

Aven Beaters



Creature — Bird

Aven Beaters is white.
Flying, First-Strike
Morph 2 *

3/3

Matt Ruhlen 1/45

Balm Morph



Instant

Balm Morph is white.
Prevent the next 4 damage dealt to target creature of player.
Morph * (When Balm Morph is turned face up, remove it from the game. You must then play this spell if able, otherwise place it in your graveyard.)

1/4

Matt Ruhlen 2/45

Eternal Cleric



Creature — Bird

Eternal Cleric is white.
When Eternal Cleric is turned face up or comes into play, gain 3 life.
Return plains you control to its owner's hand: Return Eternal Cleric to your hand.
Morph -- Return a plains you control to its owner's hand.

1/4

Matt Ruhlen 3/45

Serra Battlemage



Creature — Angel

Serra Battlemage is white.
Flying
***, ♣, Discard a card: Target creature gains +2/+2, flying and vigilance until end of turn.
Morph ***

3/3

Matt Ruhlen 4/45

Serra Crusader



Creature — Angel

Serra Crusader is white.
Flying, First-Strike, Vigilance, Protection from Red, Protection from Black
Suspend 5 - ***

4/4

Matt Ruhlen 5/45

Undying Stalwart



Creature — Hero

Undying Stalwart is white.
Flying
Immutable (This creature is untargetable; may not be enchanted, nor equipped; and may not be removed from play.)
Morph 3 ***
Sometimes, it really just is what it is.

2/2

Matt Ruhlen 6/45

Whack a Mole



Sorcery

Whack a Mole is white.
Destroy all creatures, they can't be regenerated.
Morph 3 *** (When Whack a Mole is turned face up, remove it from the game. You must then play this spell if able, otherwise place it in your graveyard.)

1/3

Matt Ruhlen 7/45

Ancestral Morph



Instant

Ancestral Morph is blue.
Target player draws 2 cards.
Morph ♠ (When Ancestral Morph is turned face up, remove it from the game. You must then play this spell if able, otherwise place it in your graveyard.)

1/3

Matt Ruhlen 8/45

Cunning Wizard



Creature — Wizard

Cunning Wizard is blue.
2 ♠, ♣, Discard a card: Draw 2 cards.
Morph 2 ♠

1/3

Matt Ruhlen 9/45

Deep Sea Seer



Creature — Wizard 

Deep Sea Seer is blue.

When Deep Sea Seer is turned face up or comes into play, draw a card.

Return an Island to your hand: Return Deep Sea Seer to your hand.

Morph -- Return an Island to your hand.

1/4

Matt Ruhlen 10/45

Escapist



Creature — Wizard 

Escapist is blue.

When Escapist is turned face up or comes into play, remove target permanent from the game, return that permanent to play at end of the turn.

Morph **1** 

2/3

Matt Ruhlen 11/45

Soaring Magpie



Creature — Bird 

Soaring Magpie is blue.

Flying

When Soaring Magpie deals damage to a player, draw a card.

Morph  

1/2

Matt Ruhlen 12/45

Tide Star Spirit



Sorcery 

Tide Star Spirit is blue.

Gain control of target permanent.

Morph **3**    (When Tide Star Spirit is turned face up, remove it from the game. You must then play this spell if able, otherwise place it in your graveyard.)

2/2

Matt Ruhlen 13/45

Truestrikers



Creature — Wizard 

Truestrikers is blue.

Truestrikers is unblockable.

Suspend **2** - 

2/2

Matt Ruhlen 14/45

Barkov the Butcher



Creature — Zombie 

Barkov the Butcher is black.

                       Discard a card: Remove target creature from the game.

When Barkov the Butcher leaves play, return all creatures removed from the game by Barkov the Butcher to play under their owners control.

Morph --                       

1/4

Matt Ruhlen 15/45

Fair Bargain



Sorcery 

Fair Bargain is black.

Destroy target creature, it can't be regenerated.

Morph **2**   (When Fair Bargain is turned face up, remove it from the game. You must then play this spell if able, otherwise place it in your graveyard.)

4/4

Matt Ruhlen 16/45

Fear Itself



Creature — Zombie 

Fear Itself is black.

