Barbary Dove — 1🌟🌟

Creature — Bird

Flying

When Barbary Dove comes into play, you may put a creature with converted mana cost 2 or less from your hand into play.

2/2

Brian Wong 1/45

Dragon's Saddle — 1🌟🌟

Creature — Wizard

Whenever a creature with flying comes into play, put an awe counter on Dragon's Saddle. If there are 4 or more awe counters on Dragon's Saddle, it gains +3/+3 and flying.

2/2

Brian Wong 2/45

Eleventh Hour — 3🌟

Enchantment

At the beginning of your upkeep, sacrifice Eleventh Hour and destroy all lands.

Brian Wong 3/45

Grim Guardian — 5🌟🌟

Creature — Angel

Flying
Whenever Grim Guardian deals damage, you gain that much life.
🔴: Grim Guardian gets +1/+0 until end of turn.
⚫, Pay 1 life: Grim Guardian gets +1/+1 until end of turn.

3/2

Brian Wong 4/45

Icatian Pacesetter — 3🌟

Creature — Soldier

Whenever a creature you control deals combat damage to a player, untap that creature.

2/4

Brian Wong 5/45

Inevitable Battle — 4🌟🌟

Sorcery

Each player may search their library for a creature card and put that creature into play, then shuffle their library. If each player does, destroy all creatures not put into play in this way.

Brian Wong 6/45

Raptor's Vision — 1🌟

Enchantment — Aura

Enchant creature

Enchanted creature gains Flying and Provoke.

1: Enchanted creature loses Flying until end of turn.

Brian Wong 7/45

Rejection of Souls — 3🌟🌟

Sorcery

Ruthless 2 (If 2 or more creatures were put into a graveyard from play this turn, you may play Rejection of Souls whenever you could play an instant without paying its mana cost.)

Return target creature card from your graveyard to play.

Brian Wong 8/45

Browbeaten Efreet — 3💧💧

Creature — Djinn

Flying
At the beginning of your upkeep, choose an opponent. That player may choose a card they own from outside the game and put that card into their hand.

5/6

Brian Wong 9/45

Crabappyl — 3UU

Creature — Shapeshifter Beast — BWO

Sacrifice Crabappyl and another creature you control: Put a creature token into play with the power of one of the sacrificed creatures, the toughness of the other, and the non-triggered abilities of both.

3/3

Brian Wong 10/45

Devour Feeble Spell Attempt — 3UU

Instant — BWO

Ruthless 2 (*If 2 or more creatures were put into a graveyard from play this turn, you may play Devour Feeble Spell Attempt whenever you could play an instant without paying its mana cost.*)

Counter target spell.

Brian Wong 11/45

Dragon's Bridle — 1UU

Creature — Wizard — BWO

Whenever a player plays an instant spell, put an awe counter on Dragon's Bridle. If there are 4 or more awe counters on Dragon's Bridle, it gains +3/+3 and flying.

2/2

Brian Wong 12/45

Master Harpoonist — 3UU

Creature — Archer — BWO

UU, T: Tap target creature. That creature does not untap during its controllers next untap step.

Unlike other children, they played no game of war. They played with imaginary rifles and harpoons, but these were never directed against people but against the formidable beasts that haunted the vast wastes of their land.

2/2

Brian Wong 13/45

Mathlace — U

Instant — BWO

Change target spell or permanent by replacing all instances of one number with another. The original number must be at least two, and you cannot increase or decrease that number by more than one.

Brian Wong 14/45

Sovereign Djinn — 1UU

Creature — Djinn — BWO

Flying

At the beginning of each player's upkeep, that player reveals a card at random from their sideboard. Until end of turn, they may play that card without paying its mana cost.

2/2

Brian Wong 15/45

Starfish's Resilience — 1U

Enchantment — Aura — BWO

Enchant Creature

1U: Regenerate enchanted creature.

At the end of any turn in which enchanted creature regenerated, put a copy of enchanted creature into play for each time it regenerated that turn.

