Summoning 3

Sorcery BQQ

Name a creature card. Remove the top six cards of your library from the game, then reveal cards from the top of your library until you reveal the named card. Put that card into play and remove all other cards revealed this way from the game.

Brian Wong 18/45

Keeper of the Fiery Tome 422



Creature — Samurai BQO

Bushido 2

At the beginning of your upkeep, if you have at least 4 cards in your hand, you may have Keeper of the Fiery Tome deal 1 damage to target creature or player.

3/2

Brian Wong 19/45

Mark of Rage 222



Enchantment — Aura BQO

Enchant creature

Enchanted creature cannot block, is unblockable, and has "attacks each turn if able."

When enchanted creature deals combat damage, sacrifice it. That creature's controller returns Mark of Rage to play.

Brian Wong 20/45

One-Eye 122



Creature — Giant BQO

When One-Eye is put into a graveyard from play, sacrifice a land.

The destructive nature of a cyclops doesn't end when it dies, it ends when the dead cyclops is resting safely on the ground.

5/2

Brian Wong 21/45

Purge by Fire 322



Sorcery BQO

Purge by Fire deals 2 damage to each red creature.
 Purge by Fire deals 2 damage to each blue creature.
 Purge by Fire deals 2 damage to each green creature.
 Purge by Fire deals 2 damage to each white creature.
 Purge by Fire deals 2 damage to each black creature.

Brian Wong 22/45

Unremitting Aggression 2



Sorcery BQO

Put a 2/1 red Barbarian creature token into play with "attacks each turn if able."

Epic (For the rest of the game you can't play spells. At the beginning of each of your upkeeps, copy this spell except for its epic ability.)

Brian Wong 23/45

Wolf Blitz 22



Creature — Wolf BQO

Haste

When Wolf Blitz comes into play, other creatures you control can't attack this turn.

Wolf Blitz is always the first one on the scene.

3/2

Brian Wong 24/45

Giant Earthworm 2111



Creature — Wurm BQO

Giant Earthworm comes into play with five +1/+1 counters on it.

Whenever damage would be dealt to Giant Earthworm, instead remove that many +1/+1 counters from Giant Earthworm. If you do, put a 1/1 green Wurm creature token into play for each counter removed this way.

0/0

Brian Wong 25/45

Grizzly Might 11



Instant BQO

Target creature gets +2/+2 until end of turn. If its converted mana cost is exactly 2, it gets +4/+4 and Trample instead.

Brian Wong 26/45

Land Dole 1



Sorcery BQO

Search your library for up to 2 land cards and set them aside. Put one into play under an opponent's control, then put one into play under your control. Shuffle your library.

Brian Wong 27/45

Llanin, the Animator 3



Legendary Creature — Druid **BQO**

At the beginning of your upkeep, turn target land you control face down. (*Face down permanents are colorless 2/2 creatures.*)

1/2

Brian Wong 28/45

Raging Rhinoceri 4



Creature — Beast **BQO**

Trample
Sacrifice a forest: Raging Rhinoceri gains Provoke until end of turn.

Just hope they don't find out who actually did it.

5/5

Brian Wong 29/45

Tiny Dart Frog 1



Creature — Frog **BQO**

Whenever Tiny Dart Frog becomes blocked by a non-wall creature, destroy that creature and end of combat.

2/1

Brian Wong 30/45

Chronic Drowning Problem



Enchantment — Aura **BQO**

Enchant Creature
When Chronic Drowning Problem comes into play, tap enchanted creature and draw a card.
Enchanted creature doesn't untap during its controller's untap step
Enchanted creature has "Sacrifice a creature: untap this creature."

Brian Wong 31/45

Cleansing Spirit



Creature — Spirit **BQO**

You may play Cleansing Spirit whenever you could play an instant.
When Cleansing Spirit comes into play, destroy target artifact or enchantment.

1/3

Brian Wong 32/45

Demand Suffering



Sorcery **BQO**

Target player discards a card. If a land card is discarded in this way, return Demand Suffering to your hand, and Demand Suffering deals 2 damage to that player.

Brian Wong 33/45

Manamoid



Creature — Ooze **BQO**

Whenever Manamoid attacks or blocks, each players adds 2 mana of any combination of colors to their mana pool.

2/2

Brian Wong 34/45

Wizard's Blessing



Enchantment — Aura **BQO**

Enchant Creature
Whenever enchanted creature would be dealt damage, instead remove that many cards from the top of its controller's library from the game.

Brian Wong 35/45

Chromatic Hedgehog 0



Artifact **BQO**

2, Pay 1 life: Add 1 mana of any color to your mana pool.

Brian Wong 36/45

Hedgehog Battery 3



Artifact BQO

At the beginning of your upkeep, choose one -- put a charge counter on Hedgehog Battery; or remove all charge counters on Hedgehog Battery and Hedgehog Battery deals 1 damage to target creature or player for each counter removed in this way.

Brian Wong 37/45

Throwing Hedgehog 1



Artifact — Equipment BQO

Equipped creature has "♣, Unattach Throwing Hedgehog: Throwing Hedgehog deals 2 damage to target creature. That creature's controller gains control of Throwing Hedgehog. Play this ability only any time you could play a sorcery."
Equip 2

Brian Wong 38/45

Fallout Shelter



Land BQO

♣: Add 1 to your mana pool.
When Fallout Shelter is untapped, you cannot cast spells.
When Fallout Shelter is untapped, you cannot be the target of spells or abilities.

Brian Wong 39/45

Olive Trees



Land BQO

♣: Add 1 mana of any color to your mana pool.
At the end of your turn, sacrifice Olive Trees if it is untapped.
If you take mana burn, sacrifice Olive Trees.

Brian Wong 40/45

Spirit of the Forest



Land — Forest BQO

Spirit of the Forest comes into play tapped.
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 Spirit of the Forest is turned face up, add up to 3 mana of any combination of colors to your mana pool.

Brian Wong 41/45

Spirit of the Island



Land — Island BQO

Spirit of the Island comes into play tapped.
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 Spirit of the Island is turned face up, return target land to owner's hand.

Brian Wong 42/45

Spirit of the Mountain



Land — Mountain BQO

Spirit of the Mountain comes into play tapped.
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 Spirit of the Mountain is turned face up, Spirit of the Mountain deals 1 damage to each blocking creature.

Brian Wong 43/45

Spirit of the Plains



Land — Plains BQO

Spirit of the Plains comes into play tapped.
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 Spirit of the Plains is turned face up, destroy target enchantment.

Brian Wong 44/45

Spirit of the Swamp



Land — Swamp BQO

Spirit of the Swamp comes into play tapped.
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 Spirit of the Swamp is turned face up, all creatures get -2/-0 until end of turn.

Brian Wong 45/45

Baby Seal *



Creature **BQO**

Whenever Baby Seal is damaged by a source controlled by an opponent, put two 1/1 Ecofreak tokens into play.

"Save the baby seals, join our club, the baby seal club."

1/1

Christian "Treat" Robertsen 1/45

Enigmatic Earl 2*



Creature — Lord **BQO**

During deckbuilding chose a creature type and note it on this card.

Enigmatic Earl has the chosen creature type in addition to its other types.

Creatures of the chosen type have first strike and vigilance.

2/2

Christian "Treat" Robertsen 2/45

Essence of Protection ****



Instant **BQO**

Target creature gains protection from a color of your choice until end of turn.

Remove target creature with power 2 or less from the game.

Gain 5 life.

Target player skips thier next untap step.

3/45

Christian "Treat" Robertsen 3/45

Katrina's Wrath 1**



Sorcery **BQO**

Destroy two target creatures controlled by opponents and one target creature controlled by you.

4/45

Christian "Treat" Robertsen 4/45

Passenger Pigeon 1*



Creature — Bird Pigeon **BQO**

Flying

When Passenger Pigeon comes into play put a 1/1 Bird Pigeon token with flying named Passenger Pigeon into play.

Whenever a creature named Passenger Pigeon is put into a graveyard from play sacrifice all creatures named Passenger Pigeon.

1/1

Christian "Treat" Robertsen 5/45

Salt *



Sorcery **BQO**

All your spells this turn cost **1** less.

Draw a card.

"When it rains it pours."

6/45

Christian "Treat" Robertsen 6/45

Dream Control 1



Enchantment — Aura **BQO**

Enchant Permanent

As Dream Control comes into play an opponent choses a permanent they control.

Dream Control comes into play enchanting the chosen permanent.

You control enchanted permanent.

I'll take whatever you want me to take. So there!

7/45

Christian "Treat" Robertsen 7/45

Essence of Cunning 3



Instant **BQO**

Counter target spell.

Return target creature to it's owner's hand.

Tap or untap target permanent.

Draw a card.

8/45

Christian "Treat" Robertsen 8/45

Great Auk 1



Creature — Bird Auk **BQO**

Islandwalk

When Great Auk comes into play draw a card.

When Great Auk leaves play discard your hand.

2/1

Christian "Treat" Robertsen 9/45

Icy Gaze 1



Instant BQO

You may reveal 3 islands and/or blue cards in your hand instead of playing Icy Gaze's mana cost. Counter target spell unless it's controller pays 1.

Christian "Treat" Robertsen 10/45

Penguin Missionary 2



Creature — Penguin BQO

As Penguin Missionary comes into play all creatures become penguins in addition to their other creature types unless thier controller pays 2 or 2 life. When Penguin Missionary comes into play, tap all non-penguin creatures. All penguins with creature types other than penguin get -1/-1.

