Cloudchaser's Spirit
1 W W

Enchantment — Aura

Enchant Creature

When Cloudchaser's Spirit comes into play, destroy target enchantment.

Enchanted creature gets +2/+2 and gains Flying.

Brian Wong 1/45

Day of the Meek
2 W

Instant

All creatures lose all abilities and are 1/1 until end of turn.

Brian Wong 2/45

Double Jeopardy
3 W

Instant

Target creature deals damage to itself equal to the damage it has dealt this turn.

Target creature deals damage to itself equal to the damage it has dealt this turn.

Brian Wong 3/45

Everyone's Favorite Guy
2 W W

Creature — Human

Other creatures you control are Flagbearers.

Whenever a spell or ability an opponent controls is put onto the stack, if that spell or ability could target a Flagbearer in play but doesn't, that opponent changes one of its targets to a Flagbearer.

2/3

Brian Wong 4/45

Glory Seeker
1 W

Creature — Soldier

"Vigilance, First Strike, Trample...I could have had it all. Too bad I got stuck on garbage duty and this is only flavor text."

2/2

Brian Wong 5/45

Shield Pegasus
1 W

Creature — Pegasus

Flying

Sacrifice Shield Pegasus: Target creature gets +0/+4 until end of turn.

1/1

Brian Wong 6/45

Somnolent Soldier
1 W

Enchantment

Whenever a creature attacks you, if Somnolent Soldier is an enchantment, Somnolent Soldier becomes a 3/3 Soldier creature that has "this blocks if able."

Brian Wong 7/45

Surge Forward
2 W

Instant

Remove target attacking creature from the game. Return it to play tapped and attacking under an attacking player's control.

Brian Wong 8/45

Abort
1 U

Instant

Draw a card.

End the turn.

You may only play Abort during your own turn.

Brian Wong 9/45

Amalgamation Man — 4 U U

Creature — Mutant

As Amalgamation Man comes into play, choose two other creatures in play. If you do, Amalgamation Man has the power of the first, the toughness of the second, and the creature types and abilities of both.

2/2

Brian Wong 10/45

Chip Off the Old Block — U

Creature — Shapeshifter

As Chip Off the Old Block comes into play, you may choose a creature in play with converted mana cost three or less. If you do, Chip Off the Old Block comes into play as a copy of that creature.

0/0

Brian Wong 11/45

High Flying Falcon — 2 U

Creature — Bird

Flying

High Flying Falcon can only block creatures with Flying.

When High Flying Falcon comes into play, draw a card.

1/1

Brian Wong 12/45

Humpback's Blessing — 2 U

Enchantment — Aura

Enchant Creature

Enchanted creature gets +3/+3 and can only attack if defending player controls an island.

Brian Wong 13/45

Lampholder's Folley — 3 U

Sorcery

Choose one -- Target opponent draws 4 cards and you may search your library for any card and put it into your hand, shuffle your library; or draw 4 cards and target opponent may search their library for any card and put it into their hand, that opponent shuffles their library.

Brian Wong 14/45

Realm Crosser — 1 U U

Creature — Spirit

When Realm Crosser comes into play, you may have Realm Crosser gain Shadow. *(This effect does not end at the end of the turn.)*

Sacrifice Realm Crosser: Target creature gains Shadow until end of turn.

2/2

Brian Wong 15/45

Unliving Flying Machine — 2 U U

Creature — Ship (dammit)

Flying

Unliving Flying Machine can only block creatures with Flying.

Whenever Unliving Flying Machine attacks, it doesn't untap during your next untap step.

4/4

Brian Wong 16/45

Dead-eye — 2 B B

Creature — Zombie

You may have Dead-eye deal its combat damage to defending player as though it weren't blocked.

If Dead-eye is put into a graveyard from play, put Dead-eye on top of owner's library.

3/1

Brian Wong 17/45

Ghastly Charger — B B

Creature — Knight

First Strike

Ghastly Charger gets +2/+2 if an opponent has 5 or less life.

2/2

Brian Wong 18/45

Ghostly Twins — 3{B}{B}

Enchantment

When Ghostly Twins comes into play, put two 2/2 black Ghost creature tokens into play.

At the end of the turn, if there is exactly one Ghost token in play, put a 2/2 black Ghost creature token into play.

Brian Wong 19/45

Mental Bondage — 2{B}

Enchantment — Aura

Enchant Creature

When Mental Bondage comes into play, target player discards a card.

Enchanted creature cannot attack or block.

Discard a card: Enchanted creature may attack or block this turn. Any player may play this ability.

Brian Wong 20/45

Ninja of Deep Shadows — 4{B}{B}

Creature — Ninja

Ninjitsu {B}

When Ninja of Deep Shadows deals combat damage to a player, return Ninja of Deep Shadows to owner's hand.

5/1

Brian Wong 21/45

Phthirus — 1{B}{B}{B}

Creature — Insect

Protection from creatures

Whenever Phthirus deals damage to a player, they gain an infection counter.

At the beginning of each player's upkeep, they lose life equal to the number of infection counters they have.

1/1

Brian Wong 22/45

The Thing — 3{B}{B}

Creature — Mutant

Protection from Mutants

Whenever a creature blocks or becomes blocked by The Thing, that creature becomes a copy of The Thing.

