

Olive-Branch Minion 3



Creature — Minion

Flying

Whenever Olive-Branch Minion attacks, target creature defending player controls can't attack next turn.

2/2

Rush of Nectar



Enchantment

At the beginning of your first main phase, gain life equal to the number of cards you drew during this turn's beginning phase.

Detailed Analysis 3



Sorcery

Suspend 2 - Pay 3 life
Draw two cards.

Orb Minion 3



Creature — Minion

Flying

Whenever Orb Minion attacks, target creature defending player loses all its activated abilities until the end of that player's next turn.

2/2

Rush of Opposition 4



Enchantment

At the beginning of your first main phase, tap X permanents, where X is the number of cards you drew during this turn's beginning phase.

Teferi's Tongue-Tying Tactic 1



Instant

The next spell target opponent plays may only be played whenever he or she could play a sorcery.
Draw a card.

Some things are better left unsaid.

Benused Wailing 2



Enchantment

At the beginning of your first main phase, up to X target creatures get -1/-1 until end of turn, where X is the number of cards you drew during this turn's beginning phase.

Fanged Minion 3



Creature — Minion

Flying

When Fanged Minion attacks, target creature defending player controls gets "When this creature is dealt damage this turn, destroy it."

2/2

Rush of Embers 3



Enchantment

At the beginning of your first main phase, Rush of Embers deals X damage divided among any number of target creatures, where X is the number of cards you drew during this turn's beginning phase.

Sol Hammer Minion 3



Creature — Minion

Flying

When Sol Hammer Minion attacks, target creature defending player controls can't block this turn.

2/2

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Poison-Dart Minion 3



Creature — Minion

Flying

Whenever Poison-Dart Minion attacks, tap target creature defending player controls. That creature doesn't untap during its controller's next untap step.

2/2

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Rush of Energy 1



Enchantment

At the beginning of your first main phase, add X mana to your mana pool, where X is the number of cards you drew during this turn's beginning phase.

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Dead Reckoning 4



Sorcery

Choose one — Destroy all token creatures; or destroy all non-token creatures.

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Ill-Gotten Growth



Instant

As an additional cost to play Ill-Gotten Growth, pay 2 life.

Target creature gets +5/+5 until end of turn.

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Jello Monster of Doom 2



Creature — Ooze

Defender (This creature can't attack.)

Whenever Jello Monster of Doom is turned face-up, draw a card, then discard a card.

♣♣: Turn Jello Monster of Doom face-down.

Morph ♣♣

2/3

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Seven Samurai 5



Sorcery

Put seven 1/1 red and white Samurai tokens with Bushido 1 into play.

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SoFI's Choice 1



Enchantment

As SoFI's Choice comes into play, choose a player.

At the beginning of that player's upkeep, he or she chooses one — SoFI's Choice deals 2 damage to that player; or you draw a card.

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American Idol 3



Artifact

♣♣♣: American Idol becomes a 3/4 red, white, and blue Angel creature with flying, haste, and vigilance until end of turn.

"Ohhhhhh, Kelly Clarkson!"

- Andy Stitzer

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