

Auramantic Conjurer 2*



Creature — Human Cleric

2**, ☾: Shuffle your library, then reveal the top card of your library until you reveal an enchantment card. You may remove cards in your graveyard from the game equal to the converted mana cost of that card. If you do, put that card into your hand. If you don't, put that card into your graveyard. Shuffle all other revealed cards and put them on the bottom of your library.

2/2

Eric Reasoner 1/45

Give Chase 2*



Instant

Target creature you control not already blocking gets +1/+1 until end of turn and is now blocking target unblocked attacking creature.

Eric Reasoner 2/45

Holy Guardian 3***



Creature — Avatar

Defender (*This creature can't attack.*)
Protection from all colors.
When Holy Guardian blocks, all other creatures you control must block if able.

5/6

Eric Reasoner 3/45

Mender Spellshaper **



Creature — Human Spellshaper

1*, ☾, Discard a card from your hand: Prevent the next 4 damage that would be dealt to target creature or player this turn.

1/2

Eric Reasoner 4/45

Protectorate Mage *



Creature — Human Spellshaper

2*, ☾, Discard X cards from your hand: X target creatures gain protection from the color of your choice until the end of the turn.

1/2

Eric Reasoner 5/45

Trifling Boon 0



Instant

Play this spell only if you control a Plains. This spell is white.
Choose one— Prevent the next 1 damage that would be dealt to target creature this turn; or gain 3 life.

Eric Reasoner 6/45

Breezbond Spellshaper 2



Creature — Human Spellshaper

1, ♠, ♣, ☾, Discard X cards from your hand: X target creatures gain flying and can't be the target of spells or abilities this turn.

2/2

Eric Reasoner 7/45

Counterspell 2.0 1



Instant

Counter target spell.

How hard is that?!?

Eric Reasoner 8/45

Discovered Treasures 3



Instant

If you have exactly 2 cards in your hand, draw 5 cards, then discard 4 cards.

Eric Reasoner 9/45

Mindshaper 2



Creature — Human Spellshaper E50

3, Discard a card from your hand: Draw 2 cards.

1/2

Eric Reasoner 10/45

The Big Sleep 4



Sorcery E50

Return all tapped creatures to their owners' hands.

Eric Reasoner 11/45

Tolarian Concocter 2



Creature — Human Wizard E50

2, : Shuffle your library, then reveal the top card of your library until you reveal an instant card. You may remove cards in your graveyard from the game equal to the converted mana cost of that card. If you do, put that card into your hand. If you don't, put that card into your graveyard. Shuffle all other revealed cards and put them on the bottom of your library.

2/2

Eric Reasoner 12/45

Death Swap 3



Sorcery E50

Destroy target creature an opponent controls. Then return a creature card from that player's graveyard to play under his or her control.

Eric Reasoner 13/45

Faceless Serial Killer 2



Creature — Spirit Spellshaper E50

3, Discard X cards from your hand: Destroy X target creatures.

1/1

Eric Reasoner 14/45

Ghostly Visitors 3



Enchantment E50

When Ghostly Visitors comes into play, put a 3/3 black Spirit token into play. Whenever a Spirit token is removed from play, put a depletion counter on Ghostly Visitors and put a 3/3 black Spirit token into play. If there are two or more depletion counters on Ghostly Visitors, sacrifice it.

Eric Reasoner 15/45

Krovikan Schemer 2



Creature — Human Wizard E50

2, : Shuffle your library, then reveal the top 4 cards. Choose a non-land card. You may remove cards in your graveyard from the game equal to the converted mana cost of the chosen card. If you do, put that card into your hand. If you don't, put that card into your graveyard. Put all other revealed cards into your graveyard.

2/2

Eric Reasoner 16/45

Mindflyer 2



Creature — Human Spellshaper E50

2, Discard a card from your hand: Search target player's library for a non-basic land card. Remove that card from the game. Then that player reveals his or her hand and discards all copies of that card. Play this ability only any time you could play a sorcery.

2/2

Eric Reasoner 17/45

Slaughtress 2



Creature — Demon E50

: Slaughtress gains flying until end of turn. Whenever Slaughtress deals combat damage to a player, you may put a -1/-1 counter on target creature that player controls.

2/3

Eric Reasoner 18/45

Chaotic Conjurer

Creature — Human Shaman

2 : Shuffle your library, then reveal the top card of your library until you reveal a sorcery card. You may remove cards in your graveyard from the game equal to the converted mana cost of that card. If you do, put that card into your hand. If you don't, put that card into your graveyard. Shuffle all other revealed cards and put them on the bottom of your library.

2/2

Eric Reasoner 19/45

Flamebond Spellshaper

Creature — Human Spellshaper

1 : Discard any number of cards from your hand: Flamebond Spellshaper deals 2 damage to target creature for each card discarded in this way.

