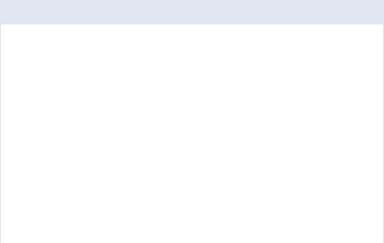
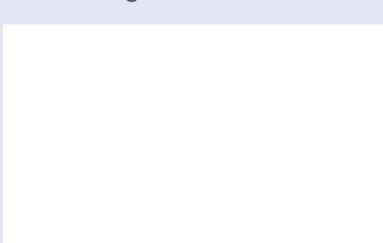
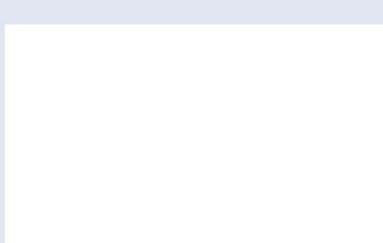
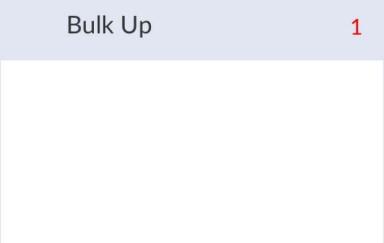
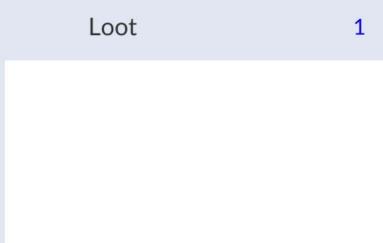
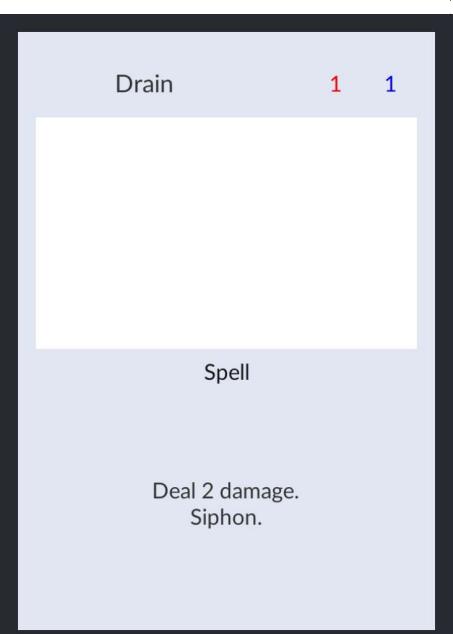
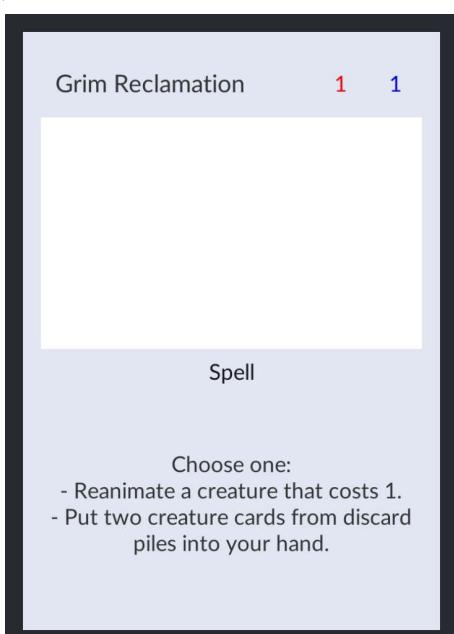
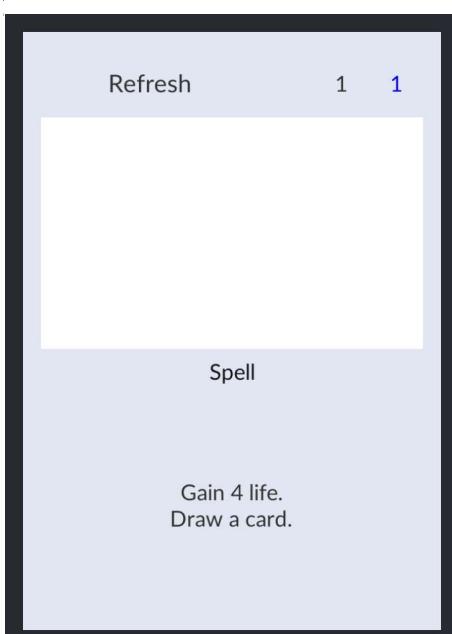
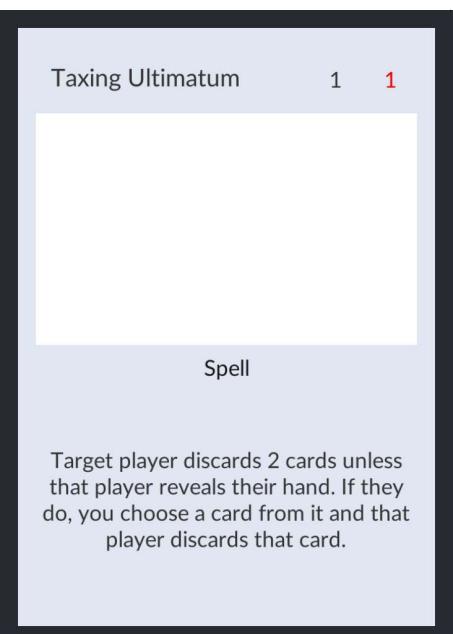
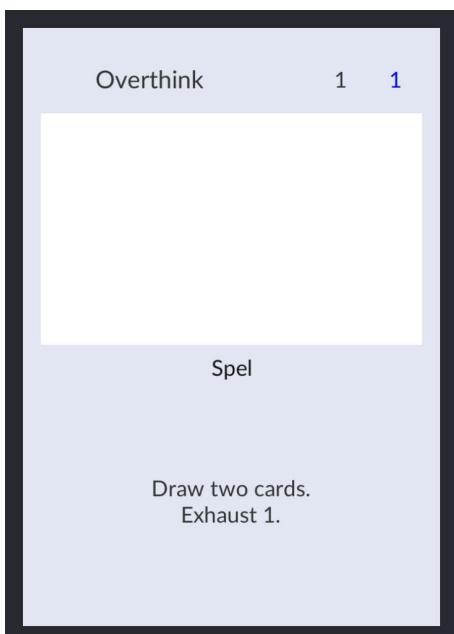
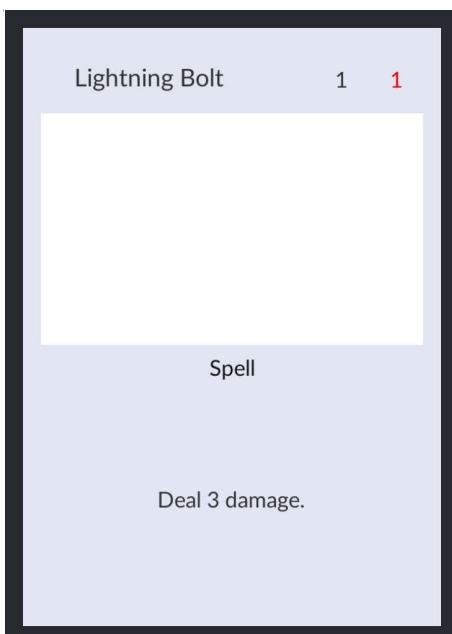
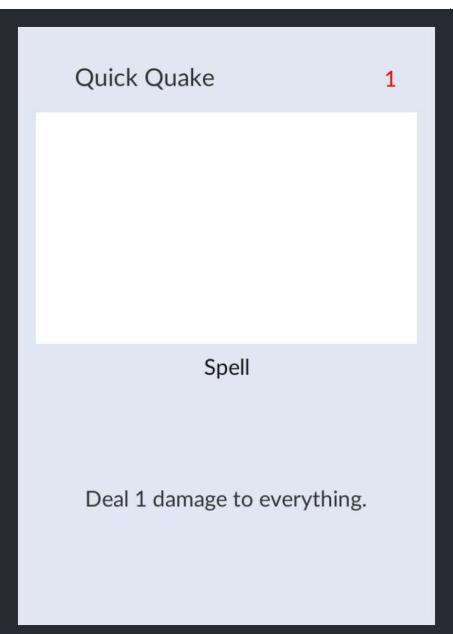
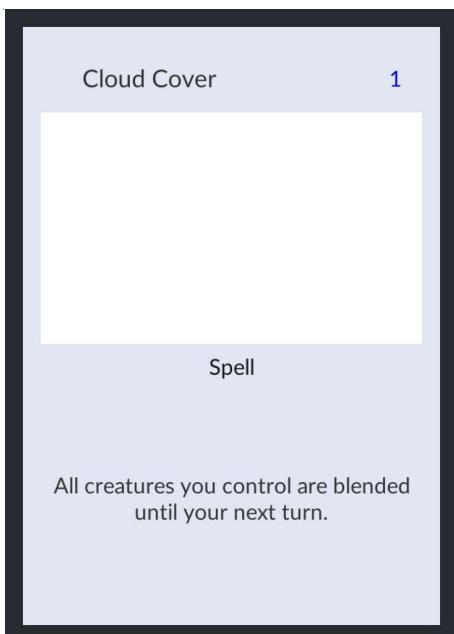
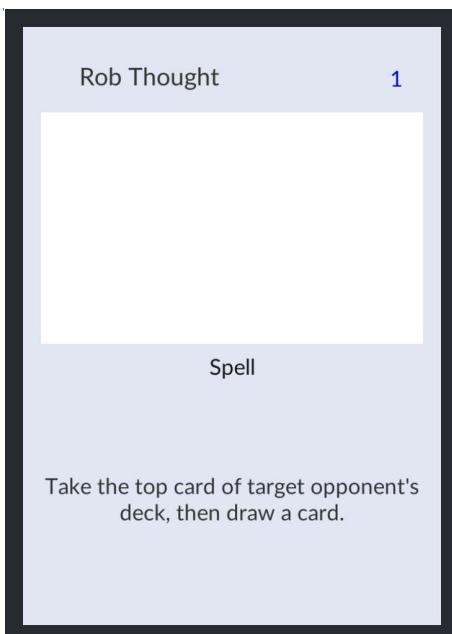
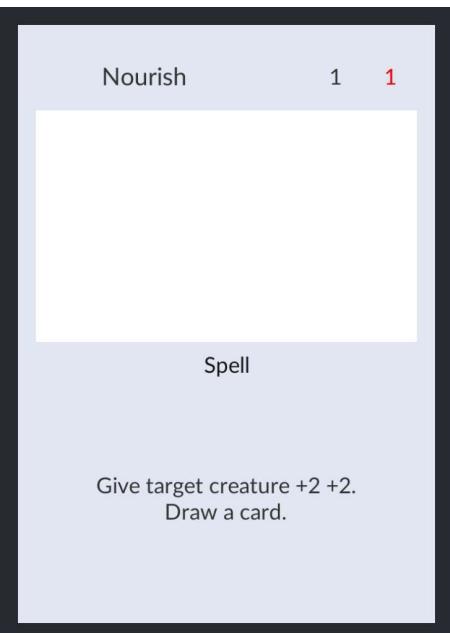
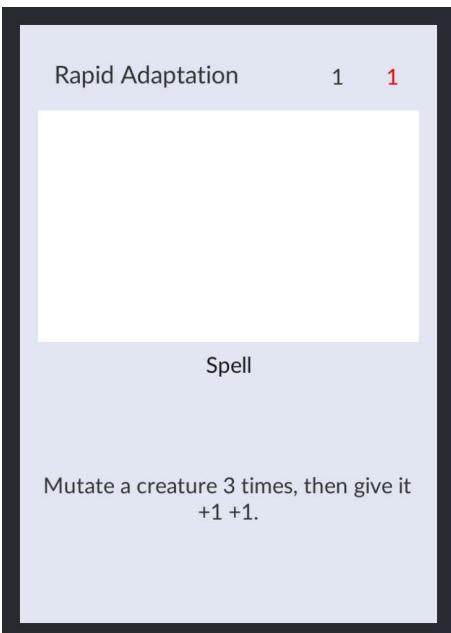
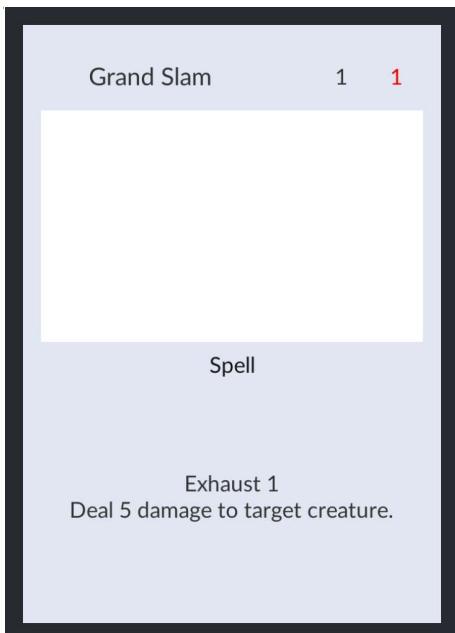
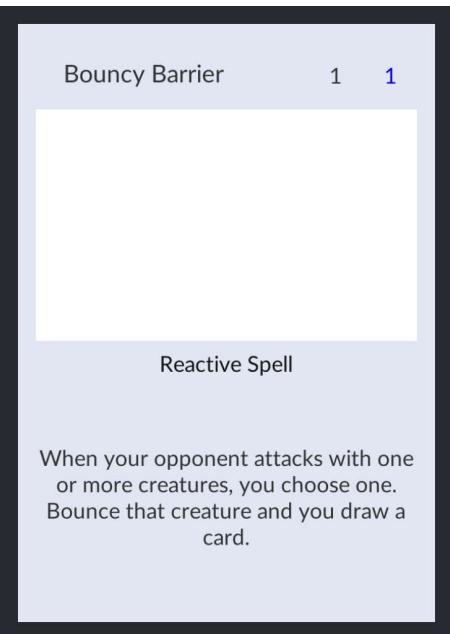
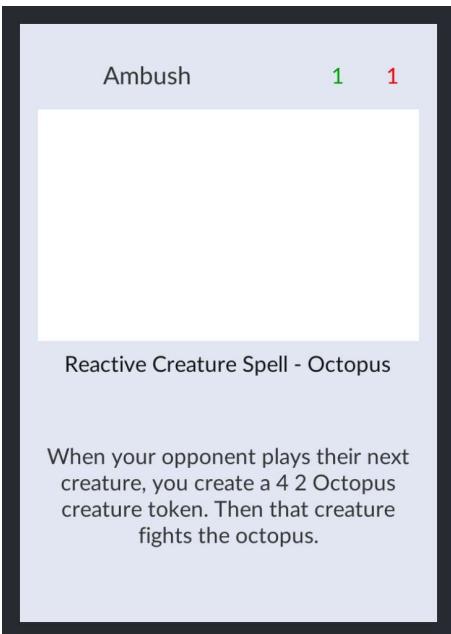
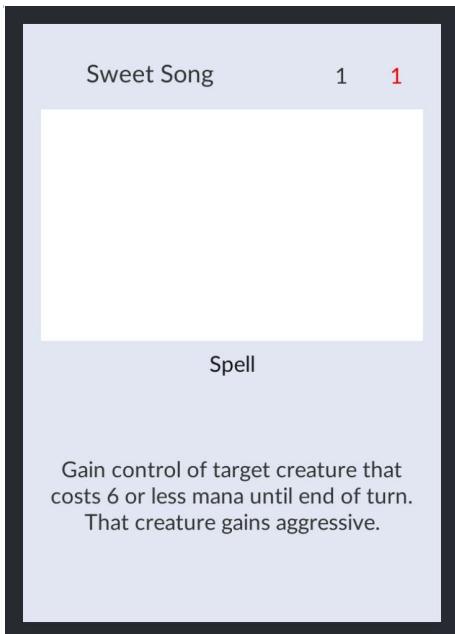
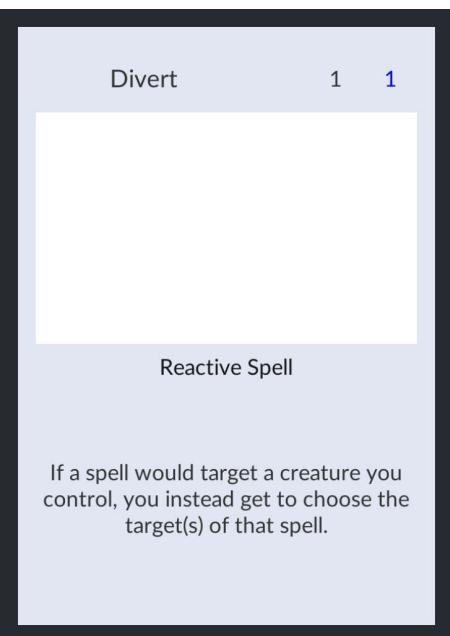