Fear

When a creature blocks Fear Itself, destroy that creature.

When a permanent targets Fear Itself, destroy that permanent.

Suspend **5** - 

4/4

Matt Ruhlen 17/45

Keeper of the Pit



Creature — Zombie 

Keeper of the Pit is black.

Flying

At the beginning of your upkeep, you must pay   or sacrifice Keeper of the Pit.

Morph -- **3**   

5/6

Matt Ruhlen 18/45

Ritual Morph



Instant

Ritual Morph is black.
 Add ♣♣♣♣ to your mana pool.
 Morph ♣ (When Ritual Morph is turned face up, remove it from the game. You must then play this spell if able, otherwise place it in your graveyard.)

Matt Ruhlén 19/45

The Endless Plague



Creature — Ooze

The Endless Plague is black.
 When The Endless Plague is turned face up or comes into play, target creature gets -1/-1 until end of turn.
 Return a Swamp to your hand: Return The Endless Plague to your hand.
 Morph -- Return a Swamp to your hand.

1/1

Matt Ruhlén 20/45

The Undying



Creature — Zombie

The Undying is black.
 At the beginning of your upkeep, if The Undying is in your graveyard, you may pay ♣♣♣ to return it to play.
 Morph -- 2♣ .

3/2

Matt Ruhlén 21/45

Crazon



Creature — Dragon

Crazon is red.
 Flying, Haste
 When Crazon is turned face up, sacrifice it unless you sacrifice a mountain.
 Morph 4♣

5/5

Matt Ruhlén 22/45

Delta Bombers



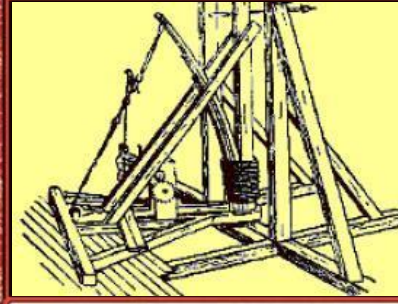
Creature — Soldier

Delta Bombers is red.
 Flying, First-Strike
 Suspend 5 - ♣

5/2

Matt Ruhlén 23/45

Eternal Cannon



Creature — Goblin

Eternal Cannon is red.
 When Eternal Cannon is turned face up or comes into play, Eternal Cannon deals 1 damage to target creature of player.
 Return a Mountain to your hand: Return Eternal Cannon to your hand.
 Morph -- Return a Mountain to your hand.

1/2

Matt Ruhlén 24/45

Fodder Shafter



Instant

Fodder Shafter is red.
 Fodder Shafter deals two damage to each creature.
 Morph 1♣ (When Fodder Shafter is turned face up, remove it from the game. You must then play this spell if able, otherwise place it in your graveyard.)

Matt Ruhlén 25/45

Goblin Rifleman



Creature — Goblin

Goblin Rifleman is red.
 ♣♣ , ♣ , Discard a card: Goblin Rifleman deals 2 damage to target creature or player.
 Morph ♣

1/2

Matt Ruhlén 26/45

Lightning Morph



Instant

Lightning Morph is red.
 Lightning Morph deals 3 damage to target creature of player.
 Morph ♣♣ (When Lightning Morph is turned face up, remove it from the game. You must then play this spell if able, otherwise place it in your graveyard.)

Matt Ruhlén 27/45

Rapid Lancers

Creature — Soldier

Rapid Lancers is red.
Trample, Haste
Morph 1

4/1

Matt Ruhlen 28/45

Bearfriend

Creature — Druid

Bearfriend is green.
1, Discard a card: Put a 2/2 green bear token into play.
Morph

2/2

Matt Ruhlen 29/45

Forest Seeker

Creature — Druid

Forest Seeker is green.
Forestwalk.
When Forest Seeker is turned face up or comes into play, search your library for a Forest and put it into play under target player's control.
Morph 1

2/3

Matt Ruhlen 30/45

Growth Morph

Instant

Growth Morph is green.
Target creature gets +3/+3 until end of turn.
Morph (When Growth Morph is turned face up, remove it from the game. You must then play this spell if able, otherwise place it in your graveyard.)