2/1

Eric Reasoner 20/45

Gang-up

Sorcery

Target creature is dealt 1 damage by each creature you control.

Eric Reasoner 21/45

Ronin's Favorite

Enchantment — Aura

Enchant Creature

Enchanted creature gains Bushido 1; and gains : this creature gets +1/-1 until end of turn.

Pay 1 life: Return Ronin's Favorite to owner's hand.

Eric Reasoner 22/45

Smasher Spellshaper

Creature — Human Spellshaper

1 : Discard a card from your hand: Destroy target artifact. Smasher Spellshaper deals damage equal to that artifact's converted mana cost to its controller.

2/3

Eric Reasoner 23/45

Smoldering Temper

Enchantment

Smoldering Temper is indestructible.

Whenever a creature you control is put into a graveyard from play, put an anger counter on Smoldering Temper.

At the beginning of your upkeep, Smoldering Temper deals damage to target player equal to the number of anger counters on it.

Eric Reasoner 24/45

Forcebond Centaur

Creature — Centaur Spellshaper

: Discard X cards from your hand: X target creatures get +2/+2 until end of turn.

2/2

Eric Reasoner 25/45

Llanowar Recruiter

Creature — Human Druid Soldier

When Llanowar Recruiter comes into play, search your library and reveal up to three green creature cards. If you reveal exactly 3 creature cards, put one into play, one into your hand and one into your graveyard. Shuffle your library.

2/2

Eric Reasoner 26/45

Rainbow Maker

Creature — Elf Spellshaper

: Discard a card from your hand: Add 3 mana of any one color to your mana pool.

0/1

Eric Reasoner 27/45

Save the Babies 1 



Sorcery B30

Return any number of target creature cards in your graveyard to your hand. You can't choose more than the number of black instants and sorceries in opponents' graveyards.

Eric Reasoner 28/45

Soulcaller 2 



Creature — Elf Shaman B30

2                                          

Tainted-Blood Draco 3 2 *



Creature — Viashino Dragon Human 1 3 0

* *: Tainted-Blood Draco gains flying until end of turn.
 * *: Tainted-Blood Draco deals 1 damage to target creature blocking or blocked by Tainted-Blood Draco.

4/3

Eric Reasoner 37/45

Transform the Aether 3 4 0



Sorcery 1 3 0

Search your library for any number of creature cards and remove them from the game, then shuffle your library. For each card removed this way, return an instant or sorcery card from your graveyard to your hand and lose 1 life, then remove all instants and sorceries in your graveyard from the game. Remove Transform the Aether from the game.

Eric Reasoner 38/45

Treacherous Voyages 2 0 0 *



Sorcery 1 3 0

Search your library for up to 5 creature cards and remove them from the game. If you removed 5 cards in this way, search your library for up to 5 basic land cards. Put those cards into play tapped. Shuffle your library.

Eric Reasoner 39/45

Up, Up and Away 3 * 0 0



Sorcery 1 3 0

Target player returns 2 creatures he or she controls to their owners' hand, then removes a creature he or she controls from the game.

Eric Reasoner 40/45

Vodalian Exile 0 0 4



Creature — Merfolk Beast 1 3 0

When Vodalian Exile is put into a graveyard from play, choose one— Search your library for a land card and put it into play tapped, then shuffle your library; or draw two cards then discard a card; or add 3 mana of any one color to your mana pool.

2/2

Eric Reasoner 41/45

Aether Converter 4



Artifact 1 3 0

*: Search your library for a creature card and remove it from the game, then shuffle your library. If you removed a card in this way add 2 mana of any one color to your mana pool.

Eric Reasoner 42/45

Avenging Banner 4



Artifact 1 3 0

You may play Avenging Banner anytime you could play an instant. Avenging Banner comes into play with one force counter for each creature put into your graveyard from play this turn. Creatures you control get +1/+1 for each force counter on Avenging Banner.

Eric Reasoner 43/45

Heavy Hitter 2

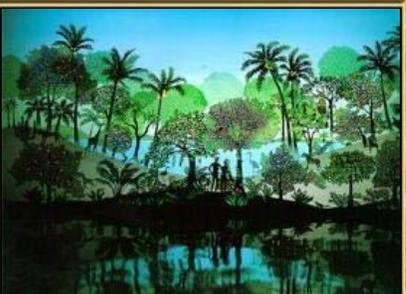


Artifact — Equipment 1 3 0

Equip 3
 Equipped creature gets +6/+0.
 Heavy Hitter may only be attached to a creature without flying.
 All creatures blocking or blocked by equipped creature gain first strike until end of turn.

Eric Reasoner 44/45

Eden



Legendary Land 1 3 0

Eden comes into play tapped. When Eden comes into play, remove two cards in your hand from the game or sacrifice Eden.
 *: Add 2 mana of any one color to your mana pool.

Eric Reasoner 45/45