

Badass Unicorn 5*



Creature — Unicorn B90

Flying
Prevent all damage that would be dealt to Badass Unicorn by creatures with power greater than 2.
Prevent all damage Badass Unicorn would deal to creatures with toughness 1.

5/3

Dan Diamant 1/45

Focus 2*



Enchantment B90

Spells you play cost 2 less to play.
You may only play one spell per turn.

Dan Diamant 2/45

Freeze Out 2**



Sorcery B90

Until end of turn, target opponent may not cast spells, play activated abilities, or block.

Dan Diamant 3/45

Martyrdom's End 2*



Enchantment B90

Draw a card when Martyrdom's End comes into play.
Permanents cannot be sacrificed for any cost or effect.

Dan Diamant 4/45

Parrot Centerfold 3*



Creature — Bird Model B90

Flying
1: Parrot Centerfold loses flying until end of turn.
2: All creatures able to block Parrot Centerfold do so this turn.

2/2

Dan Diamant 5/45

Unwelcome Constable 1*



Creature — Pig B90

When Unwelcome Constable comes into play, destroy target non-aura enchantment.
"Party's over!"

2/2

Dan Diamant 6/45

Flying Foxxx 3



Creature — Bird Fox Warrior B90

Flying
Auras may be played on Flying Foxxx without paying their mana cost.

2/2

Dan Diamant 7/45

Ray of Confusion X



Instant B90

Tap X permanents.

Dan Diamant 8/45

Shark of Some Kind 5



Creature — Shark B90

Shark of Some Kind attacks each turn if able.
2: Untap Shark of Some Kind.

7/4

Dan Diamant 9/45

Sneaky Froggg 



Creature — Frog Warrior **B30**

Sneaky Froggg cannot be blocked.
Auras may be played on Sneaky Froggg without paying their mana cost.

1/1

Dan Diamant 10/45

Swirling Energy  



Enchantment **B30**

1: Add 1 mana of any color to your mana pool.
Sacrifice Swirling Energy: Add 2 mana of any combination of colors to your mana pool.

Dan Diamant 11/45

Ubercuriosity   



Enchantment — Aura **B30**

Enchant creature
Whenever enchanted creature deals damage to an opponent, draw cards equal to the amount of damage dealt.

Dan Diamant 12/45

Amateur Graverobber   



Creature — Human Wizard **B30**

: Remove a creature in your graveyard from the game: put a 1/1 black Skeleton creature token into play.

2/1

Dan Diamant 13/45

Dark Wave   



Creature — Demon **B30**

Fear
Attacker (*This creature can't block.*)

8/4

Dan Diamant 14/45

Halitosix  



Creature — Imp **B30**

Flying
Whenever Halitosix attacks and isn't blocked, defending player loses 2 life.

0/2

Dan Diamant 15/45

Killjoy   



Sorcery **B30**

Destroy target non-artifact creature or talent.

Dan Diamant 16/45

Noxious Swamp Dweller   



Creature — Troll **B30**

: Regenerate.
When Noxious Swamp Dweller comes into play, each player loses 2 life.
During your upkeep, lose 1 life.
Whenever Noxious Swamp Dweller attacks, all opponents lose 1 life.

3/3

Dan Diamant 17/45

Sadistic Link  



Enchantment — Aura **B30**

Enchant creature
If enchanted creature is dealt damage, draw a card.

Dan Diamant 18/45

Hope This Works 3 2 2



Enchantment B90

As Hope This Works comes into play, remove your library, graveyard, hand, and all permanents you control from the game. When Hope This Works comes into play, put an 0/1 red Human Gamer creature token into play. When a permanent you control is put into a graveyard from play, you lose the game. Your life total becomes 1. Creatures cannot attack you. At the beginning of your upkeep, you win the game.

Dan Diamant 19/45

Indiscriminate Pyromaniac 1 2



Creature — Human Townsfolk B90

When Indiscriminate Pyromaniac comes into play, it deals 2 damage to a creature or player of opponent's choice.

Protection from Red.

3/2

Dan Diamant 20/45

Lightning Welp 1 2



Instant B90

Put a 3/1 red Elemental token creature with haste in to play. Sacrifice it at end of turn.

Dan Diamant 21/45

Magmic Virtuosity 1 2 2



Enchantment B90

Whenever you play a Sorcery or Instant spell, Magmic Virtuosity deals 1 damage to target creature or player.