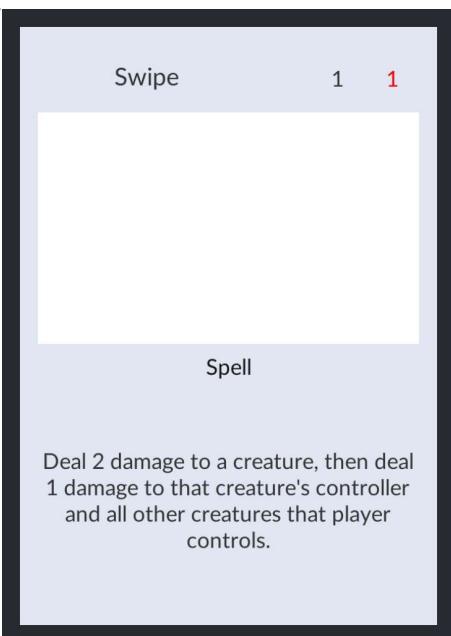
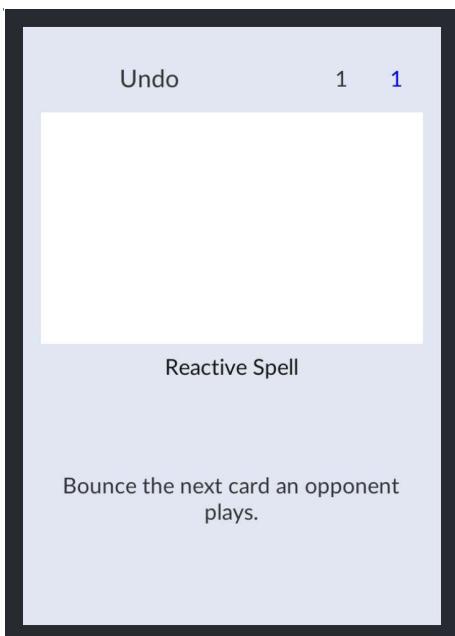
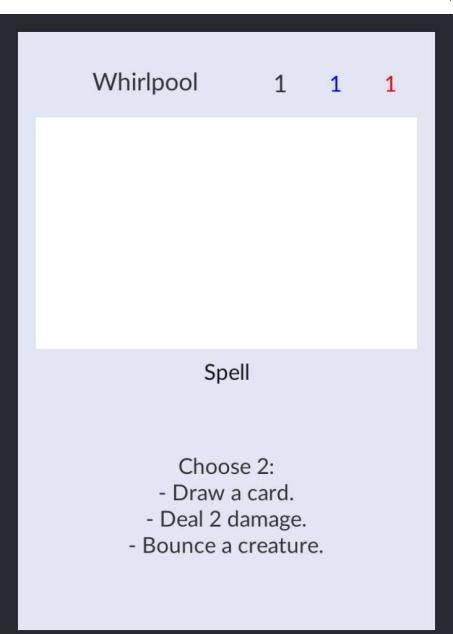
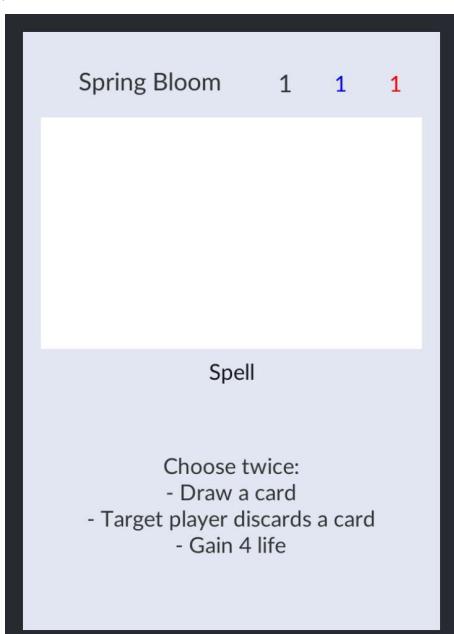
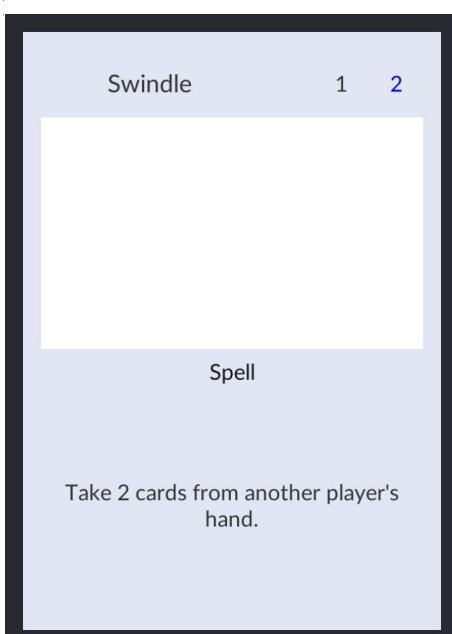
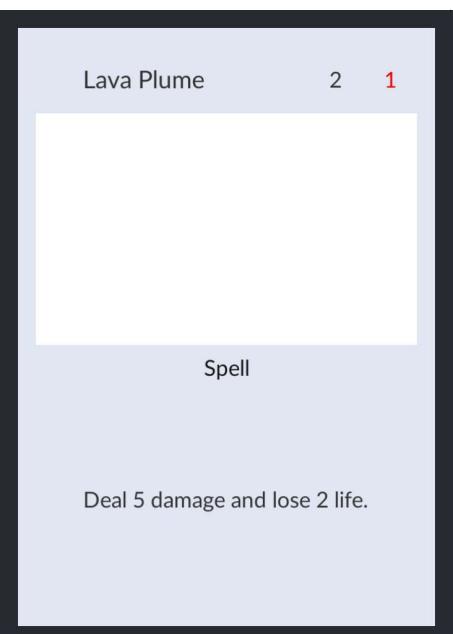
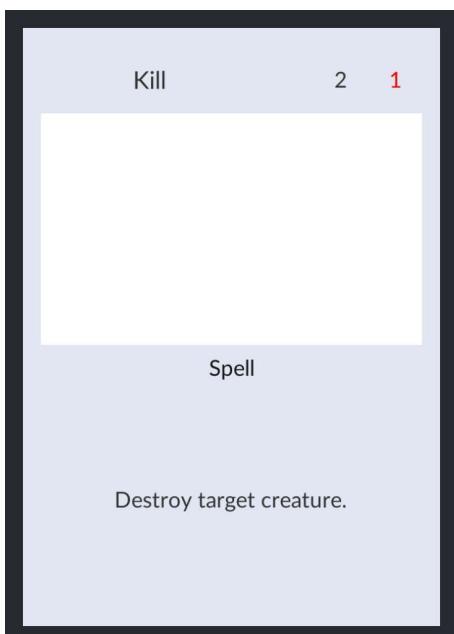
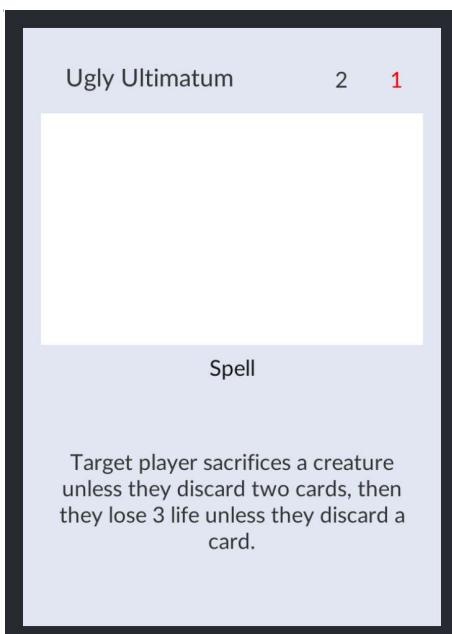
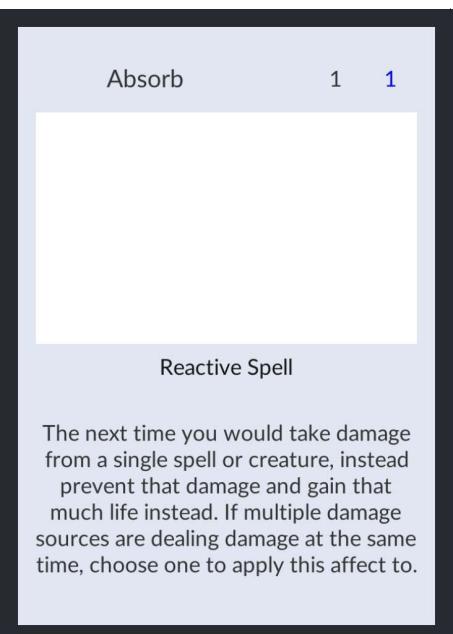
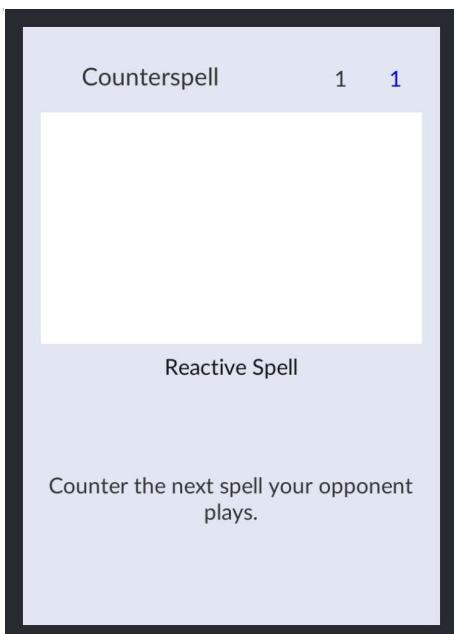
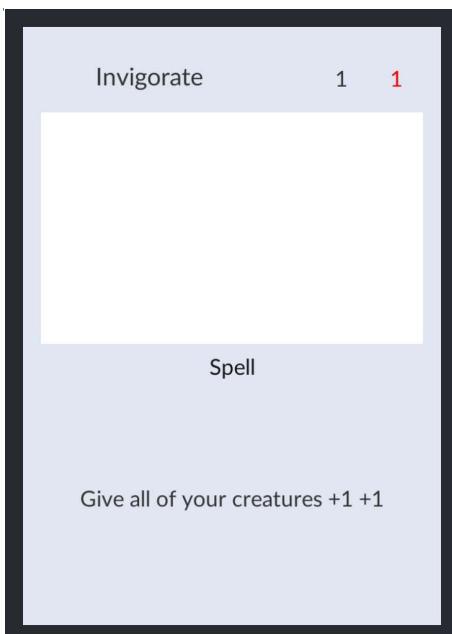
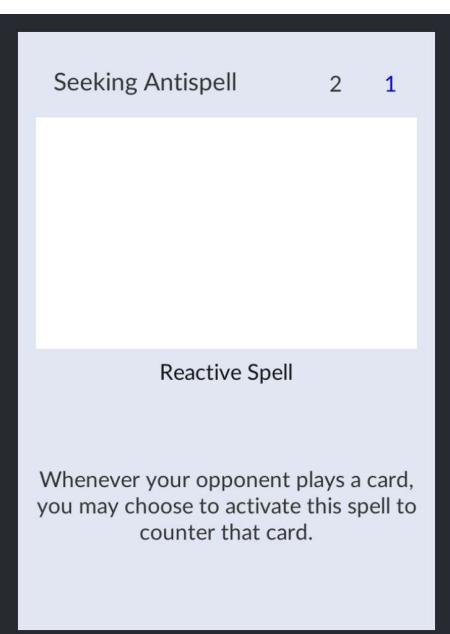
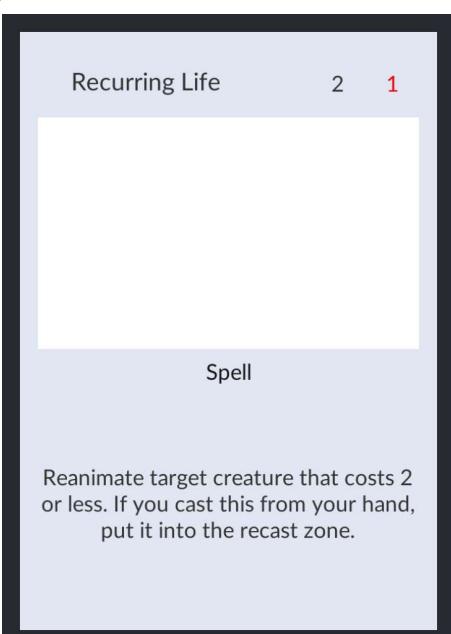
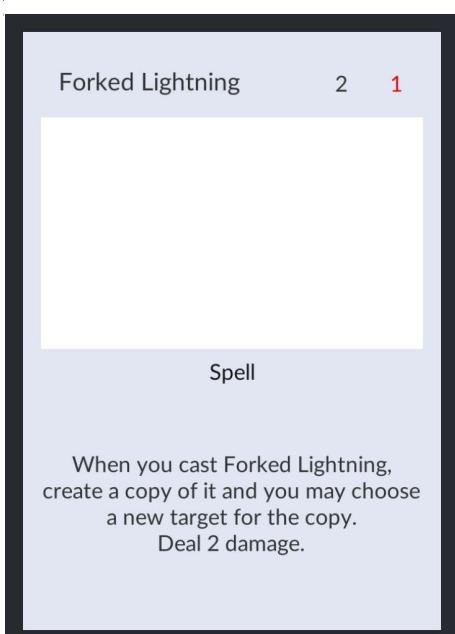
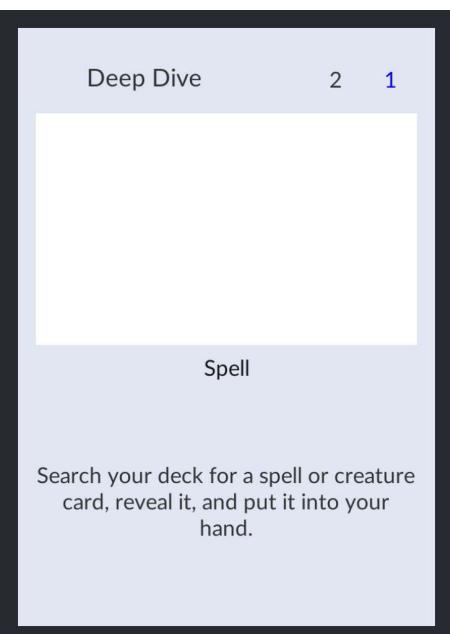
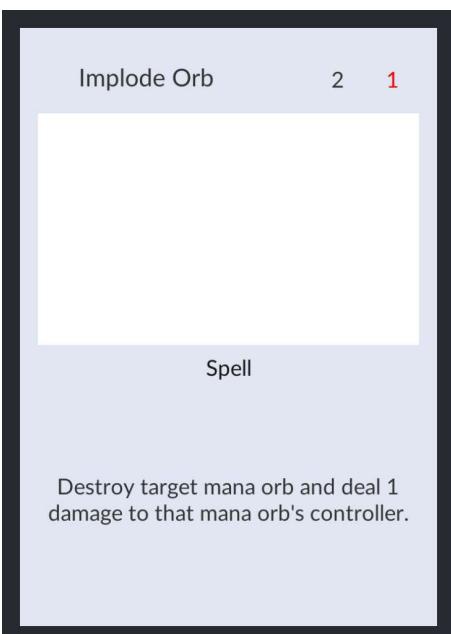
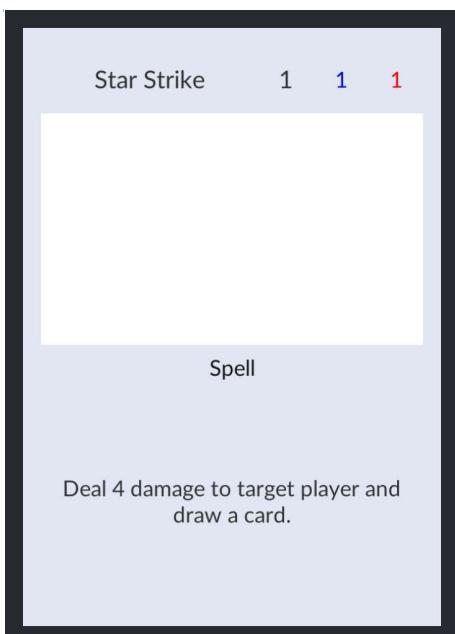
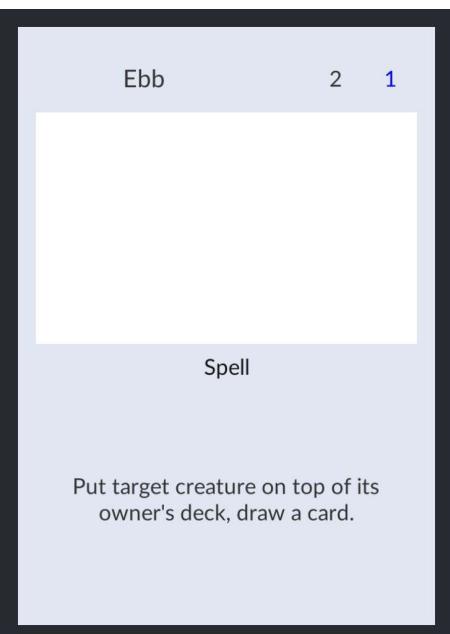
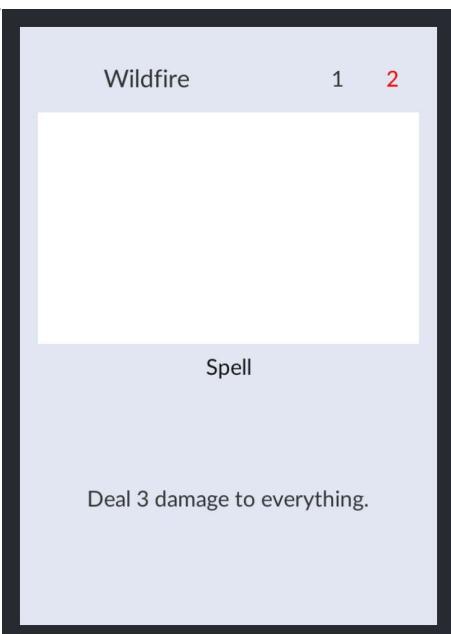
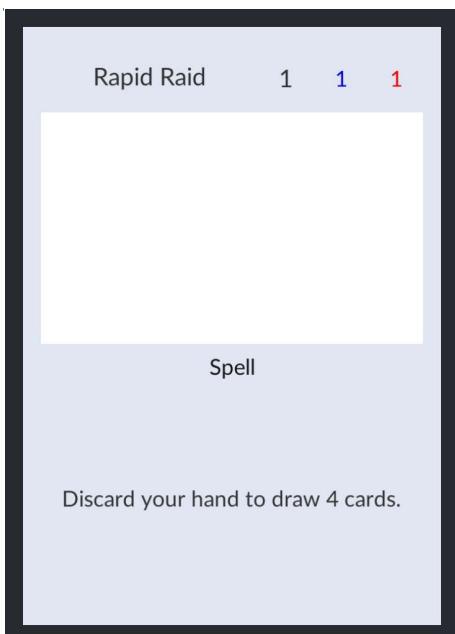


