

Deflector Shields 1*



Instant BQO

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

Storm (When you play this spell, copy it for each spell played before it this turn.)

*Flashback 2*** (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Ricky Boyes 1/36

Dega Battlemage 2*



Creature — Human Wizard BQO

Kicker * and/or *

When Dega Battlemage comes into play if the * kicker cost was paid, the next time damage would be dealt to target creature this turn, destroy that creature instead.

When Dega Battlemage comes into play if the * kicker cost was paid, it deals 1 damage to each creature.

2/2

Ricky Boyes 2/36

Entrancing Angelette 1*



Creature — Angel BQO

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

When Entrancing Angelette comes into play tap target creature, that creature doesn't untap during its controller's next untap phase.

1/1

Ricky Boyes 3/36

Fall Guy *



Creature — Human Soldier BQO

All combat damage that could be assigned to Fall Guy must be.

Take that!, Butcher Orgg!

1/2

Ricky Boyes 4/36

Lazy 1*



Creature — Incarnation BQO

If Lazy is in your graveyard creatures you control have Defender.

3/3

Ricky Boyes 5/36

Lock Down *



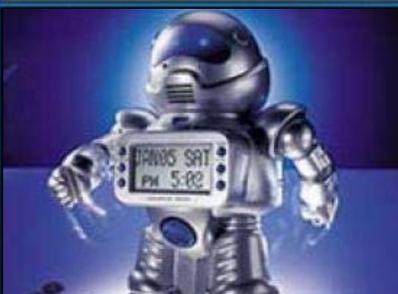
Enchantment — Aura BQO

Enchant noncreature permanent.

Enchanted permanent's activated abilities can't be played unless they're mana abilities.

Ricky Boyes 6/36

Chrono-Slogger 4



Creature — Beast BQO

4, Put ten cards from your graveyard on the bottom of your library: Take an extra turn after this one.

The Chrono-Slogger has plenty of free time.

4/5

Ricky Boyes 7/36

Claire Forlani, the Returner 3



Legendary Creature — Human BQO

Sacrifice Claire Forlani, the Returner: Return target permanent to it's owner's hand.

Yes, this doesn't make sense.

2/2

Ricky Boyes 8/36

Felicity's Choice 1



Sorcery BQO

Choose three target creatures controlled by the same player. That player sacrifices two of those creatures or gives you control of one of them.

Ricky Boyes 9/36

Rummage 



Instant   

Buyback 3 (If you pay an additional 3 as you play this spell, put it into your hand instead of your graveyard as part of the spell's resolution.)
Discard a card.
Scri 3 (Look at the top 3 cards of your library. Put any number of them on the bottom of your library and the rest on top in any order.)

Ricky Boys 10/36

 **Trendy**  



Creature — Incarnation   

Flying
If Trendy is in your graveyard spells you play cost 2 more to play.

3/4

Ricky Boys 11/36

Veronica Mars  



Legendary Creature — Human Scout   

As an opponent plays a spell with one or more targets you may name any number of possible targets. If the targets your opponent chooses match the ones you named exactly draw a card.

Veronica Mars is unblockable.

1/2

Ricky Boys 12/36

Animal Control  



Instant  

Destroy target non-human creature.

Ricky Boys 13/36

Auriok Undertaker   



Creature — Human Zombie   

1 : Return target creature card with converted mana cost 1 or less from your graveyard to your hand.

4/2

Ricky Boys 14/36

 **Icky**  



Creature — Incarnation   

If Icky is in your graveyard creatures you control get -1/-1.

5/3

Ricky Boys 15/36

Skulking Dragon   



Creature — Dragon   

Flying
When Skulking Dragon is the target of a spell or ability, sacrifice it.

"I assure you, I'm not running this one either" -Ricky Boys

6/6

Ricky Boys 16/36

The Harvest   



Sorcery   

Offering (You may play this card at any time you could play an instant by sacrificing a creature and paying the difference in mana costs between this and the sacrificed creature. Mana costs include color.)
Kicker   (You may pay an additional   as you play this spell.)
Target creature gets -X/-X until end of turn.
If you paid the kicker cost return a creature with converted mana cost X from your graveyard to play.

Ricky Boys 17/36

Vendetta Thug 



Creature — Human Rogue   

Release -   , Remove Vendetta Thug from the game: Target player sacrifices a creature. Play this ability only while Vendetta Thug is in your graveyard.

This is how it's done Noah.

1/1

Ricky Boys 18/36

Chain of Command 3



Sorcery BQO

Gain control of target creature with the least power. If two or more creatures are tied for least power, you may target any one of them.

"It's the chain I beat you with until you realize who's in ruttin' command here"

Ricky Boyes 19/36

Dangerous Storm



Sorcery BQO

(Dangerous Storm is red)
Suspend X - X
At the beginning of your upkeep if Dangerous Storm is suspended Dangerous Storm deals 2 damage to target creature or player.
If Dangerous Storm deals damage to a player remove a time counter from it.
You lose the game.

Ricky Boyes 20/36

Desperation Giant 3



Creature — Giant BQO

You may pay 0 instead of paying Desperation Giant's mana cost.
As Desperation Giant comes into play it loses all abilities if you paid it's mana cost.
Defender
You can't win the game and your opponent's can't lose the game.

3/3

Ricky Boyes 21/36

Hottie



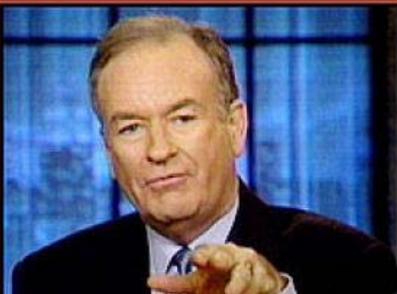
Creature — Human Rogue BQO

Blazing *(This creature can't be blocked except by red and/or artifact creatures.)*
Hottie attacks each turn if able.

