

**Arrested** 2\*



**Instant** B90

Target creature can't attack or block this turn. If that creature is black remove it from the game instead.

Draw a card.

Christian "Treat" Robertsen 1/45

**Fang, Inept Courier** \*



**Legendary Creature — Dog** B90

\*: Target creature with power 2 or less can't be blocked this turn. Play this ability only during combat.

Whenever a player plays a spell tap Fang, Inept Courier

*"A moment ago I could have said that I'd never seen anyone trip on their own drool puddle."*

2/2

Christian "Treat" Robertsen 2/45

**Ice Cube Conspiracy** 3\*\*\*



**Enchantment** B90

At the beginning up your upkeep put an ice counter on target permanent.

Permanents with an ice counter do not untap during their controller's untap step.

*"And so began the insidious overthrow of world government by penguins."*

Christian "Treat" Robertsen 3/45

**Penguin Rookery** \*\*\*



**Enchant Land** B90

Enchanted Land has '\*\*\*, ♣: Put a 1/1 white penguin creature token into play.'

If you control 10 or more penguins, all penguins you control get +2/+2.

Christian "Treat" Robertsen 4/45

**Polar Bear** 3\*\*\*



**Creature — Bear** B90

Phasing

Whenever Polar Bear phases out or leaves play tap target creature.

*"Before hibernating most polar bears filled up on penguins."*

5/5

Christian "Treat" Robertsen 5/45

**Whack-A-Mole** 1\*



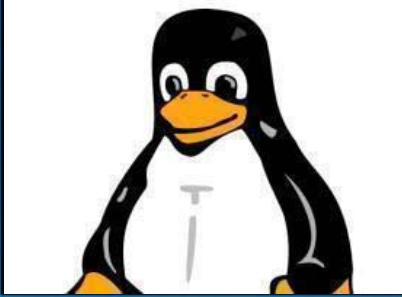
**Instant** B90

Counter target artifact or enchantment spell. Or counter target activated ability from an artifact or enchantment.

*"Whack em all"*

Christian "Treat" Robertsen 6/45

**Linux Penguin** 6



**Creature — Penguin** B90

When Linux Penguin comes into play gain control of target non-penguin creature.

*"Taking over the world one computer at a time."*

4/4

Christian "Treat" Robertsen 7/45

**Research Penguin** 3



**Creature — Penguin** B90

♣: Research Penguin gains flying until end of turn.

2 ♣: Research Penguin deals one damage to target creature. Play this ability only if research penguin damaged a player this turn.

2/2

Christian "Treat" Robertsen 8/45

**Return To Sender** 1



**Instant** B90

As an additional cost to play Return To Sender return a land you control to it's owner's hand.

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

*"What do you mean? How is 'North Pole' not a valid address?"*

Christian "Treat" Robertsen 9/45

**Spheniscidae Superiority** 3



**Enchantment** B90

When Spheniscidae Superiority comes into play put an ice counter on all tapped permanents.

Permanents with an ice counter don't untap during their controllers untap step.

Christian "Treat" Robertsen 10/45

**Swap Meet** 2



**Instant** B90

Chose a non-land permanent you control, target opponent choses a non-land permanent he or she controls. Exchange control of those permanents.

*"I'll trade you this industrial ice machine for an igloo made of chocolate."*

Christian "Treat" Robertsen 11/45

**Time Meddler** 2



**Creature — Human Scientist** B90

☞: Chose a step. Skip the next instance of that step on your turn. (choices are, untap, upkeep, draw, main, attack, end of turn)

1/3

Christian "Treat" Robertsen 12/45

**Dodo** 2



**Creature — Bird** B90

Dodo can't be the target of spells or abilities you control.

*"Plock plock"*

2/3

Christian "Treat" Robertsen 13/45

**Emperor Penguin** 4



**Creature — Penguin Bird** B90

☞: Put a -1/-1 or Ice Counter on target permanent.