<p>Pilfer 1</p>  <p>Spell</p> <p>Look at target player's hand. Then choose and take a card from it and put it into your hand. Then put Pilfer in that player's hand.</p>	<p>Scratch 1</p>  <p>Spell</p> <p>Deal 1 damage to a creature. If you control a creature, this deals 3 damage instead.</p>	<p>Decide 1</p>  <p>Spell</p> <p>Look at the top 2 cards of your deck. Put 1 in your hand and the other into the discard pile.</p>
<p>Scorch 1</p>  <p>Spell</p> <p>Deal 2 damage.</p>	<p>Sting 1</p>  <p>Spell</p> <p>Deal 1 damage, then infect the target if it is a creature. If this was cast from your hand, put it into the recast zone.</p>	<p>Daze 1</p>  <p>Spell</p> <p>Target player discards a card at random.</p>
<p>Bulk Up 1</p>  <p>Spell</p> <p>Target creature gains +2 +1.</p>	<p>Reject 1</p>  <p>Spell</p> <p>Bounce target creature.</p>	<p>Loot 1</p>  <p>Spell</p> <p>Draw 2 cards, then discard 2 cards.</p>

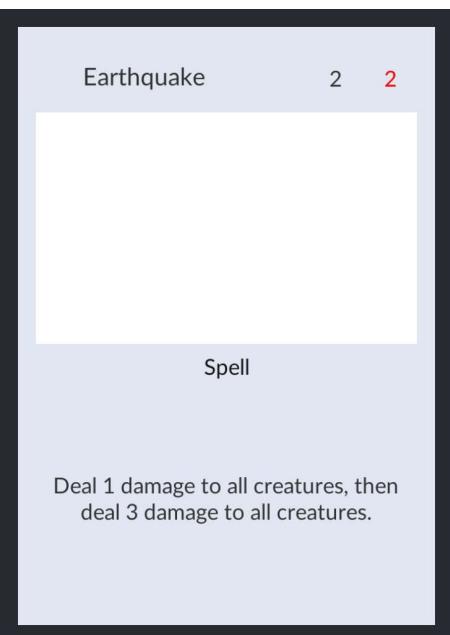
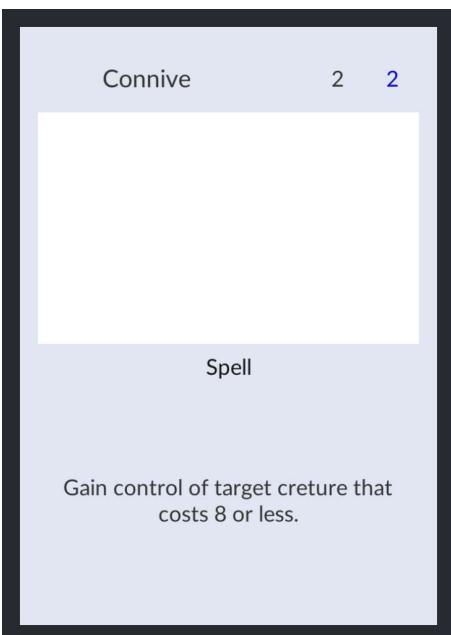
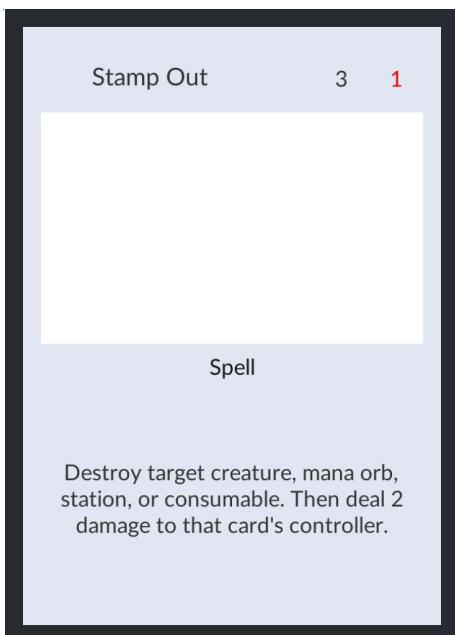
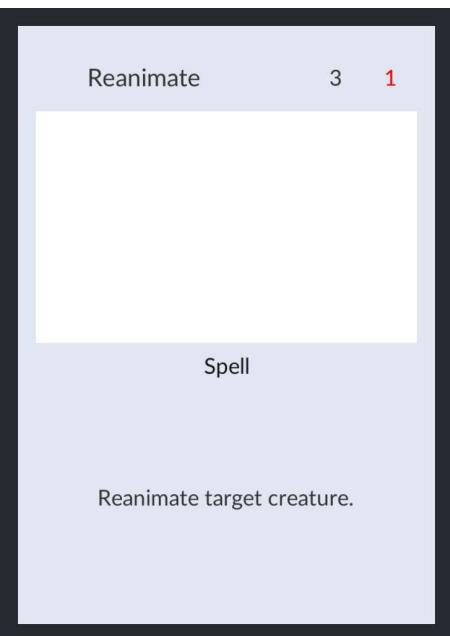
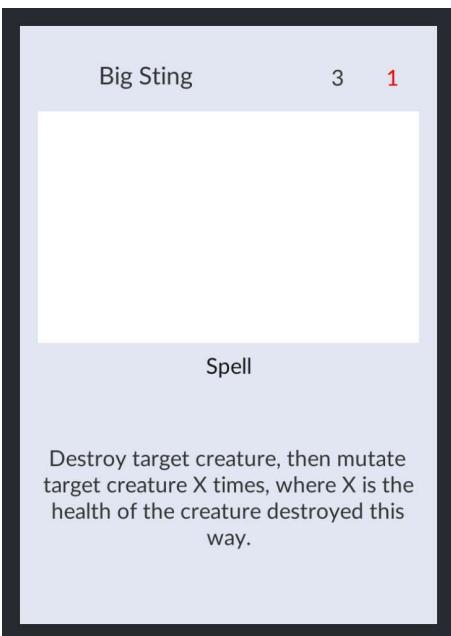
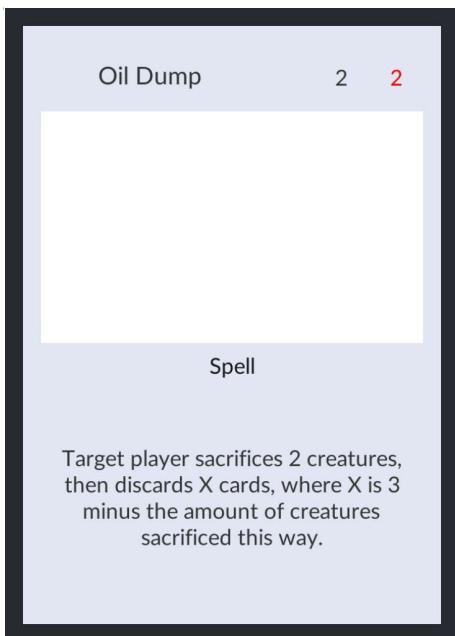
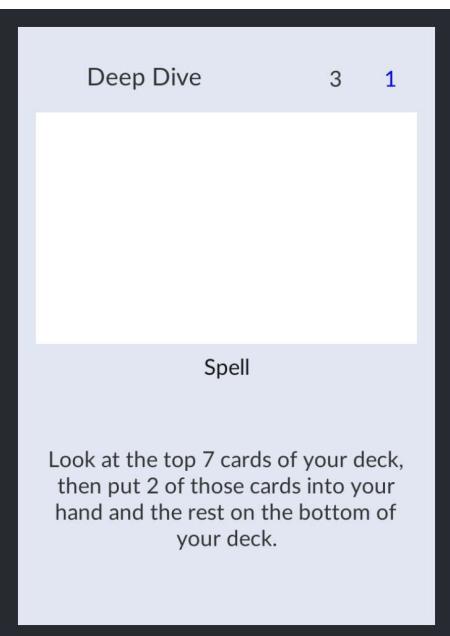
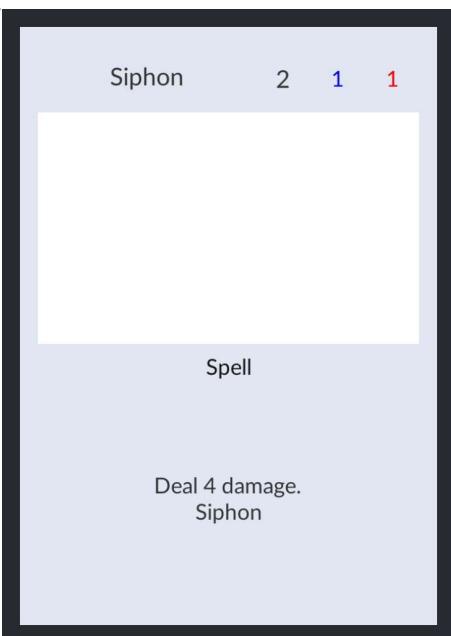
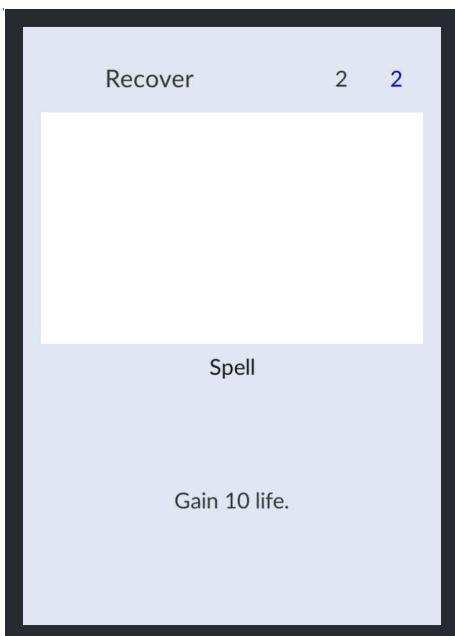