2/5

Brian Wong 23/45

Vampiric Touch — 3{B}{B}

Enchantment — Aura

Enchant Creature

When Vampiric Touch comes into play, enchanted deals damage equal to its power to target creature.

Enchanted creature has "Whenever a creature dealt damage by this creature this turn is put into a graveyard, put a +1/+1 counter on this creature."

Brian Wong 24/45

Angry Drake — 2{R}{R}

Creature — Drake

Flying

{R}{R}: The next time Angry Drake would deal damage to target creature or player this turn, it deals 4 damage instead.

2/2

Brian Wong 25/45

Bat — 3{R}

Instant

As an additional cost to play Bat, tap an untapped creature you control.

Change the target of target spell or ability with a single target.

Brian Wong 26/45

Fervant Taskmaster — 3{R}{R}

Creature — Orc Lord

Whenever a creature you control is dealt damage, it gets +2/+0 until end of turn.

{T}: This deals 1 damage to each creature without Flying.

3/3

Brian Wong 27/45

Heckhound
1RR

Creature — Hound

T: Heckhound deals 1 damage to target creature and 1 damage to another target creature.

1/1

Brian Wong 28/45

Immolating Spirit
2R

Creature — Spirit

Whenever a creature blocks Immolating Spirit, that creature gets +2/-2 until end of turn.

It not good.

2/2

Brian Wong 29/45

Imploder
1RR

Creature — Elemental

Sacrifice Imploder: Imploder deals 1 damage to target creature or player.

RR: The next time Imploder would deal damage to target creature or player this turn, it deals 4 damage instead.

1/1

Brian Wong 30/45

Maelstrom
4RR

Sorcery

Each player may search their library for any number of instant cards and remove them from their game, then shuffle their library. Until the end of the turn, each player may play cards they have removed from the game in this way without paying their mana cost.

Brian Wong 31/45

Searing Embers
3RR

Creature — Elemental

Defender

When Searing Embers comes into play, it deals 2 damage to each creature.

0/3

Brian Wong 32/45

Arctic Bear
GG

Creature — Bear

Arctic Bear can't be blocked by only one creature.

2/2

Brian Wong 33/45

Darting Pouncer
1G

Creature — Cat

G: Darting Pouncer blocks target creature with Flying that is attacking you. Darting Pouncer may not block another creature this turn.

2/1

Brian Wong 34/45

Gentle Giant
2GG

Creature — Turtle

Whenever Gentle Giant blocks or becomes blocked, prevent all damage that would be dealt to and by Gentle Giant this turn.

6/6

Brian Wong 35/45

Green Dragon
3GGG

Creature — Dragon

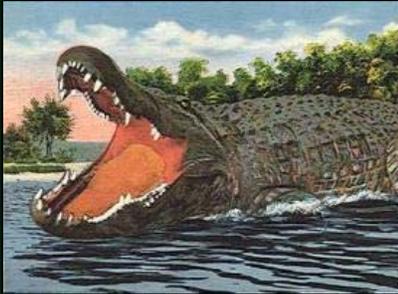Sacrifice a Forest: Green Dragon gains Flying until end of turn.

G: Green Dragon gets +0/+1 until end of turn.

The Green Dragon, tired of being the butt of endless jokes, eradicated the rest of his cycle to establish dominance.

4/4

Brian Wong 36/45

Instigator, the Instagator — 3🟢🟢

Legendary Creature — Crocodile

Flash

When Instigator, the Instagator comes into play, target creature attacks this turn if able.

RAWR! I scared you right? Well, what are you gonna do about it little sissy man?

5/5

Brian Wong 37/45

Llanowar Riders — 3🟢

Creature — Elf

Llanowar Riders can't be blocked except by creatures with flying and/or Walls.

🔄: Add 🟢 to your mana pool.

2/3

Brian Wong 38/45

Rain Dance — 🟢

Instant

Until end of turn, creatures you control gain "🔄: Add one mana of any color to your mana pool."

Brian Wong 39/45

Symbiotic Boon — 1🟢

Instant

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

Creatures you control with +1/+1 counters gain +1/+1 until end of turn.

Brian Wong 40/45

Nephilim from Aether — 4

Sorcery

Nephilim from Aether may only be cast with 4 different colors of mana.

Name a creature card. Put a token into play of that card if it can be cast with the same mana spent on casting Nephilim from Aether.

Brian Wong 41/45

Hedgehog Mirror — 4

Artifact

1, Sacrifice Hedgehog Mirror: Flip a coin. If you win the flip, put 1/1 Hedgehog artifact creature token into play. If you lose the flip, put a creature token into play that's a copy of target nonlegendary creature.

Brian Wong 42/45

Patchwork Dragon — 7

Artifact Creature — Dragon

Artifact(s) Offering

Sacrifice an artifact: Patchwork Dragon gains your choice of flying, first strike, vigilance, trample, haste, or +1/+1. *(This effect does not end at end of turn.)*

5/5

Brian Wong 43/45

Tiny Universe Generator — 3

Artifact

🔄, Sacrifice a land: Reveal cards from the top of your library until you reveal a land card. Put that card into play and put the rest on the bottom of your library in any order.

Brian Wong 44/45

Unbound Hedgehog — 3

Artifact Creature — Hedgehog

Tap an untapped creature you control: Unbound Hedgehog gains Flying until end of turn.

I think it's working, just give me a little boost!

2/2

Brian Wong 45/45