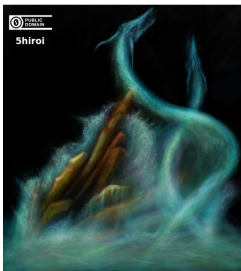


Ancient Sea Serpent



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

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



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

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



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

This creature cannot attack or defend.

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 5 7

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



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

You must sacrifice 1 card in play to summon this creature.

This card has no abilities.

5 5 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



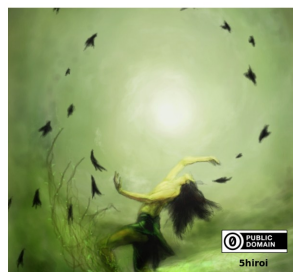
Card design by anonymous author, CC0. Image author and license shown above.

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



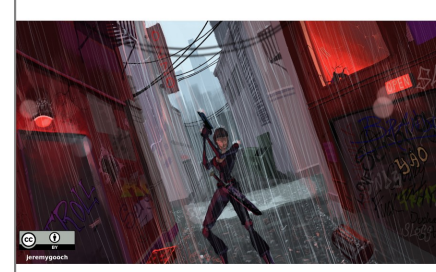
Card design by anonymous author, CC0. Image author and license shown above.

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



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 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.