

Archrival 3*



Creature — Human Warrior **Eggo**

Flying (*This creature can't be blocked except by creatures with flying.*)

When Archrival comes into play choose a card designer.

Archrival has protection from cards designed by the chosen designer.

2/3

Ricky Boyes 1/45

Mystic Janitor 2*



Creature — Human Townsfolk **Eggo**

Sacrifice an artifact or enchantment: Destroy target artifact or enchantment.

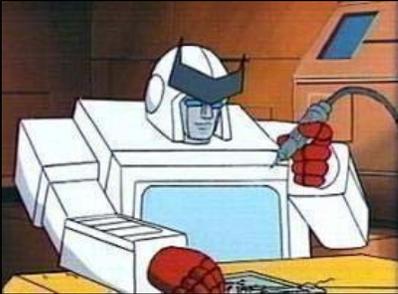
"Great! How would you like to do it every day?" - George

"Yeah! That would be neat... Oh, wait a minute - do I still get to be the janitor?" - Stanley

1/4

Ricky Boyes 2/45

Ratchet's Ingenuity *



Instant **Eggo**

Regenerate target permanent.

"You break it, I'll remake it."

Ricky Boyes 3/45

Spiritual Sentry 3*



Enchantment **Eggo**

Prevent the first 2 damage that would be dealt to you each turn.

Morph 2* (*You may play this face down as a 2/2 creature for 3. Turn it face up at any time for its morph cost.*)

Ricky Boyes 4/45

Illusionary Trendsetter 4



Creature — Illusion **Eggo**

As Illusionary Trendsetter comes into play choose a creature in play and a creature type. Illusionary Trendsetter has the chosen creature type.

All creatures of the chosen type are copies of the chosen creature except they keep their own name and any types they already had.

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Ricky Boyes 5/45

Looting Impostors 2



Creature — Human Rogue **Eggo**

Flying (*This creature can't be blocked except by creatures with flying.*)

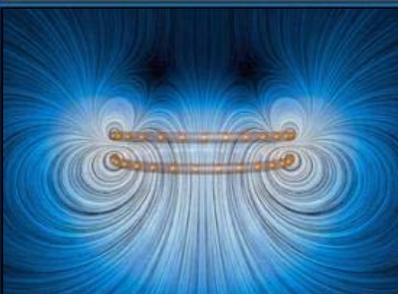
When Looting Impostors attacks discard a card.

When Looting Impostors deals combat damage to a player draw a card.

2/2

Ricky Boyes 6/45

Repellant Force 2



Instant **Eggo**

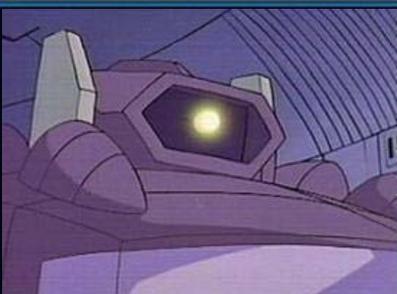
Return target permanent to its owners hand.

When Repellant Force is turned face up put Repellant Force on the stack.

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.)

Ricky Boyes 7/45

Shockwave's Analysis X



Instant **Eggo**

Look at the top X+X cards of your deck. Remove any of those cards from the game and put the rest back in the same order.

Ricky Boyes 8/45

Lurking Parasite 2



Enchantment — Aura **Eggo**

Enchant Creature

Enchanted creature gets -2/-2

When Lurking Parasite is turned face up attach Lurking Parasite to target creature.

Morph 3 (You may play this face down as a 2/2 creature for 3. Turn it face up at any time for its morph cost.)

Ricky Boyes 9/45

Own the Night X

Sorcery

Spend only black mana on X.
Remove X target cards in graveyards from the game.
Own the Night deals X damage to target creature, you gain X life.