Brian Wong 16/45

Dragon's Yoke — 1BB

Creature — Wizard — BWO

Whenever a creature is put into an opponent's graveyard from play, put an awe counter on Dragon's Yoke. If there are 4 or more awe counters on Dragon's Yoke, it gains +3/+3 and flying.

2/2

Brian Wong 17/45

Furious Bones — 5BB

Creature — Dragon Skeleton — BWO

Flying

Ruthless 4 (*If 4 or more creatures were put into a graveyard from play this turn, you may play Furious Bones whenever you could play an instant without paying its mana cost.*)

4/4

Brian Wong 18/45

Impatient Dead 2 B

Creature — Zombie

As Impatient Dead comes into play, put a +1/+1 counter on it each game that has already been completed this match.

Whenever Impatient Dead attacks or blocks, you lose 1 life for each +1/+1 counter on it.

Brian Wong 19/45

2/2

Iocaine Powder 1 B

Sorcery

Choose target creature you control and target creature an opponent controls. Hide something under one of those creatures. That opponent chooses one of those creatures and gains control of it and you gain control of the other. Destroy the creature with the object hidden under it.

Brian Wong 20/45

Mantid Guide 2 B B

Creature — Insect Rogue

When Mantid Guide comes into play, target creature gains Fear until end of turn.

0: Return Mantid Guide to owner's hand. Play this ability no more than once per turn.

Brian Wong 21/45

2/1

Mindpiercing Djinn 3 B

Creature — Djinn

At the beginning of your upkeep, Mindpiercing Djinn deals 1 damage to you.

Whenever Mindpiercing Djinn deals damage to a player, that player discards a card.

Brian Wong 22/45

4/4

Rearranged Hermit 3 B B

Creature — Zombie

Echo

When Rearranged Hermit comes into play, put two 1/1 green Squirrel creature tokens into play.

All Squirrels gain Fear.

Brian Wong 23/45

2/2

Zombie's Endurance 1 B

Enchantment — Aura

Enchant Creature

Enchanted creature gains +2/+0.

When enchanted creature is put into a graveyard from play, you may put that creature and Zombie's Endurance on top of owner's library in any order.

Brian Wong 24/45

Brash Basher 2 R R

Creature — Giant

Landwalk

Brash Basher attacks each turn if able.

Sacrifice a land: Destroy target land. Any player may play this ability, except you.

Brian Wong 25/45

3/3

Conscripted General 1 R

Creature — Orc

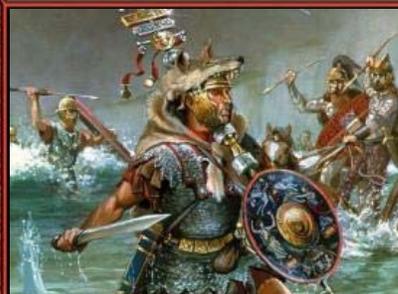Creatures you control can't attack unless unless at least two other creatures attack.

Creatures you control can't block unless at least two other creatures block.

He holds the lives of his men in the same esteem that he holds his own.

Brian Wong 26/45

5/5

Demands of the Horde 1 R

Enchantment — Aura

Enchant Creature

When Demands of the Horde comes into play, destroy enchanted creature unless its controller discards a card at random from their hand.

Enchanted creature gets +3/+3.

Brian Wong 27/45

Dragon's Spur — 1 R R

Creature — Wizard

Whenever a player plays a sorcery spell, put an awe counter on Dragon's Spur. If there are 4 or more awe counters on Dragon's Spur, it gains +3/+3 and flying.

2/2

Brian Wong 28/45

Electrovolt — 2 R

Instant

As an additional cost to play Electrovolt, discard or sacrifice an artifact.

Electrovolt deals 3 damage to up to two target creatures.

Brian Wong 29/45

Gnoll Fleshtrader — 2 R

Creature — Gnoll

At the beginning of each player's upkeep, Gnoll Fleshtrader deals 2 damage to that player unless they tap an untapped, non-Gnoll creature they control.

"Is pimping easy?"
"Yes."
"Somehow... That is correct."

2/2

Brian Wong 30/45

Ragnaros, the Firelord — 5 R R

Legendary Creature — Elemental

When Ragnaros, the Firelord is put into a graveyard from play and has no death counter on it, put three 2/2 red Son creature tokens into play.