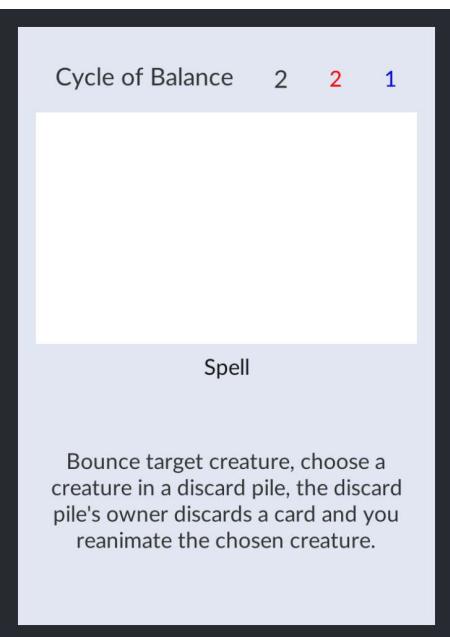
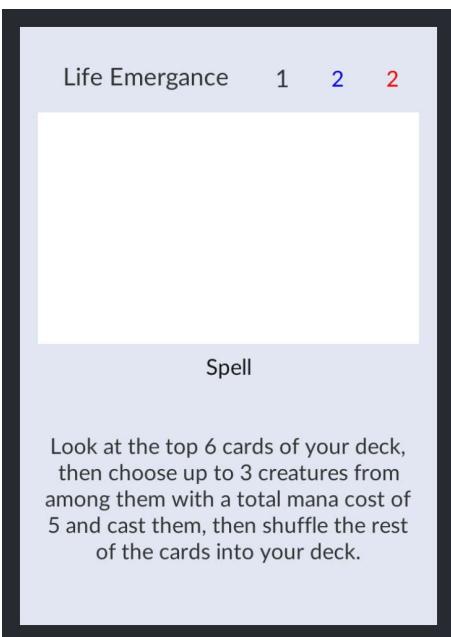
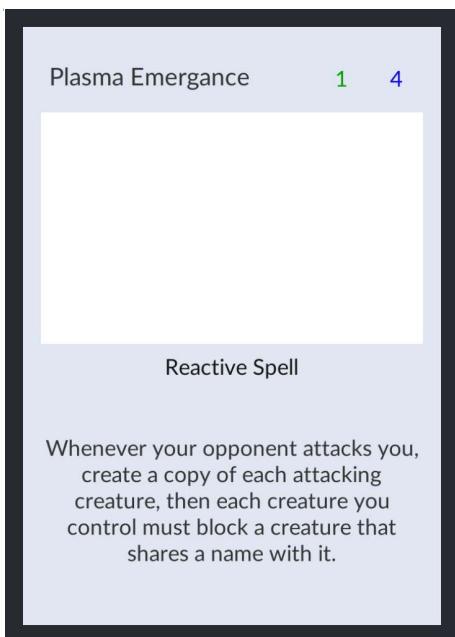
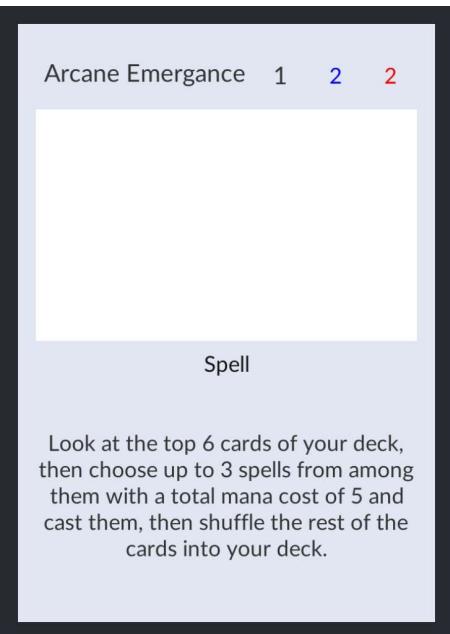
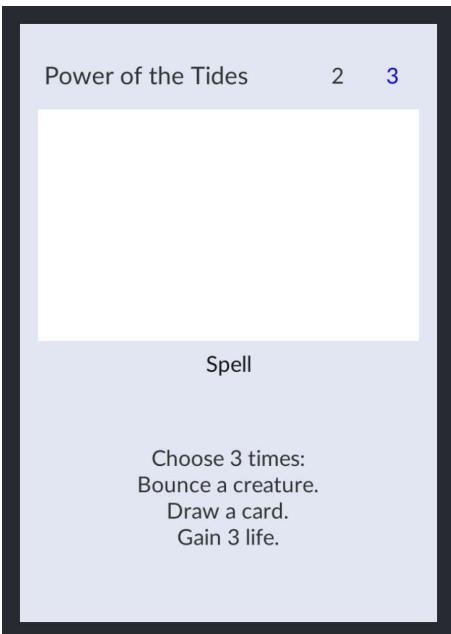
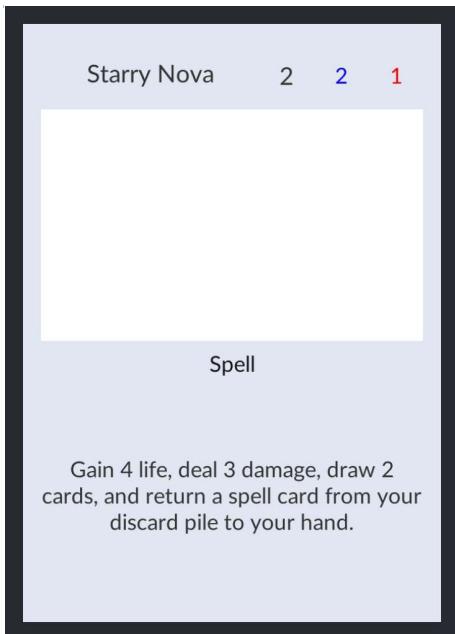
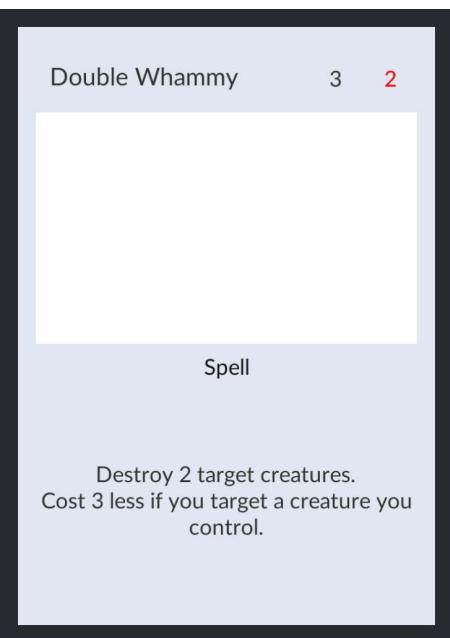
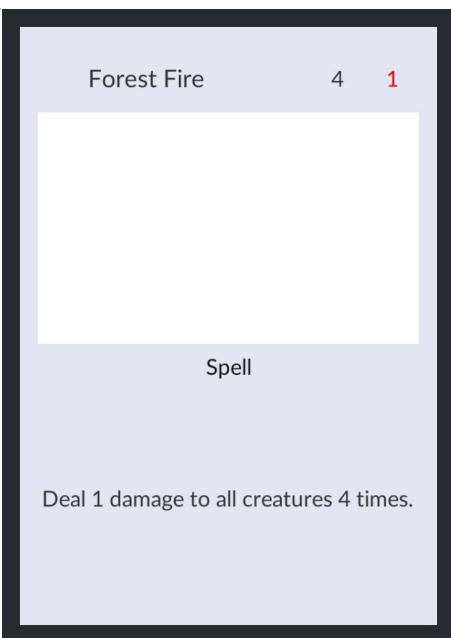
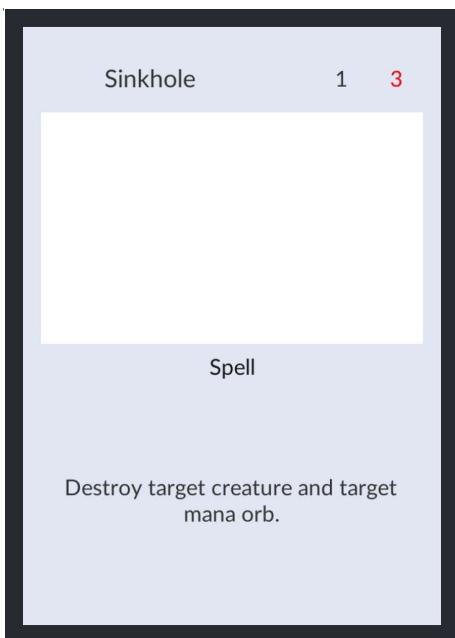


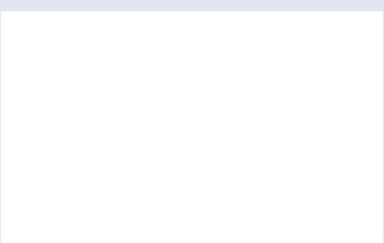
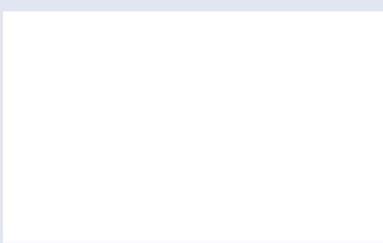
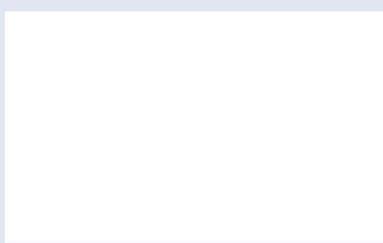




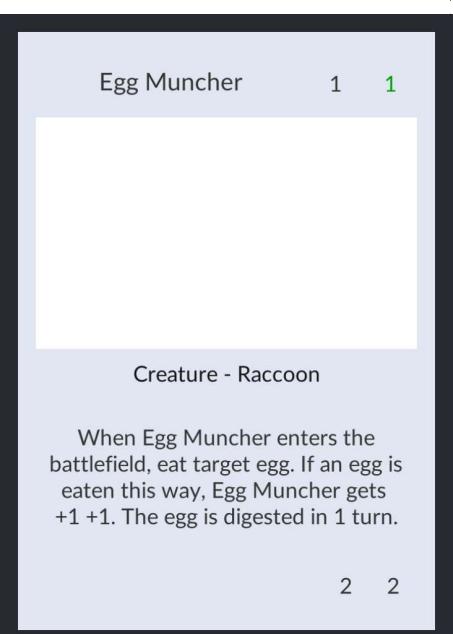
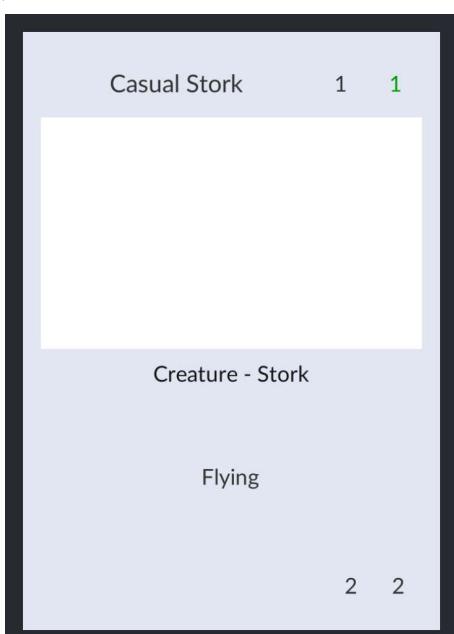
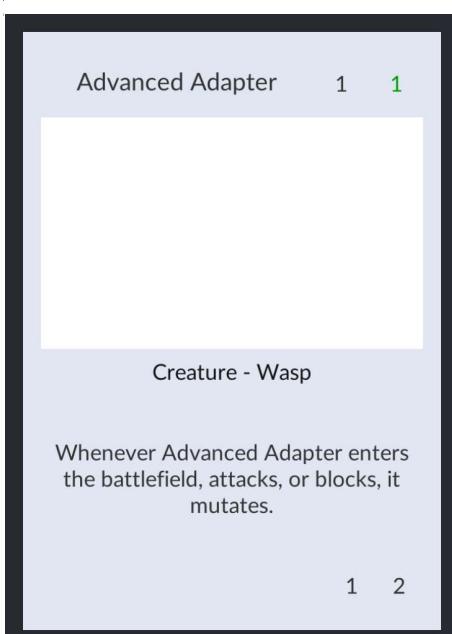
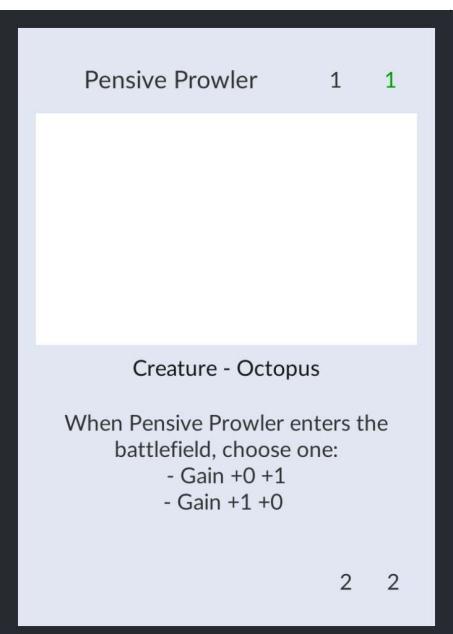
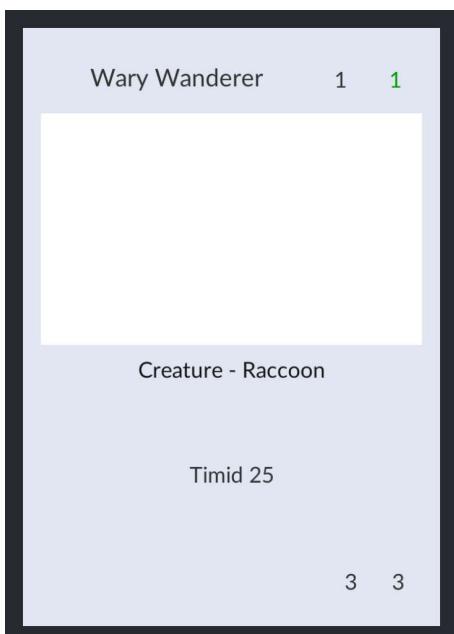
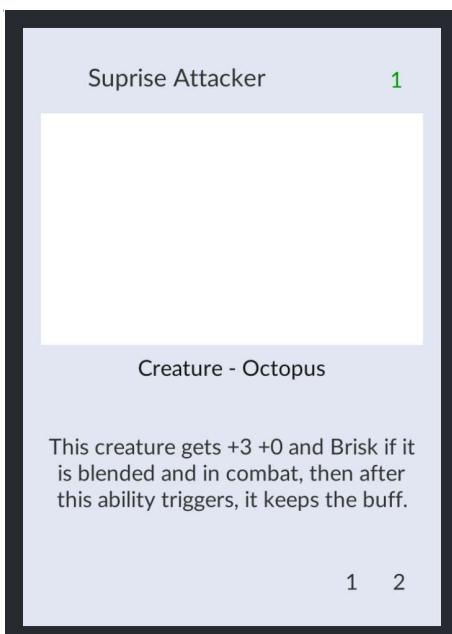
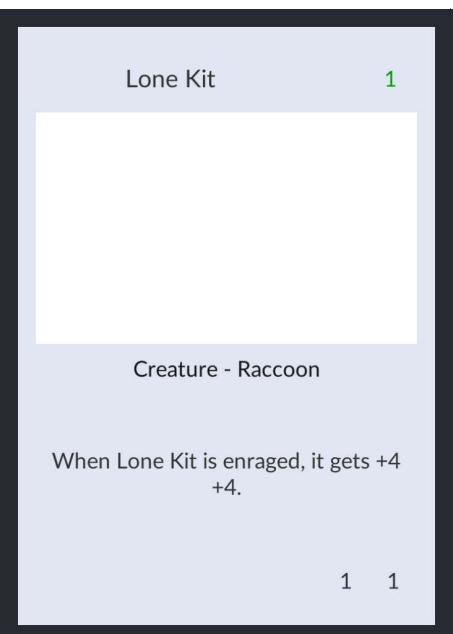
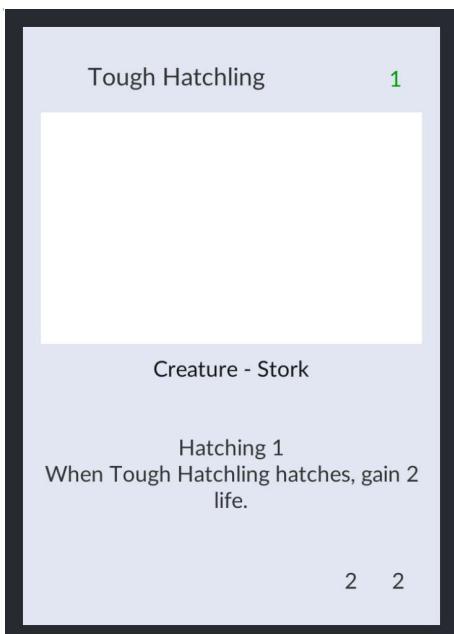
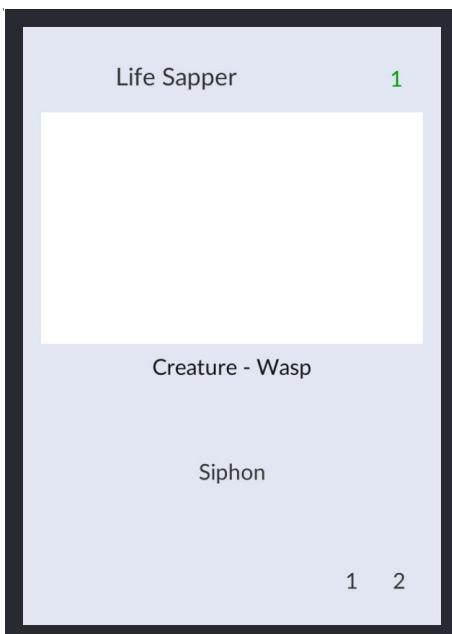
<p>Floodgate 2 1</p> <p>Reactive Spell</p> <p>Whenever 3 or more creatures attack you, bounce 3 creatures that are attacking you.</p>	<p>Wasp Trap 1 1 1</p> <p>Reactive Creature Spell - Wasp</p> <p>Whenever one or more creatures attack you, create a 4/4 wasp creature with Shell and Flying on your opponent's turn.</p>	<p>Searing Barrier 2 1</p> <p>Reactive Spell</p> <p>Whenever your opponent targets a creature you control with a spell, deal 3 damage to that player and up to one creature they control.</p>
<p>Shiny Find 2 1</p> <p>Spell</p> <p>Gain an extra mana orb and refresh another mana orb.</p>	<p>Might of Old 2 1</p> <p>Spell</p> <p>Give target creature +4 +4.</p>	<p>Toxic Mutation 2 1</p> <p>Spell</p> <p>Give target creature +1 +0, Shell, and Venomous.</p>
<p>One With Fog 2 1</p> <p>Spell</p> <p>Blend target creature and give it +2 +2.</p>	<p>Inferno Jet 2 2</p> <p>Spell</p> <p>Deal 8 damage to a creature, then deal any excess damage to that creature's controller.</p>	<p>Dip in Lava 3 1</p> <p>Spell</p> <p>Deal 6 damage.</p>