2/2

Ricky Boyes 10/45

Street-cred Elemental 3

Creature — Elemental

When Street-cred Elemental comes into play target opponent reveals his or her hand. Choose a card from it. That player discards that card.

"Hey, that's not the wallet inspector"
-Homer Simpson

3/2

Ricky Boyes 11/45

Unicron's Dominance 1

Instant

While target spell is resolving you control all actions for that spell's controller. That player doesn't take mana burn this turn.

Ricky Boyes 12/45

Lava Spiker

Creature — Goblin Warrior

Sacrifice Lava Spiker: Lava Spiker deals 2 damage to target player.

"No, I can't fly, these wings suck"

1/1

Ricky Boyes 13/45

Sentient Flames 5

Instant

Sentient Flames deals 4 damage to target creature or player.
When Sentient Flames is turned face up put Sentient Flames on the stack.
Morph 4 (You may play this face down as a 2/2 creature for 3. Turn it face up at any time for its morph cost.)

Ricky Boyes 14/45

Starscream's Insolence

Instant

Counter target instant spell.

"Either you're lying, or you're stupid!" - Megatron
"I'm stupid! I'm stupid!" - Starscream

Ricky Boyes 15/45

Unbuild 2

Sorcery

Destroy target nonbasic land.
Cycling (Discard this card from your hand: Draw a card.)

2/2

Ricky Boyes 16/45

Feral Guardian 3

Creature — Beast Elemental

Sacrifice all permanents you control, discard your hand: Search your library for Feral Guardian and put it into play. Play this ability only while Feral Guardian is in your library and only when you could play a sorcery.

3/4

Ricky Boyes 17/45

Grimlock's Strategy 1

Instant

Play only during combat before damage is assigned.
Target nonattacking creature attacking player controls becomes tapped and attacking. Defending player may choose any number of creatures that can block that creature, those creatures become blocking that creature.

Ricky Boyes 18/45

Grizzly Armor 1 



Enchantment — Aura 1 

Enchant Creature
 Enchanted creature gets +2/+2
 When Grizzly Armor is turned face up attach Grizzly Armor to target creature.
 Morph 3  (You may play this face down as a 2/2 creature for 3. Turn it face up at any time for its morph cost.)

Ricky Boyes 19/45

Suprise Spider 2 



Creature — Spider 1 

Suprise Spider can block as though it had flying.
 When Suprise Spider is turned face up sacrifice it unless you control a forest.
 Morph 0 (You may play this face down as a 2/2 creature for 3. Turn it face up at any time for its morph cost.)

2/3

Ricky Boyes 20/45

Aggressive Scout 2  2 



Creature — Human Rogue 1 

  : Tap target creature. Aggressive Scout deals 2 damage to that creature.

2/2

Ricky Boyes 21/45

Appropriate 1   

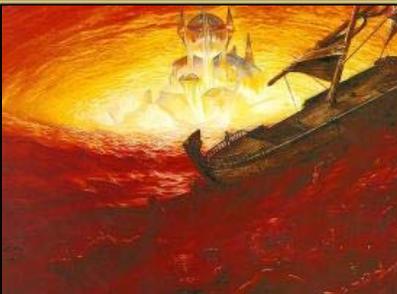


Sorcery 1 

Gain control of all artifacts and enchantments.
"I replaced your stupid apple." - Meghan
"With a tub of "I Can't Believe It's Not Butter?" - Felicity
"It tastes so much like butter". - Meghan

Ricky Boyes 22/45

Awesomeclasm 1  



Sorcery 1 

Up to one target creature gets +2/+2 until end of turn.
 Awesomeclasm deals 2 damage to each creature.

Ricky Boyes 23/45

Captain Carom 1  



Legendary Creature — Human Soldier 1 

: The next 1 damage dealt to target creature or player is dealt to another target creature or player instead.

1/3

Ricky Boyes 24/45

Defense Zepplid 2  



Creature — Beast Ship 1 

Defender
 Defense Zepplid can block any creature regardless of any evasion abilities that creature might have.