Sacrifice 3 Sons: Return Ragnaros from your graveyard to play and put a death counter on it.

6/6

Brian Wong 31/45

Sparkcaster — 2 R R

Creature — Wizard

R, T: Sparkcaster deals 1 damage to target creature or player.

U: Untap Sparkcaster. Play this ability only once per turn.

W: Untap Sparkcaster. Play this ability only once per turn.

1/1

Brian Wong 32/45

Beastcaller — 1 G G

Creature — Centaur

If Beastcaller attacks and is not blocked, you may put a creature card from your hand into play.

A reclusive creature herself, she travels deep into the forest to gather support from those rarely disturbed.

1/4

Brian Wong 33/45

Dragon's Stable — 1 G G

Creature — Wizard

Whenever a creature with converted mana cost of 5 or greater comes into play, put an awe counter on Dragon's Stable. If there are 4 or more awe counters on Dragon's Stable, it gains +3/+3 and flying.

2/2

Brian Wong 34/45

Force of Nurture — 4 G G G

Creature — Elemental

At the beginning of your upkeep, put a +1/+1 counter on each creature you control.

"Nature can be modified by nurture; even dogs can cease to relish meat when they are trained to relish only vegetarian food."
-Sri Sathra Sai Baba

4/4

Brian Wong 35/45

Grizzly's Roar — 1 G

Enchantment

When Grizzly's Roar comes into play, you may put a creature card from your hand into play. If you do, Grizzly's Roar becomes an Aura attached to that creature that reads "Enchanted creature is 2/2."

Brian Wong 36/45

Insidious Insect — 3GG

Creature — Insect

Insidious Insect cannot be the target of spells or abilities.

When Insidious Insect is put into a graveyard from play you may pay (U) to draw a card.

When Insidious Insect is put into a graveyard from play you may pay (B) to have target player discard a card.

Brian Wong 37/45

6/1

Jörmahm — 3GG

Creature — Beast

Whenever a player plays an instant or sorcery that could target Jörmahm, but does not choose Jörmahm as a target, that player puts a copy of that spell on the stack and chooses Jörmahm as a target if possible.

Hey! Leave my Jörmahm out of this!

Brian Wong 38/45

4/4

Law of the Jungle — 2GG

Sorcery

Sacrifice a creature. If you do, you may search your library for a creature card and put that card into play, then shuffle your library.

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 39/45

Perturbation of Nature — 1GG

Sorcery

Ruthless 2 (*If 2 or more creatures were put into a graveyard from play this turn, you may play Perturbation of Nature whenever you could play an instant without paying its mana cost.*)

Destroy target land.

Brian Wong 40/45

Hedgehog Grab Bag — 2

Artifact

(T): Flip a coin. If you win the flip, put a 1/1 Hedgehog artifact creature token into play. If you lose the flip, Hedgehog Grab Bag deals 1 damage to you.

Brian Wong 41/45

Palladium Angel — 5

Artifact Creature — Angel

Flying

You cannot win the game and your opponents cannot lose the game.

"You won't believe what I found at the market today!"

-Nibar Gwon, wizard apprentice, last words.

Brian Wong 42/45

4/4

Slavery Golem — 5

Artifact Creature — Golem

Slavery Golem is indestructable.

Slavery Golem attacks each turn if able.

When Slavery Golem comes into play, choose an opponent. That opponent controls your turns.

Brian Wong 43/45

9/9

The Thing — 4

Creature — Alien Shapeshifter

The Thing attacks each turn if able.

Whenever a creature would be dealt damage by The Thing, it becomes a copy of The Thing instead.

"Somebody in this camp ain't what he appears to be. Right now that may be one or two of us. By spring, it could be all of us."

Brian Wong 44/45

4/4

Cash Crop

Land

Cash Crop comes into play tapped.

When Cash Crop comes into play, put two bounty counters on it and draw a card.

(T), Remove a bounty counter from Cash Crop: Add 1 to your mana pool.

Brian Wong 45/45