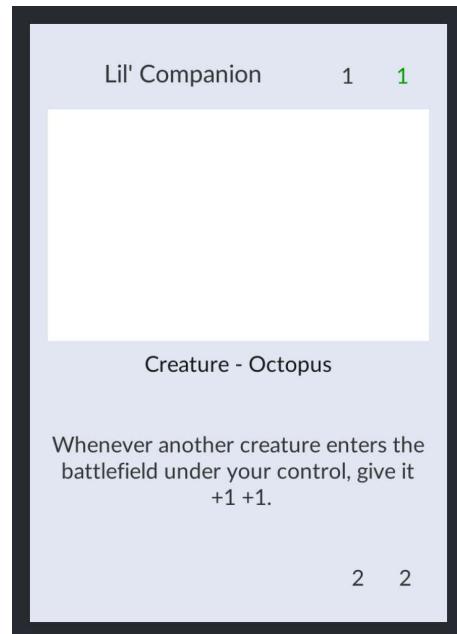
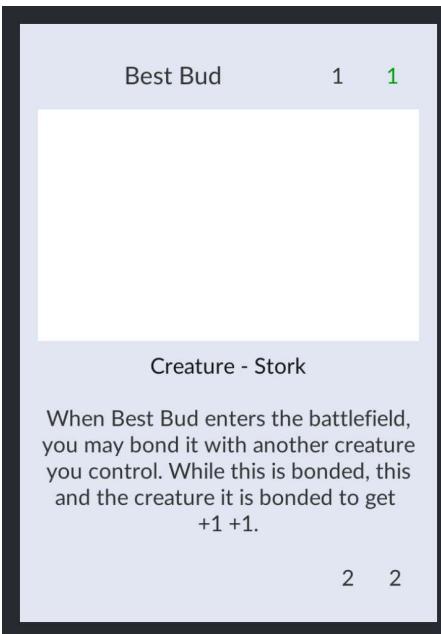
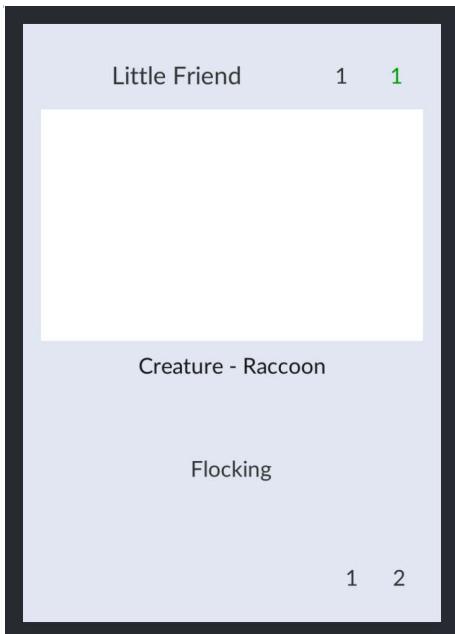
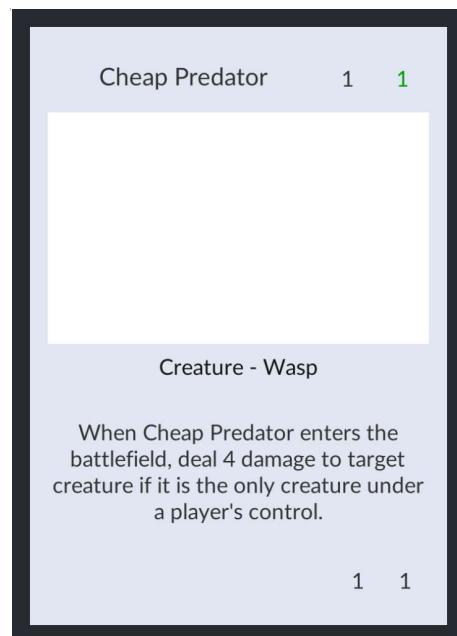
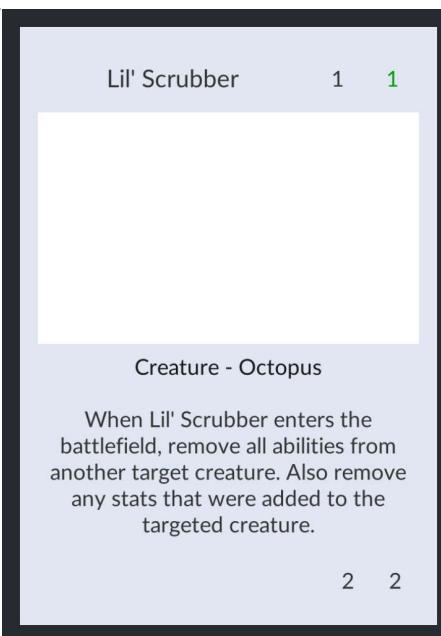
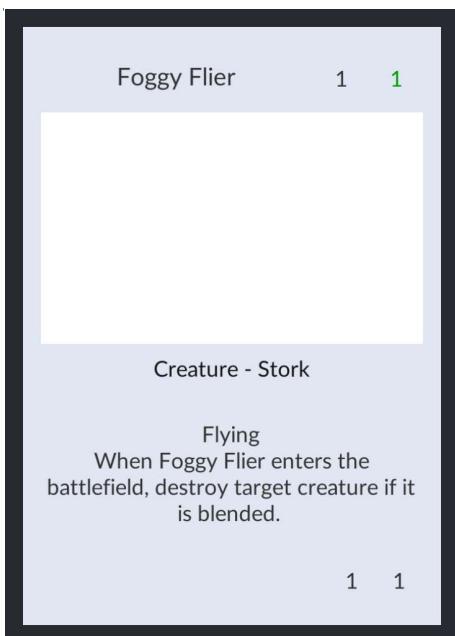


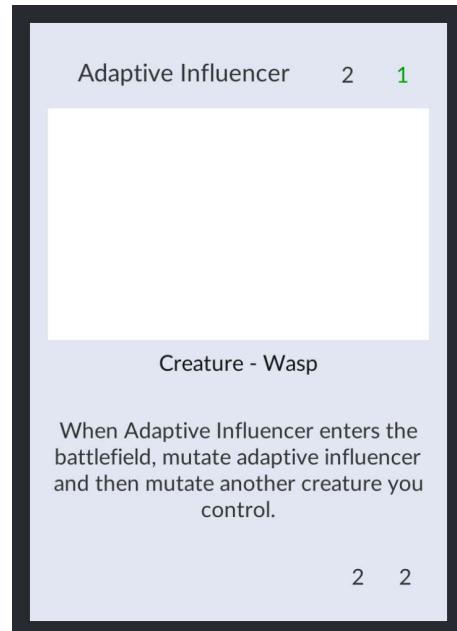
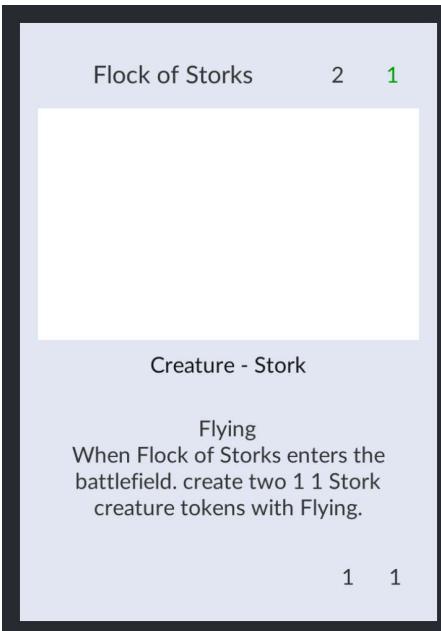
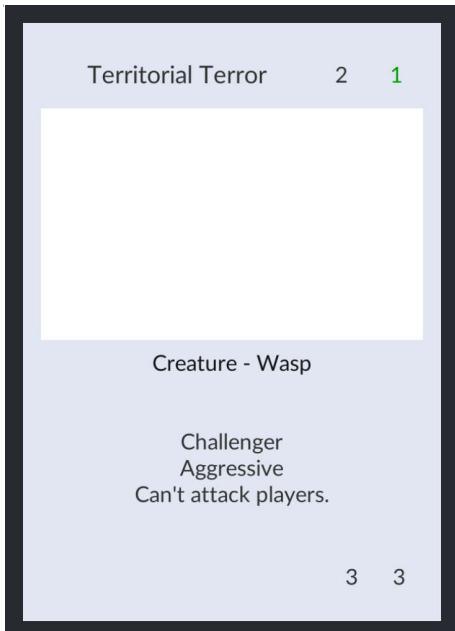
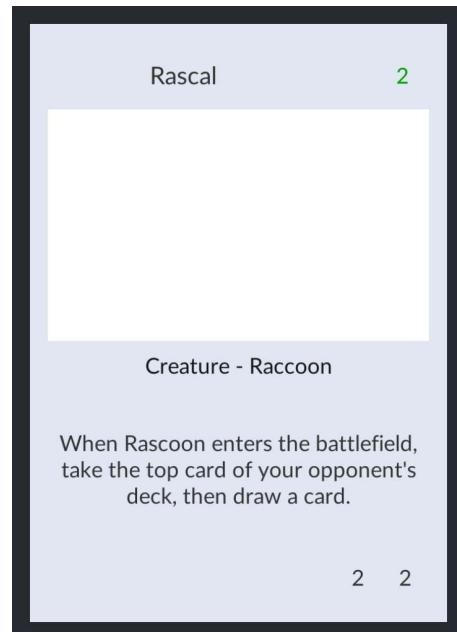
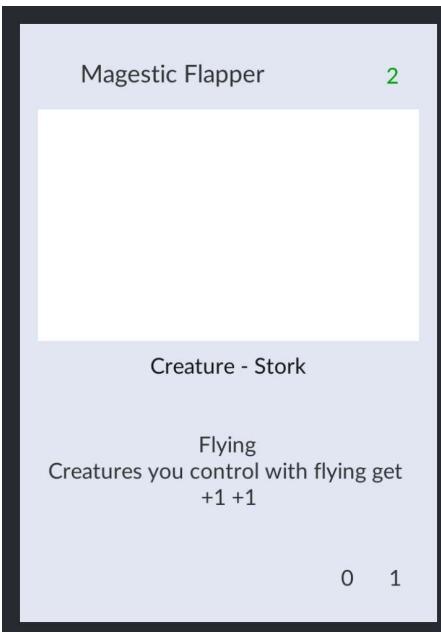
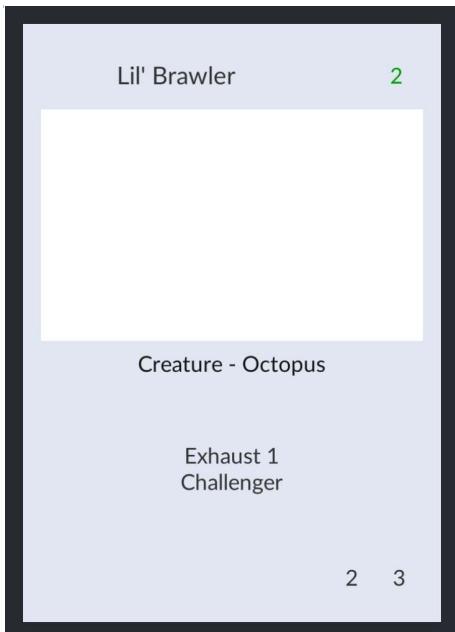
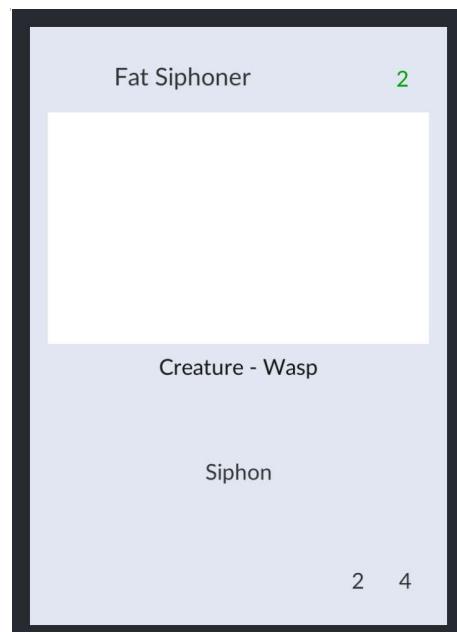
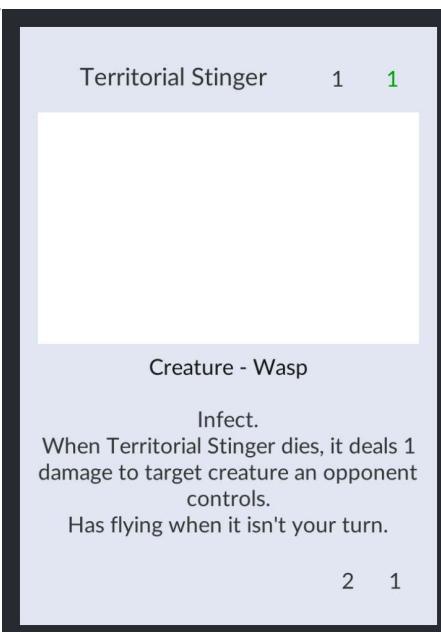
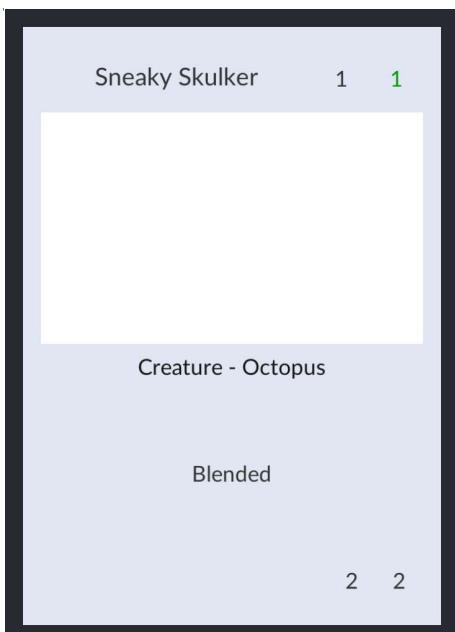