4/4

Ricky Boyes 25/45

Devastating Twister 2   



Sorcery 1 

Destroy target creature and target noncreature permanent.
He thinks she really gave him her number.

Ricky Boyes 26/45

Golgari Scavenger 3  



Creature — Zombie Wizard Rogue 1 

When Golgari Scavenger comes into play return target artifact, creature, enchantment or land card from your graveyard to your hand.

3/3

Ricky Boyes 27/45

Mass Defection 3



Instant

As an additional cost to play Mass Defection sacrifice a creature.

Untap up to 2 target creatures and gain control of them until end of turn. Those creatures gain haste until end of turn.

Ricky Boyes 28/45

Mystic Culling 3



Instant

Target player sacrifices a creature.

Counter the next noncreature spell that would resolve this turn.

Ricky Boyes 29/45

One Shall Fall 2



Sorcery

One Shall Fall deals 3 damage to target creature or player.

Target player discards a card.

"I'll Crush you with my bare hands" - Megatron

Ricky Boyes 30/45

One Shall Stand 2



Sorcery

Target player draws 2 cards.

You gain 1 life for each card in your hand.

"Megatron must be stopped, no matter the cost" - Optimus Prime

Ricky Boyes 31/45

Recreational Torture 3



Instant

Whenever damage is dealt to a player this turn draw that many cards.

Ricky Boyes 32/45

Rogue Demon Hunter 2



Creature — Human Rogue Advisor

Play Rogue Demon Hunter whenever you could play an instant.

When Rogue Demon Hunter comes into play remove target attacking creature from the game.

2/2

Ricky Boyes 33/45

Temporal Brute Force 3



Instant

Discard your hand.

Take an extra turn after this one.

"Roads? Where we're going we don't need roads"

Ricky Boyes 34/45

Vindictive Edict 3



Sorcery

Name a card other than a basic land. All permanents they control with that name.

Ricky Boyes 35/45

Knockoff Transformer 3



Artifact Creature — Robot

As Knockoff Transformer comes into play your opponent chooses one - 3/1 with Flying, 3/3, 6/6 with defender. Knockoff Transformer comes into play as that creature.

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Ricky Boyes 36/45

Leaking Powerstone 2



Artifact E30

At the beginning of your precombat main phase add one mana of any color to your mana pool.

Ricky Boyes 37/45

Myr Temp 3



Artifact Creature — Myr E30

☞: Add ☞ to your mana pool. (☞ pays for ☞ in any cost)

2/2

Ricky Boyes 38/45

Recycler 4



Artifact Creature — Golem E30

☞: Remove target card in a graveyard from the game.
☞: Put target card in the removed from game zone on the bottom of it's owner's library.

3/3

Ricky Boyes 39/45

Bear Cave



Land E30

At the beginning of your attack step tap Bear Cave.
☞: Add ☞ or ☞ to your mana pool.

Ricky Boyes 40/45

Demon Pool



Land E30

At the beginning of your attack step tap Demon Pool.
☞: Add ☞ or ☞ to your mana pool.

Ricky Boyes 41/45

Goblin Moor



Land E30

At the beginning of your attack step tap Goblin Moor.
☞: Add ☞ or ☞ to your mana pool.

Ricky Boyes 42/45

Rabbit Hole



Land E30

At the beginning of your attack step tap Rabbit Hole.
☞: Add ☞ or * to your mana pool.

Ricky Boyes 43/45

Truce Falls



Land E30

☞: Add 1 to your mana pool.
☞: Sacrifice Truce Falls. Play this ability only when you could play a sorcery.
1: Add one mana of any color to your mana pool. Any player may play this ability but each player may play it only once each turn.

Ricky Boyes 44/45

Turtle Beach



Land E30

At the beginning of your attack step tap Turtle Beach.
☞: Add * or ☞ to your mana pool.

Ricky Boyes 45/45