1/2

Christian "Treat" Robertsen 11/45

Viceroy of Vagueness 2



Creature — Lord _____ BQO

During deckbuilding chose a creature type and note it on this card. Viceroy of Vagueness has the chosen creature type in addition to its other types. Creatures of the chosen type cost 1 less to play.

2/2

Christian "Treat" Robertsen 12/45

Brain Drain X



Sorcery BQO

Spend only black mana on X. Brain Drain deals X damage to target creature or player.

Christian "Treat" Robertsen 13/45

Death's Day 3



Enchantment BQO

At the end of each players turn if no creatures died that turn, that player sacrifices a creature and discards a card. If there are no creatures in play sacrifice Death's Day.

Christian "Treat" Robertsen 14/45

Essence of Death 3



Instant BQO

Destroy target creature. Return target creature from your graveyard to your hand. Target player discards a card. Target player loses 2 life.

Christian "Treat" Robertsen 15/45

Huge Manatee 3



Creature — Manatee Zeppelin BQO

Flying
When Huge Manatee leaves play tap all creatures you control with power three or less.

"Oh the huge manatee"

3/2

Christian "Treat" Robertsen 16/45

Pepper 1



Instant BQO

Opponents' spells cost 1 more this turn. Draw a card.

"Achoo, achoo achoo!"

Christian "Treat" Robertsen 17/45

Puzzling Potentate 3



Creature — Lord _____ BQO

During deckbuilding chose a creature type and note it on this card. Puzzling Potentate has the chosen creature type in addition to its other types. : Return target creature that shares a creature type with Puzzling Potentate from your graveyard to your hand.

2/2

Christian "Treat" Robertsen 18/45

ARE yOU eXtremE!?! 



INChANtmaNt! (sp?)  **BQO**

Sacrifice ARE yOU eXtremE!?! , sacrifice a creature, discard your hand: Flip a coin. If you win, deal 6 damage to target player and each creature he or she controls, otherwise lose 6 life and skip your next untap step.

Christian "Treat" Robertsen 19/45

Essence of Chaos 



Instant  **BQO**

Destroy target land.
Untap and gain control of target creature until end of turn.
Essence of Chaos deals 3 damage to target creature or player.
Flip a coin. If you win put an additional copy of this spell on the stack without this ability. If you lose, discard two cards.

Christian "Treat" Robertsen 20/45

Fire Walk 



Sorcery  **BQO**

Take an additional turn after this one. At the end of that turn sacrifice two permanents.

"Get it... time walk, fire walk... meh, couldn't think of a better name."

Christian "Treat" Robertsen 21/45

Flame Pyrosaur 



Creature — Lizard  **BQO**

, Flame Pyrosaur deals 1 damage to target creature or player.

2/2

Christian "Treat" Robertsen 22/45

Mysterious Magistrate 



Creature — Lord _____  **BQO**

During deckbuilding chose a creature type and note it on this card.
Mysterious Magistrate has the chosen creature type in addition to its other types.
All creatures of the chosen type have: ", : Deal 1 damage to target creature or player."

2/2

Christian "Treat" Robertsen 23/45

Spoon 



Instant  **BQO**

Copy target instant or sorcery with one or more targets. You may choose new targets for the copy.

"see... it's like a mirror..."

Christian "Treat" Robertsen 24/45

China Shop Bull 



Creature — Beast  **BQO**

, Destroy target artifact with mana cost less than or equal to China Shop Bull's power.

3/3

Christian "Treat" Robertsen 25/45

Cryptic Commander 



Creature — Lord _____  **BQO**

During deckbuilding chose a creature type and note it on this card.
Cryptic Commander has the chosen creature type in addition to its other types.
All creatures of the chosen type get +1/+1.

2/2

Christian "Treat" Robertsen 26/45

Essence of Nature 



Instant  **BQO**

Destroy target artifact or enchantment
Put a 3/3 Elephant token into play.
Search your library for a land card and put it into play.
Prevent all damage attacking creatures would deal this turn.

Christian "Treat" Robertsen 27/45

Incognito Mosquito U ♣



Creature — Mosquito BQO

Flying

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

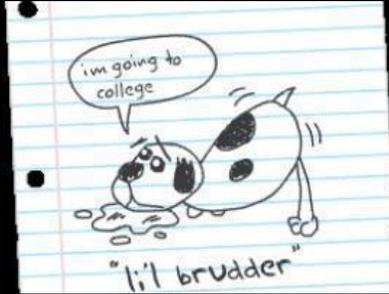
When Incognito Mosquito is turned face up target player loses 1 life and you gain 1 life.

♣♣♣: Turn Incognito Mosquito face down.

1/1

Christian "Treat" Roberts 28/45

Lil' Brudder ♣



Creature — Dog BQO

Lil' Brudder Can't attack.

Tap all other creatures you control: Lil' Brudder can attack this turn.

"He can make it on his own..."

2/2

Christian "Treat" Roberts 29/45

Patriot Missile U ♣



Instant BQO

Counter target creature spell with flying.

Draw a card.

Christian "Treat" Roberts 30/45

Anti-Penguin Suit ♣ ♠



Enchantment — Aura BQO

Enchant Creature

Enchanted creature has +1/+1, protection from penguins and ♣: deal 2 damage to target penguin.

For great justice in the epic war between polar bears and penguins.

Christian "Treat" Roberts 31/45

Aurasnatcher U ♣ ♠ ♣



Creature BQO

Flying

When Aurasnatcher comes into play gain control of target enchantment.

2/2

Christian "Treat" Roberts 32/45

Effervescing Elephant ♣ ♠



Creature — Elephant BQO

Fading 3

♣: Until end of turn creatures you control can't be the target of spells or abilities.

"You'll be really safe you know, the elephant he told me so."

2/2

Christian "Treat" Roberts 33/45

Evil Mickey Mouse ♣ ♠ ♣



Creature — Mouse BQO

♣ ♠ ♣, ♣: Destroy target elephant.

If there is a cat in play sacrifice Evil Mickey Mouse and put a +1/+1 counter on each cat.

2/1

Christian "Treat" Roberts 34/45

Penguin Decoy U ♣ ♠ ♣



Creature — Penguin BQO

Defender

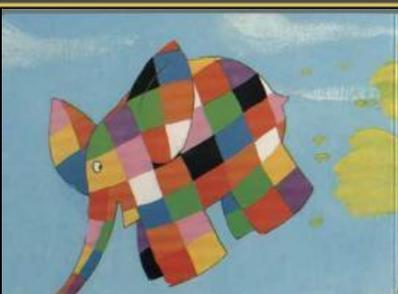
If a penguin would be the target of a spell or ability controlled by an opponent that spell or ability targets Penguin Decoy instead.

"think they'll fall for it?"

2/3

Christian "Treat" Roberts 35/45

Technicolor Pachyderm U



Creature — Elephant BQO

1: Technicolor Pachyderm becomes a color of your choice in addition to its other colors until end of turn.

1: Target creature you control gains protection from the colors of Technicolor Pachyderm until end of turn.

3/4

Christian "Treat" Roberts 36/45

Alien Bauble 0

Artifact — Alien BQO

Alien Bauble comes into play tapped.

☞, Sacrifice Alien Bauble: Put a random card from your sideboard into your hand. Draw a card at the beginning of the next upkeep step.

"I don't know sir, it could be anything."

Christian "Treat" Robertsen 37/45

Death's Head Lily 1

Artifact BQO

☞, Sacrifice Death's Head Lily: Add three mana of any color to your mana pool. At end of turn sacrifice a creature.

Christian "Treat" Robertsen 38/45

Fat Cat Statue 0

Artifact Creature — Cat BQO

Meow?

1/2

Christian "Treat" Robertsen 39/45

Robot Chicken 4

Artifact Creature — Robot Chicken BQO

☞☞: Robot Chicken deals 1 damage to target creature or player.

"It's alive!"

2/2

Christian "Treat" Robertsen 40/45

Wall of Glass 3

Artifact Creature — Wall BQO

Defender

Play with your hand revealed.

When Wall of Glass would be put into a graveyard from play, instead it loses all abilities and becomes a non-creature artifact with "Whenever a creature attacks, Wall of Glass deals 1 damage to that creature."

4/1

Christian "Treat" Robertsen 41/45

Decimated Wastes

Land BQO

☞: Add 1 to your mana pool.

1, ☞, Sacrifice Decimated Wastes: Destroy target land with an activated ability that doesn't produce mana.

Christian "Treat" Robertsen 42/45

Rice Paddy

Land BQO

Rice Paddy comes into play tapped.

☞: Add * to your mana pool.

1 *, ☞: All creatures you control get +0/+1 until end of turn.

Christian "Treat" Robertsen 43/45

Skull Island

Land BQO

When Skull Island comes into play each player sacrifices a creature.

☞: Add ♠, ♣, ♠ or ♣ to your mana pool.

You can't play lands.

Christian "Treat" Robertsen 44/45

Soilent Factory

Land BQO

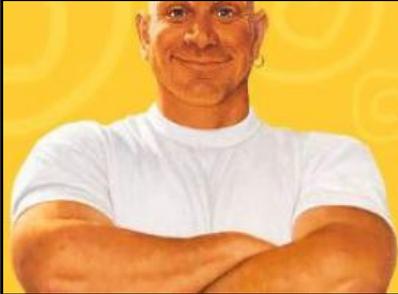
☞: Add 1 to your mana pool.

☞, Sacrifice a citizen: Add one mana of any color to your mana pool.

3, ☞: Put a 0/1 citizen token into play.

Christian "Treat" Robertsen 45/45

Holy Cleanser 5**



Legendary Creature — Human BQO

White Offering (You can play this card any time you could play an instant by sacrificing a white permanent and paying the difference in mana costs between this and the sacrificed permanent).