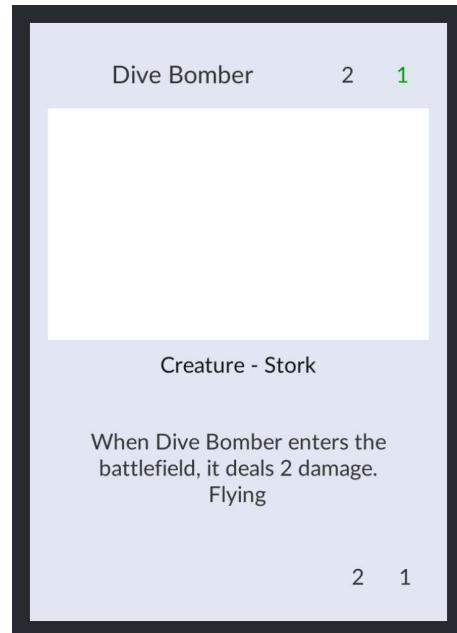
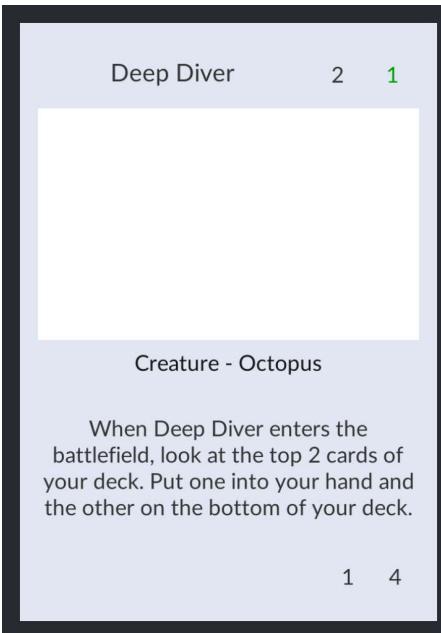
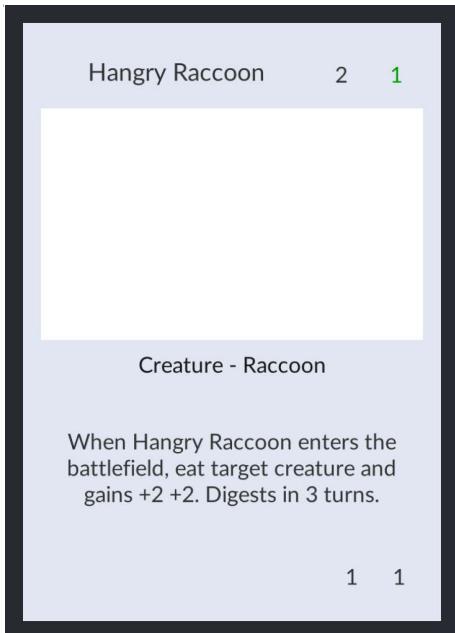
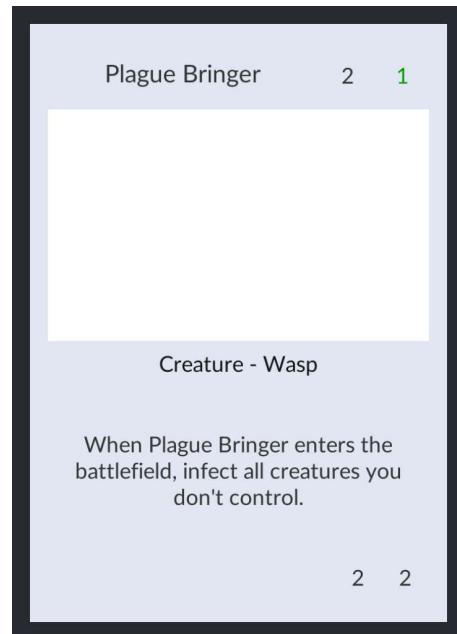
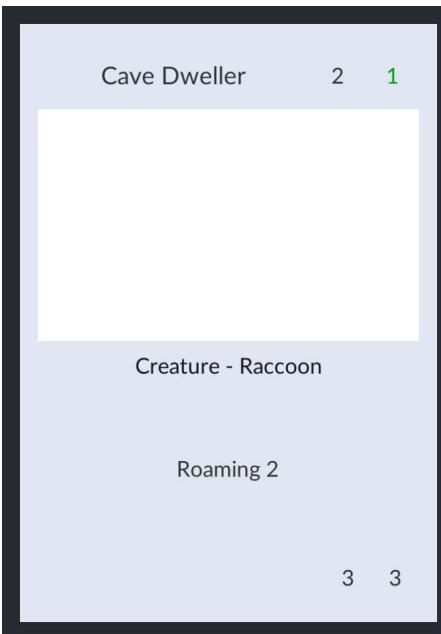
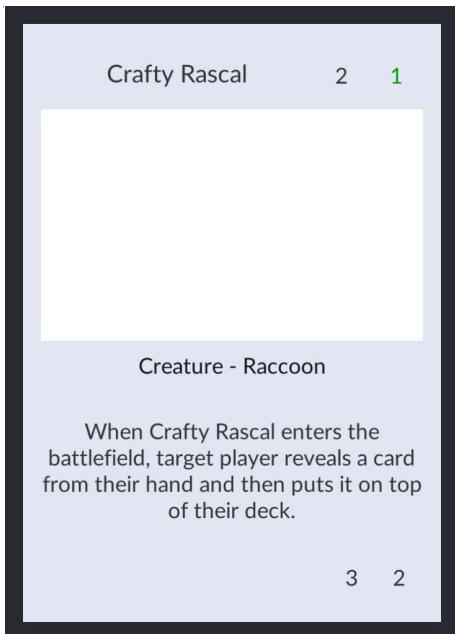
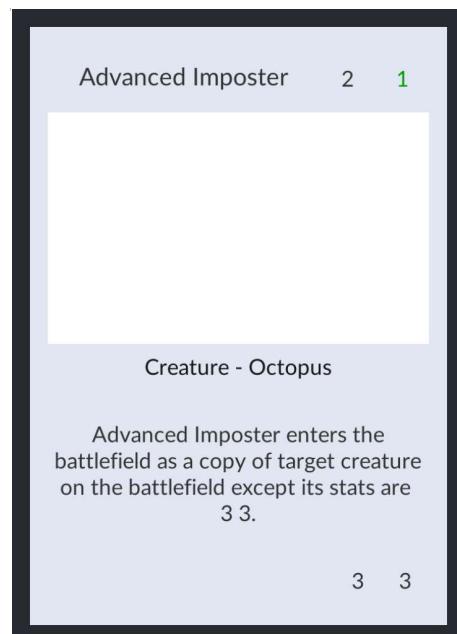
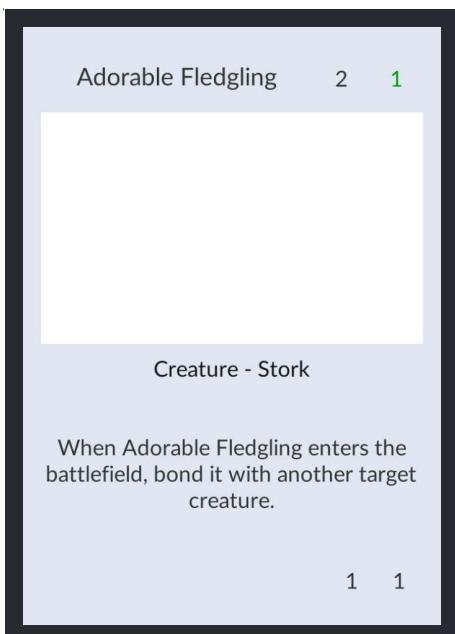
<p>Wrath 3 3</p>  <p>Spell</p> <p>Destroy all creatures.</p>	<p>Ultimate Rejection 3 3</p>  <p>Spell</p> <p>Bounce target creature, create a copy of it, then cast an Essence Void reactive spell that counters the next creature card an opponent plays.</p>	<p>Converging Power 2 2 2</p>  <p>Spell</p> <p>Choose one: - Draw 3 cards. - Deal 6 damage. - Gain 12 life.</p>
<p>Scramble 4 2</p>  <p>Spell</p> <p>Target player discards their hand, then deal 6-X damage to that player, where X equals the number of cards discarded this way.</p>	<p>Lava Beam 3 4</p>  <p>Spell</p> <p>When you cast Lava Beam, create 11 copies of it and you may choose new targets for the copies. Deal 1 damage to any target.</p>	<p>Triple Counter 3 4</p>  <p>Spell</p> <p>When you cast this, you may reveal it to create two copies of it. When a player plays their next card, reveal a reactive spell named triple counter to counter that card.</p>
<p>Time Warp 5 3</p>  <p>Spell</p> <p>Take an extra turn.</p>	<p>The Void 5 3</p>  <p>Spell</p> <p>Remove all cards in hands, discard piles, and battlefields from the game. Then remove Void from the game.</p>	<p>Time Relapse 2 7</p>  <p>Spell</p> <p>Remove Time Relapse from the game, then restart the game without any of the cards removed from the game being in the game. After you restart the game, give your opponent the curse of death, which will kill them if they would draw out of an empty deck.</p>

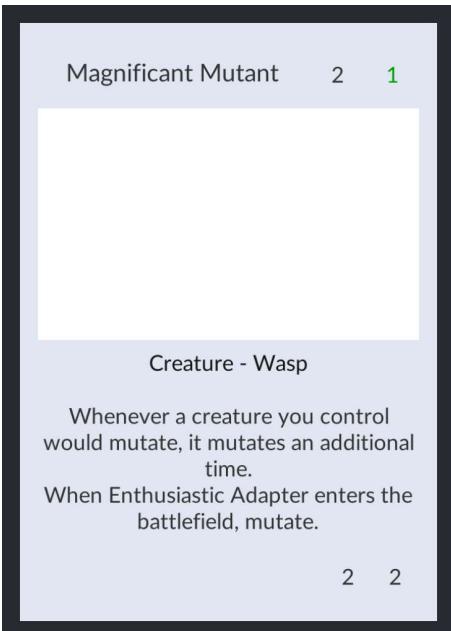
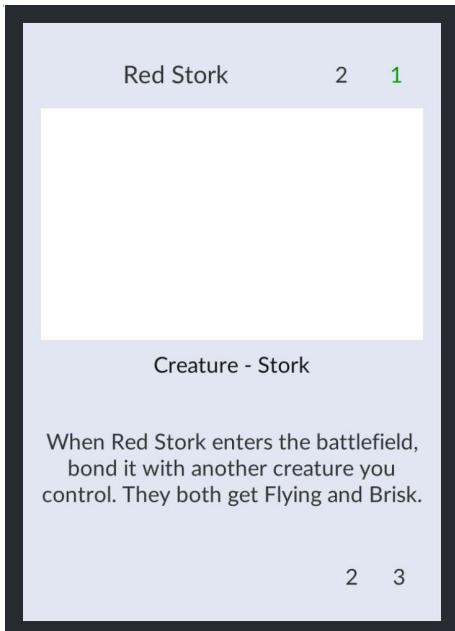
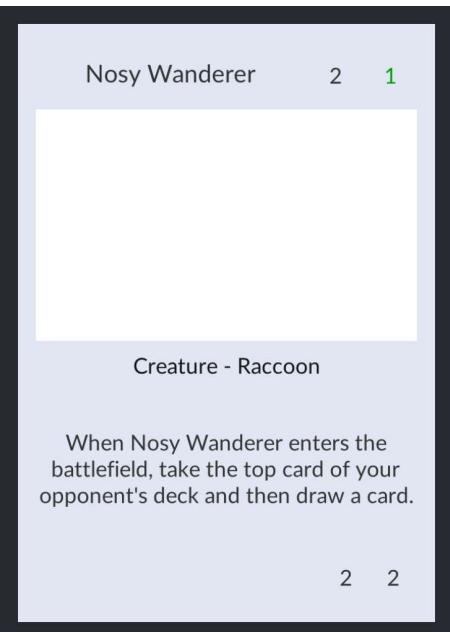
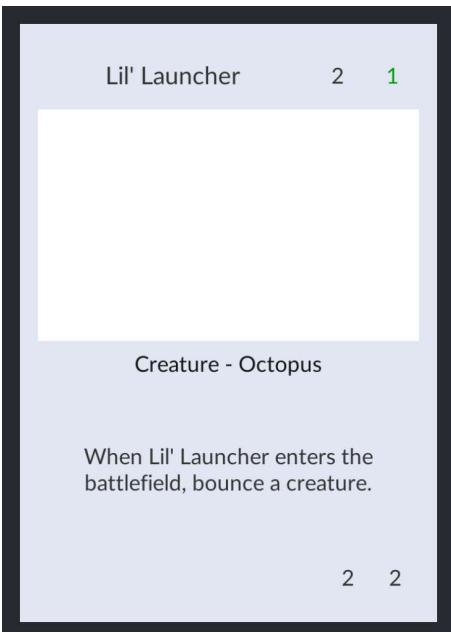
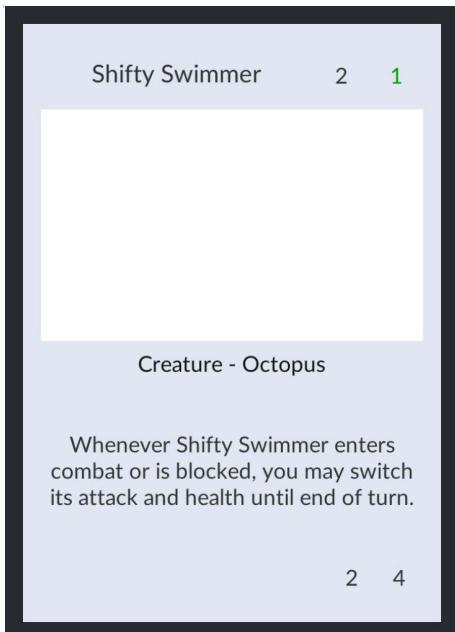
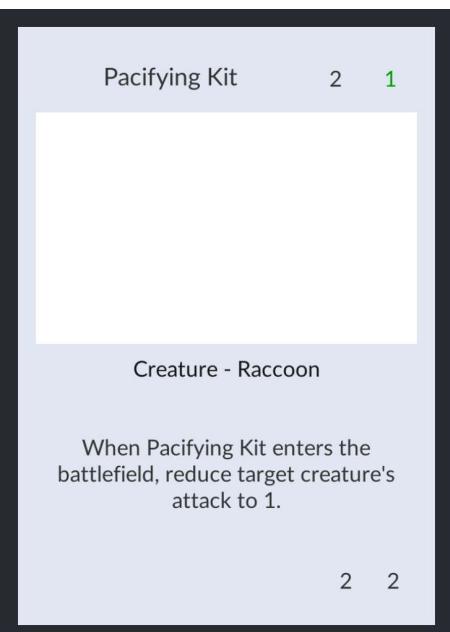
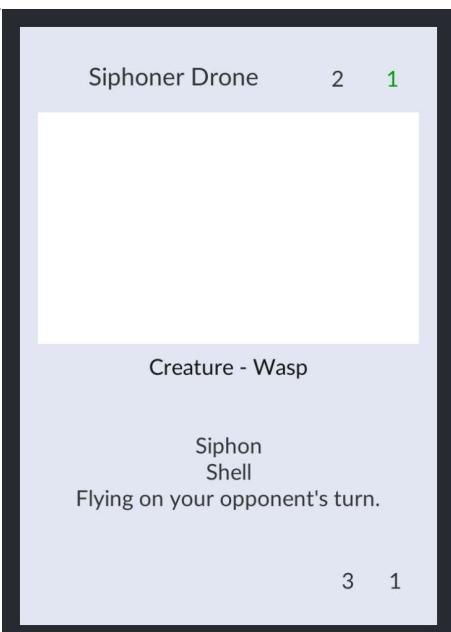
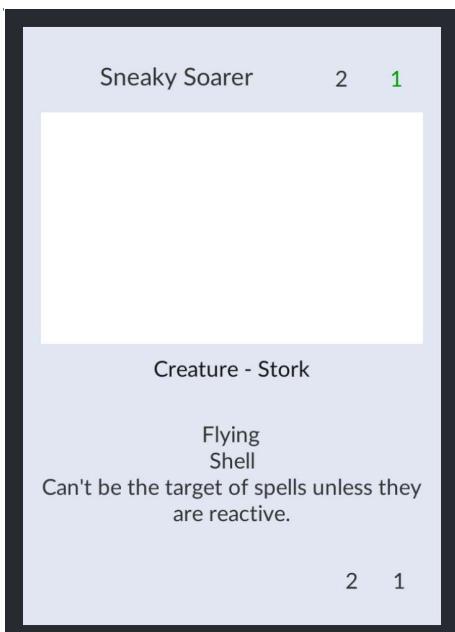
<p>Volcano Eruption 5 4</p> <p>Spell</p> <p>Deal 6 damage to target player and each creature they control.</p>	<p>Roaming Raccoon 1</p> <p>Creature - Raccoon</p> <p>Roaming 1</p> <p>1 1</p>	<p>Lil' Swimmer 1</p> <p>Creature - Octopus</p> <p>Exhaust 1</p> <p>2 2</p>
<p>Hostile Hatchling 1</p> <p>Creature - Stork</p> <p>Hatching 2 When Hostile Hatchling hatches, it deals 2 damage to another creature.</p> <p>3 2</p>	<p>Adaptive Invader 1</p> <p>Creature - Wasp</p> <p>When Adaptive Invader enters the battlefield, it mutates.</p> <p>1 1</p>	<p>Roaming Kits 1</p> <p>Creature - Raccoon</p> <p>When Roaming Kits enters the battlefield, create a 1/1 Kit raccoon creature token.</p> <p>1 1</p>
<p>Coconut Shell 1</p> <p>Creature - Octopus</p> <p>When Coconut Shell attacks, it gets +2/-2 until end of combat.</p> <p>0 3</p>	<p>Spiteful Stork 1</p> <p>Creature - Stork</p> <p>When Spiteful Stork enters the battlefield, deal damage equal to its attack to target creature.</p> <p>1 1</p>	<p>Infectious Pest 1</p> <p>Creature - Wasp</p> <p>Whenever Infectious Pest enters combat with another creature, infect that creature.</p> <p>1 2</p>