1/1

Matt Ruhlen 31/45

Johhny Coach

Creature — Druid

Johhny Coach is green.
When Johhny Coach is turned face up or comes into play, put a +1/+1 counter on target creature.
Return a Forest to your hand: Return Johhny Coach to your hand.
Morph -- Return a Forest to your hand.

1/1

Matt Ruhlen 32/45

My Beast

Creature — Beast

My Beast is green.
Trample
Suspend 5 - 1
My beast is bigger than your beast.

6/6

Matt Ruhlen 33/45

Ravenous Behemoth

Creature — Beast

Ravenous Behemoth is green.
Trample
Morph 5

7/7

Matt Ruhlen 34/45

Wild Wild

Sorcery

Wild Wild is green.
Put two 3/3 green bear tokens into play under your control.
Morph 3 (When Wild Wild is turned face up, remove it from the game. You must then play this spell if able, otherwise place it in your graveyard.)

3/3

Matt Ruhlen 35/45

Boros Bazooka Man

Sorcery

Boros Bazooka Man is white and red.
Boros Bazooka Man deals X damage to target creature, gain life equal to the amount of damage dealt.
Morph X (When Boros Bazooka Man is turned face up, remove it from the game. You must then play this spell if able, otherwise place it in your graveyard.)

3/3

Matt Ruhlen 36/45

Firemind's Lament



Sorcery

Firemind's Lament is blue and red.
 Draw a card for each card already drawn this turn. Deal 1 dmg to target creature of player for each card drawn by Firemind's Lament.
 Morph $\color{red}{\heartsuit}$ $\color{blue}{\heartsuit}$ (When Firemind's Lament is turned face up, remove it from the game. You must then play this spell if able, otherwise place it in your graveyard.)

Matt Rufflen 37/45

Pernicious Agent



Sorcery

Pernicious Agent is black and green.
 Destroy all non-land permanents with converted mana cost \times .
 Morph \times $\color{green}{\heartsuit}$ $\color{black}{\heartsuit}$ (When Pernicious Agent is turned face up, remove it from the game. You must then play this spell if able, otherwise place it in your graveyard.)

Matt Rufflen 38/45

Simic Opportunist



Sorcery

Simic Opportunist is blue and green.
 Put a +1/+1 counter on target creature. Draw a card for each +1/+1 counter on that creature.
 Morph $\color{blue}{\heartsuit}$ $\color{green}{\heartsuit}$ (When Simic Opportunist is turned face up, remove it from the game. You must then play this spell if able, otherwise place it in your graveyard.)

Matt Rufflen 39/45

Vindictive Surprise



Sorcery

Vindictive Surprise is white and black.
 Destroy target permanent.
 Morph 1 $\color{black}{\heartsuit}$ $\color{white}{\heartsuit}$ (When Vindictive Surprise is turned face up, remove it from the game. You must then play this spell if able, otherwise place it in your graveyard.)

Matt Rufflen 40/45

Approaching Paradise



Land

$\color{red}{\heartsuit}$: Put 3 gem counters on Approaching Paradise.
 $\color{red}{\heartsuit}$, Remove 2 gem counters from Approaching Paradise: Add 1 mana of any color to your mana pool.

Matt Rufflen 41/45

Haven



Land

$\color{red}{\heartsuit}$: Add 1 to your mana pool.
 1 $\color{black}{\heartsuit}$, $\color{red}{\heartsuit}$, Sacrifice Haven: Prevent all damage that would be done to this turn.

Matt Rufflen 42/45

Land of the Looter



Land

$\color{red}{\heartsuit}$: Add 1 to your mana pool.
 1 $\color{blue}{\heartsuit}$, $\color{red}{\heartsuit}$, Sacrifice Land of the Looter: Draw two cards, then discard one card.

Matt Rufflen 43/45

Supercharged Capacitor



Land

Supercharged Capacitor comes into play tapped.
 Supercharged Capacitor comes into play with 3 charge counters.
 $\color{red}{\heartsuit}$, Remove a charge counter: Add 2 to your mana pool.

Matt Rufflen 44/45

Wasteland of Alexandria



Land

At the beginning of your upkeep, if Wasteland of Alexandria is in your graveyard, you may pay 1 to draw a card.

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