Destroy all artifacts and enchantments when Holy Cleanser comes into play.

4/4

Dan Diamant 1/45

Humiliating Capture 2*



Enchantment — Aura BQO

Target creature cannot attack or block, and its controller cannot choose you as a target.

Dan Diamant 2/45

Loyal Oni 3**



Creature — Spirit BQO

All damage that would be dealt to you is dealt to Loyal Oni instead.

*: Loyal Oni gains flying until end of turn.

4/2

Dan Diamant 3/45

Petrify the Revolution 3**



Enchantment BQO

Fading 5

When Petrify the Revolution comes into play, tap all creatures. Creatures do not untap during their controllers' untap step.

Dan Diamant 4/45

Unencumbered Soul 2*



Creature — Spirit BQO

Flying

Each time Unencumbered Soul deals damage, put a Heaviness counter on it. As long as Unencumbered Soul has three or more Heaviness counters it loses flying.

3/1

Dan Diamant 5/45

Dissipating Knowledge



Enchantment BQO

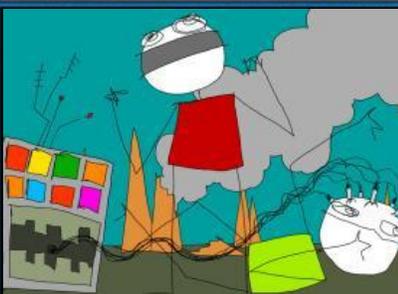
Fading 3

When you remove a fading counter from Dissipating Knowledge draw a card.

When Dissipating Knowledge leaves play discard 2 cards.

Beni Rose 6/45

Lunatic Experimentalist 2



Creature — Human Wizard BQO

1, Sacrifice a permanent: Tap or untap target land or artifact.

2/1

Dan Diamant 7/45

Melt Reality 4



Sorcery BQO

Return all creatures, artifacts, and lands to their owners' hand.

Dan Diamant 8/45

Mindcrime



Sorcery BQO

As an additional cost to play Mindcrime, remove half your library (rounded up) from the game.

Draw 10 cards.

Dan Diamant 9/45

Realm of Possibility 2 U



Enchantment — Aura BQO

Enchant Enchantment
If Realm of Possibility is put into a graveyard from play, take 2 extra turns after this one.

Dan Diamant 10/45

Switcheroo 1 U



Creature — Illusion BQO

When Switcheroo comes into play, return a creature you control to owner's hand.
When Switcheroo is put into a graveyard from play, you may play a creature card from your hand without paying its mana cost.

1/1

Dan Diamant 11/45

Travelling Ley Line 1 U



Enchantment — Aura BQO

Enchant Land
Target land gains " U, C: Add three mana of any combination of colors to your mana pool."

Dan Diamant 12/45

Closet Skeleton 1 U S



Creature — Skeleton BQO

Play with your hand and the top card of your library revealed.
2 S: Regenerate Closet Skeleton.

3/3

Dan Diamant 13/45

Darwin Award Winners 2 S



Creature — Zombie BQO

At the beginning of your upkeep, choose one: Darwin Award Winners gets a -1/-1 counter, lose 1 life, or sacrifice a permanent.

3/3

Dan Diamant 14/45

Demon Egg 3 S



Creature — Demon BQO

Sacrifice a creature: put a birth counter on Demon Egg.
If Demon Egg has 3 or more birth counters, sacrifice it and put a 4/4 black Demon token with flying into play.

0/1

Dan Diamant 15/45

Infest with Maggots 4 S



Enchantment — Aura BQO

Enchant Creature
Enchanted creature gets -2/-2.
When Infest with Maggots is put into a graveyard from play, put two 1/1 black Fly tokens with flying into play.

Dan Diamant 16/45

River of Sludge 4 S S



Sorcery BQO

Destroy all tapped non-flying creatures.

Dan Diamant 17/45

Treacherous Oni 3 S S



Creature — Spirit BQO

All damage that would be dealt to Treacherous Oni is dealt to you instead.
3: All players lose 1 life. Any player may play this ability.

4/2

Dan Diamant 18/45

Visage of War

Enchantment — Aura

Enchant Creature
 Enchanted creature has Fear.
 If Visage of War is put into a graveyard from anywhere, return it to play and attach it to target creature. *(If the target is not legal, Visage of War stays in the graveyard.)*

Dan Diamant 19/45

Fluctuating Hydra

Creature — Hydra

Fading 0
 Sacrifice a land: Put a +1/+1 counter and a Fading counter on Fluctuating Hydra.

2/2

Beni Rose 20/45

Frightened Herd

Creature — Human Townsfolk

Haste
 Frightened Herd must attack each turn if able.

2/1

Dan Diamant 21/45

Goblin Mountain Flingers

Creature — Goblin

, Sacrifice a mountain: Goblin Mountain Flingers deals 1 damage to target creature or player.

1/1

Beni Rose 22/45

Minotaur Virtuoso

Creature — Minotaur

Minotaur Virtuoso attacks each turn if able.
 Provoke
: Prevent all combat damage that would be dealt to and dealt by Minotaur Virtuoso this turn.

2/3

Dan Diamant 23/45

Robot from Hell

Creature — Demon

Red Offering *(You can play this card any time you could play an instant by sacrificing a red permanent and paying the difference in mana costs between this and the sacrificed permanent).*
 When Robot from Hell comes into play, all creatures are dealt 4 damage.
 Trample

13/13

Dan Diamant 24/45

Seeds of Destruction

Enchantment — Aura

Enchant Land
 Seeds of Destruction may not target a land you control.
 If enchanted land becomes tapped, destroy it.
 If Seeds of Destruction is put into a graveyard from play, put a 4/4 red Elemental token into play.

Dan Diamant 25/45

Traitorious Cavalier

Creature — Knight

Traitorious Cavalier counts as a red card.
 Haste, first strike
 When Traitorious Cavalier comes into play, you are dealt 3 damage.

3/1

Dan Diamant 26/45

Aura Drain

Sorcery

Destroy all Auras.
 For each Aura destroyed in this way, draw 2 cards.

Dan Diamant 27/45

Cave of Nine Lives 3



Enchantment - Aura BQO

Enchant Land
 Damage that would reduce your life total to less than 1 reduces it to 1 instead and a counter is put on Cave of Nine Lives.
 If Cave of Nine Lives has 9 or more counters, you lose the game.

Dan Diamant 28/45

Creeping Death 4



Creature — Insect BQO

Fading 5
 Creeping Death gets -1/-1 for each Fading counter on it.
 Creeping Death attacks each turn if able.
 Trample

10/10

Dan Diamant 29/45

Depressive Muse



Creature — Sprite BQO

Discard a card: Destroy target enchantment.
 Discard a card: Depressive Muse gains flying until end of turn.

1/1

Dan Diamant 30/45

Leafblade Stabber 2



Creature — Plant Warrior BQO

Double Strike (*This creature deals both first strike and regular combat damage.*)

2/1

Dan Diamant 31/45

Mana Monster 4



Creature — Beast BQO

When Mana Monster comes into play, add * * * * to your mana pool.

3/3

Dan Diamant 32/45

Return to Paradise 3

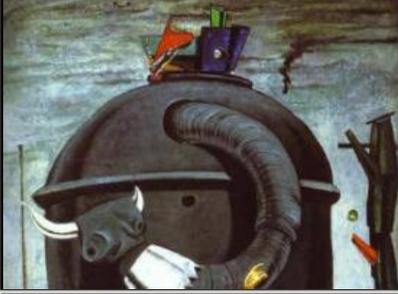


Sorcery BQO

Choose one — Gain 6 life; or put a 2/2 green Ape creature token into play.
 Entwine 2 (Choose both if you pay the entwine cost.)

Dan Diamant 33/45

Boiler Golem 6



Artifact Creature — Golem BQO

Whenever Boiler Golem blocks or becomes blocked, it deals 2 damage to that creature at the end of combat.

4/5

Dan Diamant 34/45

Celestial Clay 5



Artifact Creature — Clay BQO

Celestial Clay comes into play as your choice of a 4/1 artifact creature with unblockable, a 3/3 artifact creature with haste, or a 2/5 artifact creature with vigilance.

/

Dan Diamant 35/45

Ghostly Carriage 2



Artifact Creature BQO

*, *: Target creature gains Haste until end of turn.
 *, *: Target creature gains Fear until end of turn.

0/3

Dan Diamant 36/45

Juliet's Tomb 2



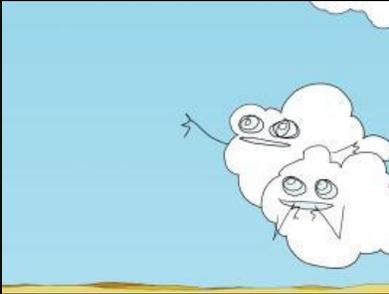
Artifact — Equipment BQO

If equipped creature is put into a graveyard from play, opponent sacrifices a creature.

Equip 2

Dan Diamant 37/45

Make It So 1



Instant — Power BQO

As an additional cost to play Make It So, sacrifice five permanents.

Choose one — Destroy target permanent, return target card from your graveyard to your hand, or counter target spell.

Dan Diamant 38/45

Nonfunctional War Machine 3



Artifact Creature — Golem BQO

Nonfunctional War Machine may not attack or block.

⚡: Nonfunctional War Machine gains Haste and may attack. This ability does not end at end of turn.

*: Nonfunctional War Machine gains First Strike and may Block. This ability does not end at end of turn.

