

Ancient Sea Serpent



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This card has no abilities.

3 6 15

The true age of this majestic creature of the sea is unknown, but it is believed to be over 6,000 years.

Cybernetic Psychic



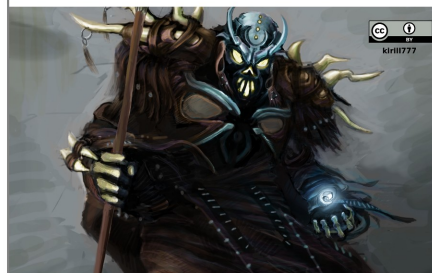
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This card has no abilities.

3 4 5

She may appear frail, but if her telekinesis doesn't crush your bones, her robotic arm certainly will.

Dark Necromancer



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Activate in response to an opponent's summon. Target this card. Place 1 counter on each target.

Remove 2 counters from this card. Target up to 2 cards in one player's graveyard randomly. Reveal all targets, then summon or cast any number of targets that are not in play (paying the usual costs).

0 7 10

He can't control who exactly he resurrects, but with patience and luck, he can raise a formidable army of the undead.

Mammon the Dark Angel



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This card has no abilities.

5 7 10

This mysterious angel is said to have come straight from the pits of Hell. Few dare to go near her, but those who do often die of unknown causes.

Consolation



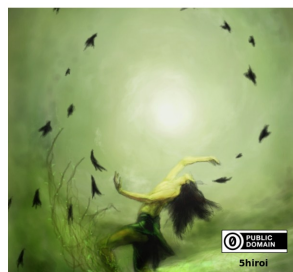
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Activate when another of your cards in play is destroyed. Target up to 1 card in play. Place 2 defense counters on each target; you can remove a defense counter from a card at any time to increase its defense by 5.

7

I swear, I will not allow this tragedy to happen again.

Dance of Resurrection



Card design by anonymous author, CC0. Image author and license shown above.

Exhaust 1 of your unexhausted creatures in play. Target up to 1 card in your graveyard. Reveal all targets, then summon or cast any number of targets that are not in play (paying the usual costs).

1

While exhausting to its participants, this dance seems to be rather effective at resurrecting the dead.

Mourning a Loss



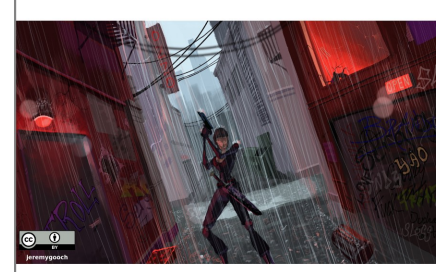
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Activate when another of your cards in play is destroyed. Target up to 2 cards in your hand. Reveal all targets, then summon or cast any number of targets that are not in play (paying the usual costs).

5

We will get through this.

Sneak Attack



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Exhaust 1 of your unexhausted creatures in play. Target up to 1 card in play. Roll 3 six-sided dice and inflict the result of each die as damage to one target.

2

Even a weak soldier can take down the strongest of foes by waiting for their moment of vulnerability.