1/1

Ricky Boyes 22/36

Jerky



Creature — Incarnation BQO

If Jerky is in your graveyard creatures you control can't block.

2/1

Ricky Boyes 23/36

Squee's Master Plan

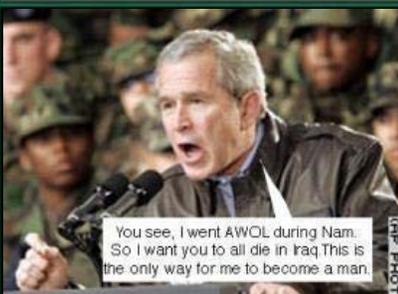


Sorcery BQO

Put a 1/1 red goblin creature token into play.
Replicate (When you play this spell, copy it for each time you paid its replicate cost.)
Epic *(For the rest of the game you can't play spells. At the beginning of each of your upkeeps copy this spell except for its epic ability.)*

Ricky Boyes 24/36

Belligerent 3



Creature — Incarnation BQO

If Belligerent is in your graveyard creatures you control must block if able.
Defending player must block Belligerent with at least one creature if able.

3/3

Ricky Boyes 25/36

Crazed Spider 4



Creature — Spider BQO

Crazed Spider can block as though it had flying.
Cycling 1 (1, Discard this card from your hand: Draw a card.)
Madness 2 *(You may play this card for its madness cost at the time you discard it from your hand.)*

2/4

Ricky Boyes 26/36

Helping Hand 0



Instant BQO

(Helping Hand is green.)
Target green creature gets +1/+2 until end of turn.

Ricky Boyes 27/36

Nature's Answer 



Instant 

Counter target noncreature spell.

Ricky Boys 28/36

Thornscape Granger 



Creature — Human Wizard 

*, : Tap target creature.
, : Thornscape Granger deals 1 damage to target creature and 1 damage to you.

1/1

Ricky Boys 29/36

Wandering Manaspirit 



Creature — Spirit 

When Wandering Manaspirit deals combat damage to a player it becomes a land and gains ": Add one mana of any color to your mana pool" (*It's no longer a creature*)

1/1

Ricky Boys 30/36

Paradise of Birds



Land Creature — Bird 

(*Paradise of Birds isn't a spell*)
 (*Paradise of Birds is affected by summoning sickness*)

Flying

: Add one mana of any color to your mana pool.

0/1

Ricky Boys 31/36

Box Containing Our Own Universe 



Legendary Artifact — Equipment 

Equip 6 (6: Attach to target creature you control. Equip only as a sorcery. This card comes into play unattached and stays in play if the creature leaves play.)

Whenever damage is dealt to equipped creature Box Containing Our Own Universe deals an equal amount of damage to each other creature and each player.

Ricky Boys 32/36

Shelbyville



Land Creature — Human Mob 

(*Shelbyville isn't a spell*)
 (*Shelbyville is affected by summoning sickness*)

Shelbyville comes into play tapped.

: Add 1 to your mana pool.

1/3

Ricky Boys 33/36

Springfield



Land Creature — Human Mob 

(*Springfield isn't a spell*)
 (*Springfield is affected by summoning sickness*)

Springfield comes into play tapped.

: Add 1 to your mana pool.

3/1

Ricky Boys 34/36

Springfield



Land Creature — Human Mob 

(*Springfield isn't a spell*)
 (*Springfield is affected by summoning sickness*)

Springfield comes into play tapped.

: Add 1 to your mana pool.

2/1

Ricky Boys 35/36

Field of Study



Land 

When Field of Study comes into play Scry 1 (Look at the top 1 cards of your library. Put any number of them on the bottom of your library and the rest on top in any order.)

: Add 1 to your mana pool.

Basiccycling 2: (2, Discard this card from your hand; Search your library for a Basic card, reveal it, and put it into your hand. Then shuffle your library.)

Ricky Boys 36/36



Cliffjumper 



Creature — Autobot

When Cliffjumper comes into play
Cliffjumper deals 1 damage to target creature.

When Cliffjumper comes into play
destroy target aura.

2/1

Ricky Boyes 9/11

Eliza Dushku's Combat Trick 



Instant

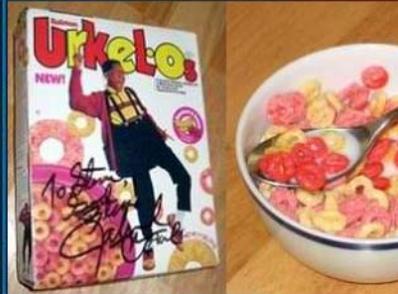
Target creature gets -1/-1 until end of turn.

Target creature gains double strike until end of turn.

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

Ricky Boyes 9/11

Barrage of Urkel-o's 



Sorcery

X target creatures can't block this turn.

Remove X target cards in a single graveyard from the game.

Scry X (*Look at the top X cards of your library. Put any number of them on the bottom of your library and the rest on top in any order.*)

Ricky Boyes 2/11

Jewel Staite's Weird Counter 



Instant

Counter target spell unless its controller pays 2 life.

Counter target spell unless its controller pays 2.

Counter target spell unless its controller lets you put a 1/1 white Spirit token with flying into play.

Ricky Boyes 9/11

Natalie Portman's Utility Spell 



Sorcery

Search your library for a basic land card and put it in your hand. Then shuffle your library.

You gain 4 life.

Draw a card then discard a card.

Ricky Boyes 9/11

Wandering Manaspirit 

When Wandering Manaspirit deals damage to an opponent flip Wandering Manaspirit.

1/1



Land

Utopia

Utopia
c: Add one mana of any color to your mana pool.

Ricky Boyes 1/11