

**Careful Cadet** \*\*



**Creature — Soldier** E30

Vigilance  
When Careful Cadet is turned face up, put a +1/+1 counter on it.  
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.)

**2/2**

Matt Ruhlen 1/45

**Sigil of the Guardian** 1\*



**Instant** E30

Prevent the next 1 damage dealt to you this turn and the first 1 damage dealt to you on each of the next three turns.  
Draw a card.

Matt Ruhlen 2/45

**Staunch Angel** 5\*\*\*



**Creature — Angel** E30

Flying, Protection from Red, Protection from Black, Vigilance  
When Staunch Angel is turned face up, target creature gains protection from chosen color until end of turn.  
Morph 4\*\*\*

**4/4**

Matt Ruhlen 3/45

**Zofo's Purge** 3\*\*\*



**Sorcery** E30

Destroy all creatures with no +1/+1 counters on them.

Matt Ruhlen 4/45

**Dimensional Diversion** 2



**Instant** E30

Kicker 1  
Counter target spell.  
If you paid the kicker cost remove the spell from the game instead if it was a creature spell. You may play spells removed from the game by Dimensional Diversion as if they were in your hand. (This effect does not end at the end of the turn.)

Matt Ruhlen 5/45

**Emergent Flock** 1



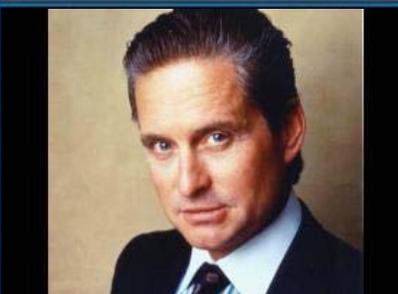
**Creature — Bird** E30

Flying  
When Emergent Flock is turned face up, put a +1/+1 counter on it.  
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.)

**1/1**

Matt Ruhlen 6/45

**Power Grab** 2



**Sorcery** E30

Gain control of target nonland permanent with converted mana cost 3 or less.

Matt Ruhlen 7/45

**Thieving Dragon** 5



**Creature — Dragon** E30

Flying  
Whenever Thieving Dragon deals combat damage to a player, draw a card.  
When Thieving Dragon is turned face up, target creature can't be the target of spells or abilities until end of turn.  
Morph 4

**4/4**

Matt Ruhlen 8/45

**Jofo's Nightmare** 5



**Creature — Horror** E30

Swampwalk  
: All creatures get -1/-1 until end of turn.  
When Jofo's Nightmare is turned face up, destroy target nonblack, nonartifact creature.  
Morph 4

**5/3**

Matt Ruhlen 9/45

**Lurking Dead** 1

**Creature — Zombie**

Fear

When Lurking Dead is turned face up, put a +1/+1 counter on it.

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.)

Matt Ruhlen 10/45

**Necroshredder** 3

**Sorcery**

As an additional cost to play Necroshredder, sacrifice any number of creatures.

Choose one - Gain life equal to the combined toughness of the sacrificed creatures; or put target creature with a converted mana cost less than or equal to the combined power of the sacrificed creatures from any graveyard into play under your control.

Entwine 3

Matt Ruhlen 11/45

**Pay the Price** 2

**Instant**

Target opponent sacrifices target creature they control.

That creature's owner may choose another creature in their graveyard, put that creature into play under their control.

Matt Ruhlen 12/45

**Ember Flare Up** 1

**Instant**

Kicker X 1

Ember Flare Up deals 2 damage to target creature or player. If you paid the kicker cost, Ember Flare Up deals X damage to another target creature.

Matt Ruhlen 13/45

**Horn of Rage** 2

**Sorcery**

Put two 2/2 red Barbarian tokens with haste into play.

Matt Ruhlen 14/45

**Incendius** 5

**Creature — Dragon**

Flying, Haste

Sacrifice Incendius: Incendius deals 6 damage to target creature.

When Incendius is turned face up, Incendius deals 2 damage to each creature without flying.