*"All hail our most exquisitely dressed leader."*

3/3

Christian "Treat" Robertsen 14/45

**Overwhelming Force** 1



**Sorcery** B90

As an additional cost to play Overwhelming Force discard a card at random.

Destroy target creature.

Christian "Treat" Robertsen 15/45

**Penguin Ninja** 3



**Creature — Penguin** B90

Flanking  
Ninjutsu 1 ☞ (2 ☞, Return an unblocked attacker to hand: Put this into play from your hand tapped and attacking.)  
When Penguin Ninja deals combat damage to a player put a -1/-1 counter on target creature.

3/2

Christian "Treat" Robertsen 16/45

**Self-Flagellist** 1



**Creature — Human Nutjob** B90

When Self-Flagellist comes into play Self-Flagellist deals damage to itself equal to your life total.

6/6

Christian "Treat" Robertsen 17/45

**Venom Drip** 2



**Enchantment** B90

At the beginning of your upkeep Venom Drip deals 1 damage to target creature or player. Players damaged in this way receive a poison counter.

Christian "Treat" Robertsen 18/45

**Brawl** 4



**Sorcery** B90

Each creature in play deals one damage to each other creature.

*"It's just like Tetris. With your fists. And the other guy's face."*

Christian "Treat" Robertsen 19/45

**Double Agent** 2



**Creature — Human Spy** B90

2: Target opponent gains control of target permanent you control.

2/2

Christian "Treat" Robertsen 20/45

**Illiterate Polar Bear** 3



**Creature — Bear** B90

Illiterate Polar Bear can't block. If Illiterate Polar Bear would deal combat damage to a creature it deals half that much damage rounded up instead.

6/6

Christian "Treat" Robertsen 21/45

**Ire** 3



**Instant** B90

Ire deals 4 damage divided as you choose between two target creatures and/or players. (At least 1 damage must be assigned to each target).

Christian "Treat" Robertsen 22/45

**Suicide Bomber** 2



**Creature — Human Fucktard** B90

At the beginning of your upkeep you lose the game.

1: Target player loses 5 life.

*"You lose!"*

2/2

Christian "Treat" Robertsen 23/45

**Surprise Attack** 3



**Sorcery** B90

Until end of turn creatures you control get +1/+1 and can't be blocked except by two or more creatures.

*"In the epic war between penguins and polar bears, the penguins were the first to attack."*

Christian "Treat" Robertsen 24/45

**Chilly Willy** 1



**Legendary Creature — Penguin** B90

1, 1: Search your library for a basic land card and put it into your hand. Any player may pay 1 to prevent this.

*"I'm Cold."*

1/1

Christian "Treat" Robertsen 25/45

**Claw, Conspiracy Nut** 1



**Creature — Cat** B90

Claw, Conspiracy Nut can't be the target of abilities.

*"Effing aliens. Stay out of my mind! Say... have you heard about the governments new weapon, it's code name is ice-9. But be careful, they have ears everywhere."*

2/1

Christian "Treat" Robertsen 26/45

**Intellectually Challenged Ape** 1



**Creature — Ape** B90

If you would draw a card and you've already drawn a card this turn, instead skip that draw.

*"If I could talk, I'd say 'I love you Dan Diamant!'"*

3/3

Christian "Treat" Robertsen 27/45

**Interrupting Cow** 3



**Creature — Cow** B90

Whenever an opponent plays a spell put an argument counter on Interrupting Cow. Remove an argument counter from Interrupting Cow: counter target activated or triggered ability.

*"Knock Knock... who's there... "*

2/4

Christian "Treat" Robertsen 28/45

**Quinn, The Eskimo** 3



**Legendary Creature — Human** B90

When Quinn, The Eskimo comes into play put a +1/+1 counter on each other creature.

*"Ev'rybody's gonna jump for joy"*

2/2

Christian "Treat" Robertsen 29/45

**Renewable Resources**



**Enchantment** B90

Whenever a land comes into play under your control untap it.