3/3

Dan Diamant 39/45

Relentless Ram 3



Artifact Creature BQO

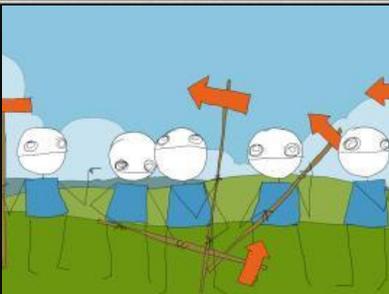
Relentless Ram attacks each turn if able.

Relentless Ram is indestructible.

2/1

Dan Diamant 40/45

Solidify the Abstract 2



Instant — Power BQO

Put five Raw Matter tokens into play. These count as permanents, but have no type or color.

Draw a card.

Dan Diamant 41/45

The Book of Love 5



Artifact BQO

You may choose not to untap The Book of Love during your untap step.

☞, Tap a creature you control: tap target creature. As long as The Book of Love remains tapped, those creatures do not untap during their controller's untap step.

Dan Diamant 42/45

Fantasy Island



Legendary Land BQO

☞: Add ♠ to your mana pool.

♠: Fantasy Island becomes the basic land type of your choice until end of turn.

Dan Diamant 43/45

Metallica



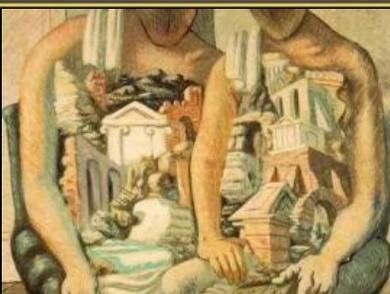
Legendary Artifact Land BQO

☞: Add 1 to your pool.

2, ☞, Sacrifice a permanent: put a 1/1 artifact Myr creature token into play.

Dan Diamant 44/45

Monastery of the Holy Nimbus



Legendary Land BQO

☞: Add 1 to your mana pool.

*, ☞: Regenerate target creature. Opponent may pay 1 to counter this ability.

Dan Diamant 45/45

Ann Darrow 1*



Legendary Creature — Human Performer BPO

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

If a spell or ability controlled by an opponent is on the stack targeting Ann Darrow, you may search your library for a card named King Kong and put it into play. If you do, shuffle your library.

1/3

ELR BOO 2 1/45

Arby's Oven Mitt 2*



Creature BPO

Whenever a creature comes into play you gain 1 life.

Launch 2 (When you play this spell you may pay the Launch cost in life as many times as you wish. Each such payment reduces the cost of this spell by 1.)

2/1

ELR BOO 2 2/45

Foremigo 4***



Creature BPO

Whenever Foremigo deals combat damage, you gain that much life.

Launch 2 (When you play this spell you may pay the Launch cost in life as many times as you wish. Each such payment reduces the cost of this spell by 1.)

Psychic Feed 2

3/4

ELR BOO 2 3/45

Saving Grace 1*



Instant BPO

Prevent the next 3 damage that would be dealt to target creature or player.

Replicate - Sacrifice a land. (When you play this spell, you may pay its Replicate cost as many times as you wish. Put that many additional copies of this spell on the stack.)

ELR BOO 2 4/45

Stalemate 5***



Sorcery BPO

This game is a draw.

Any player may pay half their life, rounded down, and half their creatures, rounded up, to counter this spell.

ELR BOO 2 5/45

Yer Done 1*



Sorcery BPO

Remove target creature from the game. Its controller gains life equal to twice its power.

ELR BOO 2 6/45

I Want More 1



Sorcery BPO

Draw a card.

Replicate - 2 Life. (When you play this spell, you may pay its Replicate cost as many times as you wish. Put that many additional copies of this spell on the stack.)

ELR BOO 2 7/45

Nourishing Sluice 2



Enchantment BPO

Whenever you play a non-creature spell, you may pay 1. If you do, gain 2 life.

Launch 2 (When you play this spell you may pay the Launch cost in life as many times as you wish. Each such payment reduces the cost of this spell by 1.)

ELR BOO 2 8/45

Obstruct 2



Instant BPO

Counter target spell.

Launch 1 (When you play this spell you may pay the Launch cost in life as many times as you wish. Each such payment reduces the cost of this spell by 1.)

ELR BOO 2 9/45

Ounce of Prevention 2



Sorcery 8

Counter the next spell target player plays.
 Replicate - Discard 2 cards. (When you play this spell, you may pay its Replicate cost as many times as you wish. Put that many additional copies of this spell on the stack.)

ELR BOO 2 10/45

Richard Laimer 1



Legendary Creature — Rob Schneider 8

All Instants and Sorceries you play have "Replicate - Pay 4 life."
"Makin' copies on the copierrr..."

1/2

ELR BOO 2 11/45

Temperature's Dropping 1



Enchantment 8

At the beginning of your upkeep put a cold counter on Temperature's Dropping.
 Creatures with power less than or equal to the number of cold counters on Temperature's Dropping do not untap during their controllers untap steps.

ELR BOO 2 12/45

3



Creature — Zombie 8

Whenever an opponent puts a permanent into play, you lose 1 life.
 Launch 3 (When you play this spell you may pay the Launch cost in life as many times as you wish. Each such payment reduces the cost of this spell by 1.)

4/4

ELR BOO 2 13/45

Get Back to Work! 6



Sorcery 8

Return up to two target creatures from your graveyard to play.
 Launch 2 (When you play this spell you may pay the Launch cost in life as many times as you wish. Each such payment reduces the cost of this spell by 1.)

ELR BOO 2 14/45

Make Those Dead 3



Sorcery 8

Destroy target non-black creature.
 Replicate - ♠, Sacrifice a creature. (When you play this spell, you may pay its Replicate cost as many times as you wish. Put that many additional copies of this spell on the stack.)

ELR BOO 2 15/45

Mono 1



Enchant Creature 8

Enchanted creature gets -1/-1.
 Put a -1/-1 counter on each creature blocking or blocked by enchanted creature.

ELR BOO 2 16/45

Rotflinger 2



Creature — Zombie 8

Whenever a creature is put into a graveyard from play put a +1/+1 counter on Rotflinger.
 Remove any number of +1/+1 counters from Rotflinger: Target creature gets -X/-X until end of turn.

1/1

ELR BOO 2 17/45

Sweet Deal 2



Sorcery 8

Choose a card in your hand and remove it from the game. Until end of turn, you may play that card any time you could play an instant.
 Replicate- ♠♠. (When you play this spell, you may pay its Replicate cost as many times as you wish. Put that many additional copies of this spell on the stack.)

ELR BOO 2 18/45

Clearcut Goblin 3 2 2



Creature — Goblin 8PP

When Clearcut Goblin comes into play, destroy target land.

Launch 2 (When you play this spell you may pay the Launch cost in life as many times as you wish. Each such payment reduces the cost of this spell by 1.)

2/2

ELR_BOO 2 19/45

F*ck You 1 9 2 2 2



Sorcery 8PP

Discard your hand. Destroy all permanents your opponents control.

Launch 1 (When you play this spell you may pay the Launch cost in life as many times as you wish. Each such payment reduces the cost of this spell by 1.)

"Seriously."

ELR_BOO 2 20/45

Meteor Strike 4 2 2



Sorcery 8PP

Meteor Strike deals 4 damage to target player.

Replicate - Pay 7 life. (When you play this spell, you may pay it's Replicate cost as many times as you wish. Put that many additional copies of this spell on the stack.)

ELR_BOO 2 21/45

Poke 2 2 2



You have been poked.

You have been poked by Daniel Foley.
 You have been poked by Derek Huang.
 You have been poked by Daniel Foley.
 You have been poked by Daniel Foley.

Instant 8PP

Poke deals 1 damage to target creature.

Replicate - Pay 1 life. (When you play this spell, you may pay it's Replicate cost as many times as you wish. Put that many additional copies of this spell on the stack.)

"Ow, quit it. Ow, quit it. Ow, quit it."

ELR_BOO 2 22/45

Skookum Tumtum 2 2



Creature — Hound 8PP

Whenever Skookum Tumtum deals damage to a player, put the top card of your library into your graveyard and Skookum Tumtum deals damage to itself equal to the converted mana cost that card.

4/2

ELR_BOO 2 23/45

Temperature's Rising 2 2 2



Enchantment 8PP

At the beginning of your upkeep put a heat counter on Temperature's Rising.

At the end of your turn Temperature's Rising deals 1 damage to each creature and player.

ELR_BOO 2 24/45

Careful Gardening 3 2



Sorcery 8PP

Search your library for a land card that can produce colored mana and put it into play tapped.

Replicate - Pay 3 life. (When you play this spell, you may pay it's Replicate cost as many times as you wish. Put that many additional copies of this spell on the stack.)

ELR_BOO 2 25/45

Flysnapper 2 2



Creature — Lizard 8PP

Sacrifice a land: Flysnapper gains +1/+3 and can block as though it had flying until end of turn. Play this ability only once per turn.

2/2

ELR_BOO 2 26/45

Grow! 1 2



Instant 8PP

Put a +1/+1 counter on target creature.

Replicate-♣, Discard a card. (When you play this spell, you may pay it's Replicate cost as many times as you wish. Put that many additional copies of this spell on the stack.)

ELR_BOO 2 27/45

Hot Chick 1 3 3



Creature 800

All creatures able to block Hot Chick must do so.
Prevent all damage creatures would deal to Hot Chick.
Return Hot Chick to your hand at the end of any turn in which she attacked or blocked.

Homina homina.