Morph 4

5/3

Matt Ruhlen 15/45

**Lava Surfer** 2

**Creature — Barbarian**

Haste

When Lava Surfer is turned face up, put a +1/+1 counter on it.

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.)

2/1

Matt Ruhlen 16/45

**Cycle of Life 2: The Revenge** 3

**Instant**

If target creature you control leaves play this turn, distribute X +1/+1 counters as you choose among creatures you control where X is that creature's power.

Matt Ruhlen 17/45

**Forgotten Oak** 5

**Creature — Treefolk**

Trample

: Regenerate Forgotten Oak.

When Forgotten Oak is turned face up, put a +1/+1 counter on up to two different target creatures.

Morph 4

5/5

Matt Ruhlen 18/45

**Teeny Tusker** 1



**Creature — Beast** E30

When Teeny Tusker is turned face up, put a +1/+1 counter on it.

Morph 1

**2/2**

Matt Rublen 19/45

**Transmutify** 3



**Sorcery** E30

Destroy target artifact or enchantment. Gain life equal to its converted mana cost.

Matt Rublen 20/45

**Blood and Ichor** 2



**Instant** E30

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

Blood and Ichor deals 1 damage to target creature.

Matt Rublen 21/45

**Fury and Redemption** 2



**Instant** E30

As an additional cost to play Fury and Redemption sacrifice a creature.

Fury and Redemption deals 3 damage to target creature/player.

Regenerate target creature.

Matt Rublen 22/45

**Sneaky and Underhanded** 2



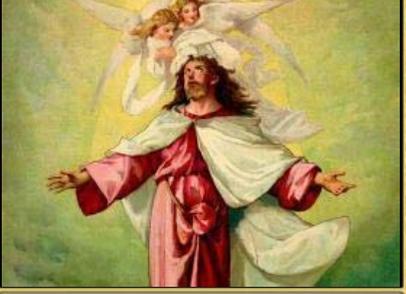
**Instant** E30

Target creature is unblockable until end of turn.

Whenever target creature deals damage to a creature this turn destroy that creature.

Matt Rublen 23/45

**Strength and Salvation** 2



**Instant** E30

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

Prevent the next 2 damage dealt to target creature this turn, for each damage prevented this way put a +1/+1 counter on that creature.

Matt Rublen 24/45

**Valor and Spirit** 2



**Instant** E30

Target creature gains flying until end of turn.

Target creature gains first-strike until end of turn.

Draw a card.

Matt Rublen 25/45

**Blanched Golem** 6



**Artifact Creature — Golem** E30

Blanched Golem's mana cost can't be paid with \*.

\*\* : Blanched Golem gains flying and "Whenever this creature deals damage, you gain that much life" until end of turn. This ability may only be played once each turn.

**4/4**

Matt Rublen 26/45

**Broiled Golem** 6



**Artifact Creature — Golem** E30

Broiled Golem's mana cost can't be paid with .

: Broiled Golem gains flying and haste until end of turn.

**4/4**

Matt Rublen 27/45

**Lesser Blanched Golem** 3



Artifact Creature — Golem

Lesser Blanched Golem's mana cost can't be paid with \*.

\*: Lesser Blanched Golem gains vigilance and first strike until end of turn.

2/2

Matt Rubien 28/45

**Lesser Broiled Golem** 3



Artifact Creature — Golem

Lesser Broiled Golem's mana cost can't be paid with ♠.

♠: Lesser Broiled Golem gains haste and 'Sacrifice Lesser Broiled Golem: Lesser Broiled Golem deals 1 damage to target creature or player' until end of turn.

2/2

Matt Rubien 29/45

**Lesser Moss Golem** 3



Artifact Creature — Golem

Lesser Moss Golem's mana cost can't be paid with ♣.

♣: Lesser Moss Golem gains +1/+1 and trample until end of turn. This ability may only be played once each turn.

Matt Rubien 30/45

**Lesser Night Golem** 3



Artifact Creature — Golem

Lesser Night Golem's mana cost can't be paid with ♠.

♠: Lesser Night Golem gains fear and swampwalk until end of turn.

