

E.T. *



Creature — Alien ♣

♣: Return E.T. to its owner's hand. Target creature you control gains flying and can't be the target of spells or abilities this turn.

"Maybe it was a pervert or a deformed kid or something."

Christian "Treat" Robertsen 1/1

F-22 Raptor 3**



Artifact Creature — Human ♣

Flying, First Strike

** : F-22 Raptor deals 1 damage to target creature. Play this ability only when F-22 Raptor is attacking.

Christian "Treat" Robertsen 4/2

Missionary Ship 2**



Artifact Creature — Alien Ship ♣

Flying

♣: Attach target Aura attached to a creature to another creature. Enchantmentcycling *, discard a card.

Christian "Treat" Robertsen 2/3

Petals of Desire 4*



Sorcery ♣

Gain control of target creature, or gain control of target creature until end of turn and return Petals of Desire to your hand.

Christian "Treat" Robertsen

Sober Charm **



Instant ♣

Target creatures gain +1/+1 and first strike until end of turn, or gain 4 life, or tap target non-creature permanent.

Christian "Treat" Robertsen

Tracendent Being ***



Creature — Tracendent ♣

Flying, Vigilance

Tracendent Being is indestructible.

Christian "Treat" Robertsen 2/2

Cross-eyed Penguin 1



Creature — Penguin ♣

♣♣♣ : Attach two target creature to each other. They are now one creature with all the abilities, combined power and toughness, combined mana cost and creature types of both.

"Cross-cyed penguin's perceptions are reality."

Christian "Treat" Robertsen 2/1

Investigative Probe 2



Artifact Creature — Alien Ship ♣

Flying

♣: Draw a card then discard a card. Play this ability only if an instant has been played this turn. Instantcycling ♣, discard a card.

Christian "Treat" Robertsen 1/1

Petals of Destiny 4



Sorcery ♣

Tap or untap 3 target permanents, or tap or untap target permanent and return Petals of Destiny to your hand.

Christian "Treat" Robertsen

Proof of his Noodliness 4



Sorcery

Until end of turn all creatures in play have ☹: draw two cards and are touched by his noodly appendage."

"I want to believe."

Christian "Treat" Roberts

Puppet Master 4



Creature — Alien Slug

☹: Gain control of target creature as long as Puppet Master remains tapped.

☹: Put a copy of Puppet Master into play.

You may choose not to untap Puppet Master during your untap step.

Christian "Treat" Roberts 0/2

Sober Charm



Instant

Christian "Treat" Roberts

Colony Ship 3



Artifact Creature — Alien Ship

Flying

☹: Target land you control becomes a 1/1 black Alien Colonist creature.

Creaturecycling ☹, discard a card.

Christian "Treat" Roberts 2/2

Drunk Charm



Instant

Target creature gets -1/-1 until end of turn, or target player loses 3 life, or target permanent doesn't untap during its controller's next untap step

Christian "Treat" Roberts

ICBM 3



Sorcery

Destroy target creature. Put a -1/-1 counter on all other creatures.

Christian "Treat" Roberts

Lilacs of Winter 2



Enchantment

When Lilacs of Winter comes into play put a pollen counter on each creature.

Creatures with pollen counters get -1/-1.

Christian "Treat" Roberts

Petals of Despair 4



Sorcery

Target creature gets -3/-3 until end of turn, or target creature gets -1/-1 until end of turn and return Petals of Despair to your hand.

Christian "Treat" Roberts

Thought Control 3



Sorcery

Storm

Target opponent chooses a card in his or her hand and removes it from the game. You may play it without paying its mana cost. At end of turn return any unplayed cards removed in this way to their owner's hand.

Christian "Treat" Roberts

Boot Camp 2 2 2



Enchantment

All creatures you control gain flanking, haste, and +1/+0 when attacking.

— Christian "Treat" Robertsen

Defender of Chaos 2 2



Creature — Alien

Whenever you would be the target of a spell or ability, randomly choose a new target.

— Christian "Treat" Robertsen 3/1

Dreadnaught 5 2 2



Artifact Creature — Alien Ship

Flying

☞: Copy target sorcery that targets a creature. You may choose new targets for the copy. Sorcerycycling 2, discard a card.

— Christian "Treat" Robertsen 4/4

Martian Ambassador 2 2



Creature — Alien Martian

☞: Martian Ambassador deals 1 damage to a random creature controlled by an opponent.

"Don't run, we are your friends"

— Christian "Treat" Robertsen 2/2

Petals of Destruction 4 2




Sorcery

Destroy target creature, or destroy target artifact and return Petals of Destruction to your hand.