0/1

ELR_BOO 2 28/45

King Kong 4 3 3



Legendary Creature — Gorilla 800

When King Kong comes into play, if there is a spell or an ability on the stack controlled by an opponent targeting a creature named Ann Darrow, change the target of that spell or ability to King Kong.

Trample
Rampage 3 (Whenever this creature becomes blocked by two or more creatures, it gets +3/+3 until end of turn for each creature blocking it beyond the first.)

5/5

ELR_BOO 2 29/45

Twenty-Fisted Colossus 9 3 3



Creature 800

Trample
Launch 1 (When you play this spell you may pay the Launch cost in life as many times as you wish. Each such payment reduces the cost of this spell by 1.)

7/9

ELR_BOO 2 30/45

Aether Walker 2 2 3



Creature — Illusion 800

Aether Walker is unblockable.
Whenever a player plays a creature card, Aether Walker deals 1 damage to that player.

2/1

ELR_BOO 2 31/45

Beligerent Protector 2 2 *



Creature — Elemental 800

Creatures you control must attack each turn if able.
Creatures cannot attack you.

3/3

ELR_BOO 2 32/45

Bumper Crop 2 2 3



Sorcery 800

Search your library for a basic land card and put that card into play tapped. Then shuffle your library.
Return target land to its owner's hand.
Replicate - Sacrifice a creature and a land.

3/3

ELR_BOO 2 33/45

Ciscoe, Master Gardener 1 3 *



Legendary Creature — Weirdo 800

Lands you control can't be the target of spells or abilities.
At the beginning of your upkeep you may pay 2 and 1 life to search your library for a basic land card, reveal that card, and put it into your hand. If you do, shuffle your library.

1/2

ELR_BOO 2 34/45

Falcon, Some... Falcon 1 * 2



Creature — Bird 800

Flying (This creature can't be blocked except by creatures with flying.)
First Strike (This creature deals damage before creatures without First Strike.)
Falcon, Some... Falcon can't be the target of spells or abilities.

2/1

ELR_BOO 2 35/45

Forgotten Strength 3 3 3



Instant 800

Remove all cards in your graveyard from the game.
Target creature gets +1/+1 until end of turn for each card removed in this way.
Target creature gets -1/-1 until end of turn for each card removed this way.

3/3

ELR_BOO 2 36/45

Hyperventilation 1



Enchantment 800

At the beginning of your upkeep, if there is no breathing counter on Hyperventilation, put a breathing counter on it and skip your next draw step. If there is a breathing counter on Hyperventilation, remove it and draw 2 cards.

ELR_BOO 2 37/45

Soulfeeder Wraith 2



Creature — Ghost 800

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

When Soulfeeder Wraith is dealt damage, gain that much life.

When Soulfeeder Wraith deals damage to a player that player discards a card.

2/2

ELR_BOO 2 38/45

Tempting Invitation 4



Sorcery 800

Remove target creature from the game. Each player may bid life for control of target creature. You begin the bidding at 0. In turn order, each player may top the high bid. The auction ends if the high bid stands. The high bidder loses life equal to the high bid and gains control of the creature. At end of turn return, return that creature to play under the control of the winning bidder, and with a number of +1/+1 counters equal to the life paid.

ELR_BOO 2 39/45

Balut 2



Artifact 800

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.

ELR_BOO 2 40/45

Danish Butter Cookies 4



Artifact 800

Danish Butter Cookies comes into play with 4 cookie counters on it.

2, Remove a cookie counter from Danish Butter Cookies: Tap and put a +1/+1 counter on target creature.

ELR_BOO 2 41/45

Equalizer 3



Artifact 800

At the beginning of your upkeep, if you have less life than your opponent, you may gain 2 life.

ELR_BOO 2 42/45

Glass Cat 2



Artifact Creature — Cat 800

Launch 2 (When you play this spell you may pay the Launch cost in life as many times as you wish. Each such payment reduces the cost of this spell by 1.)

2/1

ELR_BOO 2 43/45

Racks Full of Creepy Mannequins 5



Artifact Creature — Abomination 800

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

Whenever Racks Full of Creepy Mannequins blocks a creature, put a -1/-1 counter on Racks Full of Creepy Mannequins and put a 1/1 Mannequin token with Fear into play under your control.

3/6

ELR_BOO 2 44/45

Sword of Whoop Yer Ass 2



Artifact — Equipment 800

Equip 2 (2: Attach to target creature you control. Equip only as a sorcery. This card comes into play unattached and stays in play if the creature leaves play.)

2: Equipped creature gets +1/+1 until end of turn and does 1 damage to target creature.

ELR_BOO 2 45/45

B'bye? 2*

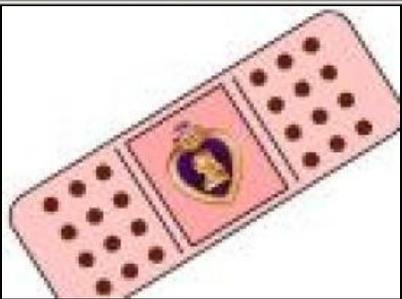


Instant BPO

Remove target attacking or blocking creature from the game.
Cycling 1

Matt Ruhlen 1/45

Better Late Than Never 1*



Instant BPO

Remove all damage from target creature.

Matt Ruhlen 2/45

Bomb Defusing Team 3*



Creature — Human BPO

☛: Counter target "put into the graveyard from play" triggered ability.

2/4

Matt Ruhlen 3/45

Revitalize 1*



Instant BPO

Gain 3 life.
Flashback 1***

Matt Ruhlen 4/45

Vanilla 1*



Creature — Ice-Cream BPO

First Strike

2/2

Matt Ruhlen 5/45

White Bomb 5***



Creature — Bomb BPO

Flying, Vigilance
☛, Sacrifice: Lose 1 life.
When White Bomb is put into the graveyard from play, destroy all creatures.

4/4

Matt Ruhlen 6/45

Almost bright enough 2



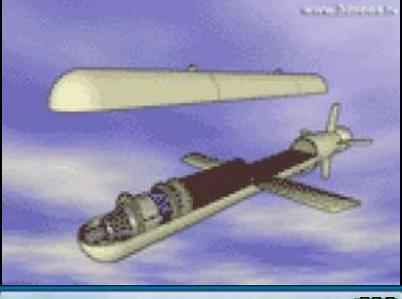
Creature — Wizard BPO

Unblockable
Sacrifice: Counter target "put into the graveyard from play" triggered ability.

1/2

Matt Ruhlen 7/45

Blue Bomb 5



Creature — Bomb BPO

Flying
Blue Bomb can not be the target of spells or abilities
☛, Sacrifice: Lose 1 life.
When Blue Bomb is put into the graveyard from play target player draws 3 cards.

4/4

Matt Ruhlen 8/45

Blueberry 2



Creature — Ice-Cream BPO

Flying

2/2

Matt Ruhlen 9/45

Counter Counter 1

Instant

Counter target spell.
Flashback 4

Matt Ruhlen 10/45

Draw or Go 2

Sorcery

Draw 3 cards.
Cycling 1

Matt Ruhlen 11/45

Restart 3

Instant

Restart the turn.
(Clears the stack a la TimeStop. Returns the active player to their untap step. End of turn/until end of turn effects do not wear off or fire. The player's land played this turn count resets to 0.)

Matt Ruhlen 12/45

Black Bomb 5

Creature — Bomb

Fear, Swampwalk
Sacrifice a creature: Target player loses 1 life.
When any creature you control with power 4 or greater is put into a graveyard from play, target player discards 2 cards.

4/4

Matt Ruhlen 13/45

Chill Wind

Instant

Target creature gets -1/1 until end of turn.
Lose 1 life and draw a card.

Matt Ruhlen 14/45

Chocolate 1

Creature — Ice Cream

Fear

2/1

Matt Ruhlen 15/45

Dead Dead 2

Instant

Target creature gets -3/-3.
Flashback 5

Matt Ruhlen 16/45

Gatekeepers of Death

Creature — Zombie

Fear
Sacrifice: Counter target "put into the graveyard from play" triggered ability.

1/2

Matt Ruhlen 17/45

Is He Dead? 3

Sorcery

Return target creature card in a graveyard to play and put a -1/-1 counter on it.
Cycling 1

Matt Ruhlen 18/45

Bodyguard Commandos 



Creature — Dwarf 

Haste
Sacrifice: Counter target "put into the graveyard from play" triggered ability.

2/1

Matt Ruhlen 19/45

Cherry 



Creature — Ice-Cream 

Haste

2/1

Matt Ruhlen 20/45

Dome Dome 



Sorcery 

Do 3 damage to target player.
Flashback **4** 

Matt Ruhlen 21/45

Judge! 



Instant 

Randomly rearrange the order of the stack.
Judge can only be played if you control a mountain.

Matt Ruhlen 22/45

May Be Burn 



Instant 

Deal 3 damage to target creature or player.
Cycling **1**

Matt Ruhlen 23/45

Red Bomb 



Creature — Bomb 

Haste, Mountainwalk
Sacrifice: Lose 1 life.
When Red Bomb is put into the graveyard from play, each creature and player is dealt 4 damage. This damage can not be prevented.

5/3

Matt Ruhlen 24/45

Brush of Encouragement 

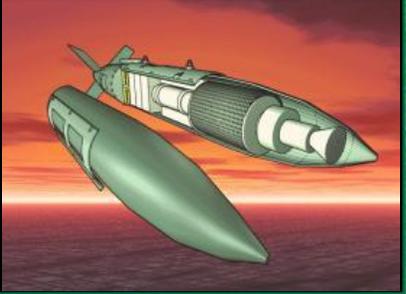


Instant 

Target creature gets +1/+1 until end of turn.
Draw a card.