2/2

Matt Rubien 31/45

**Lesser Snowman** 3



Artifact Creature — Golem

Lesser Snowman's mana cost can't be paid with ♠.

1 ♠: Lesser Snowman gains flying and can't be the target of spells or abilities until end of turn.

2/2

Matt Rubien 32/45

**Moss Golem** 6



Artifact Creature — Golem

Moss Golem's mana cost can't be paid with ♣.

♣♣: All creatures able to block Moss Golem this turn do so. Whenever Moss Golem deals combat damage to a creature this turn, destroy that creature at end of combat. This ability may only be played once each turn.

4/4

Matt Rubien 33/45

**Night Golem** 6



Artifact Creature — Golem

Night Golem's mana cost can't be paid with ♠.

♠♠♠, ♣: Destroy target creature.

4/4

Matt Rubien 34/45

**Snowman** 6



Artifact Creature — Golem

Snowman's mana cost can't be paid with ♠.

♠♠, ♣: Draw 2 cards.

4/4

Matt Rubien 35/45

**Washed-Out Pendant** 1



Artifact

Washed-Out Pendant comes into play tapped.

♣: Add 1 to your mana pool.

Matt Rubien 36/45

**Zofo's Disk** 3



**Artifact**

Zofo's Disk comes into play tapped.

1, ♣, Sacrifice Zofo's Disk: Destroy all nonland, noncreature permanents. Remove all creatures from the game. At end of turn, return those cards to play under their owners' control.

Matt Ruhlen 37/45

**Zofo's Mighty Shield** 4



**Artifact — Equipment**

Equipped creature gets +1/+2 and has protection from creatures.

Equip 3

Matt Ruhlen 38/45

**Zofo's Pick Me Up** 4



**Artifact**

2, ♣: Put a +1/+1 counter on target creature.

*You might not think a pick-me-up would cost so much, but then you've probably never been to Vegas.*

Matt Ruhlen 39/45

**Zofo's Ruby Slippers** 2



**Artifact — Equipment**

Unattach Zofo's Ruby Slippers: Return creature most recently equipped by Zofo's Ruby Slippers to its owner's hand.

Equip 3

*Zofo is very fond of a folk tale about a girl who used her Ruby Slippers to travel the dimensions and return home.*

Matt Ruhlen 40/45

**Battlefield Wood Shed**



**Land — Lair**

Battlefield Wood Shed comes into play tapped.

When Battlefield Wood Shed comes into play, return a land you control to its owners hand.

♣: Add ♣ or \* to your mana pool.

1 ♣, ♣, Discard a card: Target creature gets +2/+2 until end of turn..

Matt Ruhlen 41/45

**Bogg Wood Furnace**



**Land — Lair**

Bogg Wood Furnace comes into play tapped.

When Bogg Wood Furnace comes into play, return a land you control to its owners hand.

♣: Add ♣ or ♠ to your mana pool.

1 ♠, ♣, Discard a card: Deal 2 damage to target player.

Matt Ruhlen 42/45

**Coral Plains**



**Land — Lair**

Coral Plains comes into play tapped.

When Coral Plains comes into play, return a land you control to its owners hand.

♣: Add ♣ or ♠ to your mana pool.

2 \*, ♣, Discard a card: Put a 2/2 white soldier token into play under your control.

Matt Ruhlen 43/45

**Hot Spring Bogg**



**Land — Lair**

Hot Spring Bogg comes into play tapped.

When Hot Spring Bogg comes into play, return a land you control to its owners hand.

♣: Add ♠ or ♣ to your mana pool.

2 ♣, ♣, Discard a card: Target creature gets -2/-2 until end of turn..

Matt Ruhlen 44/45

**Oilfield Water Pump**



**Land — Lair**

Oilfield Water Pump comes into play tapped.

When Oilfield Water Pump comes into play, return a land you control to its owners hand.

♣: Add \* or ♣ to your mana pool.

1 ♠, ♣, Discard a card: Look at the top two cards of your library, put one of them in your hand and the other on the bottom of your library.

Matt Ruhlen 45/45