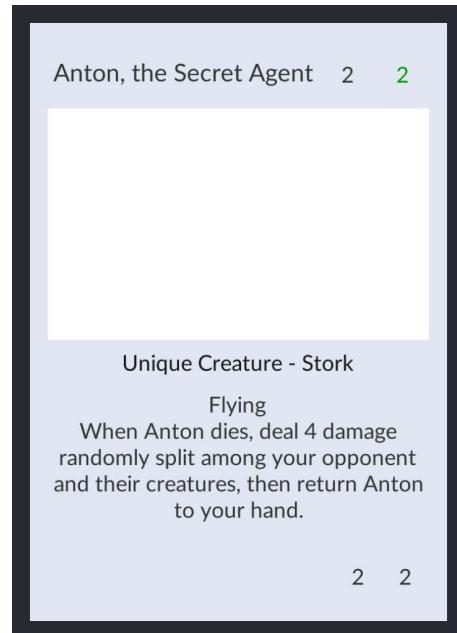
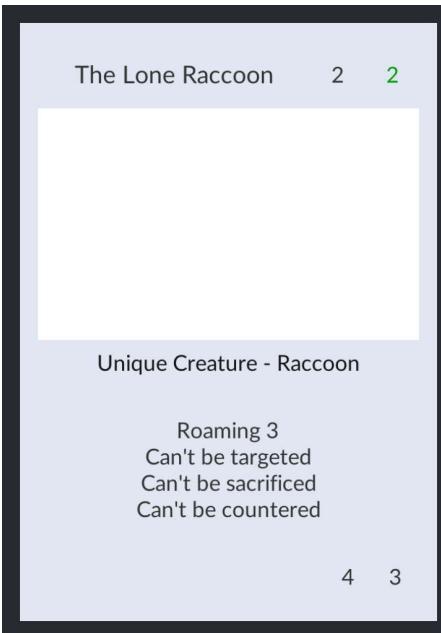
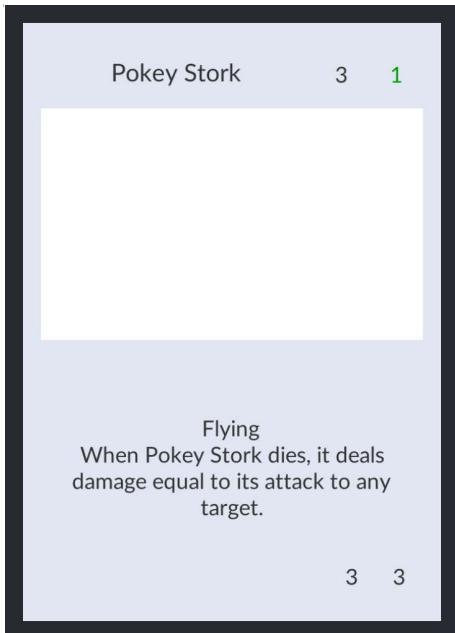
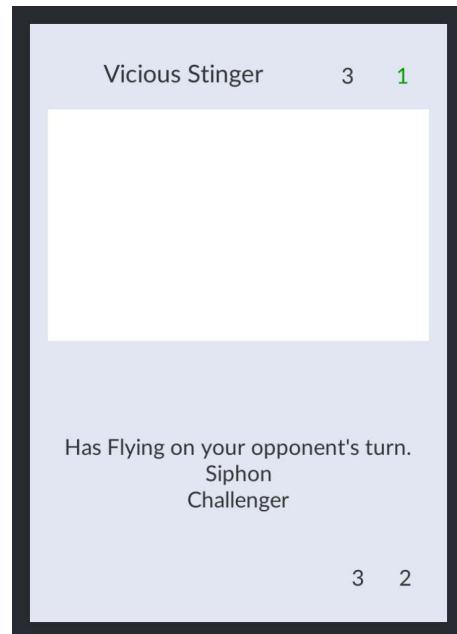
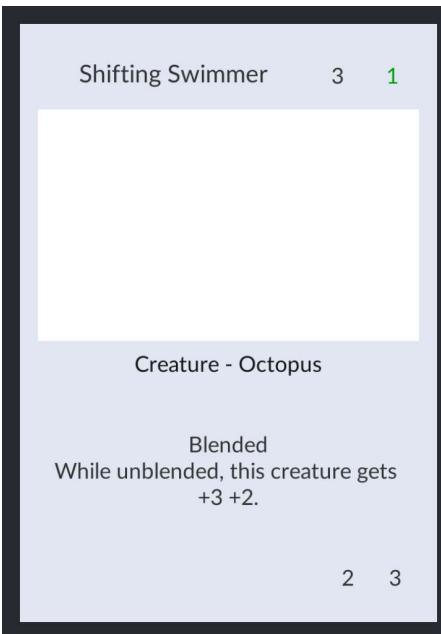
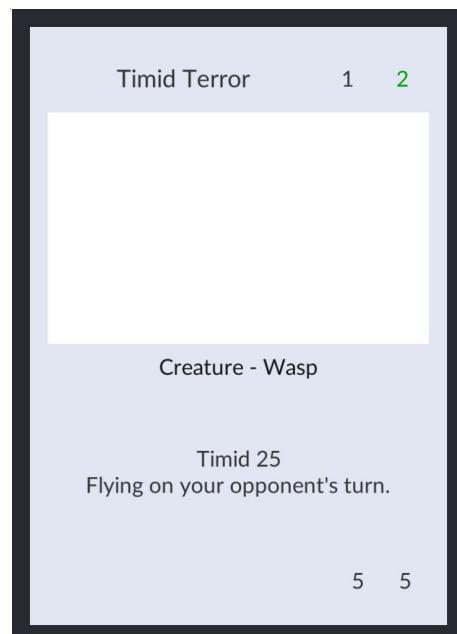


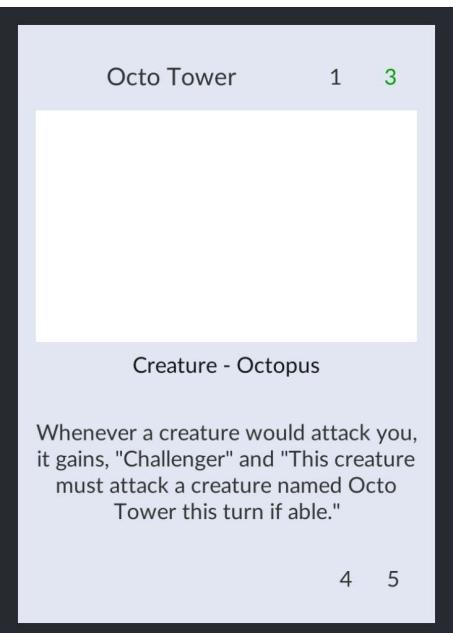
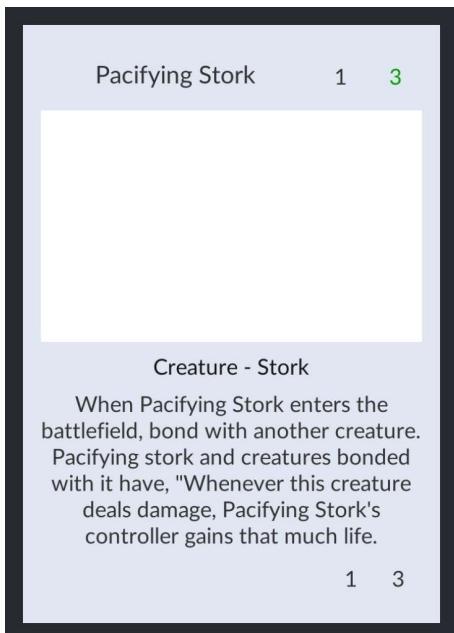
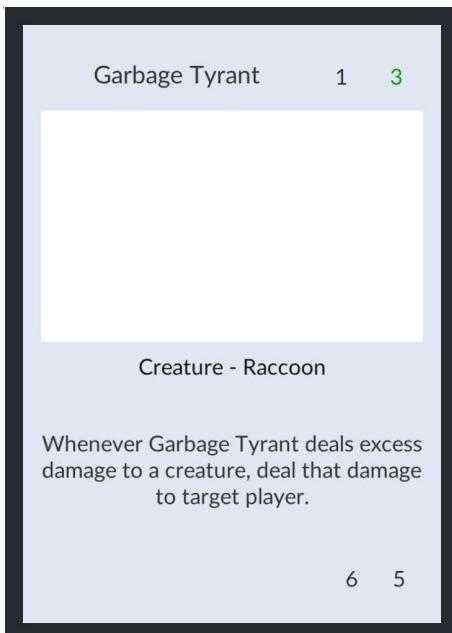
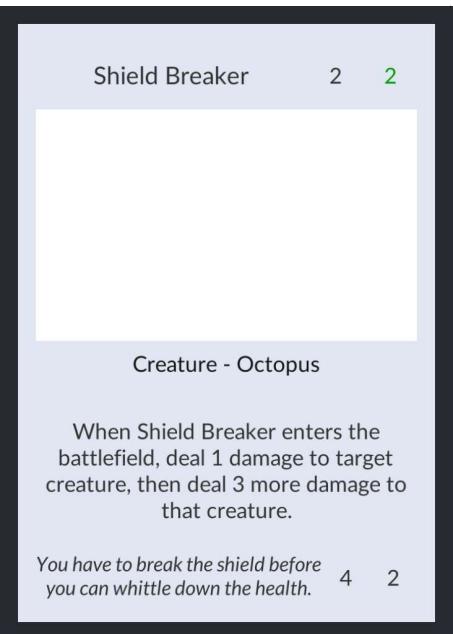
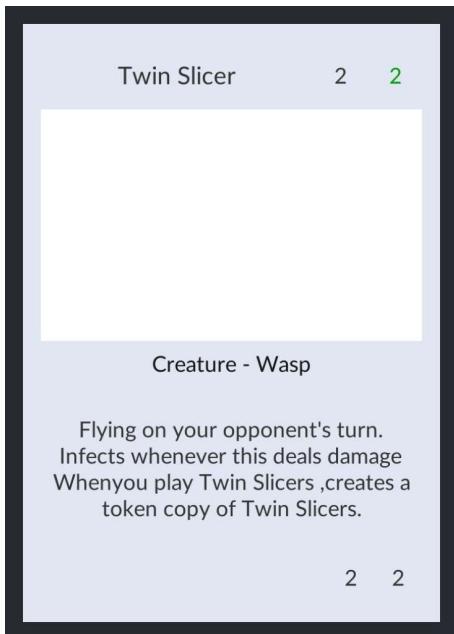
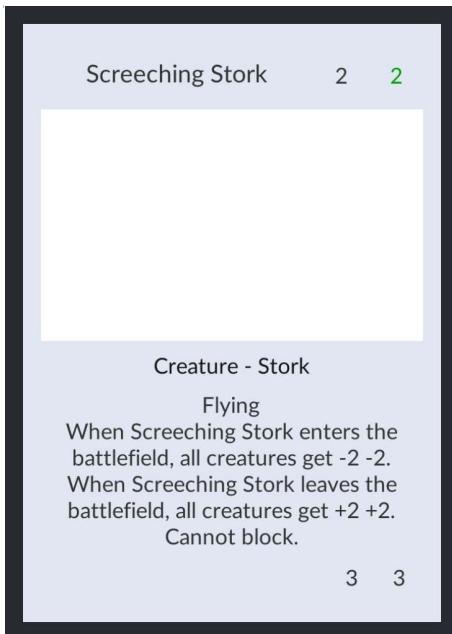
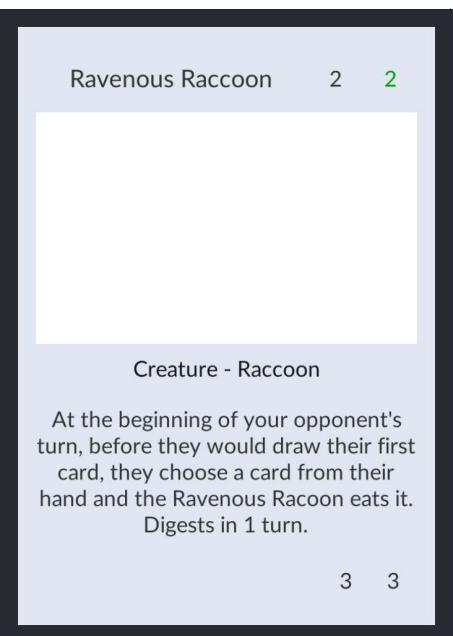
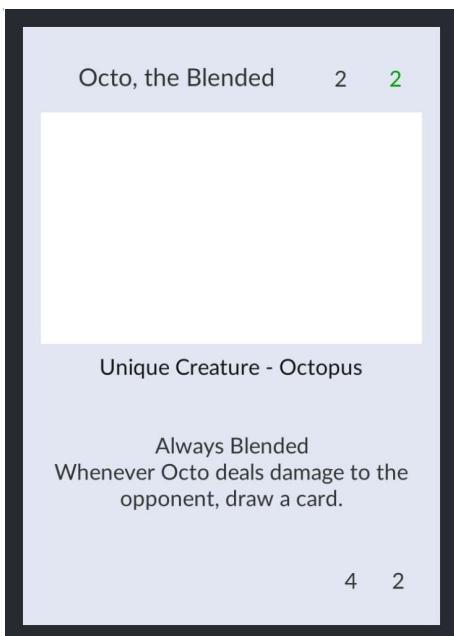
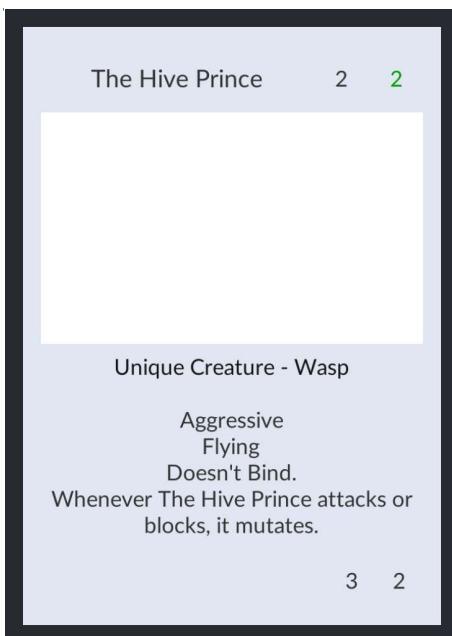












Nest Builder

1 3

Creature - Wasp

Flying on your opponent's turn.
When Nest Builder enters the battlefield,
create a token station called Wasp Nest
that creates a 2 2 wasp with flying on your
opponent's turn at the beginning of your
turn before you would refresh your mana

3 3

Triple Slicer

3 2

Infests whenever this deals damage.
Flying on your opponent's turn.
When Triple Slicer enters the
battlefield, create 2 token copies of it.

2 2

Grinning Thief

3 2

Creature - Raccoon

When Grinning Thief enters the
battlefield, look at your opponent's
hand and choose a card. Take that
card.

4 4

Scape Octopus

3 2

Creature - Octopus

When Scape Octopus enters the
battlefield, all creatures you control
blend in.

3 3

Stumbling Stork

3 2

Creature - Stork

When Stumbling Stork enters the
battlefield, all creatures lose all abilities.
They also lose any changes to their
original stat lines.

3 3

Rabid Lasher

4 1

Creature - Raccoon

Whenever Rabid Lasher is dealt
damage, deal that much damage to any
target.

5 4

Octobasher

4 1

Creature - Octopus

Whenever this is in combat with
another creature, it gets -5 +5.

8 3

Big Stinger

4 1

When Big Stinger enters the battlefield,
deal 6 damage to target creature.