— Christian "Treat" Robertsen

Ray-Gun'd 2 2



Instant

Ray-Gun'd deals 4 damage to target creature.

— Christian "Treat" Robertsen

Anti-ballistic Missile 1 1



Instant

Counter target sorcery that targets a creature you control, or counter target creature spell with flying.

— Christian "Treat" Robertsen

Eco-terrorists 1 1



Creature — Human

When Eco-terrorists come into play destroy target artifact.

— Christian "Treat" Robertsen 1/1

Elephant Bird 4 4 4



Creature — Bird

Whenever damage is dealt to Elephant Bird put a -1/-1 counter on it.

— Christian "Treat" Robertsen 7/7

Petals of Delight 4



Sorcery

Creatures you control gain +2/+2 and trample until end of turn, or creatures you control gain +1/+1 and trample until end of turn and return Petals of Delight to your hand.

— Christian "Treat" Robertsen

Telepathic Ambassador 2



Creature — Alien Dolphin

Islandwalk
Whenever Telepathic Ambassador attacks you may look at target player's hand.

"Disguised as our underwater ally."

— Christian "Treat" Robertsen 3/2

Terraforming Ship 3



Artifact Creature — Alien Ship

Flying
☞: Target land you control becomes a basic land type of your choice. *(This effect doesn't end at end of turn).*
Landcycling ♣, discard a card.

— Christian "Treat" Robertsen 1/3

Ender Wiggin



Legendary Creature — Human

When Ender Wiggin comes into play choose a creature type.
When Ender Wiggin leaves play, destroy all creatures of the chosen type.

— Christian "Treat" Robertsen 2/1

Marvin the Martian



Creature — Alien Martian

☞: Destroy target creature unless its controller pays 1.

"after two thousand years of research, the illudium Q-38 explosive space modulator. At last..."

— Christian "Treat" Robertsen 1/1

Alien Charm 2



Instant — Alien

Destroy target human, or untap target alien, or draw a card.

— Christian "Treat" Robertsen

Doomsday Machine



Artifact

Fading 2
Whenever you are attacked you may pay 4 to play Doomsday Machine
Whenever Doomsday Machine would leave play or be put into a graveyard, remove it from the game and destroy all permanents.

"As you know, the Premier loves surprises."

— Christian "Treat" Robertsen

Human Charm 2



Instant — Human

Counter target alien spell, or target human gets +2/+2 until end of turn, or target player discards a card.

— Christian "Treat" Robertsen

International Space Station 7



Artifact — Human

1 ♣: Draw a card.
1 ✱: Target creature gain protection from a color of your choice.
1 ♠: Target creature gets -1/-1 until end of turn.
1 ♣: International Space Station deals 1 damage to target player.
1 ♣: Put a 2/2 Human Astronaut Token into play.

— Christian "Treat" Robertsen

Replicator 3



Creature — Alien

1 , sacrifice a permanent you control: Put a copy of Replicator into play.

— Christian "Treat" Robertson **1/1**

Area 51



Land

Whenever an artifact controlled by an opponent is put into a graveyard, put an enigma counter on Area 51.

: Add 1 to your mana pool.

3 , remove an enigma counter from Area 51: Draw a card.

— Christian "Treat" Robertson

Caldera Vents



Land

Caldera Vents comes into play tapped.

: Add  to your mana pool.

When Caldera Vents comes into play it deals 1 damage to each creature and player.

— Christian "Treat" Robertson

Encroaching Jungle



Land

Encroaching Jungle comes into play tapped.

: Add  to your mana pool.

When Encroaching Jungle comes into play destroy target artifact with converted mana cost 3 or less.

— Christian "Treat" Robertson

Frozen Marsh



Land

Frozen Marsh comes into play tapped.

: Add  to your mana pool.

When Frozen Marsh comes into play remove all graveyards from the game.

— Christian "Treat" Robertson

NORAD



Land

Opponents play with their hand revealed.

1, : NORAD deals 1 damage to target creature.

7, : NORAD deals 5 damage to target creature.

— Christian "Treat" Robertson

Overripe Fields



Land

Overripe Fields comes into play tapped.

: Add  to your mana pool.

When Overripe Fields comes into play all creatures get +1/+1 until end of turn.

— Christian "Treat" Robertson

Slave Planet



Land

: Add 2 to your mana pool. Use this mana only to play spells with converted mana cost 6 or greater.

— Christian "Treat" Robertson

Tidal Zone



Land

Tidal Zone comes into play tapped.

: Add  to your mana pool.

When Tidal Zone comes into play each player may tap target permanent.

— Christian "Treat" Robertson