Matt Ruhlen 25/45

Green Bomb 



Creature — Bomb 

Trample
Can block creatures with flying
 Sacrifice: Lose 1 life.
When Green Bomb is put into the graveyard from play, put two 3/3 green shrapnel tokens into play under its owner's control.

5/5

Matt Ruhlen 26/45

Growing Growing Gone 



Sorcery 

Put a land into play tapped.
Flashback **1**  

Matt Ruhlen 27/45

Mint 1



Creature — Ice-Cream BPO

♣: Regenate Mint.

2/2

Matt Ruhlen 28/45

Preservers of Life 2



Creature — Elf BPO

♣: Counter target "put into the graveyard from play" triggered ability.

2/3

Matt Ruhlen 29/45

Roar's Echo 5



Sorcery BPO

Put a 5/5 green Wurm token into play.

Cycling ♣♣

Flashback 3 ♣

Matt Ruhlen 30/45

Blue Tounge Kavv 3



Creature — Kavv BPO

Flying

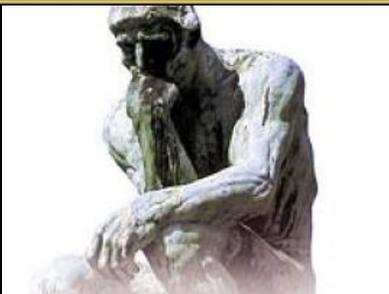
When Blue Tounge Kavv comes into play, it deals 2 damage to target creature.

♣♣, Discard a card: Return Blue Tounge Kavv to owner's hand.

3/2

Matt Ruhlen 31/45

Let's Think on This Again 2



Instant BPO

As Let's Think On This Again is played, it becomes a copy of a card that went to the graveyard this turn. *(That card did not have to be an instant)*

Matt Ruhlen 32/45

Ravenous Heirarch 3



Creature — Loxodon Beast BPO

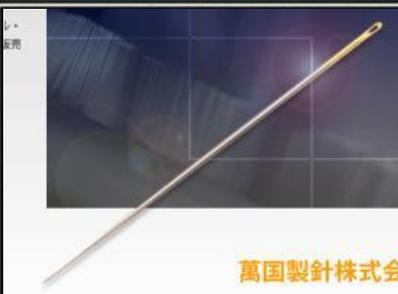
When Ravenous Heirarch comes into play, gain 4 life.

Sacrifice Ravenous Heirarch: Gain 4 life.

4/4

Matt Ruhlen 33/45

Blanking Needle 1



Artifact BPO

When Blanking Needle comes into play name a keyword.

All instances of the keyword are ignored. *(e.g. Fear is ignored, Cycling or Equip can not be used)*

Matt Ruhlen 34/45

Crimson Grip 3



Artifact — Equipment BPO

Equip 2

Equipped Creature gains ♣: Do 1 damage to target creature or player.

Matt Ruhlen 35/45

Detonation Safety Box 3

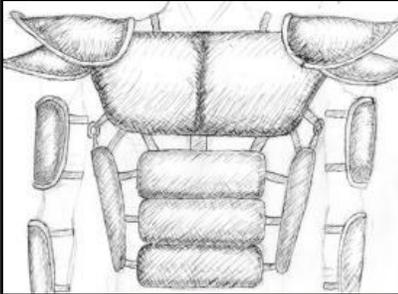


Artifact BPO

Sacrifice: Counter target "put into the graveyard from play" triggered ability.

Matt Ruhlen 36/45

Doppelgang Plate 2



Artifact — Equipment 890

Imprint - Creature Card in Graveyard
Equip 2

Equiped creature gets +x/+y, where x/y are the power/toughness of imprinted creature.

Matt Rublen 37/45

Gilded Lotus Leaf 4



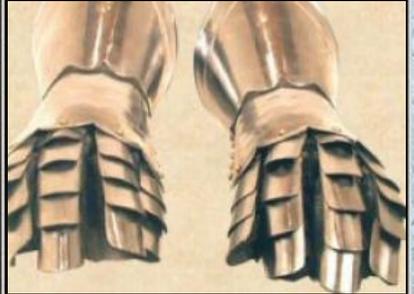
Artifact 890

Indestructible

☾: Add 2 mana of any one color to your mana pool.

Matt Rublen 38/45

Ivory Grip 2



Artifact — Equipment 890

Equip 3

Equiped creature gains ☾: Gain 2 life.

Matt Rublen 39/45

Onyx Grip 3



Artifact — Equipment 890

Equip 3

Equiped creature gains ☾: Target player discards a card, only play this ability as a sorcery.

Matt Rublen 40/45

Power Scry 2



Instant 890

Kicker: * , ♣ , ♦ , ♠ , ☾

If you paid * : target creature gets +1/+1, scry 2.
If you paid ♣ : draw a card, scry 2.
If you paid ♦ : target creature gets -1/-1, scry 2.
If you paid ♠ : deal 2 damage to target player, scry 2.
If you paid ☾ : put a +1/+1 counter on target creature, scry 2.

Matt Rublen 41/45

Sapphire Grip 2



Artifact — Equipment 890

Equip 4

Equiped creature gains ☾: Draw a card.

Matt Rublen 42/45

Serum Vision Quest 2



Sorcery 890

Scry X (where X is the number of kickers paid).

Kicker 1 * , 1 ♣ , 1 ♦ , 1 ♠ , 1 ☾

If you paid 1 * : remove the top half of each graveyard.
If you paid 1 ♣ : return target permanent to its owners hand.
If you paid 1 ♦ : destroy target non-black, non-artifact creature.
If you paid 1 ♠ : destroy target artifact.
If you paid 1 ☾ : destroy target enchantment.
If you paid 1 * 1 ♣ 1 ♦ 1 ♠ 1 ☾ : lose the game.

Matt Rublen 43/45

Ultimate Frisbee 6



Artifact Creature — Bomb 890

Flying

Comes into play tapped.

1 , ☾, Sacrifice: Lose 2 life.

When Ultimate Frisbee is put into the graveyard from play, destroy all creatures, artifacts, and enchantments.

3/6

Matt Rublen 44/45

Verdant Grip 2



Artifact — Equipment 890

Equip 4

Equiped creature gains ☾: put a 1/1 green saproling token into play.

Matt Rublen 45/45

Anima's Blessing 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100

Instant B Q O

Remove target attacking creature from the game. Target creature you control gains protection from a color of your choice until end of turn.

Noah Weil 1/45

Aural Aura 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100

Enchant Creature B Q O

Enchanted creature gets +1/+1 and "Whenever this creature deals damage, you gain that much life." Dispute.

Noah Weil 2/45

First Line 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100

Creature — Soldiers B Q O

Whenever First Line blocks, it gains +1/+0 and First Strike until end of turn.

2/2

Noah Weil 3/45

Force Displacement 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100

Instant B Q O

Target creature gets +1/+2 until end of turn.
Concurrence: Destroy target enchantment.

Noah Weil 4/45

Gale Tripper 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100

Creature — Griffin B Q O

Flying.
3: Target creature may block creatures with flying this turn. That creature can only block creatures with flying this turn.
3: Target creature loses flying until end of turn.

3/3

Noah Weil 5/45

Gentle Admonisher 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100

Creature — Human Cleric B Q O

2: Counter target activated ability that originated from a creature. Gain 1 life.

2/3

Noah Weil 6/45

Inertia-Bound Titan 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100

Creature — Giant B Q O

Whenever Inertia-Bound Titan attacks, it gains "Inertia-Bound Titan attacks each turn if able."
Whenever Inertia-Bound Titan blocks, it gains Defender and "Inertia-Bound Titan blocks if able."

4/4

Noah Weil 7/45

Ribbons of Unity 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100

Instant B Q O

Until end of turn, each creature you control gains "0: Redirect the next damage done to this creature to another creature you control". Draw a card.

Noah Weil 8/45

Crystal Eagle 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100

Creature — Bird B Q O

Flying, Dispute.

3/3

Noah Weil 9/45

Diving Flock 3



Creature — Bird BQO

Flying.

When Diving Flock comes into play, return target creature to its owner's hand

2/2

Noah Weil 10/45

Drawn In 2



Enchant Creature BQO

Enchant Creature you control.

When Drawn In comes into play, remove target creature from the game.

When Drawn In is put into a graveyard from play, each player takes X damage, where X is the converted mana cost of the removed creature. Then return the removed creature to play under its owner's control.

Noah Weil 11/45

Frost Combatant 1



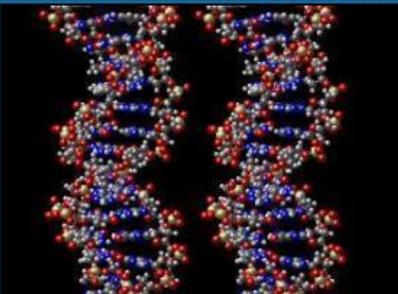
Creature — Warrior BQO

Whenever a creature blocks or becomes blocked by Frost Combatant, tap it. It does not untap as normal during its controller's next untap step.

2/3

Noah Weil 12/45

Genome Breakthrough 2

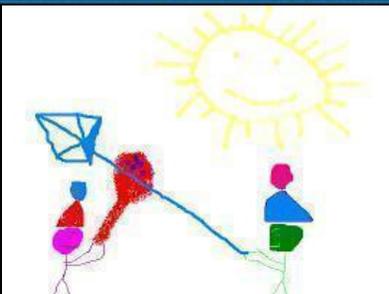


Instant BQO

At the end of the turn, draw 2 cards for every creature spell your opponent played this turn.