4 2

Armored Stork

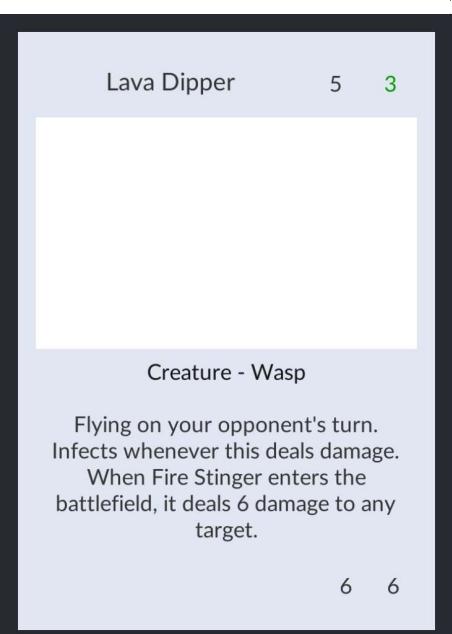
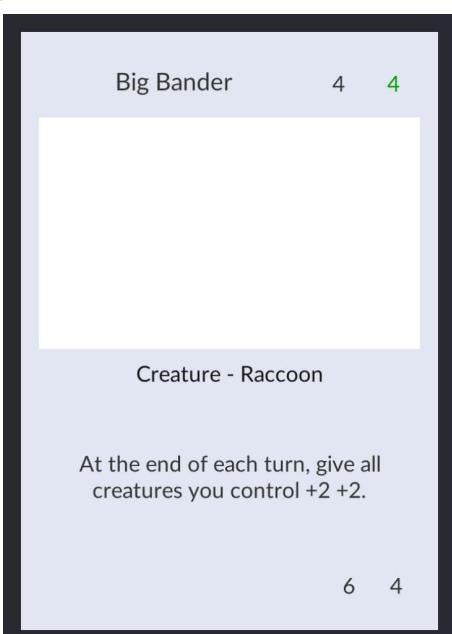
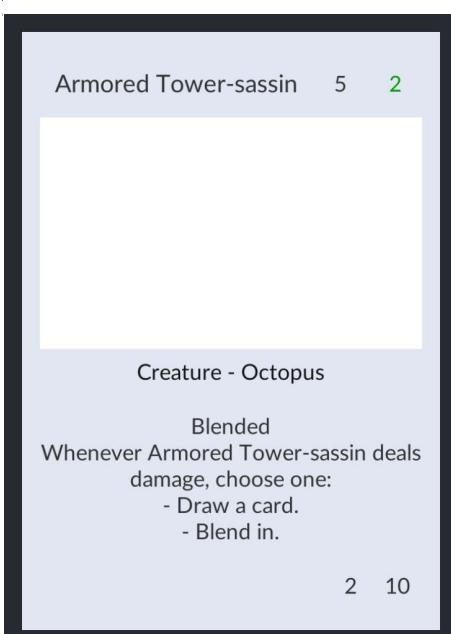
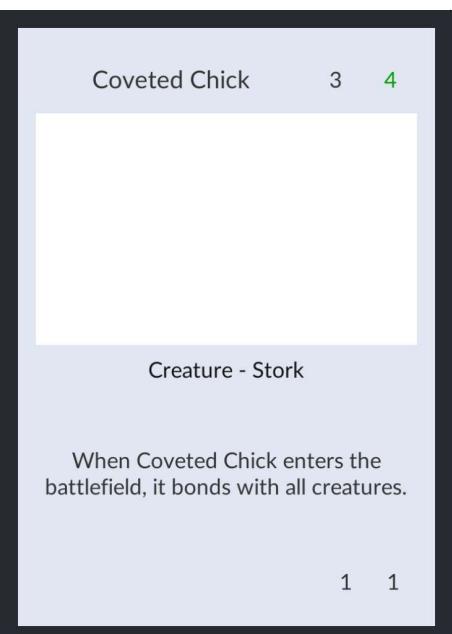
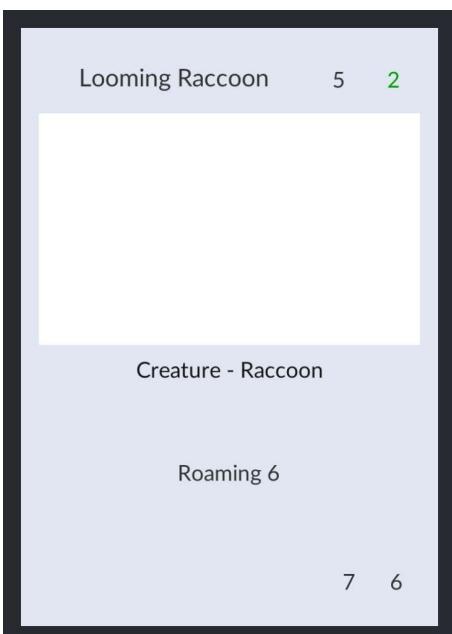
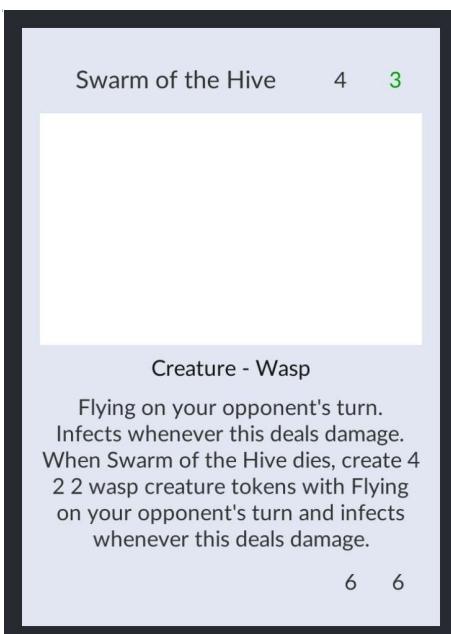
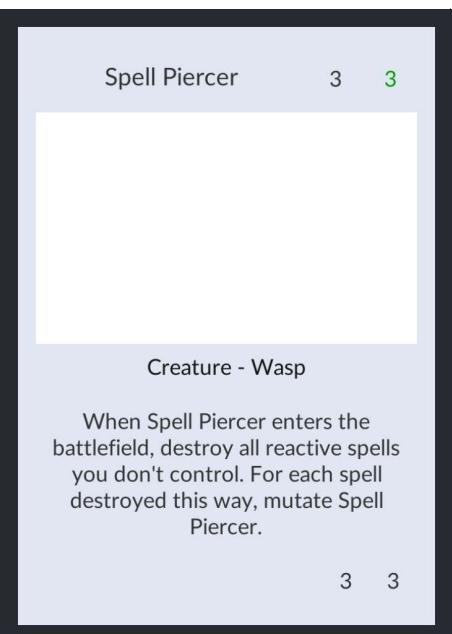
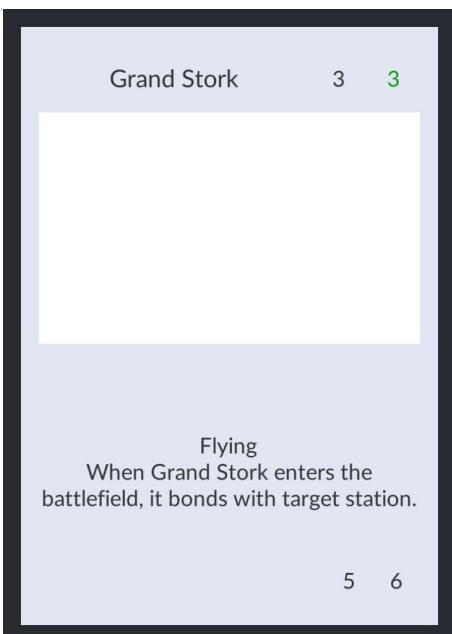
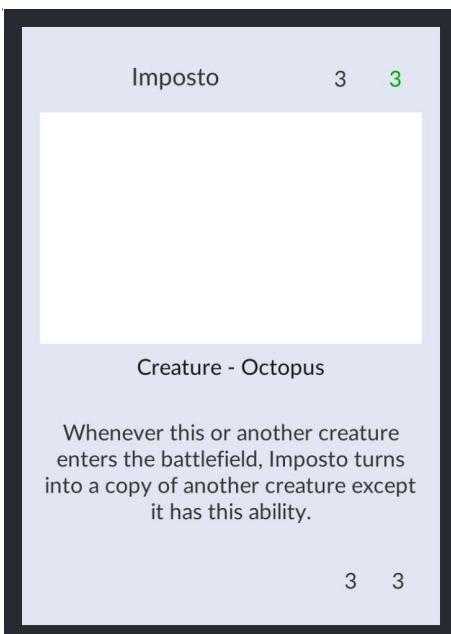
4 1

Creature - Stork

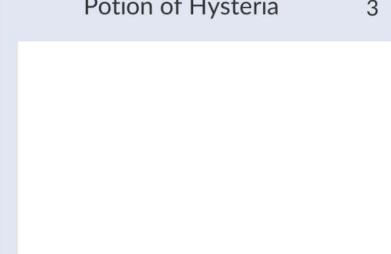
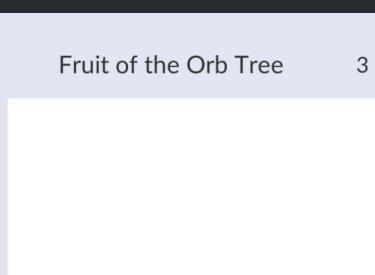
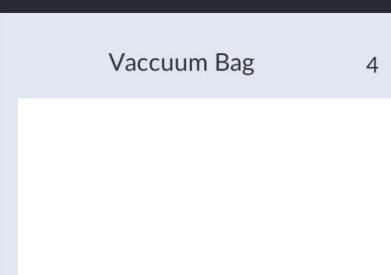
Flying
Shell

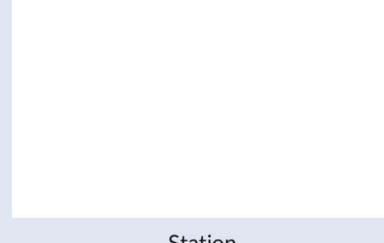
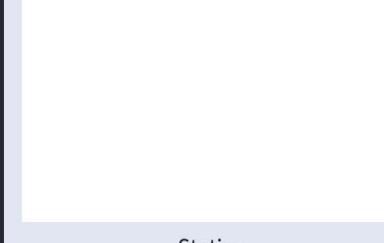
4 4

<p>The Rabid Rascal 2 3</p> <p>Unique Creature - Raccoon</p> <p>At the end of each turn, Rabid Rascal eats a random card in your opponent's hand and on their battlefield. Digests in 1 turn.</p> <p>5 4</p>	<p>The Octogenius 2 3</p> <p>Unique Creature - Octopus</p> <p>Whenever you play a card or activate an ability, draw a card.</p> <p>4 4</p>	<p>The Wasp Queen 2 3</p> <p>Unique Creature - Wasp</p> <p>Infects when this deals damage. When the Wasp Queen enters the battlefield, create a Royal Nest token station that summons 2 Wasp tokens with flying on your opponent's turn at the end of each turn. Other Wasps you control get +1 +1 and "Infects when this deals damage".</p> <p>4 4</p>
<p>The Master of Evasion 2 3</p> <p>Unique Creature - Stork</p> <p>Flying Whenever this would leave the battlefield, instead it comes back with +1 +1 and loses this ability.</p> <p>4 2</p>	<p>Crusher Raccoon 4 2</p> <p>Creature - Raccoon</p> <p>Challenger Sluggish</p> <p>5 7</p>	<p>Pest-ilence Agent 4 2</p> <p>Creature - Wasp</p> <p>Flying on your opponent's turn. Infects when this deals damage. When Pest-ilence Agent enters the battlefield, it deals 3 damage to all other creatures.</p> <p>3 3</p>
<p>Giant Octopus 4 2</p> <p>Creature - Octopus</p> <p>You may put Giant Octopus from your hand onto the battlefield blocking an attacking creature during your opponent's turn by paying its mana cost.</p> <p>6 4</p>	<p>Solitary Stork 4 2</p> <p>Stork</p> <p>Flying Each player can only attack or block with 1 creature during each combat. Cards that would do something to all creatures only do that thing to one creature controlled by each player for each player.</p> <p>4 3</p>	<p>Big Fat Scoundrel 3 3</p> <p>Creature - Raccoon</p> <p>Gets +1 +1 for each card in you have that you don't own in all of your card zones.</p> <p>5 5</p>



<p>Furious Wind Beater 5 3</p> <p>Creature - Stork</p> <p>Creatures you control have flying and creatures your opponents control lose flying and can't gain flying.</p> <p>4 4</p>	<p>Big Sneak 6 2</p> <p>Creature - Octopus</p> <p>Blended</p> <p>8 8</p>	<p>The Nester 4 5</p> <p>Creature - Wasp</p> <p>Flying on your opponent's turn. Infects whenever this deals damage. When The Nester enters the battlefield, if you cast it for its mana cost, create two token stations called Wasp Nest that create a 2/2 wasp with flying on your opponent's turn at the beginning of your turn before you would refresh your mana.</p> <p>4 4</p>
<p>The Scrubber 6 3</p> <p>Unique Creature - Octopus</p> <p>When The Scrubber enters the battlefield, if it was cast for its mana cost, remove any number of cards from discard piles from the game, then all other creatures lose all abilities. Remove any stats that were added those creatures as well.</p> <p>8 9</p>	<p>The Mother Stork 10</p> <p>Unique Creature - Stork</p> <p>Flying When The Mother Stork enters the battlefield, if you cast it for its cost, reanimate all creatures from all discard piles.</p> <p>6 6</p>	<p>The Glutton 6 4</p> <p>Unique Creature - Raccoon</p> <p>When The Glutton enters the battlefield, if you cast it for its mana cost, eat your opponent's deck. Digests in 3 turns.</p> <p>6 9</p>
<p>Unstable Orb 1</p> <p>Consumable</p> <p>0 and sacrifice: Gain 1 mana orb, then at the end of the turn, sacrifice a mana orb you made this turn.</p>	<p>Spring Bloom 1</p> <p>Consumable</p> <p>1 and sacrifice: Each player gains a mana orb.</p>	<p>Cursed Idol 1</p> <p>Consumable</p> <p>1: Put Cursed Idol on top of your opponent's deck.</p>

<p>Dizzy Potion 2</p>  <p>Consumable</p> <p>2 and sacrifice: Target player draws 2 cards and discards 4 cards.</p>	<p>Nuclear Waste Barrel 2</p>  <p>Consumable</p> <p>X and sacrifice: Destroy each creature, station, and consumable with mana cost equal to X.</p>	<p>Ancient Metal Stick Thing 2</p>  <p>Consumable</p> <p>1 and sacrifice: Give target creature +2 +2 and give it a scrap counter. When a creature with a scrap counter dies, if Ancient Metal Stick Thing is in your discard pile, put it into your consumable zone.</p>
<p>Trash Can Lid 2</p>  <p>Consumable</p> <p>Trash Can Lid enters with three use counters on it.</p> <p>1 and remove a use counter: Give target creature shell, then sacrifice Trash Can Lid if it has 0 use counters left.</p>	<p>Ham Sandwich 3</p>  <p>Consumable</p> <p>1 and sacrifice: Target creature gets +3 +3, then gains Siphon until end of turn.</p>	<p>Potion of Hysteria 3</p>  <p>Consumable</p> <p>1 and sacrifice: Two target creatures lose all abilities until end of turn, then they fight.</p>
<p>Plastic Bag 3</p>  <p>Consumable</p> <p>At the end of each turn, put a scrap counter on plastic bag, then roll a six sided die. If you roll a 6, sacrifice plastic bag.</p> <p>0 and sacrifice: Draw a card for each scrap counter on plastic bag</p>	<p>Fruit of the Orb Tree 3</p>  <p>Consumable</p> <p>3 and sacrifice: Gain 6 mana that can be used as though it was mana of any type, lose that mana at the end of your turn if it is not spent.</p>	<p>Vacuum Bag 4</p>  <p>Consumable</p> <p>1 and sacrifice: Reveal cards from the top of your deck until you reveal 2 consumables that cost 3 or less or your deck is empty, then put all consumables revealed this way onto the consumables zone and shuffle the rest into your deck.</p>

<p>Fresh Springs 2</p>  <p>Station</p> <p>At the start of each turn, gain 2 life.</p>	<p>Hot Desert 2</p>  <p>Station</p> <p>At the start of each turn, each player loses 1 life.</p>	<p>Oasis Station 3</p>  <p>Station</p> <p>All mana orbs you control can produce mana of any type.</p>
<p>Rampaging Grounds 3</p>  <p>Station</p> <p>Whenever a creature enters the battlefield under your control, draw a card.</p>	<p>Blazing Fields 3</p>  <p>Station</p> <p>Your spells do 2 extra damage.</p>	<p>Optimal Nesting 4</p>  <p>Station</p> <p>Creatures you control get +1 +1</p>
<p>Wasp Hive 4</p>  <p>Station</p> <p>Create a 2/2 wasp with flying on your opponent's turn at the beginning of your turn (before your mana refreshes).</p>	<p>The Floor of Lava 4</p>  <p>Station</p> <p>At the end of your turn deal X damage, where X is 1 plus the amount of hot counters on The Floor of Lava, then put a hot counter on The Floor of Lava.</p>	<p>Siphoning Station 5</p>  <p>Station</p> <p>All non-creature damage sources you control have Siphon. At the end of each turn, deal 2 damage to each opponent.</p>

Angering Fumes

5

Station

All creatures must attack each turn if able. Creatures with challenger cannot attack creatures.

Reflective Lakes

6

Station

At the start and end of each of your turns, draw a card.

The Rift

7

Unique Station

At the end of your turn, search your deck for a creature that costs 3 or less and put it onto the battlefield under your control.