Dan Diamant 22/45

Totally Rad Fire Dragon 5 2



Creature — Dragon B90

Flying

Totally Rad Fire Dragon cannot attack alone.

"Can I be your friend?" - Some Kid

6/6

Dan Diamant 23/45

Fragile Earth 1



Enchantment B90

When Fragile Earth comes into play, search your library for a basic land and put it into play tapped. Then shuffle your library.

If Fragile Earth leaves play, sacrifice a land.

Dan Diamant 24/45

Jump Out of Tree 4 2 2



Instant B90

Search your library for a creature card and put it into play. Then shuffle your library.

Dan Diamant 25/45

Plummeting Rhinoceros 5 2



Creature — Beast B90

Trample

You may play Plummeting Rhinoceros any time you could play an instant.

You may not play Plummeting Rhinoceros during your main phase.

If Plummeting Rhinoceros is in your hand and you control 6 or more untapped lands at the end of your turn, you must hum or whistle in a suspicious manner for no fewer than 5 seconds. If you do not do this, you lose the game.

5/5

Dan Diamant 26/45

Rainbogeddon 2 2 2



Sorcery B90

Destroy target colorless permanent.

Dan Diamant 27/45

Tree People 2



Creature — Human Colony B90

Defender (*This creature can't attack.*)
 When Tree People blocks, put a +1/+1 counter on it.
 If Tree People's power is ever 4 or greater, it loses Defender and gains Trample.

0/3

Dan Diamant 28/45

Dove of Peace 2



Creature — Bird B90

Flying
 When Dove of Peace comes into play, destroy target green or black creature.

2/1

Dan Diamant 29/45

Forbidden Power 1



Enchantment — Aura B90

Enchant creature
 Enchanted creature cannot be the target of spells or effects.
 Prevent all combat damage that would be dealt to enchanted creature.

0/0

Cameron Loewen 30/45

It Doesn't Work 2



Sorcery B90

Deal 1 damage to target creature or player, or destroy target enchantment, or target player draws a card.

Dan Diamant 31/45

Liontauress Summoner 1



Creature — Cat Centaur Shaman B90

First Strike
 Whenever Liontauress Summoner deals combat damage to a player, you may put a creature with converted mana cost 3 or less from your hand into play.

2/2

Dan Diamant 32/45

Lycanthropy 2



Enchantment — Aura B90

Enchant creature
 ♠: Enchanted creature gets +2/+0 until end of turn.
 ♣: Regenerate

Dan Diamant 33/45

Smoking Hot Cat Lady 2



Legendary Creature — Cat Warrior B90

Forestwalk
 When Smoking Hot Cat Lady attacks, gain control of target creature until end of turn.

Mirri looks like a Scarwood Hag compared to her.

2/3

Dan Diamant 34/45

The Honorless 2



Creature — Human Warriors B90

First Strike, Haste.
 8 or 2 ♠ ♣ ♡ ♢: untap The Honorless and gain control of it. Any player may play this ability.

5/4

Dan Diamant 35/45

Beautiful



Talent B90

3: Creatures opponent controls must attack this turn if able.

Dan Diamant 36/45

Dwarven Beard Trimmer 6



Artifact B90

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

Dan Diamant 37/45

Fast




Talent B90

Pay 4 life: put a land from your hand into play.

Dan Diamant 38/45

Iron Fist 1



Artifact — Equipment B90

Equip 4

Whenever a creature blocks or is blocked by equipped creature, return that creature to its owner's hand.

To the moon!

Dan Diamant 39/45

Mean



Talent B90

7, sacrifice a land: Mean deals 2 damage to target creature or player.

Dan Diamant 40/45

Platinum Golem 4



Artifact Creature — Golem B90

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

8: Destroy Platinum Golem. Any player may play this ability.

4/4

Dan Diamant 41/45

Smart



Talent B90

Your starting and maximum hand size is 8 cards.

Dan Diamant 42/45

Strong



Talent B90

6: Target creature gains +2/+2 until end of turn.

Dan Diamant 43/45

Magic Mountain



Legendary Land B90

Whenever you cast a creature spell, sacrifice Magic Mountain.

☾: Add 2 mana of any combination of colors to your mana pool.

Dan Diamant 44/45

Trojan Field



Land B90

Trojan Field comes into play tapped.

☾: Add 1 to your mana pool.

When Trojan Field comes into play, exchange control of it with target land an opponent controls.

Dan Diamant 45/45