Noah Weil 13/45

Mana Schism 2



Instant BQO

Counter target spell. At the beginning of your next first main phase, add 1 to your mana pool.

Noah Weil 14/45

Mirror's Reflection 4



Creature — Shapeshifter BQO

As Mirror's Reflection comes into play, choose a creature. Mirror's Reflection comes into play as a copy of that creature.

Mirror's Reflection may be played whenever you could play an instant.

0/0

Noah Weil 15/45

Aether Geyser 1



Sorcery BQO

Return two target creatures to their owners' hands.

Concurrence: Return a creature you control to its owner's hand.

Noah Weil 16/45

Glory's Remains 4



Sorcery BQO

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

Put two 1/1 black Spirit tokens into play under your control that each have a basic landwalk of your choice.

Noah Weil 17/45

Impartial Sadist 1



Creature — Zombie BPO

When Impartial Sadist comes into play, each player discards two cards. If four or more cards were not discarded in this way, sacrifice Impartial Sadist.

3/3

Noah Weil 18/45

Local Haunts 1 ☠ ☠

Creature — Spirit **BQO**

Sacrifice a spirit you control: Target creature gets -1/-1 until end of turn.

1/3

Noah Weil 19/45

Nightmares Made Real 3 ☠ ☠ ☠

Creature — Horror **BQO**

Fear.

At the beginning of your upkeep, if Nightmares Made Real is in your graveyard, you may remove three creature cards from your graveyard. If you do, put Nightmares Made Real into play.

6/4

Noah Weil 20/45

Onyx Emblem ☠ ☠

Enchantment **BQO**

2 ☠ ☠: Target creature gets -2/-2 until end of turn.

Dispute.

1/1

Noah Weil 21/45

Shadow Shot 1 ☠

Instant **BQO**

Target creature gets -2/-2 until end of turn.

Concurrence: Pay 2 life.

1/1

Noah Weil 22/45

Terror's Touch 3 ☠

Creature — Spirit **BQO**

When Terror's Touch comes into play, target creature gets +2/-2 and Fear until end of turn.

3/2

Noah Weil 23/45

Vampiric Impulses 2 ☠ ☠

Enchantment **BQO**

Discard a creature card from your hand: Target creature gets +2/+2 until end of turn.

Hey dude, what do you have to drink? Cola, the purple stuff, Hey! Sunny D! Or Bloood...

1/1

Noah Weil 24/45

Alertling 1 2

Creature — Clock Elemental **BQO**

Sacrifice Alertling: Alertling deals 1 damage to and untaps every creature in play.

1/1

Noah Weil 25/45

Gracious Jester 3 2

Creature — Harlequin **BQO**

2 ☠ ☠, Sacrifice Gracious Jester, Each opponent gains 10 life: Untap and gain control of all creatures in play. They gain haste. At the end of turn, return all creatures to their owner's control, tapped.

2/2

Noah Weil 26/45

Jeweled Cheetah 2 2

Creature — Cat **BQO**

Haste, Dispute.

3/3

Noah Weil 27/45

Miner Expulsion 



Sorcery  **BQO**

Put a 2/2 Dwarf with Mountainwalk into play.
 Concurrency: Destroy target artifact.

Noah Weil 28/45

Over-Zealous Berserker 



Creature — Dwarf  **BQO**

Haste.
 During your upkeep, put a -1/-1 counter on Over-Zealous Berserker.
"Redundant this!"

3/2

Noah Weil 29/45

Smoldering Embers 



Instant  **BQO**

Smoldering Embers deals 1 damage to target creature or player.
 At the beginning of your upkeep if Smoldering Embers is in your graveyard, remove a card in your graveyard from the game.
 At the end of your upkeep you may pay . If you do, Smoldering Embers deals 1 damage to target creature or player. Use this ability only if Smoldering Embers is in your graveyard and only once each turn.

Noah Weil 30/45

The Light Lidded One 



Creature — Wizard  **BQO**

  : The Light Lidded One deals 2 damage to target blocking creature.
 1, Sacrifice a Mountain: Untap The Light Lidded One.

3/3

Noah Weil 31/45

Unbound Electricity 



Sorcery  **BQO**

Unbound Electricity deals 2 damage to each of X+1 target creatures and/or players.
"If you think that's shocking, watch this!"

Noah Weil 32/45

Amber Armor 



Enchant Creature  **BQO**

Enchanted creatures gains +2/+4.
 Dispute.

Noah Weil 33/45

Graves Make Grasses 



Sorcery  **BQO**

All creatures in play are now Forests. *(They are no longer creatures.)*

Noah Weil 34/45

Hunting Lemur 



Creature — Lemur  **BQO**

Concurrency: Sacrifice a land.

3/3

Noah Weil 35/45

Insatiable Leeches 



Enchant Creature  **BQO**

At the beginning of your upkeep, put a blood counter on Insatiable Leeches.
 At the beginning of enchanted creature's controller's upkeep, enchanted creature gets -1/-1 until end of turn for each blood counter on Insatiable Leeches.
 When enchanted creature is put into a graveyard, put a */* leech token in play under your control, where * = the number of blood counters on Insatiable Leeches.

Noah Weil 36/45

Mounding Armadillo 



Creature — Armadillo **BQO**

At the beginning of your upkeep, tap two lands you control.

3/3

Noah Weil 37/45

Sacred Tree, Wilting  



Creature — Spirit Plant **BQO**

Sacred Tree, Wilting comes into play with 5 Leaf counters on it.

At the beginning of your upkeep, remove a Leaf counter from Sacred Tree, Wilting.

If at any time there are no Leaf counters on Sacred Tree, Wilting, sacrifice it.

Remove a Leaf counter from Sacred Tree, Wilting: Counter target spell or ability that targets a permanent you control.

0/5

Noah Weil 38/45

Tiger Team  



Creature — Tiger **BQO**

First Strike.

They'rrreeeeeeee...Deadly!

5/6

Noah Weil 39/45

Undergrowth Elemental  



Creature — Elemental **BQO**

Undergrowth Elemental comes into play with two Leaf counters on it.

Remove a Leaf counter from Undergrowth Elemental: Counter target spell or ability that targets Undergrowth Elemental.

3/3

Noah Weil 40/45

Dissembling Field   



Enchantment **BQO**

At the beginning of each player's upkeep, each player announces whether they will attack or block that turn. (*Defending player chooses before active player.*)

Each player must abide by his or her statement if able. (*Forgetting to announce equals "no".*)

Pay 5 life: Target player's answer is reversed. Any player may play this ability at any time.

4/4/4

Noah Weil 41/45

Intercessions   



Instant **BQO**

Return any number of permanent's you control to their owner's hand.

A hand in the sky is worth two in the bush.

1/1/1

Noah Weil 42/45

Terra Firma Forma  



Creature — Elemental **BQO**

Sacrifice two lands: Put a +1/+1 counter on Terra Firma Forma.

Good Grass Man.

2/2

Noah Weil 43/45

Everyone Makes Mistakes 



Artifact **BQO**

2  , Sacrifice Everyone Makes Mistakes: Remove target card you created from the game.

Don't worry, you'll get it right next time.

2/2

Noah Weil 44/45

Time Cube 



Artifact **BQO**

2  , Sacrifice Time Cube: Take an additional step of your choice after the current one. Turn then proceeds normally. Use this ability only during your turn. (*The options are Untap, Upkeep, Draw, Main, Combat, End of Turn, and Cleanup.*)

4/4/4

Noah Weil 45/45

Constructed's Salvation 1*



Instant BQO

Counter target instant or sorcery.

It's time for fewer gifts to be given.

Ricky Boyes 1/45

Emergency Response Team 2*



Creature — Human Soldier BQO

Play Emergency Response Team whenever you could play an instant.

If you played Emergency Response Team during combat after blockers are declared Emergency Response Team may come into play blocking any creature. (Emergency Response Team may block creatures in this way that it could not normally block.)

2/3

Ricky Boyes 2/45

Honeybee 1*



Creature — Insect BQO

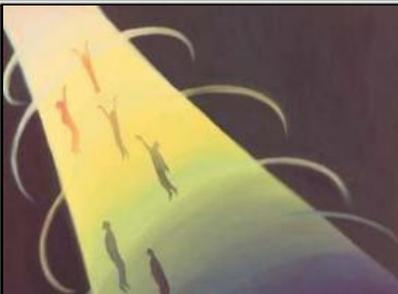
Flying (This creature can't be blocked except by creatures with flying.)

Whenever Honeybee deals damage, you gain that much life.

1/1

Ricky Boyes 3/45

Soul Harvest 3***



Sorcery BQO

Destroy all creatures, gain 1 life for each creature destroyed this way.

Ricky Boyes 4/45

Clean Sweep 3



Instant BQO

Counter all spells on the stack.

Tell me if somehow you manage a 2-for-1 with this.

Ricky Boyes 5/45

Master Plan 7



Sorcery BQO

Look at your library, arrange the cards in any order.

"The same thing we do every night Pinky..... TRYTO TAKE OVER THE WORLD!"

Ricky Boyes 6/45

Mistform Trendsetter 3



Legendary Creature — Illusion BQO

All creatures have every creature type.

Stop and think about the game state for at least one minute.

3/3

Ricky Boyes 7/45

Morphhalfling 2



Creature — Shapeshifter BQO

- ♦ : Untap Morphhalfling.
- ♦ : Morphhalfling gains flying until end of turn.
- ♦ : Morphhalfling can't be the target of spells or abilities this turn.
- ♣ : Morphhalfling gets +1/-1 until end of turn.
- ♣ : Morphhalfling gets -1/+1 until end of turn.