*"I cut down trees, I wear high heels, suspenders and a bra. "*

Christian "Treat" Robertsen 30/45

**Liger**



**Creature — Liger** B90

First Strike  
Haste

*"...bred for it's skills in magic."*

2/2

Christian "Treat" Robertsen 31/45

**Pancake Head**



**Creature — Bunny** B90

Pancake Head can be played as an instant. Pancake Head may only be played when another spell is on the stack.

*"I have no idea what you're talking about. Here is a bunny with a pancake on his head. PANCAKED!!!"*

3/3

Christian "Treat" Robertsen 32/45

**Polar Bear Cub**



**Creature — Bear** B90

Unblockable  
All other non-penguin creatures have defender.

*"Only the penguins were not beguiled by the adorable polar bear cubs."*

1/1

Christian "Treat" Robertsen 33/45

**Slowly Going Insane**



**Enchantment** B90

At the beginning of your upkeep put an insanity counter on Slowly Going Insane. Then if there are an even number of counters on Slowly Going Insane draw that many cards. If there are an odd number of counters, discard that many cards.

*"If a chicken and a half lays a egg and half in a day and a half, how many hens to lay six eggs in six days?"*

Christian "Treat" Robertsen 34/45

**Unfair Treaty**



**Sorcery** B90

This game is a draw. You begin the next game with 8 cards and 25 life. Opponents begin with 6 cards and 15 life. *(Whoever chose to play or draw for this game choses for the next).*

Christian "Treat" Robertsen 35/45

**haXored by 1337 Penguins!!!**



**§orc3ry — pwn4g3** B90

Put a -1/-1 counter on each creature controlled by an opponent.

Christian "Treat" Robertsen 36/45

**Flowers of Knowledge** 1



**Artifact** B90

Flowers of Knowledge comes into play with three petal counters.

☹, Remove a petal counter from Flowers of Knowledge: Add one mana of any color to your mana pool.

Christian "Treat" Robertsen 37/45

**Pandora's Box** 3



**Artifact** B90

At the beginning of your upkeep put a curiosity counter on Pandora's Box.

At the beginning of each players upkeep, he or she pays 1 for each curiosity counter on Pandora's Box, or sacrifice Pandora's Box and put two -1/-1 counters on each creature that player controls.

Christian "Treat" Robertsen 38/45

**Q-Ray Ionized Bracelet** 3



**Artifact — Equipment** B90

Equip 3 or \$99.95

You may equip opponents creatures with Q-Ray Ionized Bracelet.

Equiped Creature gets +1/-1, can't block, bushido 1 and is retarded.

*"So you think you feel better, but actually you're just 4 ounces heavier and snag more easily on fishing tackle."*

Christian "Treat" Robertsen 39/45

**UFO** 4



**Artifact Creature — Alien** B90

Flying

UFO can't be blocked.

UFO can't be the target of spells or abilities.

2/2

Christian "Treat" Robertsen 40/45

**Crop Circle**



**Land** B90

When Crop Circle comes into play return a creature you control to your hand.

Crop Circle comes into play tapped.

☹: Add 2 mana to your mana pool.

Christian "Treat" Robertsen 41/45

**Decimated Wastes**



**Land** B90

☹: 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

**The North Pole**



**Legendary Land** B90

☹: Add 1 to your mana pool.

1, ☹: Remove a counter of your choice from target permanant.

*"On one side were the polar bears with their allies, the orca whales."*

Christian "Treat" Robertsen 43/45

**The South Pole**



**Legendary Land** B90

☹: Add 1 to your mana pool.

3, ☹: Put a counter with a name of your choice on target permanant. You may not add power or toughness changing counters in this way.

*"On the other side the insidious penguins."*

Christian "Treat" Robertsen 44/45

**Valley of the Pure**



**Land** B90

At the beginning of your combat phase tap Valley of the Pure and empty your mana pool.

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

Christian "Treat" Robertsen 45/45