2/2

Ricky Boyes 8/45

Oct 5



Sorcery BQO

Destroy eight target creatures.

Good luck, six was tough.

Ricky Boyes 9/45

Strict Edict 1

The latest edict from the government

Sorcery BQO

Target player chooses a creature they control. You may pay . If you do, that player chooses a creature they control not already chosen for Strict Edict. You may repeat this process any number of times. That player sacrifices the last chosen creature.

Ricky Boyes 10/45

Undead Zombie 1

Creature — Zombie BQO

Flying (*This creature can't be blocked except by creatures with flying.*)
 Fear (*This creature can't be blocked except by black and/or artifact creatures.*)
 Whenever Undead Zombie deals damage to a player remove target card in that player's graveyard from the game.

2/2

Ricky Boyes 11/45

Zombie Fanatics 1

Creature — Zombie BQO

, Sacrifice a creature: Target creature gets -1/-1 until end of turn.

1/1

Ricky Boyes 12/45

Bash 3

Instant BQO

Destroy up to one target artifact and Bash deals 3 damage to target creature or player.

Ricky Boyes 13/45

Confused Lunatic 2

Creature — Goblin Berserker BQO

Confused Lunatic comes into play tapped.
 Haste (*This creature may attack and the turn it comes under your control.*)
 "Brownie, you're doing a heck of a job."

4/2

Ricky Boyes 14/45

Good Knight 2

Creature — Goblin Knight BQO

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

2/2

Ricky Boyes 15/45

Ricochet 1

Instant BQO

Change the target of target spell with a single target. If there are no legal targets for the spell other than its original target counter that spell.

Who wastes this name in Unglued?

Ricky Boyes 16/45

Elven Riot 1

Sorcery BQO

Destroy target enchantment or land.

Ricky Boyes 17/45

Guided Tornado 1

Instant BQO

Guided Tornado deals 5 damage to target creature with flying.

Ricky Boyes 18/45

Inexperienced Guide 1 U G

Creature — Elf Scout **BQO**

When Inexperienced Guide comes into play, you may discard a card. If you do, search your library for a basic land card. Reveal that card and put it in your hand.

2/1

Ricky Boyes 19/45

Lion Tamer 1 G G G

Creature — Human Rogue **BQO**

When Lion Tamer comes into play put a 4/4 green cat creature token into play.
When Lion Tamer leaves play sacrifice all cat tokens.

1/1

Ricky Boyes 20/45

Blitz X U R R

Sorcery **BQO**

Blitz deals X damage to target creature. If that creature is put into a graveyard this turn, it deals damage to its controller equal to its toughness.

Ricky Boyes 21/45

Boar o' War 3 G B B

Creature — Boar **BQO**

When Boar o' War comes into play, return target creature to its owner's hand.

4/5

Ricky Boyes 22/45

Cauterizing Flames X Y U R B *

Instant **BQO**

Prevent the next X damage that would be dealt this turn to any number of target creatures, divided as you choose.
Cauterizing Flames deals Y damage to each creature.

Ricky Boyes 23/45

Coordinated Blast X Y U B R

Instant **BQO**

Counter up to one target spell unless its controller pays X and Coordinated Blast deals Y damage to up to one target creature.

Ricky Boyes 24/45

Dark Reflection 1 U B B

Creature — Illusion **BQO**

As Dark Reflection comes into play, you may choose a creature in play. If you do, Dark Reflection comes into play as a copy of that creature, except Dark Reflection's power and toughness are switched and Dark Reflection is blue and black.

/

Ricky Boyes 25/45

Death and Rebirth 3 * R B

Sorcery **BQO**

Target player sacrifices a creature. If they do, that player chooses a creature in your graveyard. Put the chosen creature into play under your control.

Ricky Boyes 26/45

Hulking Specter 2 B B B

Creature — Specter **BQO**

Trample (If all the creatures blocking this creature receive lethal damage, remaining damage can be assigned to the defending player.)
When Hulking Specter deals damage to a player that player discards a card.

4/3

Ricky Boyes 27/45

Hungry Hungry Hippo 1 2 3



Creature — Hippo BQO

Haste *(This creature may attack and the turn it comes under your control.)*
 Trample *(If all the creatures blocking this creature receive lethal damage, remaining damage can be assigned to the defending player.)*

3/3

Ricky Boyes 28/45

Noble Defection 2 * 2



Enchantment — Aura BQO

Enchant Creature.
 You control enchanted creature.
 Enchanted creature has Defender *(This creature can't attack.)*

"I am an AUTOBOT now!"

Ricky Boyes 29/45

Swords to Trees * *



Instant BQO

Remove target creature from the game, that creature's controller gains life equal to its power.

Ricky Boyes 30/45

Inanimate Carbon Rod 2



Artifact BQO

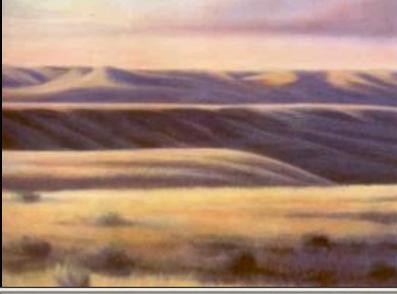
When Inanimate Carbon Rod comes into play, draw a card.

☞, Sacrifice Inanimate Carbon Rod: Add 1 to your mana pool.

"Stupid carbon rod, it's all just a popularity contest!"

Ricky Boyes 31/45

Peaceful Plains *



Instant/Land — Plains BQO

(Peaceful Plains is white.)
 You may play Peaceful Plains as a plains if you do it comes into play tapped. *(Ignore the text below.)*
 Prevent the next 3 damage that would be dealt to target creature or player.

Ricky Boyes 32/45

Stormy Island 1 2



Instant/Land — Island BQO

(Stormy Island is blue.)
 You may play Stormy Island as a island if you do it comes into play tapped. *(Ignore the text below.)*
 Tap or untap target permanent.

Ricky Boyes 33/45

Fiery Mountain 2 2



Instant/Land — Mountain BQO

(Fiery Mountain is red.)
 You may play Fiery Mountain as a mountain if you do it comes into play tapped. *(Ignore the text below.)*
 Fiery Mountain deals 2 damage to target creature or player.

Ricky Boyes 34/45

Deep Forest 2 2



Instant/Land — Forest BQO

(Deep Forest is green.)
 You may play Deep Forest as a forest if you do it comes into play tapped. *(Ignore the text below.)*
 Put a 2/2 green bear token creature into play.

Ricky Boyes 35/45

Scary Swamp 1 2 2



Instant/Land — Swamp BQO

(Scary Swamp is black.)
 You may play Scary Swamp as a swamp if you do it comes into play tapped. *(Ignore the text below.)*
 Destroy target tapped creature.

Ricky Boyes 36/45

Care-a-lot



Land

B₂Q₀

When Care-a-lot comes into play, target opponent may draw a card.

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

Ricky Boyes 37/45

Darklight Isle



Land

B₂Q₀

Darklight Isle comes into play tapped.
When Darklight Isle comes into play lose 1 life unless you control a island and either a plains or a swamp.

☞: Add *, ♠, or ♣ to your mana pool.

Ricky Boyes 38/45

Duskwood Slopes



Land

B₂Q₀

Duskwood Slopes comes into play tapped.

When Duskwood Slopes comes into play lose 1 life unless you control a mountain and either a swamp or a forest.

☞: Add ♠, ♣, or ♠ to your mana pool.

Ricky Boyes 39/45

Prosperous Quarry



Land

B₂Q₀

Prosperous Quarry comes into play tapped.

When Prosperous Quarry comes into play discard X cards, where X is equal to 3 minus the number of lands you control.

☞: Add 2 to your mana pool.

Ricky Boyes 40/45

Shallow Spring



Land

B₂Q₀

If Shallow Spring is in your graveyard, you may play it as though it was in your hand.

☞, Sacrifice Shallow Spring: Add one mana of any color to your mana pool.

Ricky Boyes 41/45

Skyfire Marsh



Land

B₂Q₀

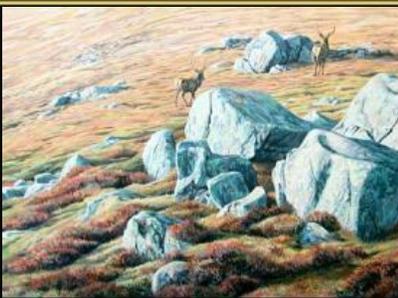
Skyfire Marsh comes into play tapped.

When Skyfire Marsh comes into play lose 1 life unless you control a swamp and either a island or a mountain.

☞: Add ♠, ♣, or ♠ to your mana pool.

Ricky Boyes 42/45

Sunstone Meadow



Land

B₂Q₀

Sunstone Meadow comes into play tapped.

When Sunstone Meadow comes into play lose 1 life unless you control a forest and either a mountain or a plains.

☞: Add ♠, ♣, or * to your mana pool.

Ricky Boyes 43/45

Uncharted Territory



Land

B₂Q₀

Uncharted Territory comes into play tapped.

☞, Sacrifice Uncharted Territory: Search your library for a basic land card and put it into play tapped. Shuffle your library.

Ricky Boyes 44/45

Wildwind Valley



Land

B₂Q₀

Wildwind Valley comes into play tapped.

When Wildwind Valley comes into play lose 1 life unless you control a plains and either a forest or a island.

☞: Add ♠, *, or ♠ to your mana pool.

Ricky Boyes 45/45